

# A Yoshimi Cookbook

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**1 Introduction**

This document is a follow-on to the author's "A Yoshimi User Manual" [10]. The user manual attempts complete coverage of the user-interface and concepts behind *Yoshimi*. This cookbook attempts to provide recipes to solve some common problems in getting *Yoshimi* to perform at its best for the user.

**1.1 Project Structure**

The "Yoshimi Cookbook" project consists of two parts:

- The source material for this document.
- A self contained "yoshimi" configuration and data section to support the examples in this cookbook.

The documentation source-files are provided in the `tex` directory. They are used to create the cookbook via Makefiles and the external "latexmk" project. The result of a "make" is a new PDF of the cookbook in the `pdf` directory. The latest PDF is always provided there so that one does not have to install the external projects needed to create it.

The configuration, banks, presets, and instrument files can be used to supplement or replace the user's own configuration and data files.

## 1.2 XML File Compression

One thing we recommend for following this cookbook is to set the *Yoshimi* compression level to **0**. This makes it a lot easier to text-edit the file to read its contents. To make this setting:

1. Navigate to **Menu / Yoshimi / Settings.../ Main settings**.
2. Click on the left arrow of **XML compression level** until the value of 0 appears.
3. Click on the **Save and Close** button.
4. Restart *Yoshimi*, then navigate again to this dialog to verify that the setting has been saved.

Setting this option makes the XML files a bit larger, perhaps larger by a factor of more than 10, making a 10K file into a 180K file. But these days, that should not be a problem. Maybe if one is running *Yoshimi* on an old *Raspberry Pi* device.

## 1.3 What Game Shall We Play Today?

There are a number of recipes that are hinted at in the user manual, but that solve problems that the author has encountered while using *Yoshimi*.

- **Banks and MIDI.** *Yoshimi* has had recent modifications to support bank-switching and using program-change messages to make *Yoshimi* a more flexible MIDI playback tool.
- **General MIDI.** It should be possible to set up one or more banks that are General MIDI compliant.
- **Usage of Modulators.** *Yoshimi* provides a number of modulation setups, but it isn't clear how to use them, especially the ring modulator.
- **Creation of Special Instruments.** There are some instruments that don't seem to have decent *ZynAddSubFX/Yoshimi* instrument files. Some examples, based on our desires: sitar, koto, bagpipes, steel drums, telephone tones, middle-eastern pipes, Japanese instruments, that steel-whip percussion sound heard in many songs....
- **More!**

This document explains how to do some of the above tasks.

## 2 Concepts

This section, like its counterpart in our *Yoshimi User Manual*, presents some useful concepts, while keeping them out of the way.

### 2.1 Concepts / Terms

This section doesn't provide comprehensive coverage of terms. It covers mainly terms that puzzled the author at first or that are necessary to understand the recipes.

#### 2.1.1 Concepts / Terms / cent

The **cent** is a logarithmic unit of measure used for musical intervals. Twelve-tone equal temperament divides the octave into 12 semitones of 100 cents each. Typically, cents are used to measure extremely

small finite intervals, or to compare the sizes of comparable intervals in different tuning systems. The interval of one cent is much too small to be heard between successive notes.

Since the detuning provided in *Yoshimi* is based primarily on cents (and octaves), it pays to understand cents. If a given frequency  $f'$  is offset from another frequency  $f$ , the relationships between them in semitones are:

$$f' = f * 2^s/12$$

$$s = 12\log(f'/f)/\log 2$$

In cents, these relationships become:

$$f' = f * 2^s/1200$$

$$s = 1200\log(f'/f)/\log 2$$

These relationships hold whether  $f'$  is less than or greater than  $f$ . They provide an easy way to determine how much to detune a frequency in *Yoshimi*.

### 2.1.2 Concepts / Terms / ring modulation

**Ring modulation** is the multiplication (heterodyning) of two signals, and is named for the ring-like circuit that can produce it. When two tones,  $f_1$  and  $f_2$ , with  $f_1 < f_2$ , are multiplied, the spectrum changes from  $\{f_1, f_2\}$  to  $\{f_2-f_1, f_2+f_1\}$ .

Depending on the ratio of  $f_1$  and  $f_2$ , the sounds can be bell-like or very discordant. *Yoshimi* provides ring modulation, as well as other forms of modulation.

## 3 Creating Instruments

One of our goals in using *Yoshimi* is to support General MIDI (GM) to the greatest extent possible.

However, no banks have been created with GM in mind. And many of the instruments, though given names that indicate what they are intended to be, fall well short of being recognizable per their name; they should be doable with a complex synthesizer like *Yoshimi*.

It is true that there are a vast number of *Yoshimi* and **ZynAddSubFX** patches/parts/instruments out there. The author had attempted a survey of them, and the task was all but impossible. Still, many candidates have been identified. Other candidates might be suitable with a little tweaking.

Here are a number of categories of instruments for which we want to assemble an improved set of instruments:

1. **Bells**
2. **Ethnic**
3. **Drums**
4. **Effects**

- 5. **Piano**
- 6. **Leads**
- 7. **Guitar**
- 8. **Strings** (individual and ensemble)
- 9. **Bass**
- 10. **Saxophones**

These recipes will be found in this cookbook project; the `banks` directories are found in the following directories:

```
yoshimi/banks
yoshimi/banks/demo
```

### 3.1 Bells

The bells patches we've heard so far are nice, but a bit anemic.

Good bell patches are easier with ring modulation, done right. We're not sure if there are any such patches extant; please send them to us if have some in hand.

In the meantime, creating bells is a good excuse to master *Yoshimi*'s ring modulator. However, we will first learn how to create a reasonable, clangy bell using just a few voices in an ADDsynth part, and no need for modulation.

#### 3.1.1 Bells by Voices

The following table comes from a tutorial ([2]). Along with a spectrum shown in reference [3], it allows us to recreate a simple, but realistic bell. In this table, F represents the fundamental frequency, i.e. the note being played.

Table 1: Simple Bell Tones

Wave Number	Frequency	Cents Offset	Relative Amplitude
1	0.56F	-1000	0.5
2	0.92F	-140	1.0
3	1.19F	+300	0.5
4	1.71F	+930	0.25
5	2.00F	+1200	0.125
6	2.74F	+1745	0.125
7	3.00F	+1901	0.125
8	3.76F	+2290	0.125
9	4.00F	+2400	

Note that the frequencies are relative to the fundamental frequency (F). Also note that wave 2 (close to F) can be missing, and the sound still is bell-like.

The file `yoshimi/banks/demo/Bells-simple-addsynth.xiz` is the result of following the steps below. We start, as usual, with a newly-started *Yoshimi* instance.

1. Open the ADDsynth editing window by clicking the **Edit** button in the bottom panel, and then clicking the ADDsynth **Edit** button in the edit window.
2. Click on the **Show Voice Parameters** button. Note that it is **Current Voice 1**, and it should be enabled.
3. For voice 1, make the following settings:
  1. **Octave**: Set to 0.
  2. **Detune Type**: Set to E1200cents.
  3. **FREQUENCY Detune**: Set to -1000 approximately.
4. Go to voice 2, and make the following settings:
  1. **Octave**: Set to 0.
  2. **Detune Type**: Set to E1200cents.
  3. **FREQUENCY Detune**: Set to -140 approximately.
5. Go to voice 3, and make the following settings:
  1. **Octave**: Set to 0.
  2. **Detune Type**: Set to E1200cents.
  3. **FREQUENCY Detune**: Set to 300 approximately.
6. Go to voice 4, and make the following settings:
  1. **Octave**: Set to 0.
  2. **Detune Type**: Set to E1200cents.
  3. **FREQUENCY Detune**: Set to 930 approximately.
7. Go to voice 5, and make the following settings:
  1. **Octave**: Set to 1.
  2. **Detune Type**: Set to Default.
  3. **FREQUENCY Detune**: Set to 0.
8. Go to voice 6, and make the following settings:
  1. **Octave**: Set to 1.
  2. **Detune Type**: Set to E1200cents.
  3. **FREQUENCY Detune**: Set to 545 approximately.
9. Go to voice 7, and make the following settings:
  1. **Octave**: Set to 1.
  2. **Detune Type**: Set to E1200cents.
  3. **FREQUENCY Detune**: Set to 700 approximately.
10. Go to voice 8, and make the following settings:
  1. **Octave**: Set to 1.
  2. **Detune Type**: Set to E1200cents.
  3. **FREQUENCY Detune**: Set to 1090 approximately.

These settings then end up roughly matching the settings of the first 8 waves in table 3.1.1 ("Bells by Voices") on page 5. This instrument isn't perfect. It's not quite equally tempered, though close. The character of the tone changes a bit as the notes get higher. One can fiddle with the relative amplitudes of the various voices to change the character of this sound.

