

Uses

• Traktion Engine:

• EditNodeBuilder.cpp files

• Takes an Edit and builds a graph of Nodes to process it

• Completely separates model from processing

• **Traktion Engine Racks:**

RockNodeBuilder

• **Take action** ending **inequality**: Rask and returns a Node to process it

Future:

• Intermediate Rack-like format generate a graph

• **Audio Processing -> Intermediate format -> Noise**

Uses

- Traktion Engine:
 - EditNodeBuilder.h/cpp files
 - Takes an `Edit` and builds a graph of Nodes to process it
 - Completely separates model from processing
- Traktion Engine Racks:
 - RackNodeBuilder
 - Takes a `tracktion_engine::Rack` and returns a Node to process it
- Future:
 - Intermediate Rack-like format to generate a graph
 - `juce::AudioProcessGraph` -> intermediate format -> Node

Summary