Midibard

Users manual

Version 2.0.01

Contents

Benefits

- ❖ No need to set key bindings and hotbars 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 track on the MIDI file, separately transpose any track, or override the electric guitar's tone, which greatly helps for testing.
- ❖ Therefore, 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 bane and server now shown at the top of the application UI screen.
- ❖ Auto-adapt notes outside of C3-C6 to help test unadopted 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:
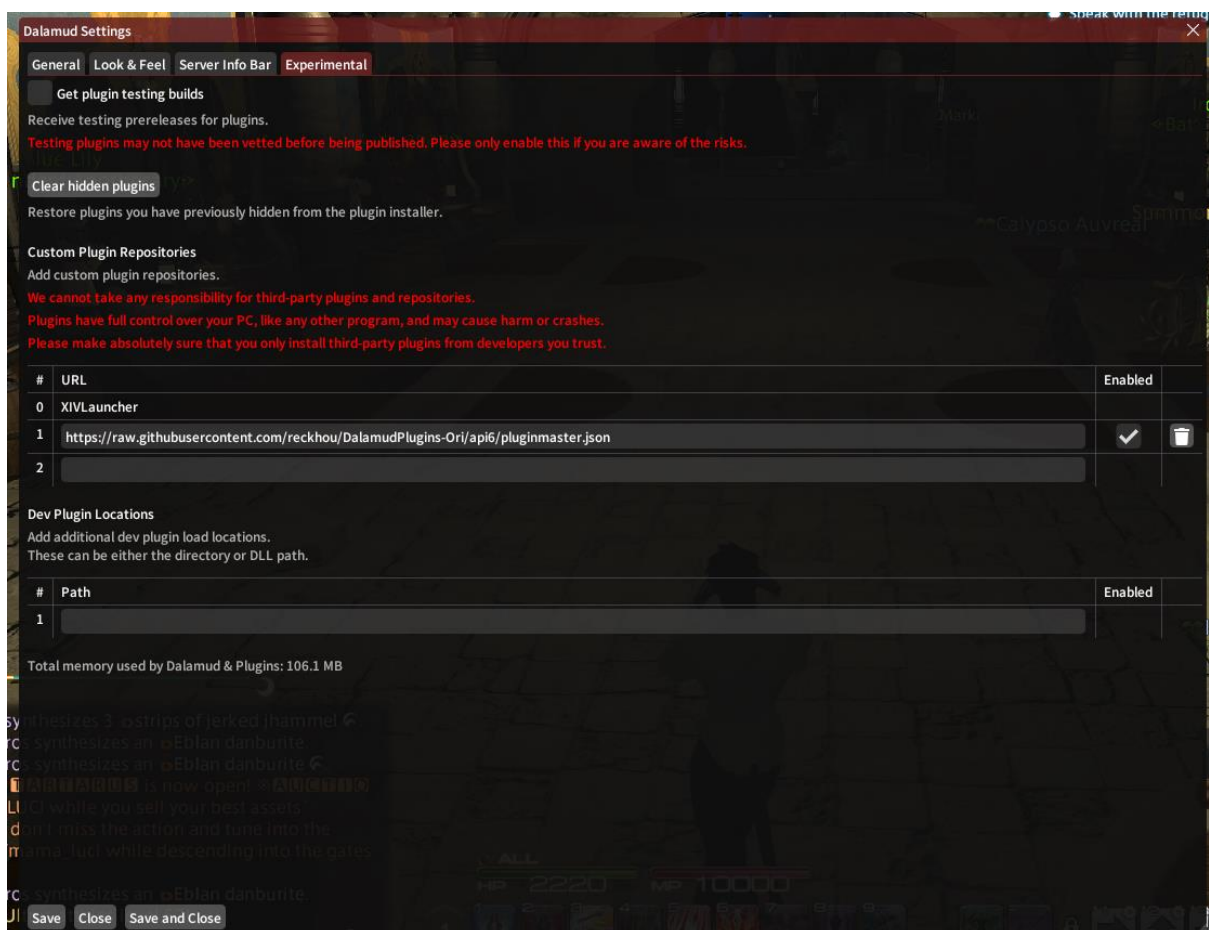
Back to `Plugin Installer`, search `Midibard` and install.

This window allows you to install and remove in-game plugins.
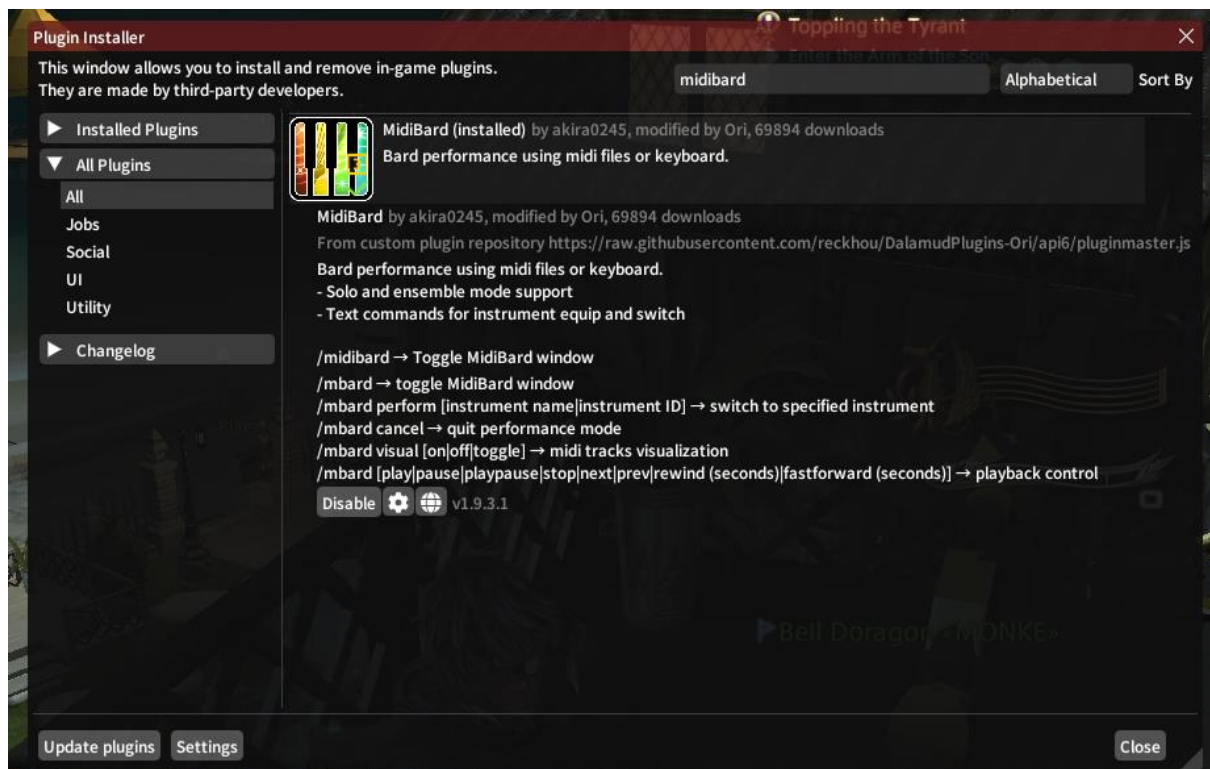They are made by third-party developers.

midibard   Alphabetical   Sort By

▶ Installed Plugins

▼ All Plugins

　All
　Jobs
　Social
　UI
　Utility

▶ Changelog

MidiBard (installed) by akira0245, modified by Ori, 69894 downloads
Bard performance using midi files or keyboard.

