What IS this thing?

The MIDInight Express is a real time, programmable wavetable MIDI player and MID to WAV renderer.

"So what", you say? The point is that you don't need a wavetable card to use it! Any cheap 16 bit sound card, or even the simple sound circuits found in most laptops, will do just fine.

You can use the MIDInight Express...

- As a standalone MIDI player
- As a fast MID to WAV renderer
- As a WAVmaker "pre-listener"
- As a better WAV player

And it's easy, too! If you have ever used a CD player, you will feel right at home with the MIDInight Express II's new, completely redesigned user interface.

<div align="center">

IMPORTANT

</div>

The MIDInight Express distribution package contains a few demo patches, not a full General MIDI library.

 If you want a ready-made General MIDI patch library, you can currently (December 11, 1997) choose between...

- the high quality GMega Sound Library delivered with WAVmaker (strongly recommended if you have a Pentium); and

- the smaller, lower quality (but computationally less demanding) Compact GM Library (worth considering if you are still using a 486 and/or are short on hard disk space).

If you want to create your own original instrument patches, check out the Mellosoftron. The MIDInight Express II's improved sound engine supports the PRG (instrument patch) extensions first introduced with the Mellosoftron II (non-standard sampling rates, relative and absolute WAV paths, long filenames, new sound level formulas).

See the <u>license information</u> page for legal details concerning the use and distribution of the MIDInight Express.

Want to contact the author? <u>Here</u>'s how!

If you are tired of listening to your MIDs as rendered by the toy FM synth chips found on Sound Blaster-compatible sound cards and most laptops, then this program is for you!

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Sometimes you need to create a song on WAV format for a Web page, a program, or a multimedia application.

The MIDInight Express offers the fastest route - just click the record button and play your MID(s) as usual! In most cases, the result will sound much better than recording off your sound card while playing.

This function is also useful for listening to MIDs which are just too complicated for real time rendering on your current hardware (too little free RAM to hold all samples, causing the disk swapper to kick in, or too slow a CPU). Note that the MIDInight Express can play WAVs, too.

For CD quality MID to WAV rendering, check out WAVmaker.

Musicians and multimedia creators all over the world are using <u>WAVmaker</u>, its powerful MID and WAV editing functions, and its fully editable 170 MB library of General MIDI patches and 16 bit, 44.1 kHz samples to create top quality recordings of their music.

The MIDInight Express reads the same file formats, and can be used together with WAVmaker's library as a quick pre-listener to check levels and instrument choices. When you are satisfied with your arrangement, it's time to let WAVmaker take over and create a CD quality song.

An auxiliary function of the MIDInight Express is the ability to play WAV files using the standard Media Control Interface (MCI). On most systems, it will do a better job than the Windows 95 media player (which apparently tries to load the whole WAV before playing it, bringing the whole system to a virtual standstill when there isn't enough free RAM).
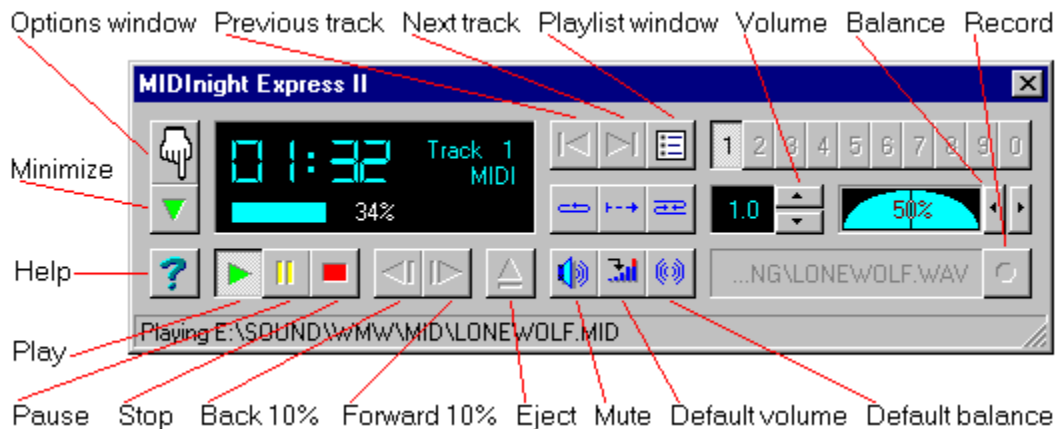
Using the MIDInight Express

If you are not familiar with WAVmaker-style PRGs and their relation to WAVs, you should start your exploration of the MIDInight Express documentation here:

- Selecting patch and sample directories

Once you've read the above topic, you are ready to learn all about...

- Setting MIDI drum tracks and channels
- The Options window
- Creating playlists
- Playing MIDI files
- Rendering MIDI files to WAV files
- Playing WAV files
- Keystroke commands
- Associating MIDs and WAVs with the MIDInight Express

If you can't find your answers here, ask the author!

Selecting patch and sample directories

Apart from MIDs, the MIDInight Express needs two other kinds of files to do its job: PRGs and WAVs.

- PRG files contain instrument definitions ("patches").

  Each PRG file corresponds to a MIDI program (instrument). The information needed to handle MIDI program 0 is in 0.PRG; MIDI program 6 is described by 6.PRG; and so on. Drum sets have their program number preceded by a "D", as in D0.PRG.

  PRGs do not contain any sound data; the actual samples are kept in WAV files. PRGs assign sample files to keys (notes) and impose performance parameters (base volume and pan position, controller sensitivities, envelope shape, loop points...). Each key on the virtual 128-note "keyboard" described by the PRG file can be assigned its own individual sample file(s)   and performance parameters.

  While you can use any text editor to create and modify PRG files, I strongly recommend getting the Mellosoftron and using its dedicated PRG editor for this task!

  All PRGs needed to play a MID must reside in a common directory, commonly referred to as the (current) PRG directory.

- WAV files contain the actual sound data (samples) referred to by PRG instrument definitions.

  Well-behaved PRG files do not specify full WAV file paths. This ensures portability between computers with different directory structures. When the MIDInight Express encounters such a well-behaved PRG, it goes looking for the required WAV files in the current WAV directory.

In order to select the PRG directory,   click the "hand" button in the upper left corner of the main window

This brings up the **Options** window
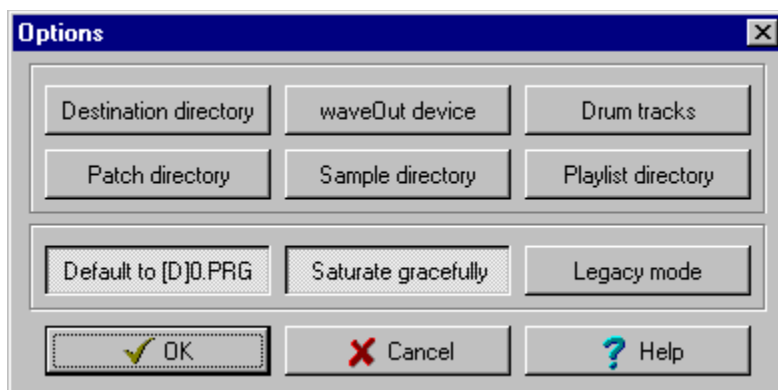
In the **Options** window, click the **Patch directory** button to open the PRG directory dialog.

In order to change the current WAV directory, bring up the **Options** window as described above and click the **Sample directory** button to open the WAV directory dialog.

