



AutoTune® Advanced

User Guide

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Introducing AutoTune Advanced



Rebuilt from the algorithm up, **AutoTune Advanced** delivers our most natural and accurate pitch correction yet, powered by the all-new DVA™ vibrato engine. Designed to detect and preserve the natural movement, vibrato, and timbre that make a vocal feel genuinely alive, DVA™ ensures that your performances retain their organic expression—even under the most demanding retune speeds.

Whether you need subtle, transparent correction for a pristine studio track or aggressive, hard-tuned processing for modern vocal styles, AutoTune Advanced provides total creative and technical control. With ultra-fast Live Latency Mode (<1 ms) for seamless real-time tracking, an updated Formant Designer, and flexible custom scale building on a 78-note Visual Keyboard, it gives you everything you need to tune as hard as the song calls for while keeping every take unmistakably human.

Quick Start – License Activation

Activation Instructions

Before we can use AutoTune Advanced, 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

Auto-Tune Central is Antares' download manager, where you can install your plug-ins and manage their activations. If you don't have it installed on your computer yet, visit our website [here](#) to download the latest installer. 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\Auto-Tune Central

Step 2: Open Auto-Tune Central and Log In

On the login screen in Auto-Tune Central, enter the email address and password for your Antares account.

If you purchased your plug-in license directly from our website (antarestech.com), navigate to the Plug-Ins tab to install and manage your license activations.

If your purchase was made through a third party, please follow the instructions in [Step 3](#). Otherwise, skip to [Step 4](#).

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 click **Redeem and Activate**.

Step 4. Install Your Plug-In

Click the blue **Install** button next to your license. If you have an AutoTune Unlimited subscription or similar plug-in bundle, you can install all of the included plug-ins with one click using the Install All button.

***Note:** If an update is available for your plug-in, the blue Install button will be replaced with a yellow **Update** button. Click the **Update** button to install the latest version of your plug-in.*

Step 5. Activate Your License

Click the blue **Activate** button. Each license can be activated on up to two locations simultaneously. You may activate your license onto a computer, a physical iLok dongle, or a combination of the two options.

See this [FAQ page](#) for more information on iLok license management.

After activating your license, you're ready to use your Antares plug-in(s) in your DAW!

Step 6: Open AutoTune Advanced In Your DAW

Below, you'll find instructions on how to insert AutoTune Advanced 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 AutoTune Advanced from the pop-up menu in the *Pitch Shift* or *Effects* category.

Logic Pro

Choose an empty insert slot on one of your audio tracks, instrument tracks or buses and select AutoTune Advanced from the pop-up menu. You will find AutoTune Advanced in:

Audio Units > Antares section (named AutoTune Advanced).

Ableton Live

In either Session or Arrangement View, select the track you would like to place AutoTune Advanced 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 AutoTune Advanced, or drag it onto the track.

Cubase

Choose an empty insert slot, for example in the Mixer, and select AutoTune Advanced from the menu that appears.

Studio Pro (Studio One)

Click the '+' button next to the Inserts tab of an audio track, and select 'AutoTune Advanced' from the drop-down menu.

FL Studio

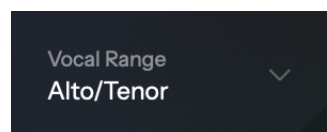
Open the *Plugin Database* section of the *Browser*, then drag and drop 'AutoTune Advanced' into the channel rack. Alternatively, you can insert "Effects" plug-ins from the Mixer by selecting the track you want to work with, and clicking one of the slots located on the right side.

For more information, please visit the FL Studio Reference Manual [here](#).

Controls

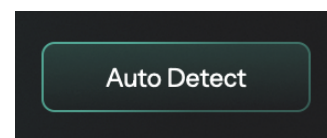
Global Controls

Vocal Range



Vocal Range (formerly known as *Input Type*, found in legacy AutoTune versions & other Antares products) is a selection of processing algorithms optimized for different vocal ranges and types of audio.

For the most accurate pitch detection and correction, choose the Vocal Range that best describes your audio.



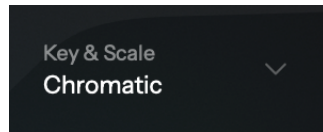
You can select a Vocal Range manually from the dropdown menu, or let AutoTune detect it automatically using the **Auto Detect** feature.

When using Auto Detect, the plugin will listen to an incoming signal for 5-seconds, then automatically set the Vocal Range best suited for the detected audio.

The Vocal Range options are separated into two categories:

Vocal Range	Category	Hz Range
Soprano	Vocals	100 Hz - 1200 Hz
Alto/Tenor	Vocals	85 Hz - 800 Hz
Baritone/Bass	Vocals	53 Hz - 600 Hz
High/Mid	Instruments	52 Hz - 2000 Hz
Bass	Instruments	24.5 Hz - 400 Hz

Key & Scale



The **Key & Scale** menu lets you define the Key and Scale settings of the track you plan to process.

Scales are specific sequences of notes arranged in ascending or descending order, based on a pattern of whole and half steps. The key of a song defines its tonal center and a set of relationships between notes and chords. These concepts work together to create a sense of tonality and musical mood.

In the context of AutoTune, the Key and Scale parameters work together to define the pitch targets that the AutoTune algorithm tunes notes to.

The more common scales, **Chromatic**, **Major**, and **Minor**, are listed at the top of the Scales section:

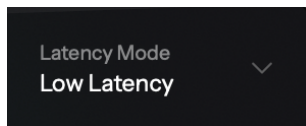
- **Chromatic** - Contains all twelve notes of the chromatic scale. Use when you want AutoTune to correct to the nearest semitone regardless of key. Chromatic is ideal for atonal music or when you're unsure of the key.
- **Major** - The standard major scale with its characteristic bright, happy sound. The most common scale in Western pop, rock, and country music.
- **Minor** - The natural minor scale with its darker, more melancholic character. Foundational to countless songs across all genres from classical to contemporary.

