



## Midi Player Tool Kit V2

### Documentation

## Introduction

This is a quick tutorial, detailed information are available here:

- [Midi Player Tool Kit V2](#)
  - [Quick Start V2](#)
  - [Add Midi files V2](#)
  - [Add SoundFonts V2](#)
  - [Prefab MidiFilePlayer V2](#)
  - [Prefab MidiStreamPlayer V2](#)
  - [Prefab MidiExternalPlayer V2](#)
  - [Prefab MidiListPlayer V2](#)
  - [API MPTK V2](#)

## Midi and SoundFont

### Midi

Midi file is a well-known format for playing music. It's very easy to find a lot of varied music often for free on the web.

The benefits of Midi is: smaller compared as classic audio files, more flexible (transpose, speed, ...)

Try here to find interesting Midi file :

- <http://www.midiworld.com> Midi World is a huge free Midi site with varied genre : classic, pop, rock, rap, dance, punk, blues, country, movie themes, tv themes, christmas carols, video game themes, disney themes, national anthems, jazz , hip-hop.
- <https://freemidi.org> Free Midi is also huge free midi site with varied genre : Rock, Pop, Rap, Hip-Hop, R&B, Soul, Classical, Country Folk, Jazz, Blues, Dance / Electric, Folk, Punk, Newage.

- <https://www.vgmusic.com> Huge library of Midi video game. Started in 1996, thousands Midi files are available.
- <http://www.midishrine.com> Another site specialized in Midi video games.

**Tips :**

Don't forget to ask authorization for copyrighted resources!

If you or a friend, are musician you could also compose your own music, record as Midi and use it in your application!

## SoundFont

Midi Player Tool Kit is based on SoundFont, a kind of library which contains hundred sounds of instruments as piano, sax, drum, ...

But SoundFont are designed to be used with synthesizer or powerful computer. Midi Player Tool Kit converts SoundFont to a simpler format with not all the functionalities of SoundFont but enough to play music to support application in Unity.

The FREE version of Midi Player Tool Kit use the SoundFont GeneralUser\_GS\_SoftSynth\_v144. It's a sound font with a good balancing between size and quality.

Thousands SoundFonts are available on the web, often for free, the PRO version is able to use another SoundFont and optimize the size of sounds in your application.

Find SoundFonts here:

- <http://trisamples.com/free-soundfonts/>
- <https://cymatics.fm/blog/soundfonts/>

**Tips :** try General Midi SoundFont to get a large variety of instruments and a compatibility with Midi norm.

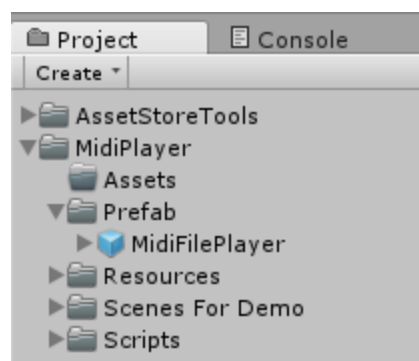
## Add Midi music's in your application in 3 steps.

### 1- Project

If you already have a project with MPTK V1, please follows the tutorial to migrate from V1 to V2, see PDF in MidiPlayer project: “Migration Helper V2”

1.1 - Download [Free Midi Player Tool Kit](#) or download [Pro Midi Player Tool Kit](#) .

1.2 - Import Unity package in your Unity application, you will get something like this in your project:



**Tips :** Free version comes with a default SoundFont (GeneralUser\_GS\_SoftSynth\_v144) and some examples of midi files. Of course you can delete all Midi files and add your favorites (see Midi Player Tool Kit Setup below).

**Tips :** Pro version comes with no SoundFont and no Midi files. [See why here](#). Please, have a look to theses pages to understand [How to add Midi file](#) and [How to add SoundFonts](#) before beginning this quick start.

**Recommendations:** to ease installation of futures updates of MPTK (a lot of great functions are forecasted!), try to follows these rules:

- Create your assets apart of the MPTK assets.
- Don't change anything in MPTK scripts or hierarchy.
- Use only documented API.

