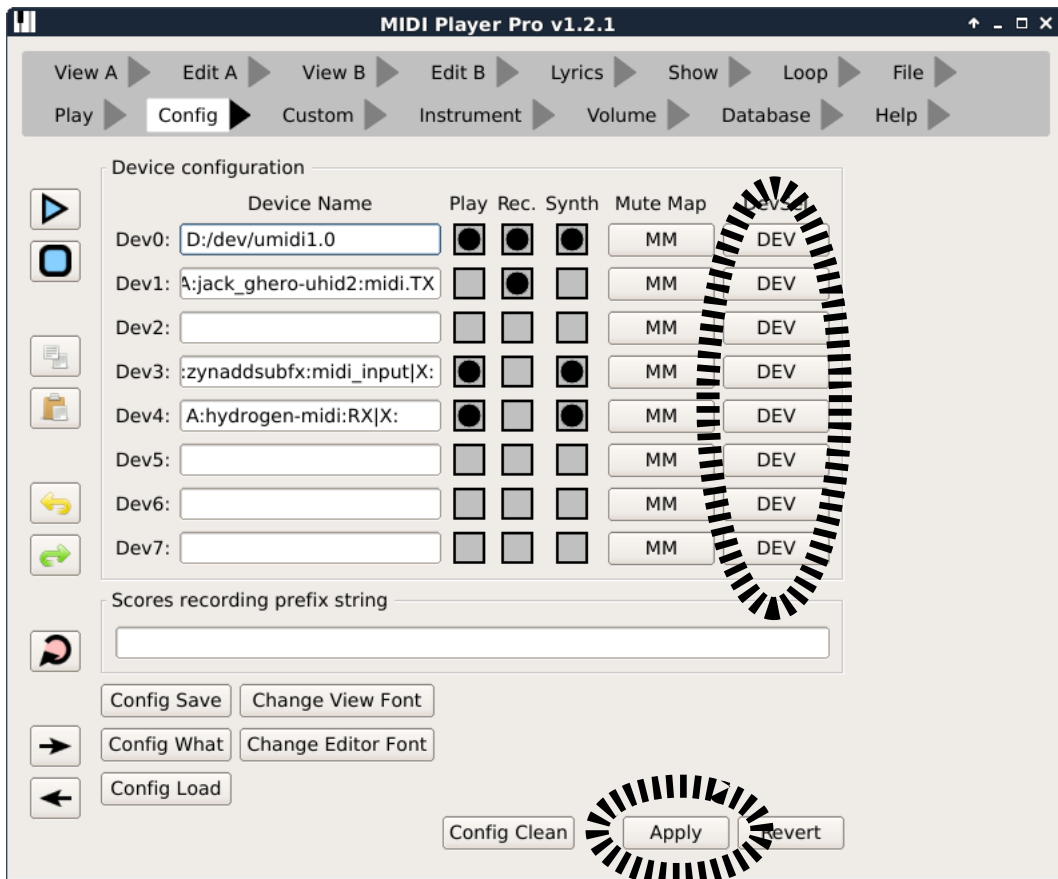


MIDI Player Pro v1.2.4 basic users guide

By Hans Petter Selasky, December 2013

1. Device configuration

Before you can start using MIDI Player Pro you need to select the «Config» tab and press the «DEV» button. A new window will pop up where you can select from available MIDI devices. Special character devices can be entered by typing «D:xxxx» into the «Device Name» field and the press the «Apply» button in the bottom of the «Config» tab.



Device selection dialog:

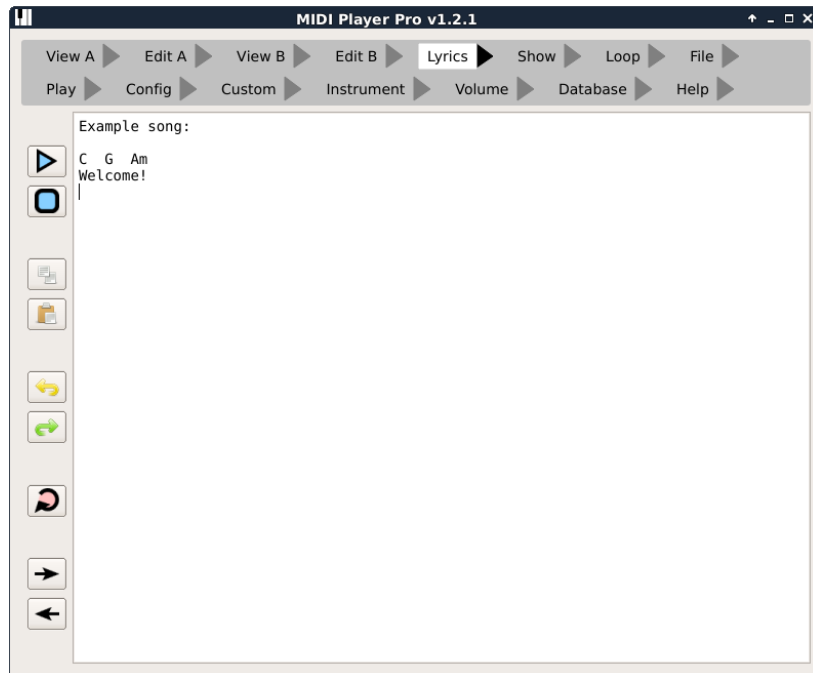


2. Loading a song

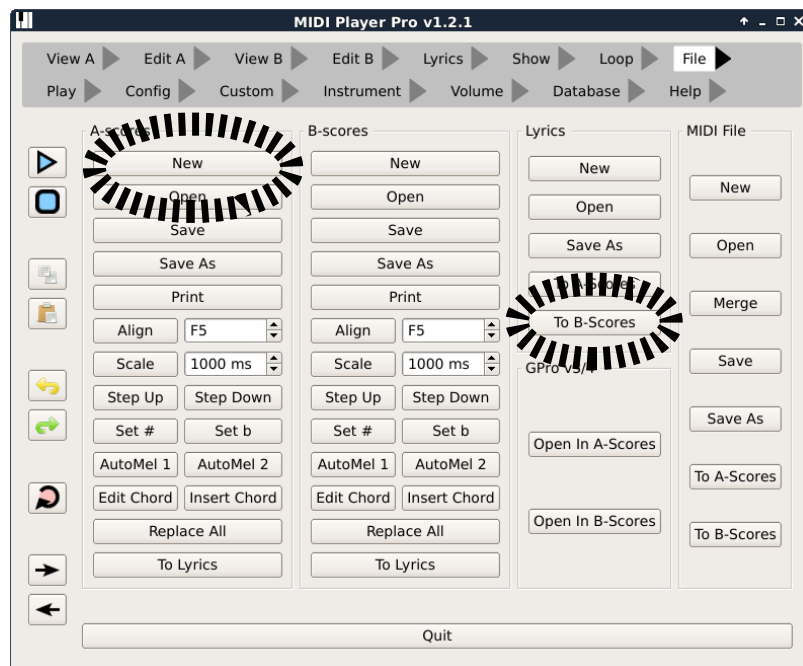
There are multiple ways to load a song into MIDI Player Pro.

2.1. Using the Lyrics tab

Type your song into the «Lyrics» tab. The format is: Chords on top and song-text below. You can select a different font for the editor window in the «Config» tab. Typically you want a fixed-size font for the editor window. This may or may not be the default depending on your system.

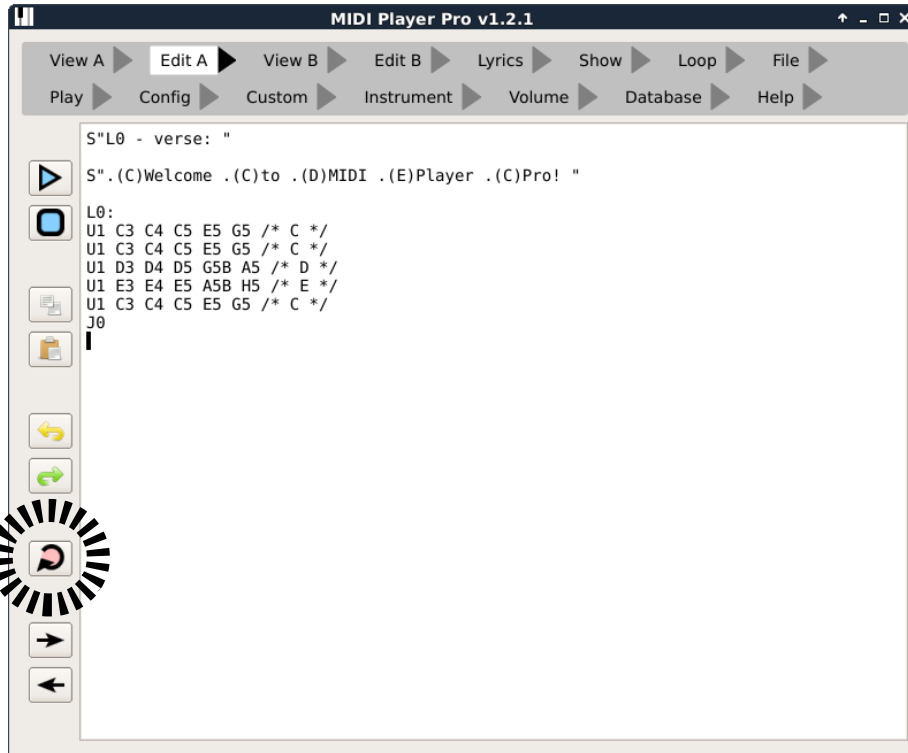


When you are done entering your song, go to the «File» tab and select «To A-Scores» under the «Lyrics» file:



Your song should now be imported into «View A» and «Edit A». You might want to press «New» in the «A-Scores» file before doing this. Else the import will append to the existing song, if any.

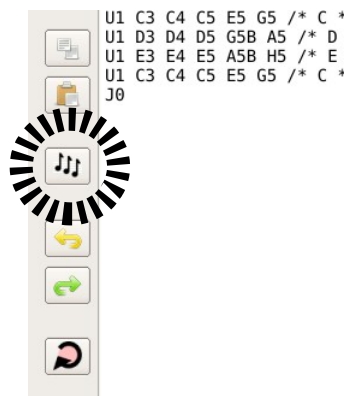
2.2. Using the «Edit A»



In the «Edit A» editor you can write and edit songs and scores in the native format of MIDI Player Pro. The score information format consist of a duration command «Ux» followed by one or more scores «[ABCDEFGH]x». Comments are denoted like this: /* this is a comment */ To get MIDI Player Pro up to date with regard to your song, you will have to press the red icon circled above or goto the «Play» tab and press the «Compile» button.