For more scale options, click the **Additional Scales** button, which contains the following:

- **Harmonic Minor** - Minor scale with a raised seventh degree, creating additional tension and a classical or exotic quality. Common in classical music, metal, and neoclassical styles.
- **Melodic Minor (Jazz)** - Minor scale with raised sixth and seventh degrees, offering a sophisticated, jazz-oriented tonality. Widely used in jazz improvisation and fusion.

- **Blues (Minor)** – Modified minor pentatonic scale adding the diminished fifth (blue note), giving it the classic blues sound with expressive, soulful possibilities. Essential for blues, rock, and R&B.
- **Pentatonic (Major)** – Five-note subset of the *major* scale omitting the fourth and seventh degrees. Creates a safe, consonant sound perfect for rock, country, and pop melodies.
- **Pentatonic (Minor)** – Five-note subset of the natural *minor* scale, avoiding dissonant intervals. The go-to scale for rock, blues, and folk guitar solos with its universally pleasing sound.
- **Diminished** – Symmetrical scale built from alternating half and whole steps, creating an ambiguous, tense quality. Used in jazz for chromatic movement and tension over diminished chords.
- **Whole Tone** – Scale constructed entirely from whole steps, producing a dreamy, floating quality with no clear tonal center. Associated with impressionist composers like Debussy and modern film scores.
- **Dorian** – Minor mode with raised sixth degree, giving it a brighter sound than natural minor. Common in jazz, funk, and rock.
- **Phrygian** – Minor mode with characteristic lowered second degree, creating an exotic, Spanish or Middle Eastern flavor. Often used in flamenco and metal.
- **Lydian** – Major mode with raised fourth degree, producing a dreamy, ethereal quality. Popular in film scores and progressive rock for its floating, mysterious sound.
- **Mixolydian** – Major mode with lowered seventh degree, resulting in a bluesy, rock-oriented tonality. Frequently heard in classic rock, blues, and folk music.
- **Locrian** – Diminished mode with lowered second and fifth degrees, creating an unstable, dissonant quality. Rarely used for entire compositions but effective for tension in jazz and experimental music.

Latency Mode

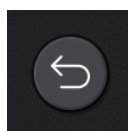


The **Latency Mode** options let you customize the balance between fidelity and response time to best suit how you're working with AutoTune.

There are three Latency Modes available in AutoTune Advanced. They are all available when using the Modern tuning algorithm, while [Classic Mode](#) is limited to Low Latency mode.

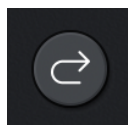
- **Live** – A <1ms latency mode that captures the speed of the Classic AutoTune algorithm with all the DSP improvements of the Modern algorithm. It is our fastest latency option ever on the Modern algorithm and is a well-rounded option, optimal for monitoring during recording as well as live performance.
- **Low Latency** – Optimized for minimal latency during live performances. At 48kHz, Modern Mode reports 112 samples (2.3ms) and Classic Mode reports 37 samples (0.77ms).
- **High Quality** – A latency mode focused on fidelity. High Quality provides more transparent [Formant Correction](#), which results in a more natural sound when applying heavier amounts of pitch correction.

Undo



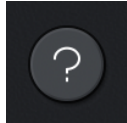
Click the **Undo** button to reverse your most recent edit, up to 99 steps.

Redo



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

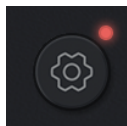
Help



Click the **Help** icon to enable the Tooltip Bar, located on the bottom of the plugin window. While enabled, hover over any control in AutoTune to read a short description about it in the Tooltip Bar (pictured below).

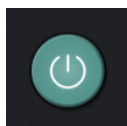


Settings



Click the gear icon to open the [Settings](#) Menu. You may see a red badge next to the Settings icon to notify you of new notifications from AutoTune Central or available updates for the plugin.

Bypass



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

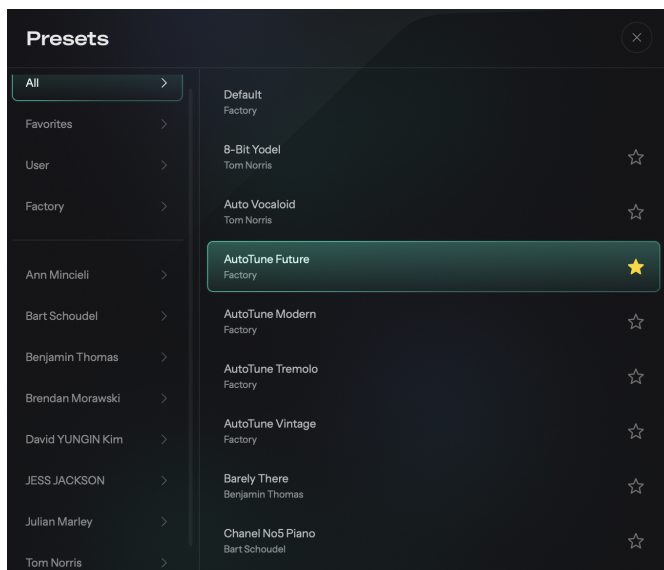
AutoTune Presets



AutoTune Advanced features a collection of factory and artist presets for you to browse. You can also develop and save your own custom presets.

Use the left and right arrow buttons to load presets in order, or click on the [Preset Header](#) to browse presets. To manage presets, click on the three lines to open the [Preset Management Menu](#).

Preset Browser



The **Preset Browser** lists all of the presets available in AutoTune Advanced.

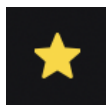
All presets are organized into folders on the left side of the screen.

Favorite presets and **User** presets are listed in their own folders for easy access.

The AutoTune **Factory** presets comprise a selection of natural sounding pitch correction.

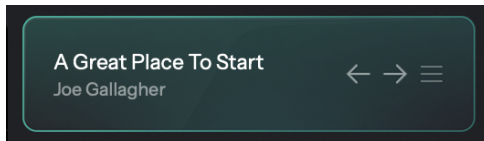
The **Artist** presets showcase the creative effects possible with AutoTune.

Preset Favorite Button



Click the star icon next to a preset name to add that preset to the **Favorites** folder.

