

Forum:[Hack Forums](#)

Thread: [How To Make Visualizer?](#)

AuXFire - December 24, 2014, 2:43 am

I have been trying my hardest to find a good tut on how to make a visualizer like the one below but I cannot find anything that has actually helped me at all. Any insight?

Visualizer from GrooveStream (By [Weakky.](#)):

+Haze - December 24, 2014, 2:47 am

I guess the logic would be to sample each audio chunk, and then represent that chunk in terms of a bar/meter.

AuXFire - December 24, 2014, 2:52 am

(Dec 24, 2014 03:47 AM)+Haze Wrote: [\[CITE\]](#) I guess the logic would be to sample each audio chunk, and then represent that chunk in terms of a bar/meter.

Does bass.dll have anything to do with it? I have looked into it but got totally lost.

Visual Freedom - December 24, 2014, 4:05 am

Take a look how this open source audio player handled the problem:

[\https://github.com/Alkalinee/Hurricane

Tedd - December 24, 2014, 9:15 pm

Take a look at this open source library, and see how it's used in example projects to make a visualizer.

It's not hard to convert from C# to VB.

<https://cscore.codeplex.com/>

idb. - December 25, 2014, 12:25 am

Pretty certain that uses BassMod. There's examples all over the net about this stuff tbh.

<http://www.codeproject.com/Articles/26357/Multimedia-PeakMeter-Control>

<http://www.un4seen.com/forum/?topic=15024.msg104437#msg104437> (This is what GrooveStream uses)

<https://cscore.codeplex.com/> (This is what Hurricane uses)

All you'd really need to do beyond that is change the way that the peaks are drawn to your liking (or do like Winamp and give users the option to create their own visualizations through plugins).

Hope this helps.