

changeTune

`changeTune(noteID, tune, relative, immediateOrDuration)`

Description

Function to change the tuning of a specific note in semitones.

Available in: Processor.

Arguments

noteID	The ID of the note that you want to change.	number
tune	The absolute tuning in the range of -120.0 to 120.0 semitones (<code>relative = false</code>) or the value which is added (<code>relative = true</code>).	number
relative	The value is added to the current amount if this is set to <code>true</code> . The default is <code>false</code> .	boolean, optional
immediateOrDuration	Change the value immediately or in the specified duration. Set this to <code>true</code> to change the value immediately without controller smoothing. Set a duration in milliseconds to change the value with controller smoothing in the specified time. If not set, this setting defaults to <code>false</code> and the controller smoothing setting in the Options editor is used.	boolean or number, optional

Example

```
-- random tune offset per note
function onNote(event)
  local tune = math.random() * 12 - 6
  local id = postEvent(event)
  changeTune(id, tune, true, true)
end
```

See Also: [changeVolume](#), [changeVolumedB](#), [changePan](#), [changeNoteExpression](#)