Data model to playback graph

Arrangement

- ~2000 lines of code in Tracktion Engine

- Not always straightforward

- Aux send/returns are just bus numbers and positions in the model

- Graph needs to creates nodes with shared buffers, gains, summing nodes which all handle ordering and latency correctly

- Track mute/solo

- Two properties control the whether a track should be muted or not

- Including upstream/downstream tracks from folders/groups

- Lots of places the graph needs to be optimised

- Clips on a track don’t all need to be processed all the time, only those near the playhead

- Muted tracks/bypassed plugins *may* need to be processed if they introduce latency in order to un-mute/un-bypass correctly

D: 835 £251k

Arrangement

Data model to playback graph

D: 835 £251k

- ~2000 lines of code in Tracktion Engine
- Not always straightforward
  - Aux send/returns are just bus numbers and positions in the model
    - Graph needs to creates nodes with shared buffers, gains, summing nodes which all handle ordering and latency correctly
  - Track mute/solo
    - Two properties control the whether a track should be muted or not
    - Including upstream/downstream tracks from folders/groups
- Lots of places the graph needs to be optimised
  - Clips on a track don't all need to be processed all the time, only those near the playhead
  - Muted tracks/bypassed plugins *may* need to be processed if they introduce latency in order to un-mute/un-bypass correctly

Audio Recording