

## Disclaimer

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## Preamble

This procedure employs previously extracted bitmaps to create a new 32-bit or 64-bit main .shd, main .dll or a native effects .dll.

## The Procedure

1. Install the demo version of the relevant host application
  - Observation: The 32-bit demo version of SAC will be employed here in this procedure.
2. Copy and extract the ZIP file to the root of drive C:
3. Delete the ZIP file
4. Launch the resource\_hacker folder
5. Launch the scripts folder
6. Launch the relevant script
  - Observation: For this tutorial, the call\_32\_bit\_sac\_script.cmd will be employed.
7. Launch: call\_32\_bit\_sac\_script.lnk
8. Navigate to the new\_dll folder
  - Observation: Observe the new\_sac\_32\_bit.shd data file
9. Copy-and-paste the new\_sac\_32\_bit.shd to the C:\SACDemo\Shades folder
10. Launch SACDemo.exe and observe the results
11. Exit: SACDemo.exe

## Observations

1. Select: [F2]
2. For FX Choices, select: Studio Echo/Delay
3. For FX Pre Patches, select: Add
  - Observation: The graphics are derived from the default native effect
4. Repeat Step 1 to Step 3 for the Studio Graphic Equalizer – observing the result.

## Updating the Native Effects

To update the native effect to match that of the .shd, complete the following:

1. Launch the relevant script
  - Observation: For this tutorial, the call\_32\_bit\_echo\_script.cmd will be employed.
2. Launch: call\_32\_bit\_echo\_script.lnk
3. Repeat Step 2 – employing the call\_32\_bit\_eq\_script.lnk
4. Navigate to the new\_dll folder
  - Observation: Observe the .dll data files
5. Copy-and-overwrite the the .dll data files in the C:\SACDemo\Native\_PlugIns folder
6. Launch SACDemo.exe and observe the results of the updated .shd and .dll data files
7. Exit: SACDemo.exe

## **Other Observations**

Repeat the entire procedure for the 64-bit version of SAC, and the 32-bit and 64-bit versions of SAW – including the native effects – employing the appropriate scripts where-and-when required.

## **Application**

To apply the above procedure for your own personal usage, please perform the following:

1. Delete any-and-all sample data from the bmps folder
  - Observation: Do not delete the actual folder – for example, the sac\_32 folder, the eq\_64 folder, and so on.
2. Delete any-and-all sample data from the existing\_dll folder.
3. Copy the bitmaps to the relevant bmps folder – for example, sac\_32 folder, eq\_64 folder, and so on.
4. Copy the relevant .shd or .dll to the existing\_dll folder – for example, the main application .dll's and/or the native effects .dll's, and so on.
5. Repeat Step 4 to Step 9 of the above Procedure.

## **In closing....**

That is pretty much...that! I do hope that some will find this procedure of some practicable use? Thank you for your time and interest in the above.

Sincerely,

A handwritten signature in black ink, appearing to read 'Duke' followed by a stylized flourish.

Date: May 10, 2023

Updated: