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SMPS Instrument patches

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Member

Joined: Jan 2, 2016

Messages: 144

Location: Pittsburgh, PA

Hello, long time no see!

Just a quick question:

Would I be allowed/may I have permission to use the instrument patches from [Portal song](#) (SAdv3 Sonic Factory) from Sonic 2 Recreation in my own separate Sonic Factory MIDI conversion? I would give credit for my hack if allowed; otherwise I'll go make my own patches.

I've created my own SMPS32x MIDI conversion of Sonic Factory for a Chaotix hack (*Sonic Clackers*), but am having trouble making good sounding FM instruments for this particular song. Thought I would do the right thing and ask permission first wrt Forum Rule #7 if I may use them. The song is for a Sonic Factory-themed Tutorial Zone that I've designed from scratch (a Spriters-Resource tileset rip/conversion).

**GenesisDoes**

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Also, on the topic of
Chaotix's sound driver, what
channel-based coordination
flags can the PWM channels
utilize? Is it only
smpsAlterVol \$E6 for PWM
sample volume control, but
otherwise the channels act
exactly the same as normal
DAC channels?

-GenesisDoes

[GenesisDoes](#), Yesterday at 7:01
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ValleyBell

Well-Known Member

Member

Joined: Dec 23, 2011

Messages: 160

The patches used in that
song are all from
Instruments.gyb, which
is included with
mid2smps.
The MIDI patches I used
were:

[New](#)

- 40 Synth Bass 2
(main bass)
- 39 Synth Bass 1
(weird instrument
that plays on
random octaves)
- 69 Baritone Sax
(main melody)
- 19 Rock Organ
(organ chords)
- 60 Muted Trumpet
(brass in the
middle of the
song)
- PSG channels (for
the "harp" and
supporting the

organ)

You need to look up what instruments they were assigned to by opening the GYB with 2612edit.

The PWM channels are mostly just DAC channels, but with volume support, which is modified by command \$E6.

However, volume on PWM channels is a bit special: Each nibble of the byte controls the volume of one of the speakers, with a range of \$0 (min, 6.25%) to \$F (max, 100%).

I forgot of high nibble=left speaker/low nibble=right speaker or vice versa. Keep in mind that the scale is reversed compared to FM/PSG.

So if you want to make a sample play 100% on the left, and 25% on the right speaker, the value would be \$F3.

Volume 50% on both would be \$77.



ValleyBell, Today at 1:53 AM [Report](#)
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