



ReMIDI

MIDI playback via software

ProAction

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ReMIDI

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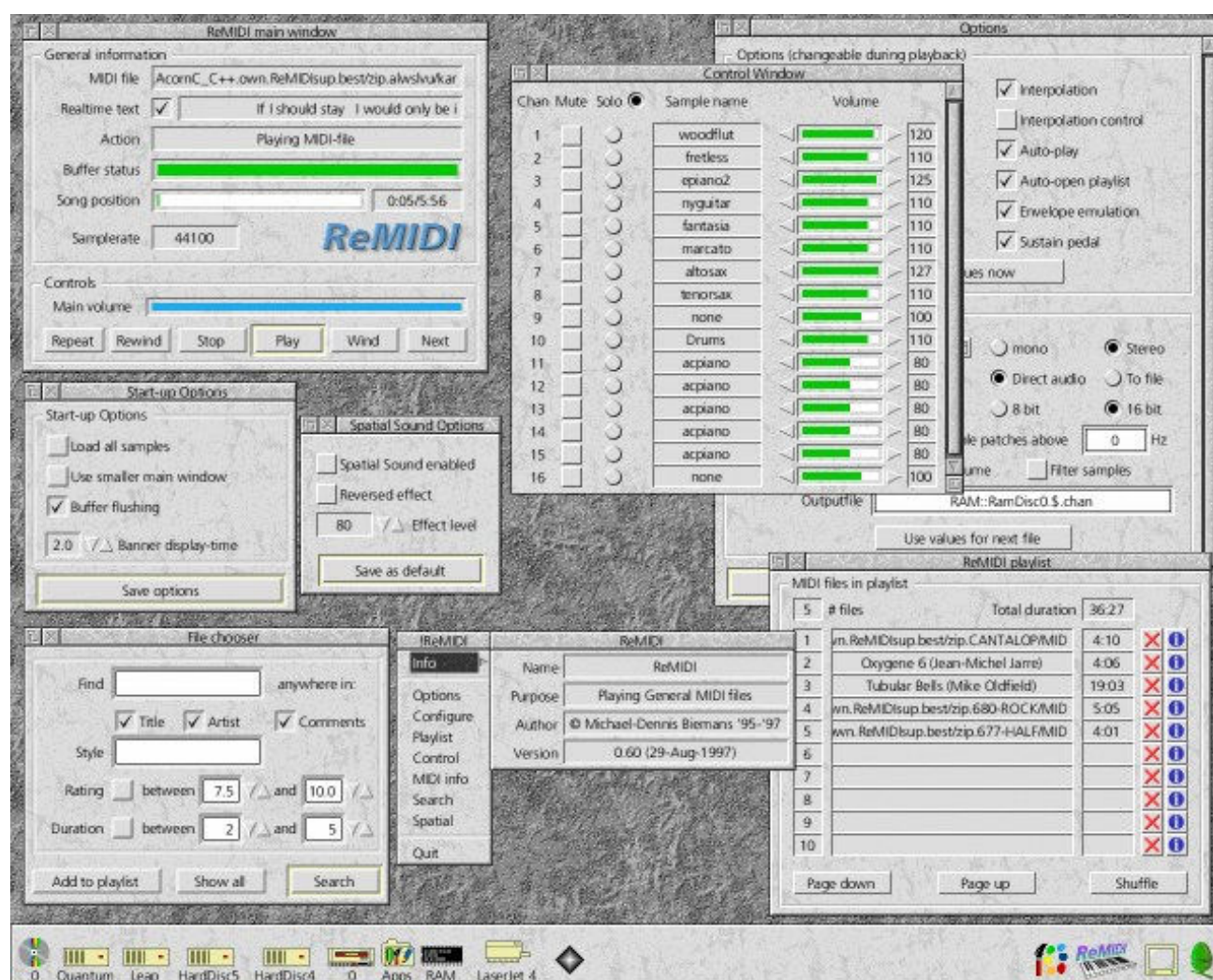
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ReMIDI

Introduction

ReMIDI is a revolutionary program, which allows General MIDI files to be played back via RiscOS without the need for specialist hardware. ReMIDI requires an Acorn computer with RiscOS3.10 or later, and a hard disc. ReMIDI is StrongARM compatible.



