

## Adding the Bruce Miles Cinema Organ Sound Font

The Miditzer™ virtual theater organ can be played using just the default General MIDI sound card in your computer, which you should have working before continuing. You can get much better organ sounds by using sound fonts. Sound fonts are installable sounds that allow a sound card to produce a virtually unlimited array of sounds.

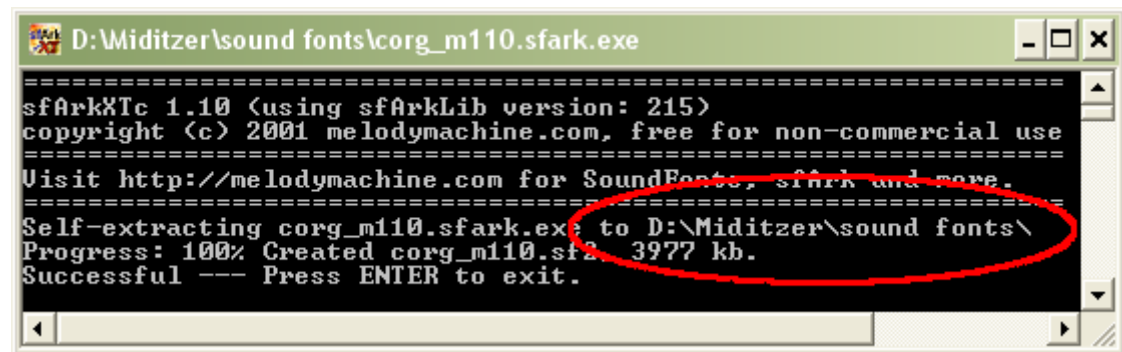
To use sound fonts your computer needs to have the right sound card. The easiest way to get sound font capability is using a Creative Audigy or a Creative SoundBlaster sound card. These are available as internal cards for desktop computers and as plug-in USB boxes that can be used with notebook computers. Creative soundcards are available at the [Miditzer Marketplace](#).

The cinema organ sound font by Bruce Miles was the inspiration for the Miditzer. It provides a very high quality recreation of the theatre organ sound and is recommended for getting started with sound fonts.

### Download and Extract the Cinema Organ Sound Font

Download the Cinema Organ for Miditzer sound font, corg\_m110.sfark.exe, by [clicking here](#) (1.9Mb self-extracting sound font)

Locate the corg\_m110.sfark.exe file and double click on it to extract corg\_m110.sf2. Note where the sound font corg\_m110.sf2 is placed after it is extracted.



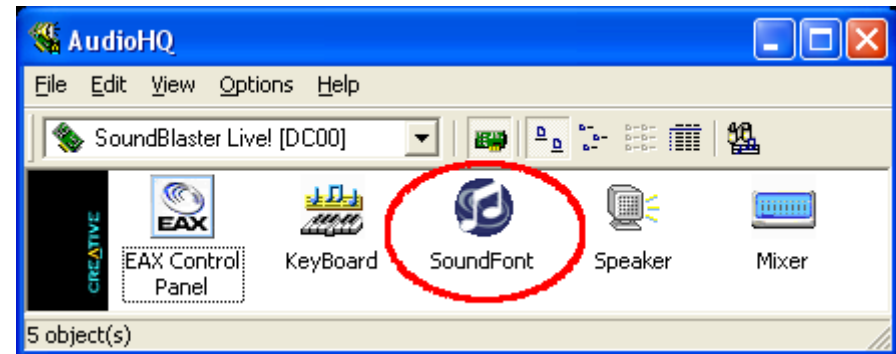
```
D:\Miditzer\sound fonts\corg_m110.sfark.exe
=====
sfArkXTc 1.10 (using sfArkLib version: 215)
copyright (c) 2001 melodymachine.com, free for non-commercial use
=====
Visit http://melodymachine.com for SoundFonts, sfark and more.
=====
Self-extracting corg_m110.sfark.exe to D:\Miditzer\sound fonts\
Progress: 100% Created corg_m110.sf2 3977 kb.
Successful --- Press ENTER to exit.
```

## Loading the Sound Font Into Your Sound Card

Next you have to make the sound font available to the Miditzer by loading the Cinema Organ sound font into your sound card. This is accomplished in one of two ways depending on the version of the Creative software you have.

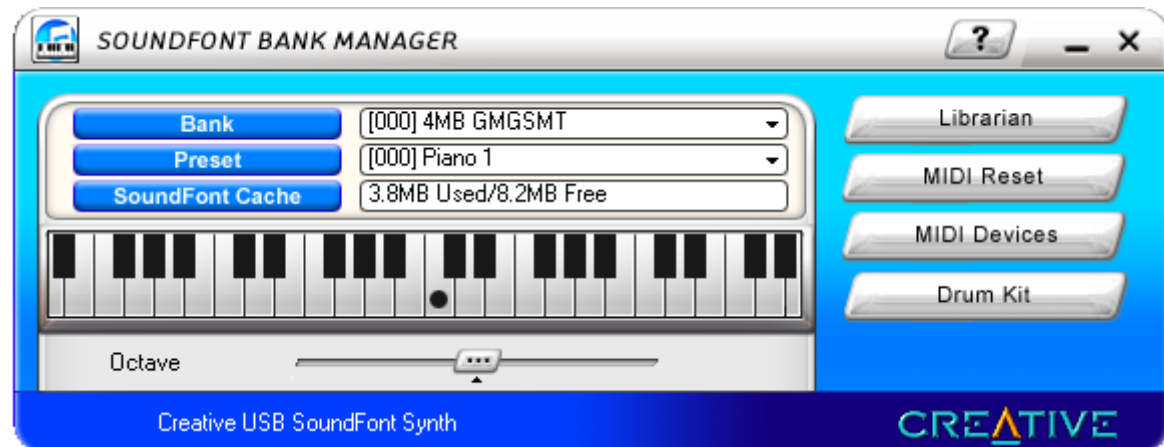
### Creative AudioHQ

You may have Creative software known as Audio Headquarters (Creative AudioHQ) which includes the SoundFont program to load sound fonts. If you have this version of software, locate the AudioHQ icon and double click on AudioHQ or open it from the Start... All Programs menu, probably in a folder labeled "Creative" and then a folder named for your sound card. Double click on SoundFont to open the SoundFont manager. [Continue with "Loading the Sound Font with AudioHQ."](#)



