



RaiseAudio – Conductor Lite (PC)

dynamic music engine & editor



Conductor Lite contains a dynamic link library (CME.dll) written in c++ and an editor tool.

CME (**C**onductor **M**usic **E**ngine) gives you the possibility to switch musically (in time of the bar) between audio-loops. To fit the different music loops together you'll need the usage of Fill-ins (a musical transition).

CME doesn't contain any audiomaterial for creating own music so you will need a music producer to do this who should have enough knowledge about loops and musical transitions. At this point you could ask us, we are composing and producing high quality music since over 10 years.

Conductor Lite is a previous version of the **Conductor Pro** engine which offers you much more possibilities like intro, outro and up to 8 loops switching instead of 4. Conductor Pro is already being used in Conductor Web (dynamic music for websites) and the pro version for games is still under development:

In future it will be possible to synchronize different instances of conductor. This way you could build a world of melodies which are synchronized to each other like a **tree** to a **human** to a **building** to the **world**. And any of these objects could change its melody while it's growing ...

Conductor Lite is compatible with Windows 2000 / XP / Vista and is based on **ogg vorbis** audio format. Conductor Lite uses streaming audio which offers you a low memory load.

For audio playback you either need to define an **audio callback** function and write the generated audio data into it or use the integrated one (wave-out).

Conductor Music Engine is written in 'c++' and can be ported to any computer system or game console.

For further explanation please download the installation package from our website, run the Conductor Lite – editor tool and check out the demo songs.

CME LITE API:

```
CME_GetVersion();  
CME_GetWaveNumDevices();  
CME_GetWaveDeviceName(long deviceId);  
CME_InitWaveOut(long deviceId, numBuffers);  
CME_GetWaveOutPeak(short *l, short *r);  
CME_CloseOutDevices();  
CME_Load(long inst, char *filename);  
CME_Play(long inst, long play);  
CME_GetSamples(long inst, short *l, short *r);  
CME_SetAction(long inst, long num);  
CME_SetLastAction(long inst, long num);  
CME_FadeIn(long inst, long samples);  
CME_FadeOut(long inst, long samples);  
CME_SetAttributes(long inst, long vol, long pan);  
CME_GetPlaying(long inst);  
CME_Close();
```

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