Antares™

AUTO-TUNE EFX+

USER GUIDE

VERSION 10.0

Contents

Introducing Auto-Tune EFX+ 10.0

Auto-Tune EFX+ 10.0 is a versatile vocal production tool, which combines the core features of Auto-Tune with the powerful EFX Multi-Effects Rack, and Motion Pattern Generator.

Auto-Tune: Pitch Correction and the Auto-Tune Effect

Auto-Tune EFX+ includes industry standard Auto-Tune pitch correction, with formant correction and low latency processing for real-time performances.

Fully adjustable Retune Speed and Humanize parameters let you fine-tune the desired effect for your tracks, from transparent pitch correction to the full Auto-Tune Effect. Compatibility with Auto-Key (sold separately) means never having to worry about finding the key of your music before tuning.

The brand new Auto-Key 2 plug-in automatically detects the key, scale, and tempo of your track and can send that information to Auto-Tune EFX+ with a single click.

Auto-Key is also available as a free application on mobile devices to detect and send key and scale information to Auto-Tune EFX+. Auto-Key Mobile brings perfect pitch to your pocket!

EFX: Multi-Effects Rack

The EFX Multi-Effects Rack opens up a world of possibilities, from subtle enhancements to extreme vocal mutations and transformations. It includes over a dozen effects modules, a library of factory presets, and an XY Pad for real-time parameter control.

Effects modules include:

- **Pitch & Throat**: for real-time pitch and formant shifting
- **Breath**: adds high-end "breathiness" to a vocal, making it pop more in a mix
- **Duet**: for realistic doubling, with adjustable pitch and timing variation
- **Tube**: for analog tube distortion modeling
- **Mutate**: for ring modulated audio mutation
- **Vocode**: for vintage analog vocoder emulations
- **Echo**: a simple delay to add depth to a vocal
- **Chorus**: “ensemble style” chorus for creative vocal thickening
- **Reverb**: creates a large vocal space with adjustable dampening and room size
- **Highpass**: an adjustable cutoff filter for removing unwanted low frequencies
- **Lowpass**: an adjustable cutoff filter for removing unwanted high frequencies
- **EQ**: an adjustable bell curve node for taming or boosting a specific frequency range
- **Compress**: an opto-style simple compressor for applying gain reduction to a vocal

Motion Pattern Generation

The Motion Pattern Generator lets you create new melodies and hooks by automatically pitch-shifting your original vocal or instrumental tracks along a rhythmic pitch pattern.

The Motion tab features an extensive library of Motion patterns that intelligently adapt to match the key and tempo of your project. Determine the speed of the pattern based on tempo or subdivision. You can also choose between three distinct pattern styles: Hard, Soft, Legato, or dial in something in between with the Motion Glide control.

The Pattern Browser gives you a piano roll visualization of each pattern, making it easy to browse the pattern library and quickly find the melodic shape you're looking for.

Three different Motion Trigger Modes allow you to trigger patterns manually, toggle them on and off, or trigger automatically when an incoming pitch is detected.

What Type of Audio is Appropriate for Auto-Tune EFX+?

Most of the features available in Auto-Tune EFX+ require a monophonic audio source with well defined pitch. This could be a single human voice, or an instrument playing one note at a time, but not a group of singers on a single track, or an instrument playing chords.

Additionally, noise content, or extreme breathiness in vocal performance can sometimes lead to tracking errors during pitch correction, which can often be remedied by adjusting the Tracking setting.

Quickstart Guide

Activation Instructions

Before we can use Auto-Tune EFX+, we need to activate our license first using the Auto-Tune Central application. Please follow the steps below, or watch our instructional video to get started:

Step 1: Install Auto-Tune Central

Visit our website here to download the latest installer for Auto-Tune Central. After downloading, run the installer.

After installation is complete, you can find Auto-Tune Central in your computer's applications folder:

MacOS
/Applications

Windows
C:\Program Files\Antares Audio Technologies

Step 2: Open Auto-Tune Central and Log In

Enter your email address and password to log in.

If you purchased your plug-in or subscription through antarestech.com, navigate to the "Plug-Ins" tab to install and manage your products.

If you purchased through a third party, please follow the steps below.

Step 3: Navigate to the Redeem a License Tab

In the top banner of Auto-Tune Central, select "Redeem a License." Enter your 25-digit registration code, then select "Redeem and Activate."

Step 4: You're all set!

Now you can use your Antares plug-in(s) in your DAW! Navigate to the "Plug-Ins" tab to install and manage your products.

For the latest DAW Compatibility information, please visit this page on our website.

Step 5: Open Auto-Tune EFX+ In Your DAW

Below, you'll find instructions on how to insert Auto-Tune EFX+ onto a track in various compatible DAWs:

Pro Tools

Choose an empty insert slot on one of your audio tracks, instrument tracks, or buses. Then select Auto-Tune EFX+ from the pop-up menu in the "Pitch Shift" and "Effect" Categories, as well as the Antares Manufacturer list.

