

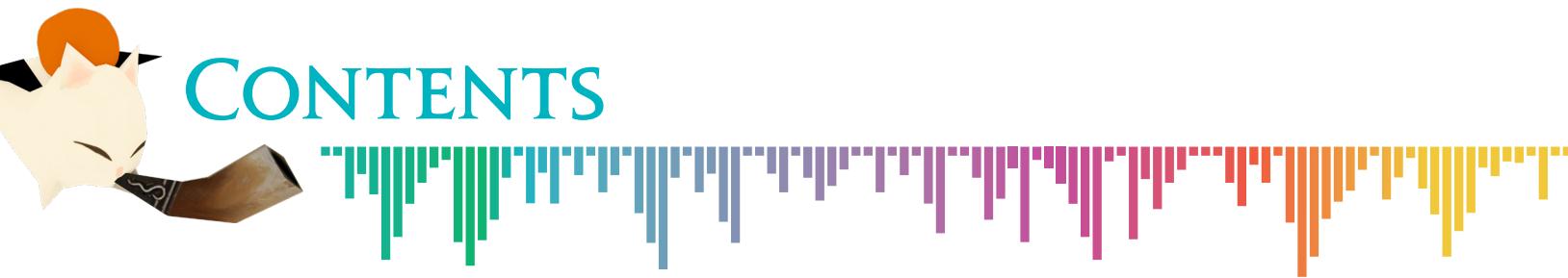
MIDI BARD 2.2

USER MANUAL

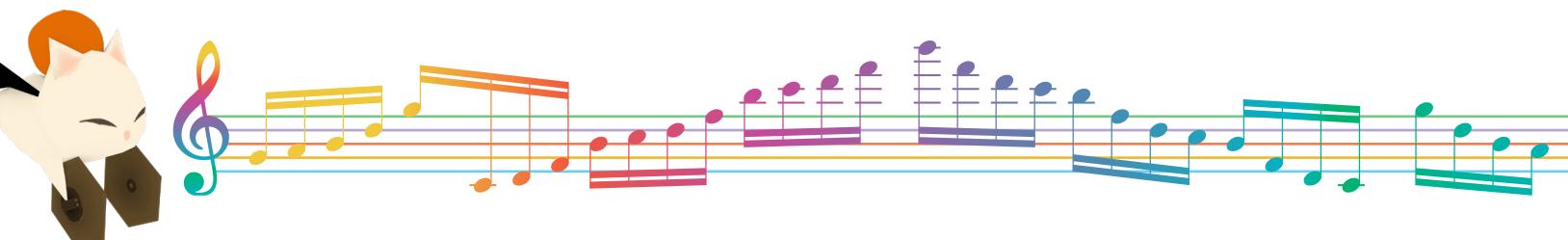
VERSION 3.0



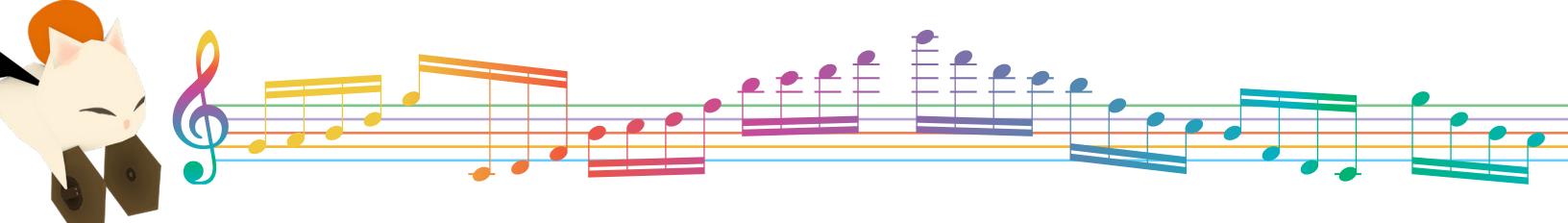
Original manual by A.K.
Designed and edited by Mihna
Last updated August 31, 2023



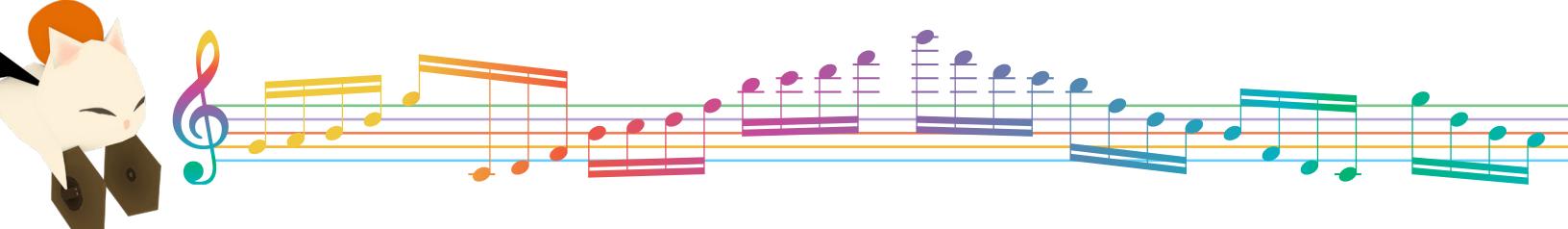
BENEFITS	1
HOW TO INSTALL	2
Where to Start?.....	3
MIDI BARD USAGE	4
File Selection.....	4
Import Folder	6
Playlists	6
Standalone Playlist Window.....	8
Playlists	8
Open Playlist.....	9
Create New Playlist.....	9
Sync Playlist Between Clients	10
Save Playlist.....	10
Save Current Playlist As.....	10
Recalculate Playlist Duration.....	11
Remove Duplicate Songs by Name.....	11
Recent Playlists	11
PLAYING MIDIS.....	12
MUSIC CONTROL PANEL.....	15
Instruments	17
Input Device	18
Progress Bar	19
Speed.....	19
Delay.....	19
Transpose	20
Auto Adapt Notes.....	20



Tone Mode.....	20
Guitar Program Numbers.....	20
SETTINGS PANEL	21
General Settings.....	21
Auto Open MidiBard	21
UI Color.....	21
UI Language.....	22
Ensemble Settings.....	22
Enable Local Clients Sync.....	22
Monitor Ensemble	22
Draw Ensemble Timeline on Visualizer.....	23
Ensemble Compensation Mode	23
Performance Settings.....	23
Auto Switch Instrument (Midi Track Name).....	23
Auto Switch Instrument (File Name)	24
Auto Transpose (File Name)	24
Play Lyrics.....	24
Play on Multiple Devices	24
Using File Sharing Services	24
Default Performer Folder	24
Track Visualization	25
ENSEMBLE MODE	27
Ensemble Panel	27
Begin Ensemble Ready Check.....	28
Update Instruments.....	28
Mute Other Clients.....	29
Minimize Clients (Local)	29
Open Current Midi Config File Directory	29
Open Current Midi Config File.....	29
Delete and Reset Current File Config.....	30
Export to Default Performer	30
Ensemble Control Panel	31
Enable Track Play.....	32
Instrument Name	32



Instrument Selection.....	32
Transpose +/- Octave	32
Bard Assignment.....	32
RECOMMENDED SETUP.....	33
Local Mode	33
Main MidiBard Config File	33
Default Performer File.....	33
Song Customization Files.....	34
Remote Mode.....	34
Posting Song Lyrics.....	34
Lyric File Utilising Multiple Bards	35
How to Easily Get the LRC Timestamp	36
COMMAND LINE.....	37
Party Chat Commands.....	37
FREQUENTLY ASKED QUESTIONS.....	38
How to Automatically Switch Guitar Tones	38
Why a Song May Sound Slower at Some Parts.....	38
Why Performance Sounds Laggy.....	38
Other Issues.....	39
APPENDIX.....	40
BMP-Compatible Names.....	40
Instrument Octave Ranges.....	41

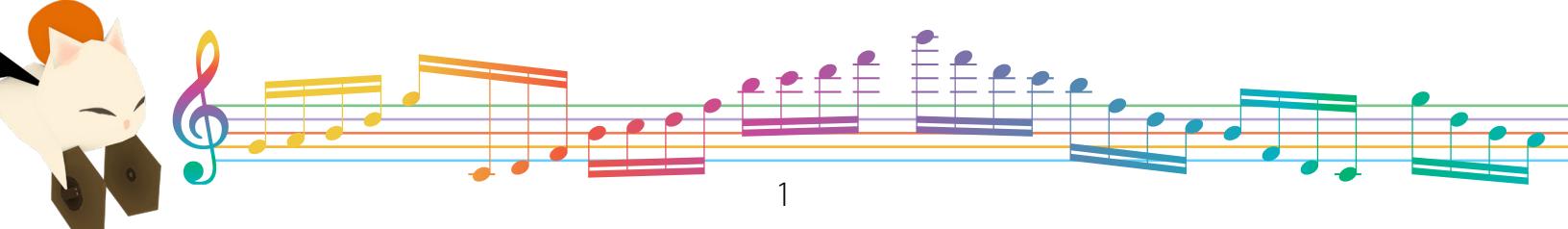




BENEFITS



- ♪ No need to set key bindings and hotbars on all of your clients.
- ♪ 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 clients. 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 the [Bard Music Player Midi Repository](#) are supported.
- ♪ Support for loading .mmsongs.
- ♪ Switches songs and instruments across all clients in the same party through commands. Bards don't have to be on the same PC, which means it's possible to play with your friends. They automatically play by following ensemble mode, no need to count down on Discord anymore!
- ♪ Plays any number of track on the midi file, separately transposes any track, or overrides the electric guitar's tone, which greatly helps for testing. If tone switching is needed, it's much easier for composers to put "Clean" and "Overdriven" guitar on different tracks and play those tracks with one bard. No need to follow the low-efficient way of creating events by editing midi files anymore!
- ♪ Supports almost all midi keyboards.
- ♪ Bard bane and server are 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.
- ♪ Automatically send party chat commands. 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 guide assumes you use FFXIVLauncher and that you have 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-Ori/api6/pluginmaster.json>

Open Dalamud settings. On the Experimental page, add a custom plugin repository as below:

#	URL	Enabled
0	XIVLauncher	
1	https://raw.githubusercontent.com/reckhou/DalamudPlugins-Ori/api6/pluginmaster.json	<input checked="" type="checkbox"/>

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

Back in the plugin installer, search for MidiBard and install.

This window allows you to install and remove Dalamud plugins.
They are made by the community.

midibard



Alphabetical

Sort By

▶ Installed Plugins

▼ All Plugins

All

Testing Available

Jobs

Other

Social

UI

Feedback



MidiBard 2 (installed) by akira0245, Ori (61,021 downloads)

Bard performance using midi files or keyboard.

Supported by FFXIV Bards & Bands Community: discord.gg/ff14bard

MidiBard 2 by akira0245, Ori (61,021 downloads)

From custom plugin repository <https://raw.githubusercontent.com/reckhou/DalamudPlugins-Ori/api6/pl>

Bard performance using midi files or keyboard.

- Solo and ensemble mode support

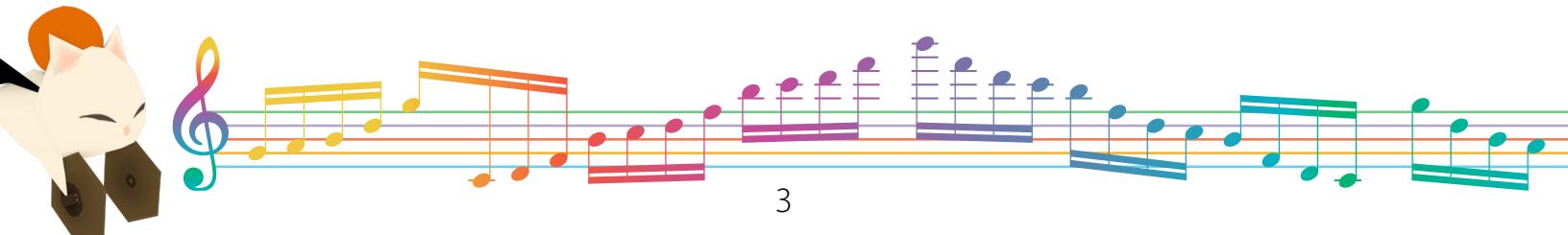
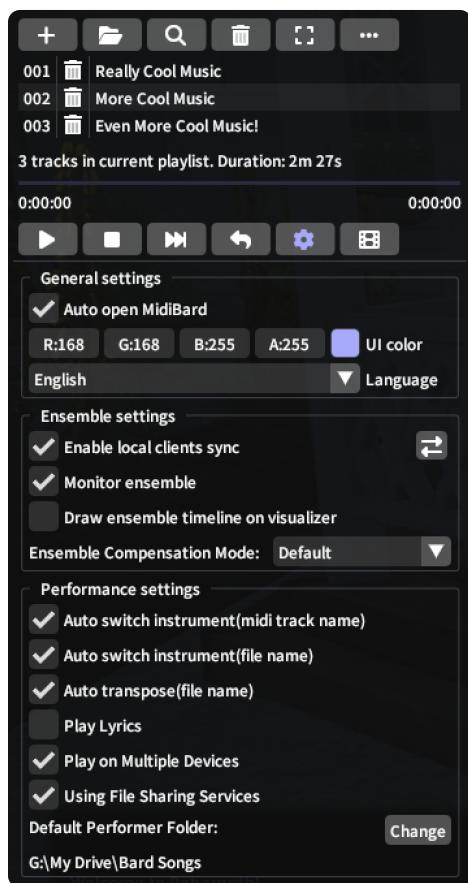
- Text commands for instrument equip and switch

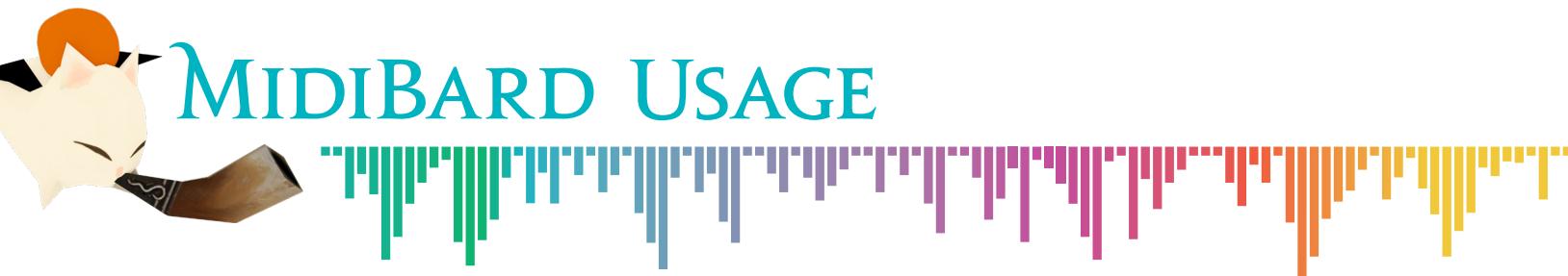
Supported by FFXIV Bards & Bands Community: discord.gg/ff14bard

MidiBard 2.5.3.1 is the current stable release as of May 25, 2023.

WHERE TO START?

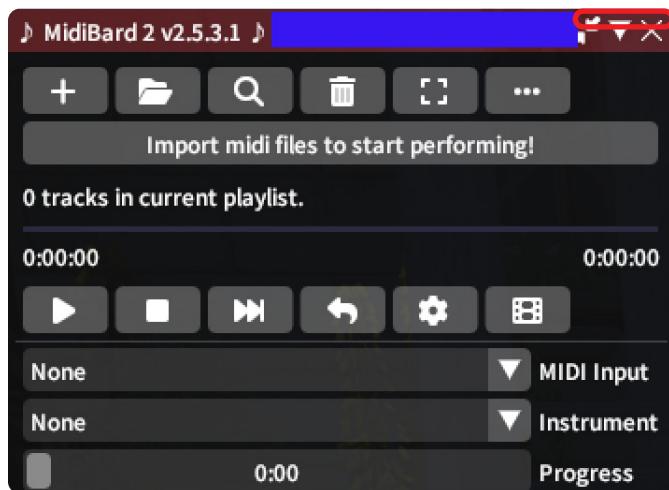
Type **/midibard** or **/mbard** in the chat box and the window will show up. Press the + icon to add midi files to the playlist (hold Ctrl or Shift to choose multiple files). Double click any songs in the playlist to switch to and choose the instrument you wish to use.



