

Midibard 2.2

Users manual



Version 2.1.x

13 August 2022– A.K.

23-september – corrections – A..K

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BENEFITS

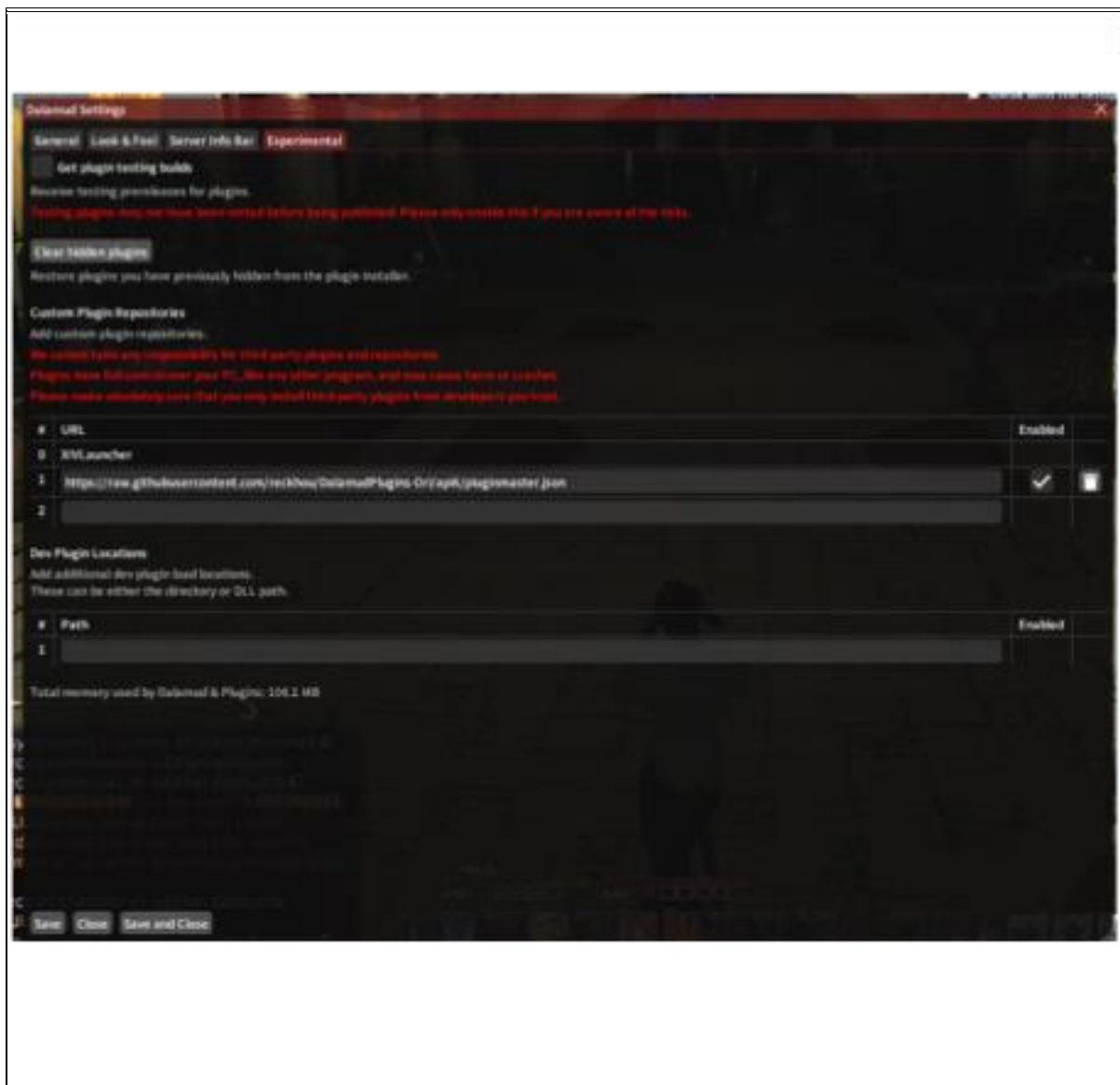
- ❖ No need to set key bindings and hot bars on your every bards.
- ❖ Minimal delay on playing notes, never drop any notes in crowded areas. Suits especially fast and busy songs.
- ❖ Based on in-game detection of bard ensemble mode, almost perfect sync between bards. Also supports manual sync if you wish to add a little bit of flavour to your song.
- ❖ Automatically switches instruments by track names following BMP rules, all songs from [BMP MIDI repository](#) are supported.
- ❖ Support for loading .mmsongs
- ❖ Switches songs and instruments across all bards in the same party, by commands. Those bards don't have to be on the same PC, which means it's possible to play with your friends, and they start to play automatically by following the ensemble mode, no need to countdown on Discord anymore!
- ❖ Plays any number of track on the MIDI file, separately transpose any track, or override the electric guitar's tone, which greatly helps for testing.
- ❖ Therefore, if the switching tone is needed, it's much easier for composers to put "Clean" and "Overdriven" guitar on different tracks, and play those tracks only by one bard. No need to follow the low-efficient way of creating events by editing MIDI files anymore!
- ❖ Supports almost all MIDI keyboards.
- ❖ Bard pane and server now shown at the top of the application UI screen.
- ❖ Auto-adapt notes outside of C3-C6 to help test unadopted songs.
- ❖ Track visualization, helps for testing/debugging.
- ❖ Auto send party chat command, no need to type the commands by hand anymore.
- ❖ Now saves chosen tracks separately on each character, no need to select tracks again after reboot

HOW TO INSTALL

To use you need to install and boot the game by using [FFXIVLauncher](#).

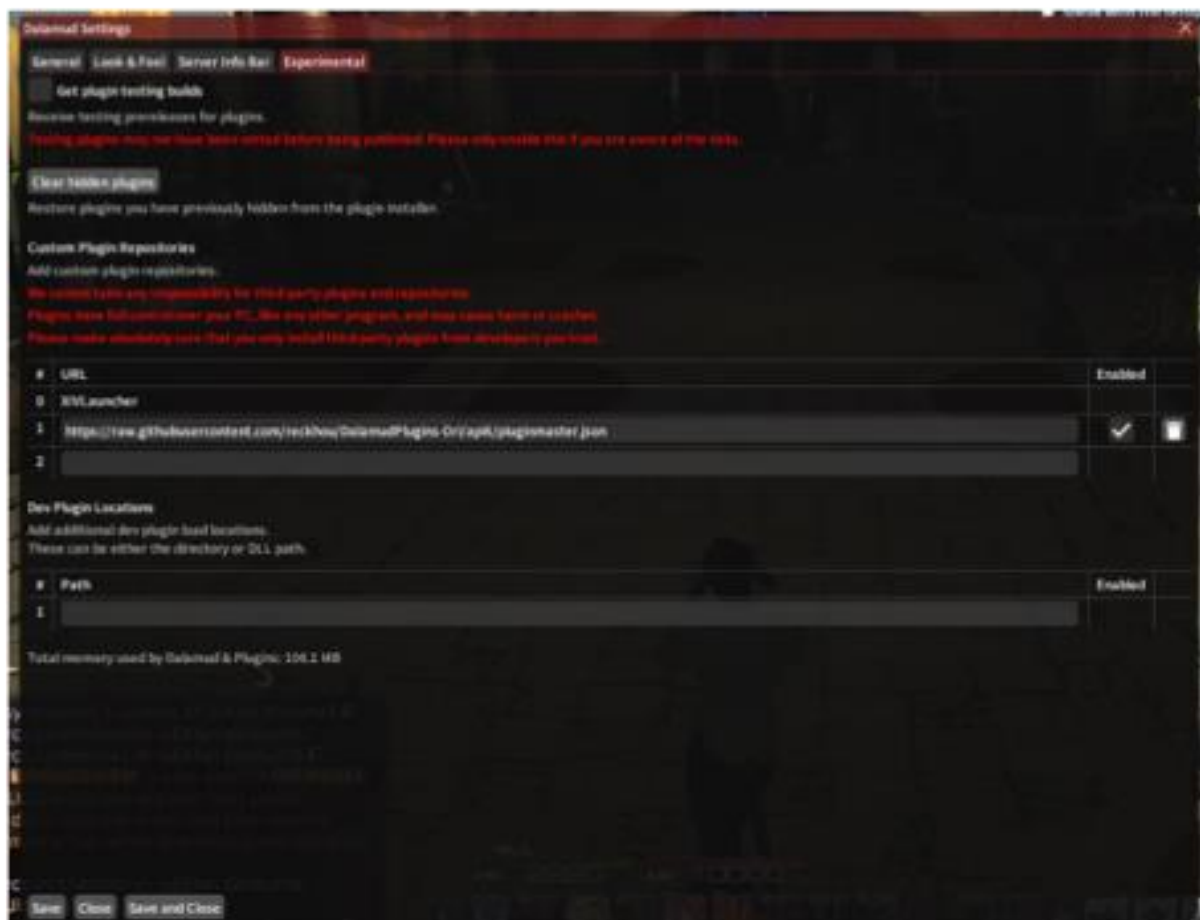
This tutorial assumes you installed FFXIVLauncher and boot the game by it, and you have the basic knowledge of the usage of the Dalamud plugin system.

You need to add the custom plugin repository to install MidiBard.



<https://raw.githubusercontent.com/reckhou/DalamudPlugins-Orl/api6/pluginmaster.json>

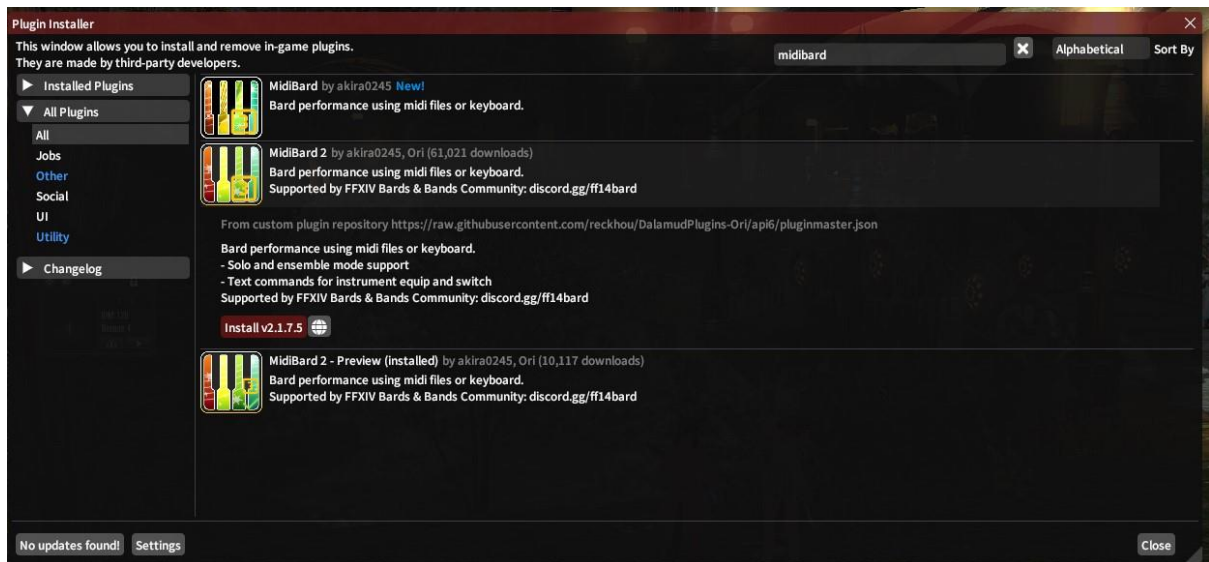
Please open Dalamud Settings, on Experimental page, add a Custom Plugin Repository as below:



Remember to click the + after the text box to create a new line and click save and close.