### SoundFont Bank Manager

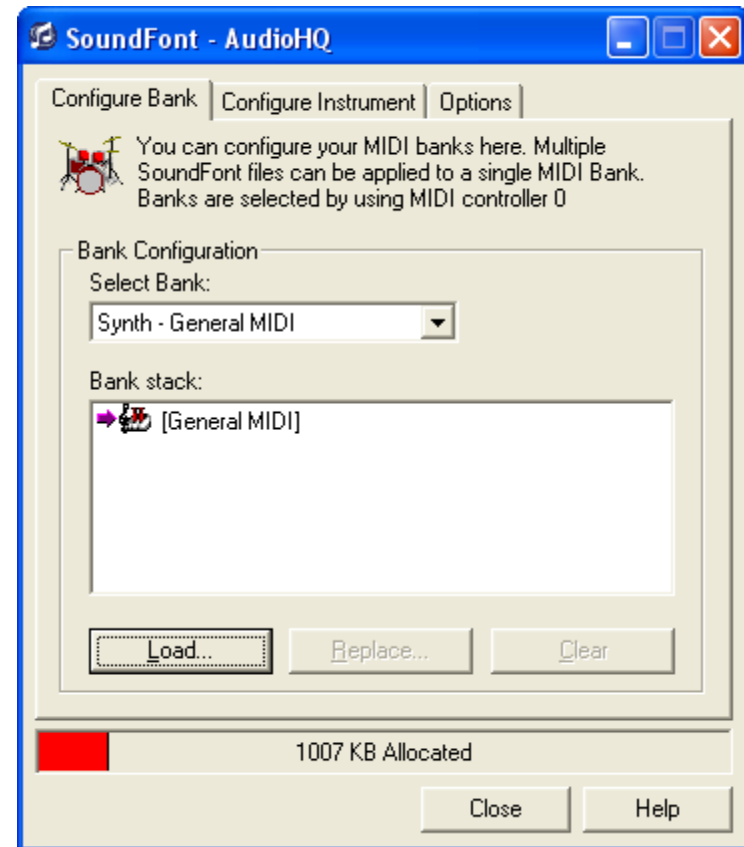
You may have Creative software known as SoundFont Bank Manager to load sound fonts. If you have this version of software, locate the SoundFont Bank Manager icon and click on it or open it from the Start... All Programs menu, probably in a folder labeled "Creative" and then a folder named for your sound card. [Continue with "Loading the Sound Font with SoundFont Bank Manager."](#)



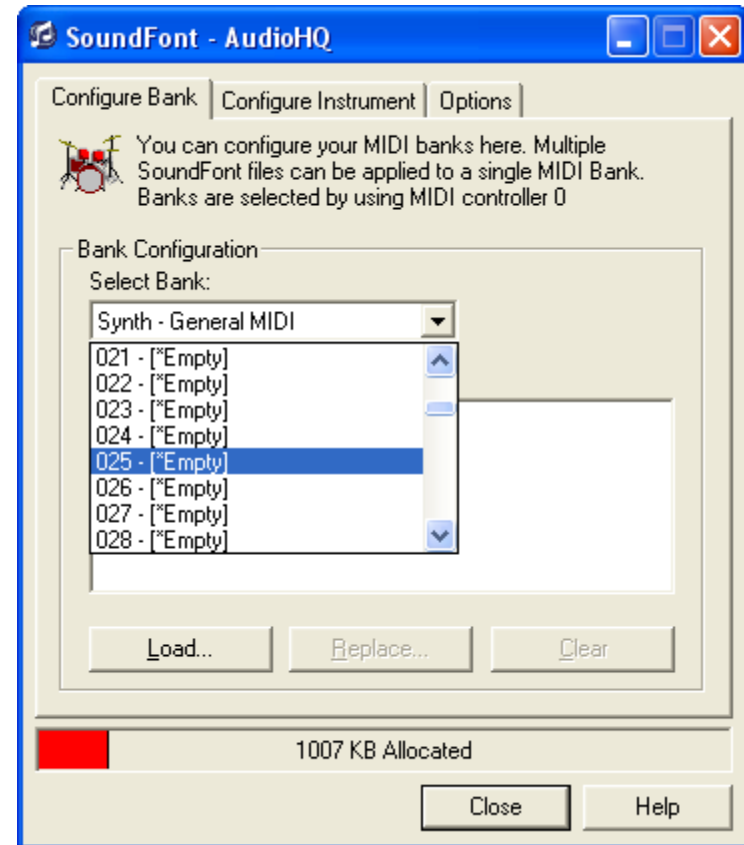
## Loading the Sound Font with AudioHQ

You should see a screen similar to this when AudioHQ opens. The Creative soundcards provide 128 banks where sound fonts can be loaded. The banks are numbered 0 to 127. Bank 0 is called Synth and a General MIDI SoundFont should already be loaded as shown. If you do not have a General MIDI SoundFont loaded in Bank 0 you will not have Chimes in the Miditzer and other MIDI applications may not work at all.

