

SynthFont2 – the MIDI file SoundFont player.

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Contact me at: info@synthfont.com

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

New in version 2.5.0.2?

Bug fixes

- Since 2.5.0.0 SynthFont2 has persistently insisted on opening the MIDI demo file “33H_R&P” when starting up
 - Missing support for color scheme “Tablet Dark”
 - Some other minor bugs fixed
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New in version 2.5.0.1?

Bug fixes

- Due to an unfortunate change (bug?) in the compiler used since version 2.3.2.0, the PianoRoll smooth scrolling mode would break up during playback when placing the mouse pointer above the vertical scrollbar, if a color scheme was applied. Because of this, the scrollbars are now not themed.
 - A change was made in version 2.5.0.0 to better support installation on removable media, resulting in that the program freshly installed in the normal way (i.e. in Windows write protected Program Files folder) did not work.
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New in version 2.5.0.0?

Bug fixes

- The “Charcoal Dark Slate” color scheme didn’t look right
- The Setup program would not let you choose a folder for the installation. Neither was it easy to install on a removable disk medium
- The button “To Speakers” in box “Start playback” on page “1 Files / Folders” was wired to “To Files”
- Fixed a number of bugs in relation to retrieving Karaoke Lyrics, for example, SynthFont2 did not correctly handle Lyrics distributed over several tracks. Lyrics can be encoded in two ways and sometimes SynthFont2 did not find the correct one.

New features

- The Karaoke Lyrics window can now have a colored background - see “Color for window background”
 - New choice in file open dialogue for VST plugins – checkbox at the bottom: “Show only new (unregistered) plugins” - to make it easy to find new plugins to add
 - The SoundFont Override feature (shortcut CTRL+D) has been improved: you can now save Override setups in separate files (with the extension “.sf2ovr”). The choice of file will be remembered between runs and can also be saved in the Arrangement file.
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New in version 2.4.0.1?

Bug fixes

- The preset selection for the internal reverb effect MVeerb did not change during playback although the user prompted for it (since version 2.2.4.1)
- MVeerb could occasionally cause sound disruption (since 2.2.1.1)
- You could not move playback position while in Pause mode
- Some MIDI Continuous Controller messages could be lost when starting playback from a position after these messages

New features

- Support for sending MIDI out to a COM port, introduced in version 2.4.0.0, has been further improved. Among other things, this feature made SynthFont2 slower at start-up and when the main window was re-activated.
- Also improved support for output to standard MIDI port
- When playing to both an external device through a port (MIDI or COM) and the internal playback engine, you can set the latency for the internal playback engine to correspond to the latency (if any) of the external device to keep playback in sync. See Setup, Options, Playback.

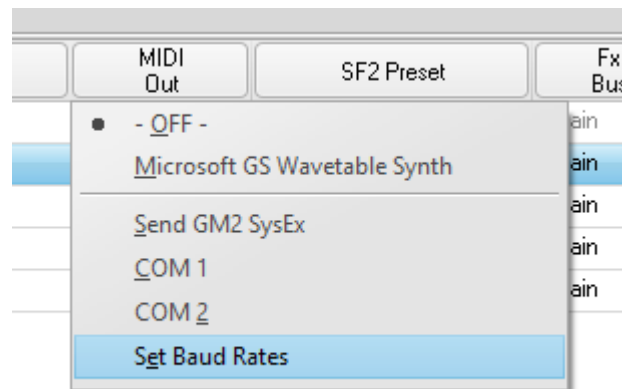
New in version 2.4.0.0?

Bug fixes

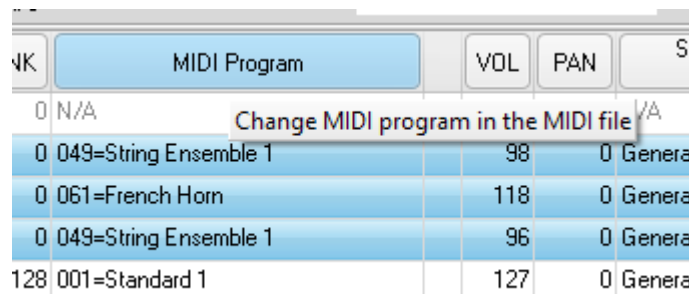
- The MIDI out (to a port) feature has been quite badly implemented and is much improved in this version.
- When looping a MIDI file, the Pianoroll playback was not in sync (since version 2.1.0.0)
- A rather large number of other minor bugs and annoyances fixed

New features

- MIDI out can now be sent to a serial COM port as well as a standard MIDI out port. This is handy if you have a device connected to the PC through an emulated COM port, for example using a USB to serial converter. Be sure to set the Baud Rate at first. Image below.



- You can now change the MIDI program for multiple **melodic** tracks in one go. See image below. The three tracks selected will receive the same MIDI program. Note that the fourth track cannot be included as it is a percussion track.



Track	MIDI Program	VOL	PAN	S
0	N/A			N/A
0	049=String Ensemble 1	98	0	Genera
0	061=French Horn	118	0	Genera
0	049=String Ensemble 1	96	0	Genera
128	001=Standard 1	127	0	Genera

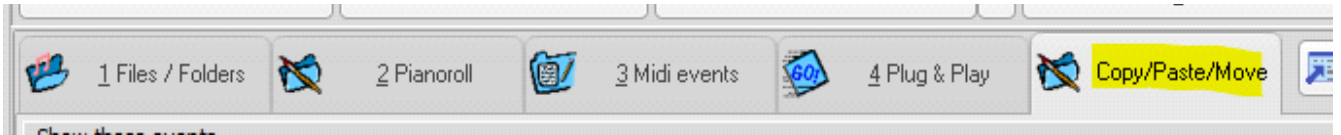
New in version 2.3.2.0?

Bug fixes

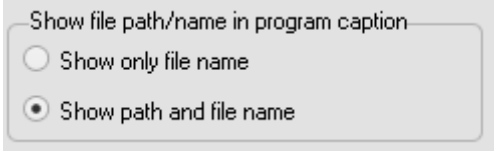
- The context sensitive menu activated by the right mouse button in the tracks list (in "Plug & Play") would not open
- Enter registration details by pasting did not work (copy the contents of the registration email and press the "Paste text" button)
- Some GIGA files were not correctly handled
- Fixed some issue when a standard MIDI track has been assigned to a MIDI channel from the extended range
- Track coded for percussion and assigned a SoundFont lacking any percussion presets was not read back from the arrangement correctly. SoundFont replaced by the default.
- Some other reported bugs fixed.

New features

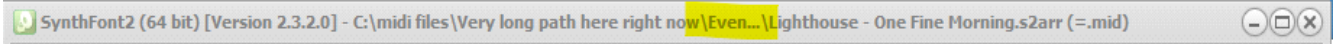
- The Copy/Paste/Move tool has been raised to a top level page:



- New options for program caption in "Setup an Option", page "Options":

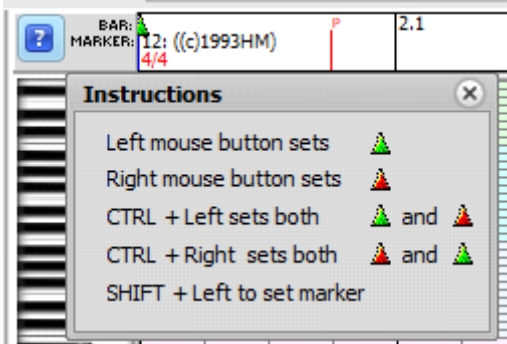


If "Show path and file name" selected, the text will be compressed to fit the caption.

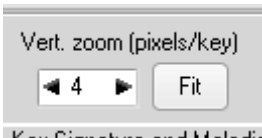


- Option to stop playback immediately at end mark. Look in "Plug & Play", "Other options" and "Other tools and options" to the far right.

