I'm not a robot

Share — copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt — remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution — You must give appropriate credit , provide a link to the license, and indicate if changes were made . You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions — You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation . No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. © 2025 GitHub, Inc.TermsPrivacyStatusPricingExpert servicesBlog Spoiler: What's the difference? (for Realtek UAD) AAF Realtek Audio Drivers, known as Realtek Modded drivers that created by Alan Finotty, it has good compatibility compared to the Official Realtek Audio Drivers, and extra effect plugins. However, it lacks of WHQL signature that triggers Anti-Cheats or DRM-protected games to refuse launch the games. I search for the cause of it, and it lacks of original drivers signature. It's not difficult to get these WHQL back, but finding the original drivers signature that has exact version like alan's realtek modded drivers is really painful. After finding the original files and parse them, it will makes WHQL appear like this. Functionality is same as Alan Finotty's Realtek Modded Audio Drivers, but now they have WHQL signature, making Anti-Cheats/DRM based games allow the game to run with it. If you ever hear of NimeZ Modded Drivers, the WHQL works like these drivers, you can repair these if WHQL is broken suddenly. Github for AAF DCH Realtek Modded UAD Spoiler: HDAUDIO Enumerator Chip? This is the other version of AAF DCH Optimus Sound. Unlike Realtek Modded UAD Drivers, it based on the generic Microsoft HD Audio Kernel Drivers (HDAudio.sys), the one that is already built into Windows. This allows this package to be used on ALL audio chips that are capable of working with the generic driver - regardless of brand. More details about AAF DCH Modded Audio For HDAUDIO Enumerator Chip can be found in this thread (techPowerUp) Don't worry about WHQL signatures, ALL of them have valid WHQL signatures like this --------------------- AAF DCH Optimus Audio by Alan Finotty for Realtek Modded Audio Drivers and HDAUDIO Enumerator Chips Minimum Windows 10 Creators Update OS is required for Realtek UAD aka Universal Audio Driver. For Windows 11, It has UWP issues that some system refuses these UWP effect plugins to run, although the drivers can be installed without these UWP effect plugins. Current Releases and Features (for Realtek UAD & Modded HDAUDIO Enumerator Chips): Spoiler: MODDED HDAUDIO ENUMERATOR CHIPS Features: Dolby Digital Encoder DTS Interactive Encoder Creative Sound Blaster Connect:BlasterX 360° BlasterX 720° Blaster Cinema 5 Nahimic by AAF Optimus (Modified) (APO4 Only) Sonic Studio 3 (ASUS ROG) (APO4 Only) Support for Sonic Radar 3 Dolby Dolby Atmos Speaker System Dolby Atmos For Gaming DTS DTS Studio Sound DTS:X Ultra DTS Sound Unbound Please note if these version won't work for you, consider to post your problems at this Support Thread for Realtek UAD and this Support Thread for HDAUDIO Enum Chips, because my job is only make these modded audio drivers have WHQL signatures, especially Realtek UAD. --------------------- Using older system or afraid of Audio Compatibility? Use this version --------------------- Spoiler: Installation Guide Uninstal the original/modded Realtek drivers first (cleanup with DDU after uninstall is recommended). Make sure the driver files is cleaned up by using Driver Store Explorer (Remove any drivers whose vendor is "Realtek", "Dolby", "DTS", "Creative", "Alan Finotty", etc in the Sound, Video and Game Controllers, Extensions, Software Components and Audio Processing Objects categories). The installation is still exactly same as modded ones, but this one has a file called "Audio_WHQL_Parser/WHQL_Fix" to restore WHQL State. It's strongly recommended to use it before/after installing these driver. You can make sure if the WHQL logo is present or not, by using DXDIAG Audio Tab. And DO NOT FORGET TO EXCLUDE THESE DRIVERS from 3rd party junk cleaner that can ruins the drivers WHQL state (only for Realtek UAD). For HDAUDIO ENUMERATOR CHIPS, it will ask you to delete the installed Audio Drivers if they are present when try to install AAF Modded HDAUDIO (for example AMD High Definition Audio Drivers). --------------------- do these replace realtek drivers i manual modded to have DDL/DTS? not that i use the DDL/DTS mod by drivers i using I have not update my drivers since 2015, have not seen a reason too, i remember having to disable driver enforcment then install then and modify registry entry, which was a pain frankly do these replace realtek drivers i manual modded to have DDL/DTS? not that i use the DDL/DTS mod by drivers i using I have not update my drivers since 2015, have not seen a reason too, i remember having to disable driver enforcment then install then and modify registry entry, which was a pain frankly Nowdays, modded driver doesn't require to disable driver enforcements. so i could use these instead of modded one from 2015 and not have disable driver enforcement or do registry edit? if so never i reinstall windows cleanly i will use these with z170 extreme 4 so i could use these instead of modded one from 2015 and not have disable driver enforcement or do registry edit? if so never i reinstall windows cleanly i will use these with z170 extreme 4 AAF is easy to install, make sure you correct selecting the Audio Mods which works for your motherboard. do these replace realtek drivers i manual modded to have DDL/DTS? not that i use the DDL/DTS mod by drivers i using I have not update my drivers since 2015, have not seen a reason too, i remember having to disable driver enforcment then install then and modify registry entry, which was a pain frankly No, this driver doesn't need to disable driver signature enforcement, you just install these modded drivers and run the audio whql parser to make it valid. I would like to try this but does anyone know which mods works fine with msi h110m pro dv motherboard and sixth gen i5? I would like to try this but does anyone know which mods works fine with msi h110m pro dv motherboard and sixth gen i5? This driver uses UAD aka Universal Audio Driver, so it possible to support low end motherboards So far, 9279 is good in Windows 10 thank you i will install now. I am running windows 11 Don't forget, I've warned you about this For Windows 11, It has UWP issues that some system refuses these UWP effect plugins to run, although the drivers can be installed without these UWP effect plugins. Will these drivers work on my USB DAC or the audio from my GPU? Will these drivers work on my USB DAC or the audio from my GPU? FX Audio Enhancer is alternative