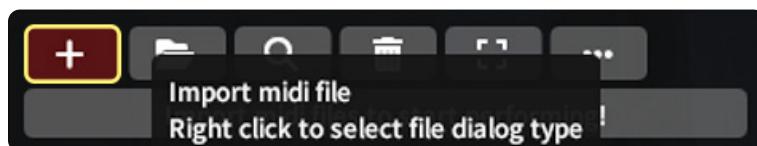


FILE SELECTION

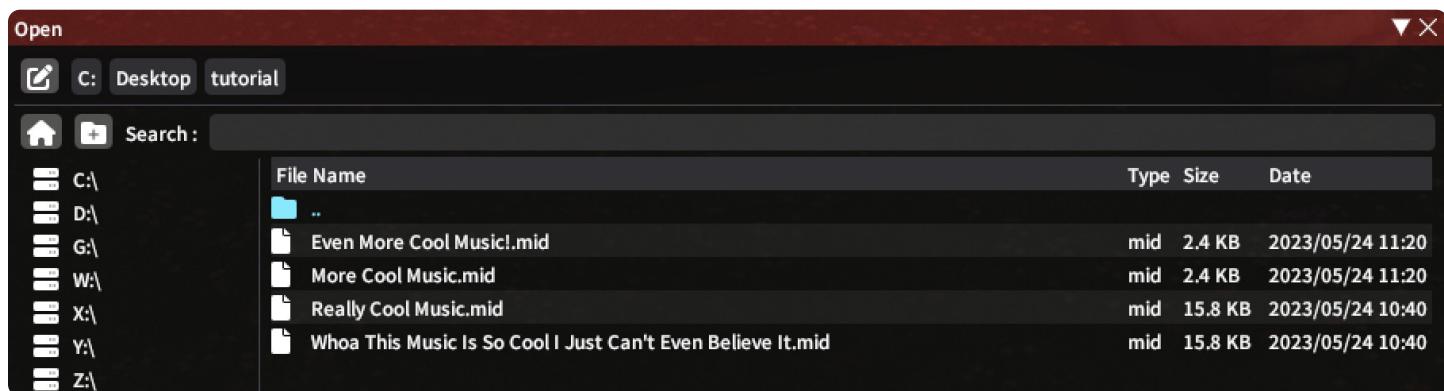
Once MidiBard is installed, type **/midibard** from the command line and you will see the plugin screen pop up. MidiBard supports BMP midi files and .mmsong files.



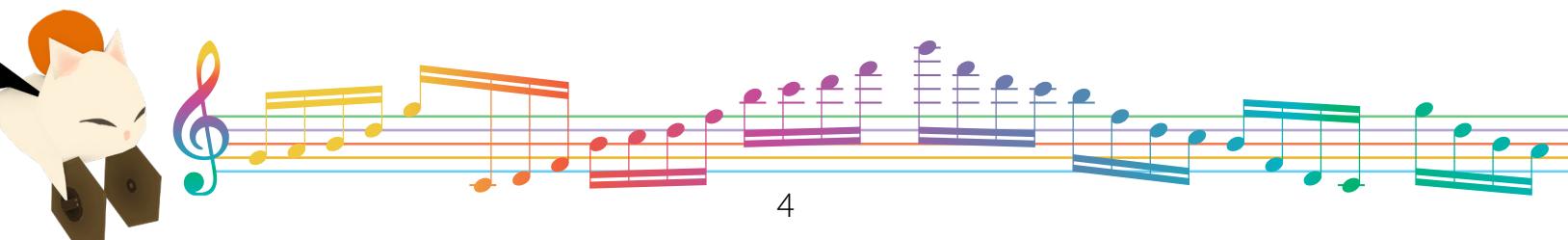
- ↗ Open miniplayer/return to normal mode
- ↘ Minimize to title bar/return to normal mode
- ✖ Close user interface (MidiBard will still run in the background)



This will bring up the standard file dialog. You can right click to choose the Windows file dialog if preferred.



The standard file selection window. You can select the drives and various shortcuts on the left side.





You can click on the drive/directories. For example, clicking on Desktop will take you to that directory.

Clicking on lets you type a drive/directory into the file dialog window. Clicking on lets you create a new subdirectory at the current directory. Type the new name in the text box that pops up and press Ok to create one or **Cancel** to abort.

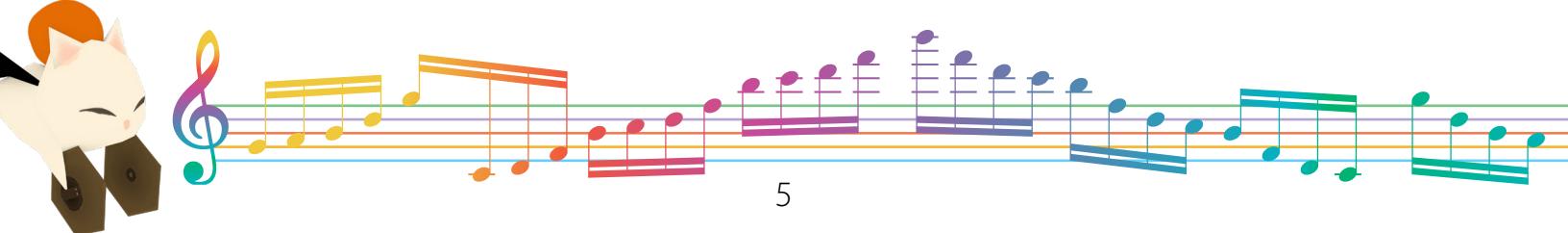


You can search the currently displayed directory. This only works in the current directory. The search is instantaneous, showing results as you type. You can select any file or even multiple files with Shift or Ctrl.

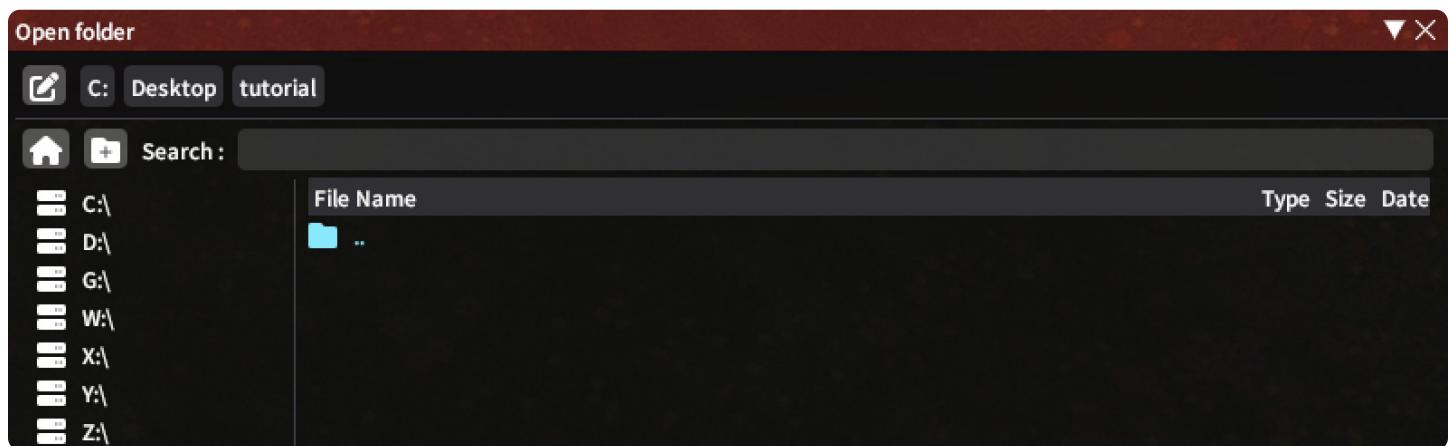
Double clicking a file or selecting it and pressing Ok will load it in the playlist. You can also select or deselect multiple files by pressing Ctrl as you click them. You can also hold Shift to select consecutive files.



.mmsong files can be loaded using the file type drop down at the bottom of the dialogue box. If your midi files have the ".mid" or ".midi" extension, these can be selected as well.



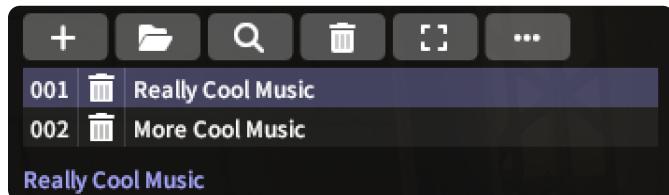
IMPORT FOLDER



This will bring up the file dialog box. Navigate to a folder and when press 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.

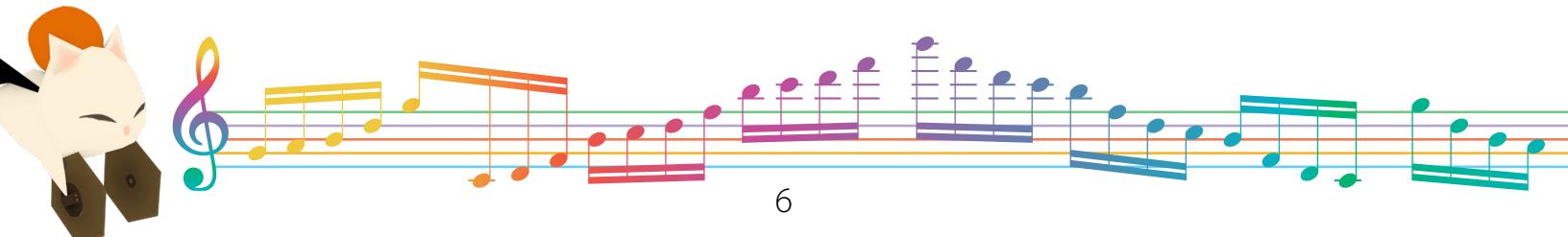
PLAYLISTS

This is where you will load your midi files using the file selector above. You can add songs both during and outside performance mode



Here, MidiBard shows two songs in the playlist: "001 Really Cool Music" and "002 More Cool Music." Track 001 is shown in blue (or your chosen UI highlight color) and indicates that it is the current song to be played. Double click a song to play it.

Each track shows the song number, a trash can icon to remove it from the list, and the title.



The screenshot shows the MidiBard application interface. At the top, there's a toolbar with icons for adding (+), folder, search, delete, and more. Below the toolbar is a list of four tracks:

- 001 Really Cool Music
- 002 More Cool Music
- 003 Even More Cool Music!
- 004 Whoa This Music Is So Cool I Just Can't Even Believe It

A message below the list says "4 tracks in current playlist. Duration: 4m 40s".

Below the list are two time displays: "0:00:00" on the left and "0:00:00" on the right.

Underneath the displays are several control buttons and dropdown menus:

- MIDI Input: Set to "None".
- Instrument: Set to "None".
- Progress: Shows "0:00".
- Play speed: Set to "1.00".
- Delay: Set to "3.00 s".
- Transpose: Set to "0".
- Auto adapt notes: Checked.
- Tone mode: Set to "Off".

At the bottom are three buttons: "Join Discord", "Support us on Ko-fi!", and "MidiBard.org".

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

You can enter performance mode manually using the bard performance actions or by selecting the music control icon selected.

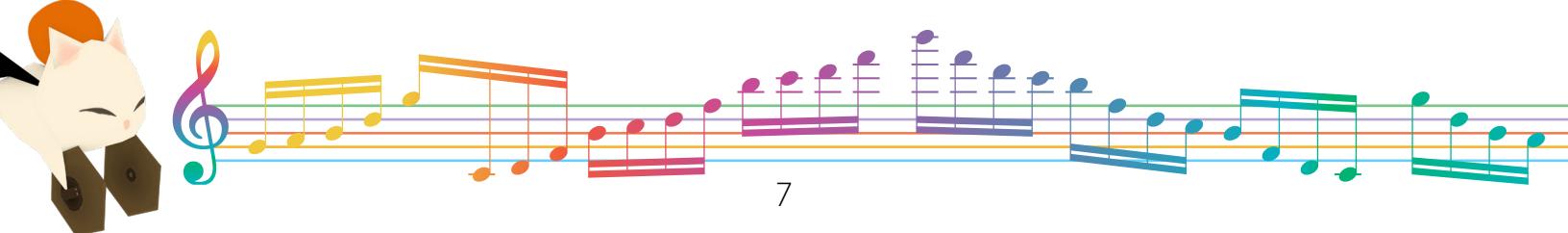
If you have a bard in your party, clicking a song will send "switchto (playlist number)" in the party chat if "Play on Multiple Devices" is enabled.



The magnifying glass icon displays a search box where you can search the contents of the playlist.



The trash can icon clears the playlist. Double click to remove all songs. The files on disk are not affected.



STANDALONE PLAYLIST WINDOW



This button separates the playlist window from the main MidiBard window, allowing you to view the playlist in a resizable window.

A screenshot of the MidiBard Playlist window. The title bar says "MidiBard Playlist (3) Duration: 2m 27s". The toolbar includes icons for adding (+), folder, search, trash, and a red-bordered icon of two overlapping squares. The list area shows three items: "001 Really Cool Music", "002 More Cool Music", and "003 Even More Cool Music". A red box highlights the bottom-right corner of the list area.

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 parenthesis in the top bar.



Closes the standalone playlist window and returns the playlist to the main MidiBard interface.

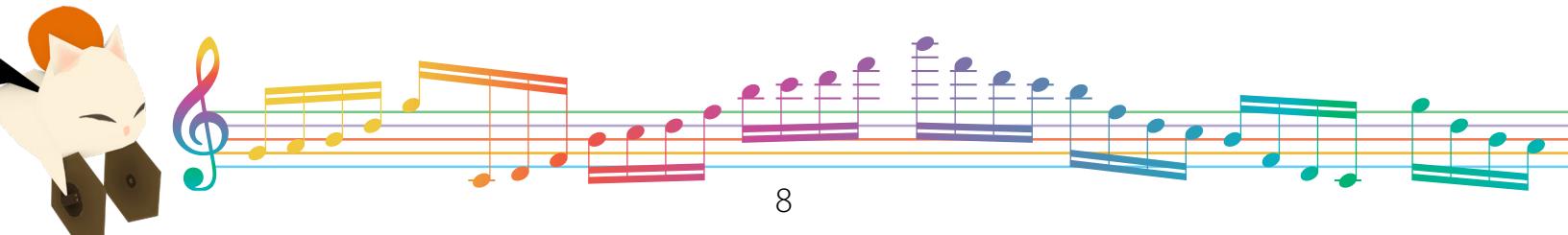
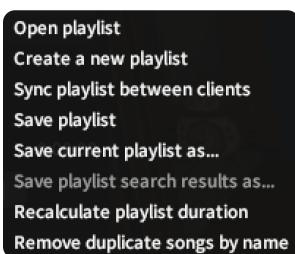
PLAYLISTS

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

There are some restrictions on use 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 brings up the playlist choices.

