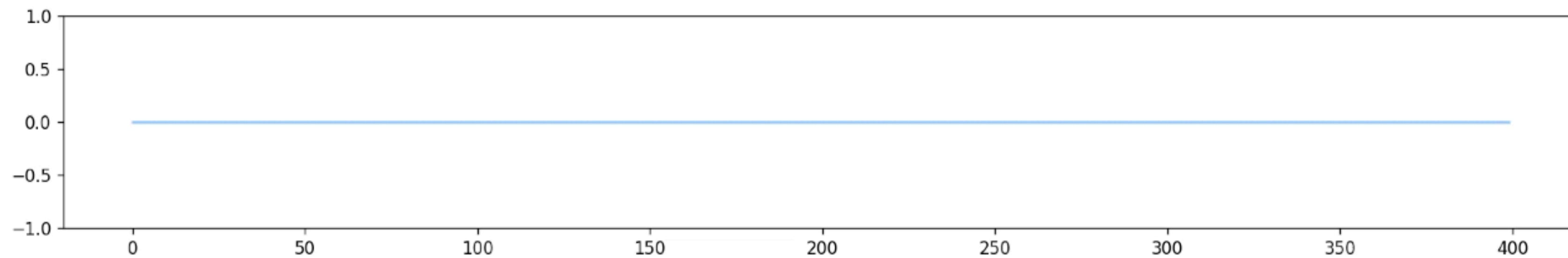
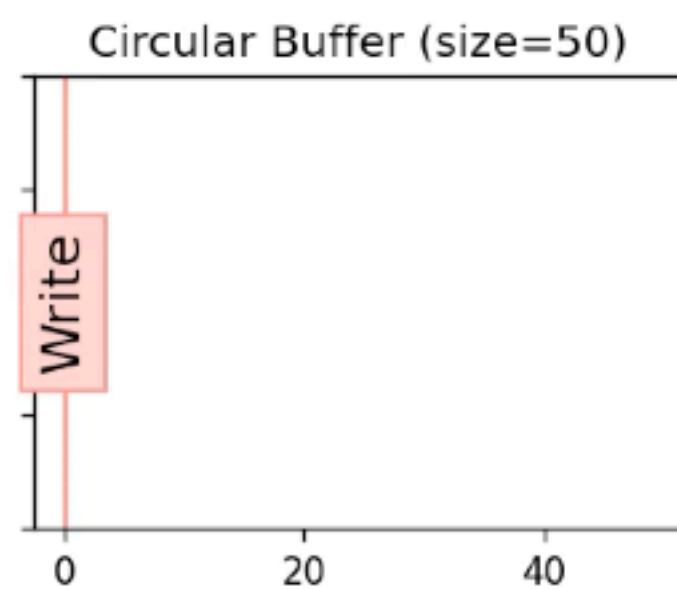
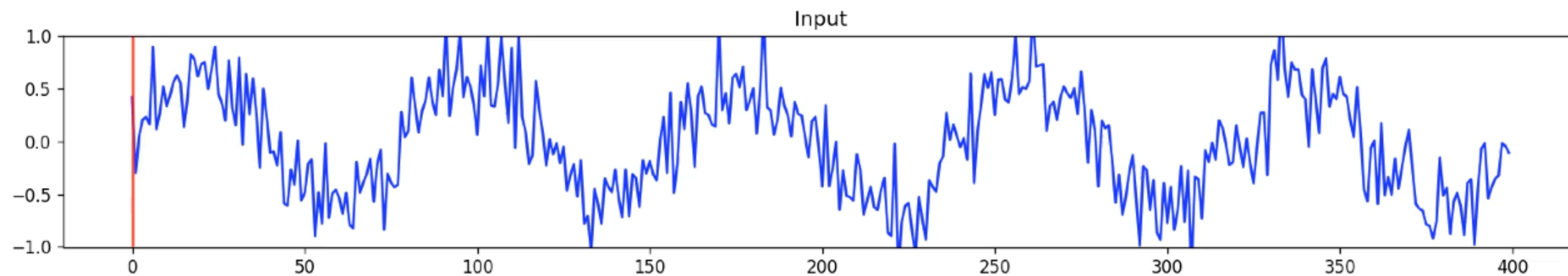
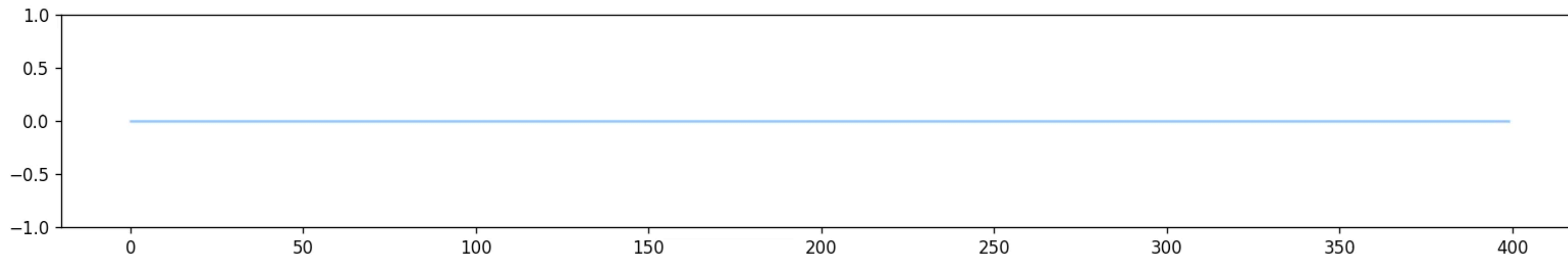