and may works for most audio interface, plus they're free now. I used that on HDMI audio using 40" LG TV display. FX Audio Enhancer is alternative and may works for most audio interface, plus they're free now. I used that on HDMI audio using 40" LG TV display. I use FX audio enhancer. It is really good. These drivers do not work properly with windows 11 as mentioned so uninstalled and now using fx audio enhancer. Installed on my rog x570 board and none of the programs work or say unsupported driver thats with sonic studio 3, realtek audio console and nahimic Installed on my rog x570 board and none of the programs work or say unsupported driver thats with sonic studio 3, realtek audio console and nahimic Uploading build 9313, looks like 9279 doesn't friendly with new hardwares. If it's still doesn't work, either use alternatives like FX Enhancer or wait for Alan Finotty makes newer modded version of Realtek Audio Drivers, because my job is only make these drivers have WHQL signatures. so i a little confused do we downlad and use your "patched" version or Alan Finotty + yours? or combination there of? cool cool so i just get your pick options of my board are DTS and DDL and install. so much easier then when modding driver my self and going threw hopes. I assume Alan Finotty are same just not whql and whql are only need if you play game that use anti cheat like cod and certian drm? do you have actual web/git for this like Alan? i had his bookmark for while but never really installed cause frankly my onboard sound almost never used, and if i gaming i gaming on big screen which goes threw gpu out put direct to my tv Page 2 cool cool so i just get your pick options of my board are DTS and DDL and install. so much easier then when modding driver my self and going threw hopes. I assume Alan Finotty are same just not whql and whql are only need if you play game that use anti cheat like cod and certian drm? do you have actual web/git for this like Alan? i had his bookmark for while but never really installed cause frankly my onboard sound almost never used, and if i gaming i gaming on big screen which goes threw gpu out put direct to my tv 1. yeah it's true, because some Anti Cheats are aggresive when the driver files aren't WHQL signed, even the audio drivers. I don't know why alan doesn't recognize these whql status. 2. Here you go Alan Github Repository (Releases) edit : I don't create my web/git for alan repo with whql Last edited: Mar 30, 2022 hmm intresting as i not have "whql" signed in all time on my system as far i know, but never had issue with those anti cheat/ drm system maybe i just never play anyof those games. this drivers will save alot of hassle, next time i resintall windows cleanly hmm intresting as i not have "whql" signed in all time on my system as far i know, but never had issue with those anti cheat/ drm system maybe i just never play anyof those games. this drivers will save alot of hassle, next time i resintall windows cleanly Last time I played Valorant with these Alan modded drivers, no whql signature (whql logo no) can't launch the game, always throws error RTKVHD64 untrusted system file. Some specific games like Warzone, Apex, or games that uses more aggresive anti cheats (EAC so far is the strong ones) won't allow this thing without whql signature AAF Modded Realtek Audio Driver 9316 with Realtek USB Audio Driver 9600 WHQL RELEASED WHQL fix v2, small parsers size compared to the v1 release (9313 for example) Added Realtek USB Audio Driver support DRM/Anti-Cheat safe guaranteed AAF Modded Realtek Audio Driver UAD 9326 with Realtek USB Audio Driver 9600 WHQL V2 and AAF Modded HDAUDIO Enumerator Chips RELEASED Changelogs for Realtek Modded UAD 9326 WHQL V2 : Changes and Bug Fixes in the Installer Fixed a bug where users of USB-based Realtek audio chips simply missed out on enhancements due to not creating Installation IDs for Software Components related to items selected for installation. A-Volute Component version updated to 4.8.0.0 Realtek Audio Console app updated to version 1.35.271.0 Dolby APO version updated to 3.30303.338.0 Small parsers size compared to the v1 release DRM/Anti-Cheat Games safe Will this work? i am going mad with ALC 4080 from msi z690 edge ddr5. Nahimic cannot open with normal drivers The joy of moving to a dedicated USB DAC is being able to disable one's onboard audio and not have to deal with their drivers. so i just looked at my realtek drivers 2015 are not WHQL logo'd neither are nvidia drivers for that matter 6.0.1.7614, that fact that not even my nvidia drivers show whql logo'd tells me that is glitched never had issue with game not wanting to launch, only game I can think of was wolverine game it never launched that that, then again if try to install the game again play it still dont launch I went to go to git hub for AAF Optimus and it it gone? he drop Git hub in favor of Media fire Also can I use DDU and realtek removal option instead listed mean you have cleaning the old drivers out before install new ones? Anywho installing these gona see what happen on z170 board, long as DTS/DDL work will be happy Last edited: May 16, 2022 I went to go to git hub for AAF Optimus and it it gone? he drop Git hub in favor of Media fire Also can I use DDU and realtek removal option instead listed mean you have cleaning the old drivers out before install new ones? Anywho installing these gona see what happen on z170 board, long as DTS/DDL work will be happy You can use DDU to uninstall these drivers, but keep an eye for remaining files, if you want to double check, use Driver Store Explorer, and see if the realtek driver files, dolby, dts or similar to audio still remain ok so DDU is fine and just use driver store to make sure it clean. Just for my understanding. and i understading install proccess Uninstall using DDU install AAFOptimusDCH9326_WHQLV2 using setup Run parser and done? and what exactly am i supposed to exclude from cleaners? i still use ccleaner to automat cleaning of my temp director for windows and firefox cookies ok so DDU is fine and just use driver store to make sure it clean. Just for my understanding. and i understading install proccess Uninstall using DDU install AAFOptimusDCH9326_WHQLV2 using setup Run parser and done? and what exactly am i supposed to exclude from cleaners? i still use ccleaner to automat cleaning of my temp director for windows and firefox cookies Yep, that's it Only exclude driver packages to prevent WHQL breaks because cleaned up by ccleaner Ok well i installed all went well except no DDL which one feature i care about. I will go poke around the thread for the drivers Last edited: May 16, 2022 Hi. I get a error as setup.exe not found while trying to install