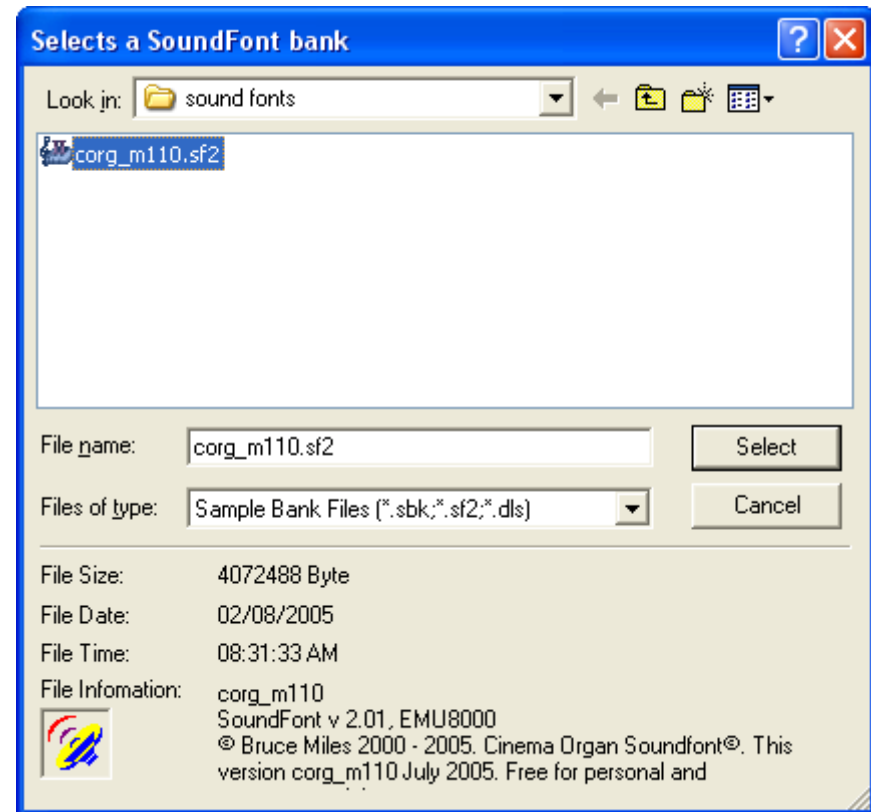
The red bar at the bottom of the loader shows how much memory from the SoundFont Cache has been used. You can change the amount of memory available in the SoundFont Cache by clicking on the Options tab. You probably will have enough memory available if you are loading a sound font for the first time.



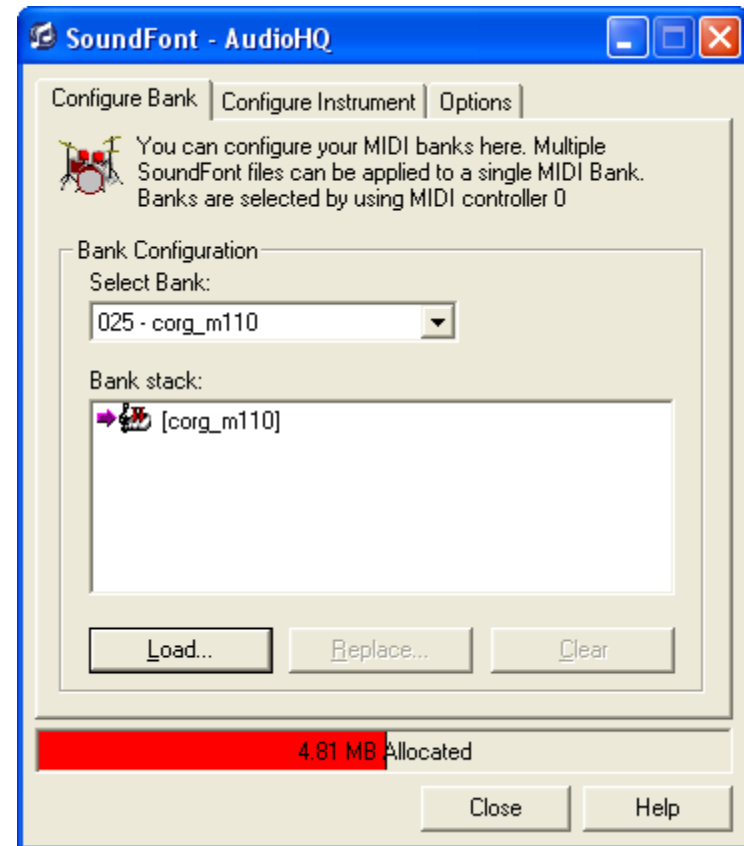
Select bank 25 from the drop down box and click Load. Bank 25 is the default location where the Miditzer looks for the Cinema Organ sound font.



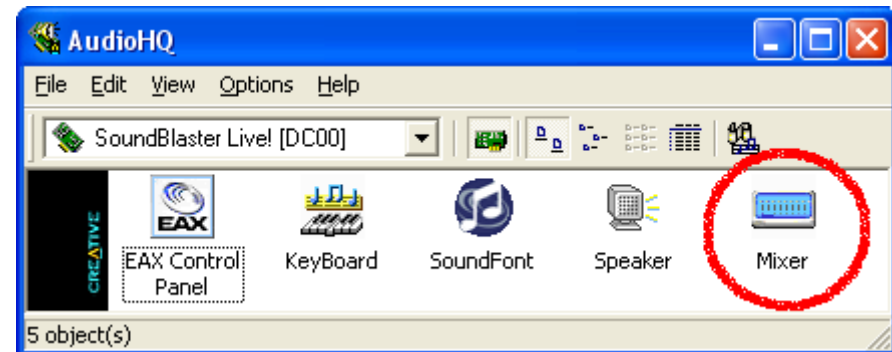
Select the corg\_m110.sf2 file to load by clicking on it. Then click Select.