### 3.1.2 Ring Modulation with 440 Hz Tone

Now for an initial demonstration of ring modulation. This demonstration does not quite create a bell tone, but does show the sound of modulation.

Start with a fresh *Yoshimi* and a cleared instrument ("Simple Sound"). Open the virtual keyboard using the **virKbd** button. Click a key and verify that you can hear a tone. We'll use the middle C key (the

"comma" on the PC keyboard) as a reference. We will call it the "C" note.

The following steps will set up two tones, voice 1 and voice 2, and voice 2 will use voice 1 as an external modulator. Note that you can accomplish most of these steps by loading the project file `yoshimi/banks/demo/Bells-440-ring-modulation.xiz`, but use that only as a last resort.

1. Open the ADDsynth editing window by clicking the **Edit** button in the bottom panel, and then clicking the ADDsynth **Edit** button in the edit window.
2. In the **Amplitude Env** sub-panel, increase the **D.dt** and **R.dt** to give the current sound a nice slow decay.
3. Click on the **Show Voice Parameters** button. Note that it is **Current Voice 1**, and it should be enabled.
4. Switch to **Current Voice** number 2 and enable it. Play the "C" note, and observe that it is the same frequency, but louder.
5. Move the **FREQUENCY Detune** slider a bit, and play the "C" note. It should sound the same as before, but change slowly in amplitude, as heard and as seen on the **VU meter**. Try to set the detune back to 0; this is easier if you highlight the tuning knob and use the left or right arrow keys.
6. In the **MODULATOR** section of voice 2, for **Type**, select the **RING** value. (However, feel free to select one of the other modulators, to experiment, once you've mastered the ring modulator.) Press the "C" key again, and notice that the tone character changes a bit. This is due to the internal modulator.
7. For **External Mod.** for voice 2, select **Ext.M 1**, to use the voice 1 as the internal modulator. The "C" note may change in character, but only slightly. Apparently the default internal modulator is the same as the default external voice 1 waveform.
8. To actually hear some modulation, we have to separate the frequencies of voice 1 and voice 2. Click the **440Hz** check-box in the **FREQUENCY** section of voice 1. Press the "C" key and verify hearing a two-tone signal, somewhat like a phone tone.
9. Now go back to voice 2 and click the **Change** button to bring up the ADDsynth oscillator dialog.
10. Move the slider to maximum for harmonic 10. Press the "C" key and verify the new sound (a bit like a car horn). Set the sliders back to 0, and "C" will be a single tone again.
11. Change the **Octave** values of voice 2 in its **FREQUENCY** section and listen to the effects.

Now we need to see if we can apply modulation across instruments. Sadly, this does not seem to be possible.

Increase the **D.dt** and **R.dt** values of the main **Amplitude Env** to give this sound the onset and decay of a bell, and it then sounds less abstract, and more like a bell. Of course, this kind of bell is even less tunable than the simple bell of the previous section.

Another thing to try with this setup is to simply change voice 2 to use different types of modulators besides **RING**. **MORPH** sounds basically identical to **RING**. **PM** seems to expose higher harmonics, making the sound louder and brighter. **FM** sounds similar to PM, but softer and smoother. **PITCH** is disabled.

Another experiment is to disable the modulator (voice 1 here) and see how that changes the sound; all it should do is drop voice 1 from the spectrum – voice 1 will still be used as the modulator.

Finally, by adding a slow decay to this sound, it becomes amazingly more bell-like.

### 3.1.3 Complex Bells by Ring Modulation

The next step is to make the bells more complex, by combining the methods of the previous two sections. Recall table 3.1.1 ("Bells by Voices") on page 5. It shows the 9 frequencies in the simple bell spectrum,

though we could define only 8 of them. How can we best add extra frequencies? We can ring-modulate the higher frequencies against one of the lower frequencies.

Table 2: Ring Modulation Bell Tones

Wave Number	Frequency	Mod Frequency	f2-f1	f2+f1
1	0.56F	—	—	—
2	0.92F	0.56F	0.36F	1.48F
3	1.19F	0.56F	0.63F*	1.75F*
4	1.71F	0.56F	1.15F*	2.27F
5	2.00F	0.56F	1.44F	2.56F
6	2.74F	0.56F	2.18F	3.30F
7	3.00F	0.56F	2.44F	3.56F
8	3.76F	0.56F	3.20F	4.32F

The asterisk marks frequencies that are close to existing frequencies. Luckily, there are only three of them, so our modulation should add a good number of frequencies.

1. Load the file `yoshimi/banks/demo/Bells-simple-addsynth.xiz` to save a lot of steps. The next steps add voice 1 as a ring modulator for voices 2 through 8.
2. Open the ADDsynth editing window by clicking the **Edit** button in the bottom panel, and then clicking the ADDsynth **Edit** button in the edit window.
3. Click on the **Show Voice Parameters** button. Note that it is **Current Voice 1**, and it should be enabled.
4. Go to voice 2 and do the following steps:
  1. In the **MODULATOR** section (greyed out), change the **Type** from **OFF** to **RING**.
  2. Changes the **External Mod.** dropdown from **Off** to **ExtMod. 1**.
5. Go to voice 3 and repeat those steps. Note how all the voices below the current voice become available as modulators.

We saved the result in the file `yoshimi/banks/demo/Bells-ringmod-addsynth.xiz` for safe-keeping.

QUESTION: If one loads an instrument and tinkers with it, but do not save it, does *Yoshimi* save it on exit anyway?

## 3.2 Ethnic

We found a simple steel drum instrument, but think we might do better, creating one using ADDsynth and one using PADsynth.

Instruments we have not found, and would like to synthesize, are: bagpipes and arabic pipes.

### 3.2.1 Ethnic / Steel Drums

There is a steel-drum instrument that ships with *Yoshimi*:

`/usr/share/yoshimi/banks/The_Mysterious_Bank/0122-pseudo_steedrums.xiz`.

It is an ADDsynth module comprised of three voices:

1. A **Unison**-enabled voice of **Size** = 10 and a **Frequency Spread** of 44.6 cents.

2. Another voice that is exactly the same as the first, except that it has its **Amplitude Env** sub-panel enabled, to add more volume and character to the instrument, it is stronger on the right, and, most importantly, an octave higher.
3. Another voice that is exactly the same as the second, except it is an octave lower than voice 0.

If voice 2 and 3 are disabled, the instrument still sounds reminiscent of steel drums, so obviously the overall amplitude envelope is important.

Can we do better? Well, the instrument above sounds too pristine. We should be able to add some "dirt" to the instrument to make it sound more lively.

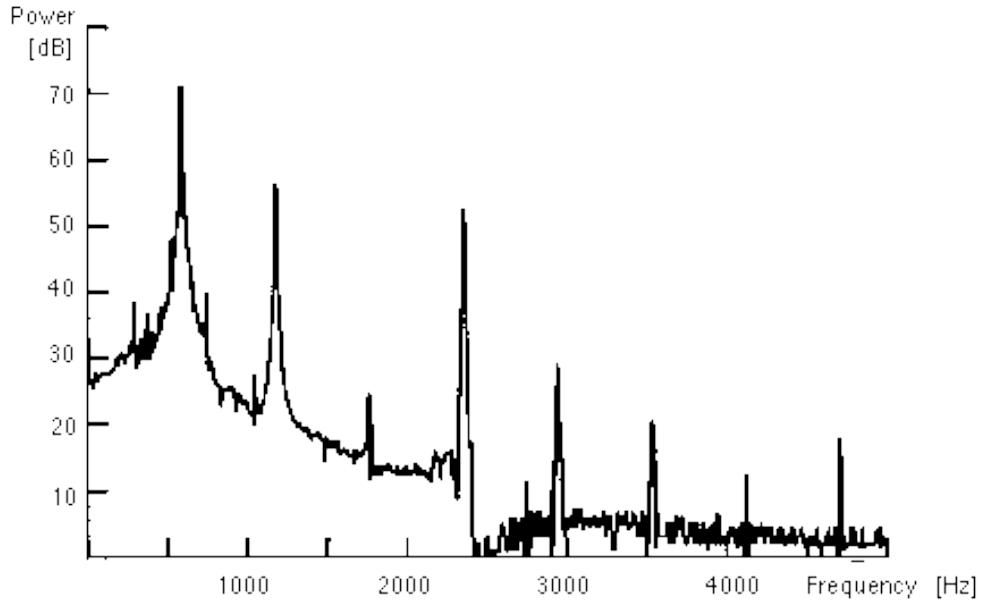


Figure 1: Typical Steel Drum Spectrum

Taking a cue from this figure, our steel drums extend the original by adding a couple more tones at octave intervals. Also, some slight detuning was introduced to add to the flavor. We could probably add a couple more, and carefully contour their amplitude levels to match the spectrum levels shown above.

