Web Audio Evaluation Tool - Bug #1518
Delay between first clicking a sample and audio playback

2015-12-28 11:43 AM - Brecht De Man

Status:	New		**Start date:**	2015-12-28
Priority:	Normal		**Due date:**	
Assignee:	Nicholas Jillings		**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:				

Description

When no audio is playing yet, it takes a while for a sample to load before clicking it (of course, this is really all samples loading at the same time). Is there a way to reduce this time, so that the samples play nearly instantaneously, e.g. buffering before being clicked? Just wondering, as the subjects usually have the impression something is not working when it takes between 1 and 2 seconds for a sample to load.

History

#1 - 2015-12-29 10:50 AM - Nicholas Jillings

Most likely caused by the synchronous loop set up. Could be a pain to work around as it has to wait for all files on that test page to load before it can begin to calculate the amount of padding to apply (and then apply it). AudioEngine will not start playback of a looped page until this has been achieved.

#2 - 2015-12-29 10:50 AM - Nicholas Jillings

The delay is most likely caused by this calculation