

# GPU DeClicker Tutorial

August 6, 2018

GPU DeClicker automatically clears audio files from sudden noises like clicks, pops, bit rots. Also it provides user with precise control over the results when he/she wants to correct them.

If you have any comments on your experience with this app, please, contact me by email:

[dmitrii.khrustalev@gmail.com](mailto:dmitrii.khrustalev@gmail.com)

or leave a message at the project page

<https://github.com/DmitriiKh/GPU-Declicker-UWP/issues>

I will appreciate any feedback

## Compatibility

The app is compatible with personal computers running Windows 10.

The app does a lot of calculations therefore the more core your processor has the better

## Installation

You can install GPU DeClicker from Microsoft App Store

<https://www.microsoft.com/en-ca/p/gpu-declicker/9nb1l20rq9cd>

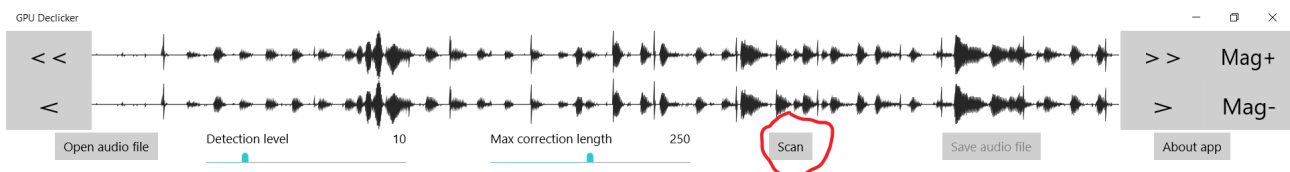
## How to use this app

When you start the app you can click on the “Open audio file” button

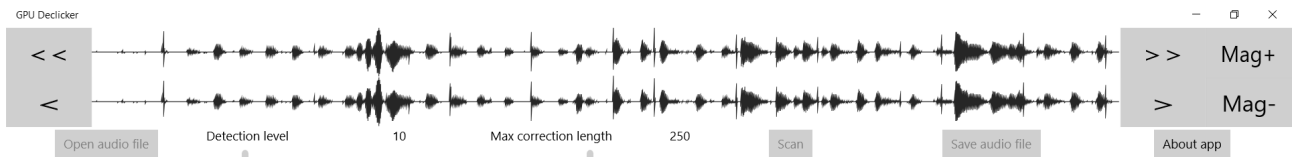


In the Open File Dialog you can pick an audio file that needs cleaning and click “OK”.

After the app loads the file you can click on “Scan” button



While GPU DeClicker scans audio file you can see the task status and progress at the bottom



