

Q: Why doesn't SoundView's **setReductionFactor:** work in Release 3?

A: There is a known bug in the SoundView's **setSound:** method which resets the reductionFactor even if you are explicitly setting it yourself. If you wish to use your own reductionFactor, you need to call **setReductionFactor:** after each call to **setSound:**.

The SoundEditor example released in 3.0 uses **setReductionFactor:**, but it doesn't work correctly because of this bug.

A point of confusion is that the reduction methods `setReduction` and `reduction` have been removed from the API for 3.0, but the reductionFactor methods `setReductionFactor` and `setReduction` are still part of the API.

Valid for 3.0, 3.1