

Audio Plugins with JUCE

EECS 4462 - Digital Audio



September 29, 2020

Setup

- Create a new project with the Projucer (make sure the MIDI options are unchecked)
- The GUI components (`PluginEditor.h` and `PluginEditor.cpp`) are the same as before
- The main difference is in the `processBlock` method
- We will now work with the `juce::AudioBuffer<float>&` argument

Important Class: AudioBuffer

- A collection of sample values
- Can be read using pointer arithmetic

```
const float* data =  
    buffer.getReadPointer (channel,0);  
float s1 = data[5];
```

- Can be written using pointer arithmetic

```
float* data =  
    buffer.getWritePointer (channel,0);  
float s2 = data[3];  
data[7] = s2 + 0.3;
```

A more realistic example

- Double the value of every sample
- This will make the output of the plugin louder

```
int numSamples = buffer.getNumSamples();  
for (int i = 0; i < numSamples; ++i)  
    data[i] = data[i]*2;
```

- Method `getNumSamples()` returns the number of samples in the buffer

Warning

- From the API of `getWritePointer`:
- For speed, this doesn't check whether the channel number or index are out of range, so be careful when using it!
- Common practice in audio to avoid checks
- It's up to the programmer to make sure all values will be valid!

Storing audio data

- You can create your own `AudioBuffer` objects
 - In fact, you will need to do that for A2
- You can declare and construct a default buffer simply with

```
juce::AudioBuffer<float> ab;
```
- You can change the size of an `AudioBuffer` with

```
setSize (int channels,  
        int samplesToAllocate)
```

Starter code for A2

```
AudioBuffer<float> delayBuffer;
```

```
.....
```

How to set this to 3 sec?

```
delayBuffer.setSize(2, delayBufferLength);
```

```
delayBuffer.clear();
```

```
.....
```

```
float* delayData =  
delayBuffer.getWritePointer(ch);
```