

**MidiPlay**

**COLLABORATORS**

	<i>TITLE :</i> MidiPlay		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		August 24, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

# MidiPlay

## 1.1 MidiPlay

INTRODUCTION

INSTALLATION

NEW FEATURES

STARTING OPTIONS

WINDOWS

AREXX COMMANDS

TIPS FOR USERS

OTHER INFORMATION

TODO

PROBLEMS AND LIMITATIONS

HISTORY

AUTHOR

CREDITS

MIDIPLAY TOOLKIT

## 1.2 INTRODUCTION

VERSION

DISCLAIMER

COPYRIGHT

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WHAT IS MIDIPLAY ?

REQUIREMENTS

## 1.3 VERSION

MidiPlay v2.30a 31-Jan-95

## 1.4 DISCLAIMER

The author of this program can not be held responsible for any damage directly or indirectly caused by the use of this program. Use it at your own risk.

## 1.5 COPYRIGHT

This program is copyright (C) 1993-1995 Janne Syväniemi. All Rights Reserved. The program is GIFTWARE. It is freely distributable as long as all files are included in their original form and no extra fee is charged. MidiPlay may not be included in any commercial package without a permission of the author. People who use MidiPlay much, should consider rewarding the author with some music related gift (like good music in CD format). If you support MidiPlay, you will receive  
MidiPlay ToolKit  
.

Bill Barton's midi.library is Copyright (C) 1987, 1988, Pregnant Badger Music. More info about midi.library can be found on Fred Fish disk 227.

regtools.library is Copyright (C) Nico François.

See also

Author

## 1.6 WHAT IS MIDIPLAY ?

MidiPlay is a program that can play format 0 and 1 MIDI files ( ← format 2 has not been tested). It can also print their contents.

Main features include:

---



- o graphical user interface lets you load and play MIDI files easily
- o files can be played from a playlist
- o GM support: program change mapping, drum mapping
- o Bank changes and external tone files supported
- o ARexx support: MidiPlay recognizes 80 different ARexx commands
- o with MESSAGEREXX, FILENAMEREXX and FILETYPEREXX parameters you can e.g. hear messages and filenames via say command, view text files associated with MIDI files or decompress archives and play MIDI files in them
- o tempo can be changed using the tempo slider
- o MIDI channels can be muted or soloed
- o MIDI events can be transposed
- o program change, pitch bender and SYSEX message filter
- o external or internal sync
- o the reset message resets MIDI equipments to the factory setup
- o MIDI merge
- o with SKIP option MidiPlay can skip too long delays between events

See also

NEW FEATURES

.

If you need the latest version of MidiPlay, call this

BBS

or look at my WWW Amiga page: <http://www.uta.fi/~csjasy/amiga.html>

## 1.7 NEW FEATURES

NEW FEATURES IN 2.30:

- o option  
MIDICLOCK  
(AREXX command SETMIDICLOCK)

NEW FEATURES IN 2.26:

- o Configuration file will be loaded as ENV:MidiPlay/MidiPlay.prefs or MidiPlay.prefs unless defined with SETTINGS=filename tooltype!  
You MUST define  
SETTINGS

=S:midisplay.config, if you want to use your old version, or rename it to MidiPlay.prefs

o Window positions with open/closed and zoom information can be saved

o

NOTEON  
and  
NOTEOFF  
commands

o

PORTNAME  
tooltype defines the name of the MidiPlay's ARexx port

o FORWARD command requires now a value!

o AppWindow and AppIcon features

NEW FEATURES IN 2.24:

o Supports Mixer (included in  
MidiPlay ToolKit  
)

o Supports keyboard files made with KeyboardEditor, every possible key combination can be mapped to any command or to ARexx scriptfile.  
KeyboardEditor included only in  
MidiPlay ToolKit  
.

o New ARexx commands: CONNECTMIXER, MUTETOGGLE, STATUSFIELDUP, ACTIVATENEXTWIN, ACTIVATEDRUMGAD, ACTIVATEMELODYGAD, ACTIVATESOLOGAD, MELODYVOLUMEDOWN, MELODYVOLUMEUP, LOADKEYBOARD, DEFAULTKEYBOARD.

o New tooltypes: KEYBOARD, DEFAULTKEYBOARD, PATTERN

NEW FEATURES IN 2.22:

o Bank changes and external tone files supported in map files  
o forced program changes for files with CHANNELPC command

o SYSEX filter

o New AREXX/TOOLTYPE commands:  
CHANNELPC  
,  
SETNOSYSEX/NOSYSEX  
,  
BANKCHANGETYPE  
,  
CHANNELBYTE

## 1.8 REQUIREMENTS

MidiPlay requires at least OS 2.04 to run. Also reqtools.library and midi.library are required. If you want to really hear something, you need external MIDI equipments and a MIDI file.

## 1.9 INSTALLATION

Copy libraries midi.library v2.0 and reqtools.library to your LIBS: directory. A template configuration file (midiplay.prefs) is included with this archive, edit it to suit your needs and copy it to your MidiPlay directory, or ENV:MidiPlay and ENVARC:MidiPlay directories or define with SETTINGS=filename where it is located.

Copy MidiPlay wherever you like. Configuration file is not necessary, you can use the tooltypes in the MidiPlay icon or in the project icons. Now there is also default MIDI icon, called def\_midiplay.info. If you want use it, copy it to your ENV:sys and ENVARC:sys directories and set tooltypes suitable for your needs. See

ICON  
for detailed  
description.

If you use map files you should define in the configuration file where they are located.

Couple of example ARExx scripts are included, copy them to your REXX: directory, if you want to use them. See starting options

FILENAMEREXX

,

FILETYPEREXX

and

MESSAGEREXX

for more information how to use them.

## 1.10 STARTING MIDIPLAY

Before the starting options or tooltypes are read, MidiPlay looks for configuration file name in SETTINGS=filename or +0filename (CLI argument). If the file name is not defined, MidiPlay looks for MidiPlay.prefs in the current directory or in ENV:MidiPlay

directory. The first file found will be loaded. If the configuration file is not found or defined, MidiPlay's default settings are used. All configuration file settings can be changed through CLI arguments or tooltypes.

FROM CLI:

```
TYPE: midiplay [+|- options] [filename]
```

NOTE (v2.0) : '-' sign means not the same as in previous versions! '+' sign means now that this options is set ON and '-' sign means that this option is set OFF. There is a '\*' sign in the following list if + or - has no effect (you can use both of them).

NOTE (v2.20): Symbol '|' is still available but using symbol ',' is now recommended.

NOTE (v2.21): '-' option is now meaningful only with toggle options. This means that M (melody), m (mute), s (solo) and G (mapfile) have changed. '-' sign can be put right after the option letters m or s to get the same effect as before. Mapping can be set on/off using K option.

NOTE (v2.21): if option ICON is set, MidiPlay tries to read tooltypes from ENV:sys/def\_midiplay.info before loading tooltypes of a MIDI file. See options  
ICON  
for  
more information.

NOTE (v2.26): SETTINGS=filename defines now the correct configuration file name, S:midiplay.config isn't known to MidiPlay anymore. midiplay.prefs in ENV:MidiPlay directory is recommended.

More than one file is allowed. If no filename has been given, MidiPlay expects input from the current input stream, so redirection can be used.

Simple options can be given together like: +dcbl. Options with numbers or text must be given separate from the following options. For example: +u10 +lbp35 +m1 +m2

FROM WORKBENCH:

DOUBLE CLICK MidiPlay icon or MIDI file icon (= project icon with default tool MidiPlay) or SELECT MIDI file icon and SHIFT DOUBLE CLICK MidiPlay icon. All selected MIDI files are added to the playlist. The tooltypes used in the program (default tool) icon are read. Options in the configuration file should be in the tooltype format.

Options and tooltypes (=configuration options):

---

\* ?

```
HELP MESSAGE
+f
FILEINFO=ON
+x
TEXTINFO=ON
+n
DONOTPLAY=ON
*tVALUE
TEMPO=VALUE
+d
DATAINFO=ON
*mC1,C2...
MUTE=C1,C2...
*sC
SOLO=C
*rVALUE
TRANSPOSE=VALUE
*uC
DRUMCHANNEL=C
+c
NOPC=ON
+b
NOPB=ON
+l
LOOP=ON
*pVALUE
PRIORITY=VALUE
+q
SEQ=ON
+g
MERGE=ON
+e
EXT=ON
+i
CIA=ON
+w
WINDOW=ON
*kVALUE
SKIP=VALUE
+o
NODRUMPC=ON
*hC1,C2...
NOMAPCHANNELS=C1,C2...
+a
BUFDEF=ON
+S
START=ON
+X
EXIT=ON
+D
MIDISTART=ON
*Gfile
MAPFILE=file
+K
MAP=ON
+R
```

---

```
NRESET=ON
+Q
QUANTIZE=ON
*Pfile
PLAYLIST=file
+I
ICON=ON
*Mc
MELODY=c
*Ufile
DRUMMAPFILE=file
+O
SOFT=ON
+C
COUNT=ON
*Astatus
MFSTATUS=status
*Fsteps
FADE=steps
+J
LYRICTYPE=ON
+Y
PLAY=ON
*Nc1=c2,...
PATCHCHANNEL=c1=c2,...
*Vc:X,...
VOLUMECHANGE=c:X,...
*Lfile
MESSAGEREXX=file
*Efile
FILENAMEREXX=file
*Hfile
FILETYPEREXX=file
+T
FORCERESET=ON
+B
DIRBUFFER=ON

CHANNELBYTE=VALUE

BANKCHANGETYPE=VALUE

NOSYSEX=ON

CHANNELPC=c:MAPINFO,...

KEYBOARD=file

DEFAULTKEYBOARD

PATTERN=pattern
*Ofile
SETTINGS=file

PORTNAME=port

MIDICLOCK=ON
```

---

## 1.11 HELP

ToolType: -

Help message.

