

HyperStack

1.0

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Chapter 1

Data Structure Index

1.1 Data Structures

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Chapter 3

Data Structure Documentation

3.1 HyperADSR Struct Reference

Linear ADSR Envelope generator class.

```
#include <HyperADSR.h>
```

Public Member Functions

- [HyperADSR](#) ()
Constructor.
- [HyperADSR](#) (const [HyperADSR](#) &v)
Copy constructor.
- [~HyperADSR](#) ()
Destructor.
- void [operator=](#) (const [HyperADSR](#) &v)
Copy operator.
- void [update](#) ()
Updates actual ADSR values. Must be called for every update.
- void [setA](#) (double a)
- void [setD](#) (double d)
- void [setS](#) (double s)
- void [setR](#) (double r)
- void [reset](#) ()
Re-starts this envelope, makes the current value 0.
- bool [done](#) ()

Data Fields

- double **A**
- double **D**
- double **S**
- double **R**

3.1.1 Detailed Description

Linear ADSR Envelope generator class.

3.1.2 Member Function Documentation

3.1.2.1 `bool done ()`

Checks if this envelope is completely done, i.e. release fade time is over.

Returns

false if envelope is not finished yet, true if envelope is finished.

3.1.2.2 `void setA (double a)`

Sets the attack time.

Parameters

a The attack time factor, from 0.0 to 1.0;

Returns

nothing

3.1.2.3 `void setD (double d)`

Sets the decay time.

Parameters

d The decay time factor, from 0.0 to 1.0;

Returns

nothing

3.1.2.4 `void setR (double r)`

Sets the release time.

Parameters

r The release level factor, from 0.0 to 1.0;

Returns

nothing

3.1.2.5 void setS (double *s*)

Sets the sustain level.

Parameters

s The sustain level factor, from 0.0 to 1.0;

Returns

nothing

The documentation for this struct was generated from the following files:

- [HyperADSR.h](#)
- [HyperADSR.cpp](#)

3.2 HyperFilter Class Reference

Low-pass filter class.

```
#include <HyperFilter.h>
```

Public Member Functions

- [HyperFilter \(\)](#)
Constructor.
- [~HyperFilter \(\)](#)
Destructor.
- void [setSampleRate](#) (float sampleRate)
- void [setCutoff](#) (float c)
- void [setCutoffFactor](#) (float f)
- void [setResonance](#) (float r)
- void [set](#) (float c, float r)
- float [getCutoff](#) ()
- float [filter](#) (float input)

3.2.1 Detailed Description

Low-pass filter class.

3.2.2 Member Function Documentation

3.2.2.1 float filter (float *input*)

Filters a single sound signal. NOT stateless, keeps history.

Parameters

input The next value in the signal.

Warning

This function is NOT stateless, and can only process one signal.

Returns

The filtered next value of the signal.

3.2.2.2 float getCutoff ()

Gets the current cutoff frequency

Returns

Current cutoff frequency in Hz

3.2.2.3 void set (float *c*, float *r*)

Sets both the cutoff and the resonance.

Parameters

c The cutoff frequency in Hz

r The resonance factor

Returns

nothing

3.2.2.4 void setCutoff (float *c*)

Sets the cutoff frequency.

Parameters

c The cutoff frequency in Hz

Returns

nothing

3.2.2.5 void setCutoffFactor (float *f*)

Sets the cutoff frequency by a 0.0 - 1.0 factor. Automatically sets the cutoff freq in Hz via an exponential function: $\text{cutoff} = ((\text{pow}(64.0f, x) - 1.0f) / 63.0f) * \text{nyquistF}$;

Parameters

f The cutoff frequency factor 0.0 - 1.0

Returns

nothing

3.2.2.6 void setSampleRate (float *sampleRate*)

Sets the sample rate. Called automatically by the constructor on the default sample rate.

Parameters

sampleRate The sample rate.

Warning

Most be called at least once before using!

Returns

nothing

The documentation for this class was generated from the following files:

- [HyperFilter.h](#)
- [HyperFilter.cpp](#)

3.3 HyperGUI Class Reference

GUI class, implements the VST GUI editor interface.

```
#include <HyperGUI.h>
```

Public Member Functions

- [HyperGUI](#) (AudioEffect *ae)
Constructor.
- virtual [~HyperGUI](#) ()
Destructor.
- virtual long [open](#) (void *ptr)
- virtual void [close](#) ()
Closes the UI editor interface.
- virtual void [setParameter](#) (long index, float value)
- void [updateKnob](#) (long index, float value)
- virtual void [valueChanged](#) (CDrawContext *context, CControl *control)

Data Fields

- CBitmap * **hBackground**
- bool **bOpened**
- [HyperKnob](#) **oscKnobs** [GUI_NUM_KNOBS]
- AudioEffect * **oscEffect**

3.3.1 Detailed Description

GUI class, implements the VST GUI editor interface.

3.3.2 Member Function Documentation

3.3.2.1 long open (void * ptr) [virtual]

Creates and initialises the UI editor interface.

Parameters

ptr Data pointer. Passed on and used internally by the VST architecture.

Returns

true if success, false otherwise

3.3.2.2 void setParameter (long *index*, float *value*) [virtual]

Updates an indexed parameter. Also updates value of the parent effect class.

Parameters

index The parameter index.

value The parameter value.

Returns

nothing

3.3.2.3 void updateKnob (long *index*, float *value*)

Updates an indexed parameter. Does NOT update value of the parent effect class.

Parameters

index The parameter index.

value The parameter value.

Returns

nothing

3.3.2.4 void valueChanged (CDrawContext * *context*, CControl * *control*) [virtual]

Callback function called when the user or host system changes a parameter.

Parameters

context The rendering context.

control Handle of the updated control.

Returns

nothing

The documentation for this class was generated from the following files:

- [HyperGUI.h](#)
- [HyperGUI.cpp](#)

3.4 HyperKnob Struct Reference

Structure to store and manage an interface knob.

```
#include <HyperGUI.h>
```

Public Member Functions

- [HyperKnob](#) ()
Constructor.
- void [set](#) (int xc, int yc, int xl, int yl, const char *lab)
- void [update](#) (AudioEffect *oscEffect, long index, float value)

Data Fields

- int **x**
- int **y**
- int **xLabel**
- int **yLabel**
- char **label** [128]
- CAnimKnob * **handle**
- CLabel * **handleLabel**

3.4.1 Detailed Description

Structure to store and manage an interface knob.

3.4.2 Member Function Documentation

3.4.2.1 void set (int xc, int yc, int xl, int yl, const char * lab)

Sets all the locational parameters of this UI element at once.

