

Hi, here are some notes about SCOM, Loopbe and MIDITrail in Windows 7. They were made a couple of years ago - hope they are still valid, at least you should get some pointers from here.

SCOM produces MIDI files and launches them with a default .mid file player. Set it to your sequencer, and SCOM bounces MIDI file there when app is capable of loading them that way of course. Or drag the MIDI file to your sequencer, or use its import command.

Some cases you might need to use direct output to soft synths, here is example.

Needs Loopbe (Windows 7) or MidiYoke (Windows XP) and midi player which can output to virtual MIDI ports. This example uses MIDITrail. I tested on Windows 7 using free LoopBe30 1 version and MIDITrail.

Install Loopbe30 <http://www.nerds.de/en/loopbe30.html>

Install MIDITrail <http://en.sourceforge.jp/projects/miditrail/releases/p11071>

Set Windows file associations from Start menu. Set .mid opener to MIDITrail. Select and navigate where you keep MIDITrail.

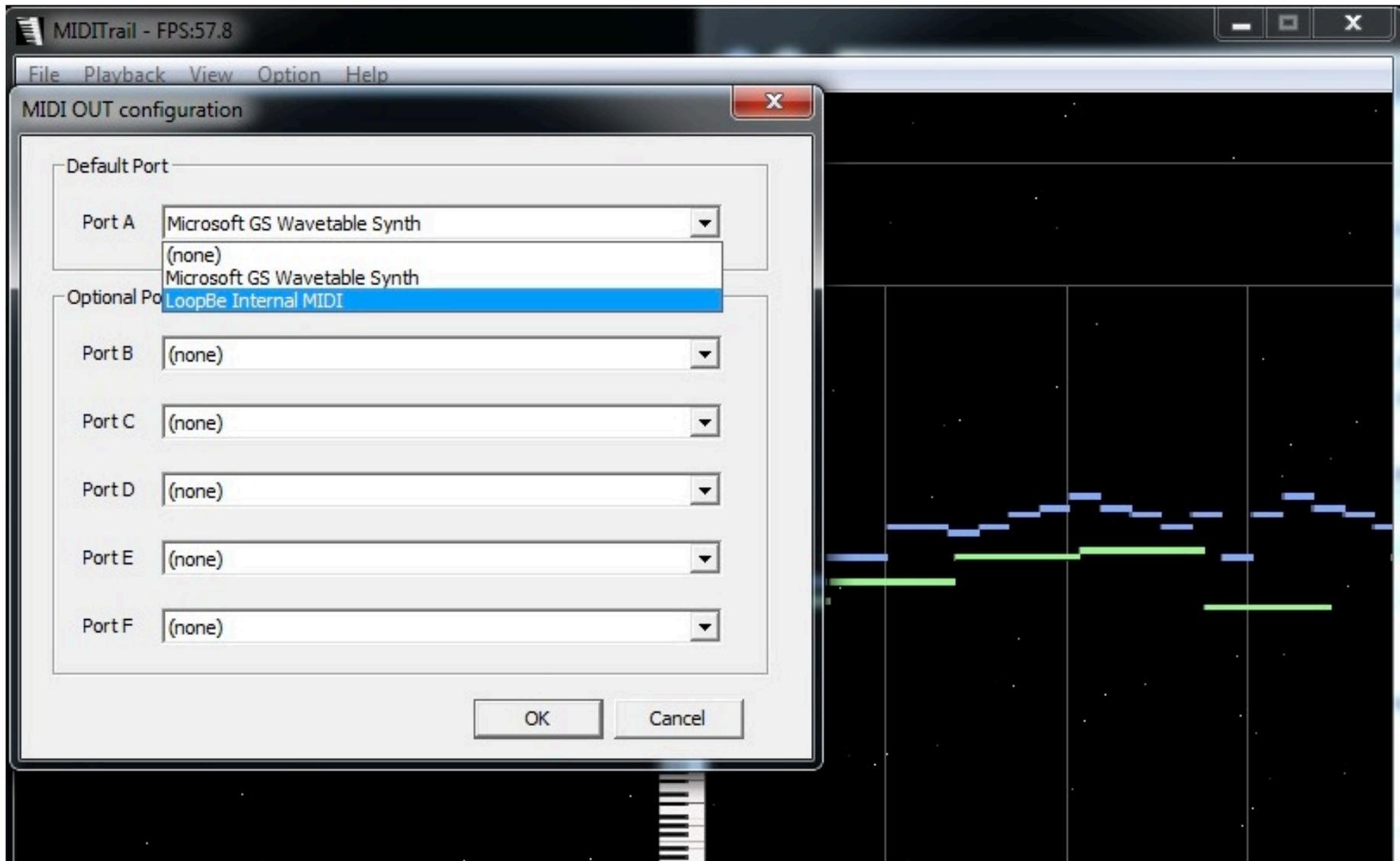
Boot up SCOM, opened a score from ScoreLib, then press Buf to compile it.

