MultiMedia Soft Audio Sound Editor for .NET v7.1

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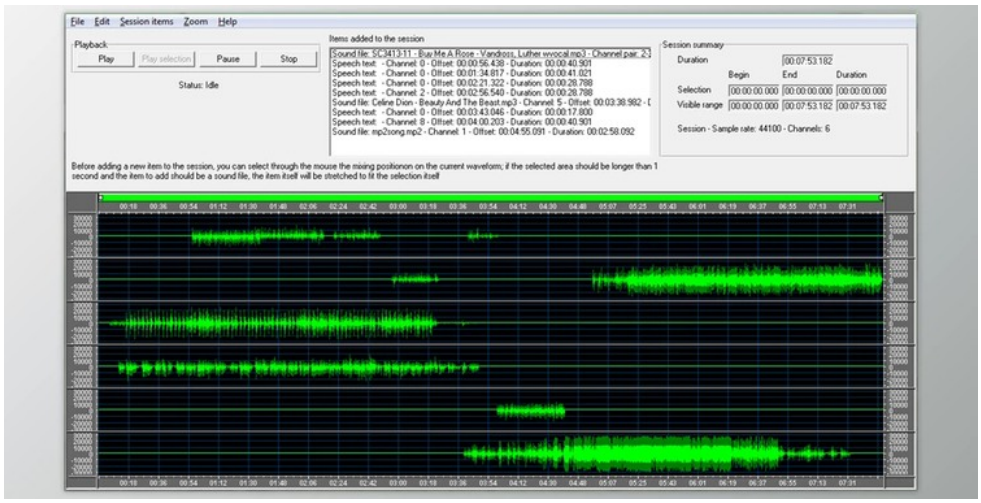

Audio Sound Editor for .NET is a .NET WinForms element that provides sounds editing and audio analysis capacities to multimedia software. It may do various operations with audio data like analyzing the audio waveform. It features rich visualization capacities such as zooming, panning, filtering, effects, equalizing, speed change, habit DSP, sliding quantity, and quantity automation. It supports adware from many audio formats.

Audio Sound Editor to .NET is a .NET WinForms element that makes it effortless to add audio editing capabilities to the software. It's incorporated with DirectShow codecs and the BASS library, which permits you to decode most frequent audio formats such as MP3, WAV, Ogg Vorbis, and lots more. It supplies innovative features to enable an application to access and change audio information, such as support for editing metadata and tags. It is also possible to make your own sounds by writing sound files from scratch with the inner sound composer that includes support for multi-channel audio (up to 8 stations or 7.1): All of the audio items added into the writing session have been layered, meaning they may be inserted, removed and altered before writing the last mix and exporting into a destination document.

Audio Sound Editor to .NET is a .NET Windows Forms custom control developed by MultiMedia Soft that makes it effortless to add audio editing capacities to Winform and WPF applications written with Microsoft Visual Studio; thanks to this integration using DirectShow codecs and together with all the BASS library, both enabling partitioning capacities for its most common audio formats like MP3, WAV, Ogg Vorbis and lots of more, Audio Sound Editor for .NET enables creating strong audio editing software.

Audio Sound Editor for .NET provides innovative features to enable an application to access and change audio information, for example, support for editing metadata and tags.

During Audio Sound Editor for .NET that you cannot just edit and load your music files but also creating your own sounds by writing new sound files from scratch during the inner sound composer that includes support for multi-channel audio (up to 8 stations or even 7.1): all of the audio items added into the writing session are all layered, meaning they may be inserted, removed and altered before writing the final mixture and imitating the same right into a destination file on disc.

MultiMedia Soft Audio Sound Editor for .NET Great Features:

- Support for multi-channel audio files (up to 7.1).
- Support for loading raw audio data from an external source.
- Load a new sound in "Append mode", "Insert mode", "Mix mode" or "Overwrite mode".
- Load a specific range of a sound file.
- Load a specific audio channel from a sound file.
- Extract mono or stereo channels from multi-channel audio files (up to 7.1).
- Extract audio tracks from a video clip and save them to an audio file.
- Append several files in one single shot.
- Mix several files or contents of other instances of the control in one single shot.
- Load from a file, from a memory buffer, or the system Clipboard the most audio formats:
  - AAC and AAC+
  - MIDI
  - PCM RAW format
  - AC3
  - MOD Music
  - PVF
  - AIFF
  - Monkey's Audio (APE)
  - Speex

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标签

.Net Winforms Components

    - ALAC
    - MP3
    - MP2
    - MP1
    - SVX
    - AU
    - MP4
    - VOC
    - CAF (1)
    - Musepack
    - W64
    - CD tracks
    - NIST
    - WAV (2)
    - FLAC
    - OGG Vorbis
    - WavPack
    - IRCAM
    - OPUS
    - WMA and WMV (3)
    - M4A
    - PAF