Parameters

- xc* The X value (in pixels) of the center position of the knob.
yc The Y value (in pixels) of the center position of the knob.
xl The X value (in pixels) of the center position of the label. (0 means no label)
yl The Y value (in pixels) of the center position of the label. (0 means no label)
lab Initial label caption.

Returns

nothing

3.4.2.2 void update (AudioEffect * *oscEffect*, long *index*, float *value*)

Updates the parameter value of this knob, and also updates the corresponding text in the label, if there is a label.

Parameters

oscEffect Handle to the parent effect class

index The parameter index.

value The parameter value.

Returns

nothing

The documentation for this struct was generated from the following files:

- [HyperGUI.h](#)
- [HyperGUI.cpp](#)

3.5 HyperLFO Class Reference

LFO generator class.

```
#include <HyperLFO.h>
```

Public Member Functions

- [HyperLFO \(\)](#)
Destructor.
- [HyperLFO \(const HyperLFO &l\)](#)
Copy constructor.
- [~HyperLFO \(\)](#)
Constructor.
- void [setSampleRate](#) (float sampleRate)
- void [tick](#) (float frequency, float frequency2, float *output, int size)
- float [tick](#) (float frequency, float frequency2)
- void [reset](#) ()
- void [operator=](#) (const [HyperLFO](#) &l)
Copy operator.

Data Fields

- float [LFOVolume](#)
Volume of the LFO.
- float [LFOVolumeNoise](#)
Volume of the Perlin noise.

3.5.1 Detailed Description

LFO generator class.

3.5.2 Member Function Documentation

3.5.2.1 void reset ()

Resets the LFO phase. Also picks a new random function seed for the Perlin noise generator.

3.5.2.2 void setSampleRate (float *sampleRate*)

Sets the sample rate for the LFO

Parameters

sampleRate The new sample rate

Returns

nothing

3.5.2.3 float tick (float *frequency*, float *frequency2*)

Calculates the next value of the LFO signal.

Parameters

frequency The LFO frequency in Hz

frequency2 The Perlin noise frequency

Returns

The next value of the LFO signal.

3.5.2.4 void tick (float *frequency*, float *frequency2*, float * *output*, int *size*)

Fills out a buffer with the LFO signal.

Parameters

frequency The LFO frequency in Hz

frequency2 The Perlin noise frequency

output The destination buffer

size The size of the destination buffer to fill

Returns

nothing

The documentation for this class was generated from the following files:

- [HyperLFO.h](#)
- [HyperLFO.cpp](#)

3.6 HyperOsc Class Reference

Oscillator class.

```
#include <HyperOSC.h>
```

Public Member Functions

- void [setSampleRate](#) (float sampleRate)
- void [setQuality](#) (int quality)
- void [setShape](#) (int shape)
- [HyperOsc](#) ()
Constructor.
- [HyperOsc](#) (const [HyperOsc](#) &h)
Copy constructor.
- [~HyperOsc](#) ()
Destructor.
- void [TRIVtick](#) (float frequency, float *output, int size)
- void [BLITtick](#) (float frequency, float *output, int size)
- void [tick](#) (float frequency, float *output, int size)
- float [tick](#) (float frequency)
- void [reset](#) ()
Resets the oscillator phase (unused).
- void [operator=](#) (const [HyperOsc](#) &h)
Copy operator.

Data Fields

- char [oscShape](#)
- char [oscQuality](#)
- float [oscSampleRate](#)
- float [oscVolume](#)

3.6.1 Detailed Description

Oscillator class.

3.6.2 Member Function Documentation

3.6.2.1 void [BLITtick](#) (float *frequency*, float * *output*, int *size*)

Fills the buffer with the next oscillator signal values, using the band-limited alias-free STK BLIT algorithm.

Parameters

frequency The oscillator frequency in Hz

output The destination buffer

size The size of the destination buffer

Returns

nothing

3.6.2.2 void setQuality (int *quality*)

Sets the the quality of the oscillator to HIGH or LOW. HIGH uses the Stk alias-free baldn-limited oscillators, while LOW uses a fast trivial wavetable algorithm.

Parameters

quality The quality setting of this oscillator

Returns

nothing

3.6.2.3 void setSampleRate (float *sampleRate*)

Sets the sample rate. Called automatically by the constructor on the default sample rate.

Parameters

sampleRate The sample rate.

Warning

Most be called at least once before using!

Returns

nothing

3.6.2.4 void setShape (int *shape*)

Sets the the waveshape of this oscillator to SAW or SQUARE.

Parameters

shape The wave shape setting of this oscillator

Returns

nothing

3.6.2.5 float tick (float *frequency*)

Calculates the next oscillator signal value.

Parameters

frequency The oscillator frequency in Hz

Returns

The next oscillator signal value.

3.6.2.6 void tick (float *frequency*, float * *output*, int *size*)

Fills the buffer with the next oscillator signal values.

Parameters

frequency The oscillator frequency in Hz

output The destination buffer

size The size of the destination buffer

Returns

nothing

3.6.2.7 void TRIVtick (float *frequency*, float * *output*, int *size*)

Fills the buffer with the next oscillator signal values, using the fast trivial wavetable algorithm.

Parameters

frequency The oscillator frequency in Hz

output The destination buffer

size The size of the destination buffer

Returns

nothing

The documentation for this class was generated from the following files:

- [HyperOSC.h](#)
- [HyperOSC.cpp](#)

3.7 HyperOscParam Struct Reference

Oscillator single parameter structure.

```
#include <HyperOSC.h>
```

Public Member Functions

- [HyperOscParam \(\)](#)
Constructor.
- [HyperOscParam \(const HyperOscParam &p\)](#)
Copy constructor.
- [~HyperOscParam \(\)](#)
Destructor.
- void [reset \(\)](#)
- [operator float \(\)](#)
- void [operator=](#) (const [HyperOscParam](#) &p)
Copy operator.

Data Fields

- float **mean**
- float **var**
- float **value**

3.7.1 Detailed Description

Oscillator single parameter structure.

3.7.2 Member Function Documentation

3.7.2.1 [operator float \(\)](#)

Array operator

Returns

The current parameter value.

3.7.2.2 [void reset \(\)](#)

Resets the oscillator parameter, assigns a new value depending on the deviation parameter.

