

Web Audio Evaluation Tool - Bug #1637

Clean up file structure, hide or remove legacy code

2016-02-29 02:47 PM - Brecht De Man

Status:	New	Start date:	2016-02-29
Priority:	Normal	Due date:	
Assignee:	Nicholas Jillings	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
Description			
<p>As discussed, we should make the distribution a bit less overwhelming by hiding certain scripts in folders. Part of a larger move towards simplicity. E.g. old pythonServers can probably be removed or at least put in another folder. Many JS (WAVE.js, xmllint.js, loudness.js, ...) and CSS files (core.css, graphics.css...) can too.</p> <p>Rationale could be: hide everything someone who doesn't go into the code doesn't want to see. Even so most example files can probably go into example_eval (the name could probably be simplified to example or demo as well). At the same time test_create.html (create_test?) could probably go to the top level, though not essential.</p> <p>If 'scripts' only contains analysis and post-processing scripts, this could be merged with 'analysis' (and perhaps take this name). Python script updates by Brecht.</p> <p>As before, Project and Results Specification Document might be merged into the Instructions if it makes sense, and said Instructions should be useful to both the advanced user as well as someone who wants to set up a test in a few minutes and doesn't have the patience for combing through a large document.</p> <p>Probably for Nick as he knows best which relative paths of dependencies need to be adjusted.</p>			
Related issues:			
Related to Feature # 1662: Tidy up directory tree		New	2016-03-12

History

#1 - 2016-03-16 04:34 PM - Nicholas Jillings

- Related to Feature #1662: Tidy up directory tree added