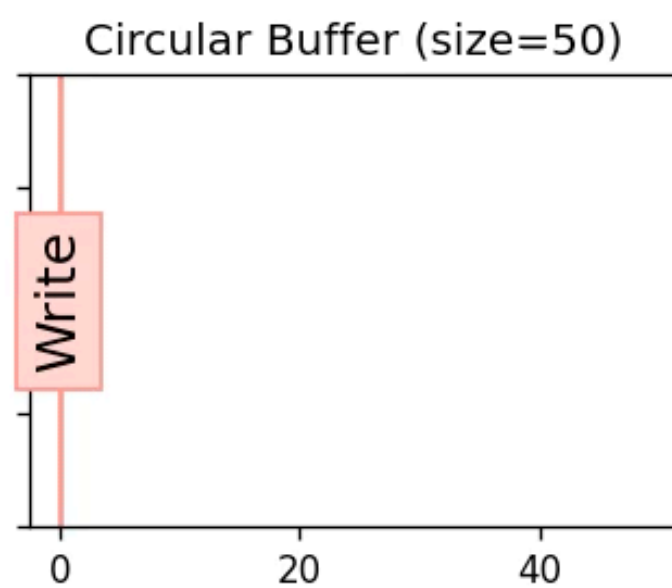
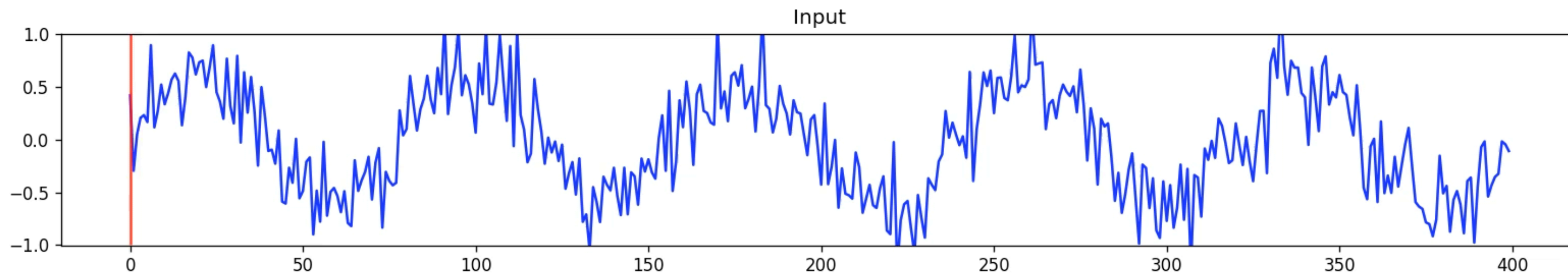
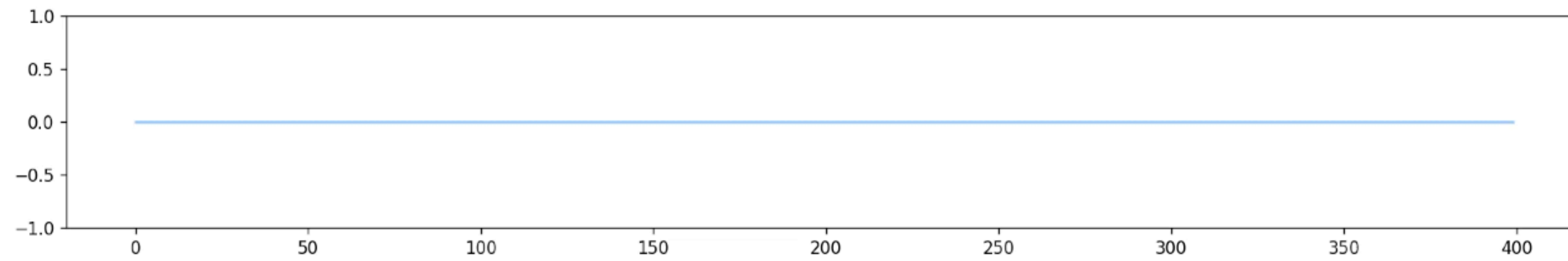
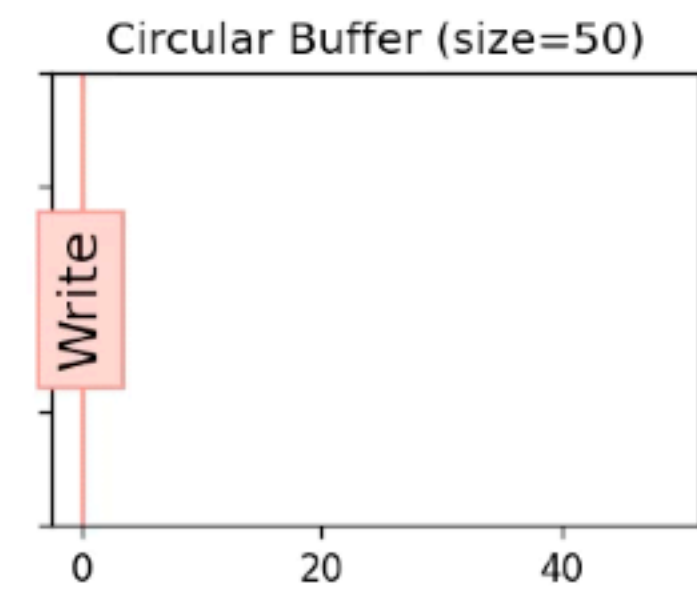