The documentation for this struct was generated from the following files:

- [HyperOSC.h](#)
- [HyperOSC.cpp](#)

3.8 HyperOscParams Struct Reference

Oscillator parameter manager structure.

```
#include <HyperOSC.h>
```

Public Member Functions

- [HyperOscParams \(\)](#)
Constructor.
- [HyperOscParams \(const HyperOscParams &p\)](#)
Copy constructor.
- [~HyperOscParams \(\)](#)
Destructor.
- void [reset \(\)](#)
- float [operator\[\]](#) (int index)
- void [operator=](#) (const [HyperOscParams](#) &p)
Copy operator.

Data Fields

- [HyperOscParam](#) [param](#) [NUM_OSC_PARAMS]

3.8.1 Detailed Description

Oscillator parameter manager structure.

3.8.2 Member Function Documentation

3.8.2.1 float operator[] (int index)

Array operator

Parameters

index The parameter index

Returns

The nth parameter in the array

3.8.2.2 void reset ()

Resets this param array, by resetting every parameter in the array.\ and giving them new values, based on their deviation.

The documentation for this struct was generated from the following files:

- [HyperOSC.h](#)
- [HyperOSC.cpp](#)

3.9 HyperOscStack Struct Reference

Oscillator stack/array manager structure.

```
#include <HyperOSC.h>
```

Public Member Functions

- [HyperOscStack](#) ()
Constructor.
- [~HyperOscStack](#) ()
Destructor.
- [int getNumOSC](#) ()
- [void setNumOSC](#) (int num)
- [void updateBlueprint](#) (int type)
- [HyperOsc * bp](#) ()
Returns the oscillator blueprint for this array to be based upon.
- [HyperOscParams * bpp](#) ()
Returns the parameter blueprint for this array to be based upon.
- [HyperLFO * bpLFO](#) ()
Returns the LFO blueprint for this array to be based upon.
- [HyperADSR * bpADSR](#) ()
Returns the ADSR envelope blueprint for this array to be based upon.
- [HyperOsc * operator\[\]](#) (int index)
- [HyperOscParams * p](#) (int index)
- [HyperLFO * LFO](#) (int index)
- [HyperADSR * ADSR](#) (int index)
- [void reset](#) ()
- [void setSampleRate](#) (float sampleRate)
- [void setQuality](#) (int quality)
- [void setShape](#) (int shape)
- [void keyOff](#) ()
MIDI Key off event - sets all ADSR envelopes to the RELEASE state.

Data Fields

- [HyperOsc oscStack](#) [OSC_MAX]
- [HyperOscParams oscParams](#) [OSC_MAX]
- [HyperLFO oscLFO](#) [OSC_MAX]
- [HyperADSR oscADSR](#) [OSC_MAX]
- [int oscStackSize](#)
- [HyperOsc oscBlueprint](#)
- [HyperOscParams oscParamsBlueprint](#)

- [HyperLFO](#) [oscLFOBlueprint](#)
- [HyperADSR](#) [oscADSRBlueprint](#)
- [HyperFilter](#) [oscFilter](#)
- [HyperADSR](#) [oscFilterADSR](#)
- [HyperADSR](#) [oscLFOADSR](#)

3.9.1 Detailed Description

Oscillator stack/array manager structure.

3.9.2 Member Function Documentation

3.9.2.1 `HyperADSR * ADSR (int index)`

Array operator function for ADSR envelopes

Parameters

index The envelope index

Returns

the i-th envelope

3.9.2.2 `int getNumOSC ()`

Gives the current number of oscillators in this array

Returns

The current number of oscillators in this array

3.9.2.3 `HyperLFO * LFO (int index)`

Array operator function for LFOs

Parameters

index The LFO index

Returns

the i-th LFO

3.9.2.4 `HyperOsc * operator[] (int index)`

Array operator

Parameters

index The oscillator index

Returns

the i-th oscillator

3.9.2.5 HyperOscParams * p (int *index*)

Array operator function for parameters

Parameters

index The parameter manager index

Returns

the i-th parameter manager

3.9.2.6 void reset ()

Resets everything, phase-offsets all oscillators randomly, get ready for a new note to be played.

3.9.2.7 void setNumOSC (int *num*)

Sets the current number of oscillators in this array

Parameters

num The new number of oscillators this stack will have

Returns

nothing

3.9.2.8 void setQuality (int *quality*)

Sets the quality setting for every oscillator in the array.

Parameters

quality The new oscillator quality setting

Returns

nothing

3.9.2.9 void setSampleRate (float *sampleRate*)

Sets the sample rate for everything.

Parameters

sampleRate The new sample rate

Returns

nothing

3.9.2.10 void setShape (int *shape*)

Sets the wave shape setting for every oscillator in the array.

Parameters

shape The new oscillator wave shape setting

Returns

nothing

3.9.2.11 void updateBlueprint (int *type*)

Copies from the blueprints to each module in the arrays.

Parameters

type -1 = update everything, 0 only update oscillator stack, 1 only update parameter array, 2 only update LFO array, 3 only update ADSR envelope array.

Returns

nothing

The documentation for this struct was generated from the following files:

- [HyperOSC.h](#)
- [HyperOSC.cpp](#)

3.10 HyperPoly Struct Reference

Polyphony manager - array of voices and oscillator stacks.

```
#include <HyperPoly.h>
```

Public Member Functions

- `int nextVoice` (long note)
- `int getMaxVoices` ()
- `HyperOscStack * operator[]` (int index)

Data Fields

- `HyperVoice voice` [MAX_VOICES]
- `HyperOscStack stack` [MAX_VOICES]

3.10.1 Detailed Description

Polyphony manager - array of voices and oscillator stacks.

3.10.2 Member Function Documentation

3.10.2.1 `int getMaxVoices` ()

Gives the maximum supported number of voices

Returns

The maximum supported number of voices

3.10.2.2 `int nextVoice` (long *note*)

Finds and gives the best slot for the next note to go into.

Parameters

note The MIDI note index.

Returns

The index of best slot for the next note to go into.

3.10.2.3 `HyperOscStack * operator[]` (int *index*)

Array operator

Parameters

index The voice index.

Returns

The corresponding i -th voice oscillator stack.

The documentation for this struct was generated from the following files:

- [HyperPoly.h](#)
- [HyperPoly.cpp](#)

3.11 HyperProgram Struct Reference

Structure to store and manage a preset's parameter array.

```
#include <HyperStack.h>
```

Public Member Functions

- void [set](#) (int index, float value)
- [HyperProgram](#) ()
Constructor.
- [~HyperProgram](#) ()
Destructor.

