Bela - Bug #1623
PIN_MODE_FRAME frame being called repeatedly

2016-02-22 10:32 AM - Nevo Segal

Status:	Closed		Start date:	2016-02-22
Priority:	Normal		Due date:	
Assignee:			% Done:	0%
Category:			Estimated time:	0.00 hour
Target version:				

Description

Hi,

I wanted to fix it myself but I don't have write access to the repo and I don't think it's possible to fork it and create a pull request. Anyway, in the basic_button example, the PIN_MODE_FRAME function is located inside a for loop inside render() for no reason and should be moved to setup().

Thanks,
Nevo Segal

Associated revisions

Revision 223:ec9425f728bc - 2016-02-22 11:28 AM - Giulio Moro

Removed redundant calls to pinModeFrame. Closes #1623.

History

#1 - 2016-02-22 11:28 AM - Giulio Moro

Thanks, closed in the mergingClockSync branch, will merge into default at some point soon.

#2 - 2016-02-22 11:28 AM - Giulio Moro

- Status changed from New to Closed