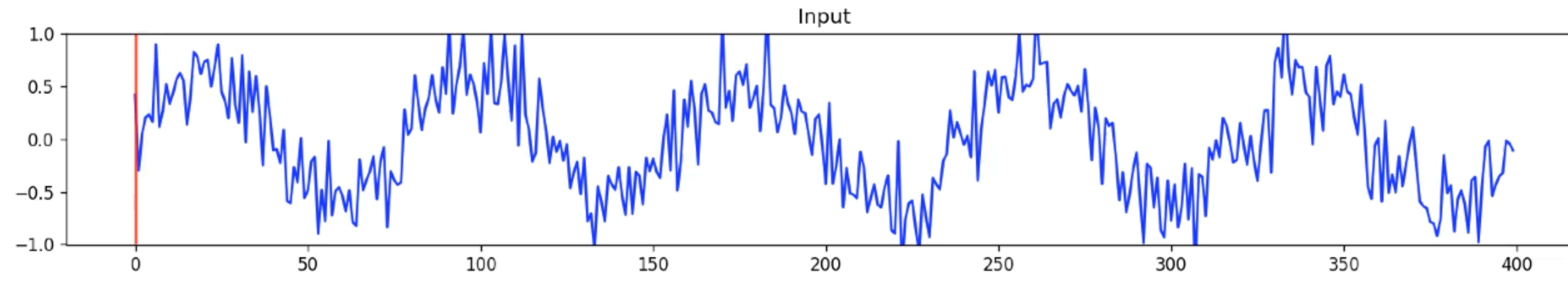


Circular Buffer





# Circular Buffer



Wavetable

Circular Buffer

**Overruns, Underruns**

Pitch Detection