MIDI Music Library

README.WRI
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Thank you for purchasing 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. To order additional copies of The Sound Firm Music Library please 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 you 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. There are two different sets of files included in The Sound Firm MIDI Music Library. These are included in 2 different sub-directories on the disk, DI and GM. The set of files you will want to use depends on the type of sound card or MIDI device you have. If you have a Base MIDI or Extended MIDI card or device, you should use the DI (or device-independent) files, and if you have a General MIDI card or device, you should use the GM (General MIDI) files. All songs appear in both sets of files.

BASE MIDI: In most cases, base-level MIDI devices read MIDI channels 13 though 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 of channel 16 to channel 10. You will know that this needs to be done if you hear no drums and a dissonant melodic part (probably a piano sound). 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) and most also include reverb and chorus effects. The files included in the GM set are arranged specifically for General MIDI devices (such as the Roland Sound Canvas) and should require no additional set up changes as long as your MIDI Mapper is properly set up for your card or device. Please make

sure that there are ports for all 16 channels available (1-9 and 11-16 for melodic instruments and channel 10 for drums).

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