

Transport position jumping

• Play/head jumps (random)

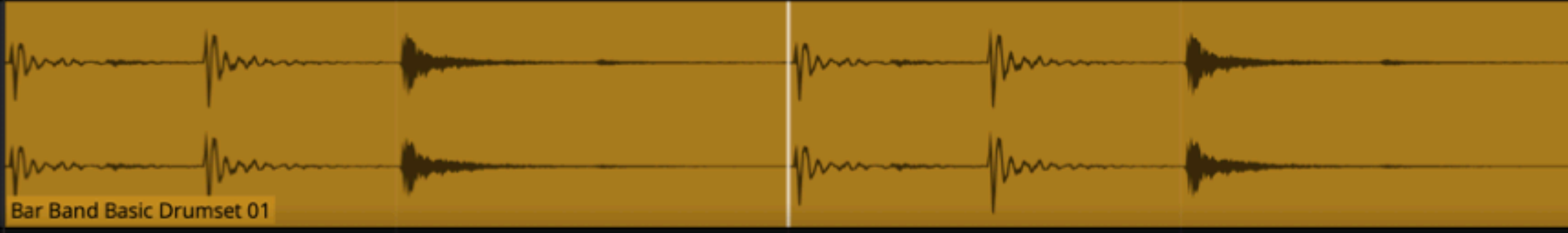
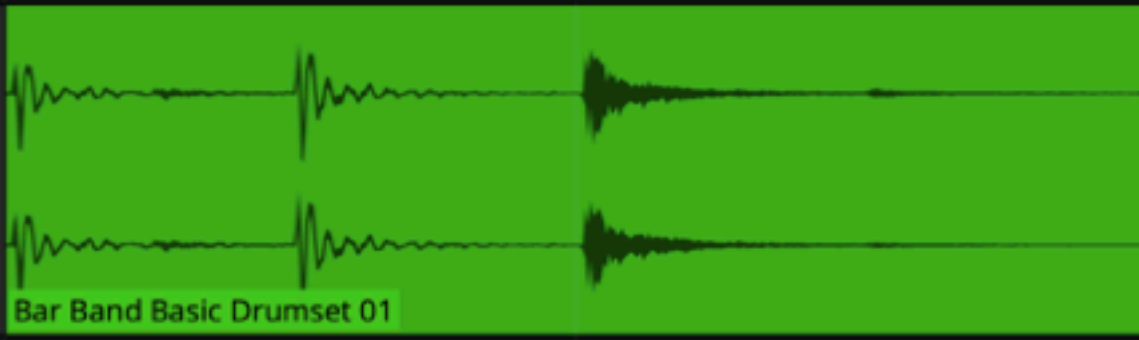
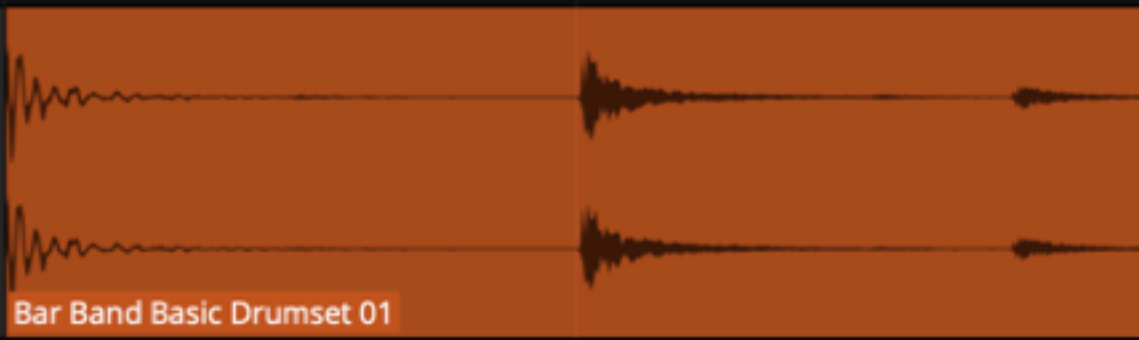
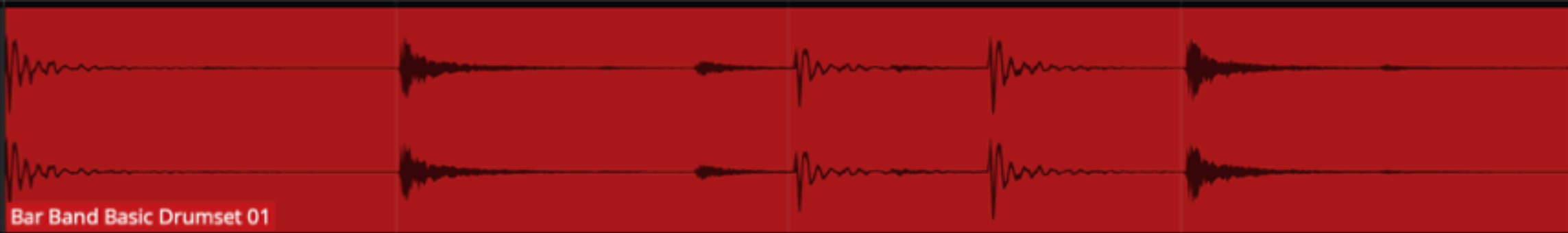
Readposition jumps