To hear the ADDsynth steel drum sound, load the file `yoshimi/banks/demo/Add_Pseudo_Steel_Drums.xiz`.

Not content with that, with our hands behind our back, we pull SUBsynth from a hat. The SUBsynth settings for a steel drum are shown in the following figure:

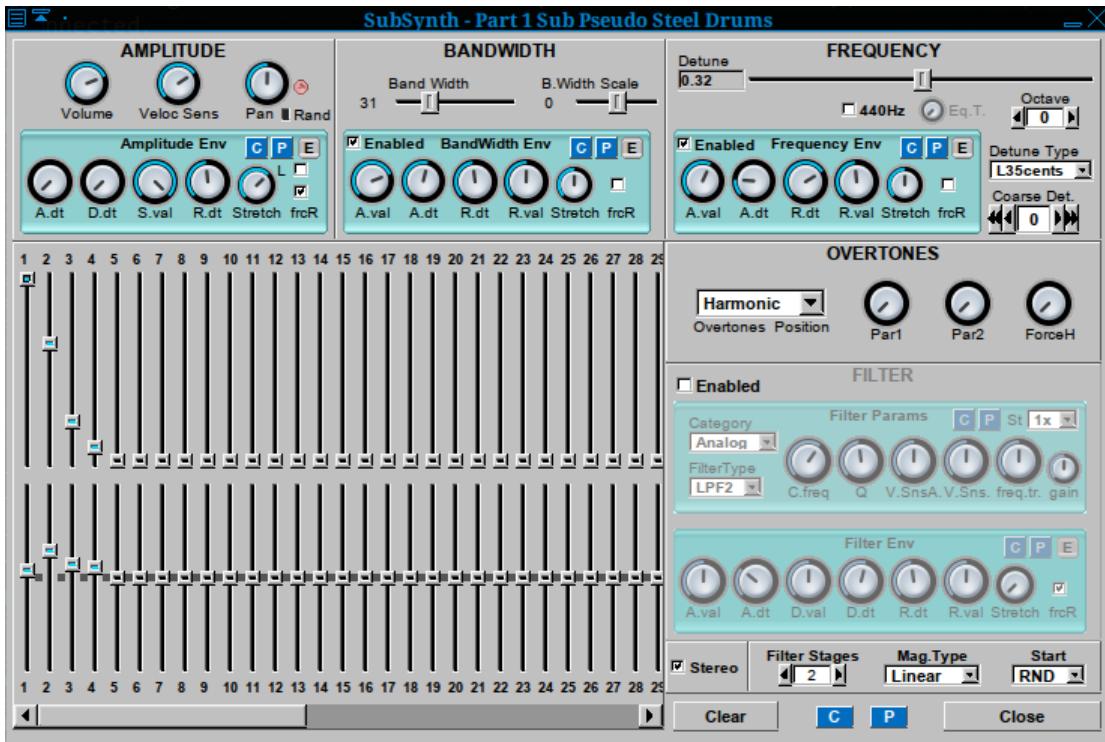


Figure 2: Steel Drum SUBsynth Configuration

Note the top box of slider controls. It sets the amplitudes of the harmonics, and should vaguely resemble the spectrum diagram. The lower box of slider controls sets the bandwidth of each harmonic, with the fundamental frequency being very narrow.

To hear the SUBsynth steel drum sound, load the file `yoshimi/banks/demo/Sub_Pseudo_Steel_Drums.xiz`. It's pretty nasty.

However, the best steel drum patch we've encountered so far is the `banks/olivers-100/0029-Steel_Drums.xiz` from the installed banks of `ZynAddSubFx`, and that's the one we now copy to our cookbook project's `yoshimi/banks/gm-basic/0115-Steel Drums.xiz` GM slot.

### 3.3 Drums

We want a decent drum kit that attempts to fill in the gaps for a GM-compliant drum kit with solid sounds, with the help of an existing kit.

It turns out that a "Natural Drum Kit", which we'd found separately on the Internet (from Dario Straulino) a long time ago, is now part of the instruments installed with `Yoshimi`. But long ago we used some of the sounds from various kits to create our own "natural drum kit", and extended some of the sounds across more (pitched) keys so that any MIDI drum note would produce *some* sound. We also made sure the sounds were laid out in GM format as much as possible.

Fire up `Yoshimi` and load the instrument stored in `yoshimi/banks/demo/Natural_Drum_Kit_Basic.xiz`, and we'll walk through it. Click the **Edit** button in the bottom panel, and then click the **Kit Edit** button.

No.	M.		Min.k	Max.k	ADsynth	SUBsynth	PADsynth	FX.r.
1	<input checked="" type="checkbox"/>		0	127	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	OFF
2	<input checked="" type="checkbox"/>	Snare - Stick + Snares	38	40	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	OFF
3	<input checked="" type="checkbox"/>	Snare-Head+Resonance	38	40	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	OFF
4	<input checked="" type="checkbox"/>	HiHat closed 2	42	42	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	OFF
5	<input checked="" type="checkbox"/>	HiHat closed long 1	44	44	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	OFF
6	<input checked="" type="checkbox"/>	HiHat open 1	46	46	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	OFF
7	<input checked="" type="checkbox"/>	Crash Cymbal 3	49	49	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	OFF
8	<input checked="" type="checkbox"/>	Side Stick	37	37	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	OFF
9	<input checked="" type="checkbox"/>	Tom	50	81	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	OFF
10	<input checked="" type="checkbox"/>	Bass Drum 2	36	36	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	OFF
11	<input checked="" type="checkbox"/>	Acoustic Bass Drum	35	35	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	OFF
12	<input checked="" type="checkbox"/>	Low Floor Tom	41	41	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	OFF
13	<input checked="" type="checkbox"/>	High Floor Tom	43	43	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	OFF
14	<input checked="" type="checkbox"/>	Low Tom	45	45	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	OFF
15	<input checked="" type="checkbox"/>	Low-Mid Tom	47	47	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	OFF
16	<input checked="" type="checkbox"/>	Hi-Mid Tom	48	48	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	OFF

Figure 3: Natural Drum Kit from DS 2

**Item 1** is the master control for the whole kit, determining the range of keys that it covers and the effect (if any) it goes through.

**Item 2** and **Item 3** provide the two parts of the "natural" snare drum. Both parts are composed of an ADDsynth and a SUBsynth section, and they provide 3 pitches of snare.

One distinguishing feature of the "Snare - Stick + Snares" item is it's only ADDsynth voice. Click the ADDsynth **Edit** button for item 2 in the kit editor. Then Click on the **Show Voice Parameters** button. Note that the **Amplitude Env** sub-panel is enabled, and uses a Freemode envelope. The voice is locked on **440Hz**, but detuned to be a lot lower than that. The **Voice Oscillator** (click on the **Change** button) uses a **Base F.** (function) set to **Power** to generate a spike pulse. There doesn't seem to be a way to temporarily mute an item, so we cannot hear what this item would sound like on its own.

The SUBsynth part of the "Snare - Stick + Snares" item provide an **Amplitude Env**, **Bandwidth Envelope**, and a rich set of alternate harmonics of very narrow bandwidth.

The "Snare-Head+Resonance" item's ADDsynth settings provide Freemode **Amplitude Env** and **Frequency Envelope** settings with the voice locked on **440Hz**, but detuned to be a lot lower than that. The **Voice Oscillator** is a sine wave. Voice 2 is set to **NOISE**, but is disabled. Something to try out? Indeed, we changed voice 2 to a sine wave, moved it up an octave, and now the the Snare keys have slightly different qualities, a barely noticeable pitch. A keeper!

The "Snare-Head+Resonance" item's SUBsynth settings are a set of harmonics with a **Bandwidth Env**.

**Item 4** is the "HiHat closed 2" instrument, a SUBsynth-only item. It provides an **Amplitude Env**, a **Bandwidth Env**, and a **Frequency Env** centered around 440 Hz, offset downward 2 octaves. A number of harmonics are provided, obviously taken from some spectral diagram of a cymbal.

**Item 5** is the "HiHat closed long 1" instrument, a SUBsynth-only item. It is the same as the "HiHat closed 2" instrument, but with a longer amplitude envelope.

**Item 6** is the "HiHat open 1" instrument, a SUBsynth-only item. Much like the other hi-hats, but with a Freemode **Bandwidth Envelope**.

**Item 7** provides the "Crash Cymbal 3" item. It is composed of an ADDsynth and a SUBsynth section. The ADDsynth provides a **Voice Oscillator** that, like **Item1**, uses a **Base F.** (function) set to **Power** to generate a spike pulse.

The SUBsynth section is similar to that of the "Snare-Head+Resonance" (**Item 3**), a set of harmonics with a **Bandwidth Env.**.