Status

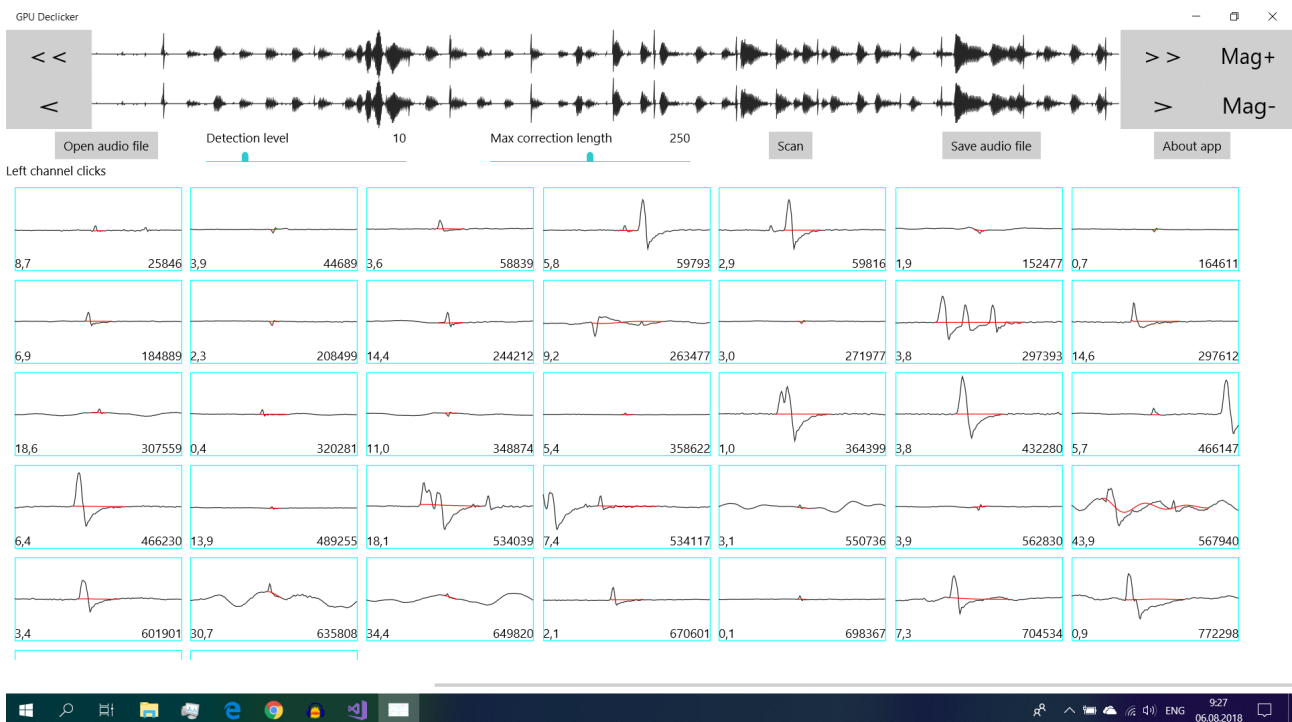


Progress



There are two stages (pre-processing and scanning) for each channel. It takes about the same time as the song duration to process one channel on my computer. Faster if you have a modern CPU with 4 or more cores.

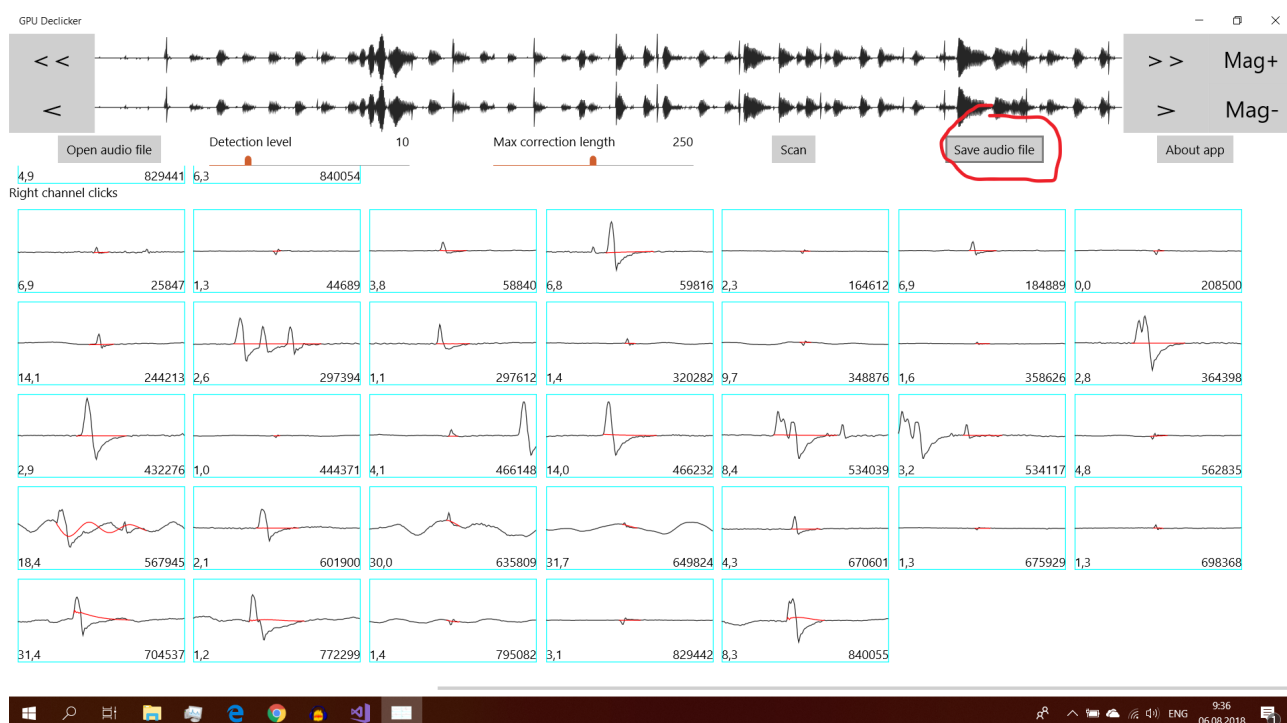
When your computer have the job done you can see the result