Default: -

## 1.12 MIDI FILE INFORMATION

ToolType: FILEINFO=<ON|OFF>

ARexx : SHOWFILEINFO <ON|OFF|TOGGLE>

Prints details of the MIDI file to the console window: format, the number of the tracks and Steps/Quarter Note. Will be shown only right after loading of a new file. Same information is also available in About requester.

Default: OFF

## 1.13 META EVENT PRINTING

ToolType: TEXTINFO=<ON|OFF>

ARexx : SHOWMETA <ON|OFF|TOGGLE>

Prints all meta events in the file to the console window. A meta event can express tempo, time signature, key signature or a text event (copyright notice, sequence/track name, instrument name, lyric etc.).

Default: OFF

## 1.14 DO NOT SEND MIDI EVENTS

ToolType: DONOTPLAY=<ON|OFF>

ARexx : SETNOMIDIOUTPUT <ON|OFF|TOGGLE>

Prevents MidiPlay from sending events to MIDI port. Using this option you can print all the events without a long delay between events (delay is about 10ms).

Default: OFF

---

## 1.15 SET TEMPO

ToolType: TEMPO=<beats per measure>  
ARexx : TEMPO <beats per measure>  
Values : 40-240 or 0

Sets playing tempo to VALUE (BPM). Tempo change messages in the midi file are ignored. If value is 0, tempo is set to default value.

Default: 120 (and tempo messages not ignored)

## 1.16 MIDI EVENT PRINTING

ToolType: DATAINFO=<ON|OFF>  
ARexx : SHOWDATA <ON|OFF|TOGGLE>  
Prints all real midi events in the file to the console window.

Default: OFF

## 1.17 MUTE CHANNELS

ToolType: MUTE=<sign><channel>,<channel>...  
ARexx : MUTECHANNELS <sign><channel>,<channel>...  
Values : 1-16, sign can be '-', '+' or nothing

Mutes all events on requested channels. If sign is '-', MUTE ON is set OFF, otherwise it is set ON. You can mute all selected channels by setting  
MUTE ON  
to ON.

If channel is 0, all channels will be unmuted. You can put MUTE=0 to your configuration file or to def\_midisplay.info.

Example: MUTE=1,5,9 mutes channels 1, 5 and 9.

Default: no muting

## 1.18 SOLO CHANNEL

ToolType: SOLO=<sign><channel>  
ARexx : SOLOCHANNEL <sign><channel>  
Values: 0-16

Sends events only on requested channel. Sets setting



SOLO ON  
to ON when sign is not '-'. Otherwise it is set  
off. By setting channel to 0 and SOLO ON on, you can  
mute all channels at once.

Default: no soloing

## 1.19 TRANSPOSE

ToolType: TRANSPOSE=<value>  
ARexx : TRANSPOSE <value>  
Values : -12-+12

Transposes all note on/off messages by value (see also

DRUMCHANNEL  
option). NOTE! TRANSPOSE in MIDI file icon  
is relative to the earlier setting e.g. if you have set  
transpose value to 5 using Preferences window and there  
is TRANSPOSE=2 tooltype in the MIDI file icon, the new  
transpose value will be  $5+2 = 7$ . TRANSPOSE value in  
def\_midisplay.info icon is NOT relative, it is absolute  
value!

Default: 0

## 1.20 SETS DRUM CHANNEL

ToolType: DRUMCHANNEL=<channel>  
ARexx : DRUMCHANNEL <channel>  
Values: 0-16

Sets drum channel. If this option is given, no transpose  
will occur on this channel.

Default: 10

## 1.21 PROGRAM CHANGE FILTER

ToolType: NOPC=<ON|OFF>  
ARexx : SETNOPC <ON|OFF|TOGGLE>

Program change messages are not passed.

Default: OFF

---

## 1.22 PITCH BENDER FILTER

ToolType: NOPB=<ON|OFF>  
ARexx : SETNOPB <ON|OFF|TOGGLE>

Pitch bender messages are not passed.

Default: OFF

## 1.23 LOOP

ToolType: LOOP=<ON|OFF>  
ARexx : SETLOOP <ON|OFF|TOGGLE>

Loop. When the end of the song is reached, the song is played again.

Default: OFF

## 1.24 SETS PLAYER PRIORITY

ToolType: PRIORITY=<priority>  
ARexx : PRIORITY <priority>  
Values : -128--+127

Sets the player priority.

Default : 30

## 1.25 SEQUENTIAL PLAYING

ToolType: SEQ=<ON|OFF>  
ARexx : SETSEQUENCE <ON|OFF|TOGGLE>

Plays tracks (in format 1 files) in sequence.

Default: OFF

## 1.26 MIDI MERGE

ToolType: MERGE=<ON|OFF>  
ARexx : SETMERGE <ON|OFF|TOGGLE>

Merges MIDI input to MIDI output (actually, it routes the MidiIn port to the MidiOut port).

Default: OFF

---

## 1.27 EXTERNAL SYNC

```
ToolType: EXT=<ON|OFF>
ARexx : SETSYNC <ON|OFF|TOGGLE>
```

Receives clock signals from an external source and synchronizes to it. Tempo can be controlled in real time from the source. The program waits a Start or Continue message from that source before starting. MidiPlay can be stopped by sending a Stop message.

If this option is not given, MidiPlay transmits clock signals and Start and Stop messages. Thus an external source can be synchronized to MidiPlay.

Default: OFF (internal sync)

## 1.28 CIA TIMER

```
ToolType: CIA=<ON|OFF>
ARexx : SETCIA <ON|OFF|TOGGLE>
```

If this option is set and internal sync is used, MidiPlay will use CIA timer. Otherwise timer.device will be used. Use of CIA timer may improve timing.

Default: OFF

## 1.29 SHOWS MAIN WINDOW

```
ToolType: WINDOW=<ON|OFF>
ARexx : SETWINDOW <ON|OFF|TOGGLE>
```

Shows the main window. ARexx command affects only window updating. If -w is used: there is no keyboard or menu available. The given file(s) will be played unless option -S is used. After all files have been played and if +X option is set, the program exits. Otherwise all files are played again. If loop is used, the first file will be played again. You can stop the program by pressing CTRL-C or CTRL-D (if started from CLI or started from Workbench and text window is open) or by using ARexx QUIT command.

Default: ON

## 1.30 SKIPS EMPTY MEASURES

ToolType: SKIP=<measures>  
ARexx : SKIP <measures>

Values : 1-

If this option is set, MidiPlay will skip all eventless measures if their number is bigger than given value.

Default: 20

### 1.31 NO PROGRAM CHANGE ON DRUM CHANNEL

ToolType: NODRUMPC=<ON|OFF>  
ARexx : SETNODRUMPC <ON|OFF|TOGGLE>

If this option is set, MidiPlay will ignore all program change messages on the drum channel.

Default: OFF

### 1.32 NO MAPPING ON CHANNELS

ToolType: NOMAPCHANNELS=<channel>,<channel>...  
ARexx : NOMAPCHANNELS <ON|OFF|TOGGLE>  
Values : 1-16

If this option is used, program change mapping won't apply to given channels. This option doesn't affect drum mapping. If channel is 0, NOMAPCHANNELS is reset to the default value.

Example: NOMAPCHANNELS=11,12 means that mapping won't apply to channels 11 and 12.

Default: mapping on all channels

### 1.33 BUFFER AS DEFAULT SELECTION

ToolType: BUFDEF=<ON|OFF>  
ARexx : SETBUFDEFAULT <ON|OFF|TOGGLE>

When this options is used, default selection for the selection requester will be buffer. This means that if you select some number from the playlist, it won't be played until the current file has been played or you press CURSOR DOWN key. Default selection can always be overridden by pressing the PLAY gadget in the selection requester.

Default: OFF

---

## 1.34 IMMEDIATE START AFTER LOADING

```
ToolType: START=<ON|OFF>  
ARexx : SETSTART <ON|OFF|TOGGLE>
```

Playing starts immediately after the MIDI file has been loaded. If not set, the program will wait until you press PLAY or CONT gadgets, space bar or TAB key or send corresponding ARexx message.

Default: ON

## 1.35 EXIT AFTER PLAYING

```
ToolType: EXIT=<ON|OFF>  
ARexx : SETEXIT <ON|OFF|TOGGLE>
```

The program exits after the current file has been played. If MidiPlay has been started without a window and this option is set, the program will exit after all files in the playlist have been played.

Default: OFF

## 1.36 WAITS EXTERNAL START

```
ToolType: MIDISTART=<ON|OFF>  
ARexx : SETMIDISTART <ON|OFF|TOGGLE>
```

If external sync is used, the program won't start playing until it receives START or CONT message from the external source.

Default: ON

## 1.37 MAPPING

```
ToolType: MAP=<ON|OFF>  
ARexx : SETMAP <ON|OFF|TOGGLE>
```

The map file won't be used even if it were loaded.

Default: OFF (no mapping)

## 1.38 PROGRAM CHANGE MAPFILE

---

```
ToolType: MAPFILE=<filename>
ARexx : LOADMAP <filename>
```

The program uses file for mapping the program change messages. See

```
content of mapfile
. If
MAP
is set off,
mapping won't be used.
```

Default: no mapfile

### 1.39 NORMAL RESET

```
ToolType: NRESET=<ON|OFF>
ARexx : SETRESET <ON|OFF|TOGGLE>
```

The program doesn't use international reset message. It sends normal reset instead. See

```
Reset
.
```

Default: OFF (international)

### 1.40 QUANTIZE

```
ToolType: QUANTIZE=<ON|OFF>
ARexx : SETQUANTIZE <ON|OFF|TOGGLE>
```

The program quantizes all event times to the nearest multiple of "steps/measure" / 24.

