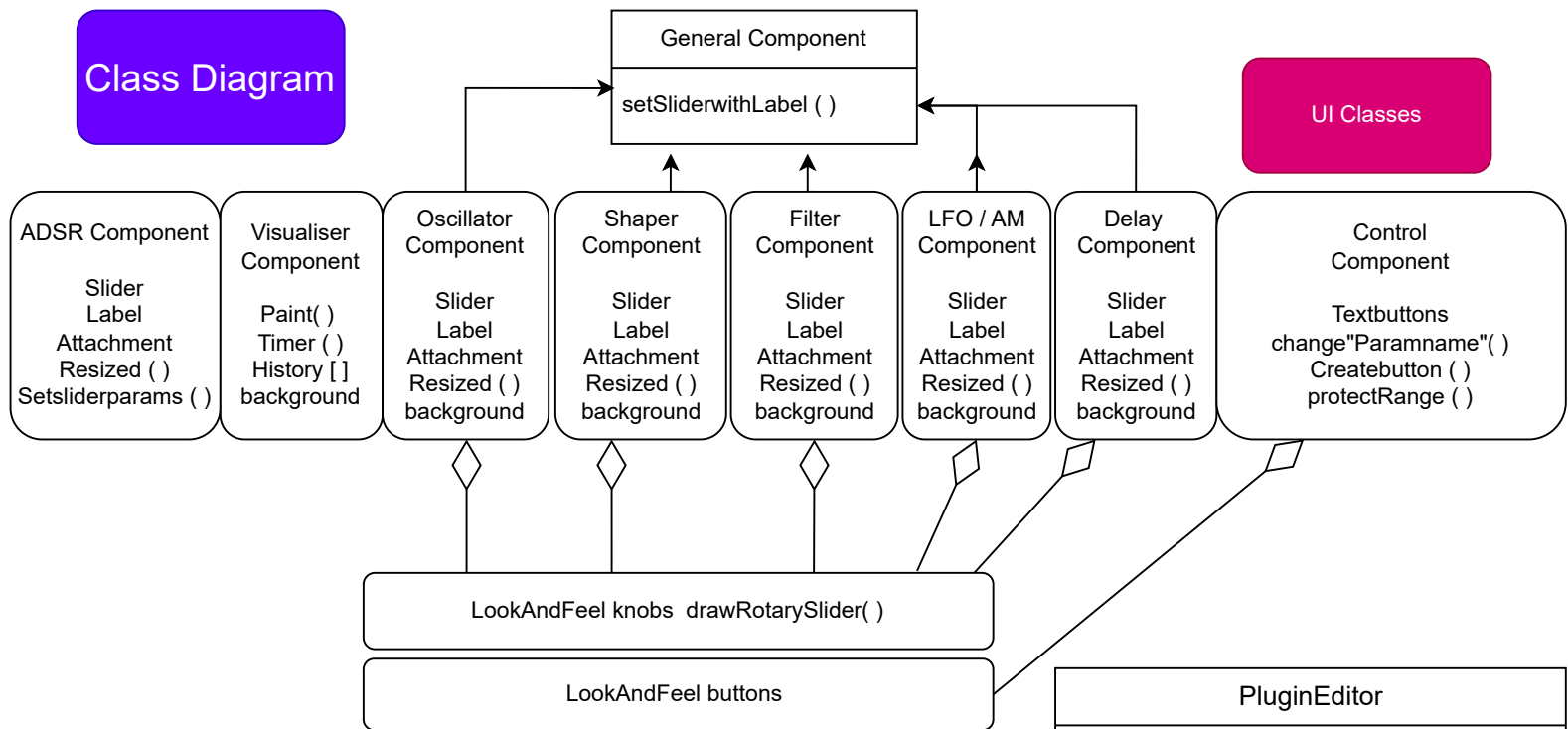


Class Diagram

UI Classes



Data classes

Oscillator Data

setWaveType()
setWaveFrequency()
fmOsc(sine)
getNextaudioblock()
updateFmParams(freq, depth)

ADSR Data

adsrParams
updateADSR()
attack
decay
sustain
release

Filter Data

updateParameters(filtrertype, frequency, resonance)
process()
juce::StatevariableFilter

Synth_Voice

startNote()
stopNote()
preparetoPlay
renderNextblock
osc
synthBuffer
adsr

Synth_Sound

(Empty class, is needed by juce::synthesizer)

FX Classes

