0e177960-9

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Chapter 1

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1.1   No title

How~to~adjust~my~Midifile~using~the~Midifile~Icon

1.2   Hvordan Indstiller jeg afspilning via Midifiles Iconerne

```
How do I adjust the Replay of my Midi files
using the Midi file Icons ??????

On a Amiga you can for all files create an Icon
which is displayed on the Workbench as a picture
The easiest way to create Icons is to use a prg
like Dir Opus, in that prg you can simply mark
your Midifiles and click the button ADD ICON and
Dir Opus then creates an icon for the Midifile.

You can then edit your Icon from Dir Opus just by
clicking twice on the file that has the same name
as your Midifile + the ext .info.
The Icon picture then pops up, and then you can
click new and in the bottom vindow you can input
your command and finish with Enter, then the command
is moved from the bottom vindow to the top window
and is used by Midiplay when the Midifile is loaded.

If you dont have Dir Opus you can open the Icon
from WB and choose information and edit from there.

You can always reedit your commands by opening the Icon
and click on the command you want to edit, by clicking
the commands is dissplayed in the bottom vindow and
you can alter the command, when finished always remember
to use Enter, and done with editing you must remember
to save the Icon.


What can I actually adjust in thoose Icons ??
```

You can really adjust ALL commands that Midiplay
understands but the most important are theese !!

»~Melody~Channel~~~~
 »~Transpose~~~~~~~~~
  »~Tempo~Change~~~~~~
   »~Program~Change~~~~
    »~Patch~Channel~~~~~
     »~Volume~Change~~~~~

I have in this documentation written all Commands with
Capital letters, but Midiplay don't care so you are allowed
to use both or mix like you prefer.

1.3 Melodi kanal

Command MELODY=Value

This Commands tells Midiplay on which channel
your Melody are playing and the value are
simply the MIDI Channel number

You simply write in you Command line this:

MELODY=Value and the value can be
positive/negative 1-16

If the value are Positive the Melody
will be muted, and will not play
when the Replay is started.

Ex:

MELODY=4

The Melody voice is on channel 4 and not played.

When you give this command to Midiplay then
this info is stored to the F8 key and you can
now anytime, get the melody to play just pressing
the F8 key.

Remember to put SOFT=ON in Midiplay config if
you want Midiplay to send out all Mididata on
the muted melody channel, all Mididata except
note on/off is then sent, and the melody will
sound with correct voice when you unmute.

SOFT=ON can also be a command line in the
MIDI file Icon if you prefer that.

If the value is Minus=Negativ then the Melody
is played when you start the Replay.

```
Ex:

MELODY=-4

The Melody is on channel 4 and is played.

When you give this command to Midiplay then
this info is stored to the F8 key and you can
now anytime, mute the melody just pressing the
F8 key.

In both cases repeated pressure on the F8 key
toggles between muted and unmuted Melody voice.
So you must understand that the Positive or negative
value only is there to tell Midiplay how to play
when first starting the Melody.
```

1.4 Transponering

```
Command    TRANSPOSE=value

The value can be 1-12 both Positiv and Negativ.


The command is used for transposing the Melody.

If the Drumchannel is defined then the drumchannel is not
Transposed.

Ex: TRANSPOSE=2

This tells Midiplay to transpose the Midifile 2 half notes up.

Ex: TRANSPOSE=-4

This tell Midiplay to transpose the Midifile 3 half notes down.


Remember this transpose are relativ to the transpose given in
the Midiplay config file or in the def_midiplay icon.

If you have given transpose=2 in the config file the the command
TRANSPOSE=2 gives the result 2+2 = 4 half notes up and the
TRANSPOSE=-4 gives the result 2-4 = 2 half notes down.

This means that the tranpose command given in the Midifile
Icon are always active no matter what transpose you have given
elsewhere, and thats good because if you catch a cold and need
to transpose all Midifile half a note to sing with you cold
voice you can simply transpose=-1 in the Config file and all
your Midifiles are transposed half a note down.
```

1.5 Tempo Forandring

```
Command   TEMPO=beats pr measure

Values can be between 40-240 or 0

Ex: TEMPO=136

This command tell's Midiplay to play the Midifile
in tempo 136. BPM

If you use this command be sure there is no tempo change
in your Midifile because using the command Midiplay
ignores all tempo settings in the MIDI file.

Setting TEMPO=0 means use default tempo = 120
```

1.6 Program Skift

```
Command   CHANNELPC=Channel:Value
Command   CHANNELPC=Channel:Bbank:Value

Channel can be between 1-16
Bbank can be between 0-127
Value can be between 0-127

Ex:

CHANNELPC=4:24

You tell Midiplay to send a Program Change 24 on
channel 4

Program change 24 will on General Midi choose a
Nylon Guitar, but Nylon Guitar on the Display say
25 which is a mistake and don't match reality.
In Midi everything starts with 0 which means that
1 Grand Piano really is prg change 0  etc.

You must therefor always subtract 1 if you want a
certain prg change on you synth if you look it up
in the manual.

You can make as many lines with channelpc as you
wish, but its also possible to make several in the
same command line like:

Ex:

CHANNELPC=4:24,5:34,9:10

Just seperate the channelpc's using a ,

Using channelpc the program change on that channel
```

are ignored and only the given will be used.