**Item 8** is the "Side Stick" instrument, an ADDsynth-only item. It's only voice, voice 1, is filtered white noise. One can increase the **Q** value of the filter to make it a bit metallic. One can lower the **C.freq** value to make it sound like a bigger stick.

**Item 9** is the "Tom". It is just a tone with an AR frequency envelope. The puzzling thing is that it is locked to 440 Hz plus 2 octaves, but it can run the full length of keys 50 to 81 (so we can get "Extra toms") and gradually rise in pitch. How? Unlocking voice 1 seems to change nothing!

**Item 10** is "Bass Drum 2", a SUBsynth patch. Like the SUBsynth part of the "Snare - Stick + Snares" item, it provides a Freemode **Amplitude Env** and **Bandwidth Envelope**, but only a small set of low harmonics, and a -3 **Octave** offset, one octave lower than the snare.

**Item 11** is "Acoustic Bass Drum". It merely adds some more harmonics to the "Bass Drum 2" patch.

**Item 12** is the "Low Floor Tom", an ADDsynth patch. Voice 1, like **Item 9**, is a pitched tone with a frequency envelope. Voice 2 is added to provide a noisy component.

**Item 13** through **16** are also noisy toms. At some point, we'll try to use the XML files to determine how their pitches are determined. To difficult to compare the two GUIs without taking screen shots.

Okay, so this drum kit is a little tom-heavy!

Now, without defining more than one drum kit, we have only about 15 "drums" available to us in *Yoshimi*. So we filled in the missing drums with more "toms", just so some sound will be made. The frequencies of the upper toms get pretty crazy! Here's a diagram of the keyboard layout. Correlate it with figure 3 ("Natural Drum Kit from DS 2") on page 11, to understand the abbreviations.

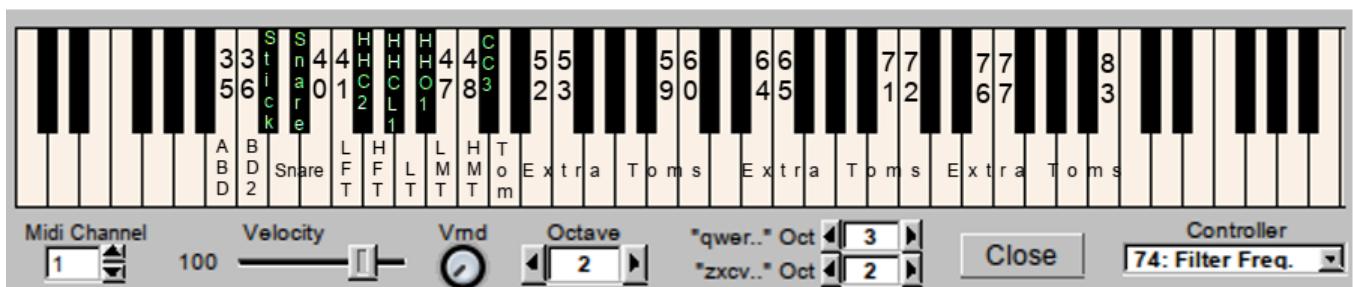


Figure 4: Natural Drum Kit Keyboard Layout

For your reference, here is the full GM drum layout. The diagram is taken from WikiMedia.org.

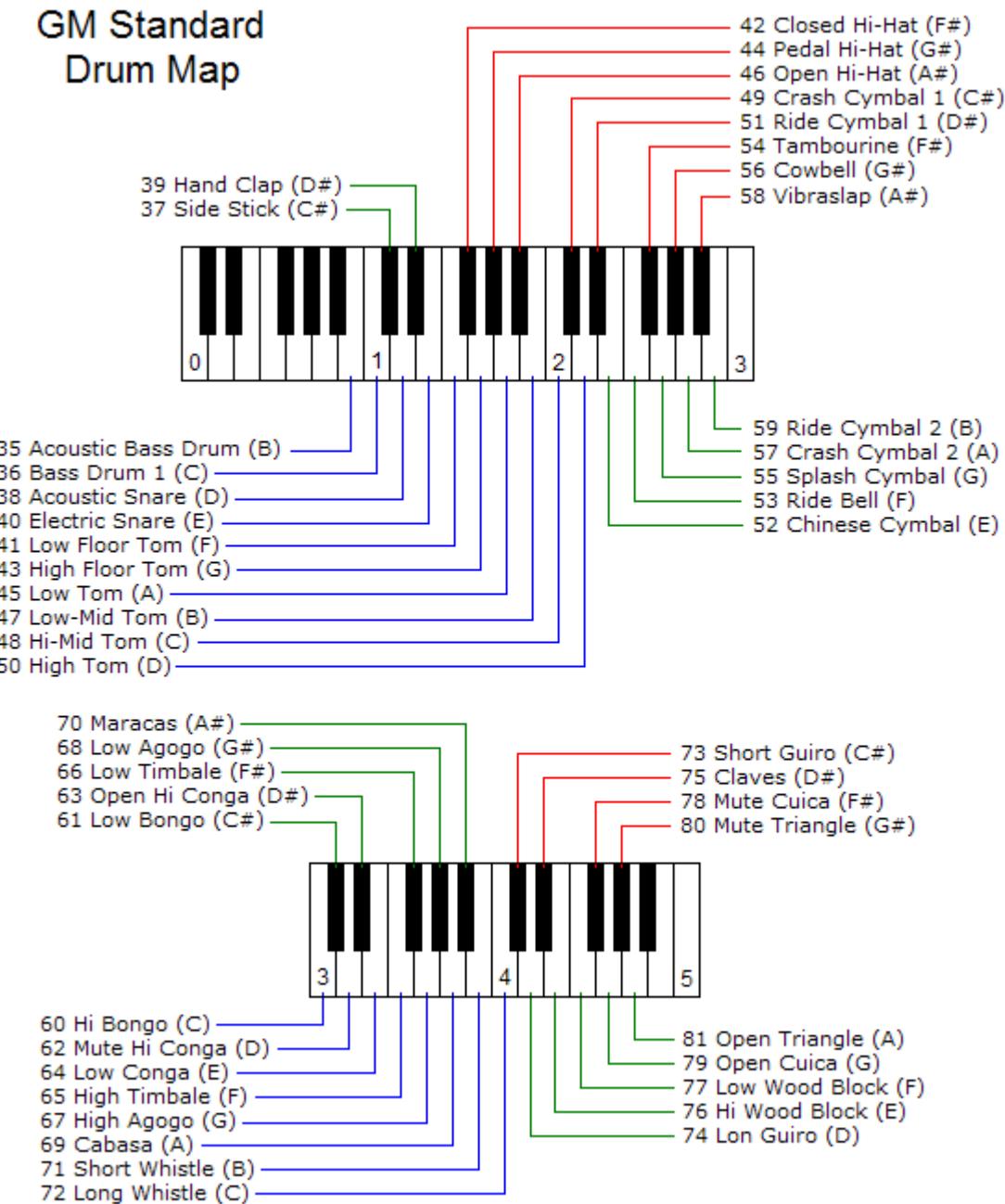


Figure 5: General MIDI Drum Kit Keyboard Layout

### 3.4 Chromatic Percussion

One of the big blanks in the gm-basic sound set are the various stand-alone percussion instruments: woodblock, taiko drum, melodic tom, synth drum, and reverse cymbal. These occupy GM slots 116 through 120.

One easy way to obtain these instruments is to find them in an existing drum kit, and extract each into

its own instrument file. Here is how we did it to obtain instrument 118, the Melodic Tom.

First, set up a `presets` directory to hold any presets one creates, and make it the default `presets` directory. For example, one can set this project's `yoshimi/presets` directory as the default location for preset files.

1. Navigate to **Menu / Settings... / Preset Dirs** (a tab in the settings dialog).
2. Click the **Add preset directory** button.
3. Navigate to the desired directory, select it, click **OK**.
4. Select the new preset directory, then click the **Make default** button.
5. Press the **Save and Close** button.
6. Restart *Yoshimi*.

Next, extract the Tom drum from the Natural Drum Kit for use as Melodic Tom GM patch:

1. Load the "Natural Drum Kit" instrument.
2. Click **Edit** to bring up the overall editor dialog.
3. Then click the **Kit Edit** button.
4. Move to item 9, "Tom", and click the **Edit** button to access its ADDsynth settings (the Global dialog).
5. Press the blue **C** button in the ADDsynth Global dialog.
6. Next to the grayed-out **Copy to Preset** button, give the setting (to be saved) a name: "Nat Drum ADDsynth Tom Part". See the figure below.
7. Press the now active **Copy to Preset** button.
8. Depending on what dialog one is in when pressing the **C** button, the file will be save in the default preset directory under a name like `.ADnoteParameters.xpz`.

