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JUCE 6

Licence type: **JUCE Personal**

Status: **Active**

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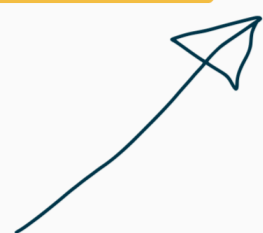
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Download JUCE

Select your platform

Choose your download based on the platform you intend to start developing on.

To get started:



Mac

JUCE and Projucer



Windows

JUCE and Projucer



Linux

JUCE and Projucer

Alternatively, you can download the library (including previous versions) from <https://github.com/juce-framework/JUCE>

Get started

To help you get started with JUCE, visit our tutorials section.

Tutorials

JUICE		Today at 6:00 PM	--	Folder	Today at 6:00 PM
▶	.github	Feb 28, 2022 at 9:08 AM	--	Folder	Today at 6:00 PM
▶	docs	Feb 28, 2022 at 9:08 AM	--	Folder	Today at 6:00 PM
▶	examples	Feb 28, 2022 at 9:08 AM	--	Folder	Today at 6:00 PM
▶	extras	Feb 28, 2022 at 9:08 AM	--	Folder	Today at 6:00 PM
▶	modules	Feb 28, 2022 at 9:08 AM	--	Folder	Today at 6:00 PM
	DemoRunner.app	Feb 28, 2022 at 9:09 AM	27.3 MB	Application	Today at 6:00 PM
	Projucer.app	Feb 28, 2022 at 9:09 AM	18.4 MB	Application	Today at 6:00 PM
	.gitignore	Feb 28, 2022 at 9:08 AM	1 KB	JSON...ocument	Today at 6:00 PM
	LICENSE.md	Feb 28, 2022 at 9:08 AM	2 KB	Markdo...ument	Today at 6:00 PM
	README.md	Feb 28, 2022 at 9:08 AM	4 KB	Markdo...ument	Today at 6:00 PM
	BREAKING-CHANGES.txt	Feb 28, 2022 at 9:08 AM	72 KB	Plain Text	Today at 6:00 PM
	ChangeList.txt	Feb 28, 2022 at 9:08 AM	28 KB	Plain Text	Today at 6:00 PM
	CMakeLists.txt	Feb 28, 2022 at 9:08 AM	7 KB	Plain Text	Today at 6:00 PM
	.gitlab-ci.yml	Feb 28, 2022 at 9:08 AM	77 bytes	YAML Document	Today at 6:00 PM

Selected exporter

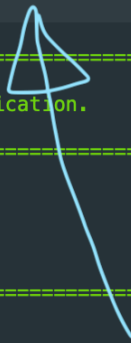
Xcode (macOS)



- File Explorer
- Modules
- Exporters
- Xcode (macOS)
 - Debug
 - Release

Main.cpp

```
1  /*
2  =====
3
4  This file contains the basic startup code for a JUCE application.
5  =====
6
7  */
8
9  #include <JuceHeader.h>
10 #include "MainComponent.h"
11
12 //=====
13 class DaveProjectApplication : public juce::JUCEApplication
14 {
15 public:
16     //=====
17     DaveProjectApplication() {}
18
19     const juce::String getApplicationName() override { return ProjectInfo::projectName; }
20     const juce::String getApplicationVersion() override { return ProjectInfo::versionString; }
21     bool moreThanOneInstanceAllowed() override { return true; }
22
23     //=====
24     void initialise (const juce::String& commandLine) override
25     {
26         // This method is where you should put your application's initialisation code..
27
28         mainWindow.reset (new MainWindow (getApplicationName()));
29     }
30
31     void shutdown() override
32     {
33         // Add your application's shutdown code here..
34
35         mainWindow = nullptr; // (deletes our window)
36     }
37
38     ..
```



```

1  #pragma once
2
3  #include <JuceHeader.h>
4
5  //=====
6  /*
7   This component lives inside our window, and this is where you should put all
8   your controls and content.
9  */
10 class MainComponent : public juce::Component 2 (x) Expected class name
11 {
12 public:
13     //=====
14     MainComponent();
15     ~MainComponent() override; (x) Only virtual member functions can be marked 'override'
16
17     //=====
18     void paint (juce::Graphics&) override; (x) Use of undeclared identifier 'juce'
19     void resized() override; (x) Only virtual member functions can be marked 'override'
20
21 private:
22     //=====
23     // Your private member variables go here...
24
25
26     JUCE_DECLARE_NON_COPYABLE_WITH_LEAK_DETECTOR (MainComponent) 2 (x) Expected ';' at end of declaration list
27 };
28

```

New Project

New Project

Open Example

Application

Blank

GUI

Audio

Console

Animated

OpenGL

Plug-In

Basic

Library

Static Library

Dynamic Library

GUI

Creates a blank JUCE GUI application with a single window component.

Project Name

NewProject

Modules

- juce_analytics
- juce_audio_basics
- juce_audio_devices
- juce_audio_formats

+ 16 more

Path to Modules

/Users/admin/Documents/Programming/xcode/3rdPartyCode...

