

Adapt-X plug-in v3.6 User Guide

Overview

Adapt-X is a DSP plug-in that allows you to use DirectX plug-ins with your favorite player. With Adapt-X you can listen to your music with the same professional effects used in real-life recordings.

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Getting started

Windows Media Player 9

Adapt-X for Windows Media Player is in fact a combination of two plug-ins: a DSP plug-in (Adapt-X) and a User Interface plug-in (Adapt-X Window).

After completing the Adapt-X setup program, open Windows Media Player. Go to the "View/Plug-ins/Other" menu and select both "Adapt-X" and "Adapt-X Window".

When the Adapt-X DSP plug-in is loaded and the player is in full mode, a small Adapt-X logo is displayed in the player status area. Please note that when you run Windows Media Player, DSP plug-ins are not activated until you hit the play button for the first time.

When the Adapt-X window is visible but the DSP plug-in is disabled or not loaded, the Adapt-X logo blinks.

Winamp 3

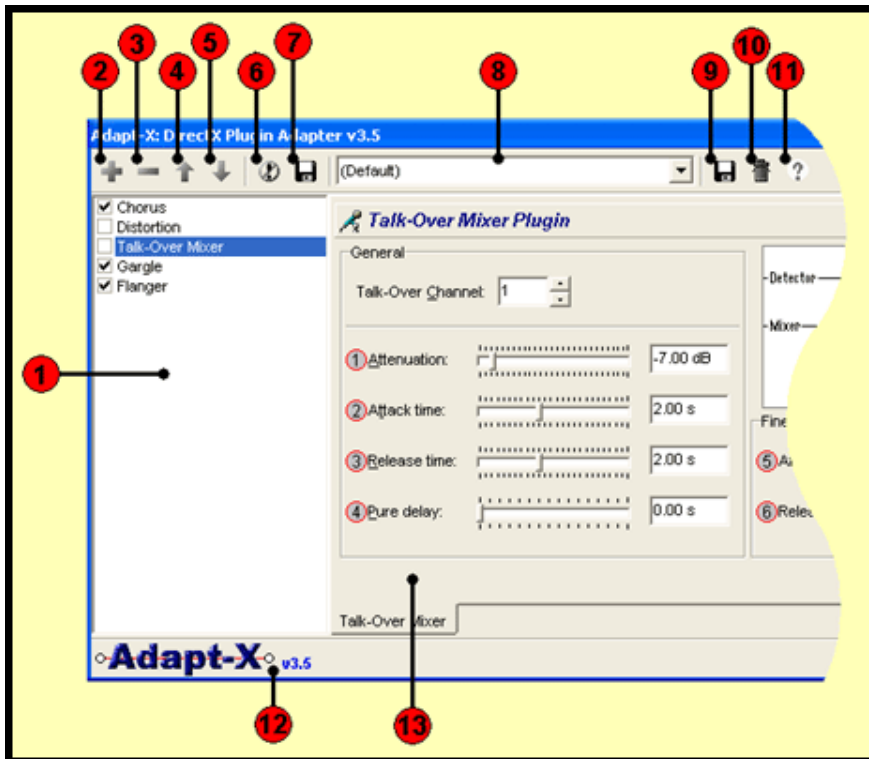
Right-click on the main Winamp window to display the context menu, point to "Windows", then select "Adapt-X 3.6".

Winamp 5

Press Ctrl+P on the main Winamp window to display the configuration dialog box. Under the *Plug-ins* node, select "DSP/Effect" and then select "Adapt-X Plug-in for Winamp".

Basic operation: Main window

At this point, you should see the following window:



Click on the add button **2** to display a window containing a list of all the DirectX plug-ins installed in your system. Double click on each plug-in you want to bring to the processing chain **1**. Note that, if needed, you may insert several instances of a specific plug-in type.

If you have DirectX 8 or greater installed in your system, then you have access to the following DX 8 built-in plug-ins: Chorus, Compressor, Distortion, Echo, Flanger, Gargle, I3DL2 Reverb, Parametric Equalizer and Waves™ Reverb.

To enable audio processing for a particular plug-in in the chain, you must turn it on by checking the box at the left of the plug-in name. See **1**. This allows you to insert plug-ins and set their parameters without affecting the sound.

The parameters panel **13** allows to modify the parameters of the selected plug-in. If the plug-in has more than one parameters page, you can select each page by clicking on the corresponding tab at the bottom of the panel. Most plug-ins have only one parameters page.

You can remove any plug-in from the chain by selecting it and clicking on the remove button **3**.