Logic Pro

Choose an empty insert slot on one of your audio tracks, instrument tracks or buses and select Auto-Tune EFX+ from the pop-up menu. You will find Auto-Tune EFX+ in: *Audio Units > Antares* section (named Auto-Tune EFX+).

Ableton Live

In either Session or Arrangement View, select the track you would like to place Auto-Tune EFX+ on by clicking the track name.

At the top left of Ableton's interface, click on the Plug-in Device Browser icon. From the plug-ins list, double-click Auto-Tune EFX+, or drag it onto the track.

Cubase

Choose an empty insert slot, for example in the Mixer, and select Auto-Tune EFX+ from the menu that appears.

Studio One

Click the '+' button next to the Inserts tab of an audio track, and select 'Auto-Tune EFX+' from the drop-down menu. Alternatively, drag and drop the plug-in from the Antares Effects folder.

Reaper

Click the ‘FX’ button next to the track name of an audio track, and select ‘Auto-Tune EFX+’ from the EQ or Dynamics category.

Digital Performer

In the Digital Performer Mixing Board, click an empty insert slot to open the Insert Effects list. Select Auto-Tune EFX+ from the list, or use the search bar to locate it quickly.

Auto-Tune: Pitch Correction and Effect

Open Auto-Tune EFX+

Place Auto-Tune EFX+ on an audio track in your DAW. For best results, use it on a vocal track with only one singer, or a monophonic instrumental track that does not include chords or multiple pitches sounding at once.

Choose the Correct Input Type

Select the Input Type that best describes your audio. Options include:

- Soprano
- Alto/Tenor
- Low Male
- Instrument
- Bass Instrument

If you're not sure which Input Type would be best for your audio, try the Learn function to detect it automatically.

Choose the Correct Key, and Scale

Set the Key and Scale parameters to match the key and scale of your music.

If you're not sure what key your music is in, you can use the Auto-Key plug-in (sold separately) or the Auto-Key Mobile app to detect and set it automatically.

You can also use the Keyboard to customize your scale by turning individual notes on and off.

Choose Your Retune Speed and Humanize Settings

Set the Retune Speed to determine how quickly Auto-Tune EFX+ tunes your audio to the target pitches. For a pronounced Auto-Tune Effect, set the Retune Speed to 0, or close to 0. For more natural-sounding pitch correction, set the Retune Speed to 20 or more, and turn up Humanize.

EFX: Multi-Effects Rack

Open Auto-Tune EFX+ and Select EFX View

Place Auto-Tune EFX+ on an audio track in your DAW. For best results, use it on a vocal track with only one singer, or an instrumental track that does not include chords or multiple pitches sounding at once.

Set the View Switch to EFX, to make the EFX controls visible.

Choose a Preset from the Preset Browser

Select a preset using the Preset Browser. Each preset includes up to 4 different effects modules on the Effects Panel, where they can be reordered and adjusted individually. Presets also include up to three Pitch FX modules which can be enabled individually, but cannot be reordered on the Effects Panel.

Many presets also include settings for pitch correction parameters such as Retune Speed and Humanize.

Adjust the Effect Parameters

Click on a module in the Effects Panel to select it. Once the module is selected, you can adjust its parameters using the XY Pad. You can also click and drag effect modules left or right to reorder them in the signal chain.

The Pitch & Throat, Breath, and Duet modules comprise the Pitch FX section. These modules can be enabled/disabled individually, but cannot be reordered on the Effects Panel.

Note: *The 'Throat' parameter of the Pitch & Throat module, and the entire Breath module will be disabled if Formant correction is disabled.*

Motion: Pattern Generator

Open Motion View

Place Auto-Tune EFX+ on an audio track in your DAW. For best results, use it on a vocal track with only one singer, or an instrumental track that does not include chords or multiple pitches sounding at once.

Set the View Switch to Motion to make its controls visible.

Set Pattern Tempo

If your project includes accurate tempo information, turn on Host Sync to synchronize the Motion pattern to the project's tempo.

With Host Sync on, you can set the Motion Tempo to various divisions of the beat. Otherwise, turn Host Sync off, and specify the Tempo in beats per minute.

Dial In the Motion Glide and Trigger Mode

The Motion Glide setting affects the way patterns sound (specifically the speed of transitions between notes). Trigger Mode offers three different options for how patterns are triggered.

Choose a Motion Pattern

Select a Motion Pattern from the Pattern Browser, or click the arrow buttons on either side of the pattern display to jump to the next pattern or the previous pattern.

Trigger the Pattern

If the Motion Trigger Mode is set to Momentary, you can trigger patterns by holding down the Play Motion button (or automate that parameter using your DAW's automation features.) If the Motion Trigger Mode is set to Auto, it will be triggered by incoming audio.

Views

Auto-Tune EFX+ includes two different interface views. Switching to a different view hides some controls, but does not disable them.

