Tutorial ' Playing Midi with MC Musiceditor'
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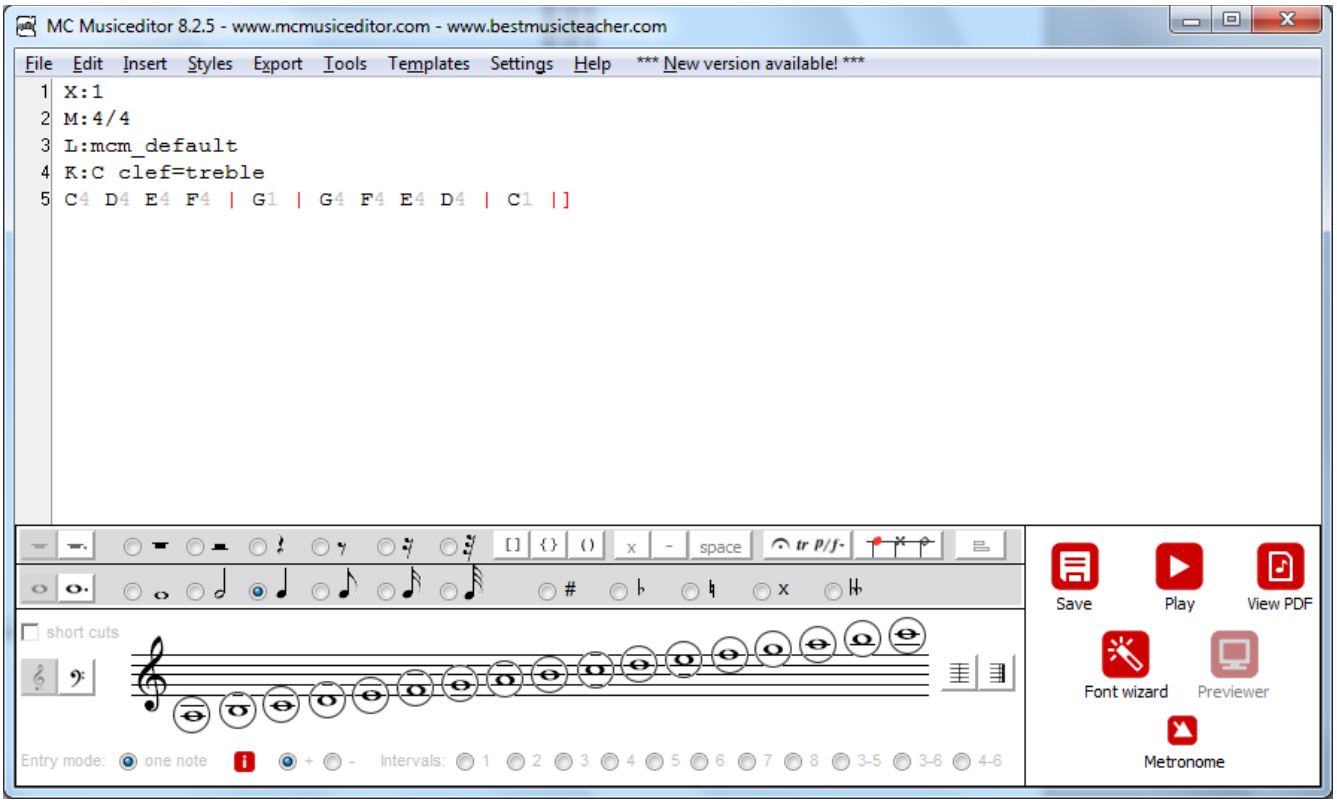
version 1.0 – May 2015

We will be using MC Musiceditor 8.2.5 for this tutorial (www.mcmusiceditor.com). This release has implemented the powerful SoundFont Midi Player of Zoltán Bacskó (falcosoft.hu). This excellent player has many features, more than will be accessed in this elementary tutorial. Requests for extending this tutorial will be welcomed!

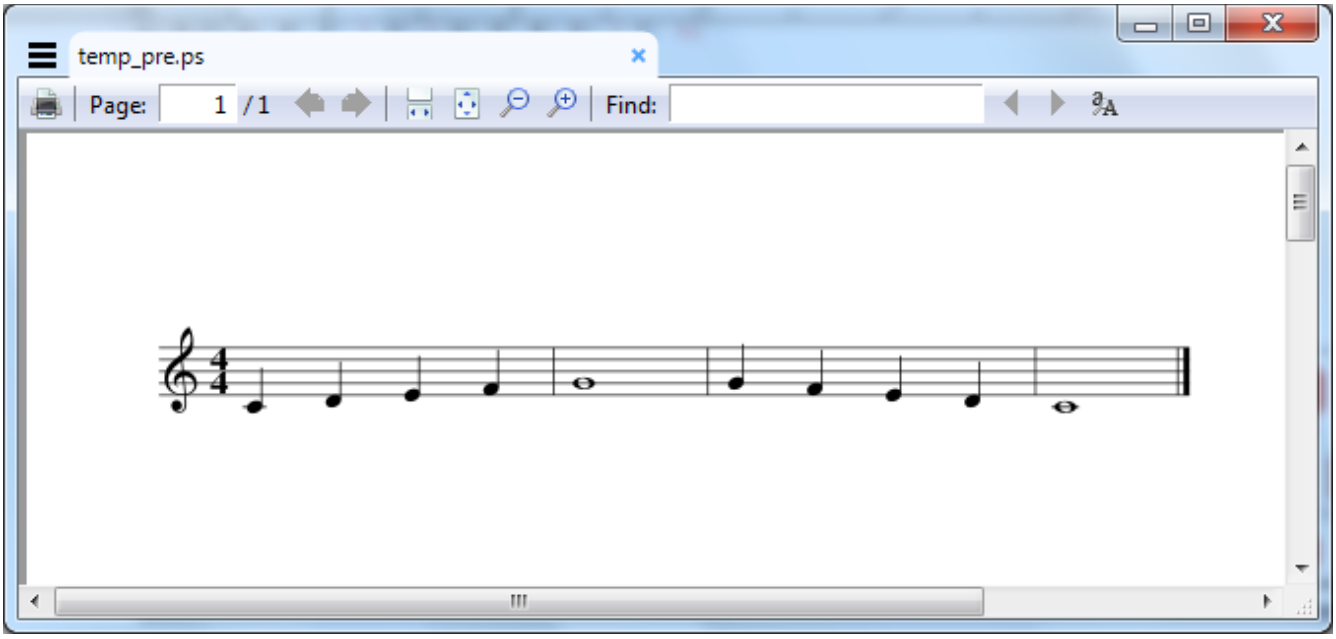
I would like to thank Zoltán for his great contribution to MC Musiceditor.

Section A. The first steps

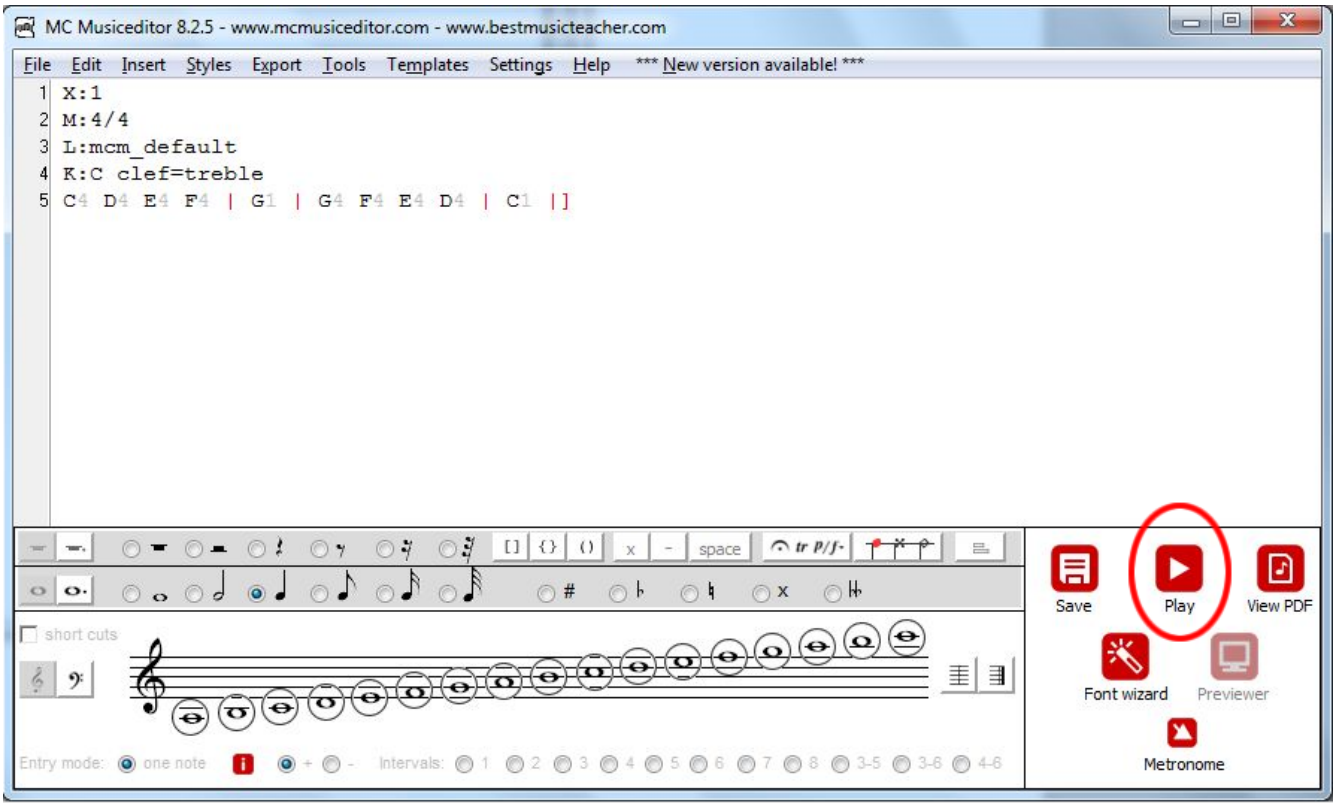
1. Start MC Musiceditor and write a melody:



