

Synthfont 001

Introduction

1. Can play and edit any prearranged MIDI file song.
2. Can record MIDI to play along-side the original MIDI tracks.
3. Uses soundfonts as the default sound source without the need for a soundfont compatible sound card.
4. Can host both VST effects and instruments.
5. Can save the finished piece as a MIDI file, Arrangement or one of several different audio formats including 'wav', 'mp3' and 'ogg vorbis'
6. Can play audio files along-side MIDI - VST tracks.
7. Can edit soundfonts used within a project.

Synthfont can be downloaded from the following website

www.Synthfont.com

A quick tip!

Before you open Synthfont for the first time you will need a GM compatible soundfont for use as the default soundfont and a MIDI song or two. Here you will find a few links to websites where you will find:-

Soundfonts

<http://www.hammersound.net/>
<http://www.sf2midi.com/index.php>

MIDI file songs

<http://www.musicrobot.com/>
<http://www.artemotore.com/midi/indexeng.htm>
<http://www.vanbasco.com/midiseach.html>

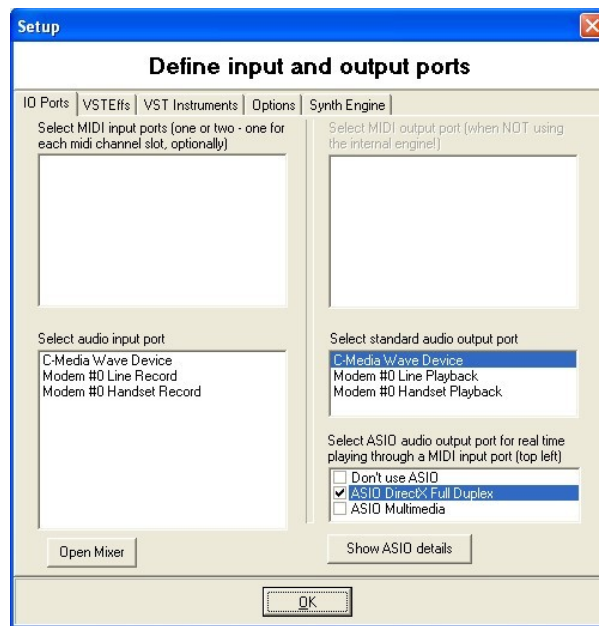
You can also find links to these and other resources at
www.Synthfont.com

Getting set up

To ensure that you are getting the best you can from Synthfont let's take a look at the overall system setup. To do this click on the following button on the left-hand side of the top tool bar.

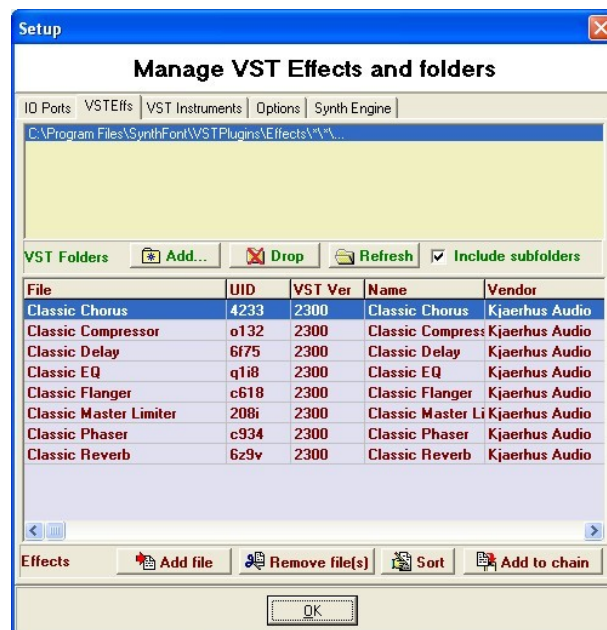


You should now see the following window.



If you do not see the same window layout as is here, click on the tab labeled 'IO Ports' at the top of the window. In this window you can select your MIDI in/out ports (top two windows) and your Audio in/out ports (bottom two windows)

VSTEffes (VST Effects) tab



Here you can register any VST effects that you may have available on your hard drive (If you don't have any VST effects or you are unsure of what they are then go the 'VST Notes' box below) .

To register your effects click on the 'Add...' button on the middle tool bar labeled 'VST Folders' (if you want all sub-folders included then place a tick in the box labeled 'Include subfolders'). You will now see a search window appear. Using the search window, find the folder holding your VST effects, open the folder and then click 'OK'. Dependent on how many VST effects you have in your collection the registering process time will vary. Once your VST effects are registered you will have a list of available VST effects appear in the lower window.

If there is a VST effect that you wish to delete from your list, click on the VST effect's title in the lower window and then click the 'Remove file(s)' button (click and drag down the selection that you wish to delete from the list to remove more than one at a time).

