

MidiOrganize

User Guide · Version 1.7 · Free MIDI loop browser and player for Windows

MidiOrganize is a free, offline program that gets you from “*I need a drum groove*” to “*it’s on my DAW track*” as quickly as possible. Point it at your folders of MIDI loops (Groove Monkee, EZdrummer MIDI exports, loops you have collected over the years), find a groove, audition it, and drag it into your DAW. No VST, no internet connection, and no load on your DAW. Version 1.7 adds bass and organ loops to the free SDA Samples, a 4-track Groove Chain and a 16-channel Mixer.

Step	What you do	Where
1	Bookmark your loop folders once.	Section 2
2	Browse by clicking through the folders in the six side-by-side panes.	Section 3
3	Preview a loop: double-click it, then adjust tempo, volume and channel while it plays.	Section 5
4	Drag the loop straight from MidiOrganize into your DAW.	Section 6
+	Chain drum, bass and organ loops on 4 tracks to hear them together as a song.	Section 7
+	Mix the 16 MIDI channels while a loop or chain plays.	Section 8

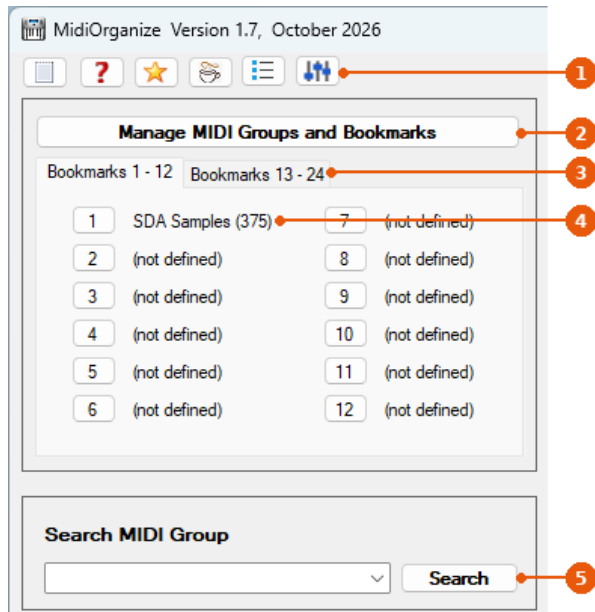
Good to know: what you hear while previewing comes from the Windows MIDI synthesizer (or whichever output device you choose). The file you drag into your DAW is always the original, unchanged .mid file - inside your DAW, your own instruments supply the sound.

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1. The main window at a glance

The left-hand column holds everything you use to find and play a loop. The six wide panes to its right are where you browse ([Section 3](#)). The Groove Chain and the Mixer open in windows of their own from the toolbar (Sections [7](#) and [8](#)).



1	Toolbar	Left to right: Manage Bookmarks, Help (opens this guide), About, Buy Me a Coffee (optional support link), Groove Chain (Section 7), Mixer (Section 8) and Superior MIDI sound (Section 12).
2	Manage MIDI Groups and Bookmarks	Opens the window where you point MidiOrganize at your loop folders (Section 2).
3	Bookmark tabs	Bookmarks 1–12 and 13–24: room for 24 loop libraries.
4	Bookmark buttons	Click a number to open that library in the first pane. Beside each is its name and the number of files found - e.g. SDA Samples (375). Unused slots say (not defined).
5	Search	Type part of a loop or folder name; results appear in the first pane (Section 4).

Hover the mouse over almost any button or box for a short tooltip explaining it.

The preview panel below the search box is covered in detail in [Section 5](#).

2. Setting up bookmarks to your loop folders

A **bookmark** is a named shortcut to the top folder of a loop library. You set each one up once; after that, a single click opens that library. You can keep up to 24 bookmarks, shown as numbered buttons on two tabs.

To add a bookmark

- 1 Click **Manage MIDI Groups and Bookmarks** (the wide button at the top of the left column, or the first toolbar button). The *MidiGroups and Bookmarks* window opens, with one row for each of the 24 bookmarks.
- 2 In an empty row, type a short **Name**. This is the label that appears next to the bookmark's button - for example *Groove Monkee* or *EZ Loops*.
- 3 Click the folder-browse button beside that row's **Directory** box and choose the **top-level folder** of the library. (You can also paste a folder path straight into the Directory box.)
- 4 Repeat for any other libraries you want to bookmark.
- 5 Click **Save**. The bookmark buttons refresh with your names and file counts. **Cancel** throws away anything you changed.

Tip: choose the **top** of a library, not a deep subfolder. MidiOrganize looks inside every folder beneath a bookmark, so one bookmark such as *D:\Loops\EZ Loops* covers the whole collection, and you do the narrowing-down by clicking through the panes.

Caution: a bookmark needs **both** a Name and a Directory. If either box is empty when you press Save, that row is cleared.

Changing or removing a bookmark

Open the same window and edit the Name or Directory of any row, or press that row's **Delete** button to clear it. Your changes only take effect when you press **Save**.

Other buttons in that window

Button	What it does
Save / Cancel	Keep or discard your changes.
Channel (column)	The MIDI channel for every loop under that bookmark - useful for a library that is all one instrument (e.g. 10 for a drum library). Auto leaves it to folder names, folder settings and the file itself (see "Which channel does a loop play on?" below).
Clear Temporary Files	Empties MidiOrganize's work folder (the copies made for search results, channel-converted previews and Groove Chain files) after asking. Your own loop files and saved chains are never touched. The Groove Chain window has the same button.
^ (next to Configuration file)	Opens MidiOrganize's settings file in Notepad. For advanced use only - everything in it is also set through the screens above.

