

By default, an empty soundfont project is open.

File Export

- Unknown instrument
 - Globals
 - Samples
 - A

- + Add new samples
- Add new contiguous samples**
- Remove sample

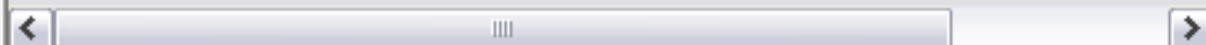
- Play sample in range

- Export sample as...
- Export interpolated sample in range

Use the context menu for adding contiguous samples. For each sample is assigned a unique note (keyboard key).



From: Down to: Lock both



ADSR settings



ADSR: Attack Use Sustain

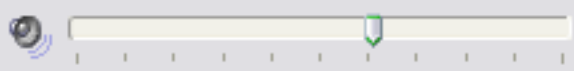
0 (ms)

Global settings

Instrument name: Unknown instrument

- Modes:
- Loop samples
 - Enable Note Off

Play loop Play Stop



File:

Ok



File Export



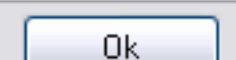
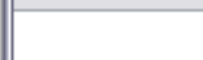
Adding contiguous samples (lowest to highest note)



A new window opens that lets you create and manage your list of samples.

File count = 0

In that window you will set the note assigned to each sample.



From: B2 / Si2

Down to: C3 / Do3

Play

Clear

Add to list...

Ok

Cancel

File:

Ok



File Export



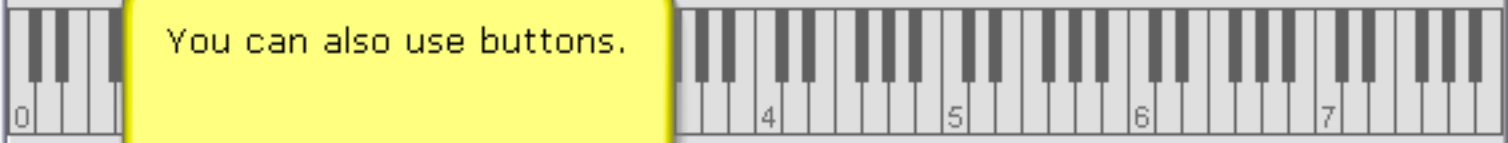
Adding contiguous samples (lowest to highest note)



Use the context menu for adding samples.

- Add samples to list
- Clear list
- Reverse list
- Remove selected sample

You can also use buttons.



From: B27 51 Down to: C37 603

Play

Clear

Add to list...

Ok

Cancel

File:

Ok



Adding contiguous samples (lowest to highest note)

Open WAVE files

Regarder dans : WAV

Drums_01_D5_sharp.wav	Drums_16.wav	Drums_31.wav
Drums_02.wav	Drums_17.wav	Drums_32.wav
Drums_03.wav	Drums_18.wav	Drums_33.wav
Drums_04.wav	Drums_19.wav	Drums_34.wav
Drums_05.wav	Drums_20.wav	Drums_35.wav
Drums_06.wav	Drums_21.wav	Drums_36.wav
Drums_07.wav		Drums_37.wav
Drums_08.wav		Drums_38.wav
Drums_09.wav		Drums_39.wav
Drums_10.wav		Drums_40.wav
Drums_11.wav		Drums_41.wav
Drums_12.wav		Drums_42.wav
Drums_13.wav	Drums_28.wav	Drums_43.wav
Drums_14.wav	Drums_29.wav	Drums_44.wav
Drums_15.wav	Drums_30.wav	Drums_45.wav

Nom du fichier : "Drums_61.wav" "Drums_01_D5_sharp.wav"

Fichiers de type : WAVE file (*.wav)

Ouvrir Annuler

Select WAV files.

0 1 2 3 4 5 6 7

From: B2 / Si2 Down to: C3 / Do3

Play

Clear Add to list... Ok Cancel

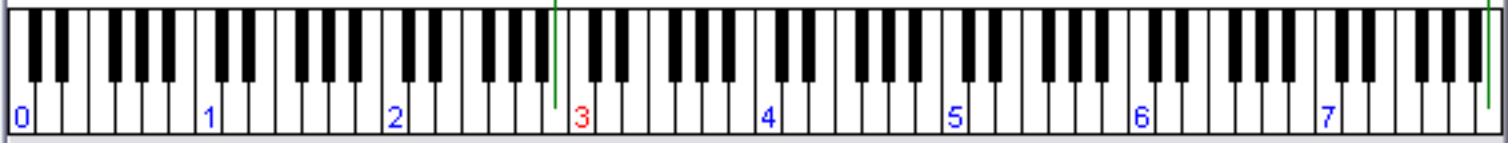


Adding contiguous samples (lowest to highest note)

- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_01_D5_sharp.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_02.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_03.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_04.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_05.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_06.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_07.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_08.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_09.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_10.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_11.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_12.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_13.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_14.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_15.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_16.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_17.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_18.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_19.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_20.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_21.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_22.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_23.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_24.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_25.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_26.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_27.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_28.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_29.wav

Now the list is filled with the file names of samples, no samples are loaded.

