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SMPS Instrument patches

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GenesisDoes Wizard of the Sonic Member

Jan 2, 2016 Joined: 144 Messages: 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).

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Conversation Info

2 Participants: Replies: Last Reply Date: Today at 1:53 AM Last Reply From: **ValleyBell**

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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 PM Edit Report

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

The MIDI patches I used were:

- 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

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organ)

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

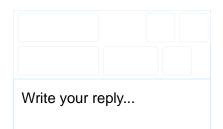
The PWM channels are mostly just DAC channels, but with volume support, which is modified by command \$E6. However, volume on PWM channels is a bit special: Each nibble of the byte controls the volume of one of the speakers, with a range of \$0 (min, 6.25%) to \$F (max, 100%). I forgot of high nibble=left 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.

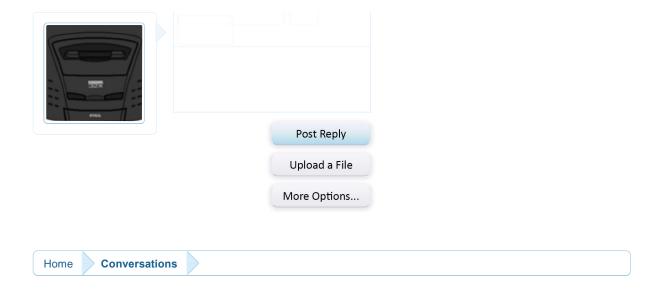
Volume 50% on both would be \$77.



ValleyBell, Today at 1:53 AM Report Reply



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