Immediately MIDITrail starts playing it. Cool!

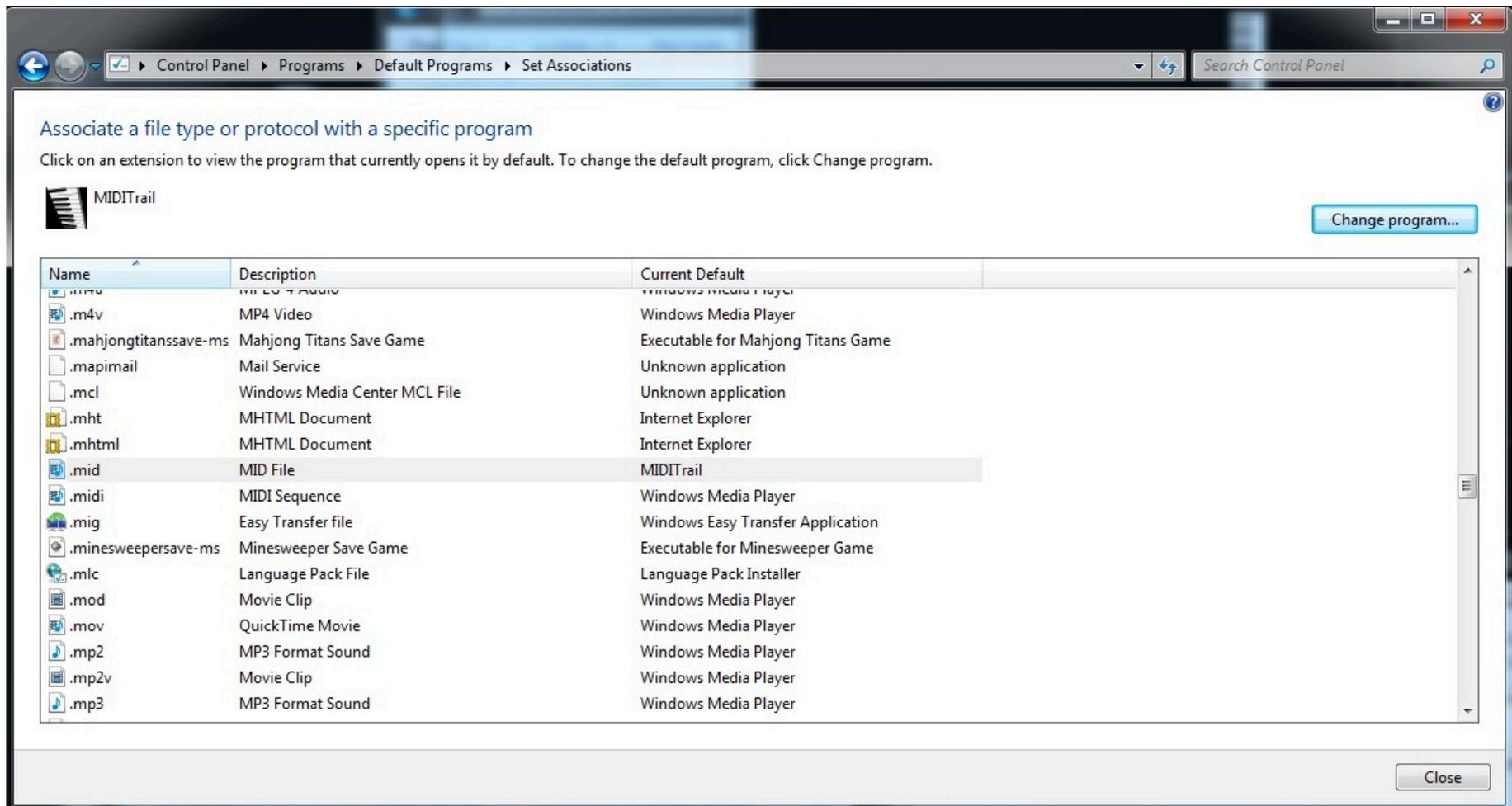
Ok, next check out MIDI Out. Press Stop or select from the MIDITrail Playback menu.

