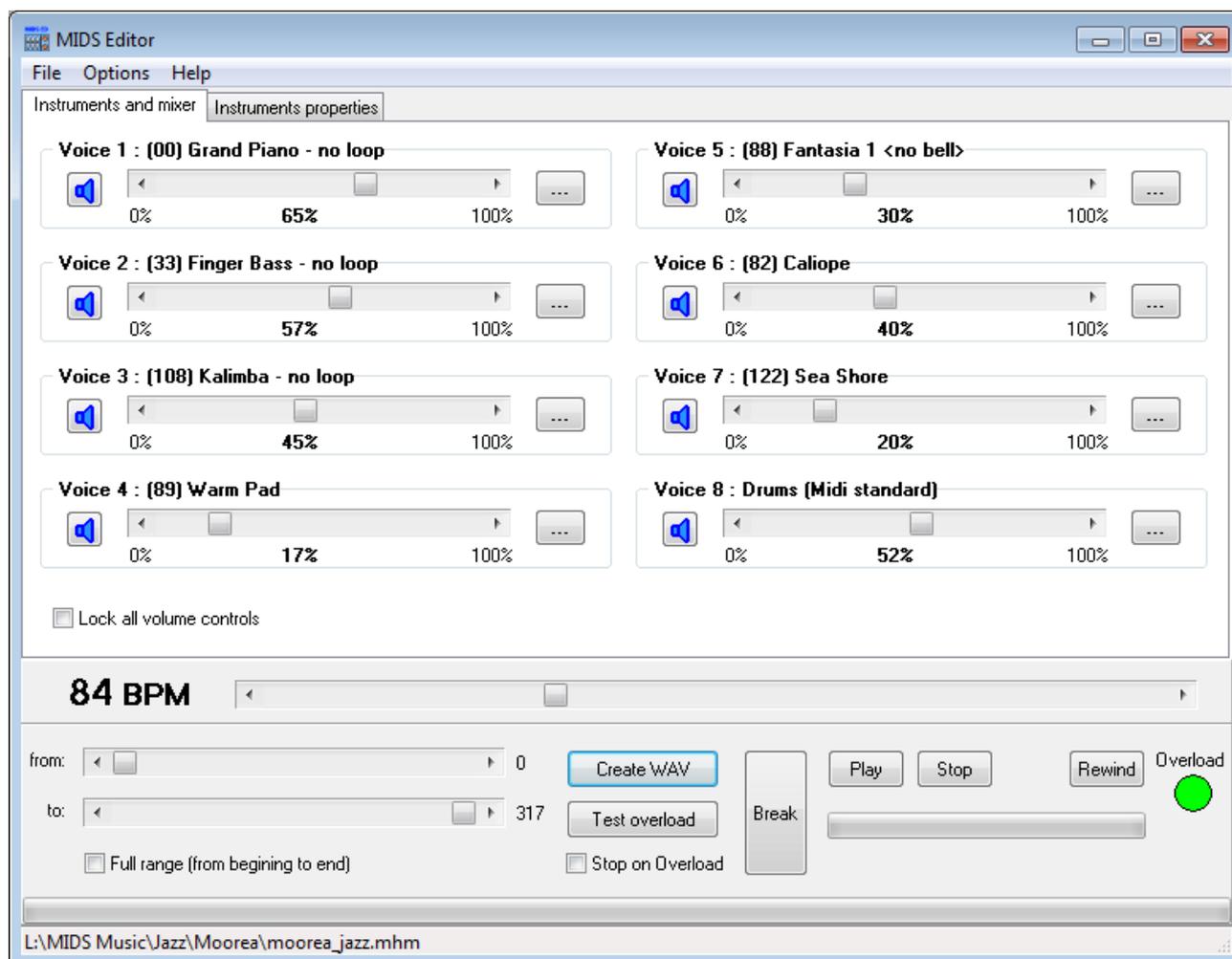


MIDS Music Editor (Windows version) Quick Manual

This documentation is not a detailed manual. I will only explain the main commands and the differences between the Palm OS version and this version running on Windows.

The major difference is, of course, that this software runs under Windows on PC, so it offers better control accuracy and has some extra features not included in the version running on Palm OS.



Starting point:

From the main menu, open a MIDS music file (*.mhm file).

When loaded, you can see three active panels:

- It includes two tabs, one for the mixer and one for instruments settings . You can modify the volume of each instrument, the soundfonts used (the instruments) and then the instruments properties (such as ADSR envelope properties).
- The tempo panel.
- The third panel is especially reserved for rendering music as wav and for testing if the sound is not outside the range limit (overload detection). You can render part of music or the whole music.

Instruments settings:

From the mixer panel you can change volume of instruments and the instruments themselves (soundfont described with proprietary format).

From the properties panel you can modify instruments properties such as ADSR envelope, if samples or looped or not, and so on.

Tip: You can move together all volume controls by checking the option « lock all volume controls », this feature is interesting for removing sound saturation.

As this Windows version is similar to the Palm OS version, please refer to the online documentation:

- [Tutorial about MIDS Editor.](#)
- [Soundfont properties.](#)

In all cases, you can visit the dedicated website: <http://midsiku.net>,

Tempo setting:

Quite simple: simply change the value of the number of beat per minute (BPM).

Rendering music:

Before rendering the song, you may want to know if the sound is right. For that, click on the « Test overload » button. If you check the option « stop on overload », the test will be faster (it exits at the first occurrence of overload detection found while processing).

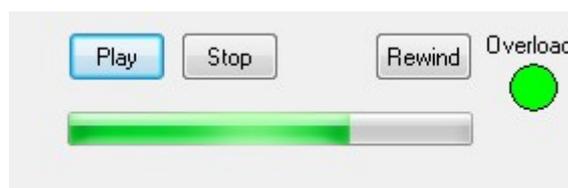
The Overload indication is green if no sound saturation occurs, otherwise its color is red.

When a song is loaded, the both sliders « from » and « to » let you choose the song part you want to render (the scale is in seconds). Check the « full range » option to render the whole song.

You can stop the rendering process at anytime by clicking on the « Break » button.

Playing music:

After having rendered the music, you can play it:



The progress bar indicates the playing position but lets you also change the current position (use left button of the mouse).

Saving the song:

Finally, if you find that the sound is good, you can save the edited music (with the current settings). You can export the music as:

- MIDS music file (*.mhm file),
- Palm database (*.pdb)
- Binary files: at my sens, this is an interesting exportation format because the whole song is cut in parts having a size lower or equal to 64kb. You can then easily embed music as binary ressources in your application.

Tip: You can merge several binary ressources by using the StreamComposit HB++ class.

I know this tutorial is very small, but all you need to know is on the dedicated website. Please, feel free to report bugs.