AAF modded driver-HDAUDIO Enumerator Chips version. Any solution on how to fix it? Thinking to try on other setup with ASUS TUF B550 Gaming Plus motherboard for 5.1 support,the MB has Realtek S1200A codec. So should I go with Modded UAD version? Hi. I get a error as setup.exe not found while trying to install AAF modded driver-HDAUDIO Enumerator Chips version. Any solution on how to fix it? Thinking to try on other setup with ASUS TUF B550 Gaming Plus motherboard for 5.1 support,the MB has Realtek S1200A codec. So should I go with Modded UAD version? try to unpack these files manually with 7-zip, by right click > 7-zip > extract Hi nice to meet you Zings I hope you can help me just looking for the following driver AAF 9285 (SIGNED OR WHQL also without both would be fine but if you have them please send it to me) or if you have a whole folder with all the legacy drivers I would be eternally grateful I have no money to give you right now but you would help me a lot to have decent audio again .... Is that the github of alan finotty the driver no longer appears and is not available and that the driver that gave me the best performance in audio in windows 10-11 reformatted the pc for a problem with the ethernet driver that caused me a bsod and now I have lost the drivers forever and I have not found those drivers anywhere on the internet if you have them I would appreciate it seriously you can send it here or to my email sashawildowo@gmail.com Fed up with driver issues with STANDARD Realtek HD Universal Driver (including Nahimic Driver) I found something interesting that may help some of you ------------------------------ Realtek DCH Audio Driver Mods - by Alan Finotty's Repository Only for Windows 10 - Starting from Creators Update ------------------------------ This mod package contains: Realtek Default Effects (with Dolby Digital Live & DTS Interactive) A-Volute Nahimic 3 A-Volute Sonic Studio 3 (ASUS ROG) Dolby Atmos Dolby Access OEM Creative Sound Blaster Connect (UWP) ------------------------------ Changes: Dolby Atmos Software Component version updated to 3.20700.725.0 Changes in Realtek APO: Dolby Digital Live (5.1 Surround) > Dolby Digital Live; DTS Interactive (5.1 Surround) > DTS Interactive ------------------------------ All Apps included in this pack. More information below: Apps Included - Versions Realtek Audio Console 1.16.228.0 Sound Blaster Connect 2.2.15.0 Nahimic 3 1.4.2.0 Sonic Studio 3 3.16.12.0 Dolby Atmos 3.20703.732.0 Dolby Access OEM 3.4.13.0 Dependencies pack (NET Native Framework, NET Native Runtime, VCLibs) ------------------------------ Download Link: Click HERE ------------------------------ I was downloading drivers from old account (alanfox2000), but it was closed. Hey, I found this archive here. Just want to tell that these driver are not digitally signed aka WHQL is missing. So, I decide to trick these driver, and now the WHQL appears again. Looking forward if you are interested, because this driver won't allow you to play online games that uses anti cheats or DRM-Protected. Thank you. Check this thread out for all things audio modding for Realtek drivers AAF DCH Optimus Sound 10.6.2329.9360 (Signed) AAF Optimus Audio Driver Mod Repository - OFFICIAL Based On Realtek Audio Driver Realtek HDAUDIO Driver Version: 6.0.9360.1 Realtek USBAUDIO Driver Version: 6.3.9600.2329 Visit my profile on: TechPowerUp Support Thread This mod package contains: Dolby Digital Encoder DTS Interactive Encoder Realtek Patched APO Creative Sound Blaster Connect: BlasterX 360° BlasterX 720° Blaster Cinema 5 Nahimic by AAF Optimus (Modified) (APO4 Only) Sonic Studio 3 (ASUS ROG) (APO4 Only) Support for Sonic Radar 3 Dolby Atmos Dolby Atmos Speaker System Dolby Atmos Speaker System For Gaming DTS Studio Sound DTS:X Ultra DTS Sound Unbound CHANGES Dolby Atmos Audio Processing libraries version updated to 3.30307.371.0 Seems this is what yall want: AAF DCH Optimus Audio (Signed) AAF Optimus Audio Driver Mod Repository - OFFICIAL Based On Microsoft Generic Audio Driver Visit my profile on: TechPowerUp Support Thread This mod package contains: Dolby Digital Encoder Creative Sound Blaster Connect: BlasterX 360° BlasterX 720° Blaster Cinema 5 Nahimic by AAF Optimus (Modified) (APO4 Only) Sonic Studio 3 (ASUS ROG) (APO4 Only) Support for Sonic Radar 3 Dolby Atmos Dolby Atmos Speaker System Dolby Atmos Speaker System For Gaming DTS Studio Sound DTS:X Ultra DTS Sound Unbound CHANGES BugFixes in Dolby Atmos Structure BugFixes in DTS APO4 Structure BugFixes and Additional Commands in Installer Program (Clear Previous Information about Old Audio Drivers) Enjoy!!! AAF DCH Optimus Audio (Signed) Latest AAF Optimus Audio Driver Mod Repository - OFFICIAL Based On Microsoft Generic Audio Driver Visit my profile on: TechPowerUp Support Thread This mod package contains: Dolby Digital Encoder Creative Sound Blaster Connect: BlasterX 360° BlasterX 720° Blaster Cinema 5 Nahimic by AAF Optimus (Modified) (APO4 Only) Sonic Studio 3 (ASUS ROG) (APO4 Only) Support for Sonic Radar 3 Dolby Atmos Dolby Atmos Speaker System Dolby Atmos Speaker System For Gaming DTS Studio Sound DTS:X Ultra DTS Sound Unbound CHANGES BugFixes in Dolby Atmos Structure BugFixes in DTS APO4 Structure BugFixes and Additional Commands in Installer Program (Clear Previous Information about Old Audio Drivers) Enjoy!!! Check this thread out for all things audio modding for Realtek drivers This mod package contains: Dolby Digital Encoder DTS Interactive Encoder Realtek Patched APO Creative Sound Blaster Connect: BlasterX 360° BlasterX 720° Blaster Cinema 5 im using this "AAFOptimusAudioPackXFi9209.exe" on one of my machine.. i need SBX X-FI MB5 to get it to work with this new update.. can you add x-fi mb5 support as before pls ? is there a way to rock DTS Interactive encoding on Generic Driver with include NVIDIA HDMI AUDIO to work? I'm asking as normally there is Dolby Digital encodding with is fine but no DTS Interactive on Generic microsoft based When I jump to Realtek based, I can see the DTS interacive / Dolby but it only work over SPDIF with the Realtek core as Driver and no graphic card. I would like to have DTS over HDMI in games Welcome to Git and GitHub for Beginners! This comprehensive guide is tailored to help you navigate the world of version control and collaboration. Whether you're a newbie just starting out or an experienced developer looking to brush up on your skills, this guide offers a step-by-step approach to understanding and effectively using Git and GitHub. By the end of this journey, you'll have a solid foundation in Git and GitHub. You'll be equipped with practical knowledge to streamline your coding workflow, collaborate seamlessly with teams, and contribute to