EFX View shows the controls for the EFX multi-effects rack. Motion View shows the controls for the Motion Pattern Generator.

All of the Pitch Correction Controls (such as Retune Speed and Humanize) and Global Controls are visible in both views. The two views are shown side by side below:

Global Controls

Auto-Tune Central

Click on the Antares Logo to open **Auto-Tune Central**, a separate application used to manage license activations.

Undo

Click the **Undo** button to reverse your most recent edit, up to 99 steps.

Redo

Click the **Redo** button to restore the most recently undone edit.

Settings

The **Settings** button opens the Settings and Preferences Menu.

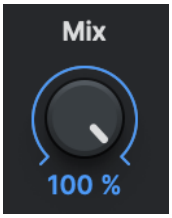
Bypass

Click the **Bypass** button to disable EFX+ in your DAW. When bypassed, the Bypass button will appear de-illuminated.

Output

The **Output** knob adjusts the level of audio output by Auto-Tune EFX+.

Mix



The **Mix** control allows you to mix in the “dry” unprocessed audio of your track with the processed output Auto-Tune EFX+. When Mix is set to 100%, only the processed signal is present in the output.

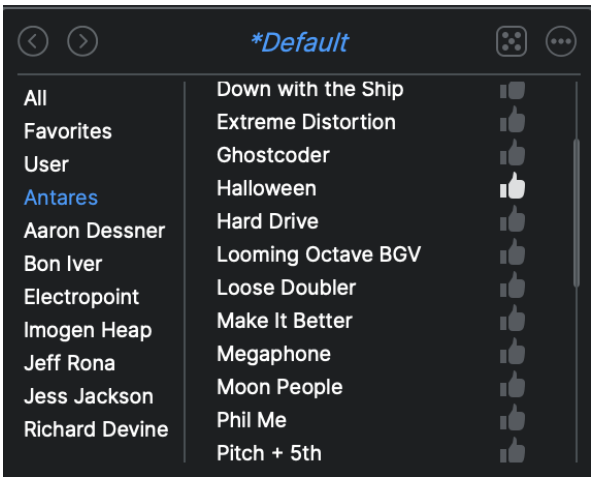
View Switch

These tabs will switch between the EFX and Motion Views.

The EFX tab shows the controls for the EFX multi-effects rack, and the Motion tab shows the controls for the Motion Pattern Generator.

***Note**: The controls in the Motion tab remain active even when hidden.*

Preset Browser



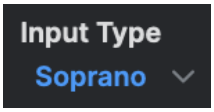
The **Preset Browser** gives you access to an extensive library of multi-effects presets so you can quickly call up classic and innovative vocal effects, and tweak them to create your own signature sound.

We've partnered with some of the most innovative artists in the industry to showcase the creative effects possible with Auto-Tune EFX+ 10.0.

After selecting a preset, you can modify it by selecting a module in the Effects Panel, and then adjusting its parameters with the XY Pad. You can also reorder the effects modules by clicking and dragging them to the left or right.

Pitch Correction Controls

Input Type

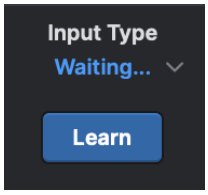


Auto-Tune EFX+ offers a selection of processing algorithms optimized for different types of audio.

For the most accurate pitch detection and correction, choose the **Input Type** that best describes your audio. Options include:

- Soprano
- Alto/Tenor
- Low Male
- Instrument
- Bass Instrument

Learn

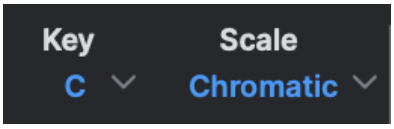


Click the **Listen** button to automatically determine the Input Type.

This feature uses Machine Learning to help you pick an input type that best matches the vocals on your track.

For best results, play back 5 seconds of audio that best represent the typical vocal range of the track.

Key and Scale



The **Key and Scale** parameters are used to define the set of notes that your audio will be tuned to. For best results, set them to match the actual key and scale of your music.

The Keyboard is automatically updated to show which notes are active for the current Key and Scale selection.

If you're not sure what key your music is in, you can use the Auto-Key plug-in (sold separately) or the Auto-Key Mobile app on your smartphone to automatically detect it and send that information to Auto-Tune EFX+.

Auto-Tune Pitch Correction

The **Auto-Tune** button allows you to easily enable or bypass all pitch correction processing, independently of the Motion Pattern Generator and EFX Multi-Effects rack.

When this button is on, pitch correction is applied to input audio. When it's off, no pitch correction will be applied.

Formant

Formants are resonant frequencies resulting from the physical structure of the human mouth and vocal tract.

When a vocal is pitch-shifted without formant correction, the formants are shifted as well, which can result in a less natural-sounding effect. When the **Formant button** is on, Auto-Tune EFX+ automatically corrects the formant frequencies for more natural sounding pitch correction.

