Thanks for downloading our GBA MIDI Pack! These MIDIs are all official MIDIs from the Pokemon games, and a couple extras, that we've converted to be GBA-ready. (i.e. MIDI 0 Format, <12 channels, loops in place)

All of these MIDIs require the All Instruments Patch applied to your ROM in order to work. We highly suggest testing any songs you wish to use on the title screen first to make sure they sound right in-game (more details on that below).

Tools required:

All Instruments Patch - to make these MIDIs work in your ROM.

Sappy - for inserting songs to your ROM

Anvil Studio - if you need to "fix" any MIDIs

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A - CONVERTING A MIDI TO A .S FILE (FOR SAPPY INSERTION)

B - INSERTING A SONG INTO YOUR ROM

C - FIXING ANY SONGS THAT SOUND FUNNY

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A - To convert your MIDI to a .S file (for Sappy insertion):

1. Copy your MIDI to the Mid2Agb folder inside the Sappy folder.

2. Rename your MIDI so the file name is only 1 word long and contains no special characters. (eg. "bw n's theme" becomes "bwnstheme" or whatever you want to name it)

3. Drag your MIDI onto mid2agb.exe. This will generate a .S file with the name of your MIDI.

4. Open the .S file in Notepad and find where it says "mvl, 127". Change this number (ie. the volume) to "90".

5. Save the .S file.

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B - To insert a song into your ROM:

1. Open your ROM in Sappy.

2. Select the song from the list that you want to replace. (some songs are unused in vanilla FR so you can add a few extras without expanding the song table!)

3. Click "Assemble Song". At the top of the dialogue box, select your .S file (this must be located in the Mid2Agb folder)

4. Where it says "Base destination offset", this is where your song will be stored. Be sure to put it in free space with nothing afterwards, or open FSF and look for space that's 10000 bytes long. (Each song will take up a few thousand bytes but the size varies per song)

5. Change the "Vociegroup offset" to 0x0B30C5C. This selects the All Instruments Patch voicegroup which is essential for your songs to work in-game.

6. Click the "Cook it" button, and when a dialogue box appears, click Yes.

7. Your song is now inserted in game. Be sure to test it!

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C - Fixing any songs that sound funny:

Please note that some of the MIDIs may sound funny in-game in one of two ways. For example...

1. Songs with a lot of layers - if a song has a lot of instruments playing at once then some bits won't be heard when played in game. To fix this, open your MIDI in Anvil Studio, give the most important instruments the highest "Channel" numbers, and delete any unrequired tracks such as backing tracks that don't add much. Export your MIDI as a "MIDI-Format 0 file".

2. Songs with warped notes (eg. RSE Victory Champion) - a small number of songs have distorted notes when inserted in-game, this is entirely dependent on the MIDI. Unfortunately this can't be fixed afaik, so the best solution is to download a fan-made MIDI from online (we suggest using a trial account on Musescore). With your new MIDI, you'll have to make it GBA-ready by following this tutorial - https://www.pokecommunity.com/showthread.php?t=448794 - and then follow the steps to insert it in-game. A new, fan-made MIDI shouldn't share the problems of the original.