Plumid

A midi software interface for NEURAL DSP's ARCHETYPE PLINI

Developed by Nathan Jose

Weekly Report: Testing Plan

October 1st, 2019

Application Development

- Found out that the speed of receiving input from the volume pedal is too slow to make it functional.
- Found out that the screen resolution doesn't match up with the coordinates specified for GUI automation hence it will not be possible to design Plumid to adjust itself to various resolutions.
- The problem above was solved by always having the plugin window positioned at the top left corner of the screen. This keeps Plumids calculations accurate for GUI automation.
- Emailed Neural DSP about the tap tempo button detuning issue and am currently in discussion with their customer support about this issue.

Executive Section

To: Prof. Patrick Shepherd
From: Nathan S. Jose
Subject: Plumid - Weekly Report: Testing Plan
Date: October 1st, 2019

- Accomplishments:
  - Successfully used Plumid for 2-3 weeks in church without a single issue.
  - Re-structured and organized code within classes and functions.
  - Rewrote code to do GUI automation based on the plugin window being positioned at the top left corner of the screen.
  - Code is functional enough to start working on aesthetics and making an executable and GUI for it.
- Challenges:
  - Found out the speed and accuracy of volume pedal input is not good enough to create a digital version of it for the plugin.
  - Found that the MIDI device recognition functionality of the code is not 100%.
  - Tap tempo button on delay pedal has a weird detuning issue.
- Time spent:
  - Time in class was spent restructuring and writing code to automate GUI appropriately for the plugin window being positioned at the top left corner of the screen.
  - Time outside of class was spent using software in church and ensemble rehearsals and performances.
- Goals:
  - The following week will also be spent finding out appropriate libraries to turn the python code into an executable and also creating a GUI.