The Pitch & Throat effect module also makes use of formant processing, allowing you to adjust fundamental pitch and formant frequencies independently and in real time.

Turning off the Formant button disables formant correction during pitch correction, the Throat Length parameter in the Pitch & Throat module, and the entire Breath module. This can help to minimize CPU usage when formant correction is not needed.

Retune Speed

Retune Speed controls how rapidly pitch correction is applied to the incoming audio. Setting the Retune Speed to 0 will cause immediate changes from one pitch to another, and will completely suppress any vibrato or deviations in pitch.

For the Auto-Tune Effect, set the Retune Speed close to 0. A setting between 10 and 50 is typical for more natural sounding pitch correction.

Larger values allow through more vibrato and other interpretive pitch gestures, but slow down how rapidly corrections are made.

Humanize

The **Humanize** function allows you to add realism to sustained notes when using fast retune speeds.

It applies a slower Retune Speed only during the sustained portion of longer notes, making the overall performance sound both in tune and natural.

Start by setting Humanize to 0, and adjust the Retune Speed until the shortest problem notes in the performance are in tune. If sustained notes sound unnaturally static, increase the Humanize setting until they sound more natural.

Pitch Display and Pitch Change Meter

Pitch Display

The **Pitch Display** shows you the letter name of the pitch that Auto-Tune EFX+ is currently outputting.

This may be different than the pitch that it is detecting, if the detected pitch is not part of the current scale.

To see the pitch that's being detected in the incoming audio, look for the key highlighted in blue on the Keyboard.

Pitch Change Meter

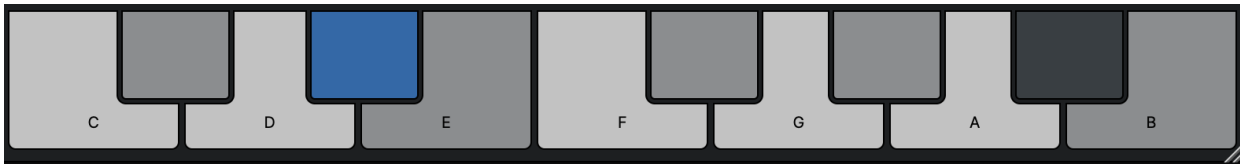
The **Pitch Change Meter** (which wraps around the Pitch Display) shows you how much the pitch is being changed, measured in cents. When a detected pitch is sharp, the meter lights up orange, and wraps to the left. Flat pitches turn the meter blue, and wrap to the right.

For example, if the indicator bar has moved to the left to -50, it indicates that the input pitch is 50 cents too sharp and Auto-Tune is lowering the pitch by 50 cents to bring the input back to the desired pitch.

Hold Button

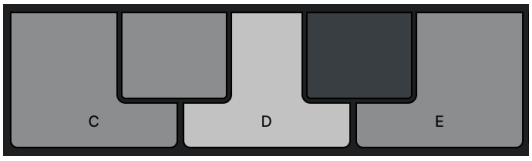
Click and hold the snowflake icon while Auto-Tune is processing audio to freeze both the Pitch Change Meter and the detected pitch key (blue key) on the keyboard for as long as you hold down the mouse button.

The Keyboard



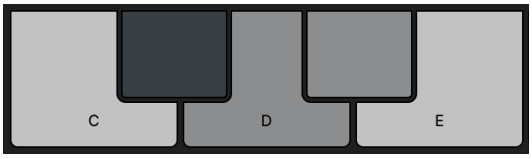
The **Keyboard** displays the current detected pitch by highlighting it in blue, and also allows you to add and remove notes from the scale.

On



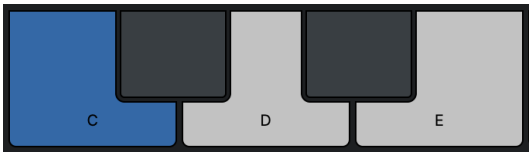
When a note on the Keyboard is **On**, it will appear white or black (depending on which note it is), and input pitches that are closest to that note will be tuned to it.

Bypass



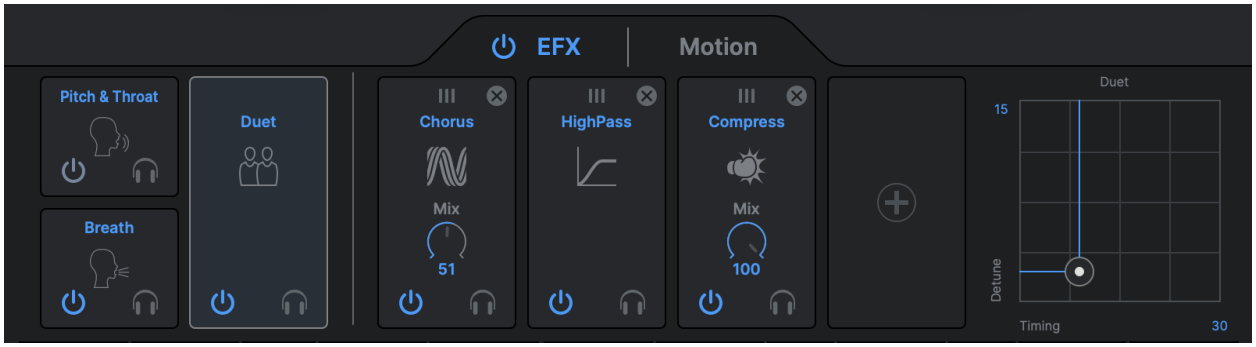
When a note on the Keyboard is set to **Bypass**, it will appear grey, and any incoming pitches that are closest to that note will be tuned to the next closest scale note instead.