2.2.1.Editing or inserting a chord

To edit a chord make sure the cursor is at the line containing the chord you want to edit. Then either double click on the line or press the chord edit icon in the middle bar. If the currently selected line is empty a new chord will be inserted instead of edited. If it is not possible to edit the current line, no chord editor will appear.



2.2.2. Example converting from traditional notation

Twinkle, Twinkle Little Star
Alphabet Song

Traditional Kid's Song

1 Twin- kle twin- kle lit- tle star,
2 When the the ing sun is gone,
3 Then the trave- ler in the dark,
4 A B C D E F G

U4 D3 D4 D5 G5B A5

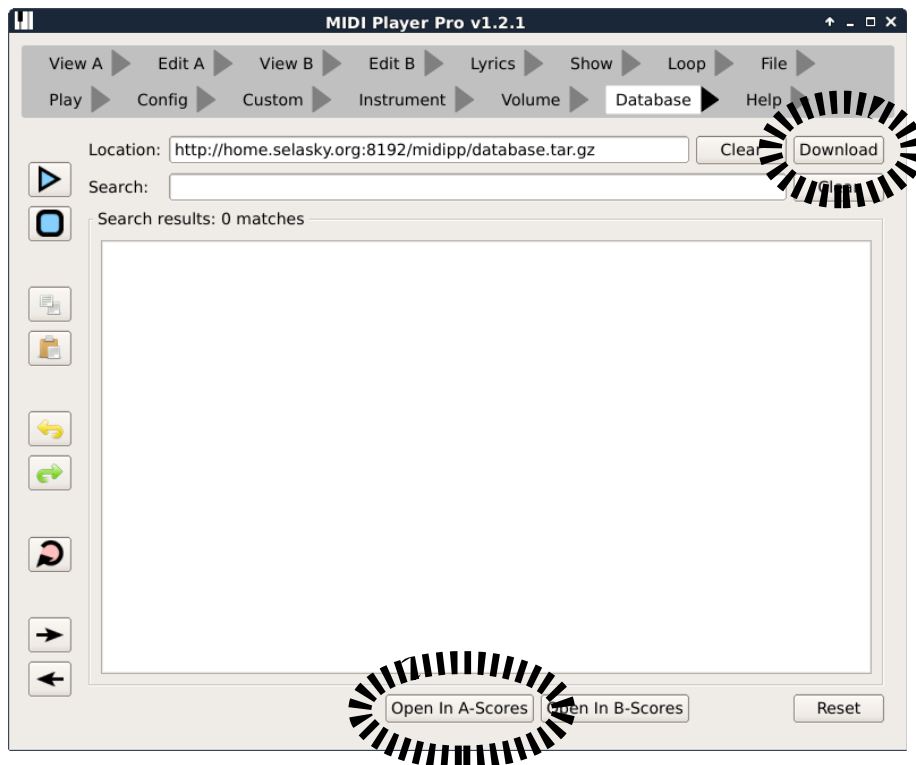
U1 D5 U1 D5 U1 A5 U1 A5

Reading the notes above we have a «D» chord followed by three melody notes. Then we have a «G» chord followed by one melody note. In the end we have a «D» chord again. Converting this into «MIDI Player Pro» syntax we get: The «D» chord counts as a single step and should last three more steps. «U4» denotes a single step added by three. Some notes in the melody also appear in the first «D» chord. We make these last a bit shorter, see «U1» and «U2» in bold below. Else the software will ignore these notes when played. The «G» chord counts as a single step and should last one more step. «U2» denotes a single step added by one. Again some melody notes appear in the active chord and the duration and need to last a bit shorter, see «U1» in bold below. In the end we have a «D» chord lasting one step followed by no more melody notes. The complete «MIDI Player Pro» code for the first beat of this song becomes:

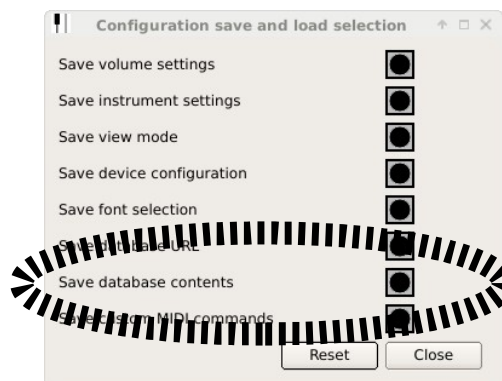
```
L0: /* start label /
U4 D3 D4 U1 D5 U4 G5B U2 A5 /* D-chord, multi-step duration */
U1           D5           /* melody, 1-step duration */
U1           A5          /* melody, 1-step duration */
U1           A5          /* melody, 1-step duration */
U2 G3 G4 D5 G5 U1 H5    /* G-chord, multi-step duration /
U1 H5                    /* melody, 1-step duration */
U1 D3 D4 D5 G5B A5      /* D-chord */
J0 /* jump to L0 */
```

2.3. Using the database

MIDI Player Pro comes with a simple database feature where you can download ready made songs from a default or custom location:



Press the «Download» button to populate the database from the default location. After selection a song, press «Open In A-Scores» to open the song. To permanently save the database to local storage, go to the «Config» tab and press «Config What». Ensure that «Save database contents» is checked. Press «Close».