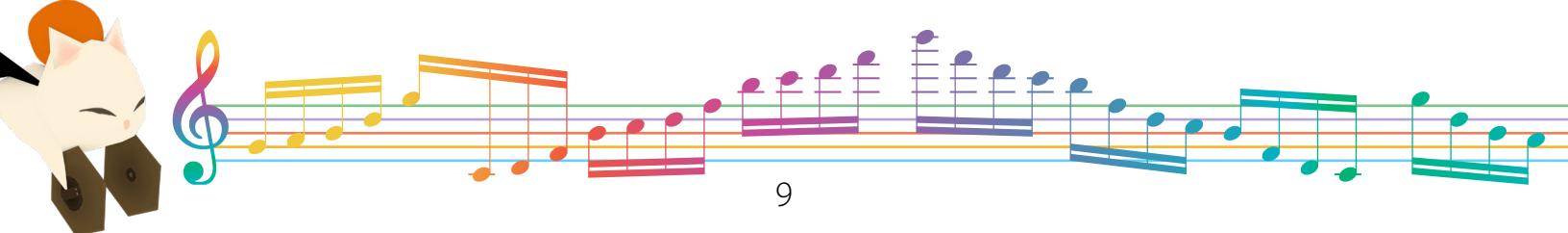
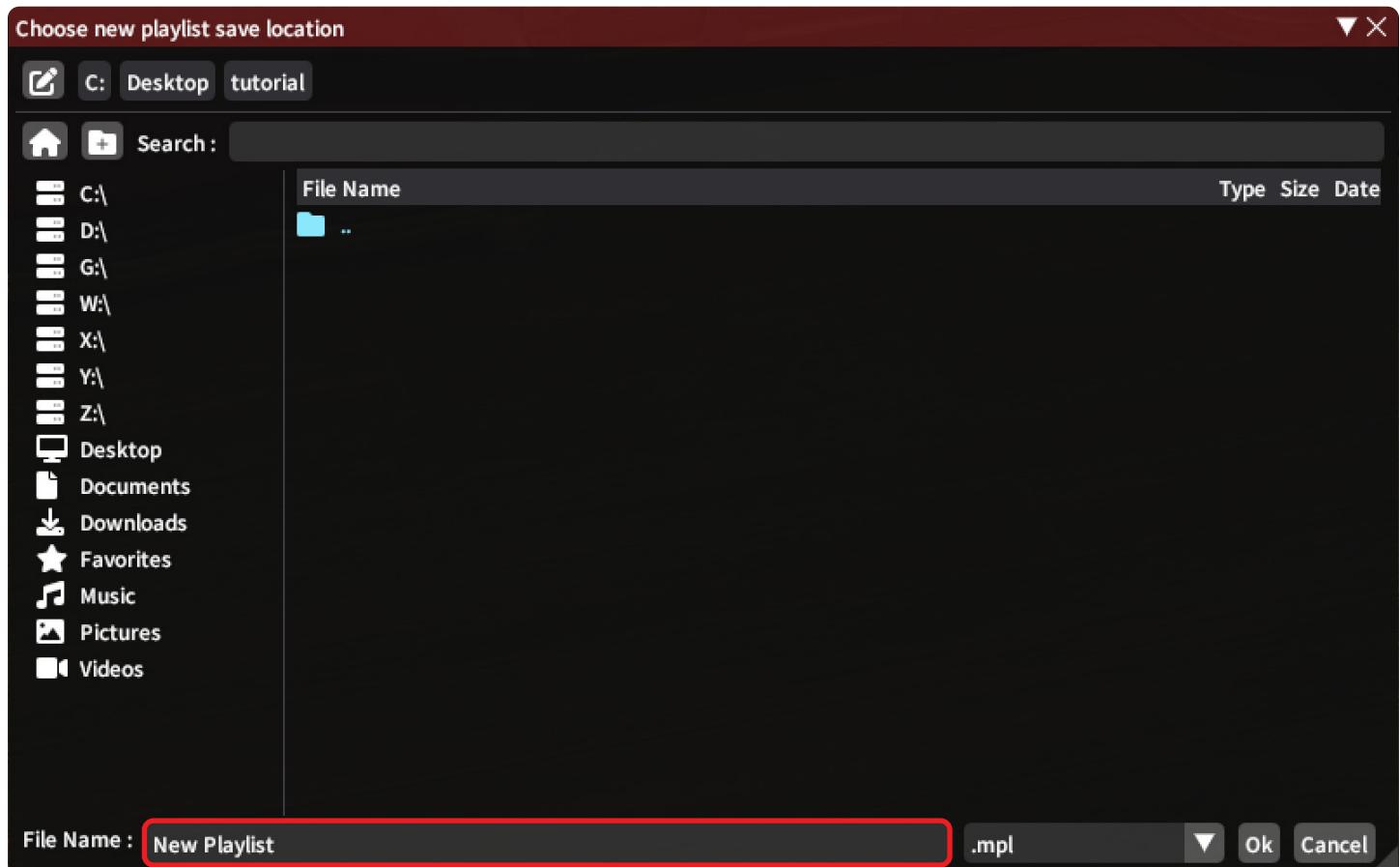


OPEN PLAYLIST

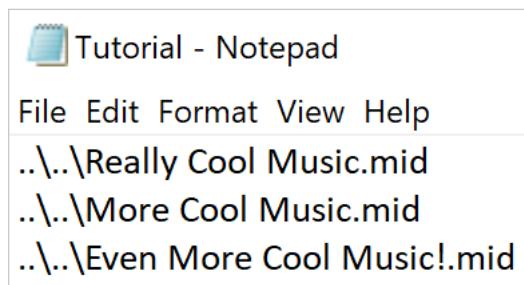
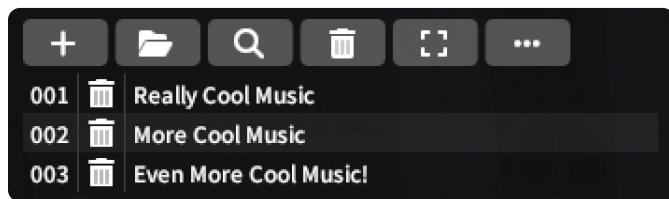
This opens a standard file dialogue box for you to choose your playlist.

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 the same folder as your midis. These are saved as .mpl files and can be viewed and edited in any text editor.



Once you have chosen your playlist name, import the songs you want to use. In the example below, a new playlist called "tutorial" was created. Three files were added to the playlist and automatically saved to the tutorial.mpl file.



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

SYNC PLAYLIST BETWEEN CLIENTS (FOR ENSEMBLE/MULTI-BARD SETUPS)

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

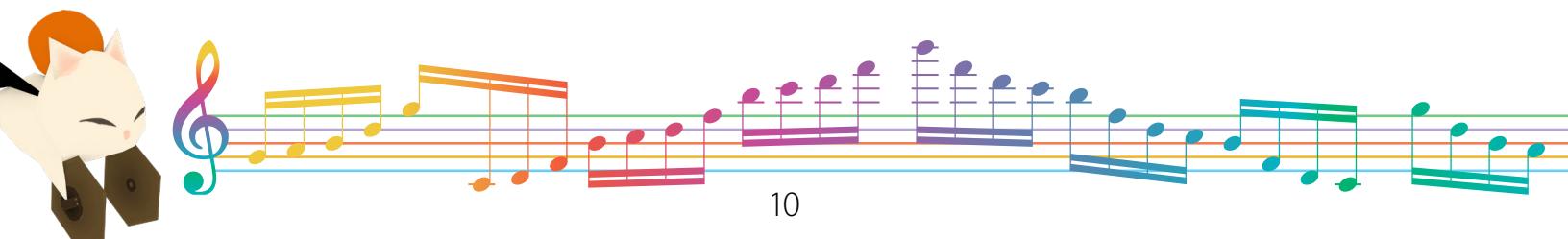
If you are using a shared repository on the internet, please allow time for files to sync to the cloud before syncing the playlist.

SAVE PLAYLIST

Saves the current MidiBard playlist on the main window as the current playlist.

SAVE CURRENT PLAYLIST AS...

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



RECALCULATE PLAYLIST DURATION

001 Really Cool Music
002 More Cool Music
003 Even More Cool Music!
3 tracks in current playlist. Duration: 2m 27s

Recalculates and updates the playlist duration under the track names.

REMOVE DUPLICATE SONGS BY NAME

Removes any tracks with the same name from your playlist.

RECENT PLAYLISTS

Open playlist
Create a new playlist
Sync playlist between clients
Save playlist
Save current playlist as...
Save playlist search results as...
Recalculate playlist duration
Remove duplicate songs by name

Recent playlists
C:\...\Yet Another Tutorial Playlist ► Load
C:\...\Another Tutorial Playlist ► Open in file explorer
C:\...\Tutorial Playlist 2 ► Open in text editor
C:\...\Tutorial Playlist ► Remove from recent list

The last ten of the most recently opened playlists will be stored.

LOAD

Loads a file as the current playlist.

OPEN IN FILE EXPLORER

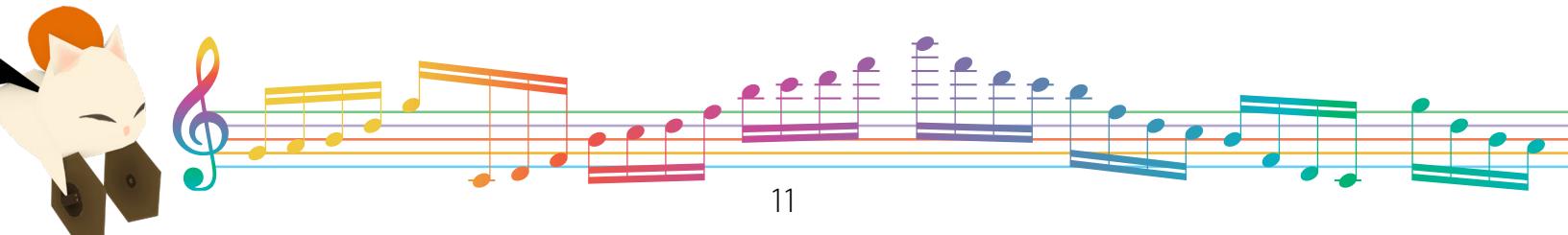
Opens Windows File Explorer at the location of the playlist.

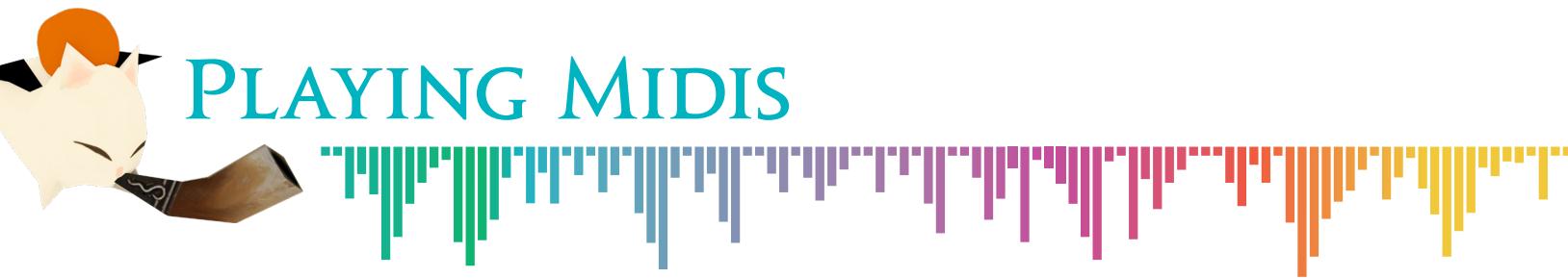
OPEN IN TEXT EDITOR

Opens the playlist file in Notepad for viewing/editing.

REMOVE FROM RECENT LIST

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





Load a song in the playlist and double click it to have it ready to play.

Depending on the song, there may be multiple tracks. Ensure there is a check next to the one(s) you wish to play.

The screenshot shows a digital music player interface. At the top, there are icons for adding (+), folder, search, delete, and more. Below is a playlist with three items:

001		Really Cool Music
002		More Cool Music
003		Even More Cool Music!

A section titled "Really Cool Music" displays track details:

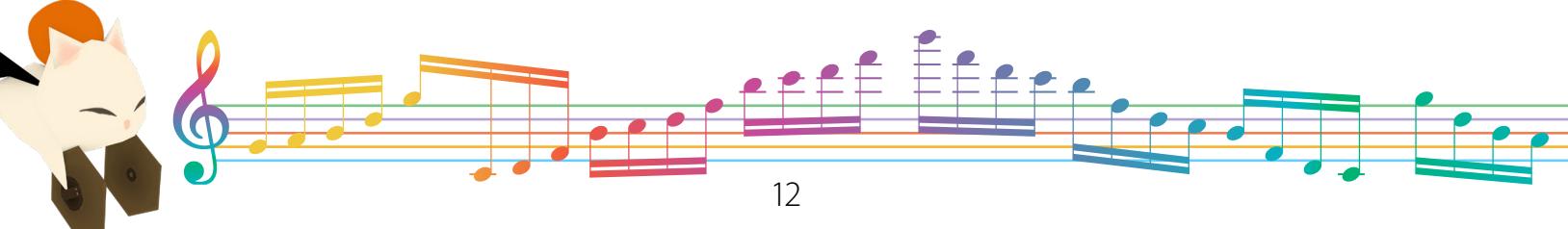
0:00:00	Saxophone	0:04:40			
<input checked="" type="checkbox"/> 0	-	+	[01] Saxophone / 240 notes / F3-D#5		
0	-	+	[02] Saxophone / 71 notes / D3-A#4		
0	-	+	[03] Saxophone / 49 notes / G4-F5		

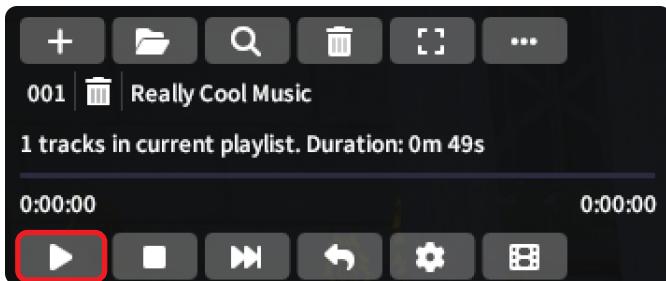
Select an instrument from the drop down box and performance mode will automatically be entered with your chosen instrument.

Some songs have multiple tracks, usually for different bards in an ensemble, but it is not uncommon for solo tracks to spread instruments over multiple tracks to use the same song as a duet or trio. In this example, all three tracks are selected to play as a solo bard.

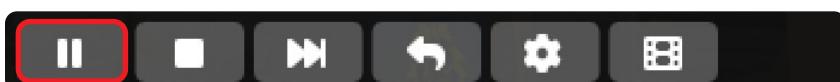
The screenshot shows the same digital music player interface as before, but now all three tracks are selected, indicated by checked checkboxes in the first column:

<input checked="" type="checkbox"/> 0	-	+	[01] Saxophone / 240 notes / F3-D#5
<input checked="" type="checkbox"/> 0	-	+	[02] Saxophone / 71 notes / D3-A#4
<input checked="" type="checkbox"/> 0	-	+	[03] Saxophone / 49 notes / G4-F5

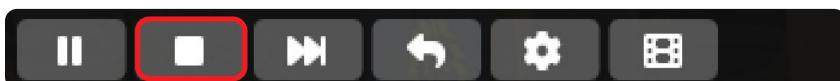




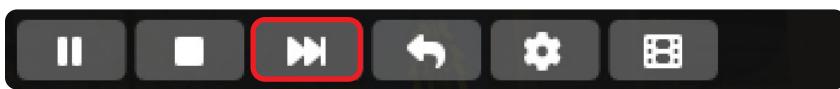
You can then press the **play** button to play the song. MidiBard will continue running if the UI is not displayed. If you are using a playlist that has multiple songs and you do not stop the player, you may find that the next song will automatically play. This is intentional so that MidiBard can be controlled using the text command and the playlist playback control. (*Not currently available in ensemble mode.*)



Once you press play, the play button changes to a **pause** button.



Stop halts the playback and resets the playback position to the beginning of the song.



Next skips to the next song (depending on the playback mode). If nothing is highlighted after the final song plays, it will show the number of tracks in the playlist. (*Not currently available in ensemble mode.*)



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



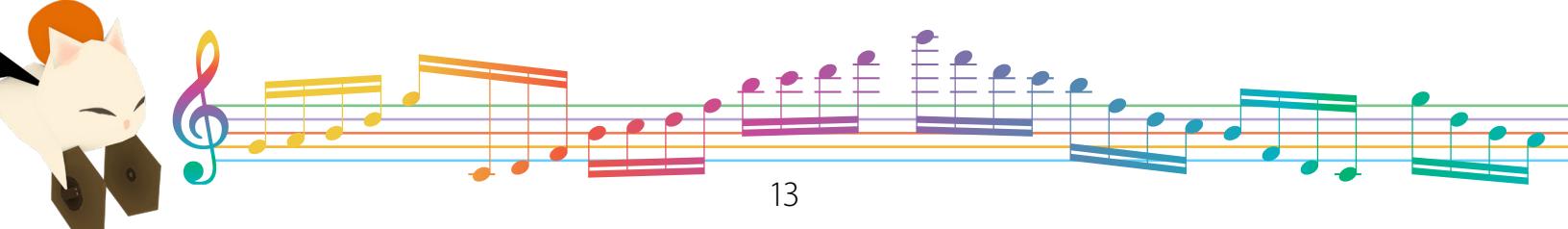
Playmode:Single will reset playback to the start of the current song, but will not play it.



Playmode:SingleRepeat will repeat the same song according to the time set in **Delay**.



Playmode:Random will play the songs in the playlist in a random order (the **Delay** parameter determines the time between songs).





Playmode:ListRepeat repeats the playlist (the **Delay** parameter determines the time between songs).