Default: OFF

### 1.41 PLAYLIST FILE

```
ToolType: PLAYLIST=<filename>
ARexx : LOADPLAYLIST <filename>
```

The program loads file as a playlist. See

```
File control
.
```

Default: no playlist

---

## 1.42 READS TOOLTYPES

```
ToolType: ICON=<ON|OFF>
ARexx : SETICON <ON|OFF|TOGGLE>
```

If this option is set and a new MIDI file is loaded, the tooltypes are read from the icon (if there is an icon). Before loading of the the tooltypes, MidiPlay tries to read tooltypes in the file ENV:sys/def\_midiplay.info and set those default file values. Using def\_midiplay icon you can decide which values should be always changed even when there is no icon for a file. You could use e.g. TEMPO=0 to set tempo to default value or MUTE=0 to unmute all channels. Value of transpose is bit different. Value in def\_midiplay icon is absolute value and in a file icon it is relative (to def\_midiplay value or to earlier value), e.g. if for some reason you want all files to be played in lower key preserving the values you have earlier given for files, put suitable negative transpose value to your def\_midiplay icon.

Default: OFF

## 1.43 MELODY CHANNEL

```
ToolType: MELODY=<sign><channel>
ARexx : MELODY <sign><channel>
Values : 0-16 (channel), sign can be '-', '+' or nothing
```

This sets the melody channel to given value and that channel is muted. If channel is negative (i.e. sign is '-'), the melody channel won't be muted at the beginning. See also

```
MELODY CHANNEL
```

Default: 0

## 1.44 DRUM MAPFILE

```
ToolType: DRUMMAPFILE=<filename>
ARexx : LOADDRUMMAP <filename>
```

The program uses file for mapping the note on/off messages on the drum channel. If MAP is set off, the map file will be loaded but it won't be used. See also

```
Mapfile
```

Default: no drum mapfile

## 1.45 SOFT MUTING

```
ToolType: SOFT=<ON|OFF>
ARexx : SETSOFT <ON|OFF|TOGGLE>
```

If this option is used, all messages except note on/off will be passed on muted channels. In this case, the program uses two different routes between MidiPlay and MidiOut. The first one passes only note on/off messages and the other one all other messages. If unset, no messages will be passed.

Default: OFF

## 1.46 COUNT MEASURES

```
ToolType: COUNT=<ON|OFF>
ARexx : SETCOUNT <ON|OFF|TOGGLE>
```

If this option is used, the number of the measures in a MIDI file and the duration of the file in seconds will be counted after the file has been loaded. This may take couple of seconds, but then you are able to see e.g. how many seconds are remain during playing.

Default: OFF

## 1.47 MEASURE FIELD STATUS

```
ToolType: MFSTATUS=<status>
ARexx : SETSTATUSFIELD <status>
Value : 0-3
```

Status tells what is the state of the measure field in the beginning. Status can be:

- 0 = none
- 1 = measure
- 2 = time
- 3 = remain

Default: 0

## 1.48 FADE

```
ToolType: FADE=<steps>
ARexx : FADE <steps>
```

Steps defines how many steps (tenth of seconds) fade out requires when playing is stopped. When volumes have been



faded to zero, all notes off message is sent. Not every instrument reacts correctly to volume message (CC 7). This means that some sounds keep playing until notes off message is sent. 0 means that no fading will be done, pressing STOP gadget or SPACE BAR will stop playing but all notes keep playing until user sends all notes off message by pressing STOP gadget again or ESC.

Default: 0

## 1.49 LYRIC TYPE

ToolType: LYRICTYPE=<ON|OFF>  
ARexx : SETLYRICTYPE <ON|OFF|TOGGLE>

Lyric type defines what text events will be seen in the lyric window. If this is set ON, only normal lyric events (FF 5) will be seen, otherwise normal text events (FF 1) will be seen.

Default: ON

## 1.50 SETS PLAYLIST PLAYING

ToolType: PLAY=<ON|OFF>  
ARexx : PLAY <ON|OFF|TOGGLE>

If this option is set, playlist playing will be on. This means that when one file has been played the next one will be loaded.

Default: ON

## 1.51 CHANNEL PATCHING

ToolType: PATCHCHANNEL=<channel=channel>,<channel=channel>...  
ARexx : PATCHCHANNEL <channel=channel>,<channel=channel>...  
Values : 0-16

If this option is used, every message originally meant for the first channel will be sent on the second channel instead of the first one. If the first channel is 0 and the second channel is greater than 0, all channel will be set to the value of the second channel. If both are zeros, channels are set to normal values, i.e. 1=1,2=2,3=3...

Default: no patch

---

## 1.52 VOLUMECHANGE

```
ToolType: VOLUMECHANGE=<channel:change>,<channel:change>...
ARexx : SETVOLUMECHANGE <channel:change>,<channel:change>...
Values  : 0-16 for channel, -128--+127 for change
```

If this option is used, change will be added to every volume message (CC 7) on channel. change can also be negative. If change is 0, nothing will be added. If channel is 0, volumechange on all channels (1-16) will be set to the change value.

Default: 0 (all channels)

## 1.53 DEFINES SCRIPT FOR MESSAGES

```
ToolType: MESSAGEREXX=<filename>
ARexx : MESSAGEREXX <filename>
```

This option replaces old NOMON option. filename is an ARexx script, that will be called every time a message is shown on the screen. The script gets the contents of the message as an argument. See also

Example 1

.

Default: no script

## 1.54 DEFINES SCRIPT FOR FILENAMES

```
ToolType: FILENAMEREXX=<filename>
ARexx : FILENAMEREXX <filename>
```

This options replaces old SPEAK option. filename is an ARexx script, that will be called after a new file has been loaded. The script gets the following argument: Drive,Path,File,Extension (commas included). You can use this script e.g. to speak the filename or to view a text file associated with this MIDI file. See also

Example 2

.

Default: no script

## 1.55 DEFINES SCRIPT FOR NON-MIDI FILES

```
ToolType: FILETYPEREXX=<filename>
ARexx : FILETYPEREXX <filename>
```

This option defines an ARexx script, which will be called when the current file is not a MIDI file. The main purpose of this script could be unpacking archived files. The script gets the following argument: Drive,Path,File,Extension (commas included). See also

Example 3

Default: no script

## 1.56 FORCES RESET

ToolType: FORCERESET=<ON|OFF>  
ARexx : SETFORCERESET <ON|OFF|TOGGLE>

If this option is set, every channel will be reset in spite of the mute/PC/PB settings. If this option is not set, current settings are taken into account.

Default: ON

## 1.57 REMEMBERS LAST DIRECTORY

ToolType: DIRBUFFER=<ON|OFF>  
ARexx : SETDIRBUFFER <ON|OFF|TOGGLE>

If this option is set, the MIDI file load requester will remember the contents of the current directory. If unset, the requester will scan the current directory everytime it is opened.

Default: ON

## 1.58 CHANNELBYTE FOR TONE SYSEX

ToolType: CHANNELBYTE=<bytenumber>  
ARexx : CHANNELBYTE <bytenumber>  
Values : 3 - ?

This option is used in external tone files. If some program change is mapped to an external tone file, which consists of one system exclusive message, bytenumber tells which byte in the sysex message is replaced with program change's channel.

Default: 3 (This is a device ID on most synths)

---

## 1.59 TYPE OF BANK CHANGE MESSAGE

ToolType: BANKCHANGETYPE=<typenumber>  
ARexx : BANKCHANGETYPE <typenumber>  
Values : 0 or 32

This option defines the bank change message which is sent when a program change is mapped to a bank change + program change combination. There seems to be conflicting bank changes on different synths. Some require at least CC 0, but others CC 32. Value 0 means that the MSB byte is 0, if the value is 32, the MSB is 32, e.g. if bank change 3 is going to be sent and typenumber is 0, CC 0 3 CC 32 0 will be sent, but if typenumber is 32, CC 0 0 CC 32 3 will be sent.

If your synth doesn't recognize these bank changes, but they can be defined somehow with a sysex message, contact me with a correct format so that I can add it to MidiPlay. Value 1 is for Roland D-10.

Default: 0

## 1.60 SYSEX MESSAGES IN FILES NOT SENT

ToolType: NOSYSEX=<ON|OFF>  
ARexx : SETNOSYSEX <ON|OFF|TOGGLE>

If this option is set, all system exclusive messages in MIDI files are filtered out.

Default : OFF

## 1.61 PROGRAM CHANGE FOR CURRENT FILE

ToolType: CHANNELPC=<channel:matype>,<channel:matype>...  
ARexx : CHANNELPC <channel:matype>,<channel:matype>...  
Values : 1-16 for channel

This tooltype should be used only with individual MIDI files and it shouldn't be used in the configuration file or in the default MidiPlay icon.

When CHANNELPC is used, MidiPlay sends defined program change message right before the playing is started. All program change messages encountered in the current MIDI file are ignored. All CHANNELPC settings are cleared when a MIDI file is loaded.

Note: If a MIDI file includes a SYSEX reset, all channelpc settings are lost.

maptype can be:

-value value is mapped according to map file,  
value can be between 0-127

value value is sent as a program change,  
value can be between 0-127

Bbank:value bank change and a program change are sent,  
bank and value can be between 0-127

Ttonefilename message from tonefile is sent, correct  
channel is set according to  
CHANNELBYTE

,  
only 128 tonefiles can be in memory in  
any time

C clears CHANNELPC setting on channel

For example, if CHANNELPC=4:-10 is used, program change  
defined in the current mapfile on row 11 is sent on  
channel 4. If CHANNELPC=3:B2:20 is used, bank change 3  
and program change 20 are sent on channel 3.

