

validating Audio Unit Dexed by Digital Suburban:

AU Validation Tool

Version: 1.10.0

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Specify -h (-help) for command options

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VALIDATING AUDIO UNIT: 'aumu' - 'Dexd' - 'DGSB'

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Manufacturer String: Digital Suburban

AudioUnit Name: Dexed

Component Version: 1.0.0 (0x10000)

\* \* PASS

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TESTING OPEN TIMES:

COLD:

Time to open AudioUnit: 366.225 ms

WARM:

Time to open AudioUnit: 0.681 ms

This AudioUnit is a version 2 implementation.

FIRST TIME:

Time for initialization: 0.009 ms

\* \* PASS

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VERIFYING DEFAULT SCOPE FORMATS:

Input Scope Bus Configuration:

Default Bus Count:0

Output Scope Bus Configuration:

Default Bus Count:1

Bus Name: output

Default Format: AudioStreamBasicDescription: 2 ch, 44100 Hz, Float32,  
deinterleaved

Has Channel Layouts: 0x640001 0x650002 0x660002 0x670002 0x6A0002

Default Layout:

Tag=0x650002, Num Chan Descs=0

\* \* PASS

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VERIFYING REQUIRED PROPERTIES:

\* \* PASS

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VERIFYING RECOMMENDED PROPERTIES:

VERIFYING PROPERTY: Latency

PASS

\* \* PASS

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VERIFYING OPTIONAL PROPERTIES:  
VERIFYING PROPERTY: Tail Time  
PASS  
VERIFYING PROPERTY: Bypass Effect  
PASS

\* \* PASS

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VERIFYING SPECIAL PROPERTIES:  
  
VERIFYING CUSTOM UI  
Cocoa Views Available: 1  
JUICE\_AUCocoaViewClass\_e8195c8324d31ccb  
PASS

DEFAULT PRESET: 0, Name: Say Again.

HAS FACTORY PRESETS

VERIFYING CLASS INFO  
PASS

TESTING HOST CALLBACKS  
PASS

\* \* PASS

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PUBLISHED PARAMETER INFO:  
  
### 155 Global Scope Parameters:  
WARNING: retrievedValue = 0.999939 (was 1.000000), Parameter did not retain  
maximum value when set

\* \* PASS

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FORMAT TESTS:  
  
Reported Channel Capabilities (explicit):  
[0, 1] [0, 2]  
  
No Input, Output Chans:  
0-1 0-2 0-4 0-5 0-6 0-7 0-8  
X X

## AudioChannelLayouts (5), Output Scope:  
ChannelLayout is Writable: T  
The Unit publishes the following Channel Layouts:  
0x640001, 0x650002, 0x660002, 0x670002, 0x6A0002,

Is Audio Channel Layout Available:

|         |        |        |        |        |         |        |      |        |        |
|---------|--------|--------|--------|--------|---------|--------|------|--------|--------|
| Mono    | Stereo | Binau. | AU_4   | Ambi.  | AU_5    | AU_5_0 | AU_6 | AU_6_0 | AU_7_0 |
| AU_7_0F | AU_8   | AU_5_1 | AU_6_1 | AU_7_1 | AU_7_1F |        |      |        |        |
| X       | X      | X      |        |        |         |        |      |        |        |

Current Format:AudioStreamBasicDescription: 2 ch, 44100 Hz, Float32, deinterleaved

Current Format Tag = 0x650002, New Format Tag = 0x640001, Success - did not reset format with mis-matched layout

Current Format:AudioStreamBasicDescription: 2 ch, 44100 Hz, Float32, deinterleaved

Current Format Tag = 0x650002, New Format Tag = 0x650002, Successful

Current Format:AudioStreamBasicDescription: 2 ch, 44100 Hz, Float32, deinterleaved

Current Format Tag = 0x650002, New Format Tag = 0x6A0002, Successful

\* \* PASS

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RENDER TESTS:

Output Format: AudioStreamBasicDescription: 2 ch, 44100 Hz, Float32, deinterleaved

Render Test at 512 frames

Slicing Render Test at 64 frames

PASS

Render Test at 64 frames, sample rate: 22050 Hz

Render Test at 137 frames, sample rate: 96000 Hz

Render Test at 4096 frames, sample rate: 48000 Hz

Render Test at 4096 frames, sample rate: 192000 Hz

Render Test at 4096 frames, sample rate: 11025 Hz

Render Test at 512 frames, sample rate: 44100 Hz

PASS

1 Channel Test:

Render Test at 512 frames

validation result: crashed validation