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Setting MIDI drum tracks and channels

A MIDI file can contain up to 65 535 tracks. Each track can contain up to 16 separate MIDI channels. Each channel can control either a chromatic instrument (like a piano or a violin) or a drum set. The GM (General   MIDI) standard reserves channel 10 on all tracks for drums, and this is also the default choice made by the MIDInight Express.   You can change this choice in the **Drum track(s) and channel(s)** window.
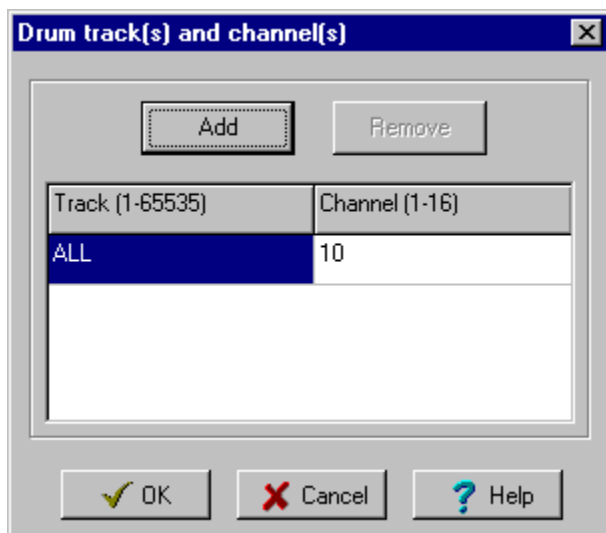
In order to bring it up, click the "hand" button in the upper left corner of the main window

so as to open the **Options** window
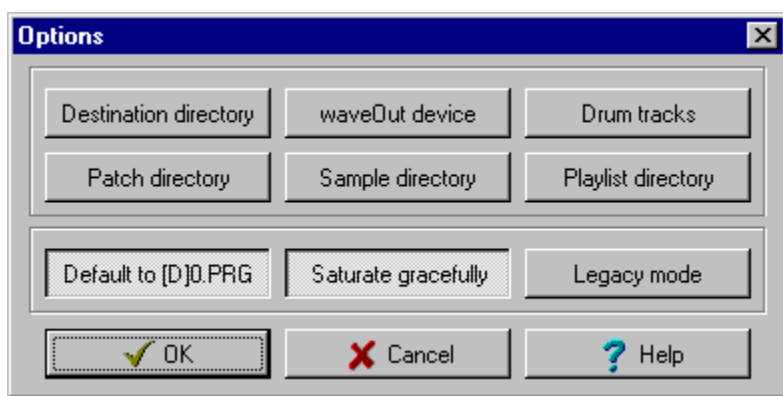
and click the **Drum tracks** button in the upper right corner of the **Options** window:

Add new entries with the **Add** button, remove them with the **Remove** button.

An empty list is not allowed. There must always be at least one entry. If you don't want any drum track, set this entry to an unused and/or out-of-range track/channel combination, such as 0:0.
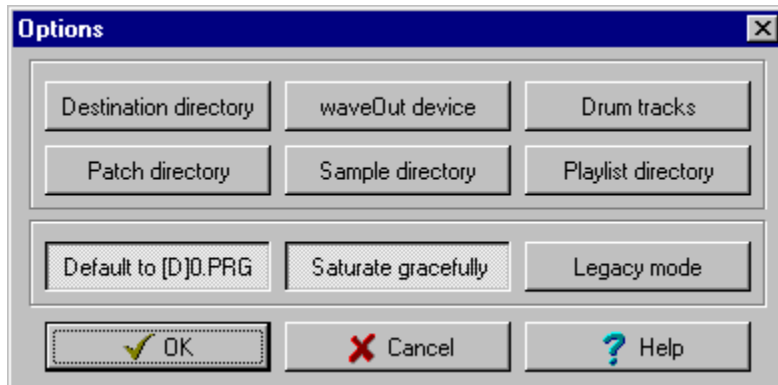
The keyword ALL is accepted for both tracks and channels (internally, it's represented by the value -1, which you can also enter directly).

The Options window

Clicking the "hand" button in the upper left corner of the main window

brings up the **Options** window

which allows you to set...

- patch and sample directories (where the MIDInight Express goes looking for the instruments to use when playing MIDI files)
- MIDI drum tracks and channels (so the MIDInight Express can tell whether it's supposed to play a drum set or a chromatic instrument in response to events on a given MIDI track and channel)
- the **Destination directory** for WAV files created by the MIDInight Express when rendering MIDs to WAVs
- the **waveOut device** to use for audio output when playing MIDI files (useful if you have more than one sound card)
- the **Playlist directory** used to store (you guessed!) your playlists.

There are also three "push buttons" which can be On (pushed in) or Off:

- When **Default to D[0].PRG** is On, the MIDInight Express will try to load 0.PRG (for chromatic instruments) or D0.PRG (for drum sets) whenever it can't find a PRG required to handle a MIDI Program Change event (if you don't understand what this means, you need to read up on PRGs). The alternative is to unselect this option and have the MIDInight Express yell at you whenever it can't find a PRG - which is good if you want to be sure that you are really hearing the instruments intended by the composer (e.g. when checking a MIDI file before rendering it with WAVmaker).

- When **Saturate gracefully** is On, all samples created by the sound engine are screened for overflows before being sent to the sound device. This prevents the worst kind of very loud, sharp crack to occur when the volume is set too high. The price to pay for this screening is a heavier CPU load. If you are running the MIDInight Express on a 486, you may want to unselect this option. Doing so is not an excessive loss; setting the volume too high will result in bad sound no matter what.

- When **Legacy mode** is On, sound levels will be calculated according to the old formulas used in the MIDInight Express 1.x and WAVmaker 2.x. The new (and recommended)

formulas are the same used in the <u>Mellosoftron II</u>. You should use the old formulas only if you want to enforce the highest possible level of compatibility with WAVmaker 2.x.

As a rule, any changes made in the **Options** window will not take effect until the next MIDI file (or playlist, for **Playlist directory**) is loaded. For instance, changing the **Patch directory** or unselecting **Default to [D]0.PRG** will not affect how Program Change events are resolved in the currently loaded MID (but it will affect how the next MIDI file is going to be treated).

The inevitable exception to the rule is **Saturate gracefully**. Changes to this setting are sent to the sound engine as soon as you click **OK**. (That doesn't mean that you will hear them taking effect immediately. The sound data already in the pipeline - typically some ten seconds of it - has to get out of the way first.)

Creating playlists

In order to play MIDI and WAV files, you must first add them to the current playlist. There are several ways to do so.

When the MIDInight Express is not already running...

- If you have <u>associated MIDs and/or WAVs with the MIDInight Express</u>, you can open a MID or WAV file e.g. from the Windows Explorer. Windows will start the MIDInight Express with the file inserted at the top of the current playlist and set it playing.

- You can start the MIDInight Express from within a DOS window or the Start | Run dialog, with one or more MID and/or WAV files as its command line parameters. The MID or WAV extensions must be included; full paths need only be specified if the files don't reside in the default MID or WAV directories. Windows will start the MIDInight Express with the files inserted at the top of the current playlist and set the first file playing.

When the MIDInight Express is already running...

- You can drag the files from another Windows application supporting drag and drop (e.g. Windows Explorer) and drop them on the main MIDInight Express window. If you have less than ten tracks in your current playlist you will see the first unused fast selector button(s) being enabled.
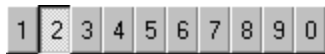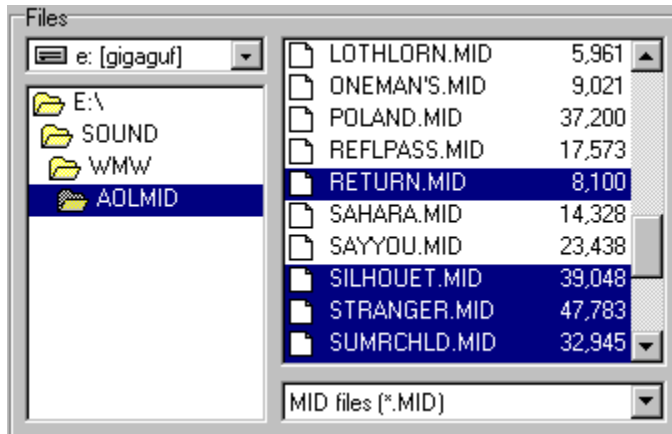

    If you have more than ten tracks in the playlist already, you can use the skip backward/forward buttons to reach the new track(s).
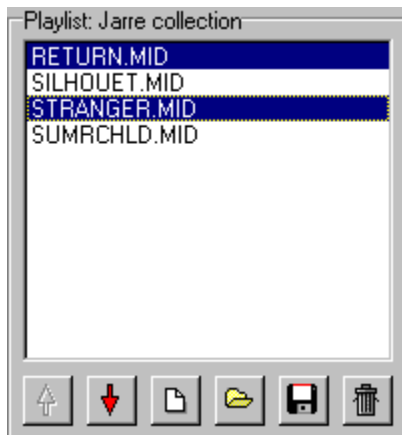

- You can use the **Playlist** window. In order to bring it up, click the button next to the skip backward/forward buttons:

    In the **Playlist** window, use the **Files** box

to navigate to and select the file(s) which you want to add to the playlist

then use the **Add** button. The **Add all** button imports all files in the selected directory. Use **Remove** to drop the selected entries from the playlist, **Remove all** to get a clean slate.

