

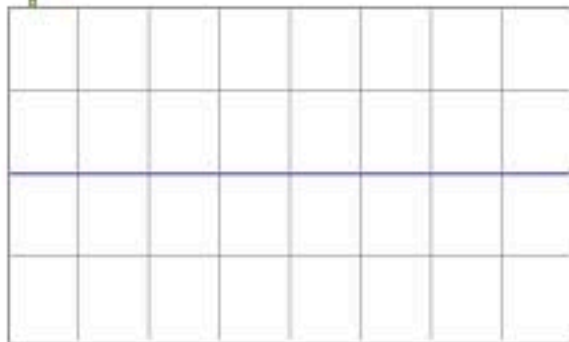
buffer~ sample spoken.wav

set sample



phasor~

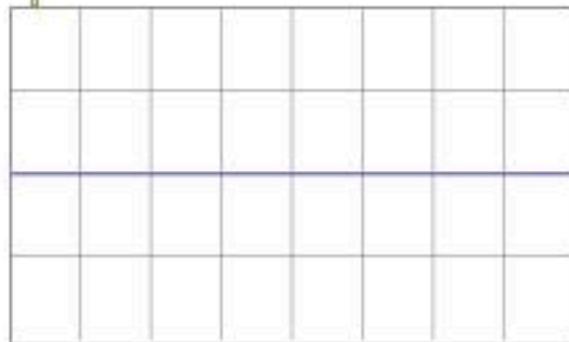
phasor~ 1



metro 1000

0, 1 1000

line~



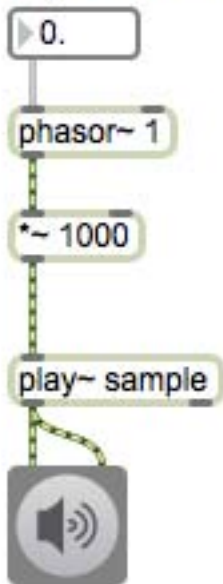
1

0

-1



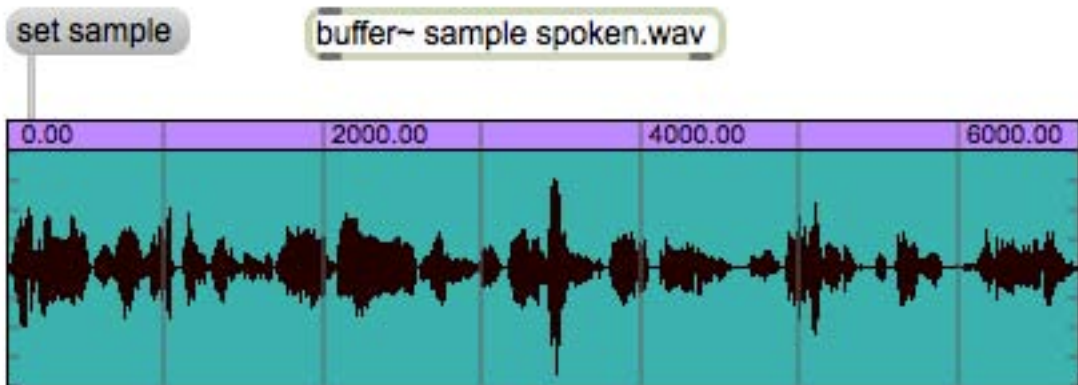
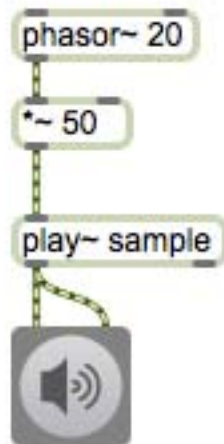
mit phasor~ ersetzen



