

# Midibard 2.1

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*Users manual*

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*Version 2.1*

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*27 July 2022 – A.K.*

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## BENEFITS

- ❖ No need to set key bindings and hot bars on your every bards.
- ❖ Minimal delay on playing notes, never drop any notes in crowded areas. Suits especially fast and busy songs.
- ❖ Based on in-game detection of bard ensemble mode, almost perfect sync between bards. Also supports manual sync if you wish to add a little bit of flavour to your song.
- ❖ Automatically switches instruments by track names following BMP rules, all songs from [BMP MIDI repository](#) are supported.
- ❖ Support for loading .mmsongs
- ❖ Switches songs and instruments across all bards in the same party, by commands. Those bards don't have to be on the same PC, which means it's possible to play with your friends, and they start to play automatically by following the ensemble mode, no need to countdown on Discord anymore!
- ❖ Plays any number of tracks on the MIDI file, separately transpose any track, or override the electric guitar's tone, which greatly helps for testing.
- ❖ If the switching tone is needed, it's much easier for composers to put "Clean" and "Overdriven" guitar on different tracks, and play those tracks only by one bard. No need to follow the low-efficient way of creating events by editing MIDI files anymore!
- ❖ Supports almost all MIDI keyboards.
- ❖ Bard Name and server now shown at the top of the application UI screen.
- ❖ Auto-adapt notes outside of C3-C6 to help test un-adapted songs.
- ❖ Track visualization, helps for testing/debugging.
- ❖ Auto send party chat command, no need to type the commands by hand anymore.
- ❖ Now saves chosen tracks separately on each character, no need to select tracks again after reboot

## HOW TO INSTALL

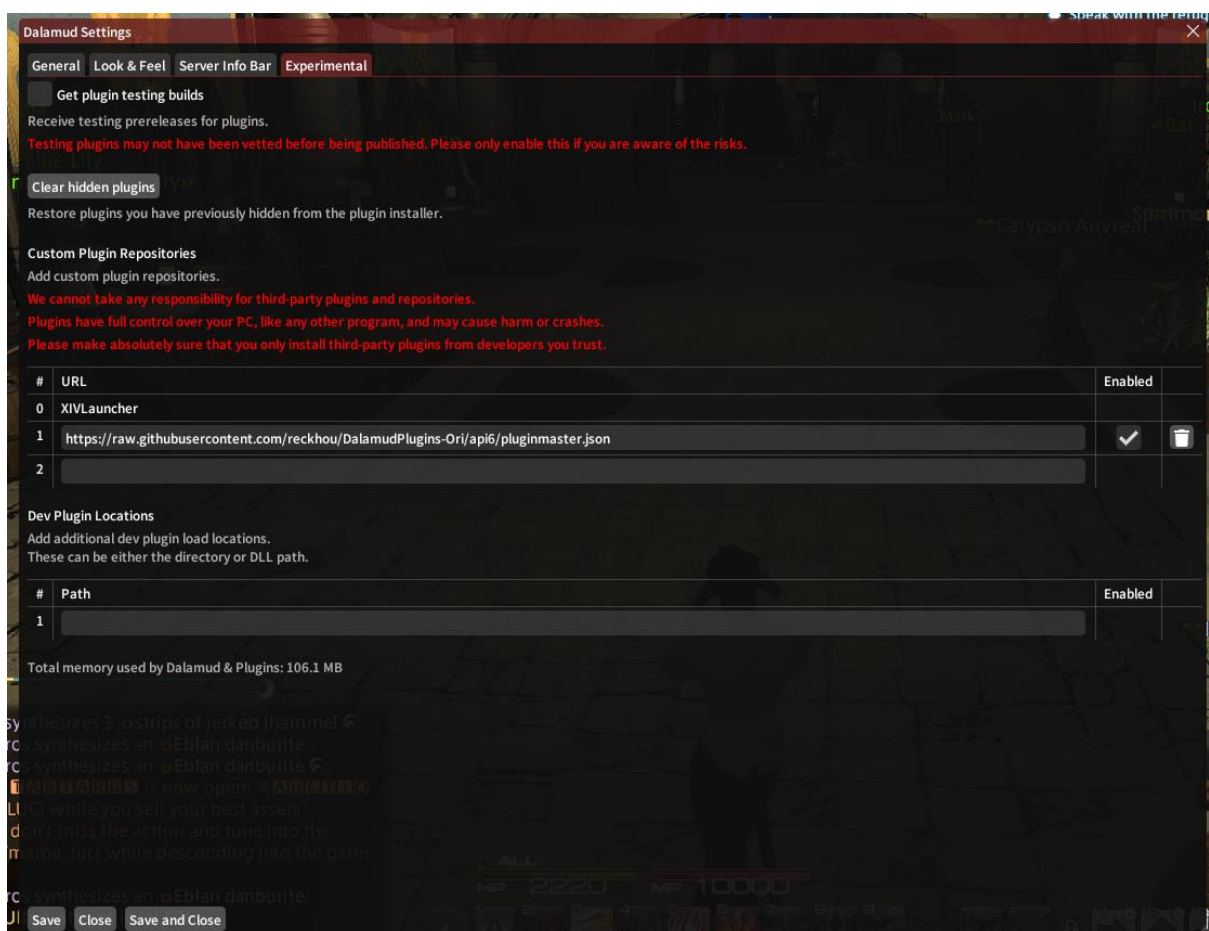
To use you need to install and boot the game by using [FFXIVLauncher](#).

This tutorial assumes you installed FFXIVLauncher and boot the game by it, and you have the basic knowledge of the usage of the Dalamud plugin system.

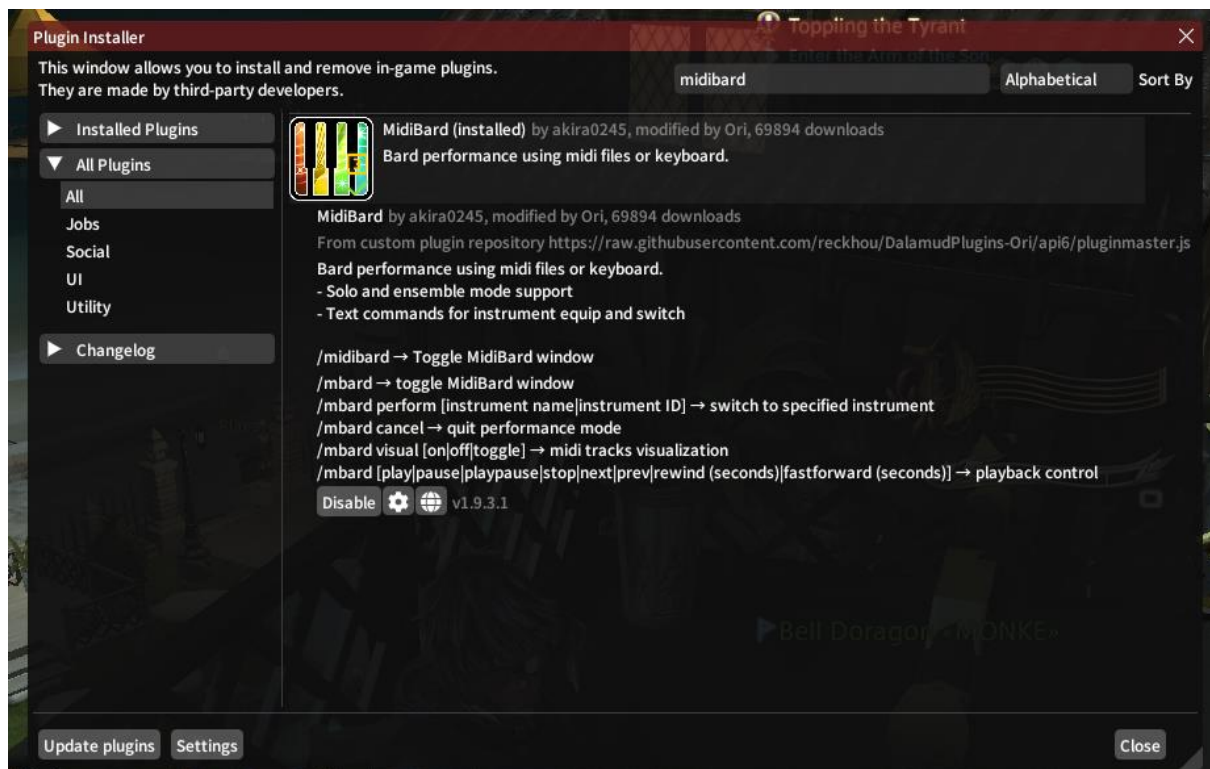
You need to add the custom plugin repository to install MidiBard.

<https://raw.githubusercontent.com/reckhou/DalamudPlugins-Ori/api6/pluginmaster.json>

Please open Dalamud Settings, on Experimental page, add a Custom Plugin Repository as below:



Back to Plugin Installer, search Midibard and install.



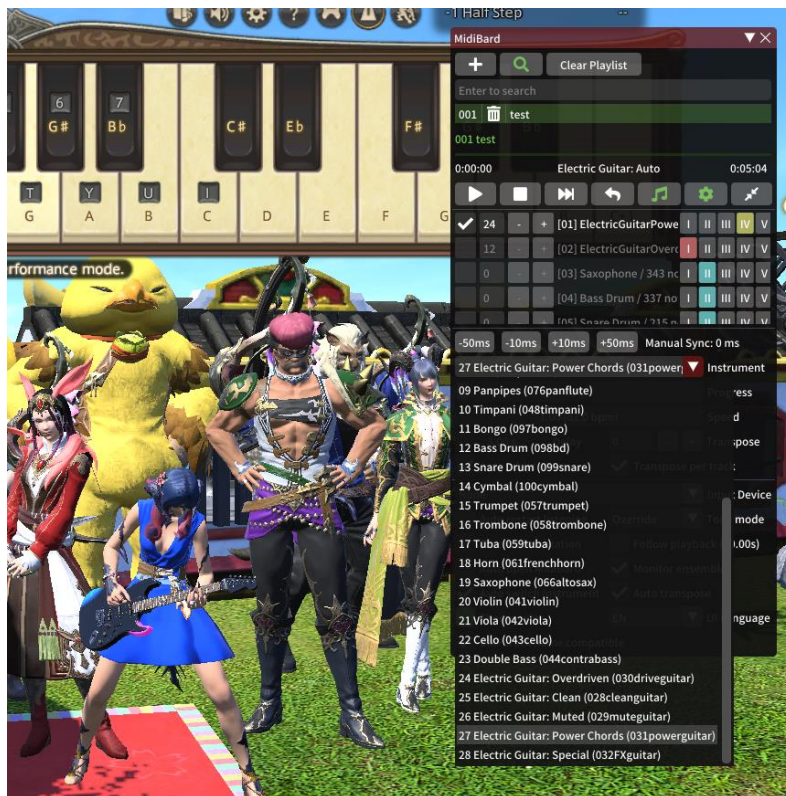


## WHERE TO START?

Type `/midibard` in the chatbox and the window will show up. Press the `+` icon to add MIDI files to the playlist(hold `ctrl` or `shift` key to choose multiple files). Double click