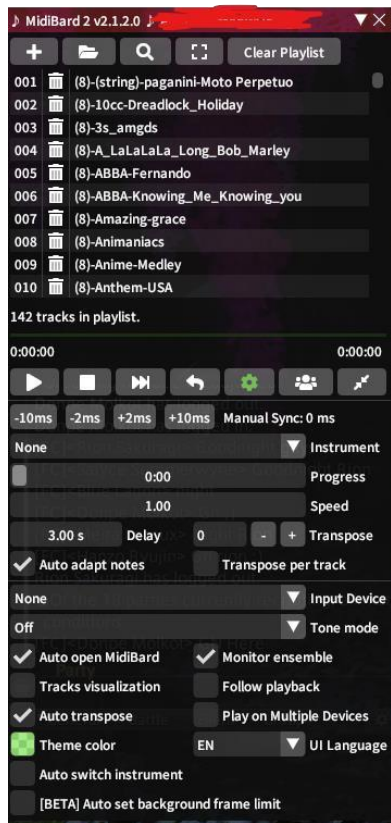
Back to Plugin Installer, search Midibard and install.

(Note please install the middle option Midibard 2) as this is the current stable release. The preview version may have issues bugs, new features for testing and it not recommended for new users. Midibard 1 is no longer been updated and is there for users who need this version.



WHERE TO START?

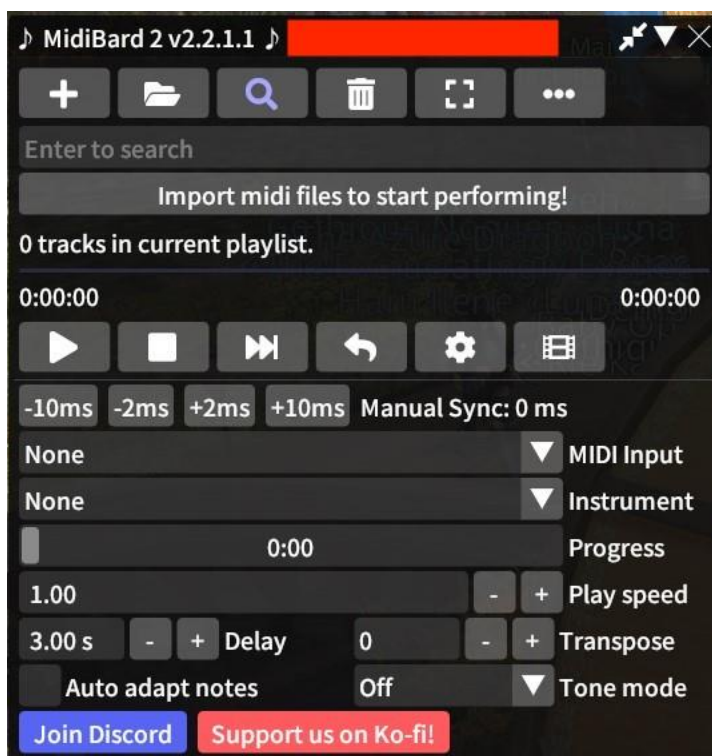
Type `/midibard` in the chat box and the window will show up. Press the + icon to add MIDI files to the playlist (hold `ctrl` or `shift` key to choose multiple files). Double click any songs on the playlist to switch. Select the tracks you wish to play and choose the instrument you wish to use.



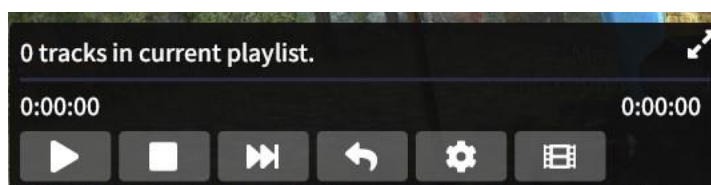
MIDI BARD USAGE


FILE SELECTION

Once Midibard is installed you can type /Midibard from the command line and you will see the plugin screen pop up. Midibard supports BMP midifiles and .mmsong.



 Invoke Miniplayer / Return to Normal Mode

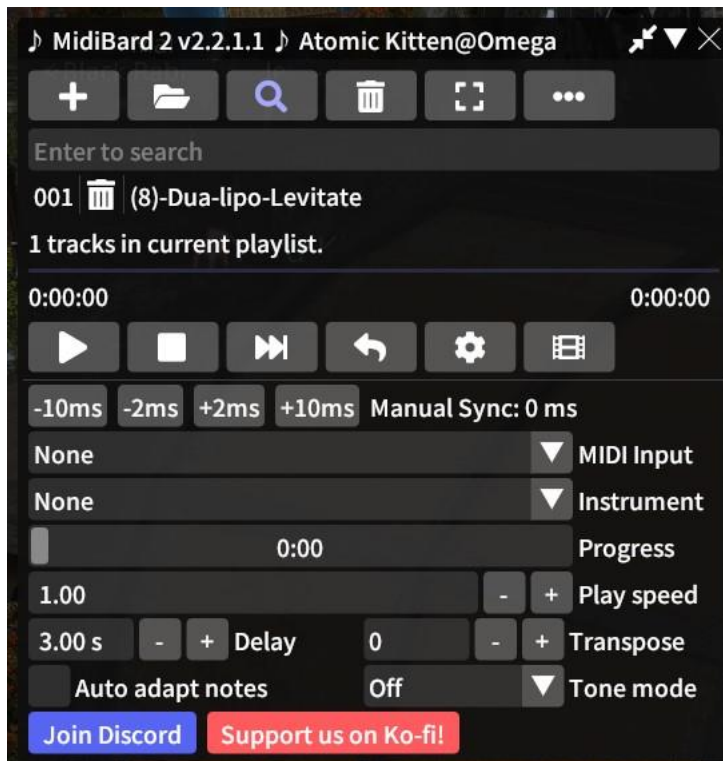


 Minimize to title bar / return to Normal Mode

✕ Close User Interface (midibard will still run-in background)



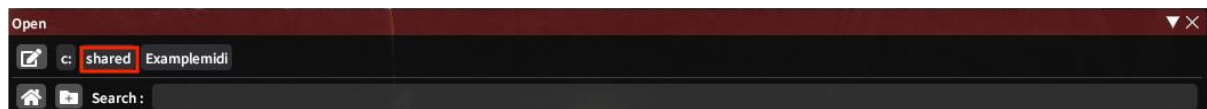
Pressing the highlighted + button will bring up the standard file dialog, you can right click to choose the windows file dialog if preferred.





The standard file selector looks like the below.

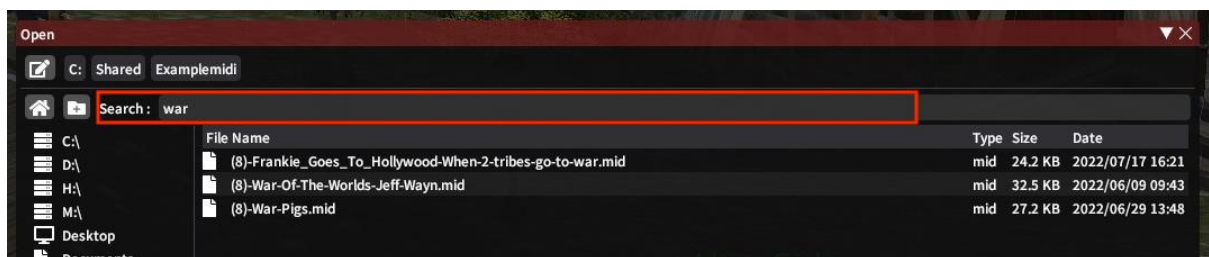


You can select the drives to the left-hand side and various short cuts setup



You can click on the drive / directories. i.e., if I click on “Shared” it will take me to that directory.

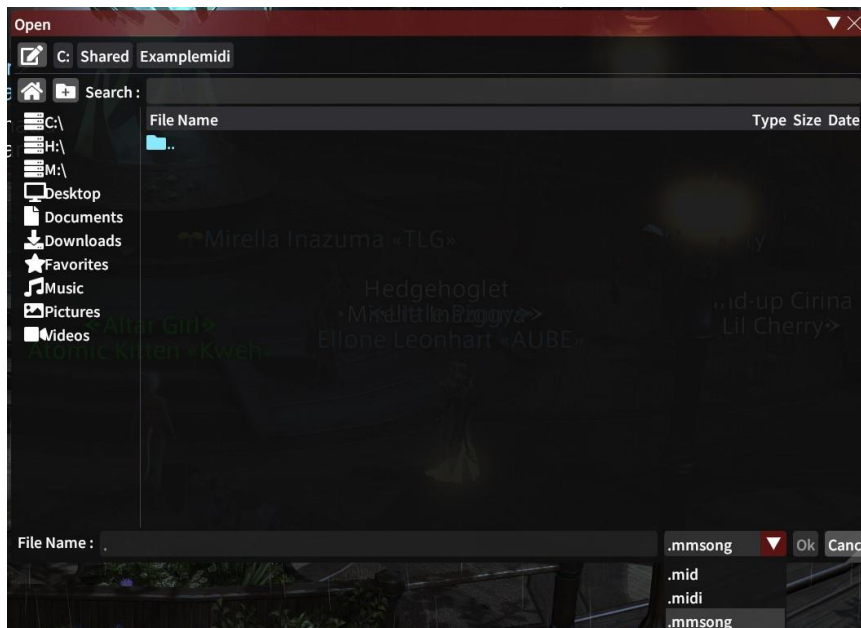
Clicking on the  lets you type a drive/directory into the file dialog window. Clicking on  lets you create a new subdirectory at the current directory, it will add a text box to type in the new directory name. type the name and press ok to create one. Or cancel to abort.



You can search the currently displayed Directory for names this aid in helping find the filenames you are after. It only works in the current directory. The search is instant showing results as you type. You can select any of the files or even a combination withing shift / ctrl as above.

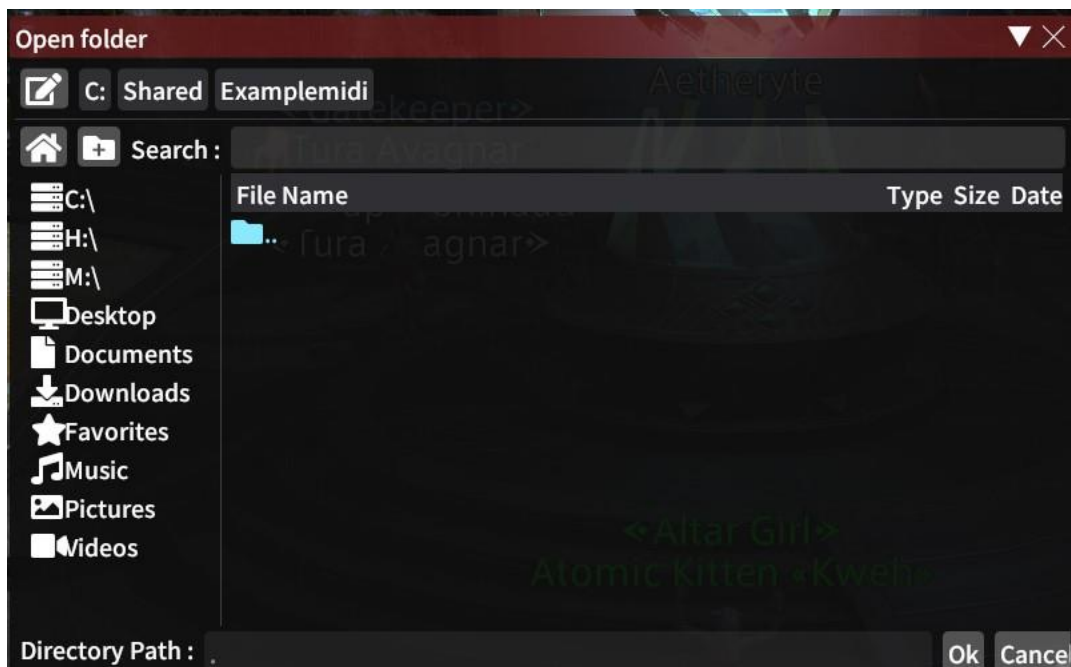


Double clicking a file will load it in the play list or selecting it and pressing ok, you can also select Multiple files by pressing CTRL and selecting them, (Ctrl works as a toggle to select deselect files) and pressing OK to load them. You can also use the shift key to select consecutive files, highlight the 1st file press shift to select the last file.



