Mannicken Audio GUI tool

Runs in the browser:

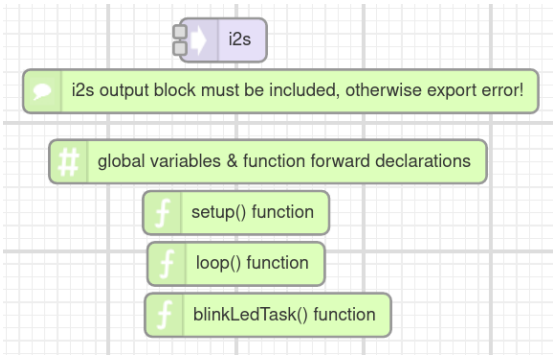
https://manicken.github.io/

Forum:

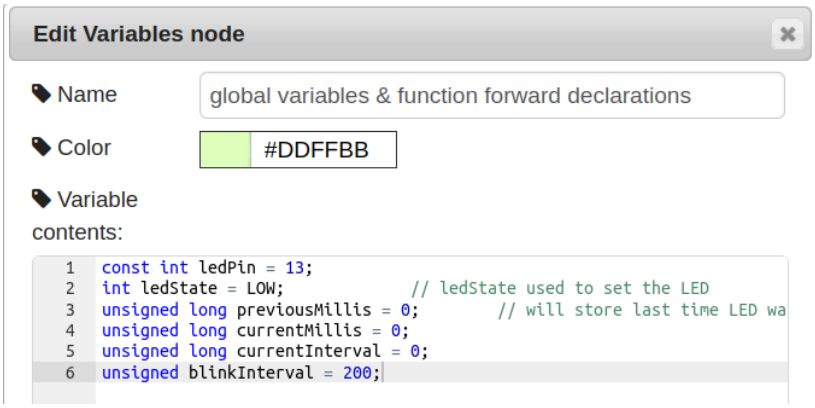
https://forum.pjrc.com/threads/69109-Audio-Lib-Manicken-design-tool?p=296816#post296816

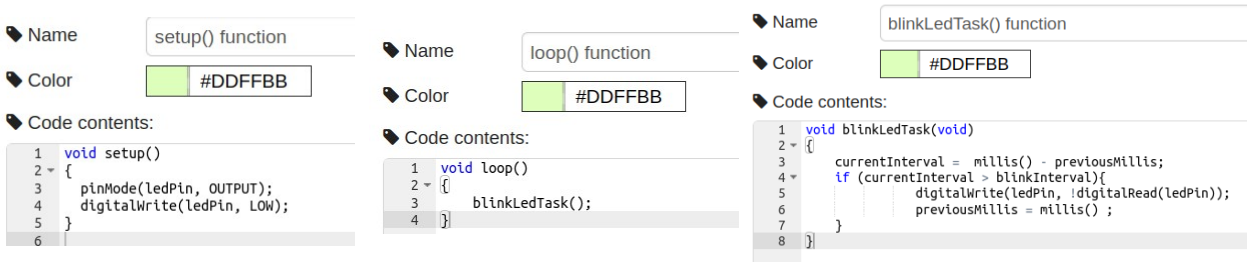
1 Blink example

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

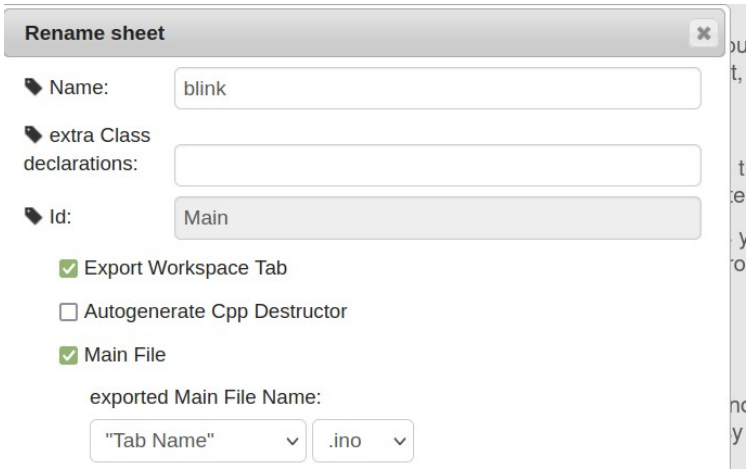


- Place global variables, function and comment tabs (found under “Special”) into the GUI. An output like i2s is also needed, otherwise there will be an export error.
- Double klick on the blocks to name them and to insert code.





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



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

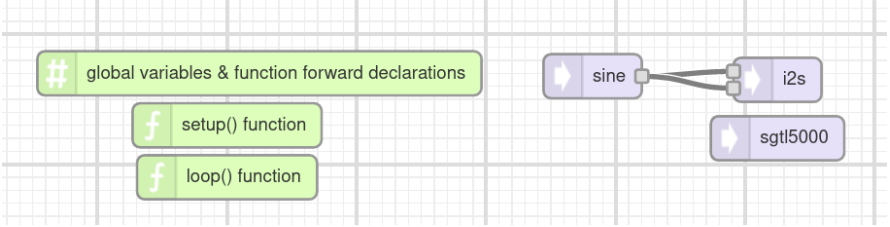
The code can easily be copied and pasted into the Arduino IDE.

There is even a possibility to push it directly to the IDE via WevSerial, but for this the WebSerial API has to be installed.

Another possibility is to use “Export – Class based to zip”, especially for bigger projects.

You get a zip file containing the sketch, together with eventual header files to include, and a JSON file containing a description of the whole sketch. This file can later be used to be imported and so restore the whole project with graphical definitions and code.

2 Hello world blink & audio



```
1  //global variables + declarations:
2  const int ledPin = 13;
3  unsigned blinkInterval = 200;
```

```
void setup()
{
    pinMode(ledPin, OUTPUT);
    digitalWrite(ledPin, LOW);

    AudioMemory(10);
    sgtl5000.enable();
    sgtl5000.volume(0.3);

    sine.frequency(440);
}
```

```
void loop()
{
    digitalWrite(ledPin, 1);
    sine.amplitude(0.9);
    delay(250);
    digitalWrite(ledPin, 0);
    sine.amplitude(0);
    delay(1750);
}
```

The internal LED blinks and a tone is output every 2 seconds.