MidiBard by akira0245, modified by Ori, 69894 downloads
From custom plugin repository https://raw.githubusercontent.com/reckhou/DalamudPlugins-Ori/api6/pluginmaster.js
Bard performance using midi files or keyboard.
- Solo and ensemble mode support
- Text commands for instrument equip and switch

/midibard → Toggle MidiBard window

/mbard → toggle MidiBard window
/mbard perform [instrument name|instrument ID] → switch to specified instrument
/mbard cancel → quit performance mode
/mbard visual [on|off|toggle] → midi tracks visualization
/mbard [play|pause|playpause|stop|next|prev|rewind (seconds)|fastforward (seconds)] → playback control

Disable ⚙ 🌐 v1.9.3.1

Update plugins   Settings   Close

MidiBard

+   🔍   Clear Playlist

Enter to search

005	🗑	8x_Duffy_Distant Dreamer
006	🗑	8x_EldenRing_MainThemeV2
007	🗑	8x_ElderScrollV_MainScene
008	🗑	8x_ElderScrollV_The_Dragonborn_Comes
009	🗑	8x_FinalFantasy_Endwalker_MainTheme
010	🗑	8x_FinalFantasy_Shadowbringers_MainScene
011	🗑	8x_FinalFantasy_WaywardDaughter
012	🗑	8x_FistOfTheNorthernStar_Ai_wo_Torimodose!
013	🗑	8x_JOJO_Giornos_Theme
014	🗑	8x_JOJO_STANDPROUD

005 8x_Duffy_Distant Dreamer

0:00:00   0:05:03

▶   ■   ▶▶   ↩   🎵   ⚙   ⤢

12	-	+	[01] ElectricGuitarClean+1 / 1273 notes /
0	-	+	[02] Saxophone / 282 notes / G3-D5
0	-	+	[03] Trumpet / 247 notes / E3-D5
12	-	+	[04] Cello+1 / 124 notes / G2-D4
12	-	+	[05] Lute+1 / 1285 notes / F#2-G4

-50ms	-10ms	+10ms	+50ms	Manual Sync: 0 ms

None   ▼   **Instrument**

00:00	Progress
1.00 (95.0 bpm)	Speed

3.00 s   Delay   0   -   +   Transpose

✔ Auto adapt notes   ✔ Transpose per track

None   ▼   **Input Device**

◻ Auto restart listening   Override ▼   Tone mode

◻ Tracks visualization   ◻ Follow playback (10.00s)

◻ Auto open MidiBard   ✔ Monitor ensemble

◻ Auto switch instrument   ✔ Auto transpose

🟩 Theme color   EN ▼   UI Language

✔ BMP track name compatible(testing)

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. Select the tracks you wish to play, and choose the instrument you wish to use.
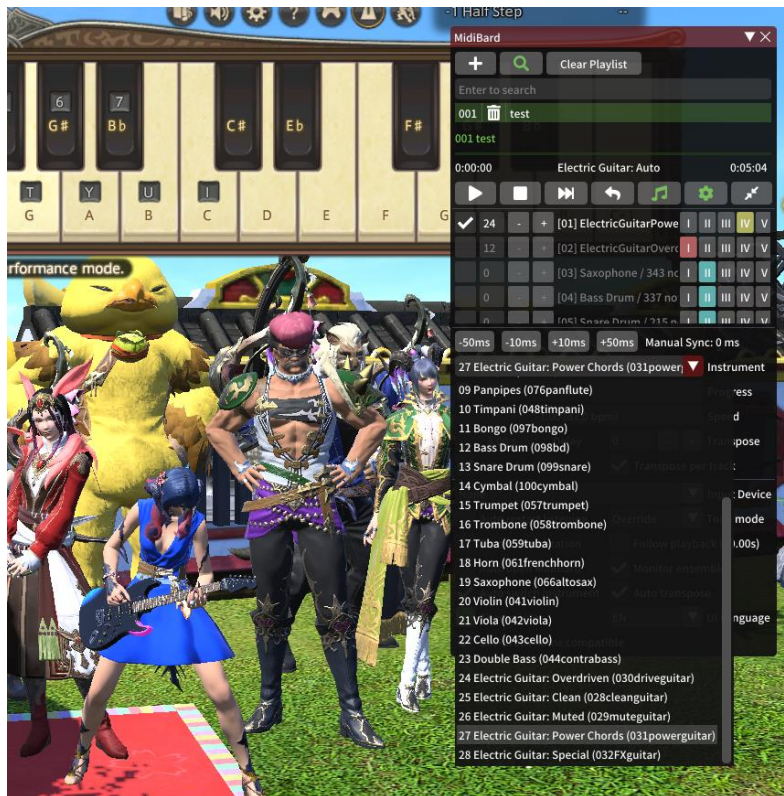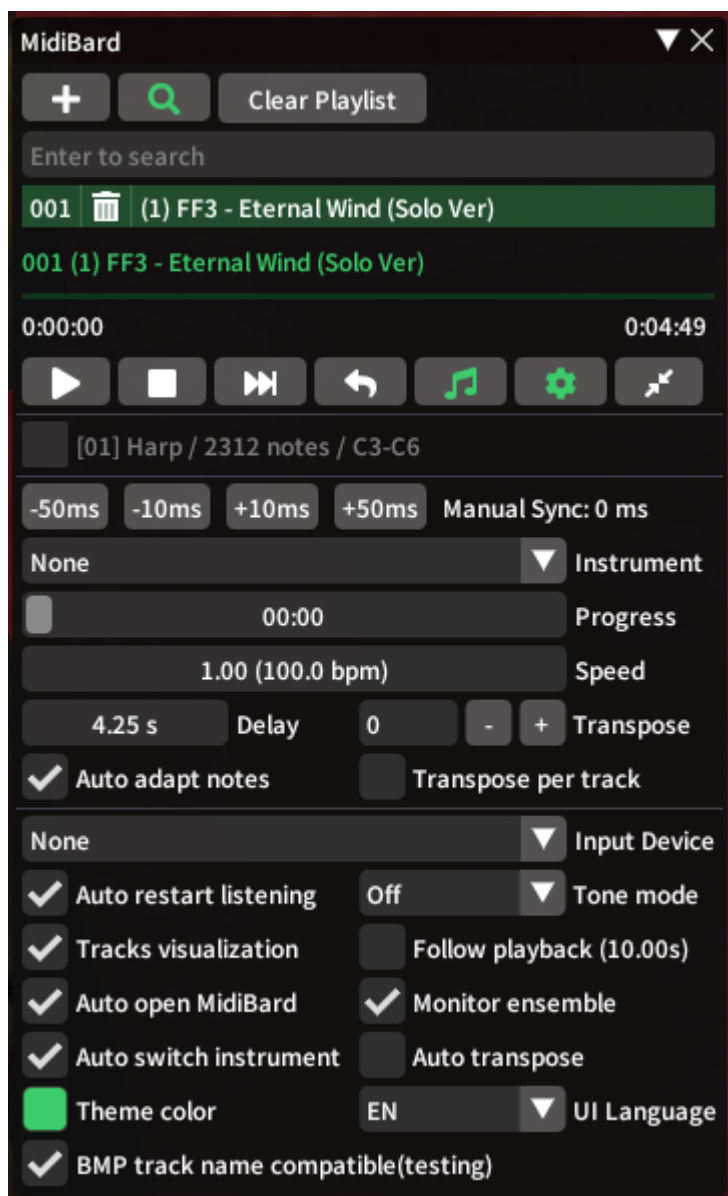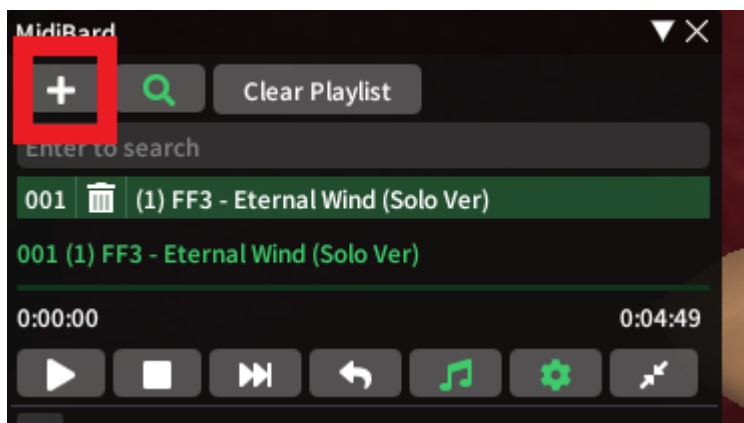
Midi Bard Usage