See also

map file format

.

Default : No forced program changes

## 1.62 CONNECTS AN EXTERNAL MIXER

ToolType: -

ARexx : CONNECTMIXER <ON|OFF|TOGGLE>

If this command is set, an external MIDI mixer will be  
connected to MidiPlay. If the mixer isn't running, it  
will be started. By unsetting this option the connection  
is removed, but the mixer is not quitted. If the mixer  
has been started from MidiPlay, it will be closed at exit.  
Currently only Mixer included in MidiPlay ToolKit is  
supported.

When the mixer is running, all control messages are sent  
also to the mixer even on muted channels. When the mixer  
is started from MidiPlay or the connection is made to  
already running mixer, all current volumes are sent to the  
mixer.

Default : Not connected.

## 1.63 TOGGLES SELECTED CHANNEL

ToolType: -  
ARexx : MUTETOGGLE <channel>  
Values : 1-16  
Keyboard: 1-0 and q,w,e,r,t,y

If this command is sent, the state of the channel is changed, i.e. if it is muted, it will be unmuted and if it is unmuted, it will be muted.

## 1.64 TOGGLES SELECTED CHANNEL

ToolType: -  
ARexx : STATUSFIELDUP  
Keyboard: u

If this command is sent, the state of the measure field is changed to the next state. See  
MEASURE FIELD STATUS

## 1.65 ACTIVATES THE NEXT OPEN WINDOW

ToolType: -  
ARexx : ACTIVATENEXTWIN  
Keyboard: i

If this command is sent, the next open window will be activated.

## 1.66 ACTIVATES THE DRUM CHANNEL GADGET

ToolType: -  
ARexx : ACTIVATEDRUMGAD  
Keyboard: d

If this command is sent and preferences window is open, the drum channel gadget will be activated.

## 1.67 ACTIVATES THE SOLO CHANNEL GADGET

ToolType: -  
ARexx : ACTIVATESOLOGAD  
Keyboard: s

If this command is sent and preferences window is open, the solo channel gadget will be activated.

---

## 1.68 ACTIVATES THE MELODY CHANNEL GADGET

```
ToolType: -  
ARexx : ACTIVATEMELODYGAD  
Keyboard: l
```

If this command is sent and preferences window is open, the melody channel gadget will be activated.

## 1.69 VOLUME CHANGE OF THE MELODY CHANNEL DOWN

```
ToolType: -  
ARexx : MELODYVOLUMEDOWN <amount>  
Keyboard: lshift+F8
```

If this command is sent, the volume change of the melody channel will be decreased by amount.

## 1.70 VOLUME CHANGE OF THE MELODY CHANNEL UP

```
ToolType: -  
ARexx : MELODYVOLUMEUP <amount>  
Keyboard: rshift+F8
```

If this command is sent, the volume change of the melody channel will be increased by amount.

## 1.71 LOADS KEYBOARD SETTINGS

```
ToolType: KEYBOARD <filename>  
ARexx : LOADKEYBOARD <filename>
```

If this command is sent, keyboard settings will be loaded from filename. Keyboard files can be edited by using KeyboardEditor (included in MidiPlay ToolKit).

Keyboard files map only raw key codes so custom keyboard files should preserve the correct keys underlined in the user interface, e.g. letters a, s, d, l, m should have correct functions if you want to keep the interface consistent. Only default keyboard hard coded in MidiPlay maps these keys correctly on different local keymaps.

Default: Default keyboard

---

## 1.72 RETURNS DEFAULT KEYBOARD

```
ToolType: DEFAULTKEYBOARD
ARexx : DEFAULTKEYBOARD
```

If this command is sent, the default keyboard is set back.

## 1.73 DEFINES PATTERN USED IN MIDI FILE REQUESTER

```
ToolType: PATTERN=<pattern>
ARexx : -
```

This setting defines the pattern which will be used in the MIDI file requester. This pattern will be used every time. Clearing the file requester's pattern gadget won't clear this setting i.e. it will be shown every time the requester is opened.

Default: No pattern

## 1.74 DEFINES CONFIGURATION FILENAME

```
ToolType: SETTINGS=<filename>
ARexx : -
CLI : 0
```

SETTINGS defines the name of the configuration file which will be loaded before any other tooltypes or CLI options will be read. You should put SETTINGS tooltype into MidiPlay (tool) icon. This tooltype is useless in project or def\_midisplay icons.

```
Examples: SETTINGS=S:midisplay.config (ToolType)
          +OS:midisplay.config (CLI)
```

Default: midisplay.prefs or ENV:MidiPlay/midisplay.prefs

## 1.75 DEFINES THE NAME OF MIDIPLAY'S AREXX PORT

```
ToolType: PORTNAME=<arexx portname>
ARexx : -
CLI : -
```

PORTNAME defines the name of the MidiPlay's ARexx port. Normally, MidiPlay\_rexx is used, but if you don't like it, you can change it via this tooltype. This tooltype can be put into MidiPlay icon or in the SETTINGS file. The name of the port cannot be changed after it has been created.



Example : PORTNAME=myport

Default : MidiPlay\_rexx

## 1.76 ICONIFIES OR DEICONIFIES MIDIPLAY

ToolType: -  
ARexx : ICONIFY <ON|OFF|TOGGLE>  
CLI : -

If ICONIFY ON command is used, all MidiPlay windows will be closed and only a small icon will be shown on Workbench Screen. This icon is an AppIcon. Every icon (MIDI file!) dragged into this icon causes the corresponding file to be added to the playlist (but it is not automatically played). If ICONIFY OFF command is sent when MidiPlay is iconified, MidiPlay will be returned to the original window positions before it was iconified (this is the same action as double clicking on the AppIcon).

Example : ICONIFY ON (Iconifies MidiPlay)

Default : -

## 1.77 MIDI START/CLOCK/STOP MESSAGES WILL BE SENT

ToolType: MIDICLOCK=<ON|OFF>  
ARexx : SETMIDICLOCK <ON|OFF|TOGGLE>  
CLI : -

If this option is set, and internal sync is used, START message will be sent when a file is started, STOP message will be sent when a file has been played and CLOCK messages will be sent (24 times per quarter-note).

Default : ON

## 1.78 SENDS NOTEON MESSAGE

ToolType: -  
ARexx : NOTEON <channel:note>,<channel:note>,...  
CLI : -  
Values : channel 0-16  
          note = letter (sharp) octave e.g. C3 or F#4

This command sends NOTEON (0x90) MIDI command on the defined channel. If channel is 0, melody channel will be used. Velocity 100 is always used. Remember always send the corresponding NOTEOFF command!

Example : NOTEON 0:C3,0:D#3,0:G3 (sends C minor chord on melody channel)

Default : -

## 1.79 SENDS NOTEOFF MESSAGE

ToolType: -

ARexx : NOTEOFF <channel:note>,<channel:note>,...

CLI : -

This command sends NOTEOFF (0x80) MIDI command on the defined channel. If channel is 0, melody channel will be used.

Example : NOTEOFF 0:C3,0:D#3,0:G3 (turns off C minor chord on melody channel)

Default : -

## 1.80 WINDOWS

MAIN WINDOW

PREFERENCES WINDOW

TEXT EVENT WINDOW

LYRIC WINDOW

PLAYLIST WINDOW

### 1.81 MAIN WINDOW

MENUS

GADGETS

KEYBOARD

### 1.82 MENUS

PROJECT

OPTIONS

FILTER

---

SHOW

FILE CONTROL

WINDOWS

## 1.83 PROJECT

LOAD (AMIGA L)

Opens a file requester. If a new file is selected it will be added to the end of the playlist and this file will be played. It is also possible to select many files at the same time.

DIRECTORY BUFFER (AMIGA B)

If directory buffer is set, the MIDI file requester will remember the contents of the current directory. If unset, the requester will scan the current directory again.

LOAD PLAYLIST

Using this requester you can load a new playlist. Be careful what you select, playlist is not verified in any ways, so MidiPlay will probably crash if you load a file which is not a playlist.

SAVE PLAYLIST (AMIGA S)

Using this requester you can save the current playlist.

REMOVE PLAYLIST

Removes the current playlist.

ABOUT (AMIGA ?)

Shows information about the program and the current file.

PREFERENCES (AMIGA P)

Opens the preferences window.

ICONIFY (AMIGA F)

Iconifies MidiPlay, i.e. all MidiPlay windows will be closed and only a small icon will be shown on Workbench Screen. This icon is an AppIcon. Every file dragged into this AppIcon will be added to the playlist.

SAVE ENVIRONMENT

Saves all window positions and open/closed/zoomed information to ENV:MidiPlay/midiplay.win and ENVARC:MidiPlay/midiplay.win files. ENV:MidiPlay/midiplay.win file will be loaded when MidiPlay is started and windows will be positioned correctly unless WINDOW=OFF or -w option is used. In this case, windows won't be opened.

QUIT (AMIGA Q, F1)

Quits the program. All windows are closed and the reset message is sent.

---

## 1.84 OPTIONS

INTERNAL SYNC (AMIGA I)

EXTERNAL SYNC (AMIGA E)

Sync mode can be changed between these two modes. See NO MIDI START below. If CIA timer is selected, it will be used in INTERNAL SYNC mode. Otherwise all timing will be done through timer.device.

LOOP (AMIGA O, F6)

If this option is set and the end of the song is reached, the song will be played again.

MUTE ON  
(AMIGA M, F2)

SOLO ON  
(AMIGA N, F3)

LOAD .INFO

If this option is set, everytime a MIDI file is loaded, tooltypes from its icon will also be loaded and options will be set according to them. Before loading of the tooltypes most of the options and muted channels/solo channel will be set to the configuration values, transpose value in the tooltypes will be added to the configuration value.