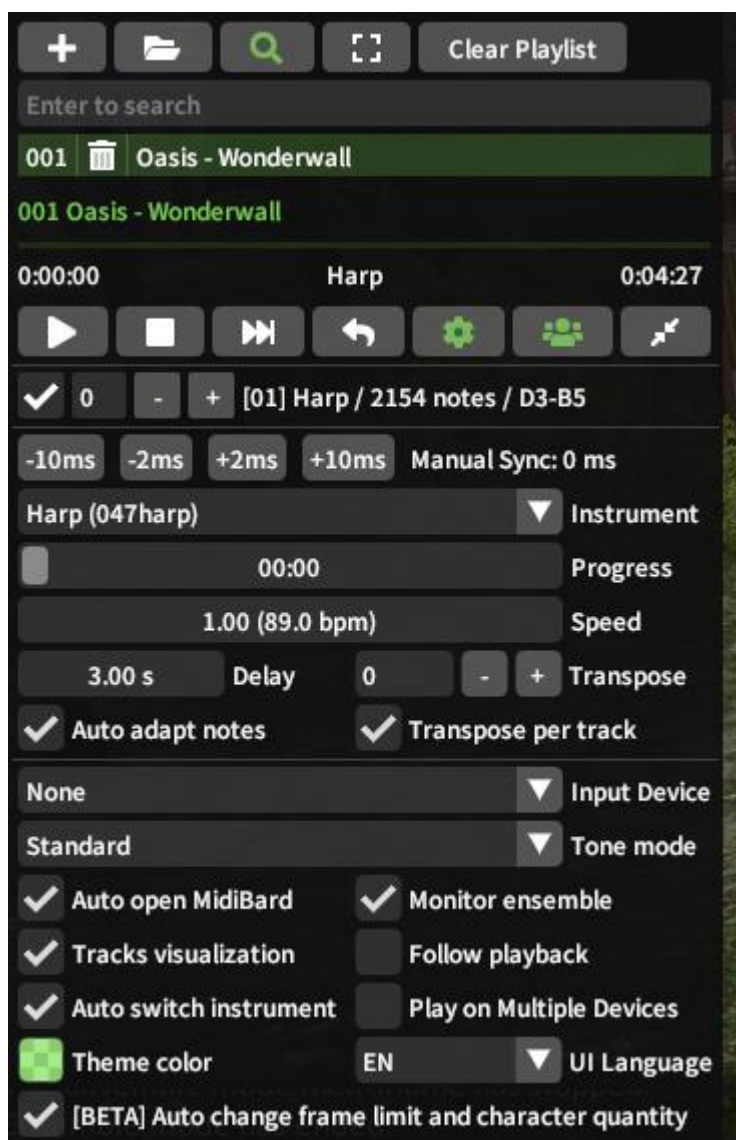
any songs on the playlist to switch to that song. Select the tracks you wish to play, and choose the instrument you wish to use.

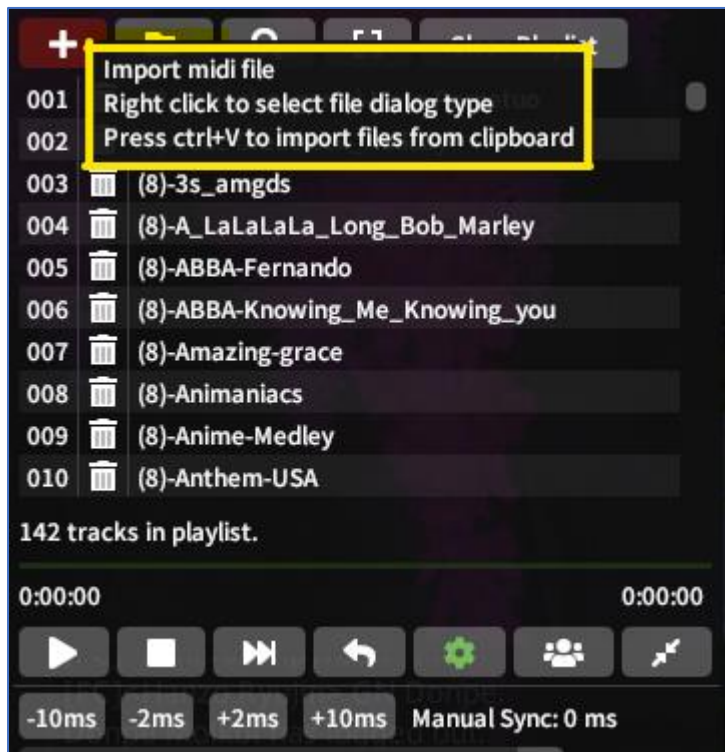


## MIDI BARD USAGE

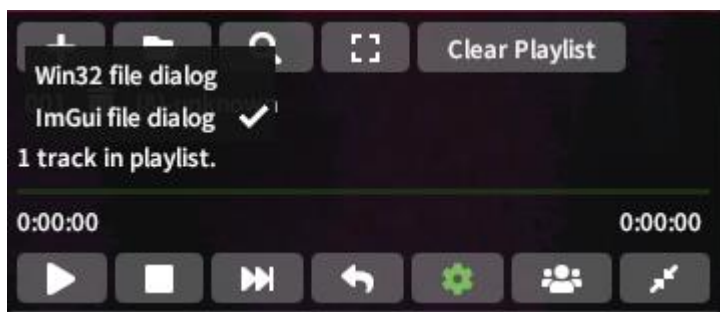
### File Selection

Once Midibard is installed you can type /Midibard from the command line and you will see the plugin screen pop up. Midibard supports BMP .mid midi files and .mmsong.

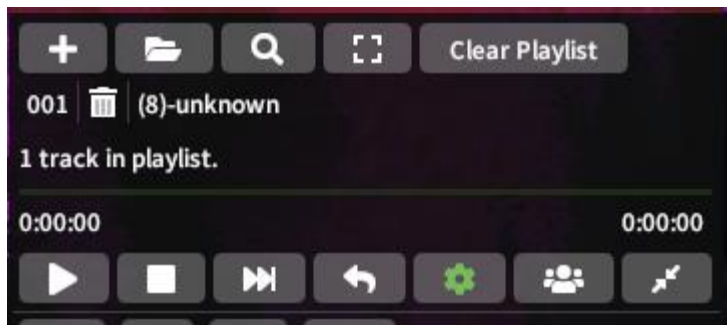




Pressing the highlighted + button will bring up the standard file dialog, You can right click to choose the windows file dialog if preferred (fig 3), or if you have copied a midi file to the clipboard CTRL-V will enter it in the playlist

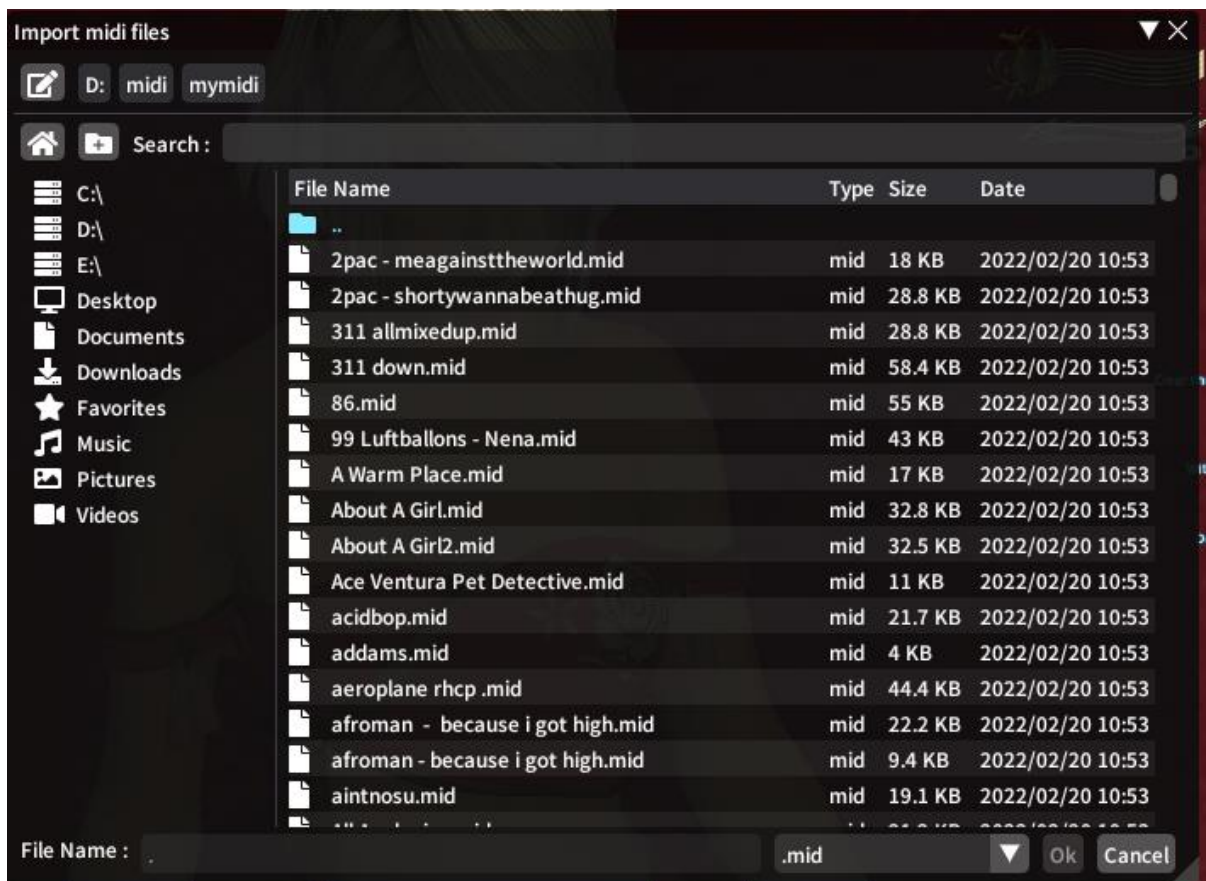


Showing the selector for the file type dialogue, note that the windows dialogue will be shown outside the game window.



In the example below I copied unknown.mid and pressed CTRL-V the song was pasted to the Playlist below.

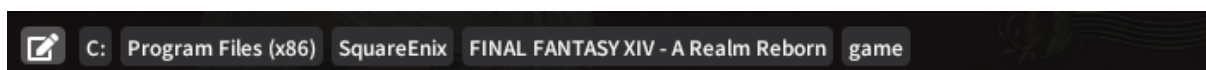
The standard file selector looks like the below.



