

Web Audio Evaluation Tool - Bug #1488

Multiple axes: marker movement checks only performed on one of two

2015-12-08 02:32 PM - Brecht De Man

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|------------------------|-------------------|------------------------|------------|
| Status: | Resolved | Start date: | 2015-12-08 |
| Priority: | Normal | Due date: | |
| Assignee: | Nicholas Jillings | % Done: | 0% |
| Category: | | Estimated time: | 0.00 hour |
| Target version: | | | |

Description

Doesn't complain about not moving a single marker on the bottom axis if only top axis markers are moved. Is this the behaviour we want? Wouldn't think so.

That said, the 'check if played' does make sense to perform 'per sample', not 'per sample per axis', as it's totally acceptable to just listen to the samples by clicking them on one of the axes, not necessarily both.

History

#1 - 2015-12-11 11:27 AM - Nicholas Jillings

It is coming, just having to sort out the metric tracker objects. As of the push this morning, the response now gives one metric node per axis to provide slider tracking on each individual axis. The playback is still handled by the audioObject metric so soon it will have a 'check all played' and 'check all sliders (across all axis) moved'.

#2 - 2015-12-11 11:28 AM - Nicholas Jillings

- Status changed from New to In Progress

#3 - 2015-12-11 04:28 PM - Nicholas Jillings

- Status changed from In Progress to Resolved

Implemented in dev_main