Now press «Config Save» to save the database content to local storage. To verify the database content has really been saved goto «File» and press «Quit». Start the application again.



3. Playing a song

MIDI Player Pro supports five different play modes

3.1. «ALL» mode

In this mode the MIDI piano has a 1:1 mapping on its keys and no magic transforms are happening.

3.2. «TRANS» mode

In this mode you use a single key, by default «C» key in fifth octave, C5, to single step the song. The amplitude is taken from the input and distributed to the output. In the «View Mode A» dialog you can set some options about randomness and contrast that affects the resulting output. Single stepping using another key than «C5» will cause the song to be transposed either up or down depending on whether you press a key higher than «C5» or lower than «C5». The «C5» key is configuration in the «View Mode A» dialog.

3.3. «FIXED» mode

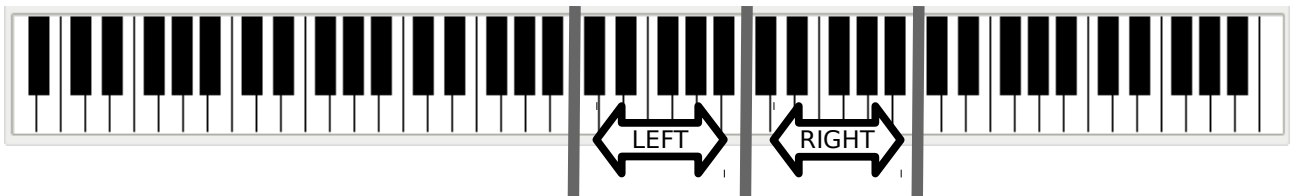
Same as «TRANS» mode, except that pressing another key does not cause any transposition of the song. In this mode you can use two fingers to output the melody, if it is going very rapid.

3.4. «MIXED» mode

Same as «TRANS» mode, except that keys other than «C5» behave like normal piano keys.

3.5. «CHORD» mode

This mode is most suitable for playing songs which only contain chords and no melody. In «CHORD» mode two key ranges are defined, «the left» range and «the right» range.



The base scores in a chord are mapped with rising harmonic frequency in the following order: «D», «E», «Db», «Eb». White keys first. Then the black keys.

The melody scores in a chord are mapped with rising harmonic frequency in the following order: «F», «G», «A», «H», «Gb», «Ab», «Hb». White keys first. Then the black keys.

The «C» keys are intentionally left dead to leave some room for errors when pressing keys in the two octaves, hence pressing keys in both ranges at the same time will confuse the software.

After rewind the software will wait for input in either «the left» or «the right» range. It doesn't matter in which range you start after rewind or a jump. When you make the first key press in «the left» range for example, the «MIDI Player Pro» software will fetch the first chord from the song, and re-map the keys so that it matches the loaded chord and output those keys to the configured synth devices, if any. To advance to the next chord, press a key in the opposite chord range.

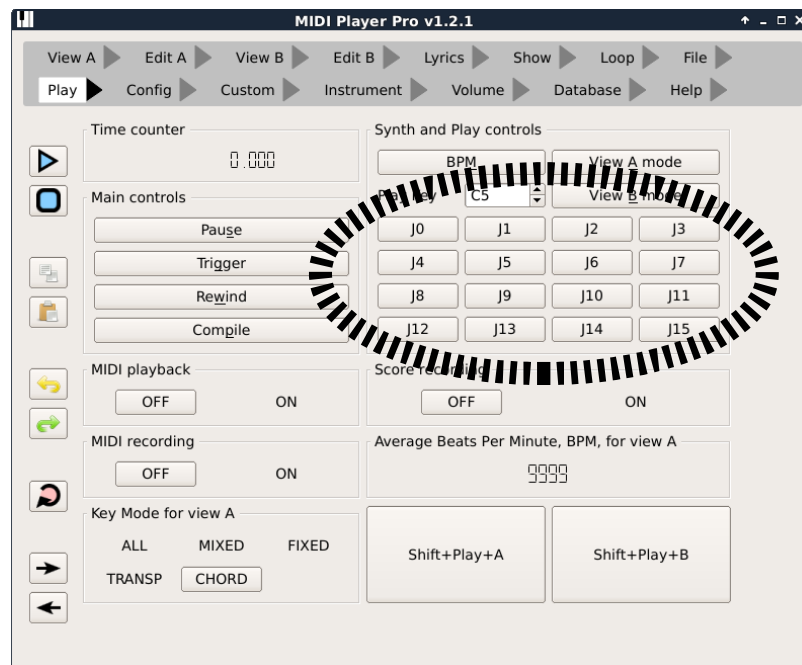
By default «the left» range starts at «C5», «C» key in the fifth octave and «the right» range at «C6», «C» key in the sixth octave. This is configurable through the «Base play key» in the «View A Mode» and «View B Mode» dialogs.

