

Forum:[Hack Forums](#)

Thread: [Music Equalizer/Visualizer](#)

ASDA - June 24, 2013, 11:54 am

Is it possible to develop an audio visualizer in Java (with GL11 and/or LWJGL)? I've not tried anything so far because I didn't know where to start.. I've checked Google and couldn't find anything. I'm wanting the visualizer to look something like [this](https://www.youtube.com/watch?v=MmD3lDkqfGQ&feature=youtube_gdata_player) with the exception that it will be drawn at the top of the screen. I don't mind about any additional libraries that need to be included but the equalizer needs to link up as close as possible I know that it can't be timed exactly.

inlusio - June 28, 2013, 5:12 am

Yeah I reckon it's possible in Java. You need to load in the audio file using something like an `AudioInputStream`. I was able to use that to render a visual representation of the bytes within the audio stream. This is only partly right though because a good visualizer represents the loudness and frequency spectrum of a sample, according to Wikipedia at least. I haven't looked into loudness but to get the frequency of a sample you need to use a FFT function, I'm pretty sure there are libraries out there to do this. Hope that helps! I'll keep trying to write my own, we'll see how that goes ?