The buttons in the **Playlist** box allow you to move the selected entries around in the list, create a new list, and load, save and delete playlist files.

You can also drag and drop MIDI and WAV files on the **Playlist** window.

MIDInight Express playlist files have the extension MxL and are kept in the playlist directory, which you can set in the Options window.
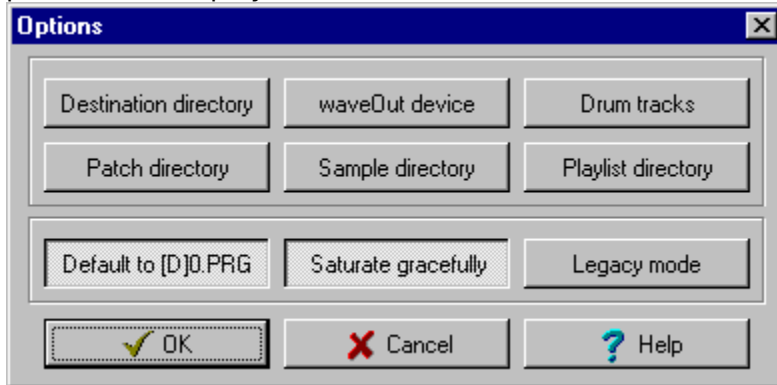
Playing MIDI files

Once you have put the files which you want to play in the current playlist, you can select any of them with the skip backward/forward buttons (the corresponding keystrokes are shown between square brackets):
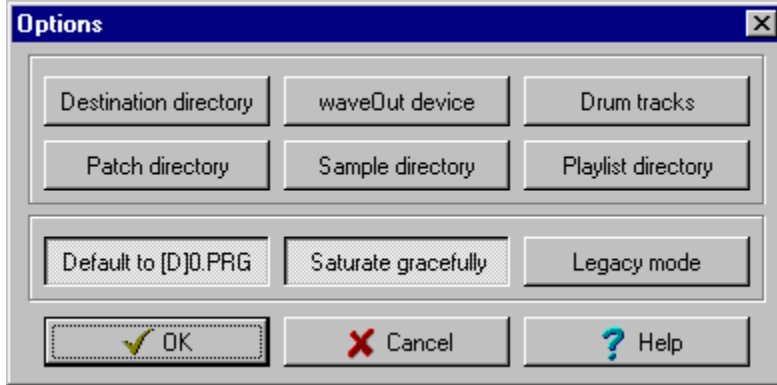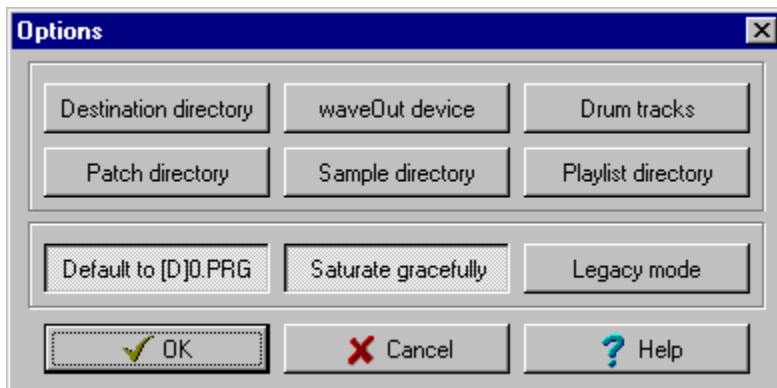

Skip bac[k]   Selects previous file in playlist.

Skip for[w]ard Selects next file in playlist.

For the first ten files, you can also use the fast selector buttons:

[1][2][3] ... [0]   Selects file in playlist.

To start playback, click the play button:

[P]lay Starts playback.

The MIDInight Express will start playing the selected file, unless shuffle mode is On (i.e. the shuffle button is pushed in):

only the first ten seconds (or so) of the file will be played.

In shuffle mode, the MIDInight Express will select a file randomly from the current playlist and start playing it.

If intro mode is On,

only the first ten seconds (or so) of the file will be played.

When playback terminates, the MIDInight Express will go on to the next file in the playlist or, if shuffle mode is On, to another randomly selected file in the playlist. In shuffle mode, this will go on until the MIDInight Express is stopped manually (by clicking the stop button or by closing it).

When shuffle mode is Off, the MIDInight Express stops after playing the last file in the playlist, unless repeat mode is On:

Repeat mode causes the MIDInight Express to skip back to the first file in the playlist after playback of the last one terminates. Like shuffle mode, it has to be stopped manually, by either clicking the stop button or by closing the MIDInight Express.

Note that you can combine intro mode with either shuffle or repeat mode.

The following controls are enabled during MIDI file playback:

P[a]use   Pauses and resumes playback.

[S]top Stops playback.

[M]ute Mutes sound output.

Default [v]olume   Resets wavetable amplification.

Default bala[n]ce   Centers wavetable output.

Volume control   Steps wavetable amplification.
[Up & Down arrows]
[+, -]

Balance control   Steps wavetable pan position.
[Left & Right arrows]

The volume and balance controls do not take effect immediately. The sound data already pipelined for playback - typically some ten seconds of it - has to get out of the way first.

When a MIDI file is loaded but playback is stopped, you can use the following controls:
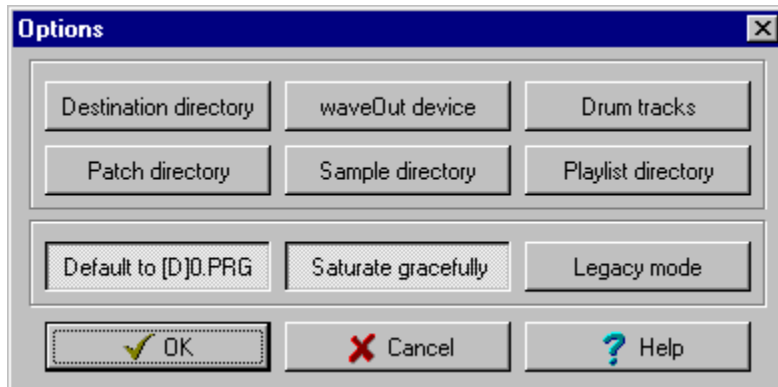
[P]lay   Restarts playback.

        [B]ack Rewinds the file in 10% steps.

        [F]orward   Fast forwards in 10% steps.

You can also unload the file, either explicitly with the eject button

        [E]ject Unloads file.

or by selecting another file in the playlist.

Rendering MIDI files to WAV files

In order to start recording, click the button in the lower right corner of the main window, then set the MIDInight Express playing as usual. A MIDI file must be selected in the playlist (but not loaded) for the record button to be enabled.

That's all there is to it. The resulting song files are 16 bit, stereo WAVs with a sampling rate of 22050 Hz (for CD quality MID to WAV rendering, use WAVmaker).

A WAV file will be created for (and named after) each MID played while recording is on. The name of the WAV being created is shown to the left of the record button. The destination directory can be set (prior to recording) in the Options window.

Toggling sound output on/off by clicking the mute button will not affect the WAV file being created, so you can have silent rendering if you wish.

Don't worry if loudspeaker output comes in chunks separated by silence. This simply reflects the time taken to write the sound data to disk. The destination WAV file will not have those silent spots in it.

Playing WAV files

The MIDInight Express can not only play MIDs; it does WAVs, too. This is an auxiliary function provided mainly due to the inefficiency of the Windows 95 media player, which apparently tries to load the entire WAV in memory before playing it. When the WAV file is too large to fit in the available RAM, this will bring the system to a virtual standstill.