4. Playing parts of a song

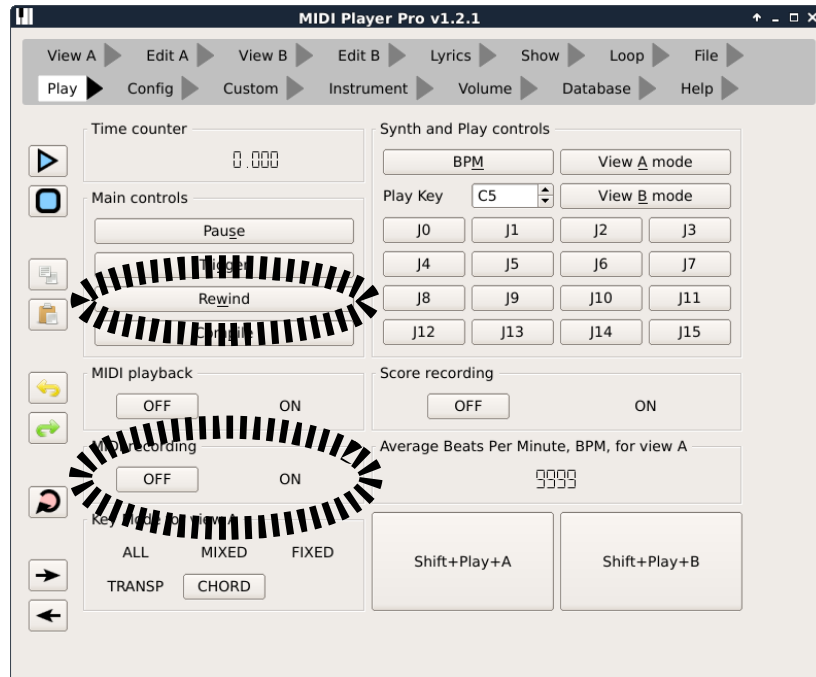
Label statements in the song, written like «Lx:» where «x» is a number in the range from 0 and up to and including 31, define starting points for playing.

Default shortcut key	Meaning
C3	Jump to label L0, if label L0 exist
C3#	Jump to label L1, if label L1 exist
D3	Jump to label L2, if label L2 exist
D3#	Jump to label L3, if label L3 exist
E3	Jump to label L4, if label L3 exist
...	Jump to label Lx, if label Lx exist

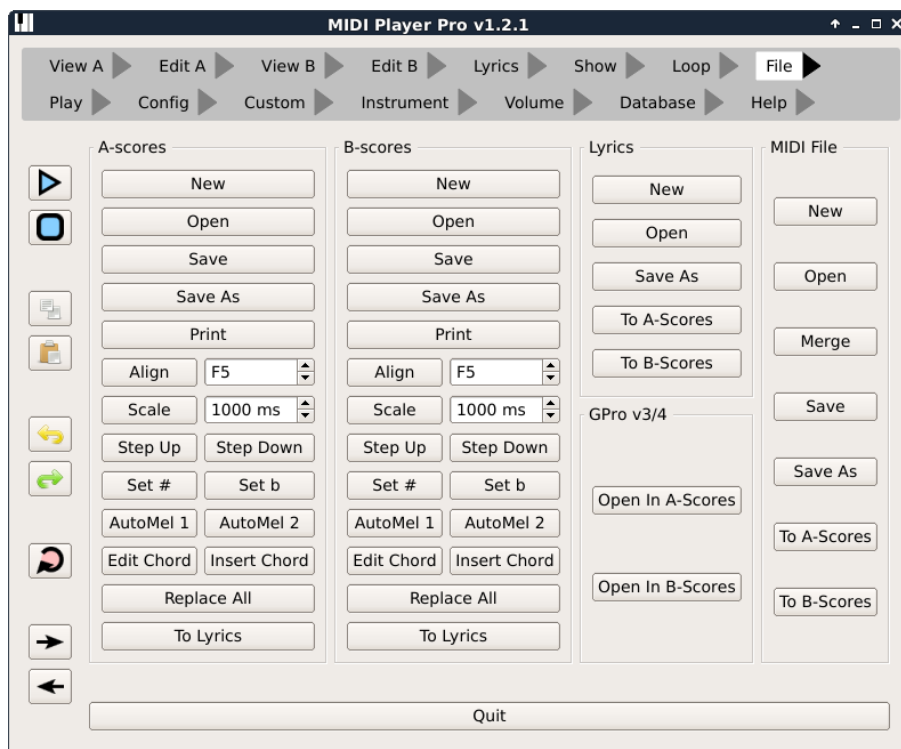
You can also jump to a verse in a song by pressing the «Jx» keys in the «Play» tab:



5. Recording a song

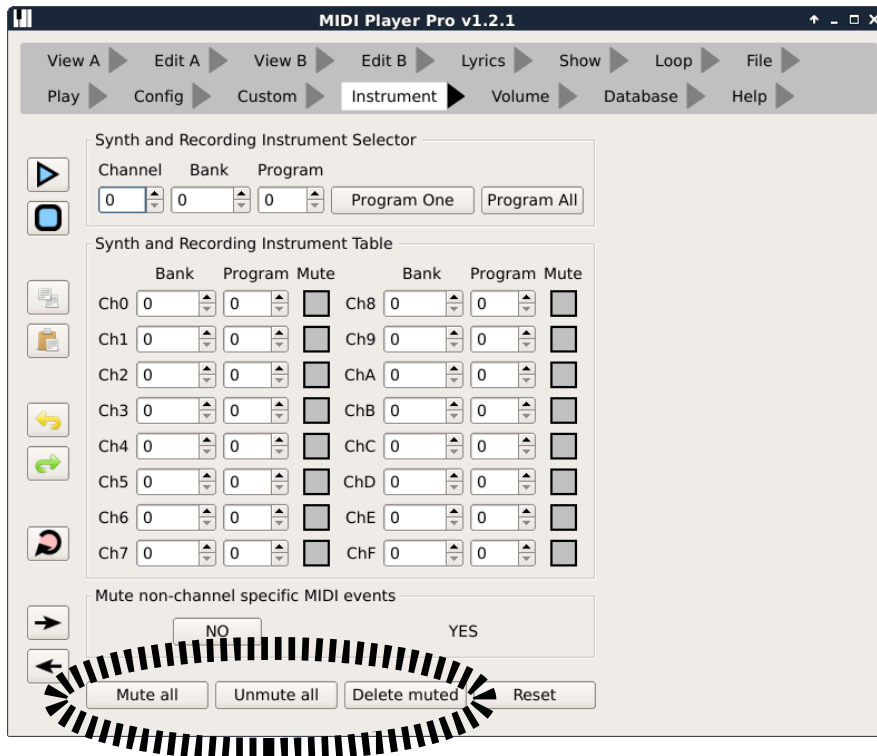


MIDI Player Pro can record everything you play. First press the «Rewind» button to get the recorder back to time zero. Then make sure «MIDI Recording» is switched to «ON». It is supported to have «MIDI playback» switched to «ON» while recording to record multiple sound tracks. The recording will automatically start when you press the first key or touch the sustain pedal or other controls that output MIDI channel events. When you are done recording press the «Rewind» button again and switch «MIDI recording» to «OFF». Now switch «MIDI playback» to «ON» and press the «Trigger» button to start the playback. If you want to save your music recording, goto the «File» tab and select «Save As» under the «MIDI File»:

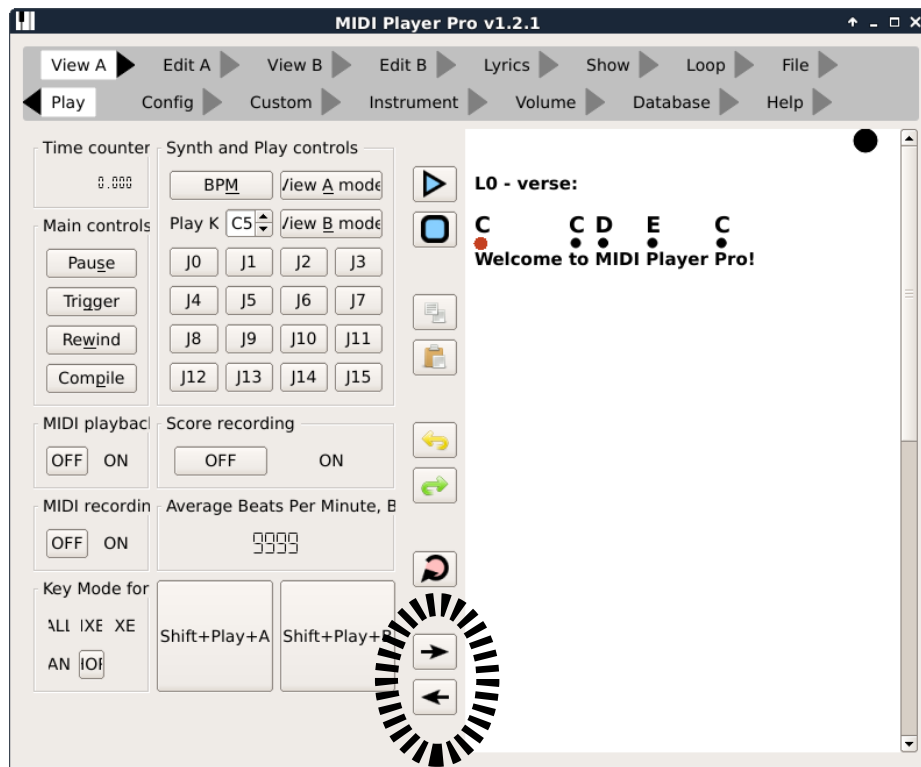


6. Erasing a song or parts of a song

By pressing «New» under the «MIDI File» found in the «File» tab, you will erase any current recordings and reset all the instruments to zero. If you do not want to reset the instruments to zero, go to the «Instrument» tab and press «Mute all», then press «Delete Muted» and finally press «Unmute All»:



