Debian Edu / Skolelinux Rosegarden manual

Publish date: 2026-11-01

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1 Rosegarden manual

This is a manual for rosegarden, based on the 1:1.4.0-1 version from the Debian Edu Etch 3.0 release.

The version at http://wiki.debian.org/DebianEdu/Documentation/Manuals/Rosegarden is a wiki and updated frequently.

Translations are part of the `debian-edu-doc` package, which can be installed on a webserver, and is available online.

2 Before you start

Before you start with rosegarden. Be sure you have gone trough the documentations how to get jackd running smoothly. That is the technical part that has to be in place so rosegarden can work as it should.

I recommend that you get installed a Real Time kernel, this way you get better latency on jack, and you will not experience to much lag on the softsynth when you are playing.

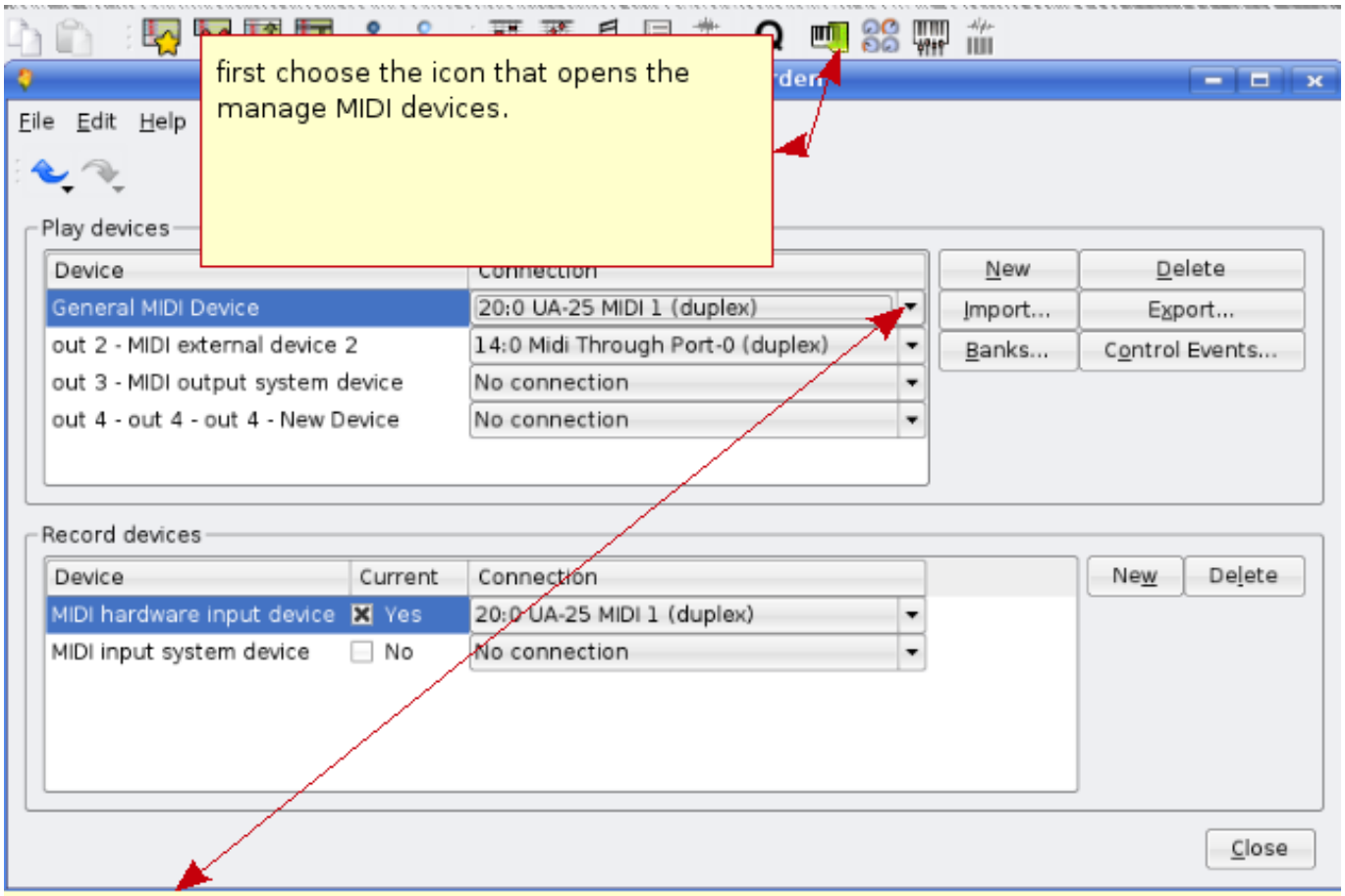
3 How to make the midi and audio record work

To make only the midi to work in Linux, I recommend you to buy an USB midi interface from Roland Edirol series.

If you only want midi, you can buy Roland UM-1EX, you can also only search for "um-1ex" on your favorite search engine, or just buy it on your favorite music store. This USB device supports only midi, there is no driver to think about, you just plug it in, and it will automatically be detected by your system. Click on the link to see how the device looks like:



Under Rosegarden you probably have to choose this device.



And then with the drop down menu you choose to use your midi device, UA-1EX or UA-25, and if you have a sound card, that is suportet, and have midi connections, you will problebly get that devices as a choise to.

If you want to use rosegarden fully, with sound record, I also recommend Roland's Edirol UA-25. That device can record high quality sound through the USB port, and again, you don't have to think about drivers, you just plug it in, and Linux will automatically detect it.

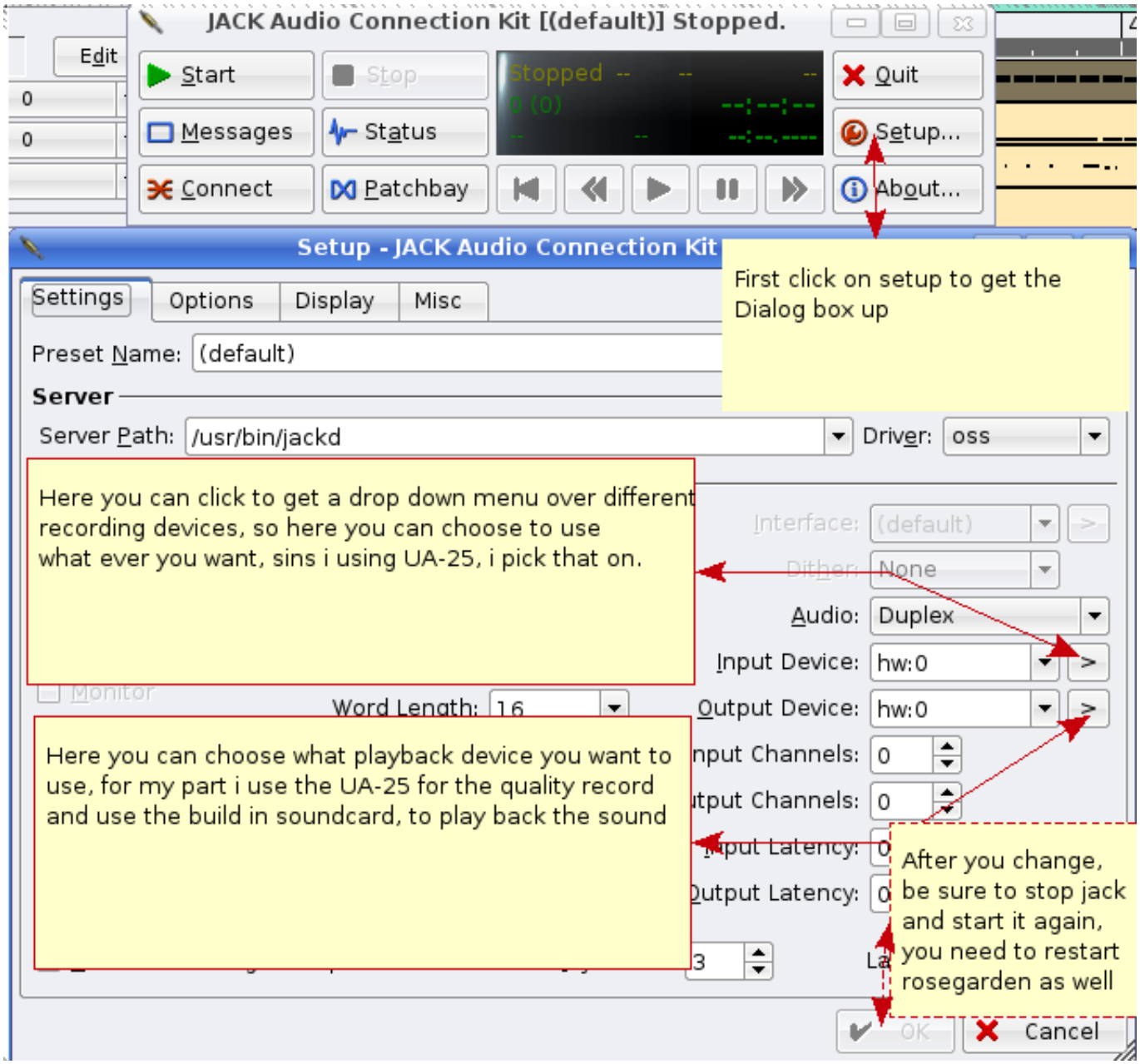


This device also has a midi interface, so you get the full package on the same device, but of course this device is more

expensive than um-1ex.

This device has some features that you should keep in mind, on the setting 48,44 kHz you can use playback and record at the same time on the device, but if you set the device to 96 kHz, the device only work as a playback, or a record device. So if you want to hear what you play while you record on the 96 kHz setting, you have to configure jack to use the integrated sound card as playback device, and UA25 as a record device, but this can give you problems with Xrun.

To set up this device you can use jackd, that you find under -> Multimedia --> jack control. if you do not find jackd on your menu just install "aptitude install qjackctl"



Lets take an example, the first thing you want to record, is the midi segments, (plug in right and left audio channel from your synth to UA25) then you have to remember to shut down the metronome click, you don't want that on your recorded wav file. And after you have done this, you can then mute all midi segment, and only listen to the wav file you made, then you simply unplug the synth, and plug in your guitar, Mic, and easy record guitars, Vocal, and so on to your masterpiece.

If you get alsa_pcm: xrun problem, take a look at the messages in the start how the device been start up. There are many reasons that this not wanna work as it should. If your integrated card does not handle 24 bit, you will get into some problem, and you have to turn the advance mode OFF on the UA-25 device, so it goes down to 16Bit with the integrated sound-card (but then the midi will not work on UA25). If ALSA still gives you problems, try to run the OSS instead. If

your integrated sound card does not support 48.000, you have to turn UA-25 down to 44.100. Remember that you have to unplug usb, and do the change on device, and then plug in the usb again before the changes take effect. This is some thing you could try to get alsa running smooth. Try activate the RT in Jackd, and if you cannot activate the RT (real time) in jack you have to add this followings line in

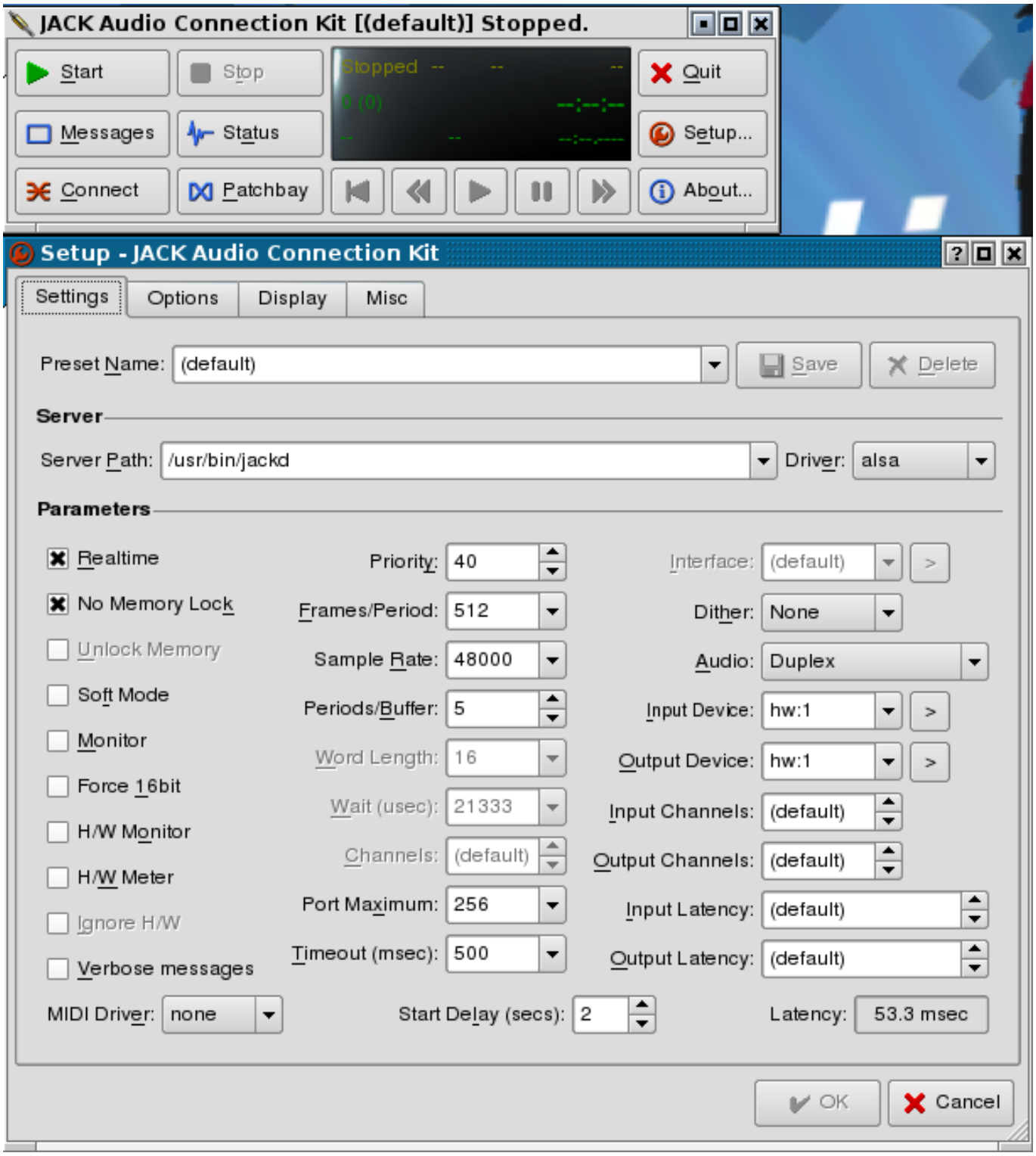
/etc/security/limits.conf file

I have experienced that some devices don't like the RT options activated and runs better with RT off in jack.

```
@audio - rtprio 99
@audio - memlock 500000
@audio - nice -10
```

This options can be dangerous because it can cause the kernel to dead lock, due to priority problems.

3.1 JackSetup Example



You see the latency is about 53.3 ms, that is the lowest I can get on my laptop without jackd starting to complain about Xrun problem. You have several ways to change the latency for the best optical way for your computer, and that is

Frames/periodes (16-4096)

Periodes/buffer (1-xxx)

3.2 How to fix recorded audio files

Take in use Audacity, I have made a documentation that help you to get started. First you just double click on the audio segment, and audacity should start automatically and load the segment you have chosen.

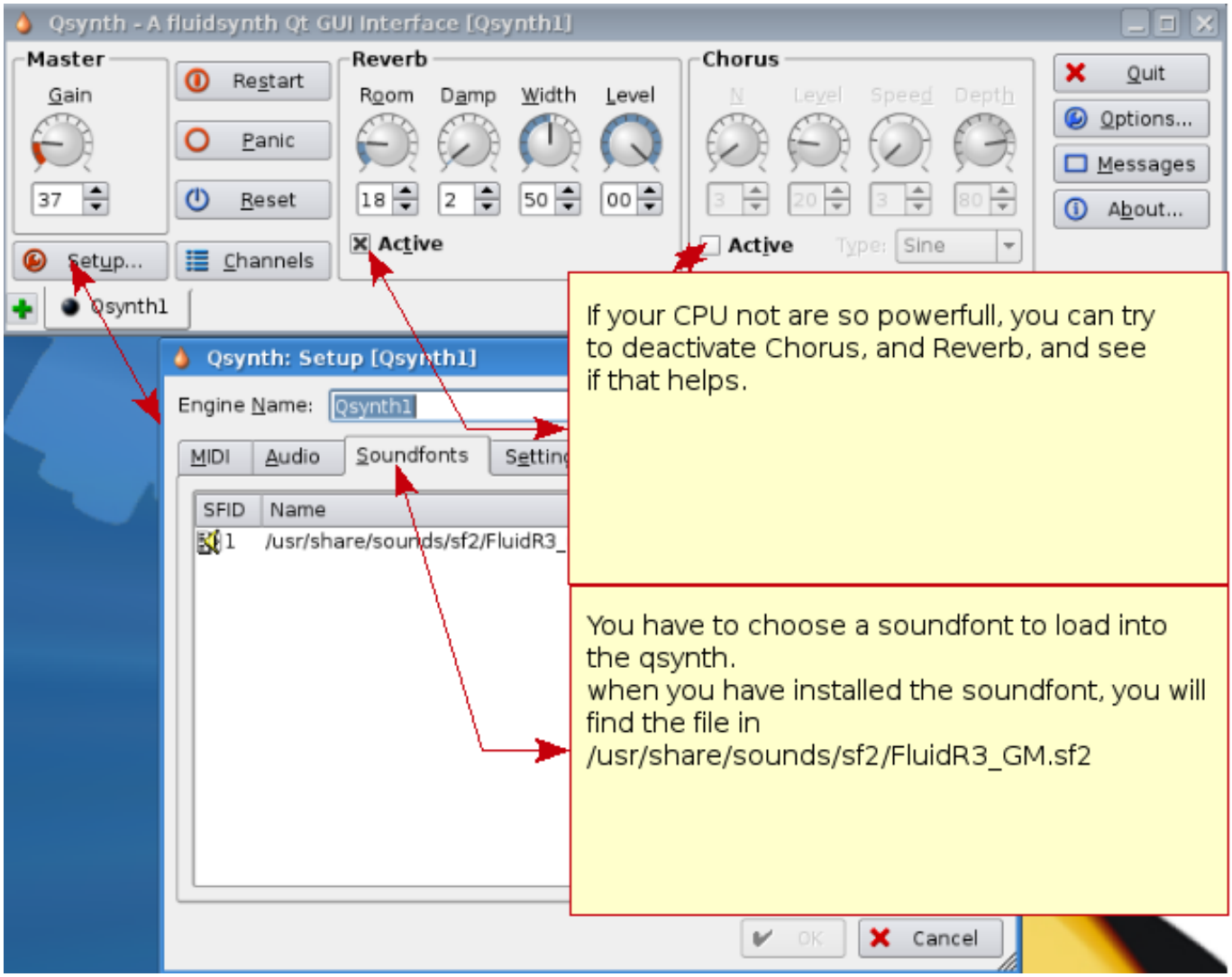
http://wiki.debian.org/DebianEdu/Documentation/Manuals/Audacity

MARK!

When you have done the changes on the audio file, remember to save it with the same name, and then you have to save the project in rosegarden, and reopen your project. This way you will get the changes you did in audacity applied onto rosegarden.