open-source projects. So, let's dive in and get started on your Git and GitHub adventure! Table of Contents Who is This Guide For? This guide is for everyone who wants to level up their coding skills and become proficient in using Git and GitHub. Whether you're: just starting your tech career and need to learn the basics of version control. an aspiring developer eager to integrate Git into your workflow. an experienced programmer looking to refresh your knowledge or discover new features. a team lead or manager interested in fostering a culture of collaboration and efficient code management. Regardless of your background or experience, this guide is designed to empower you with the tools and knowledge you need to excel in your coding endeavors. Technologies Before you start, make sure: Terms They are a lot of terms around Git and Github that you may meet when you're working with version control. Let me break it down for you before we start: Branch: A version of the codebase that diverges from the main branch to isolate changes for specific features, fixes, or experiments. Commit: A snapshot of your changes, saved to your local repository. Each commit is uniquely identified by a checksum. Stage: The area where Git tracks changes that are ready to be included in the next commit. Files in the staging area are prepared (staged) for the next commit. Merge: The process of integrating changes from one branch into another, typically the main branch. Pull Request: A proposal to merge changes from one branch into another, often used in collaborative environments to review and discuss changes before they are merged. Fork: A personal copy of someone else's project that lives on your GitHub account. Clone: The act of downloading a repository from a remote source to your local machine. Remote: A common repository that all team members use to exchange their changes. Origin: The default name Git gives to the server from which you cloned. Upstream: The original repository that was cloned. Master: The default branch name given to a repository when it is created. In modern practice, it is often replaced with main. Repository: A storage location where your project lives, containing all the files and revision history. Working Directory: The directory on your computer where you are making changes to your project. Staging Area: Also known as the "Index," it's an area where Git tracks changes that are ready to be committed. Index: Another name for the staging area, where Git tracks changes that are ready to be committed. HEAD: A reference to the last commit in the currently checked-out branch. Checkout: The action of switching from one branch to another or to a specific commit. Push: The action of sending your commits to a remote repository. Pull: The action of fetching changes from a remote repository and merging them into your current branch. Fetch: The action of retrieving updates from a remote repository without merging them into your current branch. What is GitHub? GitHub is a platform that hosts code, providing version control and collaboration features. It enables you and others to work together on projects from anywhere in the world. This guide will introduce you to essential GitHub concepts such as repositories, branches, commits, and Pull Requests. You will learn how to create your own 'Hello World' repository and understand GitHub's Pull Request workflow, a widely-used method for creating and reviewing code. By the end of this guide, you'll be equipped with the knowledge and skills to collaborate effectively on GitHub. What is GitHub Used For? GitHub is more than just a code hosting platform. It's a tool that allows for seamless collaboration and version control. Here are some of its uses: Hosting and sharing your code with others. Tracking and assigning issues to maintain an organized workflow. Managing pull requests to review and incorporate changes into your project. Creating your own website using GitHub Pages, a static site hosting service. Collaborating with others on projects, making it an excellent tool for open-source contributions. What is Git? Git is a free and open-source distributed version control system. It's designed to handle everything from small to very large projects with speed and efficiency Git is easy to learn and has a tiny footprint with lightning-fast performance. It outclasses SCM tools like Subversion, CVS, Perforce, and ClearCase with features like cheap local branching, convenient staging areas, and multiple workflows Git was initially designed and developed by Linus Torvalds for Linux kernel development. Some features/benefits of Git: Allows you to track changes to your code over time. Enables you to collaborate with others on the same codebase. You can easily revert to a previous version of your code or experiment with new features without affecting the main codebase. Provides a record of all changes made to your code, including who made them and when which can be useful for auditing and debugging. Common Tasks You'll Perform with Git Create a repository Create a branch Make changes to a file Stage changes Commit changes Push changes to a remote repository Merge changes Revert changes Delete a branch How to Install Git To install Git on your local machine, you need to follow these steps: Download Git from the official website: Git Downloads Install Git on your local machine by following the instructions provided on the official website: Installing Git Congratulations! You have successfully installed Git on your local machine. You are now ready to start using Git for your projects. How to Configure Git Git offers a variety of configurations that can streamline your workflow. In this section, I will guide you through the process of setting up Git on your local machine. Let's get started. Configuring your name and email address on your local machine is an essential step in setting up Git. These details are attached to each commit you make, providing context and ownership. Let's learn how to use the git config --global command to set your name and email globally on your local machine. To set up your name, you need to type the following command in your terminal: $ git config --global user.name "Your Name" As you can see in the image above, I have entered my name. After entering your name, press Enter to save it. You won't receive any response, but rest assured, your name has been stored successfully. Just like we set up the user name, we also need to set up the user email. This email will be associated with each commit you make. Let's learn how to use the git config --global command to set your email globally on your local machine. $ git config --global user.email "your-email@example.com" Make sure to replace this with your