

# Midibard 2.1

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*Ensemble Users manual*

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*Version 2.1.x*

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## 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.

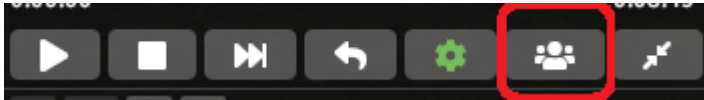
Clients can be players on different machines or multiple machines on the same PC.

If players are distributed over multiple PC's, then ensure the box Play on Multiple Devices is ticked, if on the same machine untick this box. (Bards controlled on the same PC is known as local Mode)

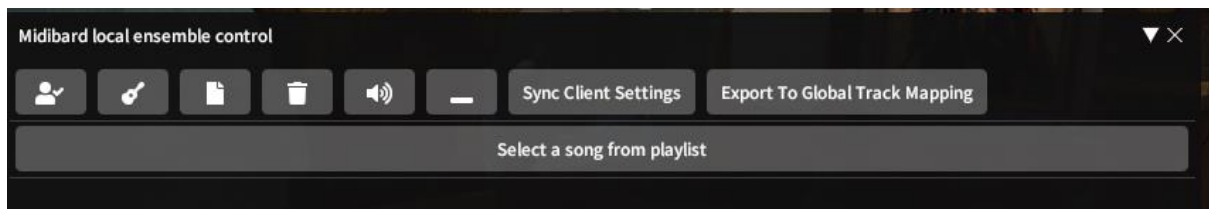


## Ensemble Panel

Clicking the button Below open Midibard Ensemble Controls.

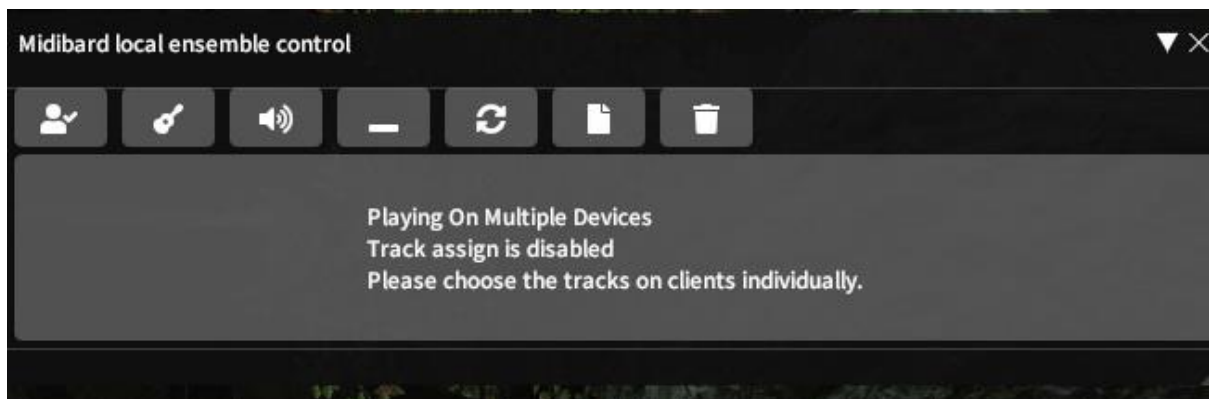


Clicking the ensemble Button Toggles the ensemble Panel.



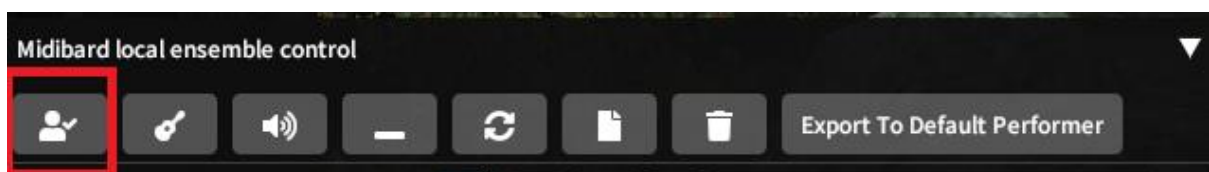
There are various Buttons that help you control ensemble mode and setup track/song assignments

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



Please note that if one bard is not on the same local machine this needs to be clicked on the party leader and any other clients that need to send the "Switchto" command over party chat to change tracks, a mixed local / multiple device configuration is not supported.

