

iPlug2OOS VOID Audio Fork

Derek Wingard

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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 = Rend_TEST
```

```
MANUFACTURER_NAME = VOID
```

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`.

D. Wingard
VOID Audio
E-mail: fromthevoid.audio@gmail.com

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.

```
./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 effeciently 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.