

Transposition & Shifting Inputs and Outputs

CDP FUNCTION	Mode	Input 1	Input 2 OR Output	Output	Key Parameters/[Comments]
REPITCH ANALENV (create binary envelope file)	None	in.ana		out.evl	[binary envelope file] Use with ENVEL IMPOSE
REPITCH GENERATE (make own pitch data)	None	inmidipitch- data.txt		out.frq	[binary pitch data file] Use with REPITCH COMBINE or COMBINEB
REPITCH GETPITCH (get pitch trace)	1	in.ana	outlisten.ana	out.frq	[binary pitch data file]
	2	in.ana	outlisten.ana	out.brk	[breakpoint (text) file]
REPITCH TRANSPOSE (M4: route for .trn to .ana)	1-3	in.ana		out.ana	<i>transpose</i> (ratio, 8 ^{ves} , semitones)
	4	in.ana	in.trn	out.ana	[ready to synthesise]
REPITCH TRANSPOSEF (M4: route for .trn to .ana)	1-3	in.ana		out.ana	-p or -f (formant extraction) <i>transpose</i> (ratio, 8 ^{ves} , semitones)
	4	in.ana	in.trn	out.ana	-p or -f (formant extraction) [ready to synthesise]
REPITCH COMBINE NB: creates .trn outputs	1	in1.frq	in2.frq	out.trn	[can be input to REPITCH TRANSPOSE/F]
	2	in.frq	in.trn	out.frq	[can be given to another .frq processor]
	3	in1.trn	in2.trn	out.trn	[can be input to REPITCH TRANSPOSE/F]
PITCH TRANSP	1-3	in.ana		out.ana	<i>frq_split</i> [frequency split point]
	4-5	in.ana		out.ana	<i>frq_split</i> [frequency split point] <i>transpose</i> [semitones]
	6	in.ana		out.ana	<i>frq_split</i> [frequency split point] <i>transpose1 transpose2</i> [semitones]
PITCH OCTMOVE	1-2	in.ana	in.frq	out.ana	<i>transposition</i> (integer >0: follows harmonic series) [in.frq is derived from in.ana]
	3	in.ana	in.frq	out.ana	<i>transposition bassboost</i>
STRANGE SHIFT	1	in.ana		out.ana	<i>frqshift</i> (in Hz)
	2-3	in.ana		out.ana	<i>frqshift frq_divide</i> (in Hz)
	4-5	in.ana		out.ana	<i>frqshift frqlo frqhi</i> (in Hz)
REPITCH APPROX	1	in.frq		out.frq	<i>prange trange srange</i>
	2	in.frq		out.trn	<i>prange trange srange</i>
REPITCH EXAG	1	in.frq		out.frq	<i>meanpch range</i>
	2	in.frq		out.trn	<i>meanpch range</i>
	3	in.frq		out.frq	<i>meanpch contour</i>
	4	in.frq		out.trn	<i>meanpch contour</i>

	5	in.frq		out.frq	<i>meanpch range contour</i>
	6	in.frq		out.trn	<i>meanpch range contour</i>
REPITCH INVERT	1	in.frq		out.frq	<i>map (file) ...</i>
	2	in.frq		out.trn	<i>map (file) ...</i>
REPITCH CUT	1	in.frq		out.frq	<i>starttime</i>
	2	in.frq		out.frq	<i>endtime</i>
	3	in.frq		out.frq	<i>starttime endtime</i>
REPITCH FIX	0	in.frq		out.frq	[several options]
REPITCH PCHSHIFT	0	in.frq		out.frq	<i>transposition (semitone constant)</i>
REPITCH QUANTISE	1	in.frq		out.frq	<i>q_set (file of MIDI pitchvals)</i>
	2	in.frq		out.trn	<i>q_set (file of MIDI pitchvals)</i>
REPITCH RANDOMISE	1	in.frq		out.frq	<i>maxinterval timestep</i>
	2	in.frq		out.trn	<i>maxinterval timestep</i>
REPITCH SMOOTH	1	in.frq		out.frq	<i>timeframe ...</i>
	2	in.frq		out.trn	<i>timeframe ...</i>
REPITCH SYNTH (spectrum + pitch contour)	None	in.frq	<i>harmonics-data</i>	out.ana	[analysis file] Ready to Play or Resynthesise
REPITCH VIBRATO	1	in.frq		out.frq	<i>vibfrq vibrange</i>
	2	in.frq		out.trn	<i>vibfreq vibrange</i>
REPITCH VOWELS (colour with vowel sounds)	None	in.frq	<i>vowel-data</i>	out.ana	[analysisfile] Ready to Play or Resynthesise
REPITCH INSERTSIL (insert silence)	None	in.frq	<i>silence_file</i>	out.frq	[binary pitch data file] Use with other REPITCH functions
REPITCH INSERTZEROS (insert unpitched areas)	None	in.frq	<i>zeros-data</i>	out.frq	[binary pitch data file] Use with other REPITCH functions
REPITCH INTERP (replace noise with interpolated pitch)	None	in.frq		out.frq	[binary pitch data file] Use with other REPITCH functions
REPITCH INSERTZEROS (insert unpitched areas)	None	in.frq	<i>zeros-data</i>	out.frq	[binary pitch data file] Use with other REPITCH functions
REPITCH NOISETOSIL (replace unpitched with silence)	None	in.frq		out.frq	[binary pitch data file] Use with other REPITCH functions
REPITCH PCHTOTXT (convert .frq to .txt)	None	in.frq		out.txt	[Ascii text file] Use with other COLUMN edit functions
REPITCH PITCHTOSIL (replace pitched with silence)	None	in.frq		out.frq	[binary pitch data file] Use with other REPITCH functions