Exporters

- Xcode (macOS)
- Xcode (iOS)
- Visual Studio 2022
- Visual Studio 2019

+ 7 more

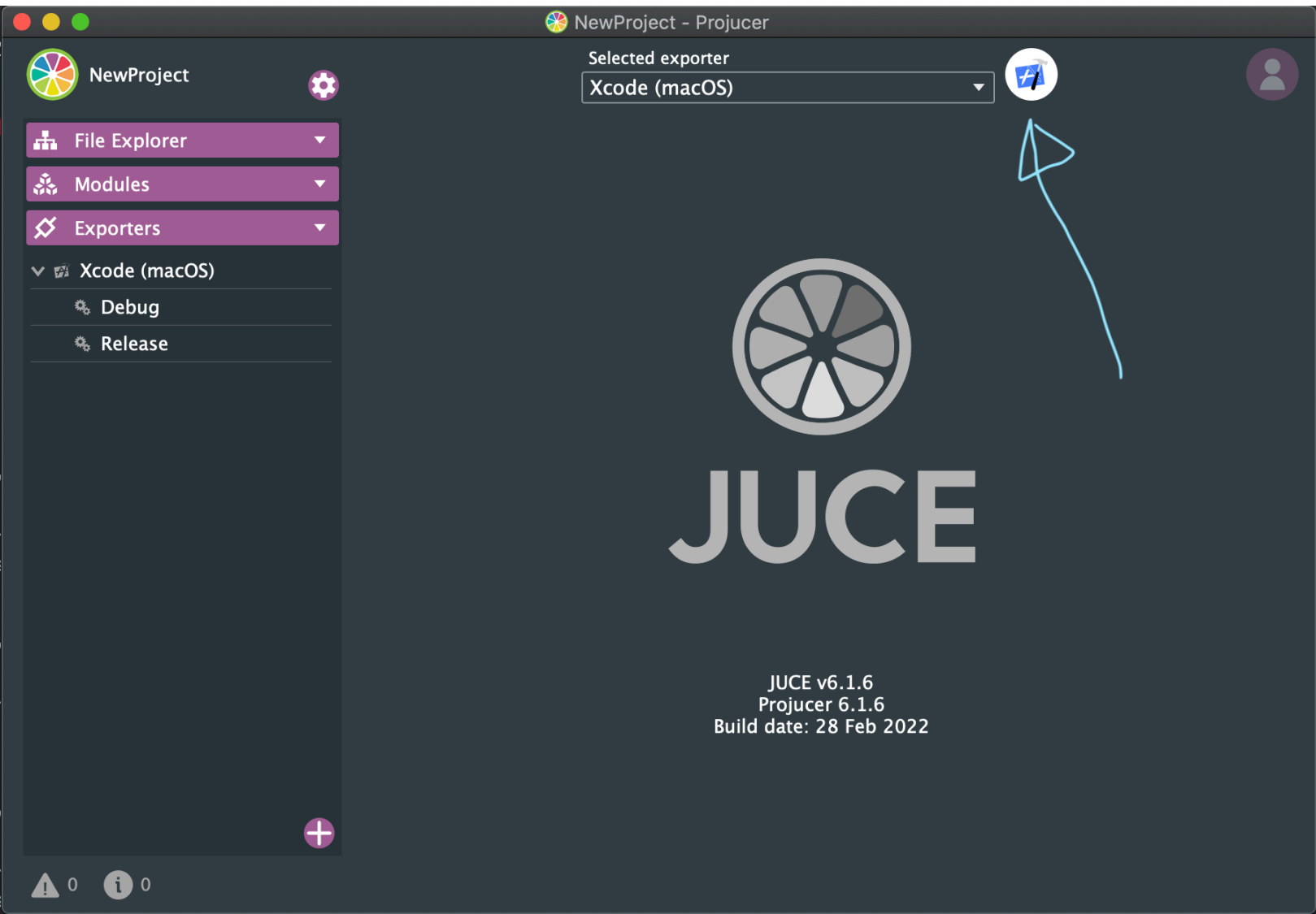
File Creation Options

Default (Main.cpp + .h/.cpp)

Open Existing Project...

Create Project...





```

1  /*
2  =====
3
4  This file contains the basic startup code for a JUCE application.
5
6  =====
7  */
8
9  #include <JuceHeader.h>
10 #include "MainComponent.h"
11
12 //=====
13 class NewProjectApplication : public juce::JUCEApplication 2 ❌ Expected class name
14 {
15 public:
16 //=====
17 NewProjectApplication() {}
18
19 const juce::String getApplicationName() override { return ProjectInfo::projectName; } ❌ Use of und...
20 const juce::String getApplicationVersion() override { return ProjectInfo::versionString; }
21 bool moreThanOneInstanceAllowed() override { return true; } ❌ Only virtual member functions can be...
22
23 //=====
24 void initialise (const juce::String& commandLine) override ❌ Use of undeclared identifier 'juce'
25 {
26 // This method is where you should put your application's initialisation code..
27
28 mainWindow.reset (new MainWindow (getApplicationName()));
29 }
30
31 void shutdown() override ❌ Only virtual member functions can be marked 'override'
32 {
33 // Add your application's shutdown code here..
34
35 mainWindow = nullptr; // (deletes our window)
36 }
37
38 //=====
39 void systemRequestedQuit() override ❌ Only virtual member functions can be marked 'override'
40 {
41 // This is called when the app is being asked to quit: you can ignore this
42 // request and let the app carry on running, or call quit() to allow the app to close.
43 quit();
44 }

```