.mmsongs can be loaded and played using the file type drop down at the bottom of the dialogue box, if you midi files have the extension of .midi then this can be selected as well.

IMPORT FOLDER



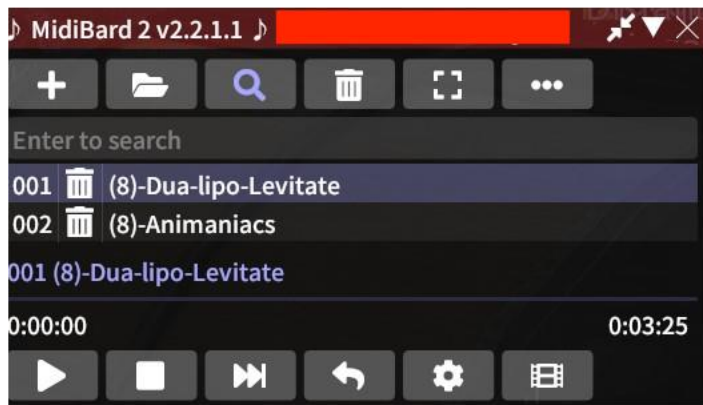
This will bring up the file dialog box, navigate to a folder and when pressing ok the system will import all midi files within the folder and subfolders. Note that the files in the folder will not be shown in the dialogue box.


PLAYLISTS

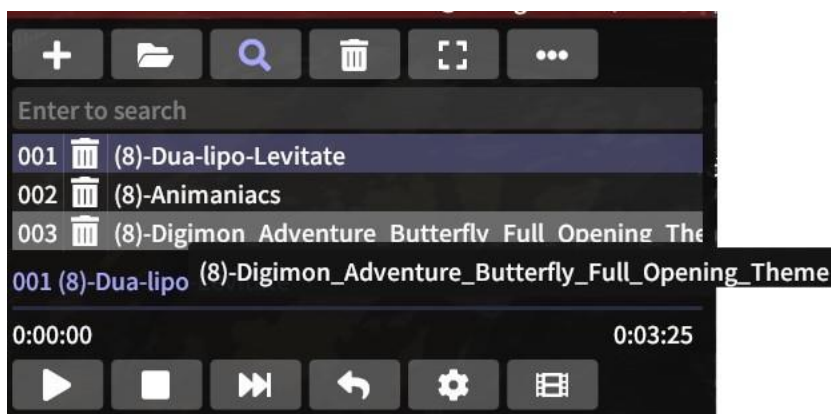
This is the center of your song playing, you load the files using the file selector above, and can add additional songs while performance mode is playing. Or even if Midibard is on screen but you're not in performance mode.

Below Is Midibard showing two songs in the play list 001 Dua-Lipo_levitate and 002 Animaniacs

001 under the play list is shown in blue (or your chosen ui highlight color) and indicates that it is the current song to be played (ready to play). To enable a song to be ready to play double click the song.



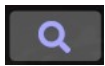
Each track is shown as the song number on the list (001 highlighted) a trash icon  to remove the song from the list, and the name of the song)



You can hover on the track name if the length of the song is too large to fit in the available space.

You can either enter performance mode manually using the bard performance actions, or if you have the music control icon selected (indicated below).

If you have a bard in party clicking the song will send switchto (playlist number) in the party chat, if the setting play on multiple devices is enabled.



clicking this icon displays a search box you can search the contents of the playlist.

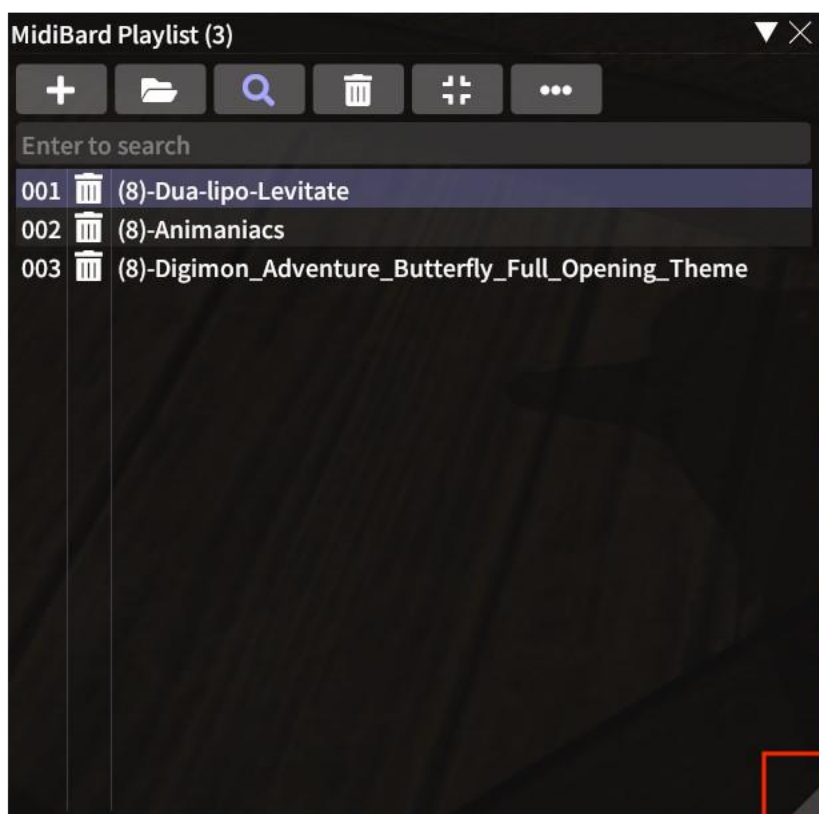


The trash icon clears the playlist, you need to double click to remove all songs, the files on disk are not affected.

STAND-ALONE PLAYLIST WINDOW





Pressing this button separates the Playlist window from the main Midibard window allowing you to view the playlist in a resizable window.



The import files, folders, search, clear playlist and delete from playlist icon are included. You can resize the window by clicking and dragging the area marked in red. The number of files in the playlist is shown in brackets (3) in the example above.

- ☒ Minimises the window to show just the title bar

 Or  closes the standalone playlist window.

Clicking either of the icons above will return the playlist to the main Midibard interface.

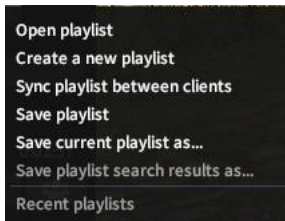
PLAY LIST FILES.

Playlists lists allow you to save a selection of songs or the current playlist to be reused later.

There are some restrictions on use specially if different operating systems are used. Please test and examine the text files that are generated to see if they are suitable to your setup.



Clicking the icon indicated bring up the playlist choices



OPEN PLAYLIST

This opens a Standard file dialogue box for you to choose your playlist.

CREATE NEW PLAYLIST

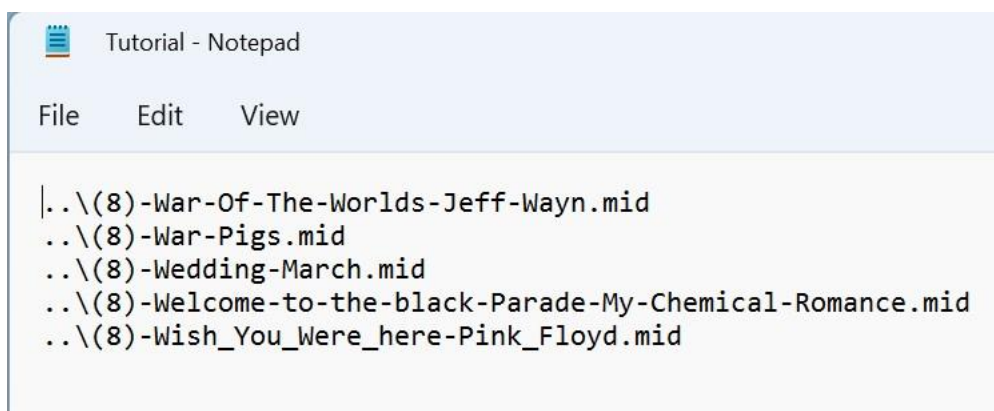
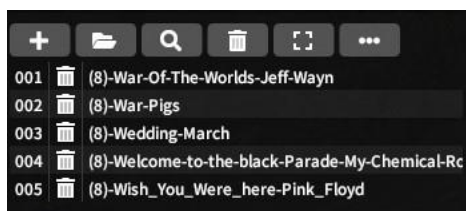
This opens a file dialogue box for you to choose the location and name of the playlist, it is recommended to save these in songs folder. Note these files are saves as a .mpl but are test files and can be edited, viewed with any text editor (notepad etc.).



Once you have chosen your playlist name then import the songs you want associated with this playlist as normal. Adding any files to playlist on the midibard normal playlist selection will add them to the song list in the file you chose.

e.g.

a new play list called tutorial was created, 5 files were then added to the playlist as normal, these were automatically saves to the tutorial.mpl file.



You can save songs above and below the folders, but you need to be watchful that the relative filenames are within a shared directory if using multiple machines. For example, your shared directory is mapped to c:\shared\midibard if you save files to c:\shared changes may not be accessible to the other machines.

SYNC PLAYLIST BETWEEN CLIENTS.

(For ensemble / multibard setups)

This sends the reload playlist command if multiple devices is selected to update all bards with an updated playlist. If you edit the playlist on one bard this will tell the other to reload the current playlist. For local clients this is not seen as it uses internal mechanisms to update.

If you are using a shared repository on the internet please allow time for any sync to the cloud, before syncing the playlist.

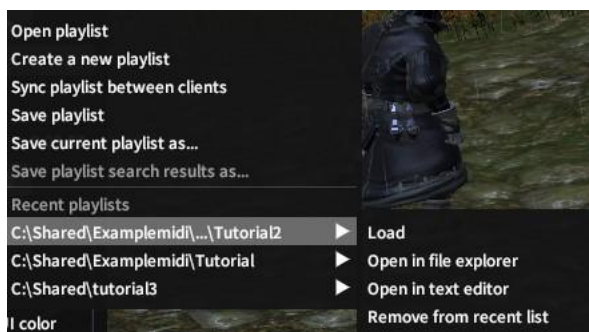
SAVE PLAYLIST

Saves the current midibard playlist on the main window as the currently play list.

SAVE CURRENT PLAYLIST AS

Opens the file dialogue box to save your current playlist as a file.

RECENT PLAYLISTS



The last 10 of the most recent playlists opened will be saved by the system.

LOAD

Loads the playlist as the current one.