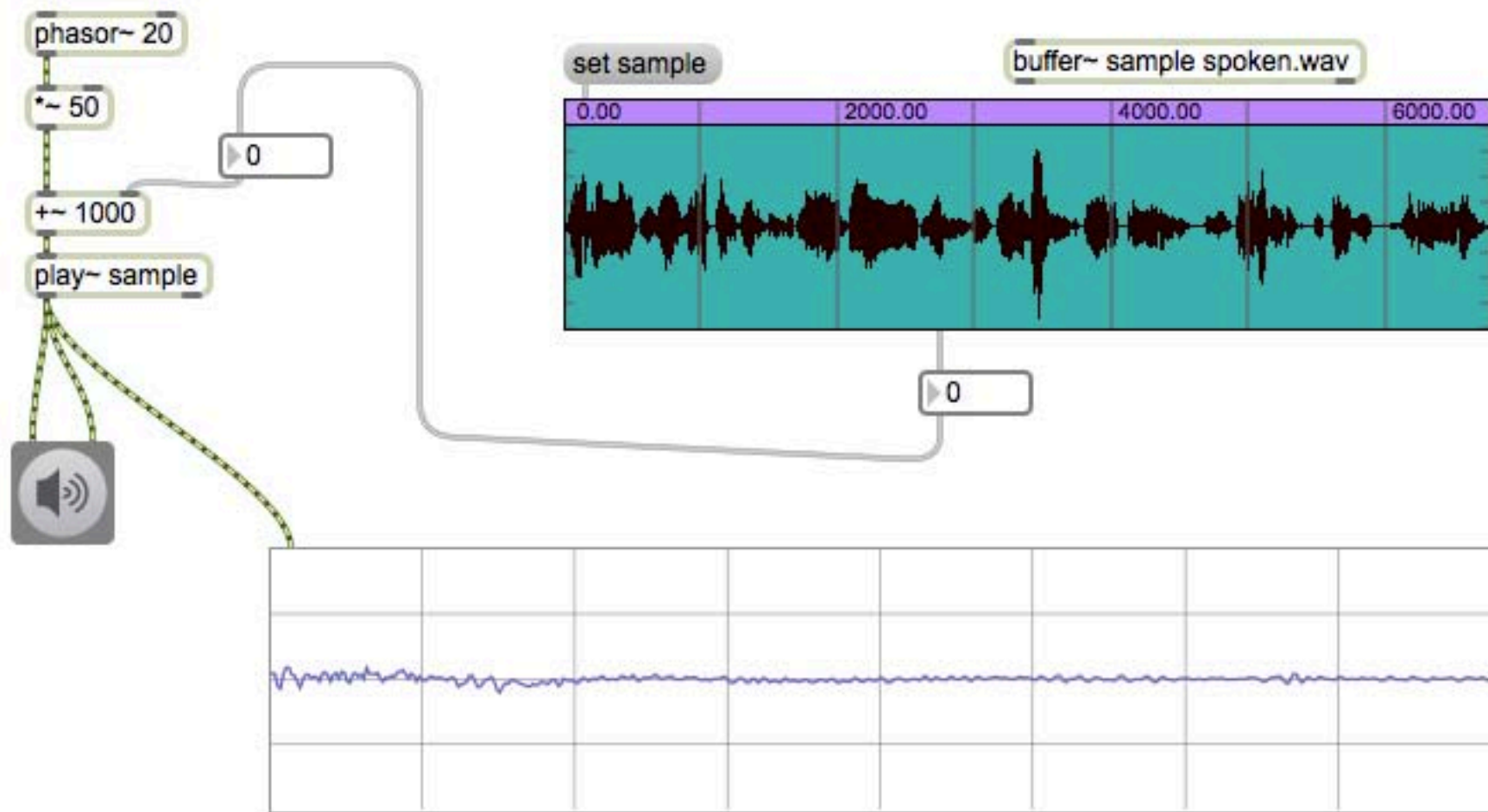
buffer~ sample spoken.wav

set sample

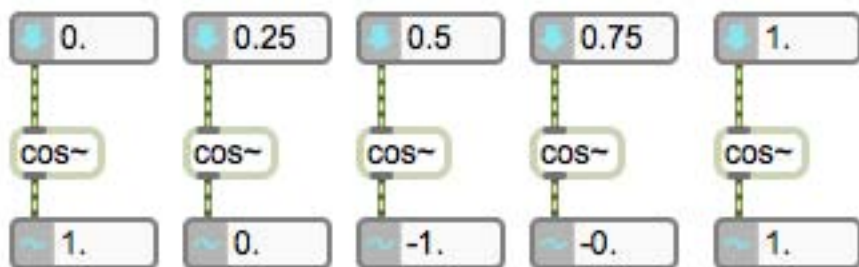




wiederholt zwischen 0 und 50 msek.  
20 mal pro sekunde.