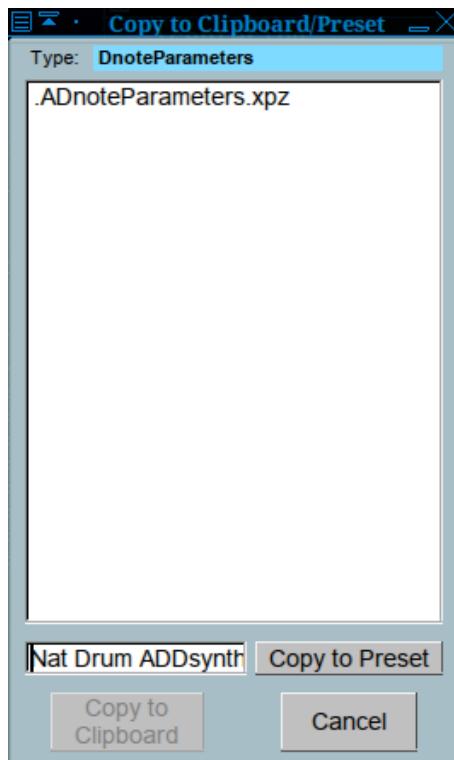


Figure 6: Copy to Clipboard Preset

One should then copy the **.ADnoteParameters.xpz** file to a file with the name **Nat Drum ADDsynth Tom Part** (matching the name of the preset it holds), and restart Yoshimi. However, it is only accessible with the hidden file name in the **Paste From Clipboard** dialog, as far as we can tell.

Finally, the preset can then be loaded into a new instrument as follows:

1. Navigate to **Menu / Instrument / Clear Instrument**, and click **Yes** at the prompt.
2. Navigate to the desired settings dialog. In this case, it will involve clicking **Edit**, then the ADDsynth **Edit** button.
3. In the **ADDsynth Global** dialog, press the blue **P** button in that dialog, to open the **Paste From Clipboard** dialog.
4. Select the desired preset (that matches the current settings dialog). In this case, it will be **.ADnoteParameters.xpz**.
5. Press the **Paste from Preset** button.
6. Open the virtual keyboard using the **virKbd** button, and verify that the instrument sounds like the proper Tom kit item.
7. Go back to the Main edit dialog and change the **Type** to the best matching value; here, it would be **Chromatic Percussion**. Then fill in the **Author and Copyright** and **Comments** fields.
8. In the main *Yoshimi* window, right-click on the part name. In the prompt for **Instrument name**, type the name of the instrument/part; in this case, "Melodic Tom".
9. Navigate to **Menu / Instrument / Save instrument....** Navigate to the desired directory, append the name (e.g. "Melodic Tom.xiz"), and save it.

It is wise to restart *Yoshimi* and verify that the new instrument can be loaded and played.

## 3.5 Effects

This section documents the various "effects" instruments we've created.

### 3.5.1 Effects / Dial Tones

We've created a nice dial-tone effect that we'll describe here. Dial tones consist of two notes, as shown by the **Low F** and **High F** columns in the following table.

Table 3: DTMF Frequencies Table

Tag	DTMF	Kit#	MIDI#	Low	Low F	Actual F	High	High F	Actual F
1	1	5	53	F3	697	705	F5	1209	1245
2	2	6	77	F5	697	705	F5	1336	1337
3	3	7	89	F6	697	698	F5	1477	1468
4	4	8	55	G3	770	770	G5 -	1209	1236
5	5	9	79	G5	770	776	G5 -	1336	1334
6	6	10	91	G6	770	773	G5 -	1477	1462
7	7	11	57	A3	852	855	G#5 +	1209	1245
8	8	12	81	A5	852	868	G#5 +	1336	1327
9	9	13	93	A6	852	866	G#5 +	1477	1480
*		14	59	B3	941	948	A#5 +	1209	1257
0	0	15	83	B5	941	968	A#5 +	1336	1281
#	#	16	95	B6	941	950	A#5 +	1477	1480
A	A	-	-	A2	697	—	F5	1633	—

B	B	—	—	B2	770	—	G5 -	1633	—
C	C	—	—	C2	852	—	G#5 +	1633	—
D	D	—	—	D2	941	—	A#5 +	1633	—
b	busy	2	71	B4	480	472	B4 -	620	622
r	ringback	3	69	A4	440	440	A4	480	480
d	dialtone	4	65	F4	350	350	F4	440	440

This table is implemented in a *Yoshimi kit*. Each note in the kit is created by making an ADDsynth instrument with two voices. The lower voice generally corresponds to the note being play, with an offset, if needed, to achieve close to the proper frequency for the lower note of the DTMF tone. The second voice corresponds to the other note, and it is detune appropriately to achieve close to the proper frequency for the upper note of the DTMF tone.

The following figure shows the kit dialog:

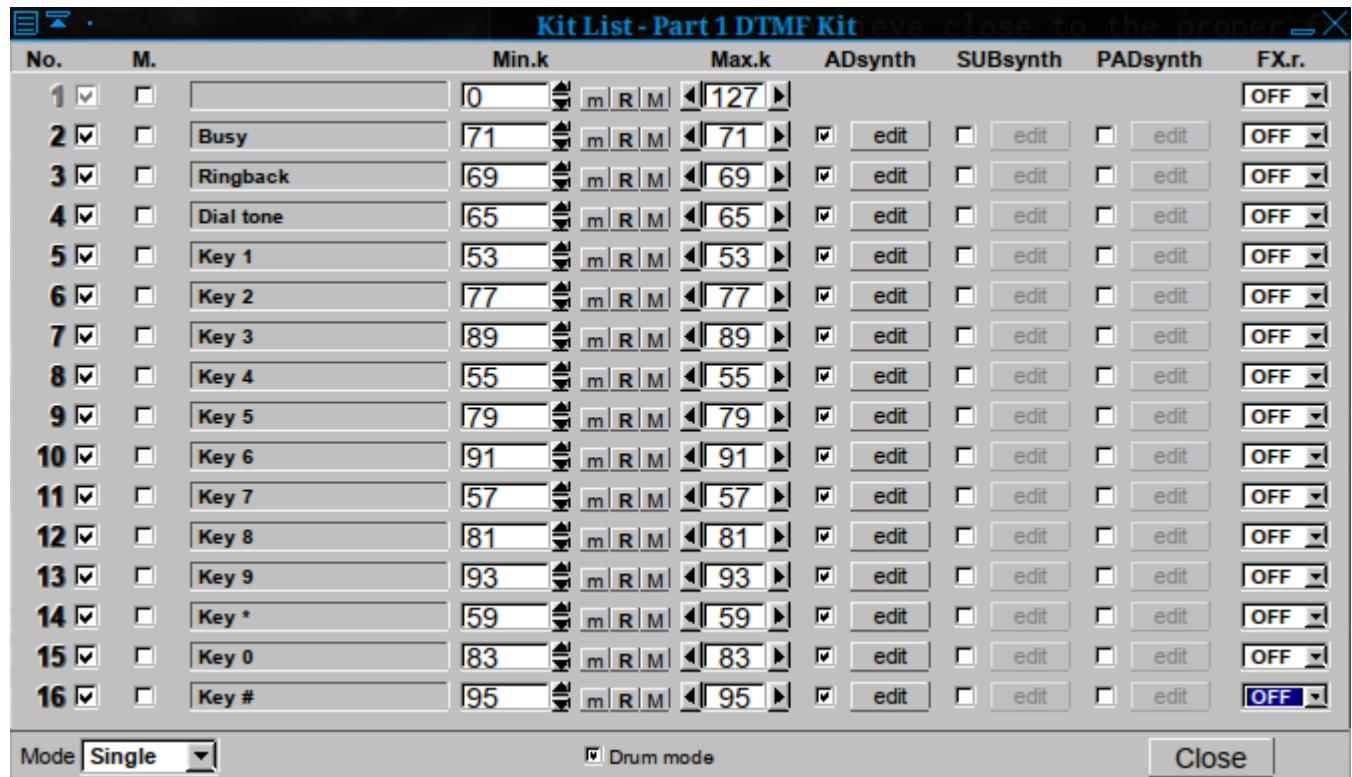


Figure 7: Kit Edit Dialog for DTMF Kit

To edit the kit, follow the steps below. If desired, open the instrument file `yoshimi/banks/demo/DTMF_Kit.xiz` to save some work.

1. Open the kit editing window by clicking the **Edit** button in the bottom panel, and then clicking the **Kit Edit** button in the edit window.
2. Make sure that the **Mode** is set to **Single**.
3. Make sure that the **Drum mode** is enabled.
4. For all 16 kit items, make sure that the **FX.r** selections are set to **OFF**.
5. For kit items 2 to 16, enable the the **ADsynth** check-box.