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 midifiles and .mmsong.
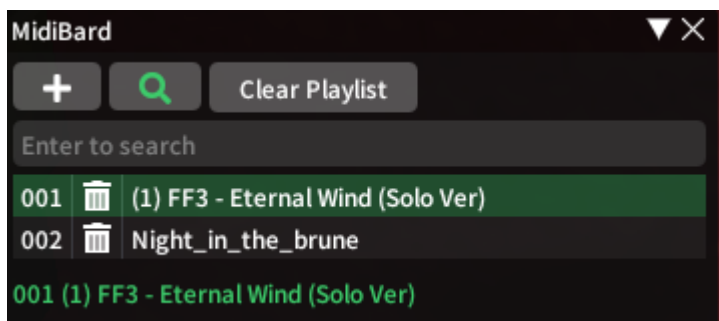
Pressing the highlighted + button will bring up the standard file dialog, You can right click to choose the windows file dialog if preferred (fig 3), or if you have copied a midi file to the clipboard CTRL-V will enter it in the playlist
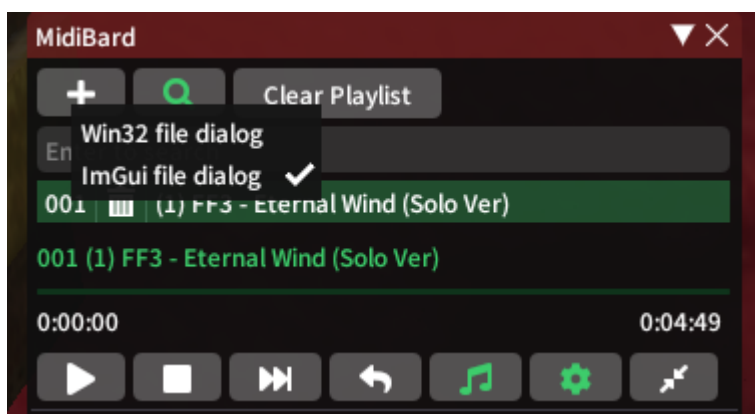
In the example below I copied night_in_the_brume.mid and pressed CTRL-V the song was pasted to the Playlist below.
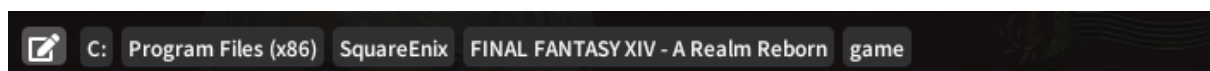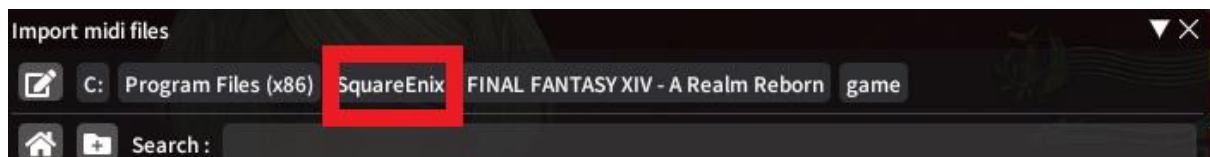
The standard file selector looks like the below.
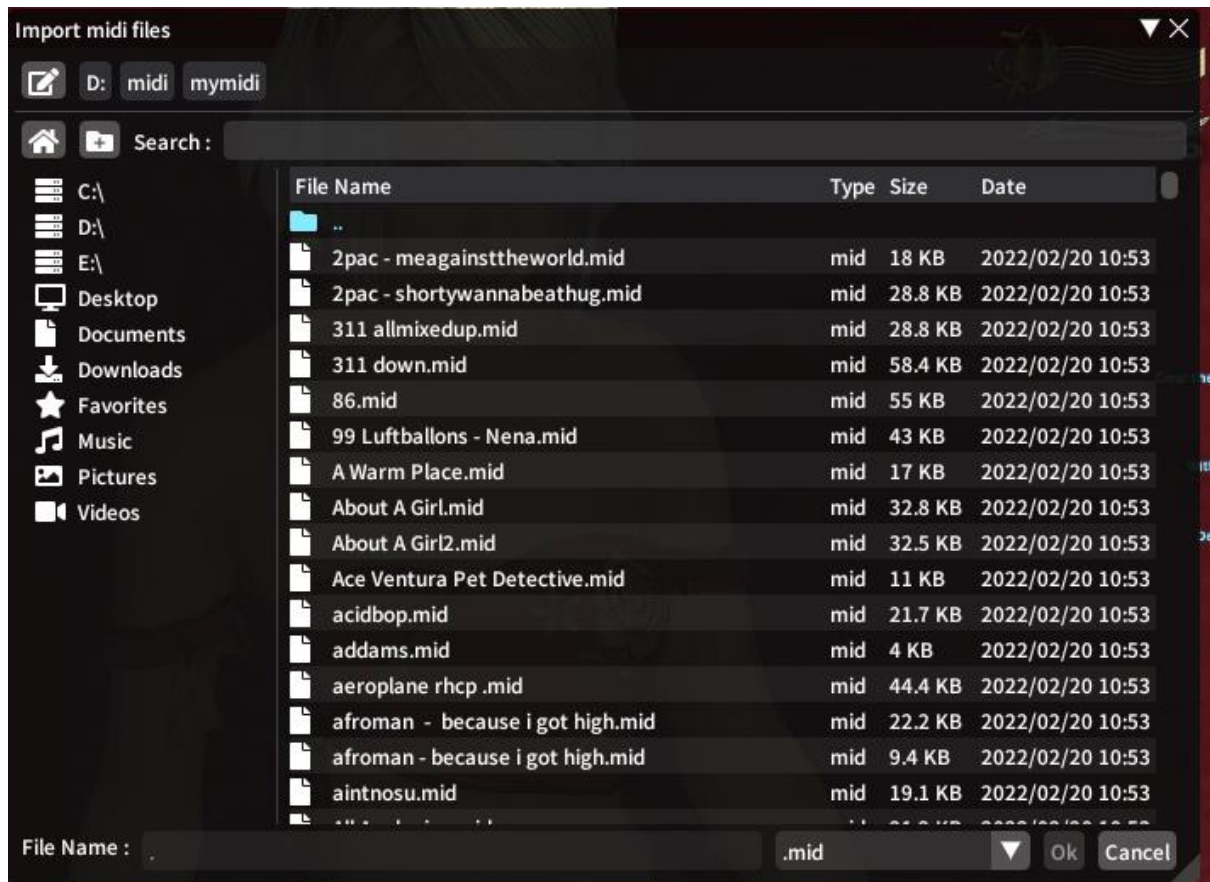
You can select the drives to the left hand side and various short cuts you may have setup