3.3 How to set up Qsynth for emulated midi sound

For those who don't have a keyboard/synth can use qsynth to get midi sound on rosegarden. You can download soundfont from here: ftp://ftp.no.debian.org/debian/pool/main/f/fluid-soundfont/fluid-soundfont-gm_3.1-1_all.deb and use <gdebi> to install it.



Do not forget to choose that you want to use the qsynth in the device manager on rosegarden if not rosegarden automatically have chosen this.

3.4 other plugins you probably want

There is a list of plugins you want in rosegarden when you don't have a gm keyboard/synth, but only a keyboard that send midi, use the aptitude command to get it.

** synth plugins **
wsynth-dssi
xsynth-dssi
nekobee
ll-scope
cmt
hexter
fluidsynth-dssi
tap-plugins
sineshaper

fixme: set inn synth plugins you have good experience with

** audio Plugins **
swh-plugins
mcp-plugins
terminatorx

fixme: put on some audio plugin you have experience with

3.5 Other devices that are compatible with Linux

These have been tested with skolelinux 3, kubuntu 7.10, kubuntu 8.04 and with kernel 2.6.22.16, and 2.6.24.18

Device	**extra install, needs depends**
Roland edirol UA-25	Works without any problem
Roland edirol UA-25EX	Does not work with Advance modus on, switch it to off. Mark! The MIDI part will not work, only audio with advance off. So go for UM-1 to communicate with your MIDI device instead for example
Yamaha MM6 Synth	The MIDI usb, work without any problem on Linux systems
Roland edirol um-1	Same as Ediro UA-25
Roland edirol Um-3ex	Usb To Midi
Roland edirol Studio Canvas, SD-20	Gm/xg lite Midi sound-module
M-Audio Midispor 4	Midi-USB 2x IN 4x OUT
M-Audio Key stations 49e	usb-midi keyboard
M-Audio Axiom 25	Usb Midi Keyboard
M-Audio Trigger Finger	Usb Drum pattern
M-Audio Fast Track Pro	Usb, Midi And Audio
Samson Gtrack (GM1U)	Usb Mic
Zoom, ZFX, plug-in	Audio Record, no Midi
Edirol Midi Keyboard Controller PCR-300, 500, 800	Usb Midi Keyboard
Roland FP-5 (digital piano)	Usb Works, and the piano also have midi inn/out

Thanks to Mario Music for allowing me to be in their store testing this equipment.

Fixme: add devices you have experienced to work with out any problem.

Devices that have been found not working for now:

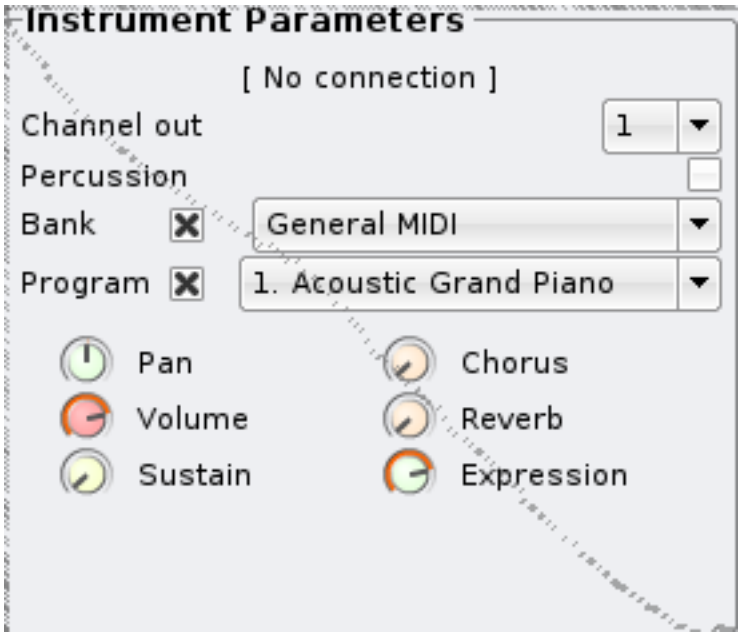
Devices	Problem
Echo Audiofire 2, 4, 8, and 12	Fireware card. Detected but they where not cooperative, as jackd failed to start them.
Tone Port Ux2 (line6)	Did not work.
Audio Control 1	Jackd discovers the card, but the card does not work as is should.
Roland UA-4FX	Jackd also discovers this one, but there is some trouble.
Mbox2	jackd discovers this, and it works, but there are a lot of Xruns produced.
Yamaha KX	USB MIDI keyboard does not work via USB, but MIDI in and out is working as it should.

If everything works, it's time to take a look at the rosegarden documentation here: http://wiki.debian.org/DebianEdu/Documentation/Manuals/Rosegarden

4 Rosegarden Audio/Midi Sequencer introductions

url:http://rosegardenmusic.com/

Rosegarden Audio/Midi Sequencer. Music creations without limit. Midi (Musical Instrument Digital Interface), Is a perfect way to build up music instrument by instrument. The Important of building up the midi song with structure are important because when you try to export the midi file to other then rosegarden, will make the chance for the midi file to work on others computer, synth/keyboards and so on much bigger. With Rosegarden follows it a easy way to do this as you can see below:



That is okay to use, IF you held your project to Rosegarden, My experience with this is when you try to export your midi to other applications, something will not work as you attend to.

This can sound difficult and time consumed, but if you are bit structured, and made the setup file at hand, you have everything ready for your next project without any delay. I have made ready one file like this for you, just download it(you find it below) I have also made a guide how to use this. With structure on your midi I mean the following thing: You set the standard for every midi file you make where you put your instruments. The example that follows on my file is:

Track 1 = piano

Track 2 = Bass

Track 3 = Guitar (muted, clean and so on)

Track 4 = Melody

Track 5 = second voice

Track 6-9 = here you can set up, strings, clarinet, oboe, sax, and so on.

Track 10 = Drum, this is always drums, this is standard in GM setup.

Track 11-16 = same as 6-9.

If you follows this setup on your every midi sound, there will not be any problem to made new melody.

4.1 Instrumental index.

No.	Instruments	No.	Instruments	No.	Instruments	No.	Instruments
1	Ac. Grand Piano	34	El. Bass finger	67	Tenor Sax	100	FX 4 (atmosphere)
2	Bright Ac. Piano	35	El. Bass pick	68	Baritone Sax	101	FX 5 (brightness)
3	El. Grand Piano	36	Fretless Bass	69	Oboe	102	FX 6 (goblins)
4	Honky-tonk Piano	37	Slap Bass 1	70	English Horn	103	FX 7 (echoes)
5	El. Piano 1	38	Slap Bass 2	71	Bassoon	104	FX 8 (sci-fi)
6	El. Piano 2	39	Synth Bass 1	72	Clarinet	105	Sitar
7	Harpsichord	40	Synth Bass 2	73	Piccolo	106	Banjo
8	Clavi	41	Violin	74	Flute	107	Shamisen
9	Celesta	42	Viola	75	Recorder	108	Koto
10	Glockenspiel	43	Cello	76	Pan Flute	109	Kalimba
11	Music Box	44	Contrabass	77	Blow Bottle	110	Bag Pipe
12	Vibraphone	45	Tremolo Strings	78	Shakuhachi	111	Fiddle
13	Marimba	46	Pizz. Strings	79	Whistle	112	Shanai
14	Xylophone	47	Orch Harp	80	Ocarina	113	Tinkle Bell
15	Tubular Bells	48	Timpani	81	Lead 1 (square)	114	Agogo
16	Dulcimer	49	String Ens 1	82	Lead 2 (sawtooth)	115	Steel Drums
17	Drawbar Organ	50	String Ens 2	83	Lead 3 (calliope)	116	Woodblock
18	Perc. Organ	51	Synthstrings 1	84	Lead 4 (chiff)	117	Taiko Drum
19	Rock Organ	52	Synthstrings 2	85	Lead 5 (charang)	118	Melodic Tom
20	Church Organ	53	Choir Aahs	86	Lead 6 (voice)	119	Synth Drum
21	Reed Organ	54	Choir Oohs	87	Lead 7 (fifths)	120	Reverse Cymbal
22	Accordion	55	Synth Voice	88	Lead 8 (bass+lead)	121	Fret Noise
23	Harmonica	56	Orchestra hit	89	Pad 1 (new age)	122	Breath Noise

24	Tango Accordion	57	Trumpet	90	Pad 2 (warm)	123	Seashore
25	Ac. guitar nylon	58	Trombone	91	Pad 3 (polysynth)	124	Bird Tweet
26	Ac. guitar steel	59	Tuba	92	Pad 4 (choir)	125	Telephone Ring
27	El. guitar jazz	60	Muted Trumpet	93	Pad 5 (bowed)	126	Helicopter
28	El. guitar clean	61	French Horn	94	Pad 6 (metallic)	127	Applause
29	El. guitar muted	62	Brass Section	95	Pad 7 (halo)	128	Gunshot
30	OverDr. Guitar	63	SynthBrass 1	96	Pad 8 (sweep)		
31	Dist. Guitar	64	SynthBrass 2	97	FX 1 (rain)		
32	Guitar harmonics	65	Soprano Sax	98	FX 2 (sound-track)		
33	Acoustic Bass	66	Alto Sax	99	FX 3 (crystal)		

And that was the index of the instrument, below you have the index overt the Percussive instruments (drums)

No.	**DrumKit**	**Uses**
1	Standard GM kit 1	Everything
2	Standard GM kit 2	Same as 1
10	Rom Kit	Pop Ballads
17	Power Set	Rock, hard rock
25	Electronic kit	Ballads
26	Analog kit	Also used in ballads
27	Dance Kit	Uses in Dance, Teckno
28	Dance Kit 2	Same As 27
33	Standard GM kit 3	Same as 1,2 and 74,75
41	Brush/jazz kit	Uses in jazz, or ballads
49	Orchestral Kit	Uses in classical music
57	Effects Kit	Uses to make effects around your melody
65	Percussion kit 1	
66	Percussion kit 2	
74	Standard Gm Kit 4	
75	Standard Gm Kit 5	

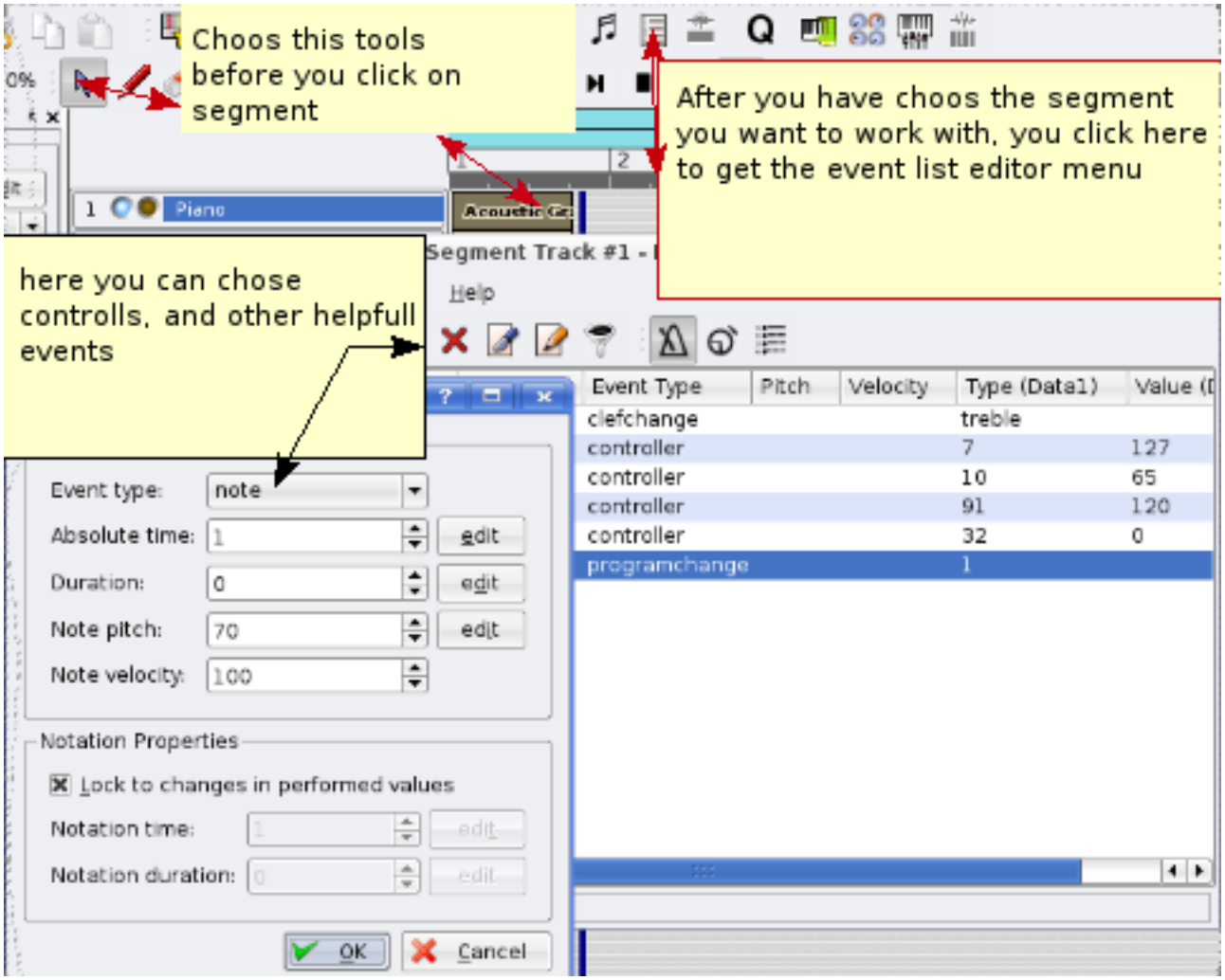
No.: representing the Programchange

4.2 Midi setup

Midi setup, in this case midisetup.rg file will I show you how to change settings. I will introduce you to some controllers that you will find usefully to your midi setup

No.	**Controller**	**What does the controller do**
7	Volume	This sets the volume on the midi track 0 if lowest setting, 127 is the loudest setting

10	Balance	This controls sett the balance on the midi track, 0 is for the left side, and 127 is right, 65 is center
32	Bank Select	This controller select the different sound banks on your synth/keyboard "LSB" (fine) bank select
0	Bank Select	This controller is the MSB (coarse) bank change
91	reverb	This sets the room size on the midi track, 0 is for no acoustics, and 127 for max acoustics



With this out of the way, you have setup a structured setup of the midi segment that tells your synth/keyboard what it should do. And then you simply can export the midi to any devices you want, even mobile phone.(if the mobile supports polyphonic midi)

here you can download the finish setup file

midisetup.rg

4.3 how to change bank select.

Sometime you wish to use different sounds on your Synth/keyboard that not belong in the GM standard, then you have to use controller that take care of this. Controller 0 and 32.

This functions are taken in use if you also want drums on other tracks then 10. Example percussion effects on tracks 16, that my favorite tracks to use for this functions. Then with controller 32 on data1, and number 4 on data2, changes what track 16 should do, in this case drums. And then with program change 57, will that track change to effect kit.

Controller 0 and 32, with number 0, is gm standard, use it on tracks 1-9, 11-16

Controller 0 and 32, with number 1-127 are those different banks, used on track 1-9, 11-16

Controller 32, with number 4, are for mine synth drums, that is use for standard on track 10, and on special need on any track you to your liking.

Yamaha keyboard with Gm2/Xg have some more options, I recommend you to read the manual that gives you the complete overview of the instrument on your keyboard, and there also says what banks the instrument exist on.

Let me take one example for you:

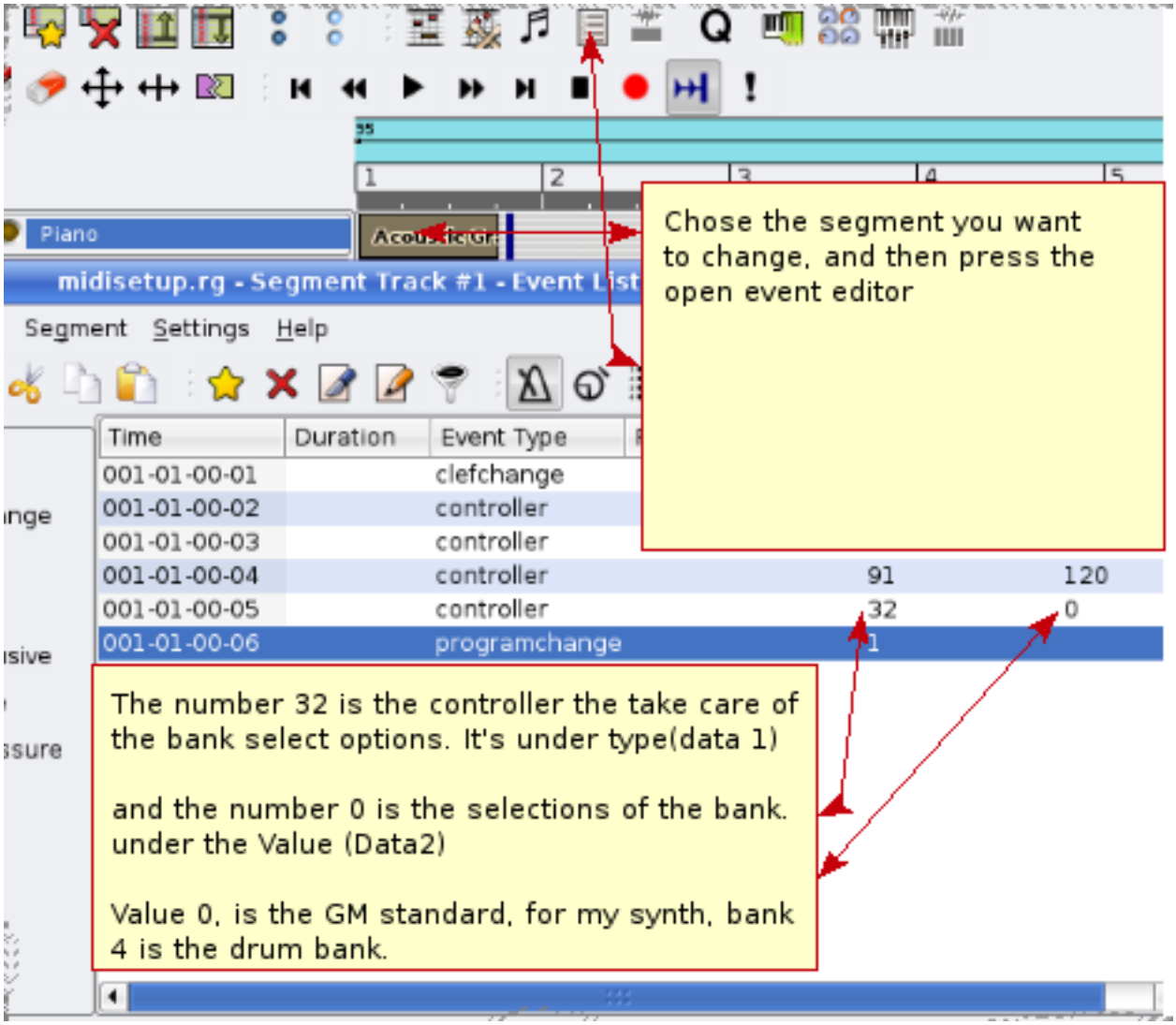
my keyboard have a instrument on controller 0(MSB) on value 8, and in controller 32(LSB) on value 1, and last on program change 3.

so the following is,

controller 0 with value 8

controller 32 with value 1

and last the program change with value 3



the order on when controller 0 and 32 and program change comes are important

remember that controller 0 and 32, have to come BEFORE program change.

i have included this in the standardupsetfile.