The note range is automatically set according to the number of samples, but we can of course change the highest or the lowest note to move the note range.



From: B7 / Si7 Down to: B2 / Si2

Play

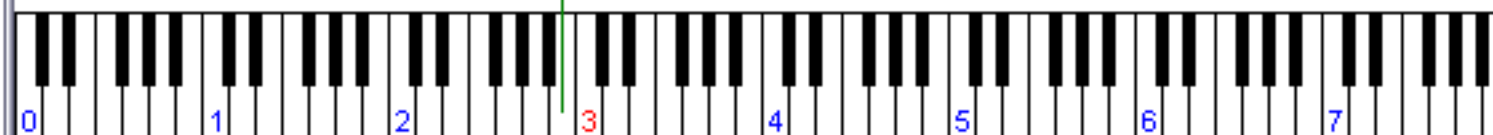


Adding contiguous samples (lowest to highest note)

E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_01_D5_sharp.wav
 E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_02.wav
 E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_03.wav
 E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_04.wav
 E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_05.wav
 E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_06.wav
 E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_07.wav
 E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_08.wav
 E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_09.wav
 E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_10.wav
 E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_11.wav
 E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_12.wav
 E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_13.wav
 E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_14.wav
 E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_15.wav
 E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_16.wav
 E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_17.wav
 E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_18.wav
 E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_19.wav
 E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_20.wav
 E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_21.wav
 E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_22.wav
 E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_23.wav
 E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_24.wav
 E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_25.wav
 E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_26.wav
 E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_27.wav
 E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_28.wav
 E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_29.wav

To properly set the note range, you must define the order of samples from the lowest note to the highest note (this is the way I have coded this feature).

Of course, this step is optional if you have numbered your samples in the right order.



From: B7 / Si7

Down to: B2 / Si2

Play

Clear

Add to list...

Ok

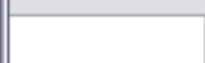
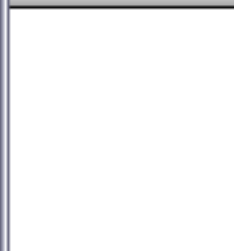
Cancel

Adding contiguous samples (lowest to highest note)

- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_01_D5_sharp.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_02.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_03.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_04.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_05.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_06.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_07.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_08.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_09.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_10.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_11.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_12.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_13.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_14.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_15.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_16.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_17.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_18.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_19.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_20.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_21.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_22.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_23.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_24.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_25.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_26.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_27.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_28.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_29.wav

Let's reverse the list order.

From: B7 / Si7 Down to: B2 / Si2





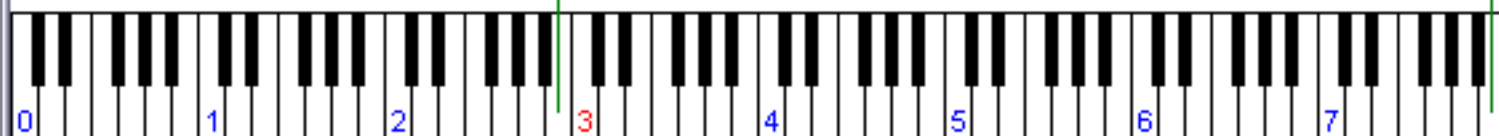
File Export



Adding contiguous samples (lowest to highest note)

E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_61.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_60.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_59.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_58.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_57.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_56.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_55.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_54.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_53.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_52.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_51.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_50.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_49.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_48.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_47.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_46.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_45.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_44.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_43.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_42.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_41.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_40.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_39.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_38.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_37.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_36.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_35.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_34.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_33.wav

Now we have to define the note range.



From: B7 / Si7

Down to: B2 / Si2

Play

Clear

Add to list...

