GTune Manual

Welcome to GTune

GTune is a chromatic instrument tuner which operates much like similar hardware units. It will automatically detect the pitch of a note being played, and display the closest corresponding Western scale note.

You then change the pitch of your instrument, using the "LED"-like indicators and the numerical read-out in order to bring your instrument quickly and accurately into tune.

Interface

The user interface has four parts. From top to bottom these are the reference frequency control, the main display, the coarse-tune "LED" indicators and the frequency readout.

Reference Frequency: This controls the frequency of the A above middle-C. Basically, this should be left at 440Hz unless you know that you need a different reference frequency.

Main Display: The main display displays the Western scale note closest to the current input signal.

LED: "Lights" to the left of centre indicate that your note is flat compared to the target note shown in the main display. "Lights" to the right indicate that you are sharp. If the middle "light" is activated, then the input is well-tuned to the

displayed note.

Frequency Readout: The small window at the bottom of the user interface displays the frequency of the note you are playing, in Hz. To the right of this, you are told in cents how flat (-) or sharp (+) your instrument is, compared to the target note. Handy for fine-tuning your instrument!

Hints and ideas

- Guitar-players should use a neck pick-up if available, as it generally carries more of the fundamental tone needed for tracking. That said, freedom from a noisy signal is more important, so try different pick- up selections to see which works best for you.
- Use a fairly "hot" signal, as detection will be more accurate and the note's pitch will be tracked for longer.
- Minimize noise in the signal as much as possible, but do not use a "gate" effect to do so.

Installation

I've always aimed to ensure that the GVST plug-ins are each a single file and as compact as I could make them.

For simple plug-ins like these, installation usually boils down to copying a file, so I've never created any automated installers. I know some people would prefer an installer, so apologies for the extra hassle, but hopefully it won't be too difficult.

The installation process will vary for different hosts and different operating systems, but I'll try to cover the basics below.

32-bit or 64-bit (Windows and Linux)

The Windows and Linux plug-ins come in 32- and 64-bit versions. Generally speaking you will need the one that matches the host software you're running.

If you're not sure, you can usually tell if you look at the "About" screen, which can usually be found in one of the application menus.

Taking Audacity as an example: at the time of writing you can find the

necessary detail in the "Build Information" tab of its "About" screen.

If all else fails, you could try both and see which works. These days 32-bit applications are becoming increasingly rare, so try the 64-bit version first.

General installation

1. All GVST plug-ins come compressed in a `.ZIP` file, so the first step is to extract the files from the `.ZIP` file.
2. Once extracted, you should have a plug-in file - on Windows it will be a `.DLL` file, on Mac a `.VST` file, and on Linux a `.SO` file.
3. You will need to copy the plug-in file to the appropriate folder for your host program and possibly configure the host software to find it.
4. Many hosts will allow you to specify a folder on your computer where it should look for plug-ins. For example, in the Preferences in Audacity for Windows or Mac, you can add extra locations for VST plugins.
5. In most cases, you will need either to restart the host program or re-scan the plug-in folder in order for newly-installed plug-ins to appear.
6. The exact process will depend on the software you're using. You should be able to find specific instructions by searching the Internet, e.g. "How to install a VST plugin in Cubase".

Special/default plug-in locations

On a Linux machine, the convention is to locate VST plug-ins under the `~/.vst` directory. I have all the GVST plug-ins copied into `~/.vst/GVST`.

Similarly, there is a common location for audio plug-ins on a Mac: `~/Library/Audio/Plug-Ins`. I copy all the GVST plug-ins into `~/Library/Audio/Plug-Ins/VST`.

It's usually more convenient to place the plug-ins in a location of your choosing and point your host software to it, if that's supported by the application.

License

1. GVST plug-ins are provided to the user at no cost. While every GVST plug-in is tested to the best of the developer's ability, no warranty or guarantee is offered to the end user.

2. No suggestions made by the developer or his representatives (i.e., freely offered support) are to be taken as an implied warranty or guarantee.

3. These plug-ins may only be distributed by the official GVST website, or by parties explicitly given permission by the developer.

4. GVST plug-ins are to be distributed only in their original form as intended by the developer (i.e., the unaltered archive).

5. GVST plug-ins are freeware, meaning you are never under any obligation to pay for them! However, should you wish to help support continued development of GVST software, please consider donating through the official website.

6. GVST plug-ins can be used freely to create and process audio for private or commercial works.

In a nutshell, the code's all mine, but any music or sounds you create using GVST plug-ins is all yours. Of course, if you hit the big time then do feel free to pop back and donate a little something.

Credits

- Plug-in development, website and graphics by Graham Yeadon.
- A special mention to Rick "grymmjack" Christy and Greg Pettit who helped me with the UI design and documentation early on.
- VST technology copyright Steinberg GmbH.
- The "VST" name and logo are registered trademarks of Steinberg GmbH.
- "Windows" is a registered trademark of Microsoft Corporation.
- "Mac" and "OSX" are trademarks of Apple Inc.