The SDA Samples library

Bookmark 1 is ready-made. On first start it is the only bookmark, and it points to **SDA Samples**, the free loops that install with MidiOrganize: 375 loops in 13 styles, from Basic Rock to Jazz Ride Swing, plus 62 songs and riffs. Click it to try everything in this guide right away, before you bookmark your own libraries. The library has three folders:

Folder	What is in it
Drum Loops	125 drum loops: intros, the main groove, variations, fills and outros for each style. Plays on channel 10.
Bass Loops	A matching bass guitar loop (Fingered Bass) for every drum loop, same style, tempo and length. Plays on channel 1.
Organ Loops	A matching rock organ loop for every drum loop, with chords that fit the bass. Plays on channel 2.
Songs	Multi-part songs, each part on its own channel (drums 10, bass 1, organ / keys 2, guitar / synth 3): 4 <i>Texas Blues Rock</i> 12-bar shuffles, 4 <i>Piano Arpeggios</i> , 4 <i>Trance Riffs</i> , and 50 <i>Rock Riffs</i> - original 8-bar riffs in the styles of 1970–2000 rock in six folders: 70s Organ Hard Rock, 70s Boogie Blues Rock, 80s Arena Anthems, 80s Glam Metal, 80s Thrash, and 90s Grunge and Alternative.

Which channel does a loop play on?

MidiOrganize can switch the preview player - and a Groove Chain track - to the right channel for each loop by itself. Going up from the loop's own folder, the first of these that it finds wins:

Setting	How to set it
Folder setting	Right-click a folder in a pane and choose Loops in this folder play on channel , then a channel (or <i>Automatic</i> to remove the setting). It applies to the folder and everything inside it.

Setting	How to set it
SDA Samples	Built in: <i>Drum Loops</i> play on channel 10, <i>Bass Loops</i> on 1 and <i>Organ Loops</i> on 2. A folder setting on one of them overrides it.
Folder name	A folder whose name contains (ch N) , such as <i>My Bass Grooves (ch 1)</i> .
Bookmark channel	The Channel column in this window, for the whole library.
None of these	The loop plays on its own channel, or on the Change Channel setting if you tick it.

Where temporary files go

MidiOrganize keeps its work files in the folder named by the **MidiTemp** key in its settings file (*MidiOrganizeSettings.config*, next to MidiOrganize.exe) - normally *C:\Users\Public\MidiOrganize*. Files older than a week are removed every time MidiOrganize starts. If that folder can't be created or written to, MidiOrganize uses *%LOCALAPPDATA%\Sierra Digital Audio\MidiOrganize\Temp* instead (or, failing that, the Windows temp folder), saves the new location in the settings file and tells you once.

Tip: playing a loop from *Bass Loops* switches the preview to channel 1, and dropping it on a Groove Chain track sets that track to channel 1 (Sections 5 and 7). To get the same for your own libraries, give a folder a channel with the right-click menu, or end its name with **(ch N)**, for example *My Bass Grooves (ch 1)*.

3. Navigating your loops in the six panes

Click a bookmark button and that library's top-level folders appear in the first pane. From there you simply keep clicking: each time you click a folder, its contents open in the next pane to the right. Because all six panes stay on screen, you can see the path you took and step back to any earlier level with one click.

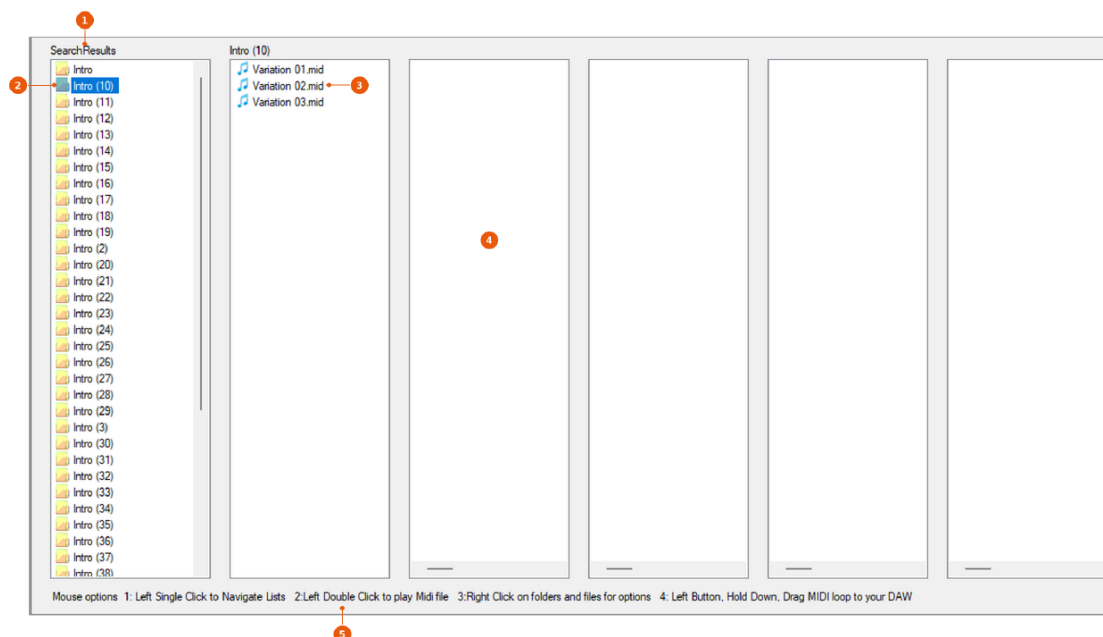


Figure: the panes after clicking a folder named Intro (10). (These folders happen to be search results; ordinary browsing looks the same.)

