To do:

* Make all oscillator code more general – instead of having code specifically for osc 1, 2 etc., make all the control floats into ~4 input vectors, and on the ith oscillator it looks at the ith entry in each vector. Just do a nested loop for the math, and the math controls should be 12 entry arrays, so the first 3 entries are for osc 1 math, second 3 are osc 2, etc.
* When more oscillators are implemented, make it so you can set how every osc after the first manipulates the first – i.e. does it add, subtract, mult, divide, power, etc., but also make it so the n-1th oscillator can manipulate the frequency of the nth oscillator for some funky FM.