Data Fields

- char **name** [PROGRAM_NAME_LENGTH]
- float **fVolume**
- float **fNumOSC**
- float **fQuality**
- float **fWaveShape**
- float **fSemi**
- float **fFine**
- float **fAttack**
- float **fSustain**
- float **fDecay**
- float **fRelease**
- float **fAttackDev**
- float **fSustainDev**
- float **fDecayDev**
- float **fReleaseDev**
- float **fDetuneDev**
- float **fCutoff**
- float **fResonance**
- float **fPLFOGain**
- float **fPLFOFrequency**
- float **fPLFOFreqDev**
- float **fPLFOAmount**
- float **fPLFONoise**
- float **fPLFONoiseFreq**
- float **fPLFOAttack**
- float **fPLFOSustain**
- float **fPLFODecay**
- float **fPLFORelease**
- float **fFilterAttack**
- float **fFilterSustain**
- float **fFilterDecay**
- float **fFilterRelease**
- float **fFilterAmount**

3.11.1 Detailed Description

Structure to store and manage a preset's parameter array.

3.11.2 Member Function Documentation

3.11.2.1 void set (int *index*, float *value*)

Sets parameter value given its index

Parameters

index The parameter index

value The parameter value

Returns

nothing

The documentation for this struct was generated from the following files:

- [HyperStack.h](#)
- [HyperParams.cpp](#)
- [HyperStack.cpp](#)

3.12 HyperStack Class Reference

Main hyperSTACK VST effect class.

```
#include <HyperStack.h>
```

Public Member Functions

- [HyperStack](#) (audioMasterCallback audioMaster)
Constructor - Initialises presets, makes new editor, tells host parameters...etc.
- [~HyperStack](#) ()
Destructor.
- virtual void [process](#) (float **inputs, float **outputs, long sampleFrames)
- virtual void [processReplacing](#) (float **inputs, float **outputs, long sampleFrames)
- virtual long [processEvents](#) (VstEvents *events)
- virtual void [setProgram](#) (long index)
- virtual long [getProgram](#) ()
- virtual void [setProgramName](#) (char *name)
- virtual void [getProgramName](#) (char *name)
- virtual bool [getProgramNameIndexed](#) (long category, long index, char *text)
- virtual bool [copyProgram](#) (long dest)
- virtual void [setParameter](#) (long index, float value)
- virtual float [getParameter](#) (long index)
- virtual void [getParameterLabel](#) (long index, char *label)
- virtual void [getParameterDisplay](#) (long index, char *text)
- virtual void [getParameterName](#) (long index, char *text)
- virtual void [setSampleRate](#) (float sampleRate)
- virtual void [setBlockSize](#) (long blockSize)
- virtual long [canDo](#) (char *text)
- virtual void [resume](#) ()
Tell the VST host that we are ready to receive MIDI events.
- virtual bool [getOutputProperties](#) (long index, VstPinProperties *properties)
- virtual bool [getEffectName](#) (char *name)
- virtual bool [getVendorString](#) (char *text)
- virtual bool [getProductString](#) (char *text)
- virtual long [getVendorVersion](#) ()
- virtual long [getMidiProgramName](#) (long channel, MidiProgramName *midiProgramName)
- virtual long [getCurrentMidiProgram](#) (long channel, MidiProgramName *currentProgram)
- virtual long [getMidiProgramCategory](#) (long channel, MidiProgramCategory *category)
- virtual bool [hasMidiProgramsChanged](#) (long channel)
Notifies host if a MIDI program has changed.
- virtual bool [getMidiKeyName](#) (long channel, MidiKeyName *keyName)

3.12.1 Detailed Description

Main hyperSTACK VST effect class.

3.12.2 Member Function Documentation

3.12.2.1 long canDo (char * *text*) [virtual]

Tells host if the given VST feature is supported.

Parameters

text The VST feature.

Returns

1 if this feature is supported, -1 otherwise.

3.12.2.2 bool copyProgram (long *dest*) [virtual]

Copies the parameters of current activated preset into a given destination preset.

Parameters

dest The preset index of the destination.

Returns

true if successful, false otherwise

3.12.2.3 long getCurrentMidiProgram (long *channel*, MidiProgramName * *currentProgram*) [virtual]

Tells host the MIDI program for given MIDI channel.

Parameters

channel The MIDI channel program index

currentProgram The destination program structure to fill out

Returns

the MIDI channel index

3.12.2.4 bool getEffectName (char * *name*) [virtual]

Tells host name of this VST plugin

Parameters

name The destination char buffer to write the VST name into.

Returns

true if successful, false otherwise

3.12.2.5 bool getMidiKeyName (long *channel*, MidiKeyName * *keyName*) [virtual]

Tells host MIDI key name for given channel

Parameters

channel The MIDI channel index
keyName The destination keyname structure to fill out

Returns

true successful, false otherwise.

3.12.2.6 long getMidiProgramCategory (long *channel*, MidiProgramCategory * *category*) [virtual]

Tells host the category of a midi program.

Parameters

channel The MIDI channel index
category The destination category structure to fill out

Returns

The number of categories.

3.12.2.7 long getMidiProgramName (long *channel*, MidiProgramName * *midiProgramName*) [virtual]

Tells host the MIDI program name for given MIDI channel.

Parameters

channel The MIDI channel index
midiProgramName The destination program name structure to fill out

Returns

0 if successful, 1 if this channel is the drum channel, 128 if error.

3.12.2.8 bool getOutputProperties (long *index*, VstPinProperties * *properties*) [virtual]

Tells host of the names of the audio output channels.

Parameters

index The audio output index
properties The destination properties array to write into

Returns

true if successful, false otherwise

3.12.2.9 float getParameter (long *index*) [virtual]

Gets VST parameter value given its index

Parameters

index The VST parameter index

Returns

The corresponding VST parameter value

3.12.2.10 void getParameterDisplay (long *index*, char * *text*) [virtual]

Gets VST parameter value display text given its index

Parameters

index The VST parameter index

text The destination buffer for the corresponding parameter display text

Returns

nothing

3.12.2.11 void getParameterLabel (long *index*, char * *label*) [virtual]

Gets VST parameter value label given its index

Parameters

index The VST parameter index

label The destination buffer for the corresponding VST parameter label

Returns

nothing

3.12.2.12 void getParameterName (long *index*, char * *label*) [virtual]

Gets VST parameter name display text given its index

Parameters

index The VST parameter index

label The destination buffer for the corresponding parameter display name

Returns

nothing

3.12.2.13 bool getProductString (char * text) [virtual]

Tells product name of this VST plugin

Parameters

text The destination char buffer to write the product name into.

Returns

true if successful, false otherwise

3.12.2.14 long getProgram () [virtual]

Gives the current preset.

Returns

The current activated preset.

3.12.2.15 void getProgramName (char * name) [virtual]

Gives the name of the current preset.

