

Mannicken Audio GUI tool

Runs in the browser:

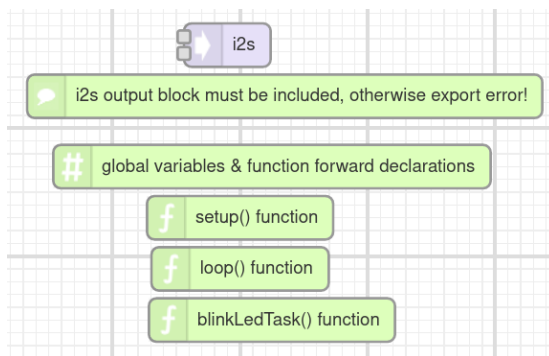
<https://manicken.github.io/>

Forum:

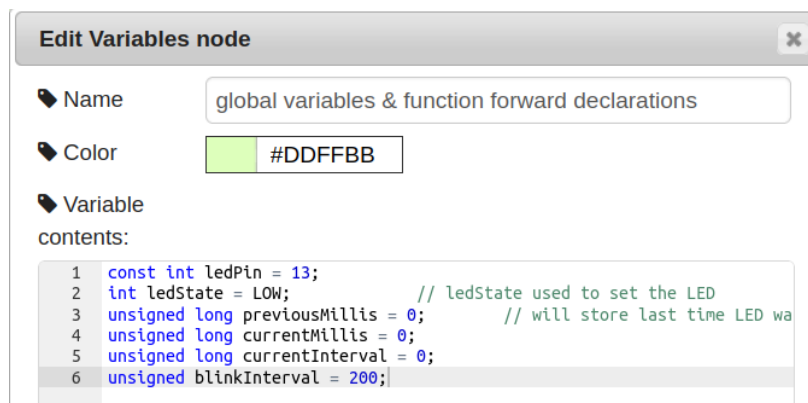
<https://forum.pjrc.com/threads/69109-Audio-Lib-Manicken-design-tool?p=296816#post296816>

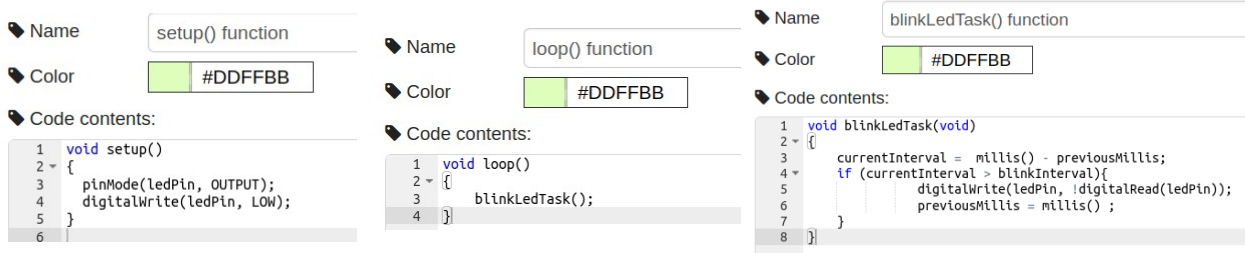
Blink example

This non audio example shows how to embed code into the GUI, so the programming can be done here, before going to the Arduino IDE.



- Place global variables, function and comment tabs (found under “Special”) into the GUI. An output like i2s is also needed, otherwise there will be an export error.
- Double click on the blocks to name them and to insert code.





By double clicking on the name tab, we can rename it to “blink” and tell the GUI to export it as .ino sketch:

The 'Rename sheet' dialog box contains the following fields and options:

- Name:** A text field containing 'blink'.
- extra Class declarations:** An empty text field.
- Id:** A text field containing 'Main'.
- ☒ **Export Workspace Tab**
- ☐ **Autogenerate Cpp Destructor**
- ☒ **Main File**
- exported Main File Name:** Two dropdown menus. The first contains '"Tab Name"' and the second contains '.ino'.

To export the code to the Arduino IDE, we use the Export – Simple button.