

Version History

- v1.0 Initial release: 7 Aug 2021
- v1.1 Update release: 11 Apr 2022
 - Add MIDI sequencer(playing / recording MIDI sequence) feature
 - Add SMF reading / writing feature
 - Add BLE MIDI Peripheral feature on Android
 - Fix USB MIDI receiving issues on Android
 - Fix BLE MIDI sending issues on Android / iOS
 - Fix BLE MIDI receiving issue(NoteOn with velocity = 0) on Android
- v1.2.0 Update release: 17 Aug 2022
 - Add experimental RTP-MIDI support for Android, or other platforms.
 - Add USB MIDI support for Universal Windows Platform(UWP).
 - Add Android 12's new Bluetooth permissions support.
 - Fix MIDI trancieving performance improvement on iOS, Android.
 - Fix EventSystem duplication error when the sample scene appended multiple times.
 - Fix Android BLE MIDI's issue around fixed timestamp.
- v1.2.1 Bugfix release: 29 Aug 2022
 - Fix sequencer thread remains after closing
 - Fix Android ProgramChange message failure
 - Fix System exclusive logging issue
 - Fix ThreadInterruptedException issue on UWP
 - Fix SMF reading/writing issues around System exclusive
 - Some performance improvements
- v1.3.0 Update release: 13 Oct 2022
 - Add platform support for Standalone OSX, Windows, Linux
 - Add platform support for WebGL
 - Add support for Unity Editor OSX, Windows, Linux
 - Changed Sequencer implementation from Thread to Coroutine
 - Fix iOS/OSX device attaching/detaching issue
- v1.3.1 Bugfix release: 18 May 2023
 - [Issue connecting to Quest 2 via cable](#)
 - [Sample scene stops working.](#)
 - [Byte is obsolete on android](#)
 - [Any way of negotiating MTU?](#)
 - [Can't get it to work on iOS](#)
 - [Have errors with sample scene](#)
 - Android permissions requesting issue
 - Add: Android CompanionDeviceManager support
- v1.3.2 Bugfix release: 19 May 2023
 - Fixed Android compile error
 - Fixed MIDI event order while playing SMF sequence
- v1.3.3 Bugfix release: 25 May 2023
 - Fixed WebGL MIDI sending failure
- v1.3.4 Bugfix release: 5 Jun 2023

- Fixed: The wrong device name was acquired when a device with the same device ID as the previously connected device but with a different device name.
 - iOS: Add 'Done' button to the BLE MIDI searching popover
 - Sample scene: BLE MIDI Scan feature is Android/iOS only
 - MidiManager singleton pattern refined
- v1.4.0 Update release: 7 Dec 2023
 - Add: Nearby Connections MIDI feature for Android, iOS, macOS
 - Add: Bluetooth LE MIDI feature for WebGL
 - Fixed: iOS device attach/detach callback has mismatches
- v1.4.1 Update release: 22 Feb 2024
 - Fixed: [The link error at Linux platform](#)
 - Add: Vendor name / device name support for WebGL platform.
 - Add: [Inter App MIDI connections\(virtual MIDI\) support for iOS/MacOS/Linux/Android](#)
 - Fixed: Memory leak issue on Sample scene.
- v1.4.2 Bugfix release: 27 Feb 2024
 - Fixed: WebGL Sample scene fails to initialize
- v1.4.3 Bugfix release: 12 Mar 2024
 - Fixed: Android plugin initialization fails when Bluetooth is off
 - Fixed: Fails opening USB MIDI devices on Android 14
 - Fixed: Windows plugin fails updating MIDI devices
 - Fixed: Linux plugin crashes at terminating MidiManager
 - Fixed: Unity Editor stops MIDI feature after stopping the game play
 - Added: Feature to get input/output devicelds(separated from getting all deviceld set method)
 - Added: Feature to specify device connections to the MIDI sequencer
 - Added: The callback to receive MIDI sequencer playback finished event
 - Added: MIDI sequencer's event timing accuracy improved
 - Added: MIDI sequencer's playback position can be specified with the microseconds time
- v1.4.4 Bugfix release: 9 Apr 2024
 - Fixed: The initialization is interrupted when Android plug-in fails loading.
 - Fixed: Android Bluetooth MIDI can't send MIDI messages.
 - Added: The ProGuard minify configuration support for Android platform.
- v1.4.5 Bugfix release: 13 Apr 2024
 - Fixed: Android Bluetooth MIDI lose sending MIDI messages under high load.
 - Updated: Use Android's newer Bluetooth LE APIs.
 - Fixed: Android CompanionDeviceManager initialization issues. From this version, the feature requests [ACCESS_FINE_LOCATION](#) permission.
- v1.5.0 Update release: 5 Jun 2024
 - Add: MIDI Polyphonic Expression feature (currently, experimental)
 - Totally refactored internal implements
 - Updated: Improved SMF reading compatibility
 - Fixed: SMF playback fails around the first MIDI event
 - Fixed: Android input device initialization issue
- v1.5.1 Bugfix release: 5 Sept 2024
 - Fixed: Unity Editor doesn't work on older macOS versions prior to 12.3
 - Adjusted to work with macOS 10.13 and later
 - Fixed: Duplicate GUIDs when importing sample scenes

- v2.0.0 Update release: 5 May 2025
 - Added: MIDI 2.0 support for iOS, macOS Standalone, Android, Standalone Linux.
 - Added: Network MIDI 2.0(UDP MIDI 2.0) feature.
 - Added: MIDI 2.0 Clip / Container file importing / exporting support.
 - MIDI 2.0 Container file format is currently draft-state specification, so this will change at future.
 - Added: MIDI receiving by C# event delegates.
 - Added: MIDI receiving with C# object.
 - Fixed: Compile error when symbol ENABLE_NEARBY_CONNECTIONS defined.
 - Fixed: Some events(TuneRequest, TimingClock, Start, Stop, Continue, ActiveSensing, Reset) are not received on Linux platform.
 - Fixed: Some inter-app MIDI devices not attached on Linux platform.
 - Fixed: [Still receiving MIDI messages in Editor even after stopping Play mode](#)
- v2.0.1 Bugfix release: 12 Jan 2026
 - Fixed: Initializing Android plugin
 - Fixed: Some fix around NullReferenceException
 - Updated: macos plugin
 - Fixed: some performance issues
 - Fixed: NullPointerException crash on Android platform: [MidiSampleScene crash when the app "抖音" is installed,There was no such thing before the upgrade to Android 15.](#)
 - Added: Maestro Midi Player Tool Kit integration
 - Fixed: UmpSequencer issue on UnityEditor
- v2.0.2 Bugfix release: 10 Feb 2026
 - Fixed: MidiManager initialize not completed with Android, Nearby, or RTP-MIDI.
 - Fixed: DocumentationExamples implementation issues
 - Fixed: MPE setup method doesn't initialize the system