

EE / CprE / SE 492 - sdddec18 - 21
Multi-Effect Sequencing Board
Biweekly Status Report 3

9/25/2018-10/8/2018

Client: Randall Geiger

Team Members:

Calyn Gimse

Charles Rigsby

Derrick Lawrence

Karla Beas-Gutierrez

Tyler McAnally

Summary:

- ADC/DAC circuit now outputting properly, albeit with latency
- Effectmux program more optimized
- Individual effects libraries improved, summing of effects fixed
 - Loopers specifically improved dramatically
- App styling improved
- App methods for parsing presets implemented

Past Accomplishments of Last Two Weeks:

- Calyn Gimse:
 - Resolved issues with some effects
 - Refactored EffectMux to be more efficient
 - Reinstantiated portaudio for testing
 - Refactored Loopers to work more accurately
 - Added preset reading/writing methods to app
 - Reconfigured activities to be more intuitive
- Charles Rigsby:
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- Derrick Lawrence:
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- Karla Beas-Gutierrez:
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- Tyler McAnally:
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Pending Issues:

- Latency with output of ADC/DAC circuit

Individual Contributions:

<u>Name</u>	<u>Individual Contributions</u>	<u>Hours worked</u>	<u>Hours cumulative (this semester)</u>
Calyn Gimse	Fixed effects, changed Looper effects, implemented app methods, reconfigured app activities	14	36
Charles Rigsby			11
Derrick Lawrence			16
Karla Beas-Gutierrez			3
Tyler McAnally			4

Plans for upcoming two weeks:

- Calyn Gimse:
 - Continue to work on optimizing Looper effects
 - Find a better testing method
 - Add more app methods to interface with program
 - Add pushbutton to properly test looping
- Charles Rigsby:
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- Derrick Lawrence:
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- Karla Beas-Gutierrez:
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- Tyler McAnally:
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Summary of Advisor Meetings:

- Continue to work with Loopers, add more unique styles if possible
- Get in touch with design faculty to optimize App UI/UX
- Latency in ADC/DAC circuit a significant issue
 - Look into either reducing latency or at least passing data to be processed early