Package 'fluidsynth'

May 8, 2026

Type Package

Title Read and Play Digital Music (MIDI)

Version 1.0.2

Description Bindings to 'libfluidsynth' to parse and synthesize MIDI files. It can read MIDI into a data frame, play it on the local audio device, or convert into an audio file.

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Encoding UTF-8

RoxygenNote 7.3.1

Imports av, rappdirs

SystemRequirements fluidsynth: fluidsynth-devel (rpm) or libfluidsynth-dev (deb). On Linux you also need a soundfont provided by 'fluid-soundfont-gm' (Fedora) or 'sf3-soundfont-gm' (Debian/Ubuntu)

URL https://docs.ropensci.org/fluidsynth/
https://ropensci.r-universe.dev/fluidsynth

BugReports https://github.com/ropensci/fluidsynth/issues

NeedsCompilation yes

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Repository CRAN

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Contents

`fluidsynth_settings` *Fluidsynth settings*

Description

Get available settings and their types. See fluidsynth docs for more information on the available options.

Usage

```
fluidsynth_setting_list()

fluidsynth_setting_options(setting)

fluidsynth_setting_default(setting)

libfluidsynth_version()
```

Arguments

`setting`	string with one of the options listed in `fluidsynth_setting_list()`, see examples.

Value

a list with available options

References

FluidSynth Settings Reference

See Also

Other fluidsynth: `midi_play()`, `soundfonts`

Examples

```
# List available settings:
fluidsynth_setting_list()
fluidsynth_setting_options('audio.driver')
fluidsynth_setting_default('synth.sample-rate')
```

`midi_play` *Play or convert a midi file*

Description

Play a midi file to your audio device, render it to a file, or parse the raw data. Additional settings can be specified, see fluidsynth_setting_list for available options.

Usage

```
midi_play(
  midi = demo_midi(),
  soundfont = soundfont_path(),
  audio.driver = NULL,
  settings = list(),
  verbose = interactive()
)

midi_convert(
  midi = demo_midi(),
  soundfont = soundfont_path(),
  output = "output.mp3",
  settings = list(),
  verbose = interactive()
)

midi_read(midi = demo_midi(), verbose = FALSE)

demo_midi()
```

Arguments

`midi`	path to the midi file
`soundfont`	path to the soundfont
`audio.driver`	which audio driver to use, see fluidsynth docs
`settings`	a named vector with additional settings from `fluidsynth_setting_list()`
`verbose`	print some progress status to the terminal
`output`	filename of the output. The out

Details

The `midi_convert` function internally uses fluidsynth to generate a raw wav file, and then `av::av_audio_convert()` to convert into the requested about format. See `av::av_muxers()` for supported output formats and their corresponding file extension.

You need a soundfont to synthesize midi, see the soundfonts page. On Linux you may also need to specify an `audio.driver` that works for your hardware, although on recent distributions the defaults generally work.

Value

midi_read returns data frame with midi events.

See Also

Other fluidsynth: fluidsynth_settings, soundfonts

Examples

```
df <- midi_read(demo_midi())
```

---

soundfonts *Managing soundfonts*

Description

FluidSynth requires a soundfont to synthesize a midi. On Linux distributions some soundfonts are often preinstalled, though their quality varies. If your midi sounds very poor, try using another soundfont.

Usage

```
soundfont_path(download = FALSE)

soundfont_download()
```

Arguments

download	automatically download soundfont if none exists.

Details

GeneralUser-GS by S. Christian Collins is a nice free soundfont. You can use soundfont_download() to install a copy of this soundbank for use by this package.

Value

the path to a local soundfont to synthesize a midi file.

See Also

Other fluidsynth: fluidsynth_settings, midi_play()

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