

```
// shred #2: generate pitched source, with vibrato
fun void generate()
{
    // infinite time loop
    while( true )
    {
        // fire impulse!
        sourceGain => i.next;
        // advance phase based on period
        modphase + period => modphase;
        // advance time (modulated to achieve vibrato)
        (period + 0.001*Math.sin(2*pi*modphase*6.0))::second => now;
    }
}
```