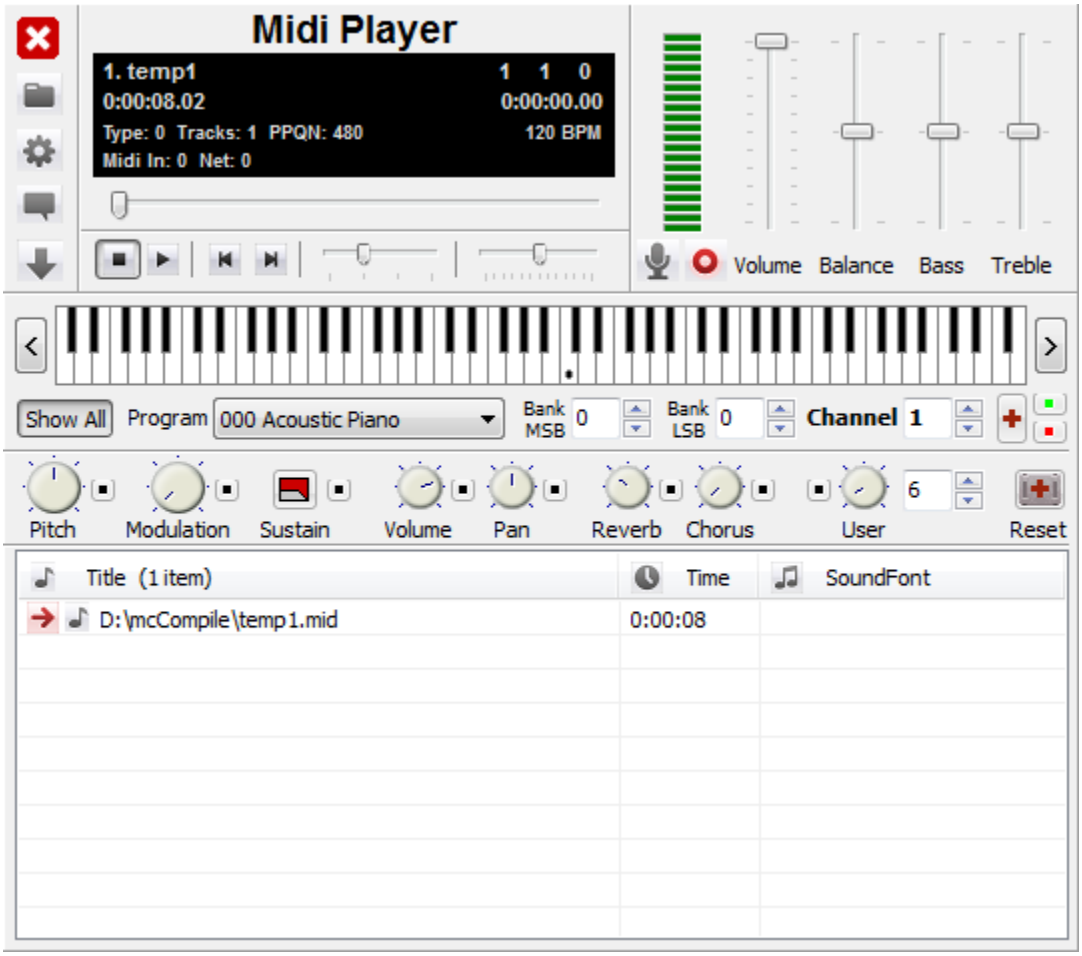
The previewer shows:



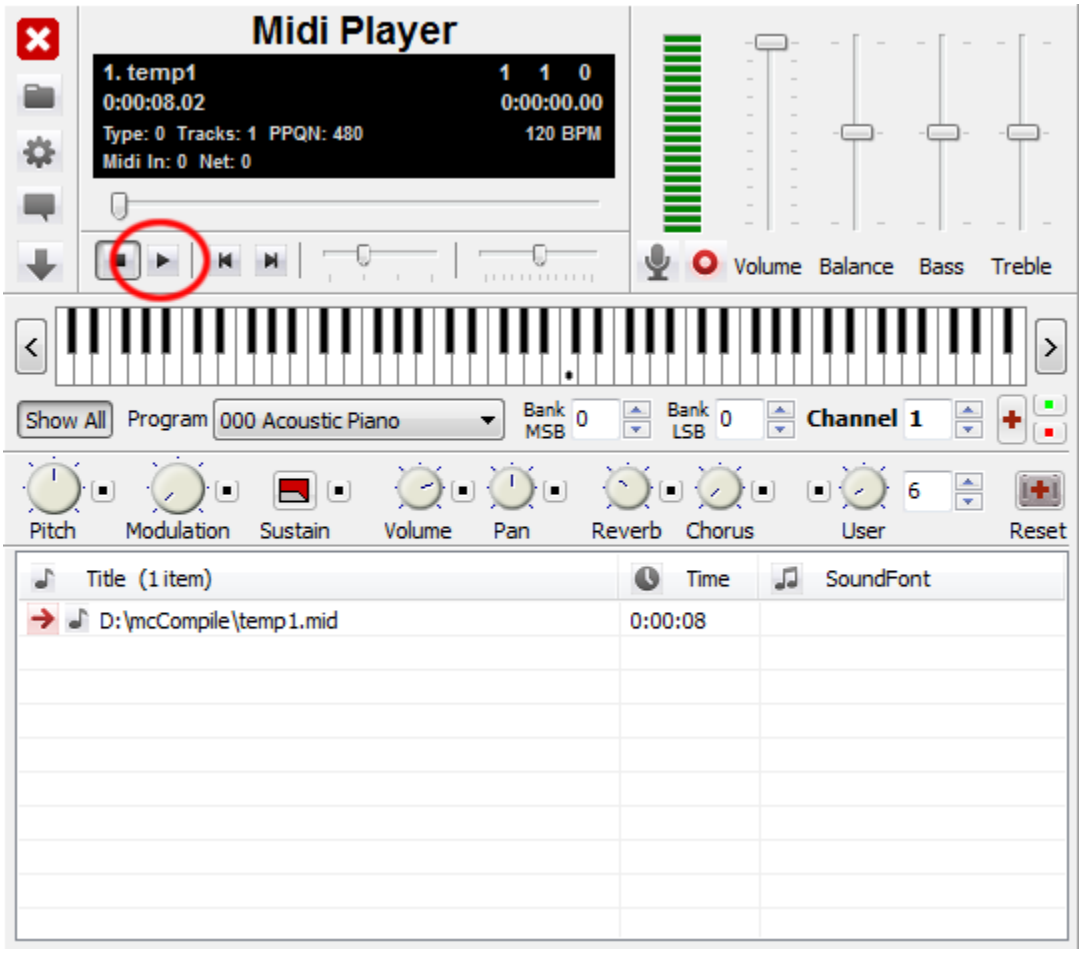
2. To play this melody, click the Play button or press F4:



a. Midi Player will start
b. and plays your melody automatically



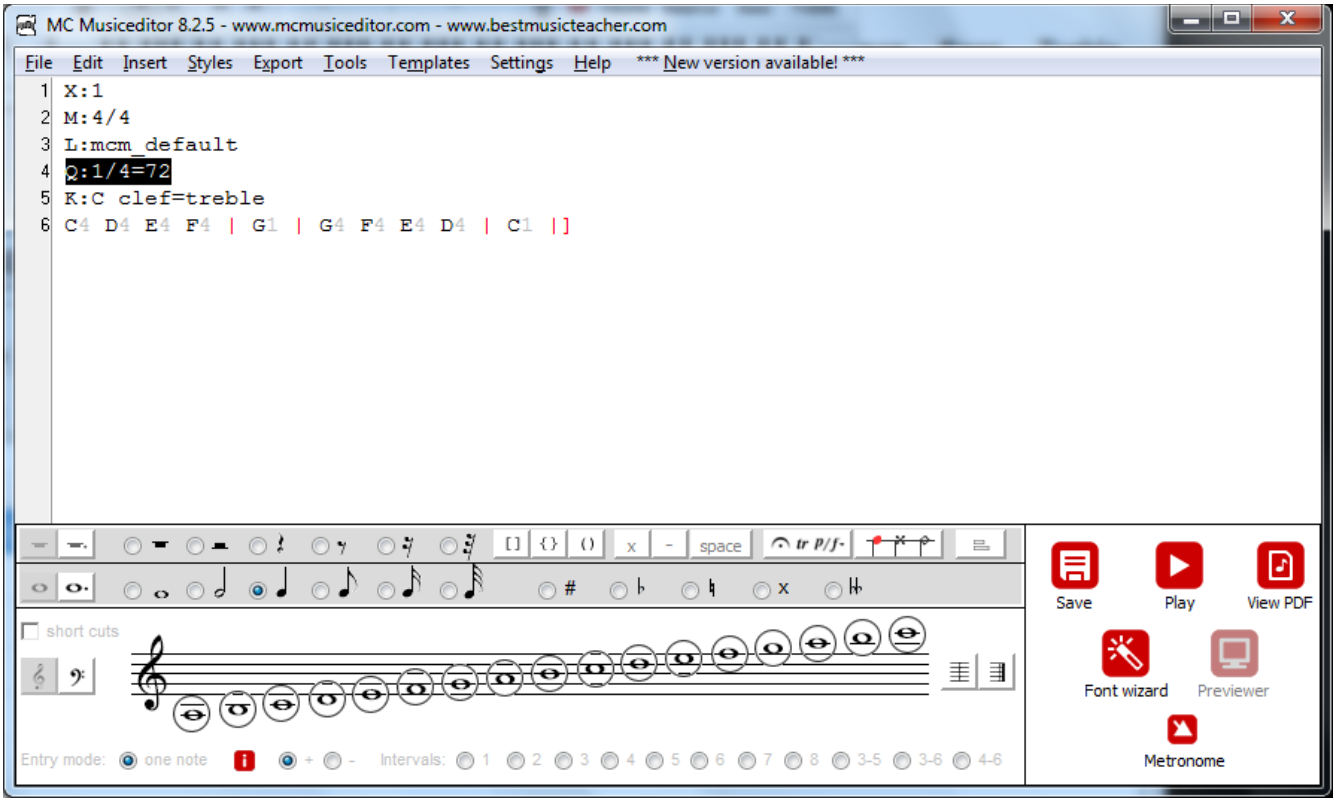
3. To play this melody again, click the Play button of this Midi Player:



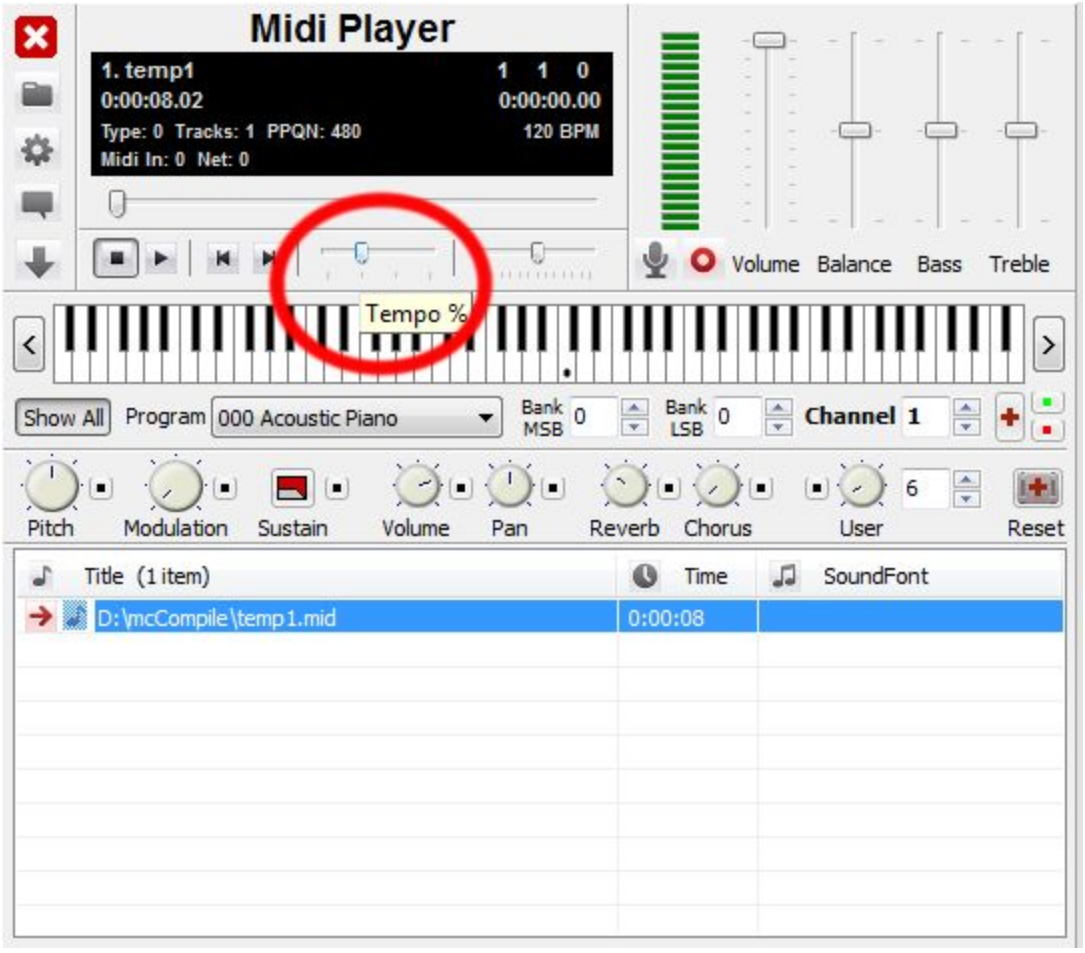
Section B. Special topics

1. Changing the tempo

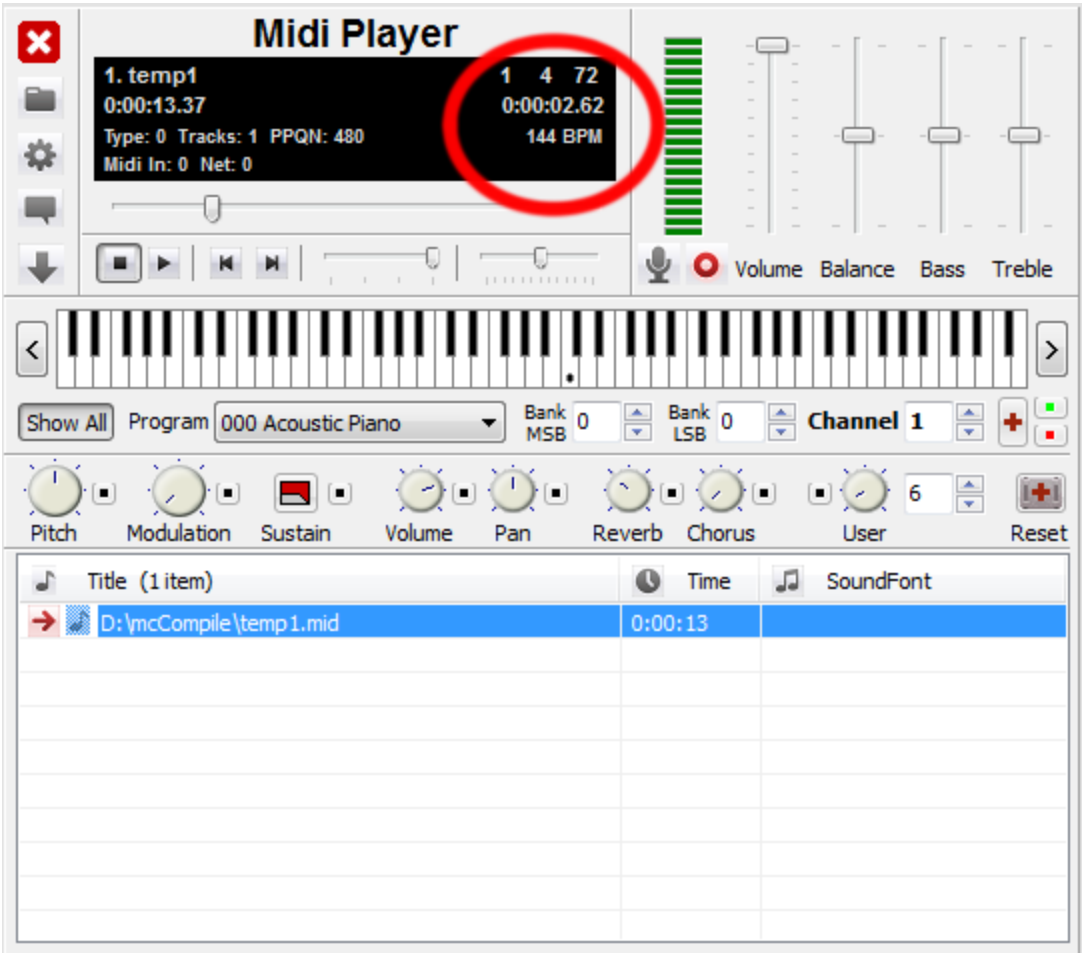
a. Define your initial tempo by adding the Q: tag (before the K: tag!). Here Q:1/4=72, meaning 72 quarter notes (crotchets) per minute (72 BPM).



b. Click the Play button and Midi Player will start your song. You can change the tempo by moving the Tempo slider:



c. The tempo changes will be given in %. The default is 100% and moving the slider to the right shows the percentage 200%: your song will be played two times faster. This is equal to Q:1/4=144. The black window shows indeed 144 BPM:

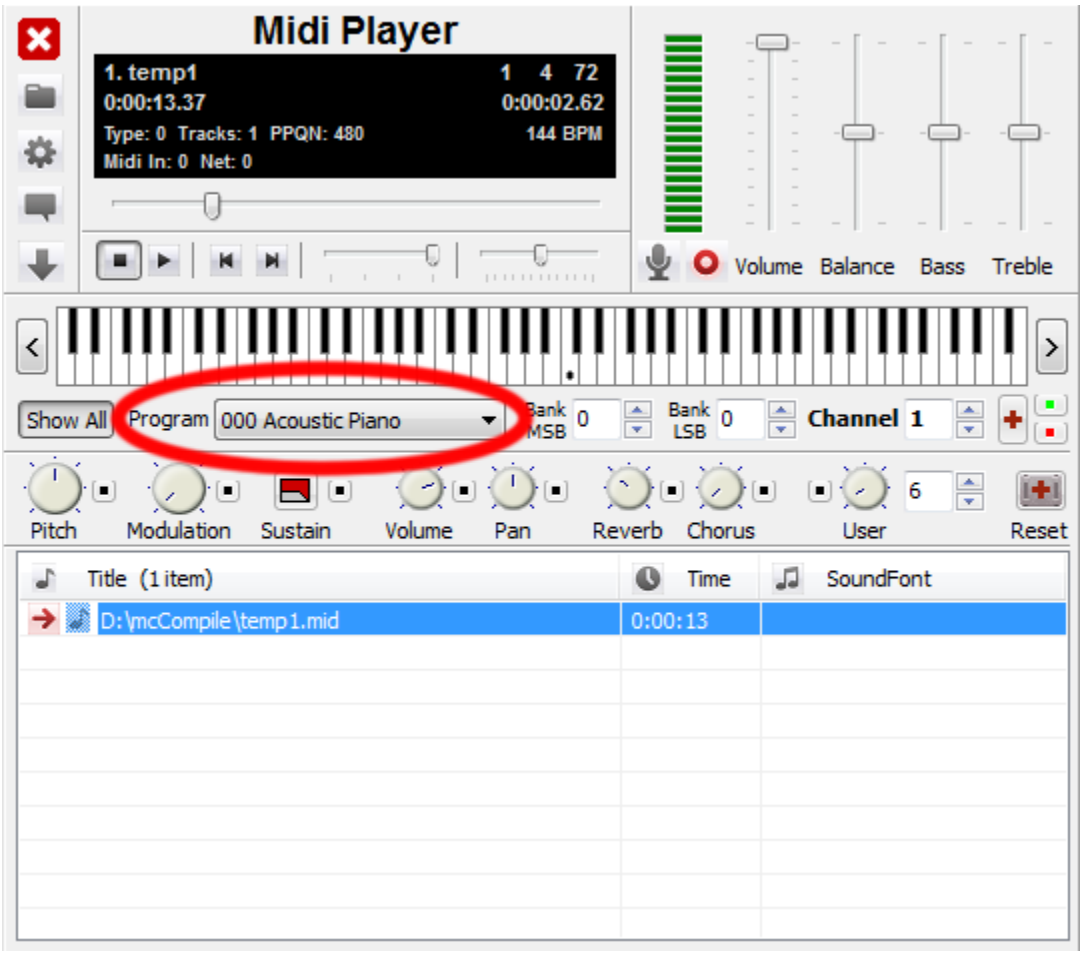


2. Finding your instrument

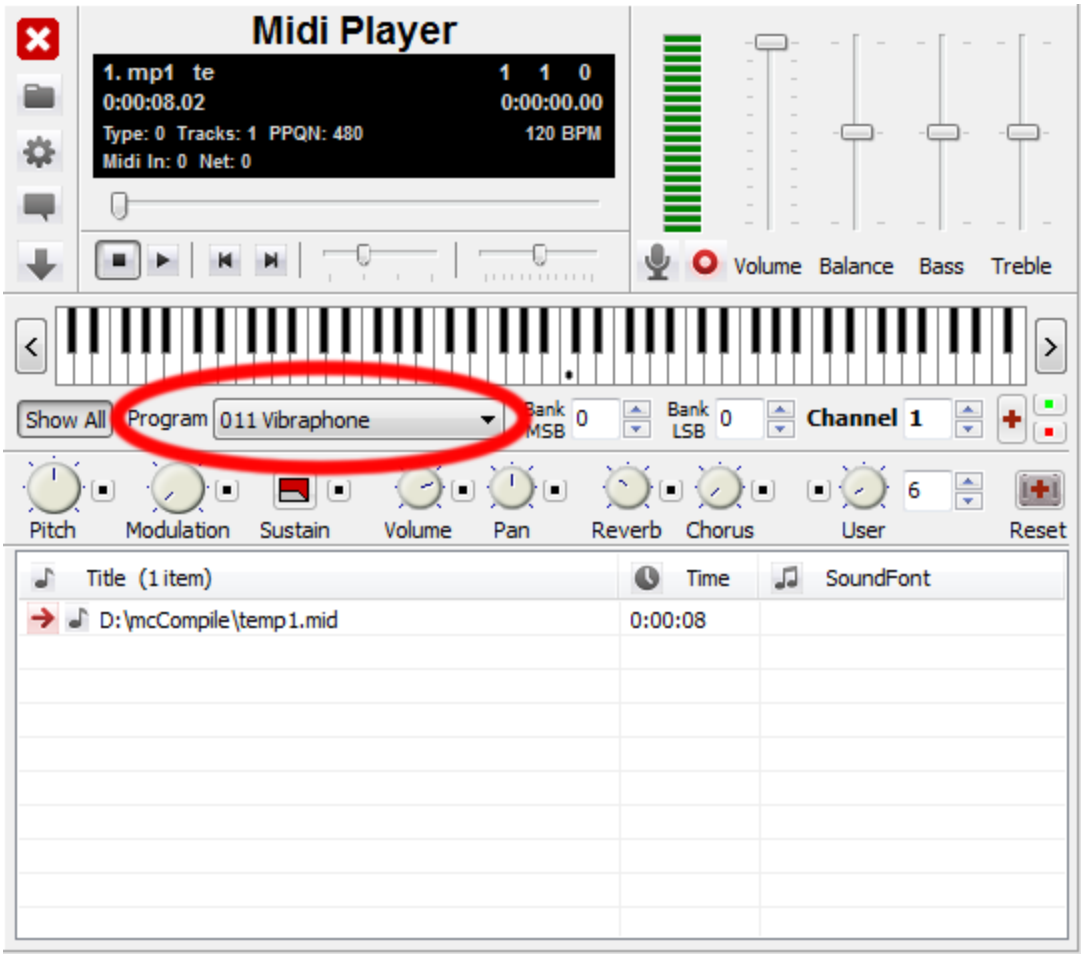
a. The default midi instrument is '000 Acoustic (grand) piano' . This equals the following code:

```
X:1
M:4/4
L:mcm_default
%%MIDI program 0
K:C clef=treble
C4 D4 E4 F4 | G1 | G4 F4 E4 D4 | C1 |]
```

Midi Player gives that info also:



b. One nice feature of Midi Player is that you can experiment with different midi instruments before modifying the code. I tried '011 Vibraphone' .



c. I like the result, so I adapt my code by changing the number 0 into 11:

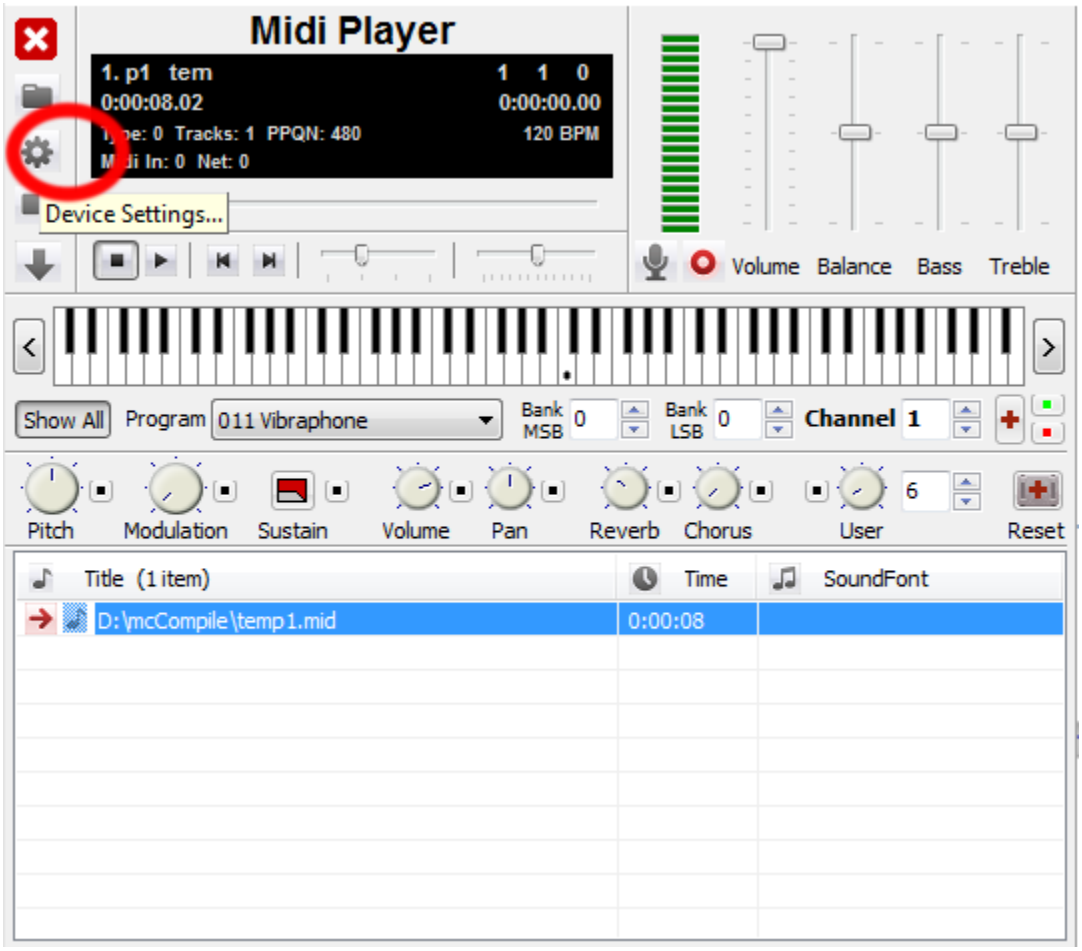
```
X:1
M:4/4
L:mcm_default
%%MIDI program 11
K:C clef=treble
C4 D4 E4 F4 | G1 | G4 F4 E4 D4 | C1 |]
```

3. Changing the default soundfont

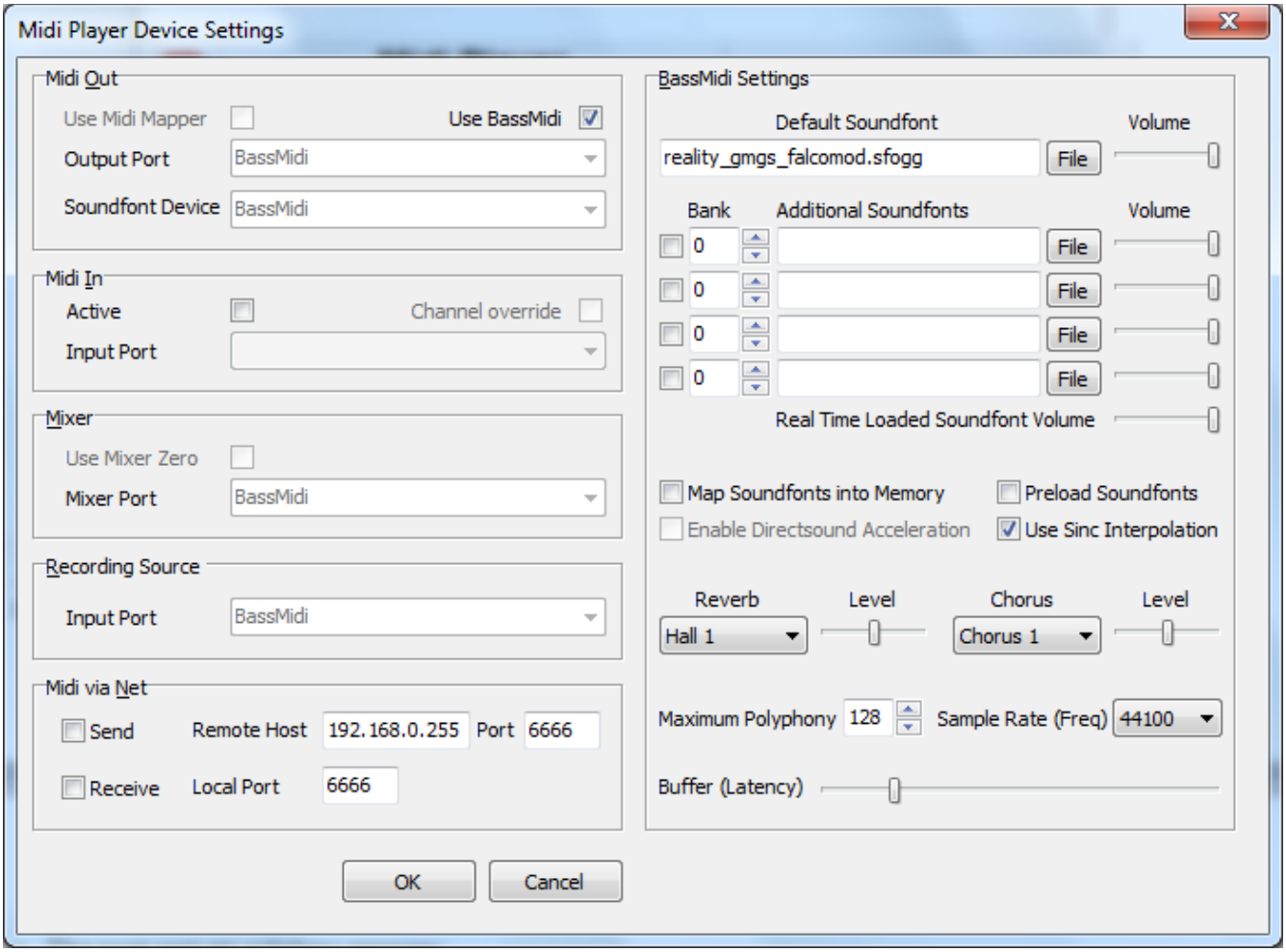
The developer of Midi Player, Zoltán Bacskó, made a default, tiny soundfont: reality_gmgs_falcomod.sfogg. You can use another one within Midi Player:

a. Save the soundfont you like into the subfolder 'midiplayer'. Suppose you installed MC Musiceditor in D:\MCMusiceditor, then you have to save your soundfont into D:\MCMusiceditor\midiplayer.

b. Click the button for Device Settings:

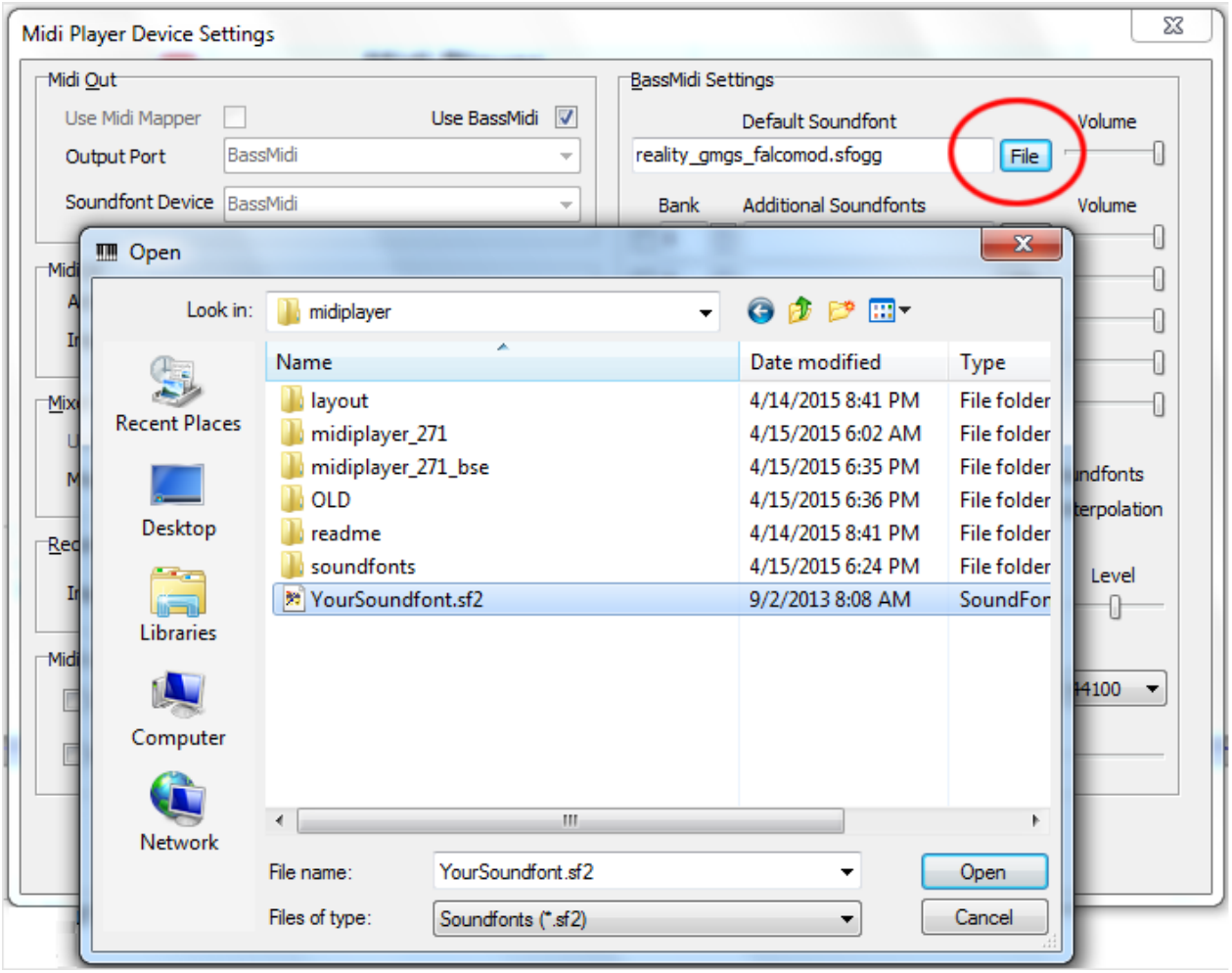


c. The next popup window appears:



d. You can change the default soundfont* by selecting and opening another sound file (via File). Click then OK.

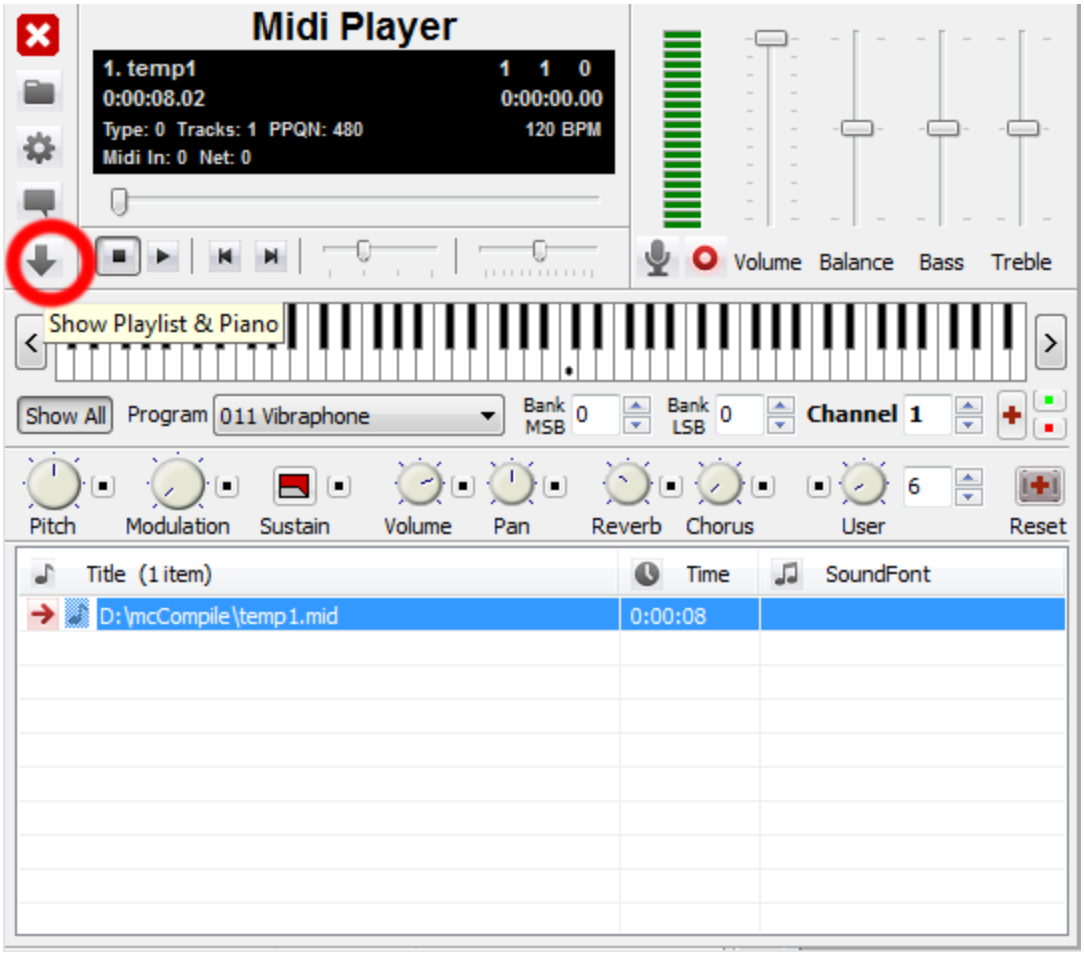
** Soundfonts are sound files (default extension sf2) made of many different recorded audio samples of different real-world instruments. Bigger soundfiles have better quality of sound, because more samples per instrument were recorded.*



e. A great source for soundfonts is: synthfont.com/links_to_soundfonts.html

Section C. Collapse/expand window Midi Player

Click the 'Show Playlist & Piano' button to collapse or expand the Midi Player window:



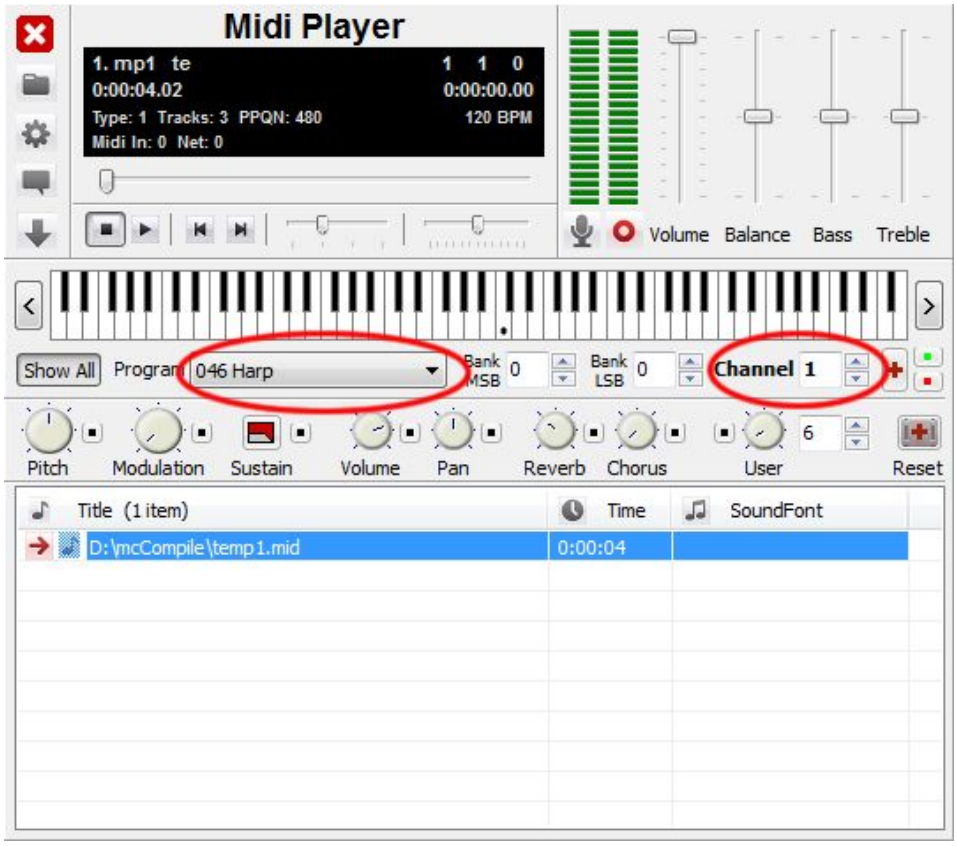
The result is:

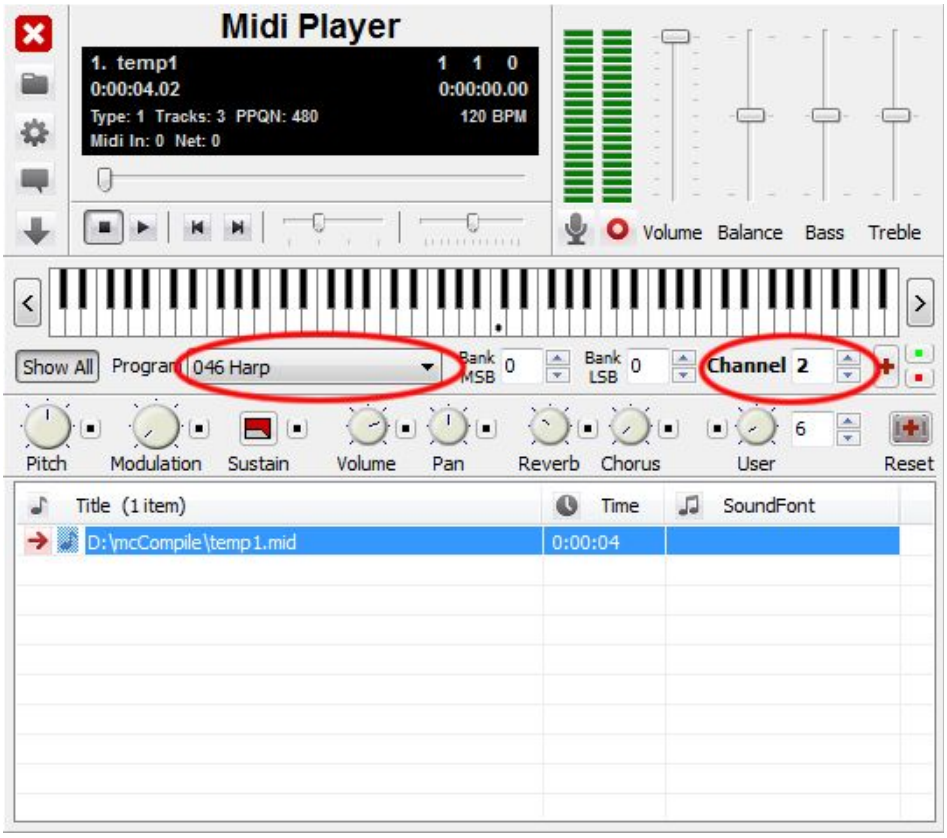
Section D. Channels in case of more part pieces.

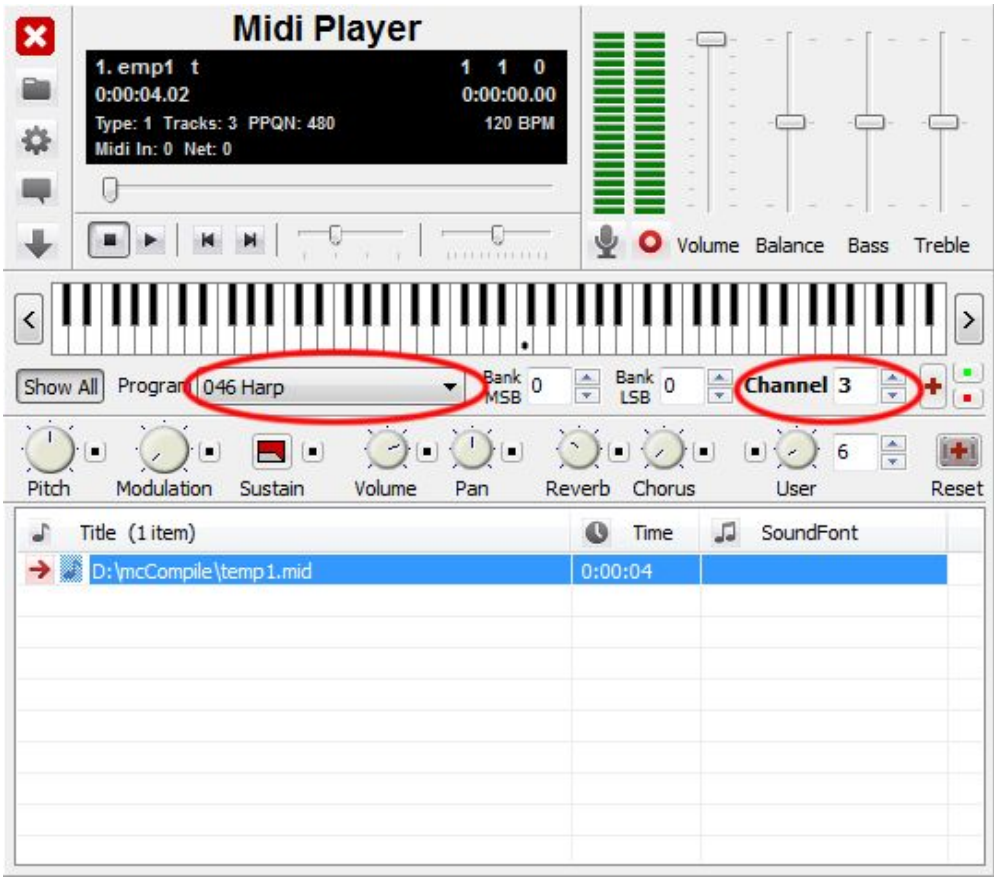
As already said, the default midi instrument is '000 Acoustic (grand) piano' . In case of a solo melody, channel 1 is active. How does the following code behave in Midi Player:

```
X:1
M:4/4
L:mcm_default
V:1 clef=treble
V:2 clef=treble
V:3 clef=bass
%%staves [1 2 3]
K:C
V:1
%%MIDI program 46
E2 D2 | E1 |]
V:2
%%MIDI program 46
C2 B,2 | C1 |]
V:3
%%MIDI program 46
C,2 G,,2 | C,1 |]
```

I selected for this three part piece '`%%MIDI program 46`' (Orchestral Harp). This corresponds with the first three channels in Midi Player:


Midi Player
1. mp1 te
0:00:04.02
Type: 1 Tracks: 3 PPQN: 480
Midi In: 0 Net: 0
1 1 0
0:00:00.00
120 BPM
Volume
Balance
Bass
Treble
Show All
Program
046 Harp
Bank MSB 0
Bank LSB 0
Channel 1
Pitch
Modulation
Sustain
Volume
Pan
Reverb
Chorus
User
6
Reset
Title (1 item)
Time
SoundFont
D:\mcCompile\temp1.mid
0:00:04


Midi Player
1. temp1
0:00:04.02
Type: 1 Tracks: 3 PPQN: 480
Midi In: 0 Net: 0
1 1 0
0:00:00.00
120 BPM
Volume
Balance
Bass
Treble
Show All
Program
046 Harp
Bank MSB 0
Bank LSB 0
Channel 2
Pitch
Modulation
Sustain
Volume
Pan
Reverb
Chorus
User
6
Reset
Title (1 item)
Time
SoundFont
D:\mcCompile\temp1.mid
0:00:04



