



## Using the mididrum

.. is very simple to handle sound bank files/ wave tables (not sf2, but we could make it compatible with that). You can call it Wave Table Connection Plug Tool. It has been written to control studio equipment.

Targets of the docs:

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### Compatibility

At last You must have a soundcard with wavetable to load and hold samples to your RAM. Even SB (with OPL-3, this is 20 voices) will be supported, but not this AC emulation onBoard stuff without Wavetable support (this stuff only emulates a synth). Remember there are soundcards on market that really have just PCM output. We were happy with SBLIVE! Secondary You must have a joystick port to control extern midi devices like E-drums and Keyboard. So, if you have a CREATIVE with GM support soundcard in your PCI(x) slot you'll never have any trouble with MIDIDRUM. I geuss we don't like programms that have been written in "all in one" style like steinberg and reason do. We start this Projekt to grab your Soundcards I/O and control it with midi events. Mididrum uses the 48000Khz 32-bit float Wave format wich give you high audio quality like DAT tapes, better than CD!.

Mididrum is using the Jack Daemon Interface to create a midi device on your system so that You can talk to mididrum with your GM/2 compatible programs.



device configure screenshot

**IMAGINE that JACK doesn't work with Microsoft Windows OS, perhaps in future...**

### Command: Load Sound Banks

The commandline based C Program must be given an argument in this case it's the path of the soundfont You want to load. You can load sound banks with the following command.

```
executable [argument:path]
./mididrum /kitfonts/slingerland_drumkit.mdk
```

Basicly the samples are stored in the mididrum\_kits folder sorted in different subfolders.

### Create your own Drumkit / WAVE TABLE

You can load all 128 midiports with waves. Think about the concept of your sound banks: Percussions will be handled different to Melodic sound banks. When You have beat instrument you can't play other notes but in brassections this option is really important.



drumkit load screenshot

Example Sound Bank File (./kitfonts/slingerland\_drumkit.mdk) You must write gm2 compatible bank file then you can't loose the overview in your sequencer!

```
midichannel volume [argument:path]
36 1.5 /home/shorty/Desktop/midi/mididrum_kits/slingerland_1/slinger_kick_hard.wav
```

### Known Issues

Any programs that are compatible to ALSA with JACKD support will work correctly with Mididrum. Some has been tested positiv with Rosegarden Sequencer.