WAV files can be added to playlists just like MIDs. Note that the filetype for the selected track is reported in the "LCD" display:


On the other hand, the playback mechanisms used internally for the two kinds of files are quite different. While MIDI files are rendered by MIDInight's emulated wavetable engine and output through the low-level waveOut device, WAV files are streamed to the sound card using high level MCI (Media Control Interface) commands. The volume and balance controls in the MIDInight Express window are wired to the emulated wavetable engine, not the sound card, so they are not available when playing back WAV files with the MCI.

If you have more than one sound card (and MCI driver), Windows will use the default device for MCI playback. You can use the Windows Media Player to set the default WAV playback device.

Keystroke commands

Most controls on the main window can be activated either with the mouse or from the keyboard. If a control has a corresponding key stroke, it's reported between square brackets in its hint field. For instance, positioning the mouse cursor over the play button rings up the following hint: "[P]lay", meaning "press P to play".

Here is a complete list of controls with a corresponding keystroke (shown between square brackets):
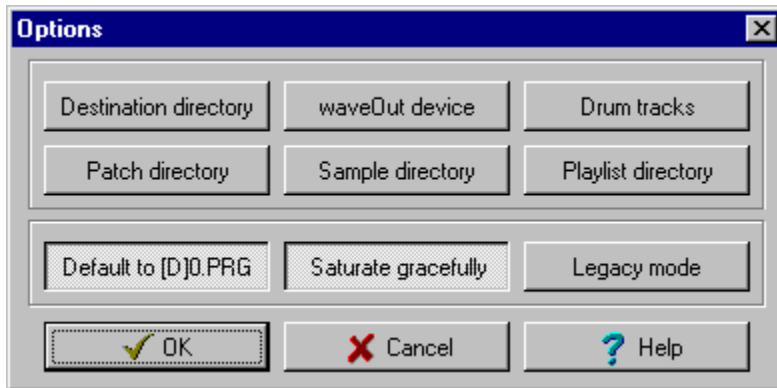
[O]ptions   Brings up the Options window.

    [H]elp Brings up this Help file.
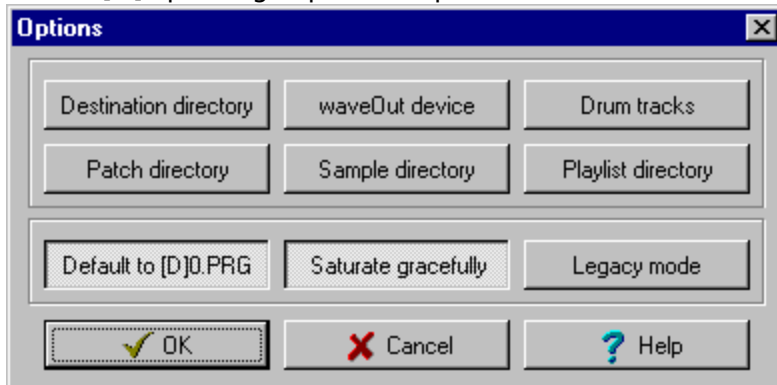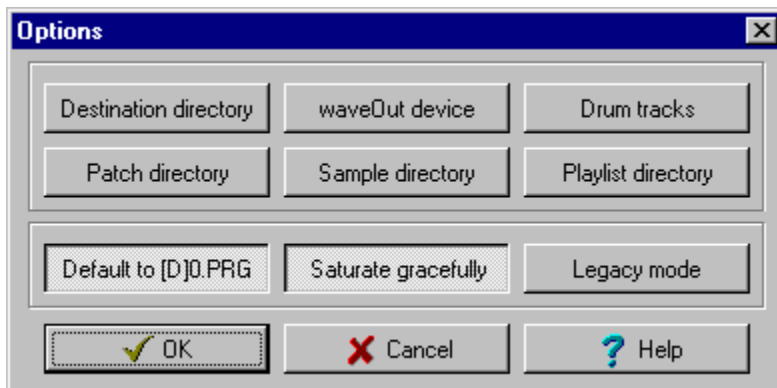
[P]lay Starts playback.

P[a]use   Pauses and resumes playback.
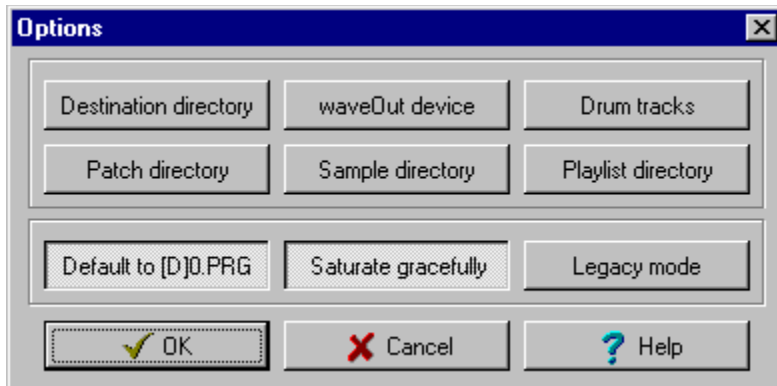
[S]top Stops playback.
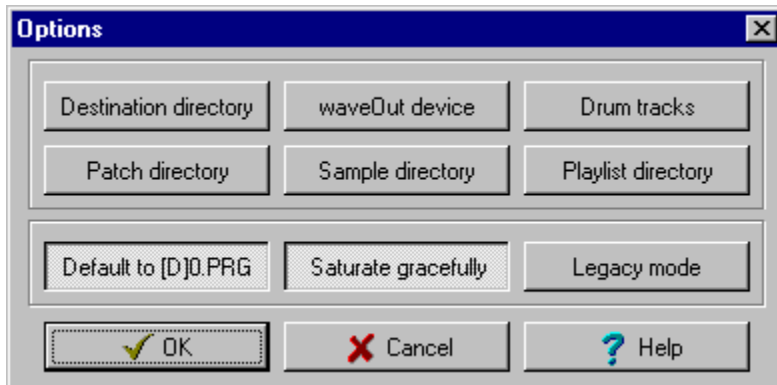
[B]ack Rewinds the file in 10% steps.
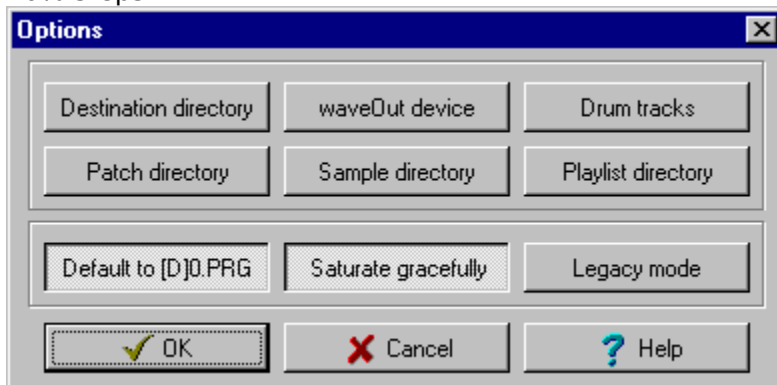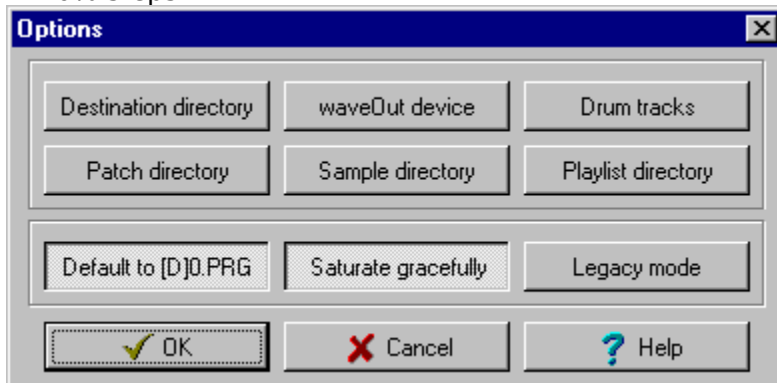
[F]orward Fast forwards in 10% steps.