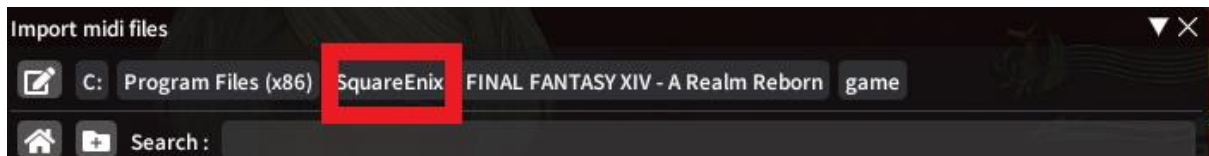
You can select the drives to the left hand side and various short cuts you may have setup





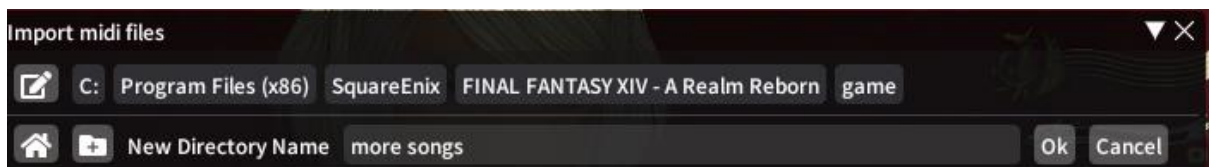
Takes you to the application home directory which in most cases will be



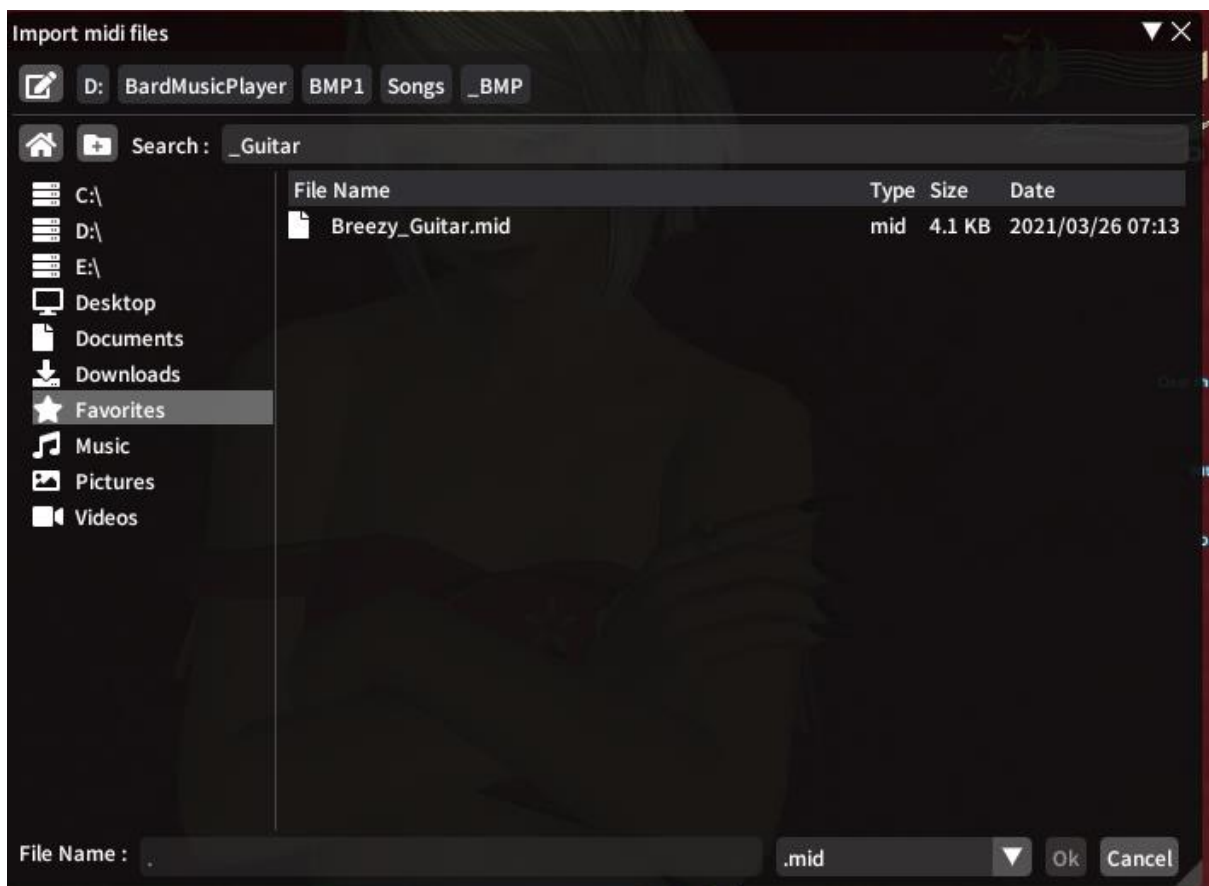
You can click on the drive / directories i.e. if I click on Square Enix it will take me to that directory.



Clicking on the  lets you type a drive/directory into the file dialog window. Clicking on  lets you create a new subdirectory at the current directory, it will add a text box to type in the new directory name. type the name and press ok to create one. Or cancel to abort.

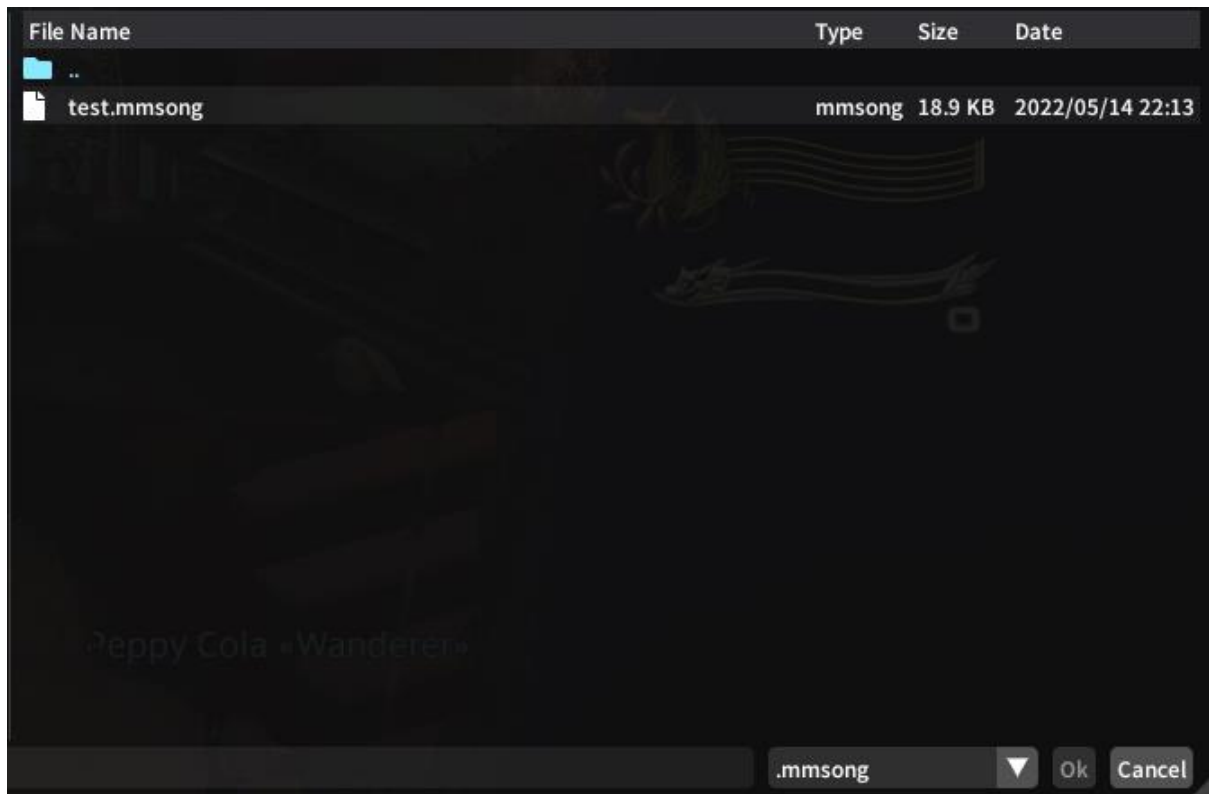


You can search the currently displayed Directory for names this aid in helping find the filenames you are after. It only works in the current directory.



Double clicking a file will load it in the play list or selecting it and pressing ok, you can also select Multiple files by pressing CTRL and selecting them and pressing OK to load them. You can also use the shift key to select consecutive files.





.mmsongs can be loaded and played using the file type drop down at the bottom of the dialogue box.

## Import Folder



This will bring up the file dialog box, navigate to a folder and when pressing ok the system will import all midi files within the folder and subfolders.

## PLAYLISTS

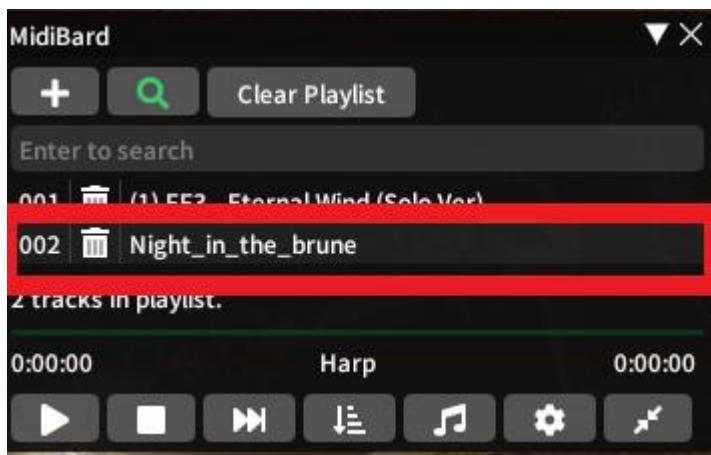
This is the center of your song playing, you load the files using the file selector above, and can add additional songs while performance mode is playing. Or even if Midibard is on screen but you're not in performance mode.

Below is Midibard showing two songs in the play list 001 eternal wind and 002 Night\_In\_The\_Brume

001 under is in green and indicates that it is the current song to be played (or ready to play). To enable a song to be ready to play double click the song.



Each track is shown as the song number on the list (001 highlighted) a trash icon to remove the song from the list, and the name of the song)



You can either enter performance mode manually using the bard performance actions, or if you have the music control icon selected (indicated below). You can hover on the track name if the length of the song is too large to fit in the available space.

If you have a bard in party clicking the song will send switchto (playlist number) in the party chat, if the option auto post option is on.

## Stand Alone Playlist Window

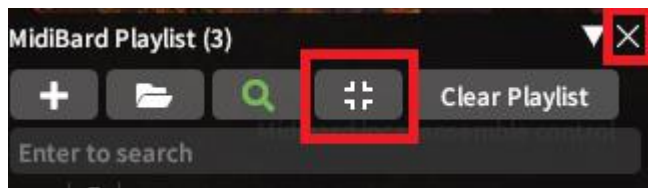


Pressing this button separates the Playlist window from the main Midibard window allowing you to view the playlist in a resizable window.