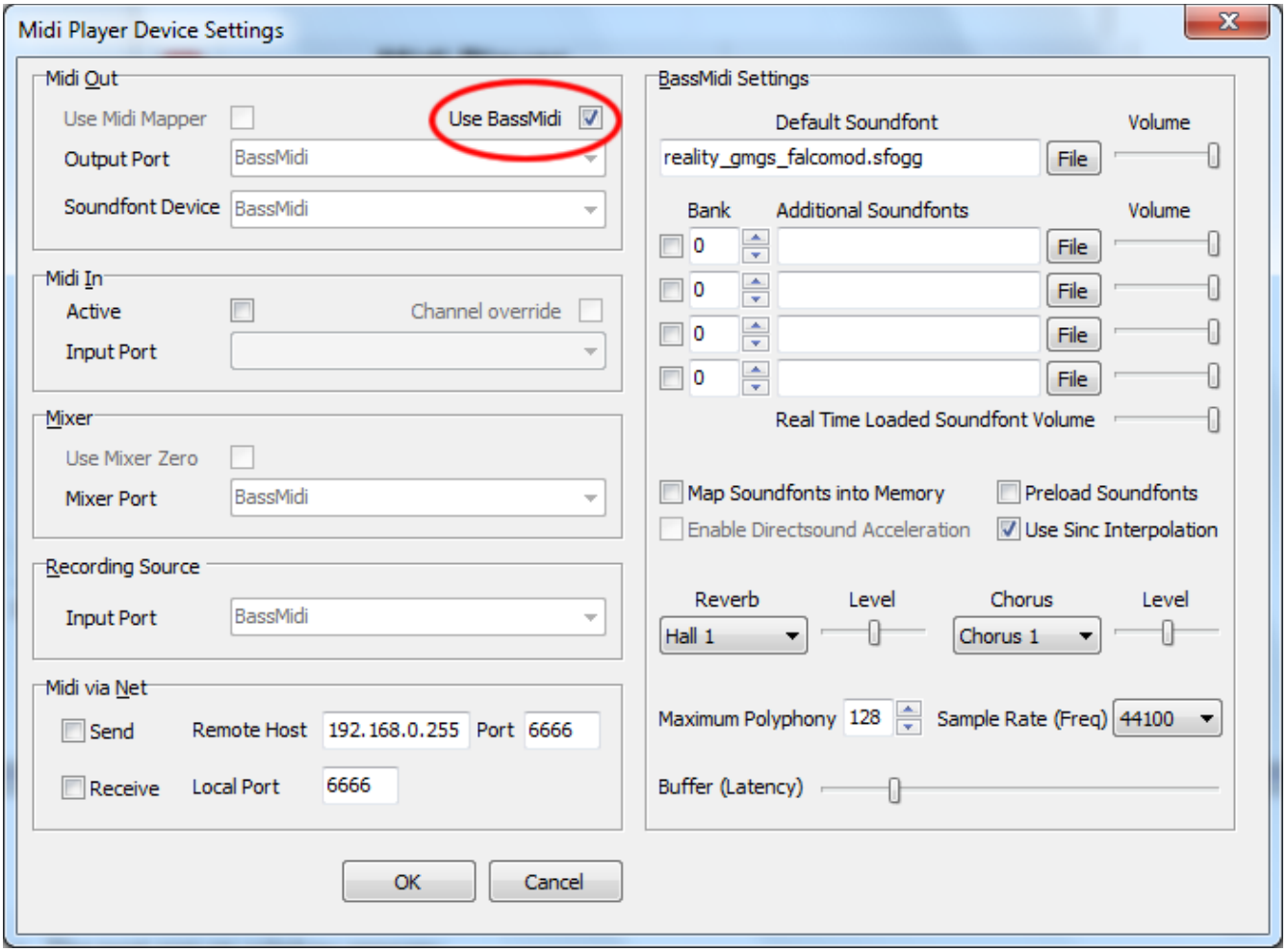
So the next code would have different instruments for the first three channels. Check it yourself!

```
X:1
M:4/4
L:mcm_default
V:1 clef=treble
V:2 clef=treble
V:3 clef=bass
%%staves [1 2 3]
K:C
V:1
%%MIDI program 40 %violin
E2 D2 | E1 |]
V:2
%%MIDI program 41 %viola
C2 B,2 | C1 |]
V:3
%%MIDI program 42 %cello
C,2 G,,2 | C,1 |]
```

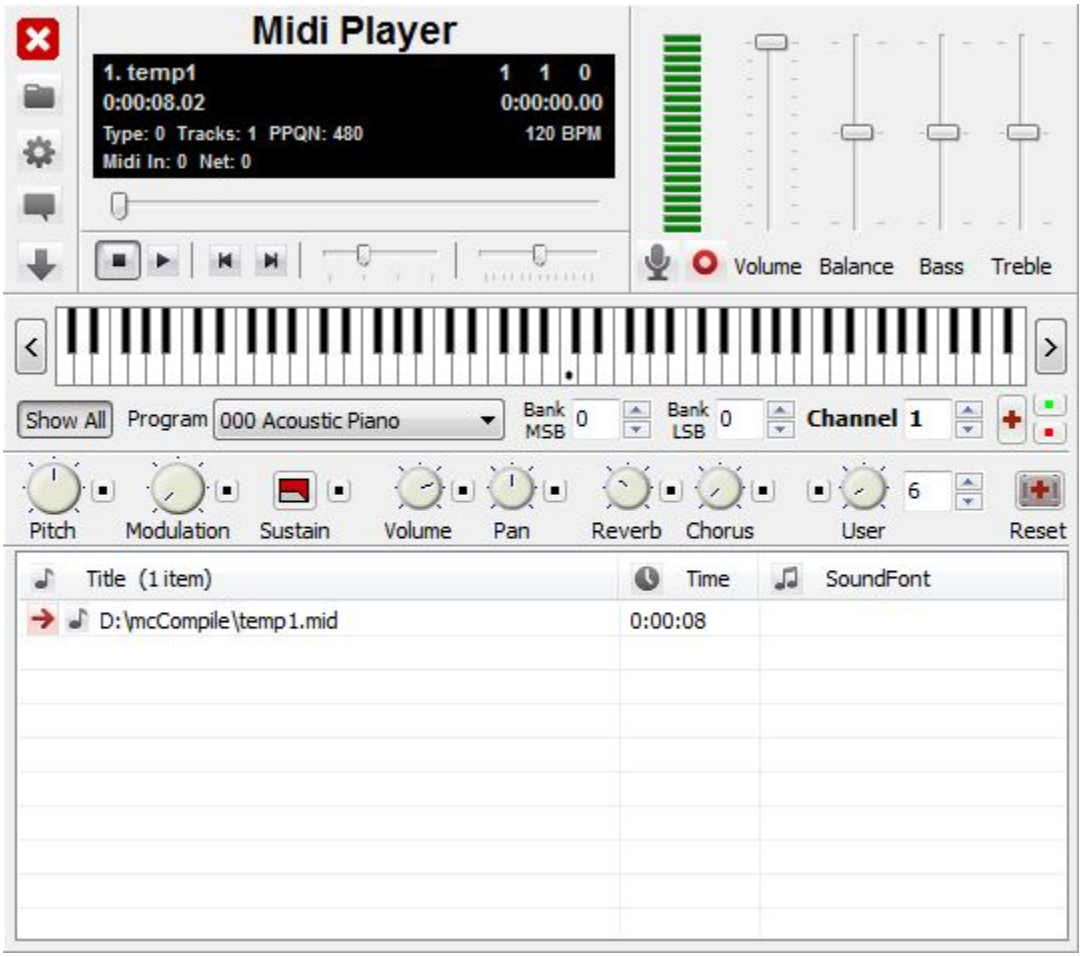
Section E. Record to WAV file

Midi Player is able to record your session. Follow these guidelines:

a. Check if you use bassmidi (which is default): in this case you don't have to configure anything.

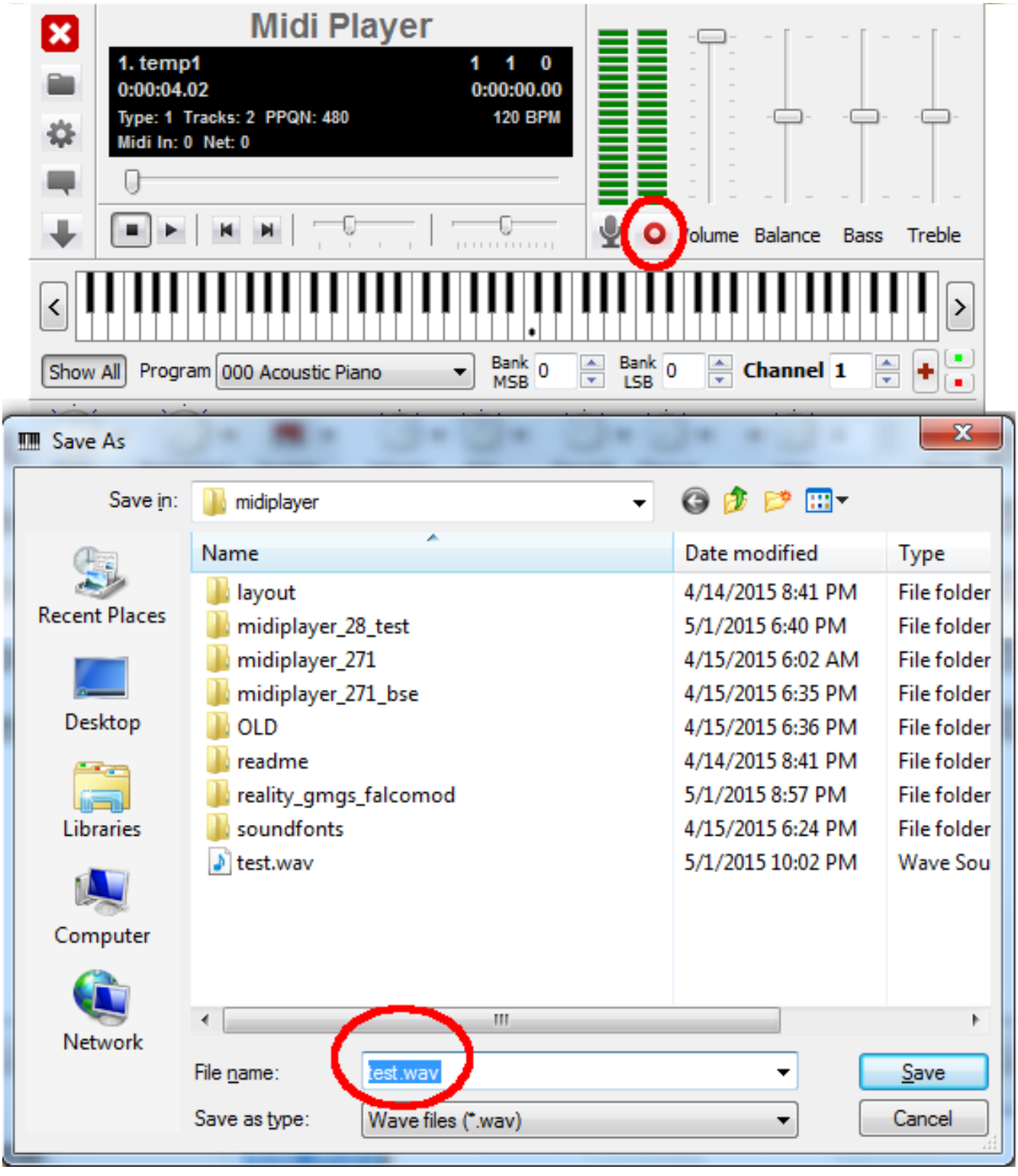


b. Play a Midi file with MC Musiceditor (or load a Midi by clicking the folder button: right below the Close icon). In the Playlist appears your midi: here temp1.mid

