ANN: AudioLab 3.0 Beta 1 available!

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- *From*: Boian Mitov <mitov@xxxxxxxxx>
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AudioLab 3.0 Beta 1 is now available for download at www.mitov.com !

AudioLab is an audio capture, playback, processing, analysis and visualization library.

It allows audio capture, manipulation, filters, mixers, fast rendering, spectrum analysis, graphic equalization and much more.

The latest version of AudioLab supports the old fashion Win32 API (WaveAPI, Audio ACM), the newer DirectShow, DMO and even allows if needed any mixture of them. The developer can choose to go with any of them, to use all, or can switch from the one to the other at any moment. The components hide the complexity of all of the approaches, and make them look almost identical from the users prospective.

Supported platforms:
− Delphi 5
− Delphi 6
− Delphi 7
− Delphi 2005
− Delphi 2006
− Turbo Delphi 2006

− C++ Builder 5
− C++ Builder 6
− C++ Builder 2006
− Turbo C++ 2006

− BDS 2006

− Visual C++ 6.0
− Visual C++ 2003
− Visual C++ 2005

What's new:
− New faster multithreading buffer protection.
− New faster buffer memory manager.
− The DataAceessObjects for the buffers are now obsolete. The functionality is moved to the buffers.
− The buffers raw data access methods now are called Read, Write and Modify. The ModifyData is split into Modify and Write to reduce unnecessary memory copy operations and to improve the performance.

− Added 24 bit audio buffer support.
− Added higher than 44100 sample audio rates support.
− Added multichannel (More than 2) audio support.
− Added Generic generator components.
− Added On/Off Switch component.
− Added Snapshot component.
− Added TALDSAudioCompressor and TALDSAudioDecompressor.
− Enchanted ASF profile support.
− Added basic Unicode support for Visual C++ MFC.
− Fixed bug in CTStrings support in Visual C++ MFC.
− Added Spectrum normalization.
− Added Scope and Waterfall custom axis labels.
− Added Scope channel value intersections support.
− Added Scope and Waterfall Axis zooming and toolbars.
− Added X/Y plotting support to the Scope.
− Added Scope channel highlighting.
− Added Scope Channel OnClick events.
− Added Scope Cursor events.
− Added Scope and Waterfall mouse value tip window.
− Added Scope and Waterfall OnZoom events.

The package is fully functional and free for non−commercial purposes.

With best regards,
Boian Mitov
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