

Package: fluidsynth (via r-universe)

September 15, 2026

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.
License MIT + file LICENSE
Encoding UTF-8
Roxygen list(markdown = TRUE)
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>
Config/pak/sysreqs libfluidsynth-dev libavfilter-dev
Repository <https://ropensci.r-universe.dev>
Date/Publication 2026-09-15 13:31:52 UTC
RemoteUrl <https://github.com/ropensci/fluidsynth>
RemoteRef main
RemoteSha 8cbceddd1cda0fc463585319432c8b09db2945f

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fluidsynth_settings	<i>Fluidsynth settings</i>
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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.
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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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