

Reviewer Quick Start

MIDISplitter 1.5.2 • Build 5 • September 24, 2026

MIDI ORG 2026 Innovation Awards

1. Confirm the evaluation build

Install the app from the disk image. Choose About MIDI Splitter and confirm build 5 and the awards line. Open View > Debugging Window with Control-B. The console remains available even if you decline the optional persistent beta log. Close it when you want an unobstructed demonstration.

2. Open and audition the MIDI 1.0 demo

Choose File > Open (Command-O) and select Demo MIDI Files/New Toy Demo.mid. Wait for Loading MIDI File to finish. Leave all checkboxes unchecked to include every track. Click the main Play button. Pause, move the main progress slider or the red Song Overview cursor, then click the main Play button or a track's audition button. Playback starts from the chosen song position. Main-window Stop buttons also retain the cursor; use the dedicated return-to-zero control to start over.

Checkboxes determine the working subset; row highlighting alone does not. With every checkbox unchecked, the app uses all tracks. Check two parts and audition their combination. Clear the checks afterward.

3. Change a sound and a name

Stop or pause playback. Highlight a melodic track and press Control-I. Choose a different instrument, then Select. The current song position is retained; click Play to hear the new sound. Choosing a sound replaces the track's name, including a manually typed name. Double-click the Track Name text and rename it again if desired. Cancel in the picker makes no instrument change. Reset to Loaded restores the original program changes without discarding other edits.

For a safe drum-mapping trial, first export one melodic part as MIDI 1.0 to a new folder and open that exported copy by itself. Highlight it, press Control-I, choose Choose GM Drum Kit, and select a sound. Mapping assigns Channel 10 and maps the notes to one drum pitch. Restore Before Mapping recovers the pre-mapping notes, channel and instrument state during this session while retaining later mixer edits and manual renames. Mapping can be refused when Channel 10 is occupied by another note track or the source contains several channels; use the warning's User Manual link for the exact recovery instructions. The full supplied demo already contains drums, so do not expect every melodic part to map in place.

4. Adjust pitch, tempo, and mix

Stop or pause first. Use Pitch to transpose melodic parts; Channel 10 drums remain untransposed. Use Tempo to enter a new BPM. Each has its own Reset. Open Mixer using the main button or Command-M. Adjust a track's Vol and Pan; Control-click Pan to center it. Advanced controls expose Velocity and Reverb. Mixer Reset restores all tracks' loaded mix values, including unchecked and offscreen tracks.

The main playback volume is a listening control and does not alter MIDI exports. Committing a volume change during playback can briefly interrupt sound while playback data is prepared again. The LED meters display MIDI activity, not measured audio peaks. Mixer values are edited while playback is paused or stopped.

5. Split and merge with reports

Reopen the original demo for a clean baseline. Leave all tracks unchecked and Loop off. Click Split All, choose MIDI 1.0, choose a new writable folder, enable Save Text Report, then Split All Here. Review the individual MIDI stems and the report in Finder.

Check two musical parts. Click Merge 2, choose MIDI 1.0, choose a filename and destination, enable Save Text Report, and Save. Outside Loop mode, checking exactly one track still leaves Merge All available for all tracks; use Export 1 to isolate that one part. Reopen exported copies to inspect them without overwriting the original song.

6. Export a repeated loop

Reload the original if needed. Enable Loop, select a passage with the start/end markers, and audition it. Stop playback and choose Split Loop or Merge Loop. In Export MIDI Loop, check Start, End, and Length, refine the markers, and audition with the upper-left L/R LED meter. Pause holds preview position; this window's Stop resets the local preview, unlike the main-window Stop buttons.

Set Repeats to 2. Click the matching Split Loop or Merge Loop button at the bottom right. Choose format and destination, then complete the export. The preview prepares four cycles before restarting; an occasional preview-batch restart gap is not silence inserted between exported repeats. Check note boundaries and the exported file in your destination software.

7. Evaluate the supplied MIDI 2.0 file

Open Demo MIDI Files/New Toy Demo.midi2. Read the import report and status. Compare the editable tracks, audition, split, merge, and export a loop as .midi2 with Save Text Report enabled. The MIDI 2.0 file need not have the same arrangement or track names as the .mid demo; consult Demo File Notes for measured contents.

Native preservation depends on the source packets and the requested operation. Supported edits or loops may retain eligible native data; other cases use MIDI 1.0-resolution UMP fallback. No blanket high-resolution round-trip guarantee is made. Read the actual export report rather than assuming the .midi2 extension means full native preservation. Reopen outputs in MIDISplitter and, if available, a destination that explicitly accepts MIDI Clip/SMF2CLIP files. MIDI 2.0 hardware support alone does not establish file-container compatibility.

8. Try Settings, Help, and optional audio analysis

Open MIDISplitter Settings beneath About, or press Command-comma. Review all four switches: Show MIDI 2.0 import dialogs, Remember main playback volume, Save text reports by default, and Save App Window Positions. Hiding import dialogs keeps status summaries and errors visible. These preferences persist between launches.

Open Help > MIDISplitter User Manual. Search with Command-F, read a topic, and visit the glossary. For optional Audio Beat Detection, drag your own readable WAV, AIFF, M4A, MP3, CAF, or FLAC onto the main drop area. No audio fixture is included in this package. Review candidate BPM values and correction buttons; Apply Tempo changes a loaded beat-based MIDI song. This estimates tempo and does not transcribe audio into MIDI.

9. Finish or report an issue

Export wanted edits before Remove MIDI File, opening another song, or quitting. There is no saved editing-project format or general undo history. If an operation fails, read the short warning, expand Show Technical Details when offered, and use How to resolve this - User Manual to open the relevant recovery section. A text-report failure can occur after MIDI files were saved; inspect the stated result before repeating an export. For a diagnostic report, open the Debugging Window, reproduce the issue, and use Copy Text or Email Window Text. Review all text and system information before sending anything. Record the app build, macOS version, source file, steps, expected result, and actual result.