ReMIDI desktop interface

Installation

To install ReMIDI, as with most RiscOS applications, you must drag the icon to a suitable directory window. However, before ReMIDI can begin playing General MIDI files, it must be able to locate samples representing the many General MIDI voices. These samples are available from my website (see link below). If you have used TiMidity, then you may already have the appropriate patches, as they are required for both. Once you have the patch samples, you must edit the !Path file within !ReMIDI (shift double click to open !ReMIDI, and then shift double click again on the !Path file) to point to your patches.

If you put the directories of samples within !ReMIDI itself, then the default !Path file will work, this file is called !PathDef. This name is chosen so that updates of ReMIDI will no longer overwrite your custom !Path file.

For example, the !Path file should contain a line such as :

```
Set ReMIDIPatches$Path ADFS::HardDisc4.$.Music.patches.,ADFS::HardDisc4.$.Music.patches1.
```

Where the patches are directories called 'patches' 'patches1' and 'patches2' inside a directory called 'Music' on HardDisc4. Remember the directories must have a trailing dot (.) Several directories must be used, because

RiscOS places a restriction on the number of files in any one directory.

Sound Quality

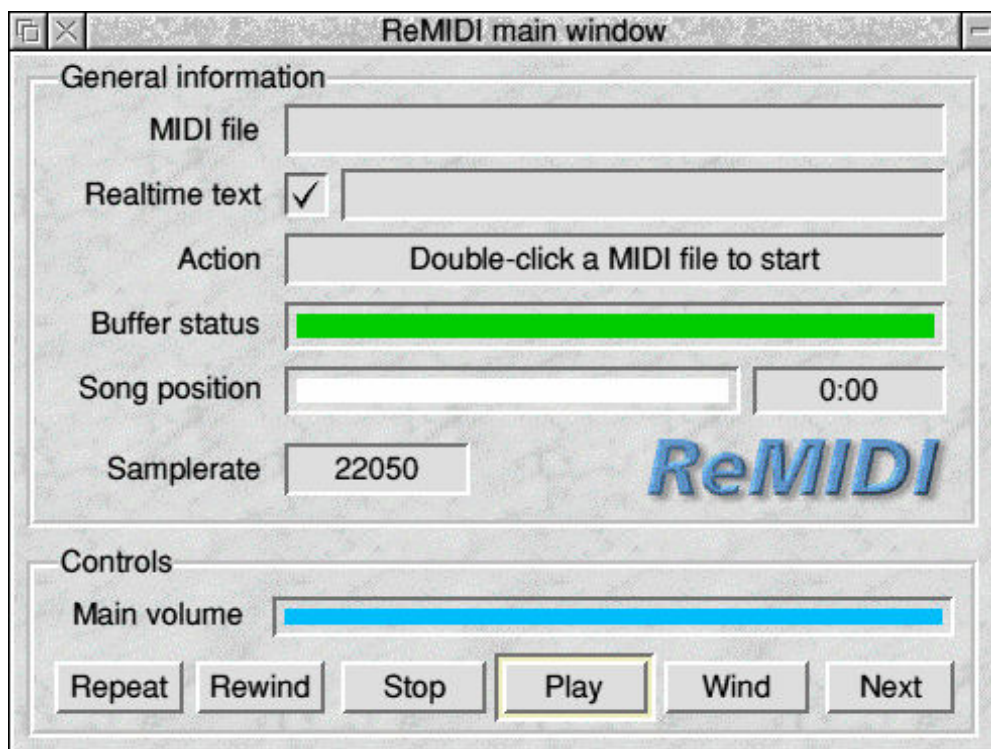
ReMIDI supports both 8 and 16 bit sound. For 16 bit audio, I have made a soundhandler to replace the Player module from ESP. For 8 bit audio a module called DataVox is used, which is written by Philip Banks. Used with permission.