Parameters

name The destination char buffer for the name of the current preset

Returns

nothing

3.12.2.16 bool getProgramNameIndexed (long category, long index, char * text) [virtual]

Gives the name of the preset at the given index.

Parameters

category The preset category

index The preset index

text The destination char buffer for the name of the indexed preset

Returns

true if successful, false otherwise

3.12.2.17 bool getVendorString (char * text) [virtual]

Tells vendor name of this VST plugin

Parameters

text The destination char buffer to write the vendor name into.

Returns

true if successful, false otherwise

3.12.2.18 long getVendorVersion () [virtual]

Tells product version of this VST plugin

Returns

The product version of this VST plugin

3.12.2.19 bool hasMidiProgramsChanged (long channel) [virtual]

Notifies host if a MIDI program has changed.

Notifies host if a MIDI program has changed

Returns

true if program has changed, false otherwise.

3.12.2.20 void process (float ** inputs, float ** outputs, long sampleFrames) [virtual]

The main VST audio output function. Does most of the wiring, processing, filtering and calculations.

Parameters

inputs The next audio input signal buffer (unused)

outputs The destination buffer for following audio output signal

sampleFrames The size of the destination buffer

Returns

nothing

3.12.2.21 long processEvents (VstEvents * events) [virtual]

The main VST MIDI event parsing function.

Parameters

events The array of VST events.

Returns

0 if error, 1 if successful.

3.12.2.22 void processReplacing (float ** *inputs*, float ** *outputs*, long *sampleFrames*) [virtual]

The main VST audio output function. Does most of the wiring, processing, filtering and calculations. (A destructive, overwriting variant of [process\(\)](#).)

Parameters

- inputs* The next audio input signal buffer (unused)
- outputs* The destination buffer for following audio output signal
- sampleFrames* The size of the destination buffer

Returns

nothing

3.12.2.23 void setBlockSize (long *blockSize*) [virtual]

Sets the effect's block size.

Parameters

- sampleRate* The new block size.

Returns

nothing

3.12.2.24 void setParameter (long *index*, float *value*) [virtual]

Sets VST parameter value given its index, and notify the necessary modules about the parameter change.

Parameters

- index* The VST parameter index
- value* The VST parameter value

Returns

nothing

3.12.2.25 void setProgram (long *index*) [virtual]

Changes the current preset.

Parameters

- index* The index of the new preset

Returns

nothing

3.12.2.26 void setProgramName (char * *name*) [virtual]

Sets the name of the current preset.

Parameters

name The char buffer with the new name for the current preset

Returns

nothing

3.12.2.27 void setSampleRate (float *sampleRate*) [virtual]

Sets the effect's sample rate. This is the function the host notifies. Passes on the sample rate to each osc stack, which passes it down to each individual module.

Parameters

sampleRate The new sample rate.

Returns

nothing

The documentation for this class was generated from the following files:

- [HyperStack.h](#)
- [HyperParams.cpp](#)
- [HyperProcess.cpp](#)
- [HyperStack.cpp](#)

3.13 HyperTuner Class Reference

Static class providing functions for frequency calculation.

```
#include <HyperTuner.h>
```

Public Member Functions

- float [getNoteFrequency](#) (int note, float detune)
- float [getNoteFrequency](#) (float note)

3.13.1 Detailed Description

Static class providing functions for frequency calculation.

3.13.2 Member Function Documentation

3.13.2.1 float [getNoteFrequency](#) (float *note*)

Calculates MIDI frequency given note (can take in floating point half-notes)

Parameters

note The MIDI note value

Returns

The corresponding note frequency in Hz

3.13.2.2 float [getNoteFrequency](#) (int *note*, float *detune*)

Calculates MIDI frequency given integer note and detune

Parameters

note The MIDI integer note value

detune The note detune in cents

Returns

The corresponding note frequency in Hz

The documentation for this class was generated from the following files:

- [HyperTuner.h](#)
- [HyperTuner.cpp](#)

3.14 HyperVoice Struct Reference

Structure to store a note.

```
#include <HyperPoly.h>
```

Public Member Functions

- [HyperVoice \(\)](#)
Constructor:
- `bool` [isActive \(\)](#)

Data Fields

- `long` **note**
- `long` **velocity**
- `long` **delta**
- `bool` **active**
- `int` **index**

3.14.1 Detailed Description

Structure to store a note.

3.14.2 Member Function Documentation

3.14.2.1 `bool` [isActive \(\)](#)

Gives whether this voice is currently producing sound or inactive.

Returns

true if this voice is currently active and producing sound, false otherwise

The documentation for this struct was generated from the following files:

- HyperPoly.h
- [HyperPoly.cpp](#)

Chapter 4

File Documentation

4.1 HyperADSR.cpp File Reference

ADSR generator.

4.1.1 Detailed Description

ADSR generator.

ADSR Envelope Generator

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Author

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Date

21/11/2010

4.2 HyperADSR.h File Reference

ADSR generator.

Data Structures

- struct [HyperADSR](#)
Linear ADSR Envelope generator class.

4.2.1 Detailed Description

ADSR generator.

ADSR Envelope Generator

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Date

21/11/2010

4.3 HyperFilter.cpp File Reference

Butterworth low-pass filter.

4.3.1 Detailed Description

Butterworth low-pass filter.

Butterworth low-pass filter class

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Date

21/11/2010

4.4 HyperFilter.h File Reference

Butterworth low-pass filter.

Data Structures

- class [HyperFilter](#)
Low-pass filter class.

4.4.1 Detailed Description

Butterworth low-pass filter.

Butterworth low-pass filter class

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Date

21/11/2010

4.5 HyperGUI.cpp File Reference

VST GUI class interface.

Functions

- void `oscGUISetupUITable` (`HyperKnob *oscKnobs`)

4.5.1 Detailed Description

VST GUI class interface.

The VST GUI class interface implementation

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Author

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Date

21/11/2010

4.5.2 Function Documentation

4.5.2.1 void `oscGUISetupUITable` (`HyperKnob * oscKnobs`)

Fills out the hardcoded locations of the UI elements into a table.

Parameters

oscKnobs The destination table.

Returns

nothing

4.6 HyperGUI.h File Reference

VST GUI class interface.

Data Structures

- struct [HyperKnob](#)
Structure to store and manage an interface knob.
- class [HyperGUI](#)
GUI class, implements the VST GUI editor interface.

Enumerations

- enum [enum_resource_ids](#) { **kBackgroundID** = 128, **kKnobID** }
Resource ID numbers for images.

4.6.1 Detailed Description

VST GUI class interface.