## 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. If for any reason a client / bard is not ready

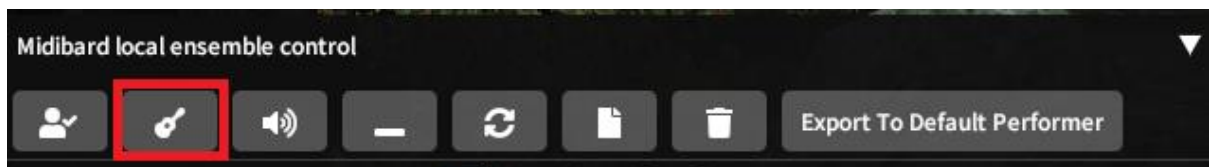
[MidiBard 2]Error: Load song failed on character:  
[REDACTED], please try to switch song again.

When a song is loaded a message will be shown in the chat windows of the filename which allows easy copy and paste to any of the public Chat channels.



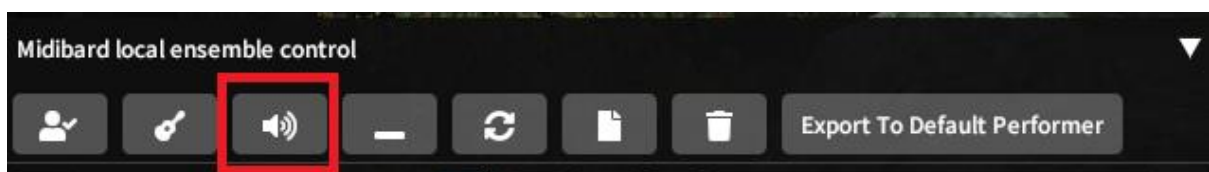
pressing this will stop the ensemble playing (instruments are left out) and can be used in conjunction with a right click on the instrument button.

### Update Instruments



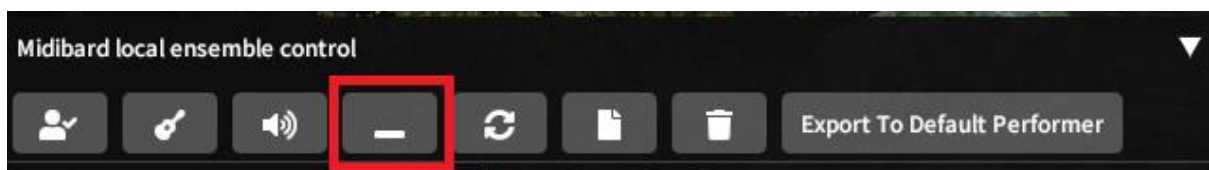
Left Clicking on the guitar button updates the instruments for the Ensemble (All clients on Local machine in party). Right clicking puts the instruments away (local Machine Only).

### Client Mute / Unmute



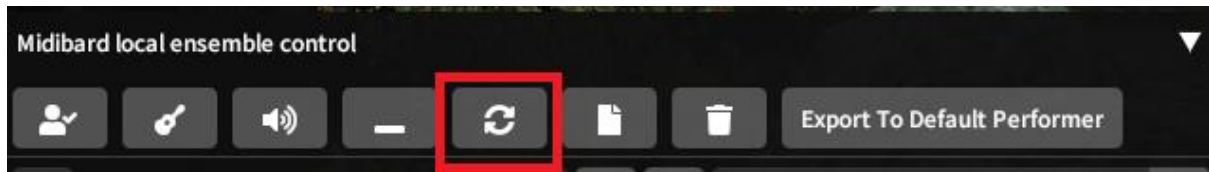
Clicking on the Speaker button will Mute the other clients on your local PC. This does not affect the ensemble output only the local sound from the clients.

### Minimize Clients (Local)



**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.

## Sync Client Settings



Sync Client Settings will copy the config from the client / bard where you clicked this button to all other Local Clients. It also will reset the playlist to the one on the current bard you press this on, as the ensemble window has to be open to enable this feature it will also open the window on all clients.

