

How to make VSTpluggs with Dev-C++

(for v. 4.9.8.0 [<http://bloodshed.net>] or later)

by **Gabriel Lindeborg** [gabriel.lindeborg[at]sverige.nu] 2003-03-28

1st edition

Many thanks to: Colin Laplace, Alex Eberspöcher, Per Westermark,
and all the other VST developers who has provided input to and help with this how to...

Make sure there are no strange characters, no spaces or long folder names (ie more than 8 chars) in your paths, this took hours out from my VST-development time when I had my project in the My Documents folder. It should work I suppose, but it doesn't.

- Start a new DEV-C++ project.
- Choose DLL Project.
- Delete the automatically created hpp file and cpp file.
- Add the SDK common files to your project, preferably in a map since "thou shall no edit these files".
- Add your source files.

(The next step has been done by Steinberg already on some of the SDK examples, but if your VSTnameMain.cpp isn't changed, you know what to do.)

- Add

```
static AudioEffect *effect = 0;
```

before the bool line in the beginning of the VSTnameMain.cpp, if it isn't there already,

and change the line

```
*AudioEffect effect = new VSTname (audioMaster);
```

into

```
effect = new VSTname (audioMaster);
```

in your VSTnameMain.cpp file if it has't been done.

I don't know why... it just didn't work unless. For me anyway...

- Change the line

```
#if BEOS
```

into

```
#if __GNUC__ && (WIN32 || BEOS)
```

in your VSTnameMain.cpp file.

- Change the line

```
EXPORTS main
```

into

```
EXPORTS main=main_plugin
```

In your VSTname.def file.

- Open the Project Options Dialog

- Add the SDK common directory to the include directories in in the directories page.

- Add your .def file containing EXPORTS main=main_plugin to the linker options with

```
--def VSTname.def
```

Compile!

Note I: Although this should work with Dev-C++ 4.01, I can't figure out how. The file compiles fine but they do, as it seems, not export main. Anyway neither Cubase nor FruityLoops will recognize the resulting .dll. Any ideas?

Note II: I can't get VSTGUI to work with DEV-C++, the linker doesn't recognize the vstgui.lib as it seems. Any ideas?

Note III: You'll get a lot of warnings about pragma and multi character constants, this don't mean that that you've made something wrong, I get them as well and they don't seem to matter.