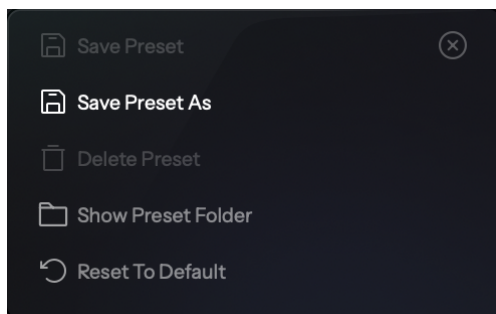
Preset Header



The currently selected preset will be displayed on the **Preset Header**.

Use the left and right arrow buttons to load presets in order, or click on the Preset Header to browse presets. To manage presets, click on the three lines to open the [Preset Management Menu](#).

Preset Management Menu



Click on the three lines icon on the Preset Header to open the **Preset Management Menu**.

From here, you can save and delete user presets, see where presets are stored on your computer, and reset your current preset settings to default.

Pitch Correction Controls

The **Pitch Correction Controls** shape how AutoTune applies pitch correction to your vocal. These controls work together to determine how fast pitch correction is applied, and how much natural pitch movement passes through uncorrected.

Retune Speed

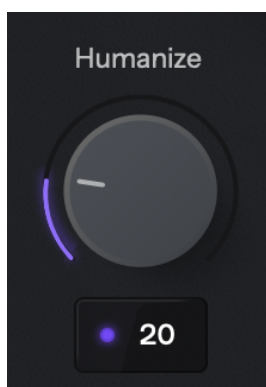


Retune Speed controls how rapidly the pitch correction is applied to the incoming audio.

Setting the Retune Speed to 0 milliseconds will cause immediate changes from one pitch to another, and will completely suppress any vibrato or deviations in pitch. *This is best for recreating the iconic “AutoTune Effect”.*

Longer Retune Speeds decrease how rapidly corrections are made, and allow more vibrato and other interpretive pitch gestures to pass through. *For more natural sounding pitch correction, set Retune Speed between 50 and 100+ milliseconds.*

Humanize



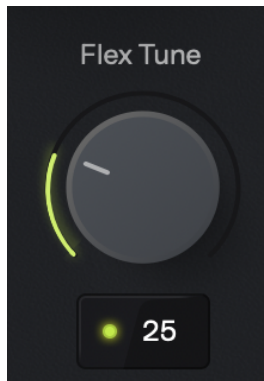
Humanize helps you to add realism to sustained notes when using fast Retune Speeds.

One situation that can be problematic for pitch correction is a performance that includes both short and long sustained notes. In order to get the short notes in tune, you would need to set a fast Retune Speed, but this can cause sustained notes to sound unnaturally static.

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

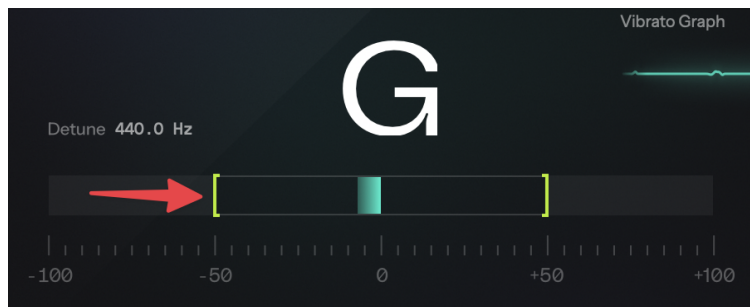
Start by setting Humanize to 0, and adjust the Retune Speed until the shortest problem notes in the performance are in tune. If sustained notes sound unnaturally static, increase the Humanize setting until they sound more natural.

Flex Tune



The **Flex Tune** control allows you to preserve a singer's expressive vocal gestures, while still correcting an out-of-tune vocal.

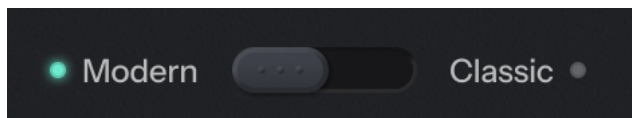
When Flex Tune is set to 0, AutoTune will pull every incoming note toward a target scale note. Higher Flex Tune values result in a smaller correction area around the scale note's pitch center, and more expressive pitch variation is allowed through.



Flex Tune's pitch correction limit is illustrated as yellow-green brackets on the [Pitch Correction Meter](#).

Note: This control is only available in [Modern Mode](#).

Modern/Classic Toggle



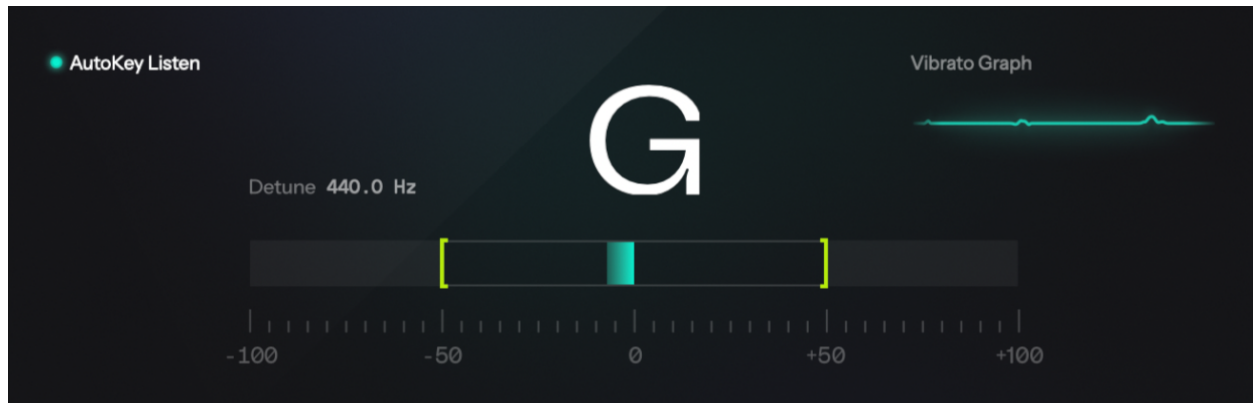
The **Modern/Classic Mode Toggle** lets you switch between two versions of the AutoTune pitch tuning algorithm.

