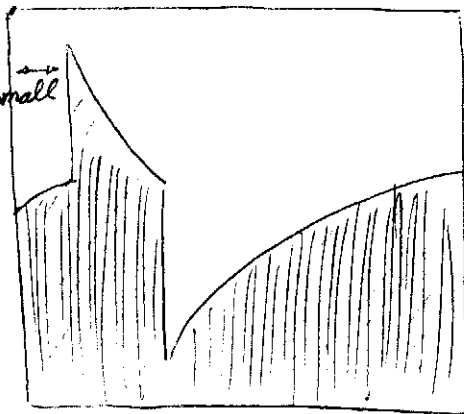
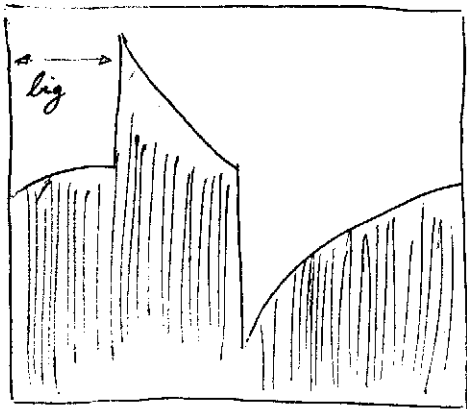


multislider (2048 sliders)

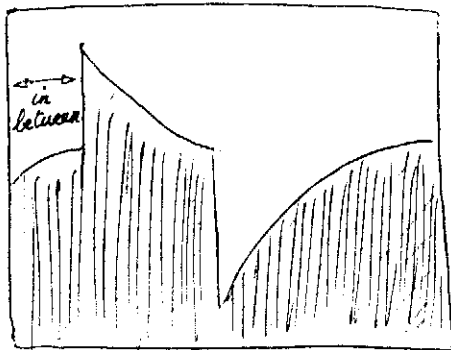
WHEN I CHANGE THE PITCH,
THE TIMBRE ALSO CHANGES

C preset
± 131hz

C# preset
± 138hz



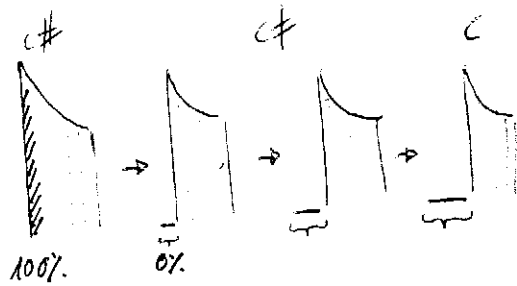
C# (HALF SHARP) ± 135hz



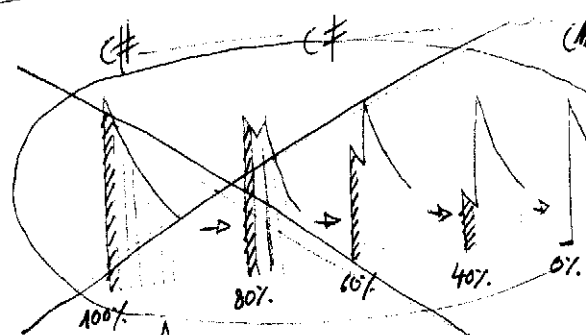
THIS IS WHAT
I WANT
IN BETWEEN

same timbre as C and C#
(very very small change, only audible
over many octaves, never between adjacent
notes)

THE PEAK SHOULD MOVE

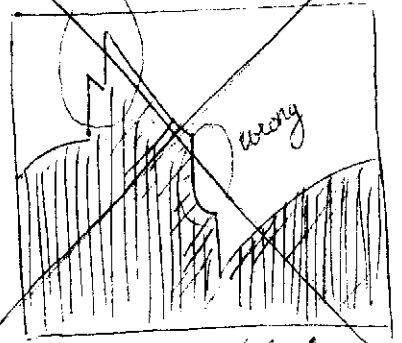


CORRECT:
WHAT I
WANT



BUT... THIS
IS WHAT I
GET

C# (HALF SHARP)



completely different timbre

stored in
buffer
↓
use ~ object