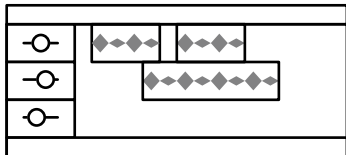
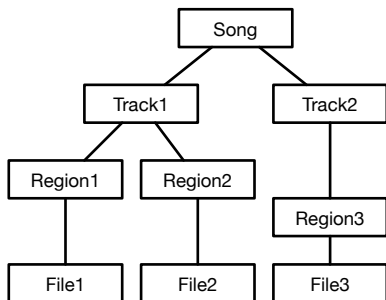


Main Thread

GUI



Model



Realtime Mixer Threads

Realtime FX & Mixing

multiple high priority and
realtime constraint threads

run much closer or right next to
playback time

use small audio buffer sizes if
also handling live input, large
buffers otherwise

Track Processing Threads

Region Transformation

multiple high priority but not
realtime constraint threads

run considerably ahead of
playback time to provide
output in time

use large audio buffer sizes

File I/O Thread

File Reading

single high priority but not
realtime constraint thread

runs considerably ahead of
playback time to provide
samples in time

uses large audio buffer sizes

Background Threads

Audio File Analysis

Offline Bounces