Once the steps above have been followed, ReMIDI should be able to play General MIDI files, as used throughout the Music industry. Double clicking a MIDI file will (if necessary) load ReMIDI and play it. Midi files have RiscOS filetype name 'MIDI', and number &fd4. Double-clicking on more files will add them to the playlist.

Controlling The Program

Main window

The main window shows information about the MIDI file that is playing, and also the lyrics of the file are displayed (if there are any). The option button for realtime text means that every time there is an update in the lyrics, there will be a wimp_poll, so the display gets updated.



The controls speak for themselves, but wind and rewind don't work immediately because ReMIDI uses soundbuffers. You can select "buffer flushing" in the configure window so that the wind and rewind do respond more quickly, but at the expense of flushing already computed data.

When the next button is pressed the next file in the playlist is loaded. The "repeat" button will add the current playing MIDI file (or the last one played) to the first slot of the playlist.

Via the menu an options-window, control-window and a playlist-window can be opened. Note that every change you make will take some time to take effect, because the output is buffered.

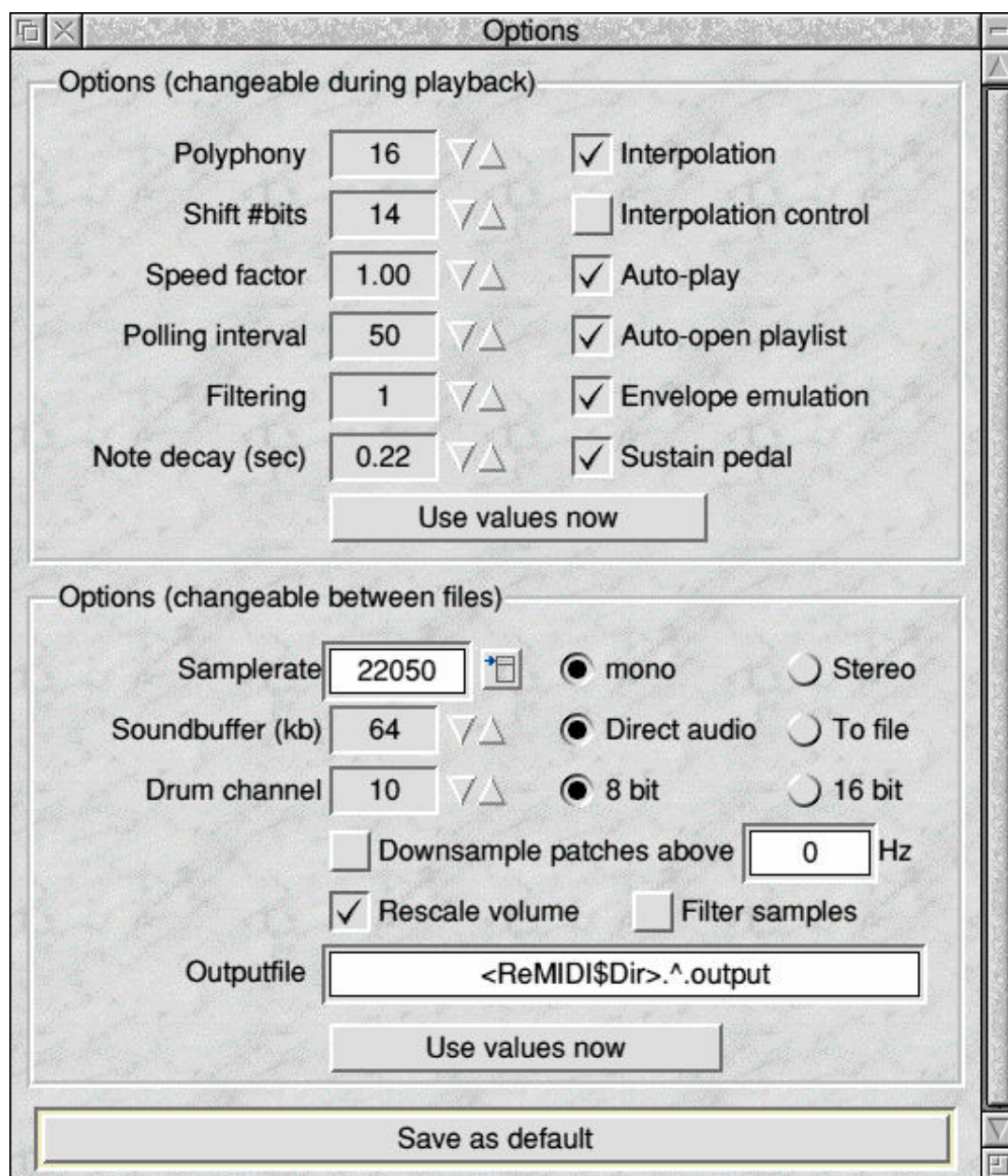
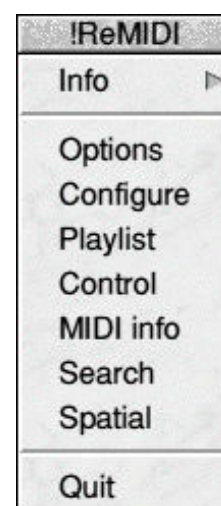
You can now drag the positionslider to skip to a certain part of the file without using the wind/rewind buttons.