OPEN IN FILE EXPLORER

Opens windows file explorer at the location of the playlist

OPEN IN TEXT EDITOR

Opens the File in notepad for viewing / Editing

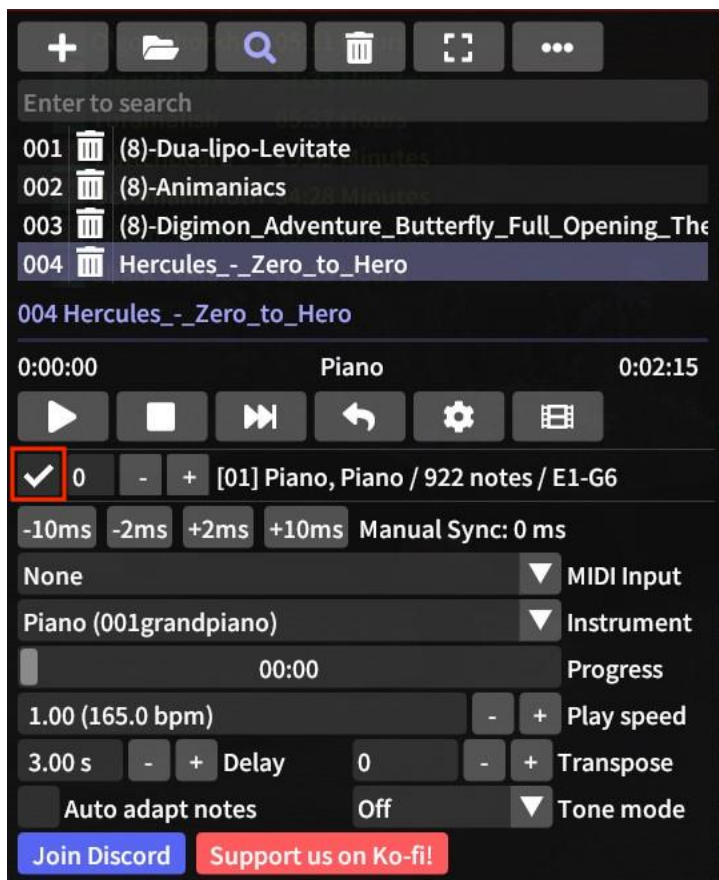
REMOVE FROM RECENT LIST

Removes the entry from the recent list (does not delete the file)

PLAYING

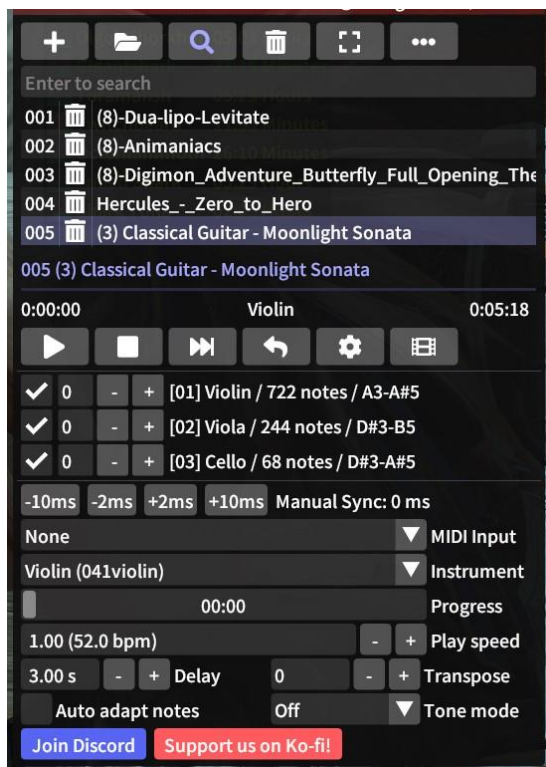
Ensure a song is loaded by loading one in the playlist and double clicking it to have it ready to play.

Depending on the song there may be a number of tracks. Ensure there is a tick next to the one(s) you wish to play.



Select an instrument from the drop down box and bard performance mode will be entered and the instrument chosen automatically. (See other options for auto instrument selection).

Some Songs have multiple tracks, usually for different Bards In an ensemble but also it is not uncommon for solo tracks to spread instruments over multiple tracks either to use the same song as duet / Trio. In this example all 3 tracks are selected to play as a solo bard.



You can then press play indicated below to play the song.



Midibard will continue running if the UI is not displayed, if you are in a playlist mode which has multiple songs and you do not STOP the player you may find that the next song you automatically enter performance mode and continue playing. This is intentional so Midibard can be controlled using the text command, and the playlist playback control (not available in ensemble mode currently).

Once you press play the play button turns to a pause button



Stop Stops the playback and sets the playback position to the start of the song



Next skips to the next song (depending on the mode of the playback type button). After the last song if nothing is highlighted, it shows the number of tracks in the playlist. (Not available currently in ensemble mode)








The type of playback is controlled by the play mode button, **Left click** to change modes forwards and **right click** to change modes in reverse. The modes will cycle on each press of the button.

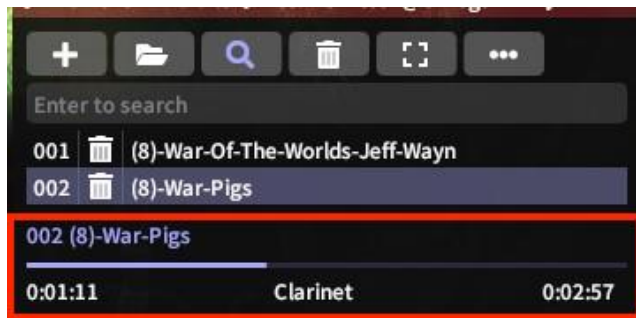


This Icon opens the ensemble Panel and is only visible if you are in a party and is intended for multiple bards playing together. Please refer to the ensemble section for further details.

PLAYMODE

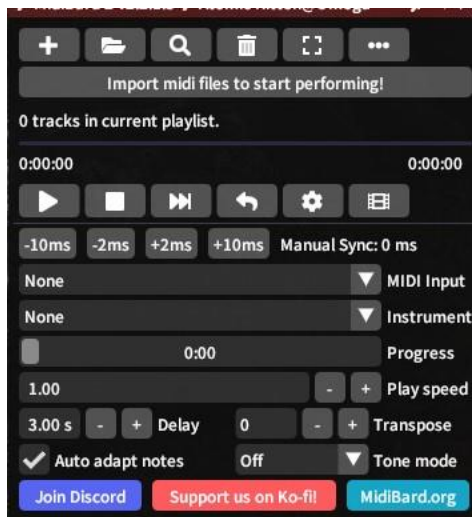
-  Playmode:SingleRepeat will repeat the same song (i.e., repeat and auto play the song depending on the time set in the Delay (see Delay Parameter)
-  Playmode:Single Will reset the playback to the start of the current song but not play.
-  Playmode:Random Will play the songs in the playlist in a random order (the delay parameter sets the time between songs)
-  Playmode:ListRepeat: Repeats the playlist (time between songs as set by the delay parameter).
-  Playmode:ListOrdered plays the playlist in order from the current selected song and will stop playing at the last song in the playlist.

When a song is playing the title is shown then the progress bar, under the progress bar is the current song time played (left) instrument (center) and estimated song length (right). Tempo changes may affect the calculated value.



MUSIC CONTROL PANEL

The music control panel is below. If no song is selected (i.e. double clicked, / ready to play the screen is as below.



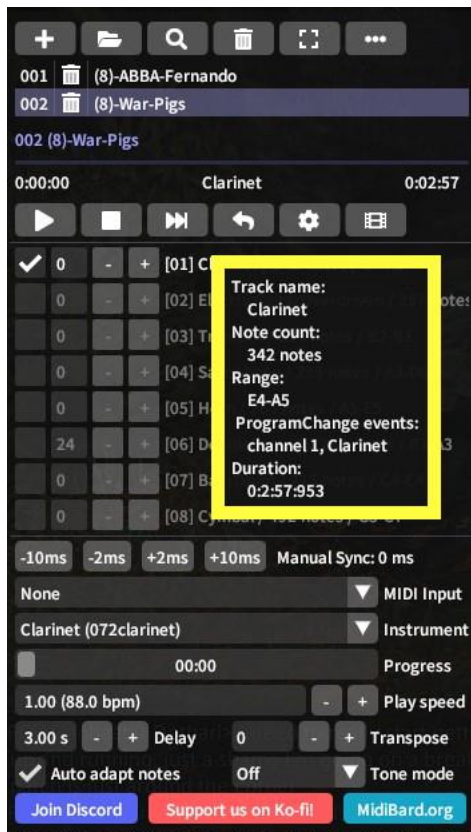
When A track is selected the additional UI items below appear.



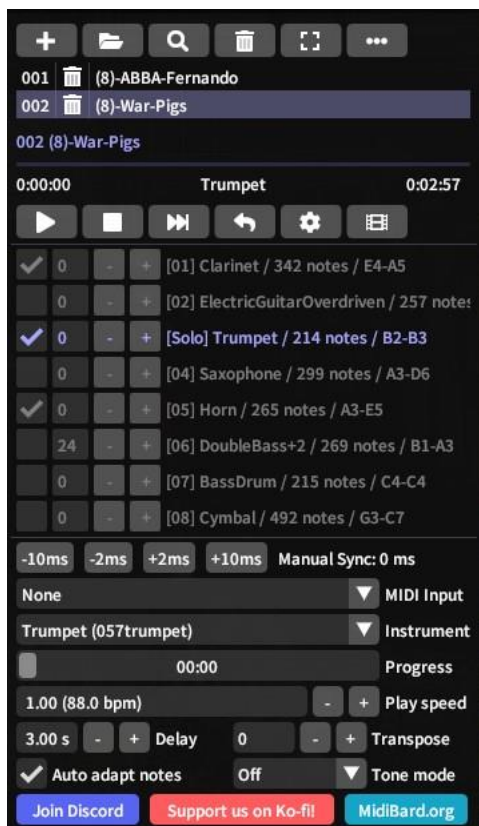
Note above an 8-track file was selected showing you the information on all 8 tracks.

Under the Buttons the Number of tracks is shown, a tick indicated the track will be played, the instrument in the midi file for that track (if auto switch instrument track name is enabled in settings, then this instruments will be loaded onto the bard when entering performance mode), the number of notes in the track and the range of notes in the track.

Here we see a track for an octet loaded, if not all tracks are shown they be seen by using the mouse scroll button to scroll down. A tick indicates the track will be played, for multi-bard setups you will only select the track you are assigned to play, for a solo bard this can vary depending on the song and tracks. Midibard will remember the tracks assigned between songs so if you just tick track 2 you will play track 2 on all the songs in the playlist until you change it. For multiple bards refer to the ensemble options.

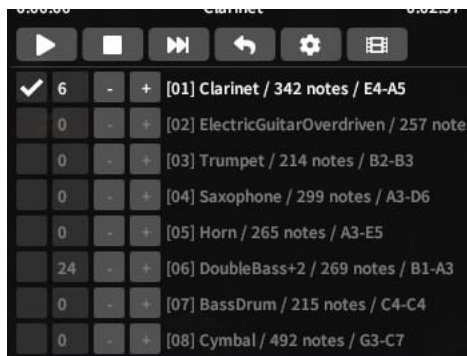


If you hover over a track the dialogue box in yellow shows you some more information on the track.



Right clicking on a track (whether it is clicked to play or not) will change the track color to your chosen UI color (see settings) and will allow you to play just that track irrespective of if it is ticked or unticked (solo). Left click

will turn the track on or off to be played by your specific bard. (This is useful for example when you have a 4 tracks to play by a single bard and are reviewing the song and want to hear just the one track but not deselect the tracks that bard plays. (instruments are not changed when you click this).



You can transpose a track by an Octave by clicking on the +/- buttons on that track. If you wish a value other than a multiple of 12 semitones (1 octave) then clicking on the box will enable you to type the number of notes directly. Note in the above 6 was typed I manually for the clarinet to raise its track by 6 notes. As double bass had a +2 on the track name and Auto switch instrument (midi track name) was enabled and the instrument followed BMP format the +2 on the name raised the track by 2 octaves automatically.

MANUAL SYNC

The manual sync buttons are used in ensemble mode for multibards to help correct any sync delay or if a member is faster than the rest. The buttons will add/subtract the timing to help with any network lag, for example if one play is playing slower you can use the -10ms or -2ms so their notes are sent early allowing them to closer play with the other members of the ensemble.