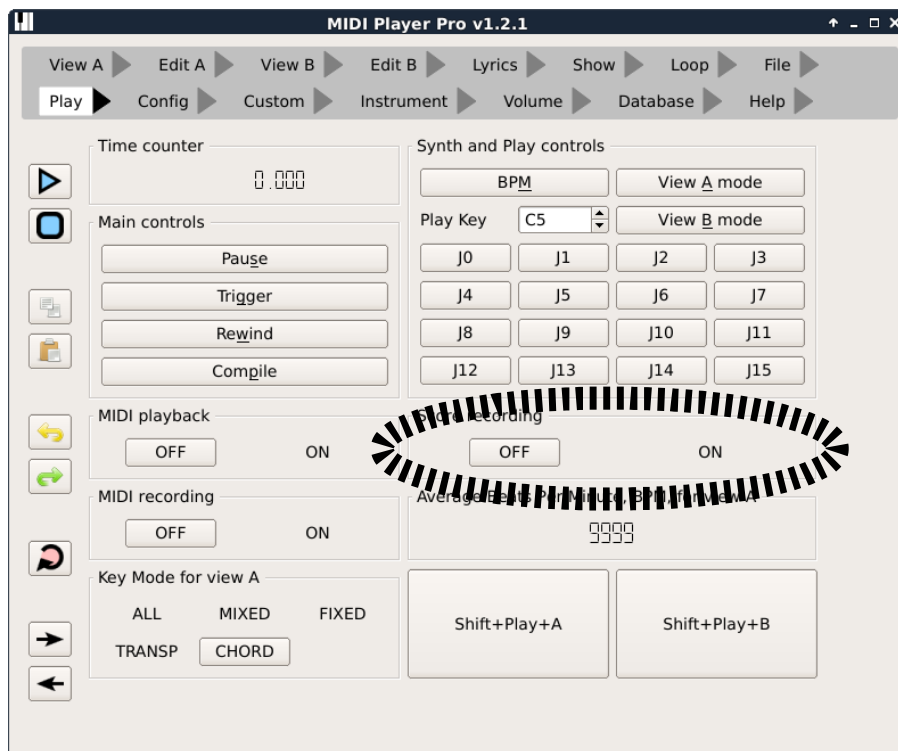
7. Splitting the graphical view



The lowermost arrows can be used to move any MIDI Player Pro tab to the right side or to the left side. This can save you some tab switching when working with MIDI Player Pro.

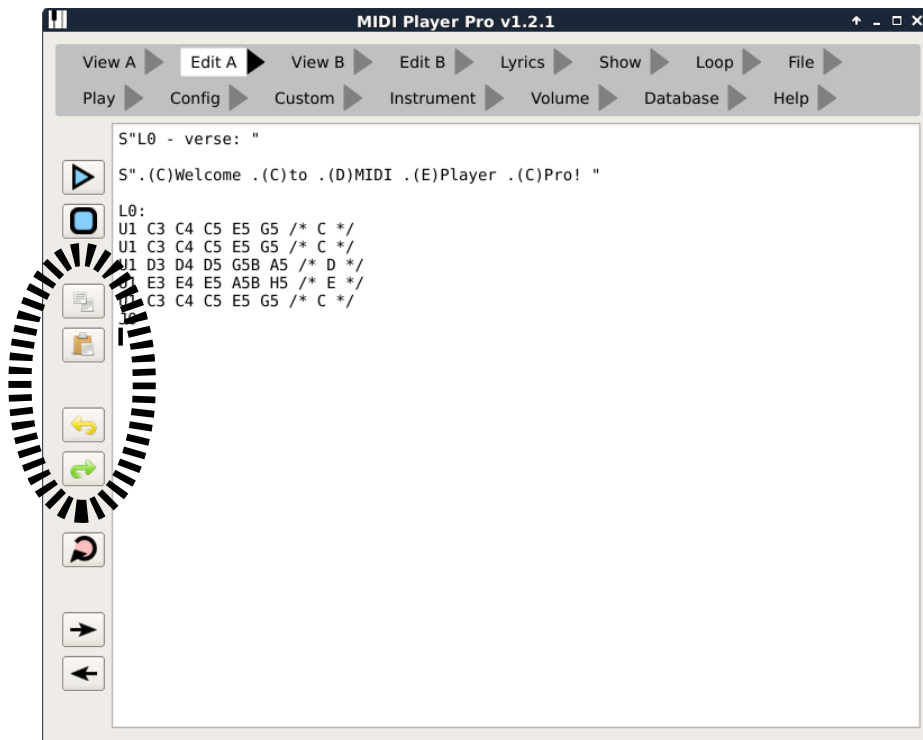
8. Print the pressed piano keys

To speed up writing a new song, MIDI Player Pro can print the scores you press in text format if you set «Score Recording» to «ON» in the currently selected editor:



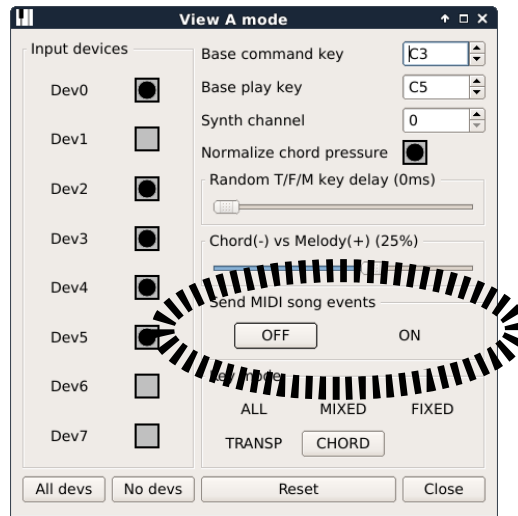
9. Undo, Redo, Copy and Paste support

All text editors inside MIDI Player Pro supports undo, redo copy and paste either via the icons or the standard shortcuts for these operations:



10. Interacting with external MIDI modules

The MIDI Player Pro can be instructed to send MIDI START/STOP and SONG position events by setting «Send MIDI song events» to «ON» in the view mode dialog which will appear when you press the «View A Mode» button the the «Play» tab:



- START event will be automatically sent when
 1. «Trigger» button is pressed
 2. Blue PLAY icon is pressed
 3. First key press or pedal event which triggers the time counter
- STOP event will be sent when
 1. «Rewind» button is pressed
 2. Blue STOP icon is pressed
- SONG position event will be sent when
 1. A label jump command is received as user input
 - By use of shortcut keys «C3», «C3#» ...
 - By use of «Jx» buttons in the «Play» tab.

