

To start off, I will describe how I did the UI. I used foundation, which is a framework I know about through a friend. This greatly simplified the design through the use of a grid system. The only documentation I really needed was the index file of the framework itself, which had many useful examples. It took some getting use to, but it was very beneficial in making my final product look as good as it does.

The sliders were a very large pain to get down at first, but as I read more about it on w3schools.com, the easier it became. I played around with the examples that were provided and was able to figure out how to dynamically get input from the range inputs(sliders).

Webaudio API is not my favorite resource in the world I have to say. In many cases I just kind of had to work it out. In many examples I found, the solutions that people provided simply did not work for me, which was unfortunate. I basically had to figure out what I had to work with and base my decisions on how the links I provided and did a guess and check to see if it worked. I eventually found that if I connect the source to the filters, and the gain node, the volume would actually work. Once I figured that out, it was pretty much a breeze on the input sliders. They were definitely not easy, but like I said, once figured out, a breeze.

I fortunately have had some, not many, but some projects working with php/js/html, so the buttons were a breeze. In most cases I fiddled around on w3schools finding what I needed, just to get the syntax down and double check I was doing something correctly.

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For loading sounds, I highly utilized the example Rob gave us, as it was the most useful thing in the world. I know Rob didn't necessarily have to write that up, but I want to thank him for doing so, because I used it to make sure my environment was set up correctly. The previous files for last homework were also greatly appreciated.

To correctly run the program make sure your track or oscillators are selected and then each are loaded. The pause functionality does pause the sound, but it messes with the sliders. So to be safe, just make sure you stop or reset if you want to use that feature.

I also was going to put in some more effects, but ran out of time unfortunately ☹.

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Sources:

Foundation -> <http://foundation.zurb.com/>

Range Input(slider) -> http://www.w3schools.com/jsref/dom_obj_event.asp

<http://stackoverflow.com/questions/10062969/html5-range-dynamic-creation-via-javascript>

Vertical Range input - <http://stackoverflow.com/questions/15935837/how-to-display-a-range-input-slider-vertically>

Reset Button -> http://www.w3schools.com/jsref/met_loc_reload.asp

Load local sound -> example provided by Rob

Large portion of Webaudio (pretty much everything)->

<http://www.html5rocks.com/en/tutorials/webaudio/intro/>

Oscillators -> highly utilized last hw files.