6. For kit items 2 to 16, perform the following procedure to set up the two frequencies correctly as per the table above:

1. In the kit editor, click the **Name** field and enter the name of the DTMF tone item being edited.
2. In the kit editor, set **Min.k** and **Max.k** to the value of the note that is less than or equal to the lower note of the item listed in the table.
3. Click the ADDsynth **edit** button.
4. Click on the **Show Voice Parameters** button. Note that it is **Current Voice 1**, and it should be enabled.
5. Given the frequency for the note being edited, detune voice 1 to achieve the desired lower frequency.
6. Change to voice 2, and enable it.
7. Given the frequency for the note being edited, detune voice 1 to achieve the desired higher frequency.

The "Actual F" values were verified using 24-Hz resolution (at 1200 Hz) in the spectrum analyzer built into Audacity. Sometimes it took a few tries to get the best possible frequency. We could list the detuning values in a table; for now, you can see the values we ended up using.

The following figure shows the layout on the *Yoshimi* virtual keyboard:

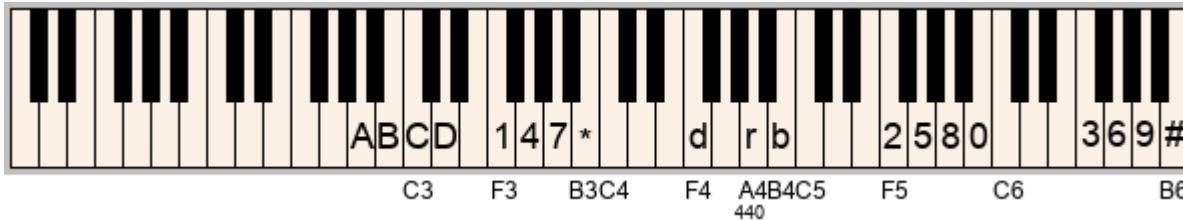


Figure 8: DTMF Layout on the Keyboard

### 3.6 Piano

TODO.

### 3.7 Leads

TODO.

### 3.8 Guitar

*Yoshimi* ships with some mediocre acoustic and steel guitar patches, but some amazing distortion guitars. We decided to try our hand at a 12-string guitar.

#### 3.8.1 Guitar / 12-String

A 12-string guitar has pairs of strings, with each member of a pair an octave apart in frequency, for all strings but one. We've provided two versions of an attempt at a 12-string.

The first 12-string simulation is stored in `yoshimi/banks/demo/Low_Octave_12-String_Guitar_Harmonics.xiz`.

This patch provides one voice only, but the **Voice Oscillator** provides the fundamental and two harmonics. In this oscillator, **H.md** is set to **Pow**. **Base F.** is set to **Pulse**. Voice 1 also enables the **Filter Params** to get a more acoustic sound. Still sounds a bit harpsichordy. Probably both strings need to be more complex.

The second 12-string simulation is stored in `yoshimi/banks/demo/Unison_12-String_Guitar_Harms.xiz`. This version is similar to the previous 12-string, but, in voice 1, **Unison** is enabled, and vibrator and phase randomness are added. This version sounds significantly richer.

### 3.9 Strings

(individual and ensemble)

TODO.

### 3.10 Bass

TODO.

### 3.11 Saxophones

TODO.

## 4 Banks and General MIDI

Banks are discussed quite heavily in the user manual [10]. Banks have evolved quite a bit in *Yoshimi*, and are a powerful way to manage instruments, and more amenable to automation than ever.

In this section, we will attempt to set up a basic bank that is compliant with the General MIDI specification. In order to do so, we will cherry pick instruments from the package that is provided when *Yoshimi* is installed, renaming them as needed to fit into the appropriate General MIDI slot.

One problem is the selection of the *best* instrument for a given General MIDI program number. There are simply too many to be able to evaluate them all.

For this recipe, the `banks` and `presets` will be stored in the following directories of this project:

```
yoshimi/banks
yoshimi/banks/demo
yoshimi/banks/gm-basic
yoshimi/presets
```

### 4.1 Creating a Basic GM Bank

Creating even a basic General MIDI bank is beset with issues, even if one has at hand a large number of pre-built instruments.

First, what is the purpose of the General MIDI specification? To provide a dependable set of instruments so that tunes will sound basically similar on different GM-compliant synthesizers. That's about it. It

doesn't guarantee that the sounds are consistent, nor does it guarantee that they are all of high quality. The "FX", "Lead", and "Pad" instruments provide ambiguous descriptions that a wide range of sounds might fit. Getting a complete and high-quality set of sounds is extremely difficult.

Second, evaluating a large number of pre-built *Yoshimi* and *ZynAddSubFX* instruments takes a lot of work. We'd done some of this work for another project, and never finished. Nor is the naming of such instruments all that helpful; many of the file-names are misleading. Finding decent matches for a GM instrument takes time.

Third, there are many GM instruments for which we've been able to find no good *ZynAddSubFX/Yoshimi* counterpart. The only options are to pick a tolerable match, build a tolerable match oneself, or just plug in any old sound and wait for others to step up.

Nonetheless, let's forge ahead. The project file `contrib/instrument.ods` is a *LibreOffice* spreadsheet that represents some research in finding GM-compatible instruments. It's pretty bad; maybe 50% useful.

We converted it to `contrib/gmcopy` to copy the files into the project directory `yoshimi/banks/gm/basic`. We show the banks in table 4.1 for convenience.

Table 4: GM Basic Files

General MIDI Instrument	Yoshimi Instrument Used
<b>0001-Acoustic Grand Piano</b>	SynthPiano/0033-Analog Piano 1
<b>0002-Bright Acoustic Piano</b>	SynthPiano/0034-Analog Piano 2
<b>0003-Electric Grand Piano</b>	SynthPiano/0143-Space Piano
<b>0004-Honky-tonk Piano</b>	SynthPiano/0068-Synth Piano 3 fat
<b>0005-Electric Piano 1</b>	Rhodes/0002-DX Rhodes 2
<b>0006-Electric Piano 2</b>	Rhodes/0007-Dig Rhodes
<b>0007-Harpsichord</b>	olivers100/0026-Harpsichord
<b>0008-Clavinet</b>	Misc Keys/0060-Clavinet 1
<b>0009-Celesta</b>	Bells/0002-Music_Box
<b>0010-Glockenspiel</b>	Bells/0011-Glass bells
<b>0011-Music Box</b>	Bells/0013-Tiny bells
<b>0012-Vibraphone</b>	Chromatic Percussion/0045-Vibes no_trem
<b>0013-Marimba</b>	Chromatic Percussion/0056-FM marimba
<b>0014-Xylophone</b>	Will_Godfrey_Collection/0001-Xylophone
<b>0015-Tubular Bells</b>	Chromatic Percussion/0097-Marimba 3
<b>0016-Dulcimer</b>	Plucked/0004-Plucked 4
<b>0017-Drawbar Organ</b>	Organ/0001-Organ 1
<b>0018-Percussive Organ</b>	Organ/0012-Organ 12
<b>0019-Rock Organ</b>	Organ/0068-Square Organ
<b>0020-Church Organ</b>	Organ/0061-Great Organ
<b>0021-Reed Organ</b>	Reed_and_Wind/0039-Reed 7
<b>0022-Accordion</b>	Organ/0097-Accordion Pad 1
<b>0023-Harmonica</b>	Reed_and_Wind/0099-Sharp Reed
<b>0024-Tango Accordion</b>	Organ/0101-Accordion 1
<b>0025-Acoustic Guitar nylon</b>	Piano/0144-Soft Piano1
<b>0026-Acoustic Guitar steel</b>	Guitar/0065-Clean Guitar1
<b>0027-Electric Guitar jazz</b>	Guitar/0066-Electric Guitar
<b>0028-Electric Guitar clean</b>	Guitar/0133-Smooth Guitar

