Package: fluidsynth (via r-universe)

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Type Package

Title Read and Play Digital Music (MIDI)

Version 1.0.4

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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Contents

fluidsynth_settings 2
midi_play 3
soundfonts 4

Index **5**

`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()`

Index

∗ **fluidsynth**
    fluidsynth_settings, 2
    midi_play, 3
    soundfonts, 4

av::av_audio_convert(), *3*
av::av_muxers(), *3*

demo_midi *(*midi_play*)*, 3

fluidsynth_setting_default
        *(*fluidsynth_settings*)*, 2
fluidsynth_setting_list, *3*
fluidsynth_setting_list
        *(*fluidsynth_settings*)*, 2
fluidsynth_setting_list(), *2, 3*
fluidsynth_setting_options
        *(*fluidsynth_settings*)*, 2
fluidsynth_settings, 2, *4*

libfluidsynth_version
        *(*fluidsynth_settings*)*, 2

midi_convert *(*midi_play*)*, 3
midi_play, *2*, 3, *4*
midi_read *(*midi_play*)*, 3

soundfont_download *(*soundfonts*)*, 4
soundfont_path *(*soundfonts*)*, 4
soundfonts, *2, 3*, 4, *4*