- Markers area above Pianoroll graph has changed functionality. To the left is new help button [?]



- Vertical zoom tool in Pianoroll has changed. New "Fit" button - useful with high res screen.



New in version 2.3.1.1?

Bug fixes

- Version 2.3.0.0 introduced a bug: could not read play/mute status from arrangement
- The new feature introduced in 2.3.0.0 to allow SynthFont2 to start playback when evoked with a file parameter was enabled even if the Option checkbox was unchecked.

New in version 2.3.1.0?

Bug fixes

- After inserting new MIDI events into a track with the MIDI channel set to the extended range 16..31 (starting at 0), saving the file would cause the file to be corrupted.
- Did not read tracks layers from an arrangement (since version 2.2.4.0)
- File output separate channels to files did not work (since version 2.3.0.0)
- Some other reported bugs fixed.

New features:

- The number of internal MIDI channels has been increased to 64 from 32 (as in SynthFont1, version 1.740). Channels in the range 32..63 (starting at 0) are reserved for track layers. The range 16..31 can still be freely assigned to any standard MIDI track.
- Edit track name has a new feature - you can revert the name back to the one saved in the MIDI file (as in SynthFont1, version 1.740)
- MIDI Registered Parameter messages comprise a group of four MIDI events, RP Fine, RP Coarse, Data Fine and Data Coarse. These events can now be in random order. Registered Parameter is used to defined Pitch Wheel Factor and Master Fine/Coarse Tuning

New in version 2.3.0.0?

Bug fixes

- The metronome did not work when using a sound in a SoundFont
- Using long file names when writing audio tracks for the separate MIDI channels didn't always work
- A few more random bugs fixed.

New features

- A search button in most file open or save dialog boxes (not in Windows XP/Vista/Windows 7 versions) to search for files in the current folder and sub-folders (see image)
- You can now pan the metronome left/right
- VST plugins are now allowed to resize the editor window, using the dispatch method `audioMasterSizeWindow`
- SynthFont2 **32 bit** version can handle most **64 bit** VST plugins and vice versa through bridging. However, the recommendation is to use the same architecture plugin as the host. The menu window for assigning a plugin now contains checkboxes to select which architectures you want to see listed to choose from
- New option: have SynthFont2 start playing immediately, upon startup, when a MIDI or an arrangement file is passed to it as a parameter from within Windows. You can pass a file using "Open with..." in Explorer or drag a file onto the SynthFont2 executable file or a shortcut (e.g. on the desktop). See Setup | Options | General for a switch.

User interface

- SynthFont2 is now almost 100% compatible with displays having higher resolution (DPI) than the standard 96 - for example 4K and UHD. Some UI controls have changed because of this; for example, some buttons have been replaced by checkboxes.

New in version 2.2.4.1?

Bug fixes

- Version 2.2.4.0 introduced: "I cannot write to audio file. When I change the destination folder the

'Save' button is disabled."

- Fixed some other file dialog related issues as well.

New in version 2.2.4.0?

Bug fixes

- Just a few random bugs fixed.

New features

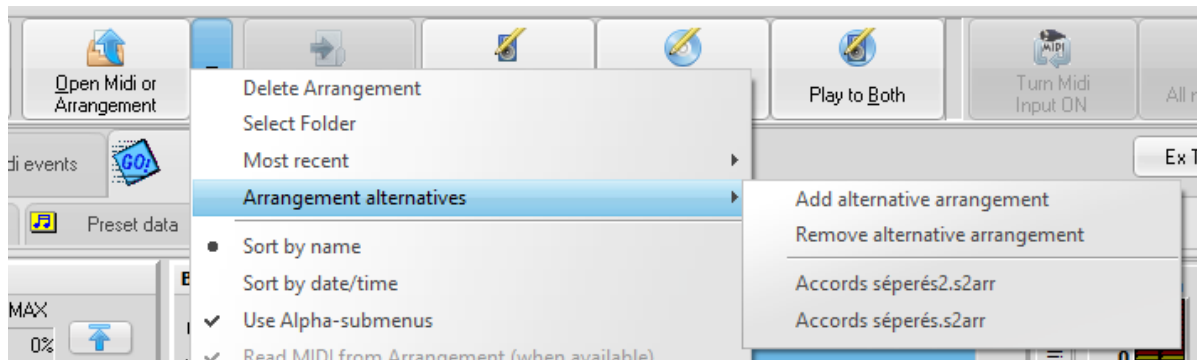
- The tracks list has been redesigned. Instead of a checkbox to switch playback on/off for a track, there is now a button labeled "M", for "Mute". Next to it there is another new button, labeled "S", for "Solo". See image:

Track	Color	Play	Name
001	Green	Play	Accords
002	Dark Purple	M S	Guitare Nylon Naturelle
002L	Dark Purple	M S	Layer for track 2
002L	Dark Purple	M S	Layer for track 2
003	Teal	M S	Portée 3
004	Light Purple	M S	Basse Piquée Naturelle 2-2

This example contains two track layers for track 2. Note that the "S" buttons for layers has a different color. The behavior is also different: if you activate Solo mode for a layer, it will be Solo only **within the track**, like this:

Track	Color	Play	Name
001	Green	Play	Accords
002	Mute	M S	Guitare Nylon Naturelle
002L	Dark Purple	M S	Layer for track 2
002L	Mute	M S	Layer for track 2
003	Teal	M S	Portée 3
004	Light Purple	M S	Basse Piquée Naturelle 2-2

- Arrangement alternatives - this is a very simple feature. You can have several arrangements for one particular MIDI file. This feature makes it easy to switch between them:



New in version 2.2.3.2?

Bug fixes

- "Play to file" function created zero length files if you had VST effects enabled
- A few other reported bugs fixed.

New feature

- You can now set the desired BPM value directly using up/down arrows. The original method of using a factor value still works. NOTE: a factor is required in order to scale ALL tempo (BPM) values in the file accordingly.

New in version 2.2.3.1?

Bug fixes

- Didn't work in 2.2.3.0: Getting the output folder for playing a playlist to files.

New in version 2.2.3.0?

Bug fixes

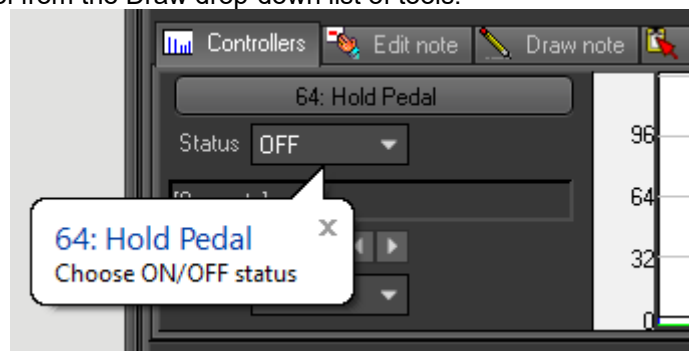
- The Wet/Dry mix for VST effects in the VST editor window didn't work correctly.
- A few other reported bugs fixed.

New features

- Improved support for Windows XP – new file open/save dialogs.

Other

- Page "2 Pianoroll"; the graphical Continuous Controller editor has been slightly changed: for CC events that are ON/OFF in nature – for example #64 Hold Pedal – you must now set the ON/OFF status (see image) before inserting an event into the graph. You can now also erase these events by using the "Erase" tool from the Draw drop-down list of tools.



New in version 2.2.2.0?