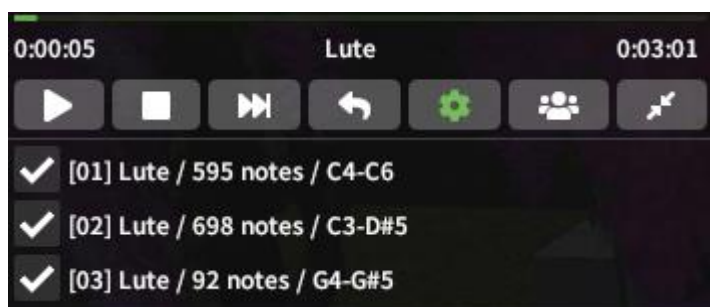


The import files, folders, search, clear playlist and delete from playlist icon are included.



Clicking either of the icons indicated will return the playlist to the main Midibard interface.

## PLAYING SONGS



Select an instrument from the drop down box and if you are a bard performance mode will be entered and the instrument chosen automatically. (See other options for auto instrument selection).

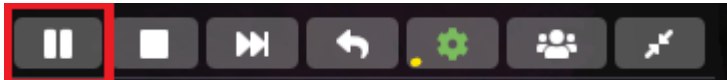
Some Songs have multiple tracks, usually for different Bards In an ensemble but also it is not uncommon for solo tracks to spread instruments over multiple tracks either to use the same song as duet / Trio. In this example I have select all 3 tracks to play as a solo bard.

You can then press play indicated below to play the song.



Midibard will continue running if the UI is not displayed, if you are in a playlist mode which has multiple songs and you do not STOP the player you may find that the next song you automatically enter performance mode and continue playing. This is intentional so Midibard can be controlled using the text command.

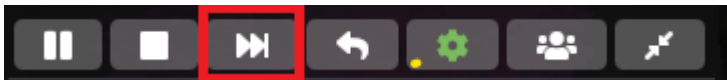
Once you press play the play button turns to a pause button



Stop Stops the playback and sets the playback position to the start of the song



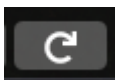
Next skips to the next song (depending on the mode of the playback type button). After the last song if nothing is highlighted it shows the number of tracks in the playlist.



The type of playback is controlled by the play mode button, **Left click** to change modes forwards and **right click** to change modes in reverse. The modes will cycle on each press of the button.



## Playmode



Playmode:SingleRepeat will repeat the same song (i.e. repeat and auto play the song depending on the time set in the Delay (see Delay Parameter)



Playmode:Single Will reset the playback to the start of the current song but not play.



Playmode:Random Will play the songs in the playlist in a random order (the delay parameter sets the time between songs)



Playmode:ListRepeat: Repeats the playlist (time between songs as set by the delay parameter).



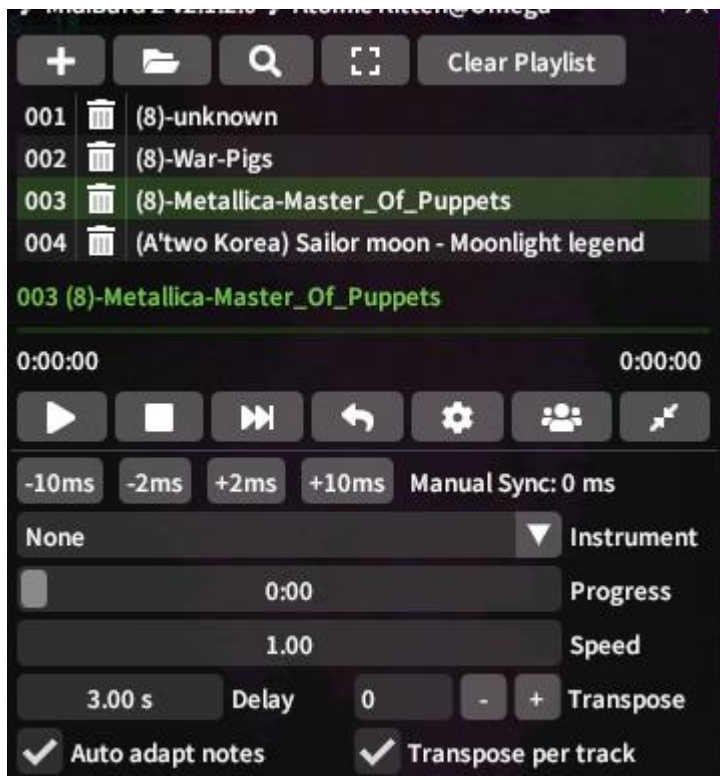
Playmode:ListOrdered plays the playlist in order from the current selected song and will stop playing at the last song.

When a song is playing the title is shown then the progress bar, under the progress bar is the current song time played (left) instrument (center) and song length (right)



## MUSIC CONTROL PANEL

The music control panel is below. If no song is selected (i.e. double clicked ready to play the screen is as below.

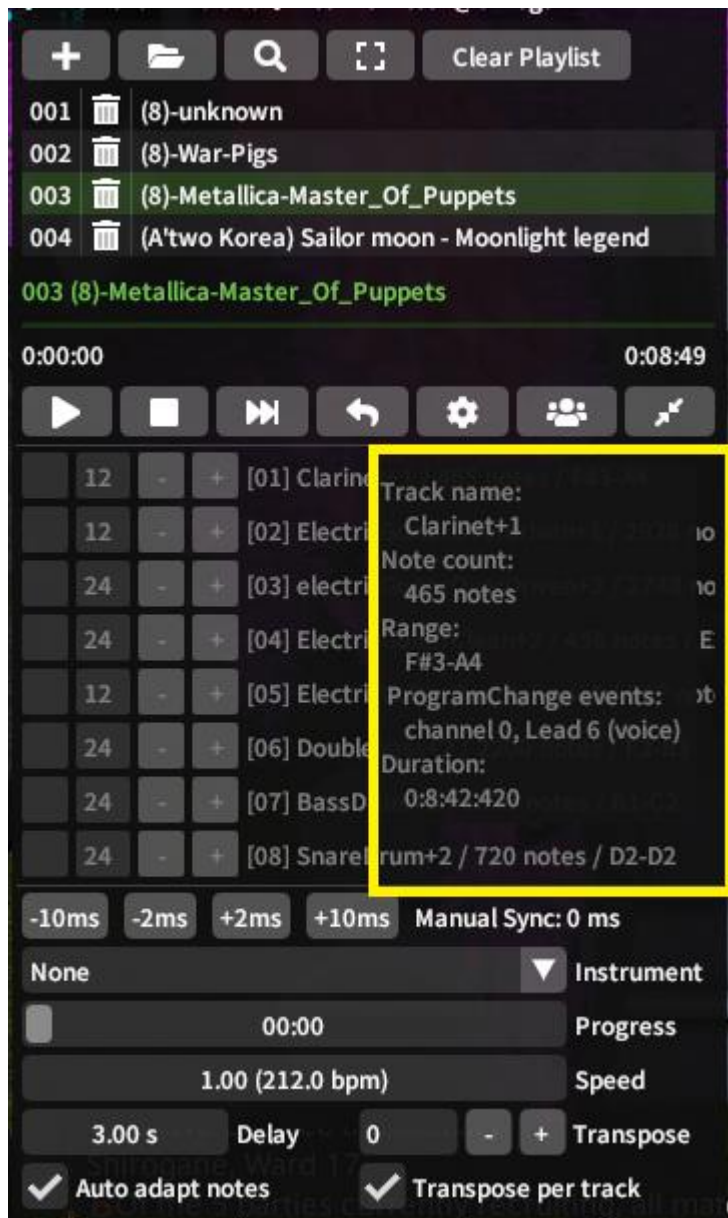


When A track is selected the additional UI items below appear.



Note above an 8 track song file was selected showing you the information on all 8 tracks.

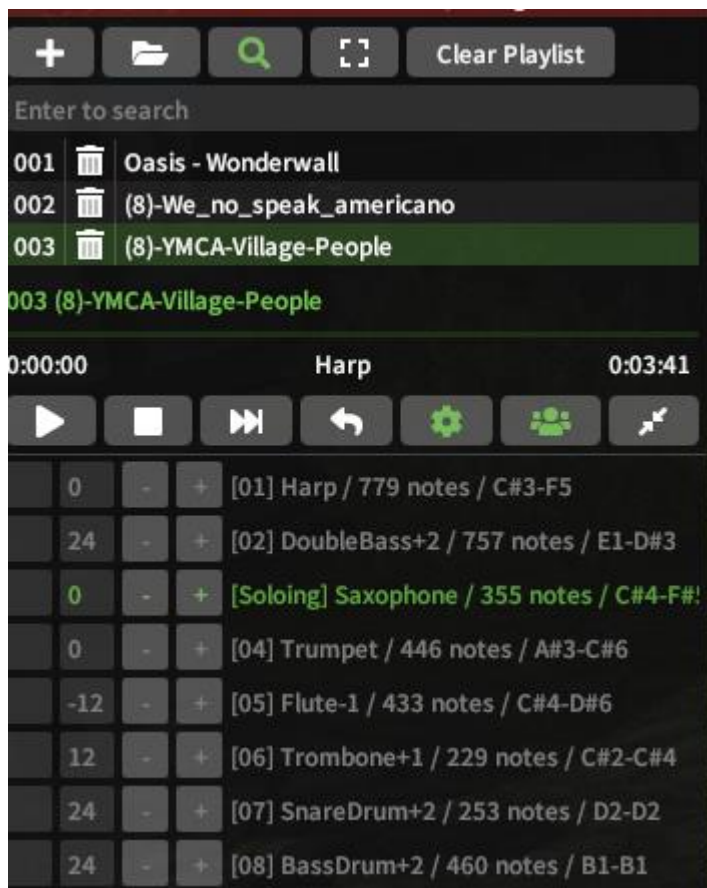
Under the Buttons the Number of tracks is shown, a tick indicated the track will be played, the instrument in the midi file, the number of notes in the track and the range of notes in the track.



Here we see a track for an octet loaded, the additional tracks 5-8 can be seen by using the mouse scroll button to scroll down. A tick indicates the track will be played, for multi-bard setups you will only select the track you as assigned to play, Midibard will remember this between songs so if you just tick track 2 you will play track 2 on all the songs in the playlist.

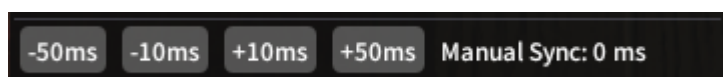
If you hover over a track The dialogue box in yellow shows you some more information on the track.

Right clicking on a track (whether it is clicked to play or not) will turn the track name green and will allow you to play just that track irrespective of if it is ticked or unticked (solo). Left click will turn the track on or off to be played by your specific bard.



## Manual Sync

The manual sync buttons are used in ensemble mode for multi-clients (bards) to help correct any sync delay or if a member is faster than the rest. The buttons will add/subtract the timing to help with any network lag, for example if one play is playing slower you can use the -10ms or -50ms so their notes are sent early allowing them to closer play with the other members of the ensemble.



## Instruments.

This quickly changes the instrument used for playing. It can be used while playing but with a slight delay and selecting one will put you in bard performance mode ready to play, If BMP track name compatible is selected this may override this when a song plays. (Only when not in ensemble).