The sonic difference between Classic Mode and Modern Mode is subtle, but you may notice the following differences if you listen carefully:

- In **Modern Mode**, you will experience an organic quality in pitch-shifted vocals, and a greater preservation of your natural vocal timbre.
- **Classic Mode** simulates an early Auto-Tune algorithm, and results in the fan favorite “Auto-Tune 5 sound.”

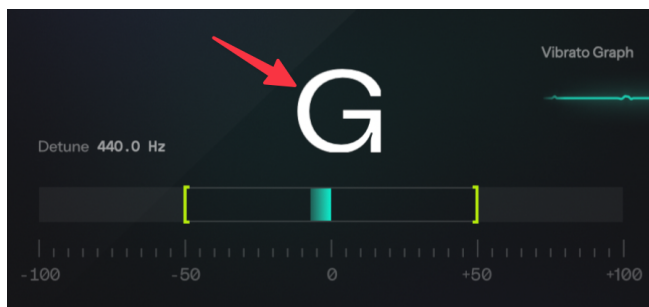
Note: The [Flex Tune](#) knob, the **High Quality** and **Live** [Latency Modes](#), and the [Formant Designer](#) are only available while using Modern Mode.

Pitch Display Window



The **Pitch Display Window** contains the [Pitch Readout](#) and [Pitch Correction Meter](#) to help you visualize the pitch correction process in AutoTune, as well as an indicator for [AutoKey](#) input, the [Vibrato Graph](#), and the [Detune](#) parameter.

Pitch Readout

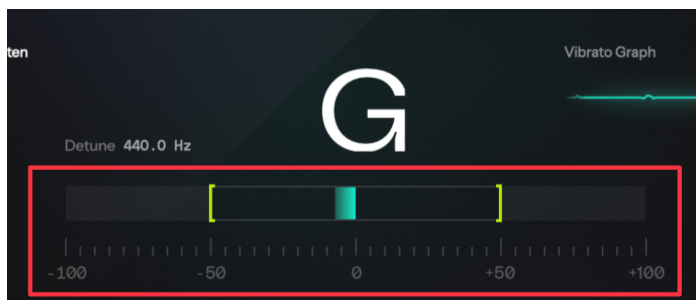


The **Pitch Readout** shows you the note name of the pitch that AutoTune is currently outputting.

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

To see the pitch that is currently being detected in the incoming audio, look for the highlighted note on the [Keyboard](#).

Pitch Correction Meter

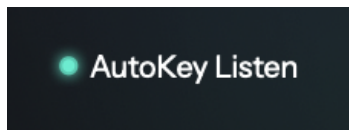


The **Pitch Correction Meter**, located beneath the Pitch Readout, shows you how much the pitch is being changed, measured in cents.

The meter moves to the right when correcting flat pitches, and to the left for sharp pitches.

Additionally, the [Flex Tune](#) parameter is displayed on the Pitch Correction Meter via yellow-green brackets. This is to help illustrate the pitch correction area defined by Flex Tune.

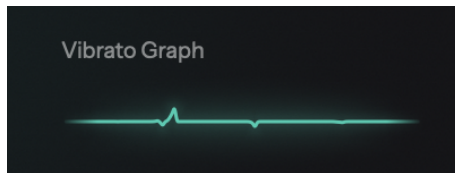
AutoKey Listen Indicator



The **AutoKey Listen Indicator** in the top left corner of the plugin window lets you know if the current instance of AutoTune can receive Key & Scale information from the AutoKey plugin.

This feature can be toggled on or off via the [Enable AutoKey Listen](#) setting in the [Settings](#) menu.

Vibrato Graph

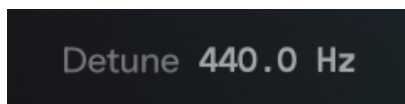


The **Vibrato Graph**, in the top right of the Pitch Display Window, traces the vibrato AutoTune is outputting.

It accounts for the natural vibrato detected in your vocal and any adjustments made with Vibrato [Cut/Boost](#).

To see the natural vibrato AutoTune detects before any adjustments, use the [Vibrato Detection Meter](#) in the [Expanded Vibrato Controls Panel](#).

Detune



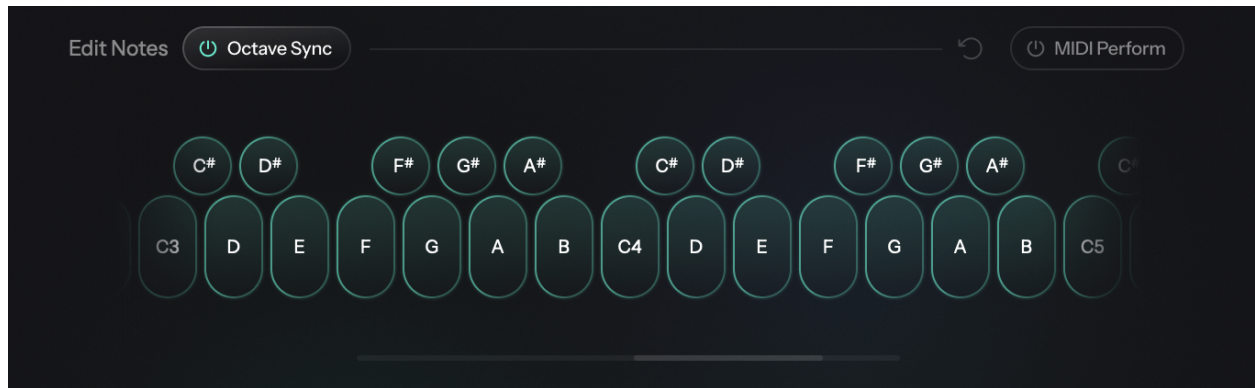
The **Detune** parameter allows you to change the pitch reference of AutoTune from the default A = 440Hz.

Adjusting the detune value is useful when working with an instrument or track that uses a different reference frequency.

Click and drag the detune value to adjust it up or down, or *double-click* to enter a value manually.

Values can be displayed in Cents or Hertz via the [Detune Value](#) setting.

