

Audio Recording

• Fundamental problem is writing real-time data to disk without dropping any samples

- Read-time threading in file writers (system calls)

• Misdeeds in recorded audio are impossible to recover

Need to deal with device latency/clip correctly with the timeline

• Loopeeed/take recording

• Punchin/out

• count-ins

• Recording thumbnails

Audio Recording

- Fundamental problem is writing real-time audio buffers to disk without dropping any samples
 - Real-time thread ending in file writes (system calls)
- Missed blocks in recorded audio are impossible to recover
- Need to deal with audio device latency to ensure created regions/clips align correctly with the timeline
- Looped/take recording
- Punch in/out
- Count-ins
- Recording thumbnails

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