

NordicSMC 2021 Workshop:

Introduction to JUCE Audio Plugins

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Audio Plugin Host Setup

This document provides instructions on how to set up JUCE's Audio Plugin Host. To host your plugin, first make sure that you actually built your VST.

Building the VST plugin

Mac

In Xcode, select Product → Scheme → NordicSMC_Effect_VST3 and build. The plugin should have the following path:

NordicSMC_Effect/Builds/MacOSX/build/Debug/NordicSMC_Effect.vst3

Windows

In Visual Studio, right-click the NordicSMC_Effect_VST3 project and select “Build”.

The plugin should have the following path:

NordicSMC_Effect\Builds\VisualStudio2019\x64\Debug\VST3\NordicSMC_Effect.vst3

Setting up the Audio Plugin Host

1. Find JUCE/extras/AudioPluginHost/AudioPluginHost.jucer, open it in your IDE, and build the project as usual. The AudioPluginHost will appear here:

On Mac:

JUCE/extras/AudioPluginHost/Builds/MacOSX/build/Debug/AudioPluginHost.app

On Windows:

JUCE\extras\AudioPluginHost\Builds\VisualStudio2019\x64\Debug\App\AudioPluginHost.exe

2. Open the host and click on “Options → Edit the List of Available Plug-ins...”
3. Click on “Options... → Scan for new or updated VST3 plug-ins”
4. Click on the ‘+’ icon, find your project folder and add it to the list.
5. Close the “Available Plugins” window and right-click anywhere on the host.
6. Your plugin should be in the list (under NordicSMC). Select it and connect the plugin to the “Audio Output”.
7. Double-click your plugin to see its GUI and control the sliders.

Tip: In the future, if your plugin is an audio effect instead (and thus does not generate sound), add one of the default plugins (for example Sine Wave Synth, which you can play with your keyboard!) to the Audio Plugin Host and send its output through your plugin (also see Figure below). This way you can easily test your plugin functionality without having to use your microphone as an input (and risk feedback).