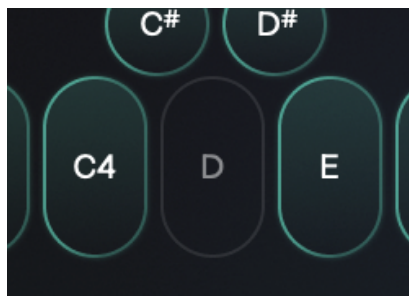
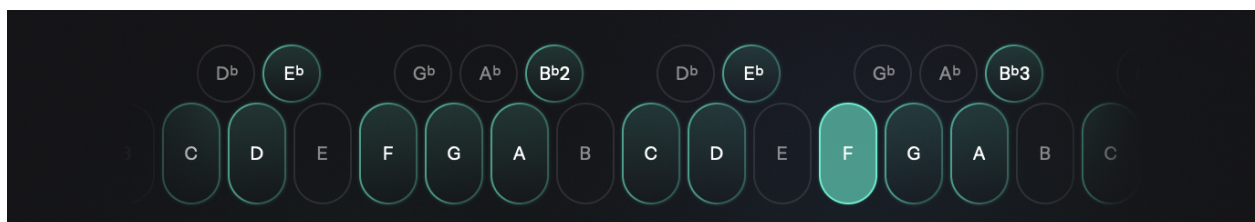
Keyboard



The **Keyboard** section of the plugin features a 78-key piano interface that lets you fine-tune exactly which pitches AutoTune is allowed to tune your vocal to. The Keyboard has three primary functions:

- Highlight the currently detected pitch in real time during playback.
- Displays the current tuning setting for each note.
- Allows you to customize the set of tuning targets by **Including**, **Removing**, and/or **Bypassing** individual notes.

When you select a scale from the [Key & Scale](#) dropdown menu, the notes on the Keyboard will be automatically included or removed to reflect your selection. For example, the B-flat major scale is pictured below:

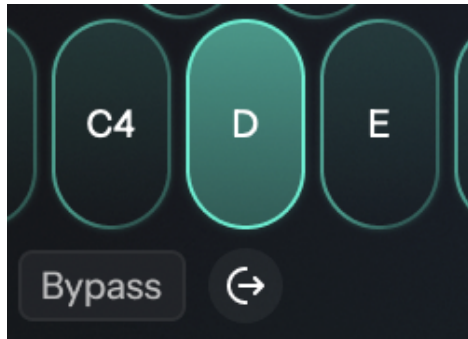


To edit your set of tuning targets, click on a note on the Keyboard toggle between the **Included** or **Removed** states.

Notes that are **Included** in the set of tuning targets will be marked teal, and AutoTune will tune the incoming signal to these notes.

Notes that are not in the current scale, and those that have been **Removed** will be greyed out. If the incoming signal matches a Removed note, the pitch will either be tuned or Bypassed, depending on the state of the next nearest note.

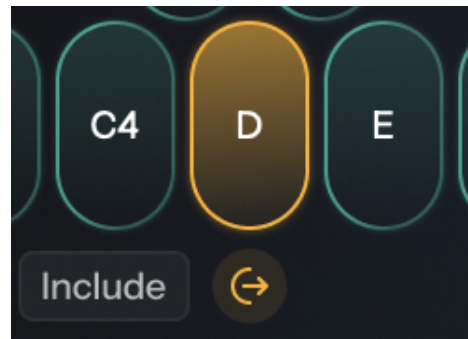
Bypass



In addition to Including or Removing notes from the scale, you can also choose to **Bypass** notes.

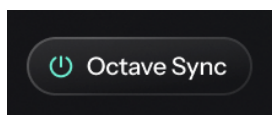
Bypassed notes are left completely uncorrected if the incoming signal is nearest to that pitch.

To Bypass a note, hover over a note on the Keyboard, and click the Bypass button that appears below or above it.



Once bypassed, the note will display as orange. Click the button again to reintroduce the note back into the scale.

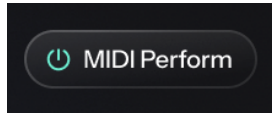
Octave Sync



Octave Sync determines whether edits to the keyboard should exclusively apply to individual notes, or across all octave registers of a note.

For example, while Octave Sync is enabled, clicking on the note, “C”, will remove C as a valid tuning target from all octaves on the Keyboard.

MIDI Perform



MIDI Perform lets you use incoming MIDI notes to set target notes instead of those defined on the keyboard in the plugin. This control is helpful for live tuning with a MIDI keyboard or keeping a vocal in tune through a pre-written MIDI track.

When MIDI Perform is turned on, all notes on the Keyboard will be automatically removed, and only incoming MIDI notes will be included as pitch targets.

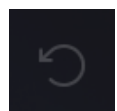
Note: This also means, if MIDI Perform is toggled on and the plugin does not receive any MIDI notes, no tuning will occur.

MIDI Perform can be used alongside [Octave Sync](#) to edit target notes across all octaves on the Keyboard.

In order to make use of the MIDI capabilities in AutoTune Advanced, you will need to route a MIDI source to AutoTune Advanced. This could be an external controller, such as a MIDI keyboard, or it could be a MIDI track within your host application (DAW).

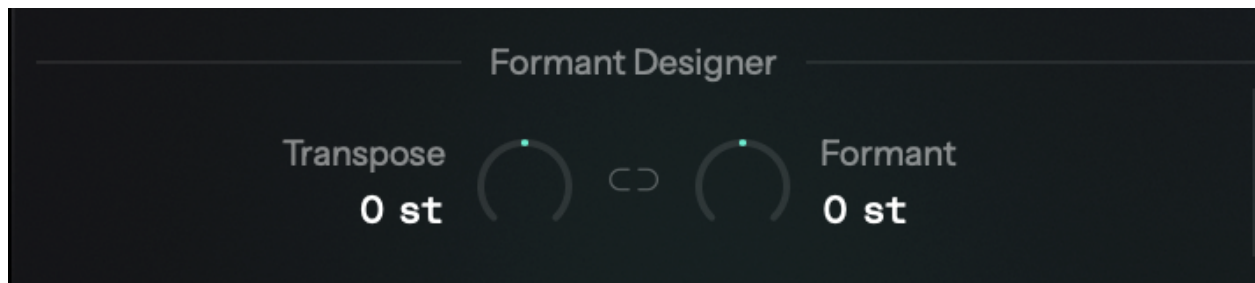
The procedure for routing MIDI to an audio plugin will vary depending on what DAW you are using, so please see your DAW's manual or help pages for more information about how to do this.