## Open/Create Current Midi Config File



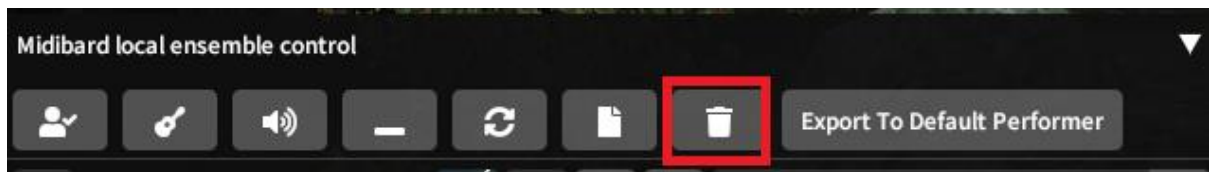
Clicking this button Opens the current song configuration file in notepad or the defined system application associated with the file type, (example below). Pressing this button will also create the file with the current settings. The file is placed in the same directory as the song and has the same filename as the song with a .json extension. Not all fields in the text file may be enabled currently.



```
{
  "tracks": [
    {
      "index": 0,
      "enabled": true,
      "name": "Double Bass",
      "transpose": 0,
      "instrument": 22,
      "playerId": 18804598542354550
    },
    {
      "index": 1,
      "enabled": true,
      "name": "Double Bass",
      "transpose": 0,
      "instrument": 23,
      "playerId": 0
    },
    {
      "index": 2,
      "enabled": true,
      "name": "Double Bass",
      "transpose": 0,
      "instrument": 23,
      "playerId": 18804598542354550
    },
    {
      "index": 3,
      "enabled": true,
      "name": "Viola",
      "transpose": 0,
      "instrument": 21,
      "playerId": 0
    },
    {
      "index": 4,
      "enabled": true,
      "name": "Cello",
      "transpose": 0,
      "instrument": 22,
      "playerId": 18804598542354550
    },
    {
      "index": 5,
      "enabled": true,
      "name": "Cello",
      "transpose": 0,
      "instrument": 22,
      "playerId": 18804598542354550
    }
  ],
  "instrument": 0,
  "transpose": 0,
  "spec": 1.0
}
```

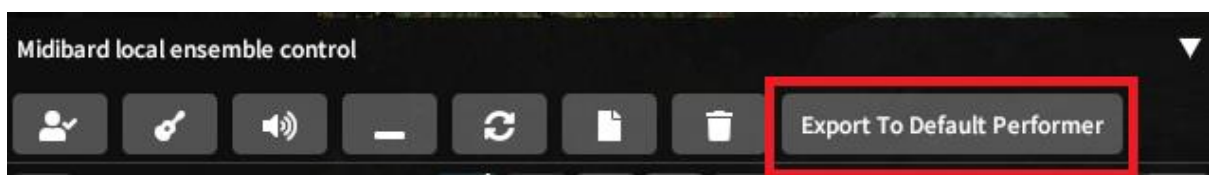
The file can be edited if required and saved.

## 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.

## Export To Default performer



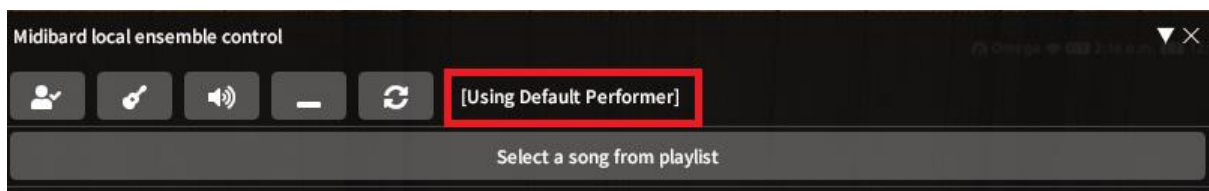
– this will export the current Client / Track mappings as a default, it is used mostly for initial setup so you can assign bards initial tracks.

