

**0e177960-9**

**COLLABORATORS**

	<i>TITLE :</i> 0e177960-9		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		August 3, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>0e177960-9</b>	<b>1</b>
1.1	No title . . . . .	1
1.2	Hvordan Indstiller jeg afspilning via Midifiles Iconerne . . . . .	1
1.3	Melodi kanal . . . . .	2
1.4	Transponering . . . . .	3
1.5	Tempo Forandring . . . . .	4
1.6	Program Skift . . . . .	4
1.7	Kanal Omflytning . . . . .	6
1.8	Volume Forandring . . . . .	6

---

# Chapter 1

## 0e177960-9

### 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 window you can input your command and finish with Enter, then the command is moved from the bottom window 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 displayed in the bottom window 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 those Icons ??

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

»~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 separate 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 want it on you can input the command in the def\_midisplay 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 these 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 standardised 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 Midisplay 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 separate 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 lowers all channels by 30  
VOLUMECHANGE=4:30 raises volume on channel 4 by 30.
```

---