actual email used in your GitHub account. Now that we have finished setting up your username and email for Git and GitHub, let's verify that everything is configured correctly. To do this, use the following command: git config --global --list This command will list the username and email being used in the console for you to see. You should see some information displayed in your terminal. How to Set the Default Editor In modern development, having a code editor can significantly simplify your workflow, especially when you're focused on coding. Now, let's see how to configure Git to use a default editor by using this command: $ git config --global core.editor "code --wait" Congratulations! You have successfully configured Git on your local machine. You are now ready to start using Git for your projects. How to Create a Repository Using the Github Website Creating a repository is the first step in using Git. A repository is a storage location where your projects live, containing all the files and revision history. In this section, I will guide you through the process of creating a repository on GitHub. There are two ways to create a repository: using the GitHub website or the command line. Let's get started. In this section, we'll focus on creating a repository using the GitHub website and the command line. After logging into your GitHub account, you can create a new repository by following these steps: Click on the + sign in the top right corner of the page and select New Repository from the dropdown menu. Above is an image of the new repository button on GitHub. You will be directed to a new page where you can fill in the details of your new repository. You will need to enter the following information: Repository name: This is the name of your repository. It should be unique and descriptive. Description: A brief description of your repository. Public or Private: You can choose to make your repository public or private. Public repositories are visible to everyone, while private repositories are only visible to you and the people you share them with. Initialize this repository with a README: You can choose to initialize your repository with a README file. This is useful if you want to provide information about your project or instructions on how to use it. The image above shows the form where you'll fill in the details of your new repository. Once you have filled in the details, click on the Create Repository button to create your new repository. The image above shows the Create Repository button_. Congratulations! You have successfully created a new repository on GitHub. You can now start adding files and making changes to your repository. You should see a page like the one below: Now let's create a repository using the command line. How to Create a Repository Using the Git Command Line To create a new repository using the command line, you need to follow these steps: Open your terminal and navigate to the directory where you want to create your new repository. Use the git init command to create a new repository. This command will create a new directory called .git in your current directory, which will contain all the necessary files for your repository. $ git init my-project The image above shows the command to initialize a new repository called my-project. Once you have created your new repository, you can start adding files and making changes to it. You can also connect your local repository to a remote repository on GitHub by following the instructions provided on the GitHub website. Congratulations! You have successfully created a new repository using the command line. Now we have successfully created a repository using the GitHub website and the command line – but how do we connect them? Now let's learn how to connect a local repository to a remote repository on GitHub. How to Connect a Local Repository to a Remote Repository on GitHub To connect your local repository to a remote repository on GitHub, you need to follow these steps: On GitHub, navigate to the main page of the repository you created earlier. Click on the Code button to copy the URL of your repository. The image above shows the code button to copy the URL of your repository. In your terminal, navigate to the directory of your local repository. Use the git remote add origin command to connect your local repository to the remote repository on GitHub. Replace repository-URL with the URL of your repository. $ git remote add origin repository-url The image above shows the command to connect your local repository to the remote repository on GitHub. Once you have connected your local repository to the remote repository on GitHub, you can start pushing your changes to the remote repository using the git push command. Congratulations! You have successfully connected your local repository to the remote repository on GitHub. How to Pull Changes from a Remote Repository to a Local Repository To pull changes from the remote repository to the local repository, you need to follow these steps: In your terminal, navigate to the directory of your local repository. Use the git pull command to pull changes from the remote repository to the local repository. $ git pull origin main The image above shows the command to pull changes from the remote repository to the local repository. After that, navigate the main branch by using the following command: $ git checkout main Congratulations! You have successfully pulled changes from a remote repository to a local repository. Your local repository is now up-to-date with the remote repository on GitHub*. How to Work with Git Commands In this section, we will cover some of the most commonly used Git commands and their functions. These commands will help you navigate your way through the Git workflow in your GitHub repository. Let's get started. First, I will add some files so that we can start using the Git commands. How to Make Changes to a File To make changes to a file in Git, you need to follow these steps: Open your terminal and navigate to the directory of your local repository. Use a text editor to make changes to the file. For example, you can use the code command to open the file in Visual Studio Code. $ code file-name Once you have made your changes, save the file and close the text editor. Congratulations! You have successfully made changes to a file in your local repository. Next, let's proceed to the next step: staging changes. The image above shows the new file I added which is a React and TypeScript app. Visual Studio Code (VS Code) includes a source control feature that allows you to interact directly with your GitHub repository. This feature supports a variety of operations, including staging, committing, pushing, and pulling changes. In