```
// shred #3: to perform interpolation for various parameters
fun void interpolate( dur interpRate )
{
    // slewing factor to control interpolation rate
    0.10 => float slew;
    // infinite time loop
    while( true )
    {
        // interpolate
        (targetPeriod - period) * slew + period => period;
        (target_f1freq - f1freq) * slew + f1freq => f1freq => f1.freq;
        (target_f2freq - f2freq) * slew + f2freq => f2freq => f2.freq;
        (target_f3freq - f3freq) * slew + f3freq => f3freq => f3.freq;
        // our interpolation rate
        interpRate => now;
    }
}
```