The VST GUI class interface implementation

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Author

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Date

21/11/2010

4.7 HyperLFO.cpp File Reference

LFO Generator.

Functions

- float [LFOFactorFrequency](#) (float factor)
Converts a LFO 0.0 - 1.0 factor to a Hz frequency.

4.7.1 Detailed Description

LFO Generator.

Low Frequency Oscillator generator

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Date

21/11/2010

4.7.2 Function Documentation

4.7.2.1 float LFOFactorFrequency (float factor)

Converts a LFO 0.0 - 1.0 factor to a Hz frequency.

Converts a LFO 0.0 - 1.0 factor to a Hz frequency.

Parameters

factor The factor 0.0 - 1.0.

Returns

The corresponding LFO frequency in Hz.

4.8 HyperLFO.h File Reference

LFO Generator.

Data Structures

- class [HyperLFO](#)
LFO generator class.

Functions

- float [LFOFactorFrequency](#) (float factor)
Converts a LFO 0.0 - 1.0 factor to a Hz frequency.

4.8.1 Detailed Description

LFO Generator.

Low Frequency Oscillator generator

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Date

21/11/2010

4.8.2 Function Documentation

4.8.2.1 float LFOFactorFrequency (float *factor*)

Converts a LFO 0.0 - 1.0 factor to a Hz frequency.

Converts a LFO 0.0 - 1.0 factor to a Hz frequency.

Parameters

factor The factor 0.0 - 1.0.

Returns

The corresponding LFO frequency in Hz.

4.9 HyperOSC.cpp File Reference

Oscillator class.

4.9.1 Detailed Description

Oscillator class.

Band-Limited Oscillator class

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Author

Xi Chen hypernewbie@gmail.com

Date

21/11/2010

4.10 HyperOSC.h File Reference

Oscillator class.

Data Structures

- class [HyperOsc](#)
Oscillator class.
- struct [HyperOscParam](#)
Oscillator single parameter structure.
- struct [HyperOscParams](#)
Oscillator parameter manager structure.
- struct [HyperOscStack](#)
Oscillator stack/array manager structure.

Enumerations

- enum [osc_params_enumeration](#) {
 OSC_PARAM_ATTACK_DEV, OSC_PARAM_SUSTAIN_DEV, OSC_PARAM_DECAY_DEV,
 OSC_PARAM_RELEASE_DEV,
 OSC_PARAM_PLFO_FREQ, NUM_OSC_PARAMS }
Individual oscillator params.

4.10.1 Detailed Description

Oscillator class.

Band-Limited Oscillator class

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Author

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Date

21/11/2010

4.11 HyperParams.cpp File Reference

VST Parameter Functions.

4.11.1 Detailed Description

VST Parameter Functions.

VST Parameter Functions

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Date

21/11/2010

4.12 HyperPoly.cpp File Reference

Polyphonic voice manager.

4.12.1 Detailed Description

Polyphonic voice manager.

Polyphonic voice manager

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Author

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Date

21/11/2010

4.13 HyperPresets.cpp File Reference

VST Factory Presets Functions.

Functions

- void `initStackPresets` (`HyperProgram` *hyperPresets)

4.13.1 Detailed Description

VST Factory Presets Functions.

VST Factory Presets Functions

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Author

Xi Chen hypernewbie@gmail.com

Date

21/11/2010

4.13.2 Function Documentation

4.13.2.1 void `initStackPresets` (`HyperProgram` * *hyperPresets*)

Sets up the hardcoded factory-programmed presets table into the given preset array.

Parameters

hyperPresets The destination preset array to write into.

Returns

nothing

4.14 HyperProcess.cpp File Reference

VST Audio Processing Functions.

4.14.1 Detailed Description

VST Audio Processing Functions.

VST Audio Processing Functions - main output module of the algorithm

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Author

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Date

21/11/2010

4.15 HyperRandom.cpp File Reference

Random utilities.

Functions

- unsigned long [_timeseed](#) (void)
Hashes time - for use as seeding for RNGs.
- void [_srand_linc](#) (unsigned long seed)
Seeds linear congruential random number generator - works like `c srand()`.
- unsigned long [_rand_linc_custom](#) (unsigned long A, unsigned long C)
Linear congruential generator, given option to customise multiplier A and constant C.
- unsigned long [_rand_linc](#) (void)
Linear congruential generator, using GCC constants.
- unsigned long [_rand_linc_msg](#) (void)
Linear congruential generator, using Mininal Standard Generator constants.
- unsigned long [_rand_linc_borlandc](#) (void)
Linear congruential generator, using Borland C/C++ constants.
- unsigned long [_rand_linc_msvc](#) (void)
Linear congruential generator, using Microsoft Visual C++ constants.
- unsigned long [_rand_xor](#) (void)
XORShift Random Number Generator.
- void [_srand](#) (unsigned long seed)
Seeds Mersenne twister matrix - works like `cstdlib srand()`.
- void [_gen](#) (void)
Used internally by Mersenne twister to fill matrix.
- unsigned long [_rand](#) (void)
Gives a (very) random number - works like `cstdlib rand()`.
- float [_randfloat](#) (float min, float max)
Gives a (very) random float, in a given range.
- unsigned long [_randrange](#) (unsigned long mod)
Gives a (very) random number, in a given range.
- float [_noise1](#) (int x)
Noise function 1 - From Huge Elias' page.
- float [_noise2](#) (int x)

Noise function 2 - Variation of noise1.

- float [_noise2D](#) (int x, int y)
Noise function 2D - 2-Dimensional noise function.
- float [_noiseSmooth](#) (int x, int seed)
Smoothed noise by weighted avg - Used internally (mostly).
- float [_interpolateCosine](#) (float a, float b, float frac)
Does cosine interpolation between two values - Used internally (mostly).
- float [_interpolateNoise](#) (float x, int seed)
Calculates smooth interpolated noise - Used internally (mostly).
- float [_perlinNoise](#) (float x, int seed, float persistence, int octaves)
Perlin Noise Generator : 1-Dimensional.

- unsigned int [RSHash](#) (char *str, unsigned int len)
- unsigned int [JSHash](#) (char *str, unsigned int len)
- unsigned int [PJWHash](#) (char *str, unsigned int len)
- unsigned int [ELFHash](#) (char *str, unsigned int len)
- unsigned int [BKDRHash](#) (char *str, unsigned int len)
- unsigned int [SDBMHash](#) (char *str, unsigned int len)
- unsigned int [DJBHash](#) (char *str, unsigned int len)
- unsigned int [DEKHash](#) (char *str, unsigned int len)
- unsigned int [BPHash](#) (char *str, unsigned int len)
- unsigned int [FNVHash](#) (char *str, unsigned int len)
- unsigned int [APHash](#) (char *str, unsigned int len)
- unsigned int [JenkinsHash](#) (unsigned char *k, unsigned int len, unsigned int seed)
Jenkins Hash - Pretty good, apparently.