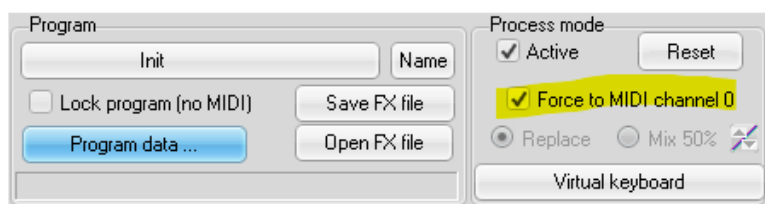
Bug fixes

- Quite a few reported bugs fixed!
- Improved support for VST instruments, especially improved support for "bridging", i.e. using 32 bit VSTs in the 64 bit program version, and vice versa.
- Both the 32 bit and the 64 bit versions now support extraction of SoundFonts from sfArk files
- Changing the playback position by clicking in the mini Pianoroll didn't always work correctly
- Play to channel files when a VST instrument was set for a channel caused a crash

New features

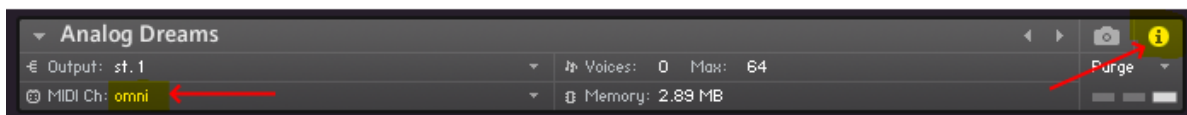
- Introduced a scripting or macro language feature. Please read separate document for more information.
- Much improved support for using VST instruments as SoundFont overrides. NOTE: VST instruments may be wired to accept MIDI events on certain MIDI channels only (typically the first channel). Either you change the settings in the VST to "omni" mode, or you switch on the "Force to MIDI channel 0" in the VST edit window. See image:

Check this box to make sure all events go to MIDI channel 0 (or 1 if range is set to 1..16):



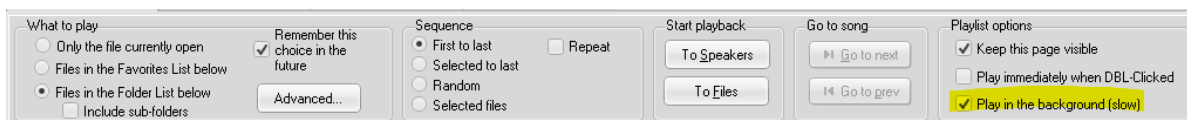
Alternatively -

In Kontakt you can change the MIDI mode to "omni":



Other

- When playing from a list the priority was by default set to low (slow) - good if you want to do other stuff on the PC at the same time, but not so good when creating hundreds of audio files. There is a new checkbox for this option; "Play in the background (slow)":



NOTE: This option is always turned **off** when playing to the speakers in order to avoid sound "hiccups".

New in version 2.2.1.1?

Bug fixes

- A few reported bugs fixed

Other

- The 64 bit version has now been optimized and is as fast as (but not faster than) the 32 bit version.

New in version 2.2.1.0?

Bug fixes

- Since 2.1.0.0, MP3 files did not contain tags
- Since 2.1.0.0, "Fade Out" in "Other options" did not work
- Since 2.1.0.0, OGG files were not extracted for SFZ files
- Since 2.1.0.0, playback of SFZ files not always working
- Fixed a bug in the function for moving notes in time (Pianoroll)
- Playback buffer size was too small for speaker output, which could cause short, random interrupts in the audio (for speakers only). The buffer size shown in Options was wrong (too large).

User interface

- Selection of notes in the Pianoroll graph by drawing a rectangle has been made smoother and with better scrolling
- A few other UI glitches has been fixed as well.

New in version 2.2.0.0?

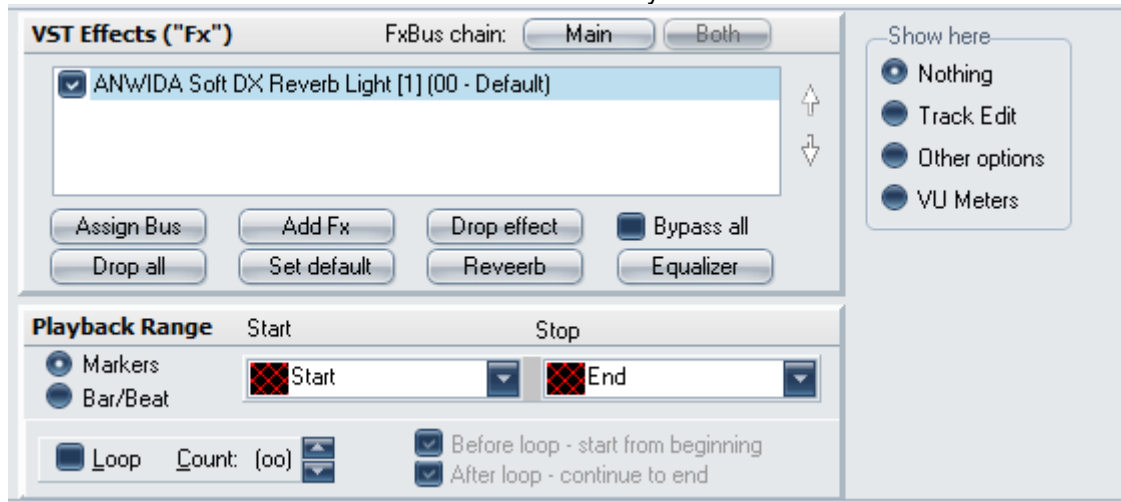
Bug fixes

- Normalizing audio files to max peak level did not work in 2.1.0.0
- VST plugins lacking an inbuilt editor did not show anything in the edit window of the 64 bit version
- The choice to play VST effects in mix (50%/50%) mode did not work. A new improved mix mode has been created (see below)

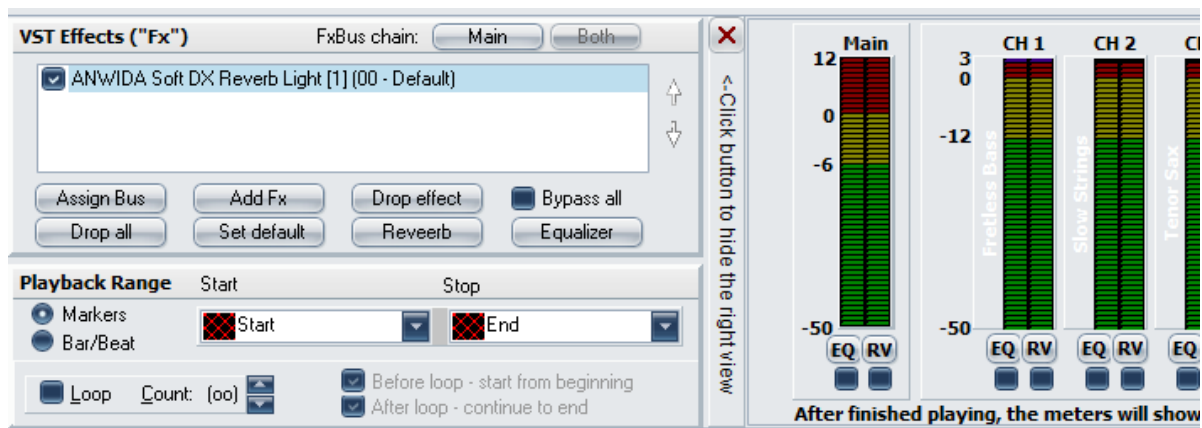
- The inbuilt reverb – called Reveerb – had an unfortunate bug making it sound weird (since 2.1.0.0)
- The inbuilt SoundFont editor “Viena” crashed on start-up. Also fixed a few other “Viena” related bugs on par with ones fixed in the stand-alone version of Viena.
- ASIO was not well supported in version 2.1.0.0
- Pitch Wheel broken since 2.1.0.0
- Many other minor bugs have been cleared.

New features

- You can now choose to have two controller views side by side:



Click for example “VU Meters” in “Show here”



Press the button with a red cross to close the right view.

