

# The GUI elements

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The plugin GUI is a representation designed to look like a real device, and will be connected to other plugin icons by cables to make pedalboards.

An icon can have these elements:

- A background;
- A switch that will bypass it (ON/OFF switch);
- A light indicating the bypass state;
- Buttons that will control some most important parameters;
  - This can be controllers such as knobs, sliders, switches or a list from which you select one value
- Inputs and outputs in which cables will be connected;
- A clickable area to drag the pedal around. Usually the whole icon is a draggable area, so any space where there are no controls users can click and drag the pedal around.

Example:



In this example you can see the switch at the bottom, the red light indicating the bypass state at the center, and six knobs, each one controlling a different parameter of the plugin. You can also see two inputs and two outputs on the sides.

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