Control	What it does
1 Pane heading	The name of the folder whose contents are listed below it.
2 Folders	Yellow folder icon. Click once to open it in the next pane; any panes further right clear to make room.
3 Loops	Blue music-note icon = a MIDI file. Click once to select it (its full location appears on the path line), double-click to play it, or press and drag it into your DAW or onto a Groove Chain track.
4 Empty panes	Fill from left to right as you go deeper - up to six levels are visible at once.
5 Reminder bar	The four mouse actions, summarized under the panes at all times.

Mouse actions

Action	On a folder	On a loop (.mid file)
Single click	Opens the folder in the next pane.	Selects it and shows its full path on the path line. It does not play.
Double-click	–	Plays the loop in the preview panel.
Right-click	Menu: copy path, open location, set the channel for the folder's loops.	Menu: play, play on channel 10, copy path, open location (below).
Press and drag	Moves or copies the folder (see "Moving files" below).	Carries the loop out to your DAW, Windows Explorer or a Groove Chain track.

The right-click menu

On a loop	What it does
Play 'name' in MS GS Wavetable Synth	Plays the loop on the output device chosen in the preview panel.
Play 'name' in MS GS WS on Channel 10	Ticks Change Channel for you and plays the loop on the channel number shown in the preview panel (10 by default) - handy for loops written on the wrong channel.
Copy 'name' Path to Clipboard	Copies the file's full path so you can paste it elsewhere.
Open 'name' File Location	Opens Windows Explorer with this file selected.

Right-clicking a **folder** offers *Copy Path to Clipboard*, *Open File Location* and **Loops in this folder play on channel**, which sets the MIDI channel for every loop in that folder ([Section 2](#)).

The path line

Above the panes, two lines show where you are. The top line is the bookmark's root folder - click it to start over. Beneath it is the trail of folders you have drilled into; click any folder name in the trail to back up to that level. After the item count there is a small blue dot. **Click the blue dot to open that folder in Windows Explorer** (hover over it and the tip reads "Open file location"). The dot appears once you have opened at least one folder, and when you click a loop it opens the folder that holds that loop.

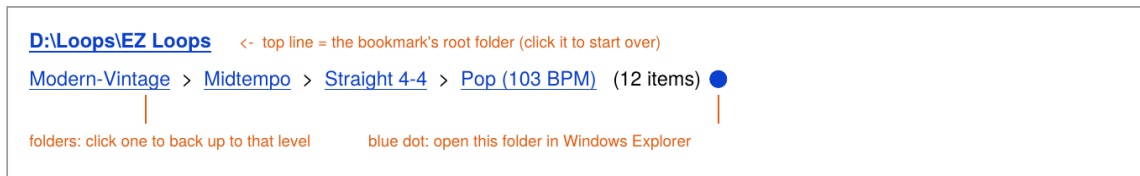


Illustration of the path line.

Moving and copying files between panes

You can reorganize your library without leaving MidiOrganize by dragging a file or folder from one pane onto another. Dragging **between MidiOrganize panes moves** the item (like cut and paste); dragging in **from Windows Explorer or the Desktop copies** it. If an item with the same name is already at the destination it is skipped, never overwritten, and you are shown a summary of what was skipped. Dropping an item into the folder it is already in does nothing.

Caution: moving between panes changes the **real files on your disk**, not a copy. Drag carefully inside your own libraries; use Explorer if you want to keep the original in place.

4. Searching your whole library

The **Search** box looks through **all** of your bookmarks at once, not just the folder you happen to have open. Start typing part of a file or folder name (for example *intro*, *fill*, *shuffle* or *ride*) and the search runs by itself a moment after you stop typing; you can also press the **Search** button, or pick a word from the dropdown list. The label beside the box shows how many files were found.

Matching folders and loops are gathered into the **first pane** as a single flat list, so a folder called Intro is right there at the top level instead of being buried several folders deep. Click through the results exactly as you would any other folders. Click a loop in the results and the path line shows **where that loop really lives** in your library; the blue dot opens that real location in Explorer.

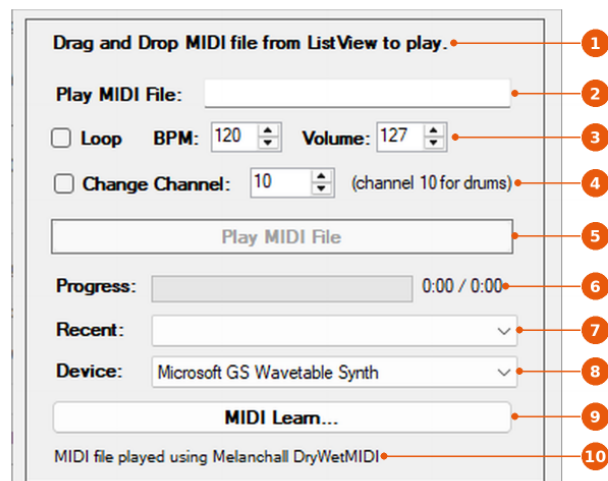
Tip: search results are temporary copies kept in MidiOrganize's scratch folder and replaced by each new search. Your original files are never changed by a search. Searching for words such as *Intro*, *Fill* and *Outro* is a quick way to collect the section loops you need for a Groove Chain ([Section 7](#)).

