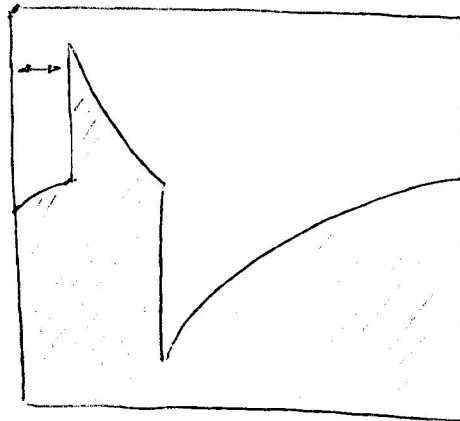
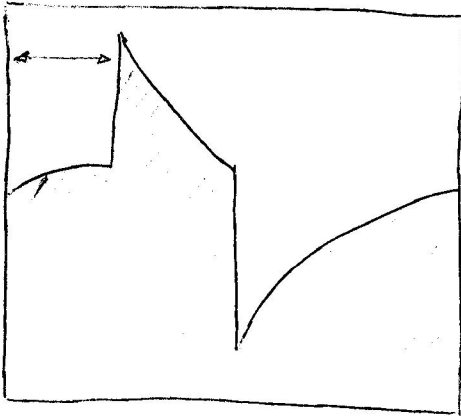


multislider (2048 sliders)

WHEN I CHANGE THE PITCH,
THE TIMBRE ALSO CHANGES

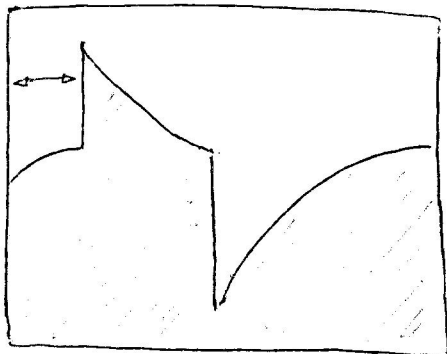
C preset

C# preset



stored in
buffer
↓
wave object

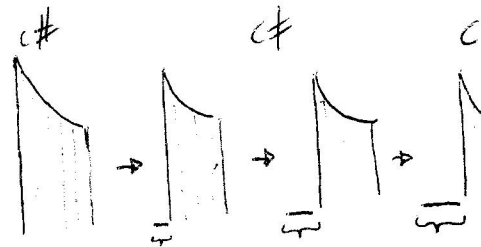
C# (HALF SHARP)



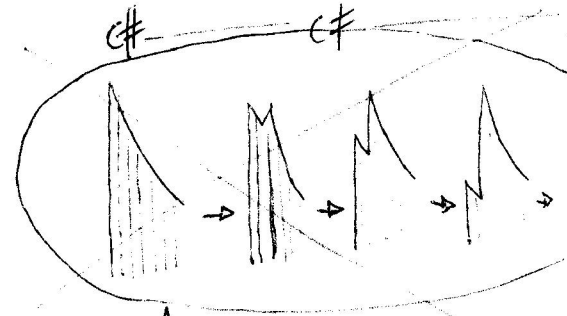
THIS IS WHAT
I WANT

same timbre as C and C#

THE PEAK SHOULD MOVE

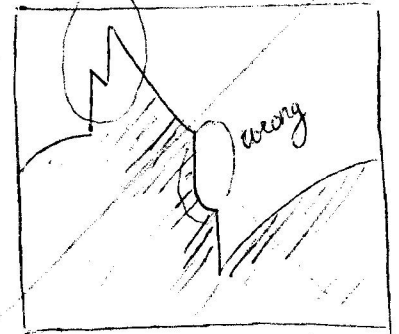


CORRECT:



C# (HALF SHARP)

BUT.. THIS
IS WHAT I
GET



different timbre