MIDI Mapper tests

To make sure your sound card is set up correctly to play the background music, it is important that MIDI Mapper be properly set up. There are 16 Channels in the MIDI Mapper and your sound card is more than likely set up to be in one of the following arrangements:

Base MIDI	Channels 13 - 16
Extended MIDI	Channels 1 - 10
General MIDI	Channels 1 -10 & 13 - 16 (11 and 12 are not used)

You can play the MIDI files below to see how your system is set up. If your CD ROM drive is not on <u>drive D</u> then see Alternate Drives below.

Base MIDI

If your Midi Mapper is set to Base (channels 13 through 16) or General Midi then you should hear music when you double click on the **"Base.mid"** icon below:



Extended MIDI

If the Midi Mapper is set to Extended (channels 1 through 10 the you should hear music when you double-click on the **"Extended.mid"** icon below. See Channel 10 Test below to see if your MIDI Mapper is set correctly.



General MIDI

If you hear music on both then your Midi Mapper is set to **General Midi.** This setting may cause some notes to be truncated.



See Channel 10 Test below to make sure the MIDI Mapper is playing the right precussion sounds.

Channel 10 Test

With some sound cards, (with an AD LIB chip) Channel 10 needs to be set to map to Channel 16. If your Midi Mapper is set to play either General or Extended MIDI, play the file below. If you hear a drum beat then your channel 10 is playing percussion soounds. If you hear a piano sound then the channel needs to be remapped (see below) to Channel 16.



How To Change your MIDI settings.

1. In your Main Program group choose 'Control Panel'.



2. In Control Panel pick 'MIDI Mapper'



3. Pick MIDI Mapper from the Control Panel.

MIDI Mapper						
Show ③ <u>S</u> etups	O <u>P</u> atch Maps	⊖ <u>K</u> ey Maps	Cancel			
N <u>a</u> me:	Extended MIDI	±				
Description:	Extended-level setup					
	<u>E</u> dit	<u>N</u> ew				

4. Pick 'Setups' from the Show box and pick the Extended MIDI setup. Then choose Edit...Change the Destination Channel for Channel 10 to be Channel 16.

MIDI Setup: 'Extended MIDI'								
Src Chan	<u>D</u> est Chan	Port Name	Patch <u>M</u> ap Name <u>A</u>	Active				
1	1 🔶	Voyetra OPL-3 FM Synth 生	[None] 🛨	\boxtimes				
2	2	Voyetra OPL-3 FM Synth	[None] Extended	\boxtimes				
3	3	Voyetra OPL-3 FM Synth	[None] uses	\boxtimes				
4	4	Voyetra OPL-3 FM Synth	[None] Channels	\boxtimes				
5	5	Voyetra OPL-3 FM Synth	[None] 1 - 10	\boxtimes				
6	6	Voyetra OPL-3 FM Synth	[None]	\boxtimes				
7	7	Voyetra OPL-3 FM Synth	[None] General	\boxtimes				
8	8	Voyetra OPL-3 FM Synth	[None] Uses all	\boxtimes				
9	9	Voyetra OPL-3 FM Synth	[None]	\boxtimes				
10	(16)	Voyetra OPL-3 FM Synth	[None]	\boxtimes				
11	11	[None] If you have an	[None]					
12	12	[None] AD LIB chip	[None]					
13	13	[None] Channel 10	[None] Base uses					
14	14	[None] needs to be	[None] Channels					
15	15	[None] mapped to	[None] 13-16					
16	16	[None] Channel 16	[None]					
	OK	Cancel	<u>H</u> elp					

Volume Control You may want to adjust the volume of the MIDI background music in your sound cards mixer. You can adjust the volume of the .wav files too.

Alternate Drives

If your CD-Rom is in a drive other than D:\ you will have to do the MIDI tests manually.

- 1. Open your File Manager.
- 2. Get access to the CD-Rom by clicking on the appropriate drive letter.
- 3. Go to directory **midi**\scripts.
- 4. Highlight the file 'base.mid'.
- 5. Under "File" on the menu bar pick Associate to associate files ending in 'mid' with the Media Player.
- 6. Double-click on the file named 'base.mid'. The Media Player should start with the file playing. If you hear music then your mapper is set to either Base or General. Close the media

player.

7. Double-click on the file named 'extended.mid'.

The Media Player should start with the file playing. If you hear music then your mapper is set to Extended or General. Close the media player.

If you heard music playing for both base.mid and extended.mid then your computer is set to General MIDI.

8. Double-click on the file named 'general.mid'. The Media Player should start with the file playing.
If you hear music then your mapper is set to either Base, Extended or General.

Channel 10 Test

1. If your Midi Mapper is set to play either General or Extended MIDI, double-click on the file named '10test.mid'.

If you hear a drum beat then your channel 10 is playing percussion soounds. If you hear a piano sound then the channel needs to be remapped (see above - How to Change your MIDI Settings) to Channel 16.