[E]ject Unloads file.
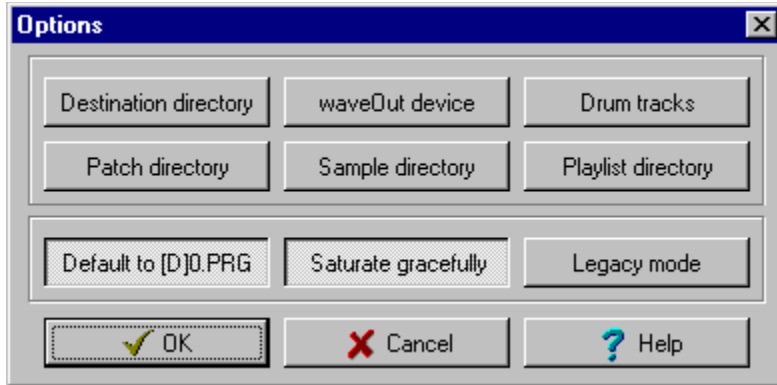
Skip bac[k]   Selects previous file in playlist.
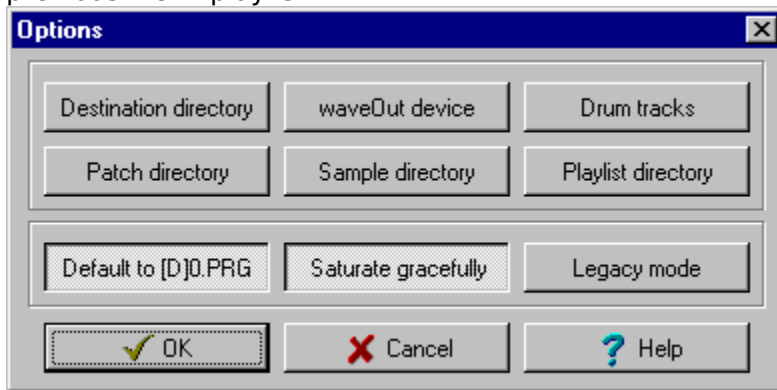
Skip for[w]ard Selects next file in playlist.
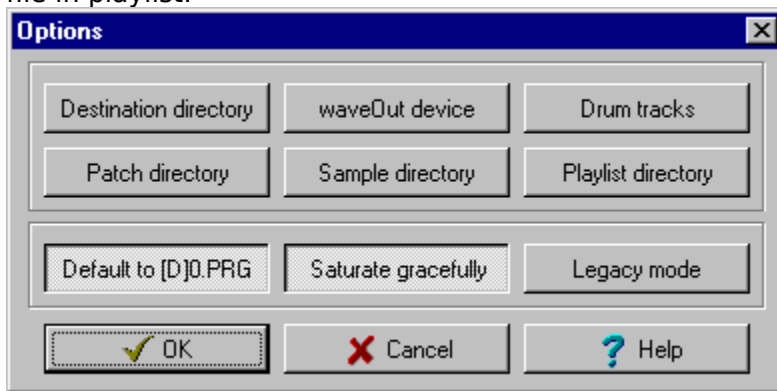
Play[l]ist   Brings up the playlist window.
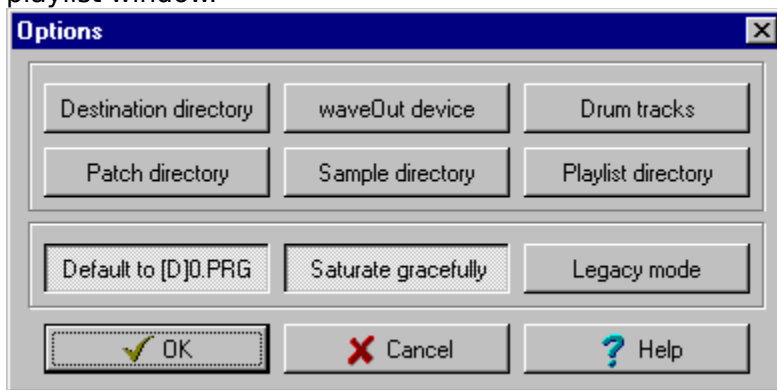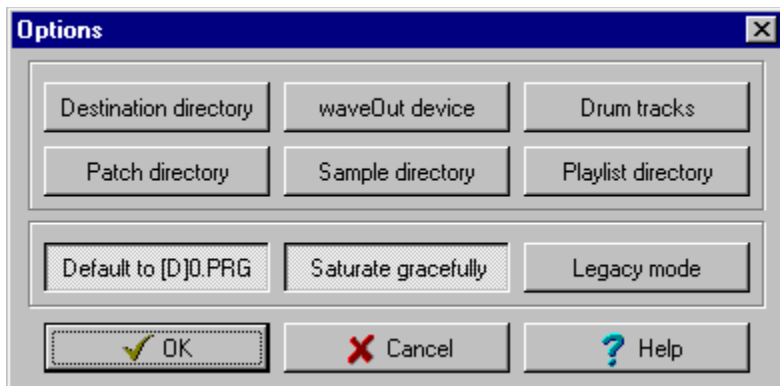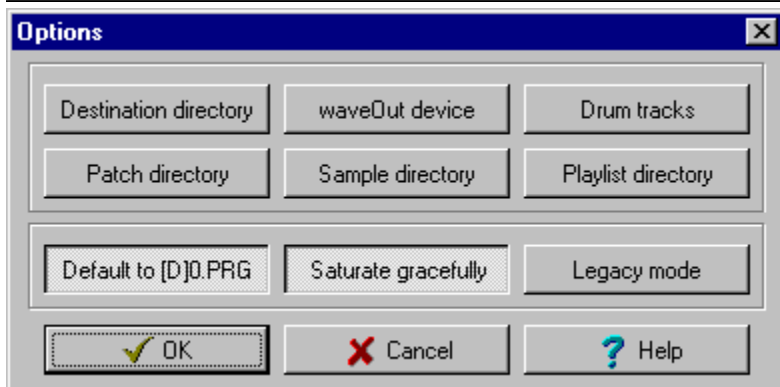
[1][2][3] ... [0]   Selects file in playlist.

[M]ute Mutes sound output.

Default [v]olume   Resets wavetable amplification.
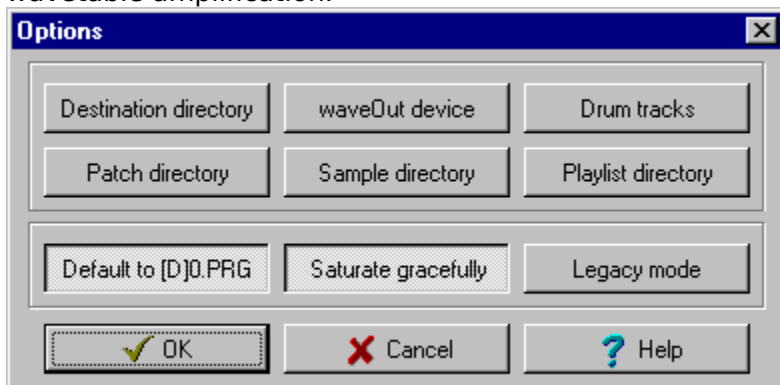
Default bala[n]ce

Centers wavetable output.
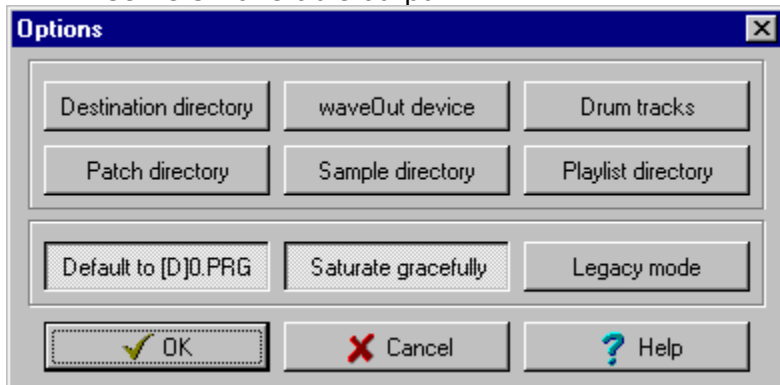
[R]ecord to WAV

