PitchFinder´s User´s Manual\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Redacted by Luis Herranz

1. **Introduction**

PitchFinder is a very simple application designed to determine the range where the Pitch of a signal is allocated. This guide will provide with the instructions required to set-up and use the application.

1. **Required Equippement.**
2. DSPic (DSPIC Starter Version).
3. Computer or similar device with the software MPLab
4. MicroUSB Conector.
5. Input Device with JACK conector: microphone, Mobile device, etc.
6. JACK conector.
7. **Set-Up**
8. Install MPLab in your device. You can find the software and it´s instructions here:

<http://www.microchip.com/mplab/mplab-x-ide>

1. Download the Application from its GitHub Repository. And run the “PitchFinder.mfc”, your computer will recognize it and use MPLab to open it. Once loaded make sure that all header files from all libraries are found. If not you may have to link them manually.

**Link with the application:**

<https://github.com/keny91/PitchFinder-with-dsPIC>

1. Connect Your DPStarterKit to the computer using the MicroUSB and click “Program” which is found in the upper menu. You may need to build the application first, the button is found in the same menu. Just click and wait for the process to end, you will see “Build Completed”.
2. Once programed you only need to keep the DSPkit supplied with power and enter an audio signal through the Input slot.

After these steps are followed you may observe that the LEDs are turning On and Off. This confirms that the application is working.

We hope that this Set-Up guide has proven useful. Please do contact support for any issues. luishmanas@gmail.com