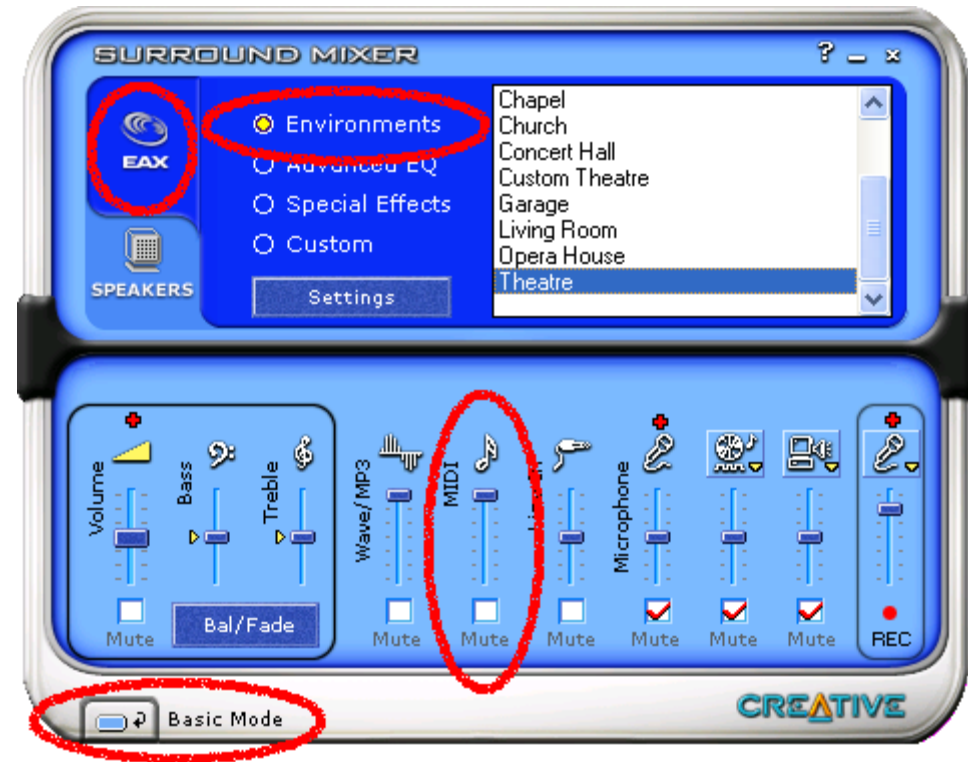
Corg\_m110.sf2 is now available for use



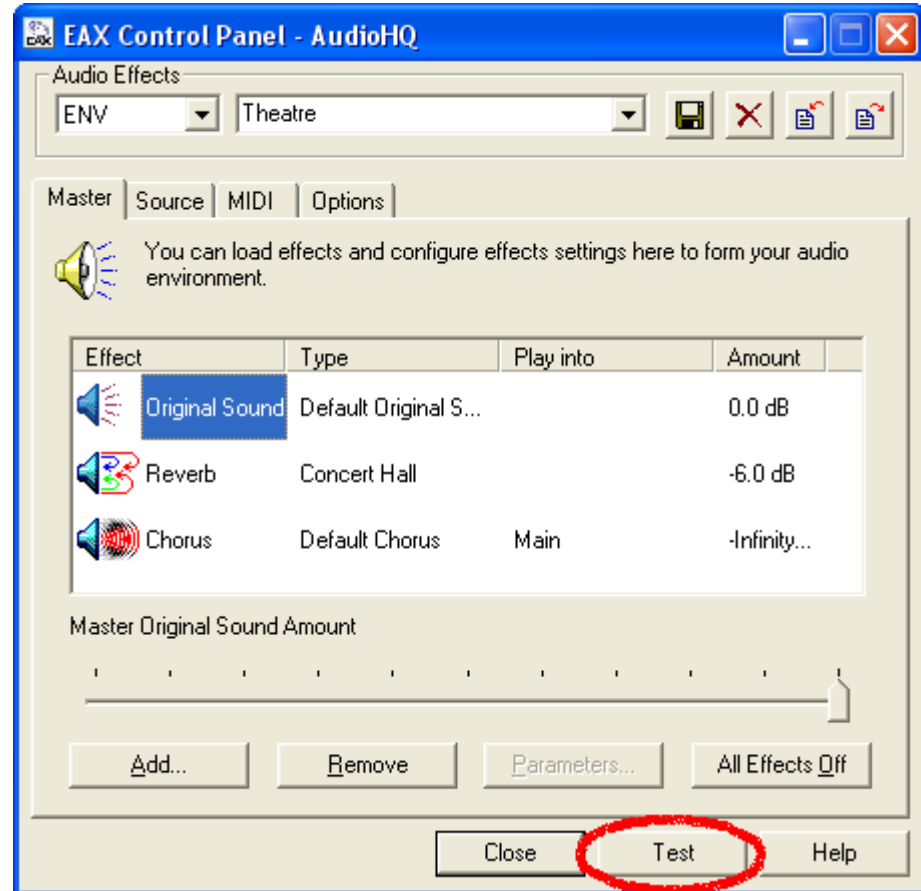
Miditzer now has what it needs to produce Pipe Organ sounds but the sound will be "dry." Adding reverberation will create a more realistic organ sound. Creative soundcards provide an impressive array of mixing effects including reverberation, which are controlled with the Creative Mixer. Double click on Mixer to open the Creative Mixer.



