FLUID® R3

Released to Public Domain on 12/25/01

Thanks everyone for being so patient. It's been a long ride. I know you've been waiting long enough, but PLEASE take a moment to read over this; it will make your experience with Fluid much much better. I mean, I put hundreds of hours into this, so come on, do me at least this favor. =)

But, first and foremost I must thank all the wonderful people who've helped make another release possible:

Suren M. Seron and his friends and their friends: =P

> **Scott Hanan**, **Steve Aupperle**, and **Chris Gillman**, thanks for the great saxes. They are truly sweet.
> **Alex Taubr**, great bass, really love the slappin, I can almost feel Seinfeld about to walk in the room.
> **Chris Prola**. Thanks for the sweet clarinet.
> Suren, thanks for putting up with the bitching, moaning, and all the crap from me hahahahahah.

(Musicians, if you are looking for possible Film/Movie music involvement / scoring then Suren is your man to contact, here is his email: surenm@seron.com)

Andrew Klenk and **Winfried Hubbe**.

> Thanks for the hard work, especially Andy heh. I finally flushed out those EMU placeholders from Fluid!!! Awesome. Thanks a lot. Thanks for da last minute fix up Winfried.

Dan Reagan

> *Sniff* *Sniff* Oiye Powermage moved to Ireland. But thanks for the at home hosting while you   could. I bless you and Emiko with a healthy pig for your wasabi farm (j/k =)) and may she stay young to you forever.

Alexander D. Ryan

> My new host, thank you loads, it is quite an offer to put up with all the heavy traffic. Thank you thank you thank you.

Dylan and Tim

> Thanks for the trombone, hopefully we can get the others later ehhh? heheh =)

Ethan Winer (http://www.ethanwiner.com)

> For your full support of the project as well

And to all my 3rd party hosts: **Hammersound(Thomas)**, **Hybrid(Mahn)**, thank you for helping spread the work.

And to the loyal users: thanks for the support on the project over the years.

RELEASE NOTES:

1. What's new for Fluid 3? Do you really need to ask? Well ok fine. Just about everything. Musicians, there are 30 drumkit variations for you to choose from, so be sure to play around with them.

2. I've included 2 files as you can see. The first one is the core of the bank and has all the GM instruments along side with the GS instruments that are recycled and reprogrammed versions of the GM presets. The second 3 meg file will give you full GS+SFX kit compatibility should you choose to utilize it. The reason I broke it up into two files is because the Live! has a 142 meg limit for loading a font at one time, therefore this was the most logical thing to do.

3. Fluid at this time is not fully compatible with the Audigy. Some things just won't sound right because the programming is different on the Audigy than on the Live!, and until Creative gets drivers to fix midi playback on the Audigy, You'll just have crappy playback because things will cut like the card has 24 polyphony on some songs. But I will make an Audigy version when the drivers roll around, in about a hundred years. Fluid should be compatible with the live! for the most part, I'm eagerly awaiting the Audigy fix from Creative so I can get this show on the road.

4. I've spent lots of hours working on the normalizing of the instruments. Chorus setting will actually boost levels of instruments that use it, (i.e. my synths) so whatever Reverb you choose to use in EAX, just make sure Chorus is at default 30% for the synths to sound like they are supposed to.

5. Trumpets suck, actually all of the solo brass does to me, so don't bother telling me. I'm working for REAL recorded ones for the next release.

6. I have my soundcard going to my mixer before the speakers. If you have a Mixer use the EQ on it, Fluid will sound even better tweaked around on the EQ.

7. Unfortunately I think i've come to the limit of the live!'s capabilities, If stuff isn't playing even after a reload, you might have to restart.

8. Windows XP+Live!+Any Large Soundfont= BSOD, no go. Bad drivers are the cause. Confirmed on many machines I did.

FAQs:

Q: "How do I get this Megafont deal to work?"

A: I will have an Online Pictorial setup for Megafont. Check back at the main page: http://www.jazzybee.com/fluid or http://www.powermage.com/fluid

Q: "Can I still use this font with the Audigy?"

A: Yes, but when you start having problems don't tell me that I didn't tell you so. But then again you   will have problems on the live! too, so you'll just to decide which is the lesser of the evil to you.

Q: "How do I set up any particular sequencing software with Fluid?"

A: I have no idea, I don't make music, I just help make it sound better. =)

Q: "Is it me or does Megafont have some long latency?"

A: No it's not you, play the song for a couple seconds to have all the instruments that need to be loaded sent to Megafont, then play it again and it'll sound fine.

Q: "Frank, but I don't want to use Megafont! Can I break it up into smaller pieces and even make my own custom bank?"

A: Well, you can try to weasle your way around using it, but in the end it's best to use it, or do whatever it takes to use it megafont. Yes you can break it up, but the samples are copyrighted, so you may not redistribute any part of my work to public domain without my written consent, but you may absolutely do what you want with it on your machine.

Q: "Frank, I want to make commercial music with this Soundfont, can I?"

A: Yes you may, but make sure I get a copy of that, and please give proper credit, otherwise my work and that of everyone else on Fluid is all done in vain if we don't see it payoff for anyone.

Q: "Ok, I'm producing professional / industry quality music, do I need a special license or do I have to pay royalties, anything?"

A: Just, hook me up with your music, and if you make some money, donate something to me to show your

appreciation.

Q: "Frank, this is so damn good that I gave up my keyboard, I even feel like giving you a small   donation."

A: I have Paypal set up. It is safe and reliable, as well as OKed by the Wall Street Journal! I've been   making Fluid on this POS Overclocked Celeron 525, with 256 megs of RAM, 10 gig Harddrive for 5 years lol. Computer is slow as molasses.

Q: "When is your commercial Guitar CD going to be done?"

A: Well soon hopefully, it'll be an invaluable tool without the ding to the wallet.

Personal Request: I'm really disappointed with the very few number musicians that have shared their work done on Fluid with me. PLEASE PLEASE!!!!, if you make something really awesome with Fluid, SHARE it with me; otherwise I have no drive to keep me going... And share Fluid with friends!
Thanks for reading, and Enjoy.

Fluid R3, Copyright 2000-2002 Frank Wen. All Rights Reserved. Fluid.sf@gte.net