

Web Audio Evaluation Tool - Bug #1497

Synchronous loop zero padding permanent

2015-12-16 02:43 PM - Nicholas Jillings

Status:	Resolved	Start date:	2015-12-16
Priority:	Normal	Due date:	
Assignee:	Nicholas Jillings	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
Description			
<p>Currently the zero-padding feature for synchronous loops destroys the buffer in the pool and replaces it with the newly padded buffer. This is because JavaScript does not copy objects but references them.</p>			

History

#1 - 2015-12-17 11:32 AM - Nicholas Jillings

- Status changed from New to Resolved

Resolved in dev_main revision. If the source is to be looped, the audioObject will copy the buffer rather than reference it. When the audioEngine performs the zero-padding it will use the copied buffer rather than the referenced buffer, leaving it preserved for other test pages use.