

File Format Description

Default Order is MOTOROLA, if not the INTEL format is written before the data type.

MIDS File Format Description - Version 1

<MIDS FILE>

char[4] : MIDS_HEADER, entete du fichier MIDS PALM
Short : MIDS_VERSION (1)
String : Music Title (null terminated string)
String : Comments (null terminated string)
Short : Tempo
Short : Number of Instruments
SOUNDFONT[Number of Instruments]: Embedded soundfont
MUSICMIDS: Embedded MIDS music

</MIDS FILE>

MIDS Music Format Description

<MUSICMIDS>

Long : Size of music(in bytes)
EVENTS[] : List of events, the end of music is the "END_OF_TRACK" event

</MUSICMIDS>

EVENT Description

<EVENT>

Intel Short : Delta Time
| Byte : Event (NOTE_OFF or NOTE_ON) + Voice index
| Byte : Note
or
| Byte : END_OF_TRACK

</EVENT>

Soundfont format description - version 1

<SOUNDFONT>

INFOCHUNK : Global properties
SAMPLECHUNK : All samples
ADSRCHUNK : ADSR properties
CONTROLCHUNK : Control properties

</SOUNDFONT>

Info chunk description

<INFOCHUNK>

Intel short: Soundfont version (1)
string: Soundfont name (instrument name)
Intel long: Samplerate (22050)

</INFOCHUNK>

Sample chunk description

<SAMPLECHUNK>

Intel short: Number of samples
SAMPLE[Number of samples] : Samples

</SAMPLECHUNK>

Sample description

<SAMPLE>

Intel long: datalength (number of samples to load)
Intel long: count (number of samples to be played)
Intel short: RangeLow (lowest note for this sample)
Intel short: RangeHigh (highest note for this sample)
Intel short[]: Samples (all samples organized like that:
| 4 last | all samples (i.e. count) | 4 first |
this allows the choice of interpolation algo)

</SAMPLE>

ADSR chunk description

<ADSR>

Intel short: Attack delay (in ms)
Intel short: Decay delay(in ms)
Intel short: Decay min (in % (0-100)) if no Sustain
Intel short: Sustain (in % (0-100))
Intel short: Release delay(in ms)

</ADSR>

Control chunk description

<CONTROL>

Intel short: Volume (in %, volume of instrument; 100% by default)
Intel short: Modes (Flags: FL_LOOP (looped samples), ...)

</CONTROL>