

# MAutoPitch



## Presets

### Presets

Presets button shows a window with all available presets. A preset can be loaded from the preset window by double-clicking on it, selecting via the buttons or by using your keyboard. You can also manage the directory structure, store new presets, replace existing ones etc. Presets are global, so a preset saved from one project, can easily be used in another. The arrow buttons next to the preset button can be used to switch between presets easily.

Holding **Ctrl** while pressing the button loads a random preset. There must be some presets for this feature to work of course.

Presets can be backed up by 3 different methods:

A) Using "Backup" and "Restore" buttons in each preset window, which produces a single archive of all presets on the computer.

B) Using "Export/Import" buttons, which export a single folder of presets for one plugin.

C) By saving the actual preset files, which are found in the following directories (not recommended):

Windows: C:\Users\{username}\AppData\Roaming\MeldaProduction

Mac OS X: /Library/Application support/MeldaProduction

Files are named based on the name of the plugin like this: "{pluginname}.presets", so for example MAutoPan.presets or MDynamics.presets. If the directory cannot be found on your computer for some reason, you can just search for the particular file.

Please note that prior to version 16 a different format was used and the naming was "{pluginname}presets.xml". *The plugin also supports an online preset exchange. If the computer is connected to the internet, the plugin connects to our server once a week, submits your presets and downloads new ones if available. This feature is manually maintained in order to remove generally unusable presets, so it may take some time before any submitted presets become available. This feature relies on each user so we strongly advise that any submitted presets be named and organised in the same way as the factory presets, otherwise they will be removed.*



#### Left arrow

Left arrow button loads the previous preset.



#### Right arrow

Right arrow button loads the next preset.



#### Randomize

Randomize button loads a random preset.



#### Panic

Panic button resets the plugin state. You can use it to force the plugin to report latency to the host again and to avoid any audio problems. For example, some plugins, having a look-ahead feature, report the size of the look-ahead delay as latency, but it is inconvenient to do that every time the look-ahead changes as it usually causes the playback to stop. After you tweak the latency to the correct value, just click this

button to sync the track in time with the others, minimizing phasing artifacts caused by the look-ahead delay mixing with undelayed audio signals in your host. It may also be necessary to restart playback in your host. Another example is if some malfunctioning plugin generates extremely high values for the input of this plugin. A potential filter may start generating very high values as well and as a result the playback will stop. You can just click this button to reset the plugin and the playback will start again.

## Settings

### Settings

Settings button shows a menu with additional settings of the plugin. Here is a brief description of the separate items.

**Licence manager** lets you activate/deactivate the plugins and manage subscriptions. While you can simply drag & drop a licence file onto the plugin, in some cases there may be a faster way. For instance, you can enter your user account name and password and the plugin will do all the activating for you.

There are 4 groups of settings, each section has its own detailed help information: **GUI & Style** enables you to pick the GUI style for the plug-in and the main colours used for the background, the title bars of the windows and panels, the text and graphs area and the highlighting (used for enabled buttons, sliders, knobs etc).

**Advanced settings** configures several processing options for the plug-in.

**Global system settings** contains some settings for all MeldaProduction plugins. Once you change any of them, restart your DAW if needed, and it will affect all MeldaProduction plugins.

**Dry/Wet affects** determines, for Multiband plug-ins, which multiband parameters are affected by the Global dry/wet control.

**Smart interpolation** adjusts the interpolation algorithm used when changing parameter values; the higher the setting the higher the audio quality and the lower the chance of zippering noise, but more CPU will be used.



## WWW

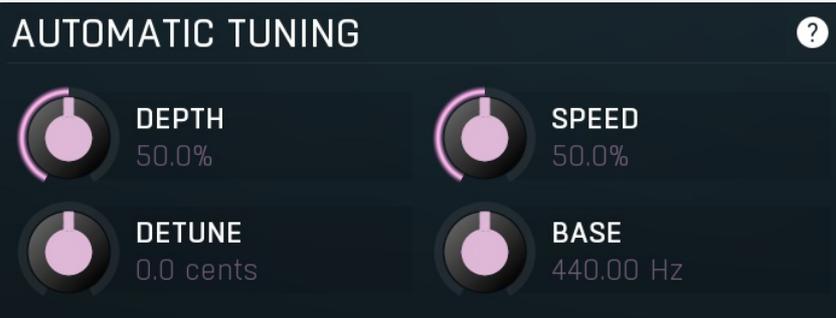
WWW button shows a menu with additional information about the plugin. You can check for updates, get easy access to support, MeldaProduction web page, video tutorials, Facebook/Twitter/YouTube channels and more.