- float [_fabs](#) (float f)
Fast float absolute value.

- float [_fneg](#) (float f)
Fast float negation.

- int [_fsign](#) (float f)
Gives back +1 for 0 or positive numbers, -1 for negative numbers.

- float [_invsqrt](#) (float x)
iD Software's famous inverse square root approximation

- float [_sqrt](#) (float x)
Fast sqrt using iD Software inverse sqrt.

- int [_floor_log2](#) (float f)
- int [_log2](#) (float f)
Fast approximation of log2.

- float [fastexp3](#) (float x)
- float [fastexp4](#) (float x)
- float [fastexp5](#) (float x)
- float [fastexp6](#) (float x)
- float [fastexp7](#) (float x)
- float [fastexp8](#) (float x)
- float [fastexp9](#) (float x)
- float [_flog2](#) (float val)
- float [_fpow](#) (float f, int n)
Fast pow() f^n approximation - rough estimate!
- float [_froot](#) (float f, int n)
Fast approximation for the n-th root of f.
- float [_sinfast](#) (float fAngle)
Extra fast sin() approximation : [0, pi/2].
- float [_sin](#) (float fAngle)
Fast sin() approximation : [0, pi/2].
- float [_cosfast](#) (float fAngle)
Extra fast cos() approximation : [0, pi/2].
- float [_cos](#) (float fAngle)
Fast cos() approximation : [0, pi/2].
- float [_tanfast](#) (float fAngle)
Extra fast tan() approximation : [0,pi/4].
- float [_tan](#) (float fAngle)
Fast tan() approximation : [0,pi/4].
- float [_asin](#) (float fValue)
Fast inverse sin() approximation : [0, 1].
- float [_acos](#) (float fValue)
Fast inverse cos() approximation : [0, 1].
- float [_atanfast](#) (float fValue)
Extra fast inverse tan() approximation : [-1, 1].
- float [_atan](#) (float fValue)
Fast inverse tan() approximation : [-1, 1].
- int [_binomial_coefficient](#) (int n, int m)
Calculates nCm using dynamics programming. $n, m < 100$.
- int [gcd](#) (int a, int b)
Calculates gcd using Euclid's algorithm.

- `int _abs (int v)`
Branchless integer abs().
- `int _min (int x, int y)`
Branchless min().
- `int _max (int x, int y)`
Branchless max().
- `unsigned int _nextpowerof2 (unsigned int v)`
Round up integer to next highest power of 2.
- `float _gaussianNoise ()`

4.15.1 Detailed Description

Random utilities.

Random utilities

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Author

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Date

21/11/2010

4.15.2 Function Documentation

4.15.2.1 float _flog2 (float *val*)

Fast \log^2 approximation assert ($val > 0$);

4.15.2.2 int _floor_log2 (float *f*)

Fast calculation of floor of \log_2 assert($f > 0.$); assert(sizeof(*f*) == sizeof(int)); assert(sizeof(*f*) == 4);

4.15.2.3 float _gaussianNoise ()

Gaussian noise random number generator - range 1 to -1. Uses Mersenne twister, so seed using [_srand\(\)](#).

4.15.2.4 int _log2 (float *f*)

Fast approximation of \log_2 .

Fast approximation of \log_2 assert($f > 0.$); assert(sizeof(*f*) == sizeof(int)); assert(sizeof(*f*) == 4);

4.15.2.5 float fastexp3 (float *x*)

Fast $\exp()$ approximation in the -3.14..3.14 range. The increasing numbers in the name of the function means increasing precision.

4.16 HyperRandom.h File Reference

Random utilities.

Functions

- unsigned long [_timeseed](#) (void)
Hashes time - for use as seeding for RNGs.
- void [_srand_linc](#) (unsigned long seed=_timeseed())
Seeds linear congruential random number generator - works like `c srand()`.
- unsigned long [_rand_linc_custom](#) (unsigned long A, unsigned long C)
Linear congruential generator, given option to customise multiplier A and constant C.
- unsigned long [_rand_linc](#) (void)
Linear congruential generator, using GCC constants.
- unsigned long [_rand_linc_msg](#) (void)
Linear congruential generator, using Mininal Standard Generator constants.
- unsigned long [_rand_linc_borlandc](#) (void)
Linear congruential generator, using Borland C/C++ constants.
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XORShift Random Number Generator.
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- float [_randfloat](#) (float min, float max)
Gives a (very) random float, in a given range.
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Gives a (very) random number, in a given range.
- float [_noise1](#) (int x)
Noise function 1 - From Huge Elias' page.
- float [_noise2](#) (int x)

Noise function 2 - Variation of noise1.

- float [_noise2D](#) (int x, int y)
Noise function 2D - 2-Dimensional noise function.
- float [_noiseSmooth](#) (int x, int seed)
Smoothed noise by weighted avg - Used internally (mostly).
- float [_interpolateCosine](#) (float a, float b, float frac)
Does cosine interpolation between two values - Used internally (mostly).
- float [_interpolateNoise](#) (float x, int seed)
Calculates smooth interpolated noise - Used internally (mostly).
- float [_perlinNoise](#) (float x, int seed=0, float persistence=0.5f, int octaves=4)
Perlin Noise Generator : 1-Dimensional.
- unsigned int **RSHash** (char *str, unsigned int len)
- unsigned int **JSHash** (char *str, unsigned int len)
- unsigned int **PJWHash** (char *str, unsigned int len)
- unsigned int **ELFHash** (char *str, unsigned int len)
- unsigned int **BKDRHash** (char *str, unsigned int len)
- unsigned int **SDBMHash** (char *str, unsigned int len)
- unsigned int **DJBHash** (char *str, unsigned int len)
- unsigned int **DEKHash** (char *str, unsigned int len)
- unsigned int **BPHash** (char *str, unsigned int len)
- unsigned int **FNVHash** (char *str, unsigned int len)
- unsigned int **APHash** (char *str, unsigned int len)
- unsigned int [JenkinsHash](#) (unsigned char *k, unsigned int len, unsigned int seed)
Jenkins Hash - Pretty good, apparently.
- float [_fabs](#) (float f)
Fast float absolute value.
- float [_fneg](#) (float f)
Fast float negation.
- int [_fsign](#) (float f)
Gives back +1 for 0 or positive numbers, -1 for negative numbers.
- float [_invsqrt](#) (float x)
iD Software's famous inverse square root approximation
- float [_sqrt](#) (float x)
Fast sqrt using iD Software inverse sqrt.
- int [_floor_log2](#) (float f)
- int [_log2](#) (float f)
Fast approximation of log2.

