



# Auto-Key

User Guide

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# Introducing Auto-Key



## What is Auto-Key?

Auto-Key is an automatic key and scale detection plug-in, designed to enhance your Auto-Tune workflow and save valuable time in the studio.

Auto-Key automatically detects the key and scale of your music and sends that information to one or more instances of Auto-Tune.

## What Kind of Audio is Appropriate for Auto-Key?

Auto-Key is designed to analyze polyphonic (multi-voice) audio and determine its key. For that reason, we don't recommend using Auto-Key directly on the vocal tracks you're planning to process with Auto-Tune.

Instead, place Auto-Key on tracks with pitched instruments (especially chordal instruments like guitar or piano), on a sub-mix of pitched instruments or voices, or on the master output bus.

## Which versions of Auto-Tune work with Auto-Key

Some versions of Auto-Tune, which were released before Auto-Key was developed, won't respond to messages from Auto-Key.

However, if you're using one of those versions, you can still use Auto-Key to detect the key of your music, but you'll need to manually set the Key and Scale parameters in Auto-Tune.

You can find the latest information about Auto-Tune versions that are compatible with Auto-Key [here](#).

# Quick Start

Below is a quick overview of three basic Auto-Key workflows.

## Analyze Audio From a Track in Your Project

### Open Auto-Tune

Open one or more instances of Auto-Tune in your project. Be sure that “Enable Auto-Key Detection” is turned on in the Preferences for each instance.

### Open Auto-Key

Open an instance of Auto-Key on one of your tracks or on the master output. For best results use Auto-Key on a track that has lots of harmonic information, such as a chordal instrument or bass track, or a sub-mix of pitched instrument or vocal tracks.

### Begin playback.

As the track plays, Auto-Key will analyze the audio and then display the detected key and scale in the [Scale Display](#). Be sure to play back at least 10 seconds of audio to allow Auto-Key enough time to detect the key of the track.

### Send to Auto-Tune

Click the [Send to Auto-Tune](#) button. The Key and Scale parameters of compatible Auto-Tune instances will be set to the key and scale that Auto-Key has detected.

# Analyze Audio From an External Audio File

## Open Auto-Tune

Open one or more instances of Auto-Tune in your project. Be sure that “Enable Auto-Key Detection” is turned on in the Preferences for each instance.

## Open Auto-Key

Open an instance of Auto-Key on any track in your project.

## Analyze File

Click the [File Upload](#) (File...) button. Auto-Key will analyze the audio file and then display the detected key and scale in the [Scale Display](#).

## Send to Auto-Tune

Click the [Send to Auto-Tune](#) button. The Key and Scale parameters of compatible Auto-Tune instances will be set to the key and scale that Auto-Key has detected.

## Manually Choose Key

If you already know the key and scale of your music, you can still use Auto-Key to conveniently set the Key and Scale parameters for all compatible instances of Auto-Tune in your project, all at once.

### Open Auto-Tune

Open one or more instances of Auto-Tune in your project. Be sure that “Enable Auto-Key Detection” is turned on in the Preferences for each instance.

### Open Auto-Key

Open an instance of Auto-Key on any track in your project.

### Choose Scale

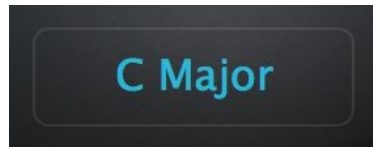
Choose the appropriate scale from the Auto-Key [Scale Menu](#).

### Send to Auto-Tune

Click the [Send to Auto-Tune](#) button. The Key and Scale parameters of the compatible Auto-Tune instances will be set to what you’ve chosen from the Auto-Key Scale Menu.

# Controls

## Scale Display



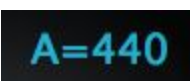
The Scale Display shows the detected Key and Scale of your audio. To scan and analyze your track, just begin playback, and Auto-Key will detect the key and scale of the track that it is instantiated on.

Alternatively, you can click the [File Upload](#) button to analyze an audio file that is stored elsewhere on your hard drive. Either way, the detected key and scale will be shown in the Scale Display.

If you've already analyzed some audio, and want to reset the Scale Display, just click on it.

Note that in cases which two scales share the same set of notes, known as relative major and relative minor scales, Auto-Key may sometimes identify the 'wrong' key (e.g. C major instead of A minor). As a practical matter, this is not a problem, since the two scales share the same set of notes.

## Reference Frequency Display



In addition to detecting the key and scale of your track, Auto-Key also analyzes the tuning of the track to determine its reference frequency.

Most modern music is tuned so that the A above middle C is equal to 440 Hz, but this is not always the case. If you're using a version of Auto-Tune that includes a Detune parameter, set it to match the reference frequency that Auto-Key detects.

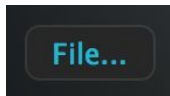
## Scale Menu



If you already know the key and scale of your track, choose the correct scale from the Scale Menu. To go back to auto-detecting the scale, choose Auto-Detect from the Scale Menu.



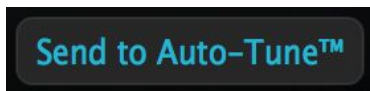
## File Upload



In addition to analyzing the audio on your tracks in real time, Auto-Key can also analyze an audio file located elsewhere on your hard drive and detect its key and scale.

To choose the file to analyze, click the File Upload button, and navigate to the file, then click Open. Auto-Key will analyze the entire audio file and [Scale Display](#) will then show the detected key and scale.

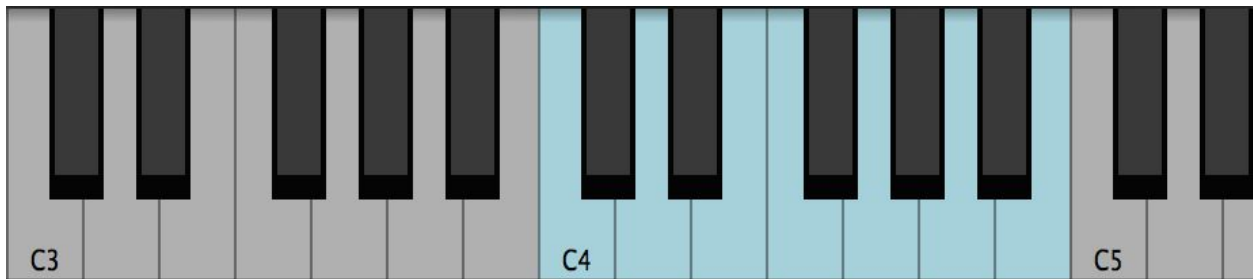
## Send to Auto-Tune



Clicking the Send to Auto-Tune button will update the Key and Scale settings of any compatible Auto-Tune instances in the project (provided that "Enable Auto-Key Detection" is

on in their Preferences).

## Keyboard



The Keyboard shows the notes of the detected or selected scale by marking them blue.