 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.
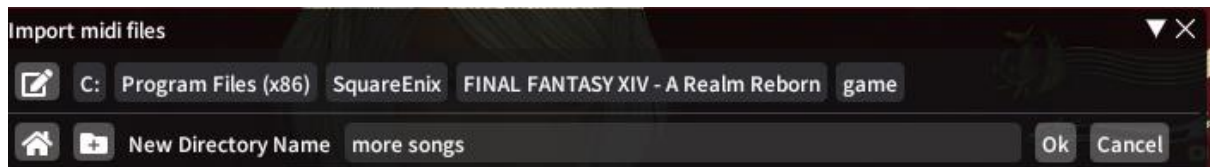
You can search the currently displayed Directory for names this aid in helping find the filenames you are after. It only works in the current directory.
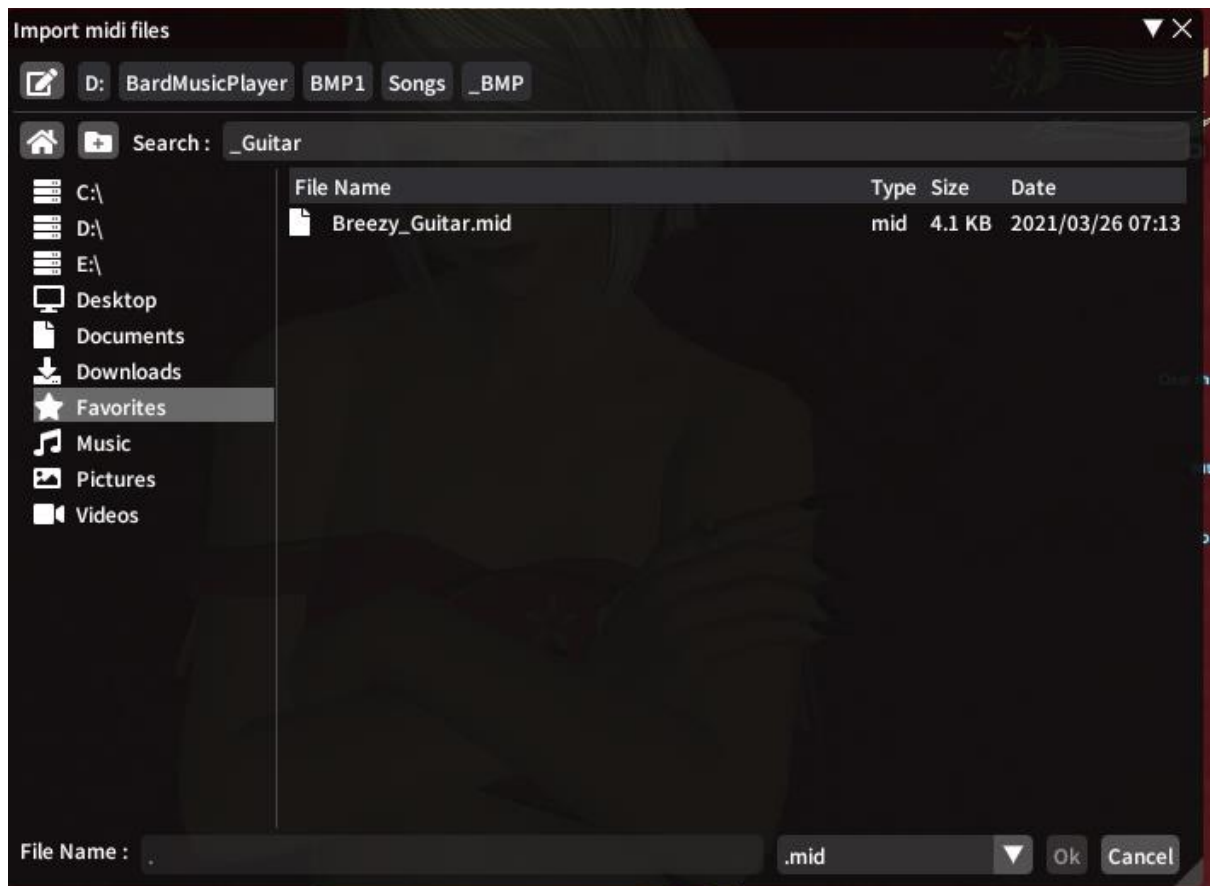
Double clicking a file will load it in the play list or selecting it and pressing ok, you can also select Multiple files by pressing CTRL and selecting them and pressing OK to load them.
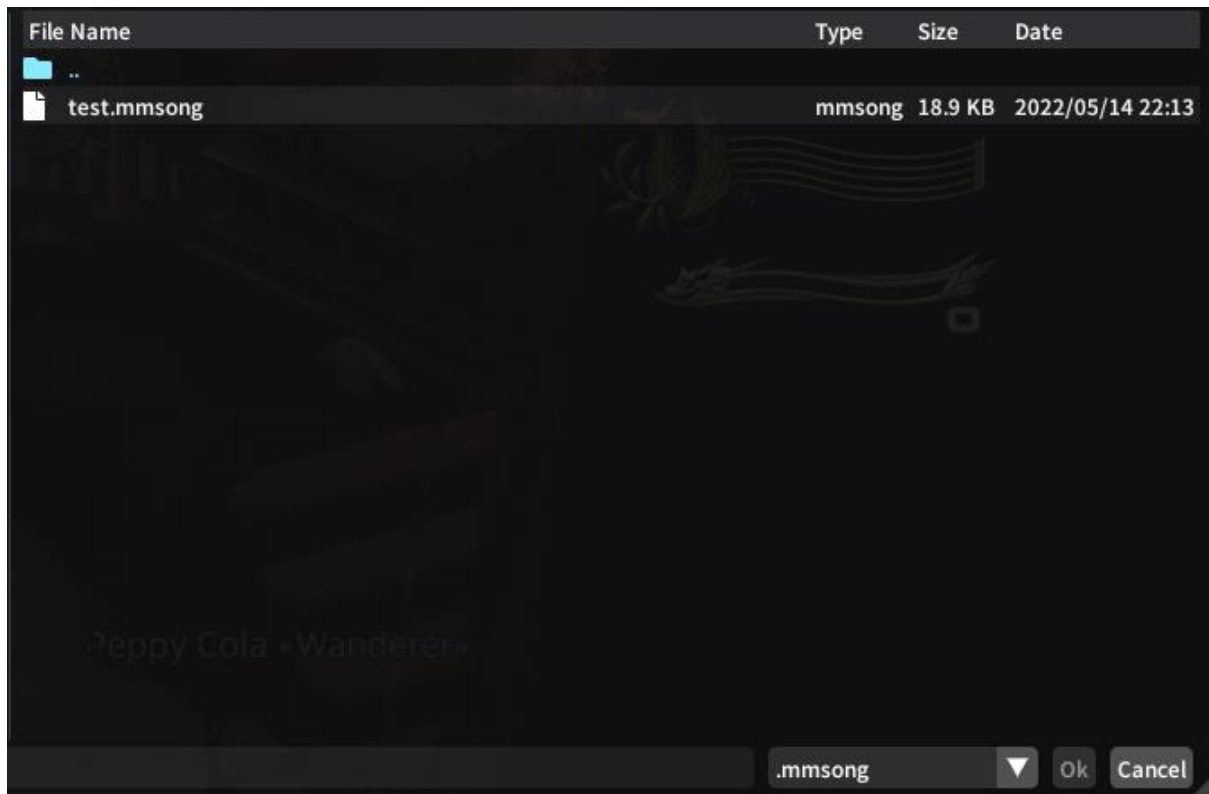
.mmsongs can be loaded and played using the file type drop down at the bottom of the dialogue box.

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).
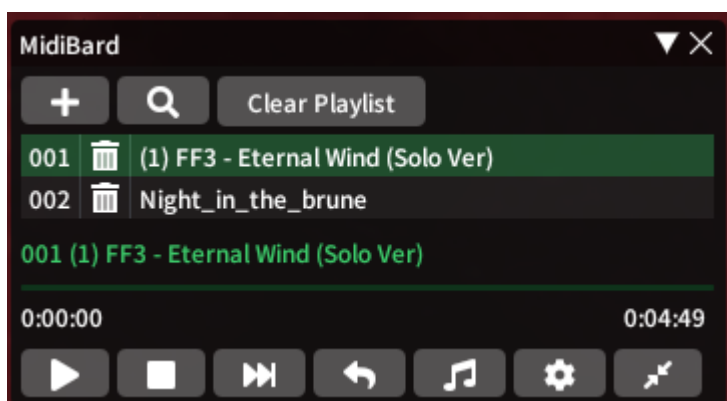
Each track is shown as the song number on the list (002 highlighted) a trash icon to remove the song from the list, and the name of the song)