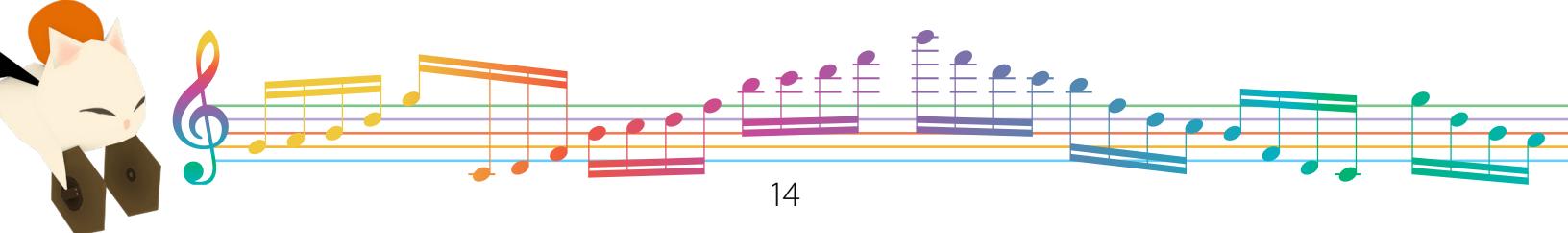
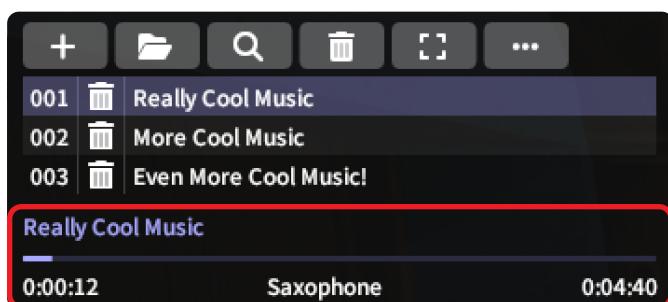


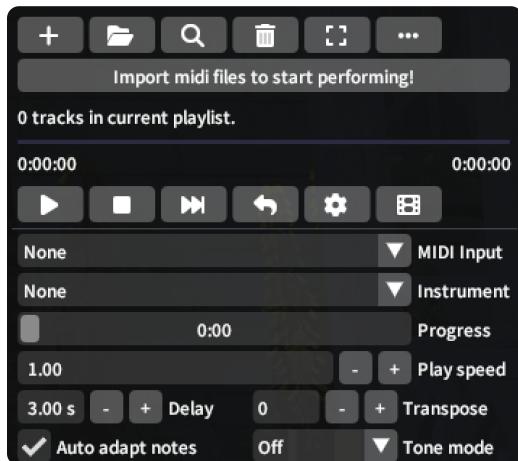
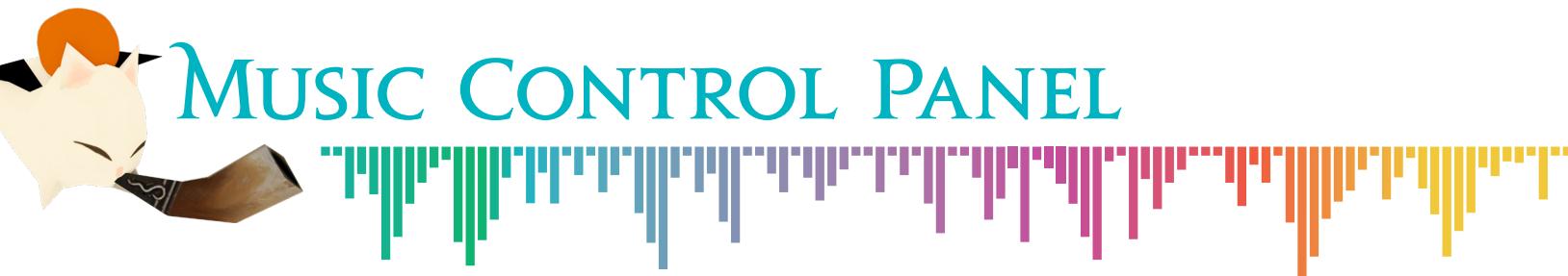
Playmode:ListOrdered plays the playlist in order from the current selected song and will stop playing at the last song in the playlist.



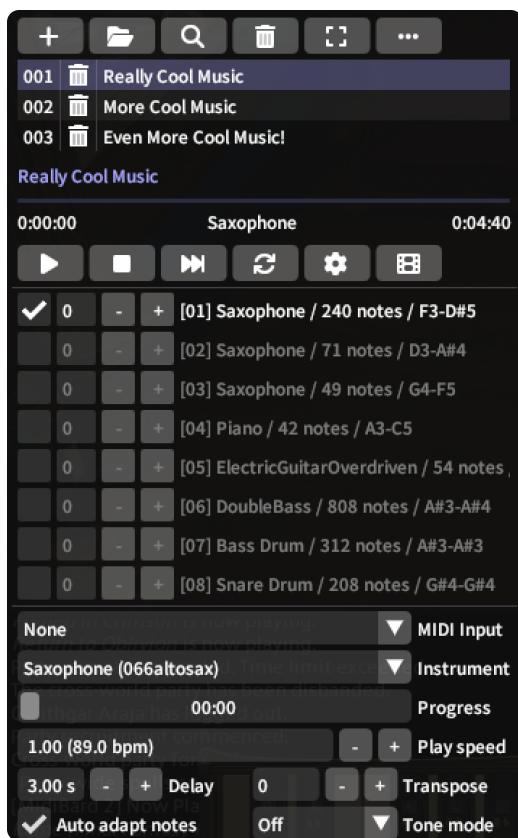
This icon opens the **ensemble** panel and is only visible if you are in a party and is intended for multiple bards playing together. Please refer to the [Ensemble Mode](#) section for further details.

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

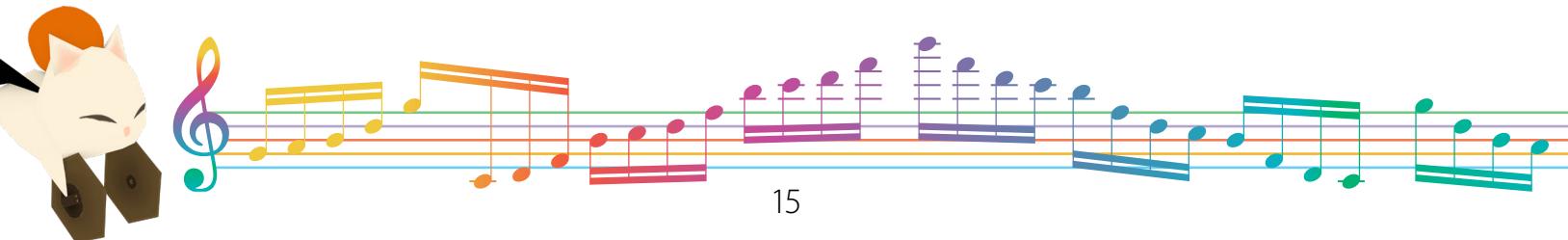




If no song is selected, the music control panel appears as above.

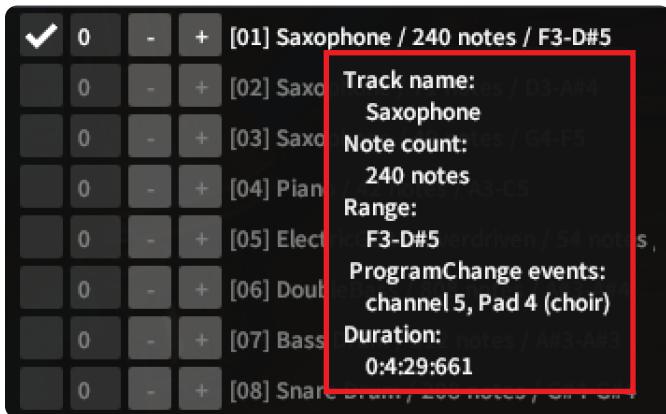


When a track is selected, additional UI items will appear.



The number of tracks is shown under the buttons. A checkmark indicates the track that will be played, the instrument in the midi file, the number of notes, and the range of notes. If “auto switch instrument track name” is enabled in the settings, these instruments will be loaded on the bard when entering performance mode.

If not all tracks are visible, they can be seen by scrolling down. For multi-bard setups, you will only select the track you are assigned to play (see [Ensemble Mode](#) for more options). For a solo bard, this can vary depending on the song and tracks. MidiBard will remember the tracks assigned between songs, so if you select track 2, you will play track 2 on all songs in the playlist until you change it.



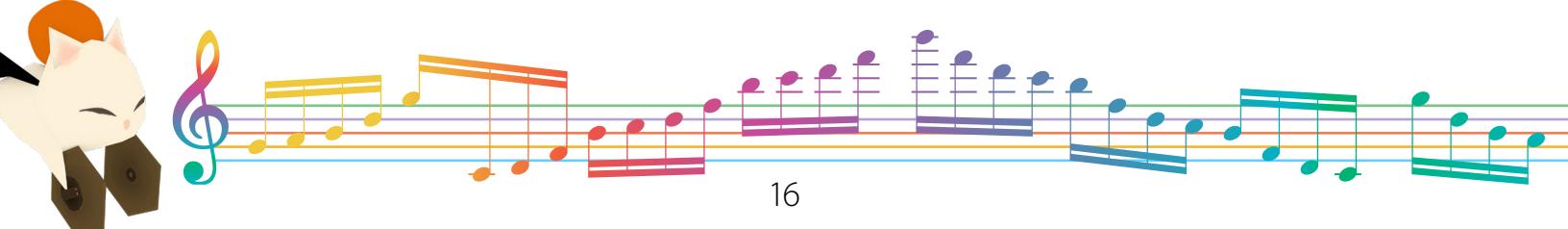
If you hover over a track, the dialogue box (highlighted in red here) will show you more information.



Right clicking on a track will change the track color to your [UI Color](#) and will allow you to play just that track regardless of whether it is selected or not (solo mode only). Left clicking will turn the track on or off to be played by your current bard. This can be useful when you have multiple tracks and you only want to test one without deselecting the rest. Instruments are not changed when you click this.

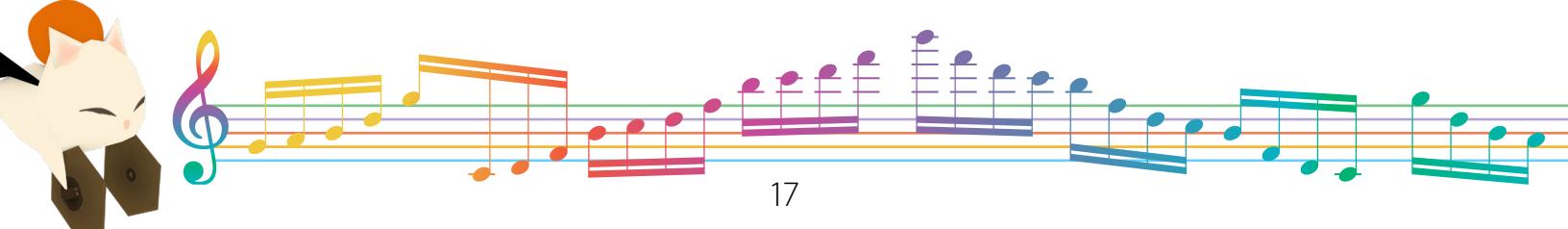
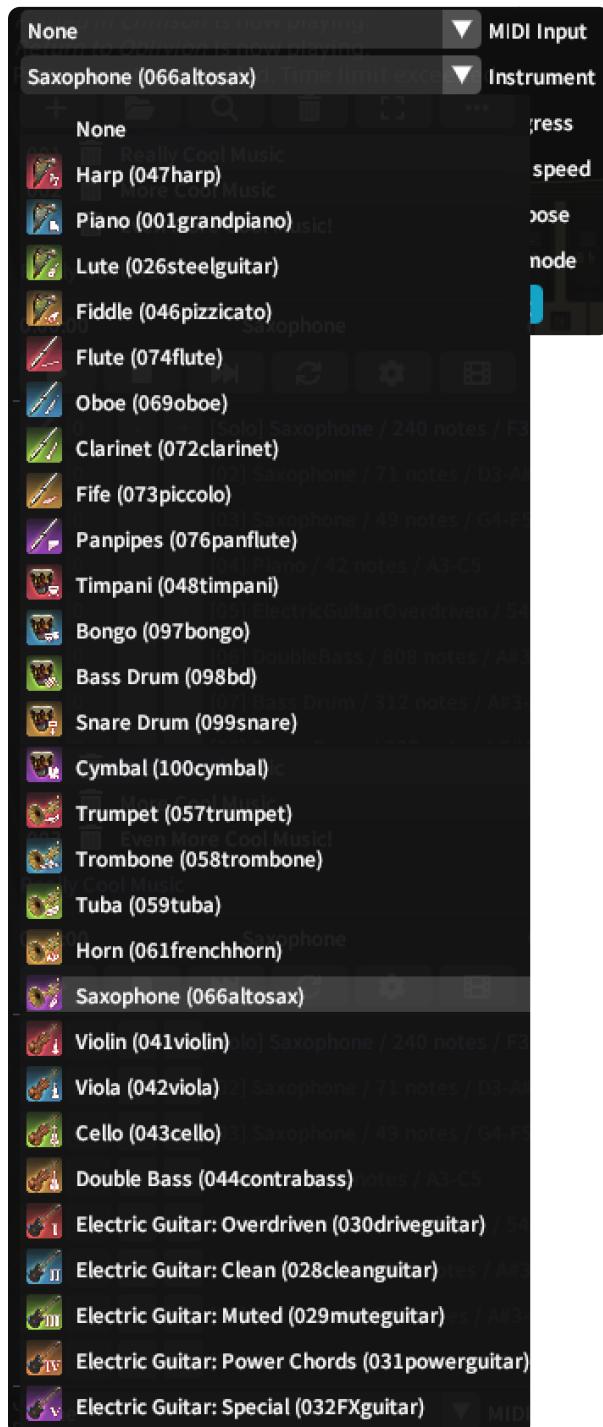


You can transpose a track by an octave by clicking on the +/- buttons on that track. If you want to use a value other than a multiple of 12 semitones (1 octave), clicking on the box will enable you to directly type the number of notes. In the above example, “6” was typed manually for the clarinet to raise its track by six notes.



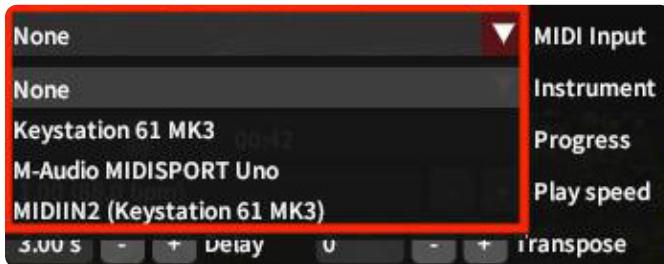
INSTRUMENTS

This quickly changes the instrument used for playing. Selecting one will put you in bard performance mode. If a BMP-compatible track name is selected, it may override this when a song plays (not available in ensemble mode). The instrument can be changed while playing, but with a slight delay. Changing instruments in ensemble mode will break sync.