Enables recording of MIDI to WAV.
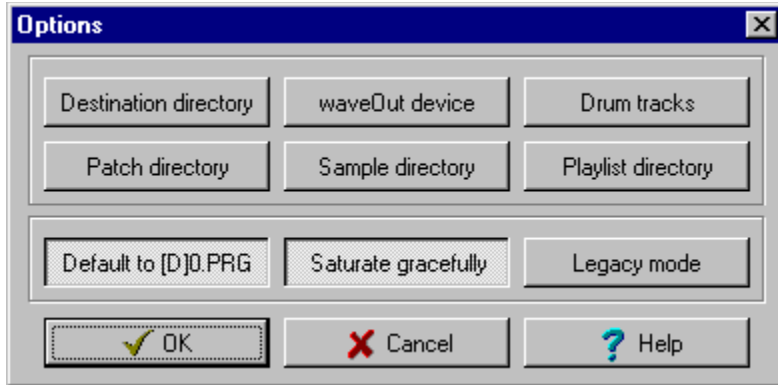
Volume control   Steps

wavetable amplification.
        [Up & Down arrows]
                [+, -]
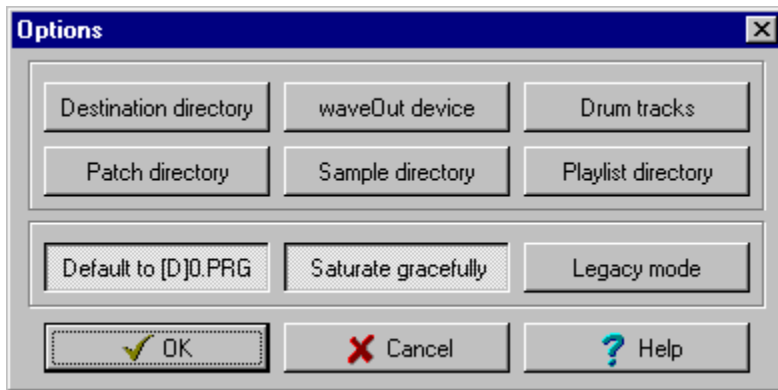
Balance control   Steps

wavetable pan position.
        [Left & Right arrows]

Associating MIDs and WAVs with the MIDInight Express

As of version 2.1, you can associate MIDs and/or WAV files with the MIDInight Express. If you do so, opening a MID or WAV (e.g. in Windows Explorer) will cause Windows to (1) start the MIDInight Express with the file inserted at the top of the current playlist and (2) set it playing.

In order to associate a filetype (MID or WAV) with the MIDInight Express, follow the steps below:

1   In **My Computer** or **Windows Explorer**, click the **View** menu entry, then click **Options**.
2   Click the **File Types** tab.
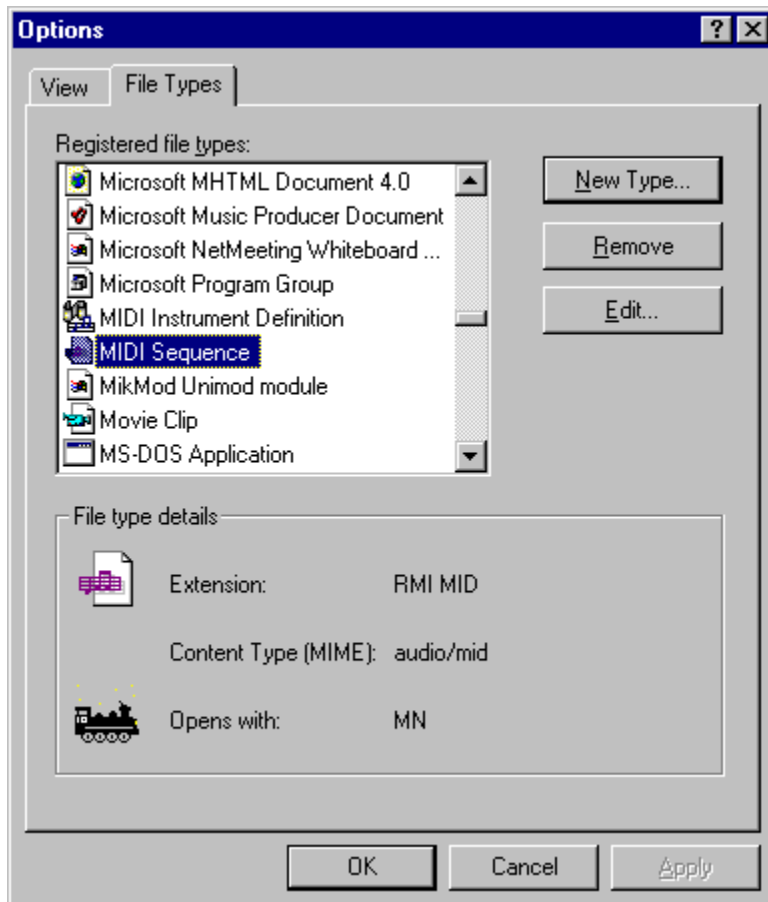
3   In the **Registered file types** list, click the file type you want to change (MID or WAV, usually described as "MIDI Sequence" and "Wave Sound", respectively). The current settings for the selected file type are shown in the **File Type Details** box.
4   Click **Edit**.
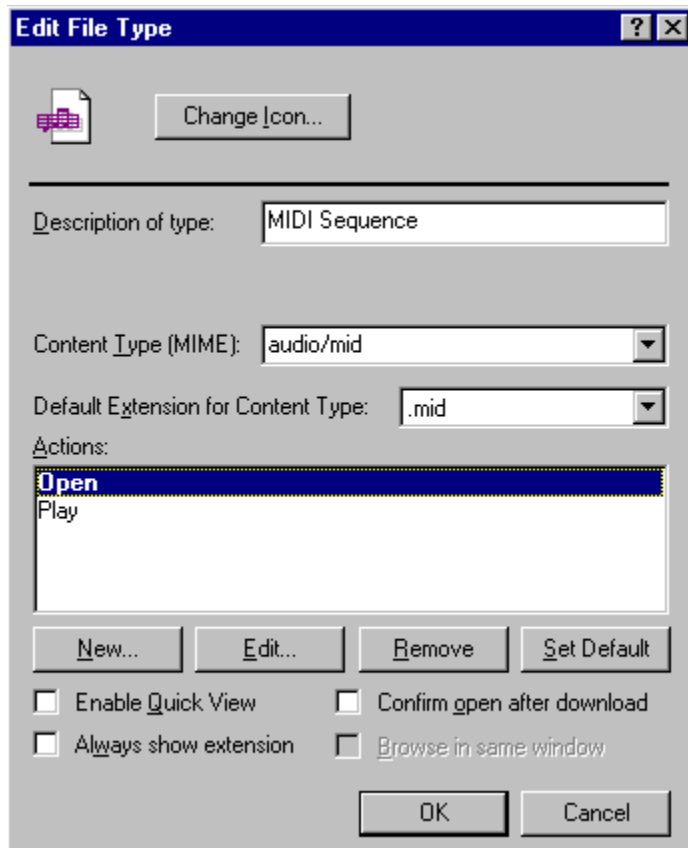
5   In the **Actions** box, click **Open**.
6   Click **Edit**.
7   Use **Browse** to locate the MIDInight Express executable (mn.exe).
8   Make sure that the **Use DDE** box is unchecked.
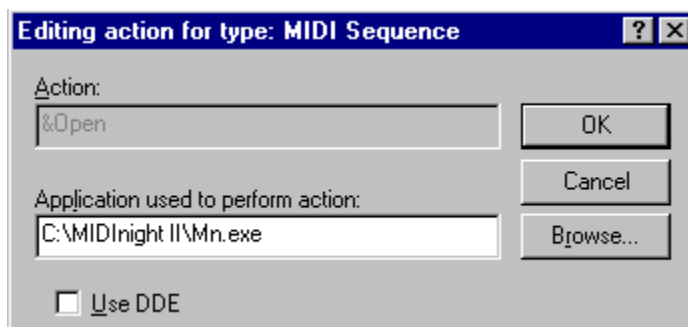
9   Click **OK**.
10 In Actions box, click **Play**.
11 Repeat steps 6-9.

