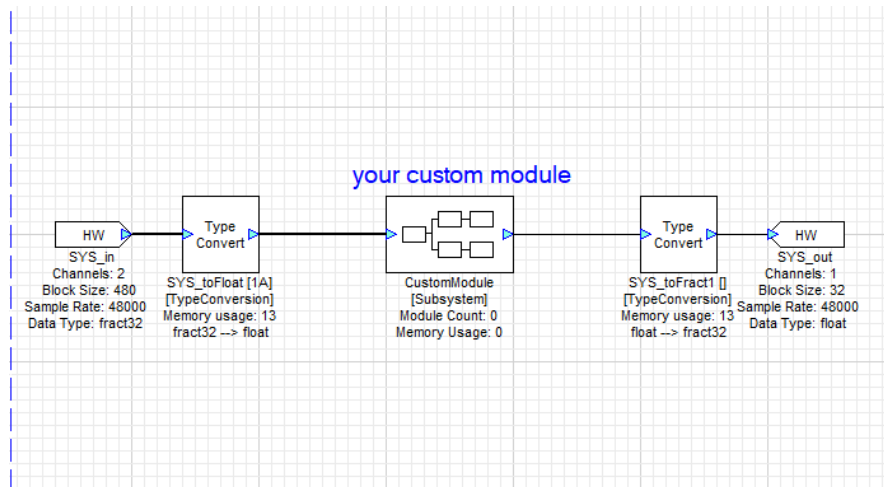




DSP
Concepts

Interpreted Modules



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Change Log

Version	Date	Description
1.0	22 Dec. 2022	Initial Draft or major changes

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1 About This Guide

The interpreted modules guide contains instructions for enabling a custom module to be imported into Standard and Pro versions of Audio Weaver and found in the 3rd party tab of the module browser.

2 Steps for enabling custom module as “interpreted”

2.1 MATLAB

Do the following steps to edit the MATLAB files of the module

1. Add the line "isinterpreted = 1;" to the <modulename>_module.m file (found in the “matlab” folder of your custom module) anywhere after the “M = awe_module(...” assignment in the “matlab/” directory of your custom module.
2. Add spaces around equals signs for assignment functions (see lines 34-37 in Figure 1)

```

27 - M=awe_module('Chorus', 'Chorus Audio processing module');
28 - add_argument(M, 'delaySize', 'int', DELAYSIZE, 'const', 'Size of the delay buffer, in samples [128 1024]');
29 - if (nargin == 0)
30 -     return;
31 - end
32
33 - M.name=NAME;
34 - M.preBuildFunc = @chorus_prebuild_func;
35 - %M.processFunc = @chorus_process;
36 - M.setFunc = @chorus_set;
37 - M.bypassFunc = @chorus_bypass;
38 - M.isInterpreted = 1;
    
```

Figure 1 - see line 38

3. Separate out functions contained in the <modulename>_module.m file to individual .m files.

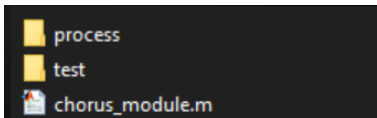


Figure 2 - Before separating functions into unique .m files (Above, Right)

```

1
186 function M=chorus_module(NAME, DELAYSIZE) ...
187
188 % -----
189 % Update function. Set the size of the state variables based on the
190 % number of channels and the maxDelay.
191 % -----
192
193 function M=chorus_prebuild_func(M) ...
194
195 % -----
196 % Set function.
197 % -----
198
199 function M=chorus_set(M) ...
200
201 % -----
202 % Bypass function.
203 % -----
204
205 function [M, WIRE_OUT]=chorus_bypass(M, WIRE_IN) ...
206
207 % -----
208 % Draws the text label for the AWE Designer GUI.
209 % -----
210
211 function L = chorus_text_label(M) ...
212
213
214
215
216
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236
    
```

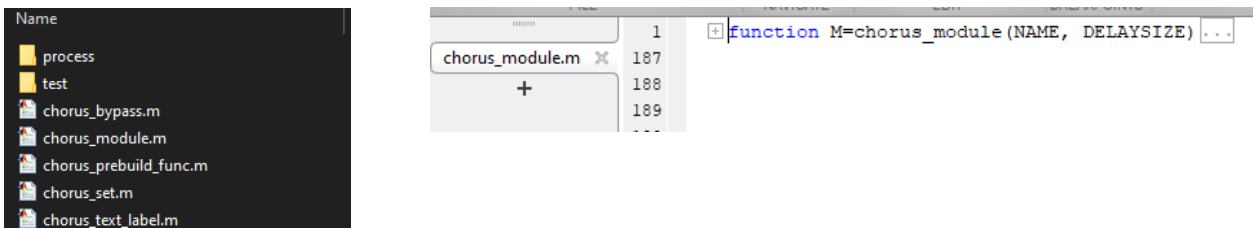


Figure 3- After separating functions into unique .m files (Above)

4. Confirm there is a corresponding .m file for any function being defined, otherwise comment out the definition. For example, this module was failing because there was no corresponding “chorus_process.m” file. Commenting out line 35 fixed the issue.

```

33 - | M.name=NAME;
34 - | M.preBuildFunc = @chorus_prebuild_func;
35 - | %M.processFunc = @chorus_process;
36 - | M.setFunc = @chorus_set;
37 - | M.bypassFunc = @chorus_bypass;
38 - | M.isInterpreted = 1;
    
```

Figure 4 - Comment out any unused function definitions

5. Move any module function up to the same folder as the <modulename>_module.m
6. Run “make_<modulename>_pack(1)” to create the updated .c and .h files.

2.2 Building the module

Build the module, and before launching Designer, move or copy the created .dll file into the same directory containing AWE_Server.exe (typically located in <install directory>/Bin/win32-vc142-rel/)

2.3 Set Module Path in Designer

In Designer Standard, go *File-> Set Module Path*, then click *Add Folder*, select your custom module folder, and click *Select Folder*. Your module should now show in the modules tab and load into Designer.

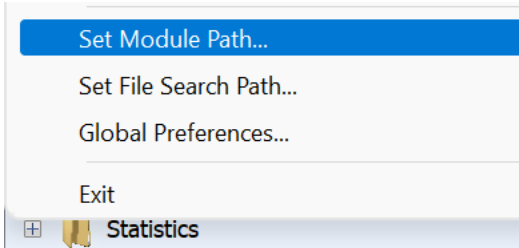
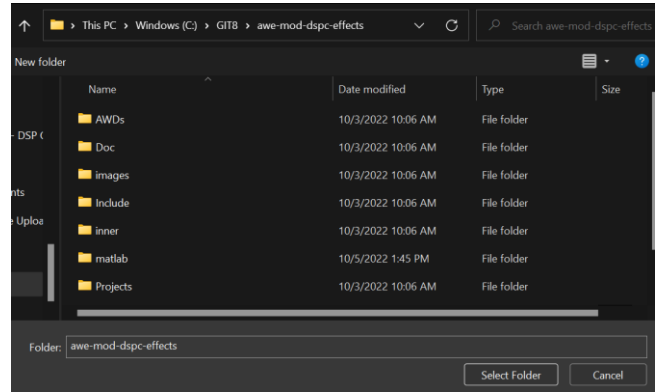


Figure 5- Add Module Path



Your module should now show in the modules tab and load into Designer.