Ok

Cancel

File:

Ok

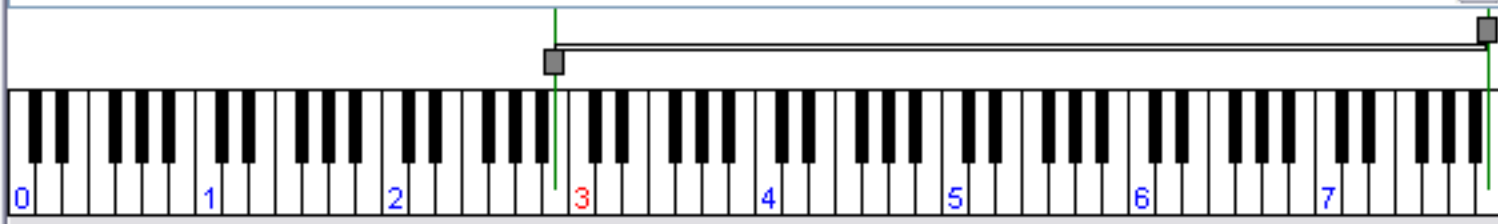


Adding contiguous samples (lowest to highest note)

- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_28.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_27.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_26.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_25.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_24.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_23.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_22.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_21.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_20.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_19.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_18.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_17.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_16.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_15.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_14.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_13.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_12.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_11.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_10.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_09.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_08.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_07.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_06.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_05.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_04.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_03.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_02.wav
- E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_01_D5_sharp.wav

The highest note is D5# (sharp) for this example.

File count = 61



From: B7 / Si7 Down to: B2 / Si2

Play

Clear Add to list... Ok Cancel

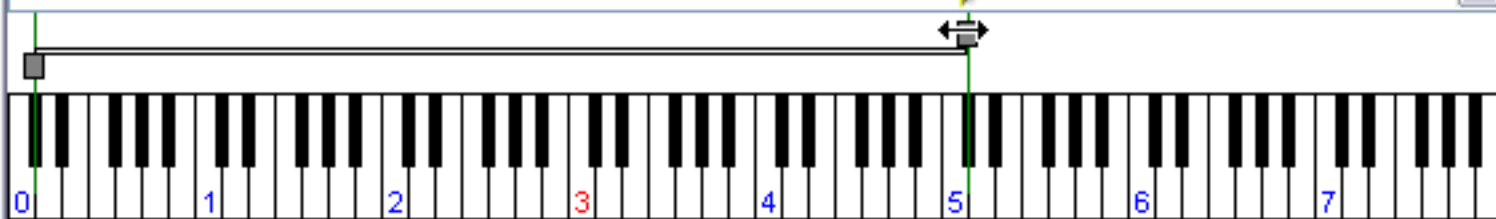


File Export

Adding contiguous samples (lowest to highest note)

E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_28.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_27.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_26.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_25.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_24.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_23.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_22.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_21.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_20.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_19.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_18.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_17.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_16.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_15.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_14.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_13.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_12.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_11.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_10.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_09.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_08.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_07.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_06.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_05.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_04.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_03.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_02.wav
E:\Demo MIDS\Soundfonts\Drums - Midi standard\WAV\Drums_01_D5_sharp.wav

Use the top handle (or the bottom handle) to move the note range.



From: C#5 / Do#5 Down to: C#0 / Do#0

Play

Clear

Add to list...

Ok

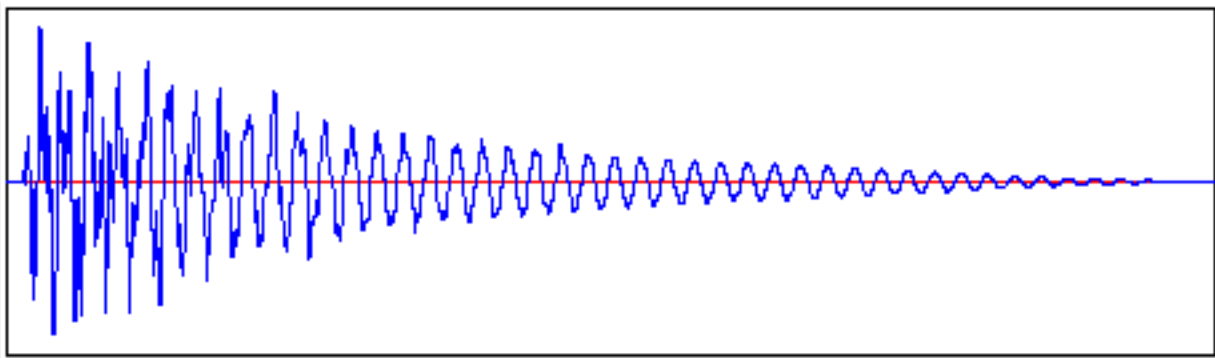
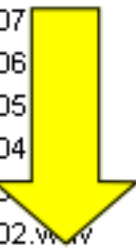
Cancel

File:

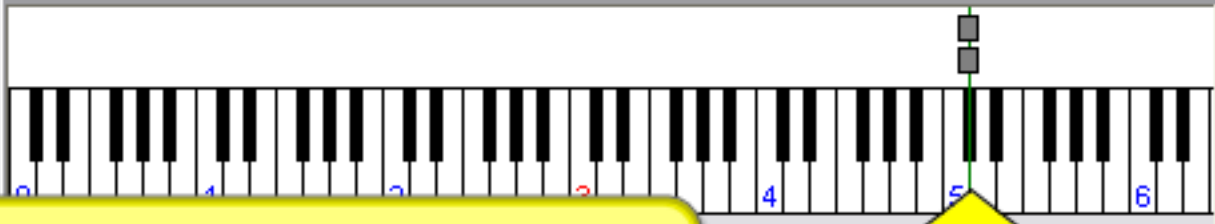
Ok

File Export

- + Drums_29.wav
- + Drums_28.wav
- + Drums_27.wav
- + Drums_26.wav
- + Drums_25.wav
- + Drums_24.wav
- + Drums_23.wav
- + Drums_22.wav
- + Drums_21.wav
- + Drums_20.wav
- + Drums_19.wav
- + Drums_18.wav
- + Drums_17.wav
- + Drums_16.wav
- + Drums_15.wav
- + Drums_14.wav
- + Drums_13.wav
- + Drums_12.wav
- + Drums_11.wav
- + Drums_10.wav
- + Drums_09.wav
- + Drums_08.wav
- + Drums_07
- + Drums_06
- + Drums_05
- + Drums_04
- + Drums_03
- + Drums_02.wav
- + Drums_01_D5_sharp.wav
- + ADSR



Range settings



Now the soundfont is created.

Lock both

ADSR: Attack

Use Sustain

0 (ms)

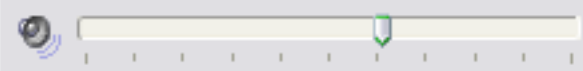
Global settings

Instrument name: Unknown instrument

Modes: Loop samples

Enable Note Off

Play loop Play Stop

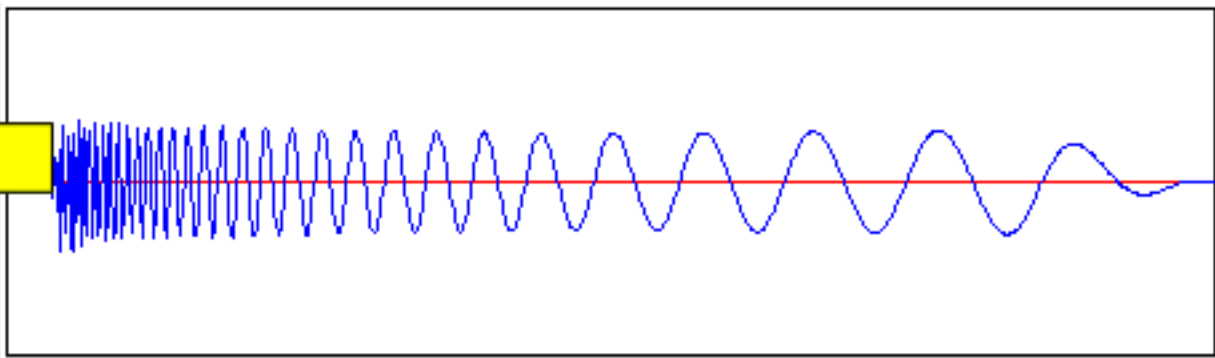


File:

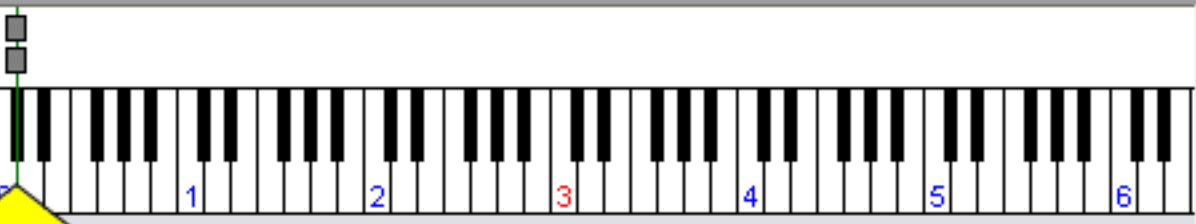
Ok

File Export

- Unknown instrument (*)
 - Globals
 - Samples
 - Drums_61.wav
 - Drums_60.wav
 - Drums_59.wav
 - Drums_58.wav
 - Drums_57.wav
 - Drums_56.wav
 - Drums_55.wav
 - Drums_54.wav
 - Drums_53.wav
 - Drums_52.wav
 - Drums_51.wav
 - Drums_50.wav
 - Drums_49.wav
 - Drums_48.wav
 - Drums_47.wav
 - Drums_46.wav
 - Drums_45.wav
 - Drums_44.wav
 - Drums_43.wav
 - Drums_42.wav
 - Drums_41.wav
 - Drums_40.wav
 - Drums_39.wav
 - Drums_38.wav
 - Drums_37.wav
 - Drums_36.wav
 - Drums_35.wav
 - Drums_34.wav



