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[Skip to content](#)

Search...

Search

[Advanced search](#)

[Moderator Control Panel]

UX question for you to chew on

Post a reply

Search this topic...

Search

5 posts • Page 1 of 1

- [Edit post](#) (./posting.php?mode=edit&f=42&p=2509)
- [Delete post](#) (./posting.php?mode=delete&f=42&p=2509)
- [Report this post](#) (./report.php?f=42&p=2509)
- [Information](#) (./mcp.php?i=main&mode=post_details&f=42&p=2509&sid=d6d1dcc4501596550704606791e62b4c)
- [Reply with quote](#) (./posting.php?mode=quote&f=42&p=2509)

UX question for you to chew on (#p2509)

by **Digital Larry** » Sun Oct 11, 2015 5:44 pm

UX, for those of you who are not fortunate enough to spend your entire life surrounded by software geeks, is "user experience".

So after a several month break, I've managed to get started again on adding some new stuff to the program. I'm working on the "bank" feature, which means you can load up 8 patches representing an entire bank and quickly switch between them. I haven't actually gotten around to **saving** a bank, and this is where my question pops up.

Before banks (BB), if you changed a patch you'd often get a notification that it had changed, by an asterisk appearing after the file name in the title bar. Now, of course, with the bank feature, if a patch changes, then the bank will be considered to have changed also.

I would like to be able to load and save out individual patches to patch files, as well as saving a bank out as a single self-contained thing (not just a list of references to patch files as those could disappear and then what would you do?).

So let's suppose you have loaded up 8 patches one by one (which is how you have to start). You've made changes to some of those patches.

Now when you save the bank, should you be asked if you wish to save the changes to the individual patch files? The changes will be saved in the bank file. There is a small risk of editing a patch file independently of changes made within a bank, so there could possibly be a mismatch later if you save the patch from a bank, having changed it within the patch but also having made changes to it independently. I thought of asking "would you like to save the patch file" for each changed one. I suppose I could say "yes" or "no" and have a checkbox that would apply that answer to all changed patches. So it would be "yes save them all" or "no don't save any".

My general thought is NOT to save changed patches when doing a bank save. If you want to save an individual patch, then do so. After saving a patch, all "changed" flags for each of the 8 patches would be cleared.

Top

- [Edit post](#) (./posting.php?mode=edit&f=42&p=2515)
- [Delete post](#) (./posting.php?mode=delete&f=42&p=2515)
- [Report this post](#) (./report.php?f=42&p=2515)
- [Warn user](#) (./mcp.php?i=warn&mode=warn_post&f=42&p=2515&sid=d6d1dcc4501596550704606791e62b4c)
- [Information](#) (./mcp.php?i=main&mode=post_details&f=42&p=2515&sid=d6d1dcc4501596550704606791e62b4c)
- [Reply with quote](#) (./posting.php?mode=quote&f=42&p=2515)

Re: UX question for you to chew on (#p2515)

by **drolo** » Thu Oct 22, 2015 3:26 am

To me it seems that I would find it less confusing if changes you make in a bank of patches remain in the bank and don't update the patches you have imported. There would always be the possibility of exporting a particular patch and overwrite the existing one if needed. So a bank would really be a collection of patches in one consolidated file.

Top

- [Edit post](#) (./posting.php?mode=edit&f=42&p=2516)
- [Delete post](#) (./posting.php?mode=delete&f=42&p=2516)
- [Report this post](#) (./report.php?f=42&p=2516)
- [Information](#) (./mcp.php?i=main&mode=post_details&f=42&p=2516&sid=d6d1dcc4501596550704606791e62b4c)
- [Reply with quote](#) (./posting.php?mode=quote&f=42&p=2516)

Re: UX question for you to chew on (#p2516)

by **Digital Larry** » Thu Oct 22, 2015 5:35 am

OK thx for the input. I do have banks working now, loading and saving. And within a bank you either create a new patch or load a patch into each position, then save the bank. I'll probably release an experimental build within a week or so, to allow people some hands on time. Here's a possible point of confusion:

- 1) Load patch "Larry's awesome flange delay" into slot 1.
- 2) Load the same patch into slot 2.
- 3) Make changes in each one.

Now neither one matches the original and they probably don't match each other.

If you do a "Patch Save" on both of them, since the file name doesn't change, one of the changes gets over written. Although, assuming you save the bank, you still have everything intact. One the other hand, if you do a "Patch Save As" you would never unknowingly overwrite a patch because it would always check to see if a same-name patch is already there.

Today since I have the flu (can't go to work like this) I hope I can spend a little time working on "Bank Save to Hex". If that works, you will no longer need to manage your projects in the Spin IDE. I need to fire up this PiCKit2 and pedal I got from Ice-9 to see if I can load a hex bank directly to the EEPROM without invoking the Spin IDE at all. The next step beyond that would be to try to incorporate direct support for the PiCKit2 into SpinCAD so that you could program an entire bank directly from SpinCAD on any OS - Mac, Linux, or Windows. Now THAT I am looking forward to. 🍷

Top

- [Edit post \(./posting.php?mode=edit&f=42&p=2518\)](#)
- [Delete post \(./posting.php?mode=delete&f=42&p=2518\)](#)
- [Report this post \(./report.php?f=42&p=2518\)](#)
- [Warn user \(./mcp.php?i=warn&mode=warn_post&f=42&p=2518&sid=d6d1dcc4501596550704606791e62b4c\)](#)
- [Information \(./mcp.php?i=main&mode=post_details&f=42&p=2518&sid=d6d1dcc4501596550704606791e62b4c\)](#)
- [Reply with quote \(./posting.php?mode=quote&f=42&p=2518\)](#)

Re: UX question for you to chew on (#p2518)

by **drolo** » Mon Oct 26, 2015 4:25 am

The next step beyond that would be to try to incorporate direct support for the PiCKit2 into SpinCAD so that you could program an entire bank directly from SpinCAD on any OS - Mac, Linux, or Windows.

Now if you do that and somehow make it also run on Mac OSX 10.6. with Java 6 you would be my hero 🙄

Top

- [Edit post \(./posting.php?mode=edit&f=42&p=2520\)](#)
- [Delete post \(./posting.php?mode=delete&f=42&p=2520\)](#)
- [Report this post \(./report.php?f=42&p=2520\)](#)
- [Information \(./mcp.php?i=main&mode=post_details&f=42&p=2520&sid=d6d1dcc4501596550704606791e62b4c\)](#)
- [Reply with quote \(./posting.php?mode=quote&f=42&p=2520\)](#)

Re: UX question for you to chew on (#p2520)

by **Digital Larry** » Mon Oct 26, 2015 6:18 am

Well, for my first miracle, I'm going to get bank export to hex working. This is requiring me to investigate code I wrote more than two years ago and wonder... "what exactly was I thinking here ?"

Top

Display posts from previous: All posts | Sort by Post time | Ascending | Go

Post a reply

5 posts • Page **1** of **1**

[Return to Developer's Corner](#)

Jump to: Go

Quick-mod tools: Go

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