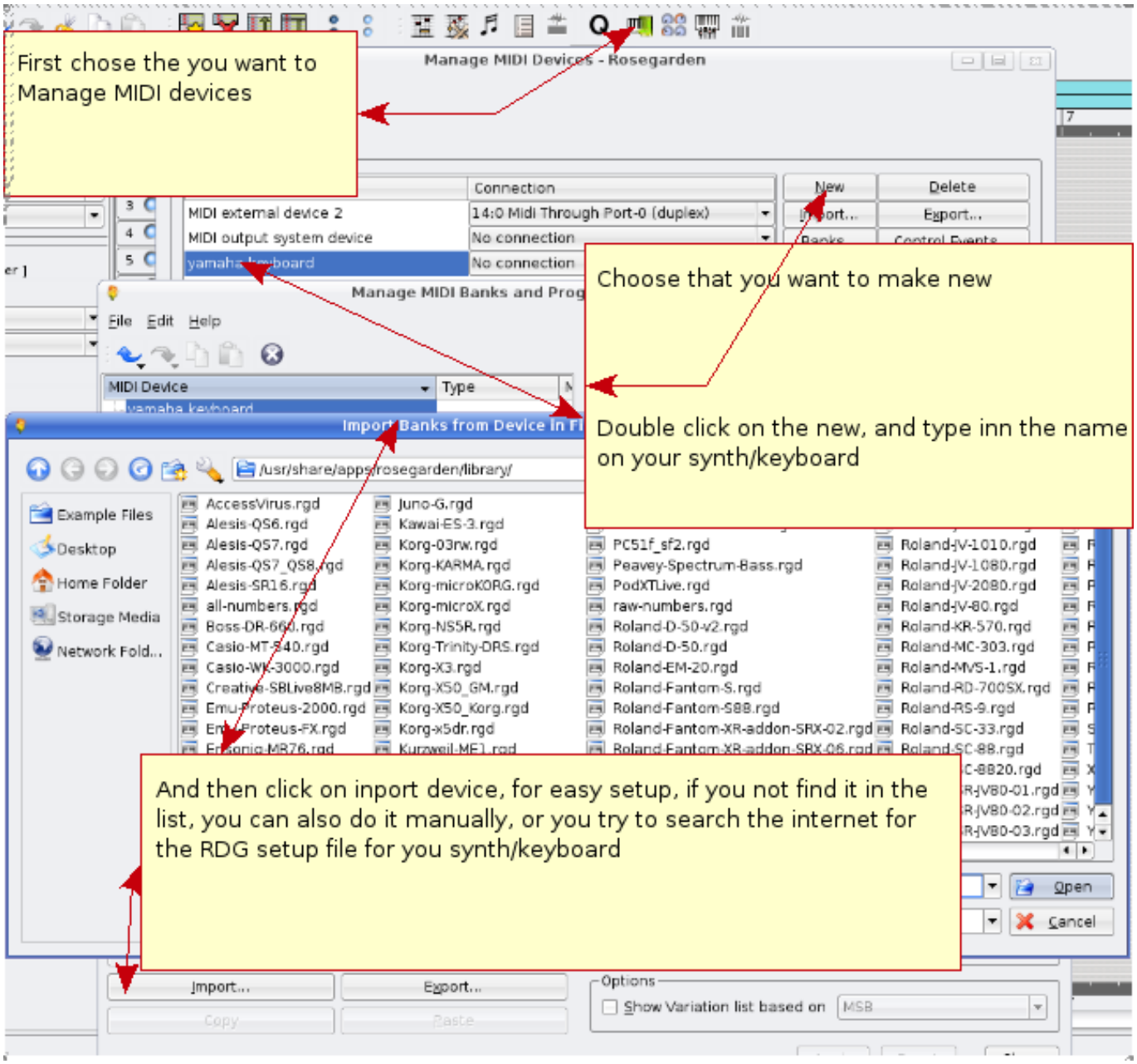
4.4 How to make rosegarden to automatically put controller and program change in the start of your segment, for exported midi

This is actually something I just found out. You use the instrument parameter to have the reverb, volume you want, and then the trick is to press a key on your keyboard when rosegarden count up for you, so you actually get one note in the count in before record. You can do this on every segment. And when you export the song to midi, the info will automatically be put inn. The only thing is, that you have to import the new midi file you made, and remove the note you don't need and save it again.

As I said, this is not necessary if you just held your project as a rosegarden file.

4.5 how to add a new midi device

All synth have many sounds, and you will not get to all the sound that are available with the GM only on the "quick instrument parameter pick". So if you follow this way you can try to add your synth/keyboard as your default device, and take in use all sound that lives in your keyboard/synth. New devices are added on new releases of rosegarden, so if you not find your own device here, you can just wait to see if it show up, or you can help the rosegarden project and make the instrument indexing your self, and simply send the *.rgd file to them, and at the same time join the rosegarden list: http://rosegardenmusic.com/support/lists/



4.6 Placing your audio file for your new project

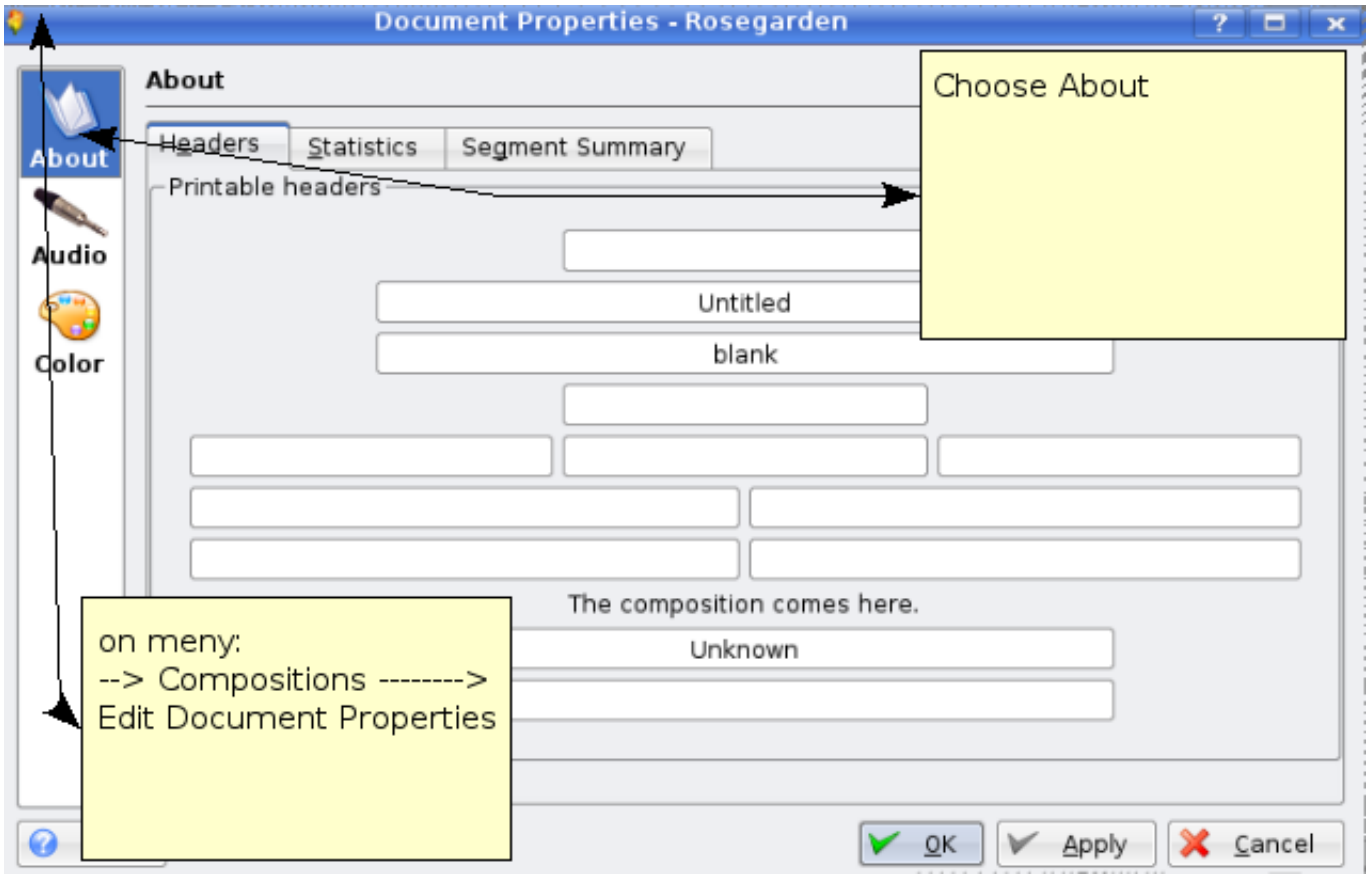
It's very important to be strict when there comes to where you placing your recording live instruments, vocals. Because without that you will after a wile get problem to find what files you are working on. it's not impossible, but without any structure on it, you will use allot of time find it. So lets say you have made your self a new midi melody "shallala", and you want to record your vocal on it, then you just remember to make a director that has the same name as your melody, and place your recorded audio in there.



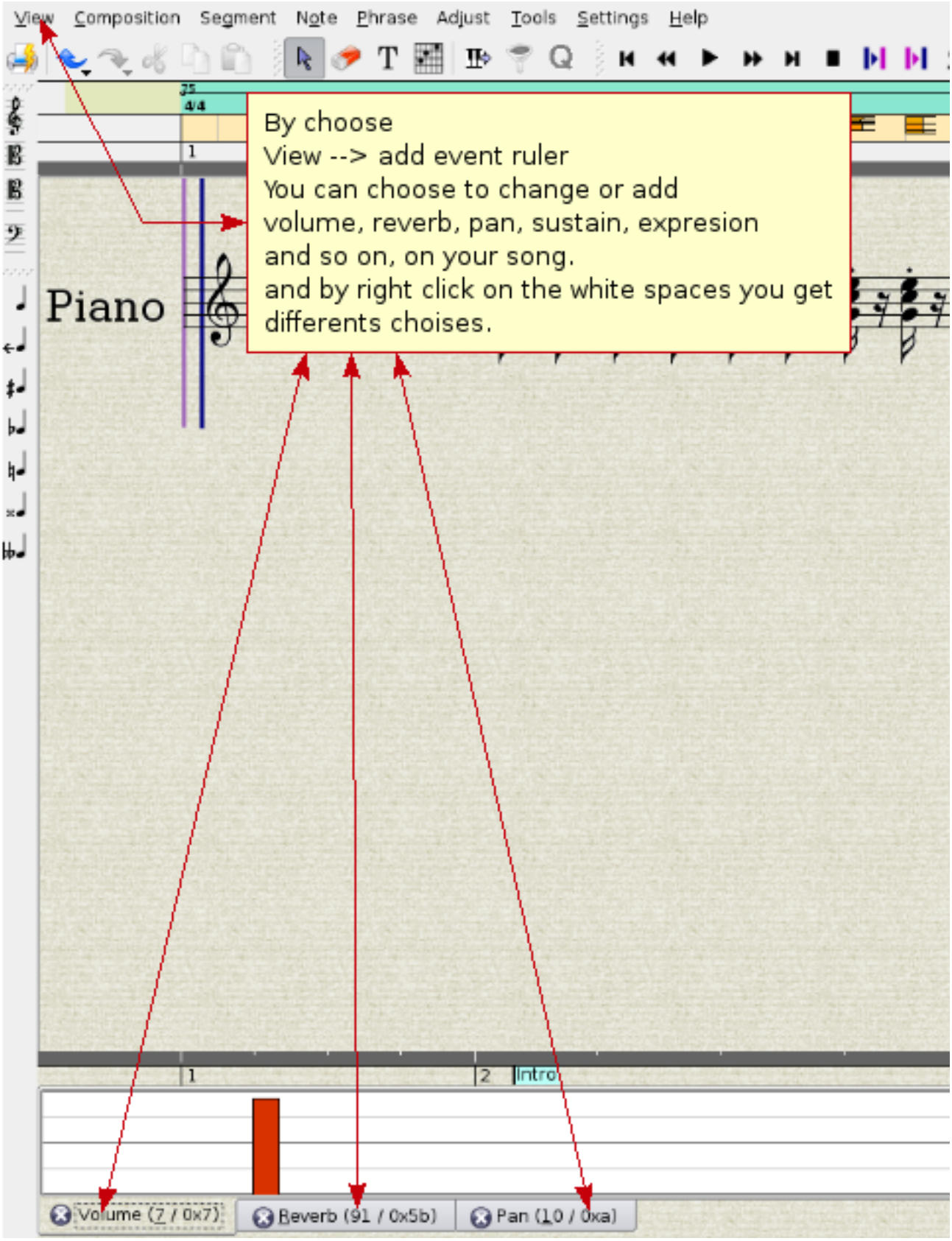
Choose --> "composition" ---> and then "edit document properties"

4.7 How to sign your melody

You want to tell everybody the you have made this tune, so belove you see how you can add what the song name is, who has composed it

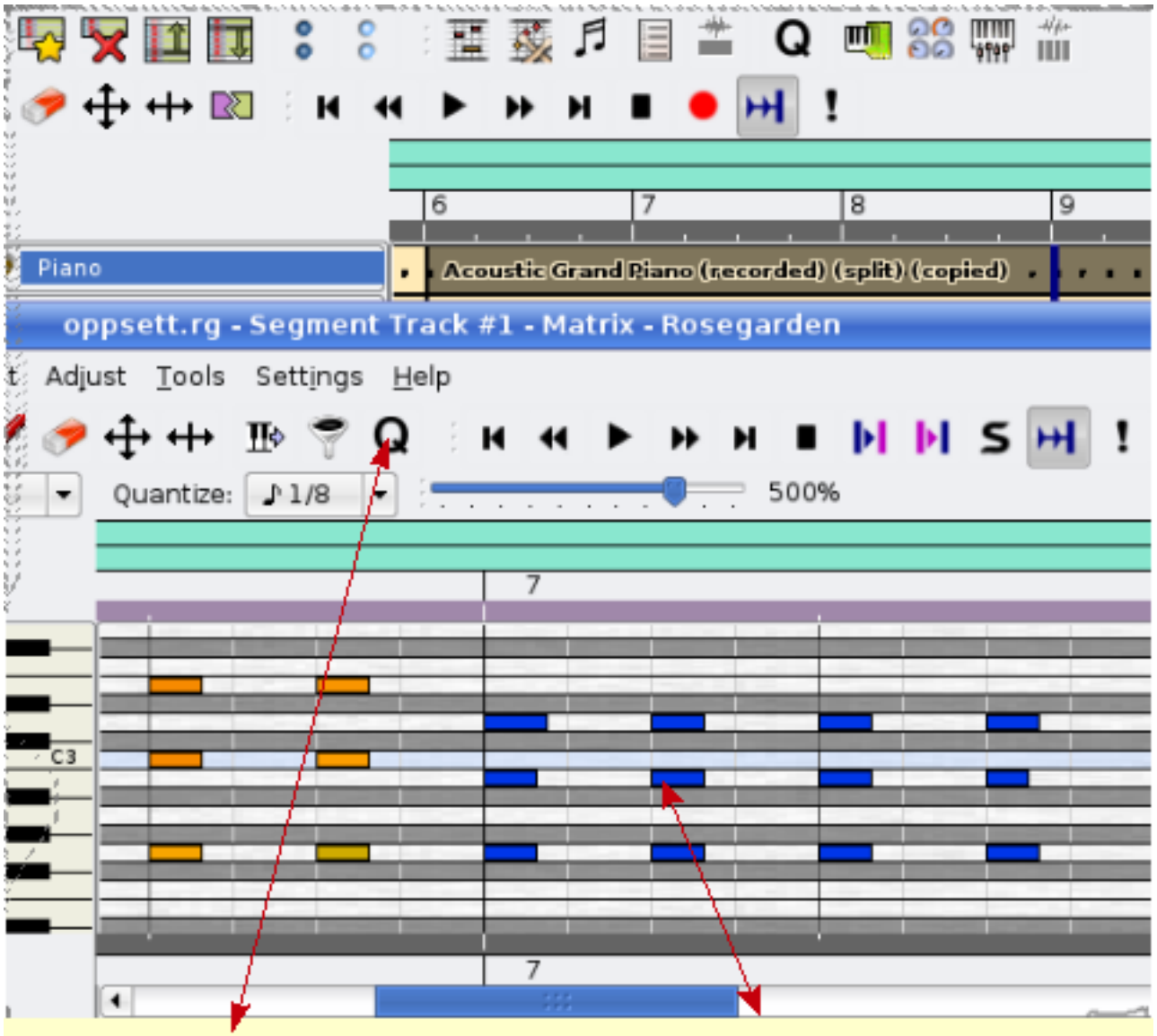

Document Properties - Rosegarden
About
Audio
Color
About
Headers
Statistics
Segment Summary
Printable headers
Untitled
blank
The composition comes here.
Unknown
OK
Apply
Cancel
Choose About
on meny:
--> Compositions -------->
Edit Document Properties

4.8 How to use Score editor to set controllers



5 how to change, edit, improve a recorded midi segment

When you have play some part in the segment, will there always be something you want to correct up. So instead of play everything from start again, you have many possibility to change and edit everything to the better. First I'm gonna introduce you to the use of the Matrix Editor.

