



WildTune

Shape any sound to be in-key. Easy to use, unlimited options within.

USER GUIDE

Wildflower Sound · VST3 & AAX, plus AU on macOS

What WildTune does

WildTune is a quick way to **put a sound in the key of the music it has to sit in**. Give it the music (the **reference**) and it reads the key, and the music's own tuning too: a song recorded at A = 442 Hz pulls the targets up with it. Then play your sound and WildTune tunes it to that key.

It tunes in one of three ways, picked with **Method**: note by note for a melodic line, one shift for a whole sound effect, or one shift per hit for percussion. The views show you what it heard, which way it is moving the sound and by how much, and the other shifts that would also fit. When you know the key better than the detection does, choose it yourself.

Good for: tonal effects, risers, drones, whooshes with a pitch, impacts and booms that ring, 808s and tuned drums, creature and vocal layers, and melodic lines that need to sit in the score. Use it as an insert on the sound's track.

Quick start

1. **Insert WildTune** on the track of the sound you want to tune.
2. **Give it the music.** A fresh instance starts on **Main**: press **Detect Key**, play the music through this track and watch the key appear. Or choose **Sidechain** and send the music to its sidechain input, or **File** and drop a bounce of the music anywhere on the plugin.
3. **On Main, stop playback** once the key is found (Detect Key turns itself off), or turn it off yourself. The key is held and saved with your session.
4. **Pick a Method**: Melodic, SFX or Percussion.
5. **Play your sound.** **Pitch Shift** shows which way and how far it is being moved. **Amount** sets how far each correction goes.

The reference: where the key comes from

The top row is the **Reference Source**: the music WildTune listens to for the key. Choose one of three.

Main

the starting choice · reads this track's own input

Play the music through this track (for example, drop a bounce of the cue onto it for a moment) with **Detect Key** on. While it listens, the music passes through **untouched**, only delayed: it is never tuned. Once the key is found, stop playback or turn Detect Key off. The key is held, then you play the sound you want tuned on the same track.

Sidechain

reads the sidechain input, live

Send the music to WildTune's sidechain input in your DAW. With Detect Key on it listens live, so you can leave it on to **follow key changes** as they happen. Turn Detect Key off to hold the key it has.

File

reads an audio file of the music when it loads

Press **Load...** and choose a file, or **drop an audio file anywhere on the plugin** (that also switches the source to File). The file is read as soon as it loads, so Detect Key is not needed here and is greyed.

Detect Key

off by default · Main and Sidechain

On, the button reads **Detecting Key** with a yellow outline, and the seconds it has listened show beside it. It turns itself off when your DAW's playback stops. Off, the reading is held (**Held**) and saved with your session, one held reading for Main and one for Sidechain. Only the reading is kept: no audio is recorded. With Main, nothing is tuned while Detect Key is on: the track passes untouched, only delayed. With Sidechain, the track keeps being tuned while it listens.

The lines at the right of the row say what WildTune is doing now and, when there is one, the next step. You can also pick the key by hand on the wheel or in Select Key (Section 2).

The key

Select Key, under Pitch, shows the key in use as buttons: the twelve roots in one row, the scales under them, the key in use lit. Beside its title are the detected key and how sure WildTune is of it, for example *Detected C major 95 %*. Hover that line to see the music's own tuning.

The **key wheel** on the left has the major keys round the outside and the minor keys inside. Every wedge is lit by how well that key fits the music, and the key in use is outlined (hover it and the tip says it is the selected key). Under it, the **six best candidates** are listed with a grade each, and beside it are the chords of the key in use.

Choosing the key yourself

When you know better, take over. Any of these sets the key by hand:

- click a root or a scale in **Select Key**;
- click one of the six candidates;
- click a wedge of the wheel.

A key you chose lights coral in Select Key (the detected key lights yellow, and the wheel's middle names it in yellow), the wheel outlines it in coral and its middle says *your key*. It stays in charge until you press **Use detected** (it appears only then), or choose the detected key again. Switching the Reference Source keeps your key.

The scales: Major, Minor, Dorian, Phrygian, Lydian, Mixolydian, Harmonic minor, Phrygian dominant, Minor pentatonic, Root + fifth and Root only (drone).

When the music is unsure: a bare fifth or a drone can fit several keys. WildTune then tunes only to the **safe notes**, the notes every likely key agrees on, and says so in the status.

