How to use the multi resampler plugin and patcher

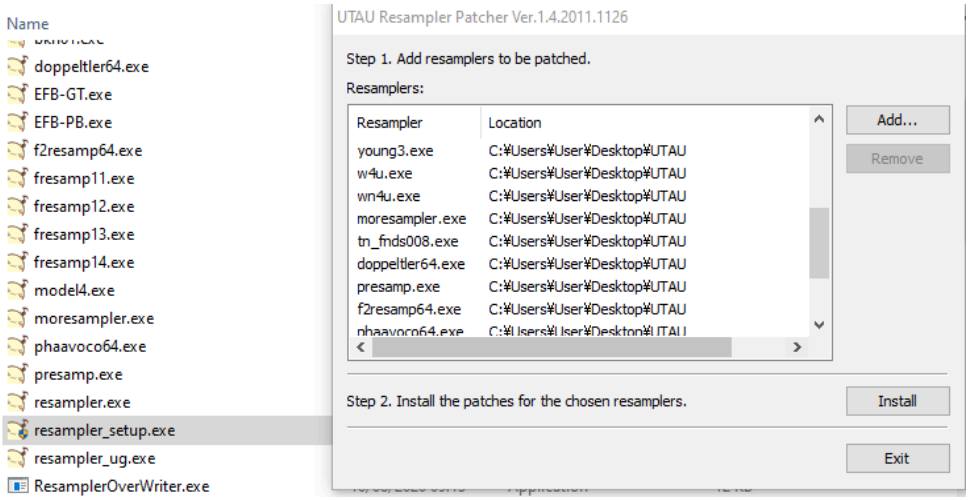
1. **Download** the zip file with the plugin and resampler patcher:

   Mediafire

2. Inside you will find the **resampler_setup.exe** and the plugin.
   Extract **resampler_setup.exe** in **UTAU root folder**.
   Make a new folder inside UTAU/plugin called "**multi resampler**" or anything really, and
   put inside both **engine_selector_plugin.exe** and **plugin.txt** (you don't need the install.txt).

3. **Make a backup of your resamplers! The setup will make a "backup" on its own, but you never know.**

4. After this, run **resampler_setup.exe** and add all the resamplers you want to use (yes you can even patch moresampler, the new 64bit ones by Ameya like f2resamp64 etc.), then click **Install.**

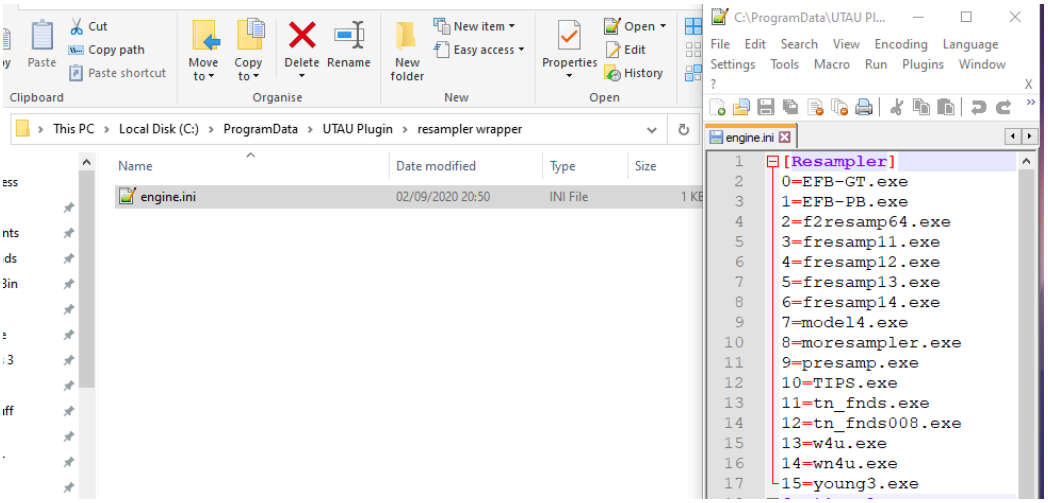


5. The setup made a folder with the original resamplers called **Resampler.**

   DO NOT DELETE THIS FOLDER, as it's necessary and it's used for the resamplers.

6. Now you need to edit the **engine.ini** in **C:\ProgramData\UTAU Plugin\resampler wrapper.** You can add as many resamplers you want, just make sure the syntax is correct (number=resampler.exe).
   If you want, you can have my own, it includes most resamplers available to the public. It's here:

   engine.zip



7. If you want to use multi-resampler now, just load a resampler that's patched in the project settings (I usually use moresampler), edit the notes with the **/ flag** or run the plugin called **Select resampler** on the selected notes that you want to change**.**