

Improvement;→Bugs and areas for improvement:

Selection and View information are often inconsistent with each other; they may not be precise at reduction factors greater than 1. It is possible to extend selections beyond the end of the current sound. Selections and scroll position tend to drift when changing the reduction factor or performing operations like test and testbefore. Select all is unreliable. The reduction factor and scroll position can change during editing. Editing a compressed sound is allowed but doesn't work. Floating-point and double-precision sounds also have some problems. Format conversion can be performed on an empty sound, but it doesn't stick when you try to record. Arbitrary sampling rates are partially supported, but do not play or record well. The volume sliders tend to drift when update is performed. There's no way to change between oscilloscopic and minmax soundviewing. Sliders are all linear rather than logarithmic. File operations in general need more error handling. Info leaves something to be desired. Save menu items occasionally lost after closing window. There are other miscellaneous glitches. Pausing a compressed sound is not allowed. Changing ATC equalization during playback causes static. The last equalization band needs looking into. Help files need improvement.

Items for future releases:

- Release of source code
- More flexible envelopes
- Convolution
- Loadable modules
- Marking and annotating selections
- Rulers
- Editing stereo channels separately
- Looping in playback
- Synchronization of several tracks for mixing