## Trigonometrie

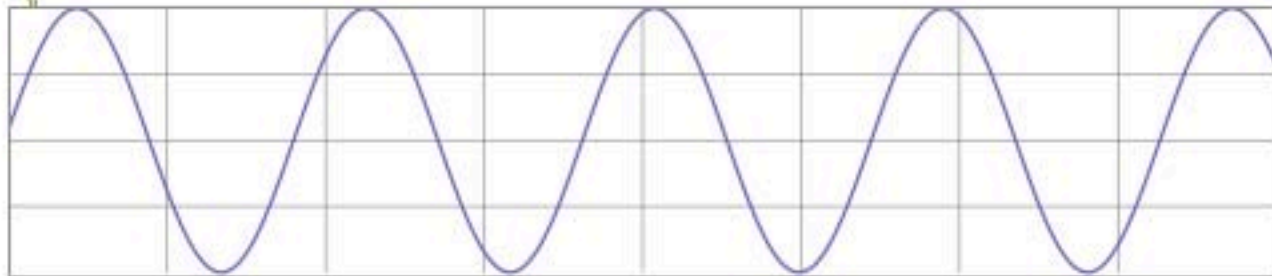
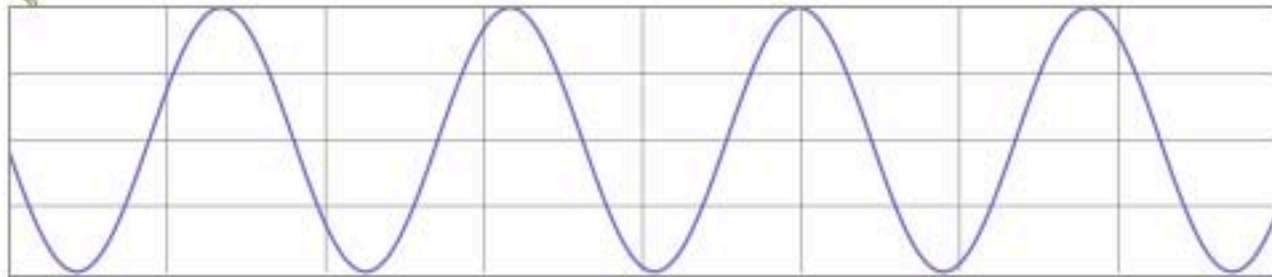
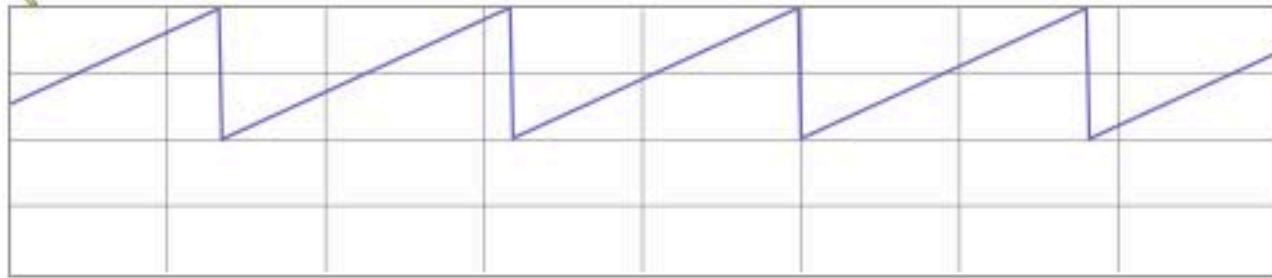