- New mix mode for VST effects:



- Three new visual themes: “Charcoal Dark Slate”, “Cobalt XEMedia” and “Onyx Blue”

- One alternative model for the inbuilt reverb. It is called MVerb and is based on MVerb by Martin Eastwood. It sounds better than the original Reverb model which is fast (less CPU hungry) but has a somewhat metallic sound.

Other

- The Continuous Controller # 123, "All Notes Off" used to turn off all notes, for all MIDI channels. The new behaviour is to turn off all notes only for the selected channel.

New in version 2.1.0.0?

Bug fixes

- Only some minor bugs fixed.

New features

- SynthFont2 now comes in two flavours: a 32 bit version (the "old" SynthFont2) and a 64 bit version (the new SynthFont2x64). Both versions are able to use VST plugins of any architecture. The 64 bit version can use 64 bit plugins natively and 32 bit plugins through the included VST Bridge (SFVST32TO64). The 32 bit version can use 32 bit plugins natively and 64 bit plugins through another VST Bridge (SFVST64TO32).

New in version 2.0.7.0?

Bug fixes

- Only some minor bugs fixed.

New features

1: There is a new tool for editing MIDI files. It is called "Advanced Copy/Paste". This tool lets you copy, paste, move delete blocks of MIDI events between tracks. You can display this tool by pressing the button *Copy/Paste* to the right of the toolbar above the tracks on page *Plug & Play*:

On the SynthFont web site you can find a PDF file with instructions on how to use this tool. Here: <http://www.synthfont.com/AdvancedCopyPaste.pdf>

2: You can now assign a VST instrument as a SoundFont Override (CTRL+D), like this:

3: You can now include folders as items in a Favorites playlist:

4: The Scale Tuning function (*Plug & Play* | *Other options*) now supports the use of SCALA files for any odd microtonal scale (see e.g. this web site: <http://www.huygens-fokker.org/scala/>)

5. In *Pianoroll* | *Batch edit* there is a new button "Snap / Quantize notes". Use it to move notes to certain boundaries ("Snap") and /or change the length to closest standard length

6. Full support for the MIDI event polyphonic key pressure (aka Key Aftertouch). Key Aftertouch may be sent by your keyboard on a key-by-key basis as you change the pressure on individual keys. You can now insert Key Aftertouch events either using the "Add new event" button on page *Midi events*, or by drawing lines in the *Controllers* graph in *Pianoroll*.

7. New button "Edit text" on page *Midi events*. You can use it for example to edit Karaoke Lyrics.

8. Improved handling of maximum voice count (polyphony).

9. Custom values for mixer Volume, Pan, Dynamics, Transpose and Low Pass Filter amount through new buttons: one button in the *Standard Mixer* header and five buttons on the *Plug & Play* | *Track edit* page.

New in version 2.0.6.2?

Bug fixes

- Version 2.0.6.1 introduced a really silly bug: note velocities were not used.
- Version 2.0.6.1 introduced another really silly bug: Pitch Wheel value was not used for new notes.
- The Search and Replace feature on the "Midi events" has been broken for some time.

New in version 2.0.6.1?

Bug fixes

- Since version 2.0.5.4 SynthFont2 playback has been "sluggish" and randomly causing very short brakes in the speaker output (file output has not been compromised). This version tries to correct this annoying issue,
- The Karaoke Lyrics feature introduced in 2.0.6.0 has not been perfect. This version makes an attempt to remedy the issues found.
- The list of markers in the Pianoroll has also had some problems since 2.0.6.0. Fixed now.
- In live input mode from a MIDI port, adding or removing VST effects during playback had no impact.
- In Pianoroll, hitting a key on the virtual keyboard would sometimes prevent you from drawing new notes.
- Some other minor report bugs fixed as well.

New in version 2.0.6.0?

Bug fixes

- Since version 2.0.4.0, the program could not play an arrangement containing an audio (wav-file) track.
- As always – the usual range of minor bugs and annoyances removed.

New features:

- The Karaoke Lyrics window now has support for chords, encoded in the MIDI file using Yamaha's proprietary FX encoding system.
- SynthFont2 makes an attempt to determine the key signature of the MIDI file when loaded. The key signature may also be encoded as a META event in the file, but the signature determined by the software may not be the same. The key signature is only shown at the bottom of the Pianoroll page. NOTE: the signature is for your information only; it is not used anywhere in SynthFont2.
- The list of Markers to the left on the Pianoroll page has some new features: 1) in Setup and Options you can tell SynthFont2 to always sort them automatically in increasing time order. If you do not switch this function on, you have the option to manually move markers you have created using drag and drop. 2) Double-click on a marker to edit the name and the time.
- You can now let SynthFont2 set the range of notes shown in the "mini Pianoroll" windows on both the Pianoroll page and the Plug & Play page. Use the right mouse button for an option menu.
- On the Plug & Play page, you can now resize the "mini Pianoroll" by dragging the new divider bar below the graph.
- Tentative new feature: The Advanced Playlist, found in Files & Folders. Use this script-based feature to automatically create a range of audio files for one or more MIDI files. For example, a choir manager can create audio files for various combination of voice volume levels; "solo" = all voices (=tracks) muted except one, "half-solo" = all voices set at half volume level (or any other) except one, "missing" = all voices sounding at defined volume level except one, which remains silent. See the include file "AdvancedPlaylistExample.txt" for more information.

New in version 2.0.5.4?

Bug fixes

- Most bugs introduced in 2.0.5.0 are now removed.

New in version 2.0.5.3?

Bug fixes

- Version 2.0.5.2 might become unresponsive after playing to a file.

New in version 2.0.5.2?

Bug fixes

- With the introduction of the inbuilt SoundFont editor (a version of Viena) a large number of minor and major bugs were introduced as well. Most of them have been removed now.
- Additionally, some bugs of older nature has been cleared.

New in version 2.0.5.1?

Bug fixes

- Broken SoundFont Presets menu!

New in version 2.0.5.0?

Bug fixes

- Play to file: playing to a audio in WAV format with "Normalize audio: max peak" switched on did not work.
- A large number of memory leaks has been removed.
- The Bank Manager (who also handles SoundFont Overrides) would sometimes replace the default SoundFont with one from the Overrides set.
- When playing MIDI files in a folder to audio files you could choose to skip files already converted to audio - this has not worked in the latest versions.
- Found ONE MORE MIDI file that wasn't correctly read by SynthFont2.
- In some cases, when the MIDI file contained multiple time signatures, the move events function in Pianoroll / "Edit track" did not work correctly.
- The usual range of minor bugs eliminated.

New features:

- SynthFont2 now contains a first test version of an **inbuilt** SoundFont editor (a version of Viena).
- You can now choose the overall pitch level - that is, the frequency of standard A (normally 440 Hz). See "Plug & Play" / "Other options". (The obsolete "Velocity to low pass filter" has been removed.)
- The "Paste copied events" function (see "Copy / Paste" in Pianoroll) now lets you paste multiple copies of the events.

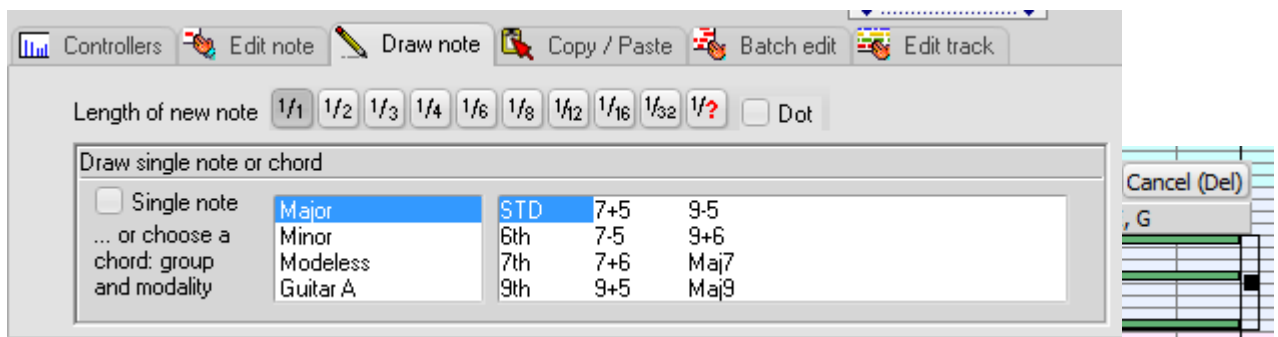
New in version 2.0.4.0?