(1) Support for PCM 8/16/24/32 bits, PCM 32 bits floating point, G711 U-LAW, G711 A-LAW
(2) Support for uncompressed PCM and compressed formats whose ACM codec is installed inside the system
(3) Requires the availability of Windows Media Player modules on the target PC

Audio editing

- Edit a sound with cut, insert, and mixing capabilities.
- Support for remapping or mixing channels of stereo or multichannel audio files.
- You can apply a background sound to the current editing session, also in loop mode.
- Insert or remove portions of silence.
- Create and apply equalizer bands.
- Volume modifications: flat volume, sliding volume, and volume automation with the possibility to design the volume curve.
- Special effects with multichannel support: Chorus, Compressor, Distortion, Echo, AutoWah, Phaser, Freeverb (reverb).
- DirectX Media Object (DMO) effects.
- Custom DSP effects: code of DSP effects can be internal to the container application's code or inside external DLLs.
- Virtual Studio Technology (VST) effects.
- Change Tempo, Playback rate, and Pitch
- Filter for hiss noise removal.
- Filter for clicks and pops removal.
- Filter for volume level normalization.
- Filter for DC Offset removal.
- Filter for vocal removal.

Audio playback

- Play loaded and edited sound or any portion.
- Sound card output choice.

Audio export

- Export multi-channel sounds (up to 7.1) into audio formats supporting multi-channel.
- Join two mono files in one single output stereo file.
- Split and export a stereo sound into two separate mono files containing left and right channels.
- Export edited sound into an audio file in most audio formats:
    - CAF (1)
    - WAV (2)
    - WMA (3)
    - AAC (4)
    - MP4 (4)
    - MP2 (5)
    - MP3 (6)
    - OGG Vorbis (7)
    - OPUS (8)
    - AAC+ (9)
    - NIST
    - PVF
    - RAW formats
    - AIFF
    - SVX
    - AU

    - VOC
    - W64
    - FLAC
    - IRCAM
    - PAF

(1) Support for PCM 8/16/24/32 bits, PCM 32 bits floating point, G711 U-LAW, G711 A-LAW
(2) Support for uncompressed PCM and compressed formats whose ACM codec is installed inside the system
(3) Requires the availability of Windows Media Player modules on the target PC
(4) Requires the availability of the external Faac.exe encoder
(5) Requires the availability of the external TwoLame.exe encoder
(6) Requires the availability of the external Lame.exe encoder
(7) Requires the availability of the external OggEnc.exe encoder
(8) Requires the availability of the external OpusEnc.exe encoder
(9) Requires the availability of the external Fdkaac.exe encoder

Audio format conversion

- Convert from/to many audio formats with the possibility to:
    - Port eventual existing tags from the source format to the destination format.
    - Apply volume level normalization.
    - Apply DC Offset removal.
- Convert several files from an audio format to another in one single shot.

Audio analysis

- Deep analysis at different resolutions of the loaded sound's waveform.
- Enumeration of silent portions of the sound.

Graphical features

- The waveform's rich visualization capabilities can perform range selection, zooming, and panning: both waveform and spectral view are supported.
- Volume curve designer.
- Waveform scroller allowing manual and automatic movement of the waveform.
- Support for drawing the waveform representation inside a graphical device context (HDC).
- Enhanced graphical spectrum analyzer.
- Graphic bars for custom displaying of Vu-Meters and Progress bars.

Sound generator

- Pure wave tones.
- Composite or monaural wave tones.
- Binaural and multi-channel wave tones.
- Sliding wave tones.
- Noises.
- DTMF tones.
- Text to speech strings.

Sound composer
Compose new mono, stereo, or multi-channel (up to 7.1) sound files by mixing audio data taken from the following audio sources:

- The internal sound generator creates from scratch several kinds of wave tones, noises, and DTMF tones.
- The Microsoft Speech API allows creating audio data from a string of text or a text file through synthesized voices.
- Regular sound files stored inside disk files or memory buffers.
- Another instance of the editor component.
- An instance of the Active Sound Recorder component.

Tagging features

- Edit common tag formats (Unicode strings supported):
    - APE
    - FLAC
    - ID3V1
    - LYRICS3
    - ID3V2.2
    - MP4
    - ID3V2.3
    - OGG Vorbis
    - ID3V2.4
- Editing of the following chunks in WAV files:
    - CART
    - DISP
    - BEXT
    - LIST INFO

Misc features

- Upload files to an FTP server.
- Support for ZIP format with AES encryption/decryption capabilities.

版本列表

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