phasor~ 440

cos~

+~ 0.5

cos~



180 Grad  
verschoben



buffer~ sample spoken.wav

phasor~ 20

\*~ 50

102

onset

+~ 500

play~ sample

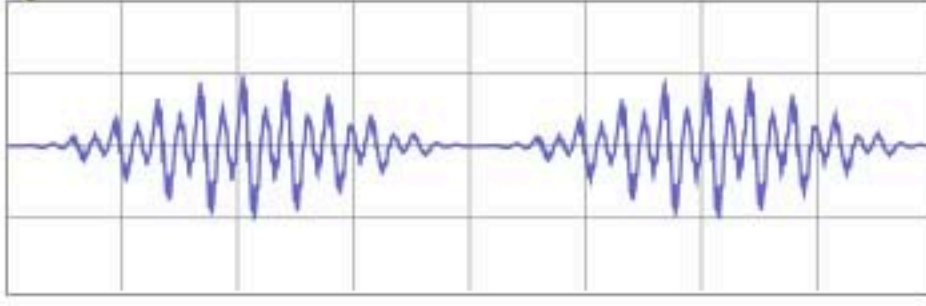
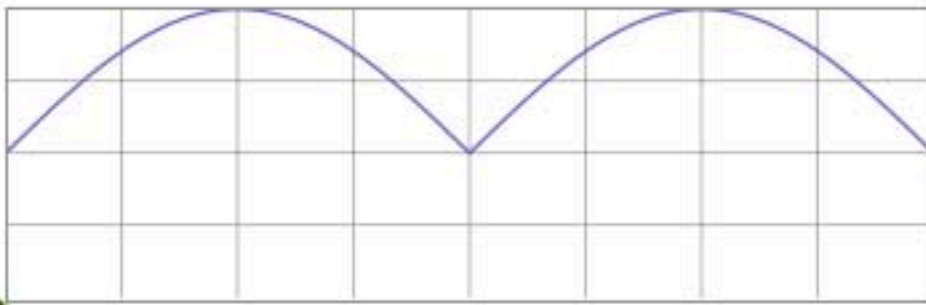
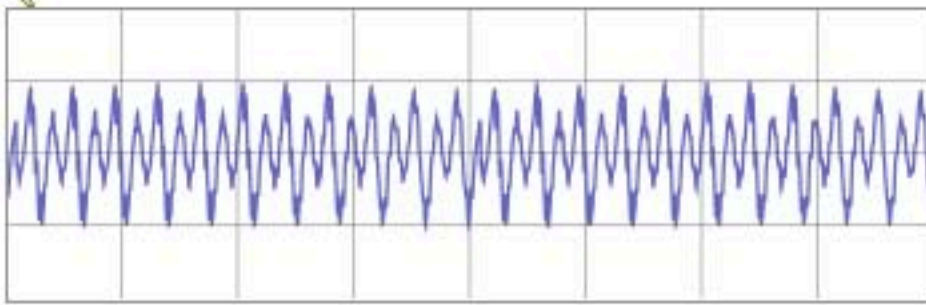
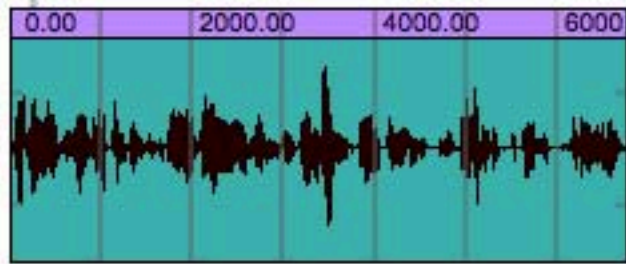
+~ 0.5

