



# GINST

FREEPLAY SECTION

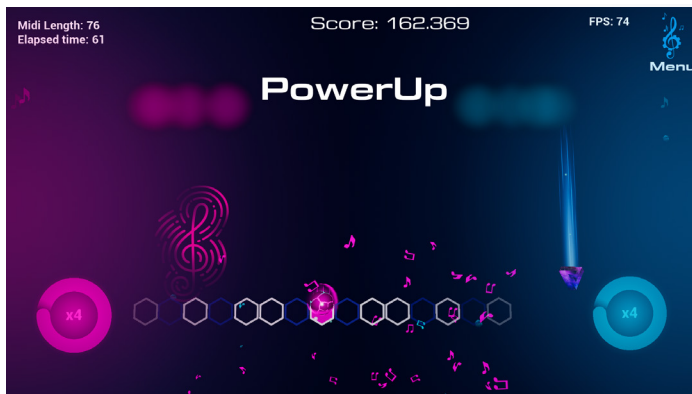




## Ginst Custom Files

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Ginst levels are made from MIDI files which can be imported to the game in the Freeplay section.



You can find MIDI files of your favorite songs all over the internet and add them Ginst.

You can find loads of MIDI files here:

- [Bitmidi](#)
- [Muescore](#)
- [Midiworld](#)
- [Midityne](#)

If you want to make your own MIDI files we recommend using the free MIDI Editor.

MIDI Editor can also be used to add custom level features to MIDI files.

Below is a manual for using our custom scripting tools.



## Ginst Level Editing

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Our Ginst scripting system is based on MIDI note commands which can be added in any midi editing software. Note that so far, only Ginst can recognize these commands and generate levels from them.

We tried to keep Ginst scripting simple, so that all Ginst users can get into editing and making their own files but some basic understanding of MIDI is necessary.

### MIDI Terms

**BPM** • Beats per minute (the speed of midi playback)

**Channel** • A musical player. Each channel is assigned a musical instrument and notes are sent to specific channels. (See Program Change)

**Note** • A midi event which becomes a note for the player's channel, or is played in the background in other channels. Notes are assigned to channels and have different keys which are actual pitches.

**Track** • A folder for notes. Tracks are usually assigned channels so that all of their notes are sent to the same channel.

**Velocity** • A note attribute which determines note loudness.

**Program Change** • Determines the instrument of a channel.



## Ginst Commands

Our special commands which generate levels in Ginst. All Ginst commands except bombs are sent to channel 15.

### Initialization

To enable Ginst commands a Note with the following attributes is placed at the start of the MIDI file.

**Key - 1**

**Velocity - 1**

**Channel - 15**

(All Ginst Commands except bombs are sent to channel 15)

The length of Ginst messages isn't important unless noted. It is their starting points which determine their effect.

### Harmony

**Key - 31**

**Velocity - 1-16** selects a Ginst track it is going to affect

**Channel - 15**

(All Ginst Commands except bombs are sent to channel 15)

Placing this Ginst command makes the next note on the selected channel a harmony note.

### Vibrato

**Key - 30**

**Velocity - 1-16** selects a Ginst track it is going to affect

**Channel - 15**

(All Ginst Commands except bombs are sent to channel 15)

Placing this Ginst command makes the next note on the selected channel a vibrato note.



## Color Purple

**Key - 11**

**Velocity - 1-16** selects a Ginst track it is going to affect

**Channel - 15**

(All Ginst Commands except bombs are sent to channel 15)

Placing this Ginst command makes the next note on the selected channel a Purple note, which has to be played by the left hand.

## Color Blue

**Key - 12**

**Velocity - 1-16** selects a Ginst track it is going to affect

**Channel - 15**

(All Ginst Commands except bombs are sent to channel 15)

Placing this Ginst command makes the next note on the selected channel a Blue note, which has to be played by the right hand.

## Color Alternate

**Key - 13**

**Velocity - 1-16** selects a Ginst track it is going to affect

**Channel - 15**

(All Ginst Commands except bombs are sent to channel 15)

**Note Length** determines command duration

Placing this Ginst command makes all of the following notes alternate between Purple and Blue while the command is active.



## Color Neutral

**Key - 18**

**Velocity - 1-16** selects a Ginst track it is going to affect

**Channel - 15**

(All Ginst Commands except bombs are sent to channel 15)

Placing this Ginst command cancels the next notes color commands. (No effect, if the next note isn't colored)

## Range

**Key - 21**

**Velocity - 16-20**

(Toggles between different player ranges)

**Channel - 15**

(All Ginst Commands except bombs are sent to channel 15)

Placing this Ginst command changes the range difficulty of all players.

## Bombs

**Key -** Determines bomb position

**Velocity - 1**

**Channel - 15** (Determines which Ginst track the bomb is sent to)

**Duration -** We recommend short durations <15 ticks (Makes things easier when editing as they are easier to spot)

Placing this Ginst command creates a bomb at the command location.