5. Previewing loops - the preview panel in detail

The preview panel (lower left) is MidiOrganize's built-in player. It plays any **.mid** file through your computer's MIDI synthesizer using the open-source *DryWetMIDI* library, and lets you change tempo, volume and channel while the loop is playing - without touching the original file.

Ways to start a loop playing

Method	How
Double-click	Double-click a loop in any pane.
Right-click	Right-click a loop and choose <i>Play</i> (or <i>Play on Channel 10</i>).
Drag and drop	Drop a .mid file anywhere on the preview panel - from a pane or from Windows Explorer.
Recent list	Pick a file you have played before from the Recent dropdown.
Play button	Press Play MIDI File to play (or replay) whatever is loaded.
Groove Chain	Press PLAY in the Groove Chain window (Section 7).



The preview panel. Numbers match the table below.

Control	What it does
1 Drop area	The heading reads <i>Drag and Drop MIDI file from ListView to play</i> . A .mid file dropped anywhere on this panel starts playing at once. If several files are dropped together, the first .mid among them plays.
2 Play MIDI File (name box)	Shows the name of the loop that is loaded. A Groove Chain shows its file name, such as <i>M2610130001.mid</i> (Section 7).
3a Loop	Tick it and the loop repeats until you press Stop. The repeat is timed from the true end of the last bar, so a loop whose final note ends early still comes around in time. With a Groove Chain, it repeats the whole chain.
3b BPM	Shows the loop's own tempo as soon as it loads. Type a new value or use the arrows (range 20–400); the change takes effect immediately , even mid-loop. This is how you audition a groove at your song's tempo. The file itself is never altered.

Control	What it does
3c Volume	Scales how hard every note is played, from 0 to 127, live. It starts at 127 (the loop exactly as written) each time a new loop loads. It affects the preview only - not your DAW and not the file.
4 Change Channel	Drum loops are meant for MIDI channel 10 ; a loop written on another channel would sound like a piano on the Windows synth. Tick the box to play the loop on the channel in the number box (1–16). New in 1.7: a loop whose channel MidiOrganize knows - from a folder setting, the SDA Samples folders (<i>Bass Loops</i> = 1, for example), a (<i>ch N</i>) folder name, or its bookmark (Section 2) - ticks the box and sets that channel for you. MidiOrganize makes a temporary converted copy for playback; the original is never modified .
5 Play / Stop button	Reads Play MIDI File when idle and Stop Playing MIDI File while playing. It is greyed out until a loop is loaded.
6 Progress	A bar and a time readout (elapsed / length) for the loop that is playing.
7 Recent	The last 15 loops you played, newest first, remembered between sessions. Pick one to play it again.
8 Device	Chooses the MIDI output used for previews. The default is <i>Microsoft GS Wavetable Synth</i> , built into Windows. If you have a hardware sound module or a virtual MIDI synth, select it here; your choice is remembered. Changing device while playing stops the loop - press Play to restart.
9 MIDI Learn...	Lets a MIDI foot pedal or controller operate Play/Stop, tempo and volume hands-free (Section 9).
10 Credit line	The playback engine is the DryWetMIDI library by Melanchall.

Tip: a quick audition workflow: set **BPM** to your project's tempo, tick **Loop**, and try several loops back to back by double-clicking them - then drag the one you like into your DAW. Only .mid files can be played; other file types may appear in the panes but are not supported for playback.

6. Dragging loops into your DAW

When you have found the right loop, take it straight into your project:



Illustration: dragging a loop from a MidiOrganize pane onto a MIDI track in the DAW.

- 1 Arrange the windows so that part of your DAW's track area is visible next to (or behind) MidiOrganize.
- 2 **Press and hold the left mouse button** on a loop in any pane.
- 3 Keep holding and **drag** the loop out of MidiOrganize and onto a MIDI or drum track in your DAW (or onto empty space, if your DAW creates a new track for dropped MIDI).
- 4 **Release** the mouse button. The loop is placed on the timeline.

Tip: what you drag is a **copy of the original .mid file**. MidiOrganize never moves or deletes anything when you drag to a DAW, and the preview settings (BPM, Volume, Change Channel, Mixer) do not change it - your DAW applies its own project tempo and its own instruments. Each DAW handles dropped MIDI a little differently (new track, selected track, or the cursor position), so check where yours puts it.

You can use the same press-and-drag move to drop a loop onto a Groove Chain track (next section) or into a Windows Explorer folder to make a copy.

