

SynthFont – the MIDI file SoundFont player.

© Kenneth Rundt, 2002 - 2010
Version 1.425 released July 14th 2010

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



New in Version 1.425 (July 14th 2010)

Bug fixes:

- SynthFont could not create MP3 files
- The stop marker in Playback range could not be reset to the end of the song after changing it once
- Fixed a few other reported bugs

New in Version 1.424 (July 9th 2010)

Bug fixes:

- A VST instrument with a single instance used on several tracks would not close gracefully when playback was interrupted
- An exception could occur when closing SynthFont
- A few other reported minor bugs

New in Version 1.423 (July 8th 2010)

Bug fixes:

- The displayed volume levels were twice too large
- SynthFont could not handle extremely long notes
- SynthFont did not correctly read midi files with a certain coding error (error handling)
- Fixed an issue with Pedal Hold on last note
- A few other minor bugs

Features:

- Pianoroll, "Draw note", a new checkbox #1: "Insert new note when moving notes and clicking on an empty space". Uncheck if you find this function awkward
- Pianoroll, "Draw note", a new checkbox #2: "Snap end to grid (and not length)". When changing note length, toggle to snap to standard lengths or the grid
- Since version 1.411 SynthFont removed notes shorter than 3. This no longer happens. All notes are retained, to be seen and edited.

These version 1.420 feature are **not yet** available in version 1.423:

- Bank change to a User Bank in live mode.
- Changed Playback volume levels display
- More buffers for playing live without ASIO
- The Volume Offset in SoundFont Overrides
- The Bank Manager "Either fine or coarse" selection

New in Version 1.422 (June 29th 2010 - afternoon)

Bug fixes:

- Version 1.421 had CPU usage monitoring problems on some Vista systems
- Bank selection did not work
- A few other minor bugs

New in Version 1.421 (June 29th 2010 - morning)

Bug fixes:

- Version 1.420 crashed quite often - randomly, for reasons still unknown
- When assigning a VST instrument to a track for midi channel X, the same instrument is now assigned to ALL tracks for midi channel X
- A number of other minor bugs and annoying inconsistencies fixed

Others:

- Localization function does not work on Windows 98
- A read-only midi file can no longer be saved to

These version 1.420 features are **not** available in version 1,421 (so wait for 1.422):

- Bank change to a User Bank in live mode.
- Pianoroll, "Draw note", a new checkbox.
- Changed handling of overlapping notes together with missing note-off events
- Changed Playback volume levels display
- More buffers for playing live without ASIO
- The Volume Offset in SoundFont Overrides
- The Bank Manager "Either fine or coarse" selection is still available

New in Version 1.420 (June 10th 2010)

Bug fixes:

- Version 1.412 did not save the Left and Right volume levels correctly in the arrangement
- Version 1.412 would reset the SoundFont choice to default when editing the midi file
- Pan Spread Defaults function didn't work (problem with Balance vs. Pan)
- Velocity Dynamics has been wrongly displayed with velocity response slopes in the range 1 through 6 while the correct range should have been 0 through 5, where 0 - 1 means a velocity response less than unity
- Since version 1.410, the Mixer Track Volume could be reset to 1.0 on some occasions
- In the SoundFont Group editor, the last melodic program was always blank
- Since some time back, double-clicking on a note in the Pianoroll did NOT make the note's track active
- Fixed a problem with SONiVOX VST instruments
- When playing from a Marker in Pianoroll, SynthFont would reset the Stop Marker to the end of the file

Others:

- Bank change to a User Bank now works also in live mode (use the new command "Reset all bank assignments (live mode)" in BANK menu, Plug&Play track list header, to reset banks)
- Pianoroll, "Draw note", a new checkbox: "Insert new note when moving notes and clicking on an empty space". Uncheck if you find this function awkward

- Still improved handling of overlapping notes together with missing note-off events
- Changed the Playback volume levels display; the display leaves a track of the peak level
- For playing live, without ASIO, you can now select to use up to 10 buffers to avoid stuttering (but get increased latency instead...)
- The Volume Offset in SoundFont Overrides no longer changes the Mixer Track Volume but has its own parameter
- The Bank Manager no longer lets you select "Either fine or coarse" bank selection controller. You must select "Bank Coarse (CC 0)" or "Bank Fine (CC 32)"

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, 2009, <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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