

After adding the oscillator 1 this week many bugs had to be fixed, and the entire system was overhauled to take both the oscillator and sampler into account with the master functions and voice handling. Midway through adding the oscillators I realized tone.js would be the best way to add a pulse wave and so I had to redo most of the oscillator system in place. Now everything is implemented in a very modular way allowing for new things to be added relatively easily. The only remaining bug at the time of writing this is the extreme lag and eventual audio crash that happens when key-track is off for the sampler. I only recently found this bug and will fix it ASAP. I do not have an issues tab as I thoroughly test my new code and do not commit until I know every function is still working and unbreakable. The issues tab will fill up once more modules begin getting added rapid fire now that the core of the code is more modular and allows for easy additions.