You can either enter performance mode manually using the bard performance actions, or if you have the music control icon se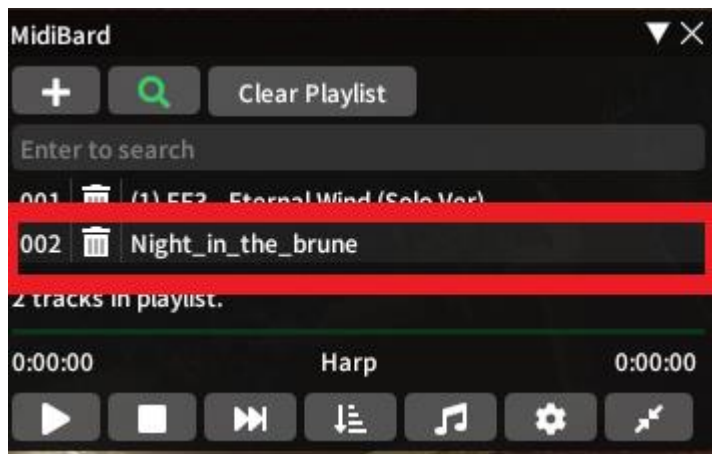lected (indicated below). You can hover on the track name if the length of the song is too large to fit in the available space. If you have a bard in party clicking the song will send switchto (playlist number) in the party chat,
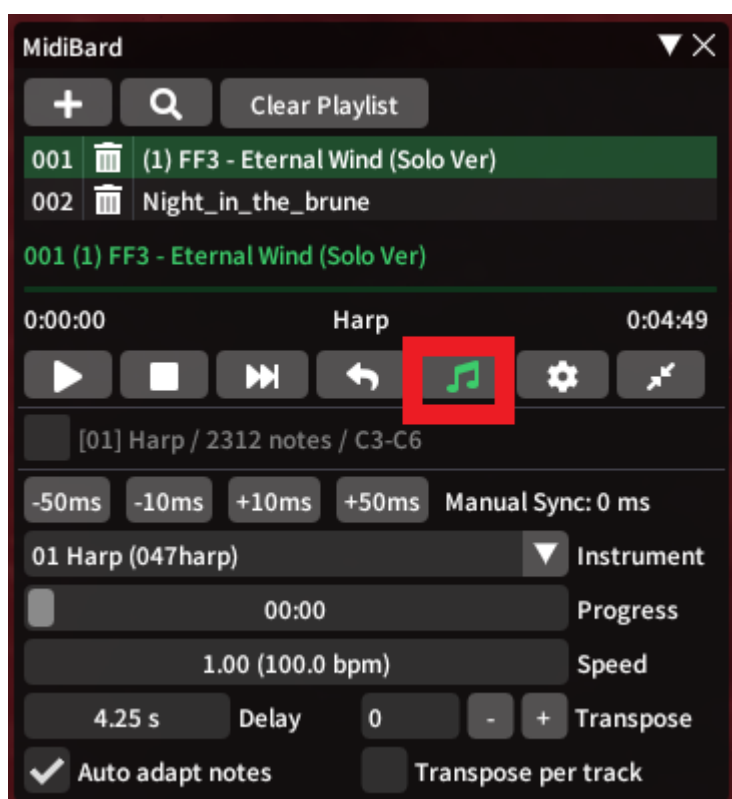
Select an instrument from the drop down box and if you are a bard performance mode will be entered and the instrument chosen automatically.

You can then press play indicated below to play the song.
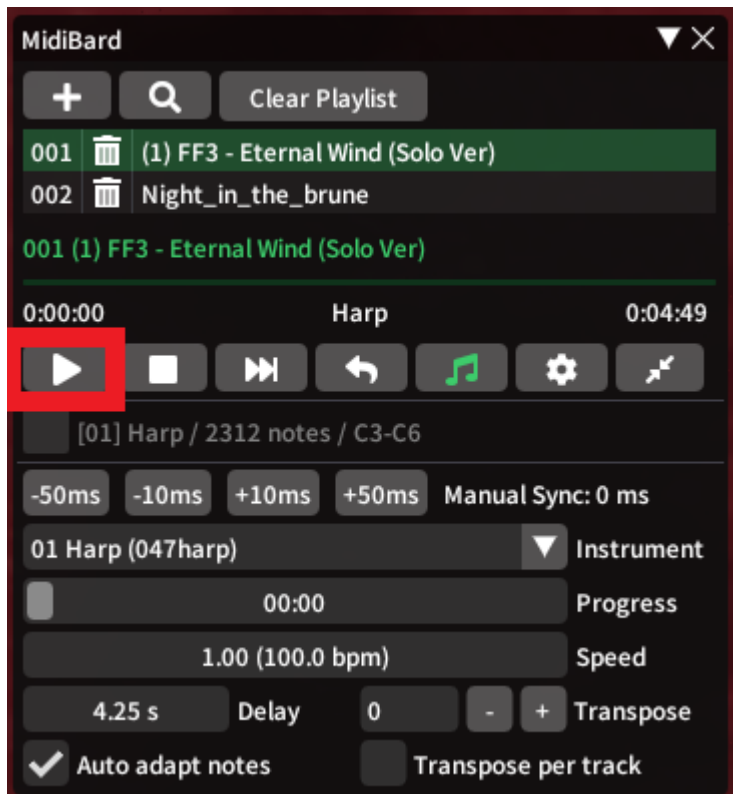
Midibard will continue running if the UI is not displayed, if you are in a playlist mode which has multiple songs and you do not STOP the player you may find that the next song you automatically enter performance mode and continue playing. This is intentional so Midibard can be controlled using the text 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
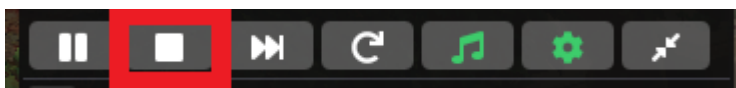
Next skips to the next song (depending on the mode of the payback type button). After the last song if nothing is highlighted it shows the number of tracks in the playlist.

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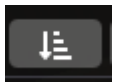
 Playmode:ListOrdered plays the playlist in order from the current selected song and will stop playing at the last song.