Reset Notes Button



Use the **Reset Notes** button to reset the notes to their default state for the currently selected Key & Scale.

Formant Designer

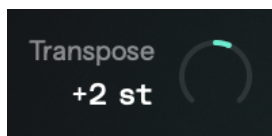


The **Formant Designer** lets you shift a vocal's pitch and reshape its character independently of each other. Use Transpose to move the vocal up or down in semitones, and Formant to make it brighter or deeper without changing pitch.

Used together, the two controls can offset the unnatural timbre that transposing alone tends to create — or push it further, for effect.

Note: *The Formant Designer is only available in Modern Mode.*

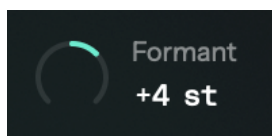
Transpose



The **Transpose** knob shifts the overall pitch of the vocal up or down in real-time, selectable in semitones.

This control does not change the scale notes the vocal will be tuned to, but instead shifts the source audio itself after pitch correction is applied.

Formant



The **Formant** knob changes the tone and character of a vocal without affecting its pitch. It shifts the vocal's resonant frequencies (in semitones) up to make a vocal sound brighter, or down to create a deeper, heavier, tone.

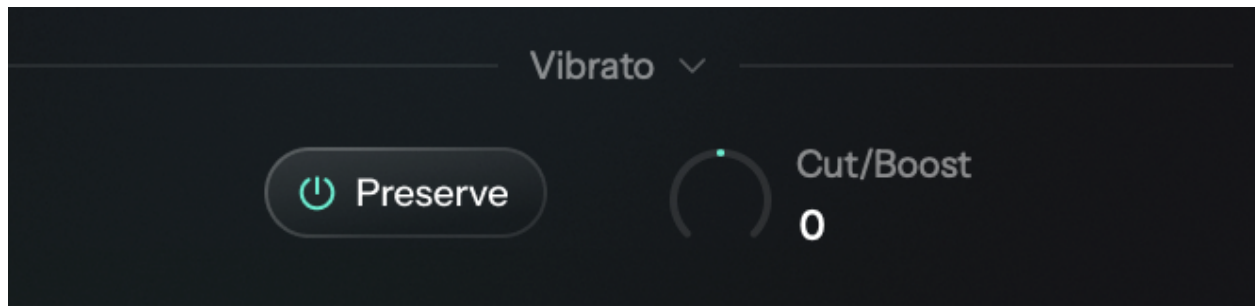
Formant is often used in conjunction with Transpose to either offset or accentuate an unnatural-sounding timbre created by transposing a vocal up or down.

Transpose/Formant Link



While **Transpose/Formant Link** is enabled, the Transpose and Formant knobs will “link” and move together when one or the other is adjusted. This will maintain the ratio between both controls while making adjustments.

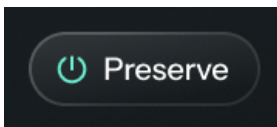
Vibrato Controls



The **Vibrato** controls help you shape the natural vibrato present in your vocal, as well as add generated vibrato to it.

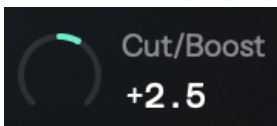
Click on the empty space in the Vibrato Controls section to open the [Expanded Vibrato Controls Panel](#), which lets you customize a generated vibrato to add to your vocal.

Preserve Vibrato



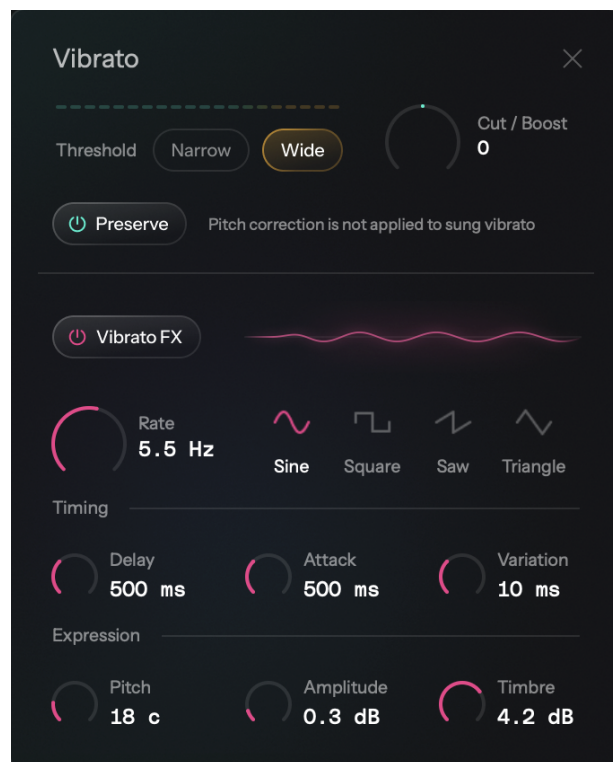
The **Preserve Vibrato** button is used to maintain the natural vibrato present in your vocal. While it is enabled, pitch correction applied by AutoTune will follow the center of the natural vibrato.

Cut/Boost



The **Cut/Boost** knob allows you to increase or decrease the amplitude of the detected vibrato in your vocal.

Expanded Vibrato Controls Panel

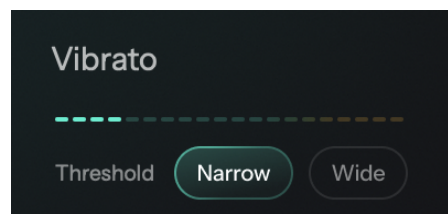


The **Expanded Vibrato Controls Panel** gives you finer control over how AutoTune handles the vibrato in your vocal, and lets you customize a synthesized vibrato to add to it.

