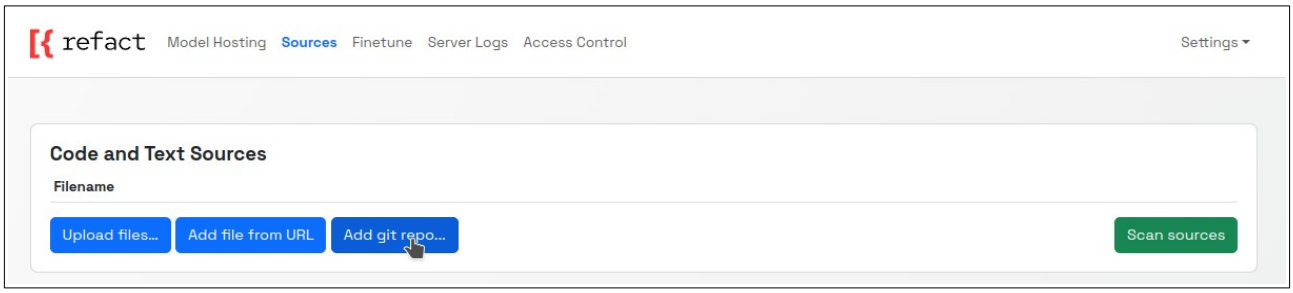
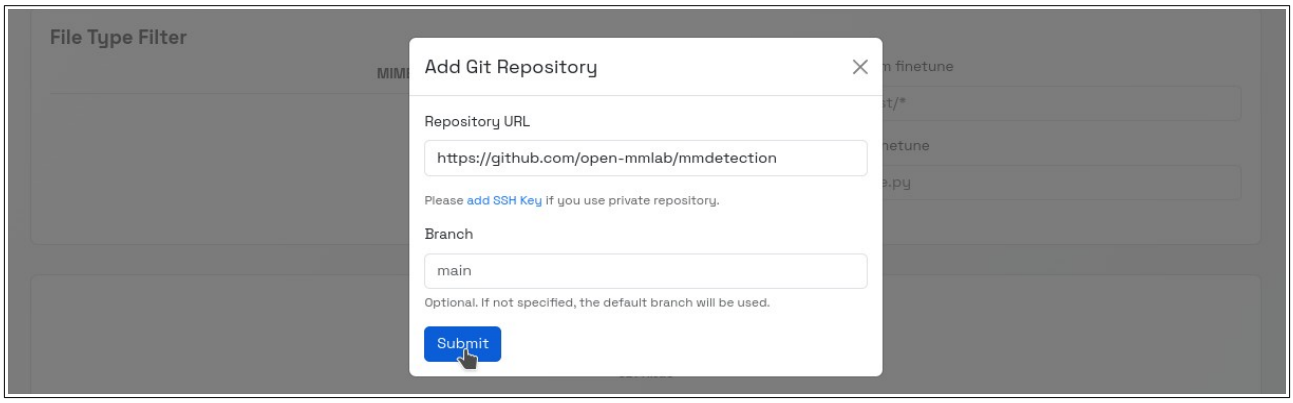
Finetune

1. This option tunes model on your sources to give more relevant results with completion. Now it available **only for** CONTRASTcode/3b/multi.

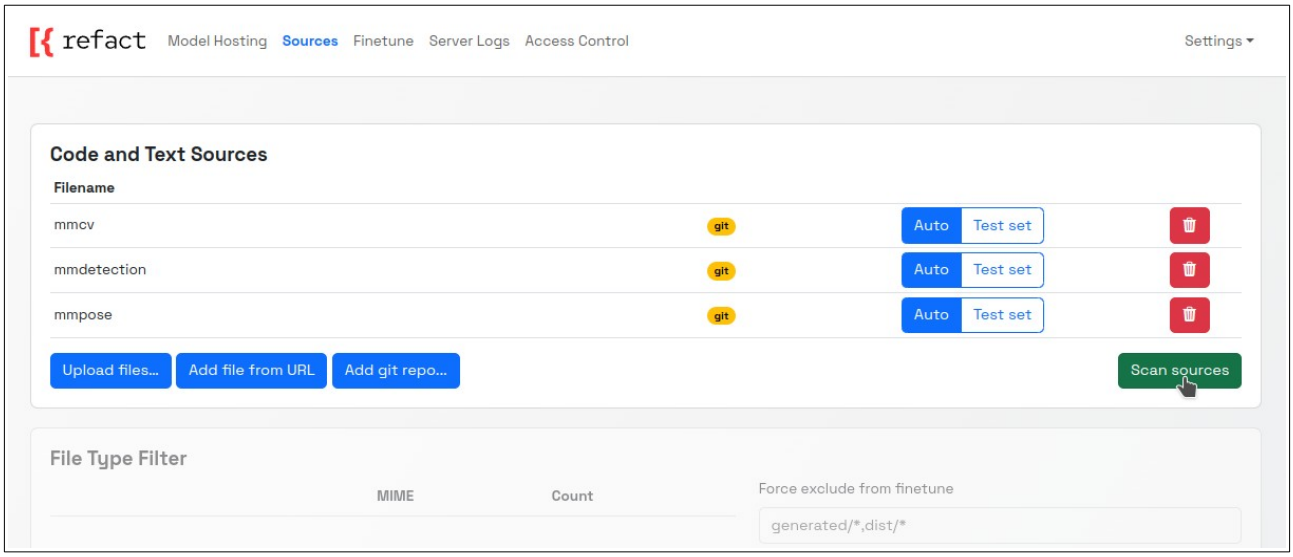
2. Add sources to server: as packed archive, single file or git repo.