## Sleeping

### Sleep indicator

Sleep indicator informs whether the plugin is currently active or in sleep mode. The plugin can automatically switch itself off to save CPU, when there is no input signal and the plugin knows it cannot produce any signal on its own and it generally makes sense. You can disable this in Settings / **Intelligent sleep on silence** both for individual instances and globally for all plugins on the system.

## Tuning panel



Tuning panel contains parameters controlling the automatic tuning algorithm. Most of them affect the natural sound quality of the output.



### Depth

Depth defines how accurate the output should be. With 100% depth the output usually sounds "machine-like", exactly in tune. With lower depth the plugin tolerates more deviations.

Range: 0.00% to 100.0%, default 50.0%



### Speed

Speed defines how quickly the plugin adjusts, when a note has been changed. Higher speed makes the results immediately in tune, but can cause less natural results.

Range: 0.00% to 100.0%, default 50.0%



**DETUNE**  
0.0 cents

### Detune

Detune defines global pitch change in cents (100 cents is one semitone).

Range: -100.0 cents to +100.0 cents, default 0.0 cents



**BASE**  
440.00 Hz

### Base frequency

Base frequency defines the pitch standard, the predefined middle A frequency, which is normally 440Hz, but you may want to define it differently for specific musical purposes.

Range: 400.00 Hz to 480.00 Hz, default 440.00 Hz

## Effects panel



Effects panel contains additional parameters that affect the resulting sound.



**DRY/WET**  
100% wet, 0% dry

### Dry/Wet

Dry/Wet defines amount of the dry & wet signals. Please note that if you don't apply any global pitch shifting and leave C0 key enabled, than the C0 will basically contain the dry signal.

Range: 0% wet, 100% dry to 100% wet, 0% dry, default 100% wet, 0% dry



**WIDTH**  
0.0 cents

### Width

Width defines pitch difference between channels. This can generally be used to perform a kind of stereo expansion or make the track sound as if it had been recorded twice and panned hard left and hard right.

Range: -100.0 cents to +100.0 cents, default 0.0 cents



**KEEP FORMANTS**  
100.0%

### Keep formants

Keep formants makes the algorithm try to reduce the altering of the spectral envelope. Most natural instruments including the human voice do not change the complete spectrum when changing pitch. However the pitch shifting algorithm does that since it does not follow the complex physical laws, which results in the typical mickey-mouse effect etc. Keep formants tries to approximate these physical laws and usually results in more natural results.

Range: 0.00% to 100.0%, default 100.0%



**FORMANT SHIFT**  
0.00

### Formant shift

Formant shift lets you manually alter the formant information (in semitones), which generally results in no pitch shifting, but can create the mickey-mouse effect for example.

Range: -12.00 to +12.00, default 0.00

# Detector panel



Detector panel contains advanced settings for the pitch detector that the plugin uses. Use the parameters to adjust it to your audio material.



## Pitch detection mode

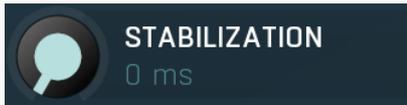
Pitch detection mode controls the way the pitch is detected. By default the **Robust** algorithm is used, which takes into account both spectrum and time properties of the audio signal. In most signals the fundamental frequency is related to the loudest harmonics as well, so normally the engine analyses these relations to find the most probable fundamental. However in some instruments such as bells, there may be lots of inharmonic content available and not so many harmonics, which may confuse the engine. In that case try some of the other modes to see which works the best.



### Threshold

Threshold determines the minimal signal level to be detected by the pitch detector. Many natural instruments, such as vocals, contain noise-like gaps, which could confuse the pitch detector. Since these sounds are usually quite low in level, you can simply use this parameter to exclude these sections from the processing.

Range: silence to 0.00 dB, default silence



### Stabilization

Stabilization specifies how quickly can the pitch make bigger changes. This can be useful for more complicated material, such as voice, which often contains short pieces of inharmonic material, which would normally make the detector jump too quickly.