Main Menu

You can open the ReMIDI main menu in one of two ways. Either by clicking MENU on the ReMIDI icon on the iconbar or by clicking MENU over the ReMIDI main window.

Options Window

The options-window is divided in two parts, the options that can be changed when a file is playing, and options that can only be changed when there is no file playing. Pressing the "Use values now" button will pass the new values to ReMIDI.



The options are:

Polyphony

Maximum number of simultaneous sound channels.

Shift #bits

Only used when playing with 8 bit sound. To fit the sound output into 8 bits the values have to be shifted by a number of bits. Setting this too low will cause the output to be distorted, setting it too high will decrease the volume of the output.

Speed factor

Use this to increase or decrease the tempo of playback.

Polling interval

Used to control the level of multitasking. The lower the value, the more wimp_polls are done, ie the greater the level of multitasking.

Filtering

The output is filtered if the setting is higher than 1, 1 means no filtering.

Note decay

Controls the time it takes for a note to decay. A higher value will make the sound a bit warmer, lower values will make it sound dryer.

Interpolation

When this is used the sound quality is better, but it takes more time to compute, ie it is more processor intensive.

Interpolation

When the computer can't keep up and the interpolation is Control on, then interpolation is turned off. When the computer catches up, the interpolation is switched on again.

Auto-play

Selecting this option forces ReMIDI to begin playing a MIDI file when it is loaded, without the user selecting 'Play' from the control window.

Auto-open

Selecting this option will mean that the playlist will be playlist opened every time a new file is added to it. If this option is not selected, you can open the playlist from the icon bar menu.

Envelope

Envelope emulation controls how notes decay. If you play Emulation a looped sample like the electric piano, the note will decay when this option is selected, otherwise the note will continue to sound at full volume.

Sustain pedal

When selected, the MIDI event for the sustain pedal will be handled correctly. When it is not selected, sustain events will be ignored. Sample rate - This is the output sample rate in Hz.

Soundbuffer

This is the size of the soundbuffers in Kb.

Drumchannel

This selects the MIDI channel for drums.

Mono/Stereo

This selects whether the MIDI file will play in stereo or mono sound.

Direct audio

When "to file" is selected, the output will be written to to file a file with the name set in the "outputfile" icon. The format is raw/unsigned.

8/16 bit

Outputmode for direct audio and output to file.