The progress bar shows the progress of the playing track, the button in the slider may be moved to skip forward or backwards. A right click on the bar will reset the play to start. Note that the track must be playing to be able to move the button. (note moving progress in ensemble mode will only move the bard your currently playing, so can move you out of sync if in an ensemble).

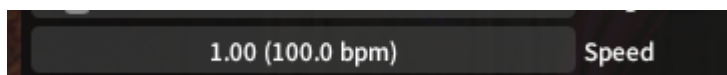
You can use this to start a Solo or local ensemble of pards at s specified position in the song by moving the progress indicator to the desired time and pressing start or for ensembles ensemble start.

## Speed

The normal tempo is set to 1.0 however by pressing the left mouse button and moving the move left and right whilst keeping the button pressed will allow you to change the playback speed, the BPM will also be displayed if a track is playing. You can also double click in the box and type the value required.



(In playback standby) or if the track has not been played so the values are not yet calculated.



(While playing or if the track has already been played recently) ***Right clicking on the bar reset the speed to 1.00 please ensure this issued at the start of any multibard setups ensuring all bards play at the same speed.***

Delay is the delay between songs in the song list, i.e. the time from one song finishing to another starting. This is useful for allowing time for instrument changes etc. before the song plays.

## Transpose



Clicking **auto adapt notes** moves all notes out of the 3 octave playable range for an instrument into the playable range. You results will vary on how good the sound is.

## Transpose per track

If **transpose per track** is clicked the track / Instrument list will allow you to set the transpose on an individual track basis, In this case clicking the + / - keys will transpose by adding or



subtracting 12 notes (an octave) to the value in the box. i.e. If you have a standard midi Bass drum on c1 then moving 2 octaves up will bring it so it plays on Midibard.

The screenshot shows a music software interface with a dark theme. At the top is a toolbar with icons for play, stop, next, previous, settings, and other functions. Below the toolbar is a track list with eight tracks, each with a checkbox, a numerical value, and a track name. The first track, '[01] Clarinet+1 / 465 notes / F#3-A4', is checked. The second track, '[02] ElectricGuitarOverdriven+1 / 2928 no', is unchecked. The third track, '[03] electricGuitarOverDriven+2 / 2748 no', is checked. The fourth track, '[04] ElectricGuitarClean+2 / 456 notes / E', is unchecked. The fifth track, '[05] ElectricGuitarOverDriven+1 / 367 not', is unchecked. The sixth track, '[06] Doublebass+2 / 2200 notes / E2-B3', is unchecked. The seventh track, '[07] BassDrum+2 / 1073 notes / B1-C2', is unchecked. The eighth track, '[08] SnareDrum+2 / 720 notes / D2-D2', is unchecked. Below the track list are playback controls, including buttons for -10ms, -2ms, +2ms, and +10ms, and a 'Manual Sync: 0 ms' label. There is a dropdown menu for 'Instrument' currently showing 'Clarinet (072clarinet)'. Below that is a 'Progress' bar showing '00:00'. Below the progress bar is a 'Speed' control showing '1.00 (212.0 bpm)'. Below the speed control is a 'Delay' control showing '3.00 s' and a 'Transpose' control showing '0'. At the bottom are two checkboxes: 'Auto adapt notes' (checked) and 'Transpose per track' (checked).

Track	Value	Track Name
<input checked="" type="checkbox"/>	12	[01] Clarinet+1 / 465 notes / F#3-A4
<input type="checkbox"/>	12	[02] ElectricGuitarOverdriven+1 / 2928 no
<input checked="" type="checkbox"/>	24	[03] electricGuitarOverDriven+2 / 2748 no
<input type="checkbox"/>	24	[04] ElectricGuitarClean+2 / 456 notes / E
<input type="checkbox"/>	12	[05] ElectricGuitarOverDriven+1 / 367 not
<input type="checkbox"/>	24	[06] Doublebass+2 / 2200 notes / E2-B3
<input type="checkbox"/>	24	[07] BassDrum+2 / 1073 notes / B1-C2
<input type="checkbox"/>	24	[08] SnareDrum+2 / 720 notes / D2-D2

-10ms -2ms +2ms +10ms Manual Sync: 0 ms

Clarinet (072clarinet) Instrument

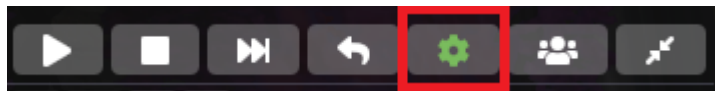
00:00 Progress

1.00 (212.0 bpm) Speed

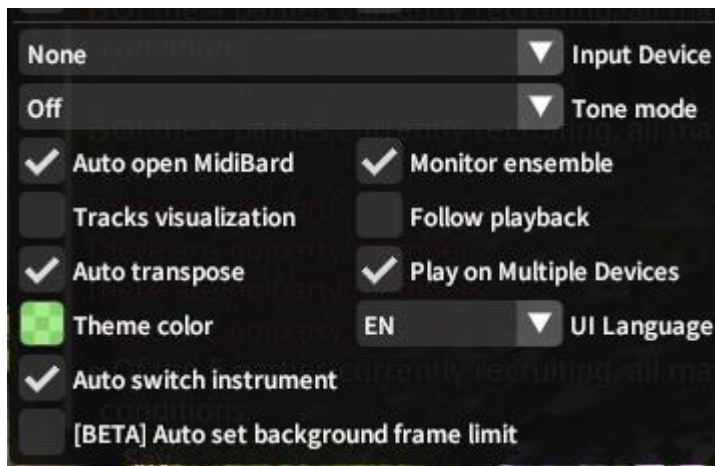
3.00 s Delay 0 Transpose

☒ Auto adapt notes ☒ Transpose per track

## SETTINGS PANEL



Clicking on the setting panel bring up some less used configuration items.



### Input Device

This box allows you to select an external midi keyboard or other device as input to the player. Right clicking will clear the selection.



You may have a selection of devices depending on the type of device plugged in and the interface. Select the appropriate 1 from the drop down list. Note due to game limitations when you press a key on the midi keyboard there will be a delay before it is played in game. If playing solo on a keyboard best results will be by enabling SELF ONLY as shown below.



## Tone Mode

Tone mode is currently only available on the electric guitars, and allows tone changes without any delay.

Off : no events in the midifile will change the guitar tone

Standard : Standard midi channel and program change Handling, each channel will keep its program change separately.

Simple : A program change on any channel will affect all playing tracks (channels). This is compatible with BMP.

Override : Override by track, assign guitar Tone manually for each track and ignore program change events.

(Program change events switch the Guitar tone)

Program Numbers

- 030 Electric Guitar Overdriven
- 028 Electric Guitar Clean
- 029 Electric Guitar Muted
- 031 Electric Guitar Power Chords
- 032 Electric Guitar Special

## Auto Open Midibard

Clicking this will automatically open MIDIBARD when performance mode is selected in the game by choosing an instrument.

## Monitor Ensemble

When using FFXIV performance mode selecting this will ensure the clients AutoStart playing at the correct time, Please see MULTIBARD section for more information. If you are playing with users who use alternative players you may need to ensure this is unticked,

## Tracks Visualization

If this is ticked a box showing the notes, tracks and progress is displayed. The example shows an octet file loaded, with the tracks indicated in different colors, the note range on the left, and a line will scroll over the notes to show progress when playing. If a track is not selected to play it will be dimmed. Note if notes are out of range and auto adapt notes is pressed you will see the notes move into the range of the instrument. Clicking solo will dim all tracks apart from the only selected to play.



If **FOLLOW PLAYBACK** is selected the above visualizer will zoom into to show 10 seconds of play with the current Note playing in the center and the notes will scroll to the left.

Right clicking on the Visualizer will bring up some menu items to change aspects of the display. The Visualizer can be resized and using Shift Click on the left and right hand side will allow you to move it should you move the drag windows off screen.

## Auto Switch Instrument

This will automatically switch the Instrument to the 1<sup>st</sup> track selected to play. E.g. if track 1 is named **Harp** that instrument will be selected when playing. If in ensemble mode with multiple bards it will change the instrument to the bards selected track. i.e.. if you have track 7 as the track you play in ensemble and this is assigned a track name Cello, then you will change to cello.

## Auto Transpose

Allows you to specify a transpose value in the filename. Place the number of semitones required between #

e.g.#12#play.mid will transpose the midi file 12 semitones

## Play On Multiple Devices

If the ensemble is on multiple devices clicking this will send the playlist commands to party chat for Switching Songs, reloading playlist etc. I.e, if playlist number 10 is selected **Switchto 10** is sent over party chat so all ensemble members will auto switch to track 10 on the playlist.

## Theme Color,

you can select a different color for parts of the program. Right click for default.

## UI Language

Selects the language of the UI.

## Auto Switch Instrument.

This will automatically switch the Instrument to the 1<sup>st</sup> track selected to play. E.g. if track 1 is named **Harp** that instrument will be selected when playing. If in ensemble mode with multiple bards it will change the instrument to the bards selected track. i.e.. if you have track 7 as the track you play in ensemble and this is assigned a track name Cello, then you will change to cello.

## BMP Compatible Names:-

BMP Name	PGM
Piano	047 harp
Harp	001 Grand Piano
Fiddle	026 Steel Guitar
Lute	046 Pizzicato
Fife	073 Piccolo
Flute	074 Flute
Oboe	069 Oboe
Panpipes	076 Panpipes
Clarinet	072 Clarinet
Trumpet	057 Trumpet
Saxophone / Sax	066 Alto Saxophone
Trombone	058 Trombone
Horn	061 French Horn
Tuba	059 Tuba
Violin	041 Violin
Viola	042 Viola
Cello	043 Cello
Double Bass / Contrabass	044 contrabass
Timpani	048 Timpani
Bongo	097 Bongo
Bass Drum	098 Bass Drum

<b>Snare Drum</b>	099 SnareDrum
<b>Cymbal</b>	100 Cymbal
<b>ElectricGuitarClean</b>	028 Clean Guitar
<b>ElectricGuitarMuted</b>	029 Muted Guitar
<b>ElectricGuitarOverdriven</b>	030 Drive Guitar
<b>ElectricGuitarPowerChords</b>	031 Power Guitar
<b>ElectricGuitarSpecial</b>	032 FX Guitar

Program:ElectricGuitar is not supported, since there are much easier and more direct ways to implement tone switch, by separating different tones to different tracks.

Midibard switches tones automatically.

For transposition, add +x or -x after the instrument name. For instance, Trombone+1 means +1 octave on the trombone track. This is especially helpful in composing software like MuseScore, so you can have the correct range when editing.

