

# VST Preset Generator Documentation

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V0.2.7

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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

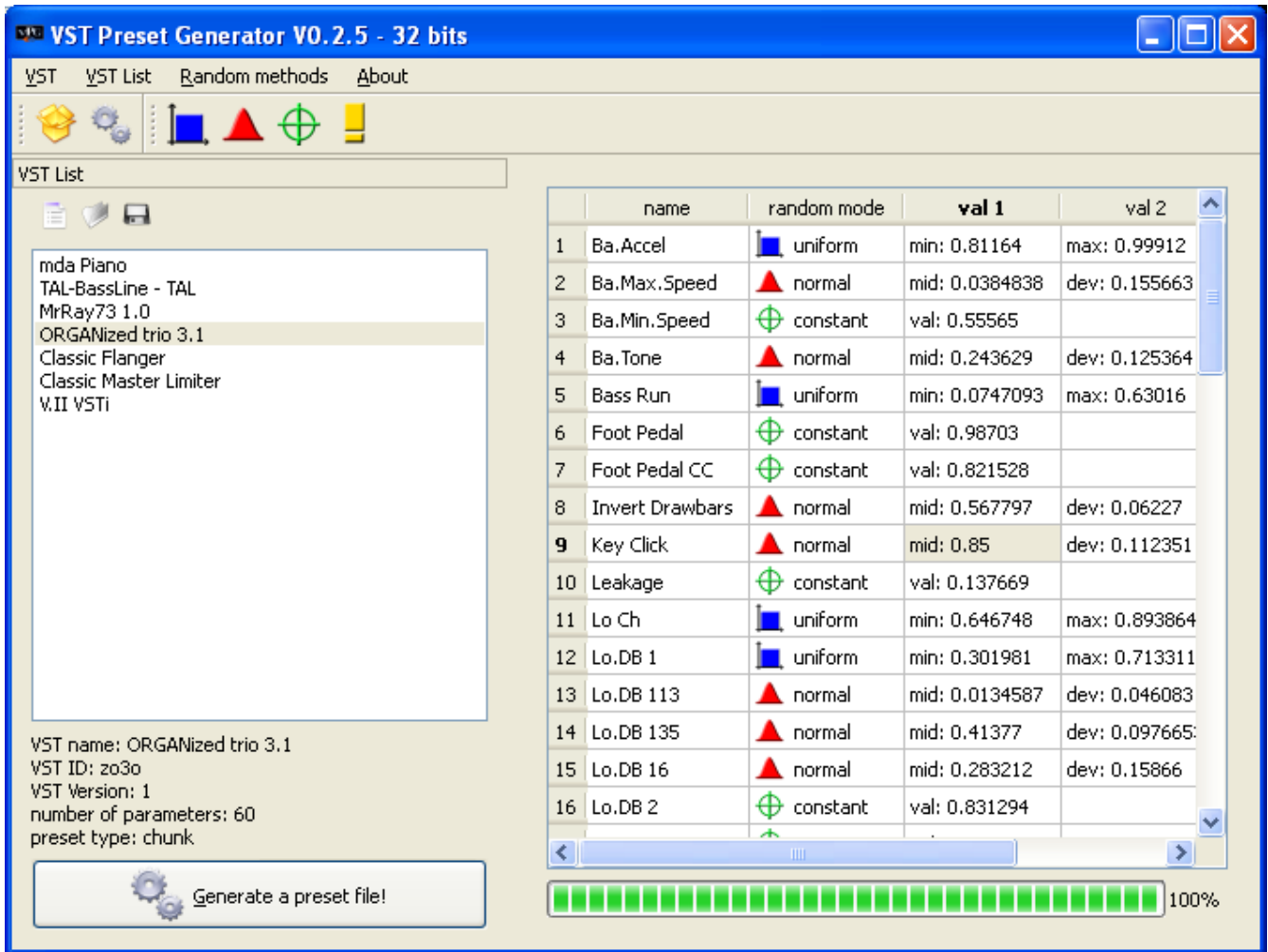
You must have downloaded a windows installer executable or a zip file from the [download page](#).


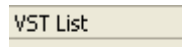
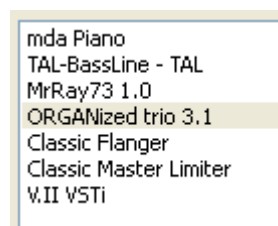

- Windows Installer: launch the application and follow the instructions to install the software. Then look for the "VST Preset Generator" folder in the start menu.
- Zip file: unzip the files in the folder of your choice. The software executables are named vpg32 and vpg64.

If your computer is a 64bit platform you can either launch the 32bit or the 64bit version of the VST Preset Generator. Otherwise you can only use the 32bit release.

Each release allow you to load VST Plugins built for 32bit or 64bit platform, so launch the software according to the type of VST Plugin you want to process.

# Overview



-  : Import a new VST plugins to your list, from a dll file, or a fxp/fxb patch.
-  : 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.
-  : List of the VST plugins you've already opened. Double-click on a name to load the parameters.
-  : Use these buttons to apply the same random method to all parameters. The fourth button (yellow exclamation mark) randomly chooses a random method for each parameter.

	name	random mode
1	Ba.Accel	uniform
2	Ba.Max.Speed	normal
3	Ba.Min.Speed	constant
4	Ba.Tone	normal
5	Bass Run	uniform
6	Foot Pedal	constant

: When a VST parameters is loaded (from a file or after double-click in the VST list), the parameters are shown here.