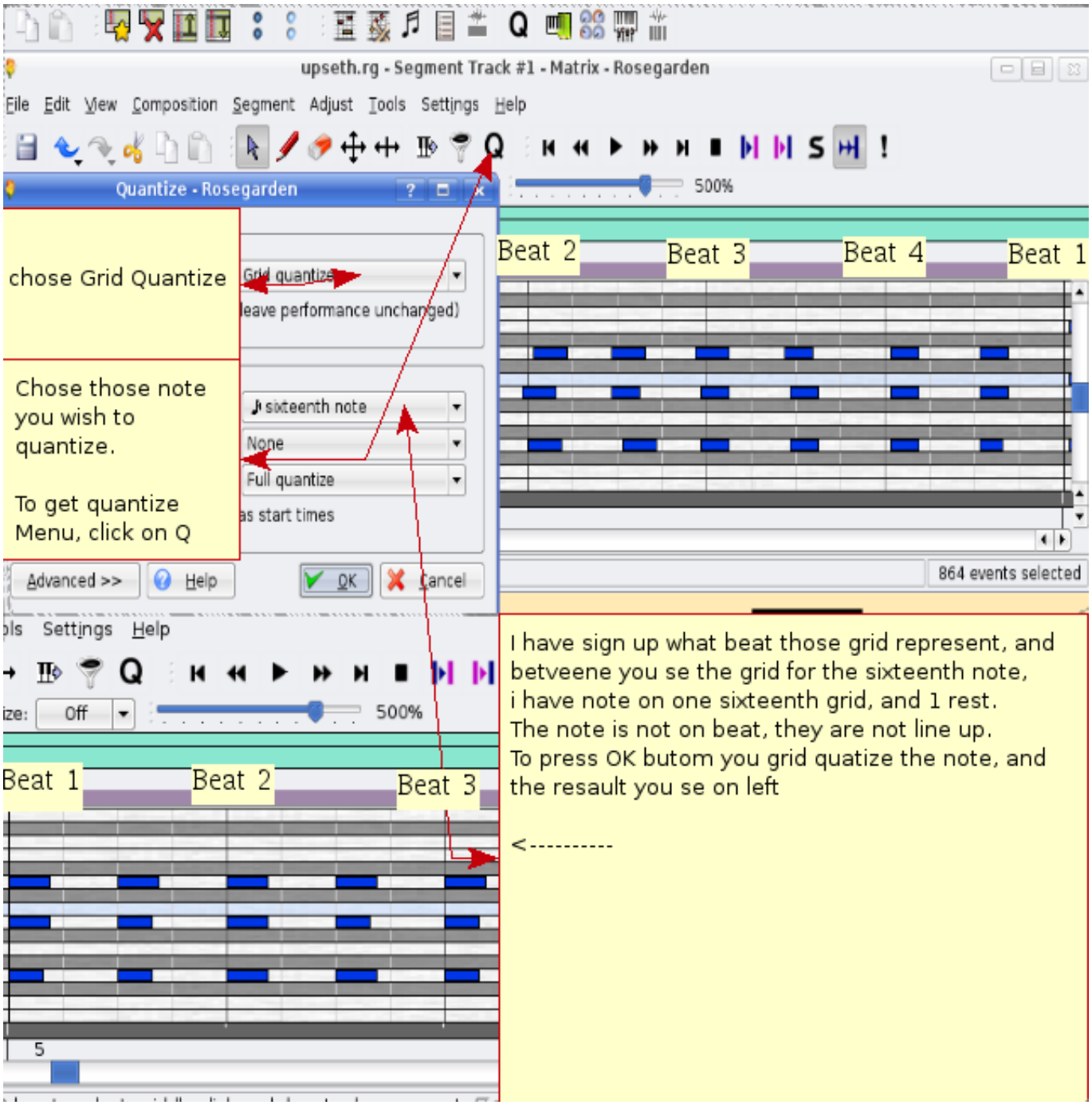


As you can se, those 12 blue marked segment, can be chosed buy hold down your left mouse buttom, and drag it over thos note you wish to change, And with help of the <--|--> buttom you can change lenght on the note manually. But with the Q buttom (quantize) functions you can save your self allot of work, i will show you some of the functions below.

6 Quantize

6.1 Grid Quantize

This functions have several possibility, after a played segment you sometime miss the beat, here is where the Grid Quantize comes in the picture. It's usefully to get note right on the beat automatically.



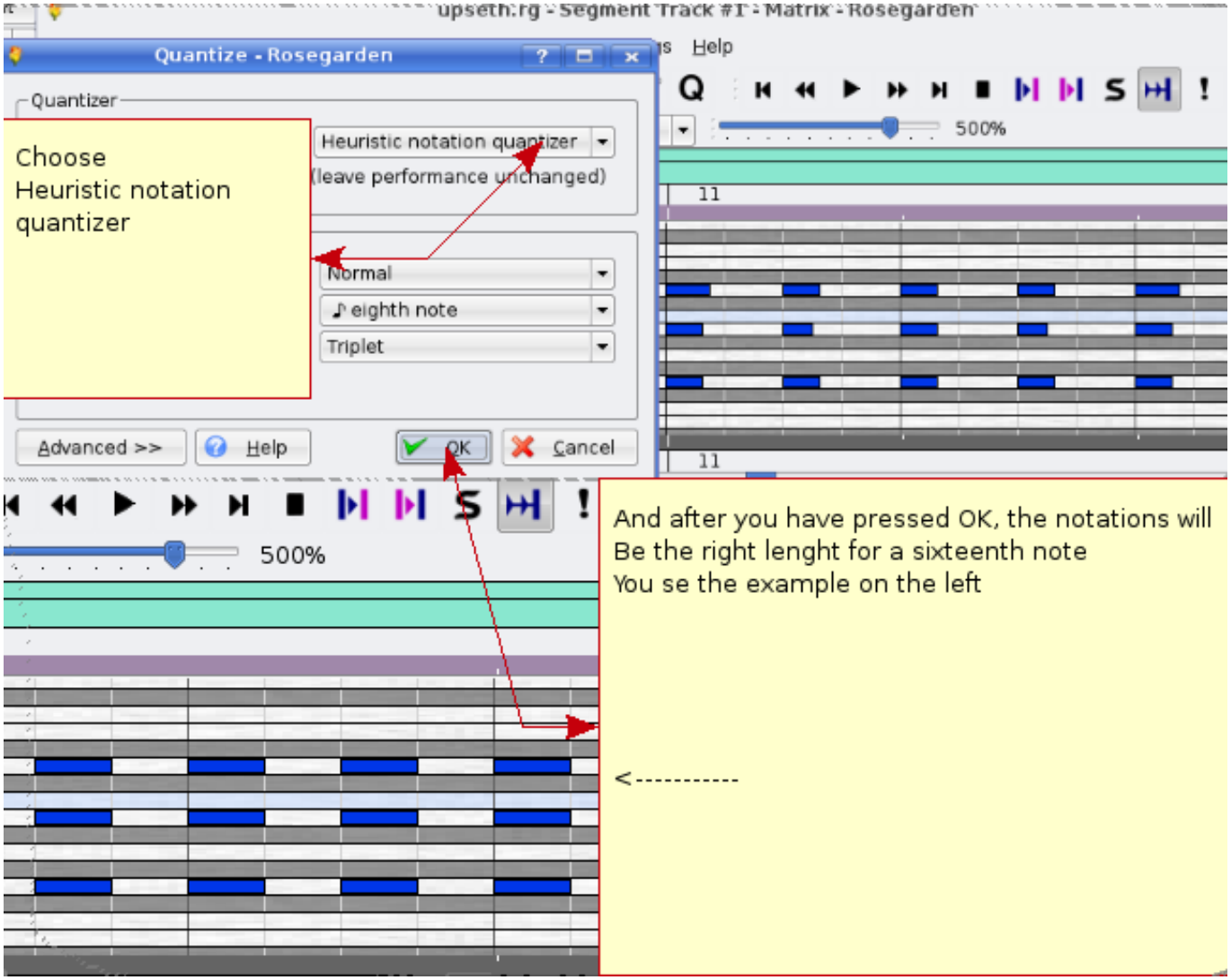
To use this the right way, can save you from a lot of work. You have to try out different way, there are always the possibility to undo the quantize if not goes as intended. So there is only just to try again with a different setting on the base grid unit. You have to try out different setting, and you will find one that fits you needs best. There are many possibility.

6.2 Legato Quantizer

with this you with one keystroke change a staccato played part to legato.
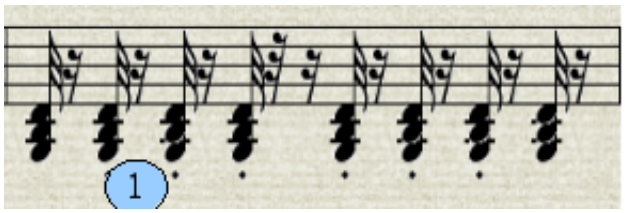
6.3 Heuristic notation quantizer
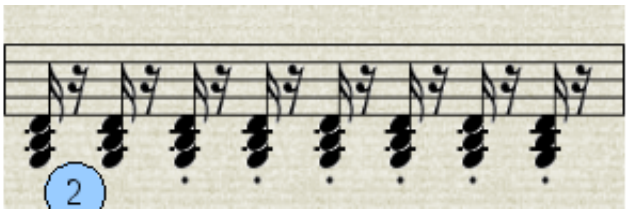
and other Quantizer that you will find usefully are heuristic notation quantizer. This help you to make your played note to the right length. This is mostly used to fixing up on the notations preview. And make the note more easy to read for the musician.



As you can see have this method, changed the length on the note to right length for and 16 note, and that should be played staccato. And that will changed notations to the better in the Score Editor.

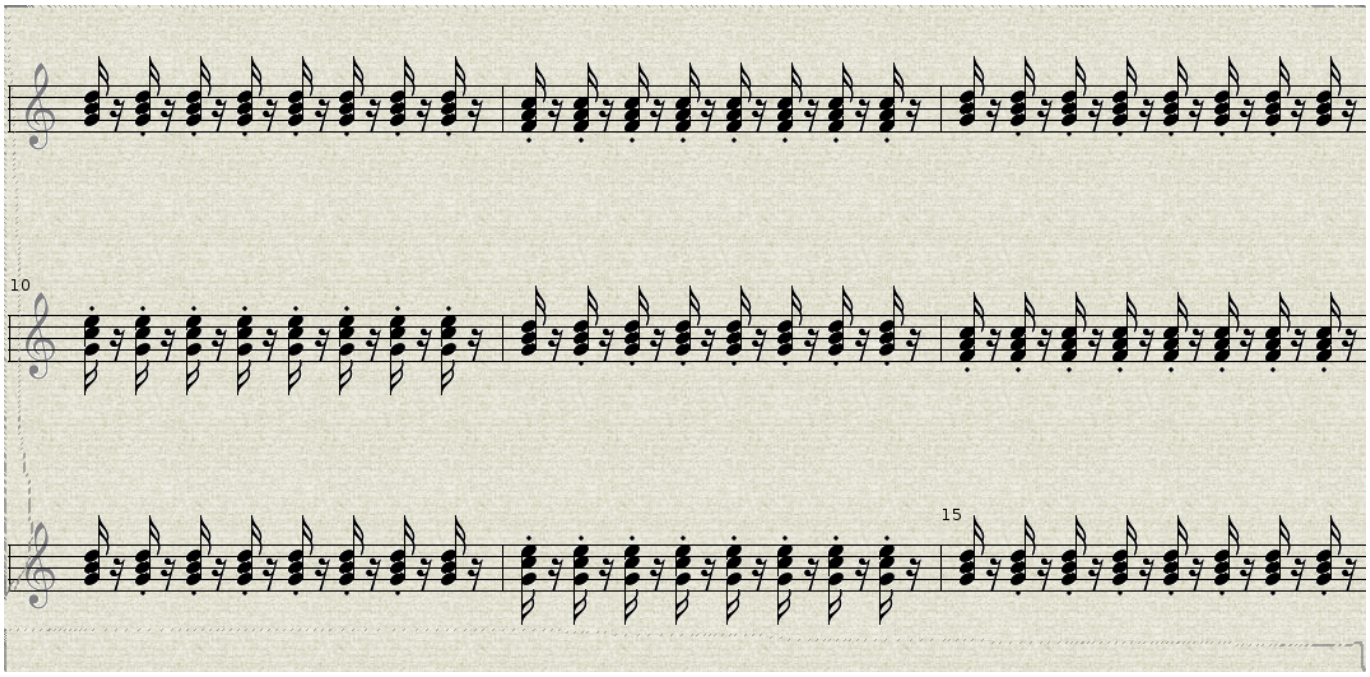
Number 1 show you how the notations was before Quantize, and number 2 is after. Number 2 are more easy for the musician to read then number 1. And at the same time is number 1 more confusing with 32 quanted notes, and some different rest note. Number 2 is more clean, and will at mostly be played the way I intended it to be played. There is one thing that it's sound great on midi, but if you want public your notations to orchestra, band, you have to take you time and clean up your notes. That was and short introductions to use of Matrix edit.



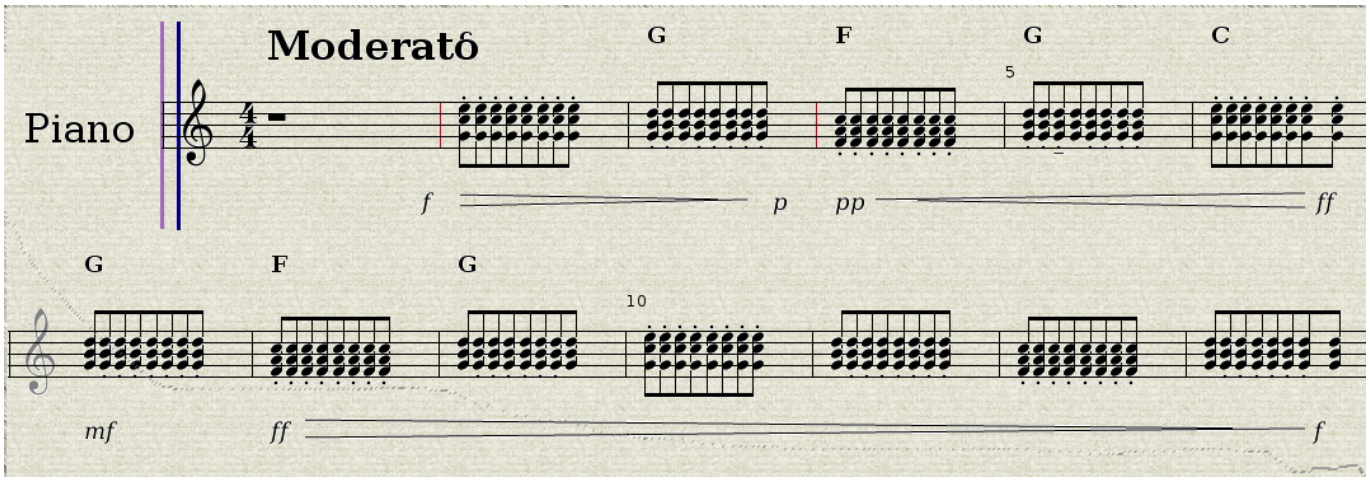


7 Note edit

Note edit are a powerful edit tool to make you notations ready for pianist, orchestra, band, you have the tool to make different marks thats tell the musician what he should do, how fast, how hard, how soft, tempo changes and more. I gonna introduce you to some of the features with the note edit. The fist picture is before:



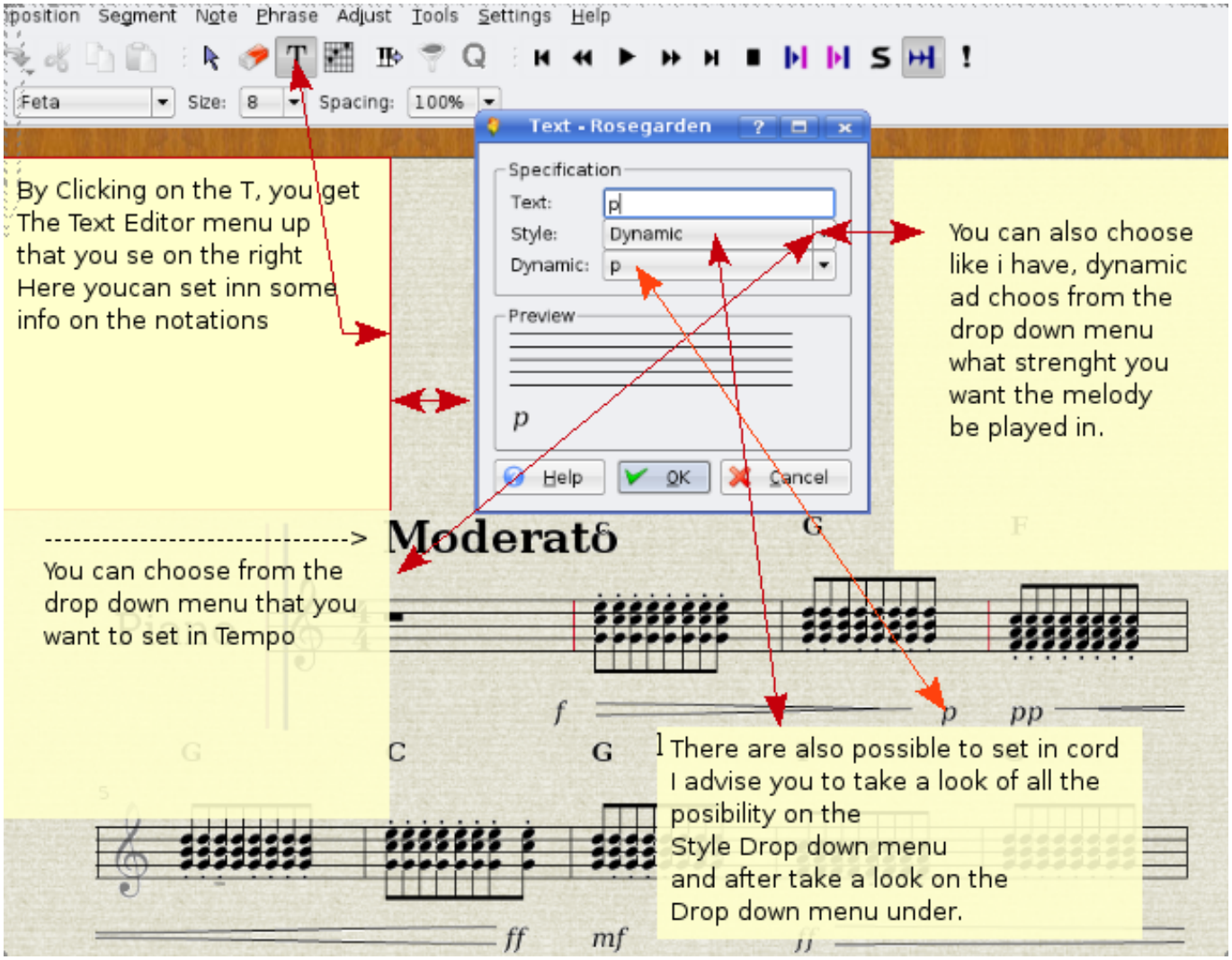
you see a clean notations, there is noting that tells what you want how the notes should be played. After I have worked with the notations, here is the result:



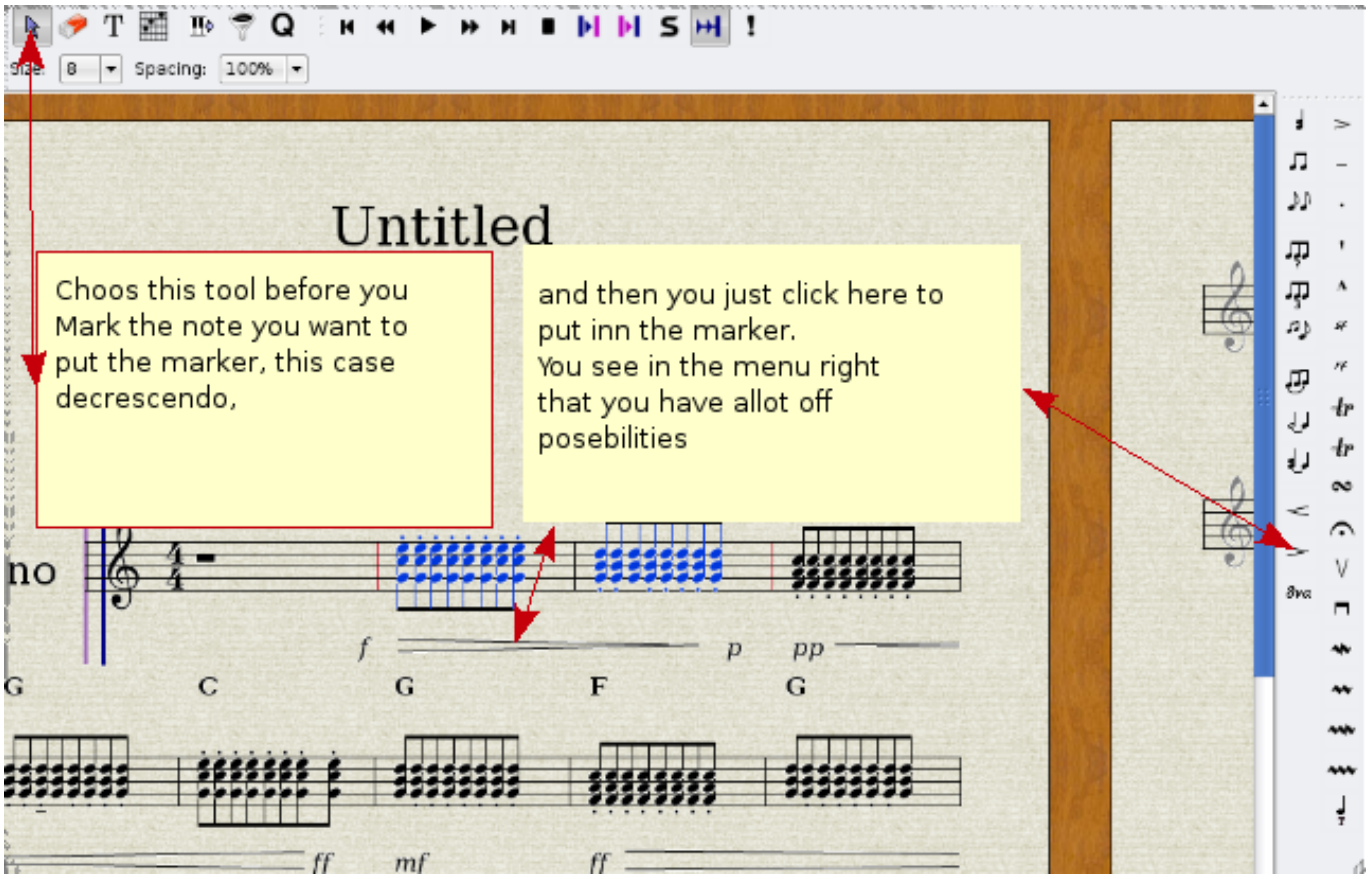
Now I have got what speed, hardiness the notations should be played with. At the same time I have change the note to bind together, I also change the note length in the matrix editor to eight-note, so it would be easier for the pianist to read,

but the piece will still actually be played as I want it to with a better success, and the notations take less space. Let us see closer how I got this marks in the notations.