VST Instruments tab



Here you can register any VST Instruments that you may have available on your hard drive (If you don't have any VST instruments or you are unsure of what they are then go the 'VST Notes' box below) .

To register your VST Instruments follow the same procedure as above when you registered your VST effects.

VST Notes!

If you have any problems registering your VST's using the method above then you will need to register them one at a time. To do this take a look at the lower portion of the VST effects/instrument registration windows and you will see a button labeled 'Add file'. Click on this button and you will see a search window appear. Browse for your VST folder, then open the folder and you should see icons looking similar to the following image.



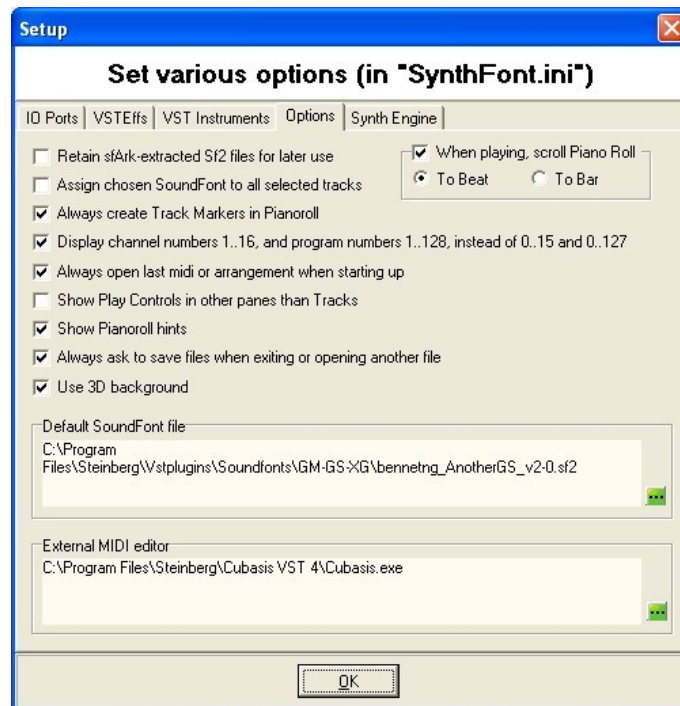
This is known as the dll and is what you need to select when registering your VST's. You can select more than one at a time if you wish, but if this fails then select and register them one at a time.

If you are unsure of exactly what a VST is then take a browse at the dictionary on the following website
www.homesequencers.net

If you don't have any VST effects or Instruments then you will find both freeware and payfor VST's available for download at the following website.
www.kvraudio.com

Options tab

These available options are governed by your personnel preference.



'Default Soundfont file' Here you can select the soundfont you want to use as your default soundfont file and it can be changed at any time.

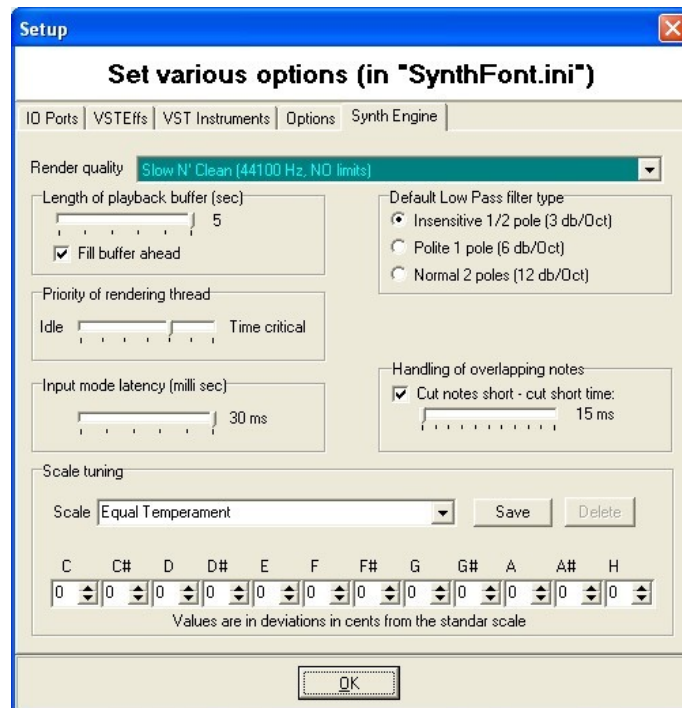
'External MIDI editor' Here you can select an external program to edit the MIDI data used within a song.

Both of these options offer a search window to browse your hard drive to find either the soundfont or program of your choice.

When you find the program of your choice you need to click on the 'Application' file and then click 'OK'. However if you do not have another program capable of editing the MIDI don't worry, because Synthfont has the ability to do this also.

Synth Engine

Here is where you can make adjustments according to your sound card.



'Render quality' This can be reset to various settings dependent on the kind of quality you are looking for in the finished audio export. It is ideal if you want someone to listen to a low grade demo of a piece that you are intending to sell or if you want to quickly run off an audio file to practice with etc.