Amount and Method

Amount

0-100% · default 100%

How far each correction goes. At 100% each note lands on its target; lower, it moves part of the way. At **0%** the audio passes through untouched, only delayed. The knob glows while WildTune is shifting the sound.

Method

Melodic, SFX or Percussion · default Melodic

How the sound is tuned. A one-line description under the buttons reminds you which is which.

METHOD	WHAT IT DOES
Melodic	Tunes note by note: each note lands on the target, its vibrato and slides kept. For lines, vocals, creature calls and anything that plays more than one pitch.
SFX	One shift for the whole sound, read from the sound each time it plays. When a sound ends WildTune reads all of it, and the new shift applies from the next sound, never halfway through one. A sound that sweeps (it ends at least 2 semitones from where it started, like a riser) is tuned by where it ends; anything else by its middle.
Percussion	One shift per hit: where each hit settles lands on the target, the attack and glide kept. The shift starts exactly at the hit and never moves the tail of the hit before it. For 808s, toms, tuned impacts and booms.

Pitch Shift

Beside Method, **Pitch Shift** says how far the sound is being moved right now, in words with an arrow (*Up 5 semi 91 c, Down 31 c, No shift*). Under the words is a meter for the note playing now: the line in the middle is the note it is tuned to, named above it. The lavender **Sound** bar shows how far your sound is from that note, and the coral **Shift** bar how far WildTune moves it. Left is below the note, right is above. It reads *No sound* in silence and *Paused: detecting* while Detect Key is on with Main.

The views

Pitch shows the last 6 seconds of your sound on lanes, one per semitone, each named at the left. The key's lanes are teal bands, the root the strongest. The sound **before** tuning is the lavender line, **after** is the coral line, and the shift between them is shaded.

Possible pitch offsets, in the Advanced section, lists up to three shifts that would put the sound in this key, best first, and the sound as it is. The line above the list names the note the sound sits on now (*Sound: A3 +32 c*). Each row is a shift (+3.40 *semi*) and where it lands: on a note (*to Eb4*), the *best fit* with the music, or *as it is*. The row WildTune is using is coral and marked *applied*.

In **SFX** and **Percussion** you can **click a row** to apply that shift to the whole sound. It is marked *your pick* and takes over from the next sound or hit. Press **Back to suggested** to let WildTune choose again.

Partials, beside them in the Advanced section, shows the strongest overtones of your sound against the key: before tuning as lavender outlines, after as coral bars, the key's notes in teal, and the music's own partials as short muted ticks.

Complexity

4-48 partials · default 6 · All at the top

How many of the sound's partials are weighed and shown, strongest first. Fewer uses less of your computer. It changes what the views show and what the suggestions weigh, never how the sound itself is tuned.

Advanced

The **Advanced** bar at the bottom opens the fine controls, with Possible pitch offsets and Partial's under them (Section 4). Closed, it says what you have changed from the method's defaults. A control the current method does not use is greyed, and has no effect there.

Target

Scale note, Key root, Chord tone or Fixed offset · default Scale note

Where a note is pulled: the nearest note of the key, the key's root, the nearest note of the key's home chord, or nowhere (Fixed offset moves the sound by Shift only).

Keep Formants

on by default · Melodic and SFX

Keeps the sound's tone colour where it is while the pitch moves, so a voice or a creature does not turn chipmunk or giant.

Follow tuning

on by default

Tunes to the music's own tuning. Off, the targets sit at A = 440 Hz.

Transition

0-150 ms · default 40 ms · Melodic

How long the correction takes to move from one note's target to the next.

Keep Vibrato

0-100% · default 100% · Melodic

100% keeps the vibrato as performed; 0% flattens it.

Keep Drift / Keep Glide

0-100% · default 100% · Melodic (drift) and Percussion (glide)

100% keeps the slow drift inside a note, or a hit's glide; 0% holds the target.

Shift

-1200 to +1200 cents · default 0 c

An offset added after the target, in cents (100 cents is a semitone, 1200 an octave).

Fit

Grid or Best fit · default Grid · SFX

Grid lands the sound's middle (or a riser's end) on the nearest key note. Best fit picks the shift that fits the music best.

Levels and presets

Mix

0-100% · default 100%

Blends the tuned sound with the original, which is time-aligned with it.

Output

-24 to +12 dB · default 0 dB

Level out of the plugin, after Mix. The meters beside it show the level in and out.

Presets

The menu in the top-right is your preset list. WildTune ships no factory presets: the list is for your own, so save your own presets for the setups you use most.