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)
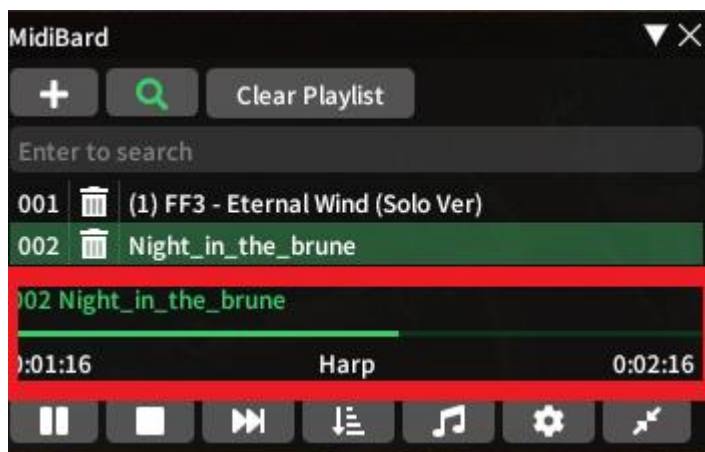
Music Control Panel
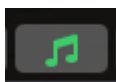
 Brings up the music control panel as below
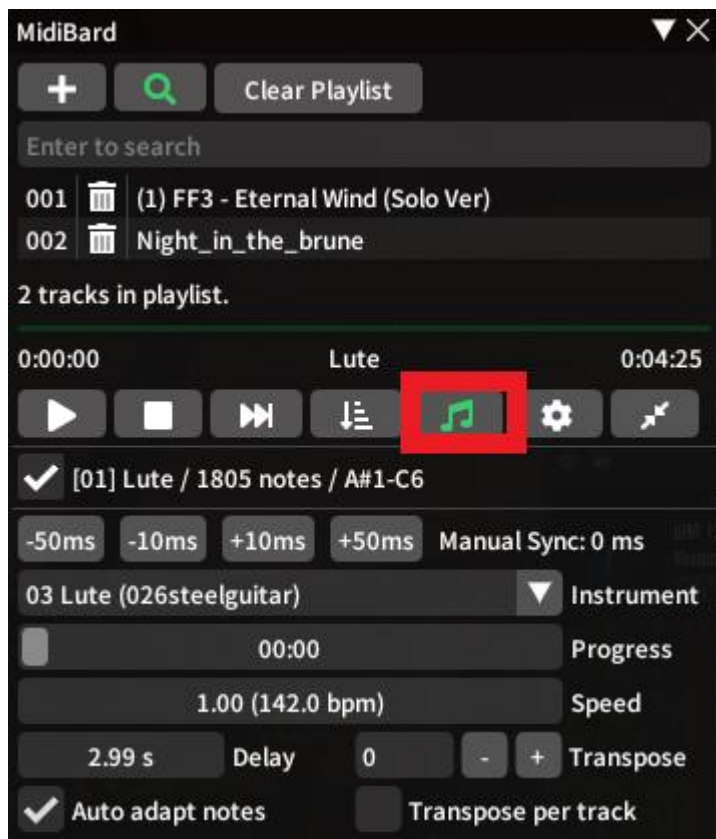
Under the Buttons the Number of tracks is shown, a tick indicated the track will be played, the instrument in the midi file, the number of notes in the track and the range of notes in the track.
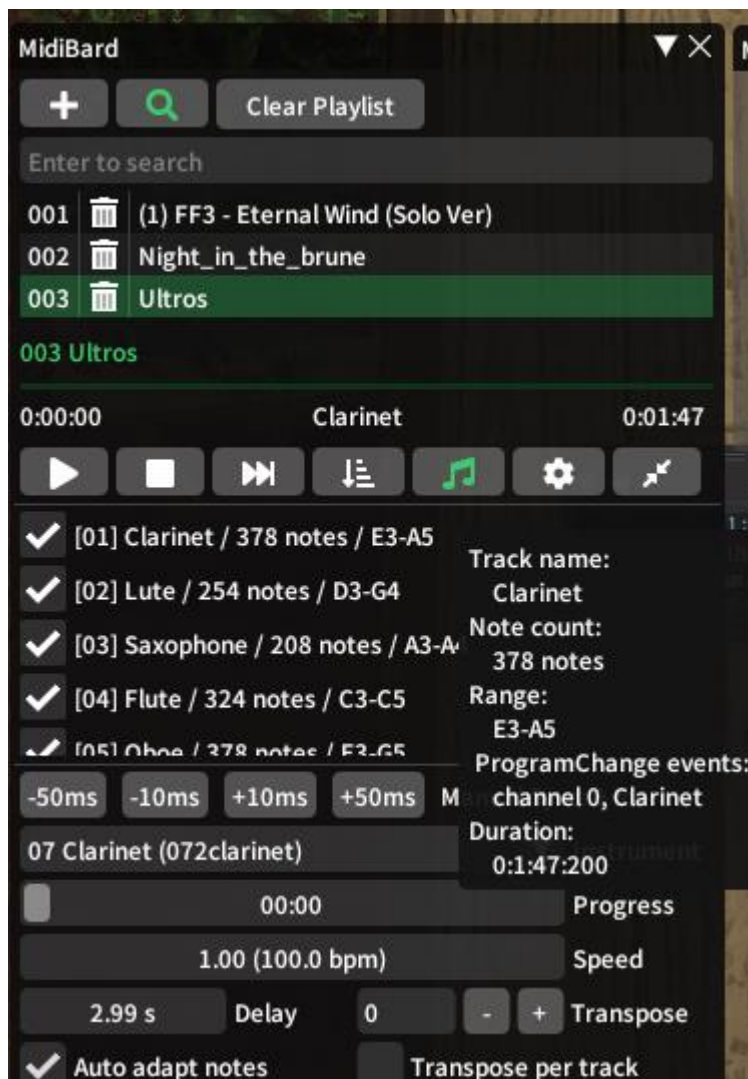
Here we see a track for an octet loaded, the additional tracks 5-8 can be seen by using the mouse scroll button to scroll down. A tick indicates the track will be played, for multibard setups you will only select the track you as assigned to play, Midibard will remember this between songs so if you just tick track 2 you will play track 2 on all the songs in the playlist.

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.

Manual Sync

The manual sync buttons are used in ensemble mode for multibards 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.
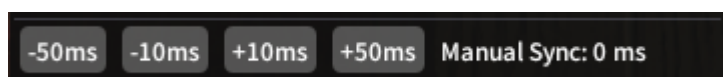
Instruments.

This quicky 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.
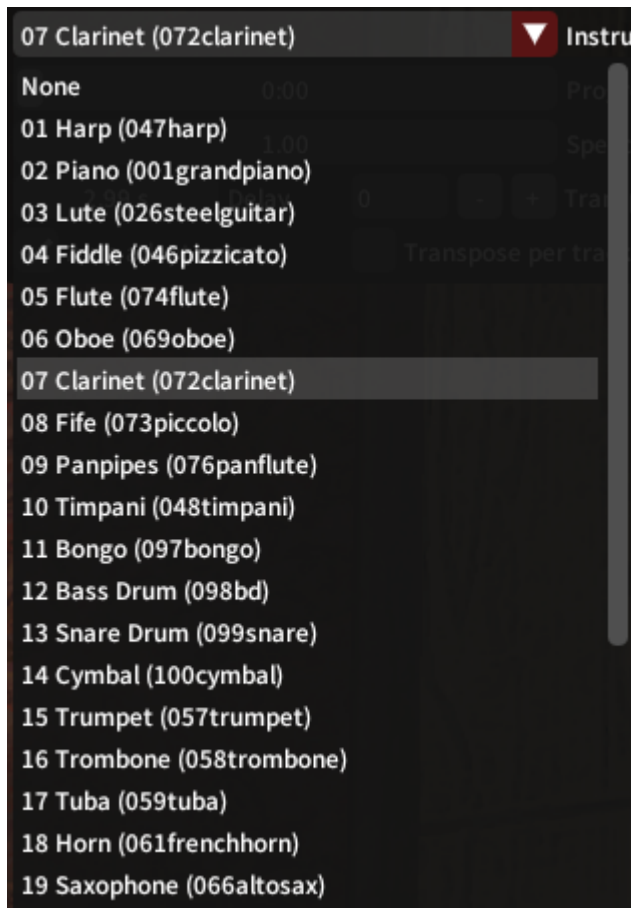
The progress shows the progress of the playing track, the button in the slider may be moved to skip forward or backwards. A right click on the bar will reset the play to start. Note that the track must be playing to be able to move the button.

Speed

The normal tempo is set to 1.o 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)
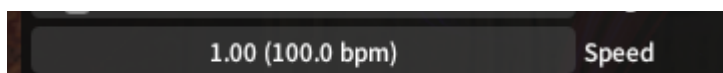
(While playing)

Right clicking on the bar reset the speed to 1.00 please ensure this is used 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

The **transpose** control will move all the notes played by the indicated semitones. You can either type the value or use the + and 0 keys, right clicking on it resets the value to zero.