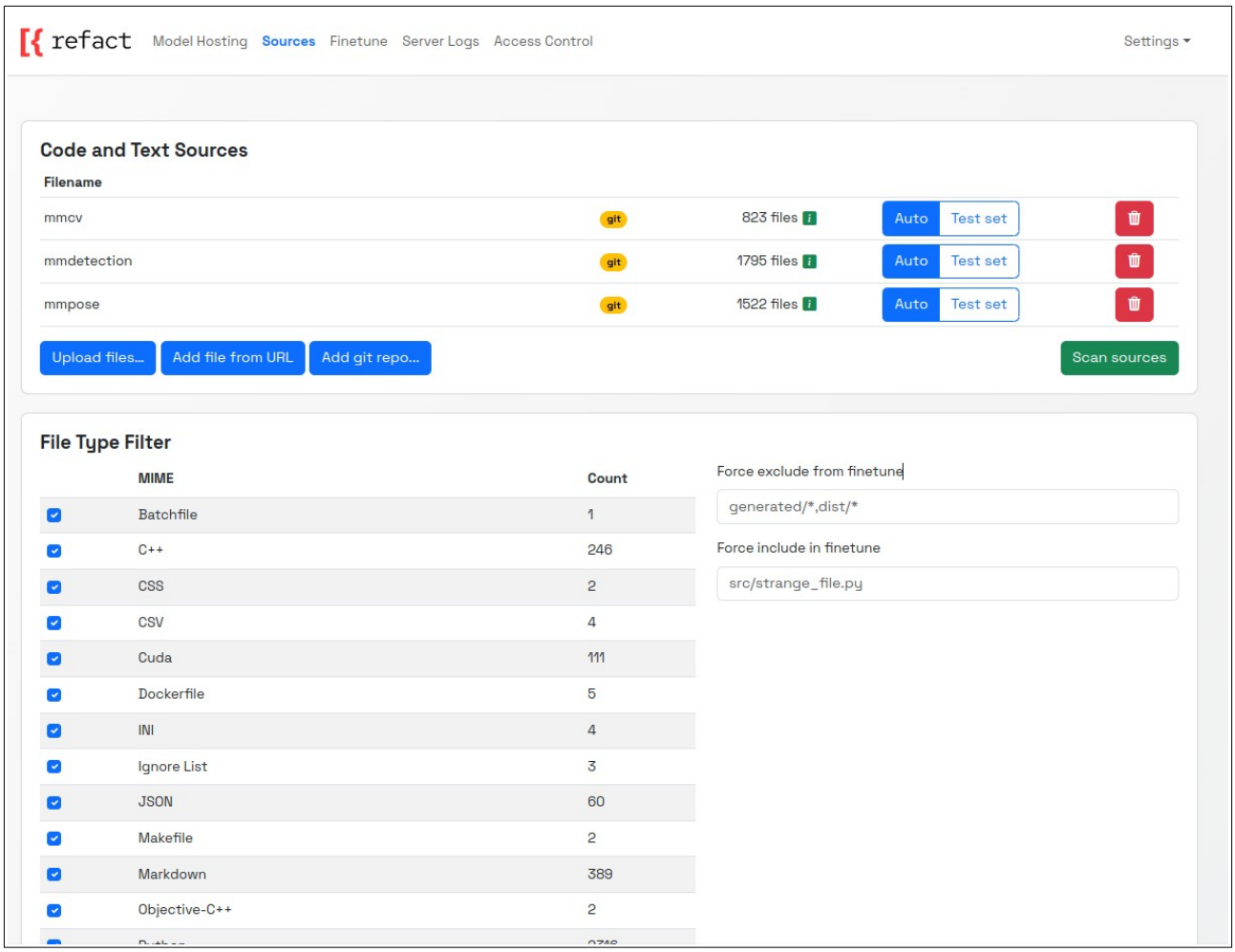
Example of git repo adding dialogue:



3. After adding sources you need to scan it with **scan sources** button.

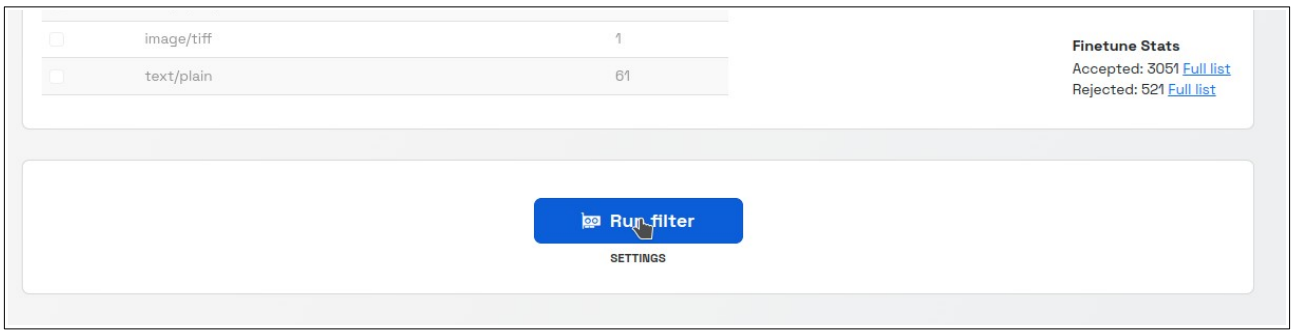


Result of scan looks like this:

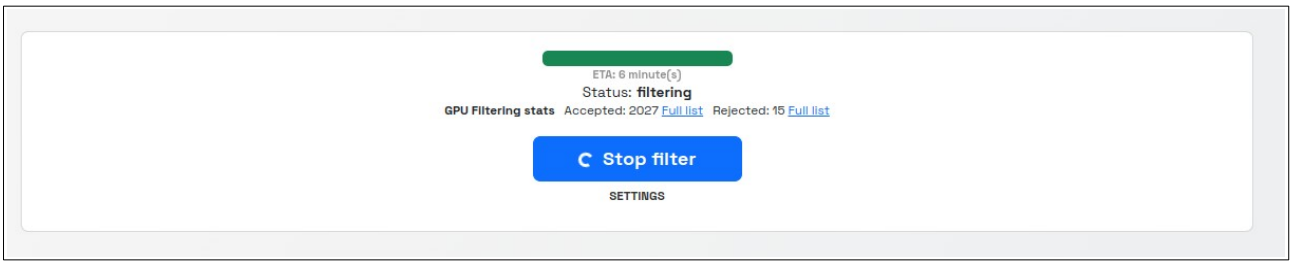


4. Next select files you'd like to use for finetune. For better results we recommend to set only main language of project, but you can keep it all.

5. **Run filter** over selected files. This filter utilizes GPU, so it will take time. If you have one GPU, completion will be unavailable while filter runs.

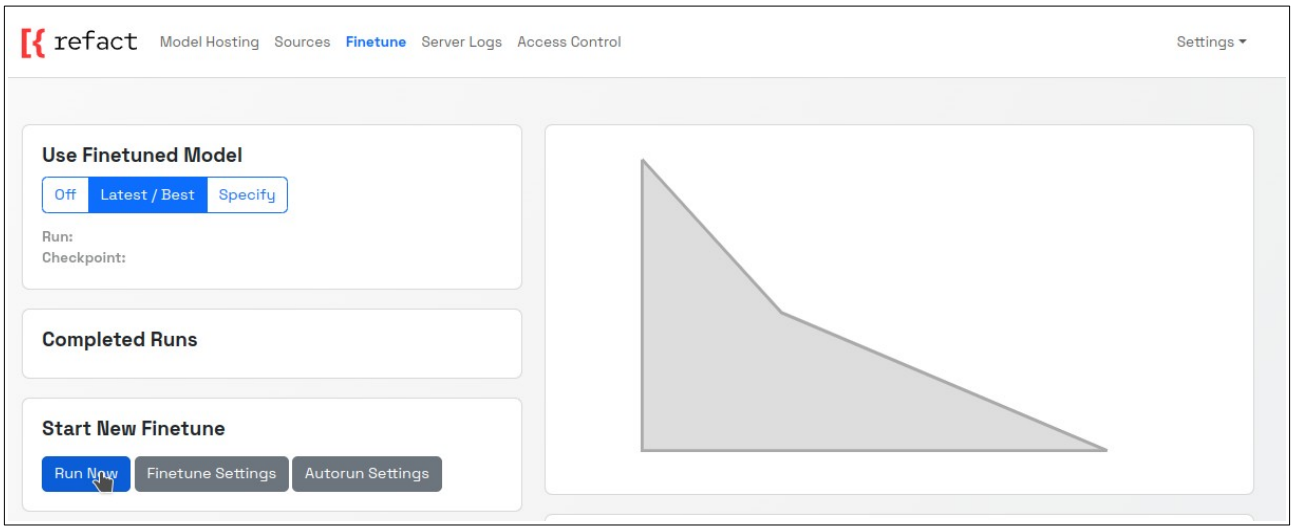


Example of running filter:

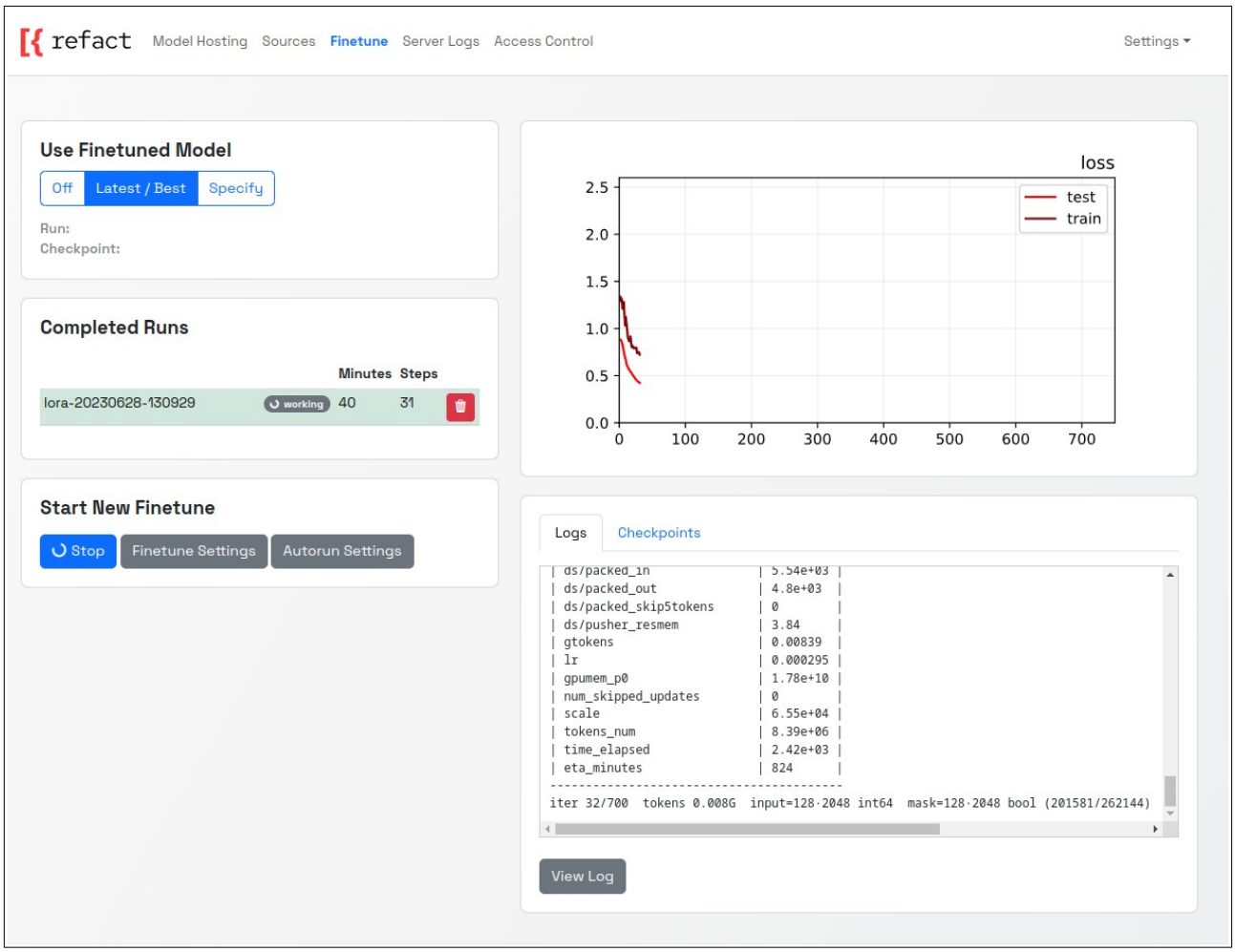


Filter finished and you are ready to tune model.

6. So we make it to the model tuning. Go to **finetune** tab and tune model with **run now** button.



Finetune is slow process and it utilizes one of your GPUs. Here is an example of running finetune:



7. When finetune process is over, server will use **latest** tuned weights by default. If it does not work properly, you can **specify** another run or disable finetuned model.