MERGE (F4)

If this option is set, all events received in MIDI IN will be transmitted to MIDI OUT. This can be changed on the fly.

MIDI START

If this option is set and external sync is used, the program won't start playing until it receives START or CONT message from the external source. The waiting state can be exited using gadgets/keyboard/Arxx commands.

NO MIDI OUTPUT

If this option is set, MIDI events won't be transmitted to MIDI OUT. Setting this option lets you look at the content of the file without long delays (delay is 10ms) between MIDI events.

START AFTER LOAD (AMIGA T, F5)

If this option is set, the program will automatically start playing after a new file has been loaded. Otherwise the program waits until playing is started using gadgets/keyboard.

EXIT AFTER PLAY (AMIGA X)

If this option is set, the program will exit after the current file has been played. If MidiPlay has been started without a window and this option is set, the program will exit after all files in the playlist have been played.

RESET  
>> INTERNATIONAL/NORMAL

---

SEND RESET (AMIGA R)  
Sends reset message.

## 1.85 MUTE ON

If this option is set, all the selected mute channels will be muted. If SOLO ON is set at the same time, only the solo channel will be played. If this option is not set, all channels will be unmuted (unless SOLO ON is set).

## 1.86 SOLO ON

If this option is set, only the selected solo channel will be played.

## 1.87 RESET

If INTERNATIONAL is set, the program will send international reset message (GM standard) and ALL NOTES OFF messages before the first MIDI event and also before quitting. If NORMAL is set, the program will send the following messages before loading a new MIDI file and also before quitting:

- PROGRAM CHANGE 0
- CONTROLLERS 0 and 32 to 0
- MAIN VOLUME to 100
- PAN to 64
- EXTDEPTH to 64
- EXPRESSION to 127
- RPN COURSETUNE to 64, RPN FINETUNE to 64, RPN PBSSENS to 2
- SUSTAIN to 0
- PORTA to 0
- MODWHEEL to 0
- MAX to 0
- RESET CONTROLLERS
- ALL NOTES OFF

See also FORCERESET setting.

## 1.88 FILTER

### PROGRAM CHANGE

Program change messages are not passed.

PITCH BENDER

---

Pitch bender messages are not passed.

#### TEMPO CHANGE

Tempo change messages in the MIDI file are not passed.

#### SYSEX

System exclusive messages in the MIDI file are not passed.

#### MAP

If this option is set, program change messages will be mapped according to the  
map file  
.

## 1.89 MAPFILE

Normal map converts every program change message to the maptype defined in the mapfile. Row number tells which program change message (0-127) is mapped. To use the mapping, MAP option must be set. Maptype can be:

a value between 0-127, e.g. 120

Bbank:value this is a bank change+program change combination  
e.g. B2:20

Ttonefilename program change is mapped to a message in the external tonefile. Correct

CHANNELBYTE

should be

set. Tone files are first read to memory. Number of tone files in memory is limited to 128, including those in map files and used with

CHANNELPC

. Old ones are replaced

with new ones. External tone files are pure system exclusive dump files, no MIDI files.

The drum map converts every note on/off message on the drum channel to the number specified in the drum map file (Numbers run from 0 to 127, one per row). To use the mapping, MAP option must be set.

## 1.90 SHOW

#### FILE INFO

Prints details of the MIDI file to the console window: format, the number of the tracks and Steps/Quarter Note. Will be shown only right after loading of a new file.

#### META EVENTS

Prints all meta events in the file to the console window. A meta event can express tempo, time signature, key signature or a text event (copyright notice, sequence/track name, instrument name, lyric etc.).

#### DATA EVENTS

Prints all real MIDI events in the file to the console window.

## 1.91 FILE CONTROL

Playlist file is a file that includes names and directories of the MIDI files, like `dh0:music/MID/file.mid`, one per row. The first file is number 1, the second is number 2 and so on. You can tell the program the name of the playlist file in the configuration file, through tooltypes or CLI arguments. All files given as arguments or icons are added to the end of the playlist. Playlist can be changed using load/save/remove playlist in the project menu.

#### PLAY (AMIGA Y, F7)

When this option is set, MidiPlay will start playing a new file from the playlist after the last one has been played. MidiPlay plays first the number 1 in the beginning of the program. Exception: if playlist has been given and other files are given on the command line or other file icons are selected, other files will be added to the end of the playlist and playing is started from the first file after the given playlist files.

The current file number played is shown in the window title after the file name, like `file :1/Amount`. If the file name has an extension, it won't be shown. Amount means the number of files in the playlist.

The current number can be change back to 1 using FIRST or SELECT, see below. If you want that a new file is loaded but playing is not started, unset START AFTER LOAD.

#### FIRST (AMIGA 1, CURSOR UP)

Playing is started from the first file in the playlist.

#### NEXT (AMIGA >, CURSOR RIGHT)

Playing is started from the next file in the playlist.

#### PREVIOUS (AMIGA <, CURSOR LEFT)

Playing is started from the previous file in the playlist.

#### SELECT (AMIGA C, F10)

You can select the number of the MIDI file in the playlist through the selection requester. Just write the right number. If you press PLAY gadget, the selected file will be loaded immediately. If you press BUFFER gadget the number will be put to a buffer. There can be 9 numbers in the buffer at most. You can select the next number from the buffer by pressing CURSOR DOWN key or by selecting BUFFER NEXT from the menu. If there is a number in the buffer when the

current file has been played, it will be loaded. The next file in the buffer is shown in the screen title of the main window.

#### SHUFFLE (AMIGA F)

If this option is set, the next file in the playlist will be selected at random.

#### BUFFER NEXT (CURSOR DOWN)

Number is picked from the buffer (if the buffer is not empty), and the corresponding MIDI file is loaded.

#### BUFFER CLEAR (DEL)

Clears the buffer.

## 1.92 WINDOWS

You can open/close one of the following window by selecting its name. If a window is open, there is a checkmark in front of its name.

TEXT EVENT WINDOW

LYRIC WINDOW

PLAYLIST WINDOW

CONNECT MIXER

## 1.93 GADGETS

The NAME field shows the name of the sequence (format 0) or the name of the first track (format 1) which usually is the name of the sequence.

The COPYRIGHT field shows the copyright event if there is one.

Tempo can be changed using the TEMPO SLIDER. Tempo will not be changed until the left mouse button is released.

The status field shows the state of the player. END and WAIT means that the program is waiting the user to do something. WAIT EXT means that the program is waiting START or CONT message from an external source. PLAY means that the program is currently playing a MIDI file. You can see the number of the current measure, time elapsed or time remain by changing the state of the cycle gadget.

The CYCLE gadget is used to change the type of the information in the status field left from the cycle gadget. If NONE is selected, only WAIT, PLAY or END messages will be seen. If MEASURES is selected, the current measure number will be seen. If COUNT option is set, also the number of



the measures in the file will be shown. If TIME is selected, elapsed time will be shown. If REMAIN is selected and COUNT option is set, remaining time will be shown.

The ZOOM gadget toggles between the whole window and a window with only title bar at the top-left corner of the screen.

The following graphical symbols are used:

```
[BLACK SQUARE]   : STOP
|>               : PLAY
>                : CONT
>>              : FAST FORWARD
|<<              : PREV
>>|              : NEXT
V [ARROW DOWN]   : BUFFER NEXT (meaning of this may change in
                  future)
```

By pressing STOP gadget you can stop playing. If Fade is set to 0 and you press this gadget twice, ALL NOTES OFF messages will be sent on all channels. If Fade is greater than 0, playing fades out (it will take  $100\text{ms} \times \text{Fade}$ ), and ALL NOTES OFF messages will be sent after fading.

By pressing PLAY gadget you can start playing from the start of the file.

By pressing CONT gadget you can continue playing from the current position in the MIDI file.

By pressing FAST FORWARD gadget down you can make MidiPlay play faster. When you release the gadget, normal tempo is returned. FF speed used for this gadget is 75% faster than the original tempo.

By pressing PREV gadget you can load the previous file from the playlist.

By pressing NEXT gadget you can load the next file from the playlist.

## 1.94 KEYBOARD

Custom keyboard can be made with KeyboardEditor see  
MidiPlay ToolKit

.

LSHIFT means that LEFT SHIFT key should be pressed at the same time as other key(s). The main use of LSHIFT key is to decrease  
e.g. volumechange.

RSHIFT means that RIGHT SHIFT key should be pressed at the same time as other key(s). The main use of RSHIFT key is to increase  
e.g. volumechange.

SPACE BAR depending on the state of the program, stops/continues  
playing

TAB starts playing from the start of the file

---

ESC sends ALL NOTES OFF messages on all channels

F1 quit  
 F2 MUTE ON ON/OFF  
 F3 SOLO ON ON/OFF  
 F4 merge ON/OFF  
 F5 start after load ON/OFF  
 F6 loop ON/OFF  
 F7 playlist play ON/OFF  
 F8 mutes/unmutes melody channel  
 LSHIFT+F8 decrease volumechange on the melody channel by one  
 RSHIFT+F8 increase volumechange on the melody channel by one  
 F10 select from playlist  
 CURSOR UP plays the first file from the playlist  
 CURSOR LEFT plays the previous file from the playlist  
 CURSOR RIGHT plays the next file from the playlist  
 CURSOR DOWN reads the next playlist number from the buffer  
 DEL clears the buffer  
 1,2,3,4,5,  
 6,7,8,9,0,  
 q,w,e,r,t,y use these keys to mute/unmute channels. These keys  
 corresponds the channels 1-16.  
 LSHIFT+key decreases volumechange on this channel by one  
 RSHIFt+key increases volumechange on this channel by one

a transpose up  
 A,  
 z transpose down

m tempo up  
 M,  
 n tempo down

i activates the next open window  
 f fast forward 75% faster than the original tempo,  
 by making a custom keyboard file or using ARexx command,  
 you can use any value greater than 0 for FORWARD command.  
 FORWARD 0 returns the original tempo.

u changes the state of the status field cycle gadget  
 l activates the melody channel gadget in the preferences  
 window  
 d activates the drum channel gadget in the preferences  
 window  
 s activates the solo channel gadget in the preferences  
 window

## 1.95 PREFERENCES WINDOW

### KEYBOARD

NOTE: Menu shortcuts in the main window are NOT available when ↔  
 this  
 window is active. All other keyboard shortcuts are available.

