



**FluidSynth 1.1.3** per Mandriva Linux 2010.1

FluidSynth is a real-time software synthesizer based on the SoundFont 2 specifications.

**Features:**

- \* Cross platform support (Linux, Mac OSX and Windows to name a few)
  
- \* SoundFont 2 support
  
- \* Realtime effect modulation using SoundFont 2.01 modulators
  
- \* Shared library which can be used in other programs

- \* Built in command line shell

- \* Playback of MIDI files

### Homepage:

<http://sourceforge.net/projects/fluidsynth/>

### Changelog (from version 1.1.1):

**FluidSynth 1.1.3** is a pure bug-fix release and contains no new functionality.

- \* Compilation with LADSPA enabled was broken in 1.1.2

- \* Multichannel output broken when double precision was used

- \* Doxygen settings

- \* Mac OS X build system fixes
- \* Fix build problem with scummvm
- \* Optimize by not starting unused threads with multicore rendering
- \* Window handle creation/destruction in Windows dll version
- \* Race condition in alsa\_seq / alsa\_raw drivers caused them not to quit.

## FluidSynth 1.1.2

Big changes:

- \* New CMake build system
- \* Winbuild and Macbuild directories dropped
- \* Autotools build system is deprecated, but is still working

- \* Rewriting of thread safety

- \* Two new settings control the thread safety mode. The default is to be backwards compatible.

Smaller changes:

- \* Voice overflow settings

- \* Possible to update polyphony, up to 65536 (and beyond initial setting)

- \* Possible to update sample rate (jack driver updates sample rate correctly)

- \* MIDI Bank Select handling fixed

- \* Source files moved into different subdirectories

- \* Can use RealTimeKit (on Linux) to get real-time priority

- \* Shell commands for pitch bend and pitch bend range

- \* PulseAudio driver: specify media role, and allow pulseaudio to adjust latency

- \* Bug fixes.

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**Porting:** *GVMariani*  
**Build:** *GVMariani*