

Add Synth

Executes createOscillator() in constructor → creates a Add_Synth object

All Oscillators get ticked by Synthtick()

Melody triggers the synthobject and updates with updatePitch.

Generated
Melody
(array)

Mtof()

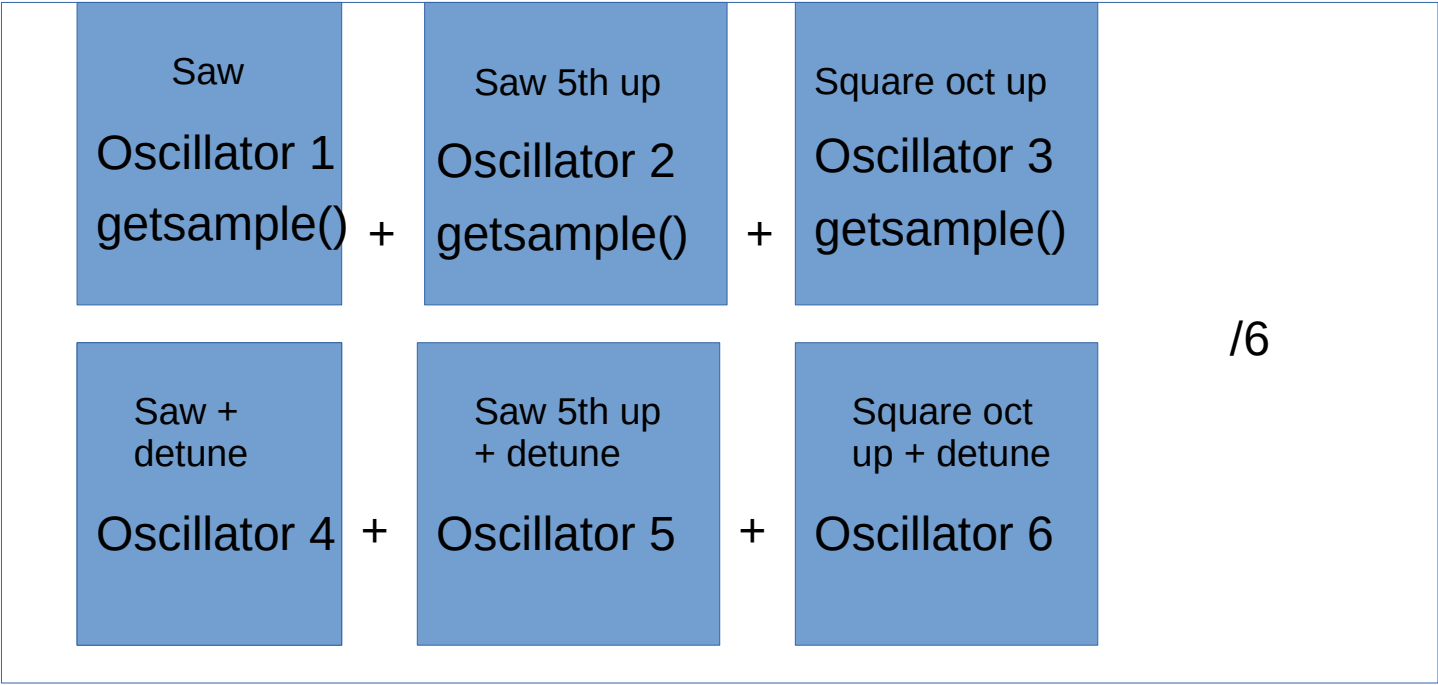
setpitch() createOscillator()

MySynths[] = New Add_Synth

MySynths[].getSample()

Synthtick()

Buffer



updatePitch()