Downsample

When selected, samples that have a sample rate above the frequency specified will be halved in size (in memory only, not on disc). This will reduce the sound quality dramatically, so only use this when you don't have sufficient memory to play a certain MIDI file.

Rescale volumes

When the patches are loaded the volumes are rescaled.

Filter samples

When selected the patches will be filtered upon loading. (doesn't work properly yet).

Outputfile

Name for the output file. (when playing 'to file').

Save as default

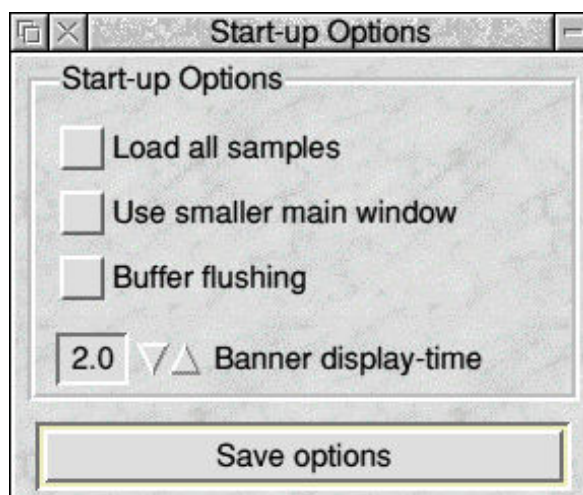
This saves the current options to disk, so that they will still be active if you quit and reload ReMIDI.

Start up Options

You can configure some of ReMidi's settings via the Start-up Options window. The options are:

Load all Samples

Rather than loading the Midi samples as they are required this option will load all the instruments when ReMidi starts. This will use more memory and on older machines might increase the time it take for ReMIDI to load.

**Use Smaller main window**

When ReMIDI is next loaded a much smaller design for the main window will be used.



This is useful for computers that have lower resolution displays.

Buffer flushing

Flush buffers before any change.

Display Banner Time

Set the amount of time the introduction banner will be shown when ReMIDI is loaded. A value of 0 will prevent the banner being displayed.

Playlist

Very simple: it displays the files to be played. You can remove files by pressing the 'Red Cross' button along side the name of the file. You can get (or modify) the information on a MIDI file by clicking the "I" icon. There are .

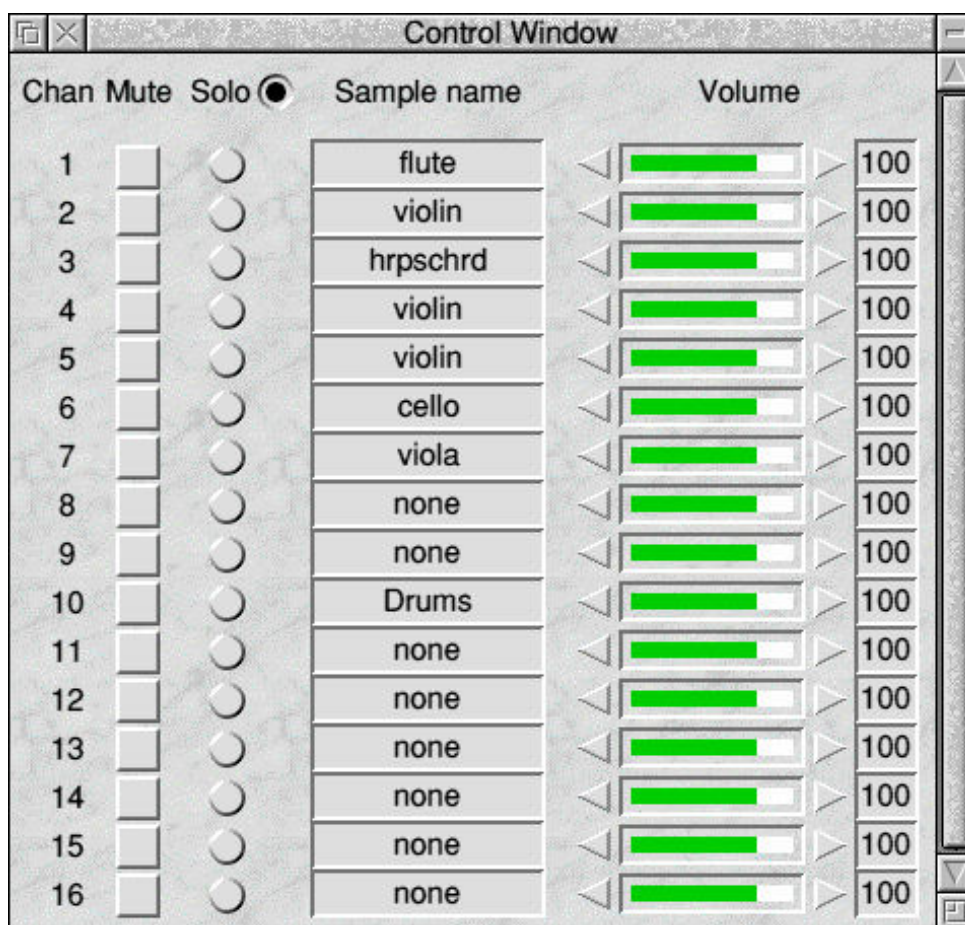
100 slots in the playlist, but only 10 are shown. The "page up" and "page down" buttons let you scroll through the list. The "shuffle" button randomizes the order of the files.

