Debugging a VST Plugin

1) Open your project in VC++.

2) Go to Project -> Settings -> Executable for debug session: . Click on the arrow and choose Browse. Browse for and select mulch.exe.

3) Hit F5. Audiomulch will open up.

4) Start a session in Audiomulch which uses your plugin.

5) Click on enable audio in Audiomulch.

6) Place breakpoints in your program (this can be done by right clicking on the line in which you want a breakpoint and choosing Insert Breakpoint) . The program will stop at the first breakpoint it encounters.

7) Hit F5 to run the program up to the next breakpoint.