

# changeTune

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

## Description

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

**Available in:** Processor.

## Arguments

<b>noteID</b>	The ID of the note that you want to change.	number
<b>tune</b>	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
<b>relative</b>	The value is added to the current amount if this is set to <code>true</code> . The default is <code>false</code> .	boolean, optional
<b>immediateOrDuration</b>	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 <b>Options</b> 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](#)