

SynthFont – the MIDI file SoundFont player.

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Version 1.613 released March 22nd 2012

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Official Web page at: <http://www.synthfont.com>



New in Version 1.613 (March 22nd 2012)

Bug fixes:

- When using "Relative to disk" paths for folders (in Options, Files and Folder), SynthFont would not always find the correct path
- The Mixer sliders went missing for some MIDI files
- When two or more controller values for the same controller coincided, SynthFont would make proper use of the first one only
- Fixed most other reported exception bugs

New in Version 1.612 (February 3rd 2012)

Bug fixes:

- Since version 1.610 an exception occurred when activating Live Midi Input a second time if you did not have an arrangement loaded
- Since a few versions back, SynthFont would incorrectly attach the file extensions '.mid' instead of '.wav' to output files when writing a playlist to files and not using any compression mode; thus possibly overwriting the original midi file
- Version 1.611 introduced support for reading Unicode text from midi files. Writing of Unicode as ANSI did not succeed, however. Thus the text was lost.

New in Version 1.611 (January 31st 2012)

Bug fixes:

- Version 1.610 would not let you create a new midi file
- The start/stop markers (green and red triangles) in the Playback Progress group in "Plug & Play" were difficult to move smoothly
- Some MIDI files that included Unicode text were not correctly read, resulting in that the Mixer scrollbar sliders went missing.

New in Version 1.610 (January 18th 2012)

Bug fixes:

- Since version 1.600, changing the language using the Language menu item in the main toolbar did not change the language permanently
- SFZ file support was still lacking
- SynthFont Version "1" does not support multiple time signatures. From now on the last time signature defined before any notes will be used instead of the very last one defined in the file (which may be in the last bar...)
- [Plus a number of other minor flaws.](#)

Interface:

- Changed keyboard shortcut: Shift+Ctrl+H is now "Show keyboard shortcuts" while Ctrl+H is still "Set default SoundFont file"

Features:

- You can now change SoundFonts while playing (and not only Presets)
- The Live MIDI Input playback mode has been enhanced: you can now assign VST Instruments and Effects and change SoundFonts and Presets, while active. Additionally the settings are retained while switching Input ON/OFF. You can furthermore save a special arrangement which can be used for this mode only, as it does not require a MIDI file. See main menu "File" item "Save Arrangement for MIDI Input mode...".
- The SoundFont Presets dialog has a new option "Lock when playing live from MIDI input". Check this to prevent MIDI program events from changing the Preset in Live MIDI Input playback mode
- The VST instruments dropdown menu ("VSTI" button in tracks header) has a new item: "Remove instrument from track" to quickly remove the VST instrument assigned to the track and restore the SoundFont previously used.
- In the VST editor window, the button "Lock" has a dropdown item: "Lock to MIDI channel 0". Use this if the VST instrument accepts midi channel 0 data only (like Clavia Lab).
- In the VST editor window, there is a new button "Reset", most useful for VST instruments. Use it to switch off the instrument of it continues to play notes even after the tune has ended
- SynthFont now keeps in memory VST Instruments and Effects when another Arrangement is loaded - if they are used in the other Arrangement - to speed up the loading of these
- Previously notes were ended abruptly when the note release envelope reached a lower limit. In most cases this was acceptable, but not if the number of notes playing was small. SynthFont now adds a short damping tail to the end to make it smoother.
- When playing to external MIDI devices through MIDI ports, SynthFont sends MIDI reset commands before, and after, playing.
- When using SFZ files, SynthFont can now automatically extract the required WAV files from OGG files (provided that the OggVorbis libraries OGG.DLL and VorbisFile.DLL are present). You can delete the OGG files when extracted.

Background

SynthFont can be described as a MIDI file player and SoundFont emulator, emulating SoundFont compatible soundcards like Creative's SoundBlaster Live! Series. To use SoundFonts with SynthFont you need only to have a basic soundcard installed on your system.

History

SynthFont started off in the year 2000 as a small exercise in learning to understand the structure of SoundFonts. The goal was to learn how to create good quality SoundFonts and to develop a SoundFont editing tool with features not available in Vienna. In the end I didn't create too many SoundFonts, but continued to develop SynthFont into this package.

Goal

The goal now is to create a free SoundFont tool with a number of distinct properties. The final version of this tool will hopefully help you create good quality SoundFonts with ease. The basic concept is that you have a SoundFont editor that also can play back a MIDI file at the same time. This concept still remains to be demonstrated, as the current version will not let you edit the SoundFont. Anyway, I still decided to release

this intermediate version (BETA 0.1) to the public at this stage to get some feedback, and possibly some help as well.

A new feature I have added to the long wish-list is the possibility to use this tool as a VST instrument as well.

Design concepts

The code is written in Borland Delphi (i.e. Pascal) and at this moment not really optimized for speed. The Delphi environment is a RAD (Rapid Application Development) tool that makes it very easy to add new features. The Pascal language compiler produces code that is not that much slower than any C++ compiler's code. Although SoundFont is not supposed to be Open Code (not just yet anyhow) I am prepared to include code from anyone interested to share. For example, the current long pass filter seems to be very slow. If anyone has a good, fast and reliable filter to share (in almost any language) then please contact me.

You can assign a different SoundFont to each *MIDI channel* (not track) in the MIDI file. This is the current implementation and could be changes so that each *track* actually has a separate SoundFont, meaning that two or more tracks sending notes to the same MIDI channels could do it through different SoundFonts. I would like to hear your comments on this.

Note that you also can change the preset separately without changing it in the MIDI file. This is how you create an arrangement, which is saved in a separate file, having the extension 'sfarr'.

License

This is a freeware version of SynthFont.
If you want to support my work you can either donate a sum of money or help me develop a new feature.

You are free to distribute the unmodified setup file, but note the following:

1. If you want to add it to your own web site I would prefer if you contacted me at first.
2. Copyright must be honored: Kenneth Rundt, 2011, <http://www.synthfont.com>.
3. I would expect you to refer to www.synthfont.com as the home-site of SynthFont.

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