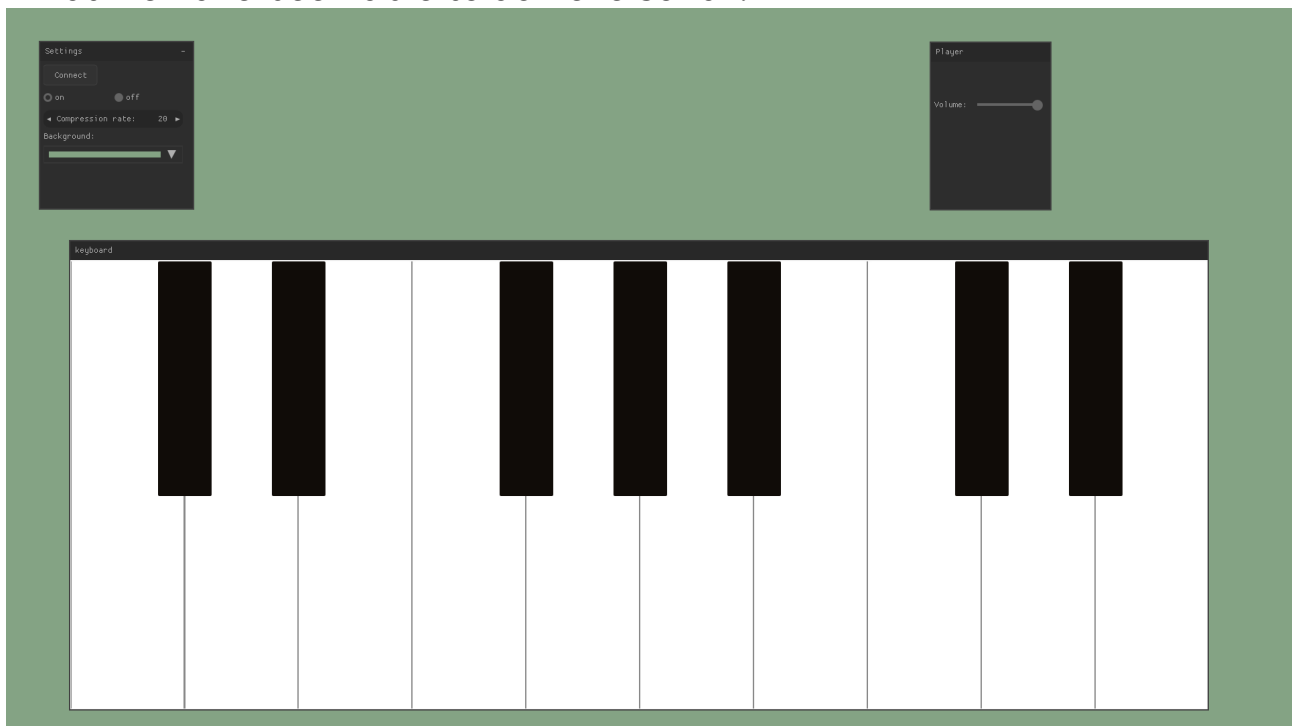


# Gui Midi keyboard/player

This section of the project provides gui written in nuklear and using sdl as a backend that gives the user the following options:

1. Connecting to the arduino (still unimplemented)
2. controlling the volume of the playback
3. controlling the compression rate
4. giving midi signals
5. changing the pitch
6. general config options for all of the previously mentioned functionality

What we have been able to achieve so far:



the code for the gui is original, however as we used :

nuklear : <https://github.com/Immediate-Mode-UI/Nuklear>

sdl : <https://www.libsdl.org/>

it has taken too much time to complete, the drawing of images alone is non trivial, and gui intereactions are still no garenteed to just work on all operating systems.

Testing has been done on systems available to us :

- alpine linux (using gcc with musl)
- Pop-os (using gcc with glibc)

the makefile included under the gui directory should work with windows but it hasn't been tested

What we want to have completed for the demo but we're still working on :

- connecting the gui to the arduino through a urt serial port and simple signals
- building a synthesizer in the frontend