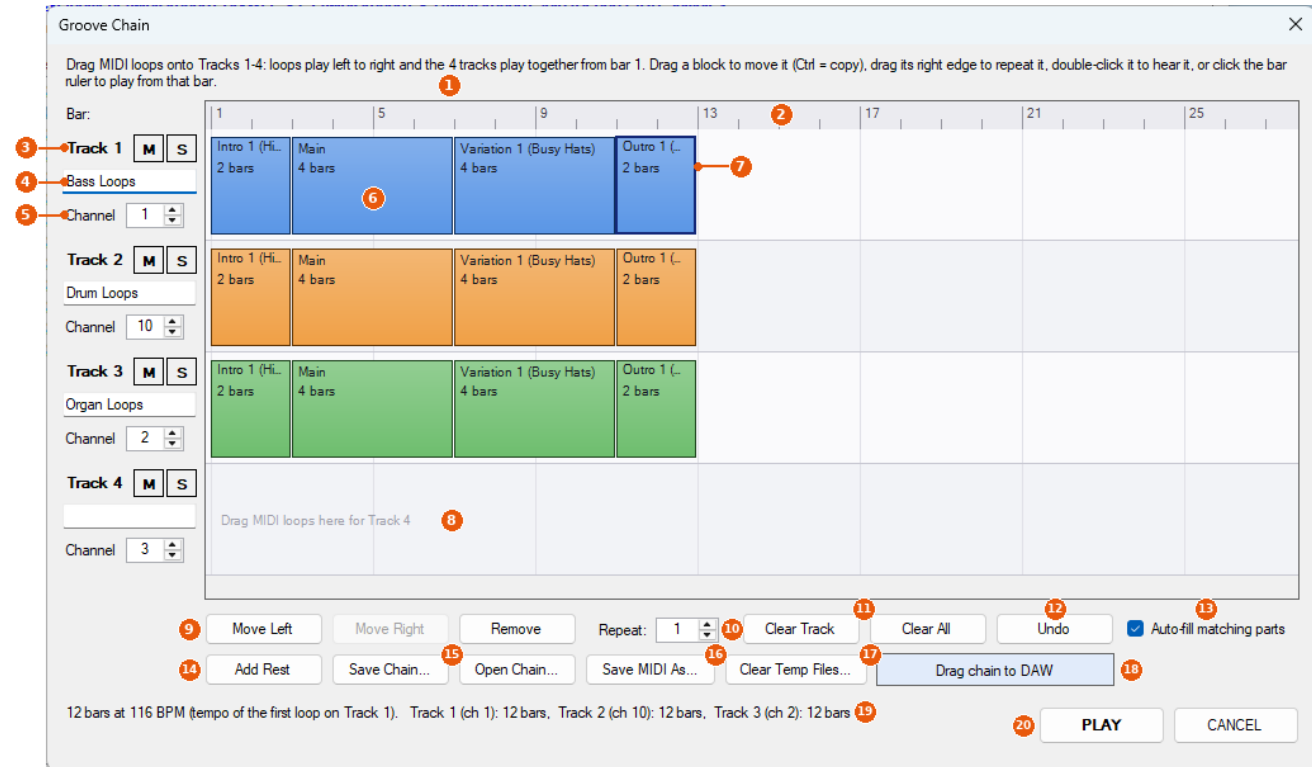
7. Groove Chains - building a song from loops

A **Groove Chain** lines loops up into a song so you can hear an intro, verse, chorus and outro - with drums, bass and organ playing together - before you commit anything to your DAW. It has **4 tracks** running left to right, like the arrange view of a DAW. Loops on a track play one after another; the 4 tracks play **at the same time**, all starting at bar 1.

Opening the window

Click the **Groove Chain** button on the toolbar (the list icon, fifth from the left). The Groove Chain window opens beside the main window and stays open while you keep browsing, so you can drag loops into it from the panes.

CANCEL or the close box only hides it: your chain is still there when you open it again, until MidiOrganize exits.



The Groove Chain window with the SDA Samples Rock loops on Tracks 1–3: bass, drums and organ. Numbers match the table below.

Control	What it does
1 Instructions	A short reminder of how the window works.
2 Bar ruler	Bar numbers across the top. Every loop is drawn as wide as it plays, so loops that sound at the same time line up one above the other. Click the ruler to play the chain from that bar; a red playhead line follows the chain while it plays.
3 Track number, M / S	Each of the 4 tracks plays its loops left to right; all 4 play together. M mutes and S solos the track while it plays - they switch the Mute / Solo of the track's channel in the Mixer, so the two always agree.
4 Instrument	A drop-down list of all 128 General MIDI instruments. When the first loop lands on the track it shows that loop's instrument (e.g. <i>034 Finger Bass</i>). Pick another to play the whole track on it - your choice shows in bold and replaces the loops' own instruments in the joined MIDI file. A channel 10 track shows <i>Drums (ch 10)</i> . (The screenshot shows an earlier version with a name box here.)

Control	What it does
5 Channel	The MIDI channel every loop on the track plays on. An empty track takes its channel from the first loop dropped on it (from its folder channel, Section 2 , or else from the loop itself). Change the number to override it.
6 Loop block	One loop, labelled with its name and length. Orange = drums (channel 10), blue = bass (channel 1), green = organ (channel 2), grey = any other channel, hatched = a rest, red = a file that can't be used. Click it to select it (dark border), double-click it to hear it alone, drag it to move it along its track or onto another track (hold Ctrl as you let go to copy it). Hover over it for the full file name.
7 Right edge	Drag a block's right edge to the right to repeat the loop - one more copy for every loop length - and back to the left to take repeats away. For a rest it sets the length in bars.
8 Empty track	Drop zone for a track with no loops yet.
9 Move Left / Move Right / Remove	Play the selected block one step earlier or later on its track, or take it off the track (the Delete key does the same).
10 Repeat	How many times in a row the selected loop plays (1–64). For a rest the box reads <i>Bars</i> and sets its length.
11 Clear Track / Clear All	Empty the selected block's track, or all 4 tracks. Both ask first.
12 Undo	Steps back through your last 50 changes (also Ctrl+Z).
13 Auto-fill matching parts	When ticked, dropping a loop from a channel folder also puts its matching parts from the folders beside it on the other tracks, at the same bar. Drop an SDA drum loop and its bass and organ loops appear too - that is how the screenshot was made, with three drags.
14 Add Rest	Puts a 1-bar rest (silence) before the selected block, so a part can come in later or drop out for a while.
15 Save Chain... / Open Chain...	Keep the arrangement in a small <i>.mgc</i> file (in Documents\MidiOrganize\Groove Chains unless you choose somewhere else) and open it again later. Loops whose files have moved show in red.
16 Save MIDI As...	Saves the joined chain as a MIDI file wherever you like - one MIDI track per Groove Chain track, named after it.
17 Clear Temp Files...	Empties MidiOrganize's work folder after asking (Section 2).
18 Drag chain to DAW	Press and drag from this box onto your DAW to drop the whole chain in as a multi-track MIDI file.
19 Summary	The length of the chain, the tempo it plays at, and each track's channel and length.
20 PLAY / CANCEL	PLAY joins everything into one MIDI file and plays it. CANCEL hides the window.

