

Updating, Editing and Creating Auto-Motion™ Patterns

This document provides instructions for updating, editing and creating your own Auto-Motion patterns.

Auto-Tune EFX 3 Auto-Motion patterns are contained in a file entitled "Patterns.xml" in a standard format called MusicXML. This file can be edited by any application that can open and write MusicXML files. A list of MusicXML-aware applications can be found here:

<http://www.musicxml.com/software/>

If you don't already have a MusicXML-aware application, you can download the free open source music notation program "MuseScore" here:

<http://musescore.org/en>

Locating Your "Patterns.xml" File

Macintosh:

To find your Patterns.xml file on a Macintosh:

- Locate your Auto-Tune EFX 3 plug-in file.

VST and AU plug-ins are typically found in Library/Audio/Plug-ins/VST or Library/Audio/Plug-ins/Components (for AU).

AAX plug-ins are found in Library/Application Support/Avid/Audio/Plug-ins.

- Right-click or Control-click the plug-in and select "Show Package Contents."
- Locate the file at Contents/Resources/Patterns.xml

PC:

To find your Patterns.xml file on a PC:

- Locate your Auto-Tune EFX 3 plug-in file.

VST3 plug-ins are found in \Program Files\Common Files\VST3\

- Locate the Patterns file at: Auto-Tune EFX.vst3\Contents\Resources\Patterns.xml

For the VST2 version, the Patterns file will be found at:

\Program Files\Antares Audio Technologies\Auto-Tune EFX\Patterns.xml

AAX plug-ins are found in \Program Files\Common Files\Avid\Audio\Plug-Ins

- Locate the file at: Auto-Tune EFX.aaxplugin\Contents\Resources\Patterns.xml

About the “Patterns.xml” File

The “Patterns.xml” file contains all of the patterns available in Auto-Tune EFX 3. When opened with a MusicXML aware application, the patterns are displayed as a conductor's score with one pattern per staff.

Although all of the patterns are notated in the key of C Major, their actual pitch is defined by the note of the vocal track at the moment the Trigger button is clicked, along with the currently set Key and Scale.

Specifically:

- C above Middle C represents the note of the vocal track at the moment you click the Trigger button. If you want your pattern to start with that note, make C above Middle C the first note of your pattern.
- The remaining scale notes represent transpositions relative to the note of the vocal track at the moment you click the Trigger button. For example, "E" represents a third above (or a sixth below, depending on the octave) the note of the vocal track. Whether that third is a major or minor third depends on the currently set Key and Scale.

- If a pattern contains only notes of the C Major scale (i.e, C, D, E, F, G, A and B), the pattern will be restricted only to notes of the currently set Key and Scale.
- If the pattern contains any accidentals (sharps and flats), the pattern will be considered a chromatic pattern and can contain any chromatic note, whether or not in the selected scale.
- While the patterns are notated in eighth notes, the actual tempo will be defined by the plug-in's tempo controls.

Updating “Patterns.xml”

From time to time we may release new patterns via a new Patterns.xml file. To install a new file, simply navigate to the file location described above and copy the new file over the existing file. (You might want to copy the original file to some other location first in case you decide you want to revert back to it later.)

IMPORTANT NOTE: On the Macintosh, when copying the new file into the bundle, you will initially get a scary alert that it is not possible to replace the current file. Don't panic. Simply click the alert's "Authenticate" button and enter your account password. All will be well.

ANOTHER IMPORTANT NOTE: On the Macintosh (but not the PC), if you have multiple versions of the plug-in installed on your system (e.g., VST and RTAS or AU), each version has its own Patterns.xml file. In that case you'll need to update each plug-in version separately.

YET ANOTHER IMPORTANT NOTE: If you've edited the original patterns file or added new patterns of your own, copying a new patterns file over that file will delete your edits and/or new patterns. To avoid this, first move your current file to another location. Then open it and copy all of your edited patterns and new patterns. Finally, open the new patterns file and paste your edited and new patterns into it.

Editing Patterns

To edit existing patterns in the “Patterns.xml” file, navigate to the file and open it with your MusicXML aware application. You will see the current patterns in standard music notation, one per staff. Use your application's tools to add, delete, or change notes as desired and then save the file. Your edited patterns will be available the next time you instantiate Auto-Tune EFX 3.

Creating New Patterns

To create a new pattern:

- Open your Patterns.xml file in your MusicXML aware application and add a new staff to the page.

- Enter the name of your pattern (as you want it to appear in the Select Pattern menu) in the field that's typically used to designate the instrument associated with a staff (e.g., Violin 1, Oboe, etc.).

- Use your application's tools to enter the notes of your pattern on the new staff.

Remember:

- If you want your pattern to start with the currently sung note, begin your pattern with C above Middle C.
- Notate your pattern in eighth notes. (If you want a pitch to sustain for more than one rhythmic pulse, enter successive eighth notes at that pitch.)
- If you want your pattern to be limited only to the notes in your selected Key and Scale, do not use any accidentals (sharps or flats) in your pattern.
- If you do use accidentals, notate the accidental for every note in each measure that you want it to affect. E.g., if you enter a C# at the beginning of a measure, any subsequent Cs in that measure that you want to be C#s should also have the # sign entered for them.
- Don't enter rests. Rests will be skipped over as if they weren't there.

Since every application has its own control scheme, the methods for accomplishing the above will be unique to each application. However, as an example, here's how to create a new pattern using MuseScore:

1. Open the "Patterns.xml" file with MuseScore.
2. Select the menu item Create->Instruments and choose Vocals->Voice.
3. Click the Add button and press OK. You should see an additional staff line added to the bottom of the score. Note that if you have lots of patterns you may need to customize the paper size to legal size or longer, so all the patterns fit on the page. (Use Layout->Page Settings.)

4. Click to select a measure in the new staff and right-click or Control-click and select "Staff Properties" to access the Staff Properties panel. Change the "Long instrument name" from Voice to the name of your pattern (which will appear in Auto-Tune EFX 3's Select Pattern menu). Click OK. You should see your pattern name to the left of the new staff line.
5. Go to Notation mode by clicking the big "N" in the toolbar, select the eighth note, and begin creating your pattern by moving the note cursor to the first beat of the first measure of the new staff and clicking to enter it your desired note there. Continue placing notes until your pattern is complete.
6. From the menu, select File->Save As, choose "MusicXML Format (*.xml)" as the format and then click "Save."
7. Replace your original Patterns.xml with this new file (keeping the original file, just in case...). The next time you launch Auto-Tune EFX 3, your new pattern will be available from the Select Pattern menu.