Detected Pitch



When a note on the Keyboard is highlighted in blue, that indicates the current detected pitch.

EFX: Multi-Effects Rack



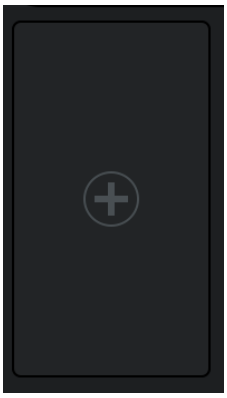
The **EFX: Multi-Effects Rack** includes over a dozen different effects modules, and a collection of factory presets. Factory presets contain a wide variety of sounds that use the Multi-Effects Rack modules and the Motion settings to create a unique palette of sound processing.

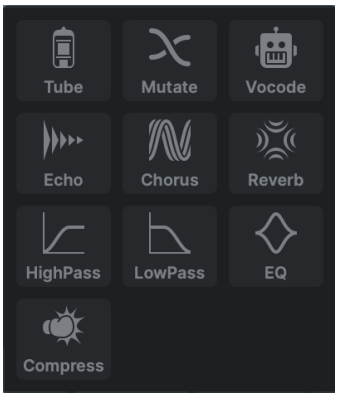
Each individual preset combines up to seven effects modules to create a unique effect, and each effect module has two adjustable parameters which can be modified in real time with the XY Pad.

After you choose a preset using the Preset Browser, the modules that it includes will be displayed in the Effects Panel. Click on a module to select it, then use the XY Pad to control its parameters.

Effects Panel

The **Effects Panel** shows the effects modules that are active in the current preset.





To insert an effect module, click on the '+' button in the middle of an empty module slot, then select an effect from the pop-up menu that appears.

Click on a module on the Effects Panel to select it. When a module is selected, its parameters can be adjusted with the XY Pad.

Modules can be bypassed or soloed individually by clicking on their **Power** or **Solo** buttons respectively.

EFX On/Off

The **EFX On/Off** button turns the EFX processing on and off. When set to off, the EFX multi-effects rack will be bypassed, but the Auto-Tune pitch correction and Motion sections of the plug-in will still be active.

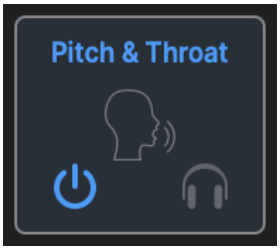
To bypass Auto-Tune EFX+ entirely, click the global Bypass button.

The Effects Modules

Each effect module has two adjustable parameters, specific to that module, which are controlled using the X and Y axes of the XY Pad. Many effect modules also include their own **Mix** knobs, which control their individual balance between unprocessed and processed audio.

The Pitch & Throat, Breath, and Duet modules (collectively referred to as the **Pitch FX** section) are locked to the first three slots of the signal chain. The remaining effects modules can be reordered on the Effects Panel by dragging them left or right.

Pitch & Throat

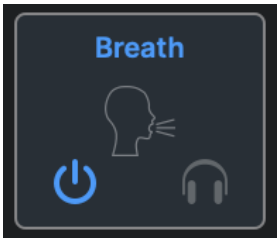


The **Pitch & Throat** module combines dynamic, real-time pitch shifting and adjustable throat modeling (formant shifting).

The X parameter is throat length (formant frequency), and the Y parameter is pitch shift.

***Note**: Throat modeling is disabled when the Formant button is turned off.*

Breath

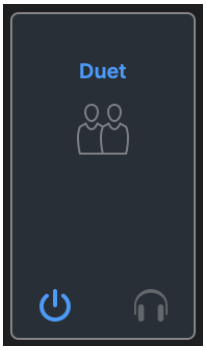


The **Breath** module adds high end “breathiness” to a vocal to make it pop more in a mix.

The X parameter is the cutoff frequency of the high pass filter applied to the audio, and the Y parameter is the wet/dry mix of filtered noise that is added.

***Note**: The Breath module is disabled when the Formant button is turned off.*

Duet

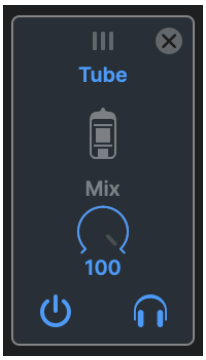


The **Duet** module creates a realistic doubling effect, with adjustable pitch and timing variation.

