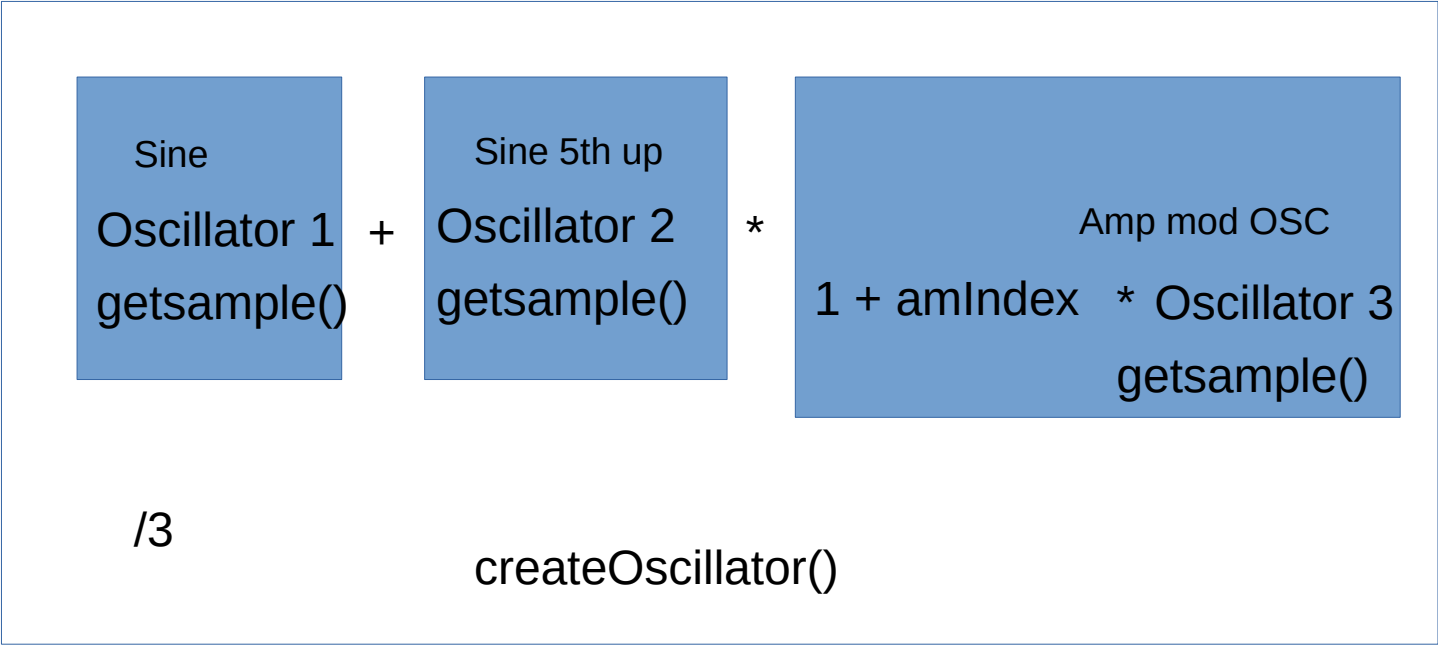


Vibe Synth

Executes createOscillator() in constructor → creates a Vibe_Synth object

All Oscillators get ticked by Synthtick()

Melody triggers the synthobject and updates with updatePitch.



Generated Melody (array)

Mtof()

setpitch()

MySynths[] = New Vibe Synth

MySynths[].getSample()

Synthtick()

Buffer

updatePitch()