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## FluidSynth

### A SoundFont Synthesizer

FluidSynth is a real-time software synthesizer based on the SoundFont 2 specifications and has reached widespread distribution. FluidSynth itself does not have a graphical user interface, but due to its powerful API several applications utilize it and it has even found its way onto embedded systems and is used in some mobile apps.

## Features

- Cross platform (Linux, Mac OSX and Windows to name a few)
- SoundFont 2 support
- Realtime effect control using SoundFont 2.01 modulators
- Playback of MIDI files
- Shared library which can be used in other programs
- Built in command line shell

```

element@MusikLiebe: /home/element
help          Show help topics ('help TOPIC' for more info)
quit          Quit the synthesizer
load file [reset] [bankofs] Load SoundFont (reset=0|1, def 1; bankofs=n, def 0)
unload id [reset] Unload SoundFont by ID (reset=0|1, default 1)
reload id     Reload the SoundFont with the specified ID
fonts        Display the list of loaded SoundFonts
inst font    Print out the available instruments for the font
channels [-verbose] Print out preset of all channels
interp num   Choose interpolation method for all channels
interp chan num Choose interpolation method for one channel
gain value   Set the master gain (0 < gain < 5)
voice count  Get number of active synthesis voices
reset        System reset (all notes off, reset controllers)
echo arg     Print arg
> help event

noteon chan key vel Send noteon
noteoff chan key   Send noteoff
pitch_bend chan offset Bend pitch
pitch_bend chan range Set bend pitch range
cc chan ctrl value Send control-change message
prog chan num      Send program-change message
select chan sfont bank prog Combination of bank-select and program-change
  
```

## Current FluidSynth Development Team

- David Henningsson – [fluidsynth \[dot\] web \[at\] epost \[dot\] diwic \[dot\] se](mailto:fluidsynth@web.epost.diwic.se)
- Element Green – [element \[at\] elementsofsound \[dot\] org](mailto:element@elementsofsound.org)
- Pedro Lopez-Cabanillas – [plcl \[at\] users \[dot\] sf \[dot\] net](mailto:plcl@users.sf.net)

Refer to the [AUTHORS](#) file, distributed with the source code, for a list of the many other individuals who have contributed to FluidSynth.

## Latest News

### New website

Posted on [June 8, 2014](#) by [Element Green](#)

Welcome to the new FluidSynth website. After SourceForge announced that it was discontinuing the hosted Trac service, I decided it was about time to give the FluidSynth website a makeover. I added an [Application Screenshots](#) section which shows some of the applications which utilize FluidSynth. Most of the other links on the navigation menu go to SourceForge services at the moment, such as the Wiki, where all of the previous documentation resides and continues to be user modifiable. Bug and feature request tickets are now hosted on the SourceForge [Ticket System](#). Please feel free to [Contact](#) me if you find any issues with the website or have any suggestions.

### Archived News

### Recent Posts

- [New website](#) June 8, 2014
- [Archived News](#) June 6, 2014

Posted on [June 6, 2014](#) by [Element Green](#)

- **Thu Aug 16 2012** - *David Henningsson* - Released **FluidSynth 1.1.6**, see [Changes](#) page for details. This is a bug fix release to version 1.1.5.
- **Sun Sep 04 2011** - *David Henningsson* - Released **FluidSynth 1.1.5**, see [Changes](#) page for details. This is a pure bug fix release to version 1.1.4.
- **Thu Aug 04 2011** - *David Henningsson* - Released **FluidSynth 1.1.4**, see [Changes](#) page for details. At a glance, there are improvements to the API for playing MIDI files, several bug fixes in the engine itself, and for Mac OS X, there are updated audio drivers and build system improvements.
- **Mon Oct 11 2010** - *David Henningsson* - Released **FluidSynth 1.1.3**, see [Changes](#) page for details. This is a pure bug fix release to version 1.1.2.
- **Wed Sep 1 2010** - *David Henningsson* - Released **FluidSynth 1.1.2**, see [Changes](#) page for details. Bigger changes include a redesign of threads and thread safety, and a new preferred build system – CMake.
- **Mon May 17 2010** - *Element Green* - FluidSynth services have been moved to SourceForge.net and Trac Wiki restored. Still working on transferring Tickets.
- **Sun Dec 20 2009** - *Element Green* - Released **FluidSynth 1.1.1 – “Clarity”**, see [Changes](#) page for details. This is a rather major bug fix release to version 1.1.0.
- **Tue Nov 3 2009** - *Element Green* - It seems there are some pretty significant compatibility issues with FluidSynth 1.1.0 and QSynth. We are working to fix these problems and will have another FluidSynth release shortly.
- **Mon Nov 2 2009** - *Element Green* - Released **FluidSynth 1.1.0 – “A More Solid Fluid”**, see [Changes](#) page for details. This is the result of a 6 month development cycle and is the most significant release since 1.0.0!
- **Sat Apr 11 2009** - *Element Green* - Released **FluidSynth 1.0.9 – “A Sound Future”**, see [Changes](#) page for details. Recently there has been a lot of new development interest in the project. Some changes to the development process and additions to the team are already in progress. Stay tuned for a new era of FluidSynth!
- **Sat Nov 17 2007** - *Element Green* - Released **FluidSynth 1.0.8 – “Its about funky time!”**, see [Changes](#) page for details.
- **Thu Apr 19 2007** - *Element Green* - First day of new Trac based FluidSynth web site. Working on converting project to using subversion.