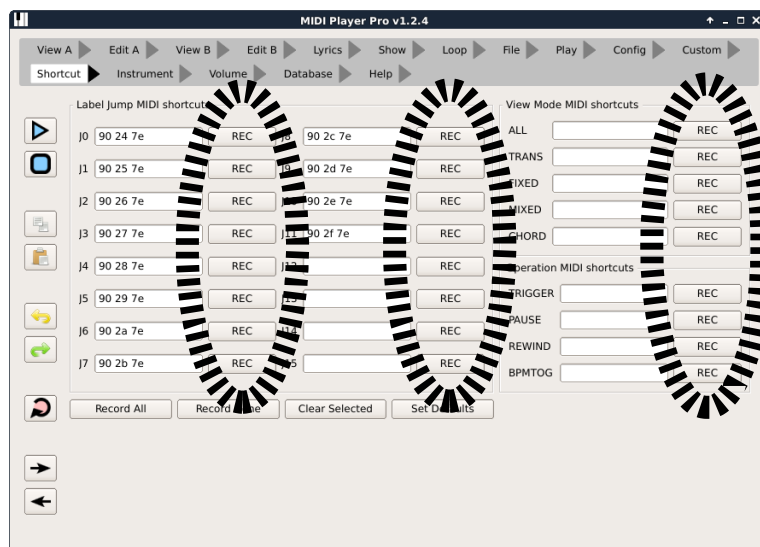
NOTE: The song position sent is the same like the label number. A SONG position event is not sent when the program executes a jump command.

11. Setting up shortcuts for common operations

By default jumping to labels through keys «C3», «C3#» ... «H3» is configured.

11.1. How to assign a key to a command

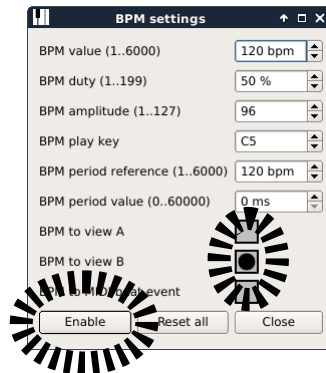
If you know the MIDI sequence in HEX you want to bind to a command, enter it in the line next to the command. Else press the «REC» button next to the command one time. Then press the wanted «button» or «key» on your MIDI instrument. The MIDI sequence should now appear in the line next to the command. Else check the configuration of your MIDI input devices. The matching algorithm will ignore all MIDI channel and key velocity information.



<i>Keyword</i>	<i>Meaning</i>
J0, J1, J2, J3, J4 ... J15	Jump to the given numeric label.
ALL, TRANS, FIXED, MIXED, CHORD	Select the given mode for the view connected to the instrument receiving the command.
TRIGGER	[Re-]start playback and/or recording.
PAUSE	Pause playback and/or recording.
REWIND	Move playback to start position and stop playback and/or recording.
BPMTOG	Toggle global BPM generator ON/OFF.

12. Using the BPM generator

The BPM generator can be used to generate repeated key presses as if received through a MIDI input device, to one or more views. It can also be used to generate a MIDI beat event to all output MIDI devices configured at the same rate which is configured.



12.1. Setting up playback of a drum rhythm, step by step

1. Open the wanted drum rhythm in «View-B».
2. Select the «Play» tab and press «View B Mode»
 - Set «Synth Channel» to «9» which corresponds to the MIDI drum channel. This application starts counting channels from «0» and not «1»
 - Ensure the «Base play key» is «C5»
 - Select «TRANS» mode
 - Press «Close»
3. Select the «Play» tab and press the «BPM» button.
 - Select «BPM to view B» and press «Enable»
 - Ensure that the «BPM play key» is «C5», else the output will sound transposed
 - Press «Close»
4. Select the «Play» tab
 - Press «Trigger» to start the BPM generator
 - Press «Rewind» to stop the BPM generator

12.2. Changing the clock base of the BPM generator and auto-played parts

The «BPM period xxx» fields of the «BPM» dialog are used to set how many milliseconds equals how many beats. Because drum rhythms can consist of auto-play parts, see the «Wxxx.xxx» command description on the «Help» tab, it is useful to have these parts scaled when changing the «BPM value». Else the auto-play parts will last the same amount of time regardless how frequently they are played. To enable auto-play time-scaling set the «BPM period value» field to the length of the auto-play sequence in milliseconds. The «BPM reference value» is typically «120». When loading songs into any view, any «K3.bpm.ms» commands will automatically override these settings. To disable auto-play scaling, set the «BPM period value» to zero.