The file is saved at %appdata%\xivlauncher\Midibard2(preview)\MidiBardDefaultPerformer.json

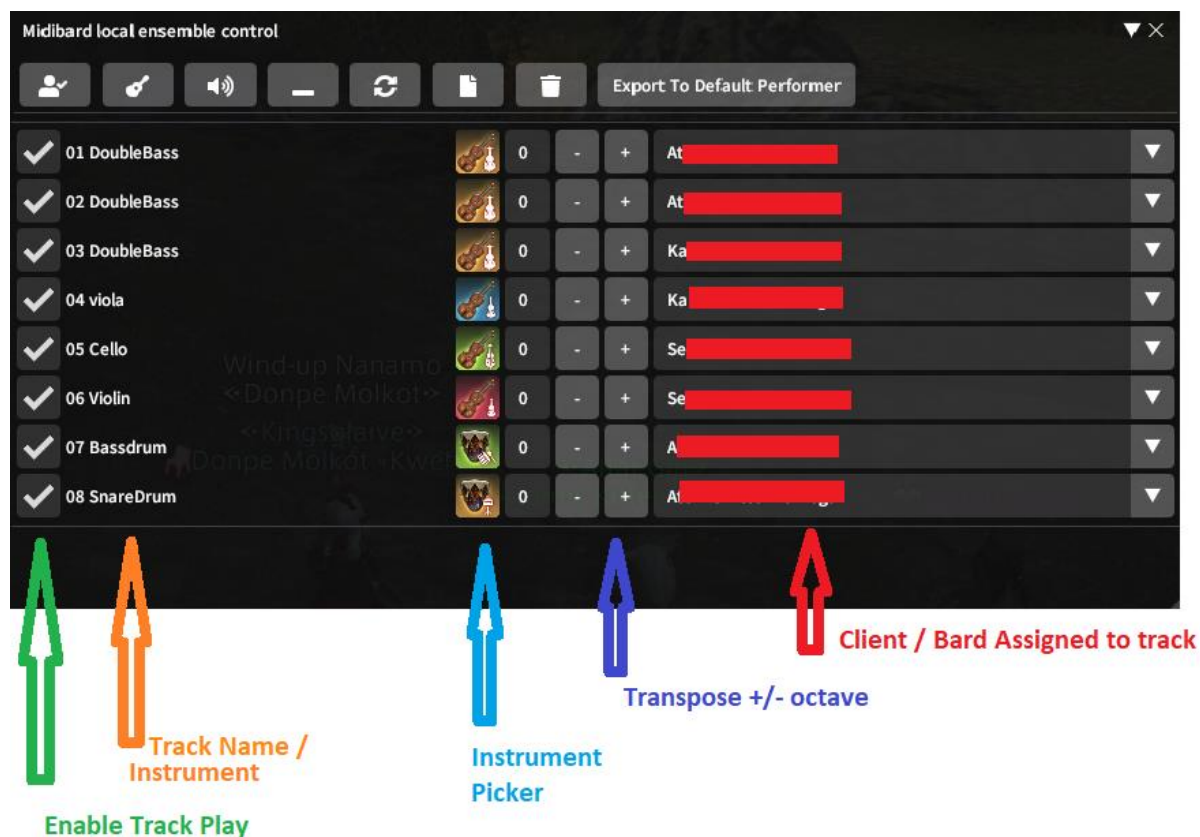
It consists of the bard unique ID and the tracks they are assigned to.

If a song configuration file has been saved then this information is shown below the buttons. Any changes made in this panel using local clients (i.e. Play on multiple devices is unticked) will overwrite the song config file.

If while using local Ensemble there is no Song config file then the message using default performer is displayed if there is a default track list (export to default performer file is saved)



## Ensemble Control Panel



### Midibard Client / Song Controls

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 mapping 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. 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.

## Transpose +/- 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. 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 Default Performer 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. 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.

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, 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. It is also advantageous to create the global track list file on each machine so it can be used as backup if required.

Midibard non local mode uses messages over the party chat switch to XXXX where xxx is the playlist number to switch songs, as it can take some time for the chat messages to reach the clients and for them to switch Instruments please take this into account.

## Main Midibard Config File

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

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

## Default Performer File

Location: - %Apodaca%\XIVlauncher\Midibard2\ 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.