

# VST Preset Generator

V0.2.2

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

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.

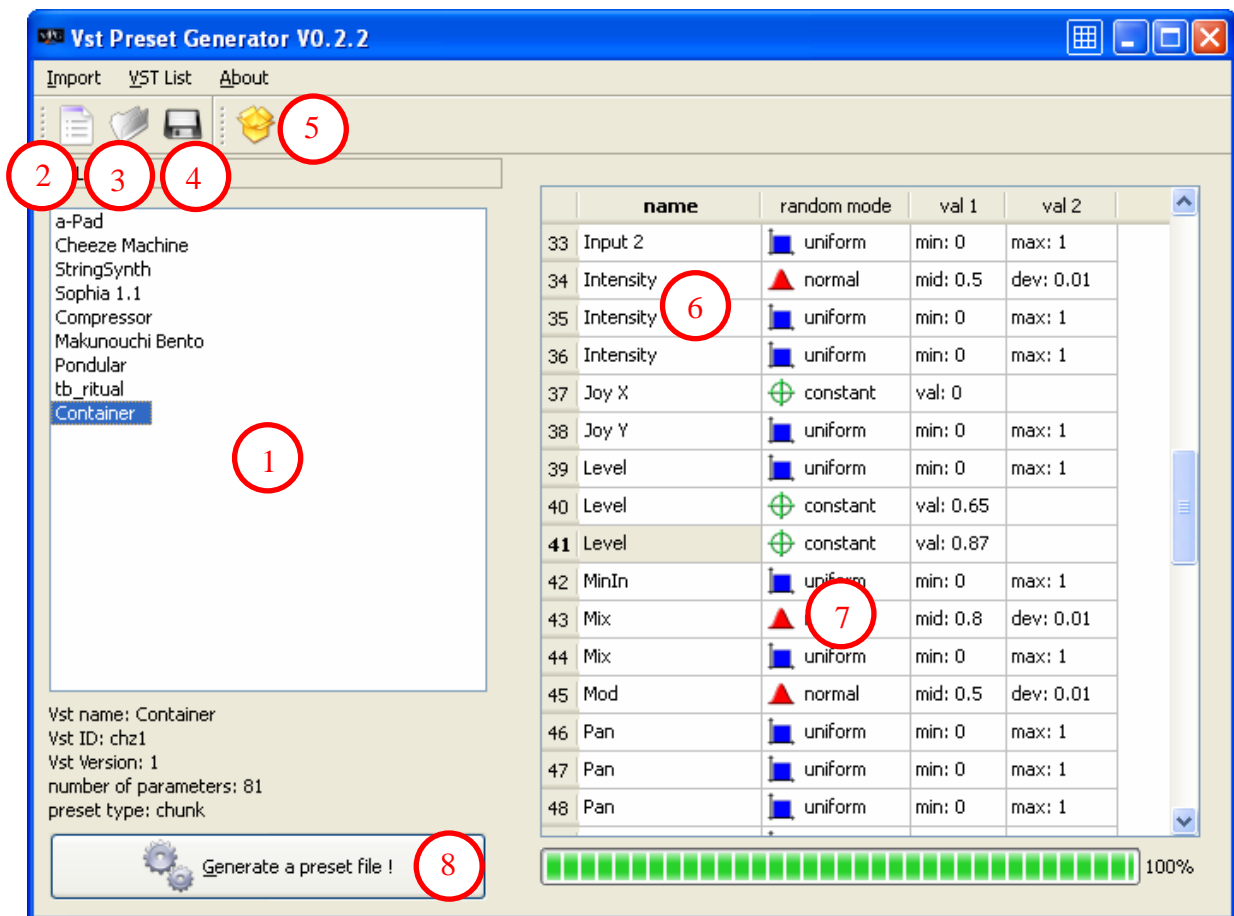
## Installation

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.

Launch vgp.exe.

## Overview



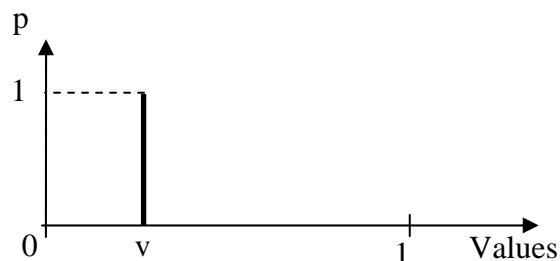
- **1:** List of the VST you've already opened. When you double-click on a name, the parameters are loaded.
- **2:** Create a new empty list of VST.
- **3:** Open an existing VST list, e.g. a vpg file. A vpg file saves the data about your VSTs for a future use.
- **4:** Save the actual VST list in a "vpg" file.
- **5:** Import a new VST to your list, from a dll file, or a fxp/fxb patch.
- **6:** When a VST parameters is loaded (from a file or in double-clicking in the VST list), the parameters are shown here.
- **7:** For each parameters of the VST, you can choice a constant value, a uniform range or a Gaussian generation (normal random). See next section for information about the different methods. Double-click on a cell to change the value.
- **8:** When you've finished fixing the parameters, you can generate the file with this button. Then, a popup asks if you prefer a single program (fxp), or a bank (fxb, that contains several programs).

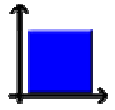
## Random Generation Types



### Constant

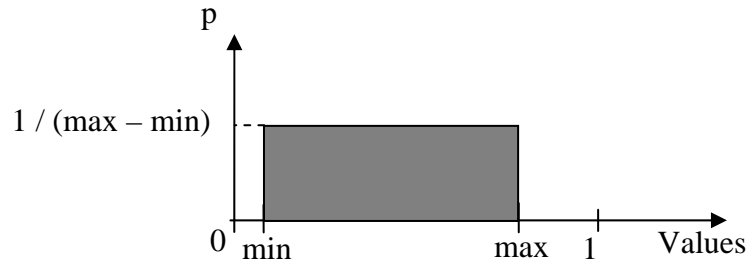
This is the most simple generation method: the generator gives always the same value!





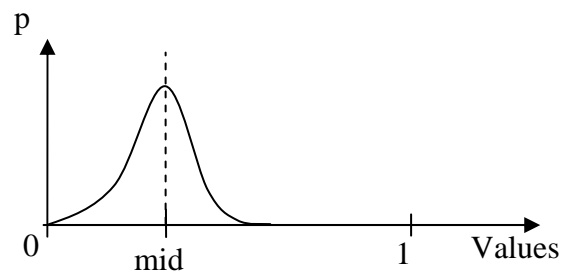
### Uniform Distribution

In the specified range [min ; max], all the values have the same probability. This is the most common computed method for random generations (rand() function in C/C++).



### 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 let a little amplitude of the parameters, for example with the frequency of an LFO.



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## Contact

The program is still a beta version, so all remarks will be welcome at:  
[moleculeXT@gmail.com](mailto:moleculeXT@gmail.com)

or on the Source Forge website: <http://vst-preset-gen.sourceforge.net/>