The X parameter is the amount of timing variation, and the Y parameter is the amount of pitch variation.

For best results, it's recommended to use the stereo version of the plug-in to take full advantage of the stereo nature of this effect.

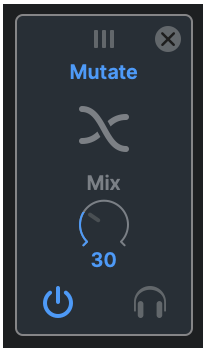
Tube



The **Tube** module is designed to emulate the sound of classic analog tube distortion.

The X parameter is the amount of compression and the Y parameter is drive gain.

Mutate

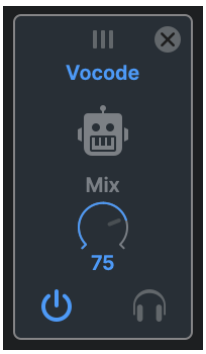


The **Mutate** module is a ring modulator effect designed to produce otherworldly audio transformations and mutations.

The X parameter, Alienize, gives your vocal track the quality of an alien language by chopping it up into small segments and playing each segment in reverse. Adjusting the Alienize parameter sets the length of the speech segments that are reversed.

The Y parameter lets you choose from 24 different varieties of mutation, created with pitch-tracking ring modulation.

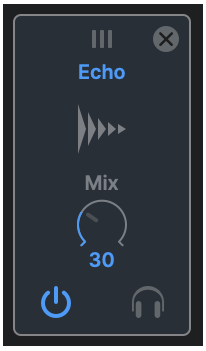
Vocode



The **Vocode** module is a classic vocoder effect that synthesizes your voice. Discover up to 10 different vintage vocoder styles used in the artist presets.

The X parameter adjusts the wet/dry mix, and the Y parameter pitch shifts the synthesized output.

Echo

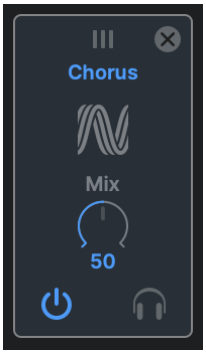


The **Echo** module features a simple delay that adds depth to a vocal.

The X parameter allows you to adjust the delay time in divisions of the beat.

The Y parameter determines how much of the delay's output is fed back into its input. A higher feedback setting results in a longer lasting delay with a slower decay.

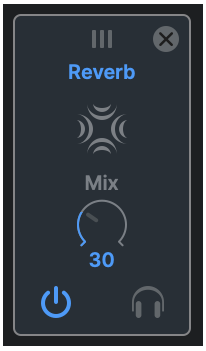
Chorus



The **Chorus** module is an ensemble style chorus with adjustable depth and rate parameters for creative vocal thickening.

The X parameter adjusts the rate at which delay times are modulated, and the Y parameter adjusts the modulation range of delay times. Higher depth values increase the amount of pitch variation.

Reverb



Reverb creates a large vocal space with adjustable dampening and room size parameters.

The X parameter determines the room size of the reverb. Higher values simulate the reverberation of larger rooms.

The Y parameter adjusts the absorption of high-frequency content over time.

Highpass

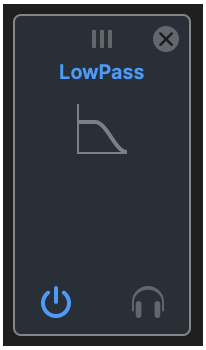
The **Highpass** module is an adjustable high-pass filter for EQ and special effects.

The X parameter adjusts the filter's cutoff frequency, and the Y parameter adjusts the filter Q.

Q determines the sharpness (or width) of the EQ band, allowing you to attenuate or boost a very narrow or wide range of frequencies.

A higher Q setting results in a sharper (narrower) filter band.

Lowpass



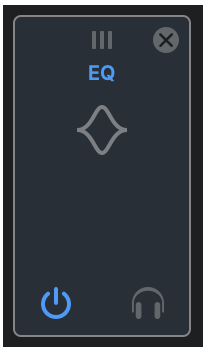
The **Lowpass** module is an adjustable cutoff filter for removing unwanted high frequencies.

The X parameter adjusts the filter's cutoff frequency, and the Y parameter adjusts the filter Q.

Q determines the sharpness (or width) of the EQ band, allowing you to attenuate or boost a very narrow or wide range of frequencies.

A higher Q setting results in a sharper (narrower) filter band.

EQ



The **EQ** module is an adjustable bell curve node for taming or boosting a specific frequency range.