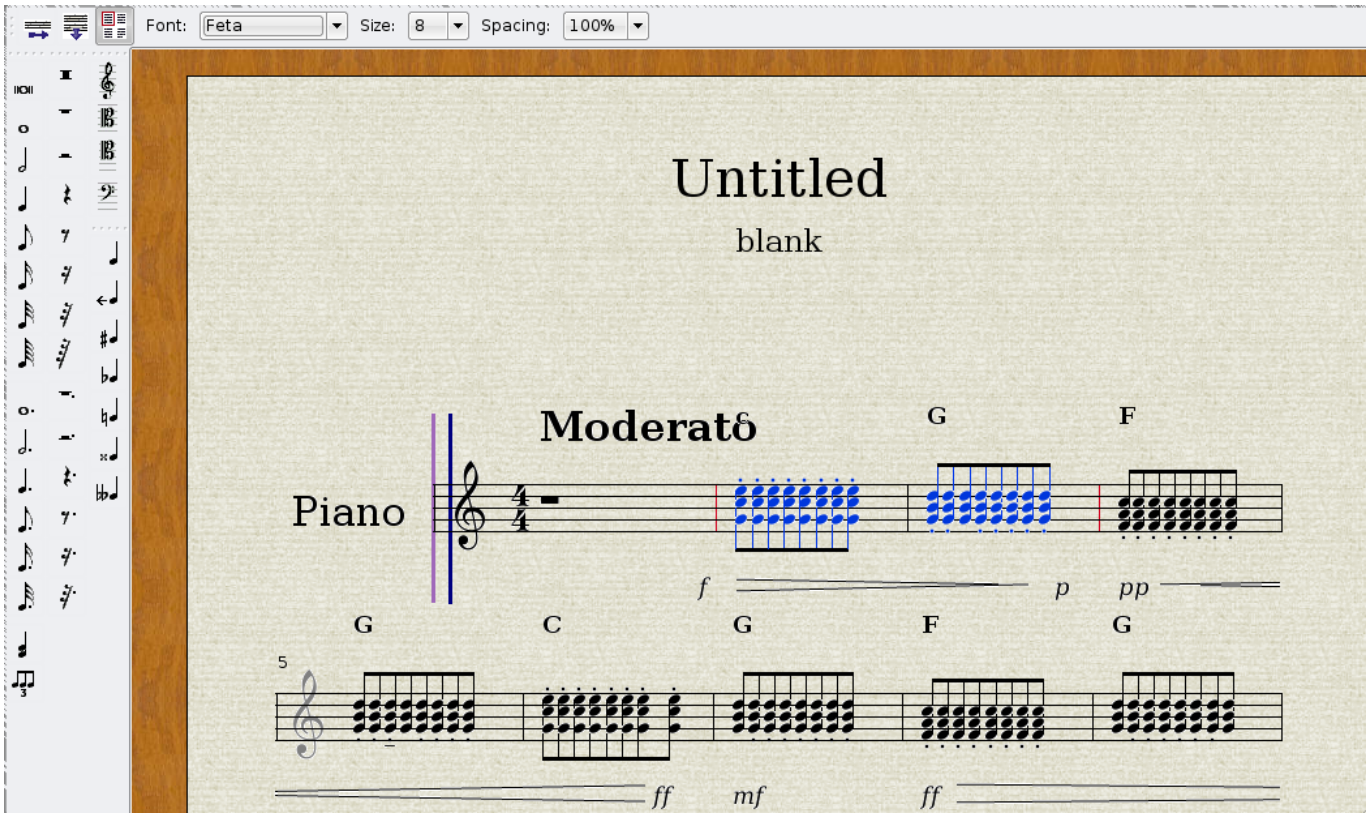
7.1 howto get specifications in the notations editor



This guide show you how to set in usefully informations to the musician how you compositions should be played, Tempo, volume and what accord. That only a part of this tool, there are still much more. The picture show you how to make the note bind together, and how to put a crescendo, decrescendo on the notations.



If you look at the right menu, there are many possibility to improve the informations on the notations, the only thing you have to remember is to mark those note this info should be apart of.

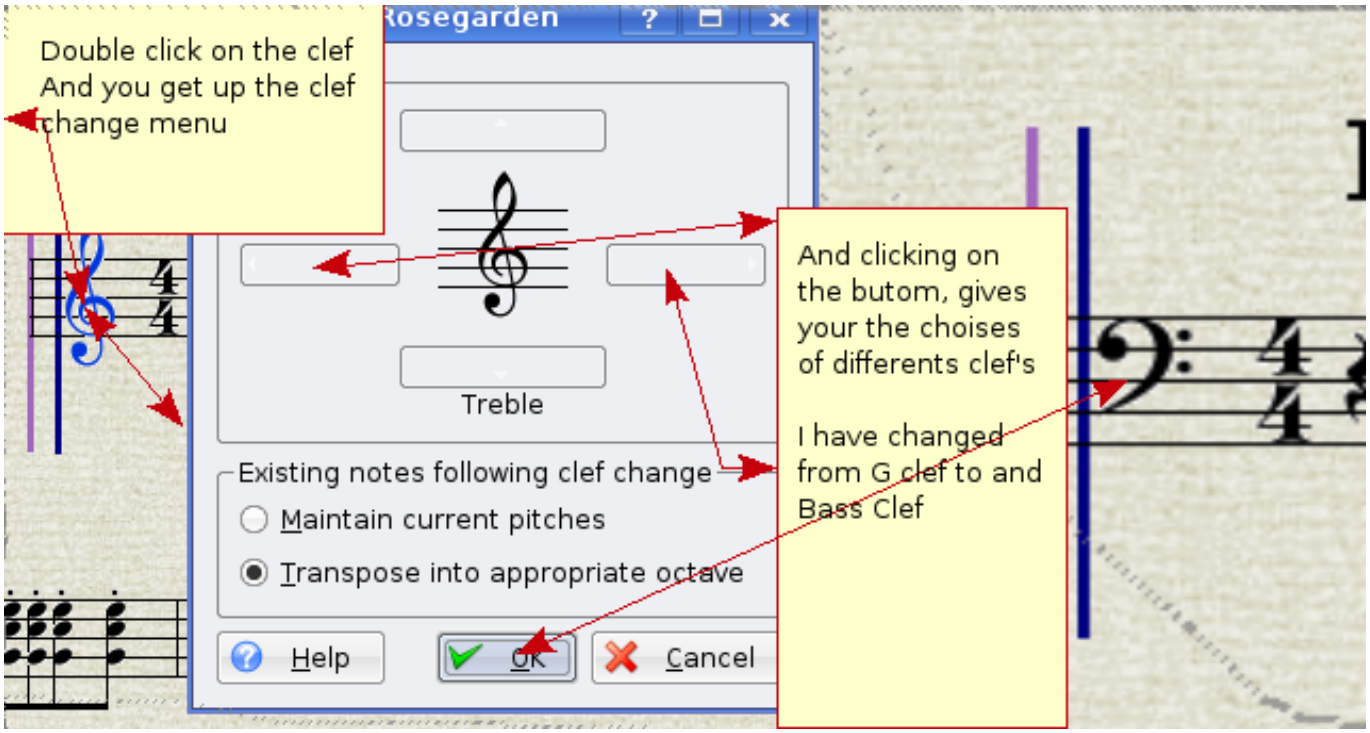


If you look on the left menu, you can put manually note, rest on you notations, you can also change the clef on the notations,

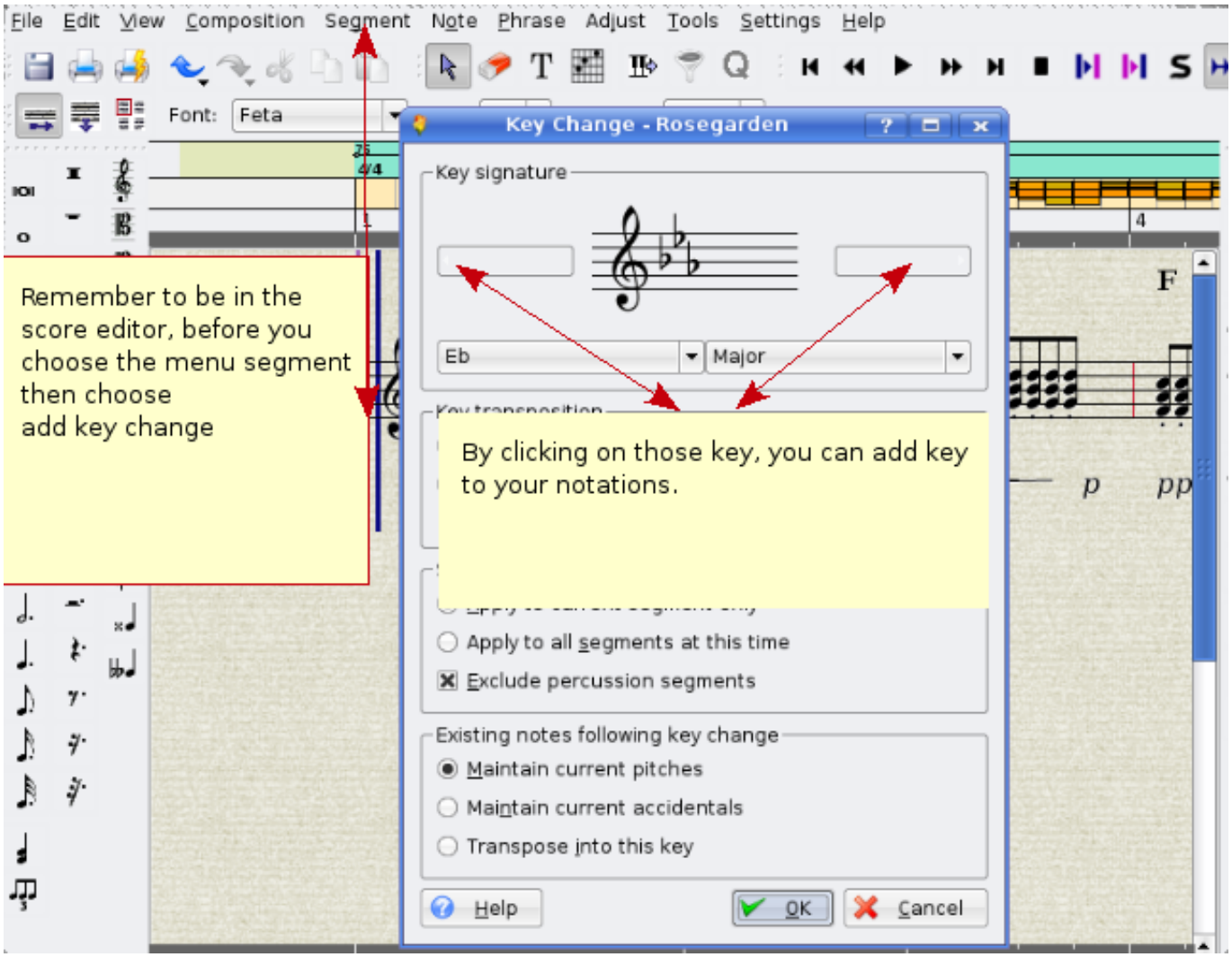
below you see how.

7.2 how to change clef

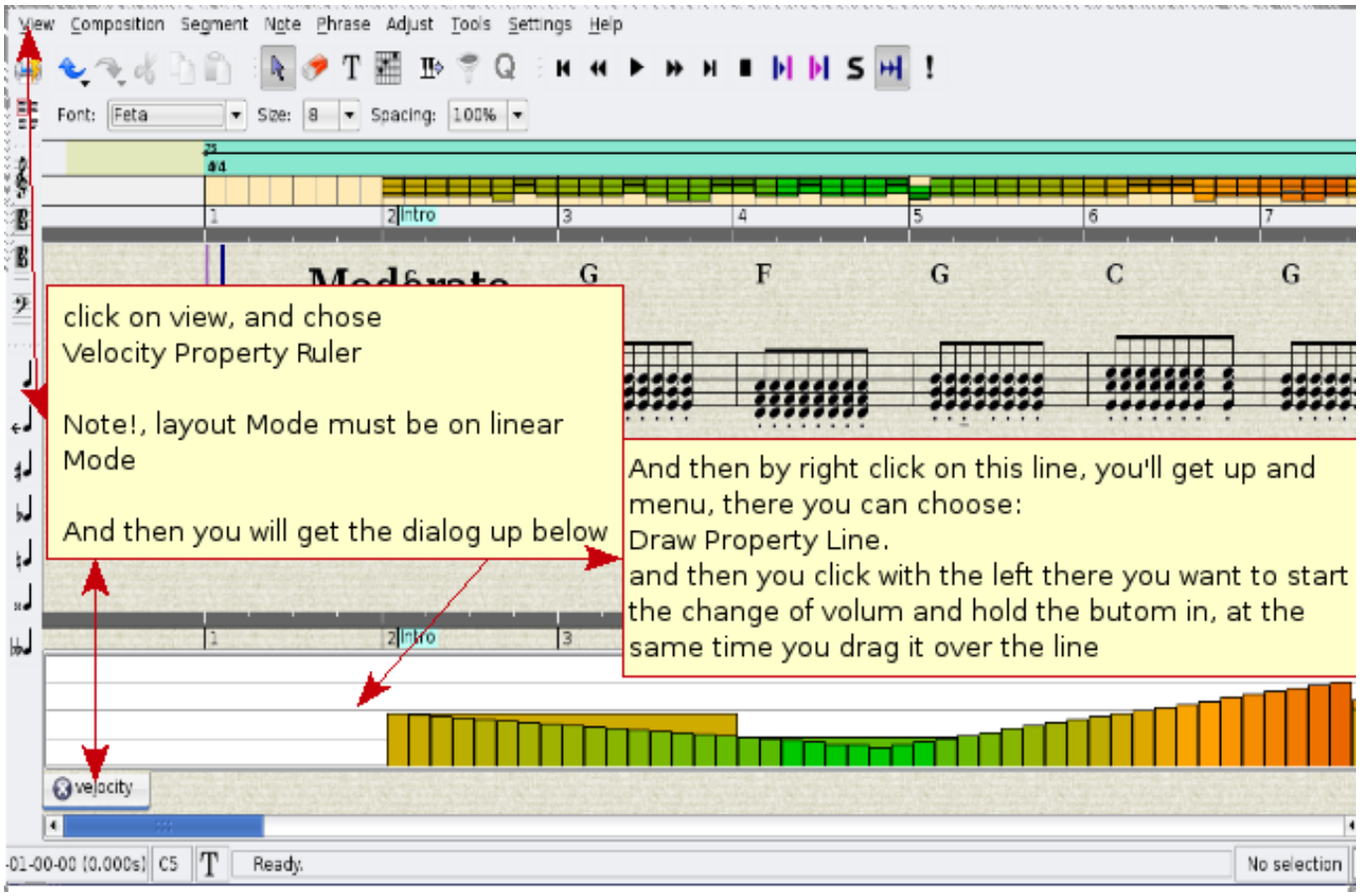
- Double click on the G clef, and a menu will pop up.



7.3 How to change key



7.4 how to change note volume on a recorded segment.



7.5 How to make the note play after your inserted marks in score editor

Take in use the Interpret functions

7.5.1 Interpret functions in the score editor

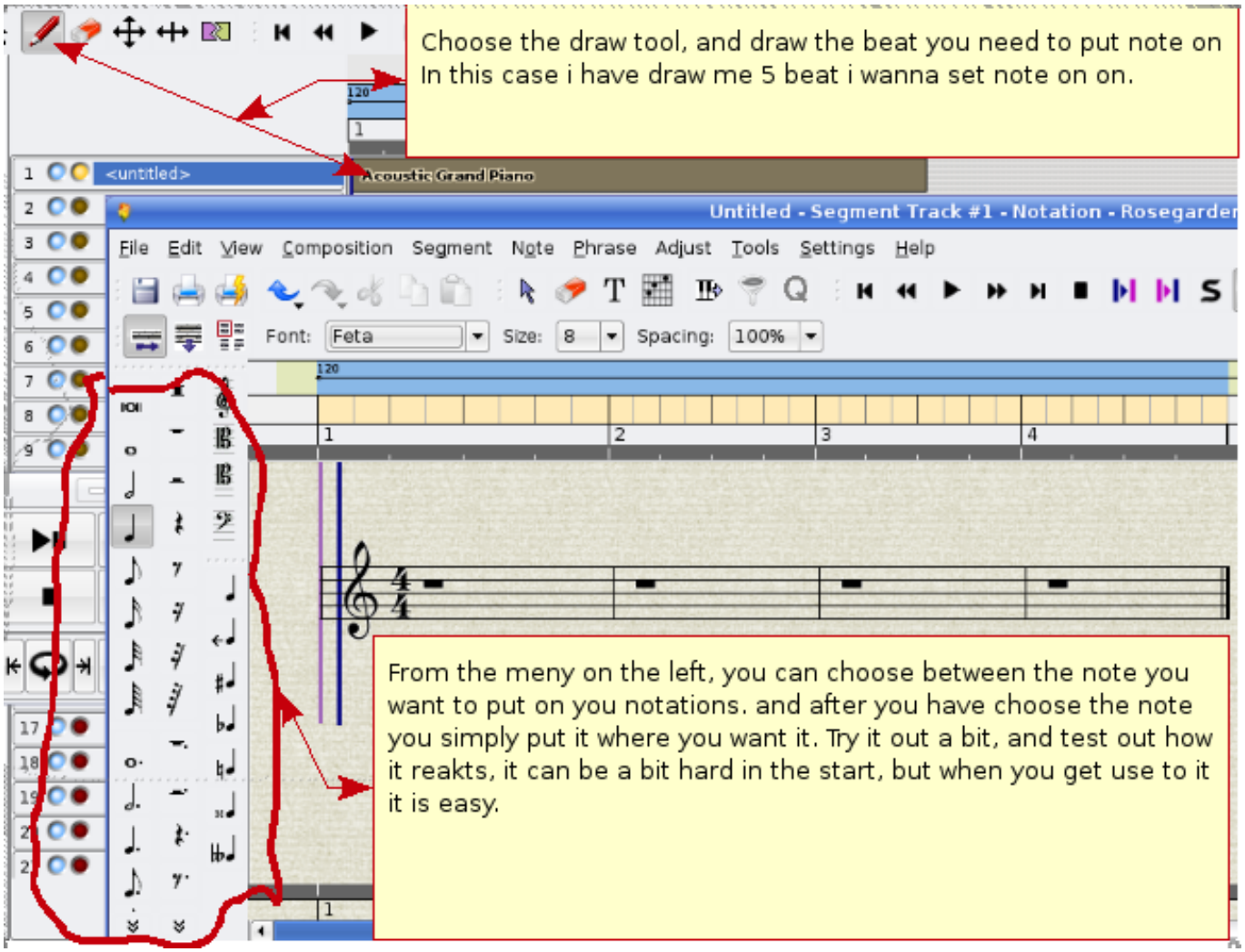
when you play on the synth/keyboard, specially when you want to play in a low volume (piano) this are not always easy, have the same note hardiness on your accord, or you just want the music to play piano where it is piano, and forte where there is forte. You can put in those mark on the notations, and when you are finish with put in all the marks on your notations, and by right click in the score editor, and choose the "interpret" rosegarden will change the velocities, and notations play after the marks you have put on your notations.