Continued next page

General MIDI Instrument	Yoshimi Instrument Used
<b>0029-Electric Guitar muted</b>	Guitar/0035-Short
<b>0030-Overdriven Guitar</b>	Guitar/0042-Trash Guitar 3
<b>0031-Distortion Guitar</b>	Guitar/0005-Dist Guitar 5
<b>0032-Guitar harmonics</b>	Laba170bank/0028-PianoBell
<b>0033-Acoustic Bass</b>	Will_Godfrey_Collection/0045-Steel Bass
<b>0034-Electric Bass finger</b>	Bass/0009-Electric bass 1
<b>0035-Electric Bass pick</b>	Bass/0041-Electric_Bass
<b>0036-Fretless Bass</b>	Bass/0050-Fretless Bass
<b>0037-Slap Bass 1</b>	Rhodes/0042-Hard Rhodes1
<b>0038-Slap Bass 2</b>	olivers-100/0018-Bass Guitar - Slap
<b>0039-Synth Bass 1</b>	Bass/0013-FM rubber bass
<b>0040-Synth Bass 2</b>	Bass/0024-Moog bass
<b>0041-Violin</b>	Strings/0051-Synth Violin 2 Fat
<b>0042-Viola</b>	Strings/0051-Synth Violin 2 Fat
<b>0043-Cello</b>	Strings/0051-Synth Violin 2 Fat
<b>0044-Contrabass</b>	Bass/0005-Bass 5
<b>0045-Tremolo Strings</b>	Strings/0001-Saw Strings 1
<b>0046-Pizzicato Strings</b>	Strings/0003-Saw Strings 3
<b>0047-Orchestral Harp</b>	Pads/0065-Soft Pad
<b>0048-Timpani</b>	Noises/0018-Gun
<b>0049-String Ensemble 1</b>	VDX/0065-Strings
<b>0050-String Ensemble 2</b>	folderol collection/0029-Full Strings
<b>0051-Synth Strings 1</b>	Strings/0010-Strings Pad1
<b>0052-Synth Strings 2</b>	Strings/0014-Strings Pad5
<b>0053-Choir Aahs</b>	Choir_and_Voice/0001-AHH Choir 1
<b>0054-Voice Oohs</b>	Choir_and_Voice/0004-Voice OOH
<b>0055-Synth Voice</b>	Choir_and_Voice/0005-Choir Pad1
<b>0056-Orchestra Hit</b>	Misc/0010-Industrial orchestra
<b>0057-Trumpet</b>	Leads/0027-Prophet horn 2
<b>0058-Trombone</b>	Brass/0033-Analog Brass 1
<b>0059-Tuba</b>	Brass/0001-FM Thrumpet
<b>0060-Muted Trumpet</b>	Synth/0001-Soft Synth 1
<b>0061-French Horn</b>	Brass/0034-Analog Brass 2
<b>0062-Brass Section</b>	Brass/0007-Synth Brass 5
<b>0063-Synth Brass 1</b>	Brass/0003-Synth Brazz 1
<b>0064-Synth Brass 2</b>	Brass/0004-Synth Brazz 2
<b>0065-Soprano Sax</b>	Reed_and_Wind/0066-Fat Reed2
<b>0066-Alto Sax</b>	Reed_and_Wind/0065-Fat Reed1
<b>0067-Tenor Sax</b>	Reed_and_Wind/0037-Reed 5
<b>0068-Baritone Sax</b>	Reed_and_Wind/0099-Sharp Reed
<b>0069-Oboe</b>	Reed_and_Wind/0040-Reed 8
<b>0070-English Horn</b>	Brass/0034-Analog Brass 2
<b>0071-Bassoon</b>	Will_Godfrey_Collection/0102-Bassoon
<b>0072-Clarinet</b>	Reed_and_Wind/0006-Clarinet
<b>0073-Piccolo</b>	Will_Godfrey_Collection/0071-Ocarina
<b>0074-Flute</b>	Will_Godfrey_Collection/0057-Soft Flute

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General MIDI Instrument	Yoshimi Instrument Used
<b>0075-Recorder</b>	Will_Godfrey_Collection/0059-Ocarina
<b>0076-Pan Flute</b>	Will_Godfrey_Collection/0127-Pan Pipe
<b>0077-Blown Bottle</b>	Will_Godfrey_Collection/0125-Bottle
<b>0078-Shakuhachi</b>	Will_Godfrey_Collection/0125-Pan Pipe 32
<b>0079-Whistle</b>	Will_Godfrey_Collection/0027-Ghost Whistle
<b>0080-Ocarina</b>	Flute/0071-Ocarina
<b>0081-Lead 1 square</b>	Leads/0022-Square lead
<b>0082-Lead 2 sawtooth</b>	Louigi_Verona_Workshop/0008-saw-lead
<b>0083-Lead 3 calliope</b>	Leads/0018-Sine lead
<b>0084-Lead 4 chiff</b>	chip/0018-Chiffer_Chip
<b>0085-Lead 5 charang</b>	Louigi_Verona_Workshop/0001-progressive-lead-1
<b>0086-Lead 6 voice</b>	Choir_and_Voice/0067-Vocal Morph 3
<b>0087-Lead 7 fifths</b>	chip/0017-SuperSquare1
<b>0088-Lead 8 bass lead</b>	Strings/0157-Dual Strings Oct2
<b>0089-Pad 1 new age</b>	Pads/0028-Ethereal
<b>0090-Pad 2 warm</b>	Will_Godfrey_Companion/0019-Warm Square Swell
<b>0091-Pad 3 polysynth</b>	Dual/0065-Dream of the Saw
<b>0092-Pad 4 choir</b>	Alex_J/0100-Choir Pad
<b>0093-Pad 5 bowed</b>	The_Mysterious_Bank/0004-trance_strings_pad
<b>0094-Pad 6 metallic</b>	The_Mysterious_Bank/0011-dreaming_bells
<b>0095-Pad 7 halo</b>	Alex_J/RadioPulsePad
<b>0096-Pad 8 sweep</b>	Pads/0011-lightbeam
<b>0097-FX 1 rain</b>	The_Mysterious_Bank/0037-the_rain
<b>0098-FX 2 soundtrack</b>	The_Mysterious_Bank/0038-falling_stars
<b>0099-FX 3 crystal</b>	Will_Godfrey_Companion/0006-Tinkle Bell
<b>0100-FX 4 atmosphere</b>	The_Mysterious_Bank/0038-the_starting_machine
<b>0101-FX 5 brightness</b>	Noises/0014-droplets for chords
<b>0102-FX 6 goblins</b>	Noises/0002-Ioioioioioi
<b>0103-FX 7 echoes</b>	Noises/0072-Cave Gates
<b>0104-FX 8 sci-fi</b>	The_Mysterious_Bank/0031-etrangle_sound
<b>0105-Sitar</b>	olivers-100/0019-FM Sitar
<b>0106-Banjo</b>	olivers-100/0016-Banjoey
<b>0107-Shamisen</b>	Plucked/0034-Plucked String2
<b>0108-Koto</b>	Plucked/0003-Plucked 3
<b>0109-Kalimba</b>	Plucked/0001-Plucked 1
<b>0110-Bagpipe</b>	Reed_and_Wind/0033-Reed 1
<b>0111-Fiddle</b>	Laba170bank/0055-DevilsFiddle2
<b>0112-Shanai</b>	Reed_and_Wind/0035-Reed 3
<b>0113-Tinkle Bell</b>	Bells/0011-Glass bells
<b>0114-Agogo</b>	The_Mysterious_Bank/0028-snare
<b>0115-Steel Drums</b>	olivers-100/0029-Steel Drums
<b>0116-Woodblock</b>	The_Mysterious_Bank/0028-snare
<b>0117-Taiko Drum</b>	The_Mysterious_Bank/0028-snare
<b>0118-Melodic Tom</b>	demo/Melodic_Tom_from_Nat_drum_kit
<b>0119-Synth Drum</b>	The_Mysterious_Bank/0028-snare
<b>0120-Reverse Cymbal</b>	The_Mysterious_Bank/0028-snare

Continued next page

General MIDI Instrument	Yoshimi Instrument Used
<b>0121-Guitar Fret Noise</b>	The_Mysterious_Bank/0028-snare
<b>0122-Breath Noise</b>	The_Mysterious_Bank/0028-snare
<b>0123-Seashore</b>	Noises/0008-Wind and Surf
<b>0124-Bird Tweet</b>	The_Mysterious_Bank/0028-snare
<b>0125-Telephone Ring</b>	The_Mysterious_Bank/0028-snare
<b>0126-Helicopter</b>	The_Mysterious_Bank/0028-snare
<b>0127-Applause</b>	The_Mysterious_Bank/0028-snare
<b>0128-Gunshot</b>	Noises/0018-Gun
<b>0129-Drum Kit</b>	C_Ahlstrom/Natural_Drum_Kit_Basic
End of table	

Presumably, this basic bank could be improved enough to be useful for most music. Alternative (and better) banks could be created, as well.

One thing to note about the instruments. When copied from the original directory to the `gm-basic` directory, each instrument copied retains its name, of course. To make it less confusing to use in *Yoshimi*, then, one should rename each instrument to its GM name. To do that, right click on the name, change it, and then save the instrument to the same file from which it was loaded. Be careful! It is easy to make a mistake!

And we have not yet renamed any of them!

## 4.2 Root Paths

The first thing to do is to add the `yoshimi-cookbook banks` directory to your setup.