addition to the source control feature, you can also use the integrated terminal in VS Code to interact with your GitHub repository. Currently, if you look at the source control section in VS Code, you'll see the file we added listed under changes. Next, let's explore how to use the terminal to interact with our GitHub repository. Open your terminal and navigate to the directory of your local repository. Now, let's use the git status command to check the status of the current branch. How to Check the Status of the Current Branch The git status command shows the status of the current branch, including any changes that have been made to the files in the repository. It provides information about which files have been modified, which files have been staged, and which files are untracked. This command is useful for understanding the current state of your repository and determining which files need to be staged and committed. $ git status The image above shows the command to check the status of the current branch. You may notice that parts of the file are highlighted in different colors. The red color indicates that the file has been modified, while the green color signifies that the file has been added to the staging area. Currently, all files should be highlighted in red because we have not yet added any files to the staging area. Let's add the file to the staging area using the git add command. How to Stage Changes The git add command adds files to the staging area, preparing them for the next commit. You can add all the files in the current directory to the staging area using the git add . command. If you want to add a specific file, use the git add command, replacing with the name of your file. This process is known as staging, which prepares files for the next commit. $ git add . or $ git add file-name Think of it like this: getting into the car is like adding files to the staging area, and driving the car is like making a commit. Now, let's use the git commit command to commit the changes to the current branch. How to Commit Changes The git commit command commits the changes to the current branch. You can use the -m flag to add a message to your commit. This message should provide a brief summary of the changes you've made. For instance, "Initial commit" could be your commit message. This command is used to save the changes to the local repository. $ git commit -m "Commit message" We've successfully committed the changes to the current branch. Next, we'll push these changes to the remote repository on GitHub using the git push command. How to Push Changes to a Remote Repository The git push command pushes changes from your local repository to a remote repository on GitHub. You can use the git push command to push changes from your local repository to the remote repository on GitHub. This process is essential for updating the remote repository with the changes you've made locally. $ git push origin main Congratulations! You have successfully pushed your changes to the remote repository on GitHub. You can now view your changes on the GitHub website. Now that we've successfully pushed our changes to the remote repository on GitHub, let's proceed to the next step: creating a branch. Depending on your PC environment, your local repository may have a default branch named either main or master. In this guide, we'll use main as the default branch name, aligning with GitHub's recent change from master to main. Before we start adding files, let's ensure our local repository is up-to-date with the remote repository by pulling any changes. If the term branch seems unfamiliar, don't worry. In the next section, we'll cover how to create a branch and how to pull changes from the remote repository to the local repository. How to Create a Branch Branching is a fundamental concept in Git. It allows you to diverge from the main line of development and continue working without impacting the main codebase. In this section, I'll guide you through the process of creating a new branch using the git branch command. This command creates a new branch but does not switch to it. In the following steps, we'll also cover how to switch to your newly created branch using the git checkout command. Let's dive in. To create a new branch, you need to follow these steps: Open your terminal and navigate to the directory of your local repository. Use the git branch command to create a new branch. Replace with the name of your new branch. $ git branch The git branch command creates a new branch but does not switch to it. To switch to your newly created branch, use the git checkout command. $ git checkout The git checkout command is used to switch from one branch to another. Replace with the name of your new branch. In this case, we're switching to the feature-branch branch. But we if want to delete the branch, we can use the following command: $ git branch -d The git branch -d command is used to delete a branch. Replace with the name of the branch you want to delete. In this case, we're deleting the feature-branch branch. Congratulations! You have successfully created a new branch and switched to it. You can now start adding files and making changes to your new branch. Now you know how to create GitHub repository, connect a local repository to a remote repository on GitHub, pull changes from a remote repository to a local repository, work with Git commands, and create a branch. Let's proceed to the next section, where we'll cover how to create a pull request. This is a crucial step in the collaborative workflow, as it allows you to propose changes and request a review from other collaborators. How to Create a Pull Request A pull request is a proposal to merge changes from one branch into another. It's a widely-used method for creating and reviewing code. In this section, I'll guide you through the process of creating a pull request using the GitHub website. For instance, let's say you have a branch named feature-branch and you want to merge it into the main branch. We'll walk you through how to create a pull request for this scenario. Let's get started. First, let's make a change to our feature branch by adding a file to it: $ git checkout feature-branch You should see something like this in your terminal: git checkout feature-branch Switched to a new branch 'feature-branch' branch 'feature-branch' set up to track 'origin/feature-branch'. Now, let's add a file to the feature branch. $ touch feature-branch-file.txt After running the command, you should see a new file called feature-branch-file.txt in your directory. The touch command is used to create a new file. Replace feature-branch-file.txt with the name of your file. In this case, we're creating a new file called