MilliSuono

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1 Class Index 1

1.1 Class List 1

2 File Index 3

2.1 File List 3

3 Class Documentation 5

3.1 ms::Event Struct Reference 5

3.1.1 Detailed Description 5

3.1.2 Constructor & Destructor Documentation 5

3.1.2.1 Event() 5

3.2 ms::Port Struct Reference 6

3.2.1 Detailed Description 6

3.2.2 Constructor & Destructor Documentation 6

3.2.2.1 Port() 6

4 File Documentation 9

4.1 Port.hpp 9

Index 11

Chapter 1

Class Index

1.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

ms::Event
: Structure representing an event 5

ms::Port
: Structure representing a port 6

Chapter 2

File Index

2.1 File List

Here is a list of all documented files with brief descriptions:

include/core/Port.hpp 9

Chapter 3

Class Documentation

3.1 ms::Event Struct Reference

Structure representing an event.

`#include <Port.hpp>`

Public Member Functions

- Event (const std::string &type, const ControlValue &value, int sampleOffset)
  Constructor to initialize an event.

Public Attributes

- std::string **type**
  The type of the event.
- ControlValue **value**
  The value associated with the event.
- int **sampleOffset**
  The sample offset where the event occurs.

3.1.1 Detailed Description

Structure representing an event.

Contains information about the event type, the associated value, and the sample offset where it occurs.

3.1.2 Constructor & Destructor Documentation

3.1.2.1 Event()

```
ms::Event::Event (
            const std::string & type,
            const ControlValue & value,
            int sampleOffset)  [inline]
```

Constructor to initialize an event.

Parameters

type	The type of the event.
value	The value associated with the event.
sampleOffset	The sample offset where the event occurs.

The documentation for this struct was generated from the following file:

- include/core/Port.hpp

3.2 ms::Port Struct Reference

Structure representing a port.

`#include <Port.hpp>`

Public Member Functions

- Port (const std::string &name, PortType type)
  Constructor to initialize a port.

Public Attributes

- std::string **name**
  The name of the port.
- PortType **type**
  The type of the port.

3.2.1 Detailed Description

Structure representing a port.

Contains the port name and its type.

3.2.2 Constructor & Destructor Documentation

3.2.2.1 Port()

```
ms::Port::Port (
            const std::string & name,
            PortType type)  [inline]
```

Constructor to initialize a port.

Parameters

name	The name of the port.
type	The type of the port.

The documentation for this struct was generated from the following file:

- include/core/Port.hpp

Chapter 4

File Documentation

4.1 Port.hpp

```
00001 #pragma once
00002 #include <string>
00003 #include <variant>
00004
00005 namespace ms {
00006
00010 enum class PortType { Audio, Control, Event };
00011
00017 using ControlValue = std::variant<float, int, bool, std::string>;
00018
00025 struct Event {
00026   std::string type;
00027   ControlValue value;
00028   int sampleOffset;
00029
00036   Event(const std::string &type, const ControlValue &value, int sampleOffset)
00037       : type(type), value(value), sampleOffset(sampleOffset) {}
00038 };
00039
00045 struct Port {
00046   std::string name;
00047   PortType type;
00048
00054   Port(const std::string &name, PortType type) : name(name), type(type) {}
00055 };
00056
00057 } // namespace ms
```

Index

Event
    ms::Event, 5

include/core/Port.hpp, 9

ms::Event, 5
    Event, 5
ms::Port, 6
    Port, 6

Port
    ms::Port, 6