MUTE gadgets channels 1-16. If MUTE ON is set, checked channels will be

muted.

The SOLO field tells what channel will be heard if SOLO ON is set.

Pressing s selects this gadget.

The DRUM CHANNEL field tells what is the drum channel that won't be transposed. Pressing d selects this gadget.

The

MELODY CHANNEL

field. Pressing l selects

this gadget.

MidiPlay transposes note on/note off messages according to the TRANSPOSE SLIDER. Messages on the drum channel will not be transposed.

NOTE: If any of the channel is muted and option SOFT is not set when playing is started, the program change, volume, pan and other control messages will NOT be transmitted. This means that instrument settings are not correct when those channels are unmuted.

## 1.96 MELODY CHANNEL

The melody channel can be muted/unmuted pressing F8 in the main window. For example the melody channel can be given using the tooltypes in the icon of the MIDI file (MELODY=4). The melody channel is mostly different than in previous files. If you want to play or sing along the file, you may need to mute the melody channel.

## 1.97 TEXT EVENT WINDOW

KEYBOARD

Listview gadget will show those text events, which are selected by checking the corresponding check box gadget. The following text events can be seen, when they are met in the current file during playing:

Text (META 1)

Copyright (META 2)

Track (META 3)

Instrument (META 4)

Lyric (META 5)

Marker (META 6)

Cue Point (Meta 7)

Most of the events are at the beginning of the file. To see them after checking some of the event types, press PLAY gadget.

---

## 1.98 PLAYLIST WINDOW

### KEYBOARD

Listview gadget in this window shows all the files in the  $\leftrightarrow$  playlist.

Text gadget under the listview shows the name of the currently selected/played file and the PATH text gadget shows the path of the file.

SELECT => PLAY checkbox gadget is checked:

the text gadget shows the file currently loaded and you can select a new file to be played by clicking the name of that file in the listview. If you press ADD gadget, a file requester opens and you can add files to the playlist. When you exit the requester without canceling, the selected file (or the first from the selected) will be loaded. All selected files will be added to the end of the playlist. If you press EDIT gadget, an edit requester opens and you can edit the name of the selected file. When you exit this requester without canceling, the edited file will be loaded. If you press REMOVE gadget, the selected file will be removed from the playlist and the playing will be stopped.

SELECT => PLAY checkbox gadget is not checked:

you can edit the playlist without affecting playing. Selection from the playlist causes that file to be removable/editable and the name and the path will be shown under the listview gadget. If you press ADD gadget, a file requester opens and you can add files to the playlist. When you exit the requester without canceling, all selected files will be added to the end of the playlist. If you press EDIT gadget, an edit requester opens and you can edit the name of the selected file. If you press REMOVE gadget, the selected file will be removed from the playlist. Playing will be stopped if the removed file was playing, this file will remain in memory until a new one is loaded or it was only file in the playlist.

## 1.99 LYRIC WINDOW

### KEYBOARD

Prints all lyric events to a field. The lyric cycle gadget shows what events will be seen in the lyric field. If TEXT is selected, normal text events (META 1) will be seen. If LYRIC is selected, lyric events (META 5) will be seen. Lyric scrolls across the field from right to left, the latest part capitalized.

## 1.100 AREXX COMMANDS

---

MidiPlay opens one ARexx port called MidiPlay\_rexx.

See STARTING MIDIPLAY section when MESSAGEREXX, FILETYPEREXX and FILENAMEREXX scripts will be called.

If MidiPlay doesn't recognize used keyword, it returns value 1, otherwise 0 is returned.

The following keywords can be used with some of the commands:

ON is same as 1  
 OFF is same as 0  
 TOGGLE is same as -1

The following commands are currently supported, see explanations elsewhere in this document:

PLAY  
 STOP  
 STOP TOGGLE  
 CONT

LOAD File File will be loaded and played, it will be added to the playlist.

FILE File File will be loaded and played, it will not be added to the playlist. Useful when unpacked MIDI file should be played.

ADD File File will be added to the playlist, it is not loaded nor played.

TRANSDOWN Value

TRANSDOWN Value

TRANSDOWN Value

See option

TRANSDOWN

TRANSDOWN Value

TRANSDOWN Value

TRANSDOWN Value

See option

TRANSDOWN

TRANSDOWN

LOADPLAYLIST List loads playlist List, no requester

QUIT

SETSYNC ON/OFF/TOGGLE See option

EXT

SETLOOP ON/OFF/TOGGLE See option

LOOP

SETMUTE ON/OFF/TOGGLE See option

MUTE

SETSOLO ON/OFF/TOGGLE See option

SOLO

SETICON ON/OFF/TOGGLE See option

ICON

SETMERGE ON/OFF/TOGGLE See option

MERGE  
     SETMIDISTART ON/OFF/TOGGLE See option  
 MIDISTART  
     SETNOMIDIOUTPUT ON/OFF/TOGGLE See option  
 DONOTPLAY  
     SETMIDICLOCK ON/OFF/TOGGLE See option  
 MIDICLOCK  
     SETSTART ON/OFF/TOGGLE See option  
 START  
     SETEXIT ON/OFF/TOGGLE See option  
 EXIT  
     SETRESET ON/OFF/TOGGLE See option  
 NRESET  
     SENDRESET See  
 RESET  
     SETNOPC ON/OFF/TOGGLE See option  
 NOPC  
     SETNOPB ON/OFF/TOGGLE See option  
 NOPB  
     SETTEMPOCHANGE ON/OFF/TOGGLE  
 SETMAP ON/OFF/TOGGLE See option  
     MAP  
         LOADMAP Map See option  
     MAPFILE  
         LOADDRUMMAP Map See option  
     DRUMMAPFILE  
         SHOWFILEINFO ON/OFF/TOGGLE See option  
     FILEINFO  
         SHOWMETA ON/OFF/TOGGLE See option  
     TEXTINFO  
         SHOWDATA ON/OFF/TOGGLE See option  
     DATAINFO  
         SHOWLYRIC ON/OFF/TOGGLE opens or closes the lyric window  
 SETPLAYLIST ON/OFF/TOGGLE See option  
     PLAY  
         FIRST plays the first file from the playlist  
 NEXT plays the next file from the playlist  
 PREVIOUS plays the previous file from the playlist  
 SELECT opens the select dialog  
  
 SETSHUFFLE ON/OFF/TOGGLE  
  
 SOLOCHANNEL Channel See option  
     SOLO  
         MUTECHANNELS Channels See option  
     MUTE  
         DRUMCHANNEL Channel See option  
     DRUMCHANNEL  
         MELODY Channel See option  
     MELODY  
         NOTESOFF  
 SETMELODY ON/OFF/TOGGLE  
 BUFFERNEXT  
 BUFFERCLEAR  
  
 FORWARD Value Fast forward, speed is Value\*25% faster  
     than the current tempo. FORWARD 0 sets

---

back the original tempo.

FADE Value      See option  
                   FADE  
                   SETCIA ON/OFF/TOGGLE      works only when stopped  
 See option  
                   CIA  
                   SETSEQUENCE ON/OFF/TOGGLE works only when stopped  
 See option  
                   SEQ  
                   SETQUANTIZE ON/OFF/TOGGLE works only when stopped  
 See option  
                   QUANTIZE  
                   SETSOFT ON/OFF/TOGGLE      See option  
                   SOFT  
                   SETNODRUMPC ON/OFF/TOGGLE See option  
                   NODRUMPC  
                   SETWINDOW ON/OFF/TOGGLE      See option  
                   WINDOW  
                   SETBUFDEFAULT ON/OFF/TOGGLE See option  
                   BUFDEF  
                   SETCOUNT ON/OFF/TOGGLE      See option  
                   COUNT  
                   PRIORITY Value              See option  
                   PRIORITY  
                   SKIP Value                  See option  
                   SKIP  
                   NOMAPCHANNELS Channels      See option  
                   NOMAPCHANNELS  
                   PATCHCHANNEL ChA=ChB      See option  
                   PATCHCHANNEL  
                   VOLUMEDOWN ChA:Amount decreases volumechange on channel ChA by  
                   Amount  
 VOLUMEUP ChA:Amount increases volumechange on channel ChA by  
                   Amount  
 SYSEX hexstring      Hexadecimal string e.g. 41 20 16 00 or  
                   41,20,16,00. Do not include starting F0  
                   nor ending F7. They will be added  
                   automatically.  
 SETVOLUMECHANGE Cha:Amount      See option  
                   VOLUMECHANGE  
                   SETFORCERESET ON/OFF/TOGGLE See option  
                   FORCERESET  
                   SETLYRICTYPE ON/OFF/TOGGLE      See option  
                   LYRICTYPE  
                   SETDIRBUFFER ON/OFF/TOGGLE      See option  
                   DIRBUFFER  
                   FILENAMEREXX scriptname      See option  
                   FILENAMEREXX  
                   FILETYPEREXX scriptname      See option  
                   FILETYPEREXX  
                   MESSAGEREXX scriptname      See option  
                   MESSAGEREXX  
                   SETSTATUSFIELD Value      See option  
                   MFSTATUS  
                   SETNOSYSEX ON/OFF/TOGGLE      See option  
                   NOSYSEX

