

# Package ‘fluidsynth’

September 16, 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  
**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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fluidsynth\_settings     *Fluidsynth settings*

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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 <a href="#">fluidsynth_setting_list()</a> , 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')
```

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midi\_play*Play or convert a midi file*

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## 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 <a href="#">fluidsynth docs</a>                         |
| settings     | a named vector with additional settings from <a href="#">fluidsynth_setting_list()</a> |
| 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*

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**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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