# Plumid

A midi software interface for Neural DSP's archetype plini
Developed by Nathan Jose

Weekly Report - Reading Period
October 16th, 2019

# Application Development

- Found and tried various libraries to create and implement a GUI for Plumid.
- Successfully implemented Tkinter library to create a basic GUI for the python script
- Designed basic GUI elements such as start and stop buttons, window size, window positioning etc.

# Executive Section

To: Prof. Patrick Shepherd
From: Nathan S. Jose
Subject: Plumid - Weekly Report - Reading Period
Date: October 16th, 2019

- Accomplishments:
    - Successfully implemented Tkinter library to create a basic GUI with a start and stop button.
- Challenges:
    - Need to be able to add the logo into the GUI window and make sure that it fits to the window and has a good resolution.
    - Need to learn how to convert the scripts and GUI into an executable that will run on Mac OS.
- Time spent:
    - Time in class was spent searching for GUI libraries that were simple and yet sophisticated enough to use for creating the Plumid GUI.
    - Time outside class was spent creating the GUI with Tkinter and tying Plumid into it.
- Goals:
    - The following week will be spent testing the code and also finding a way to wrap the scripts into an executable for Mac OS.