### Instrument Octave Ranges

Instrument	Octave Ranges
<b>Piano-1</b>	C4-C7
<b>Harp</b>	C3-C6
<b>Fiddle+1</b>	C2-C5
<b>Lute+1</b>	C2-C5
<b>Fife-2</b>	C5-C8
<b>Flute-1</b>	C4-C7
<b>Oboe-1</b>	C4-C7
<b>Panpipes-1</b>	C4-C7
<b>Clarinet</b>	C3-C6
<b>Trumpet</b>	C3-C6
<b>Saxophone</b>	C3-C6
<b>Trombone+1</b>	C2-C5
<b>Horn+1</b>	C2-C5
<b>Tuba+1</b>	C1-C4
<b>Violin</b>	C3-C6
<b>Viola</b>	C3-C6
<b>Cello+1</b>	C2-C5
<b>Double Bass+2</b>	C1-C4
<b>Timpani+1</b>	C2-C5
<b>All Guitars+1</b>	C2-C5

## Midibard Ensemble Mode

Ensembles consist of multiple Players in a party to enable tracks to be played in sync with each other utilizing the games built in sync.

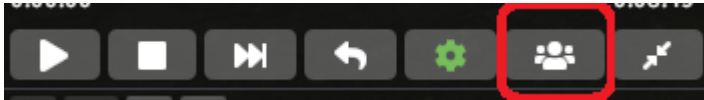
Clients can be players on different machines or multiple machines on the same PC.

If players are distributed over multiple PC's, then ensure the box Play on Multiple Devices is ticked, if on the same machine untick this box. (Bards controlled on the same PC is known as local Mode)

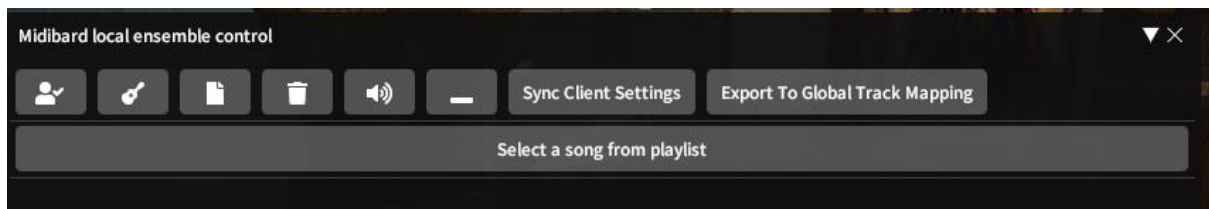


## Ensemble Panel

Clicking the button Below open Midibard Ensemble Controls.

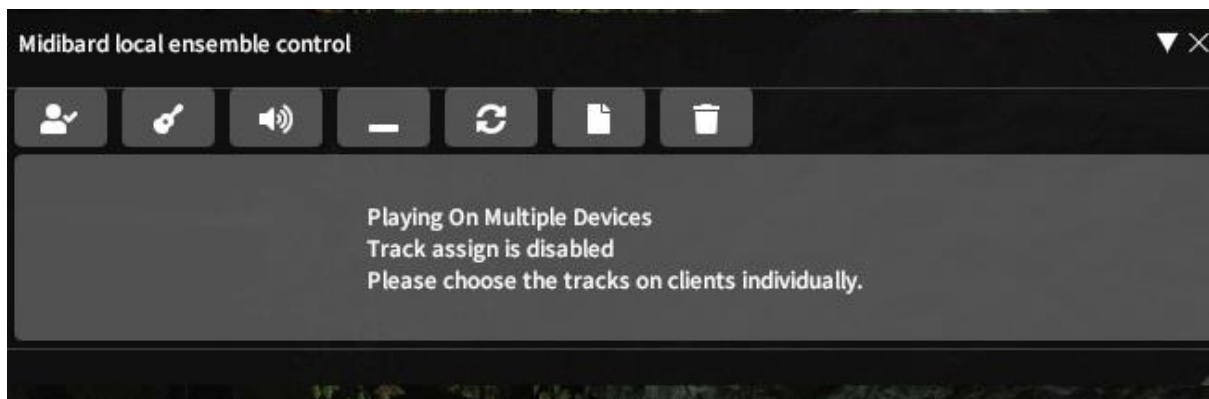


Clicking the ensemble Button Toggles the ensemble Panel.



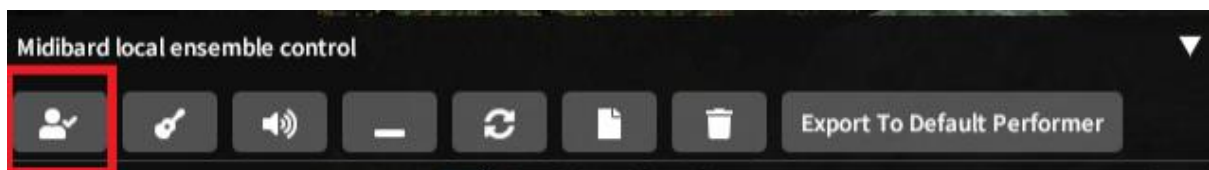
There are various Buttons that help you control ensemble mode and setup track/song assignments

Clicking Play on multiple Devices disables some functions, that are designed for local use.



Please note that if one bard is not on the same local machine this needs to be clicked on the party leader and any other clients that need to send the "Switchto" command over party chat to change tracks, a mixed local / multiple device configuration is not supported.

## Start Stop Ensemble



This Button starts and stops the ensemble playing, it serves a similar function to the in-game metronome "Start Ensemble" The icon Changes to a stop Button When playing commences. If for any reason a client / bard is not ready



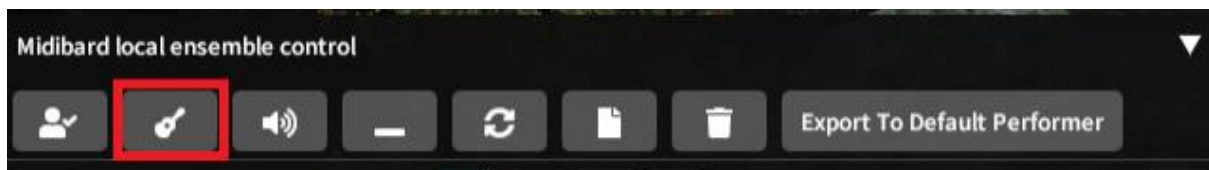
[MidiBard 2]Error: Load song failed on character:  
[REDACTED], please try to switch song again.

When a song is loaded a message will be shown in the chat windows of the filename which allows easy copy and paste to any of the public Chat channels.



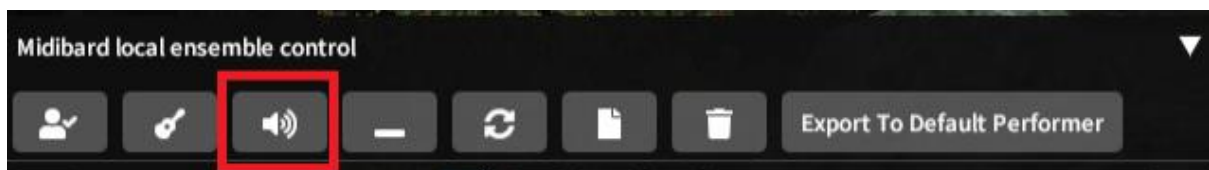
pressing this will stop the ensemble playing (instruments are left out) and can be used in conjunction with a right click on the instrument button.

### Update Instruments



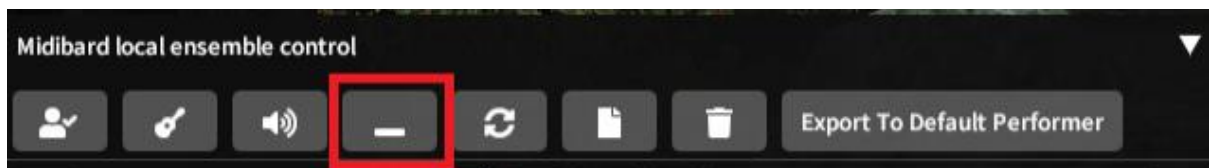
Left Clicking on the guitar button updates the instruments for the Ensemble (All clients on Local machine in party). Right clicking puts the instruments away (Local Machine Only).

### Client Mute / Unmute



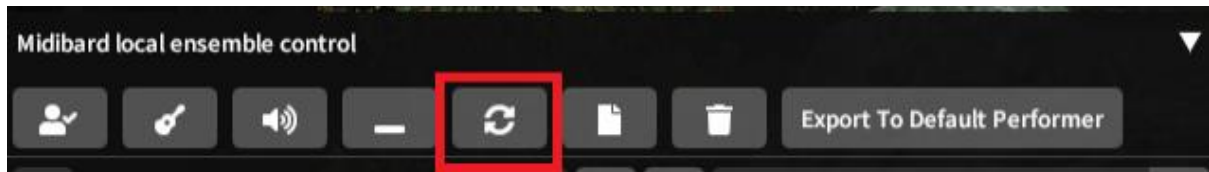
Clicking on the Speaker button will Mute the other clients on your local PC. This does not affect the ensemble output only the local sound from the clients.

### Minimize Clients (Local)



**Left** Clicking This button will minimize all clients apart from the party leader, **right** clicking will restore the clients' windows. It has the same effect of pressing the \_ on all the clients' windows.

## Sync Client Settings



Sync Client Settings will copy the config from the client / bard where you clicked this button to all other Local Clients. It also will reset the playlist to the one on the current bard you press this on, as the ensemble window has to be open to enable this feature it will also open the window on all clients.

### Open/Create Current Midi Config File



Clicking this button Opens the current song configuration file in notepad or the defined system application associated with the file type, (example below). Pressing this button will also create the file with the current settings. The file is placed in the same directory as the song and has the same filename as the song with a .json extension. Not all fields in the text file may be enabled currently.

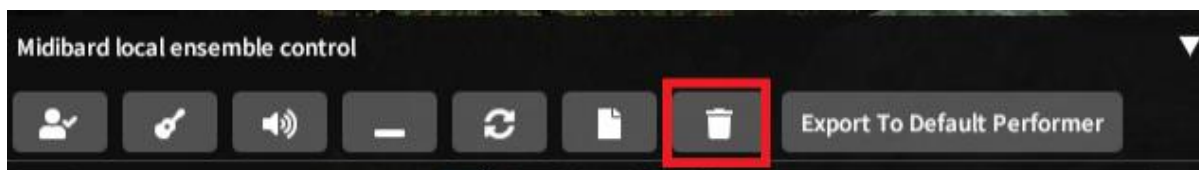
```

{
  "Tracks": [
    {
      "Index": 0,
      "Enabled": true,
      "Name": "Doublebass",
      "Transpos": 0,
      "Instrument": 22,
      "PlayerId": 1885459542134550
    },
    {
      "Index": 1,
      "Enabled": true,
      "Name": "Doublebass",
      "Transpos": 0,
      "Instrument": 23,
      "PlayerId": 0
    },
    {
      "Index": 2,
      "Enabled": true,
      "Name": "Doublebass",
      "Transpos": 0,
      "Instrument": 23,
      "PlayerId": 188545955048936
    },
    {
      "Index": 3,
      "Enabled": true,
      "Name": "Viola",
      "Transpos": 0,
      "Instrument": 21,
      "PlayerId": 0
    },
    {
      "Index": 4,
      "Enabled": true,
      "Name": "Viola",
      "Transpos": 0,
      "Instrument": 22,
      "PlayerId": 1885459558313258
    },
    {
      "Index": 5,
      "Enabled": true,
      "Name": "Adaptative",
      "Transpos": 1.0
    }
  ]
}

```

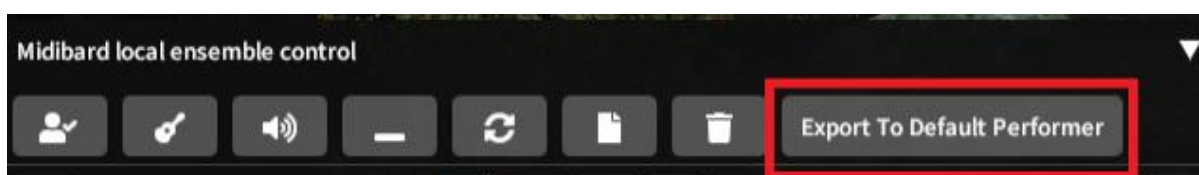
The file can be edited if required and saved.