Range: 0 ms to 1000 ms, default 0 ms



### Min frequency

Min frequency controls the minimum frequency the pitch detector can calculate. Most signals contain lots of noise, low-frequency rumble, high frequency harmonics and other components, which may make the detector report incorrect fundamental pitch. This limit helps the detector ignore the irrelevant components and ensure the processor works quickly with maximum accuracy with all reasonable signals.

Range: 20.00 Hz to 20.0 kHz, default 20.00 Hz

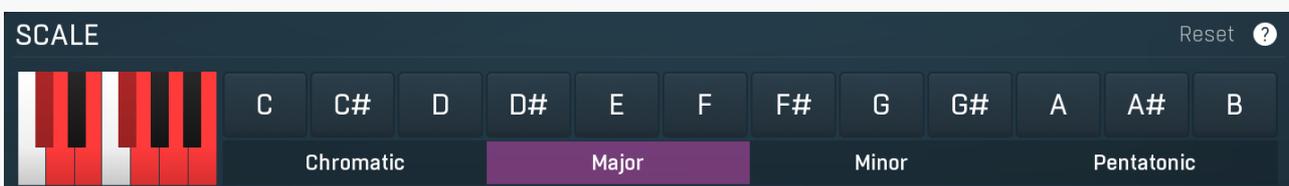


### Max frequency

Max frequency controls the maximum frequency the pitch detector can calculate. Most signals contain lots of noise, low-frequency rumble, high frequency harmonics and other components, which may make the detector report incorrect fundamental pitch. This limit helps the detector ignore the irrelevant components and ensure the processor works quickly with maximum accuracy with all reasonable signals.

Range: 20.00 Hz to 20.0 kHz, default 1000 Hz

# Scale panel



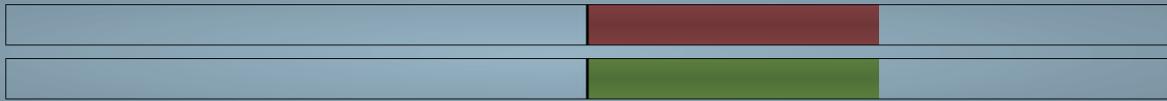
Scale panel contains configuration for current song's scale. The plugin will then allow only enabled notes to be played. You can either

manually set the notes to play using the piano keyboard on the left, or use the predefined set of basic scales. The default scale is chromatic, which allows all 12 semitones to be played. Please note that you can automate each semitone.

Reset **Reset**

Reset button restores the original chromatic scale.

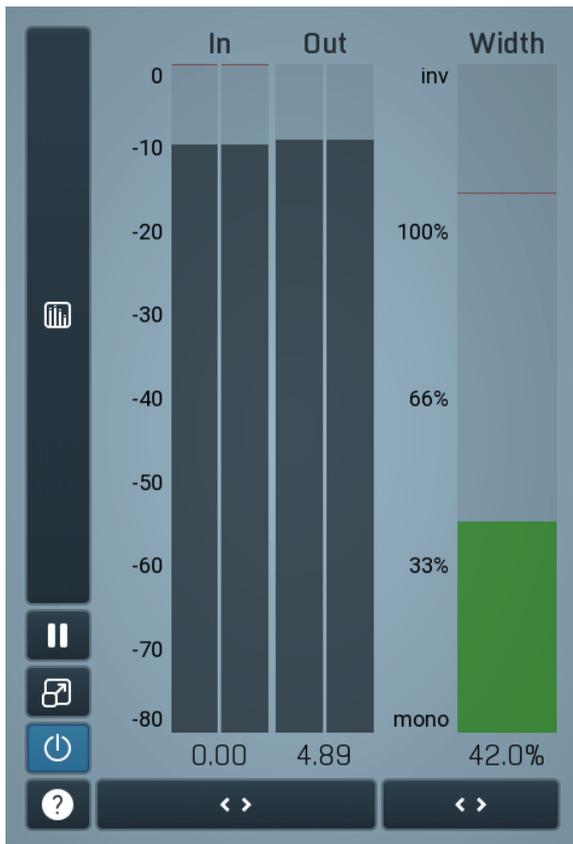
F#



**Tuning**

### indicator

Tuning indicator displays how closely the input and output are in tune. On the left you can see the note chosen to be the best for actual input. **Red bar** shows the tuning of the input. **Green bar** shows the same thing for the output, hence in most cases this will be smaller than the red bar, since the output will be more in tune than the input.