Range settings



m: C#0 / Do#0 Down to: C#0 / Do#0 Lock both

SR settings

ADSR: Attack

Use Sustain

0 (ms)

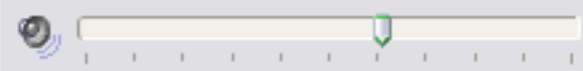
Global settings

Instrument name: Unknown instrument

Modes: Loop samples

Enable Note Off

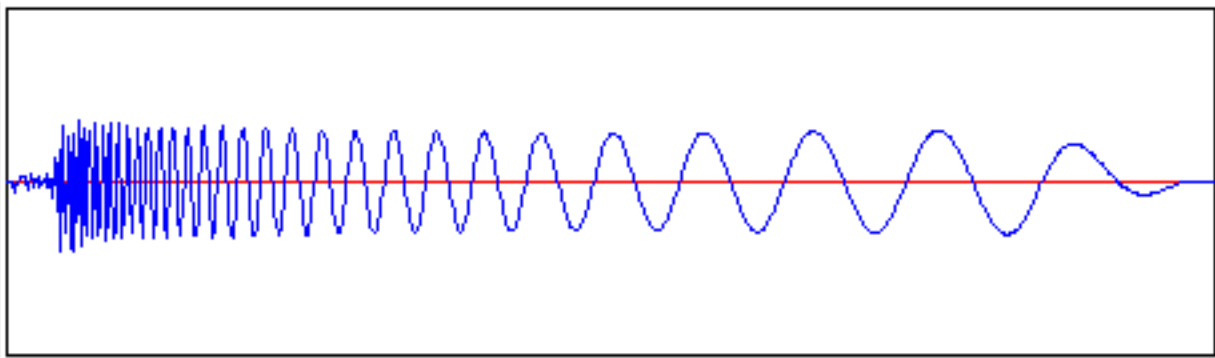
Play loop Play Stop



File:

Ok

- Drums - Midi Standard (*)
 - Globals
 - Samples
 - Drums_61.wav
 - Drums_60.wav
 - Drums_59.wav
 - Drums_58.wav
 - Drums_57.wav
 - Drums_56.wav
 - Drums_55.wav
 - Drums_54.wav
 - Drums_53.wav
 - Drums_52.wav
 - Drums_51.wav
 - Drums_50.wav
 - Drums_49.wav
 - Drums_48.wav
 - Drums_47.wav
 - Drums_46.wav
 - Drums_45.wav
 - Drums_44.wav
 - Drums_43.wav
 - Drums_42.wav
 - Drums_41.wav
 - Drums_40.wav
 - Drums_39.wav
 - Drums_38.wav
 - Drums_37.wav
 - Drums_36.wav
 - Drums_35.wav
 - Drums_34.wav



Range settings

Range settings interface including a piano keyboard diagram with notes numbered 0 through 6, and text fields for 'From: C#0 / Do#0' and 'Down to: C#0 / Do#0' with a 'Lock both' checkbox.

ADSR settings

ADSR settings interface with a large empty rectangular area for parameter configuration.

ADSR Use Sustain checkbox and a numerical input field showing '0 (ms)'.

Edit the soundfont name.

