LOG BOOK

Assignment 2: Auralisation

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| DATE | VERSION | Progress |
| 18/04/2016 | 1.0 | * Creation of auralisation project from audio pitch detector base * Testing new project for working build |
| 19/04/2016 | 1.0 | * Creation of LOG BOOK file * Create C-File for Peripheral control * Create C-File for Signal processing * Create H-File for Peripheral control * Create H-File for Signal processing * Writing the implementation for the LED control for analysing state and play back state * Rewriting the pre-existing state in the peripheral control to suite new use * Adding inverse FFT function to the signal processing implementation * Untested implementation for user LEDs * Untested implementation for inverse FFT * Main starts program in state 0(READY) |
| 20/04/2016 | 1.0 | * Added audio output to the main program code * Added timer cycle for audio output as definition into main program code |
| 22/04/2016 | 1.0 | * Writing the main program code * Problem with referencing a 2d array inside a function(unsolved) * Bug fix compilation issues * Reduced the frame size to 64 due to memory shortage problem with the 2d array |
| 23/04/2016 | 1.0 | * Problem with referencing 2d arrays inside function(solved) * New problem surfaced when trying to access the referenced array(unsolved) * Utilised FFT frame size definition inside the FFT functions * Definition of LOG2N value for FFT functions * Warnings solved throughout the peripheral control .c and .h as well as main program code |
| 25/04/2016 | 1.0 | * Possible problem with recovering of the inverse fft results from the ifft function (Array referencing)[untested] * Array access problem(solved) * Removed FRAME\_SIZE from main program code, using the signal processing definition now * Reduced frame size to 16 due to limited memory |
| 28/04/2016 | 1.0 | * Wrote user guide * Wrote API * Removed timercycle from main program code |
| 29/04/2016 | 1.0 | * Added handler stop for audio output * Wrote report * Comments in code added/modified/removed |