If your Midifiles contains a Reset SYSEX you have
to filter sys x because the prg change in channelpc
are send and the prg change on the channel are ignored
but the reset sets all parts to G Piano so you wont
get the Prg change you intended.

You can use the command NOSYSEX=ON in the Icon
then if you normally wamt it on you can input
the command in the def_midiplay icon NOSYSEX=OFF
this way every time a new file is loaded the filter
off.

You also now can do a bank change using Channelpc
first you have to define in your config file how
Midiplay should send Bank change.

You must use the command bakchangetype

Ex:

BANKCHANGETYPE=0 sends Controlchange 0 + value followed
                 by control change 32 0
BANKCAHNGETYPE=32 sends Controlchange 32 + value followed
                 by control change 0 0

Please look into your manual to se which way your synth
should be told to change banks.

If you want to change to a 12 string guitar on a GS
module you must send bank change 8 and prg change 25
and you do like this:

CHANNELPC=4:B8:25

You must always give the Bank change as B+value.

Also by using Channelpc you can send SYS EX files to
your synth, you must use a sysx dump prg to recieve
the sysx dumps and then save them under a filename
then using Channelpc you can send theese dumps back

lets say you have a dump called mydump you write like
this

CHANNELPC=1:Tmydump

Remember always to send Sysex dumps on channel 1

1.7 Kanal Omflytning

Command PATCHCHANNEL=Channel=Channel

Channel can have value between 1-16

```
You tell Midipay that all on first given
channel must be send on second given channel

Ex:

PATCHCHANNEL=1=10

All Events on channel 1 is now send on channel 10
I use this one a lot because many Midi Creators uses
4 drum beats on channel 1 to count in, and my synth
need them on channel 10 to play drums.

I have standered all my Midfiles to always play the
Melody on channel 4 and the Bass on channel 2.
I play the Midifile and notes on which channels melody
and bass play, and if its not channel 4 and 2 I patch
the file.

Wee assume we have a Midifile where Melody plays on
channel 9 and the BASS plays on channel 6 and wee then
write this in the Midifile Icon.

PATCHCHANNEL=9=4,4=9,6=2,2=6

Notice that every patch is seperated using a ,
In this patch we let channel 9 play on channel 4 therefor
I say let then channel 4 play on channel 9 and the same for
the BASS. I always do this channel switch this way I'm sure
nothing goes wrong and data is not mixed.

Now Melody=-4 will work on the melody voice because we have
Patched = moved it to channel 4

All other commands also works on the given channel even
if you have patched around.
```

1.8 Volume Forandring

```
Command   VOLUMECHANGE=Channel:Value

Channel can be between 1-16
Value can be between  Plus/Minus 0-127

Ex:

VOLUMECHANGE=4:25

Here we tell Midiplay to raise volume on
channel 4 with 25

VOLUMECHANGE=4:-25

Here we tell Midiplay to lower volume on
channel 4 with 25
```

The Value we give is always added to the
volume information in the Midifile. If a
volume info is not found on the channel the
value given is added to the default value 100

This means giving a volumechange it is added to all
volumes on the given channel.
ADDING a negative value lowers the volume.

Also here you can give several channels.

VOLUMECHANGE=4:20,3:-10,6:5,10:-5

Again you seperate using the , and here we say:

ADD 20 on channel 4
ADD -10 on channel 3
ADD 5 on channel 6
ADD -5 on channel 10

Another fine feature to use is this if your Midifile
plays to loud or to weak on all channels then use
the command like this:

VOLUMECHANGE=0:25 this raises volume on all channels by 25
VOLUMECHANGE=0:-25 this lowers volume on all channels by 25

Then afterwards you could tell Midiplay to ex raise volume
on channel 4 by 25.

I use that often if I have a Midifile where all volumes are
on 127 and the melody is to low to be heard, then I lowers all
channel and raises the melody channel.

Ex:

VOLUMECHANGE=0:-30 lovers all channels by 30
VOLUMECHANGE=4:30   raises volume on channel 4 by 30.