

Prideris:

Playbook

• Filixhole

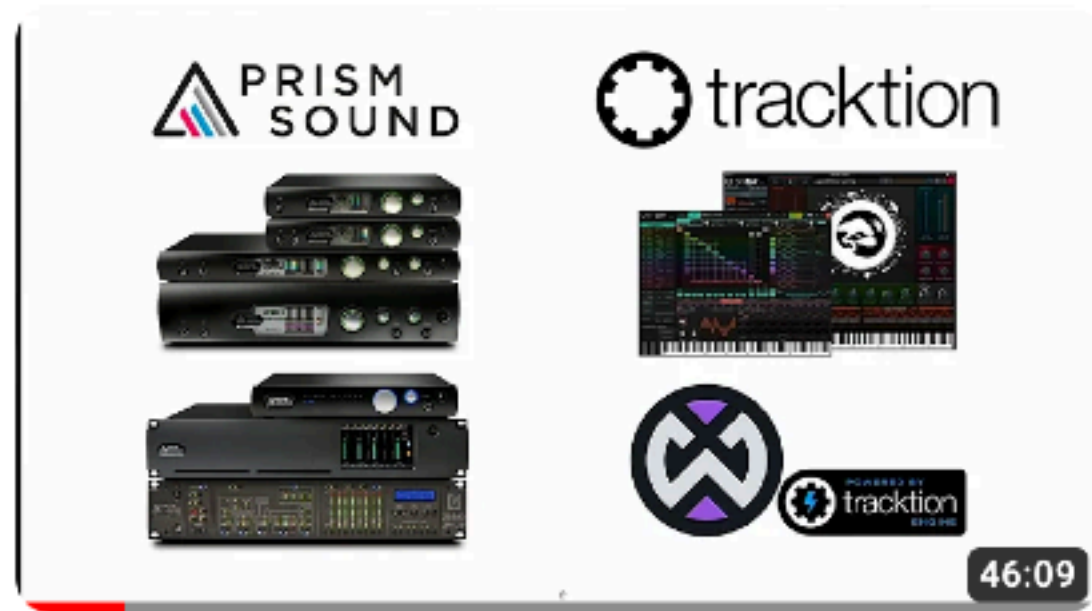


• Persistente

Read-it-again

• Multiplet threads

youtu.be/FpymA7NLNDs




Optimising a Real-Time Audio Processing Library - Dave Rowland - ADC22

917 views • 6 months ago

 ADC - Audio Developer Conference

Optimising a Real-time Audio Processing Library - Dave Rowland - ADC22 This talk will take you through optimising a codebase ...

 Intro | PRISM SOUND | Chapters | What are Benchmarks? | Micro vs Macro Benchmarks? | ... 17 chapters ▾

youtu.be/TEeBcjKZhfg



An Engineering Approach to Optimising C++ - Dave Rowland - C++ on Sea 2023

2.8K views • 2 weeks ago

 cponsea

An Engineering Approach to Optimizing C++ - Dave Rowland - C++ on Sea 2023 This talk will take you through optimising the ...

D: 687 £206k

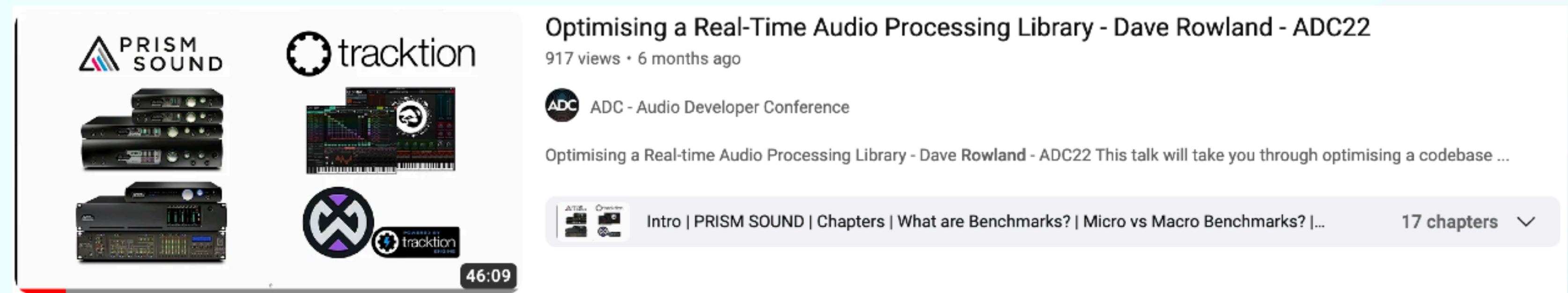
Playback

Problems:

- Flexible
- Scale
- Persist state
- Real-time
- Multiple threads

D: 687 £206k

youtu.be/FpymA7NLNDs



youtu.be/TEeBcjKZhfg



Review 2

D: 687 £206k

- Time/beats (£5k)
- Read audio files (£92k)
- Playback graph (£109k)
- Playback
- Arrangement
- Recording
- Editing
- MIDI
- Sequencing
- Mixing
- Exporting
- File management