M1 Test Application

Release Plan for 0.1 – 1.0  
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# Version 0.1

**Due 02.29.2016**

Available audio frameworks tested and compared, pros and cons documented for the client to review. The framework is used as a base layer for the sdk library. Mockup GUI implemented as a front end for the sdk library with temporary standard user controls according to the sketch.

# Version 0.2 – $200

**Due 03.03.2016**

The audio framework selected and integrated into the app project. File loading and basic playback implemented and available from the GUI. Play\stop buttons control playback for loaded audio files.

# Version 0.3

**Due 03.05.2016**

Gain control and peak value available for multichannel input. File loading and gain control functionality added for the “M/St Omni” source.

# Version 0.4 – $200

**Due 03.08.2016**

Custom user controls for meters implemented and added to the GUI. Meters visualize current levels for each channel. Peak values shown as text and updated when new file is loaded.

# Version 0.5

**Due 03.11.2016**

Channel routing tested without orientation data. Audio files with 4.0, 5.1, 7.1 channels tested with and without optional M/St Omni import. Master output meter for the combined audio added. (Routing described in “M1 Routing.pdf”)

# version 0.6 – $200

**Due 03.13.2016**

User controls for visualization and control of the orientation implemented and added to the GUI. User can change angle by dragging the slider, changes displayed on a radial diagram.

# version 1.0 – $200

**Due 03.20.2016**

Channel mixing with orientation data implemented and tested. Test orientation Input interface implemented, it takes an XML or JSON file as an input, and changes orientation based on the data in the file. The orientation mixing tested with reference audio files provided by client.