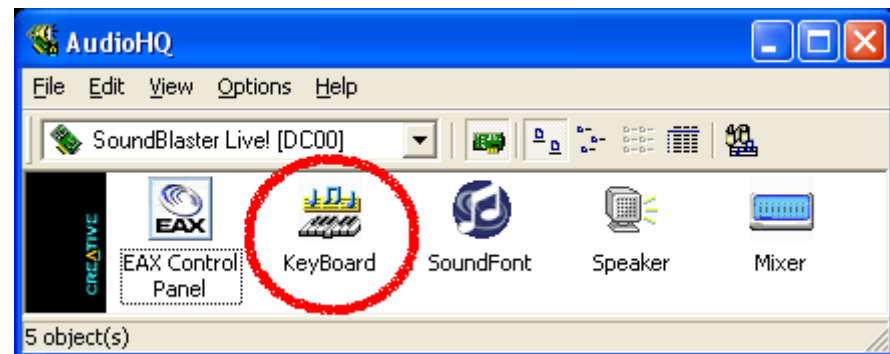
Select Advanced Mode on the lower left of the mixer, if necessary, to show the Surround Mixer. Then click on EAX and select environments to see the screen below. Select an environment such as Theatre from the box. The environment you finally select is a matter of your own taste and how things sound in your installation. Click on the MIDI volume slider and slide it up to 100%. Be sure Mute is not checked.



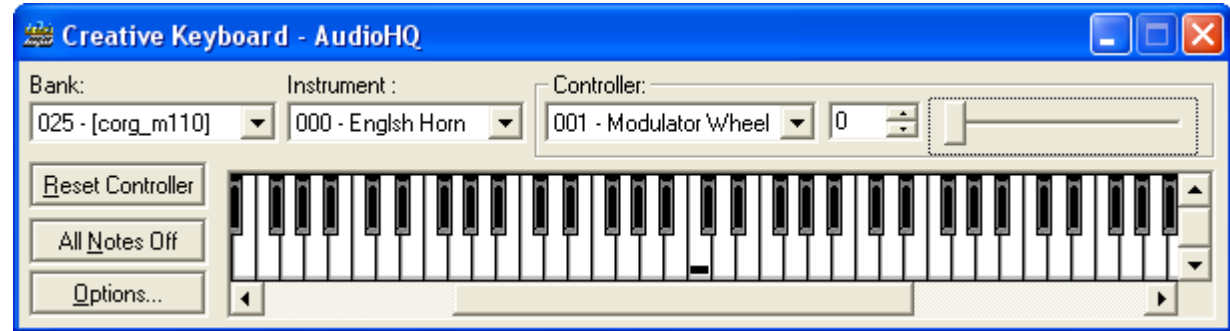
To evaluate the amount of reverb click the Settings button. This will bring up the EAX Control Panel. On the lower right of this new window select Test. Based on the result you may wish to try another environment.



To test the sound font installation, select KeyBoard from AudioHQ.



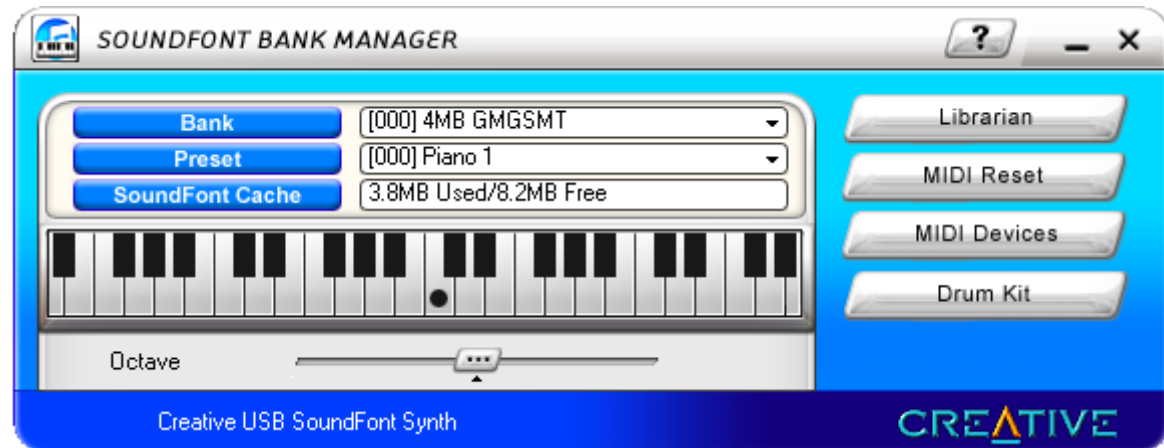
Select bank 025 from the Bank dropdown box. Select an organ voice from the Instrument dropdown box. You can play the keyboard with the mouse or the asdfgh row of the computer keyboard for naturals and the qwerty row for accidentals.



