

General MIDI Player

User Documentation

Table of Contents

Cover Page	1
Table of Contents.....	2
Overview.....	3
System Requirements.....	3
Usage.....	3
Input.....	3
Instrument.....	4
Output.....	5
Documentation & Help.....	7
About Menu.....	7
Application Size.....	7
Acknowledgments and Thanks.....	9
Contact & Support.....	10
Copyright.....	10
Version History.....	11

Overview

General MIDI Player is an easy way to use General MIDI (GM) instruments on your Mac; it allows you to play these instruments using either your mouse, computer keyboard, or MIDI device (both hardware and software). It has a simple, one-screen interface, that will let you start making music with your favorite GM instruments in seconds!

System Requirements

General MIDI Player should work fine on any Intel-based Macintosh using OS X version 10.7.x through 10.13.x. You need to be able to access the Apple App Store to purchase General MIDI Player.

Usage

General MIDI Player is divided into three sections: Input, Instrument and Output.

Input

The Input section lets you specify what method of note input you prefer: mouse-based, using the virtual keyboard; MIDI note input from either a hardware or software MIDI-note-generating

General MIDI Player

device; or by using your computer's QWERTY keyboard.

In mouse mode, just click the keys on the virtual keyboard.

In MIDI mode, you must choose the MIDI input device and MIDI input channel which you would like to use for note input. You can choose the “Any” choice for MIDI channel if you want to play notes from any incoming MIDI channel.



In QWERTY mode, you have the ability to shift the notes that the computer keys map to up or down by two octaves, using the provided buttons. You also will see a legend displayed on the virtual keyboard as well. *For users of non-US keyboard layouts, press as many keys on your keyboard as you can, and the appropriate letters will appear on the on-screen keyboard.*



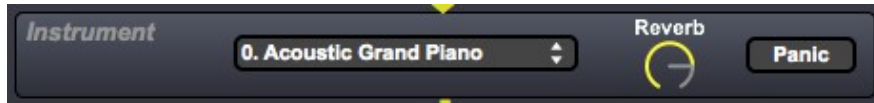
You can also shift octaves by using the left or right arrow keys on your computer's keyboard.

Instrument

The Instrument section is where you select your GM instrument. Just select from the drop

General MIDI Player

down list:



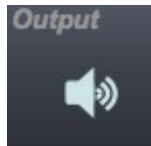
You can also change instruments by using the up or down arrow keys on your computer's keyboard.

You can adjust the reverb amount using the Reverb dial.

If you encounter any “hung” notes that will not stop playing, you can press the Panic button, which will silence all playing notes.

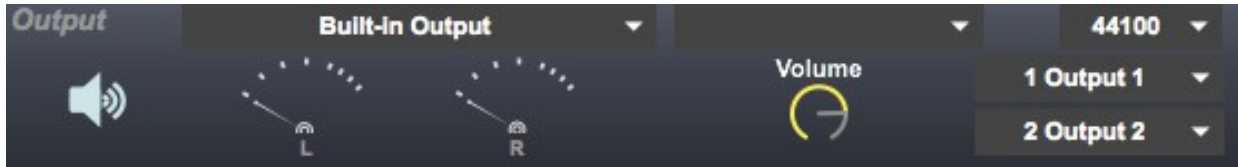
Output

To hear the audio output, be sure that audio processing is turned on:



Also be sure to select the audio driver, output device, sample rate, output channels and volume that you desire:

General MIDI Player



Documentation & Help

General MIDI Player can launch its full documentation (this document) from within the application itself; just go to the Documentation menu, and choose “General MIDI Player Documentation”. This will launch a PDF viewing application in which to view the documentation.

About Menu

The About General MIDI Player menu item (in the General MIDI Player menu) will replace the main screen with the About screen. You can also display the About screen by clicking on the General MIDI Player icon or text at the top of the main screen. The About screen (see below) shows version information about the application, copyright information, acknowledgments, and has a direct link to the General MIDI Player home and support pages.

Application Size

The About screen also lets you adjust the overall application size; you have 5 options: 75%, 100%, 125%, 150% or 200%. Adjust the size for whatever suits your screen size and needs the best.

Click the Close button (or the General MIDI Player icon or text) to return to the main application screen.

General MIDI Player



Acknowledgments and Thanks

General MIDI Player was created using Cycling '74's Max (<http://www.cycling74.com>) software.

I'd like to thank Oli Larkin and James Howard Young for their help in figuring out the various issues involved in getting a Max application up on the Apple App Store. Also thanks to everyone at Cycling '74 and on the Cycling '74 forums (<http://www.cycling74.com/forums>) for their invaluable help with Max issues.

General MIDI Player uses, with permission, two external objects (getpaths, createfolder) by Jasch (<http://www.jasch.ch/dl>) - I'm indebted to him for them. Jasch's externals are LGPL licensed, <http://www.gnu.org/licenses/lgpl.html>.

General MIDI Player

Contact & Support

Product Page

<http://defectiverecords.com/generalmidiplayer/>

Support Forum

<http://defectiverecords.com/forum/index.php?p=/categories/general-midi-player>

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Copyright

General MIDI Player is Copyright © 2012-2017 by Daniel Nigrin and Defective Records Software. All rights are reserved.

Version History

Version 1.5

- Submitted to App Store on November 22, 2017
- Added sample rate selector
- Added pitch bend response when in MIDI mode
- Now runs in 64 bit mode by default
- Fixes crash on startup or altered graphics when running on Mac OS 10.13.x
- Built with Max version 7.3.4 (de5a74a 64-bit)

Version 1.4

- Submitted to App Store on March 5, 2016
- Added ability to scale application size smaller or larger
- Fixed bug in which external MIDI data on channels other than 1 would not respect which instrument had been selected for playback
- Built with Max version 7.1.0 (667771f 32-bit)

Version 1.3.1

- Submitted to App Store between February 8, 2015 – June 17, 2015
- Added ability to pick color of highlighted notes
- Made keyboard two octaves larger
- Increased size of keys slightly
- Built with Max version 7.0.4b (499bd06 32-bit)

Version 1.3

General MIDI Player

- Submitted to App Store between April 16, 2013 – November 30, 2013
- Added new Reverb control
- Added new Output section, allowing for selection of any CoreAudio output device
- Overall volume level of application increased
- Application now complies with Mac App Store sandbox restrictions
- Built with Max version 6.1.5 (2117171 32-bit)

Version 1.2

- Submitted to App Store February 28, 2012
- Added new Volume control
- Now remembers last selected instrument, volume, input method, and MIDI device/channel from your last session
- Built with Max version 6.0.4 (52278)

Version 1.1

- Submitted to App Store February 18, 2012
- Expanded keyboard coverage in QWERTY mode
- New ability to change octaves with left/right arrow keys in QWERTY mode
- New ability to change instrument with up/down arrow keys
- Built with Max version 6.0.4 (52278)
- Went live on App Store on February 21, 2012

Version 1.0

- Submitted to App Store January 28, 2012
- Built with Max version 6.0.3 (51824)

General MIDI Player

- Went live on App Store on January 31, 2012