- float [fastexp3](#) (float x)
- float [fastexp4](#) (float x)
- float [fastexp5](#) (float x)
- float [fastexp6](#) (float x)
- float [fastexp7](#) (float x)
- float [fastexp8](#) (float x)
- float [fastexp9](#) (float x)
- float [_flog2](#) (float val)
- float [_fpow](#) (float f, int n)
Fast pow() f^n approximation - rough estimate!
- float [_froot](#) (float f, int n)
Fast approximation for the n-th root of f.
- float [_sinfast](#) (float fAngle)
Extra fast sin() approximation : [0, pi/2].
- float [_sin](#) (float fAngle)
Fast sin() approximation : [0, pi/2].
- float [_cosfast](#) (float fAngle)
Extra fast cos() approximation : [0, pi/2].
- float [_cos](#) (float fAngle)
Fast cos() approximation : [0, pi/2].
- float [_tanfast](#) (float fAngle)
Extra fast tan() approximation : [0,pi/4].
- float [_tan](#) (float fAngle)
Fast tan() approximation : [0,pi/4].
- float [_asin](#) (float fValue)
Fast inverse sin() approximation : [0, 1].
- float [_acos](#) (float fValue)
Fast inverse cos() approximation : [0, 1].
- float [_atanfast](#) (float fValue)
Extra fast inverse tan() approximation : [-1, 1].
- float [_atan](#) (float fValue)
Fast inverse tan() approximation : [-1, 1].
- int [_binomial_coefficient](#) (int n, int m)
Calculates nCm using dynamics programming. $n, m < 100$.
- int [gcd](#) (int a, int b)
Calculates gcd using Euclid's algorithm.

- `int _abs (int v)`
Branchless integer abs().
- `int _min (int x, int y)`
Branchless min().
- `int _max (int x, int y)`
Branchless max().
- `unsigned int _nextpowerof2 (unsigned int v)`
Round up integer to next highest power of 2.
- `float _gaussianNoise ()`

4.16.1 Detailed Description

Random utilities.

Random utilities

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Author

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Date

21/11/2010

4.16.2 Function Documentation

4.16.2.1 float _flog2 (float *val*)

Fast \log^2 approximation assert ($val > 0$);

4.16.2.2 int _floor_log2 (float *f*)

Fast calculation of floor of \log_2 assert ($f > 0.$); assert(sizeof(*f*) == sizeof(int)); assert(sizeof(*f*) == 4);

4.16.2.3 float _gaussianNoise ()

Gaussian noise random number generator - range 1 to -1. Uses Mersenne twister, so seed using [_srand\(\)](#).

4.16.2.4 int _log2 (float *f*)

Fast approximation of \log_2 .

Fast approximation of \log_2 assert ($f > 0.$); assert(sizeof(*f*) == sizeof(int)); assert(sizeof(*f*) == 4);

4.16.2.5 float fastexp3 (float *x*)

Fast $\exp()$ approximation in the -3.14..3.14 range. The increasing numbers in the name of the function means increasing precision.

4.17 HyperStack.cpp File Reference

Main VST Effect Class.

4.17.1 Detailed Description

Main VST Effect Class.

Main VST Effect Class

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Xi Chen hypernewbie@gmail.com

Date

21/11/2010

4.18 HyperStack.h File Reference

Main VST Effect Class.

Data Structures

- struct [HyperProgram](#)
Structure to store and manage a preset's parameter array.
- class [HyperStack](#)
Main hyperSTACK VST effect class.

Enumerations

- enum [enum_parameter_indexes](#) {
F_VOLUME, F_NUMOSC, F_QUALITY, F_WAVESHAPE,
F_SEMI, F_FINE, F_ATTACK, F_SUSTAIN,
F_DECAY, F_RELEASE, F_ATTACK_DEV, F_SUSTAIN_DEV,
F_DECAY_DEV, F_RELEASE_DEV, F_DETUNE_DEV, F_CUTOFF,
F_RESONANCE, F_PLFO_GAIN, F_PLFO_FREQUENCY, F_PLFO_FREQ_DEV,
F_PLFO_AMOUNT, F_PLFO_NOISE, F_PLFO_NOISEFREQ, F_PLFO_ATTACK,
F_PLFO_SUSTAIN, F_PLFO_DECAY, F_PLFO_RELEASE, F_FILTER_ATTACK,
F_FILTER_SUSTAIN, F_FILTER_DECAY, F_FILTER_RELEASE, F_FILTER_AMOUNT
}
Parameter index constants.

Functions

- void [initStackPresets](#) ([HyperProgram](#) *hyperPresets)

4.18.1 Detailed Description

Main VST Effect Class.

Main VST Effect Class

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Author

Xi Chen hypernewbie@gmail.com

Date

21/11/2010

4.18.2 Function Documentation

4.18.2.1 void `initStackPresets` (`HyperProgram * hyperPresets`)

Sets up the hardcoded factory-programmed presets table into the given preset array.

Parameters

hyperPresets The destination preset array to write into.

Returns

nothing

4.19 HyperStackMain.cpp File Reference

VST Effect Plugin Entry Point.

Functions

- AEffect * [VSTPluginMain](#) (audioMasterCallback audioMaster)
The main VST entry point.
- BOOL WINAPI [DllMain](#) (HINSTANCE hInst, DWORD dwReason, LPVOID lpvReserved)
WIN32 Platform DLL Entry Point.

Variables

- bool **OOME** = false
- void * **hInstance**

4.19.1 Detailed Description

VST Effect Plugin Entry Point.

VST Effect Plugin Entry Point

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Author

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Date

21/11/2010

4.20 HyperTuner.cpp File Reference

MIDI Note Frequency Calculator.

4.20.1 Detailed Description

MIDI Note Frequency Calculator.

MIDI Note Frequency Calculator

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Author

Xi Chen hypernewbie@gmail.com

Date

21/11/2010

4.21 HyperTuner.h File Reference

MIDI Note Frequency Calculator.

Data Structures

- class [HyperTuner](#)
Static class providing functions for frequency calculation.

4.21.1 Detailed Description

MIDI Note Frequency Calculator.

MIDI Note Frequency Calculator

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21/11/2010

4.22 HyperUtil.h File Reference

Small Inline Utility Functions.

4.22.1 Detailed Description

Small Inline Utility Functions.

Small Inline Utility Functions

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