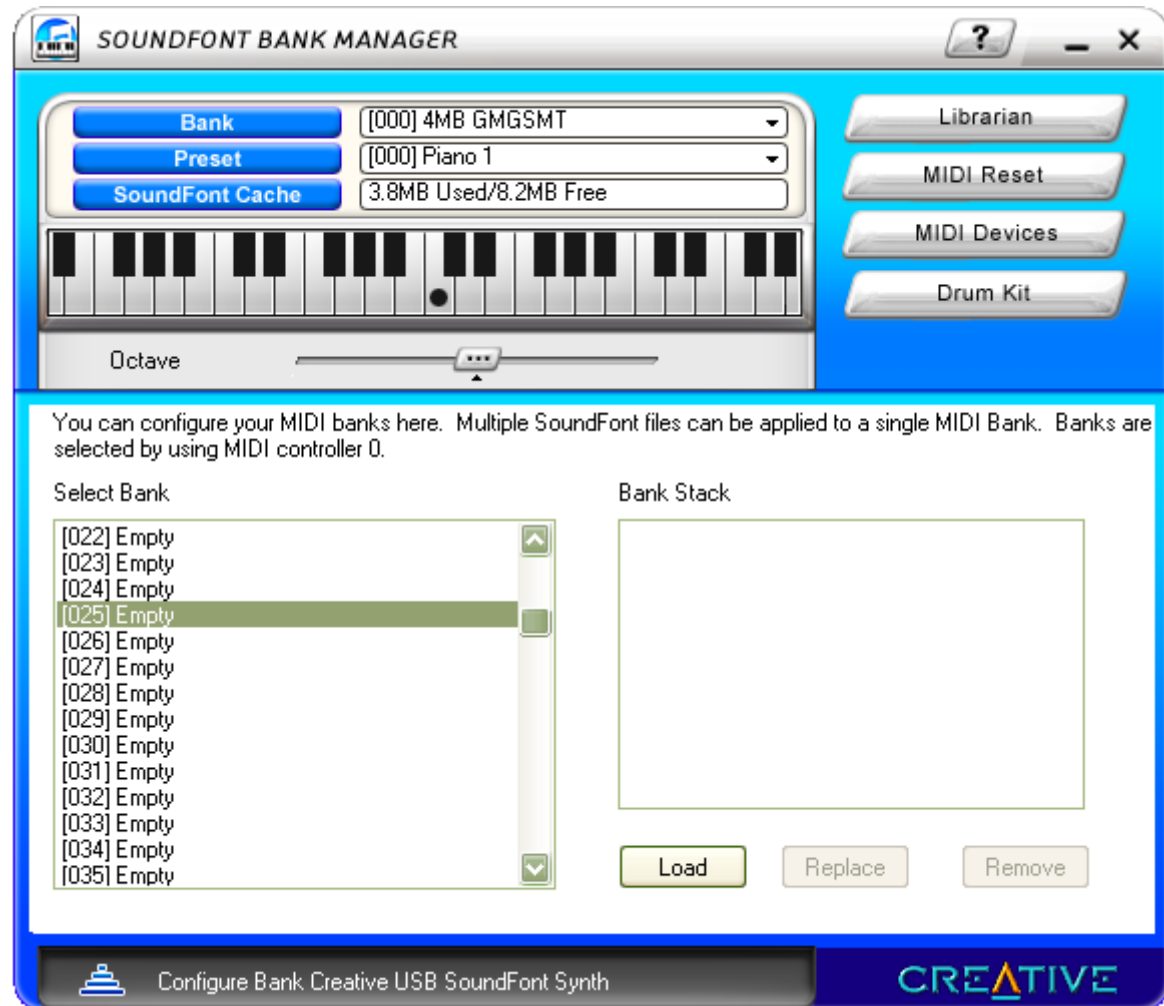
Close AudioHQ and all of its open functions. You are now ready to configure the Miditzer to use sound fonts. [Continue with "Configuring the Miditzer to Use Sound Fonts."](#)

## Loading the Sound Font with SoundFont Bank Manager

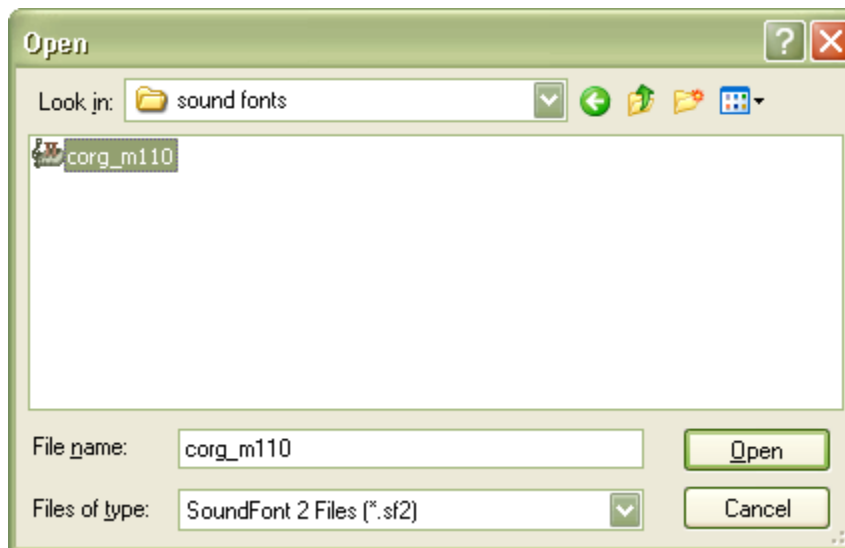
You should see a screen similar to this when the SoundFont Bank Manager opens. The Creative soundcards provide 128 banks where sound fonts can be loaded. The banks are numbered 000 to 127. A General MIDI SoundFont should already be loaded in Bank 000 as shown. If you do not have a General MIDI SoundFont loaded in Bank 000 you will not have Chimes in the Miditzer and other MIDI applications may not work at all. SoundFont Cache shows how much memory is used and is available for sound fonts. You can change the amount of memory available in the SoundFont Cache by clicking on the blue SoundFont Cache button. You probably will have enough memory available if you are loading a sound font for the first time.