7.6 How to split segment for grand staff

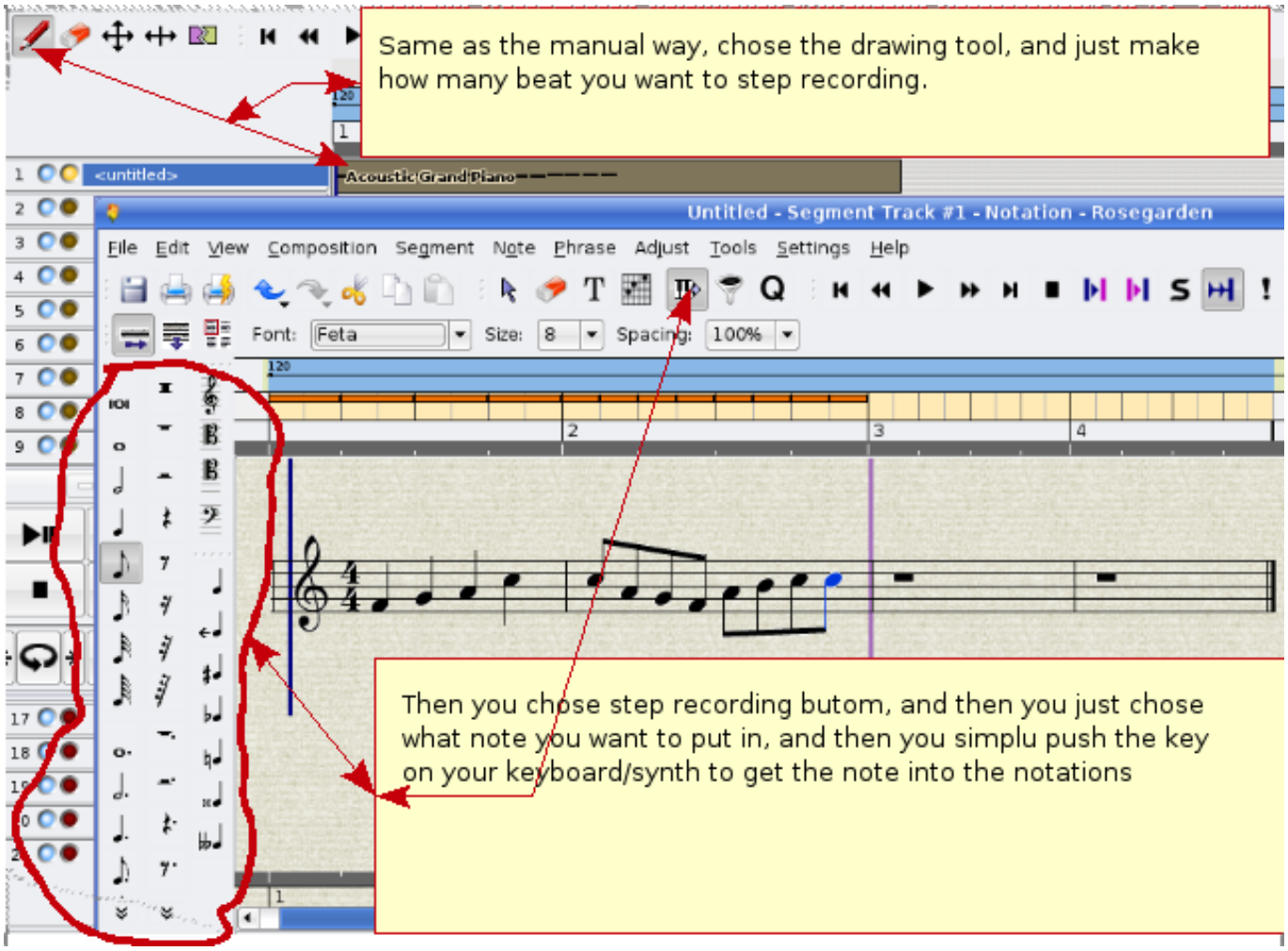
It is not possible yet, to display a piano segment in a dual system (grand staff).

7.7 Setting notes manually, and step recording

There are 2 ways to put note in score editor, first way is the manually putting notes.

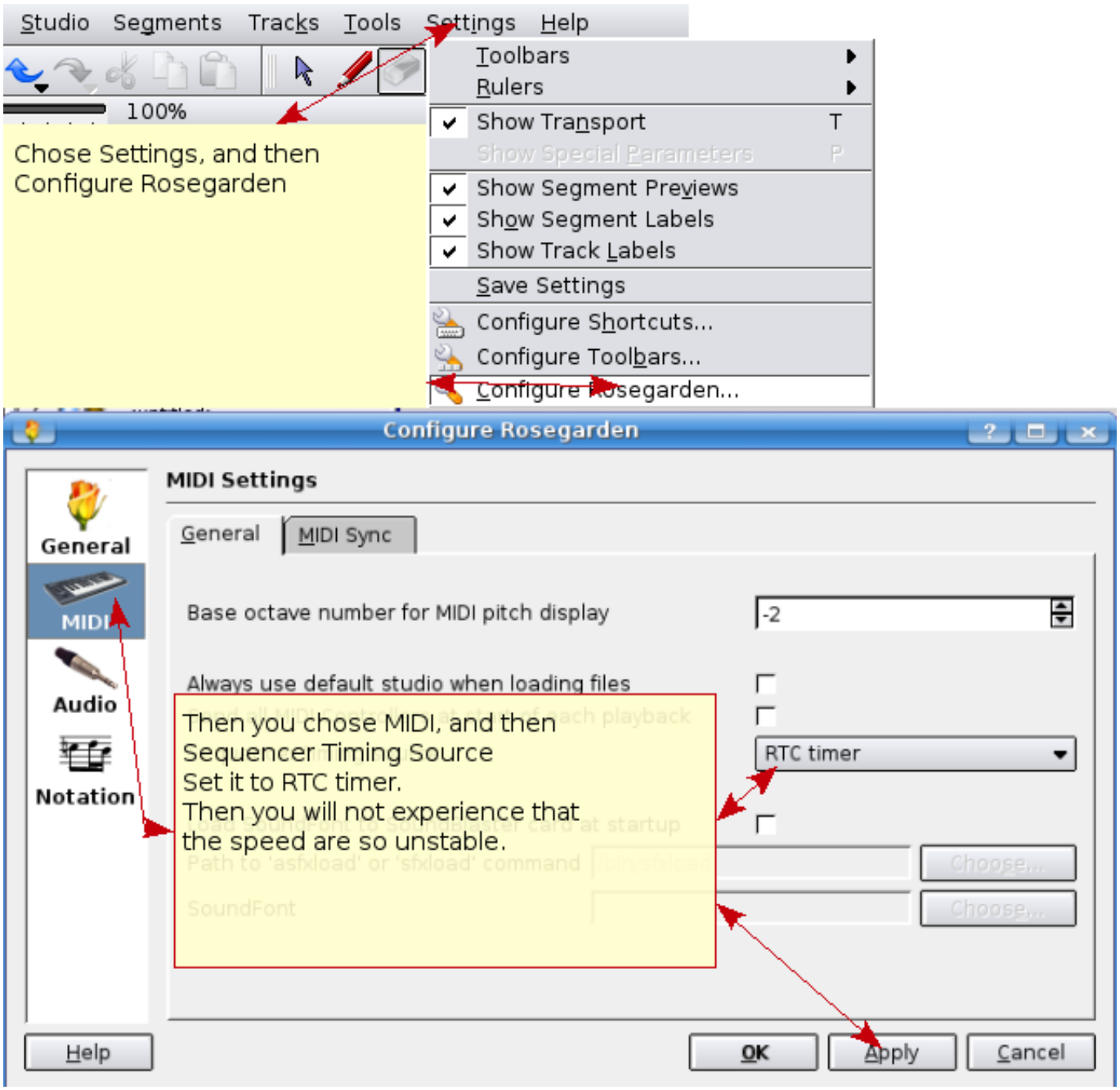


And you have the Step recording, that one is my favorite. And it could be a nice way for the student to learn what note and what key on the synth/keyboard the student have to push to get the note.



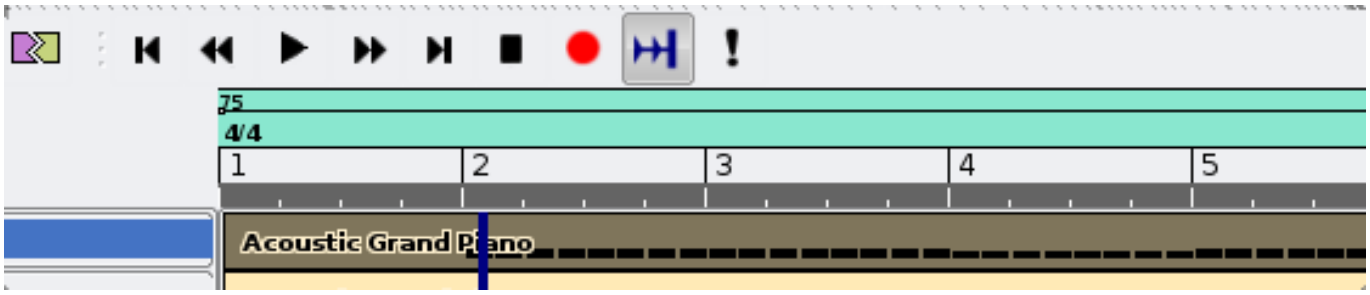
8 Rosegarden timer is unstable

If this is happening you could try to change the sequencer timer source.



9 how to change tempo in Rosegarden

That can be done several ways, I'm gonna show you the one I think is the best to use. if you right click on the line you see right under 120, the menu for tempo change will pop up.

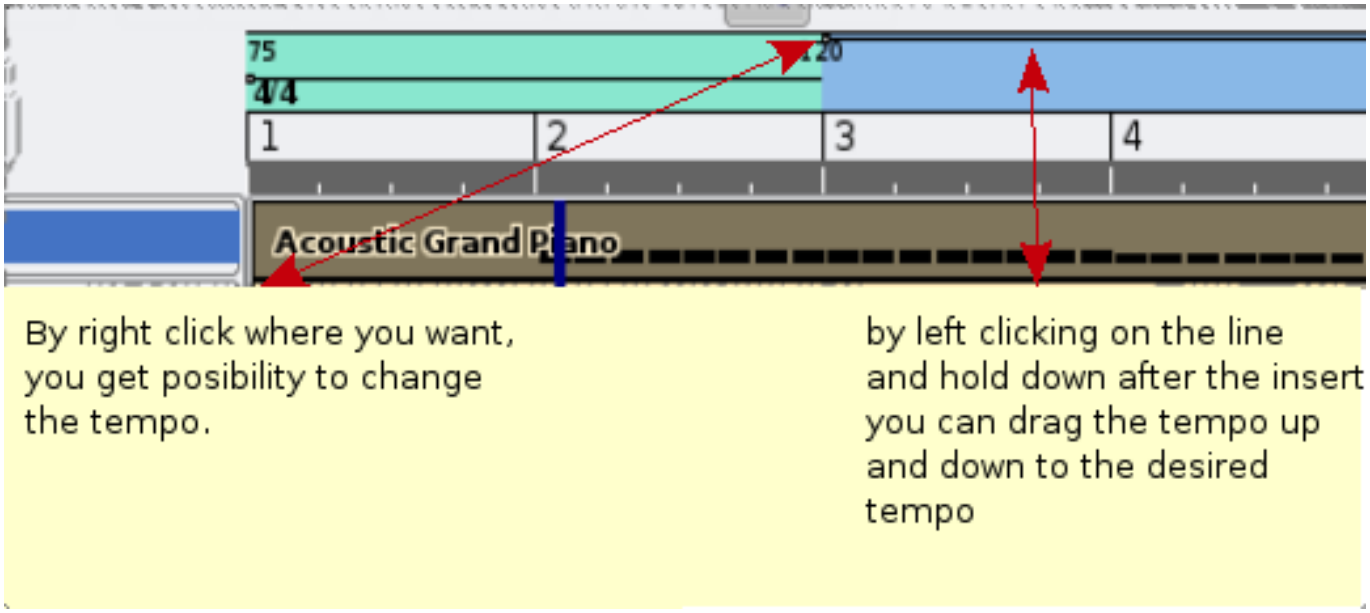


The menu is as follows:

1. Insert Tempo Change
2. Insert Tempo Change at Playback Position
3. Delete Tempo Change
4. Ramp Tempo to Next Tempo
5. Un-ramp Tempo
6. Edit Tempo
7. Edit Time Signature...
8. Open Tempo And Time Signature Editor

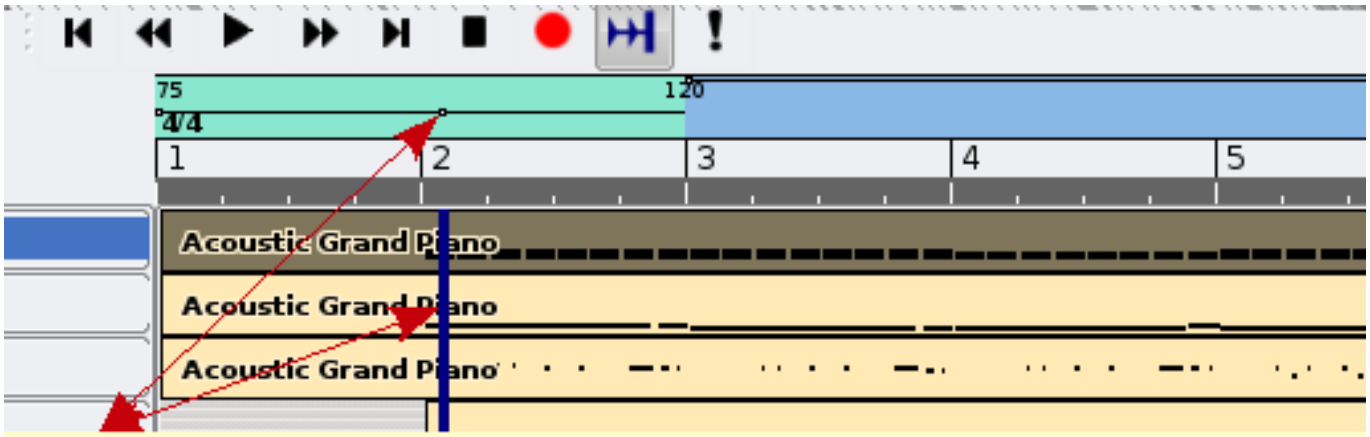
9.1 Insert Tempo Change

If you right click on the line there you want the tempo change, let's say with number 3, and then chose 'Insert Tempo Change' a dot with number 3 will shown up. And then left click and hold down after number 3, you can easy change tempo only by drag up and down.



9.2 Insert Tempo Change at Playback Position

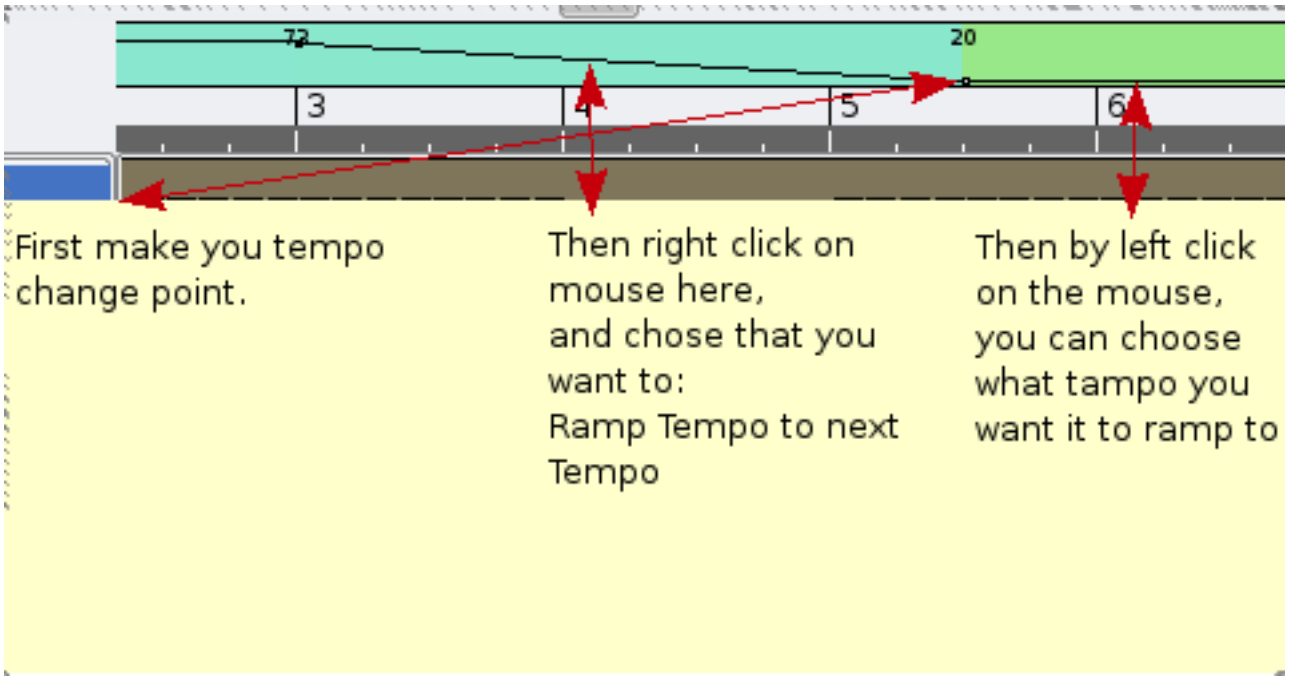
This simply make a tempo change there you are positions on the song.



