NordicSMC 2021 Workshop: 11-11-2021
Introduction to JUCE Audio Plugins *Documentation NordicSMC_Effect*

This document provides additional instructions for the code found via: https://github.com/SilvinWillemsen/NordicSMC_Effect

This document shows various steps to
1. Add a parameter to the Processor.
2. Set up slider functionality in the Editor (done for you).
3. Linking the slider in the Editor to the parameter in the Processor.

Adding a parameter
1. Define a variable (PluginProcessor.h → Private variables)
2. Apply to a signal (PluginProcessor.cpp → processBlock())

Slider functionality setup
1. Make your Editor inherit from Slider::Listener (PluginEditor.h)
2. a) Override `void sliderValueChanged (Slider* slider);` (PluginEditor.h)
   b) Implement `void sliderValueChanged (Slider* slider);` (PluginEditor.cpp).

Adding parameter control
1. Add a slider instance (PluginEditor.h → Private variables)
2. Set up the slider (PluginEditor.cpp → Constructor)
3. Add the Editor as a listener to the slider (PluginEditor.cpp → Constructor)
4. Make the slider visible (PluginEditor.cpp → Constructor)
5. Give the slider “bounds” (PluginEditor.cpp → resized())
6. Create a “setter” function in the Processor (PluginProcessor.cpp → Public functions)
7. Apply the slider value to the Processor parameter (PluginEditor.cpp → sliderValueChanged())

Things I changed in the Projucer setup
- Changed “Plugin Manufacturer” to “NordicSMC”
- Changed ‘Add “using namespace juce” to JuceHeader.h’ to enabled

Other changes in the code (besides the sinusoid):
- Obtained the sample rate in prepareToPlay(), as we need this for the sine-wave generation.
- Added a limiter for protection of your ears (thank me later).