## Delete Song Config



The trash can deletes the current song configuration (the file above) resetting the song to the player / song default and can be used in conjunction with the guitar button.

## Export To Default performer



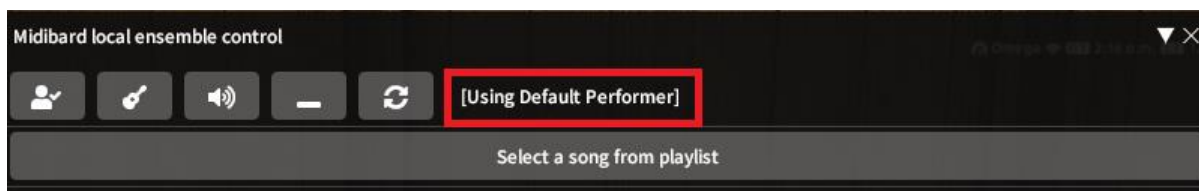
– this will export the current Client / Track mappings as a default, it is used mostly for initial setup so you can assign bards initial tracks.

The file is saved at %appdata%\xivlauncher\Midibard2(preview)\MidiBardDefaultPerformer.json

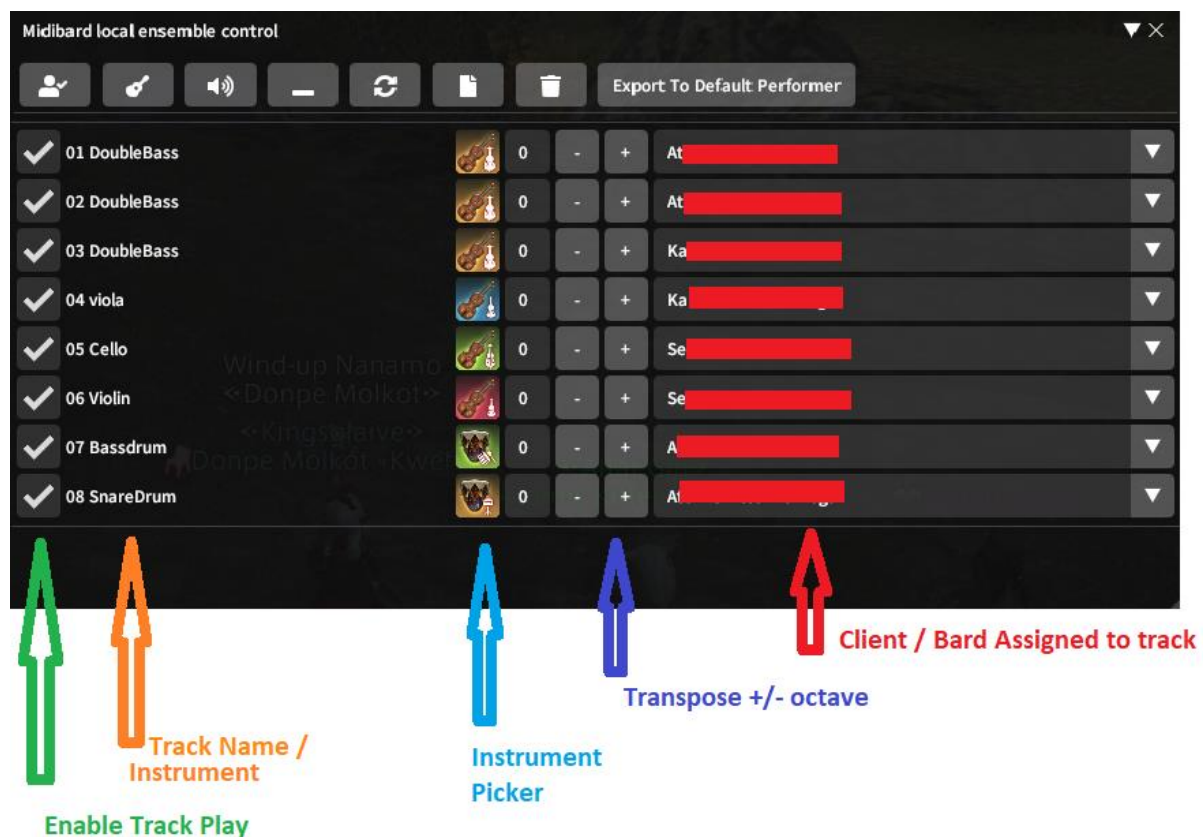
It consists of the bard unique ID and the tracks they are assigned to.

If a song configuration file has been saved then this information is shown below the buttons. Any changes made in this panel using local clients (i.e. Play on multiple devices is unticked) will overwrite the song config file.

If while using local Ensemble there is no Song config file then the message using default performer is displayed if there is a default track list (export to default performer file is saved)



## Ensemble Control Panel



### Midibard Client / Song Controls

When a song is picked from the playlist the current assignments for the song are Shown, (Local Control only)

The Current Settings in the main config are used as defaults, and if you have Compatible BMP track names the instruments will be assigned from that.

If you have a Default Performer Mapping file, then the bard->track assignments from that will be used. If you have a json configuration file saved with the song, then these assignments will be used. By default, there is no song config, unless a change is made to the panel, or the **Open Current Midi Config** Button is pressed.

#### Enable Track Play: (Local Bard Ensemble)

If this box is ticked, then the track will be played if assigned to a client / Bard. (Note these settings are only for clients on your local machine. But it is good practice to ensure all Clients in the ensemble use the same configuration file to avoid issues. (i.e., by using a shared drive or same playlist files between clients).

## Instrument Name

This shows the instrument Assigned to the bard.

## Instrument Picker

You can override the instruments set in the song or assign instruments to be saved to the song config file. Clicking this brings up a dialogue box with all available instruments. Arranged by instrument group.

For local clients it shows the instrument the bard will play. If you change instruments before playing a song, you need to Press the Update Instruments button to equip the client with the instrument. It is saved as soon as it is picked to the song config file. Note you can pick an instrument play with the default then next time the song is selected the new instrument will take effect, for immediate changes press the Update Instrument Button.

## Transpose +/- Octave

For files saved with BMP compatible track names, this will show the assigned transpose value, for example if Bassdrum+2 is the track name then the track will be transposed up 24 notes (+2 octaves), if the Track has a name of Viola-1 then that track will be transposed down 12 notes (-1 octave). Any changes here will override the defaults from the song. This can be used in real time for clients on the local machine, it will have no immediate effect on remote clients.

## Client / Bard Assignment

Shows the bard / Client that will play the selected track if enable track play is also ticked /. Checked. You can use the drop down to change this where it will be saved to the song config file so it will be in effect when the same midi file is played next time. The changes here are also reflected on the main Midibard window on local clients. For remote clients this will only affect the song config if it is in the same directory (or synched / copied to the song directory).

## Recommended Setup - (Local)

As there are many ways to use the ensembles for using the ensemble mode the following is one way to get started.

### Local Mode

Ensure your settings, In the main Midibard window reflect the defaults you want your clients to have (local) machine. Then use the "Sync Client Settings" to update all clients on your local machine, you may need to visit each client to fine tune the settings.

Set additional settings on the master / main client, to reflect the way you will work.

Load a song with the max number of tracks you use, this could be more than 8 tracks if you use additional tracks for Standard tone Switching / other uses, and from the ensemble window assign the clients to the tracks, then export this to the Default Performer mapping file.

From here if you do not want song Customization's, you can load a song from the play list and press the play ensemble button on the Ensemble window.

If you make any customizations, for local clients remember to synchronize the changes with the update instrument button. If your workflow, is you put away instruments at the end of the song, you may need to right click on this button when the ensemble stops playing.

In case of trouble shooting the various files created are stored at the following locations (the file extension may be hidden on your pc depending on your settings in windows)

### Remote (Multi-Bard Setup)

Ensure that the leader has play on multiple devices clicked, this then sends the switchto XX track change and reload playlist to the clients.

Ensure that each member has monitor ensemble check so auto start ensemble works, and additional things like tone mode, transpose per track auto switch instrument are set to the group's preferences.

You need to ensure the play list is the same on each bard, either by using a networked shared drive, zip files with the correct midi names and song configuration files and this is the same on all bards. Additionally, You will need to load a song and assign the track each client plays manually, this is remembered once chosen, or the configuration file needed., you can use the in-game metronome to start, or the Ensemble panel Control. Please note that song configuration files are ignored when in a multi device setup. It is also advantageous to create the global list file on each machine so it can be used as backup if required.

Midibard non local mode uses messages over the party chat switchto XXXX where xxx is the playlist number to switch songs, as it can take some time for the chat messages to reach the clients and for them to switch Instruments please take this into account.

## Main Midibard Config File

Location: - %Update%\XIVLauncher\midibard2.json

- Disabling the plugin and deleting this will cause most of the settings and playlist to be recreated.

## Default Performer Mapping

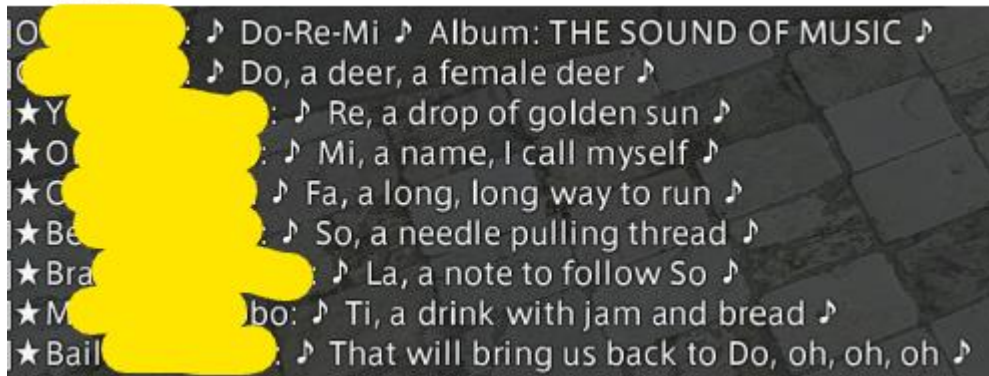
Location: - %Apodaca%\XIVlauncher\Midibard2\ MidiBardDefaultPerformer.json

## Song Customization Files

Location <your midi file Directory/><midifilename>.json

- Deleting any of the .json files or pressing the **“delete and reset current file config”** button will erase custom instrument / bard / track assignments.