You can check the result scrolling the screen

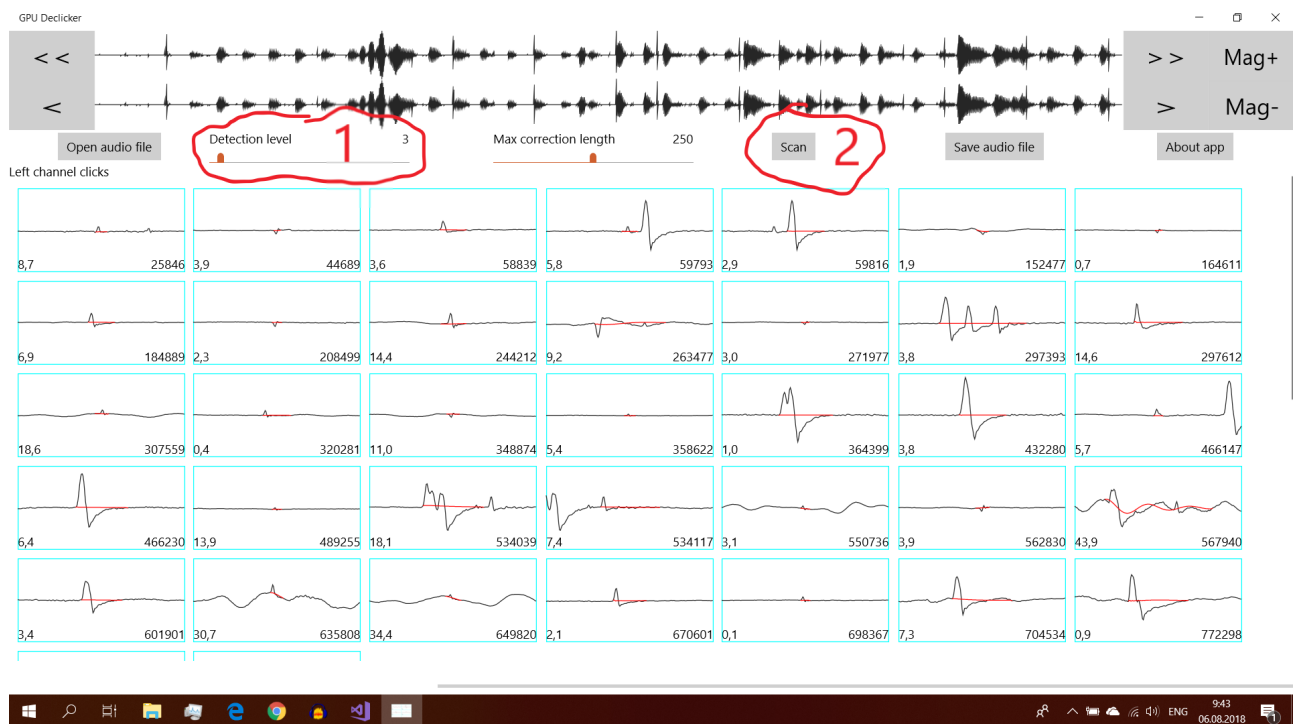


If everything looks okay you can save the processed audio into output file by clicking on “Save audio file” button. Please, **change the file name** and/or folder to not replace the original file