- **Init:** resets every control to WildTune's starting point.
- **User:** anything you save yourself.
- **Save:** updates the User preset you have loaded.
- **Save As...:** names a new preset and saves it to your User folder.
- **Refresh List:** rescans the presets folder on disk for anything added since you opened the plugin.

A * after the name means the settings have changed since that preset was loaded. A preset holds the controls only: the loaded file and the held key readings stay with your session.

Presets live in your Documents folder under *Wildflower / WildTune / Presets*: easy to back up or share.

Tooltips, Large Text, Display and Size

Hover any control for a one-line description. The **Tooltips** checkbox turns those hints on or off, and your choice is remembered across sessions and every Wildflower plugin. **Large Text** draws names, values and titles at the larger size. **Display** chooses Smooth (the default) or Light, a calmer refresh for an older computer or many open copies. **Size** changes the size of the window, from 75% to 200%. The version number turns red when a newer version is out; hover it for the details.

A small **Manual** button opens this guide any time. The flower mark and the WILDFLOWER SOUND line open our website; the **WildTune** wordmark opens this plugin's own page on the site.

Working with the controls

Beyond dragging, every knob in WildTune does two more things: you can **type a value** into it, and you can **right-click it** to reach your DAW's own menu for that parameter. Both work the same way in every Wildflower Sound plugin.

Type a value

double-click the number · Enter commits · Esc cancels

Double-click the number under a knob and it turns into a small text field with the current value already selected. Type what you want, then press **Enter** to commit it or **Esc** to cancel and leave the knob exactly where it was. Clicking somewhere else commits it too. The pointer becomes a text cursor over any readout you can type into.

The number you type is read in the unit shown on screen, unless that is impossible. If the readout says *2.5 kHz* and you type *900*, 900 kHz is far past the top of the knob, so the number is read in the other unit of the same kind and you get 900 Hz. If it says *ms*, typing *250* gives you 250 ms. You can include the unit or leave it out, and a readout that shows a note division instead of a number takes that same wording (*1/16T*).

A value that still falls outside the knob's range is clamped, not rejected. Ask for more than the knob can give and it moves to the nearest end of its range: the readout then snaps to that limit and flashes once, so you can see the value that was actually used. Nothing is quietly thrown away.

Double-clicking the *dial* still does what it always did and returns the knob to its default. Text entry lives on the number, not on the dial.

Right-click for your host's parameter menu

automation · MIDI learn · per-parameter modulation, where the host offers it

Right-click a knob and your DAW opens its own menu for that parameter: writing or arming automation, MIDI learn, and in Reaper the per-parameter modulation window.

That menu comes from the host, not from us, so what is in it, and whether it appears at all, depends on the DAW you are working in. Some hosts provide no such menu. In those, right-clicking simply does nothing and the knob stays where it is. That is expected rather than a fault: it is the same menu the host would offer on its own plain plugin panel.

Specifications

Formats	macOS: VST3, AU and AAX (Pro Tools). Windows: VST3 and AAX (Pro Tools). AU is a macOS format.
Channels	Mono, stereo, and mono in to stereo out, plus a sidechain input for the music. No surround.
Latency	About 308 ms (14774 samples at 48 kHz), reported to your DAW so it lines up on playback. It is too long for monitoring live: use it on recorded sound.
CPU	The audio path uses around 1-2.5% of one core at 48 kHz. The listening runs in the background while sound plays and stops in silence; a lower Complexity uses less. At 192 kHz, use a buffer of 512 samples or more.
Automation	Every control is host-automatable with stable parameter IDs.

A few favorite moves

- **A riser that lands in key:** SFX, and play it once. WildTune reads where it ends and tunes the next pass to finish on a key note.
- **808s and booms on the root:** Percussion, Target set to Key root.
- **A creature call that sings along:** Melodic, Keep Formants on, Keep Vibrato at 100% so the performance stays alive.
- **A drone that follows the cue:** Sidechain with Detect Key left on, so the key follows the music's changes as it plays.
- **Try a few options:** in SFX, open Advanced, click through the Possible pitch offsets and listen to each before you settle.

Remember: give it the music first, then pick the **Method**. Amount and the key do the rest; Advanced is there when you want to fine-tune.



THANKS

Thanks for using WildTune

If you hit a bug, have a question, or make something you're proud of with WildTune, we'd genuinely like to hear from you. Your feedback is how the tools get better.

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