---

CHANNELPC c:Mapinfo See option  
 CHANNELPC  
 CHANNELBYTE value See option  
 CHANNELBYTE  
 BANKCHANGETYPE value See option  
 BANKCHANGETYPE  
 CONNECTMIXER See option  
 CONNECTMIXER  
 MUTETOGGLE channel See option  
 MUTETOGGLE  
 MELODYVOLUMEDOWN amount See option  
 MELODYVOLUMEDOWN  
 MELODYVOLUMEUP amount See option  
 MELODYVOLUMEUP  
 STATUSFIELDUP See option  
 STATUSFIELDUP  
 ACTIVATENEXTWIN See option  
 ACTIVATENEXTWIN  
 ACTIVATEDRUMGAD See option  
 ACTIVATEDRUMGAD  
 ACTIVATESOLOGAD See option  
 ACTIVATESOLOGAD  
 ACTIVATEMELODYGAD See option  
 ACTIVATEMELODYGAD  
 LOADKEYBOARD file See option  
 LOADKEYBOARD  
 DEFAULTKEYBOARD See option  
 DEFAULTKEYBOARD  
 ICONIFY See  
 ICONIFY  
 NOTEON See  
 NOTEON  
 NOTEOFF See  
 NOTEOFF

## 1.101 OTHER INFORMATION

- When started from Workbench, midiplay opens its own console window for text input. That window is not visible unless any text is printed.
- Midiplay opens one midi source named "midiplay". Source is connected to MIDI library's resident node "MidiOut". MidiPlay opens also one MIDI destination named "midiplayin" which is connected to "MidiIn" when the player is playing and uses external synchronization.

## 1.102 TODO

- map file editor
- MIDI file editor
- better scrolling lyric field
- Amiga's internal sounds played on midi channels



## 1.103 PROBLEMS AND LIMITATIONS

On small Amigas (500 & 600) Midiplay does not multitask very well. Files are played in time, but sometimes tempo is jerky. Some files have sometimes so many events in one measure that MidiPlay is not able to send all the events exactly right time on slow Amigas. You can improve timing by using CIA timer and/or using quantization.

If you change the time from the workbench preferences, MidiPlay hangs. If you don't want this to happen, use CIA timer instead.

MidiIn may lose some clock signals on slow Amigas and the midiplayer is then out of sync. If this happens, use slower tempo and do not print anything on the screen.

It has been reported (by Per-Anders Josefsson) that there is some problem with MidiPlay and SysIHack. I hope to be able to fix this soon.

MidiPlay may sometimes hang at startup and still when it is quitted during playing. This seems to be very rare, though.

Faulty MIDI files may cause problems. If you see "Can't read MIDI file" on the screen, loading was incomplete. You can still listen them, but you may get into troubles because of missing END OF TRACK messages etc.

Limitations:

-SMPTE messages are ignored.

## 1.104 HISTORY

v1.0 29-Jun-93

first version, only DOS, format 0 files.

v1.1

23-Jul-93

first public release, WB and tooltypes, format 1 files.

v1.2 29-Aug-93

external/internal sync and midi merge added, SYSEX messages now transmitted correctly, too slow tempo problem fixed.

v1.2b 17-Oct-93

some corrections, smaller code

v2.0beta 20-Nov-93

added graphical user interface, transpose bug fixed, CIA timer not finished yet

---

v2.0 24-Jan-94

added: playlist, map file support, reset message, lyric and measure fields, melody muting, loading of MIDI file icons, quantization. Priority now set back to 0 when exiting. CIA timer works.

v2.0.1 27-Feb-94

fixed int. reset bug, added mapchannel and skip options

v2.01 28-Feb-94

added drum map and soft muting option.

v2.01a 06-Mar-94

added NODRUMPC option, added short delay after loading when NRESET is used.

v2.10beta 14-Mar-94

added own task for the playing routine: printing and using the right mouse button or opening windows/requesters won't stop playing, this means that printing e.g. data events are not necessarily in real time. Printed events look clearer. Fixed memory loss bug, also needs now less stack.

2-Apr-94

added BUFDEF (selection can be put to a buffer), COUNT (length of the file counted) and NOMON (sends arexx messages to Upd) options. Fixed "merge not set after loading" bug. Added different time information and a cycle gadget to select the information type. Many options are set to configuration values when the tool types of a file is loaded.

8-Apr-94

fixed one serious bug in data event printing.

15-Apr-94

changed the minibuffer to hold 9 numbers at maximum. Transpose values in tool types are now added to the configuration value. Options MFSTATUS and SPEAK added.

16-Apr-94

added keyboard shortcuts for tempo, transpose, channel muting, melody/drumchannel/solo channel selection, window activation. New option FADE.

17-Apr-94

---

all files are now added to the playlist. More than one filename can be given on the command line. More than one icon can be selected and they all will be added to the playlist. File control functions has been changed: MidiPlay doesn't load a new file unless play option is set (default is on), minibuffer is an exception. All other functions work independent of the state of the play option. Setting the play option won't start playing. Added multi-selection for the file requester.

18-Apr-94

if START AFTER LOAD was not set and the first file was started using CONT gadget or SPACE BAR, MIDI routes were not set correctly. This has now been fixed. Added font sensitivity, MidiPlay adapts itself to the screen font. Cosmetic changes in the preferences window.

20-Apr-94

added f key for fast forward. Normal reset now overrides all filters. Directory buffer can be set off from menu. Playlist removing is now possible.

v2.11 24-Apr-94

load/save playlist added. ZOOM gadget added. MidiPlay can be quitted by running it again.

v2.12beta 30-May-94

illegal gadtools handling removed. Fixed errorneous time information which occured when CIA timer was used. GUI modification. Added over 60 AREXX commands. Added PLAY option.

14-Jun-94

added AREXX commands: PATCHCHANNEL, VOLUMEDOWN, VOLUMEUP, SETVOLUMECHANGE. Added new tooltypes: PATCHCHANNEL, VOLUMECHANGE. Also FILENAMEREXX and FILETYPEREXX for user definable purposes like for displaying text files or unpacking non-midi files. SPEAK tooltype REMOVED! Fade now works as intended. Different MIDI files can now have different mapfiles. Solo channel bug fixed. Keyboard shortcuts for volume changing. Setting load .info on will set normal configuration values even if an icon is not found. MidiPlay.info tooltypes overriding/extending settings in the midisplay.config file are considered as configuration values.

26-Jun-94

Fixed FADE rounding error. Fixed a serious bug: some memory was freed twice.

---

v2.20beta 14-Jul-94

Added playlist, lyric and text event windows. Removed lyric entry in the SHOW menu. Removed the following ToolTypes: NOMON (replaced with MESSEAGEREXX script definition, this means: Upd not needed), PLSIZE (this is not needed anymore). Added ToolType LYRICTYPE. Added file information to the About requester. Added small delay before quitting (MidiOut couldn't send the reset message and crashed sometimes).

23-Jul-94

Fixed bug in About requester. Numeric pad now works.

v2.20 27-Jul-94

About requester works now!! If a track couldn't be loaded completely, counting lasted sometimes forever, not anymore.

31-Jul-94

Added tooltypes DIRBUFFER, FORCERESET. Fixed GUI. Fixed negative tempo case. Added ',' support for options/arexx commands which have used '|' before. VOLUMECHANGE requires now ':' instead of ','.

1-Aug-94

Bugs, bugs, bugs... Timer message not aborted at exit. Menus not freed. One requester not freed. And where do the rest hide?

v2.20a 17-Aug-94

Status cycle gadget was handled incorrectly. Skip value was read incorrectly. Now tries to read tooltypes from ENV:sys/def\_midiplay.info before loading an icon of a MIDI file (sets default file values). Channel 0 has a special meaning for MUTE, NOMAPCHANNELS, VOLUMECHANGE and PATCHCHANNEL (it means that all channels will be affected). PATCHCHANNEL and VOLUMECHANGE ARexx commands can now have more than one setting. MERGE set right after loading.

21-Aug-94

SYSEX ARexx command. Menu available on all windows. Changed ARexx commands SETNOMIDISTART to SETMIDISTART and SETMIDIOUTPUT to SETNOMIDIOUTPUT (also the names in the menu bar have been changed). New or working ARexx commands: LOADMAP, LOADDRUMMAP, FILENAMEREXX, FILETYPEREXX, SETFORCERESET, SETLYRICTYPE, MESSEAGEREXX, SETDIRBUFFER, SETSTATUSFIELD. Sysex messages printed.

22-Aug-94

---

Code for CLI options and tooltypes rewritten. Removed '-' from non-toggle options. Added '-' for MUTE and CLI option K (same as MAP).

24-Aug-94

Bugs...NOPC and NOPB ARexx commands didn't work properly. When playlist was removed, buffer value was set incorrectly. MidiPlay crashed sometimes when playlist was removed and forward was used. TEMPO 0 set now tempo to default value, i.e. 120 and TEMPO CHANGE is set off. Seconds left is now set correctly to zero, when count was not used. When Melody ARexx command is used, mute box is set now correctly. STOP TOGGLE works like the space bar.

v2.21a 6-Sep-94

Bug fix: if started from CLI without playlist, extra file was added. Int. reset moved before loading a new file. Fixed some incorrectly printed measure numbers.

18-Sep-94

Small changes in volumechange routines. Pattern gadget in file requester. Select requester calls now messengerexx script if it has been defined and illegal value is given.

v2.22 1-Oct-94

Added support for bank changes and external tone files in the mapfile.

4-Oct-94

Bug fix: volumechange via keyboard was broken.