Open the panel by clicking the empty space in the Vibrato section of the footer. Inside, you'll find the [Vibrato Detection Meter](#) and [Threshold](#) setting, which govern how AutoTune identifies vibrato, along with the [Vibrato FX](#) module for adding a synthesized vibrato.

The [Preserve](#) button and [Cut/Boost](#) knob from the plugin footer are duplicated here so you can make all of your vibrato adjustments in one place.

Vibrato Detection Meter

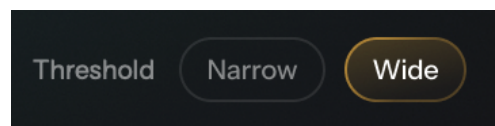


The **Vibrato Detection Meter** runs across the top of the Expanded Vibrato Controls Panel and displays the depth of the natural vibrato AutoTune detects in your vocal, before Cut/Boost is applied.

Use the meter to monitor how AutoTune is identifying vibrato in your input signal.

The [Threshold](#) buttons are color-coded to match the meter, so you can see at a glance which Threshold setting suits the amount of vibrato in your performance.

Threshold



The Vibrato **Threshold** tells AutoTune how to distinguish vibrato from note transitions.

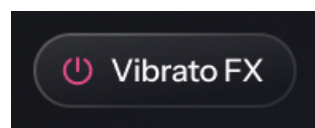
Wide is the default setting and helps preserve vocals with more noticeable vibrato. More pitch movement is counted as vibrato, so more of the singer's natural vibrato is maintained.

Narrow is best used on tracks with more subtle vibrato, and is optimized for transparent note transitions. Fewer pitch movements are counted as vibrato, so slides and scoops keep more of their original shape.

Keep in mind that Threshold affects both [Preserve Vibrato](#) and [Cut/Boost](#), because it changes what AutoTune identifies as vibrato in the first place.

Vibrato FX

Vibrato FX is a creative module that lets you customize a synthesized vibrato to add to your vocal.

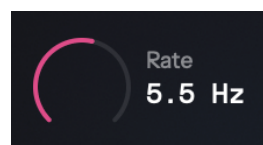


Click the Vibrato FX power button to turn the module on or off. When enabled, the controls below let you customize the *Rate*, *Shape*, *Timing*, and *Expression* of the generated vibrato.

The graph beside the Vibrato FX button visualizes the generated waveform and updates as you adjust the controls, so you can see the shape of the vibrato you're building.

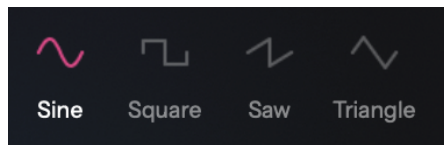


Rate



Rate determines the speed of the generated vibrato, in Hertz. Lower values produce a slow, sweeping vibrato, while higher values produce a faster flutter.

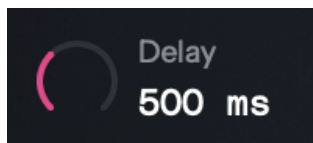
Shape



The **Shape** controls help define the character, tone color, and brightness of the vibrato. Each shape provides its own distinct characteristics:

- **Sine:** A smooth, even rise and fall. This is the most natural of the four shapes, and the closest to a real sung vibrato.
- **Square:** Alternates between the top and bottom of the pitch range with no movement in between, creating a stepped, trill-like effect.
- **Saw:** Ramps steadily in one direction, then resets sharply at the end of each cycle, giving the vibrato a one-directional pull.
- **Triangle:** Rises and falls in straight lines, producing a more angular, mechanical take on the sine motion.

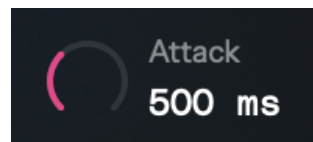
Delay



Delay sets how long after a note begins before the generated vibrato starts, in milliseconds.

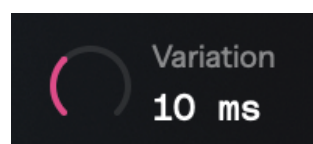
Higher values let the note settle first, mimicking the way singers typically begin a note straight and add vibrato as they sustain it.

Attack



Attack sets how long the generated vibrato takes to reach full depth after the [Delay](#). Higher values create a more gradual onset.

Variation



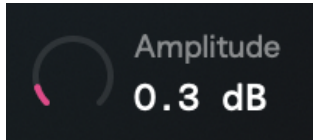
Variation adds randomness to the length of each vibrato cycle, creating a more natural, human-sounding vibrato. Variation is independent of [Rate](#), so the amount of variation stays consistent regardless of the Rate setting.

Pitch



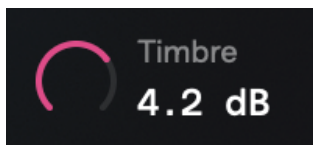
Pitch sets how far the pitch rises and falls on each generated vibrato cycle, in cents. This defines the width, or depth, of the vibrato.

Amplitude



Amplitude adjusts how much the loudness fluctuates on each generated vibrato cycle, in decibels.