cos~

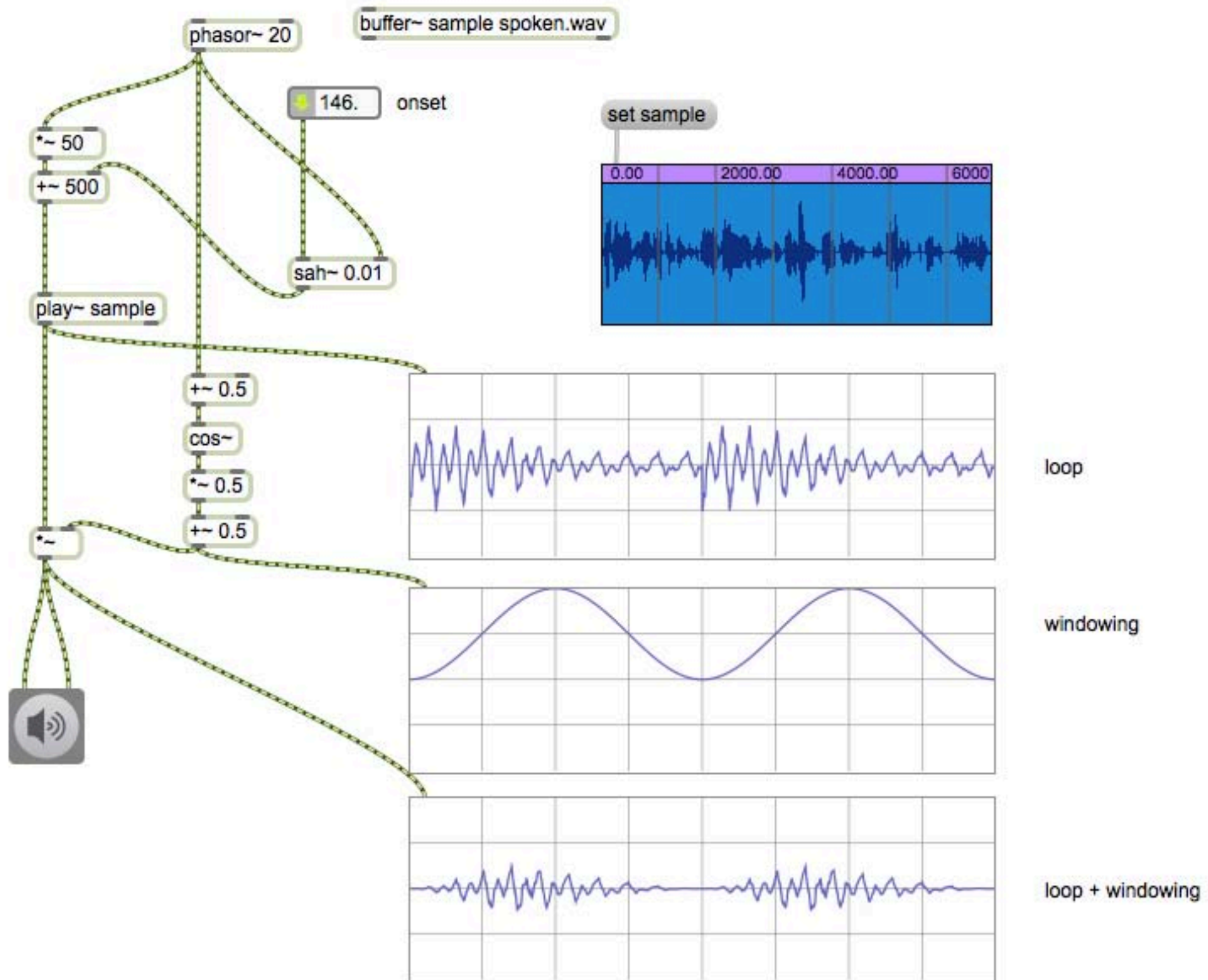
\*~ 0.5

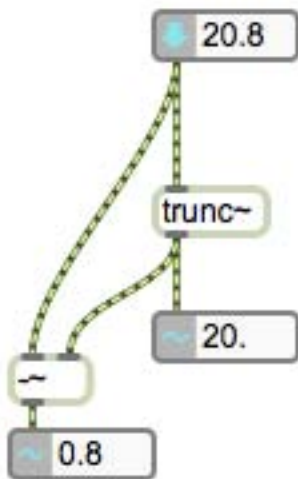
