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The complete source code to the BasicSynth library and example programs is available on sourceforge.net under the project name basicsynth. The current source distribution contains signal generation classes, sequencing, pre-defined instruments, the Notelist score parser, and numerous example programs.

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BasicSynth

BasicSynth is a software sound synthesis system written in C++. It includes C++ classes implementing a variety of signal generators, processors, synthesis instruments and score processing, command line and GUI synthesizers built with the libraries.

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BasicSynth takes you beyond the theory and shows you how to create a custom synthesizer in software using the C++ programming language. The first part of the book explains the basic computer algorithms used to generate and process sound. Subsequent chapters explain instrument design using actual

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Sound In Software - BasicSynth

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BasicSynth, by Daniel R. Mitchell, is an instructional book that teaches the reader how to create custom synthesizers in the software realm in the language of C++. In the beginning of the book, it explains basic sound-generating computer algorithms.

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BasicSynth takes you beyond the theory and shows you how to create a custom synthesizer in software using the C++ programming language. The first part of the book explains the basic computer algorithms used to generate and process sound. Numerous unit generators are covered, including oscillators, envelope generators, mixers, filters, delay lines, reverb and flangers. Working examples of MIDI ...

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