

iPlug2OOS VOID Audio Fork

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Abstract Added quality of life features that make the build process a bit more foolproof.

Keywords Foolproof

1 Key Features Added

Brief list of all the added functionality

1.1 `init.sh`

This script is for setting up the project once the Codespace is started. Edit the configuration file `config.txt` to specify the project:

```
PROJECT_NAME = MyPlugin
```

```
MANUFACTURER_NAME = MyCompany
```

with more specification to the build expected to come in later versions of this script. Then, activate the `init` script with:

```
./init.sh
```

1.2 `setup.sh`

Rebuilt the `setup.sh` script that used to exist in the repo. It now gets called from `init.sh` and is fed arguments from `config.txt`.

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1.3 `undo_setup.sh`

Makes the process a little more foolproof. You can now undo the `init.sh` script and reset the project folders/-files to `TemplateProject`. Reads correct `PROJECT_NAME` from `config.txt`. The folders `.github/workflows` and `.vscode` are `git` restored so make sure you have the initial state you want to revert to as your previous push or else you will have to manually delete and copy back in the template files. If you have your tracking set up, then simply reset the project with:

```
./undo_setup.sh
```

1.4 Updated `duplicate.py`

The `duplicate.py` script was changing my custom scripts so I updated it to no longer touch them.

1.5 Added LaTeX functionality and Docs to the Codespace

Obviously, in order for people to take you seriously, you need to communicate your ideas on either a chalkboard or LaTeX. Therefore, I have added a LaTeX install to the `setup_container.sh` so the documentation of changes made for VOID Audio can be documented properly.

1.5.1 *LaTeX Functionality*

Now includes scripts to setup LaTeX to compile the `README.tex` file. Edits can be made at `VOID_Docs/svjour/README.tex`. When you are ready to compile them, first use:

```
./VOID_Docs/setup_latex.sh
```

then you will be able to compile with

```
./VOID_Docs/tex.sh
```

Compiles README.pdf to VOID_Docs.

1.6 Optimized Git Commands

I added my personal git commands for quality of life stuff. Updated devcontainer.json so they are available instantly when the workspace is built.

gitster:

```
-----  
read -p "Commit message: " msg  
git add .  
git commit -m "$msg"  
git push origin master  
-----
```

gitmain:

```
-----  
read -p "Commit message: " msg  
git add .  
git commit -m "$msg"  
git push origin main  
-----
```

gitbranch:

```
-----  
read -p "Branch name: " branch  
read -p "Commit message: " msg  
git add .  
git commit -m "$msg"  
git push origin "$branch"  
-----
```

2 Expected Next Steps

As it stands, learning how to use this framework as efficiently as possible will involve improvements to this init build script. Ideally, we will have a set of specifications available in config.txt that can get started on specific build types that require unique, for example:

```
REQUIRES_REALTIME_DISPLAY = bool  
IS_INSTRUMENT = bool  
NUM_PARAMS = int  
BUILD_AAX = bool  
LICENSING_TYPE = string  
EXTERNAL_LIBS = string  
etc...
```

Nothing at the moment.