Bug fixes

- Since version 2.0.3.0 the Extended Mixer page did not show anything useful
- Changing the volume level in the Mixer during playback might cause the volume level of notes playing to increase more than intended
- Hitting SPACEBAR to start/stop playing would also toggle the state of a checkbox if it had the input focus (for example, the Play/Mute checkbox in the tracks list)
- Version 2.0.3.3 might not always identify the correct track as the Lyrics track for Karaoke
- Solved an issue with pasting copied events at a time earlier than the original position
- In Pianoroll, moving events towards the start might cause the program to become unstable
- The usual range of suspects lined up and killed.

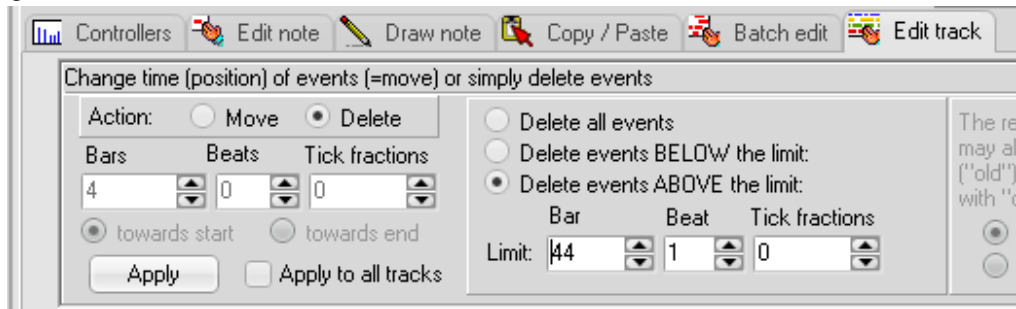
New features:

- In Pianoroll: You can now insert whole chords in one single click:

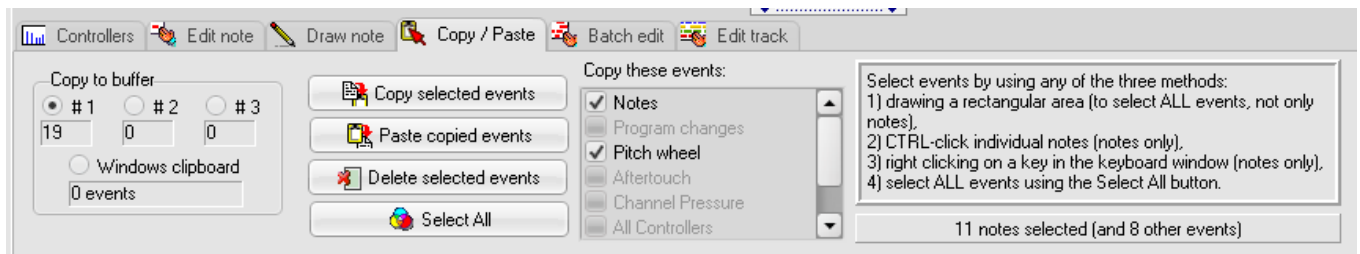


Shortcut keys: Ins=insert chord, Del/ESC=cancel, You can use the numeric keypad keys Left, Right, Up and Down to move the chord around

- In Pianoroll: You can now delete notes in the selected track or all tracks using the same criteria as for moving notes around:

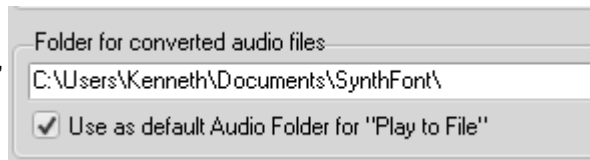


- In Pianoroll: Copy / Paste, there are two new buttons: one to delete all selected events and one to select all events in the track.

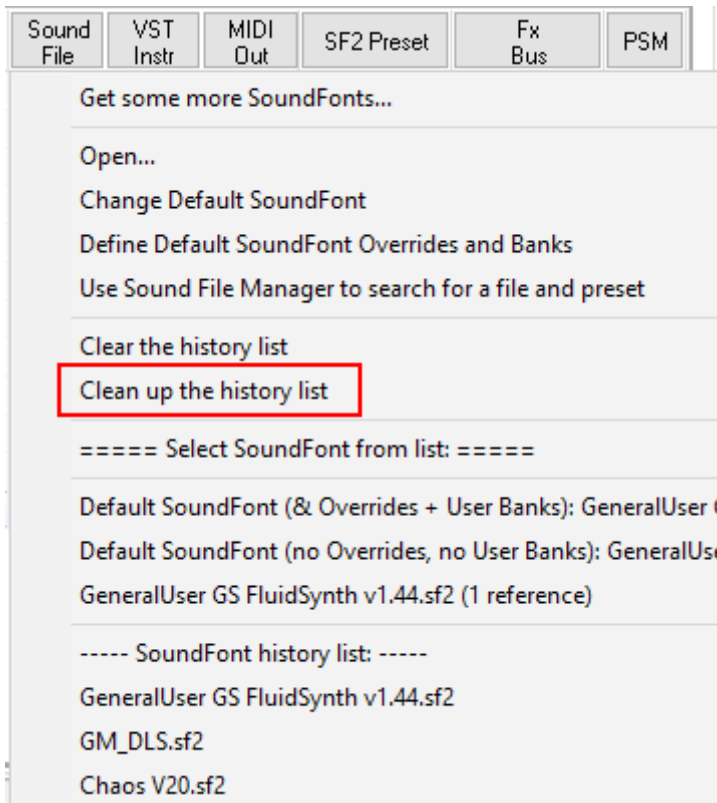


You also have more choices over which events to copy. NOTE: only the selection method based on drawing around notes will also mark all other than note events in that time frame.

- In Setup, page Files and Folders, there has for a long time been an entry called "Folder for converted audio files". However, this value has never been used anywhere for anything. Now you have the option to "Use as default Audio Folder" which means that the first time you write MIDI to an audio (any format) this folder will be offered for output in the Save Audio file dialog.



- You can now remove selected items from the SoundFont history list:



New in version 2.0.3.3?

Bug fixes

- Version 2.0.3.0 introduced: the generator "overridingRootKey" was not used if defined in the global split for an instrument.
- On some computers the software would crash immediately at start-up due to an issue with the file Explorer routines.
- The usual range of suspects lined up and killed.

New features:

- You can now let SynthFont2 save Karaoke Lyrics directly in an MP3 file (only MP3!). The data is saved in a "SYLT" frame.
- A few other minor GUI improvements for you to find! (For example: in the Karaoke Lyrics window you can now set which track you think actually contains the lyrics text.)

New in version 2.0.3.2?

Bug fixes

- Version 2.0.3.0 introduced this bug: the two generators "fineTune" (pitch adjustment) and "sampleMode" (sample loop mode) were not used if defined in the Global split only.
- Version 2.0.3.0 introduced this bug: loop in Playback Range did not work correctly: there was no sound after the first round. Additionally, the playback cursors were not correctly tracking playback position.
- Version 2.0.3.0 introduced a new SoundFont Presets dialog with a virtual keyboard. At the same time some minor flaws were introduced, for example, a SoundFont Preset as saved in an arrangement might get replaced by another Preset.
- Using the inbuilt Viena editor through the dynamic library "VienaLib.dll" could cause a crash if the Preset used by a track was deleted in VienaLib.

