

Sonic Visualiser - Bug #1900

time instants partly erased by moving playhead

2019-07-21 11:12 AM - Chris Cannam

Status:	Closed	Start date:	2019-07-21
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
Description			
<p>Create a time-instant layer by running a transform with limited time resolution (e.g. an onset detector). Zoom in on the default representation and observe that each instant is shown as a bar some pixels wide.</p> <p>Now play and see that most of the width of many of the time instants is erased as the playhead moves over it - only the line at the left edge remains.</p>			

History

#1 - 2020-01-07 11:44 AM - Chris Cannam

- Status changed from New to Closed

Fixed as of (I think) svgui commit:9a5eede01869