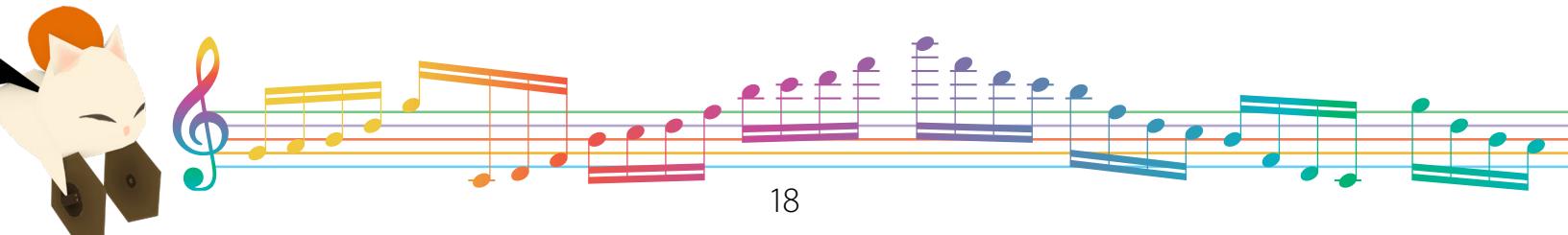
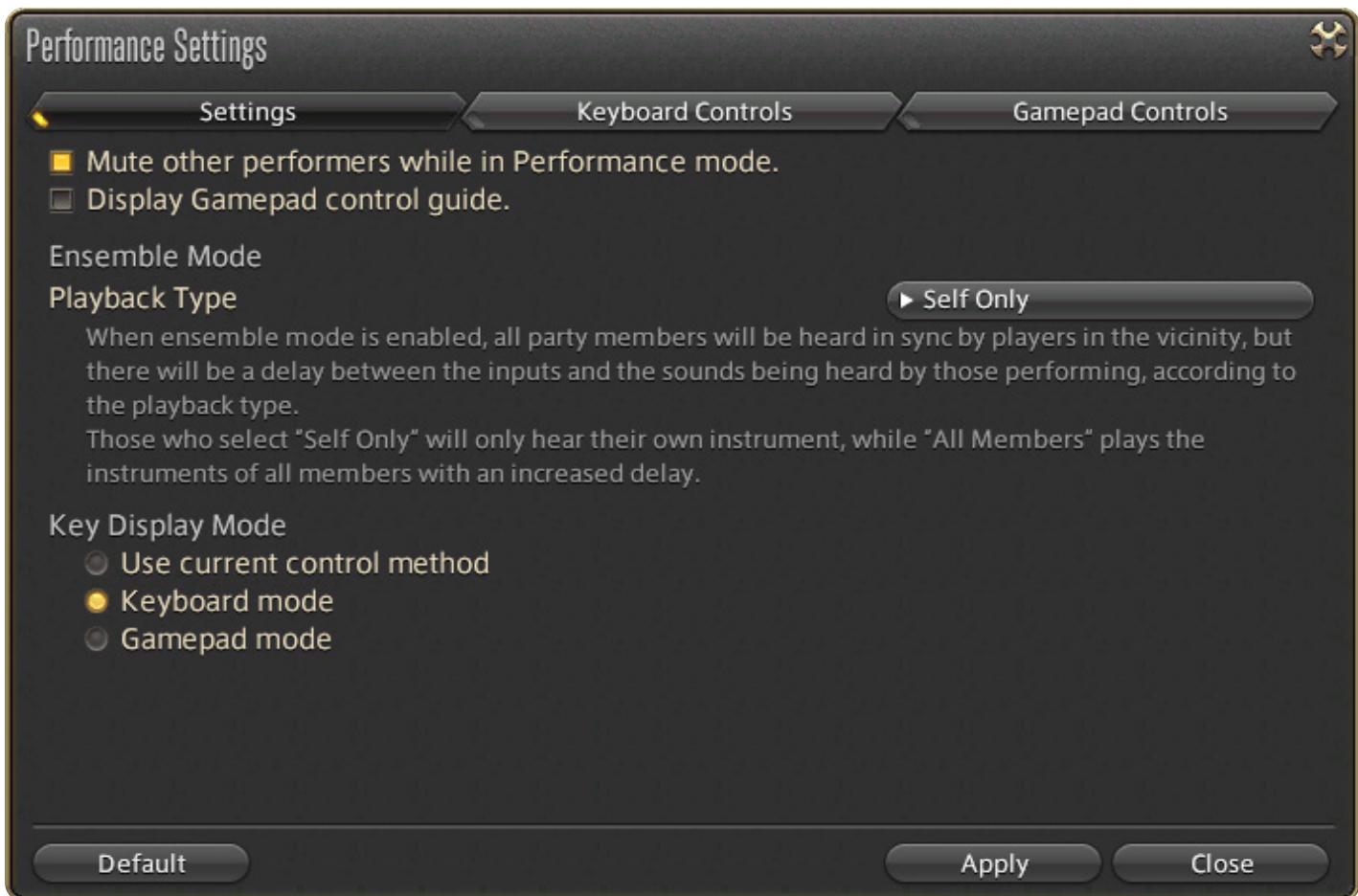


INPUT DEVICE

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 available depending on the type of device plugged in and the interface. Select the appropriate one from the drop-down list. Note that due to game limitations, there will be a delay before notes are played in game when you press keys on the midi keyboard. If you're playing solo on a midi keyboard, the best results will be by enabling "Self Only" as shown below in the game's performance settings.



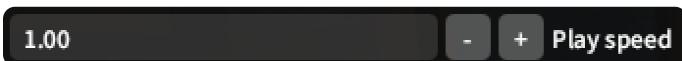
PROGRESS BAR



The progress bar shows the progress of the playing track. The button in the slider may be moved to skip forward or backwards. Right clicking 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 mode (local mode only), this can be used to start a song from a different start position.

SPEED

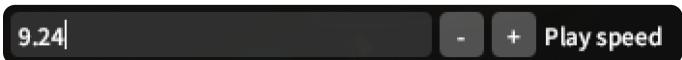
The normal tempo is set to 1.0 however by pressing the left mouse button and moving the mouse left and right whilst keeping the button pressed will allow you to change the playback speed, the + and – will adjust the speed by .10. The BPM will also be displayed if a track is playing. If you click in the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



Ready to play (default)



While playing (BPM shown)



Manually typed BPM

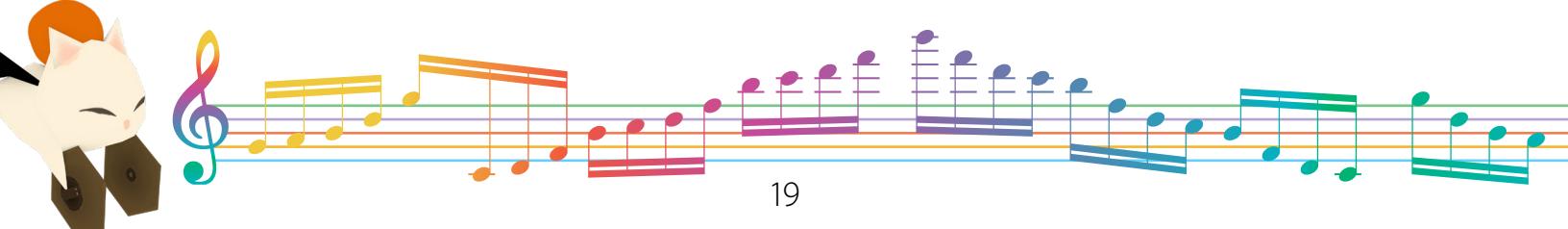
If the track is in standby or has not been played yet, the BPM values are not displayed, since the values have not yet been calculated.

Right click on the bar to reset the speed to 1.00.

DELAY



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

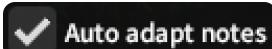


TRANSPOSE



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

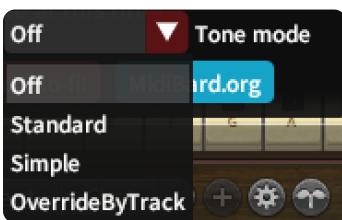
AUTO ADAPT NOTES



Enabling auto adapt notes moves all notes that are out of the 3-octave playable range into the playable range. Results will vary.

TONE MODE

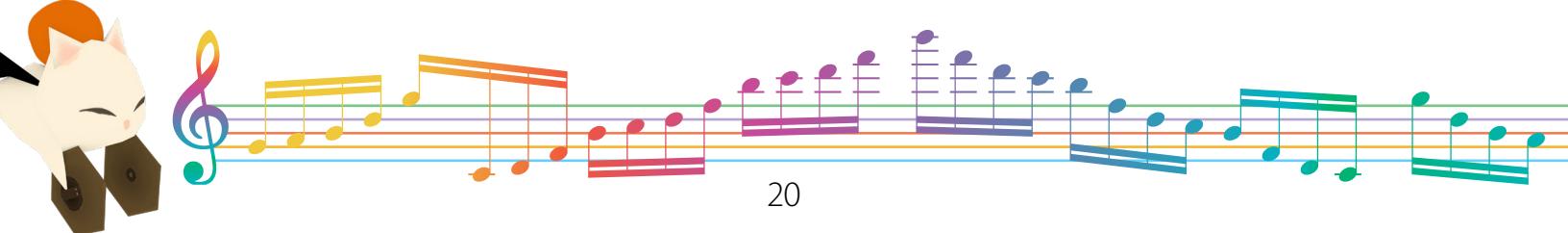
Tone mode is currently only available on electric guitars and allows tone changes without any delay.

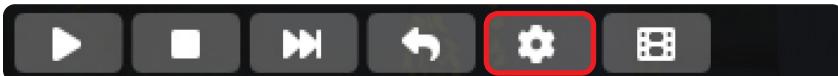
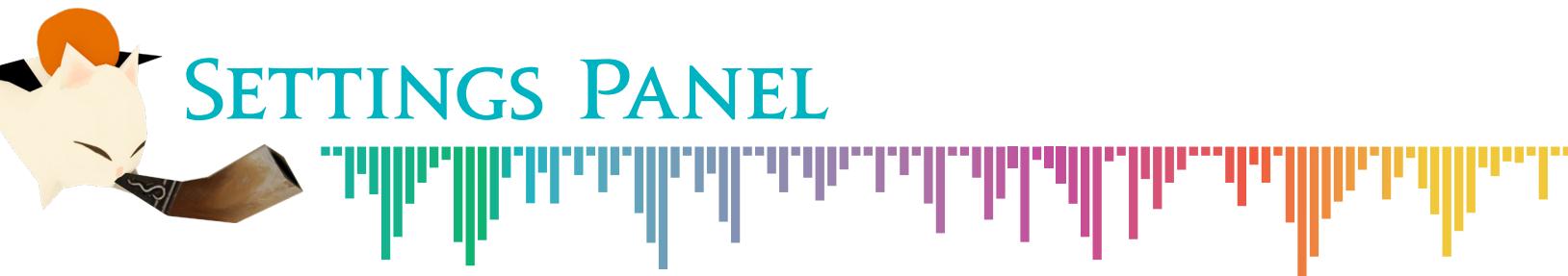


- ♪ **Off:** Events in the midi file will not change the guitar tone.
- ♪ **Standard:** Standard midi channel and program change handling. Each channel will keep its program change separate. (See [Guitar Program Numbers](#) for program number → guitar tone.)
- ♪ **Simple:** A program change on any channel will affect all playing tracks. This is compatible with BMP. (See [Guitar Program Numbers](#) for program number → guitar tone.)
- ♪ **Override by Track:** Assign a guitar tone manually for each track and ignore program change events. For example, you could have two tracks—one assigned to clean guitar and one assigned to overdriven—and have one bard assigned to each track. This makes it easier to edit tracks with guitar parts that need switching.

GUITAR PROGRAM NUMBERS

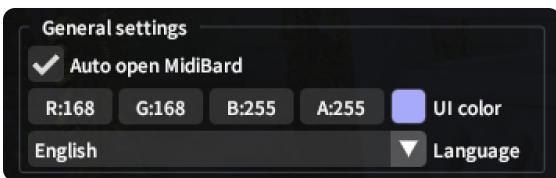
- ♪ 030 Electric Guitar Overdriven
- ♪ 028 Electric Guitar Clean
- ♪ 029 Electric Guitar Muted
- ♪ 031 Electric Guitar Power Chords
- ♪ 032 Electric Guitar Special





Clicking on the settings button will bring up some less-used configuration items.

GENERAL SETTINGS

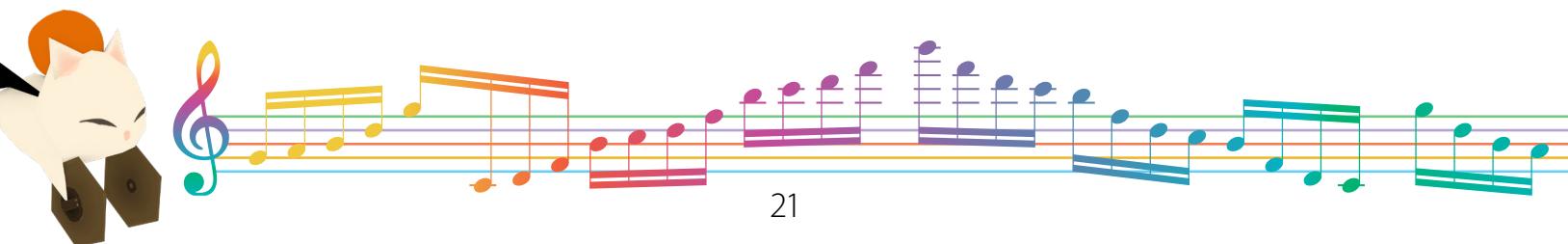
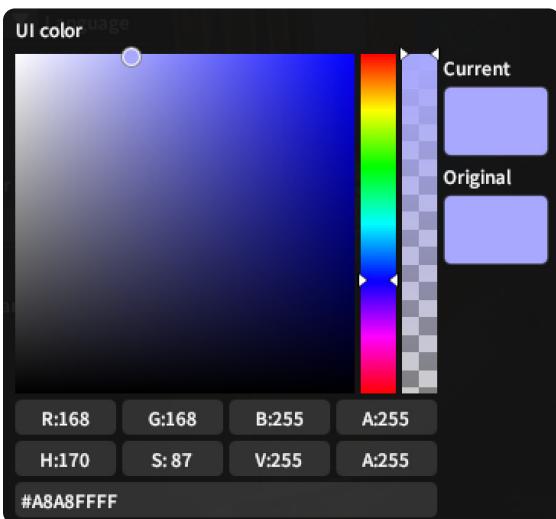


AUTO OPEN MIDIBARD

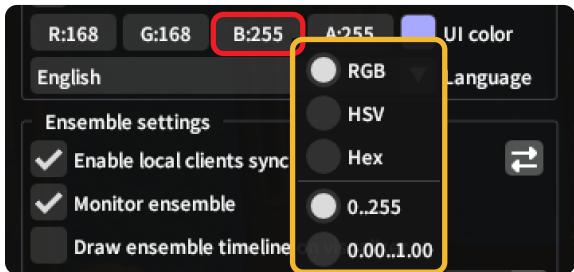
Clicking this will automatically open MidiBard when performance mode is selected in the game by choosing an instrument.

UI COLOR

The highlight colour of the UI can be set to a user's chosen color. Right click the colored box to reset to default values.



The colored square next to the “UI color” label will bring up a dialogue box where you can choose your preferred highlight color. Alternatively, you can left click on one of the boxes to enter the values, or right click to change the color scheme value and range.



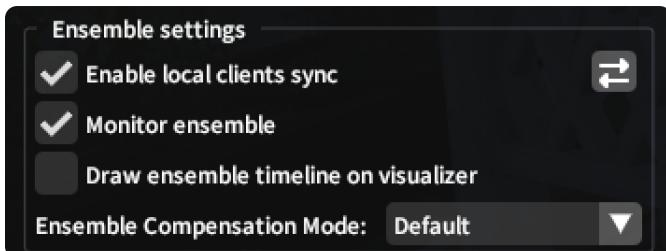
UI LANGUAGE



Selects the language of the UI. Currently only English and Chinese are available; translations to other languages are welcome (see the [MidiBard Discord](#) or the [website](#) for contact details to help).

ENSEMBLE SETTINGS

These settings apply to users using [Ensemble Mode](#).

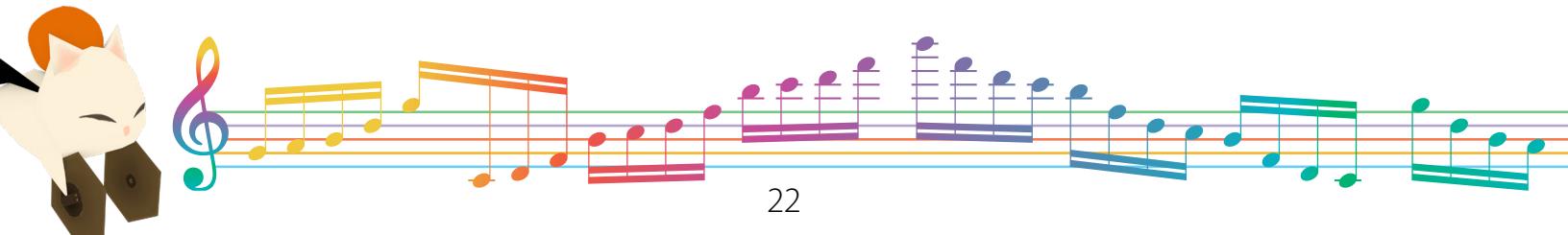


ENABLE LOCAL CLIENTS SYNC

Enabling this will enable you to sync all the settings and midi file settings to all clients on the same PC. Pressing will force sync to all clients on the same machine.

MONITOR ENSEMBLE

When using FFXIV performance mode, selecting this will ensure the bards automatically start playing at the correct time. Please see [Ensemble Mode](#) for more information. If you are playing with users who use multiple bards, you may need to uncheck this. For multi-bard setup, ensure each client has this enabled.



DRAW ENSEMBLE TIMELINE ON VISUALIZER

The playback of the current midi file on the local client is indicated by a red vertical bar on the visualizer. However, with multi-bard setups, the clients are slightly behind due to synchronization. Enabling this will put a yellow vertical bar estimating the ensemble's progress in the song.

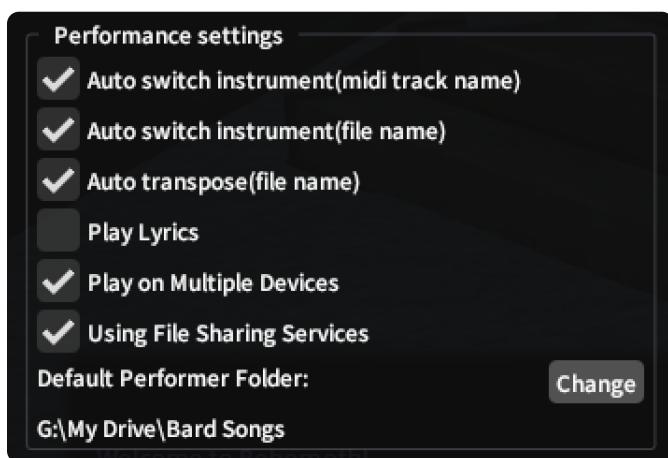
ENSEMBLE COMPENSATION MODE

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.