Building and playing a chain

- 1 **Drag a loop** from any pane (or from Windows Explorer) onto **Track 1**. Only MIDI files are accepted; folders are not. A marker line shows where it will land - drop it before or after a loop that is already there.
- 2 Keep dragging loops onto the track in the order you want to hear them, for example Intro, Main, Variation, Outro. The same loop can be used more than once.
- 3 Put the **matching parts on the other tracks**. With **Auto-fill matching parts** ticked this happens by itself for the SDA Samples: their bass and organ loops land on Tracks 2 and 3. Otherwise drag them from *Bass Loops* and *Organ Loops* yourself. Each track sets its channel from its first loop.
- 4 Press **PLAY**. MidiOrganize joins the 4 tracks into one MIDI file named **Myymmddxxxx.mid** (the date and a counter, e.g. *M2610130001.mid*) in its temporary folder, shows the name in the preview panel's **Play MIDI File** box, and starts playing it.
- 5 Change anything you like and press PLAY again (the same file is reused until you change something). Press **Stop Playing MIDI File** in the preview panel to stop. While the chain plays, a red line moves across the tracks to show where it is; **click the bar ruler** to play from that bar.

Dropping a whole song

A **song** - a MIDI file with parts on several channels, such as the files in *SDA Samples\Songs* - fills several tracks in one drag: each part goes on its own track (drums, bass, organ and guitar for a Texas Blues Rock song), all starting at the same bar, and each track is named after its part. A part goes to the track already on its channel, otherwise to the next empty track. Double-click a part to hear the whole song. Songs play as written in the preview panel too: Change Channel is not applied to them.

Moving, copying and hearing blocks

Drag a block along its track to move it, or onto another track; a blue line shows where it will land. Hold **Ctrl** as you let go to drop a copy instead. **Double-click** a block to hear that loop on its own, on its track's channel.

Repeating a loop by dragging its right edge

Point at the **right edge** of a loop block; the mouse pointer changes to a left-right arrow. Press and drag to the **right** and the loop is repeated - one more copy for every loop length you drag, shown by dashed lines inside the block. Drag back to the **left** to take repeats away again, down to a single copy. The Repeat box follows along, and the loops after it on the same track move over to make room.

How the other controls behave with a chain

Control	With a Groove Chain
Loop	Repeats the whole chain from bar 1 when the longest track finishes.
BPM	The chain plays at the tempo of the first loop on the first track that has loops, and holds it all the way through, so every part of your "song" stays at one tempo even if the loops were written at different speeds. You can still change BPM while it plays.
Volume	Scales every note of every track, live.
Change Channel	Not used: each track already plays on its own channel, so a chain is never squashed onto one channel - even when it is replayed from the Play button or the Recent list.
Mixer	Works on a chain exactly as on a single loop: one strip per channel, so you can balance drums, bass and organ (Section 8).
Progress	Shows the position in the whole chain.
Recent	Each chain file you play is added to the Recent list.

An example arrangement

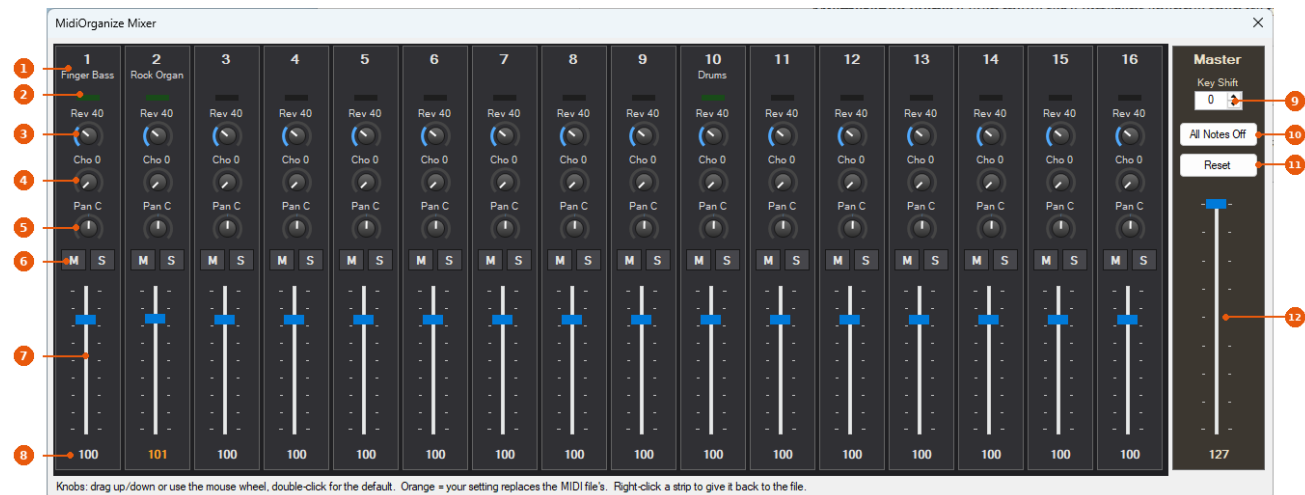
	Bars 1–2	Bars 3–10	Bars 11–14	Bars 15–16
Track 1 (ch 10)	Intro 2	Main x2	Variation 4	Outro 1
Track 2 (ch 1)	Bass Intro 2	Bass Main x2	Bass Variation 4	Bass Outro 1
Track 3 (ch 2)	Organ Intro 2	Organ Main x2	Organ Variation 4	Organ Outro 1