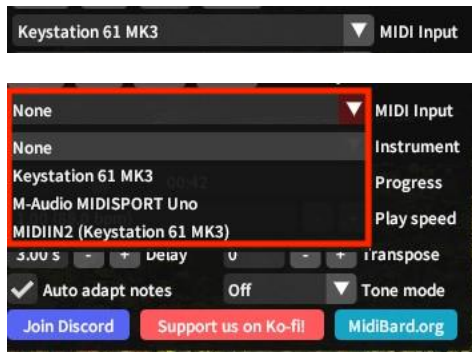


INSTRUMENTS.

This quickly changes the instrument used for playing. It can be used while playing but with a slight delay and selecting one will put you in bard performance mode ready to play, If BMP track name compatible is selected this may override this when a song plays. (Not Available in ensemble in ensemble). Changing instruments in ensemble mode will break sync.

INPUT DEVICE

This box allows you to select an external midi keyboard or other device as input to the player. Right clicking will clear the selection.



You may have a selection of devices depending on the type of device plugged in and the interface. Select the appropriate one from the drop-down list. Note due to game limitations when you press a key on the midi keyboard there will be a delay before it is played in game. If playing solo on a midi keyboard best results will be by enabling SELF ONLY as shown below, on the game ensemble settings.



PROGRESS BAR



The progress bar shows the progress of the playing track, the button in the slider may be moved to skip forward or backwards. A right click on the bar will reset the play to start. Note that the track must be playing to be able to move the button. If playing solo this feature is useful for quickly scrubbing to the desired part of a track to hear it when reviewing songs.

For ensemble more this can be used (local mode only) to start a song from a different start position.

SPEED

The normal tempo is set to 1.0 however by pressing the left mouse button and moving the move left and right whilst keeping the button pressed will allow you to change the playback speed, the + and – will adjust the speed by .10. the BPM will also be displayed if a track is playing. If you click in the left edge of the box, the value can be also by typed in. Note that the value is not reset at end of a song so of you set a value of 2 then all songs played will be at double speed until the value is changed.



In ready to play (default)



Whilst playing (BPM shown)



(In playback standby) or if the track has not been played the BPM values are not displayed as the values have not yet been calculated.

Right clicking on the bar to reset the speed to 1.00 if this issued at the start of any multibard setups ensuring all bards play at the same speed.

DELAY



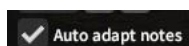
Delay is the delay between songs in the song list, **i.e.**, the time from one song finishing to another starting. This is useful for allowing time for instrument changes etc. before the song plays.

TRANPOSE



This will transpose the song by octaves. (1 octave = 12 semitones)

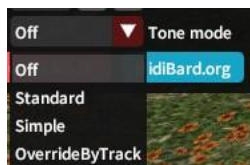
AUTO ADAPT NOTES



Enabling auto adapt notes moves all notes out of the **3-octave** playable range for an instrument into the playable range. Your results will vary.

TONE MODE

Tone mode is currently only available on the electric guitars and allows tone changes without any delay.



- Off: no events in the midifile will have change the guitar tone
- Standard: Standard midi channel and program change Handling, each channel will keep its program change separately. (see Program Number List for Program number -> Guitar Tone)
- Simple: A program change on any channel will affect all playing tracks (channels). This is compatible with BMP. (see Program Number List for Program number -> Guitar Tone)
- Override by track: Assign a guitar Tone manually for each track and ignore program change events. i.e. you could have 2 tracks one assigned to Clean Guitar and one assigned to overdriven and have one bard assigned to these tracks, if the track notes do not overlap), this makes it easier to edit tracks with guitar parts that need changing.

(Program change events switch the Guitar tone)

GUITAR PROGRAM NUMBERS

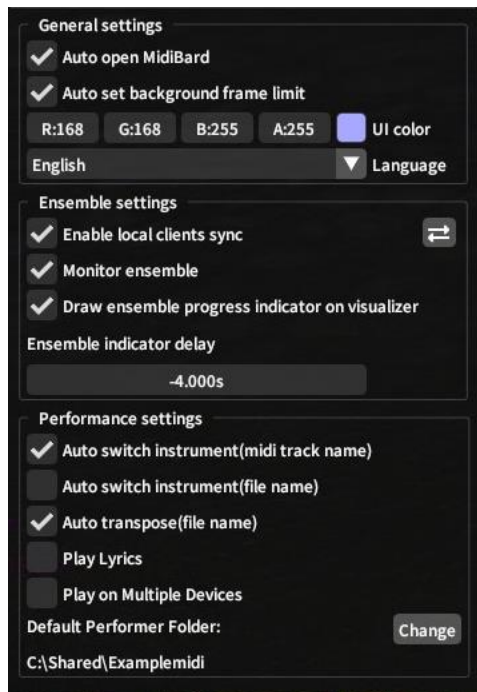
- 030 Electric Guitar Overdriven
- 028 Electric Guitar Clean
- 029 Electric Guitar Muted
- 031 Electric Guitar Power Chords
- 032 Electric Guitar Special

SETTINGS PANEL



Clicking on the setting panel bring up some less used configuration items.

GENERAL SETTINGS



AUTO OPEN MIDIBARD

Clicking this will automatically open MIDIBARD when performance mode is selected in the game by choosing an instrument.

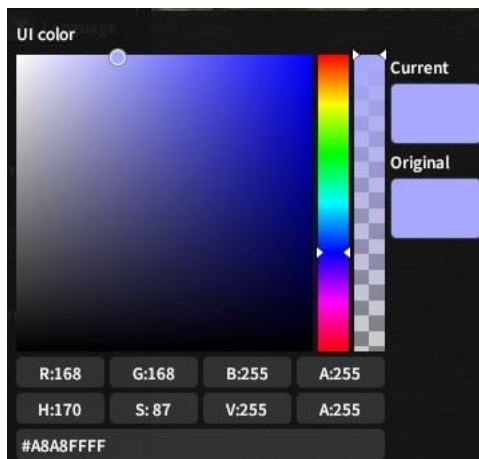
AUTOSET BACKGROUND FRAME LIMIT

This will disable the game frame limit when entering performance mode and re-enable it when performance mode is exited.

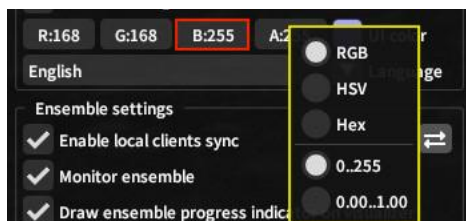
UI COLOR



The highlight colour of the UI can be set to a users chosen color. Right click the Colored box to reset to default values.



The Colored square next to the label UI color can be pressed to bring up the dialogue box above to choose your preferred color.



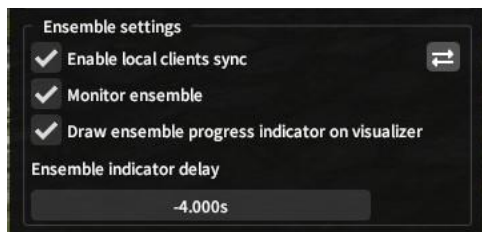
Alternatively, you can left click on one of the boxes to enter the values, or right click to change the color scheme the value refers to, and the range allowed.

UI LANGUAGE

Selects the language of the UI. Currently Only English and Chinese are available translators to other languages are welcome (see discord / website for contact details to help).

ENSEMBLE SETTINGS

These settings apply to users using multi-bard (ensemble mode)



ENABLE LOCAL CLIENT SYNC

Enabling this will enable you to sync all the settings and midi file settings to all bards on the same PC.



pressing this button will force sync to all Clients on this same machine.

MONITOR ENSEMBLE

When using FFXIV performance mode selecting this will ensure the clients AutoStart playing at the correct time, please see MULTIBARD section for more information. If you are playing with users who use alternative players, you may need to ensure this is unticked. For multibard setup ensure each client (bard has this enabled).

DRAW ENSEMBLE PROGRESS INDICATOR ON VISUALIZER

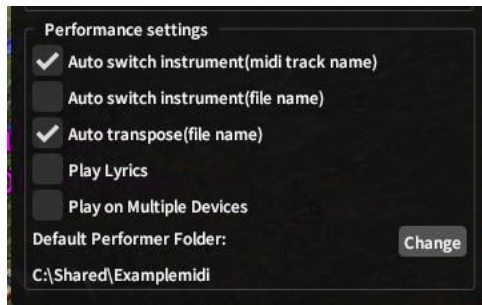
The playback of the current midifile on the local client is indicated by a red vertical bar on the visualizer. However with multibard setups the clients are some time behind this due to synchronisation. Enabling this will put a yellow vertical bar estimating the ensemble's progress in the song

ENSEMBLE INDICATOR DELAY

This is the time difference between a note sent out of the local machine, to the servers and back and played with all the other clients. It is used for the above Ensemble progress Indicator to give an indication of the actual ensemble's progress in the song. You can type in a different value if you need a more accurate indication.

PERFORMANCE SETTINGS

These settings are General settings for playing songs in performance mode.



AUTO SWITCH INSTRUMENT (MIDI TRACK NAME)

This will automatically switch the Instrument to the 1st track selected to play. The Track naming need to conform with BMP names (see BMP Compatible Names) E.g. if track 1 is named **Harp** that instrument will be selected when playing.

If in ensemble mode with multiple bards it will change the instrument to the bards selected track. i.e.. if you have track 7 as the track you play in ensemble and this is assigned a track name Cello, then you will change to cello. If there is a + or – after the name then that track with be transposed by that number of octaves. i.e. it is common for say a bass drum on a midi file to be on Key C1 (midi note 36), The Bass drum on ffxiv does not play on that note so it is common to just add +2 to bring it to an acceptable value and sound reasonable. (i.e. BassDrum+2). See ensemble mode for further details on per song overrides.

Auto Switch Instrument (FILE NAME)

Allows the instrument to be specified in the file name using #BMP_Instrument_name#song.mid

For example #Lute#test.mid will assign lute to the bard when the file is played. Please do not mix track and file name settings to avoid confusion, enable the one you need only.

AUTO TRANSPOSE (FILE NAME)

Allows you to specify a transpose value in the filename. Place the number of semitones required between #

e.g.#12#play.mid will transpose the midi file 12 semitones

PLAY LYRICS

Enables the playing of .lrc lyric files that. See appendix lyric files for format and more detail.

PLAY ON MULTIPLE DEVICES

If your ensemble is spread across multiple devices then this option turns on the party chat commands that enable playlist selection, reloading playlist etc.

USING FILE SHARING SERVICES.

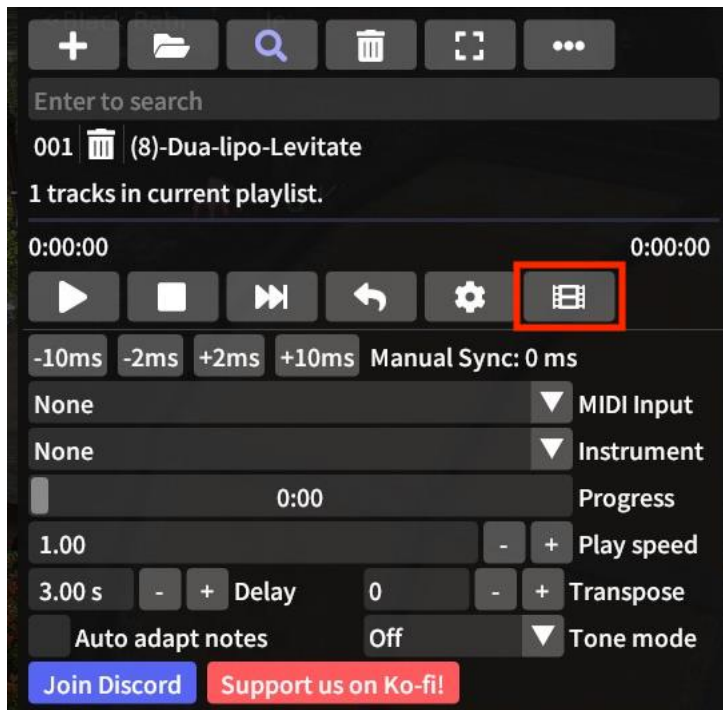
If you have Play on multiple Devices selected AND are part of a party you can select the option Using File Sharing services, this then saves the Default track list assignments to the default Performer Folder which would be the shared drive.