By this choise Insert tempo change at playback position you get the marker for tempochange just where the song has been stop.

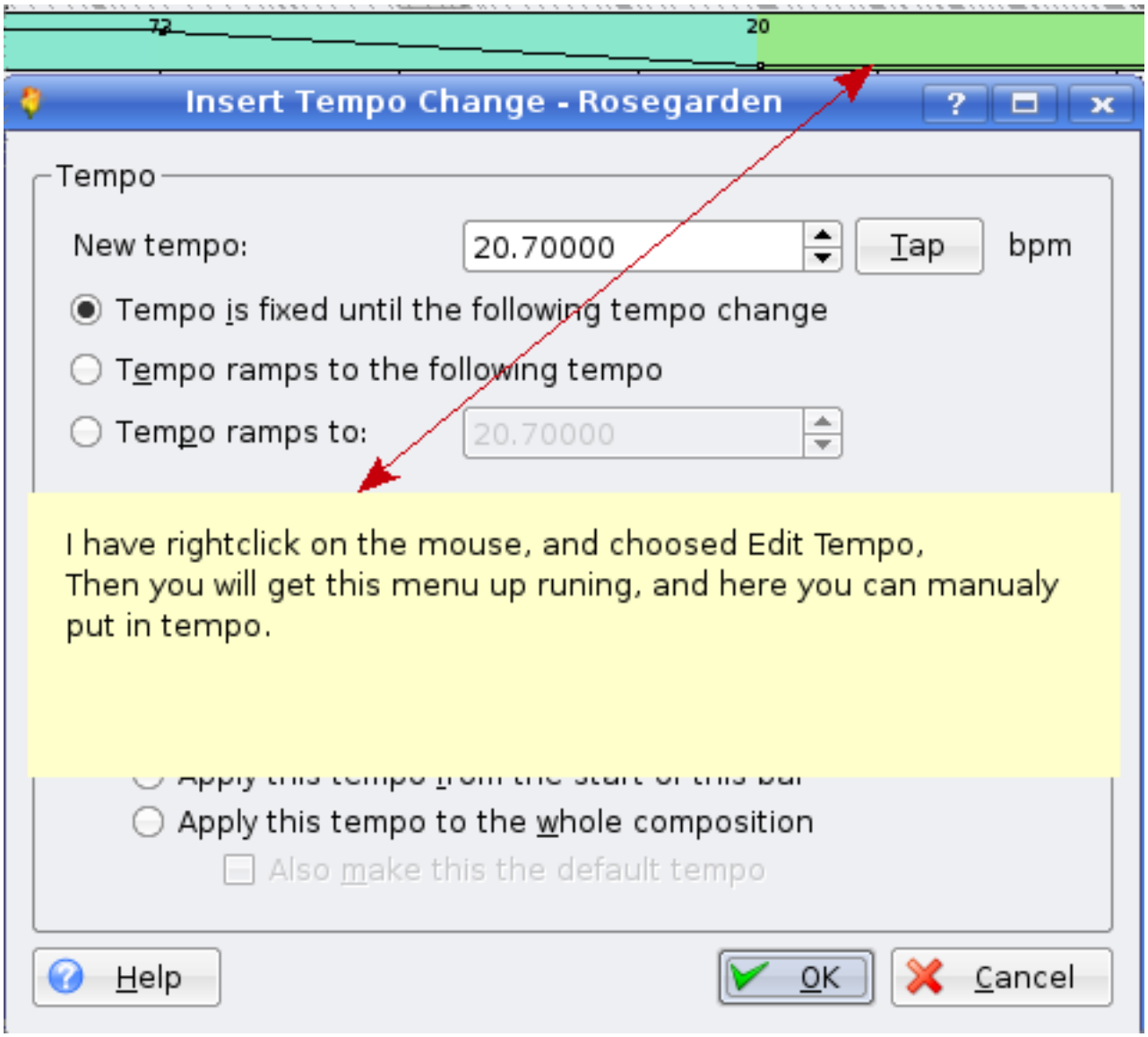
9.3 Ramp Tempo to Next Tempo

this is nice to use if you want a gradient tempo change, or reduce.



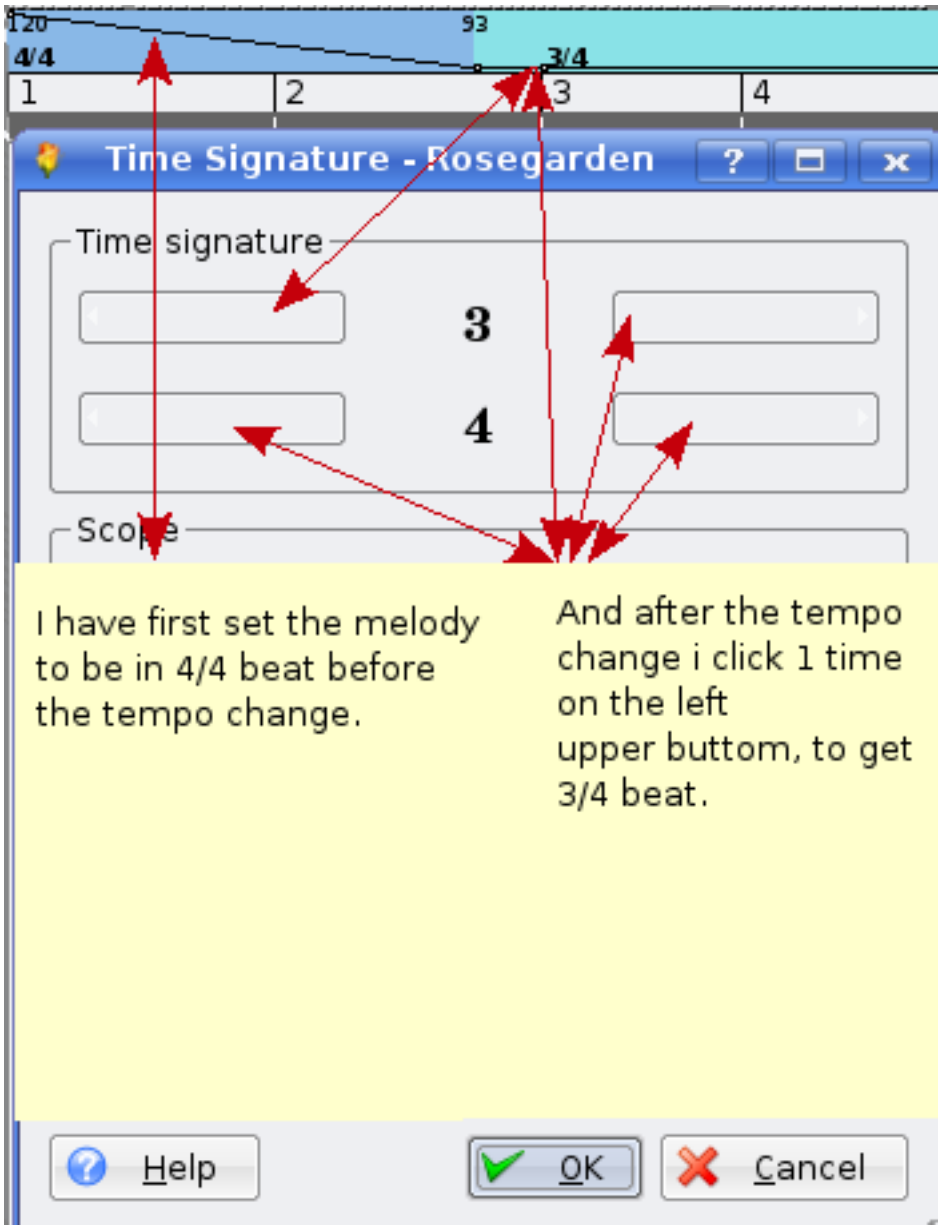
9.4 Edit Tempo

here you simply manually can type in what tempo you want, this is the best to use if you are after a special tempo, the drag functions are good to, but not so precise.

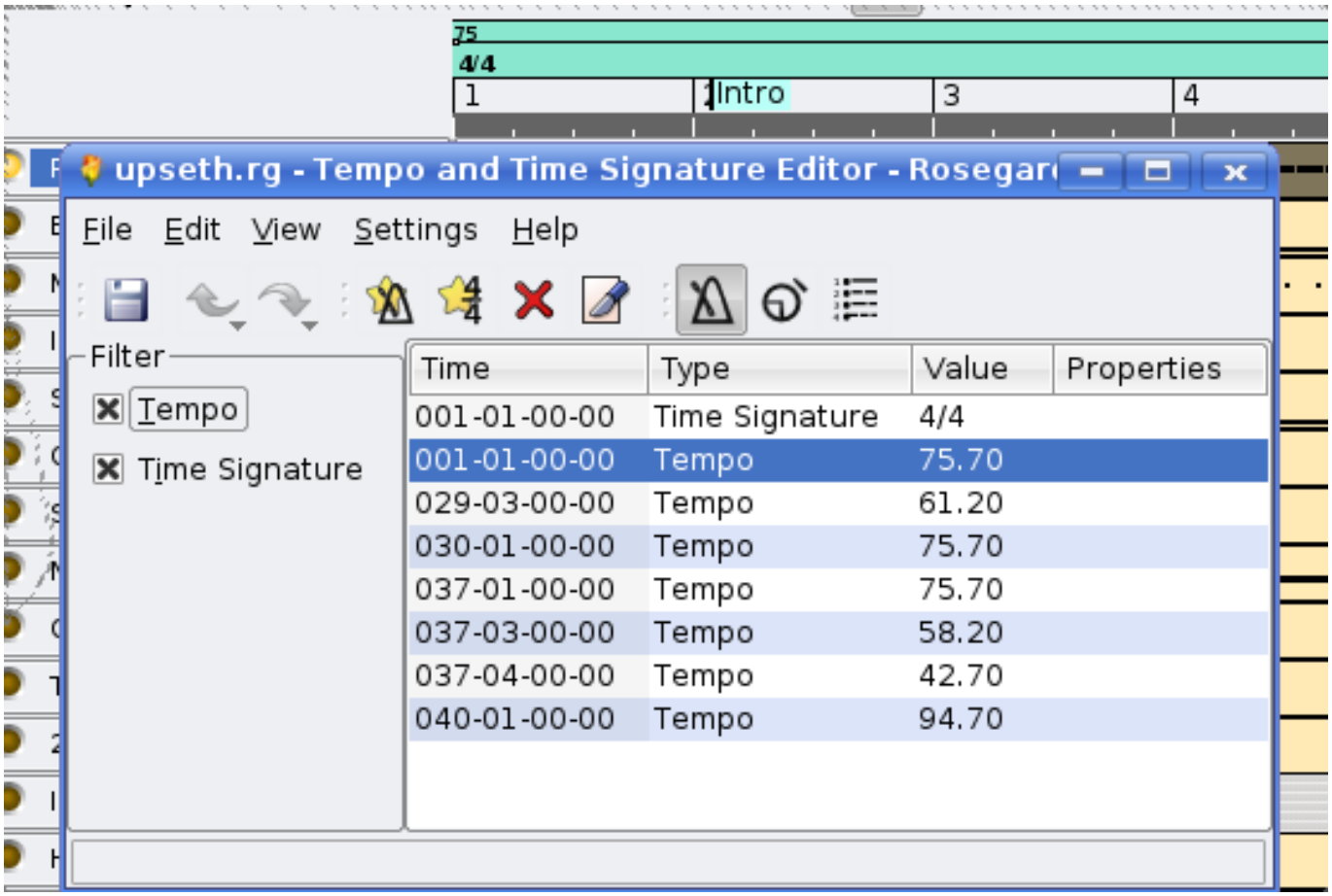


9.5 Edit Time Signature

this give you the possibility to change the beat on you melody, on my example, I have started up the song with 4/4 beat, and after the tempo change I have changed the song to 3/4 beat (wals).

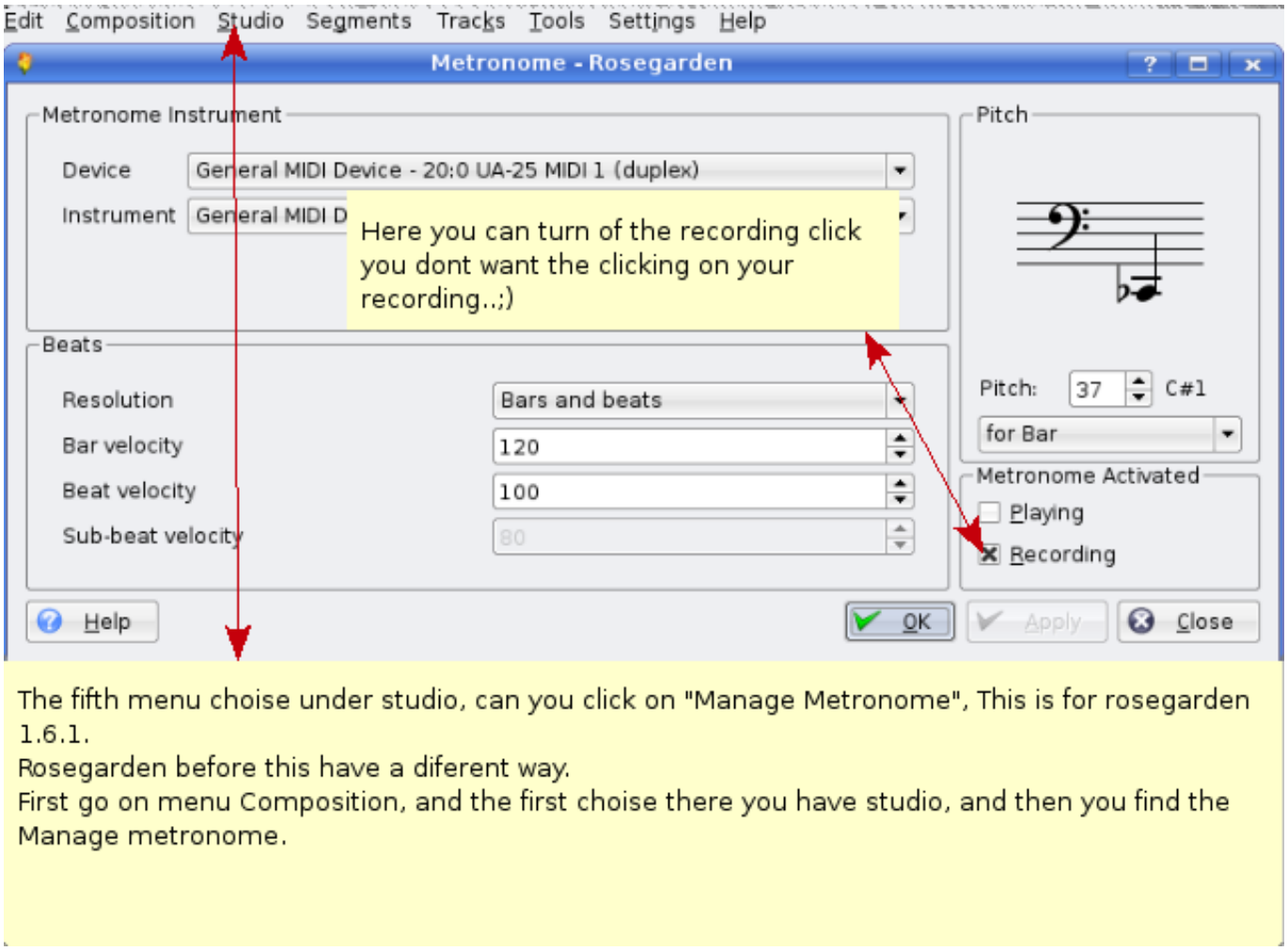

120
93
4/4
3/4
1
2
3
4
Time Signature - Rosegarden
Time signature
3
4
Scope
I have first set the melody to be in 4/4 beat before the tempo change.
And after the tempo change i click 1 time on the left upper buttom, to get 3/4 beat.
Help
OK
Cancel

9.6 Open Tempo And Time Signature Editor



With this you manually can go into all you tempo change and beat change, and change to your liking

9.7 how to turn of metronome click



and the after you have done a successfully record of you midi song, you can add on some singing, real guitars, and so on, you have to be creative.:)

9.8 Music made with rosegarden

Here you have and example of music piece that have been made on rosegarden, I have got a friend of mine to play guitars.

arr/melody: Alf Tonny Bätz. Guitarist: Bjørn Nygård

Mp3 version

http://alfton.gfxi.no/files/upseth.mp3

Midi version

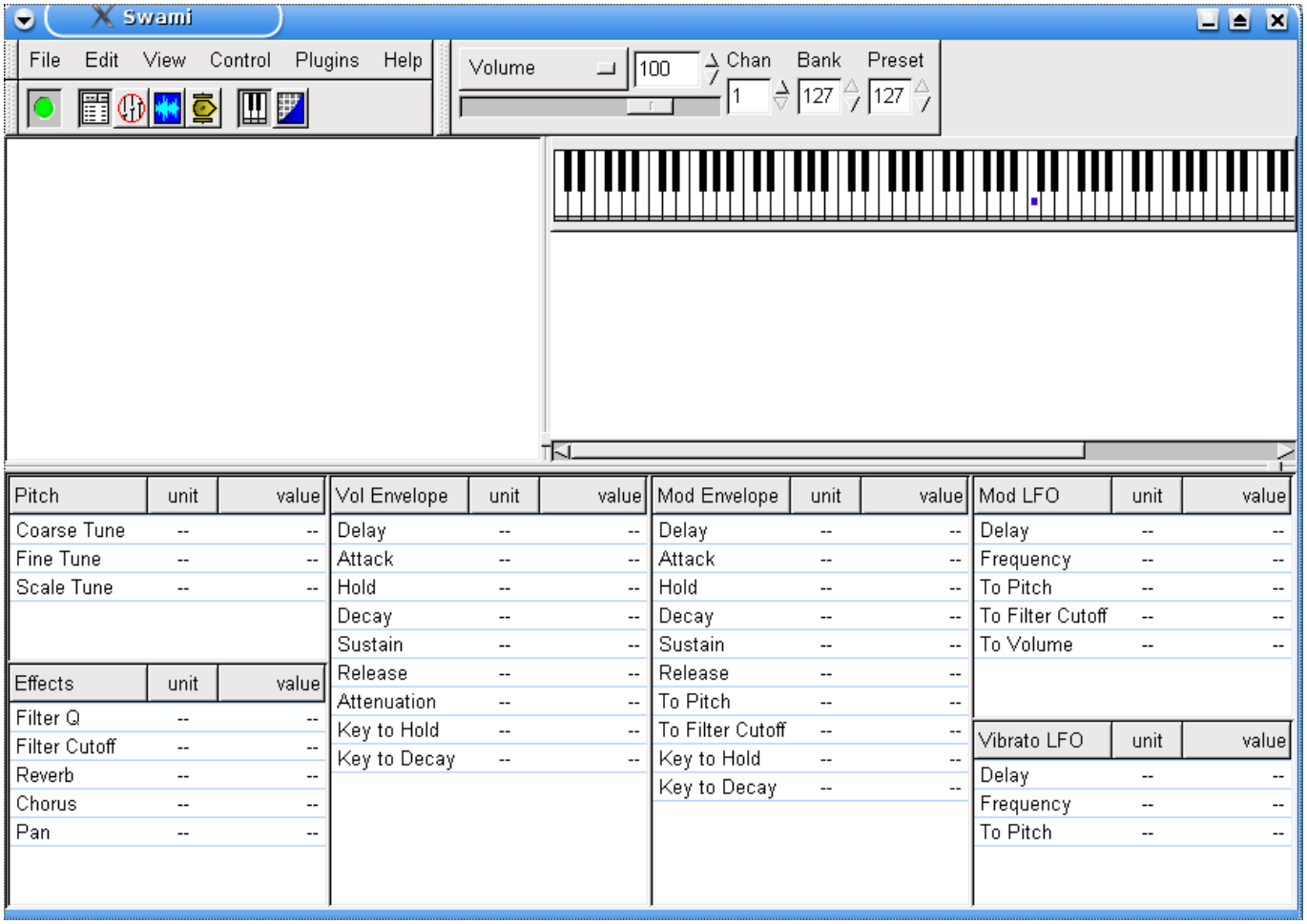
http://alfton.gfxi.no/files/upseth.mid

10 Sound creation for your music project

Challenge your self, or your students to go out in the nature, or in house. Just find a sound to make (real sax, oboe, and so on), and take this in use with rosegarden. to achieve this you can take in use Swami (`aptitude install swami`) there are something you have to be aware of, after you have installed swami, at this moment the swami do not add a menu entry

in multimedia, this I hope some day will be fixed, but until that day you have to start swami in console, or pres ALT + F2 and type swami.

