Qsynth Qt GUI Interface for FluidSynth

What's Qsynth ?

Qsynth is a fluidsynth GUI front-end application written in C++ around the Qt framework using Qt Designer. Eventually it may evolve into a softsynth management application allowing the user to control and manage a variety of command line softsynth but for the moment it wraps the excellent FluidSynth. **FluidSynth** is a command line software synthesiser based on the Soundfont specification.
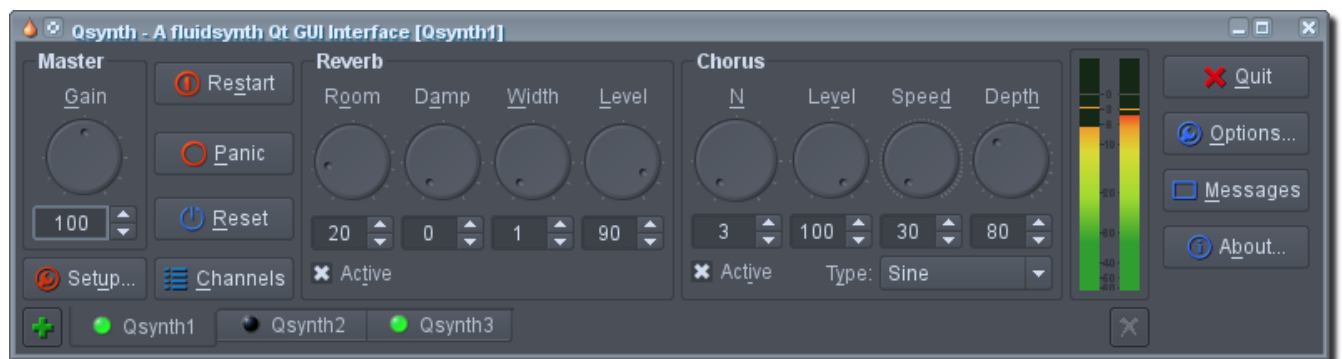
Qsynth is free, open-source software, distributed under the terms of the GNU General Public License (GPL) version 2 or later.

Sourceforge project page: http://sourceforge.net/projects/qsynth

Weblog: http://www.rncbc.org

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Screenshots

Click on image to see more screenshots...

Requirements

The software requirements for build and runtime are listed as follows:

Mandatory:

- **Qt** framework (core, gui), C++ class library and tools for cross-platform application and UI development http://qt.io/
- **fluidsynth**, real-time software synthesizer based on the SoundFont 2 specifications http://www.fluidsynth.org/

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Latest release

2017-04-27 - Pre-LAC2017 release frenzy.

qsynth-0.4.4.tar.gz

- Added French man page (by Olivier Humbert, thanks).
- Make builds reproducible byte for byte, by getting rid of the configure build date and time stamps.

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Installation

The installation procedure follows the standard for source distributions. In the extracted source directory, just do:

```
./configure [--prefix=prefix]
make
```

and optionally as root:

```
make install
```

This procedure will end installing the following files:

- *prefix*`/bin/qsynth`
- *prefix*`/share/applications/qsynth.desktop`
- *prefix*`/share/icons/hicolor/32x32/apps/qsynth.png`
- *prefix*`/share/qsynth/translations/qsynth_*.qm`

Just launch *prefix*`/bin/qsynth` and you're off (hopefully). Note that the default installation path *prefix* is `/usr/local`.

> **Note**:
>
> Unlike FluidSynth, the default audio driver for Qsynth is set to **jack**, for the low-latency Jack Audio Connection Kit. Therefore one has to start the JACK server daemon (jackd) prior to run Qsynth, and the QjackCtl *sister* application may be a friendlier choice. To switch from this default behaviour, you can run Qsynth from the command-line giving it a suitable option, where available:
>
> - for native ALSA audio driver:
>   ```
>   qsynth -a alsa
>   ```
> - or, for native OSS audio driver:
>   ```
>   qsynth -a oss
>   ```
>
> From then on, this setting will be persistently remembered in future sessions, and may be otherwise changed on the setup dialog, of course.

Configuration

Qsynth holds its settings and configuration state per user, in a file located as `$HOME/.config/rncbc.org/Qsynth.conf`. Normally, there's no need to edit this file, as it is recreated and rewritten everytime **qsynth** is run.

Bugs

Plenty still as this is **beta** software.

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You can also find timely and closer contact information on my personal web site.

Acknowledgements

Qsynth has been created by Rui Nuno Capela, Richard Bown and Chris Cannam to bring a simple but effective software synthesier front end to the Linux desktop. From an original idea by Richard Bown and Chris Cannam to create an open software synthesiser front end to use in conjunction with Rosegarden and other ALSA based software sequencers. Inspired by Rui's work on QjackCtl.

Pedro Lopez-Cabanillas is currently the most prominent developer, having contributed with the awesome knob skins/styles option, the alternate cmake build system and the Windows(tm) installer bundle. Kudos to Pedro!

Since 2003-11-26, Qsynth has been included in the awesome Planet CCRMA software collection. Many thanks to Fernando!

This project has also a freecode.com entry.
(formerly freshmeat.net)

Dated from 2004-06-08, an online article written by no one else but Dave Phillips, has been published on Linux Journal, introducing you to Qsynth and also QjackCtl. Please have a read:

At the Sounding Edge: Using QSynth and QJackCtl.

It's not on every regular day that you get to see one piece of the trade pointing two of your creations right in the title, is it?

Thanks Dave! You rule!

A special mention should also go to the translators of Qsynth, of course:

- Pavel Fric (cs)
- Guido Scholz (de)
- Pedro Lopez-Cabanillas (es)
- Alexandre Prokoudine (ru)
- Jay Alexander Fleming (sr)

Thanks to you all.

Enjoy.

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