

Guide to DVD Chapter 9 Examples: *Victor Lazzarini*

More VST Plug-ins

These examples will build on most systems, and have been tested on OS X, Linux and Windows. To build the examples you will first need a C compiler. I recommend using **gcc**, if you have a choice (on OS X and Linux you'll get GCC by default). On Windows **gcc** can be had by either installing **MinGW/MSYS** or **Cygwin** (www.cygwin.com).

Examples are built using **SCons**, which is a handy utility for code maintenance and programming projects. It looks after re-building any files that have been modified and gets all the right components together to build the whole project. See the '*scons-guide*' document in this *examples* folder for more details. If you don't have **SCons**, you can get it from www.scons.org, and you will also need Python, which you can get from www.python.org. Follow the instructions with the software for the easiest installation.

For the VST plugins, you will need to download the VST SDK (2.4) from http://www.steinberg.net/en/company/3rd_party_developer.html and drop the unzipped directory inside this *examples* directory.

Once your system is ready for it, all you need to do is type:

```
$ scons
```

at your shell/terminal (\$ is the prompt) and all examples will be built.

Once build, copy the .vst files into the appropriate plug-ins directory and launch your favorite VST and VSTi Host to explore them. On the Macintosh computer running OS X, you would place the "plugins" in the following directory:

```
/Library/Audio/Plug-Ins/VST
```