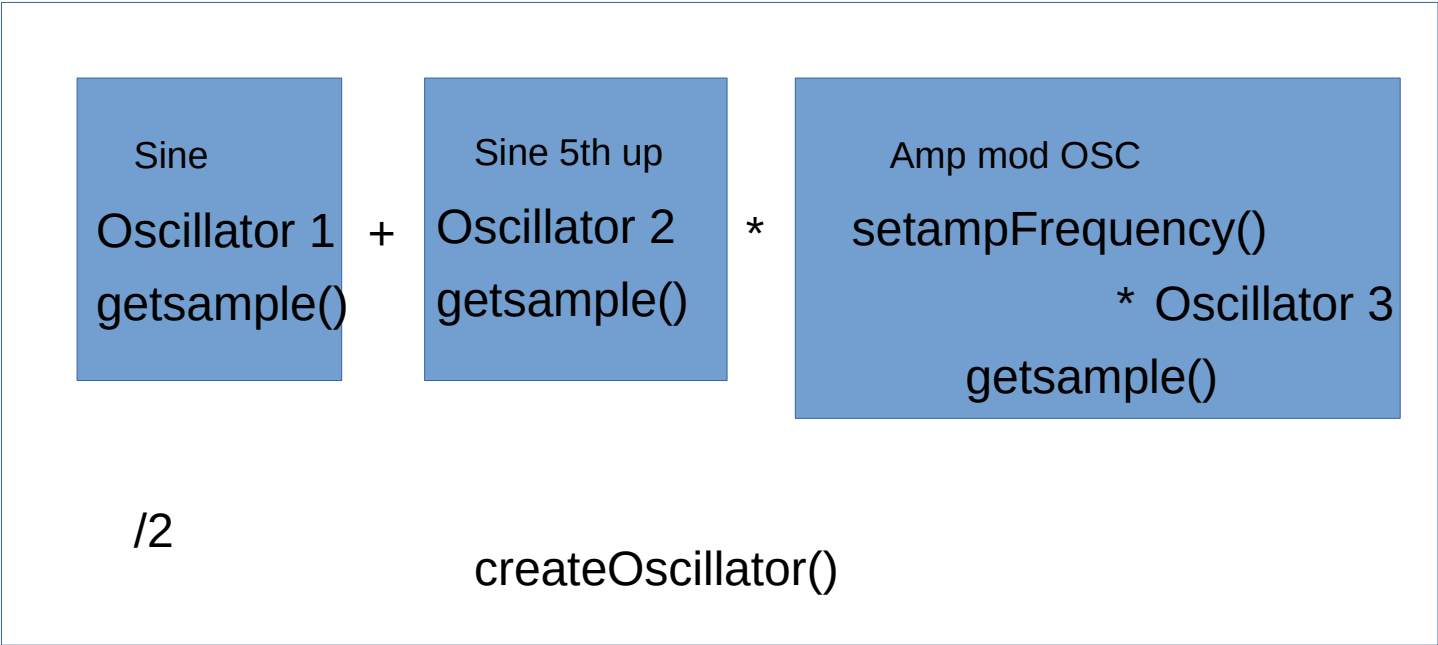# Vibe Synth

Executes createOscillator() in constructor → creates a Vibe_Synth object

All Oscillators get ticked by Synthtick()

Melody triggers the synthobject and updates with updatePitch.

Sine
Oscillator 1
getsample()

\+

Sine 5th up
Oscillator 2
getsample()

*

Amp mod OSC
setampFrequency()

* Oscillator 3
getsample()

/2

createOscillator()

Generated Melody (array)

Mtof()

setpitch()

MySynths[] =   New Vibe Synth

MySynths[].getSample()

Synthtick()

updatePitch()

Buffer