### Global meter view

Global meter view provides a powerful metering system. If you do not see it in the plug-in, click the **Meters** or **Meters & Utilities** button to the right of the main controls. The display can work as either a classical level indicator or, in time graph mode, show one or more values in time. Use the first button to the left of the display to switch between the 2 modes and to control additional settings, including pause, disable and pop up the display into a floating window. The meter always shows the actual channels being processed, thus in M/S mode, it shows mid and side channels.

In the classical level indicators mode each of the meters also shows the recent maximum value. Click on any one of these values boxes to reset them all.

**In meter** indicates the total input level. The input meter shows the audio level before any specific processing (except potential oversampling and other pre-processing). It is always recommended to keep the input level under 0dB. You may need to adjust the previous processing plugins, track levels or gain stages to ensure that it is achieved.

As the levels approach 0dB, that part of the meters is displayed with **red** bars. And recent peak levels are indicated by single bars.

**Out meter** indicates the total output level. The output meter is the last item in the processing chain (except potential downsampling and other post-processing). It is always recommended to keep the output under 0dB.

As the levels approach 0dB, that part of the meters is displayed with **red** bars. And recent peak levels are indicated by single bars.

**Width meter** shows the stereo width at the output stage. This meter requires at least 2 channels and therefore does not work in mono mode. Stereo width meter basically shows the difference between the mid and side channels.

When the value is **0%**, the output is monophonic. From 0% to 66% there is a green range, where most audio materials should remain. **From 66% to 100%** the audio is very stereophonic and the phase coherence may start causing problems. This range is colored blue. You may still want to use this range for wide materials, such as background pads. It is pretty common for mastered tracks to lie on the edge of green and blue zones.

**Above 100%** the side signal exceeds the mid signal, therefore it is too monophonic or the signal is out of phase. This is marked using red color. In this case you should consider rotating the phase of the left or right channels or lowering the side signal, otherwise the audio will be

highly mono-incompatible and can cause fatigue even when played back in stereo.

For most audio sources the width is fluctuating quickly, so the meter shows a 400ms average. It also shows the temporary maximum above it as a single coloured bar.

If you right click on the meter, you can enable/disable loudness pre-filtering, which uses EBU standard filters to simulate human perception. This may be useful to get a more realistic idea about stereo width. However, since humans perceive the bass spectrum as lower than the treble, this may hide phase problems in that bass spectrum.



### Time graph

Time graph button switches between the metering view and the time-graphs. The metering view provides an immediate view of the current values including a text representation. The time-graphs provide the same information over a period of time. Since different time-graphs often need different units, only the most important units are provided.



### Pause

Pause button pauses the processing.



### Popup

Popup button shows a pop-up window and moves the whole metering / time-graph system into it. This is especially useful in cases where you cannot enlarge the meters within the main window or such a task is too complicated. The pop-up window can be arbitrarily resized. In metering mode it is useful for easier reading from a distance for example. In time-graph mode it is useful for getting higher accuracy and a longer time perspective.



### Enable

Enable button enables or disables the metering system. You can disable it to save system resources.



### Collapse

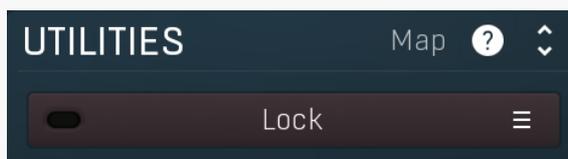
Collapse button minimizes or enlarges the panel to release space for other editors.



### Collapse

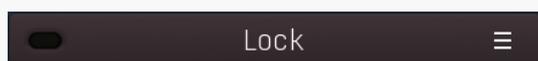
Collapse button minimizes or enlarges the panel to release space for other editors.

## Utilities



### Map

Map button displays all current mappings of modulators, multiparameters and MIDI (whichever subsystems the plugin provides).



### Lock

Lock button displays the settings of the global parameter lock. Click on it using your left mouse button to open the Global Parameter Lock window, listing all those parameters that are currently able to be locked.

Click on it using your right mouse button or use the **menu button** to display the menu with learning capabilities - **Learn** activates the learning mode, **Clear & Learn** deletes all currently-lockable parameters and then activates the learning mode. After that, every parameter you touch will be added to the lock. Learning mode is ended by clicking the button again. The On/Off button built into the Lock button enables or disables the active locks.



### **Collapse**

Collapse button minimizes or enlarges the panel to release space for other editors.