DEFAULT PERFORMER FOLDER

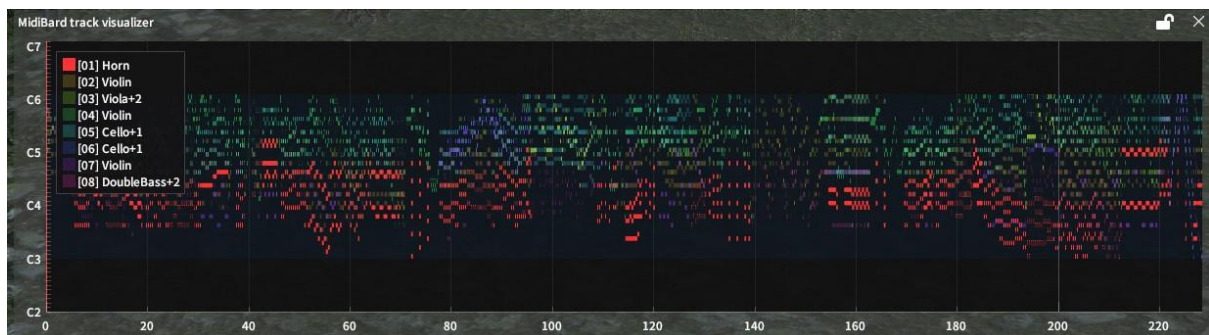
Set this to the location of your midi files. For multiple bards on multiple devices this can be set to a shared drive, enabling easier synchronization between song lists, songs and song config files. This also is used as the default opening folder when using the file selector.

TRACKS VISUALIZATION



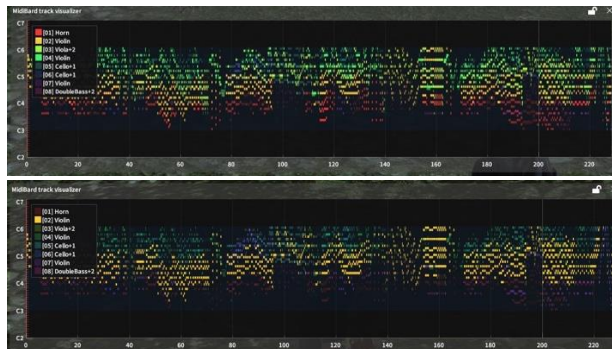
Clicking the highlighted icon  will open the tracks visualization window; showing the notes, tracks and progress is displayed. Right Clicking will set the visualizer to its default position on screen.

The example shows an octet file loaded, with the tracks indicated in different colors, the note range on the left, and a line will scroll over the notes to show progress when playing. If a track is not selected to play it will be dimmed. Note if notes are out of range and auto adapt notes is pressed you will see the notes move into the range of the instrument. Clicking solo will dim all tracks apart from the only selected to play.




As an example

I set to play tracks 1-4 on a single bard, these are then highlighted in a brighter color and the indicators on the instrument list light up indicating the tracks to be played.



If right click on track 2 to “solo” you can see the only track 2 is highlighted and the remain tracks are dimmed.

Clicking the lock icon on the top right  changes the visualizer from the lines scrolling to the line been stationary and the music notes scrolling over the line. You can use this in conjunction with the zoom axis features.

Right clicking on the axis, display of the Visualizer will bring up some menu items to change aspects of the display. The Visualizer can be resized, and using Shift Click on the left- and right-hand side will allow you to move it should you move the drag windows off screen.

MIDIBARD ENSEMBLE MODE

Ensembles consist of multiple Players in a party to enable tracks to be played in sync with each other utilizing the games built in sync.

Clients can be players on different machines or multiple machines on the same PC.

If players are distributed over multiple PC's, then ensure the box Play on Multiple Devices is selected (highlighted in red below), if all are on the same machine untick this box. (Bards controlled on the same PC is known as Local Mode).

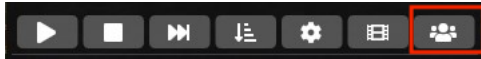
You can have a mix of local and Multiple devices say 4 bards each on 2 machines. In this case ensure the box is ticked.

If you use a file sharing service such as google drive to share your files and playlists tick the box highlighted in yellow.

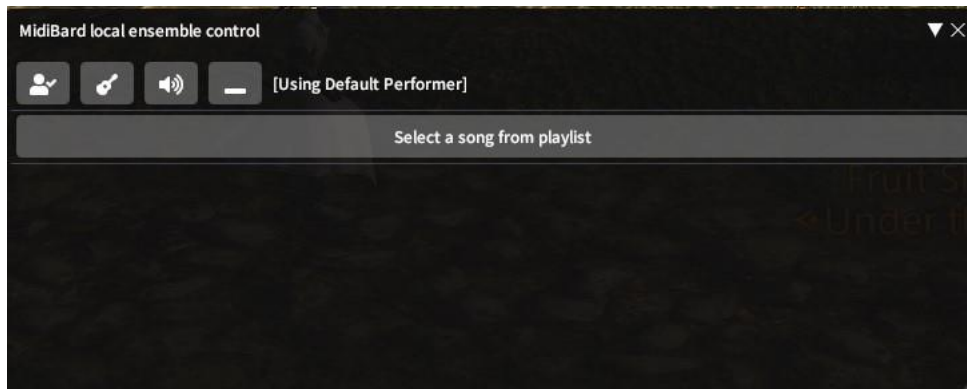


ENSEMBLE PANEL

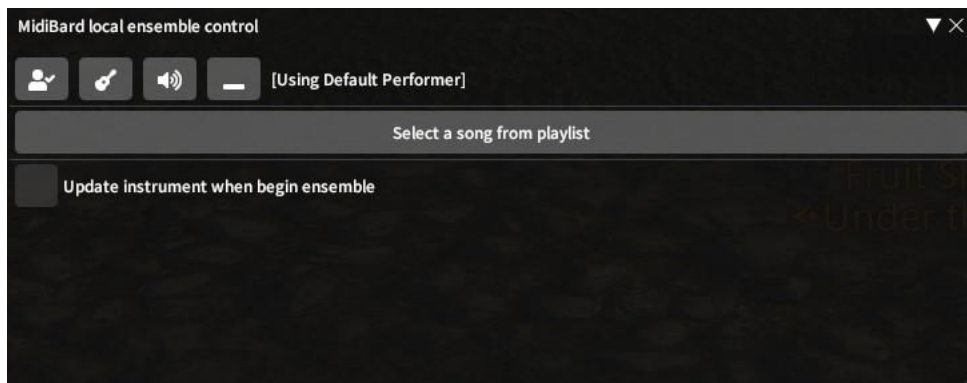
Clicking the button Below open Midibard Ensemble Controls.



Clicking the ensemble Button Toggles the ensemble Panel.

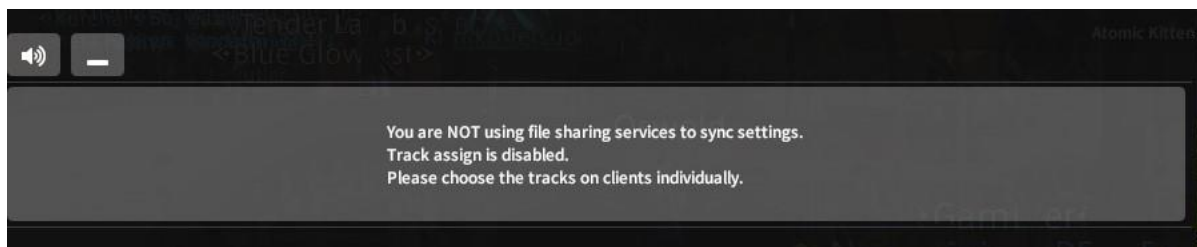


Using Multiple Devices



Using Local Mode

Clicking this enables the update of instruments chosen from the song config files before the song starts.

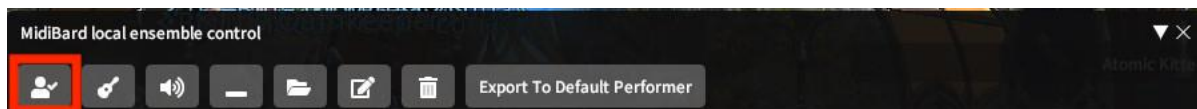



There are various Buttons that help you control ensemble mode and setup track/song assignments

Clicking Play on multiple Devices disables some functions, that are designed for local use.

For either Local or Multiple Clients with a shared drive load a song with the largest number of tracks you will play, i.e., sometimes a bard in an octet may play tracks 1+9 then assign the tracks to the bards and export the track assignment to export to default performer. This will be saved in either the dalamund settings or shared folder as a default. It is also advisable this file is saved locally using local mode.

START STOP ENSEMBLE



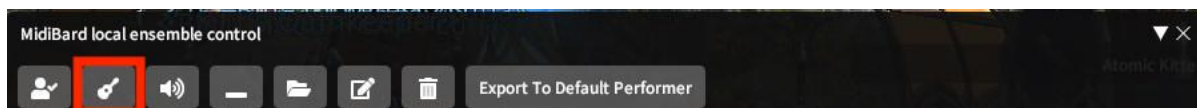
This Button starts and stops the ensemble playing, it serves a similar function to the in-game metronome “Start Ensemble” The icon Changes to a stop Button  When playing commences.

Any Bards that have the Monitor ensemble setting ticked in settings will be autostarted, otherwise the in game default dialogue will be presented.



pressing this will stop the ensemble playing (instruments are left out) and can be used in conjunction with a right click on the instrument button, to put away the local ensembles instruments.

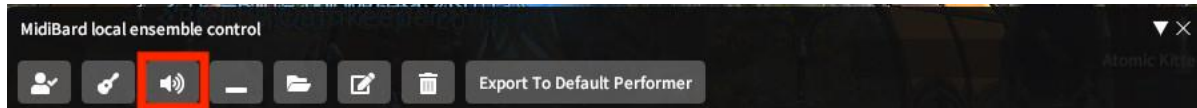
UPDATE INSTRUMENTS




Left Clicking on the guitar button updates the instruments for the Ensemble (All clients on Local machine in party). If you have a shared drive AND multiple devices selected in settings, then these clients will receive a party chat command to read the song config file to update their instruments. Please ensure the config files have had time to sync.

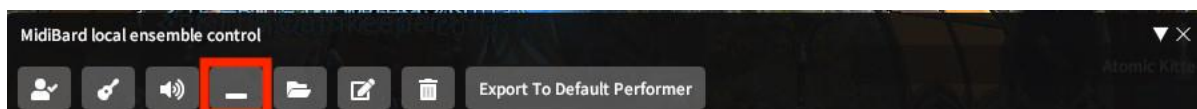
Right clicking puts the instruments away / or sends the party chat close command to inform other clients on other machines to exit performance mode.

