



Introduction:

Welcome to Resin! The only tool for 3DXChat that simplifies piping audio from any windows application into your room in-game directly with no fluff in between. You don't need to be a DJ, you don't have to be technically savvy. Resin is made for the average person. The interface is extremely simple and easy to use. I hope you enjoy using Resin.

Installation & Setup:

Resin setup is very simple and straight forward.

NOTE: After installation you will be required to restart your PC for audio drivers to fully install. Resin will not function without a restart following installation.

Step 1: Unpack/Unzip/Extract the downloaded Resin archive. It will be a .zip archive. Place the extracted folder to a location that you prefer, for example "Documents".

Step 2: Navigate to the extracted "Resin_2.0" folder. Double-click the "Resin 2.0" windows shortcut to launch Resin. When Resin launches it checks to see if you have the required audio driver installed. If it is already installed, Resin will launch. If it isn't installed, the launcher will install it for you. Click "Accept/Allow" when windows asks if you want to install the driver. The install will happen silently.

Step 3: Once the audio driver has been installed, Resin will launch for the first time. It will NOT function at this time if you haven't yet restarted your PC after the installation. Take this opportunity to setup your connection settings in Resin so that when you restart, you can simply run Resin and hear your music in your room.

Click on Settings in the Resin Console Window.

You'll see the window popup that looks like the example.

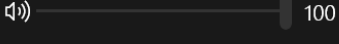
Fill in your connection details depending on who your provider is. Resin supports both ZenoFM and Listen2MyRadio. "source" is used by default for both providers as a Username. For Listen2MyRadio users only, when entering Password, use "Stream Password", not "admin panel" password. The Room URL at the bottom will be automatically generated for you depending on your connection details. Copy that link and paste it into the radio in your 3DX room. Click Save.

Assuming you haven't restarted your PC yet, save all your work and restart now. You must restart your PC after installation to use Resin.

Once your PC has been restarted, you can double-click the "Resin 2.0" windows shortcut and launch Resin. If you've entered your connection details correctly you can click "Start" and run Resin.

If everything goes right, the Resin Console will indicate success and further instructions. Once it's running, toggle your radio on/off/on in-game and wait about 10-20 seconds. You should hear audio in your room.

Step 4: Now that you've made a clear connection to the room, you'll need to tell Resin which windows application you want to send to your room. Click the "Mixer" button in the Resin Console window to open the Windows App volume and device preferences window. Like in the example below, you find applications such as google chrome, or firefox, or spotify or any app in that list that outputs audio. In the **Output dropdown** of any app, select "CABLE Input (VB-Audio-Virtual-Cable)".

App	Volume	Output	Input
 System sounds	 100	Default ▾	Default ▾
 3DXChat	 100	Default ▾	Default ▾
 Jason Derulo - When Love Sucks (feat. Dido)	 100	CABLE Input (VB-Audi ▾	Default ▾
 Mozilla Firefox	 100	Default ▾	Default ▾
 Python	 100	Default ▾	Default ▾

Reset to the Microsoft recommended defaults.

Reset

Step 5: You should hear any currently playing audio go silent. This indicates you're sending audio to your room if Resin is running. In your room in 3DX, while not in World Editor, enter the provided URL into your radio. Toggle your radio, wait 20 seconds, and you should be hearing the audio in your room from which ever source you picked.