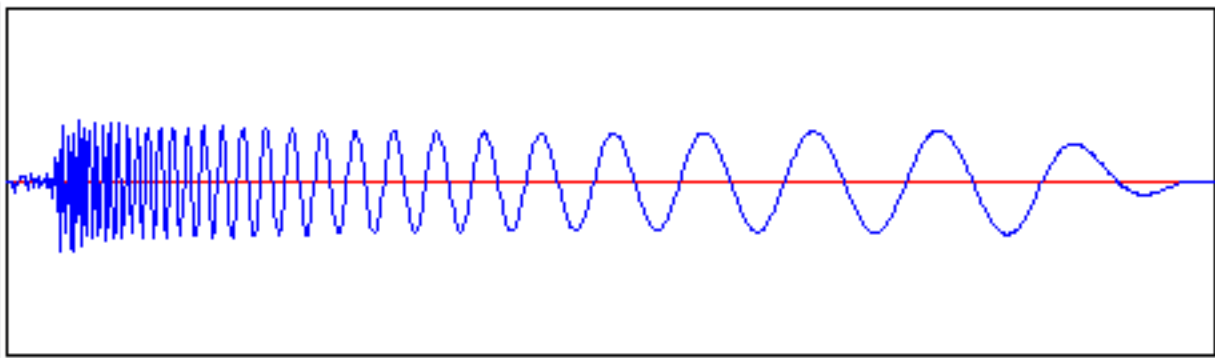
Global settings

Global settings interface including an 'Instrument name' text box containing 'Drums - Midi Standard', and 'Modes' section with checkboxes for 'Loop samples' (checked) and 'Enable Note Off' (unchecked).

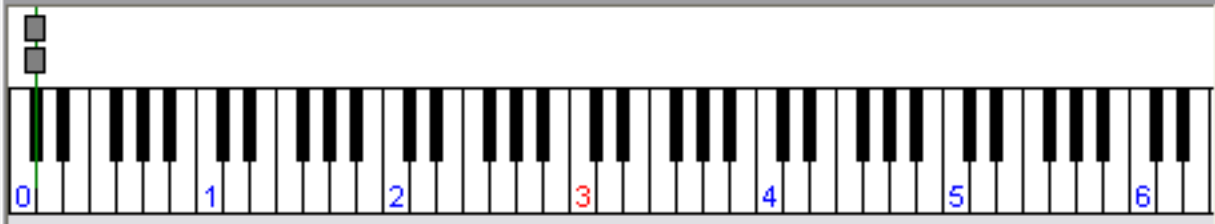
Control buttons: Play loop, Play, Stop



- Drums - Midi Standard (*)
 - Globals
 - Samples
 - Drums_61.wav
 - Drums_60.wav
 - Drums_59.wav
 - Drums_58.wav
 - Drums_57.wav
 - Drums_56.wav
 - Drums_55.wav
 - Drums_54.wav
 - Drums_53.wav
 - Drums_52.wav
 - Drums_51.wav
 - Drums_50.wav
 - Drums_49.wav
 - Drums_48.wav
 - Drums_47.wav
 - Drums_46.wav
 - Drums_45.wav
 - Drums_44.wav
 - Drums_43.wav
 - Drums_42.wav
 - Drums_41.wav
 - Drums_40.wav
 - Drums_39.wav
 - Drums_38.wav
 - Drums_37.wav
 - Drums_36.wav
 - Drums_35.wav
 - Drums_34.wav



Range settings



From: C#0 / Do#0 Down to: C#0 / Do#0 Lock both

ADSR settings

ADSR: Attack Use Sustain

0 (ms)

Uncheck the loop mode (the samples are played once).