- ♪ **None:** No instrument delay compensation for instruments is performed during ensemble mode, which may result a lack of alignment between instruments during ensemble play. Choose this option only if your midi file already has instrument delay compensation.
- ♪ **Legacy:** Allows you to adjust the delay compensation value for each instrument, but notes of different pitches for the same instrument may not align perfectly.
- ♪ **Default:** New default instrument delay compensation mode with different compensation times for notes of different pitches. Useful for instruments such as clarinet and bass drum.

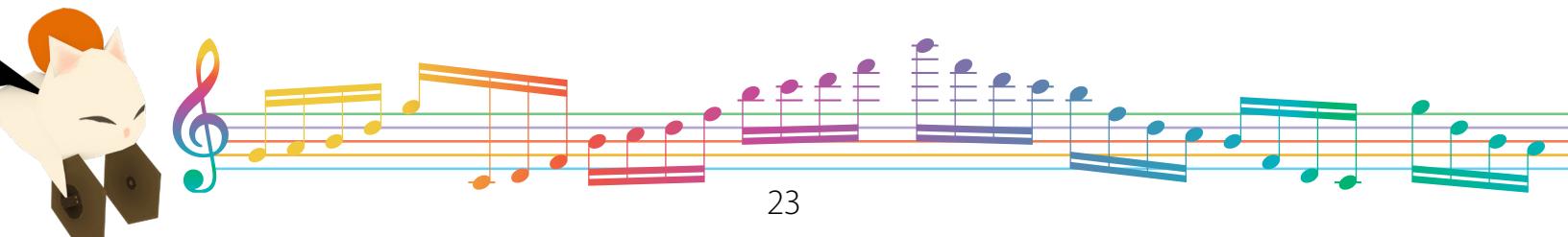
PERFORMANCE SETTINGS

These are general settings for playing songs in performance mode.



AUTO SWITCH INSTRUMENT (MIDI TRACK NAME)

This will automatically switch the instrument on the first selected track. Track names need to conform with BMP names (see [BMP-Compatible Names](#)). For example, if track 1 is named "harp," then the harp will be selected when playing.



If you're in ensemble mode with multiple bards, this will change the instrument to the client's selected track. For example, if you have track 7 selected for ensemble and it is assigned the track name "cello," then your instrument will change to cello. If there is a + or – after the name, then that track will be transposed by that number of octaves. 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 client when the file is played. Please do not mix track and file name settings; 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 #. For example, #12#play.mid will transpose the midi file 12 semitones (1 octave).

PLAY LYRICS

Enables the playing of .lrc lyric files. See [Posting Song Lyrics](#) for more details.

PLAY ON MULTIPLE DEVICES

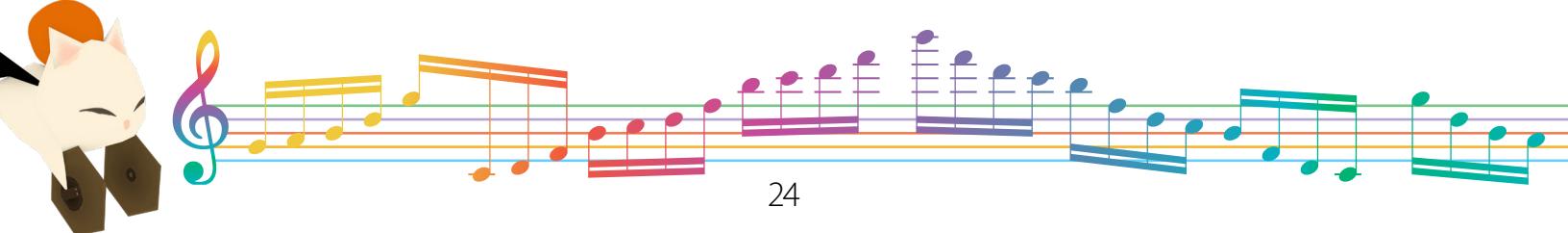
If your ensemble is spread across multiple devices, this option turns on the party chat commands that enable playlist selection, reloading the playlist, etc.

USING FILE SHARING SERVICES

If you have "Play on Multiple Devices" selected AND are in a party, you can select the option "Using File Sharing Services." This 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 clients on multiple devices, this can be set to a shared drive, enabling easier synchronization between songs, playlists, and config files. This also is used as the default opening folder when using the file selector.



TRACK VISUALIZATION



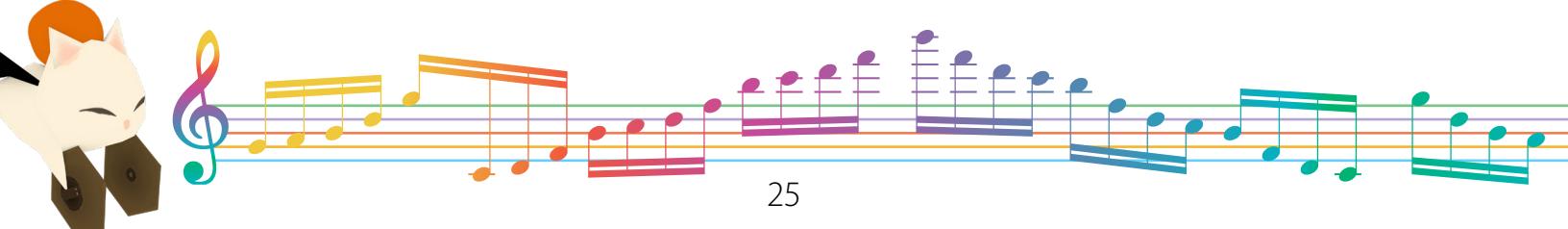
Clicking this will open the track visualization window, showing the notes, tracks, and progress of your current song. Right clicking will reset the visualizer to its default position on screen.

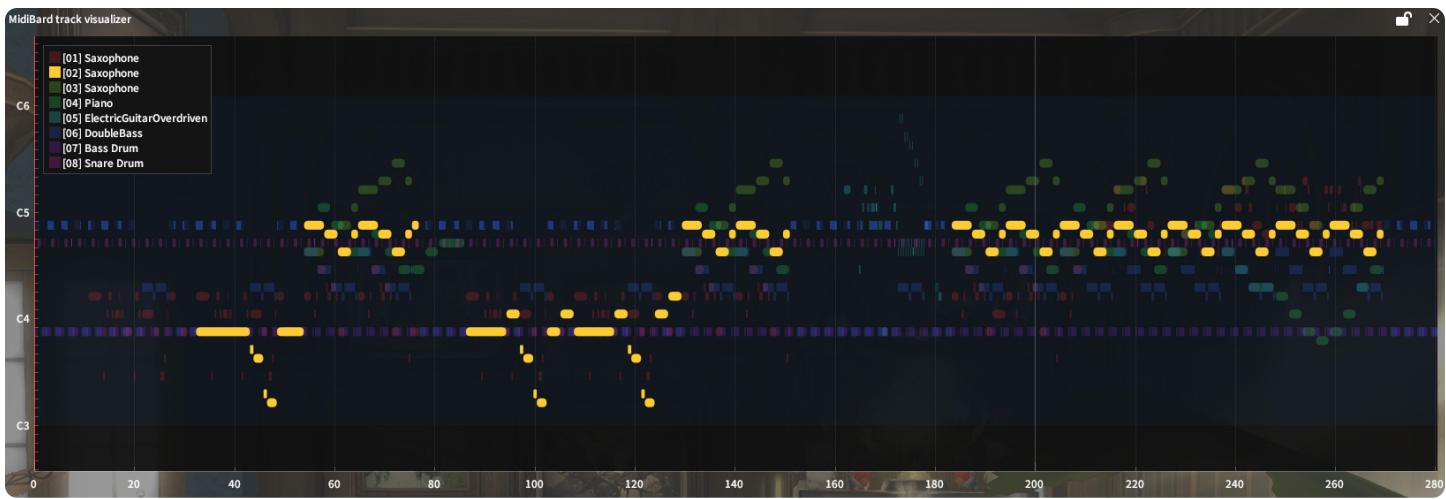


This example shows an octet file with the tracks indicated in different colors, the note range on the left, and a line that scrolls over the notes to show progress when playing. If a track is not selected to play, it will be dimmed. If notes are out of range and “auto adapt notes” is selected, you will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



This example has set tracks 1–4 to play on a single client. These are then highlighted in a brighter color and the indicators on the instrument list lit up indicating the tracks to be played.

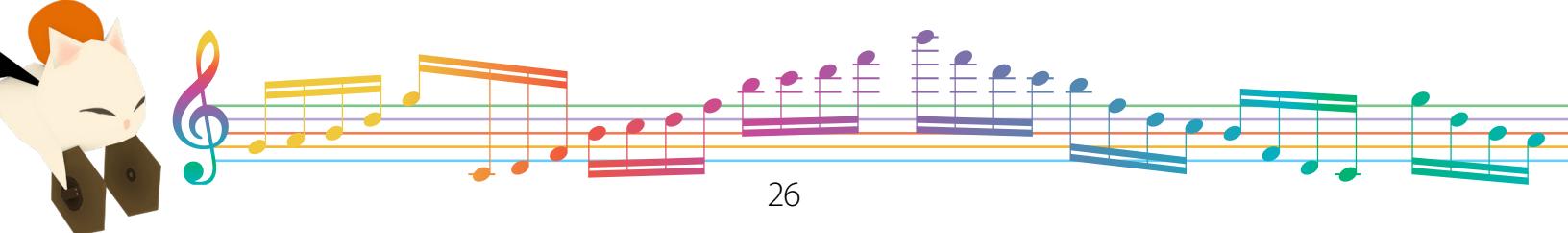


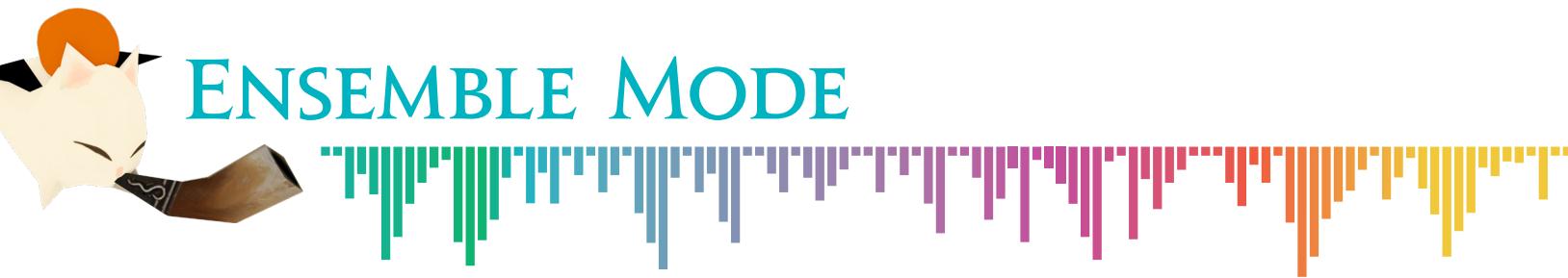


If you right click on track 2 to change it to solo, you can see that only track 2 is highlighted and the remaining tracks are dimmed.

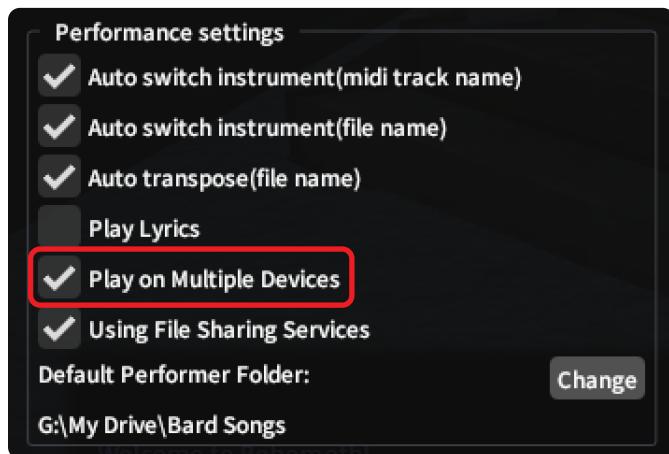
Clicking the lock icon on the top right changes the visualizer from the lines scrolling to stationary and the music notes scrolling over the line. You can use this in conjunction with the zoom axis features.

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. Using shift click on the left- and right-hand sides will allow you to move it if you drag the windows off screen.

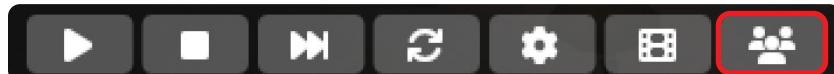




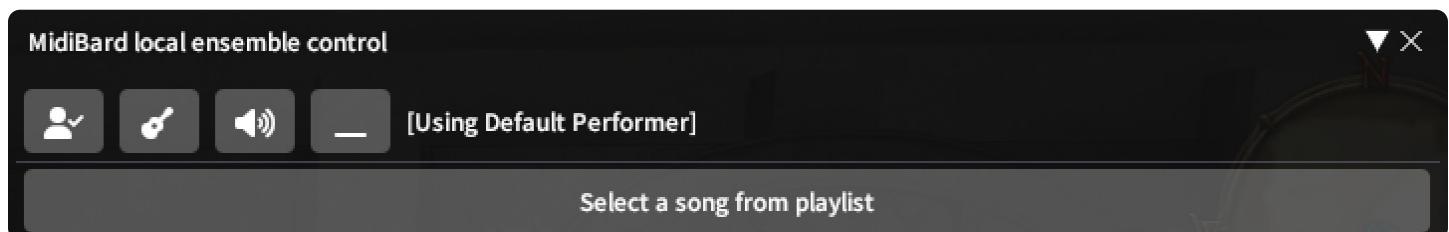
Ensembles enable multiple players in a party to play tracks in sync with each other utilizing the game's built-in sync. Clients (aka bards) can be multiple players on different PCs, single players with multiple bards on the same PC, or a mix of both. If players are distributed across multiple PCs, ensure that "Play on Multiple Devices" is checked. If all bards are on the same machine, uncheck this box. Controlling bards on the same PC is known as **Local Mode**.



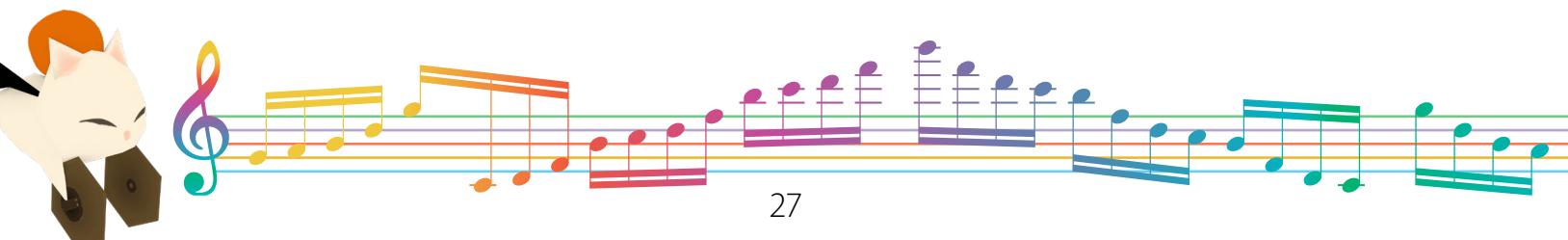
ENSEMBLE PANEL



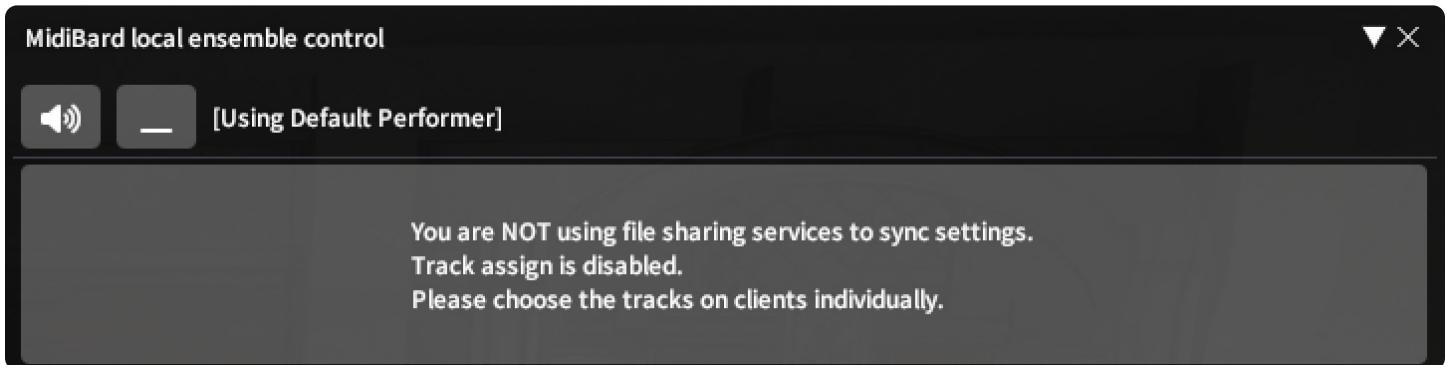
Clicking the button above will open the ensemble controls.



