

Tutorial 'Percussion in MC Musiceditor'

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We will be using MC Musiceditor 8.3.6 for this tutorial (www.mcmusiceditor.com).

1. Assign a percussion instrument (without channel 10)

Assign a percussion instrument by %%MIDI [program number] where [program number] has a value between 112 and 119:

```
112. Tinkle Bell
113. Agogo
114. Steel Drums
115. Woodblock
116. Taiko Drum
117. Melodic Tom
118. Synth Drum
119. Reverse Cymbal
```

Example

```
X:1
M:4/4
L:mcm_default
K:C clef=treble
%%MIDI program 115 %woodblock
B2 B2 | B2 B2 | B2 B2 | B2 B2 |]
```

2. Pitches and instruments using Midi Channel 10

Channel 10 is reserved for percussion instruments only. Setting the MIDI channel to 10 indicates that the notes address individual percussion instruments rather than specifying pitches.

The table 'MCM/Abc note assignment to MIDI percussion instrument' (see annex) shows that e.g.

- B,,, is default assigned to Acoustic Bass Drum
- B,, is default assigned to Low-Mid Tom
- B, is default assigned to Ride Cymbal 2
- B is default assigned to Short Whistle

Example

```

X:1
M:4/4
L:mcm_default
K:C clef=treble
%%MIDI channel 10
%%MIDI program 0
B,,,2 B,,,2 | B,,2 B,,2 | B,2 B,2 | B2 B2 |]

```

3. Remapping pitches to instruments using Midi Channel 10

However, you can remap pitches to instruments by the following code:

```
%%MIDI drummap [pitch] [MIDI note number]
```

MIDI drummap B,,, 76 maps B,,, to MIDI note number 76 (= HiWoodBlock)

MIDI drummap B 36 maps B to MIDI note number 36 (= BassDrum1)

etc.

Example

```

X:1
T:drum voice - remapped
M:4/4
L:mcm_default
K:C clef=perc
%%MIDI channel 10
%%MIDI program 0
%%MIDI drummap B,,, 76
%%MIDI drummap B,, 77
%%MIDI drummap B, 78
%%MIDI drummap B 36
B,,,2 B,,,2 | B,,2 B,,2 | B,2 B,2 | B2 B2 |]

```

See MC Musiceditor 8.3.6: Menu > Insert > Midi Commands > Remap channel 10

And study the ANNEX.

4. Not only the standard %%MIDI program 0

Not only %%MIDI program 0 can be used on Midi channel 10.

There is a very well defined Drum kits standard (GM2/GS) that is available on nearly any synthesizer.

And it is backward compatible, so if a device does not support these it will simply ignores the program change message and uses program 0.

[General MIDI Level 2 Drumsets]

0=STANDARD

8=ROOM

16=POWER

24=ELECTRONIC

25=ANALOG

32=JAZZ

40=BRUSH

48=ORCHESTRA

56=SFX

5. Template melody and percussion (channel 10)

In MC Musiceditor 8.3.6 and higher (Menu > Insert > Midi Commands > Create template melody and percussion (channel 10) it is possible to create by a few actions a template for two parts like:

```
X:1
L:mcm_default
M:4/4
K:C
V:1
%%MIDI channel 1
%%MIDI program 0
C4 D4 E4 F4 | G4 F4 E4 D4 | C1 |]
V:2
%%MIDI channel 10
%%MIDI program 0
%BassDrum1 (pitch C,,)
C,,2 C,,2 | C,,2 C,,2 | C,,1 |]
```

6. MCM Open Metronome and Midi Player in synch

Since Midi Player position trackbar is now at least beat precise (Thanks to Zoltán Bacskó - falcsoft.hu) you can start MCM Open Metronome in synch. So you can use metronome as a quasi drum machine.

A sample video: <https://youtu.be/u2Jof9ZxR-c>

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

ANNEX MCM/Abc note assignment to MIDI percussion instrument

Assignment MIDI note number to MIDI percussion assignment	MIDI percussion instrument	MCM/Abc note assignment to MIDI percussion instrument
35	AcousticBassDrum	B,,,
36	BassDrum1	C,,
37	SideStick	^C,,
38	AcousticSnare	D,,
39	HandClap	^D,,
40	ElectricSnare	E,,
41	LowFloorTom	F,,
42	ClosedHiHat	^F,,
43	HighFloorTom	G,,
44	PedalHi-Hat	^G,,
45	LowTom	A,,
46	OpenHi-Hat	^A,,
47	Low-MidTom	B,,
48	HiMidTom	C,
49	CrashCymbal1	^C,
50	HighTom	D,
51	RideCymbal1	^D,
52	ChineseCymbal	E,
53	RideBell	F,
54	Tambourine	^F,
55	SplashCymbal	G,
56	Cowbell	^G,
57	CrashCymbal2	A,
58	Vibraslap	^A,
59	RideCymbal2	B,
60	HiBongo	C
61	LowBongo	^C
62	MuteHiConga	D
63	OpenHiConga	^D
64	LowConga	E
65	HighTimbale	F
66	LowTimbale	^F
67	HighAgogo	G
68	LowAgogo	^G
69	Cabasa	A
70	Maracas	^A
71	ShortWhistle	B
72	LongWhistle	c
73	ShortGuiro	^c
74	LongGuiro	d
75	Claves	^d
76	HiWoodBlock	e
77	LowWoodBlock	f
78	MuteCuica	^f
79	OpenCuica	g
80	MuteTriangle	^g
81	OpenTriangle	a