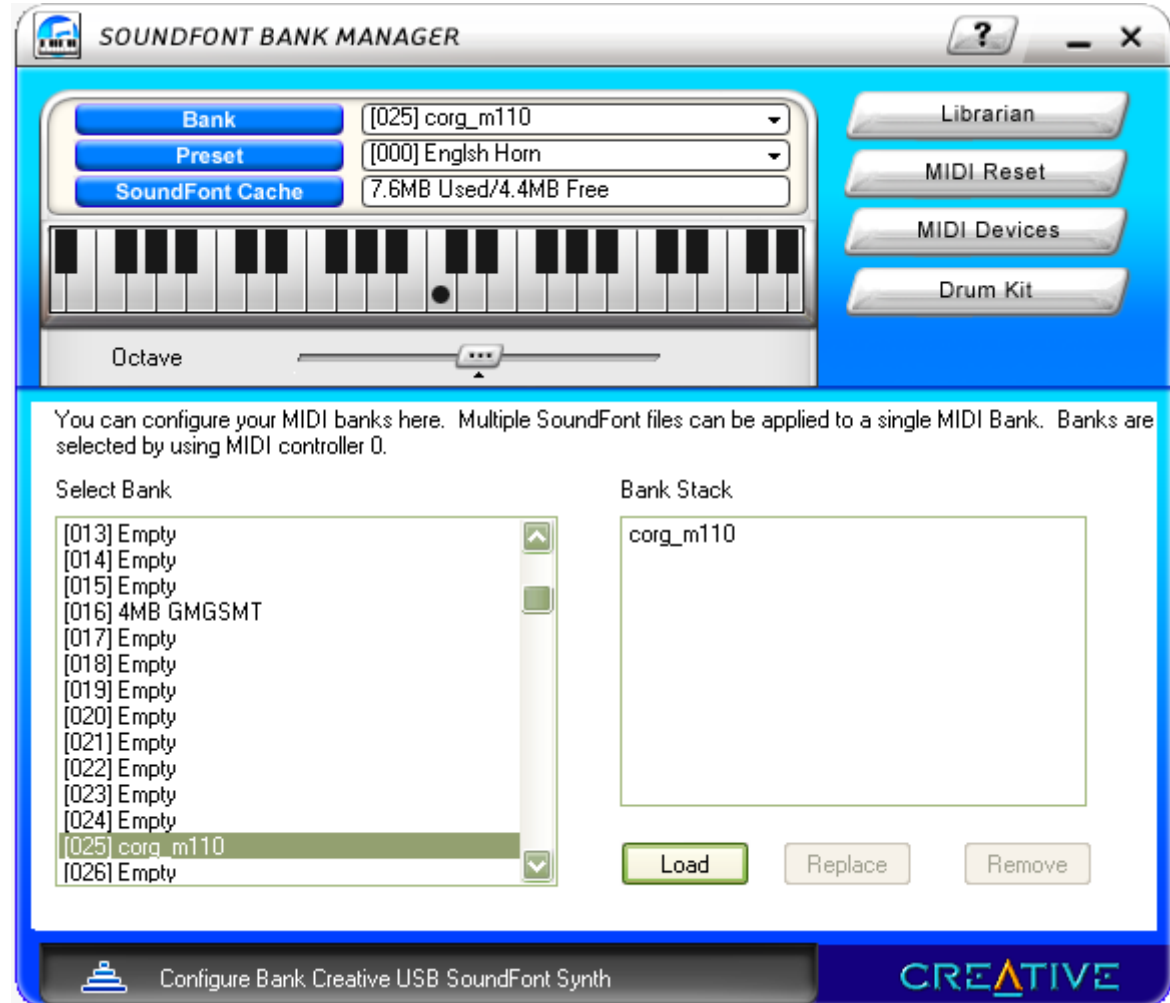
Click the blue Bank button. Select bank 025 from the Select Bank list and click Load. Bank 25 is the default location where the Miditzer looks for the Cinema Organ sound font.



Select the corg\_m110.sf2 file to load by clicking on it. Then click Open.



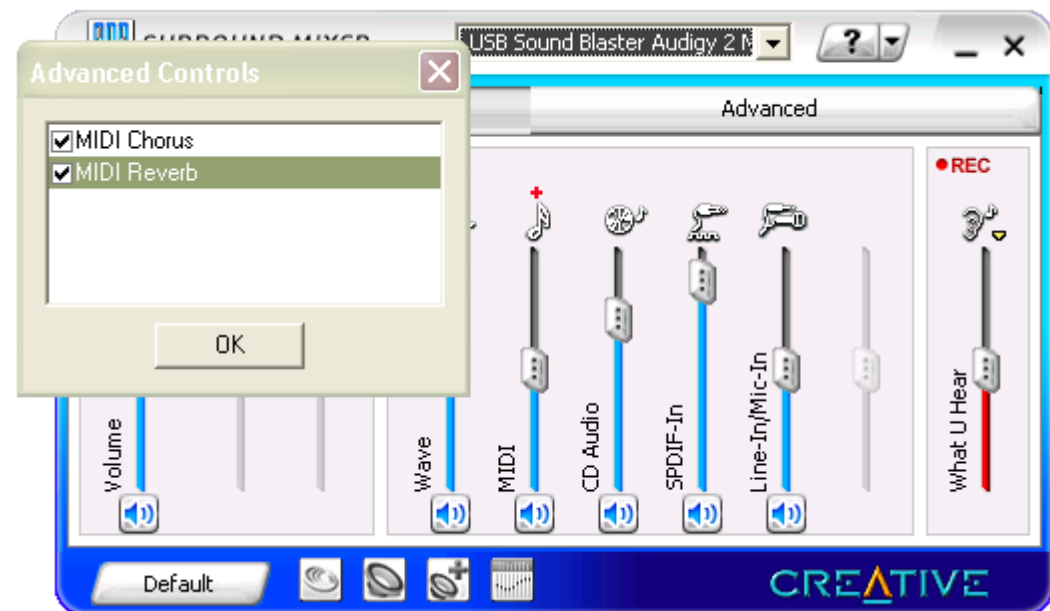
Corg\_m110.sf2 is now available for use



Miditzer now has what it needs to produce Pipe Organ sounds but the sound will be "dry." Adding reverberation will create a more realistic organ sound. Creative sound cards provide an impressive array of mixing effects including reverberation that are controlled with the Creative Mixer. Locate the Creative Surround Mixer icon and click on it or open it from the Start... All Programs menu, probably in a folder labeled "Creative" and then a folder named for your sound card. Click on the MIDI volume slider and slide it up to 100%. Be sure the Mute button is not on.