'Length of playback buffer (sec)' If you are suffering with the audio staggering during playback then increase the level until the staggering ceases. I personally have it set at max to ensure there is less chance of the audio staggering, but this is down to personnel preference.

'Scale tuning' When the program is first opened it is set to run using the standard chromatic scale for reference etc, but if you constantly use an alternative scale pattern then you can edit the tuning of the program to run in your preferred scale pattern.

The remaining settings are something to experiment with and find what works for you and your PC.

Open and play a MIDI file song

Now let's open and play a MIDI file song. To do this click on 'File' at the top of the 'Synthfont' window and select 'Open MIDI file'. You will now have a search window to browse your hard drive and find your MIDI file songs. Once you have found your MIDI file songs, either double-click on the MIDI file or click on it once and then click on the 'Open' button.

The MIDI file song will now be set up in Synthfont ready to be played using your default soundfont.

Press the Big **Green** 'Play' button in the middle of the top bar of Synthfont and 'Hey Presto!' the song should be playing.

Save the MIDI file song.

After editing the MIDI song you can either save the MIDI file song to replace the original (click on 'File' and select 'Save MIDI') or under a new name (Click on 'File' and select 'Save MIDI as').

Save an Arrangement

You can also save the song as an 'Arrangement'.

An 'Arrangement' will hold all the relevant details of the edited MIDI file song,

All the details of the soundfont that you may have edited.

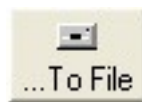
All the details of the VST instrument/effect that you have used (this includes the preset details etc)

We will look into the processes described above in detail over the following tutorial series.

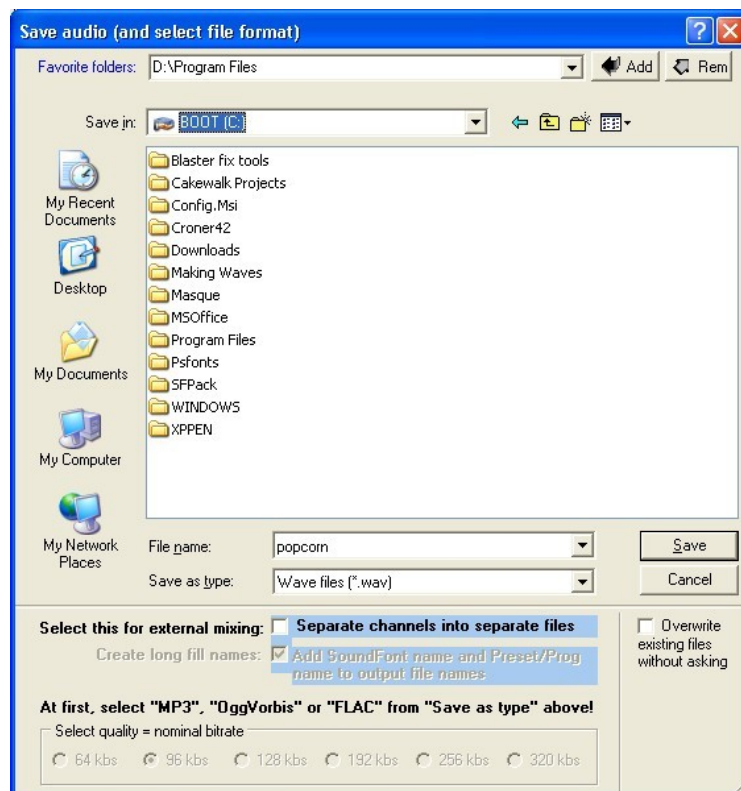
To save the 'Arrangement' click on 'File' and select 'Save arrangement', or if you have an arrangement under that name you can save it under a new title by selecting 'Save Arrangement as...'

Save as an Audio file

Once you are happy with your song you can even export the finished piece as an audio file by clicking on the 'To File' button at the top of the 'Synthfont' window.



You will then get the following window.



Here you can select what audio format you wish to use by selecting the 'Save as type' of which you will then get a drop down list to select from. Once you have selected the format of your choice and any variations of that format then click 'Save', Now press 'Play' and you will hear the song play again whilst it is saving in the audio format of your choice

If you don't want to listen to the song whilst it is saving to audio then click on the following button.



This will switch off the audio that you hear when it appears raised and switch it on when it appears depressed (your selection must be made prior to selecting the 'To File' button described above)

Please Note! Your selection here will not affect the saved audio in any way.

Well done!

Now you know the basics of setting up the program. Opening, Playing and Saving your selected song as either a MIDI, Arrangement or finished Audio file.

This tutorial was written by **Ian Bennett** with the kind permission of **Kenneth Rundt**.

If you have any questions or comments about this or any other tutorial in the series please do not hesitate to [email](#) me

Appearances and setups of the software may change over time due to upgrades etc