

to Figure 2-3. The products involved a number of these pipelines, depending on their physical configuration. Again, at first this pipeline was nothing more than a concept—more blobs on a diagram. We hadn’t decided how it would all be stitched together.

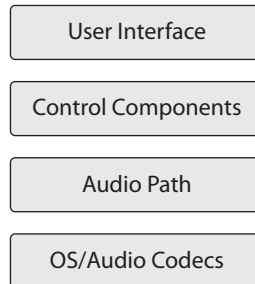


FIGURE 2-2. The Design Town initial architecture

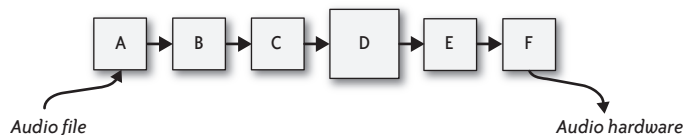


FIGURE 2-3. The Design Town audio pipeline

We also made an early choice of supporting libraries the project would employ (for example, the Boost C++ libraries available at <http://www.boost.org> and a set of database libraries). Decisions about some of the basic concerns were made at this point to ensure that the code would grow easily and cohesively, including:

- The top-level file structure
- How we would name things
- A “house” presentation style
- Common coding idioms
- The choice of unit test framework
- The supporting infrastructure (e.g., source control, a suitable build system, and continuous integration)

These “fine detail” factors were very important: they allied closely with the software architecture and, in turn, influenced many later design decisions.