Click the red plus (+) sign above the MIDI volume slider to enable the Advanced Controls. Check MIDI Chorus and MIDI Reverb to enable these effects. Click OK.



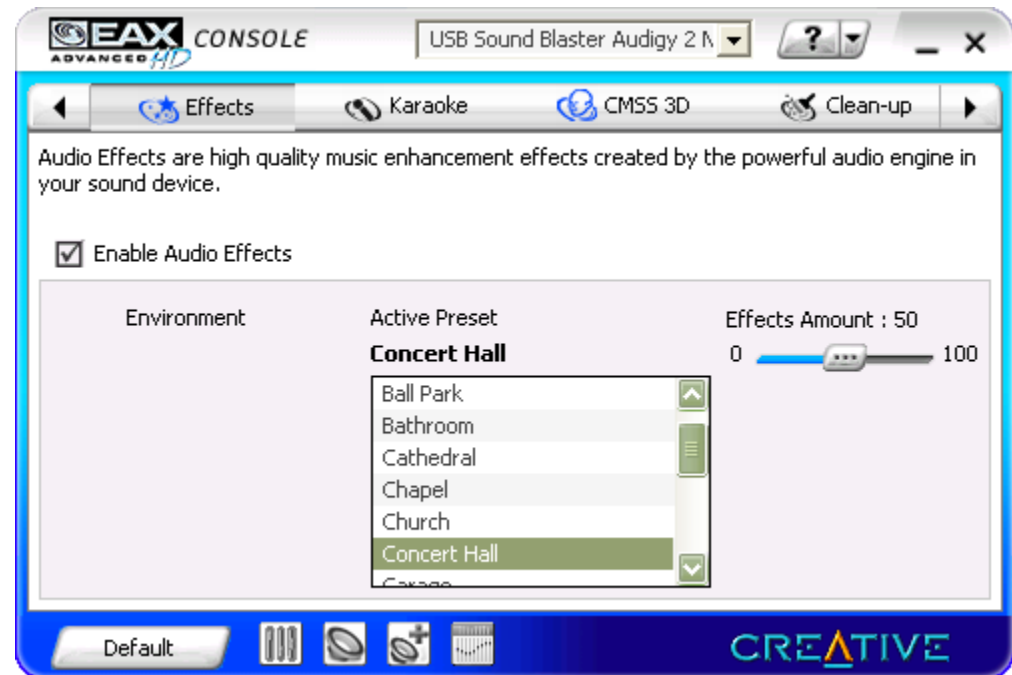
Click the button to the right of Default to open the EAX Console.



Be sure Enable Audio Effects is checked. Select an environment such as Concert Hall from the box. The environment you finally select is a matter of your own taste and how things sound in your installation.

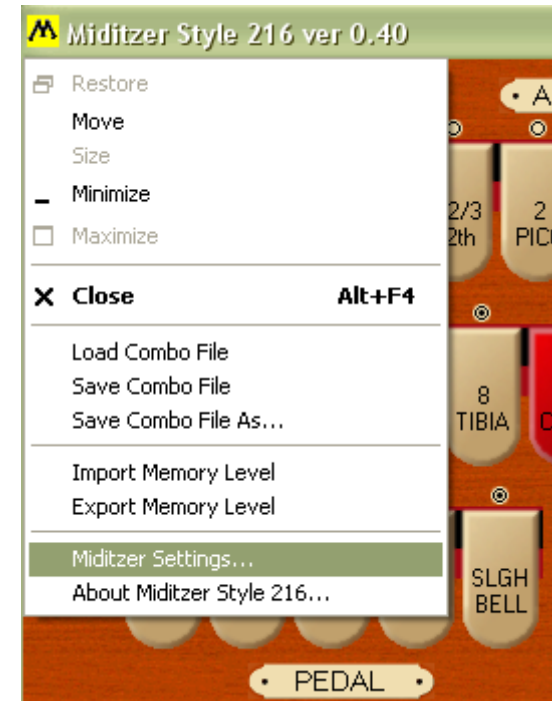
To evaluate the amount of reverb and test the sound font installation, use the on screen keyboard of the SoundFont Bank Manager. Select bank 025 from the Bank dropdown box. Select an organ voice from the Instrument dropdown box. You can play the keyboard with the mouse or the asdfgh row of the computer keyboard for naturals and the qwerty row for accidentals.

Close the SoundFont Bank Manger and the Creative Surround Mixer. You are now ready to configure the Mitizer to use sound fonts.



## Configuring the Miditzer to Use Sound Fonts

Now that you have loaded the Cinema Organ sound font into your sound card, you need to tell the Miditzer to use the sound font instead of General MIDI. Click on the yellow M in the upper left corner and select Miditzer Settings.



Check the Use SoundFonts box. If necessary, use Set all MIDI output devices on the Output tab to set the output to go to your Creative soundcard. Click OK. The Miditzer will take a few seconds to make the changes and then you should hear a much more realistic sound when you play the Miditzer.

