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Getting Started with JUCE is a practical, hands-on guide to developing applications using JUCE which will help you get started with many of the core aspects of the JUCE library. The book guides you through the installation of JUCE and covers the structure of the source code tree including some of the useful tools available for creating JUCE projects.

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Getting started. Download JUCE. Unpack the JUCE folder and place it to some location on your computer. Your user home folder is a convenient place. Go into the JUCE folder you just installed. Launch the Projucer, which is located there. The new project wizard. The first time you launch Projucer, you are presented with the new project wizard.

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Bag om Getting Started with JUCE In DetailThere are a number of frameworks available for developing cross-platform applications. JUCE achieves this with a combination of consistency, ease-of-use, and breadth of functionality. JUCE is a C++ toolkit for building cross-platform applications on PC, Mac, Linux, iOS, and Android.

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JUCE framework for VST-plugin development JUCE is a C++ class library that gives tools to build cross platform audio applications and VST-plugins. JUCE is quite actively maintained and widely used. Therefore, there are pretty good guides and tutorials as well as the full ... † Robinson M., Getting Started With JUCE, Packt Publishing, 2013

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