In the playlist, filenames will be displayed, unless the title is already known from the database. Also the duration of the file is shown, and the total duration of all files in the list.

The contents of the playlist can be saved by pressing menu over the playlist window, a save window will pop up and you can drag the icon to a directory. The resulting file can be loaded at a later time by dragging it to ReMIDI. .

Control

This window allows you to see which patches are loaded into each MIDI channel. You cannot change this allocation. The volume of each channel can be changed, and you can also mute a channel or let a channel play solo.



MIDI info

This window can be opened from the menu, it will display info on the current MIDI-file. When it is opened from the playlist by clicking the "I" icon, the info on the corresponding file is displayed.

The info can be edited, the changes are stored by ReMIDI when you press the "store info" button. If you add the title of a file, it will be displayed instead of the filename in the playlist and in the main window.

Only one location (filename and path) per MIDI file can be stored, so if you have duplicate copies, the first known path will be used. However, if you move the file, and then double-click it, ReMIDI will use the new path.

(It checks if the known path does still exist, if not, the new path is used and stored).

The 'MIDI file information' dialog box displays the following data:

Filename	ardDisc4.\$Sound.ReMIDI.MidiFiles.Symphony		
Duration	69:10	Filesize	25076
		Stored:	No
Title			
Artist			
Comments			
Rating	6.0	Style	

Buttons at the bottom: Add to playlist, Store info, Remove info.

Search

From the search-window you can access the information stored in the database, by filling in the fields. If you press "Search" the files matching the search parameters will be displayed in the info window. You can then add them to the playlist by hand from the info window. When you press "add to playlist" the matching files will not be displayed, but they are added directly to the playlist. Pressing "show all" will display all files in the database in the info window.

The 'File chooser' dialog box includes the following search parameters:

- Find:
- anywhere in:
- ☒ Title ☒ Artist ☒ Comments
- Style:
- Rating: ☐ between and
- Duration: ☐ between and

Buttons at the bottom: Add to playlist, Show all, Search.

Spatial

This is a new experimental feature, which only works in stereo mode. During the playback of a file you can enable and disable spatial sound, but you will hear some noise when the program makes the switch. You can change the level and the "direction" of the effect. On some files, spatial sound is quite effective, but on others it does not make a big difference. (Spatial sound adds delays to the different instruments according to the panning-setting, so the left ear will hear a sound before the right ear (or vice versa). The level will determine how much this difference will be, when "reverse" is selected, the delay of the left and right channels is reversed.).

Here are just a few of the other products you will be able to
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