SoundFont(R) is a registered trademark of E-mu Systems, Inc.

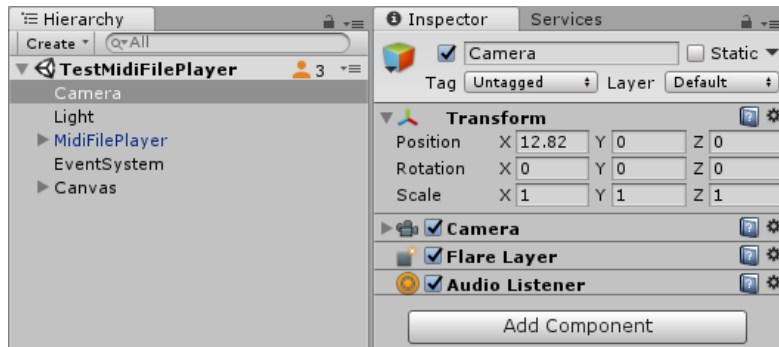
### 2 - Hierarchy

If you already added Midi files and SoundFont in MPTK, you can continue with the actions below else have a look here how to [Add Midi files](#) and how to [Add SoundFonts](#).

But if you have migrated from V1, SoundFont must be re-imported because the format is totally different.

2.1 - Add to your Unity hierarchy, one or more "MidiFilePlayer" Prefab from "Asset/MidiPlayer/Prefab". Each one can plays a different Midi file.

2.2 - Check that you have an AudioListener component somewhere in your hierarchy, typically associated with the "Main Camera".



### 3 - From the Midi File Player Inspector

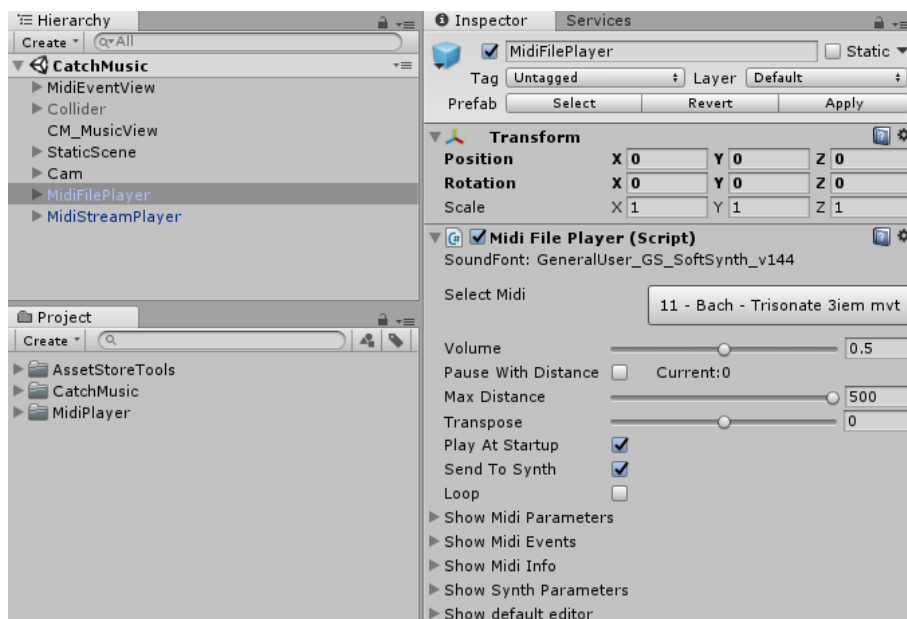
3.1 - Select one MidiFilePlayer in the hierarchy, then have a look to the Inspector:

3.2.1 - Select the Midi File to play. If no Midi are available, see [How to add Midi file](#).

3.2.2 - Check "Play On Start".

3.2.3 - It's over! Run your Unity application, the Midi begins to play!

Play with the parameters available or [go here](#) to have a description of all parameters.



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