


How to use android graphic equalizer

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The equalizer is used to change the frequency reaction of a particular music source or the main output mix. The app creates an Equalizer object to instantly control the Equalizer engine in audio frameworks. The app can either simply use predetermined presets or have more accurate gain control in each frequency band controlled by the equalizer. The methods, types of parameters, and units that are implemented by Equalizer directly show the methods defined by the OpenSL ES 1.0.1 (specification for the SLEqualizer interface. Please refer to this specification for more information. To attach the equalizer to a specific AudioTrack or MediaPlayer, provide the audio session ID of this AudioTrack or MediaPlayer when building an equalizer. NOTE: Joining the equalizer to the global audio output mix using Session 0 is deprecated. The Equaliser.OnParameterChangeListener interface OnParameterChangeListener identifies a method called equalizer when the parameter changes. Class Equalizer.Settings Class Settings regrouping all the equalizer settings. Equalizer (priority int, int audioSession) Class designer. From the java.lang.Object Object class, the clone creates and returns a copy of this object. boolean (Object obj) indicates whether any other object is equal to this. invalid completion () is called by the garbage collector at the facility when the garbage collection determines that there are no more references to the object. The final class of the getClass returns the time class of the subject. int hashCode () Returns the hash code value to the object. the final invalid to notify () will wake up one thread that is waiting on the monitor of this object. toString returns the view of the object line. The final expectation of emptiness (long time out, int nanos) triggers anticipation of the current thread until another thread triggers the notification method () or the notifyAll method for that object, or some other thread interrupts the current thread, or a certain amount of real time has passed. The final expectation of emptiness (long time) triggers the wait for the current thread until another notification method () or notifyAll method has been triggered for that object, or a certain amount of time has passed. the final expectation of emptiness () causes the current thread to wait until another thread triggers the notification method () or the notifyAll method for that object. Public static final int PARAM_BAND_LEVEL Band level. Option ID for OnParameterChangeListener Permanent value: 2 (0x00000002) public static final int PARAM_CENTER_FREQ the frequency of the center band. Option ID for OnParameterChangeListener Permanent value: 3 public static final int PARAM_CURRENT_PRESET Current Preset. OnParameterChangeListener Permanent Value: 6 6 Public static final int PARAM_GET_BAND Band for this frequency. Option ID for OnParameterChangeListener Permanent value: 5 (0x00000005) public static final int PARAM_GET_NUM_OF_PRESETS Request number of presets. Option ID for OnParameterChangeListener Constant Value: 7 (0x00000007) public static final int PARAM_GET_PRESET_NAME the name of the pre-installed request. Option ID for OnParameterChangeListener Permanent value: 8 (0x00000008) public static final int PARAM_LEVEL_RANGE Band level range. Option ID for OnParameterChangeListener Constant Value: 1 (0x00000001) public static final int PARAM_NUM_BANDS number of bands. Option ID for OnParameterChangeListener Constant Value: 0 (0x00000000) public static final int PARAM_STRING_SIZE_MAX Maximum size for a given name Constant Value: 32 (0x00000020) public equalizer (int priority, int audioSession) Class designer. Int priority options: Priority level requested by the Equalizer engine management app. Because the same engine may be common to multiple applications, this option indicates how much the requesting app needs to control the effects. Normal priority is 0, above the norm is a positive number, below the normal negative number. audioSession int: a wide unique session identifier for sound. The equalizer will be attached to MediaPlayer or AudioTrack in the same audio session. Public short getBand (int frequency) gets the group that has the greatest impact on this frequency. Int frequency options: frequency in millihertz, which must be aligned through the returned band. Returns the short frequency band that has the greatest impact on this frequency. public int getBandFreqRange (short band) receives the frequency range of this frequency group. The bandwidth options are short: the frequency of the range, the frequency range of which is requested. The number of bands starts from 0 and ends (the number of bands - 1). Returns the frequency range to millihertz in an array of entire rows. The first element is the lower limit of the range, the second element of the upper limit. Public short getBandLevel (short strip) Gets a gain set for this group of equalizer. The bandwidth options are short: the frequency band whose profit is requested. The number of bands starts from 0 and ends (the number of bands - 1). Returns a short gain in the milliels of this group. public int getCenterFreq (short band) gets the central frequency of this group. The bandwidth options are short: the frequency band, the central frequency of which is requested. The number of bands starts from 0 and ends (the number of bands - 1). Returns int central frequency to Public String getPresetName (short preset) gets a predetermined name based on the index. The parameters are preset short: pre-installed index. The actual range is 0, number of presets-1. Returns a line containing the name of this preset. Throws Throws java.lang.IllegalArgumentException java.lang.UnsupportedOperationException Public invalid setBandLevel (short band, short level) sets this equalizer to this gain value. The bandwidth options are short: a frequency band that will have a new win. The number of bands starts from 0 and ends (the number of bands - 1). Level short: a new win in milliels that will be installed on this strip. getLevelRange will determine the maximum and minimum values. See also: Public Void Set ParameterListener (Equalizer.OnParameterChangeListener Listener) Registers the Interface OnParameterChangeListener. Listener Options Equalizer.OnParameterChangeListener: OnParameterChangeListener interface registered Improving the sound quality of your phone or tablet with the first true global equalizer app and home screen widget! The equalizer allows you to adjust the level of sound effect so you get the best out of your music or audio coming out of your phone. Apply the presets equalizer based on the music genre, or quickly create your own custom preset with a 5 group equalizer controller. Additional audio effects supported include: Bass Booster, Virtualizer and Reverb Presets. ★ Resolutions: Requires INTERNET_PERMISSION to download additional

skins widgets. ★ Requires Android 2.3 Gingerbread or Up. Custom DISKS may not work due to problems with ROM. If your ROM works, please post to let others know. If you have a problem, please contact us and let us know which ROM you are using. Features: ★ 11 Stock Presets★ Automatic Detection Presbyterian (see List of supported players below)★ 5 Band-level equalizer controller★ Audio sampler to check the settings of the equalizer★ ★ Bass Booster★ Virtualizer★ Reverb Presets★ integrates with the Android Music Player exchange★ works on both wired and Bluetooth A2DP headsets★ works with streaming music such as Pandora, such as etc.★ Power Mode options for inclusion/disabling effects★ Beautiful 4x1 and 2x1 equalizer widgets for home screen★ Additional skin widgets are available for download★ Transparent Background Mode available for widgets★ The Notification label is available for quick access★ fully optimized for Phones and Tablets★ No Root RequiredFull features include: (Requires buying a unlock key)★ Save custom presets★ Delete, Edit, rename presets★ Create a home screen shortcut for presets★ backup and presets recovery from SD cardStock presets include :★ Normal★ Classical★ Dance★ Flat★ Folk★ Heavy Metal★ Hip Hop★ Jazz★ Pop★ Rock★ Latin (New) Equalizer doesn't work with all musical performers. Some are equalizers own, and others are simply not compatible. If you have a problem with a music player, please contact us. We recommend using Google Play Music, Meridian Mobile or omich. Installing unlock key: This is the unlock key, not the self-driving app, all you have to do is download the key and set it on Device. The first time you open, you'll see the dialogue and you'll be delivered to our Equalizer app, that's all you need to do! We appreciate your feedback and encourage us to help us improve our products. Visit our web website and be sure to check out our other apps on the market. Known problem with Jellybean devices: Audio is not as loud when the equalizer is on. For more information, visit: Android Apps, LLC LLC

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