



• Declared dependencies (inputs)

- Declare properties  
*(Has MIDI, num audio channels, latency, ID)*

Implementation

• Implement pre-fetching

Implementation processing

Implementing a Node Summary

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- Declare dependencies (inputs)
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*(Has MIDI, num audio channels, latency, ID)*
- Implement initialisation
- Implement pre-fetching
- Implement processing



# Node: Public Virtual Methods

```
/** Called after construction to give the node a chance to modify its topology.  
    This should return true if any changes were made to the topology as this  
    indicates that the method may need to be called again after other nodes have  
    had their topology changed.
```

```
*/
```

```
virtual bool transform (Node& /*rootNode*/) { return false; }
```

```
/** Should return all the inputs directly feeding in to this node. */
```

```
virtual std::vector<Node*> getDirectInputNodes() { return {}; }
```

```
/** Should return the properties of the node.
```

```
    This should not be called until after initialise.
```

```
*/
```

```
virtual NodeProperties getNodeProperties() = 0;
```

```
/** Should return true when this node is ready to be processed.
```

```
    This is usually when its input's output buffers are ready.
```

```
*/
```

```
virtual bool isReadyToProcess() = 0;
```