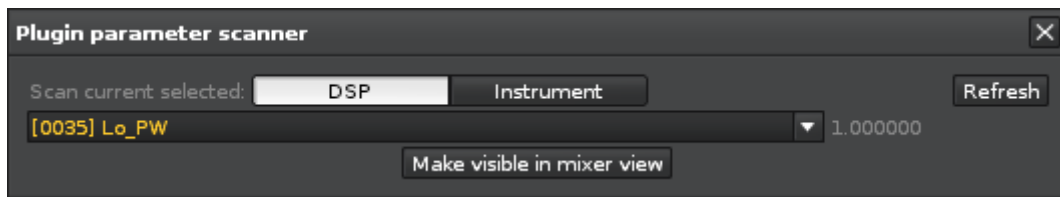Does your VST plugin provides these puzzling parameter names?



Would you like to know which of those parameter names is attached to a specific controller inside your plugin?

Fear not!!!111:



Plugin Parameter scanner is here to rescue you from parameter searching agony!

Simply click the VST plugin that you want to scan, rightclick and select "track plugin parameters"
The external editor will automatically open up, now touch the dial that you want to automate/midi map and observe the parameter name in the drop-down changing and the value next to it change along with it!

For DSP plugins the "Make visible in mixer view" allows you to show the specific slider for that plugin in the mixer view of the dsp device. This allows you to quickly tag them for automation or make it damn easy to midi map these specific parameters.
To tag them for automation, rightclick on the small slider in the mixer-dsp panel of that parameter and drag either a little bit right or left.
This way, you can toggle the "show only automated parameters" button in the automation parameter list to get a quick view of your automated parameters.
You can also choose to only midi map the parameters and let the automation do the recording when you move the mapped CC controller on your external device.

For instrument plugins, there is alas not much possible to influence the instr. Automation device through scripting (hence i cannot make it populate specific parameters for you in there), but you have in most cases the exact parameter name that you can select from any drop-down parameterlist in the instr. Automation device that you want to set for controlling that desired plugin parameter. You also have a bit of indication where in the drop-downlist you can find your plugin if multiple parameters share the same identical name. (the scrollbar position in the Plugin parameter scanner should match the position in the instr. Automation device parameter drop-down)

Remarks:
– In some cases (mostly DSP plugins), parameter value changes don't get noticed until you release the button/rotator/slider.
– Not all parameters are made available by the plugin unfortunately. That is not a bug in Renoise, but a bug in the plugin or sometimes the plugin programmer never intended a control to be controllable by the host.
Perhaps some ninja hacking like decoding and altering the plugin chunk data (data that includes the complete plugin state including non-modifyable parameters) and then resending that chunk back would allow one to control untouchable plugin parameters, but that is beyond my available time-scope to research and most likely a waste of effort.

Hopefully a future native solution in Renoise will supersede this still-pretty-ackward-but-better-than nothing-tool workaround for the generic parameter alterations.

Cheers,
v²