Then select Options/MIDI Out menu. Select port - now Loopbe is there. When selected playback goes to Loopbe port. Now Ableton or any other Windows sequencer/softsynth playback system can receive it.





TIME:00:00/00:57 BPM:150 BEAT:4/4 BAR:001/037 NOTES:00000/00356



MIDItrail is pretty big ... it is possible to change size to smaller from MIDItrail configuration files.

MIDItrail docs are here: <http://miditrail.sourceforge.jp/Windows/MANUAL.en.html> -- size settings are here:

#### **(4) Q. I want to customize the window size.**

You can customize the window size. Please open following file by text editor, and edit "Width" and "Height".

Windows 2000 / XP

C:\Documents and Settings\<(user name)\Application Data\yknk\MIDITrail\View.ini

Windows Vista / 7

C:\Users\<(user name)\AppData\Roaming\yknk\MIDITrail\View.ini

[WindowSize]

Width=800

Height=600

....

So, this is how SCOM can playback directly to soft synths on Windows. It takes some time to get accustomed to MIDITrail playback control, since SCOM Windows does not have those MIDITrail buttons like SCOM Mac. Also, in Windows playback does not start automatically as in Mac. But you can configure that yourself, see this on the MIDITrail manual, Configure section:

AutoPlaybackAfterOpenFile Playback automatically after opening file (0:disable / 1:enable)

---- another way for playback

Other possibility is to patch windows media player to send to virtual ports.

SCOM Win plays back with .mid filetype opener app, which is Windows Media Player by default. To let Media Player send to MIDIYoke you need to tweak registers. Now Media Player sends to MIDIYoke and Ableton receives it, and plays it back. Make track for each MIDI channel, and set up synths.

<http://superuser.com/questions/120986/how-is-media-player-playing-midi-mid-files> says:

[brainmaster.com/kb/entry/334](http://brainmaster.com/kb/entry/334) I use this as a work around. If you don't want to use it, this is the change: "The registry value MidiOutId in HKEY\_CURRENT\_USER\Software\Microsoft\ActiveMovie\d evenum\{4EFE2452-168A-11D1-BC76-00C04FB9453B}\Default MidiOut Device\ needs to be set to the MidiOutId (DWORD) of the device you want. All your devices will have their own keys in HKEY\_CURRENT\_USER\Software\Microsoft\ActiveMovie\d evenum \{4EFE2452-168A-11D1-BC76-00C04FB9453B}. Find the device you want and check its MidiOutId and put that value in the Default MidiOut Device\MidiOutId value." – [slancio Mar 10 '13 at 18:35](#)

That was the trick I heard a couple of years ago, but I have not tested it to myself. Try searching around these topics, there might be some more info available now. There might be other .mid file players for Windows, which can send to MIDIYoke directly.