

DSP - Tasks #786

make TTAudioObject.cpp more DRY

2011-06-19 05:26 pm - Nils Peters

Status:	Closed	Start date:	2011-06-19
Priority:	Normal	Due date:	
Assignee:	Tim Place	% Done:	20%
Category:		Estimated time:	0.00 hour
Target version:	CNMAT 2012 workshop	Spent time:	0.00 hour
Branch:			
Description			
there are a lot of unit conversion methods within TTAudioObject.cpp. Since we have our dataspace code for unit conversions, we should not repeat ourselves here and make this file more DRY.			

History

#1 - 2011-08-09 02:22 pm - Trond Lossius

Yes, I was just looking at this myself while trying to figure out how to call dataspaces in C++.

#2 - 2011-10-18 04:20 pm - Nils Peters

- Target version set to Kansas City Workshop Sprint 2011

#3 - 2011-10-19 04:22 pm - Nils Peters

- % Done changed from 0 to 20

We are using now a few constants from TTBase instead of calculating them again here.

#4 - 2012-11-05 08:29 pm - Trond Lossius

- Target version changed from Kansas City Workshop Sprint 2011 to CNMAT 2012 workshop

#5 - 2013-06-10 05:35 pm - Trond Lossius

- Status changed from New to Closed

Moved to GitHub