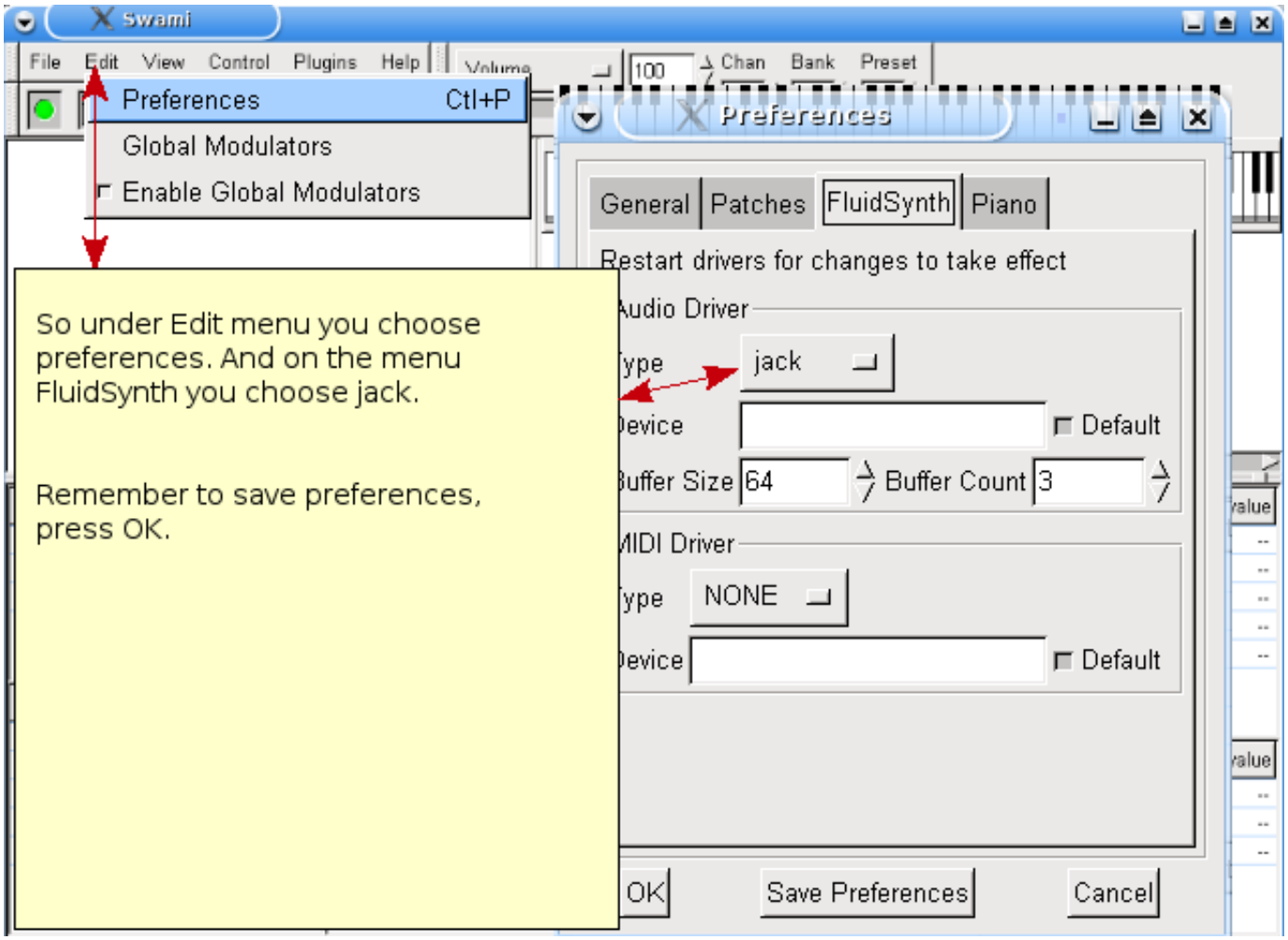
Swami have a nice GUI and looks like this:



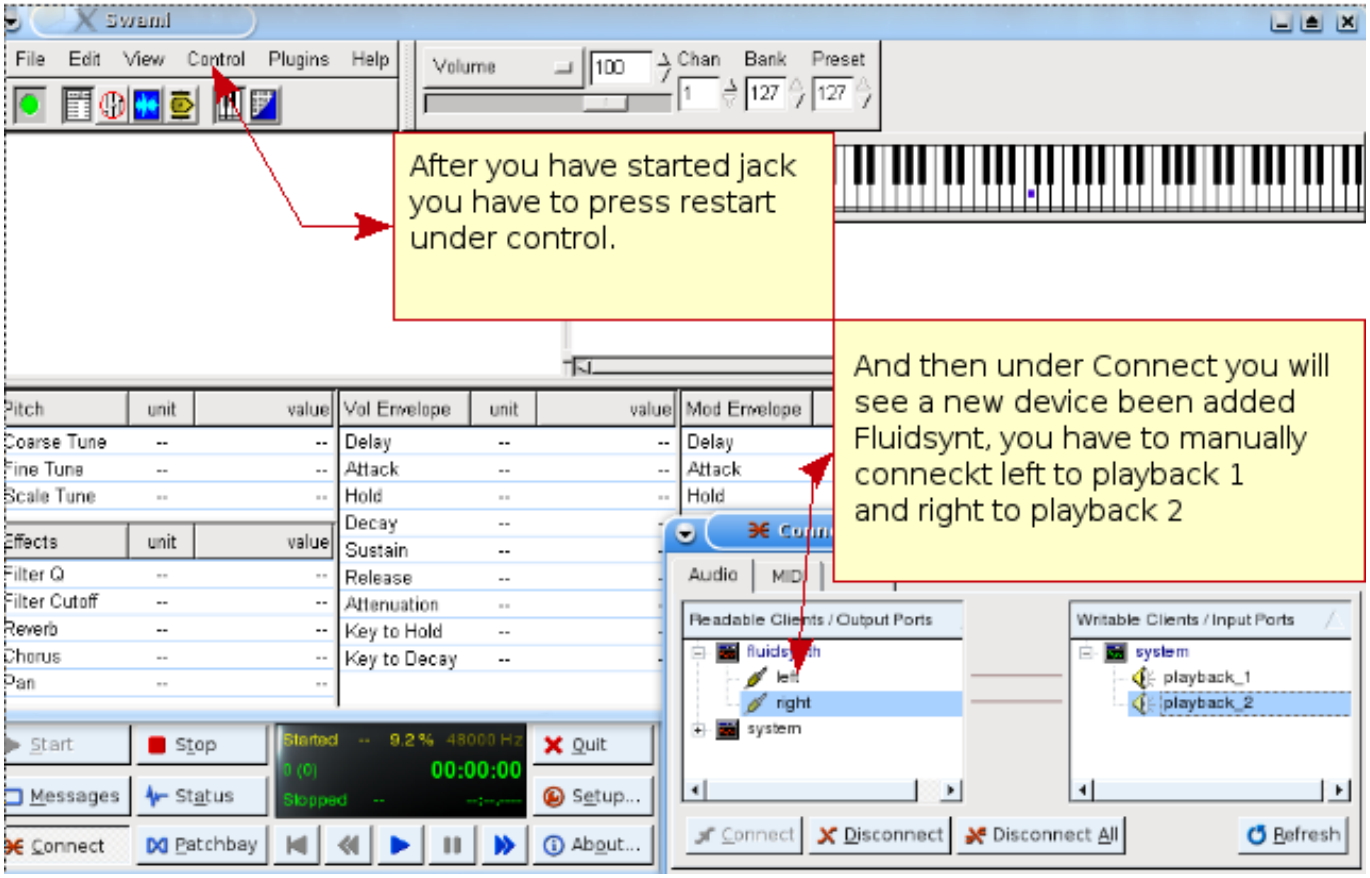
Swami at this moment are under devlopment, so the version you have to use is abit old, but it works. The swami projekt can you take a look at here: http://swami.resonance.org/trac

10.1 Configuring Swami to use Jack

To make this work at the same time you have audacity, rosegarden runing, you have to configure swami to use jack as a sound connector:



After that you have to start jackd you have to manualy connect FluidSynth so you can hear what been played.



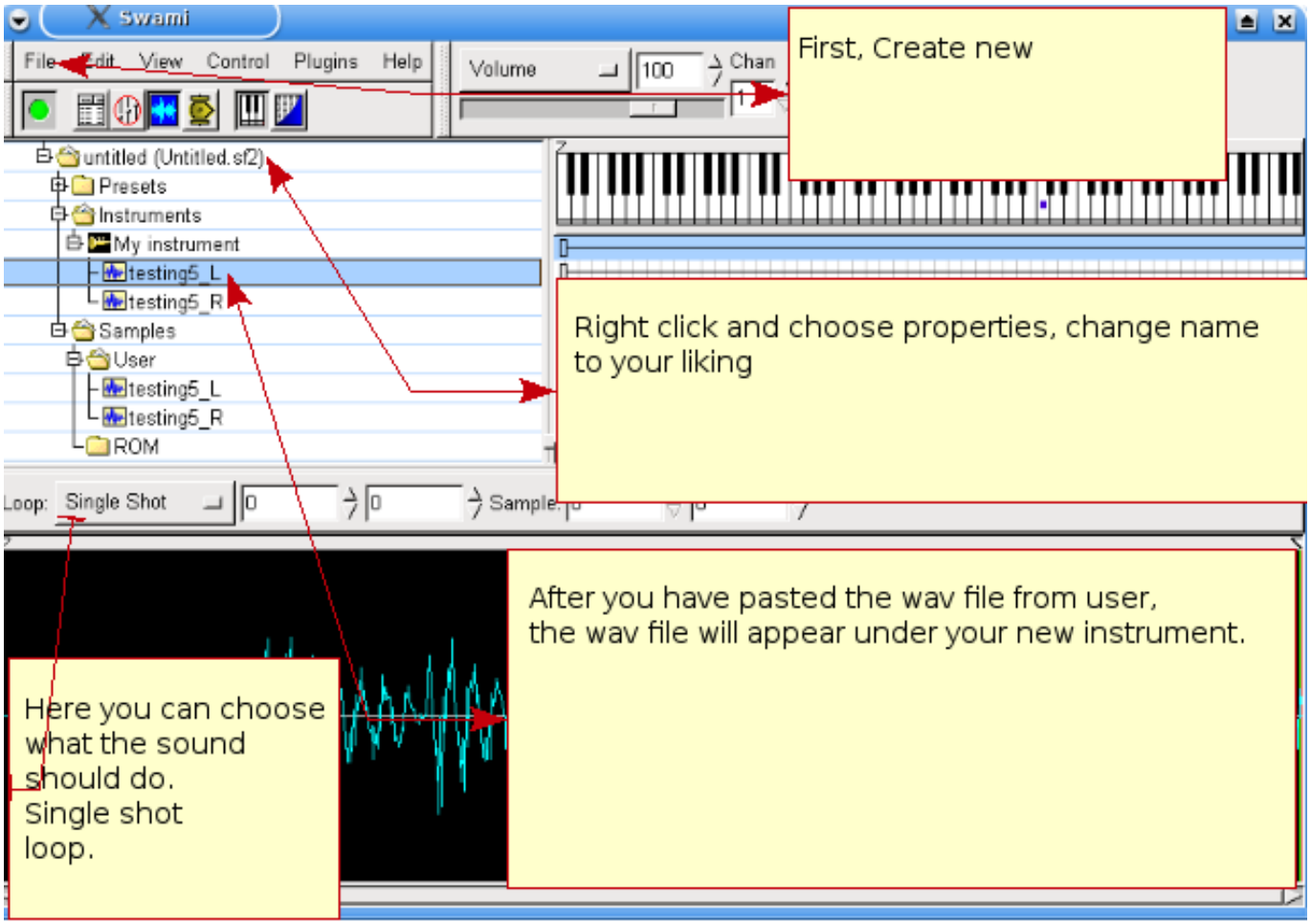
So now you are ready to start create your own sound to use with you musik project.

10.2 How to make a sound

How to make a sound? Here you have to use audacity to record something, for example scream, word, or some real instruments, when you have cleaned up your new sound, you can export this as and WAV file, and import this into swami. In swami you can connect that sound to a program change number, and at last export your new sound as an SF2 file, and use fluidsynth-DSSI-plugin in rosegarden and take in use your brand new sound. Isn't that cool?

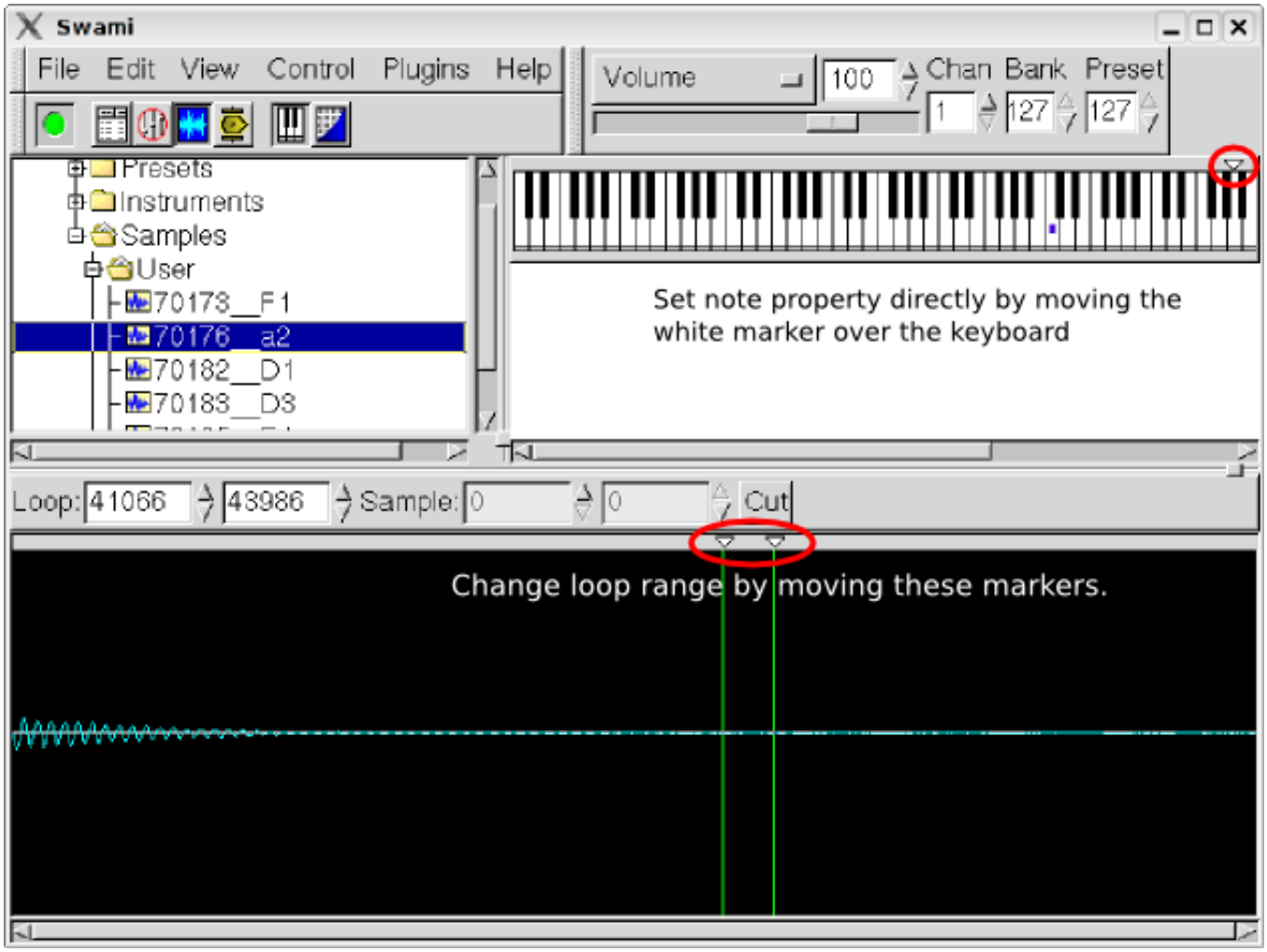
So lets go into this step by step.

```
1. File, create new
2. Right click on untitled, and choose Properties. (Rename it to your liking)
3. Click on the "+", and right click under Samples,
   and choose load sample (choose the wav files you want to use for your instrument)
4. Click on the "+" behind Samples, and User, there you see your wav file.
   In our case, there are two files, named L and R
   (Hint: file names are truncated to 10 characters)
5. Then click on Instrument, so it gets highlighted, then click right and choose New  ↩
    Instrument
6. Click on the "+" behind Instrument, and right click on New item,
   and choose properties and change name to your liking.
7. Then it's time to select the samples to be used for our new instrument:
   Mark them within Samples/User by holding down the control key while clicking.
   Afterwards, you can insert those samples at Instruments/Your Instrument by means of the
   Paste function in the context menu (right click).
   Your Samples have been assigned to the instrument name you made.
   (Hint: This works like a link; whenever you change sample properties,
    this will also take effect in your instrument.)
```



And just repeat the cyclus for each sound, and when you are finished, you just save it. And it's time to use it.

10.3 Sample Tuning for Advanced Users



When creating a chromatic instrument from a set of samples that cover different pitch ranges (bass, mids, trebles), further actions need to be done to make sure you get a continues sound.

You will need information about what note is played in each sample. This reference note can be set either in sample properties, or you can simply move the white marker to the corresponding key. You can hear the effect instantly, when you click on the keyboard: The original pitch is played when you hit the reference note. From here it is bent up or down, depending on the distance you move right or left.

When you have set all reference notes for you samples, you should hear notes of the same pitch nonregarding what sample you select!

For continuous sounds (like organ, flute, strings), your samples can never be as long as the longest note that might be played when using your soundfont. Therefor it is necessary to define a loop range that is repeated over and over when the musician will keep a key pressed. Again, you can move two markers to find a section of constant amplitude - try to find zero crossings in the sample to prevent disturbing clicks.

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12 Appendix A - The GNU Public License

12.1 Rosegarden manual

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