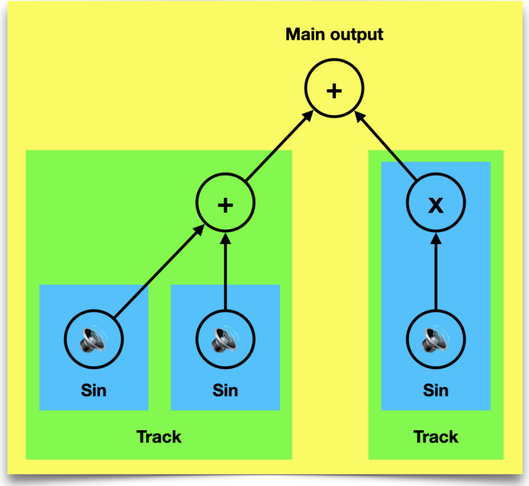
```
// Make track one
auto trackOneNode = makeSummingNode ({ makeNode<SinNode> (220.0f, 1),
                                       makeNode<SinNode> (220.0f, 1) });

// Make track two
float clipGain = 1.0f;
auto trackTwoNode = makeNode<GainNode> (makeNode<SinNode> (220.0f, 1),
                                        [clipGain] { return clipGain; })

// Make main output node
auto mainOutput = makeSummingNode ({ std::move (trackOneNode),
                                     std::move (trackTwoNode));

// Play mainOutput!
```



Summary of `NodePlayer` Class

```
// Make track one
auto trackOneNode = makeSummingNode ({ makeNode<SinNode> (220.0f, 1),
                                       makeNode<SinNode> (220.0f, 1) });

// Make track two
float clipGain = 1.0f;
auto trackTwoNode = makeNode<GainNode> (makeNode<SinNode> (220.0f, 1),
                                        [clipGain] { return clipGain; })

// Make main output node
auto mainOutput = makeSummingNode ({ std::move (trackOneNode),
                                     std::move (trackTwoNode));

// Play mainOutput!
```