## How To Post Lyrics To Songs



- The lyrics will be posted by all party members.
- You must be in a party to test your lyrics.(it will be posted in the party chat when play solo)
- The lyrics will be posted in public channel only when ensemble mode is running.

You will need to Download a standard .lrc file from the internet or create your own.

Standard LRC format is supported, so basically all LRC files from the internet will work. You still want to edit the file to match the timeline of your song.

Take below the beginning of LRC file as an example:

[ar:Artist]

[by:Song Writer]

[offset: 0]

[ti: Do-Re-Mi]

[al: THE SOUND OF MUSIC]

[00:02.00]Do, a deer, a female deer

[00:04.00]Yina:Re, a drop of golden sun

[00:06.00]Orm:Mi, a name, I call myself

[00:08.00]Rin:Fa, a long, long way to run

[00:10.00]Bett:So, a needle pulling thread

[00:12.00]Bran:La, a note to follow So

[00:14.00]Chokobo:Ti, a drink with jam and bread

[00:16.00]Bail:That will bring us back to Do, oh, oh, oh



ar- Artist

ti - Title

al - Album

by - Author of the LRC file

offset - The offset of lyrics in milliseconds

Add party member's name (partially match is good) in the beginning of the line to assign the lyrics.  
For example, "Orm:" means a member whose name contains "orm" will post this line.

- Put LRC file and MIDI file under the same folder. Both must have the EXACT SAME file name, only the extension should differ.
- Form a party in game.
- Import the MIDI file

How to get the LRC timestamp Easy

- Type /xldev in chat
- Choose Dalamud -> Open Log Window
- Choose the vocal track in MidiBard, play as solo.
- Click Pause button when the timing is right, you may get the timestamp in the log.

## Command Line

Below are the commands and format you can type in chat (or in ensemble mode Party chat)

Note the commands can be used without the Midibard window open. (italics)

**/midibard** – Toggles midibard window to on / off

**/mbard** – Toggles Midibard window on / off

**/mbard perform [instrument name][instrument ID]** - switch to specified instrument

*/mbard perform lute* -> enters performance mode with lute as selected instrument

*/mbard perform 4* -> enters performance mode with fiddle as selected instrument

**/mbard cancel** – exits performance mode

**/mbard visual [on|off|toggle]** – turns on / off / toggles the tracks visualization window

*/mbard visual on* – shows the tracks visualizer

**/mbard [play|pause|playpause|stop|next|prev|rewind (seconds)|fastforward (seconds)]**

Playback control

*/mbard pause* -> pause playback of music

## Party Chat Commands (For Ensemble)

(note these do not start with a / )

**Switchto [number]** – causes all bards to switch to the song number in the playlist, for multibard setups is it assumed that all members have their playlist in the same order with the same midi files.

Switchto 10 - causes all ensemble members to loads song 10 from their playlist

**reloadplaylist** – reloads the current playlist on all clients on the SAME pc.

**Close** – stops playing and exits performance mode, used after a song is finished so the player is ready for the next track.

## How To Automatically Switch Guitar Tones?

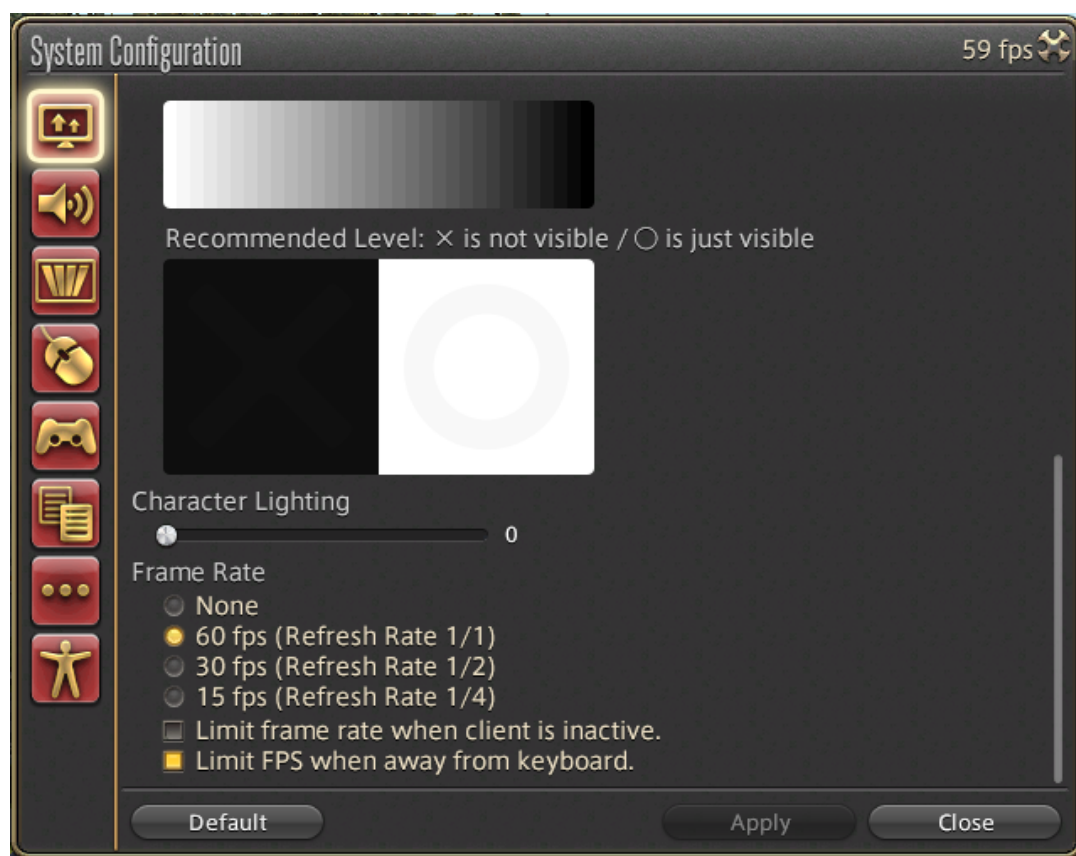
The easiest way is to separate tones on different tracks. For instance, you may have one track for clean guitar and another track for overdriven guitar. Your bard should choose both tracks and check if tones are being set correctly. When playing the song MidiBard switches the guitar tone automatically, and there's no need to edit the exported MIDI file to add tone-switching events.

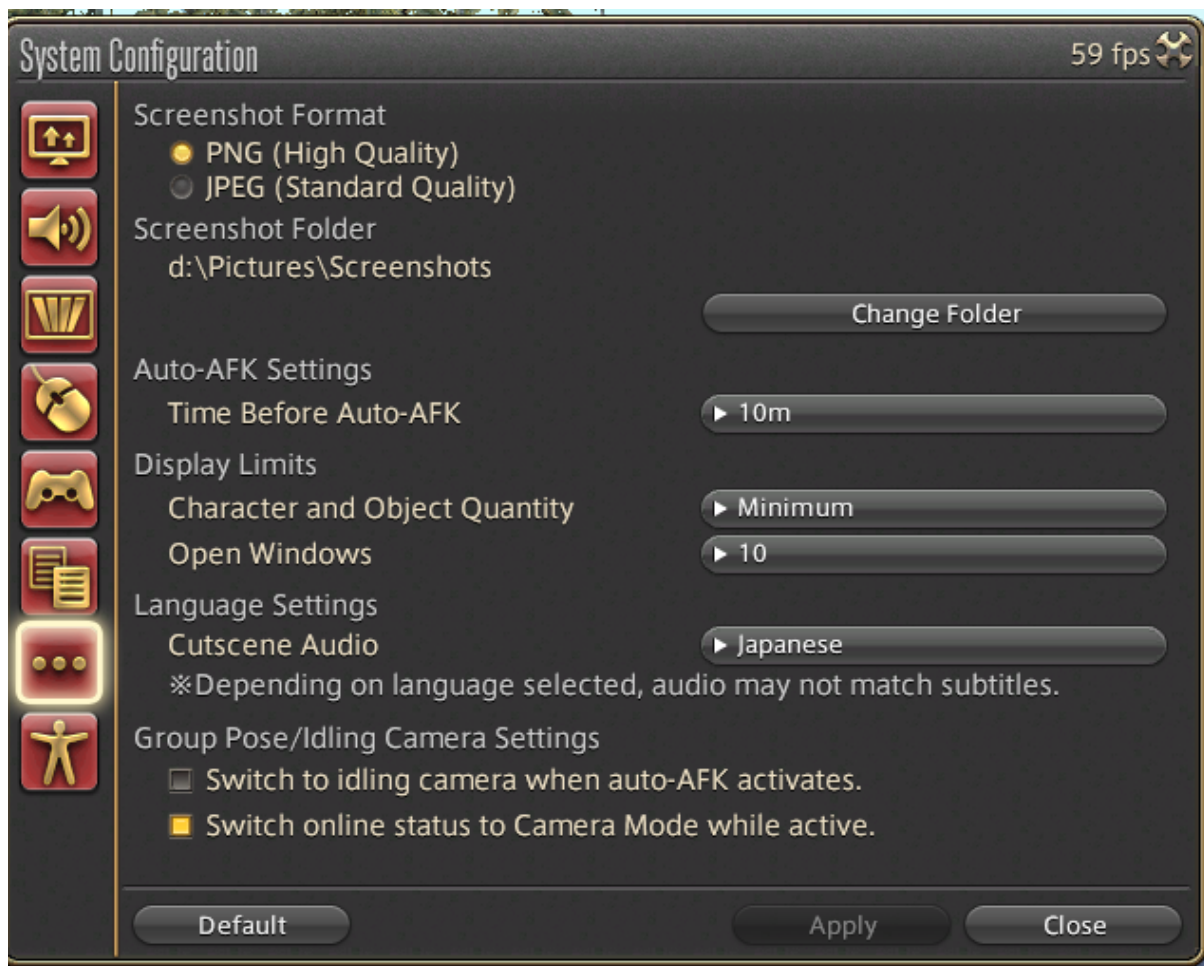
## Why My Song Sounds "Slower" At Some Parts?

It's often caused by too many notes being played in a very short period, and it may exceed the game's limitation already. Other software might drop these notes, but MidiBard is designed not to drop any notes. So you may imagine that excessive amount of notes being put in a queue and they are being played later than they should be. You might want to check if your song is too busy, especially for chords and remove some notes if it's possible.

## Why My Performance Sounds Lagging?

Please follow those settings shown below:





if your monitor has a higher refresh rate than 60Hz, please limit it to 60 so the client doesn't take an excessive amount of resources.

We have tested to run the game under 15 FPS, and Midibard still sounds okay and never drops notes under lower framerates. However, it's not recommended, and you should always aim for 60 FPS for a better experience.

#### [Other Issues](#)

Disabling Midibard and deleting the Midibard/json preferences files in %appdata% can cure many issues if the preferences file is corrupted.

If the Visualizer seems stuck at the top of the screen, grabbing it with SHIFT click on the edges can sometimes allow you to move it.