Other

- The old Preset dialog is now completely replaced by the new one.

New in version 2.0.3.1?

Bug fixes

- Version 2.0.3.0 couldn't play files without lyrics!

New in version 2.0.3.0?

Improved feature:

- SynthFont2 has now a much improved support for SoundFont Modulators.
- In "Midi events" you can now choose to display only Tempo meta events.
- The "SF2 Preset" button in the tracks list header (Plug & Play) now shows a dialog box with a virtual keyboard for quick auditioning of presets.
- In Pianoroll, you can now choose to show a black border around notes for all tracks (and not only the selected track). See the right mouse button popup menu.
- The Karaoke lyrics is now displayed in the Karaoke Lyrics window immediately when a MIDI file containing lyrics is opened.

Bug fixes

- The "Change note velocity" - "Change to" function in "Batch edit" in Pianoroll now works correctly for all selected notes.
- A number of reported bugs fixed.

New in version 2.0.2.7?

Bug fixes

- Versions 2.0.2.5 and 2.0.2.6 had a serious flaw in the function used for downloading updates and could not perform the update.
- Some other reported bugs fixed.

New in version 2.0.2.6?

Bug fixes

- MIDI files with non-standard System Exclusive messages were not always correctly handled.
- Some time you could not replace a VST instrument by a SoundFont for a track.
- Some MIDI program bank information was incorrectly relayed to external MIDI devices
- With some SoundFonts, Sustain Pedal (CC#64) could leave notes playing for an indefinite time.

New features

- Support for your own System Exclusive messages when playing to an external device. Please contact me at kenneth@synthfont.com for more details.
- You can now record the MIDI data received during a "Live Input Mode session" for inclusion into tracks. To start a recording "Live Input Mode session", press the button "Record MIDI" in group "Other tools" on page "Other options" (and not the main toolbar button "Turn Midi Input ON"). When done press the same button again (or the main toolbar button). A dialog box with a number of options will be displayed for what to do with the MIDI data.

New in version 2.0.2.5?

Bug fixes

- The column with check boxes in the tracks list in Plug & Play were not always aligned with the corresponding tracks
- The first time you used a file dialog to open a file, the selected folder was wrong (since 2.0.2.3)
- The first track of a MIDI file mostly contains important META EVENTS like Tempo. These were not applied if the track was muted
- Search and Replace on the MIDI Events page did not handle Pitch Wheel events correctly
- In Pianoroll, "Edit track", there is a box called "Change time (position) of events". This function had a flaw which has been fixed. See below for a new feature in relation to this
- If you made the Pianoroll page into a floating window while playing, the playback cursor lost phase
- Gravis Ultrasound patches did not play.

New features

- Some VST instruments (like KONTAKT) may require a lot of time (even up to 60 seconds) to load all the samples after a program change. Normally SynthFont2 will load the program stored in the

Arrangement each time the Arrangement is loaded, which makes playing a batch of Arrangements in a play list impossible as the first up to 60 seconds of the song might be silent. There is a switch by which you can tell SynthFont2 to load the program data only from the first Arrangement. You find this in the editor Window for the VST (in menu "Arrangement ..."). NOTE: this is NOT an Arrangement feature but is valid for use of that particular VST in ANY Arrangement.

- The main toolbar buttons can now be set to resize horizontally as the width of the window is changed. See main menu View to control this behaviour.
- Version 2.0.2.4 introduced a **vertical** scrollbar for the main window. You can now decided if you want to have it or not. See main menu View to control this behaviour.
- In Pianoroll, "Edit track" ("Change time (position) of events"): As the region you are moving events into may already contain other events ("old"). You must now decide what to do with these old events and the new incoming events: Merge old and new or Replace old with new (old are thus deleted)
- In Pianoroll, "Edit track", there is a button for saving the settings and another one for loading
- When playback is stopped the playback cursor now remains at the position where it was (does not return to the start)

New in version 2.0.2.4?

Bug fixes

- Version 2.0.2.3 got stuck when using VST instruments

New in version 2.0.2.3?

NOTE:

The server used for exception reporting has changed. Older versions of SynthFont2 cannot report to the new server, but this version can.

Bug fixes

- "Scroll to event while playing" in page Midi events did not work
- When a Color Style was selected, the program would never start up maximized
- When using the file open dialogue to assign a SoundFont to a track, the Presets list to the right in the dialogue did not show the Bank:Preset used in the track but defaulted to 000:000-Grand Piano, which was then chosen for the track instead of the correct one.
- Notes of zero length in the MIDI file were discarded (not shown, not played)
- Since version 2.0.2.0 you have not bee able to use Copy and Paste from the context sensitive menu for files in the file explorer window in "Files / Folders"
- The main window's horizontal scrollbar was not visible when a Color Style was used
- After using the Live Input mode, SynthFont2 (since 2.0.2.0) did not release the MIDI in port so you could not initiate a new session without exiting

Pianoroll:

- The program would crash when erasing notes in the Pianoroll
- Having "When playing, scroll to:" set to "Nothing" had the effect that there was no playback cursor visible in **any** window
- Deleting a marker in the list of markers did not work as expected
- The markers in the list of markers would some times have the wrong track colors
- Dragging the region box in the mini Pianoroll below the large Pianoroll to the end did not take you to the complete end of the song
- Making the Pianoroll window horizontally larger when scrolled at the end would cause the box in the mini Pianoroll to become temporarily stiff
- Zooming horizontally using "Horiz. Zoom (pixels/quarter)" might cause abnormal behavior

New features

- If you have multiple VST instruments, and a PC with multiple CPU cores, you can now process the VST instruments in parallel for increased speed . See "Setup and Options", page "Options 2"
- The three main pages "Files / Folders", "Pianoroll" and "Midi events" can now be lifted out and shown as floating windows
- If you delete a track from a MIDI file (or add a track) with an arrangement, the arrangement **ought to** be saved when the MIDI file is saved or soon after. A warning message is issued.
- You can now choose to reopen a MIDI having an arrangement so that the arrangement is not opened at the same time. See item in main menu "File"
- The main window is now equipped with both horizontal and vertical scrollbars to make it easier to use the program on screens with low resolution

New in version 2.0.2.2?

Bug fixes

Many of these bugs were introduced in version 2.0.2.0

- Version 2.0.2.1 introduced a serious bug that might prevent the program from starting
- The virtual keyboard kept playing in the background after closing the open SoundFont file dialogue
- Moving the region in the mini Pianoroll window by dragging it did not work as expected
- Normalize channel files now works
- The use of "cut not short" for handling of overlapping notes could cause random noise in notes cut short
- In "Midi events" page: changing Pan value (range 0..127) now updates value in range -64..+64 as well
- In "Midi events" page: the list did not show the correct key for the META event Key Signature in case of a Minor scale (Note: SynthFont2 does NOT try to determine the key based on the notes in the tune, but only displays the values set in the META event)
- Changing the MIDI channel for a track in either the "Midi events" page or in the "Plug & Play" tracks list would not always cause the Events list data to be updated
- In "Files / Folders", the files list at the bottom: double-clicking on the "Libraries" item (under Desktop) would cause a jump to My Computer instead (clicking on Libraries in the tree list to the left did work, though)
- In "Files / Folders", play preview did not work when clicking on a file in the files list
- In "Files / Folders", pressing Enter key or double-clicking on a file in the files list might cause the registered application to open for the file. This is no longer allowed.
- All three items above are also valid for the file save and open dialogues. Additionally in the dialogue file list, selecting a folder would display the folder name in the "File name" edit box
- MIDI files stored on a network location – and some other MIDI files – might cause the message "The MIDI file cannot be found!"
- Creating a new MIDI track by copying events from another track would erroneously assign the same MIDI channel to the new track
- Some functions that were supposed to be disabled while playing were still enabled. Using them could cause the program to freeze or crash
- Some MIDI files with unfortunate combinations of Time Signature and Tempo changes were not correctly analysed for absolute time of events. This had no impact on the playback speed or sound but the playback range might be inaccurate.
- SFZ files have not been correctly imported since version 2.0.2.0. Neither has the note velocity value been used for tracks with SFZ files
- Some issues related to handling of VST plugins fixed

New features

- Voice "Cutter" checkbox next to the Voices limit list. Cutter cuts note-off events for which the decay level has fallen below a certain threshold which level depends on the voice count. This is the default behaviour in SynthFont1 and SynthFont2 up to version 2.0.2.0. Use to keep the voice count down.
- In Pianoroll, the vertical zoom list has been augmented with items for 4 and 5 pixels

New in version 2.0.2.1?