Run *Yoshimi*, and navigate the following user-interface path: *Menu / Instrument / Show Root Paths ...*

Then click **Add root directory....** Navigate to where the `yoshimi-cookbook` project is stored and add the `yoshimi/banks` directory. The result should be something like the following:

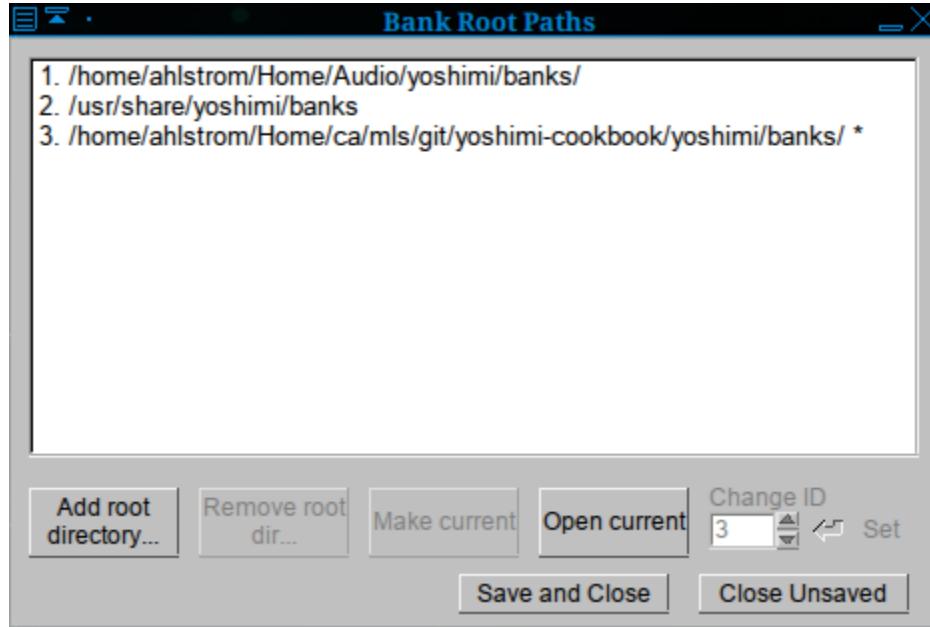


Figure 9: Bank Root Paths

Click on the new directory. It has ID = 3 in that diagram. We will refer to this value as the "banks path". Now click the **Make current** button. Verify that it now has the asterisk. Click the **Save and Close** button.

Now let's open the "gm-basic" bank. Run *Yoshimi*, and navigate the following user-interface path: *Menu / Instrument / Show Banks ...*

In the matrix of banks, you should see "gm-basic" somewhere. (We also have a "demo" bank in place.)

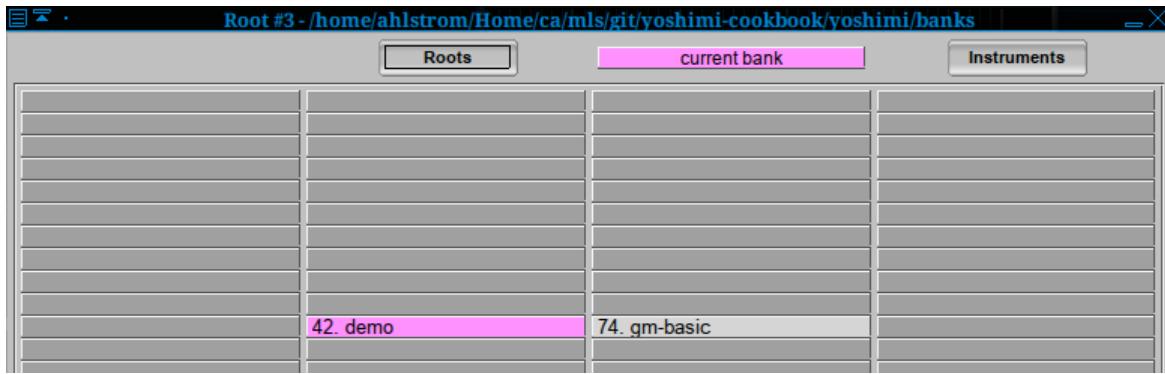


Figure 10: Two Banks, Demo and Basic GM

Click on the "gm-basic" bank. The larger dialog below will be shown. Note that this action also makes "gm-basic" the current bank. This setting will be preserved across a restart of *Yoshimi*.

Root #3, Bank #42 - /home/ahlstrom/Home/ca/mls/git/yoshimi-cookbook/yoshimi/banks/gm/basic				
42. basic	▼	Roots	Banks	This column uses MIDI Extended Program Change
1. Acoustic Grand Piano	33. Acoustic Bass	65. Soprano Sax	97. FX 1 rain	129. Drum Kit
2. Bright Acoustic Piano	34. Electric Bass finger	66. Alto Sax	98. FX 2 soundtrack	
3. Electric Grand Piano	35. Electric Bass pick	67. Tenor Sax	99. FX 3 crystal	
4. Honky-tonk Piano	36. Fretless Bass	68. Baritone Sax	100. FX 4 atmosphere	
5. Electric Piano 1	37. Slap Bass 1	69. Oboe	101. FX 5 brightness	
6. Electric Piano 2	38. Slap Bass 2	70. English Horn	102. FX 6 goblins	
7. Harpsichord	39. Synth Bass 1	71. Bassoon	103. FX 7 echoes	
8. Clavinet	40. Synth Bass 2	72. Clarinet	104. FX 8 sci-fi	
9. Celesta	41. Violin	73. Piccolo	105. Sitar	
10. Glockenspiel	42. Viola	74. Flute	106. Banjo	
11. Music Box	43. Cello	75. Recorder	107. Shamisen	
12. Vibraphone	44. Contrabass	76. Pan Flute	108. Koto	
13. Marimba	45. Tremolo Strings	77. Blown Bottle	109. Kalimba	
14. Xylophone	46. Pizzicato Strings	78. Shakuhachi	110. Bagpipe	
15. Tubular Bells	47. Orchestral Harp	79. Whistle	111. Fiddle	
16. Dulcimer	48. Timpani	80. Ocarina	112. Shanai	
17. Drawbar Organ	49. String Ensemble 1	81. Lead 1 square	113. Tinkle Bell	
18. Percussive Organ	50. String Ensemble 2	82. Lead 2 sawtooth	114. Agogo	
19. Rock Organ	51. Synth Strings 1	83. Lead 3 calliope	115. Steel Drums	
20. Church Organ	52. Synth Strings 2	84. Lead 4 chiff	116. Woodblock	
21. Reed Organ	53. Choir Aahs	85. Lead 5 charang	117. Taiko Drum	
22. Accordion	54. Voice Oohs	86. Lead 6 voice	118. Melodic Tom	
23. Harmonica	55. Synth Voice	87. Lead 7 fifths	119. Synth Drum	
24. Tango Accordion	56. Orchestra Hit	88. Lead 8 bass lead	120. Reverse Cymbal	
25. Acoustic Guitar nylor	57. Trumpet	89. Pad 1 new age	121. Guitar Fret Noise	
26. Acoustic Guitar stee	58. Trombone	90. Pad 2 warm	122. Breath Noise	
27. Electric Guitar jazz	59. Tuba	91. Pad 3 polysynth	123. Seashore	
28. Electric Guitar clean	60. Muted Trumpet	92. Pad 4 choir	124. Bird Tweet	
29. Electric Guitar mutec	61. French Horn	93. Pad 5 bowed	125. Telephone Ring	
30. Overdriven Guitar	62. Brass Section	94. Pad 6 metallic	126. Helicopter	
31. Distortion Guitar	63. Synth Brass 1	95. Pad 7 halo	127. Applause	
32. Guitar harmonics	64. Synth Brass 2	96. Pad 8 sweep	128. Gunshot	

Below the table are several buttons: SELECT (green), RENAME (grey), SAVE (grey), DELETE (grey), SWAP (grey), Show synth engines (checkbox checked), Add (pink), Sub (light blue), and Pad (yellow).

Close

Figure 11: A General MIDI Basic Bank

Remember that these banks have GM names; the original files used to create each one are listed in the spreadsheet mentioned in the previous section.

Also note the drum kit, with an ID of 129. Normally, drum kits might be stored in a bank of drum kits, but here we have a GM-compliant drum kit, compliant in the sense that most of the keys are mapped correctly, and all keys will play *something*.

### 4.3 Using a Basic GM Bank

Once the current root path has been set (e.g. to `/yoshimi-cookbook/yoshimi/banks`) and the current bank has been set (e.g. to `gm-basic`), then a MIDI file can select instruments 1 to 128 from the current bank using a Program Change event followed by the desired instrument's number re 0.

The bank and root paths can be saved in the *Yoshimi* state. But the MIDI file can also start with bank-selection events, and change the current bank using Bank Select LSB (CC32) and Bank Select MSB (CC0) events.

## 5 Summary

In summary, we can say that you will absolutely love cooking with *Yoshimi*.

## 6 References

The *Yoshimi* cookbook reference list.

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