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 6 notes was already in as a transpose value clicking the + button will add 12 so making it 18 semitones.
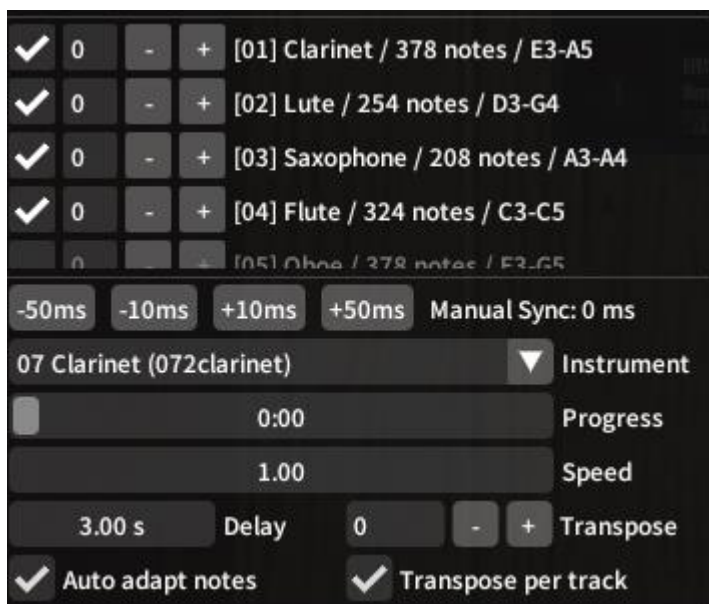
Input Device

This box allows you to select an external midi keyboard or other device as input to the player. Right clicking will clear the selection.
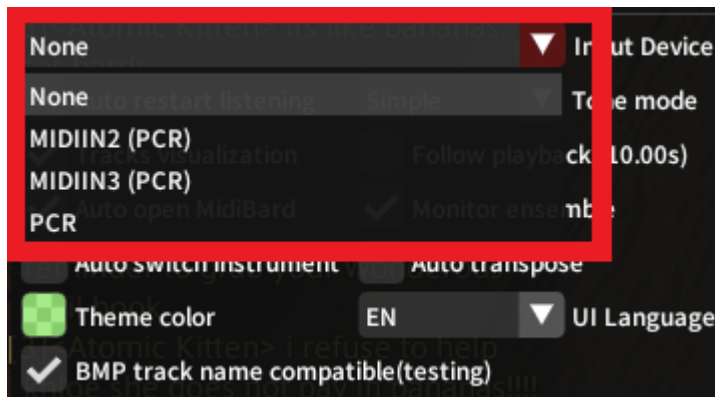
You may have a selection of devices depending on the type of device plugged in and the interface. Select the appropriate 1 from the drop down list. Note due to game limitations when you press a key on the midi keyboard there will be a delay before it is played in game. If playing solo on a keyboard best results will be by enabling SELF ONLY as shown below.
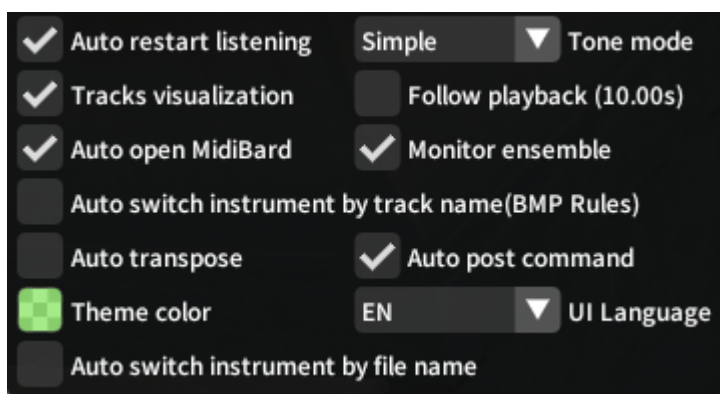
Auto restart Listening.

If you have previously selected a midi in device before then ticking this will cause the program to auto-switch to this device when it detects input from the midi IN device. Effectively saving you from selecting it above.

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 have 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

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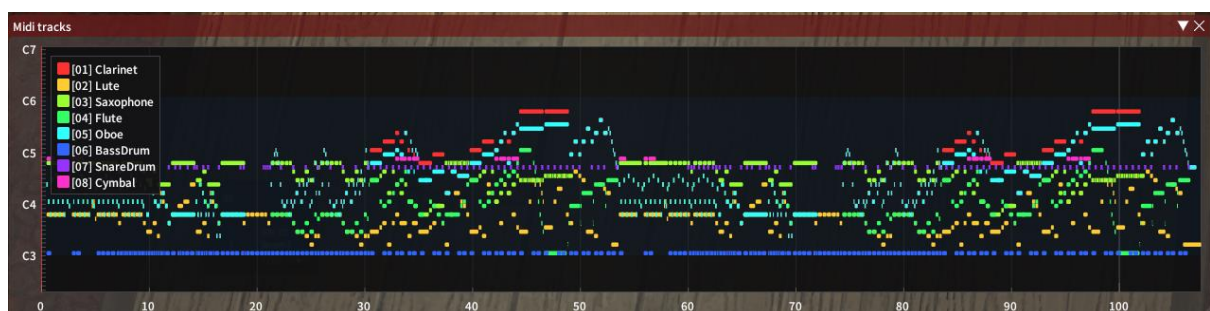
If FOLLOW PLAYBACK is selected the above visualizer will zoom into to show 10 seconds of play with the current Note playing in the center and the notes will scroll to the left.

Right clicking on the Visualizer will bring upo some menu items to change aspects of the display.

Auto Open Midibard

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

Mmonitoe 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,

Auto Switch Instrument

If this is selected you will need to rename your files to indicate the instrument in the file name (see also BMP track name compatible)

File names start with the instrument name between #

e.g. #harp#play.mid will load the file and select the harp as the instrument.

Auto Post Command
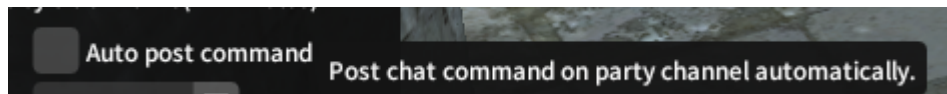
When in party mode will enable posting the switchto X command to all bards in the party enabling them to switch to the numbered song in the playlist.

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

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 By Track Name (BMP Rules).

This will automatically switch the Instrument to the 1st 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
Snare Drum	099 SnareDrum
Cymbal	100 Cymbal
ElectricGuitarClean	028 Clean Guitar
ElectricGuitarMuted	029 Muted Guitar
ElectricGuitarOverdriven	030 Drive Guitar
ElectricGuitarPowerChords	031 Power Guitar
ElectricGuitarSpecial	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
Piano-1	C4-C7
Harp	C3-C6
Fiddle+1	C2-C5
Lute+1	C2-C5
Fife-2	C5-C8

Flute-1	C4-C7
Oboe-1	C4-C7
Panpipes-1	C4-C7
Clarinet	C3-C6
Trumpet	C3-C6
Saxophone	C3-C6
Trombone+1	C2-C5
Horn+1	C2-C5
Tuba+1	C1-C4
Violin	C3-C6
Viola	C3-C6
Cello+1	C2-C5
Double Bass+2	C1-C4
Timpani+1	C2-C5
All Guitars+1	C2-C5

How To Post Lyrics to songs
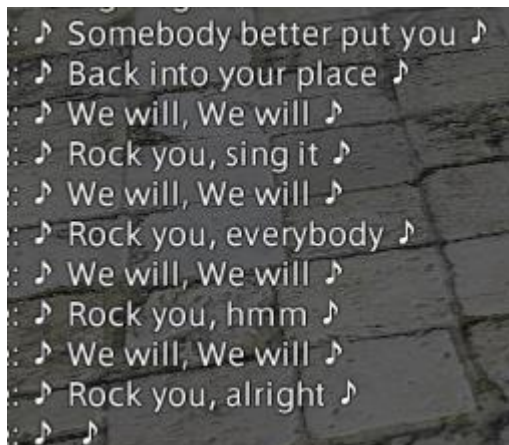
- The lyrics will be posted by the party leader.