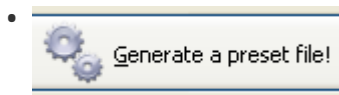
For each parameters of the VST, you can choose a constant value, an uniform range or a Gaussian generation (normal random) :

4	Ba.Tone	normal	mid: 0.24362'
5	Bass Run	uniform	min: 0.07470'
6	Foot Pedal	uniform	val: 0.98703
7	Foot Pedal CC	normal	val: 0.821526'
8	Invert Drawbars	constant	mid: 0.56779'
9	Key Click	normal	mid: 0.85

See [Random Generation Types](#) for informations about the various methods.

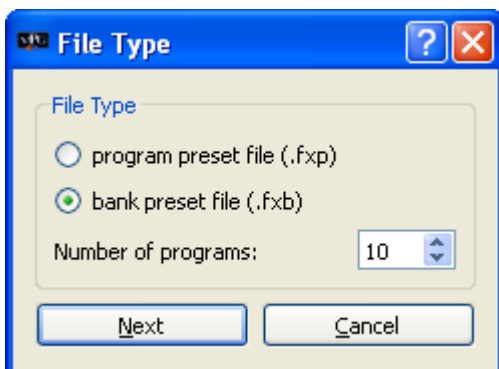
Double-click on a cell to change the value :

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	



: 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 file
- a bank – fxb file, that contains several programs.



# Random Generation Types

Currently, three types of random generation are available:

- **Constant:** no variations
- **Normal Distribution:** small variations around a given value
- **Uniform Distribution:** big variations between two values

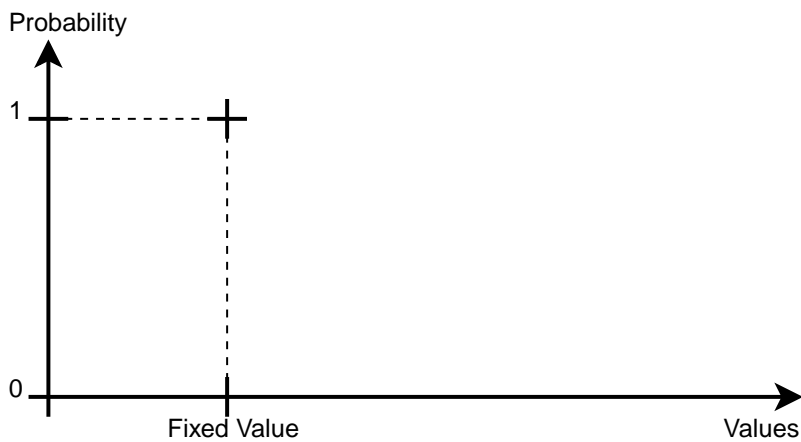
## Constant



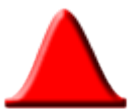
This is the most simple generation method: the generator gives always the same value!

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

Probability distribution:



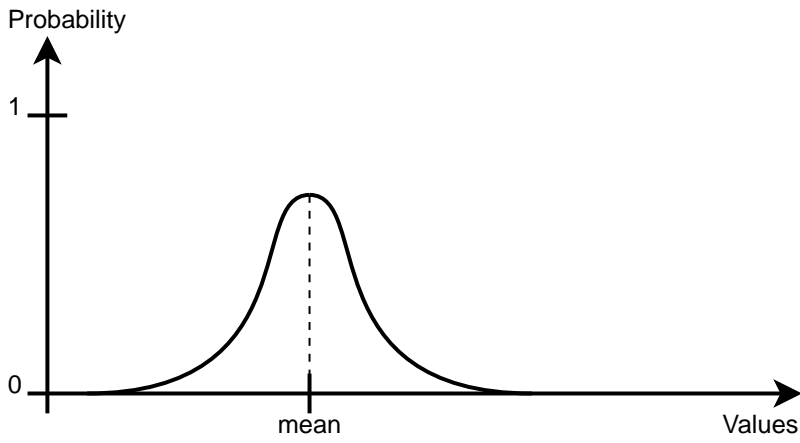
## Normal Distribution (Gaussian curve)



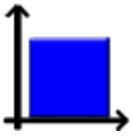
In this distribution, the values have better probability to be near a specified value (the mean value).

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

Probability distribution:



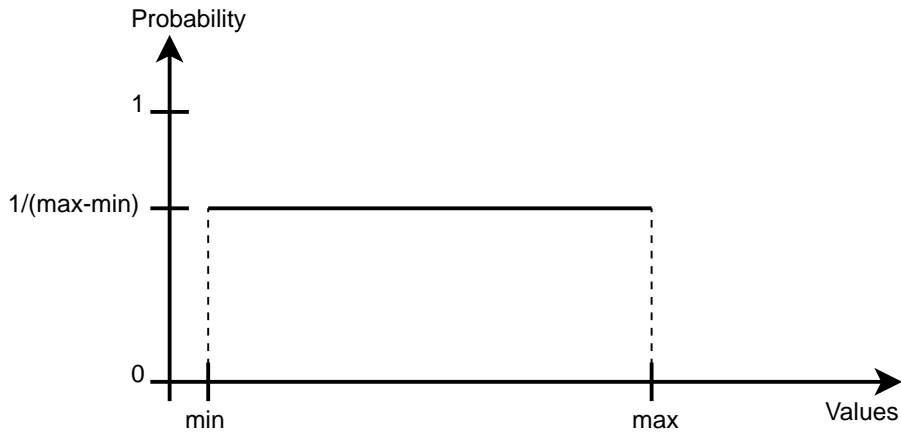
## Uniform Distribution



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

→ This is the most common computed method for random generations, use it for parameter values that can vary a lot.

Probability distribution:



# License

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# Contact

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