CLIENT MUTE / UNMUTE



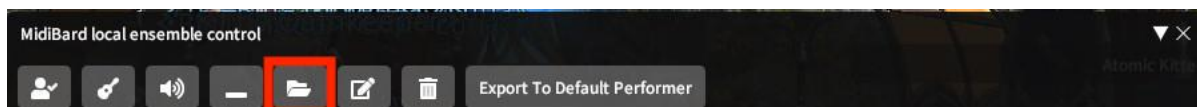
Clicking on the Speaker button will Mute the other clients on your local PC. This does not affect the ensemble output only the local sound from the clients. (Does not affect clients on other devices) the icon will change to a mute icon  to show this is in effect clicking again will unmute other performer, and change the icon back.

MINIMIZE CLIENTS



Left Clicking This button will minimize all clients apart from the party leader, **right** clicking will restore the clients' windows. It has the same effect of pressing the _ on all the clients' windows. (Only local machine is affected).

OPEN CURRENT MIDI CONFIG FILE DIRECTORY.

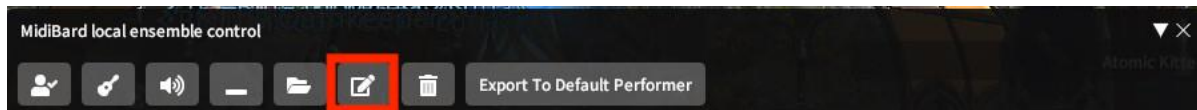


Clicking this button Opens the current song configuration file directory in file explorer.

The config files are saved as .json with the same filename as the midi file and contain track and instrument assignments if any have been changed from the default on the ensemble panel in local / shared file services mode.

The file can be edited if required and saved, you may have to associate the extension .json with your preferred Text editor.

OPEN/CREATE CURRENT MIDI CONFIG FILE

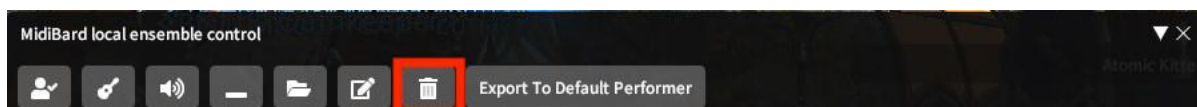


This will open the current songs config file in notepad, if the file does not exist one will be created using the current song defaults from the ensemble panel.

These can be edited and saved for users confident with doing so. They contain the track number, track name, transpose value, Instrument to be assigned, and some internal information. *It can also save the tone mode and adapt notes settings if created but these are not utilized currently and are for future use.*

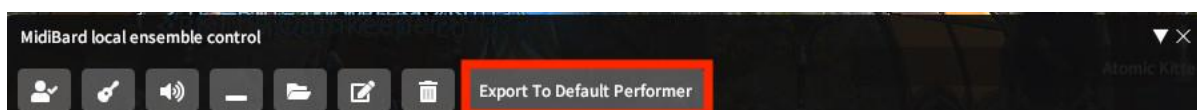
These files can be used to override the settings obtained in a midi file or any default ones you have setup. If there are no song config files you will see the text Using default performer on the title bar.

DELETE SONG CONFIG



The trash can deletes the current song configuration (the file above) resetting the song to the player / song default and can be used in conjunction with the guitar button to update the ensembles instruments.

EXPORT TO DEFAULT PERFORMER



This will export the current mappings as a default, it is used mostly for initial setup so you can assign bards initial tracks. (only available for local machine ensemble, and those using shared file services)

- The file is saved at %appdata%\xivlauncher\Midibard2\ MidiBardDefaultPerformer.json
- Or to the directory specified in Default Performer Folder: as MidiBardDefaultPerformer.json

The file contents consists of the bard unique ID and the tracks they are assigned to.

ENSEMBLE CONTROL PANEL : MULTIDEVICE ENABLED



Some features are not available for multidevice ensembles. And some features only affect local clients, i.e. if you have 4 bards on your machine and 2 remote some functions will only affect the 4 bards on the local machine. Please refer to the individual descriptions.

ENSEMBLE CONTROL PANEL (LOCAL MODE)



When a song is picked from the playlist the current assignments for the song are Shown, (Local Control only)

The Current Settings in the main config are used as defaults, and if you have Compatible BMP track names the instruments will be assigned from that.

If you have a Default performer file, then the bard->track assignments from that will be used. If you have a json configuration file saved with the song, then these assignments will be used. By default, there is no song config, unless a change is made to the panel, or the **Open Current Midi Config** Button is pressed.

ENABLE TRACK PLAY: (LOCAL BARD ENSEMBLE)

If this box is ticked, then the track will be played if assigned to a client / Bard. (Note these settings are only for clients on your local machine (Or using a shared drive). But it is good practice to ensure all Clients in the ensemble use the same configuration file to avoid issues. (i.e., by using a shared drive or same playlist files between clients).

INSTRUMENT NAME

This shows the instrument Assigned to the bard.

INSTRUMENT PICKER

You can override the instruments set in the song or assign instruments to be saved to the song config file. Clicking this brings up a dialogue box with all available instruments. Arranged by instrument group.

For local clients it shows the instrument the bard will play. If you change instruments before playing a song, you need to Press the Update Instruments button to equip the client with the instrument. It is saved as soon as it is picked to the song config file. Note you can pick an instrument play with the default then next time the song is selected the new instrument will take effect, for immediate changes press the Update Instrument Button.

TRANPOSE +/- OCTAVE

For files saved with BMP compatible track names, this will show the assigned transpose value, for example if Bassdrum+2 is the track name then the track will be transposed up 24 notes (+2 octaves), if the Track has a name of Viola-1 then that track will be transposed down 12 notes (-1 octave). Any changes here will override the defaults from the song. This can be used in real time for clients on the local machine, it will have no immediate effect on remote clients.

CLIENT / BARD ASSIGNMENT

Shows the bard / Client that will play the selected track if enable track play is also ticked / . Checked. You can use the drop down to change this where it will be saved to the song config file so it will be in effect when the same midi file is played next time. The changes here are also reflected on the main Midibard window on local clients or saved to the shared directory if use file sharing services is enabled.. For remote clients this will only affect the song config if it is in the same directory (or synched / copied to the song directory).

RECOMMENDED SETUP - (LOCAL)

As there are many ways to use the ensembles for using the ensemble mode the following is one way to get started.

LOCAL MODE

Ensure your settings, In the main Midibard window reflect the defaults you want your clients to have (local) machine. Then use the "Sync Client Settings" to update all clients on your local machine, you may need to visit each client to fine tune the settings.

Set additional settings on the master / main client, to reflect the way you will work.

Load a song with the max number of tracks you use, this could be more than 8 tracks if you use additional tracks for Standard tone Switching / other uses, and from the ensemble window assign the clients to the tracks, then export this to the Global Track mapping file.

From here if you do not want song Customization's, you can load a song from the play list and press the play ensemble button on the Ensemble window.

If you make any customizations, for local clients remember to synchronize the changes with the update instrument button or have the Update Instruments When Begin Ensemble checked. If your workflow, is you put away instruments at the end of the song, you may need to right click on this button when the ensemble stops playing.

In case of trouble shooting the various files created are stored at the following locations (the file extension may be hidden on your pc depending on your settings in windows)

REMOTE (MULTI-BARD SETUP)

Ensure that the leader has play on multiple devices clicked, this then sends the switch to XX track change and reload playlist to the clients. Other party commands are also used if you have file sharing enabled.

Ensure that each member has monitor ensemble check so auto start ensemble works, and additional things like tone mode, transpose per track auto switch instrument are set to the group's preferences.

You need to ensure the play list is the same on each bard, either by using a networked shared drive, zip files with the correct midi names and song configuration files and this is the same on all bards. Additionally, You will need to load a song and assign the track each client plays manually, (if using a synchronized share drive ensure that this setting is enabled so config files can be shared. this is remembered once chosen, or the configuration file needed., you can use the in-game metronome to start, or the Ensemble panel Control. Please note that song configuration files are ignored when in a multi device setup, unless using file services is enabled.

MAIN MIDIBARD CONFIG FILE

Location: - %AppData%\XIVLauncher\midibard2.json

- Disabling the plugin and deleting this will cause most of the settings and playlist to be recreated.

GLOBAL TRACK MAPPING

Location: - %Appdata%\XIVlauncher\Midibard2\ MidiBardDefaultPerformer.json

If a default performer directory is set, then it is saved there as MidiBardDefaultPerformer.json

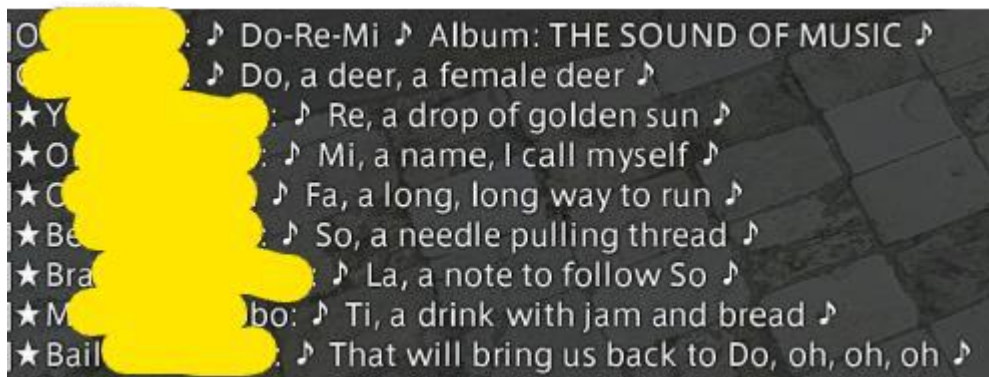
SONG CUSTOMIZATION FILES

Location <your midi file Directory/>midifilename>.json

- Deleting any of the .json files or pressing the delete and reset current file config button will erase custom instrument / bard / track assignments.

HOW TO POST LYRICS TO SONGS

You can use the lyrics Feature to post the words to songs, other uses are to auto announce songs or perhaps add comments at set times in songs. The designated person will say the text at the timestamp in the file. Please Limit use to private events and not public places. There is a limit to how many times you can post in a period of time.



- You must be in a party to test your lyrics. (it will be posted in the party chat when play solo)
- The lyrics will be posted in public channel only when ensemble mode is running.

You will need to Download a standard .lrc file from the internet or create your own.

Standard LRC format is supported, so basically all LRC files from the internet will work. However you still want to edit the file to match the timeline of your song.

Take below the beginning of LRC file as an example:

[ar:Queen]

[ti:We Will Rock You]

[al:News of the World]

[by:Song Writer]

[offset: 0]

[00:00.00]

[00:07.91]Buddy, you're a boy

ar- Artist

ti - Title

al - Album

by - Author of the LRC file

offset - The offset of lyrics in milliseconds

- Put LRC file and MIDI file under the same folder. Both must have the EXACT SAME file name, only the extension should differ.
- Form a party in game.
- Import the MIDI file, the corresponding .lrc file will be also imported.

LYRIC FILE UTILISING MULTIPLE BARDS

to output (assuming bards are named Bard1 to Bard7) the Party leader is the default.

[ti: Do-Re-Mi]

[al: THE SOUND OF MUSIC]

[00:02.00]Do, a deer, a female deer

[00:04.00]Bard1:Re, a drop of golden sun

[00:06.00]Bard2:Mi, a name, I call myself

[00:08.00]Bard3:Fa, a long, long way to run

[00:10.00]Bard4:So, a needle pulling thread

[00:12.00]Bard5:La, a note to follow So

[00:14.00]Bard6:Ti, a drink with jam and bread

[00:16.00]Bard7:That will bring us back to Do, oh, oh, oh

HOW TO GET THE LRC TIMESTAMP EASY

- Type /xldev in chat
- Choose Dalamud -> Open Log Window
- Choose the vocal track in MidiBard, play as solo.
- Click Pause button when the timing is right, you may get the timestamp in the log.