+~ 0.5

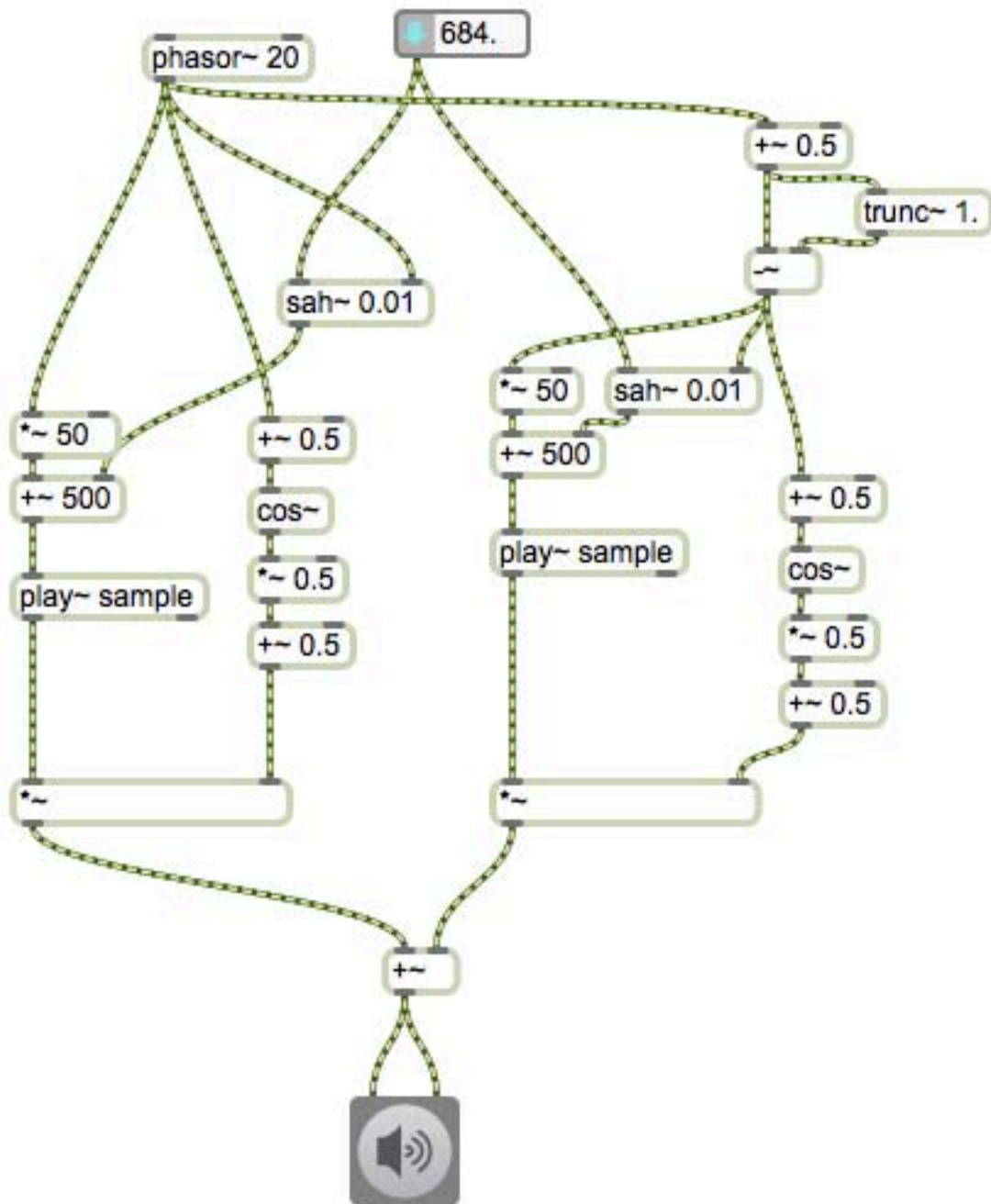
set sample











buffer~ sample spoken.wav