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.

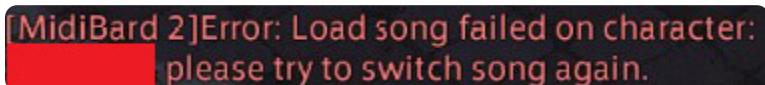


Please note that if one bard is not on the same local machine as the others in the party, "Play on Multiple Devices" needs to be selected for the party leader and any other bards that need to change tracks through party chat. A mixed local/multiple device configuration is not supported.

BEGIN ENSEMBLE READY CHECK



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 bard is not ready, you will receive the following error message in game.

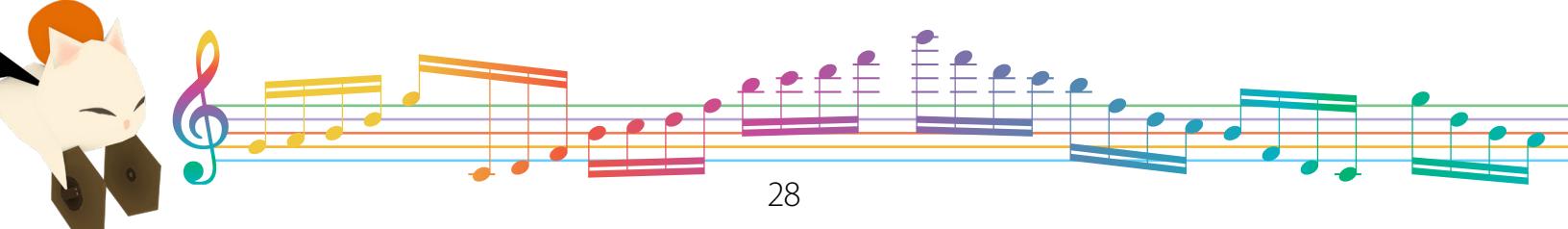


When a song is loaded, a message will be shown in the chat windows with the filename, which allows easy copy and paste to any of the public chat channels.

UPDATE INSTRUMENTS



Left clicking on the guitar button updates the instruments for the ensemble (all clients on a local machine in the party). Right clicking puts the instruments away (local machine only).



MUTE OTHER CLIENTS



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 on your PC from the clients.

MINIMIZE CLIENTS (LOCAL)



This will minimize all clients aside from the party leader. Right clicking will restore the clients' windows. It has the same effect of pressing the it on all the clients' windows.

OPEN CURRENT MIDI CONFIG FILE DIRECTORY



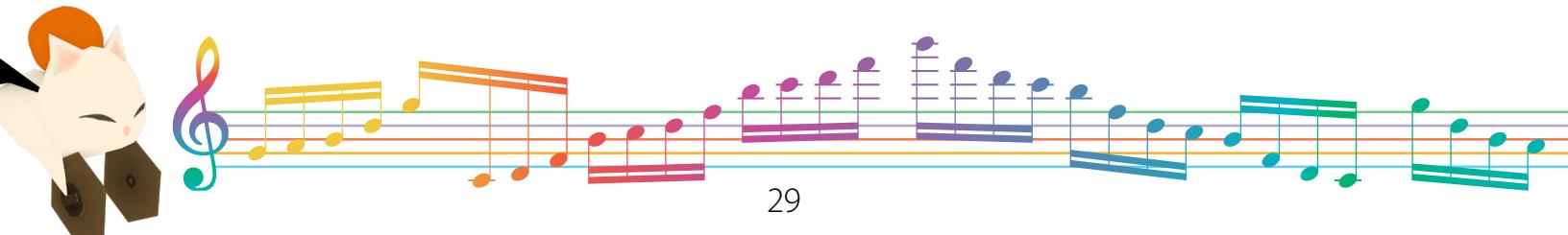
This will open the folder where the config file for your currently selected midi is located.

OPEN CURRENT MIDI CONFIG FILE



This will open 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. The file can be edited and saved.

```
{  
  "Tracks": [  
    {  
      "Index": 0,  
      "Enabled": true,  
      "Name": "Saxophone",  
      "Transpose": 0,  
      "Instrument": 19,  
      "AssignedCids": [  
        18014498540028525  
      ]  
    }  
  ]  
}
```



DELETE AND RESET CURRENT FILE CONFIG



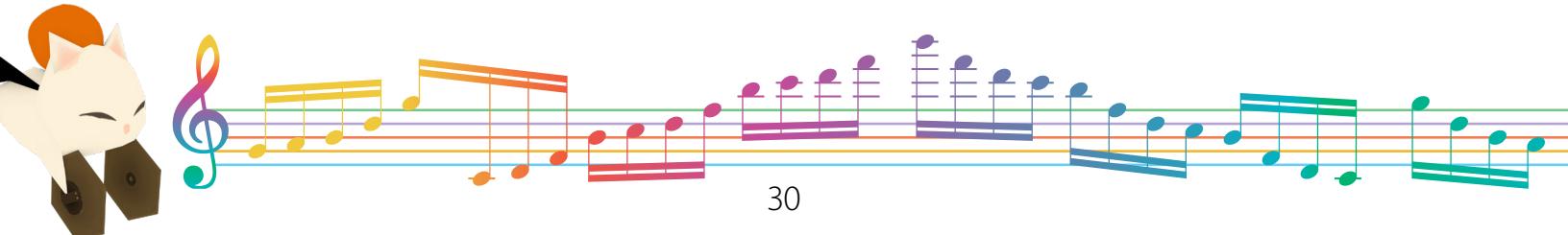
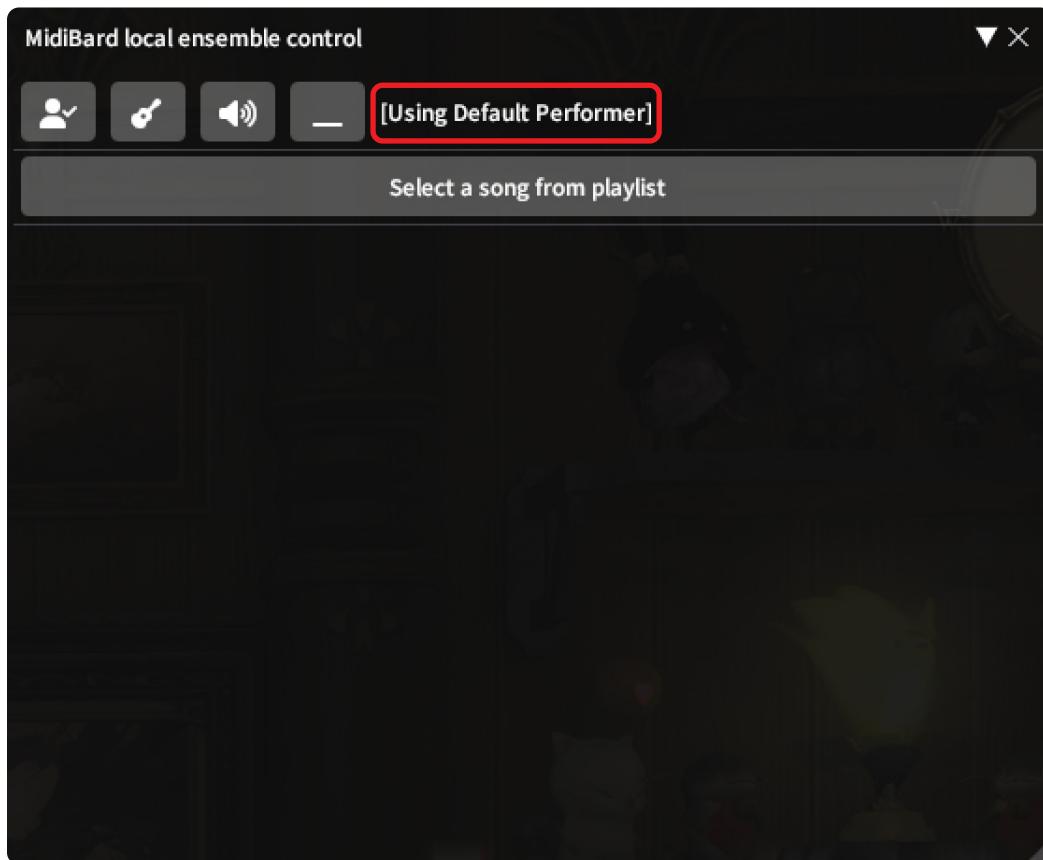
The trash can deletes the current song configuration, resetting the song to the player/song default. It can be used in conjunction with the "Update Instruments" button (the guitar icon).

EXPORT TO DEFAULT PERFORMER



This will export the current bard → track assignment mappings as a default file. It is used mostly for initial setup. The file is saved at %appdata%\XIVLauncher\pluginConfigs\MidiBard2\MidiBardDefaultPerformer.json. It consists of the bards' unique IDs and the tracks they are assigned to.

If a song configuration file has been saved, this information is shown below the buttons. Any changes made in this panel using local clients (i.e. if "Play on Multiple Devices" is unchecked) will overwrite the song config file. If no song config file is selected when using local ensemble, the message "Using Default Performer" is displayed.



ENSEMBLE CONTROL PANEL

MidiBard local ensemble control ▾ X

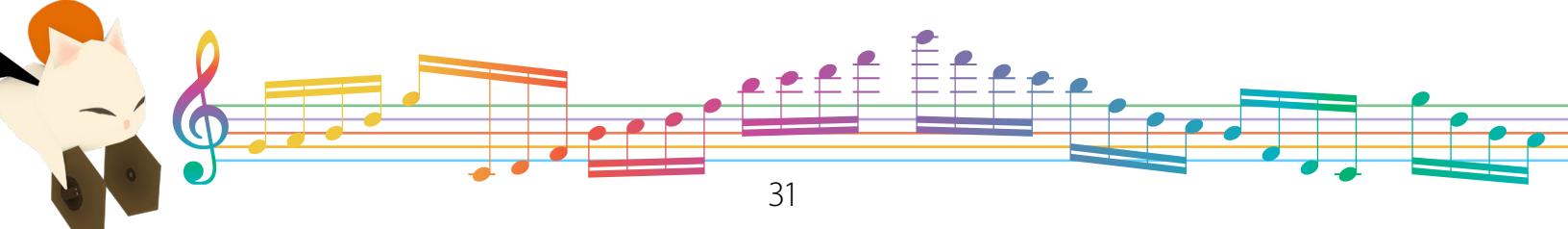
[Using Default Performer]

Enable Track Play	Instrument Name	Instrument Selection	Transpose +/- Octave	Bard Assignment
<input checked="" type="checkbox"/>	01 Saxophone		0 - +	
<input checked="" type="checkbox"/>	02 Saxophone		0 - +	
<input checked="" type="checkbox"/>	03 Saxophone		0 - +	
<input checked="" type="checkbox"/>	04 Piano		0 - +	
<input checked="" type="checkbox"/>	05 ElectricGuitarOverdrive		0 - +	
<input checked="" type="checkbox"/>	06 DoubleBass		0 - +	
<input checked="" type="checkbox"/>	07 Bass Drum		0 - +	
<input checked="" type="checkbox"/>	08 Snare Drum		0 - +	

Enable Track Play Instrument Name Instrument Selection Transpose +/- Octave Bard Assignment

When a song is chosen from the playlist, the current assignments are shown (local control only).

The current settings in the main configuration 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 configuration unless a change is made to the panel or the “Open Current Midi Config File” button is pressed.



ENABLE TRACK PLAY

If this box is checked, then the track will be played if assigned to a client. These settings are only for clients on your local machine, but it is good practice to ensure that all clients in the ensemble use the same configuration file by using a shared drive or the same playlist files between clients.

INSTRUMENT NAME

This shows the instrument assigned to the client.

INSTRUMENT SELECTION

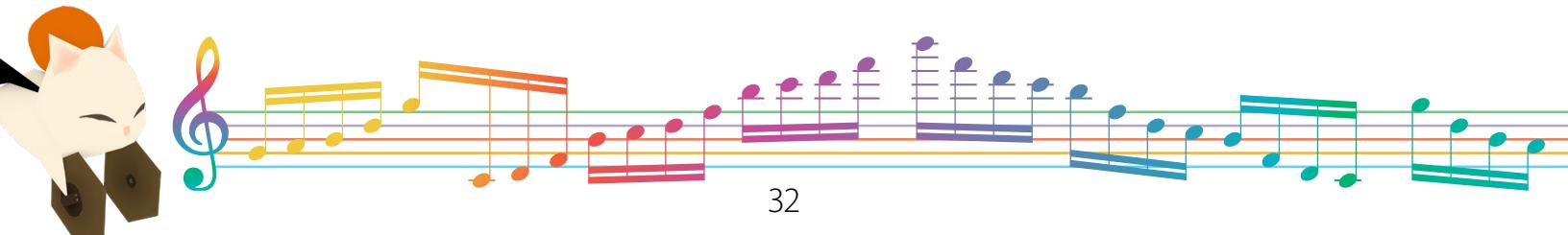
You can override the instruments set in the song or assign instruments to be saved to the song config file. Clicking this brings up a dialogue box with all available instruments arranged by instrument group. For local clients, this shows the instrument the bard will play. If you change instruments before playing a song, you need to press the “Update Instruments” button to equip the bards with the instruments. These are saved to the song config file as soon as they are selected. You can choose an instrument to play with the default; the next time the song is selected, the new instrument will take effect. For immediate changes press the “Update Instruments” button.

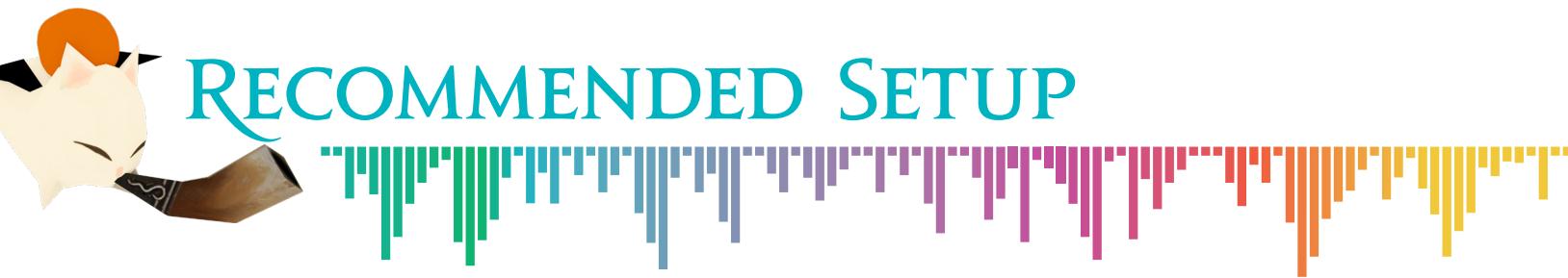
TRANSPOSE +/- OCTAVE

For files saved with BMP compatible track names, this will show the assigned transpose value; for example, if the track is named BassDrum+2, it will be transposed up 24 notes (+2 octaves). If the track is named Viola-1, it 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.

BARD ASSIGNMENT

Shows the bard that will play the selected track if “Enable Track Play” is also checked. You can use the drop down to change where the song config file will be saved so that 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 synced/copied to the song directory).





There are many ways to set up groups for ensemble mode. The following is one way to get started.

LOCAL MODE

Ensure that your settings in the main MidiBard window reflect the defaults you want your local clients to have. Then use the “Sync Client Settings” to update all clients on your local machine. You may need to check each client to fine tune the settings.

Set additional settings on the primary client to reflect the way you will work.