feature-branch-file.txt. Now, let's add some content to the file. $ echo "This is a file in the feature branch" >> feature-branch-file.txt This command adds the text "This is a file in the feature branch" to the feature-branch-file.txt file. The echo command is used to add content to a file. In this case, we're adding the text "This is a file in the feature branch" to the feature-branch-file.txt file. Now that we have some text in the file, let's stage and commit the changes to the feature branch. $ git add . The git add . command stages all the changes in the current directory. $ git commit -m "Add file to feature branch" The git commit -m command commits the changes to the current branch. Replace Add file to feature branch with your own descriptive message. This message should provide a brief summary of the changes you've made. In this case, we're committing the changes to the feature branch. Now, let's push the changes to the remote repository on GitHub. $ git push origin feature-branch The git push command is used to push changes from your local repository to the remote repository on GitHub. Replace feature-branch with the name of your branch. In this case, we're pushing the changes to the feature-branch branch. Congratulations! You have successfully pushed your changes to the remote repository on GitHub. You can now view your changes on the GitHub website. Now when you open your GitHub repository, you should see a message indicating that you recently pushed a new branch. You can click on the Compare & pull request button to create a pull request for the feature-branch branch. The image above shows the Compare & pull request button on GitHub. After clicking on the Compare & pull request button, you will be directed to a new page where you can fill in the details of your pull request. You will need to enter the following information: Title: a brief summary of your pull request. Description: a detailed description of your pull request, including information about the changes you've made and why you've made them. Reviewers: you can choose to request a review from specific collaborators. Assignees: you can choose to assign your pull request to specific collaborators. Labels: you can choose to add labels to your pull request to categorize it. Projects: you can choose to add your pull request to a project board. Milestone: you can choose to add your pull request to a milestone. The image above shows the form to fill in the details of your pull request. You can decide to file the details of your pull request or create the pull request. After creating the pull request, you can view it on the GitHub website. You can also request a review from specific collaborators and make changes to your pull request if necessary. Once your pull request has been reviewed and approved, you can merge it into the main branch. In our case we not going to file the form but we are going to create the pull request. The image above shows the pull request created on GitHub. Now that we have created a pull request, let's proceed to the next section, where we'll cover how to merge a pull request. This is the final step in the collaborative workflow, as it allows you to incorporate changes into the main codebase. How to Merge a Pull Requset Merging a pull request signifies the integration of changes from one branch into another, often the main branch. This step is pivotal in collaborative workflows, enabling the assimilation of modifications into the primary codebase. In this section, we'll navigate the process of merging a pull request via the GitHub website. After creating a pull request, you can merge it into the main branch by following these steps: On GitHub, navigate to the main page of the repository where you created the pull request. Click on the Pull requests tab to view the list of pull requests. The image above shows the Pull requests tab on GitHub. Click on the pull request you want to merge. Click on the Merge pull request button to merge the pull request into the main branch. Click on the Confirm merge button to confirm the merge. After that you should see a message indicating that the pull request has been successfully merged. You can also delete the branch after merging the pull request. Now you have successfully merged the pull request into the main branch. You can now delete the feature-branch branch, as it is no longer needed. Wrapping Up Throughout this guide, we've delved into the core concepts of Git and GitHub, equipping you with a robust understanding of version control and collaborative practices. We've navigated the essential Git operations, including setting up a repository, linking the local repository to its remote counterpart on GitHub, synchronizing changes between the local and remote repositories, executing Git commands, branching, initiating pull requests, and merging those requests. Mastering these principles will significantly enhance your coding workflow, facilitate seamless team collaboration, and enable meaningful contributions to open-source projects. I trust that this guide has instilled in you the knowledge and confidence to excel in your programming journey and start contributing to open source projects. Here's to your success in coding! You can contact me on Twitter or LinkedIn for any questions or feedback. I'd love to hear from you! You can’t perform that action at this time. You can’t perform that action at this time. #37 In kevinshroff/KSMRD-Modded-Realtek-Audio-Drivers;#36 In kevinshroff/KSMRD-Modded-Realtek-Audio-Drivers;#35 In kevinshroff/KSMRD-Modded-Realtek-Audio-Drivers;#34 In kevinshroff/KSMRD-Modded-Realtek-Audio-Drivers;#33 In kevinshroff/KSMRD-Modded-Realtek-Audio-Drivers;#32 In kevinshroff/KSMRD-Modded-Realtek-Audio-Drivers;#31 In kevinshroff/KSMRD-Modded-Realtek-Audio-Drivers;#30 In kevinshroff/KSMRD-Modded-Realtek-Audio-Drivers;#29 In kevinshroff/KSMRD-Modded-Realtek-Audio-Drivers;#28 In kevinshroff/KSMRD-Modded-Realtek-Audio-Drivers;#27 In kevinshroff/KSMRD-Modded-Realtek-Audio-Drivers;#26 In kevinshroff/KSMRD-Modded-Realtek-Audio-Drivers; You can’t perform that action at this time. Page 2 You can’t perform that action at this time. You can’t perform that action at this time. You can’t perform that action at this time. You can’t perform that action at this time. Enjoy up to 20% savings with UltraPacks, giving you flexible access to millions of high-quality images and videos.Get Started With UltraPacks TodayRelive racing’s most iconic moments and discover the latest action with an ever-expanding library of more than 26 million images.Explore The CollectionEnjoy sharper detail, more accurate color, lifelike lighting, believable backgrounds, and more with our new model update. Your generated images will be more