- File caching needs to be quick to avoid missing the first samples (transients)

• Decompressed compressed formats

- Fade last samples in to new samples to avoid clicks

- More difficult than it sounds if the clip/region isn't present before/after the jump

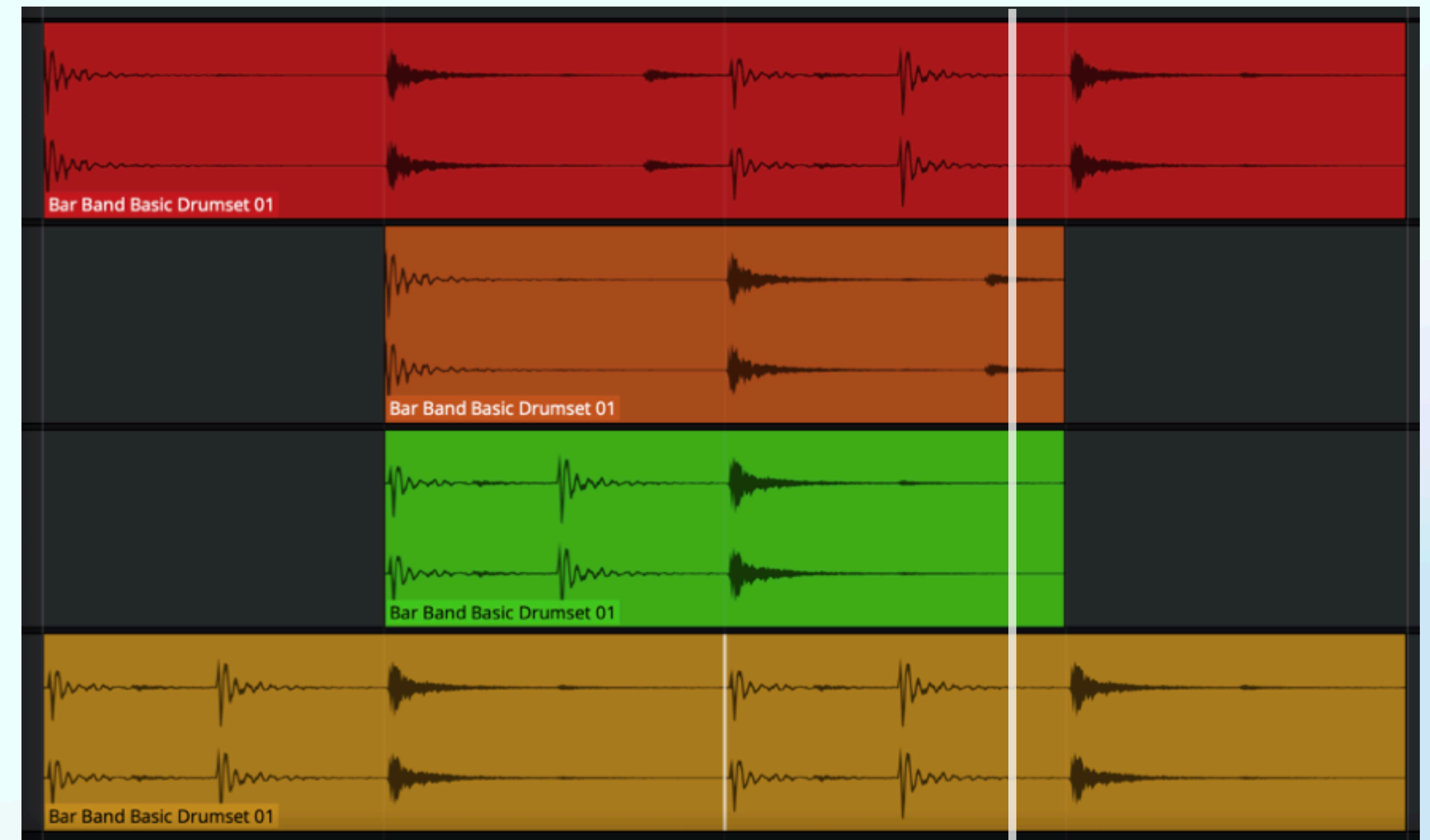


D: 17/4 £52k

D: 174 £52k

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Transport position looping