Load a song with the max number of tracks you use. This could be more than eight tracks if you use additional tracks for standard tone switching/other uses. From the ensemble window, assign the bards to the tracks, then export this to the Default Performer mapping file. From here, if you do not want song customization, you can load a song from the playlist 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 instruments” button. If part of your workflow is to 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 troubleshooting, the various files created are stored at the following locations (the file extensions may be hidden on your PC depending on your Windows settings):

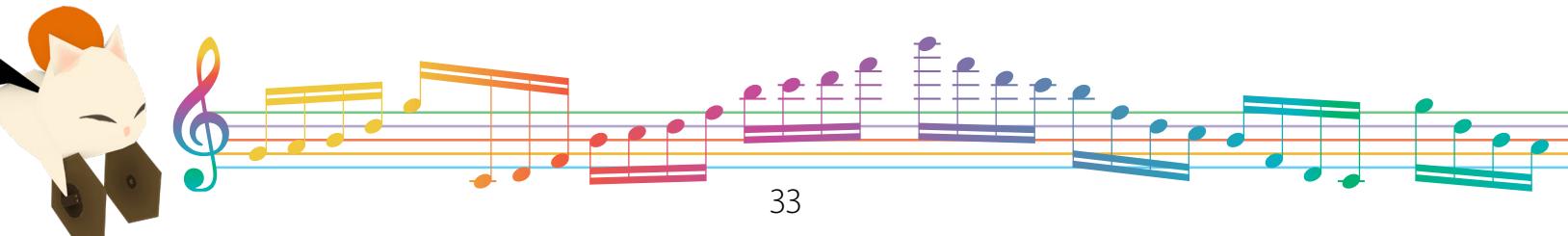
MAIN MIDIBARD CONFIG FILE

Location: %appdata%\XIVLauncher\pluginConfigs\MidiBard2.json

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

DEFAULT PERFORMER FILE

Location: %appdata%\XIVLauncher\pluginConfigs\MidiBard2\MidiBardDefaultPerformer.json



SONG CUSTOMIZATION FILES

Location: <your midi file directory/><midi file name>.json

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

REMOTE MODE (MULTI-BARD SETUP)

Ensure that the leader has “Play on Multiple Devices” checked. This will send the “switchto XX track” and “reload playlist” commands to the clients. MidiBard non-local mode uses messages through the party chat to send commands. Please note that it can take some time for the chat messages to reach the clients and for them to switch instruments.

Ensure that each member has “Monitor Ensemble” checked so that auto start ensemble works and that options like tone mode, transpose per track, and auto switch instrument are set to the group’s preferences.

Ensure that the playlist is the same on each client, either by using a networked shared drive or zip files with the correct midi names and song configuration files.

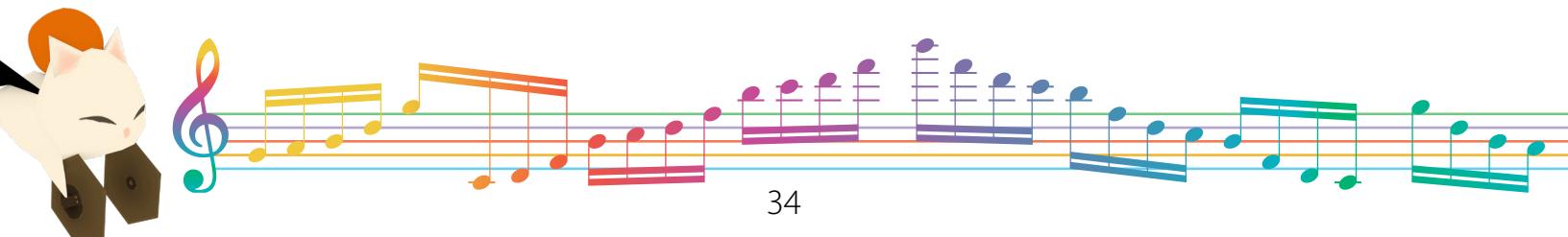
You will need to load a song and assign the track for each client manually. You can either use the in-game metronome or the ensemble panel control to begin playing. Please note that song configuration files are ignored when in a multi-device setup. It is also advantageous to create the global track list file on each machine so it can be used as backup if required.

POSTING SONG LYRICS

You can use the lyrics feature to post the words to songs. Other uses are to auto-announce songs or add comments at set times in songs. The designated bard 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. They will be posted in the party chat when you play solo. Lyrics will only be posted in a public channel 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 the 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 through 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

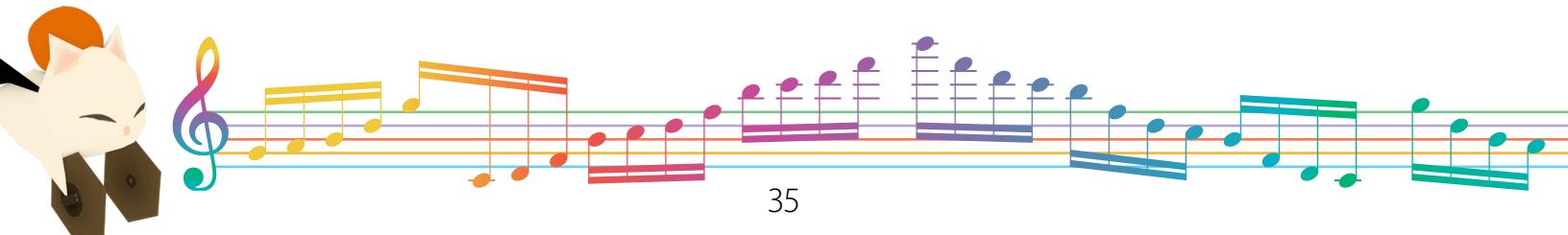
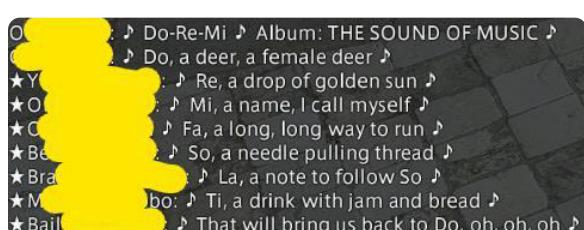
[00:08.00]Bard3:Fa, a long, long way to run

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

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

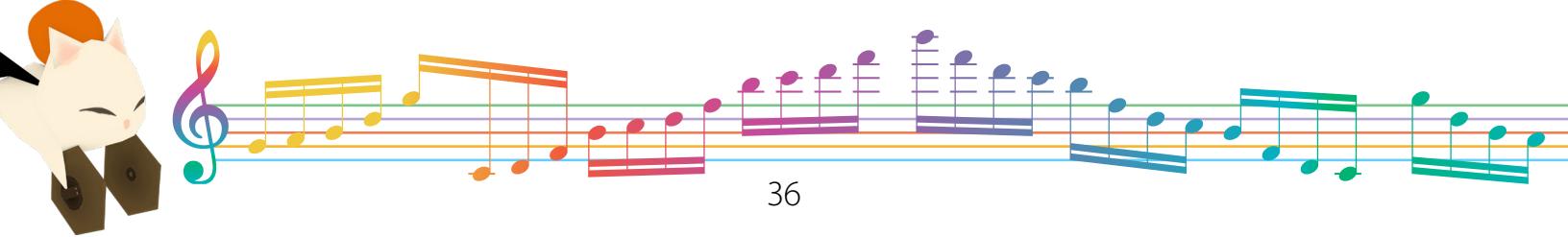
[00:14.00]Bard6:Ti, a drink with jam and bread

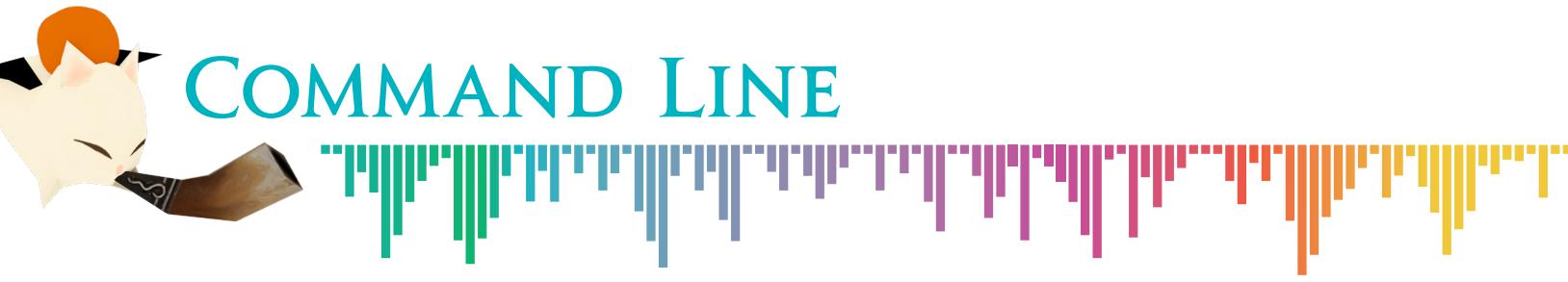
[00:16.00]Bard7:That will bring us back to Do, oh, oh, oh



HOW TO EASILY GET THE LRC TIMESTAMP

- ♪ Type **/xldev** in chat.
- ♪ Choose Dalamud → Open Log Window.
- ♪ Choose the vocal track in MidiBard and play solo.
- ♪ Click the pause button when the timing is right. You may get the timestamp in the log.





Below are the commands and format you can type in chat (or in ensemble mode party chat). They can be used without the MidiBard window open.

/midibard: Toggles MidiBard window 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 track visualizer

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

/mbard pause: pause playback of music

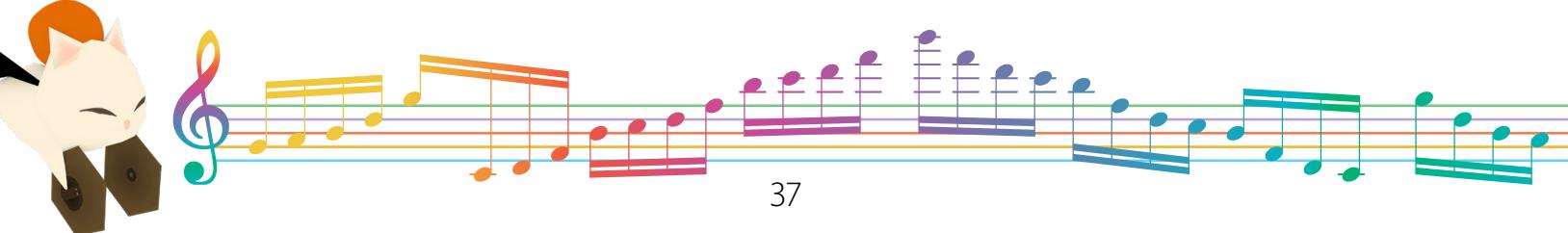
PARTY CHAT COMMANDS

Note: these do not start with a /

Switchto [number]: Causes all clients to switch to the song number in the playlist. For multi-bard setups, it is assumed that all members have their playlist in the same order with the same midi files. For example, "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 that the player is ready for the next track.





FREQUENTLY ASKED QUESTIONS

HOW TO AUTOMATICALLY SWITCH GUITAR TONES

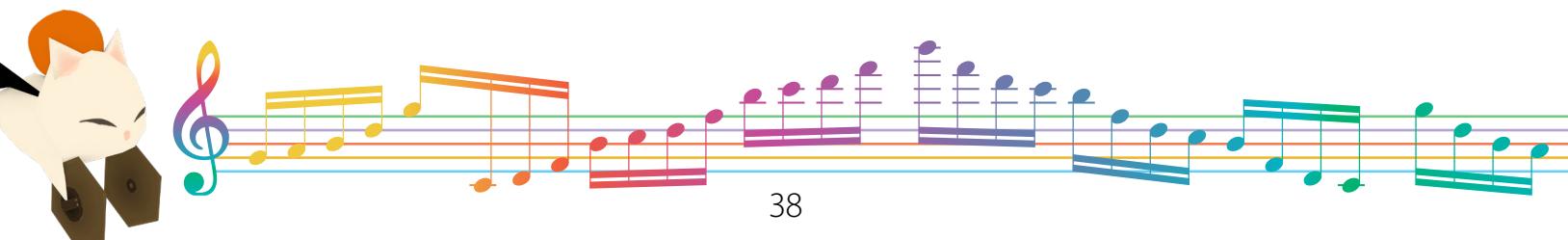
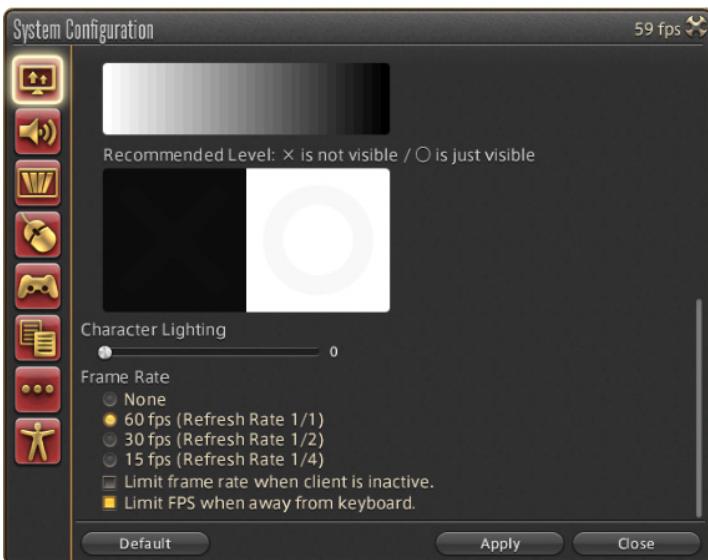
The easiest way is to separate tones on different tracks. For instance, you may have one track for clean guitar and another track for overdriven guitar. Your bard should choose both tracks and check if tones are being set correctly. When playing the song MidiBard switches the guitar tone automatically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

WHY A SONG MAY SOUND SLOWER AT SOME PARTS

This is often caused by too many notes being played in a very short period of time—it may exceed the game's limitations. Other software might drop these notes, but MidiBard is designed not to drop any notes. Essentially, an excessive amount of notes have been 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 PERFORMANCE SOUNDS LAGGY

Please follow the settings shown below:



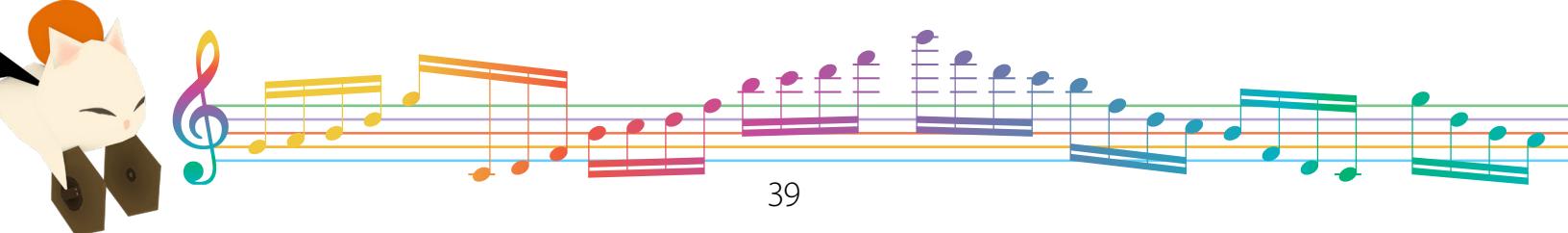
if your monitor has a higher refresh rate than 60Hz, please limit it to 60 so the client doesn't take an excessive amount of resources.

The game has been tested to run under 15 FPS, and MidiBard still sounds okay and never drops notes under lower framerates; however, this is not recommended. You should always aim for 60 FPS for a better experience.

OTHER ISSUES

Disabling MidiBard and deleting the MidiBard/json preferences files in %appdata%\XIVLauncher\pluginConfigs\MidiBard2 can fix 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.



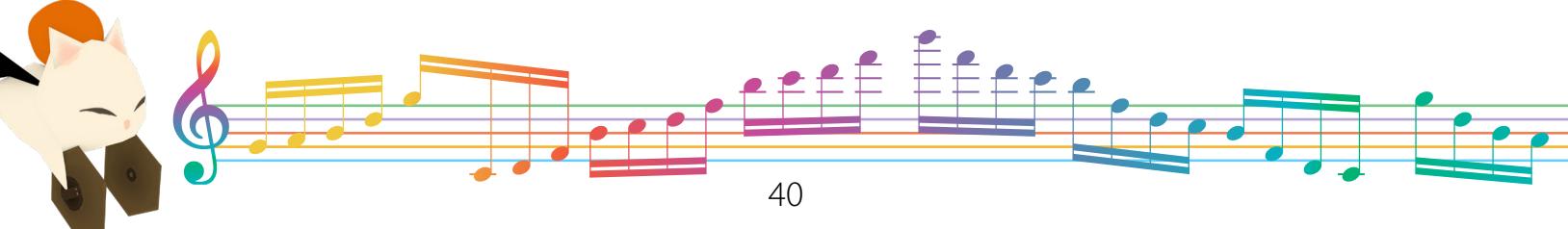


BMP-COMPATIBLE NAMES

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 it is much easier and more direct to implement tone switching 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 RANGE
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