polished than ever.See What's NewEnjoy up to 20% savings with UltraPacks, giving you flexible access to millions of high-quality images and videos.Get Started With UltraPacks TodayRelive racing’s most iconic moments and discover the latest action with an ever-expanding library of more than 26 million images.Explore The CollectionEnjoy sharper detail, more accurate color, lifelike lighting, believable backgrounds, and more with our new model update. Your generated images will be more polished than ever.See What's NewEnjoy up to 20% savings with UltraPacks, giving you flexible access to millions of high-quality images and videos.Get Started With UltraPacks TodayRelive racing’s most iconic moments and discover the latest action with an ever-expanding library of more than 26 million images.Explore The CollectionEnjoy sharper detail, more accurate color, lifelike lighting, believable backgrounds, and more with our new model update. Your generated images will be more polished than ever.See What's New Modern Realtek audio driver includes many Audio Processing Object (APO) like Nahimic, Dolby, DTS, Creative Sound Blaster, Harman audio etc which gives u different listening experience throughout ur output device such as speaker/headphone/optical spdif. This APOs locked through some devices or motherboard vendors so that generic public like u don't have access to this. But humans eventually find a way to unlock/hack this APOs for every realtek chips.The motivation of creating this driver package is that a lot of people still using old 1st/2nd/3rd gen setup which don't have uptodate realtek audio driver anymore, most of them using microsoft default driver which ****s balls. Even some 4th and 6th gen motherboard vendors stop giving driver updates and those old drivers r no longer working with Windows 10 latest versions.I will try to update this mods once in a month if realtek provides any updated files. As time passes I will try to add more mods with DTS, Dolby, Harman, SRS and many more. Comment/reply if u have problem after installation.Realtek Universal Audio Driver (UAD) Mod with NahimicRealtek Universal Audio Driver (UAD) Mod with Dolby ATMOS GamingRealtek HD Audio Driver (HDA) Mod with Creative Sound Blaster ConnectRealtek Universal Audio Driver (UAD) Mod with DTS Studio & HeadphoneX v1Realtek Universal Audio Driver (UAD) Mod with Dirac Audio* Compatible with all realtek audio chip enabled device.* Only compatible with Windows 10 v1809 (RS5) and v1903 (19H1)+ 64bit. U can try with previous Windows 10 builds but I can't guarantee.* As the Dirac APO by Fujitsu and App itself is only compatible with Windows 10 UWP environment there will be no backward compatible with Windows 7/8.1.Driver Download: eIsjHY5C!DXQP3osPF4TXqcN60einewInstallation:1. Restart windows with Disable driver signature environment mode (See above)2. Extract the downloaded driver zip file "Realtek_UAD_Dirac.zip".3. Go to Realtek_UAD_Dirac folder and double click Setup.exe4. Follow the steps, a pop up with warning sign like below will appear 2/3 times. Just click Install this driver software anyway for each time.5. It will ask u to restart, do not restart. Select No, I will restart my computer later and click Finish.6. Go to Windows settings > Update & Security > For developers and click Sideload apps (it will enable to install UWP apps outside of Windows Store)7. Download and install Microsoft .NET Runtime and Framework for UWP Appx8. Now go to Dirac_Audio folder and double click the long name Appx file and install it.9. Restart ur PC.10. Now launch Dirac app from start menu. The language is japanese but it doesn't matter. First option is Dirac effect off, 2nd option is Music Preset, 3rd one is Movie Preset, 4th option is Customize.Realtek Universal Audio Driver (UAD) Mod with Dolby Home Theater v4* Compatible with all realtek audio chip enabled device.* Only compatible with Windows 10 v1809 (RS5) and v1903 (19H1)+ 64bit. U can try with previous Windows 10 builds but I can't guarantee if it will work or not.Driver Download: eIsjHY5C!DXQP3osPF4TXqcN60einewInstallation:1. Restart windows with Disable driver signature environment mode (See above)2. Extract the downloaded driver zip file "Realtek_UAD_PCEE4.zip".3. Go to Realtek_UAD_PCEE4 folder and double click Setup.exe4. Follow the steps, a pop up with warning sign like below will appear. Just click Install this driver software anyway.5. It will ask u to restart, do not restart. Select No, I will restart my computer later and click Finish.6. Go to Windows settings > Update & Security > For developers and click Sideload apps (it will enable to install UWP apps outside of Windows Store)7. Now go to DolbyHomeTheaterv4 folder and install the dolby app.9. Restart ur PC.10. Launch Dolby app from minimized taskbar or start menu and select preset with ur need.11. Optional- u can also install Realtek UWP UI, just go to RtkUWP_1.7.196.0 folder and run RtkUWP_INSTALL.bat as administrator, installation will be automatic. Now go to start menu and click Realtek Audio Console.Realtek HD Audio (HDA) Mod with SRS Premium Sound* Compatible with all realtek audio chip enabled device.* Compatible with Windows 7, 8, 8.1 and 10 64bit.Driver Download: eIsjHY5C!DXQP3osPF4TXqcN60einewInstallation:1. Restart windows with Disable driver signature environment mode (See above)2. Extract the downloaded driver zip file "Realtek_HDA_SRS.zip"3. Double click Setup.exe4. Follow the steps, a pop up with warning sign like below will appear. Just click Install this driver software anyway.5. It will ask u to restart, do not restart from there. Select No, I will restart my computer later and click Finish.6. Now restart ur PC.Realtek HD Audio (HDA) Mod with Harman AudioRealtek HD Audio (HDA) Mod with Dolby Digital Plus Home Theater* Compatible with all realtek audio chip enabled device.* Compatible with Windows 7, 8, 8.1 and 10 64bit.Driver Download: eIsjHY5C!DXQP3osPF4TXqcN60einewInstallation:1. Restart windows with Disable driver signature environment mode (See above)2. Extract the downloaded driver zip file "Realtek_HDA_DDP.zip"3. Go to Realtek_HDA_DDP folder and double click Setup.exe4. Follow the steps, a pop up with warning sign like below will appear. Just click Install this driver software anyway.5. It will ask u to restart, do not restart from there. Select No, I will restart my computer later and click Finish.6. Now go to DDPHT folder and double click DolbyDigitalPlusHT.msi, check on the making shortcut on start menu, finish the installation.7. Now restart ur PC.8. Open Dolby interface from start menu and change preset for ur need. This website uses cookies to improve your experience. We'll assume you're ok with this, but you can opt-out if you wish. Learn more Ok