Play loop Play Stop

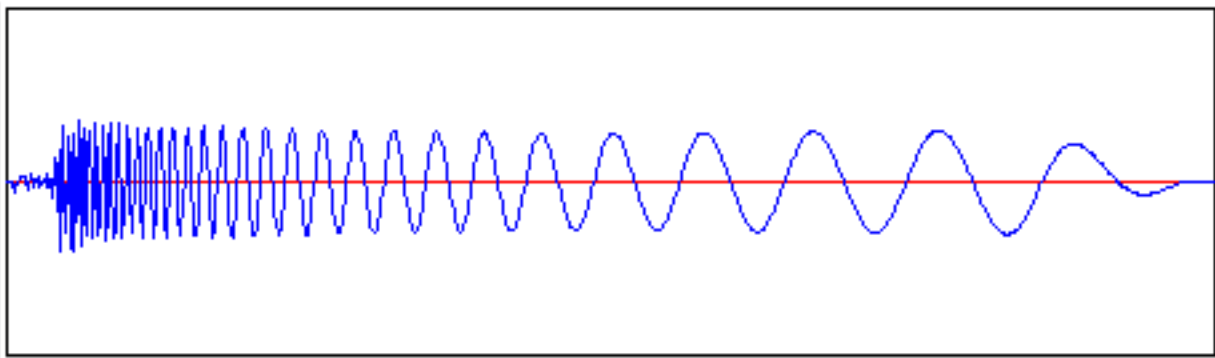
Instrument name: Drums - Midi Standard

Modes: Loop samples
 Enable Note Off

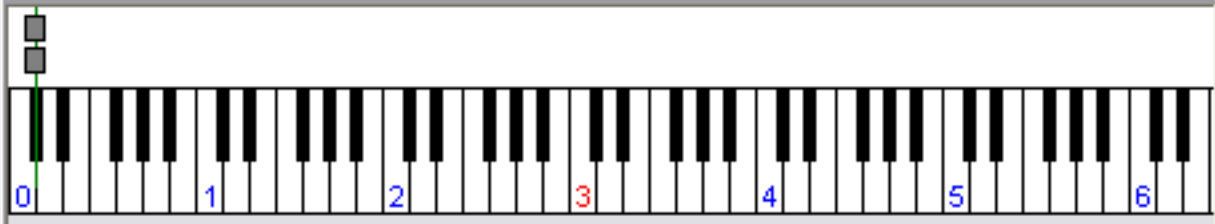
Uncheck "Enable Note OFF" mode (the samples are played from start to end).

- New
 - Open
 - Close
 - Save
 - Save as...
 - Quit
- Drums_56.wav
 - Drums_55.wav
 - Drums_54.wav
 - Drums_53.wav
 - Drums_52.wav
 - Drums_51.wav
 - Drums_50.wav
 - Drums_49.wav
 - Drums_48.wav
 - Drums_47.wav
 - Drums_46.wav
 - Drums_45.wav
 - Drums_44.wav
 - Drums_43.wav
 - Drums_42.wav
 - Drums_41.wav
 - Drums_40.wav
 - Drums_39.wav
 - Drums_38.wav
 - Drums_37.wav
 - Drums_36.wav
 - Drums_35.wav
 - Drums_34.wav

Save your project



Range settings



From: C#0 / Do#0 Down to: C#0 / Do#0 Lock both

ADSR settings

ADSR: Attack Use Sustain

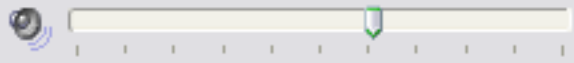
0 (ms)

Global settings

Instrument name: Drums - Midi Standard

- Loop samples
- Enable Note Off

Play loop Play Stop



- [-] **Drums - Midi Standard (*)**
 - [+] **Globals**
 - [-] **Samples**
 - [+] Drums_35.wav
 - [+] Drums_34.wav

Save Soundfont

Enregistrer dans : Drums - Midi standard

WAV

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The extension file of the MIDS soundfont project file is <.sfc>

Nom du fichier : Drums_standard_Midi.sfc Enregistrer

Type : Soundfont file (*.sfc) Annuler

Play loop Play Stop

Global settings

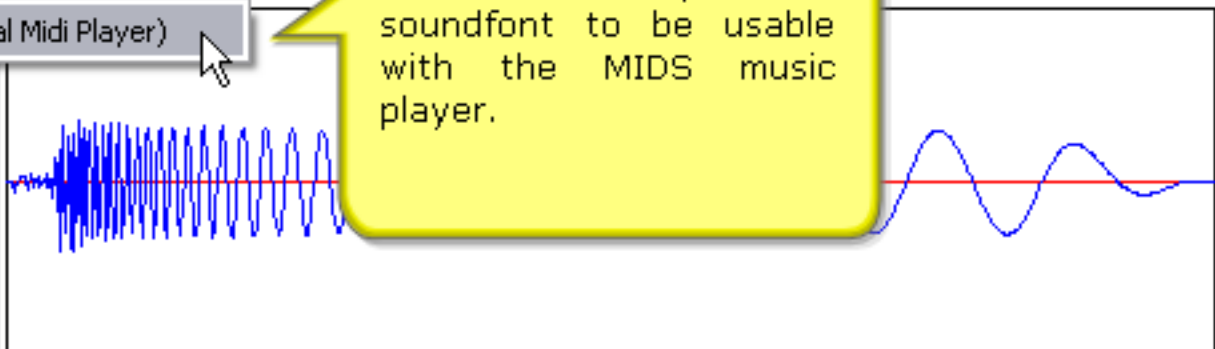
Instrument name: Drums - Midi Standard

Modes: Loop samples Enable Note Off

File Export

- Export as Palm OS SoundFont (for personal Midi Player)
- Globals
- Samples
 - Drums_61.wav
 - Drums_60.wav
 - Drums_59.wav
 - Drums_58.wav
 - Drums_57.wav
 - Drums_56.wav
 - Drums_55.wav
 - Drums_54.wav
 - Drums_53.wav
 - Drums_52.wav
 - Drums_51.wav
 - Drums_50.wav
 - Drums_49.wav
 - Drums_48.wav
 - Drums_47.wav
 - Drums_46.wav
 - Drums_45.wav
 - Drums_44.wav
 - Drums_43.wav
 - Drums_42.wav
 - Drums_41.wav
 - Drums_40.wav
 - Drums_39.wav
 - Drums_38.wav
 - Drums_37.wav
 - Drums_36.wav
 - Drums_35.wav
 - Drums_34.wav

Now we can export our soundfont to be usable with the MIDS music player.