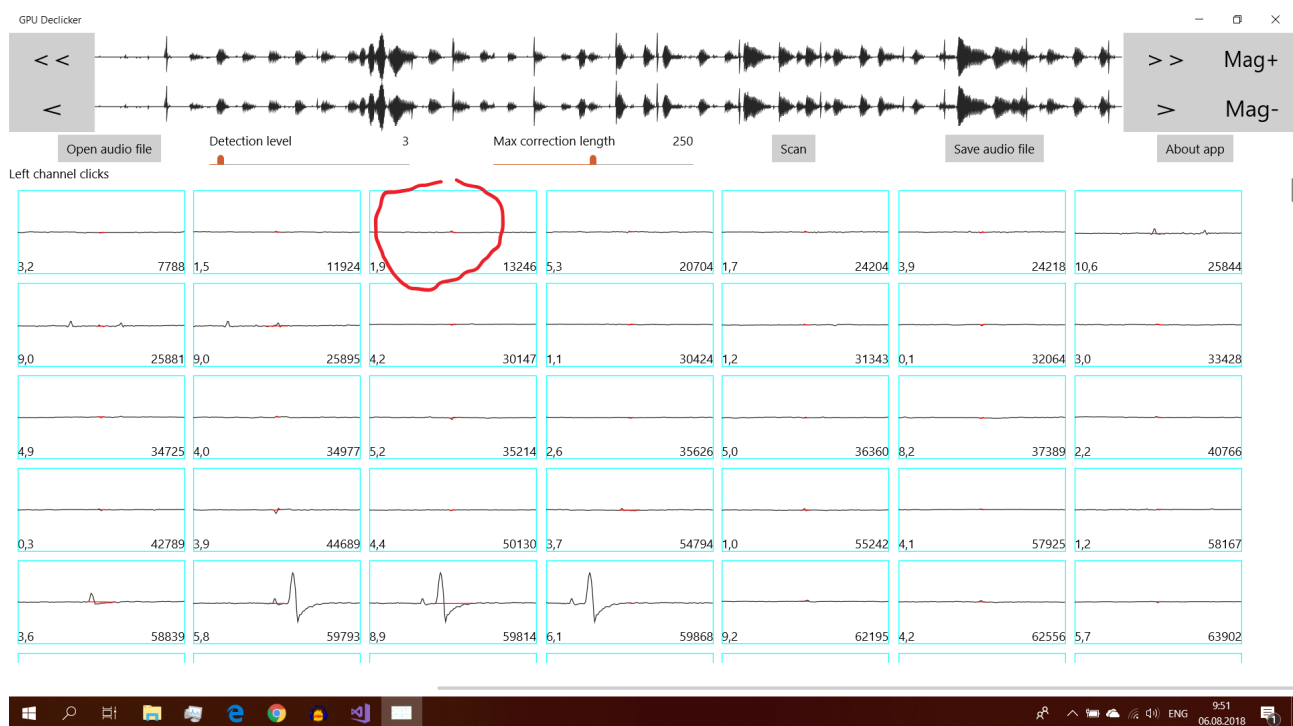


## How to adjust Detection Level and Max Correction Length

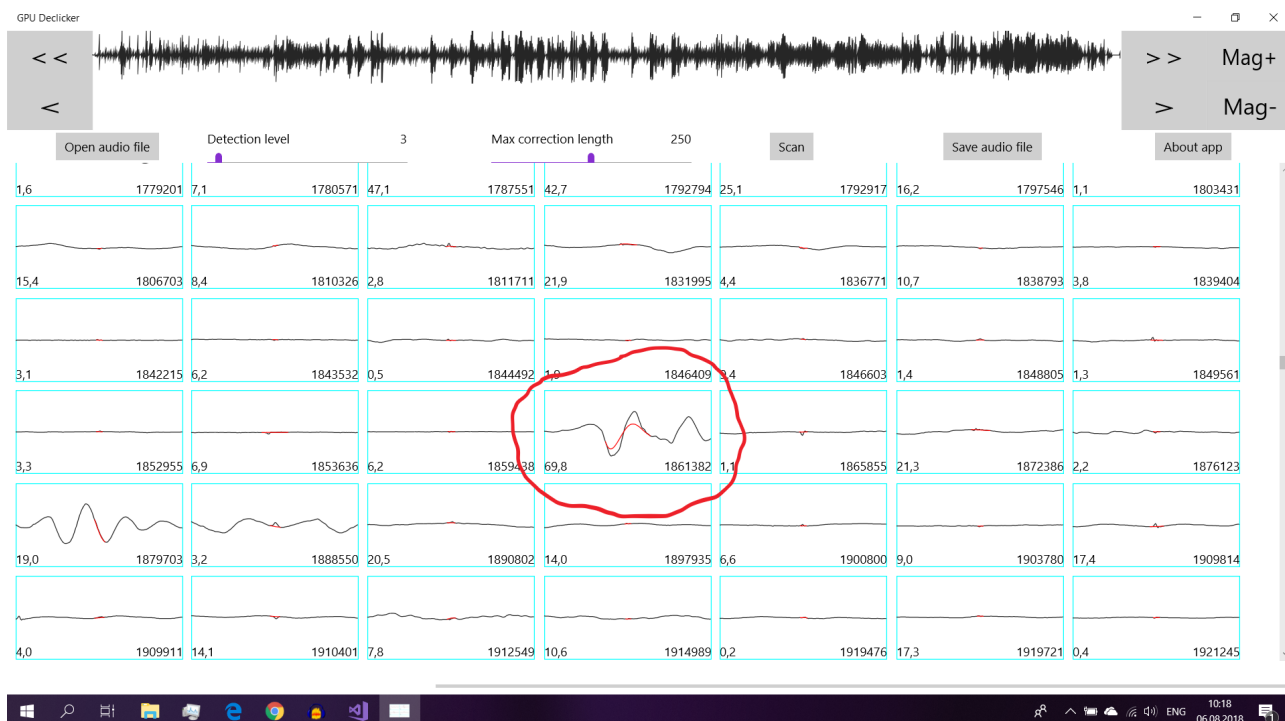
The default settings is 10 and 250. If you would like to change them you will need to click “Scan” button again to make the new settings work



Lower Detection Level (3-5) may be set if you want to remove less noticeable clicks too



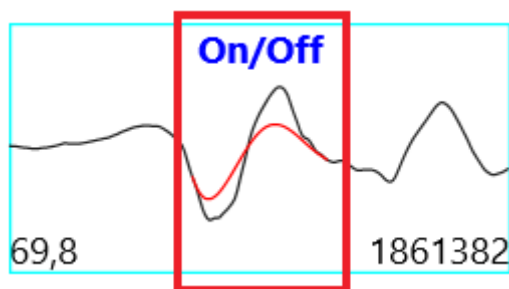
Though too small Detection Level settings can cause false positive detection



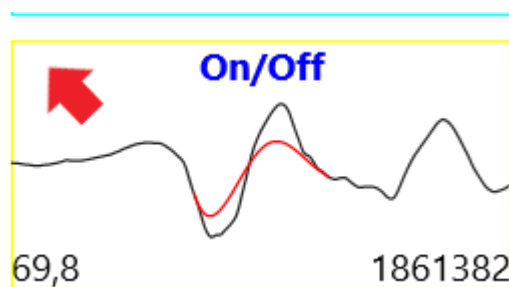
Max Correction Length can be made smaller (5-10) if you want the app to remove shorter noises like bit rots and ignore long ones like clicks and pops.

