

# MUS 470L Lab Assignment 2

## Modifying a VST3 Plugin

Fall 2021

**First checkin: Wednesday, September 8.**

**Final checkin: Monday, September 13.**

This assignment is to use the Steinberg VST3 Sample Plugins as a template, modify one of those in its audio processing block, first generate clicks, then generate a crash of plugin, hopefully without crashing the DAW.

1. Save the simple gain plugin with a different name
2. Create a new GUID for your version of this plugin
3. Convert GUID to hex, like here: <https://toolslick.com/conversion/data/guid>
4. Follow the plugin description in section 3.3 of the text
5. Enter the plugin description strings and GUID
6. Compile this new plugin and run it in the DAW
7. Modify the new plugin code so that it will generate audible clicks
8. Modify it again so that it will crash the plugin

If the above doesn't work, then just modify the AGain sample plugin directly.