







```
MidiList& MidiClip::getSequenceLooped() const
{
    if (! isLooping())
        return getSequence();

    if (cachedLoopedSequence == nullptr)
        cachedLoopedSequence = createSequenceLooped (getSequence());

    return *cachedLoopedSequence;
}
```

```
class MidiClip : public Clip
{
private:
    mutable std::unique_ptr<MidiList> cachedLoopedSequence;
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# Techniques for Optimisation

## 5. Reducing memory footprint