Bug fixes

- Fixed a bug that would cause an exception when adjusting the right output volume slider during playback.

New in Version 2.0.2.0

What is new and fixed in version 2.0.2.0?

New features

- Version 2.0.2.0 can handle most "black" MIDI files, at least those with less than 256 tracks. Playback of these files may take a very long time due to the massive number of notes (and voices) that

may play at the same time. Handling large number of voices may cause interrupt in the sound sent to the audio output. In order to hear something of it in real time you need to set the "Voice limit" to a small number and not leave it at "No limit". Please realize that the number of voices may be many times larger than the number of notes. For example, stereophonic SoundFonts always create at least two voices per note. A long note off (release) decay tail may also cause an unexpected build-up of voices.

As part of the process to support black MIDI files a large number of improvements have been made:

- Major revamp to MIDI file loading routine
 - Performance and memory optimizations to rendering engine
 - No Voice Limit is now almost truly unlimited, only restricted by the amount of memory. This version can access up to 4 GB of memory (all previous versions could access only 2 GB, like most 32 bit programs).
 - For easy access, the "Voice limit" option has been moved from "Other Options" to "Plug & Play".
 - In order to decrease an unexpected build-up of voices due to long note off decays, you may change the "Note release decay slope" curve in Setup, Options 2. There are three decay curves to choose from.
 - Note and voice counts are now digit grouped for readability
- In Setup, Options 2, there is now an option to set the length of the playback buffer. A long buffer lets SynthFont2 work more on sections with high voice counts without interrupts in the sound sent to the audio output. However, if you want to use real time editing while playing - like changing the playback speed or setting the volume level - you could try a shorter buffer for faster response.
- In Setup, Options 1, there is now an option to set what SynthFont2 should do with MIDI files that have tracks with events for multiple MIDI channels. The best option is usually to let SynthFont2 split these tracks into multiple tracks, one for each MIDI channel. By doing so you can assure to have full control over which SoundFonts and Presets (or VST Instruments or MIDI OUT ports) are used by each MIDI channel.
- In Setup, IO Ports: the lists are updated at least always when the Setup window is displayed. In earlier versions it was updated only on creation at start-up. So, if you know or believe you have changed any ports, you are advised to display Setup window to verify the changes and let SynthFont2 know which ports to use.
- In the Synth rack, the playback progress indicator is now replaced by a "trackbar". During playback you can cue back and forth by pulling the thumb.
- Several message dialogues have been augmented with a Cancel button.
- The MIDI events list has a new and better means for selecting the active track. The original track bar has been changed to a drop-down menu with track names.
- In this version of SynthFont2, the NOTE-OFF MIDI events are "virtual". Hence, they will have an order number in the list equal to the number of the corresponding NOTE-ON event with a plus sign added. You cannot display only the NOTE-OFF events.
- The folder list in "Files / Folders" and in all open and save file dialogues now also shows your Favorites items.
- When writing audio files, there are two new options in the "save audio" dialogue: the first option lets you prevent clipping. SynthFont2 will initially create a raw version (with data in floating point format) of the audio file, and then after playback convert it into the final version while scaling the data to 95% of the maximum level. This is useful when creating audio files of black MIDI files as this process can take several hours if you have the voice limit set to "No limit". The second option lets you create audio using the voice limit setting "No limit", independently of what you have selected for audible playback in "Plug & Play".
- Ability to collapse the track list Mixer from view. Pull the handle to resize it, click the handle to toggle visibility.
- When in MIDI IN mode ("Turn MIDI Input on"), a button called "All Note Off" becomes visible

- Added GUI Latency to compensate for and match playback buffer latency
- The virtual keyboard is now muted for muted tracks
- Normally you can hit spacebar to start and stop playback, but during rendering to file the spacebar does not stop the rendering process
- Plus and Minus buttons added to the "Output sample rate" option in "Other options" for adding or deleting sample rates
- Added a button to the Pianoroll to toggle showing muted tracks as well

Bug fixes

- The most serious bug, "SynthFont2 may stall at start-up", has been fixed
- Thread and process priorities are no longer raised above normal – fixes some multitasking stability issues
- Compiled in a newer Delphi environment - fixes a few known bugs
- Most reported exception bugs cleared
- The number of other minor bug fixes is large and will not be listed here.

New in Version 2.0.1.1

New features

- Reading of MIDI files now somewhat faster. The procedure for analysing Note-on and Note-off events to connect them with each other is faster now
- When playing files in a playlist, eternal loops are not enabled.

Bug fixes

- If the Arrangement file contained MIDI data, the data was lost when the Arrangement was saved under a new name ("Save As...")
- When playing to an external MIDI port, pressing Pause, go forward and backward might leave some notes hanging on the device
- Introduced in 2.0.1.0: The delete track operation did now work as it should
- Introduced in 2.0.1.0: Some VST instruments/effects would not let you interact with the edit controls
- Introduced in 2.0.1.0: Some midi files with non-standard System Exclusive messages were not correctly read or saved
- Introduced in 2.0.1.0: You could to use an old color scheme, but the selection was not saved
- Introduced in 2.0.1.0: Handling of VST instruments and effects in Setup had a number of issues
- Additionally, a number of miscellaneous minor bugs were removed.

New in Version 2.0.1.0

New features

- Introduced color schemes (move mouse over image to the right to see more)
- A search and replace function on the Events page
- Checkboxes in the VU meters page to toggle channel specific Reverb and Equalizer on/off
- The volume sliders in the MIXER used to respond in a logarithmic fashion (-24dB to +24dB). This has now been replaced by a linear response (0..16)
- In the tracks list header there is a new button: "Pan". Use it to change the Midi Pan value.
- You can now select which sound in a SoundFont should be used for the Metronome ("Other Options")
- In SoundBlaster Live!, the initial frequency for the Low Pass Filter is set to 8500 Hz if not defined and if it becomes modified by the Modulation Envelope or the LFO while the note plays. In "Other Options" there is a switch box to toggle this behavior.

Bug fixes

- Killed a number of minor bugs.

New in Version 2.0.0.14

- In some cases, saving MIDI data into the arrangement would cause an exception to occur

- When playing to a MIDI port, System Exclusive data was not sent to the port
- System Exclusive data was not shown in the Events list
- An exception would occur if the folder for arrangements contained a folder that did not actually exist (a ghost!)
- You can assign a MIDI out port to be used a default instead of the internal synth engine. You can also define what General MIDI mode the external device should use (GM1 or GM2). Additionally you can have SynthFont2 always send System Exclusive messages to the device when playback starts. See Setup and Options
- If you change the Initial Silence value, the MIDI events will be moved accordingly instantly and not when you start playback. This value will be saved in the Arrangement.
- Bug introduced in 2.0.0.13: GIGA, SFZ, GUS and DLS files did not play
- Bug introduced in 2.0.0.13: if the tune contained tempo changes, the playback cursor in the Pianoroll would lose the synchronization with actual playback.
- The "Scroll to beat" function in the Pianoroll had a few bugs
- There are MIDI files without even one Tempo setting - default to 120 BPM
- Additionally, killed a number of other minor bugs.

