

# MOD SDK

From MOD Wiki

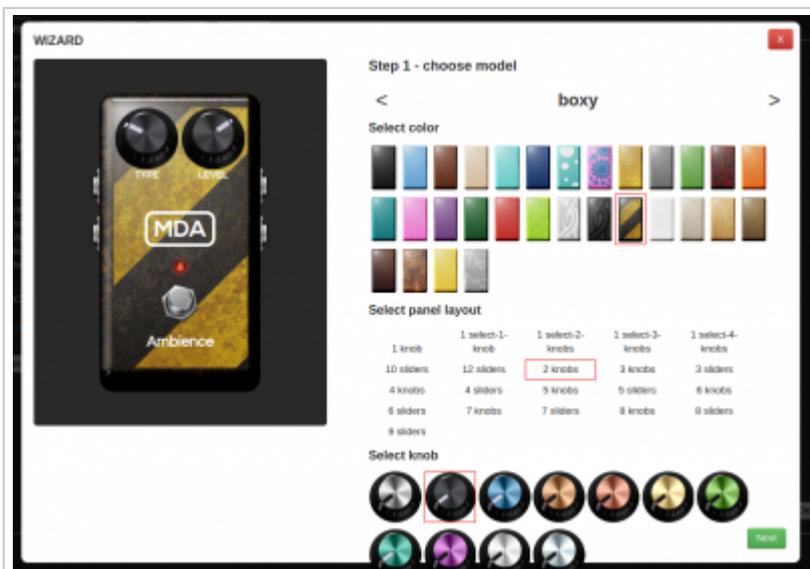
## Contents

- 1 The SDK
- 2 Running the SDK
  - 2.1 Running the SDK on Windows
  - 2.2 Running the SDK on Linux
  - 2.3 Running the SDK on Mac
- 3 Building the SDK

## The SDK



MOD SDK screenshot



The SDK Wizard

The SDK's goal is to allow LV2 plugin developers to implement the MOD Graphical User Interface extension.

In MOD Devices, every plugin has a real pedal like representation in a web based environment, with several plugins in a pedalboard. For this, each plugin must have its html code that allows the browser to properly render it.

This SDK provides the following functionality:

- Allows developers test the plugin's GUI
- A wizard to easily create a plugin GUI without the need to write any line of code, simply choosing from templates.
- Deploy plugins into your MOD

## Running the SDK

The easiest way to run the MOD SDK is to use its Docker image. This way you don't have to install anything special and bother with complicated environment settings. Simply install docker and run the provided image.

### Running the SDK on Windows

1. First of all, install Docker. Visit the Docker website, download it and follow the installation wizard. It is as simple as installing any other application in Windows.

When you first launch Docker, it might ask you to restart your computer.

2. Choose a folder where you will store your LV2 plugins bundles. In this folder place all the bundles you want to test with the SDK

3. Pull the SDK image from Docker Hub.

Open the Command prompt and type

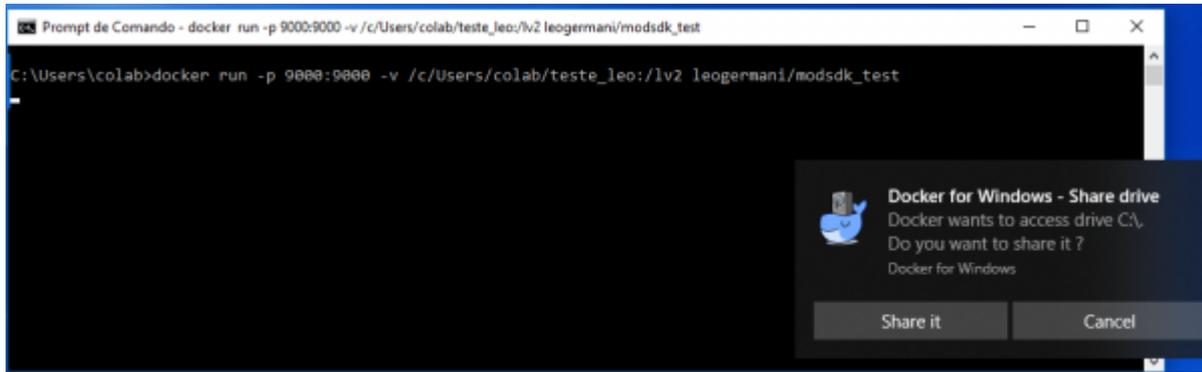
```
docker pull moddevices/modsdk
```

You only need to run this command the first time. It will download the image and store it locally.

4. Once the download is completed, run the following command, replacing the path with the path of the folder where you are storing your LV2 bundles.

```
docker run -p 9000:9000 -v /c/Users/my-user/my-lv2-folder:/lv2  
moddevices/modsdk
```

In the command above, my chosen folder is C:\Users\my-user\my-lv2-folder. When you run this command, Windows will ask if you give permission to share this folder with Docker. Accept it and continue.



The MODSDK assumes your LV2 plugin resides in a Windows directory. To create any such LV2 plugin, you need to compile your code using the Mod Plugin Builder (MPB) in Docker. When running the MPB you have to use the -v option. `$ docker run -ti -name mpb -p 9000:9000 -v ~/local-mod-folder:/tmp/local-mod-folder` This creates in Windows a folder "local-mod-folder" under `/c/Users/Username/`. And in Docker a folder `/tmp/local-mod-folder/`. These two folders now share the same content. When you compile as per instruction, the lv2 plugin resides in docker in `~/mod-workdir/plugins/`. You now have to copy it to the shared drive using `cp -r ~/mod-workdir/plugins/ /tmp/local-mod-folder/`. You can now see your compiled LV2 plugin under Windows in the folder `/c/Users//Username/local-mod-folder/plugins/`. When running the MODSDK you have to use -v and state `/c/Users//Username/local-mod-folder/plugins:lv2` so that the MODSDK looks in that folder for LV2 plugins.

5. Now open your browser and visit `localhost:9000` In some instances your browser will not be able to connect using `localhost:9000`. In these instance you have to connect using `Machine-IP:9000` instead in your browser command line. Your machine IP is visible once you start Docker. It consists of numbers in the following format: `xxx.xxx.xx.xxx`

## Running the SDK on Linux

Once docker is installed, pull and run the image:

```
docker pull moddevices/modsdk
```

```
docker run -p 9000:9000 -v /home/my-user/my-lv2-folder:/lv2 moddevices/modsdk
```

Now open your browser and visit `localhost:9000`

## Running the SDK on Mac

1. Install Docker for Mac. It is as simple as installing any other application.
2. Choose a folder where you will store your LV2 plugins bundles. In this folder place all the bundles you want to test with the SDK
3. Pull the SDK image from Docker Hub.

Open the Command prompt and type

```
docker pull moddevices/modsdk
```

You only need to run this command the first time. It will download the image and store it locally.

4. Once the download is completed, run the following command, replacing the path with the path of the folder where you are storing your LV2 bundles.

```
docker run -p 9000:9000 -v /Users/my-user/my-lv2-folder:/lv2
```

moddevices/modsdk

5. Now open your browser and visit localhost:9000

## Building the SDK

If you are using Linux, you have the option to build the SDK and to run it locally in your computer. In order to do this, please follow the instructions in the Github repository.

Retrieved from "[https://wiki.moddevices.com/index.php?title=MOD\\_SDK&oldid=11620](https://wiki.moddevices.com/index.php?title=MOD_SDK&oldid=11620)"

---

- This page was last edited on 5 January 2019, at 11:31.
- Content is available under GNU Free Documentation License 1.3 or later unless otherwise noted.