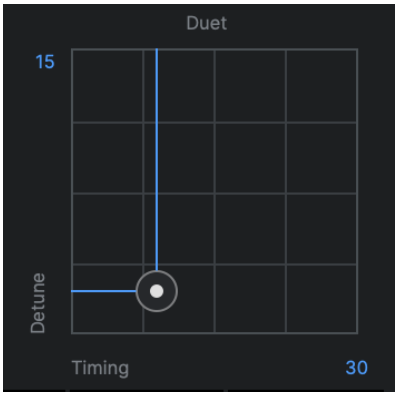
The X parameter adjusts the frequency of the band, and the Y parameter adjusts its gain. The higher the gain, the more the selected frequency will be boosted.

Compress

Compress is a simple opto-style compressor great for applying gain reduction to a vocal.

The X parameter determines the amount of gain reduction applied to the audio, and the Y parameter adjusts the output gain of the audio after being compressed.

XY Pad

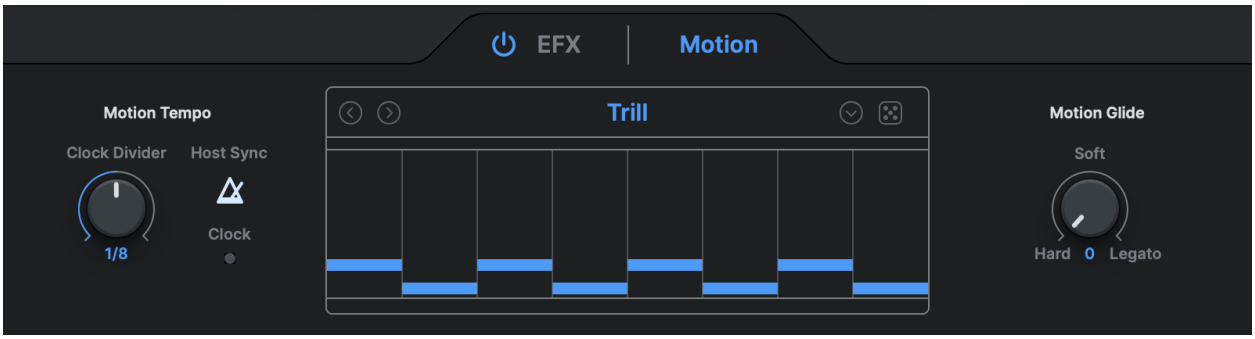


The **XY Pad** gives you real-time control of two parameters at once for each of the effects modules.

Select a module in the Effects Panel to control its parameters with the XY Pad.

See the Effects Modules section for information about which parameters can be controlled for each effects module.

Motion: Pattern Generator



The **Motion Pattern Generator** lets you create new melodies and hooks by automatically pitch-shifting your original vocal or instrumental tracks along a rhythmic pitch pattern.

Motion View features an extensive library of Motion patterns that intelligently adapt to match the key and tempo of your project. Determine the speed of the pattern based on tempo or subdivision. You can also choose between three distinct pattern styles: Hard, Soft, Legato, or dial in something in between with the Motion Glide control.

The Pattern Browser gives you a piano roll visualization of each pattern, making it easy to browse the pattern library and quickly find the melodic shape you're looking for.

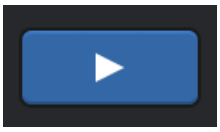
Three different Motion Trigger Modes allow you to trigger patterns manually, toggle them on and off, or trigger automatically when an incoming pitch is detected.

Pattern Browser

The **Pattern Browser** allows you to choose from an extensive library of Motion patterns, and also gives you a visual display of the currently selected pattern.

To choose a Motion pattern, open the dropdown menu, click the arrow buttons to select patterns sequentially, or click the random button.

Play Motion



The **Play Motion** button is used to trigger Motion patterns. The Motion Trigger Mode parameter offers three different modes of operation.

Motion Trigger Mode

The **Motion Trigger Mode** menu offers three different methods for triggering Motion patterns.

Momentary

In **Momentary** mode, the Play Motion button acts as a momentary trigger. Motion patterns are generated when the button is pressed, for as long as the button is held down.

Toggle

In **Toggle** mode, the Play Motion button acts as an on/off switch. When set to on, it triggers a new pattern as soon as pitched audio is detected.

When the Play Motion button is on, the motion will loop continuously until the button is turned off. Motions will only be audible when there is audio present that can be pitch shifted. This means that it will sometimes be perceived to “start” in the middle of the pattern, rather than always starting at the beginning.

Auto

In **Auto** mode, the Play Motion button is automatically enabled and does not need to be manually controlled to trigger pattern playback.

Motions are triggered as soon as pitched audio is detected. However, unlike the other Trigger Modes, if there is a gap in the audio, the pattern will reset and start again as soon as audio is detected. This guarantees that the pattern will start with the first note whenever it detects a new segment of audio.

Turning off the Play Motion button in this trigger mode will bypass Motion playback.

Motion Glide

The **Motion Glide** knob controls the speed of pitch shifting during transitions between individual notes in the selected Motion pattern.

New in Auto-Tune EFX+ 10.0 is the ability to dial in values between the Hard, Soft, and Legato settings. This gives you more control over the speed of note transitions.