### Precise control over the results

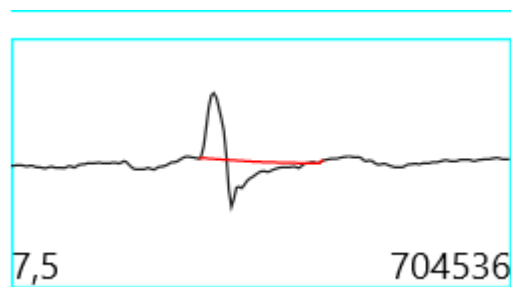
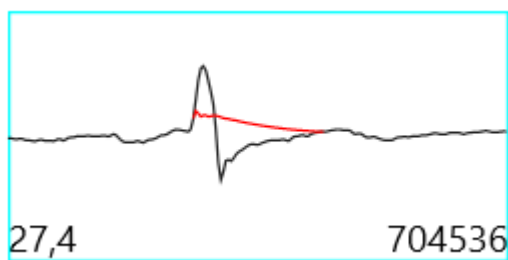
If you find few false positive detections but the overall results are okay you can switch the wrongly detected clicks by clicking on them in the middle



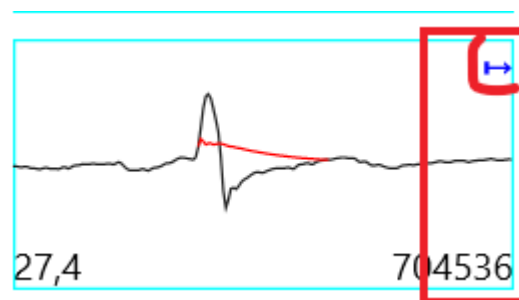
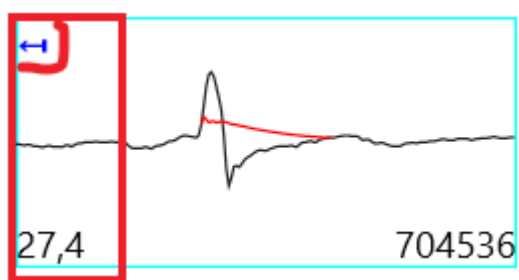
If you do this the clicks frame will change its color to yellow (when it's off). When the frame is yellow the detected click (false positive or real) will be ignored



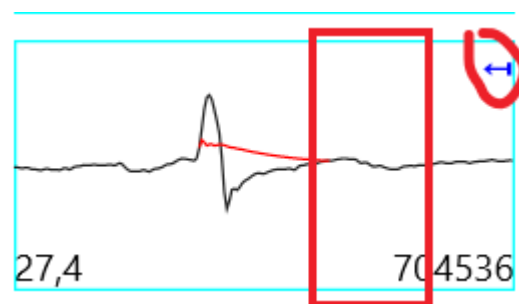
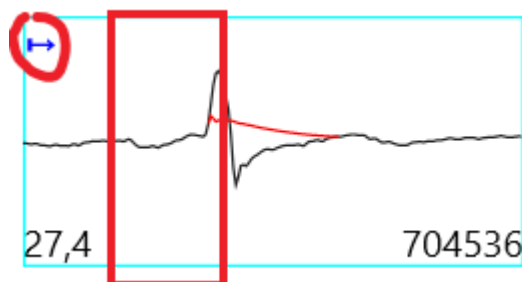
Also you might want to change length of a particular correction. For example this correction begins a bit late



You can expand any particular correction to the left or to the right. To do this you can click on the special areas



Also you shrink a correction



Thank you for using GPU DeClicker!