



MIDI Music Library

README.WRI

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Included on this disk are several examples from The Sound Firm MIDI Music Library Volume 1. The songs are written in Standard MIDI File format (.MID) and are designed to be used with a wide range of MIDI devices. The following is included to help you get these files running on your system. These are demo versions of the songs found in their entirety on The Sound Firm MIDI Music Library 3.5" disk. To order The Sound Firm Music Library please see the order form enclosed with your SST package, or call Ask Me Multimedia at (612) 531-0603.

These files may be played using the Media Player included with Windows, or with any program capable of reading Standard MIDI Files (type 1). In order for them to play properly, you must have the correct set up in the Windows MIDI Mapper located in the Control Panel. You must also have the correct drivers installed for your particular sound card. Please refer to the owner's manual of your sound card for driver and installation instructions. The sound card or MIDI device you have will be one of 3 types: Base MIDI; Extended MIDI; or General MIDI. Your owner's manual should let you know which of the 3 types you have. If not, this can be determined through trial and error.

BASE MIDI: In most cases, base-level MIDI devices read MIDI channels 13 through 16. The melodic instrument parts are on channels 13-15, and the drums on channel 16. The MIDI Mapper should be set to a base-level device such as AdLib (the set-up edit screen should show ports available for channels 13-16 only). With some base-level devices, however, the drum channel needs to be sent to channel 10. To do this, simply go into the MIDI Mapper and change the destination channel to 10 for source channel 16. You will know that this needs to be done if you hear no drums and a dissonant piano part. The dissonant piano part is the notes for the drum part being played on a melodic instrument. Change the destination channel as outlined above, and this should correct the problem.

EXTENDED MIDI: Extended-level MIDI devices read MIDI channels 1 through 10, with the melodic instruments on channels 1-9, and the drums on channel 10. Make sure that your MIDI Mapper is set up for an extended-level device (the set up edit screen should show ports available for channels 1-10 only).

GENERAL MIDI: General MIDI devices read all MIDI channels (1-16). The files included here in the demo are device-independent for use with as many MIDI devices as possible. Since there is information in these files on channels 13-16 that is basically a repeat of that included on channels 1-10, it is necessary to have the MIDI Mapper set up for an extended level device. You can also modify a General MIDI set up by going into edit and changing the port name to (none) on channels 13-16. Either of these methods prevents the information on channels 13-16 from being played. Only DI files have been included for these demo versions, but The Sound Firm Music Library disk does contain both DI (device-independent) and GM (General MIDI) files that

take advantage of the full capabilities of General MIDI devices.

In summary, for these demo files, you should have your MIDI Mapper set up to play only channels 13-16 for a base-level MIDI device (though it may be necessary to change the destination channel of 16), or channels 1-10 for either an extended-level or General MIDI device.

LICENSING INFORMATION

The MIDI files and compositions therein are copyrighted material and are the exclusive property of The Sound Firm. The music contained is licensed for use on a single computer or workstation, and is provided royalty-free for personal, business use, and production needs that are not for broadcast or resale. The owner reserves all other rights. These files may not be copied or transferred without prior approval by The Sound Firm.

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