At the **Hard** setting, pitch shifting from one note to the next is nearly instantaneous. This creates a pronounced Auto-Tune Effect, similar to setting the Retune Speed to 0.

At the **Soft** setting, pitch shifting between notes in the pattern happens a little more slowly, creating a slightly smoother style of note transition.

The **Legato** setting slows down the transition speed further, for an even smoother and more gradual transition style.

Motion Tempo

The **Motion Tempo Knob** allows you to set the speed at which Motion patterns are played.

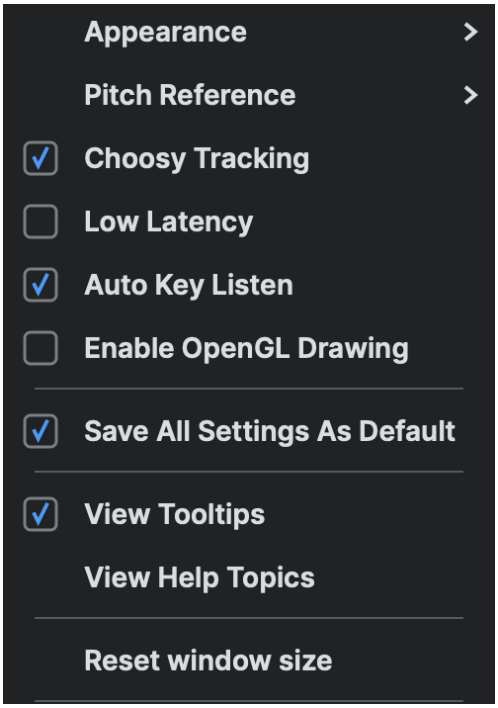
When the **Host Sync** button is on, the motion tempo will synchronize to the DAW project. The **Clock Divider** knob specifies the tempo in divisions of the beat (e.g. ¼, or ⅛).

When Host Sync is off, tempo is specified in beats per minute (bpm), and the Clock Divider knob is replaced by a BPM knob.

When Host sync is on during playback, the Receiving Clock indicator will light up to indicate that tempo information from the DAW is being received.

If Host Sync is On but the Receiving Clock indicator does not light up during audio playback, Auto-Tune may be unable to automatically synchronize with the DAW's project tempo. The Receiving Clock indicator will turn off when audio playback is stopped because DAW tempo information is not being received at that time.

Settings and Preferences



The **Settings and Preferences Menu** allows you to customize your experience with Auto-Tune EFX+. After making your selections, you may save them as default for all future instances of Auto-Tune EFX+.

Appearance

Appearance determines the theme of the Auto-Tune EFX+ GUI. Options include:

- Light
- Dark
- System

If 'System' is selected, Auto-Tune EFX+ will follow the Appearance settings of your Mac or PC.

Pitch Reference

Auto-Tune EFX+ can apply pitch correction to stereo tracks while maintaining phase coherence between the two channels. The **Pitch Reference** setting lets you choose which of the stereo tracks will be used to analyze the pitch.

If one channel is cleaner or better isolated than the other, select that channel as the pitch reference.

When using Auto-Tune EFX+ on a stereo track, both channels should feature the same source material (e.g. a single vocal performance, recorded in stereo using two microphones).

Choosy Tracking

In most cases, **Choosy Tracking** should be left on. Try turning it off if audio is noisy or poorly isolated and pitch correction becomes unreliable.

Low Latency

If you plan to use Auto-Tune EFX+ in a live performance or monitor through it in real time while recording, enable **Low Latency** to minimize any processing delay. However, for highest quality audio processing, you may want to disable it when using the Pitch & Throat effect.

Auto-Key Listen

Auto-Key is a plug-in (sold separately) that automatically detects the key of your music, and then sends that information to Auto-Tune EFX+.

The only time you should need to turn this off is when you are using Auto-Key, but you want this specific instance of Auto-Tune EFX+ to ignore key and scale information coming from it.

Enable OpenGL Graphics

Auto-Tune EFX+ uses OpenGL for improved graphics on computers with compatible graphics card hardware.

To improve performance, OpenGL is disabled by default on Mac. On Windows, OpenGL is enabled by default.

If you notice poor CPU or graphics performance when working with many instances of Auto-Tune EFX+, try changing this preference.

Save All Settings As Default

Check this box to set the default settings for any new instances of Auto-Tune EFX+.

View Tooltips

Tooltips are helpful hints that pop up when you hover over one of the controls in Auto-Tune EFX+. If you don't want to see them, you can turn them off here.

View Help Topics

Click to open the Auto-Tune EFX+ 10.0 Help Page in your web browser. This article contains tutorial videos, answers frequently asked questions, and will direct you to other relevant articles in the Antares Knowledge Base.

Reset Window Size

The Auto-Tune EFX+ plug-in window is completely resizable, and stays sharp at any size. Click and drag the plug-in window from the bottom right corner to resize the GUI to your liking.

Use this setting to reset the window size back to its default size.