- 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. However 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:Queen]

[ti:We Will Rock You]

[al:News of the World]

[by:Song Writer]

[offset: 0]

[00:00.00]

[00:07.91]Buddy, you're a boy

ar- Artist

ti - Title

al - Album

by - Author of the LRC file

offset - The offset of lyrics in milliseconds

[00:00.00] - Must have this as the first line of lyrics. This marks the beginning of lyrics and should always in the fil

- 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 setuips 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 Play as a Band

1. Form a party with all of your bards. For the first time user, I recommend trying it on 2 bards to help you get the idea of how it works, the rest are just adding more bards. Also the bards **DON'T** have to be on the same PC, which means it's possible to play with your friends at the same party.
2. After forming the party, import the MIDI files then immediately ensuring that they are the same songs in the same order in the playlist.
3. It is advisable to get each member to right click on the Speed Box to set the speed to 1.0, if other bards have this set different they will play at different speeds.
4. type `reloadplaylist` on **PARTY CHAT**. All bards on the **SAME PC** will then share the same playlist. You only need to do this once after changing the playlist. If you play with your friends, make sure everyone has the same playlist before continuing.
5. Type `switchto <song number>` in the party chat, then every bard in the party will load the same song and switch instruments **if the track name follows BMP** standards. For example, typing "switchto 1" will make everyone in the party open the 1st song on the playlist.
6. Check every bard to make sure everyone's choosing the correct track they are playing, and have the correct instrument ready. You only need to do it once after rebooting the game or reloading the playlist. They will always play the same track number even on different songs.
7. After everything's been set, start the ensemble mode in-game (this is on the in game metronome) and the song will start playing automatically.

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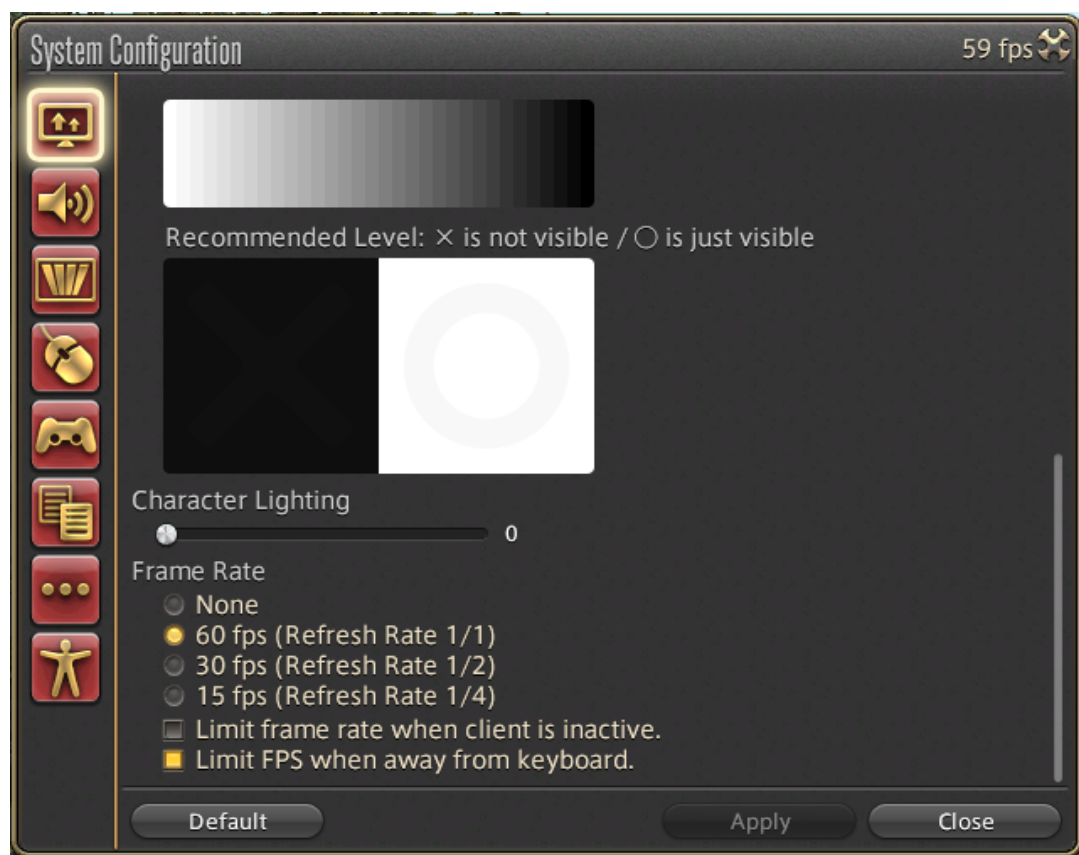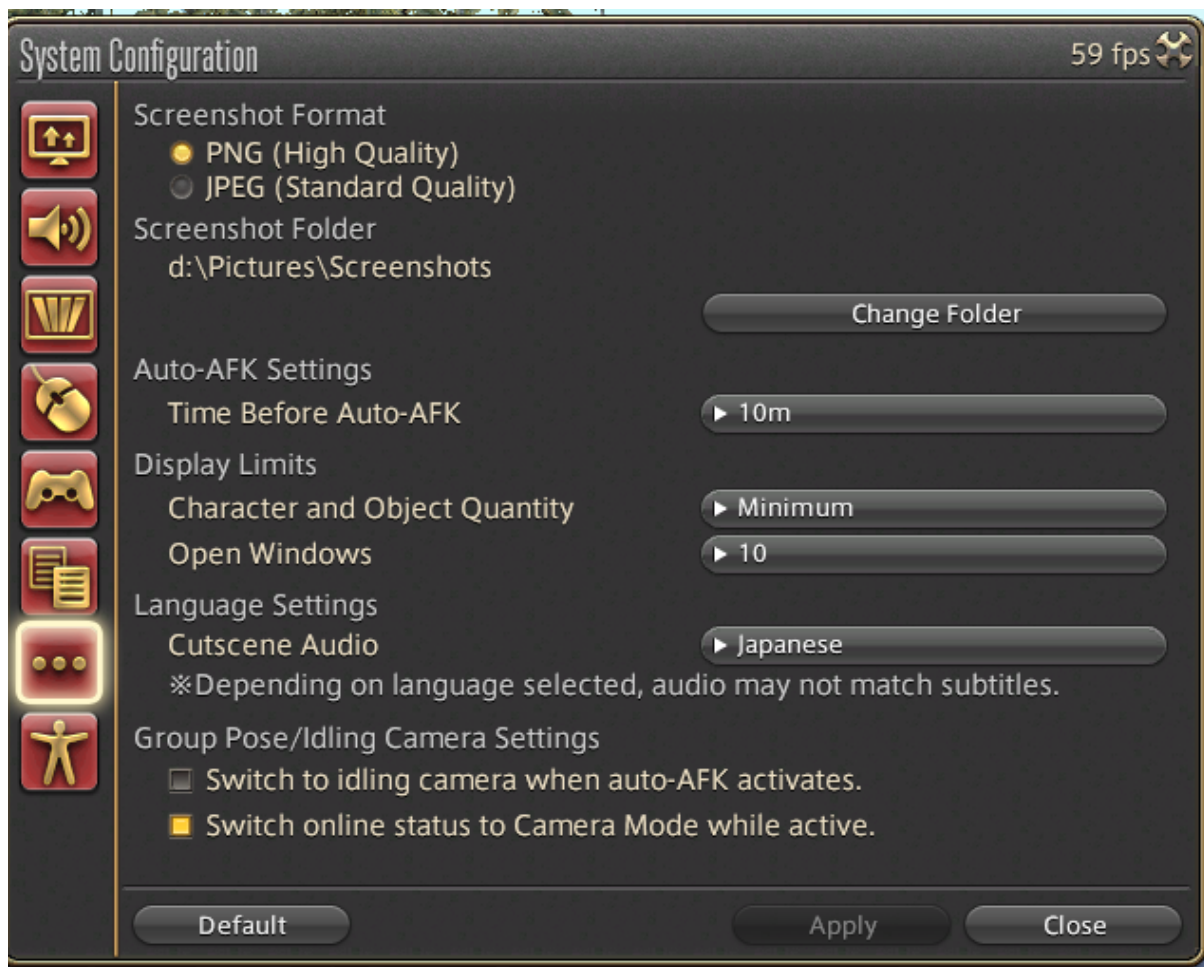
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if your monitor has a higher refresh rate than 60Hz, please limit it to 60 so the client doesn't take an excessive amount of resources.

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.