Setup:

* Windows Audio Session => Intel Audio
* Glary
* SharpKeys

Mention:

* Beginners course
  + Holding hand from the very beginning
  + You don't need to know programming
  + You don't need to know C++ - I didn't!
* We will be using freely available software, with the exception of:
  + Reaper, which has a fully functional 2-month trial, and is ridiculously affordable after that, but
  + You can use any DAW (free or not) that runs on Windows and can load vst3 plugins.
  + Please remember to support all the creators of free software (especially iPlug2), by donating if possible.
* Shameless Plugs: <https://www.youtube.com/@Shameless-Plugs-TM>

1. Visit <https://github.com/iPlug2/iPlug2>
2. Download & install <https://tortoisegit.org/download/>
3. From TortoiseGit first setup wizard -> <https://gitforwindows.org/>
4. Back to <https://github.com/iPlug2/iPlug2>, copy clone link
5. Documents folder:
   * Git Clone:
     + Depth=1
     + Recursive
6. Examples: cmd
7. duplicate.py doesn't work => https://ninite.com/
8. Select on Ninite:
   * Recommended:
     + SumatraPDF
     + Everything
     + WinMerge
   * Needed:
     + Python x64 3
9. duplicate.py IPlugEffect MyFirstPlugin ShPl
10. Back to Explorer, navigate into MyFirstPlugin
11. Notice .sln:
    * Go to: <https://visualstudio.microsoft.com/vs/community/>
12. Install Visual Studio
13. Select "Desktop Development with C++"
14. Finally, click "Install"
    * Ignore Azure
    * Close all when done
15. Double-click .sln
16. Make sure the 'app' is selected
17. Select 'Release' – we'll do Debugging later
18. F5
19. We'll want folder for out own projects:
    * Create a folder 'Projects' under ..\Documents\iPlug2
    * Cut & Paste MyFirstPlugin there
20. If that works fine,
    * right-click on the 'vst3', and
    * select 'Set as Startup Project' (key 'A' should work as well)
21. F5
22. 'There were build errors':
    * Check checkbox 'Do not show this again', and
    * select 'No' (no use running a previously successful build if the current one is failing)
23. Press 'F8' and see '1>/Dependencies/IPlug/VST3\_SDK/base/source/fbuffer.cpp(1,1): error C1083: Cannot open source file: '..\..\..\Dependencies\IPlug\VST3\_SDK\base\source\fbuffer.cpp': No such file or directory'
24. So, we'll need the VST3 SDK:
    * Navigate to C:\Users\User\Documents\iPlug2\Dependencies\IPlug
    * double-click 'download-iplug-sdks.sh'
    * Wait till done
25. Back to VS
26. F5
27. Reaper needed:
    * <https://www.reaper.fm/download.php>
    * Choose 64-bit if you can
28. Project load warning =>
    * Ctrl+R, rescan
    * plugin doesn't show up =>
      + Add a 'VST3' folder to C:\Program Files\Common Files\ if it doesn't yet exist;
      + Change permissions of C:\Program Files\Common Files\VST3 so you are allowed to write files there;
      + Rescan again (F5);
      + Plugin shows up!