Range settings

Range settings

From: C#0 / Do#0 Down to: C#0 / Do#0 Lock both

ADSR settings

ADSR settings

ADSR: Use Sustain

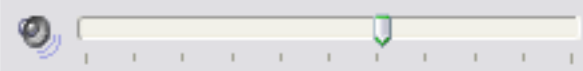
(ms)

Global settings

Instrument name:

Modes: Loop samples
 Enable Note Off

Play loop Play Stop



Ok

- Drums - Midi Standard
 - Globals
 - Samples
 - Drums_35.wav
 - Drums_34.wav

Export Soundfont

Enregistrer dans : Drums - Midi standard

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WAV

Nom du fichier : sndf_drumsstandardmidi

Type : MIDS Instrument file (*.mhi)

Enregistrer

Annuler

Export as file.

The extension file of the MIDS soundfont files is ".mhi"

Play loop Play Stop

Volume slider

Global settings

Instrument name: Drums - Midi Standard

Modes:

- Loop samples
- Enable Note Off

- Drums - Midi Standard
 - Globals
 - Samples
 - Drums_35.wav
 - Drums_34.wav

Export Soundfont

Enregistrer dans : Drums - Midi standard

- WAV

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Nom du fichier : sndf_drumsstandardmidi

Type : Palm OS database (*.pdb)

Enregistrer

Annuler

Export as database (usable with the HB++ StreamFileDB class).

The default CREATOR, defined in the options, is always used.

Don't forget to change it by the one used in your application before exporting as database.

Play loop Play Stop

Global settings

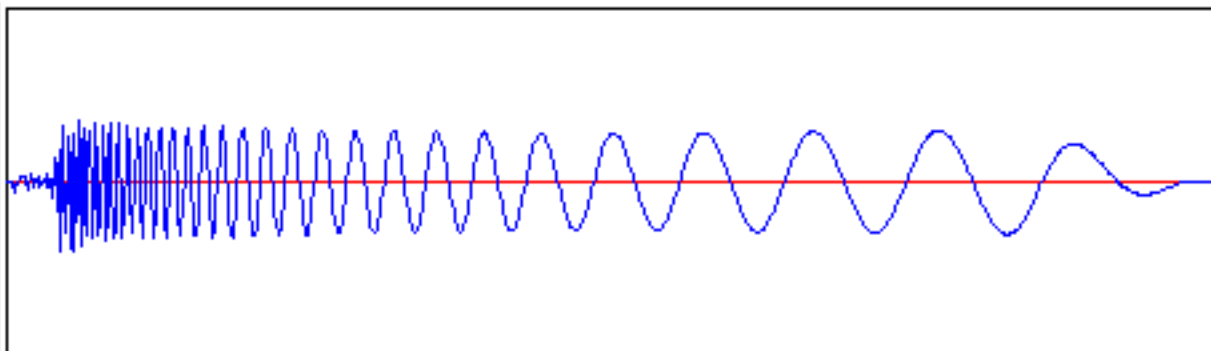
Instrument name: Drums - Midi Standard

Modes: Loop samples Enable Note Off

File Export

Drums - Midi Standard

- Globals
- Samples
 - Drums_61.wav
 - Drums_60.wav
 - Drums_59.wav
 - Drums_58.wav
 - Drums_57.wav
 - Drums_56.wav
 - Drums_55.wav
 - Drums_54.wav
 - Drums_53.wav
 - Drums_52.wav
 - Drums_51.wav
 - Drums_50.wav
 - Drums_49.wav
 - Drums_48.wav
 - Drums_47.wav
 - Drums_46.wav
 - Drums_45.wav
 - Drums_44.wav
 - Drums_43.wav
 - Drums_42.wav
 - Drums_41.wav
 - Drums_40.wav
 - Drums_39.wav
 - Drums_38.wav
 - Drums_37.wav
 - Drums_36.wav
 - Drums_35.wav
 - Drums_34.wav



Job is done!

Confirmation [X]

Soundfont successfully exported.

OK



From: [] Lock both []

ADS []

ADSR: Attack [v] Use Sustain

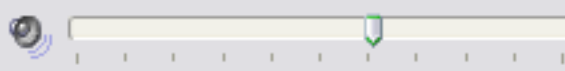
[] [] 0 [] (ms)

Global settings

Instrument name: Drums - Midi Standard

Modes: Loop samples Enable Note Off

Play loop Play Stop



Ok