Web Audio Evaluation Tool - Feature #1678
Resampling should be common across browsers

2016-04-06 04:32 PM - Nicholas Jillings

Status:	New		**Start date:**	2016-04-06
Priority:	Normal		**Due date:**	
Assignee:	Nicholas Jillings		**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:				

Description

From http://padenot.github.io/web-audio-perf/#audiobuffersourcenode:

> *Edge, Blink and Webkit based browser use linear resampling, that is cheap, has no latency, but has low quality. Gecko based browser use a more expensive but higher quality technique, that introduces some latency.*

History

#1 - 2016-05-05 12:51 PM - Giulio Moro

has anything been done on this ?