

VST Preset Generator

V0.2.5

VST Preset Generator is a software to create random (or semi-randomly) generated preset for most of the VST plugins. It generates fxp (program) or fxb (bank) files you can open with your favourite VST plugin.

The VST Preset Generator needs to load the VST itself (dll file) or a program/bank file that you have already saved on your hard disk.

Installation

You must have downloaded a zip file. If not, please check the last release on the sourceforge website: <http://vst-preset-gen.sourceforge.net> .

Then simply unzip the whole package to your hard disk and make sure that Winzip (or whichever program you use) uses the option of preserving the folder structure.

Then launch vgp.exe.

Overview

VST Preset Generator V0.2.5 - 32 bits

VST VST List Random methods About

VST List

mda Piano
TAL-BassLine - TAL
MrRay73 1.0
ORGANized trio 3.1
Classic Flanger
Classic Master Limiter
V.II VSTi

VST name: ORGANized trio 3.1
VST ID: zo3o
VST Version: 1
number of parameters: 60
preset type: chunk

Generate a preset file!

	name	random mode	val 1	val 2
1	Ba.Accel	uniform	min: 0.81164	max: 0.99912
2	Ba.Max.Speed	normal	mid: 0.0384838	dev: 0.155663
3	Ba.Min.Speed	constant	val: 0.55565	
4	Ba.Tone	normal	mid: 0.243629	dev: 0.125364
5	Bass Run	uniform	min: 0.0747093	max: 0.63016
6	Foot Pedal	constant	val: 0.98703	
7	Foot Pedal CC	constant	val: 0.821528	
8	Invert Drawbars	normal	mid: 0.567797	dev: 0.06227
9	Key Click	normal	mid: 0.85	dev: 0.112351
10	Leakage	constant	val: 0.137669	
11	Lo.Ch	uniform	min: 0.646748	max: 0.893864
12	Lo.DB 1	uniform	min: 0.301981	max: 0.713311
13	Lo.DB 113	normal	mid: 0.0134587	dev: 0.046083
14	Lo.DB 135	normal	mid: 0.41377	dev: 0.097665
15	Lo.DB 16	normal	mid: 0.283212	dev: 0.15866
16	Lo.DB 2	constant	val: 0.831294	

100%

- **1:** Import a new VST plugins to your list, from a dll file, or a fxp/fxb patch.
- **2:** New/Open/Save an existing VST list, e.g. a vpg file. A vpg file saves the data about your VSTs for a future use.
- **3:** List of the VST plugins you've already opened. Double-click on a name to load the parameters.
- **4:** Use this buttons to apply the same random method to all parameters.
- **5:** When a VST parameters is loaded (from a file or after double-click in the VST list), the parameters are shown here.

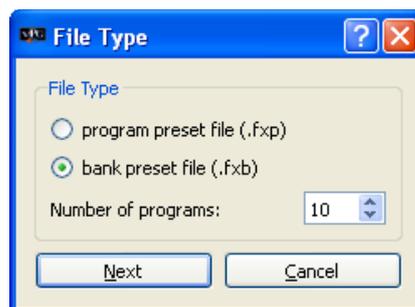
For each parameters of the VST, you can choose a constant value, an uniform range or a Gaussian generation (normal random). See next section for informations about the various methods.

4	Ba. Tone	▲ normal	mid: 0.2436
5	Bass Run	■ uniform	min: 0.074;
6	Foot Pedal	■ uniform	val: 0.9870
7	Foot Pedal CC	▲ normal	val: 0.8215
8	Invert Drawbars	▲ normal	mid: 0.567;
9	Kev Click	▲ normal	mid: 0.85

Double-click on a cell to change the value.

3	Ba. Min. Speed	⊕ constant	val: 0.55565	
4	Ba. Tone	▲ normal	mid: 0.243629	dev: 0.125364
5	Bass Run	■ uniform	0.07	max: 0.63016
6	Foot Pedal	⊕ constant	val: 0.98703	

- **6:** When you are done at setting the parameters, you can generate the file with this button. A popup asks what type of file you want to generate:
 - a single program – fxp
 - a bank – fxb, that contains several programs.



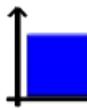
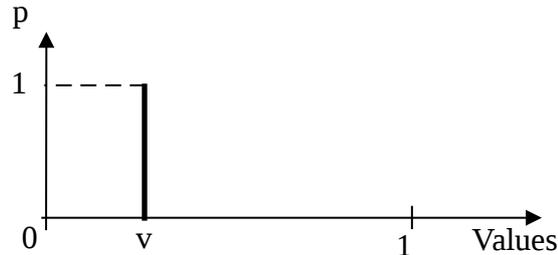
Random Generation Types



Constant

This is the most simple generation method: the generator gives always the same value!

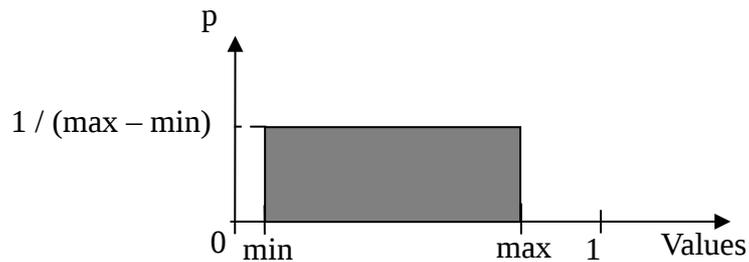
→ useful to fix a value in a preset, for instance the output volume.



Uniform Distribution

In the specified range [min ; max], all the values have the same probability.

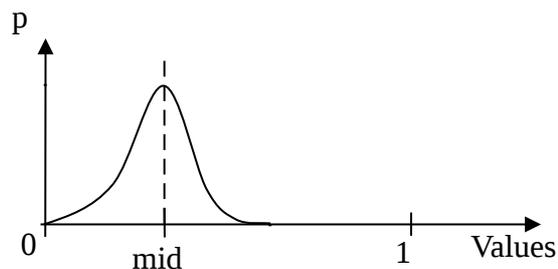
→ This is the most common computed method for random generations.



Normal Distribution (Gaussian curve)

In this distribution, the values have better probability to be near a specified value (the middle value).

→ You can use it to allow small variations around a known value, for example the frequency of an LFO.



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Contact

The program is still a beta version, so all remarks are welcome at:
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or on the Source Forge website: <http://vst-preset-gen.sourceforge.net/>