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At the time of writing, the best way to reach me is by e-mail to

Tommy.Anderberg@abc.se

Alternatively, send snail mail to

Tommy Anderberg
Almvagen 4
195 44 Marsta
Sweden

Note that the latest information, patches and executables for
the MIDInight Express and related software can always be found at
WAVmaker's Home Page

http://www.abc.se/~m9303

About the Compact GM Library

At the time of writing (December 11, 1997), there are two General MIDI   sound libraries available for the WAVmaker software family (MIDInight Express, Mellosoftron and WAVmaker).

- The GMega Sound Library delivered with the WAVmaker Registered Package is shipped on a proprietary compressed format (DFT) and expands to 170 MB of 16 bit, 44100 Hz WAVs + all PRGs needed to render any GM file. It also contains several non-standard drum sets. This is a high quality library recommended for serious use of WAVmaker, the Mellosoftron and the MIDInight Express.

Click here to order the WAVmaker Registered Package!

If Windows Help complains about not being able to find Register.EXE, you can launch it from the Mellosoftron's folder (click the ugly icon labeled "Kagi order").

- The Compact GM Library is a much smaller (7 MB), lower quality sound library, primarily intended for real time operation of the MIDInight Express on low end PCs. Since only a handful of sounds is common to the two packages, the Compact GM Library can sometimes serve as a complement to the GMega Sound Library.

I will accept any contribution between $10 and $20 USD + Shipping & Handling in exchange for the Compact GM Library. If you're also ordering the Mellosoftron at the same time and using the same delivery method, Shipping & Handling is in common - you don't pay it twice. In case you're wondering, here's why I'm not asking for more.

In order to keep Shipping & Handling as low as possible, I've arranged for electronic delivery (over the Web or by e-mail, though you can also have disks sent to you by snail mail) and signed up with Kagi, the least expensive payment processing firm which I've been able to find.

Click here to order the Compact GM Library!

If Windows Help complains about not being able to find Register.EXE, you can launch it from the Mellosoftron's folder (click the ugly icon labeled "Kagi order").

Unlike the sounds in the WAVmaker Registered Package, many of those contained in the Compact GM Library can also be found in freely available, alternate sound sets for various wavetable cards (AWE32, GUS etc.). Therefore, I am not asking you to pay for the sounds themselves. I am however asking you for a contribution in exchange for the substantial amount of time which went into finding, selecting, converting and editing those sounds, as well as into creating the necessary PRGs for them.

Compact GM Library delivery

The following delivery methods are supported:

- **WWW**: you will receive a URL, a personal username and a password, allowing you to download the Compact GM Library directly onto your hard drive. This is the preferred method. $5 US S&H, for a total of $15-25 US, depending on your contribution. If you also order the Mellosoftron ($10) at the same time (and by the same delivery method) there is no additional charge for Shipping & Handling!

- **E-mail**: you will be e-mailed the Compact GM Library as a set of either UU- or MIME-encoded files. You need a fairly large mailbox for this to work - the larger the better, but handling even only one file at a time requires at least 2 MB of free storage space (encoding inflates the files quite a bit). Since coordinating such transfers usually takes some doing, S&H is $7 US, for a total of $17-27 US, depending on your contribution. If you also order the Mellosoftron ($10) at the same time (and by the same delivery method) there is no additional charge for Shipping & Handling!

- **Snail mail**: you will be air-mailed the Compact GM Library on five standard, 3.5" diskettes (surface delivery is just too slow, especially outside of Europe). Pocket calculator in hand, I've determined that postage doesn't vary enough with the destination (relative to the total cost) to warrant the complication of charging recipients outside of Europe more than recipients within Europe. Therefore, no matter where you are, S&H is $10 US, for a total of $20-30 US, depending on your contribution. If you also order the Mellosoftron ($10) at the same time (and by the same delivery method) there is no additional charge for Shipping & Handling!

About Kagi

Kagi is a small Californian company specialising in payment processing. It can handle Visa/MC, American Express, First Virtual, US checks, money orders, cash (most major currencies, not just US dollars) and invoices.

The people at Kagi set themselves apart from their competitors (at least all those known to me) by the lowest transaction fees in the market, which they achieve by automating most of the process. This in turn is made possible by <u>Register</u>, a simple program which helps you fill out a standardized order form. After completing the form, you send it to Kagi by e-mail, fax or snail-mail. Sensitive information such as credit card numbers is encoded for better security.

If Windows Help complains about not being able to find Register.EXE, you can launch it from the MIDInight Express folder(click the ugly icon labeled "Kagi order").

About...

WAV (TM) maker 2.5

Copyright © Tommy Anderberg, 95-97

The best way to get up to date information about WAVmaker and related software is to visit WAVmaker's Home Page

http://www.abc.se/~m9303

where you can download the WAVmaker Evaluation Package, containing fully functional executables and online documentation.

At the time of writing (December 11, 1997) the latest version is 2.5 (February 27 build) available both for Windows 3.1 (16 bit executables) and Windows 95/NT (32 bit executables). Chances are that there will be a newer version by the time you read this.

WAVmaker features (yes, I know the screen shots below are taken under Windows 3.1 - I still think the old style windows and buttons look better!)...

- Pro quality MID to WAV rendering. While the Mellosoftron and the MIDInight Express use fast but approximate linear interpolation to change the pitch of library samples, WAVmaker implements sophisticated resampling algorithms minimizing aliasing and distortion effects, for crystal clear sound. It can also produce output in any combination of mono and stereo; 11025, 22050 and 44100 Hz; 8 and 16 bits (Mellosoftron and MIDInight are always 22050 Hz, 16 bit stereo).

- A 170 MB General MIDI library with all necessary patches and samples (16 bit, 44100 Hz mono WAVs) to render any GM file, plus several non-standard drum sets.

- A rich selection of WAV editing functions, including filters, ring modulator, echo, flange, chorus, several reverb algorithms, a fully programmable, 32 band Vocoder, and many, many others.

- WAV recording - forget all about the Windows Sound Recorder and its silly 60 second time limitation!

- A proprietary sound compression/decompression system.

- A textual song description language - edit songs using any text editor (or use the quick MIDI editing functions).

- And much more!

Lat but not least, Standard Registration is only $30 + Shipping & Handling!

Click here to order the WAVmaker Registered Package!

If Windows Help complains about not being able to find Register.EXE, you can launch it from the MIDInight Express folder (click the ugly icon labeled "Kagi order").

LST to WAV [601/3618]

LST	D:\WMWIN\LST\sjam.LST
Song	D:\WMWIN\Song\sjam.WAV
Samples	D:\WMWIN\WAV
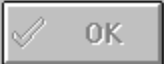
Line	601/3618	Instrument	KICK2
Base note	b2	Current note	b2
Status	Rendering	16%	

☐ Run iconized   ✗ Cancel   ✓ OK   ？ Help

WAV Edit

From   D:\WMW\TEMP\808bd.wav   🔍 View

To   D:\WMW\TEMP\temp.wav   Swap

Start   0.00

End   943.38

Time unit   ● ms   ○ sample

Channel
- ● Left
- ○ Right
- ○ Both

Echo

Reverb

Extend

Cut

Reverse

Chorus

Flange

Low Pass	High Pass	Band Pass
Notch	Ring Mod.	Vocoder

Maximize	Compress	Expand
Fade	Gate	Gated Cut

$$\sum_{i=1}^{n}$$ Mix

✓ OK   ✗ Cancel   ? Help

0%

WAVmaker for Windows

WAV Edit

Vocoder

Control file

📖 d: [ap] ▼ | WAV (*.WAV) ▼

📁 d:\
📁 wmw
📁 temp

| 808cym.wav |
| dist1.wav |
| dist2.wav |
| dist3.wav |
| dist4.wav |
| dist5.wav |
| dist6.wav |
| dist7.wav |
| **gm6f4.wav** |
| gm6f5.wav |
| organ.wav |
| over1.wav |

0% ☒ Prescan & normalize

Amplification 1.000 ▲▼
Time resolution 10.00 ▲▼
Bands/channel 32 ▲▼ | Equidistant

✔ OK ✘ Cancel ? Help

Bands

Band	21	22	23	24	2
Center, Hz (ctl)	5980	6240	6500	6760	7
Width, Hz (ctl)	260	260	260	260	2
Center, Hz (car)	5980	6240	6500	6760	7
Width, Hz (car)	260	260	260	260	2
Weight	1.0	1.0	1.0	1.0	1

Patch

Default

Add Remove Update

About the...

