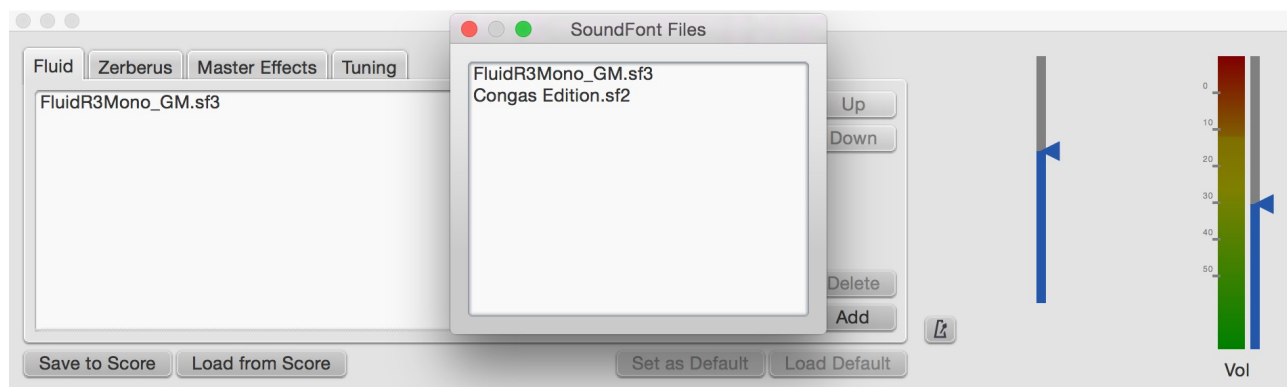**CONGAS EDITION SOUNDFONT**

version 1.1 (2021/07/28)

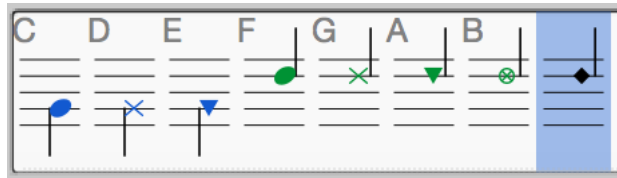**HOW TO USE IN MUSESCORE 3.x**

Step 1 – Adding soundfont in MuseScore

1. Download and unzip the archive by clicking here :
https://github.com/skuntzmann/Congas-Edition-Soundfont/archive/refs/heads/master.zip

2. Paste the file Congas_Edition.sf2 in the folder : *Documents > MuseScore3 > Soundfonts*

3. Paste the file Drumset_Congas_Edition_SF.drm in the folder : *Documents > MuseScore3 > Styles*

4. In MuseScore, go to the synthetiser (View *> Synthetiser*). Clic on the Add button. A window will appear with *FluidR3Mono* (the MuseScore default soundfont) and *Congas Edition*. Select this soundfont. Clic on the Save to score button. Close the window.

Etape 2 – Writing a congas part

1. Add a congas staff : *Edition > Instruments*. Select *All instruments*, then in the left column, select « Congas ». Clic on the Add button, then clic on the Ok button.

2. Clic on the congas staff. Activate the note input mode (N). Clic on the Edit drumset button. A window will appear.

3. Clic on the Load button, then select the drumset file in the *Styles* folder. Clic on the OK button.

4. You can now enter rythms using the soundfont :


```
C – Bass tumba (center)
D – Medium tumba (border)
E – Treble tumba (slap)
F – Bass conga (center)
G – Medium conga (border)
A – Treble conga (slap)
B – Palm conga
 –– Finger conga
```