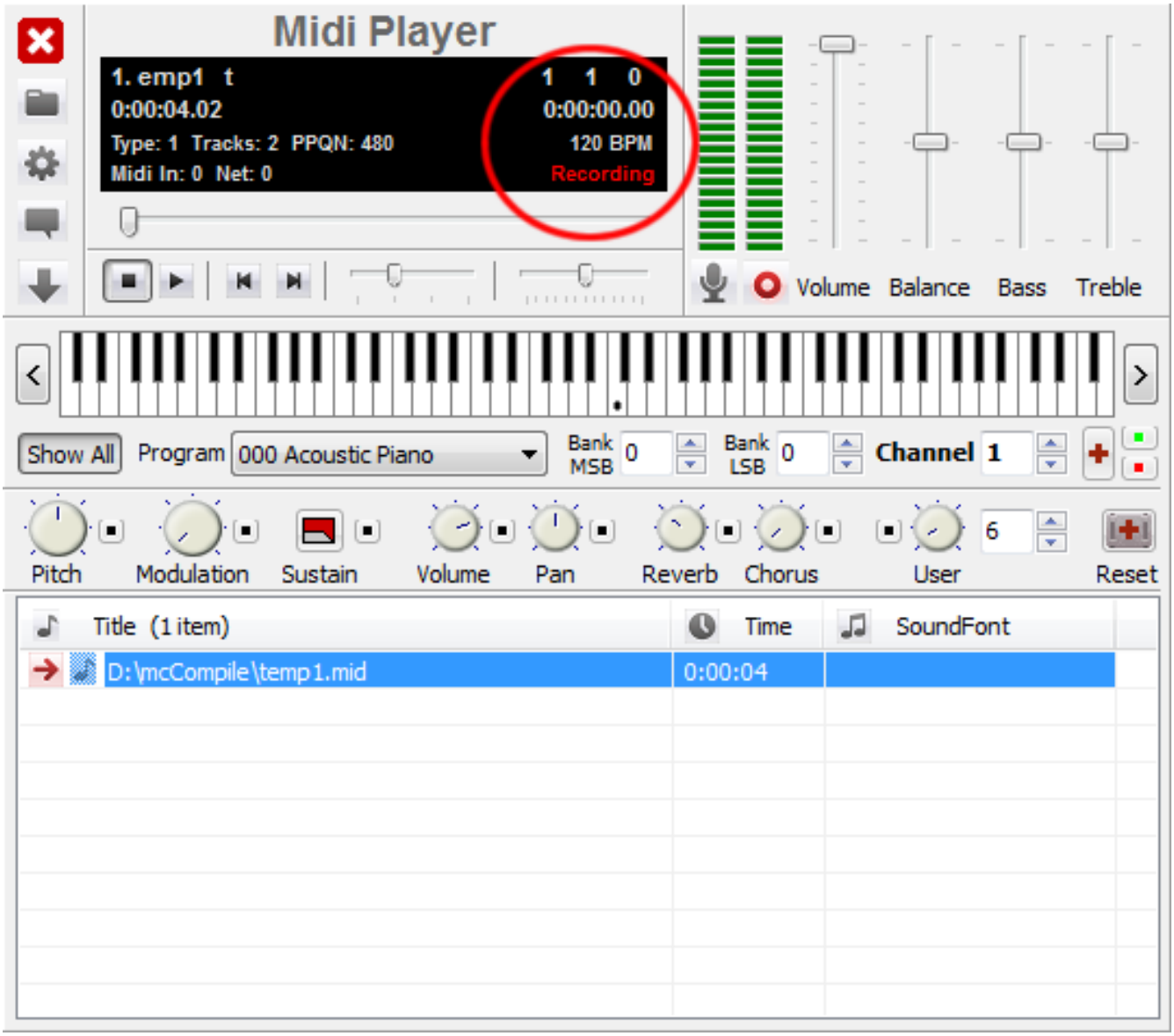


c. To record your session, follow the next steps:

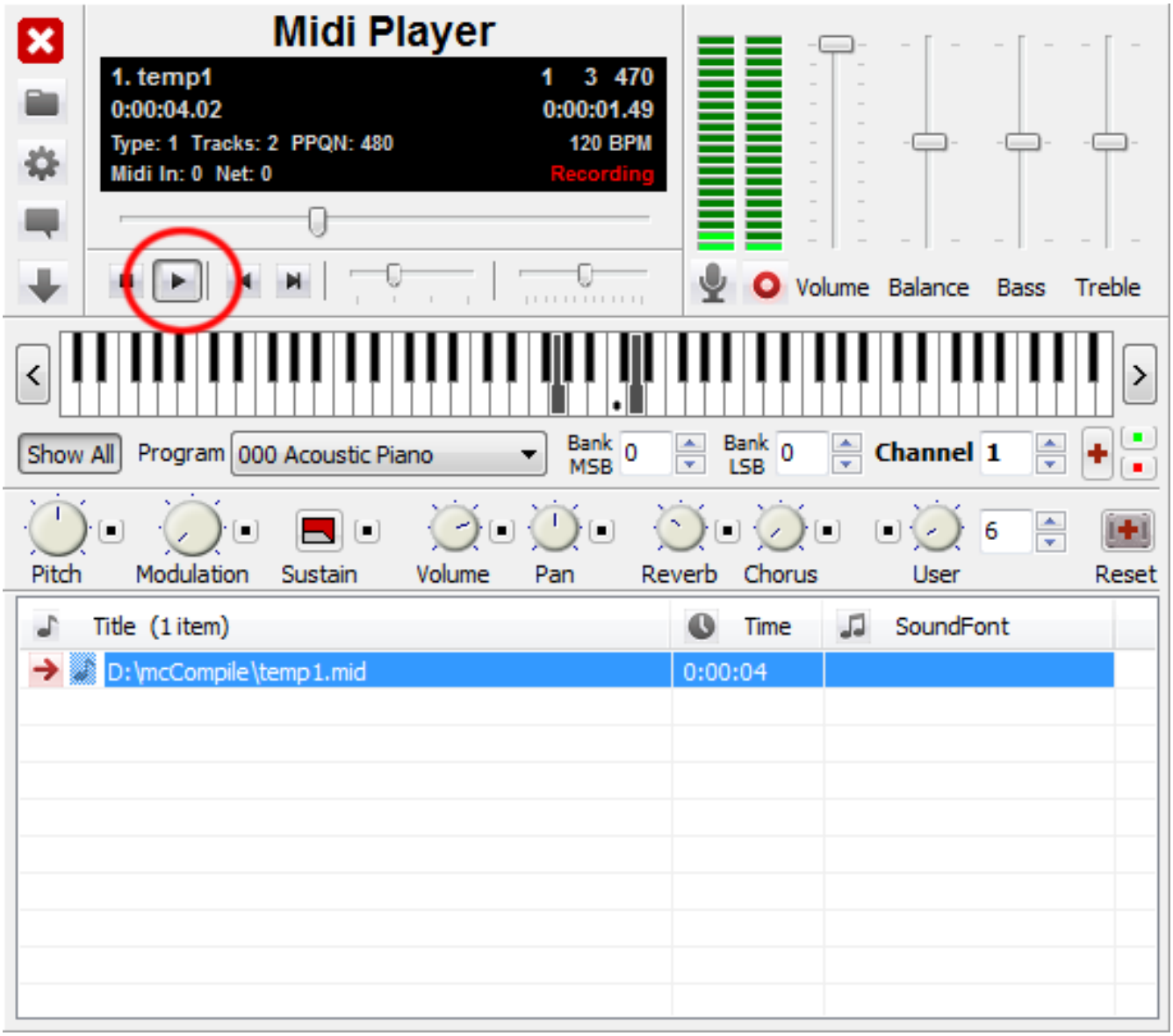
Step 1. Click the Record button, choose a file name and click the Save button:



You should see red colored label 'Recording' in the black display window:



Step 2. Press the Play button:



Step 3. Finish recording

If you would like to finish recording, you should press the recording button again. Now the red recording label in the black window disappears.

Step 4. Converting WAV into MP3 /cutting MP3

For converting the WAV file into MP3, I recommend the free version of the Switch Audio File Converter: www.nch.com.au/switch (right column at the bottom under 'Download Free Audio Converter Software'). For an online service, try e.g. audio.online-convert.com/convert-to-mp3.
For cutting MP3, I recommend the free mp3splt (sourceforge.net/projects/mp3splt). Also try an online service, e.g. mp3cut.net

Section F. Features of Midi Player

falcosoft.hu provides the following information about Midi Player: try it yourself!

Fully configurable Midi in and out ports.
Real time program and bank modification on any midi channel.
Real Time effects on any midi channel.
Mute and solo on any channels.
Variable Tempo and Pitch during playback.
Real time Synth (F1-F8 Function keys for octave change, Right click for note name)
Send Sysex for Synth (GM, GS, XG)
Midi send and receive over Net.

Karaoke midi files support.

Bassmidi output mode.
Spectrum Analyzer.
Module files (mod,xm,s3m,it) playback support via realtime converting.

Record to wave file capability.
Real time soundfont loading from playlist.
(Place your midi and sf2 file in the same directory with the same name, or postfix your sf2 file with the required bank number
e.g. mysong.mid mysong.sf2 loads the soundfont to bank 1, but mysong_008.sf2 loads the soundfont to bank 8.)