Tip: use the Search box ([Section 4](#)) to pull up all of your *Intro*, *Fill* or *Outro* loops in one place, then drag the ones you like straight from the results onto a track.

Note: the chain file is a normal multi-track MIDI file, and each Groove Chain track arrives in your DAW as its own MIDI track. Files in the temporary folder are removed after a week, so use **Save MIDI As...** for a chain file you want to keep, and **Save Chain...** to keep the arrangement itself.

8. The Mixer - balancing the 16 MIDI channels

The **Mixer** gives every MIDI channel its own strip, like a small mixing desk, so you can turn the bass down, push the drums to one side or hear the organ on its own while a loop or a Groove Chain plays. Click the **Mixer** button on the toolbar (the fader icon, last on the right). Like the Groove Chain, it opens in its own window and closing it only hides it, so your settings stay until MidiOrganize exits.



The Mixer while the Groove Chain above plays: bass on channel 1, organ on 2 and drums on 10. Numbers match the table below.

Control	What it does
1 Channel and instrument	The channel number and the instrument the playing file has chosen for it (Drums on channel 10). Blank means the file does not use that channel.
2 Activity light	Flashes green on every note the channel plays; dim green means the file uses the channel.
3 Rev (Reverb)	How much reverb the channel gets (MIDI controller 91).
4 Cho (Chorus)	How much chorus the channel gets (MIDI controller 93).

Control	What it does
5 Pan	Left / right position: C is centre, L or R and a number off-centre (MIDI controller 10).
6 M / S	Mute silences the channel (the button turns red). Solo plays only the soloed channels (yellow); you can solo more than one.
7 Fader	The channel's volume, 0–127 (MIDI controller 7).
8 Value	The fader's value. It turns orange when you have set it yourself (see below).
9 Key Shift	Transposes every channel except drums (channel 10), up or down 24 semitones.
10 All Notes Off	Panic button: silences every channel on the output device at once.
11 Reset	Gives every channel back to the MIDI file, clears all Mute and Solo buttons, and sets Master to 127 and Key Shift to 0.
12 Master Level	Turns every channel up or down together.

Working the controls

To	Do this
Turn a knob	Drag up or down on it, or use the mouse wheel. Hold Shift while dragging for fine steps.
Return a knob to its default	Double-click it (Reverb 40, Chorus 0, Pan centre).
Move a fader	Drag its handle, click above or below it, or use the arrow keys.
Give a channel back to the file	Right-click the strip and choose <i>Give channel N back to the MIDI file</i> .

Your settings and the MIDI file

Most loops set their own volume, pan, reverb and chorus. Until you touch a control, its strip simply **follows the file**: the knobs and faders move to whatever the loop sends. As soon as you move a control yourself it turns **orange**, and from then on **your setting replaces the file's** for that channel - for the rest of the loop, and for every loop and chain you play afterwards. Right-click the strip (or press **Reset**) to hand it back to the file.

Good to know: the Mixer changes only what you hear in MidiOrganize. It never changes a loop file, and a loop you drag into your DAW is always the original. It uses standard MIDI messages, so it works with the Windows synth, a hardware sound module or a software synth alike. Reverb and chorus need a device that supports them (the Windows GS Wavetable Synth does).

9. MIDI Learn - hands-free control from a foot pedal

If you have a MIDI foot pedal board or other controller, you can start and stop loops and change tempo and volume without taking your hands off your instrument. Press **MIDI Learn...** in the preview panel to open the mapping window. It can learn five commands: **Play/Stop**, **Tempo Up**, **Tempo Down**, **Volume Up** and **Volume Down**.

- 1 Choose your MIDI interface from the dropdown at the top of the window.
- 2 Click **Learn** next to the command you want to set.
- 3 Press the button, key or pedal on your controller. MidiOrganize shows the message it received and assigns it automatically - no extra confirmation. It understands note, control-change and program-change messages.
- 4 Repeat for the other commands, then click **OK**.

Each Tempo press changes the BPM by 1, and each Volume press changes the volume by 8. Your assignments are saved and reloaded every time MidiOrganize starts, as long as the same MIDI interface is connected.