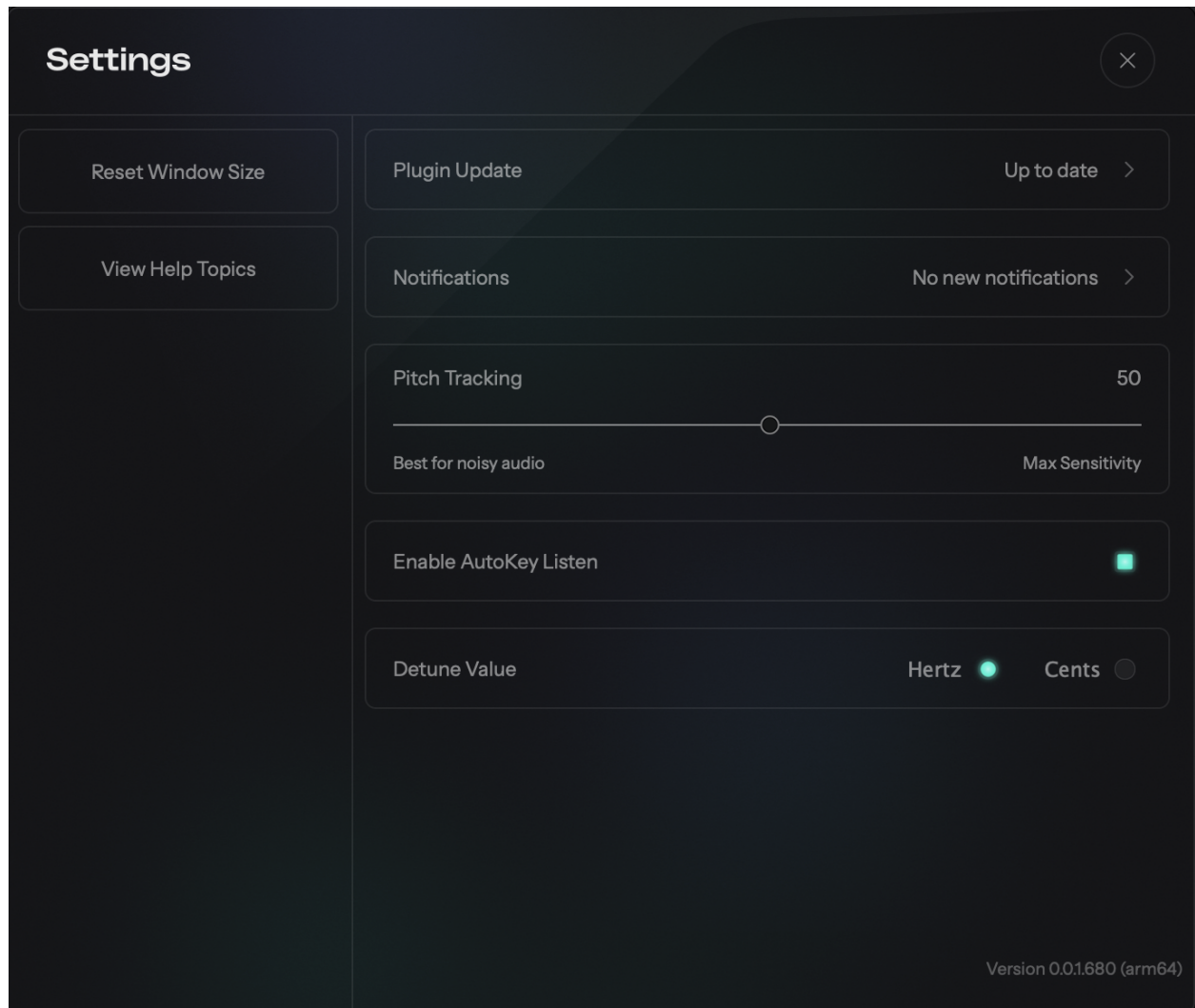
Timbre



Timbre sets how much the vocal is brightened on each generated vibrato cycle, in decibels.

It applies a peaking filter that peaks near 1500 Hz, adding a subtle tonal movement alongside the pitch and volume changes.

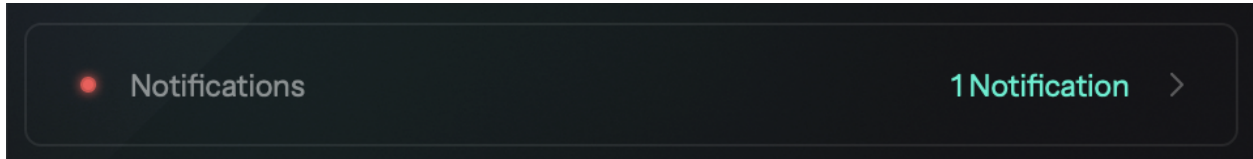
Settings



Plugin Update

The **Plugin Update** section will let you know if you're running the latest version of AutoTune Advanced, or if a new update is available. Click the section to open AutoTune Central, where you can download and install the latest version of your plugin(s).

Notifications



The **Notifications** section lets you know if you have any unread notifications in AutoTune Central. Click the section to open AutoTune Central.

Pitch Tracking

The **Pitch Tracking** slider determines how sensitive the AutoTune algorithm's pitch *detection* is, and is used to help AutoTune work more effectively depending on the quality and context of the incoming audio.

In most cases, this setting can be left at its default value. However, please note the following:

- A noisier signal or a breathy vocal performance may require a more 'relaxed' setting (higher Tracking value). We recommend between 50-70 for tuning an on-stage vocal.
- If you're hearing artifacts such as clicks or pops, try setting the Tracking to a 'choosier' setting (lower Tracking value). We recommend between 20-30 for a close, isolated studio vocal.

Pro Tip: *For the most classic Auto-Tune sound, set Tracking to 25, which matches the Auto-Tune 5 default setting.*

Enable AutoKey Listen

This setting enables AutoTune to receive key and scale information from [AutoKey](#).

AutoKey is a separate plug-in that automatically detects the key and scale of your track.

After successful detection, AutoKey can send the key and scale information to multiple instances of AutoTune with a single click.

Note: AutoKey can only detect Major and Minor Keys & Scales. Other modern scales will need to be set manually using the [Key & Scale](#) dropdown menu in AutoTune.

For more information about the AutoKey desktop plug-in, see its User Guide [here](#).

Detune Value

The **Detune** function is used to tune to a reference frequency other than the standard A = 440Hz. The **Detune Value** setting lets you choose whether the offset is displayed in **Hertz** or **Cents**.

This is useful when working with an instrument or track that uses a different reference pitch.

The range of adjustment is -100 cents to +100 cents, or 415.3 to 466.2 hertz.

Note: 0 cents = 440hz.

Reset Window Size

The AutoTune plug-in window is completely resizable, and stays sharp at any size. Click and drag the plug-in window to resize it to your liking.

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

View Help Topics

Click to open the [AutoTune Help Page](#) in your web browser. Here, you'll find a link to the product manual, tutorial videos, the FAQ page, and links to other relevant articles in the AutoTune Knowledge Base.