

Testing and Validation

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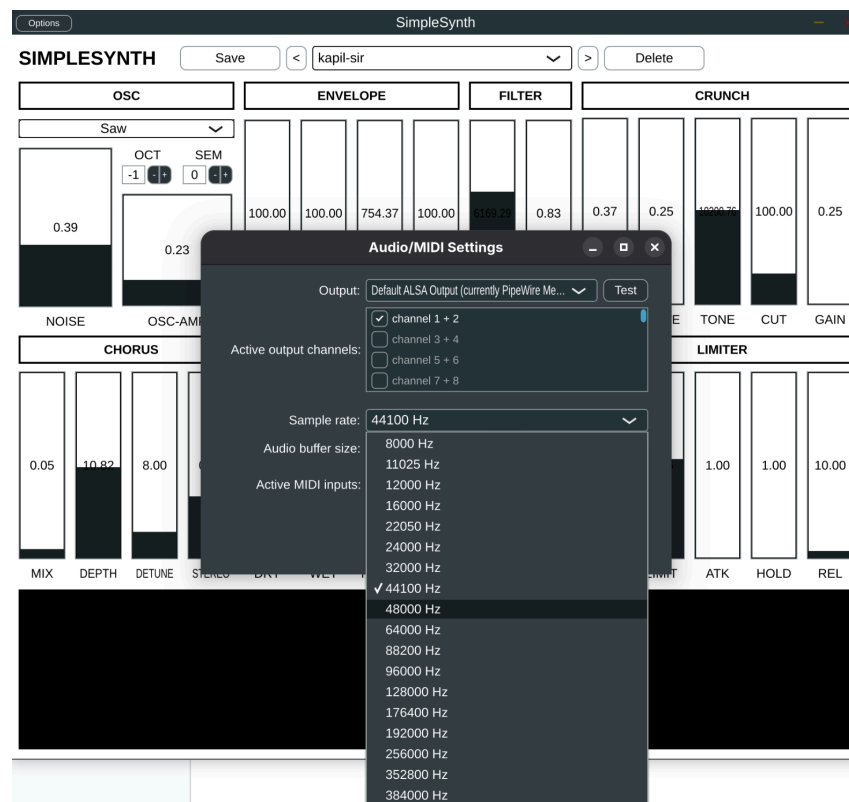
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Since this is not a web based application, the testing happens really different in these kind of applications.

For my plugin, I have hand tested each and every possible values for each and every sliders and each and every knob in the plugin.

Here's where the things break:

- When the resonance is above 50% and when we go about more than 9000Hz for the cutoff frequency slider, we get juce_assertion_error
- Also in the debug build, the sampling rate of 32khz and above will give glitching sound due to the system not being able to handle it.



Also the plugin has been tested by many of my peers who have little to zero knowledge of sound design and music production and they have found it really good to play with and have fun around and it was surprisingly easy for them to learn and experiment.