The move up **4** and move down **5** buttons allow to change the order of the selected plug-ins in the processing chain.

While the bypass button **6** is pressed, the audio signal does not flow through the effect chain, thus disabling any effect processing. Clicking on the button again enables effect processing.

The save chain button **7** allows to save the current processing chain for later use. The saved chains appear in the Chains page of the window that appears when clicking on the add button **2**. A check box in this page allows either replacing the current processing chain **1** by the selected one or appending the selected chain at the end of the current processing chain.

The plug-in preset selector **8** shows available presets for the selected plug-in.

Selecting a preset causes the plug-in to load the stored parameters for that preset. You

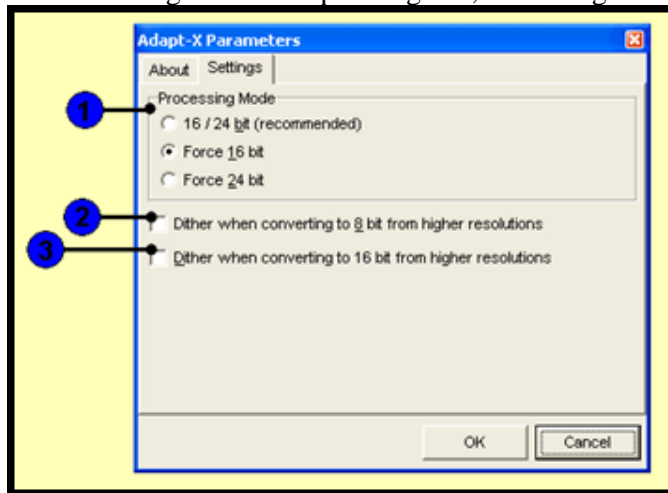
can store your own presets by clicking on the save preset button **9**, or delete a preset by clicking on the delete preset button **10**. Some plug-ins have built-in presets that cannot be deleted. Adapt-X shows an error message when you try to delete a built-in preset.

The plug-in help button **11** shows the help for the current plug-in if it is available. Vendors are strongly encouraged to provide help files for their plug-ins, but not all plug-ins include this feature.

Clicking on the Adapt-X logo **12** invokes the configuration window, which is explained in the next section.

Configuration window

When clicking on the Adapt-X logo **12**, the configuration window appears:



The processing mode selector **1** configures the way Adapt-X handles audio samples. When set to 16/24 bit (the default mode), audio processing is done in 16-bit if the resolution of the source files is 16 bit or lower, and 24-bit (floating point) if the resolution of the source files is higher than 16 bit.

When the processing mode selector is set to 16-bit, audio processing is always performed at 16-bit regardless of the resolution of the input files. This option may be necessary when processing 24-bit files with plug-ins that don't support floating point, such as the built-in DirectX 8 DMOs.

When the processing mode selector is set to 24-bit, audio processing is always done at 24-bit regardless of the resolution of the input files. This option may be necessary when using plug-ins that don't support 16-bit. Note: The built-in DirectX 8 plug-ins don't support 24-bit processing, so you cannot activate them when using this mode. DirectX 9 fixes this issue.

Windows Media Player and Winamp 3-specific information: The dithering check boxes **2** and **3** are not present. Instead, an option allows to force the audio processing in stereo mode. This may be useful when you want to process mono files using DirectX plug-ins that only work with stereo signals.

FAQ

How do I uninstall Adapt-X?

Go to the Windows Start Menu, open the Control Panel and select Add/Remove Programs. Select Adapt-X and then click Remove.

I get no change in the sound when using Adapt-X

Please note that most players, including Winamp and WMP, disable all DSP plug-ins when playing protected content (DVD, DRM-encoded WM files and so on). The player can also disable DSP plug-ins when playing certain file types, such as MIDI files.

These limitations apply to all DSP plug-ins and are not related specifically to Adapt-X. WMP 9 Specific: Adapt-X for Windows Media Player 9 is in fact a combination of two plug-ins: a DSP plug-in (Adapt-X) and a User Interface plug-in (Adapt-X Window). Go to the “View/Plug-ins/Other” menu and make sure that both “Adapt-X” and “Adapt-X Window” are enabled.

I’m a developer and I would like to add DirectX plug-in hosting capabilities to my application. Can you help?

Yes. Adapt-X uses internally the Adapt-X Plug-in Engine to perform most of its tasks: filter chaining, preset and property pages handling, etc. The engine is encapsulated into a separated DLL so other programs may use it through the Adapt-X Engine SDK, which completely isolates the application from the DirectX SDK. You’ll find more technical details at www.chronotron.com.