New in Version 2.0.0.13

- More Meta tags for compressed files, for example ISRC
- The Meta tag editor could not be accessed from the Save Audio dialog
- Support for MIDI Portamento (CC#5 Portamento Time, CC#65 ON/OFF, and CC#84 Portamento Control)
- The combined Bank Manager and SoundFont override feature has been completely redesigned. You can now assign files to user banks in the SynthFont1 manner. See more here (PDF).
- In the Pianoroll, Controllers graph, drawing events that are of boolean nature (ON/OFF) will let SynthFont2 display a dialog to choose ON or OFF.
- The Pianoroll is now correctly drawn also with the display in portrait mode
- A few minor GUI changes. For example, in the tracks list, the check boxes for muting/playing tracks have been moved to the left into a separate column with a button for more functions
- Changing the BPM factor **during playback** might cause the playback cursor in the Pianoroll to lag behind or run in front of the correct position (at a constant amount)
- A function to create new sets of track colors. The button labeled "Color" activates a popup menu with two choices
- Some SoundFonts contain multiple copies of one particular instrument in multiple layers. Mostly these are redundant as they have exactly the same parameters. As each of them cause an increase in the number of voices and hence CPU usage, they are now removed. Instead the volume level of the single remaining copy is increased in proportion
- Version 2.0.0.12 could not read some very small MIDI files
- You are no longer allowed to play "loop forever" into an audio file
- SynthFont2 did not automatically split tracks with events for multiple MIDI channels into multiple tracks
- There is a vertical splitter bar between the tracks list and the Mixer to let you increase the size of the mixer scroll bars
- In the Pianoroll, there is a splitter above the Controllers frame to let you change the size of the frame. You can also use the context sensitive right mouse button menu to set the frame to predefined heights.
- In the Pianoroll, you can hide the lowest frame ("Key Signatures and Melodic Scale") using the small button to the left in the caption bar
- Fixed a flaw in the Explorer: the tree did not resize itself. The file list now lists both files and subfolders
- "Snap to grid" in the Pianoroll did not work as expected
- Some other minor bugs fixed.

New in Version 2.0.0.12

- Version 2.0.0.11 was not compatible with Windows XP nor with Windows Vista. Fixed. **Please note that compatibility with Windows XP may not be guaranteed in the future.**
- Some other minor bugs fixed.

New in Version 2.0.0.11

Bug fixes:

- This version is only about fixing bugs! Too many to list here.
- This version is the first to be developed in the very new Embarcadero Delphi XE6 environmet.

New in Version 2.0.0.10

Bug fixes:

- The new file open/save dialogs introduced in 2.0.0.9 did not work if Windows was configured to hide extensions of know file types
- SynthFont2 might get stuck in an infinite loop when reading an SFZ file
- Fixed a few other reported bugs.

New in Version 2.0.0.9

Bug fixes:

- SynthFont2 would not save program data for some VST effects/instruments. There are still a few that will not let SynthFont2 save; for example Edirol Orchestra.
- If you wanted to play files in your playlist only and currently had no MIDI file open in SynthFont2, you were asked to open one
- VST effects in the Synth Rack window would not always show the correct program name
- Fixed some other bugs reported by crash reports.

Other items:

- All file open/save dialog boxes have been updated to “modern” style (introduced in Windows Vista). These dialogs offer for example the use of breadcrumbs for easy navigation between folders.
- You can hide the “mini Pianoroll” above of the tracks list in “Plug & Play” (see button in toolbar below)
- Changed the algorithm for creating the colors for the tracks. You can create a new set by pressing the “Color” button in the tracks list header.

New in Version 2.0.0.8

Bug fixes:

- Version 2.0.0.7 introduced this bug: looping didn't work with Stop set to “End” in the playback range
- Likewise: when playing to a file (write) the file save dialog box was shown only the first time
- Likewise: VST effects might remain in memory and show up in the wrong place after being removed from a VST Fx bus

Additionally:

- The VST effects/instruments editor window has a new button for changing the name of a program. Additionally, as SynthFont2 has never saved VST program data for global use in the configuration file SynthFont.ini, this version does not read old VST program settings from the file either. Use FXP files to export/share program instead.

New in Version 2.0.0.7

Bug fixes:

- The “Open Midi or Arrangement” menu did not always list the files in the expected order
- An exception might occur if the configuration file “SynthFont.ini” was open in a text editor that prevented access to the file
- Running SynthFont2 without a MIDI file (in MIDI Port input mode) would cause Synthfont2 not to read some default configuration settings
- Layer tracks would not always have the correct value for VOL displayed in the tracks list
- The editor for VST effects and instruments might initially display the wrong program and not the one stored in the Arrangement
- Version 2.0.0.6 could be very slow to start up
- When assigning a SoundFonts to a tracks with bank > 0 (the default) and the desired bank/preset combination was not found, you would be asked to assign a Preset from the default bank, but not told the reason
- Handling of overlapping notes has been slightly changed and some bugs fixed
- Playing in loop mode and having chosen “Continue to the end after loop” would not make the playback cursor in the Pianoroll to continue to the end
- Moving notes up/down (=transpose) in Pianoroll used to move also percussion notes, which probably was not a good idea

- Moving notes towards the beginning of the tune (e.g. to remove the initial bars) using "Change time (position) of events" in Pianoroll/Edit track would position notes that would be moved to a negative time at time 0 instead – these notes are now deleted
- Some MIDI files were not correctly read
- SynthFont2 would not let you save a MIDI files in Mode 0 (one single track for all channels) using the "Save As..." function

New features:

- The "Plug & Play" page has a "splitter" bar above the tracks list which you can drag up to increase the size of the list to see more tracks. Click the splitter bar to toggle maximum/minimum display

Additionally:

- The SoundFont file open dialog used to have three radio buttons at the bottom for selecting which MIDI programs to assign the SoundFont to (only pertinent for tracks with multiple program changes). These were confusing at times and have been removed. A dialog box will be displayed instead when required.

New in Version 2.0.0.6

Bug fixes:

- SynthFont2 could not download the setup file for update (file was missing but Windows might suggest that the file is not compatible with Window)
- Overlapping notes and handling of overlapping notes set to "Replace by one single long note" did not work in loop mode
- When playing to a file in loop mode the playback time was incorrectly calculated (=accumulated time, which is kind of correct, but not what was intended)
- SynthFont2's Explorer would not locate and arrangement file in the same folder as the midi file
- The 'Search for lost Midi files' function did not work with SynthFont2 arrangements (*.s2arr)
- A few other reported bugs fixed

Additionally:

- In the Open arrangements menu, SynthFont2 arrangements (*.s2arr) are always listed first.

New in Version 2.0.0.5

Bug fixes:

- In case of multiple MIDI program changes in one track within a short time, some changes could have been lost
- SFZ files were not correctly handled
- The setup file did not create a shortcut to the executable in the programs menu
- Fixed some bugs in the Group file editor
- ... and some other minor glitches and flaws.

New in Version 2.0.0.4

Bug fixes:

- Version 2.0.0.2 introduced a serious bug that would make some midi files unplayable
- The same bug could also cause an exception (thanks for all those log files!)
- Settings for VST Instruments and Effects were not always correctly saved in the Arrangement
- Fixed a few other minor bugs, e.g. changing the default SoundFont did not update the SoundFont Overrides and Banks Manager

New in Version 2.0.0.2

Bug fixes:

- Version 2.0.0.0 did not apply SoundFont Overrides (these are only applied to the default SoundFont or when a particular Bank:Preset combination is not found)
- Fixed a bug in the MIDI file reading routine that could cause some tracks to be muted by default

New in Version 2.0.0.1

Bug fixes:

- Fixed the first set of bugs based on the first set of crash reports!
- DLL required for creating MP4 files were not included in the distribution for 2.0.0.0

New in Version 2.0.0.0

EVERYTHING IS NEW!