COMMAND LINE

Below are the commands and format you can type in chat (or in ensemble mode Party chat)

Note the commands can be used without the Midibard window open. (italics)

/midibard – Toggles midibard window to on / off

/mbard – Toggles Midibard window on / off

/mbard perform [instrument name][instrument ID] - switch to specified instrument

/mbard perform lute -> enters performance mode with lute as selected instrument

/mbard perform 4 -> enters performance mode with fiddle as selected instrument

/mbard cancel – exits performance mode

/mbard visual [on|off|toggle] – turns on / off / toggles the tracks visualization window

/mbard visual on – shows the tracks visualizer

/mbard [play|pause|playpause|stop|next|prev|rewind (seconds)|fastforward (seconds)]

Playback control

/mbard pause -> pause playback of music

PARTY CHAT COMMANDS (FOR ENSEMBLE)

(note these do not start with a /)

SWITCHTO [NUMBER] – causes all bards to switch to the song number in the playlist, for multibard setups is it assumed that all members have their playlist in the same order with the same midi files.

Switchto 10 - causes all ensemble members to loads song 10 from their playlist

RELOADPLAYLIST – reloads the current playlist on all clients on the SAME pc.

CLOSE – stops playing and exits performance mode, used after a song is finished so the player is ready for the next track.

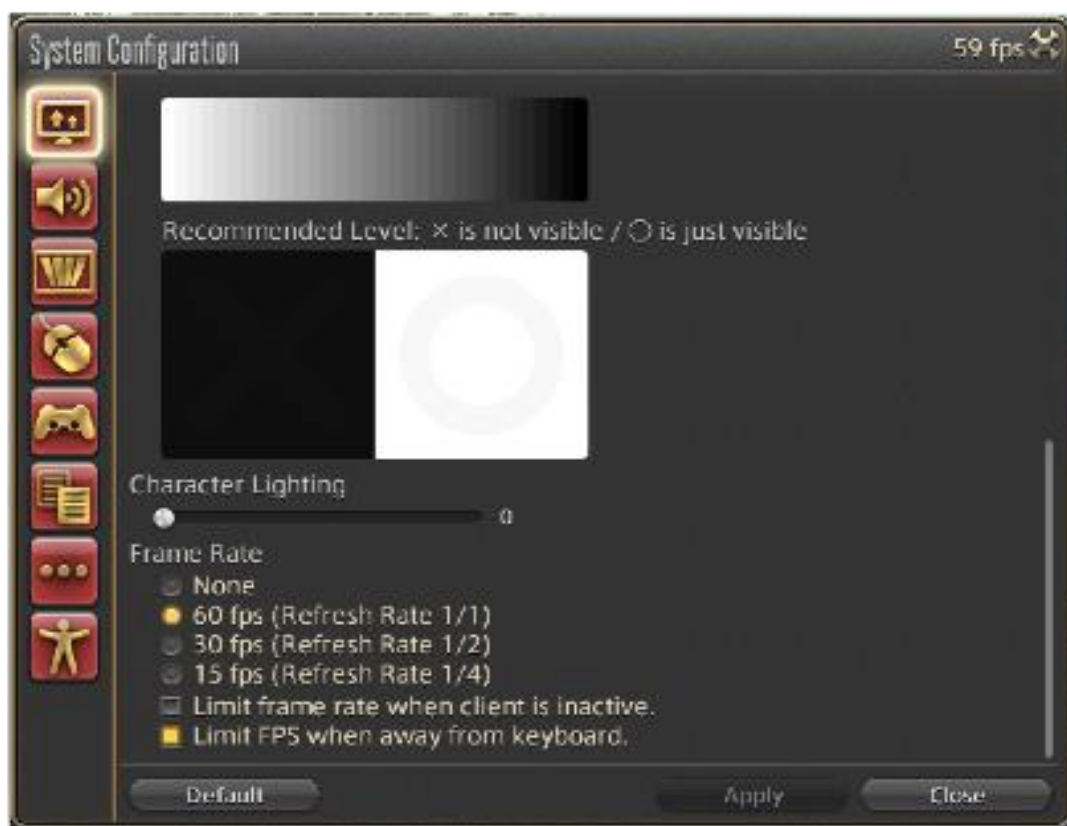
HOW TO AUTOMATICALLY SWITCH GUITAR TONES?

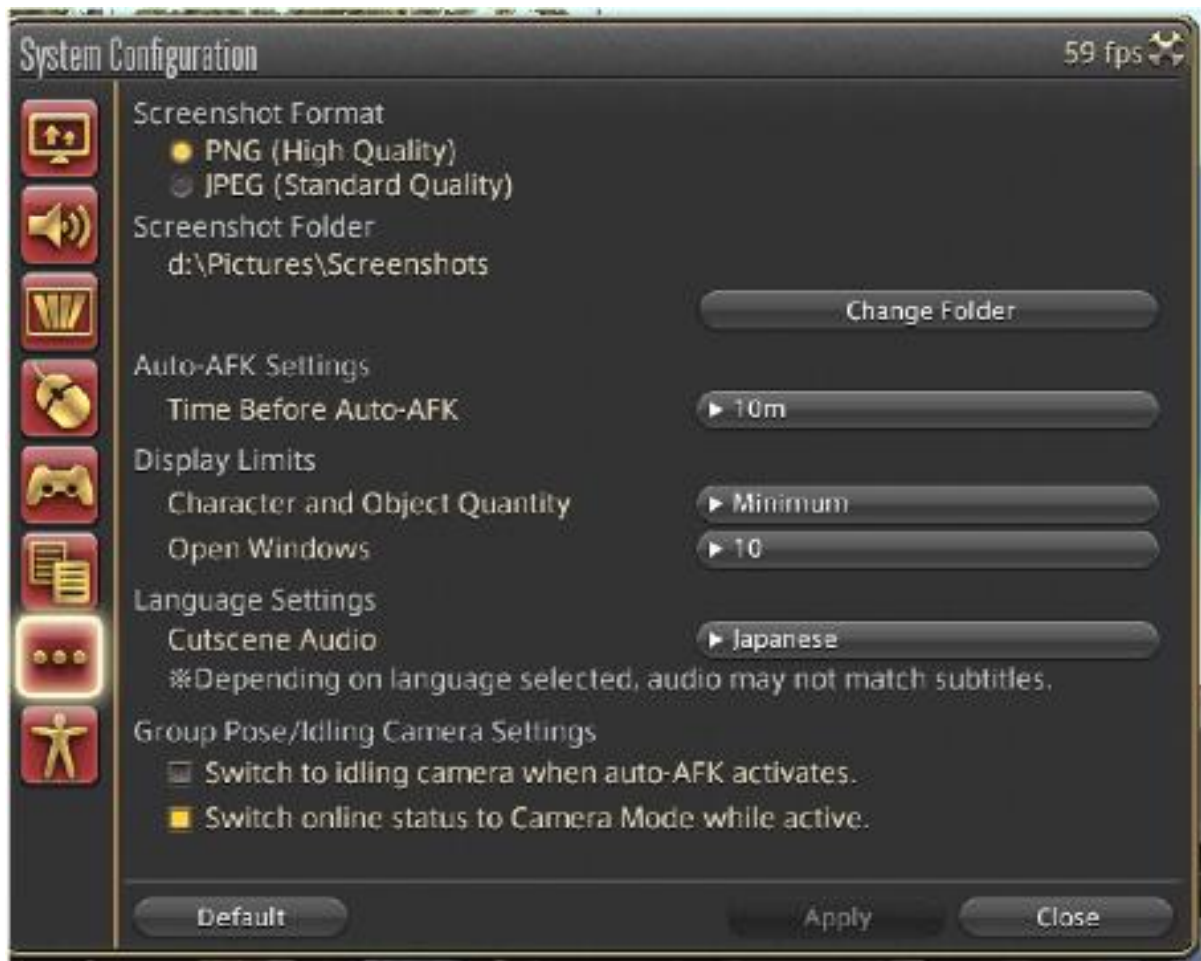
The easiest way is to separate tones on different tracks. For instance, you may have one track for clean guitar and another track for overdriven guitar. Your bard should choose both tracks and check if tones are being set correctly. When playing the song MidiBard switches the guitar tone automatically, and there's no need to edit the exported MIDI file to add tone-switching events.

WHY MY SONG SOUNDS "SLOWER" AT SOME PARTS?

It's often caused by too many notes being played in a very short period, and it may exceed the game's limitation already. Other software might drop these notes, but MidiBard is designed not to drop any notes. So you may imagine that excessive amount of notes being put in a queue and they are being played later than they should be. You might want to check if your song is too busy, especially for chords and remove some notes if it's possible.

WHY MY PERFORMANCE SOUNDS LAGGING?
Please follow those settings shown below:





if your monitor has a higher refresh rate than 60Hz, please limit it to 60 so the client doesn't take an excessive amount of resources.

We have tested to run the game under 15 FPS, and Midibard still sounds okay and never drops notes under lower framerates. However, it's not recommended, and you should always aim for 60 FPS for a better experience.

OTHER ISSUES

Disabling Midibard and deleting the Midibard/json preferences files in %appdata% can cure many issues if the preferences file is corrupted.

If the Visualizer seems stuck at the top of the screen, grabbing it with SHIFT click on the edges can sometimes allow you to move it.

APPENDIX 1

BMP COMPATIBLE NAMES:-

| BMP Name | PGM |
|---------------------------|--------------------|
| Piano | 047 harp |
| Harp | 001 Grand Piano |
| Fiddle | 026 Steel Guitar |
| Lute | 046 Pizzicato |
| Fife | 073 Piccolo |
| Flute | 074 Flute |
| Oboe | 069 Oboe |
| Panpipes | 076 Panpipes |
| Clarinet | 072 Clarinet |
| Trumpet | 057 Trumpet |
| Saxophone / Sax | 066 Alto Saxophone |
| Trombone | 058 Trombone |
| Horn | 061 French Horn |
| Tuba | 059 Tuba |
| Violin | 041 Violin |
| Viola | 042 Viola |
| Cello | 043 Cello |
| Double Bass / Contrabass | 044 contrabass |
| Timpani | 048 Timpani |
| Bongo | 097 Bongo |
| Bass Drum | 098 Bass Drum |
| Snare Drum | 099 SnareDrum |
| Cymbal | 100 Cymbal |
| ElectricGuitarClean | 028 Clean Guitar |
| ElectricGuitarMuted | 029 Muted Guitar |
| ElectricGuitarOverdriven | 030 Drive Guitar |
| ElectricGuitarPowerChords | 031 Power Guitar |
| ElectricGuitarSpecial | 032 FX Guitar |

Program:ElectricGuitar is not supported, since there are much easier and more direct ways to implement tone switch, by separating different tones to different tracks. Midibard switches tones automatically.

For transposition, add +x or -x after the instrument name. For instance, Trombone+1 means +1 octave on the trombone track. This is especially helpful in composing software like MuseScore, so you can have the correct range when editing.

INSTRUMENT OCTAVE RANGES

| INSTRUMENT | OCTAVE RANGES |
|---------------|---------------|
| Piano-1 | C4-C7 |
| Harp | C3-C6 |
| Fiddle+1 | C2-C5 |
| Lute+1 | C2-C5 |
| Fife-2 | C5-C8 |
| Flute-1 | C4-C7 |
| Oboe-1 | C4-C7 |
| Panpipes-1 | C4-C7 |
| Clarinet | C3-C6 |
| Trumpet | C3-C6 |
| Saxophone | C3-C6 |
| Trombone+1 | C2-C5 |
| Horn+1 | C2-C5 |
| Tuba+1 | C1-C4 |
| Violin | C3-C6 |
| Viola | C3-C6 |
| Cello+1 | C2-C5 |
| Double Bass+2 | C1-C4 |
| Timpani+1 | C2-C5 |
| All Guitars+1 | C2-C5 |