

Chapter 2

Installation of the FluidSynth-Plugins

The installation is as follows:

1. Copy the plugins from the appropriate subdirectory for your platform of `_DISTRIBUTION/targetPlatforms` directory in [FluidSynthPlugin] into the directory for VST or AU plugins of your DAW.
2. If helpful, you can put this documentation pdf file contained in subdirectory `doc` and test files in subdirectory `test` (see section 4) somewhere.
3. Depending on your target operating system, additional steps might be necessary:
 - When installing the plugins on Linux, you have to ensure that the `fluidsynth` package is already installed. Appendix A gives details on how to do that.
 - When installing the plugins on MacOSX, note that those are **not signed**; so you have to explicitly remove the quarantine flag from them (e.g. by applying the command `sudo xattr -rd com.apple.quarantine «vstPath»`).
 - When installing the plugin and program on Windows, they require the so-called Microsoft Visual C++ Redistributable library [VCCLib]. Very often this is already installed on your system; if not, you have to install it from the Microsoft site.
4. Restart your DAW and rescan the plugins. You should now be able to select the FluidSynthPlugin.
5. The command-line version `PedanticFluidSynthConverter` can be put in an arbitrary location for executables. Ensure that the dynamic libraries in its directory are also placed appropriately.

Appendix A

Installing the FluidSynth Package in Linux

On Linux the `FluidSynthPlugin` requires an existing installation of `FluidSynth` on the system. You would normally expect this to be part of the delivery, but because there are several Linux distributions available, it is difficult to do this.

Installation of `FluidSynth` on some Linux distribution is done on the command-line via a so-called *package manager* — that unfortunately depends on the distribution —. It requires super-user privileges and can be done as described in the following table:

Distribution	Installation Command
Arch	<code>sudo pacman -S fluidsynth</code>
CentOS	<code>sudo dnf install fluidsynth</code>
Debian	<code>sudo apt install fluidsynth</code>
Fedora	<code>sudo dnf install fluidsynth</code>
Gentoo	<code>sudo emerge fluidsynth</code>
Kali Linux	<code>sudo apt install fluidsynth</code>
Mint	<code>sudo apt install fluidsynth</code>
openSuse	<code>sudo zypper install fluidsynth</code>
RHEL	<code>sudo dnf install fluidsynth</code>
Slackware	<code>sudo slackpkg install fluidsynth</code>
Ubuntu	<code>sudo apt install fluidsynth</code>

From time to time you should upgrade the `FluidSynth` package via that package manager to make sure that the `FluidSynthPlugin` always works with the current `FluidSynth` library.