8-Oct-94

Added sysex filter. Added CHANNELBYTE, BANKCHANGETYPE, NOSYSEX and CHANNELPC tooltypes. Added ARexx commands CHANNELBYTE, BANKCHANGETYPE, SETNOSYSEX and CHANNELPC.

v2.22a 22-Oct-94

Added mixer connection. CONNECTMIXER ARexx command.

v2.23 23-Oct-94

Changed keyboard handling, configurable keymapping now possible. For keyboard support added ARexx commands: MUTETOGGLE, STATUSFIELDUP, ACTIVATENEXTWIN, ACTIVATEDRUMGAD, ACTIVATEMELODYGAD, ACTIVATESOLOGAD, MELODYVOLUMEDOWN and MELODYVOLUMEUP.

v2.24 4-Nov-94

---

Added keyboard loading. New ARexx commands: LOADKEYBOARD, DEFAULTKEYBOARD. New tooltypes: KEYBOARD, DEFAULTKEYBOARD, PATTERN. Bank change type supports now both CC 0 and CC 32 messages.

v2.25 22-Nov-94

Window positions with open/closed and zoom information can be saved to an environment file. This file will be loaded automatically when started. Next number in the buffer can be seen in the main window's screen title.

23-Nov-94

Added NOTEON and NOTEOFF commands. Added PORTNAME tooltype. FORWARD command requires now value!! (fast forward speed is value\*25%). FF gadget reacts immediately when pressed down.

26-Nov-94

Added SETTINGS tooltype, configuration file should be named to midiplay.prefs and should be located in MidiPlay or in ENV:MidiPlay directory unless defined with SETTINGS.

v2.26 30-Nov-94

Added AppWindow to main and playlist windows. Icons dragged into these windows will be added to playlist. Added iconify command (+menu) and AppIcon. Icons dragged into AppIcon will be added to playlist. Double clicking on AppIcon opens earlier opened windows.

v2.27 14-Dec-94

Fixed a bug which changed the current file name before reading the correct icon file. It is possible to view only lyric events started by '<' mark by using LYRICTYPE=17 and lyric events started by '%' mark by using LYRICTYPE=33. This may however change in the future.

v2.28 20-Dec-94

Muting didn't work correctly (notes off sent on wrong channel).

v2.29 9-Jan-95

Bug fixes: icons without tooltypes crashed MidiPlay. No midi output option works again. Meta events were printed over time information.

14-Jan-95

Bug fix: EOX messages were sent earlier with EOX byte.

v2.30 22-Jan-95

---

Tooltype MIDICLOCK added.

v2.30a 31-Jan-95

ARexx command symbols ON and TOGGLE work again. Serious quantization bug fixed. NOTE: tooltype is QUANTIZE (not QUANT as in previous documents)!

## 1.105 AUTHOR

Programs, CDs, postcards, midi files, bug reports, requests, suggestions, questions to:

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Hardware: Amiga500+, SupraTurbo28, SupraDrive500XP 52Mb(+2Mb Fast Mem),  
MIDI interface, ROLAND D-10.  
Software: Dr T's KCS v3.57

## 1.106 CREDITS

Thanks to:

Johnny B. Musik for Icon Guide, MIDI files, help and all the great ideas.

Erno Tuomainen for  
BBS  
testing, support and ideas.

Also to the authors of the following programs and libraries:

midi.library by Bill Barton  
reqtools.library by Nico François  
GadToolsBox by Jan van den Baard  
Text2Guide by Stephan Sürken

Plus all the other people who have been interested.

REQUEST: If you make map files for different setups, please share them with other people too by sending them to me. I'll include them in future releases and your name will be include in the list above.

---

## 1.107 SUPPORT BBS

Do you want the latest version of MidiPlay? Or do you

Need more modules?  
Need tunes/modules from famous artists?  
Need MIDI-files for your synth?  
Need Music Utils for Amiga?  
Need newest D.A.S ModPlayer for Amiga?  
Need to discuss with group from PAST Years :) (Since 1985)?

Call my BBS, Call Moonlight Sonata DLG!

Lots of music modules for Amiga and PC.

2 Years of music orientated BBS'ing with Amiga 3000.

NOTE --> YOU ARE NOT GONNA FIND AMIEXPRESS HERE! <--

Node #1: +358-18-161763 ZyXEL V32bis 1200-19200bps - 24H  
Node #2: +358-18-161862 HST DS V32 1200-14400bps - 24H

Sysop: Erno Tuomainen (Moonlight / DDG)

You can also write to me

2:221/112.0 through Fido  
kuutamo@freenet.hut.fi Internet address

## 1.108 TIPS FOR USERS

PROBLEM: I have two synths, one is a GM synth and another one is a guitar module. How can I map correct patches to the guitar module on channels 1 and 2 and let other channels to be played on the GM synth without mapping?

SOLUTION: Make correct mapfiles for your guitar module and use the following parameters in the configuration file:

```
MAP=ON
MAPFILE=GuitarModuleMap
NOMAPCHANNELS=3,4,5,6,7,8,9,10,11,12,13,14,15,16
```

PROBLEM: I have many MIDI files, but drums are always played too loud.

SOLUTION: If your synth plays drums on channel 10, put the following parameter in your configuration file:

```
VOLUMECHANGE=10:-20
```

This means that all volume messages are 20 lower on channel 10. Adjust the value (-20) so that drums are played as you like. You can also adjust the value manually using LSHIFT+0 (down) or RSHIFT+0 (up).

---



PROBLEM: How can I run MidiPlay from a directory utility like DirOpus, without window?

SOLUTION: Use command line "MidiPlay -w +S +X [<files>]". This plays files without window, starts immediately and exits after all files have been played. You can also use ARExx. Check out playonemidi.rexx example script.

### 1.109 EXAMPLE 1

```
/* This is an example ARExx script for use with MidiPlay.
   Use the following parameter: MESSAGEREXX=ThisScript.rexx
   When MidiPlay shows a message on the screen, it calls ThisScript.
   Argument Text consists of the text of the message.
```

```
   This particular example tries to speak the message. */
```

```
options results
```

```
parse arg Text
```

```
address command
```

```
'say' Text
```

### 1.110 EXAMPLE 2

```
/* This is an example ARExx script for use with MidiPlay.
   Use the following parameter: FILENAMEREXX=ThisScript.rexx
   When MidiPlay has loaded a new file, it calls ThisScript.
   Argument consists of drive, path, file and extension of the filename.
```

```
   This particular example tries to view a text file with a name
   '.../file.txt' when loaded file was '.../file.mid'.
```

```
*/
```

```
options results
```

```
parse arg Drive ',' Path ',' File ',' Extension .
```

```
if Path == "" then Path2 = Path
else Path2 = Path || '/'
```

```
Ext2 = "txt"
```

```
Whole = '' || Drive || Path2 || File || '.' || Ext2 || ''
```

```
if exists(Whole) then
  'run >nil: more' "'Whole'"
```

### 1.111 EXAMPLE 3

```
/* This is an example ARExx script for use with MidiPlay.
Use the following parameter: FILETYPEREXX=ThisScript.rexx
When MidiPlay cannot load a file, because it is not a MIDI file, it
calls ThisScript. Argument consists of drive, path, file and extension
of the filename.

This particular example tries to unarchive a file with extension lha
to a directory ram:t:rxmidi. If unarchiving is succesful, the first .MID
file is played by sending command 'FILE first.MID' to MidiPlay.

*/

lhadir = 'C:'

options results

parse arg Drive ',' Path ',' File ',' Extension .

address command

if ~show('L',"rexxsupport.library") then do
  if ~addlib('rexxsupport.library',0,-30,0) then
    exit 10
end

if ~exists('t:rxmidi') then
  'mkdir t:rxmidi'

if Path == "" then Path2 = Path
else Path2 = Path || '/'

Whole = '"' || Drive || Path2 || File || '.' || Extension || '"'

"delete >nil: t:rxmidi/#?"

if Extension='lha' | Extension='LHA' then
  lhadir'lha >nil: -x0 -q e 'Whole' t:rxmidi/'
else do
  say 'Not a MIDI file' Whole
  RETURN
end

dir1=showdir('t:rxmidi/','f','@')
dir1=insert(dir1,'@')
dir2=upper(dir1)

position=index(dir2,'.MID')
position3=lastpos('@',dir2,position)
position2=index(dir2,'.MID',position)
filenam=substr(dir2,position3+1,(position2-position3)+3)

address "MidiPlay_rexx"
'FILE t:rxmidi/'filenam
```

---

## 1.112 MIDIPLAY TOOLKIT

MidiPlay ToolKit is a program collection to extend the capabilities of MidiPlay. Currently there are very very simple Mixer, KeyboardEditor, Midi2Text and Text2Midi converters in the toolkit. Later there will be a singer, a sample player, and a map file editor and more...

You can get MidiPlay ToolKit by becoming a registered user of MidiPlay. You become a registered user of MidiPlay by sending me a gift and necessary information about yourself and your setup. Recommended gift is a long play CD (only GOOD music!).

Mixer v1.0: Sliders for changing the volumes on channels. There will be sliders for panning and gadgets for changing program changes in future releases. All ideas welcome.

KeyboardEditor v1.2: Every rawkey message with any qualifier combination can be mapped to different command or to an ARexx scriptfile. Different messages can be made for even keydown and keyup messages or repeat keys. MidiPlay will support note on and note off messages in future. Then you can make your keyboard file so that different keys play different pitches and maybe with some qualifier combination different chords.

Text2Midi v1.0 and Midi2Text v1.0: Midi2Text utility converts MIDI files to ASCII text format. The text files can then be edited with a normal text editor and converted with the changes back to a MIDI file with Text2Midi utility.