10. Troubleshooting

Problem	What to try
Play MIDI File is greyed out	Nothing is loaded yet. Double-click a loop, drop a .mid file on the preview panel, or press PLAY in the Groove Chain window.
I hear nothing	Check the Device dropdown. Windows includes <i>Microsoft GS Wavetable Synth</i> ; if you chose another device, make sure it is connected and switched on. Also check that Volume is not set very low, and that no channel is muted or another soloed in the Mixer (press Reset there).
The loop sounds like a piano, not drums	It was written on a different MIDI channel. Tick Change Channel (channel 10), or right-click it and choose <i>Play ... on Channel 10</i> . Or right-click their folder and set <i>Loops in this folder play on channel</i> to 10.
A Groove Chain track plays the wrong instrument	Check that track's Channel box: 10 for drums, 1 for the SDA bass loops, 2 for the SDA organ loops. A loop made for another channel shows <i>made for ch N</i> on its block.
A bookmark shows no loops, or the wrong number	The folder may have been moved or renamed. Open Manage MIDI Groups and Bookmarks and point that bookmark at its new location, then Save. The SDA Samples bookmark finds its folder again by itself.
Single-clicking a loop does not play it	That is intentional - a single click only selects it and shows its path. Double-click to play.
The search finds nothing	Searching matches part of a file or folder name and looks in your bookmarked folders only. Try a shorter word, and check that a bookmark is defined.
A message says MidiOrganize is using another work folder	The folder in the MidiTemp setting could not be created or written to, so MidiOrganize picked one that can and saved it (Section 2). Nothing else needs doing.
MIDI Learn does not respond	Select the correct MIDI interface in the MIDI Learn window, and make sure no other program (your DAW, another MIDI utility) has that device open exclusively.
A file will not play or shows an error	Some loops from older or less common sources are non-standard or damaged. Try another file from the same pack to see whether the problem is just that one file.
A dragged loop does nothing in my DAW	Drop it onto a MIDI or instrument track, or onto empty space in the track area; some DAWs ignore drops onto audio tracks. Make sure you released the mouse button over the DAW window.

11. Help, About and support

The **Help** button on the toolbar (the red ?) opens this guide. **About** (the star) shows the installed version and release date. MidiOrganize is free for personal and professional use; if you find it useful, the optional **Buy Me a Coffee** button supports its development - it is never required.

Sierra Digital Audio

Website: sierradigitalaudio.com · Email: SierraDigitalAudio@gmail.com

Playback engine: DryWetMIDI by Melanchall (open source).

12. Superior MIDI sound with VirtualMIDISynth and GeneralUser GS

The toolbar button with the speaker icon (last on the right) opens these same instructions as a separate PDF.

Install these two software packages for far superior MIDI playback quality. Both are free.

A MIDI file contains no sound - only instructions such as “play an E on a bass now, this loud, for this long”. A **synthesizer** turns those instructions into audio, and MidiOrganize sends them to whichever synthesizer is chosen in its **Device** box. The one built into Windows, *Microsoft GS Wavetable Synth*, dates from the 1990s and makes all 128 instruments from about 3 MB of recordings, so organs, guitars and pianos sound thin and slightly wavery. These two packages replace it with full-quality instrument recordings:

Package	What it is
VirtualMIDISynth (by CoolSoft)	A free synthesizer program. Once installed it appears as a new MIDI output device - <i>VirtualMIDISynth #1</i> - in MidiOrganize's Device box and in every other MIDI program.
GeneralUser GS (by S. Christian Collins)	A free SoundFont : one .sf2 file (about 30 MB) holding a complete set of instrument recordings. VirtualMIDISynth plays your MIDI files with these sounds.

Your MIDI files are not changed - the same files simply play through better instruments. A loop you drag into your DAW is still played by your DAW's own instruments. Setup takes about 10 minutes.

Part 1 - Install VirtualMIDISynth (the synthesizer)

- 1 Go to CoolSoft's page: <https://coolsoft.altervista.org/en/virtualmidisynth>. The site shows adverts and may make you wait a few seconds before the download links work - that is normal.
- 2 Scroll to the bottom and download the latest setup file (named like *CoolSoft_VirtualMIDISynth_2.x.x.exe*). The same file works on 32- and 64-bit Windows.
- 3 Run it and accept the defaults. Windows asks for administrator permission - click **Yes**.
- 4 When it finishes, a **VirtualMIDISynth** icon appears in the system tray (near the clock).

Part 2 - Download GeneralUser GS (the instrument sounds)

- 1 Go to the author's page, <http://www.schristiancollins.com/generaluser.php>, or its GitHub page, <https://github.com/mrbumpy409/GeneralUser-GS>.
- 2 Download the latest version (a zip file).
- 3 Unzip it. Inside is a file ending in **.sf2** (about 30 MB) - that is the SoundFont.
- 4 Move the .sf2 file somewhere permanent, for example *Documents\SoundFonts*. If you move or delete it later, VirtualMIDISynth goes silent.

Part 3 - Load the sounds into VirtualMIDISynth

- 1 Open **VirtualMIDISynth** from the Start menu (or right-click its tray icon and choose **Configure**).
- 2 Go to the **Soundfonts** tab.
- 3 Click the + (Add) button and choose the .sf2 file from Part 2.
- 4 Make sure its checkbox is ticked, then click **Apply** and **OK**.

Part 4 - Use it in MidiOrganize

- 1 Close MidiOrganize and open it again (it lists the MIDI devices when it starts).
- 2 In the preview panel, open the **Device** drop-down and choose **VirtualMIDISynth #1**. MidiOrganize remembers this choice.
- 3 Play a song or loop. To compare, switch the Device back to *Microsoft GS Wavetable Synth* and play the same file.

If you hear nothing: check that the SoundFont's checkbox is ticked in the VirtualMIDISynth configurator and that you clicked Apply; check that the Device box says *VirtualMIDISynth #1*; and check the Windows volume mixer - VirtualMIDISynth plays through your normal speakers.