Mellosoftron™ 2.3

Copyright © Tommy Anderberg, 1997

The Mellosoftron II is the world's first shareware...

...low-latency...

...programmable...

...hardware-independent...

... virtual sampler!

In short, it turns your Windows PC into a sampler which you can play live, with a sequencer or with any MIDI file player. At last, there is no perceptible delay between hitting a key on your MIDI keyboard and hearing the software-generated sound. Any sound card with a DirectSound 3 (or later) driver will do - you don't need a particular brand or model. You can edit all instruments and even create new ones from scratch, using your own WAVs as sound sources.

Since it comes with an integrated patch editor and uses the same file formats (PRGs and WAVs) as WAVmaker and the MIDInight Express, the Mellosoftron can also serve as a fast patch design system for the growing WAVmaker software family.

Users of WAVmaker and of the MIDInight Express will feel right at home with the Mellosoftron. Its modular user interface allows you to keep only those controls which you really need on-screen. Here is an example of what it can look like when being played with the mouse, and an attempt to show off more windows.

At the time of writing (December 11, 1997) the current version is 2.3 (December 9 build). Chances are that there will be a newer version by the time you read this. The latest information and executables can always be found at the Mellosoftron's Home Page:

http://www.abc.se/~m9303/ml.html

The Mellosoftron is only $10 + Shipping & Handling (waived if ordered together with the Compact GM Library)!

Click here to order the Mellosoftron!

If Windows Help complains about not being able to find Register.EXE, you can launch it from the Mellosoftron's folder (click the ugly icon labeled "Kagi order").

Mellosoftron II

Instruments

Omni ☑

⦿ **0** — Clear | Edit	○ **1** — Clear | Edit	○ **2** — Clear | Edit	○ **3** — Clear | Edit
○ **4** — Clear | Edit	○ **5** — Clear | Edit	○ **6** — Load | New	○ **7** — Load | New
○ **8** — Clear | Edit	○ **9** — Load | New	○ **A** — Load | New	○ **B** — Load | New
○ **C** — Clear | Edit	○ **D** — Load | New	○ **E** — Load | New	○ **F** — Load | New

PRG D24

🎹 Keyboard ◀ ▶ 🖱 Sliders

Settings

MAPs
PRGs
WAVs

Load MAP
Merge MAP
Save MAP

MIDI
Audio

❓ Help
About
☠ Exit

Sliders

Vol. Bend Mod.

Pan

Keyboard

Mellosoftron II

Instruments

- (●) 0 — Clear | Edit
- ( ) 1 — Clear | Edit
- ( ) 2
- ( ) 3
- ( ) 4 — Clear | Edit
- ( ) 5 — Clear | Edit
- ( ) 8 — Clear | Edit
- ( ) 9 — Load | New
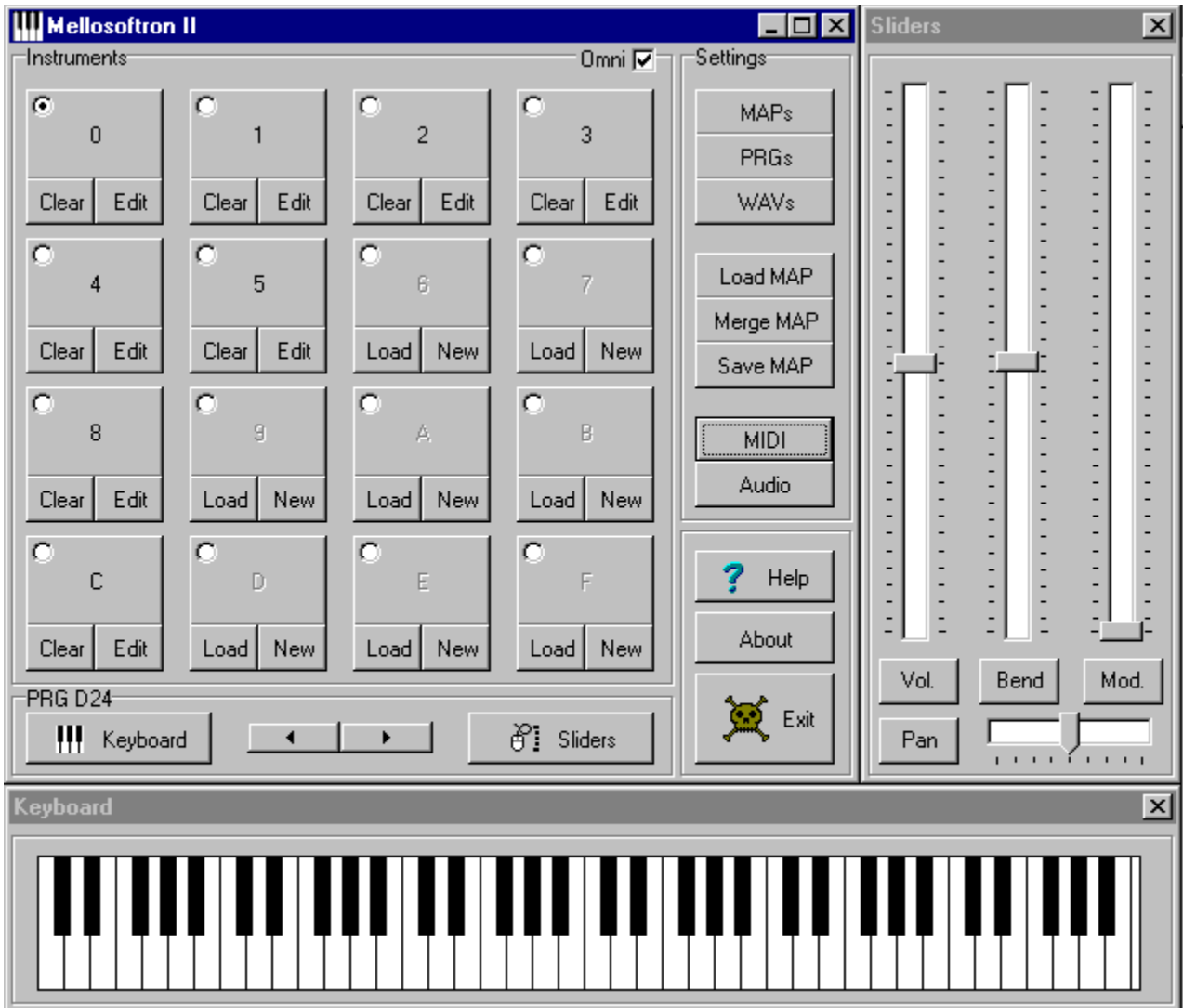
Omni ☑

Settings
MAPs

Viewing WAV ELECTOM

7848 : 6543

Reset | Milliseconds / Samples

Editing PRG D24

Insert | Add | Delete

>	#	Key range	WAV file	
		d#3	CLAP	
		e3	GATEDSD	
		f3	ELECTOM	
		f#3	CLSDHIHT	
>		g3	ELECTOM	
		g#3	PDLHIHT	
		a3	ELECTOM	
		a#3	OPENHIHT	

Sample | Contr...

Description

Help | Reload | Apply | Save

Start 7848 ▲▼ | Horizontal zoom 4.09 ▲▼ | Help
End 0 ▲▼ | Vertical zoom 4.00 ▲▼ | Close

WAV directory

WAV files (*.WAV)

- 808bd.WAV
- 808chh.WAV
- 808clavs.WAV
- 808conga.WAV
- 808cowbl.WAV
- 808cym.WAV
- 808ohh.WAV
- 808racas.WAV
- 808rim.WAV
- 808sd.WAV
- **808tom.WAV**
- Agogo.WAV
- Belltree.WAV
- Brshslap.WAV
- Brshswrl.WAV
- Brshtap.WAV
- Cabasa.WAV
- Castanet.WAV

16 bit   Mono   44100 H
27818 samples   630.79 m

▶ | Select
✖ Close

The actual sample file, residing in the WAV