

Musician's Canvas

— Version 0.1.1

2026-04-20



Musician's Canvas



Mix effects (full project)

Per-track mixer, mute/solo, trim, and MIDI details



MIDI

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[📄📄📄](#)

[📄](#)

[File](#) [📄](#)

[Project](#) [📄](#)

[Edit](#) [📄](#)

[Settings](#) [📄](#)

[Tools](#) [📄](#)

[Help](#) [📄](#)

[📄📄📄📄](#)

[📄📄📄📄](#)

[Virtual MIDI Keyboard](#)

[📄📄📄](#)

[📄📄📄📄](#)

[📄📄📄📄📄📄](#)

[📄](#)

[Virtual MIDI Keyboard](#) [📄📄](#)

[📄📄📄📄FAQ](#)

[📄📄📄MIDI](#) [📄📄](#)

[📄📄📄📄MIDI](#) [📄📄📄📄📄](#)

[Virtual MIDI Keyboard](#) [📄](#)[Musician's Canvas](#) [📄📄📄📄](#)

[Configuration](#) [📄](#)[Project Settings](#) [📄📄📄📄](#)

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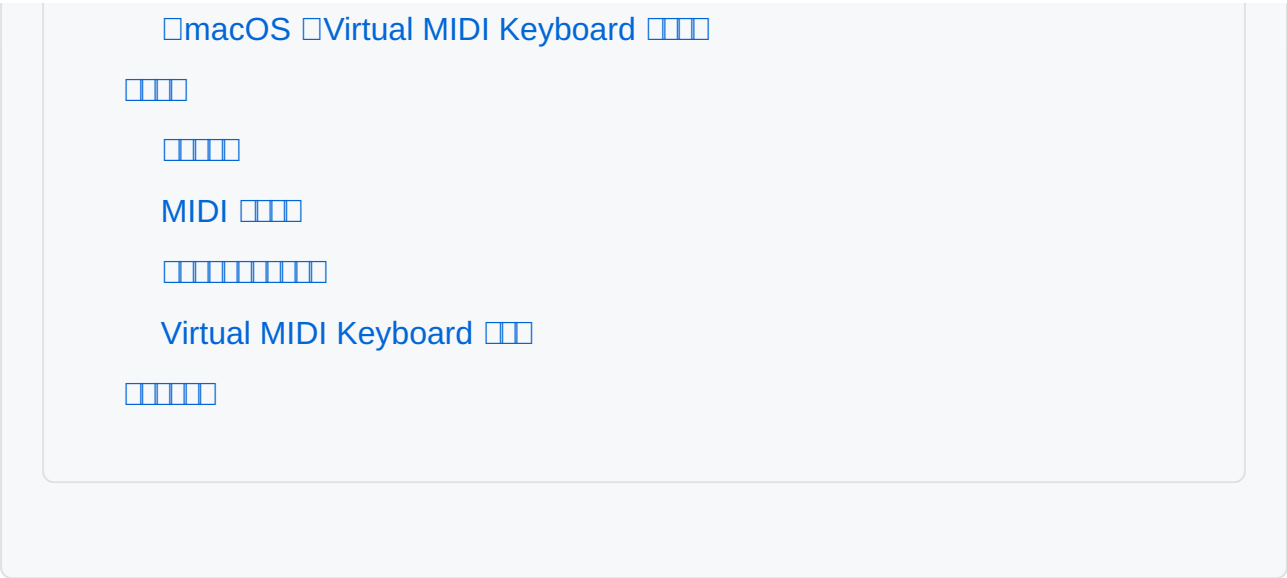
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[Windows](#) [📄📄📄📄📄ASIO](#)



Musician's Canvas

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Musician's Canvas MIDI WAV FLAC Virtual MIDI Keyboard MIDI

Musician's Canvas DAW

- MIDI
-
- FluidSynth MIDI SoundFont
-
- /
-
- WAV FLAC
-
- 18 English Deutsch Español Français Japanese Portuguese Chinese Русский Svenska Suomi Dansk Norsk Polski Ελληνικά Gaeilge Cymraeg Pirate
- Virtual MIDI Keyboard

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`musicians_canvas`

```
./musicians_canvas
```

project.json










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1. "Project Location"
2. + **Add Track**
3. "Options"

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- Open Project□□File > Open Project □□— □□□□□□□□
- Save Project□□File > Save Project □□— □□□□□□□□□□□□□□□□□□
- Project Settings□□Project > Project Settings □□— □□□□□□□□□□□□□□□□□□□□□□
- Configuration□□Settings > Configuration □□— □□□□□□□□□□□□
- Metronome Settings□□□□□□□□□□□□□□□□□□□□□□

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-  **File > Save Project**    
-  **File > Open Project**   

project.json MIDI project.json
My_Track.flac

- + Add Track
- x
- Clear Tracks

Windows macOS Finder Linux
Musician's Canvas

- .wav .flac
-
- Bass Line.wav "Bass Line"
-
- Musician's Canvas

Audio MIDI

- Options
- "Options"

To reduce harsh [digital clipping](#) when processing pushes peaks toward full scale, the effect engine applies a **soft limiter** to normalized float samples immediately before conversion to 16-bit PCM. The **EffectWidget** base class documents

`guardFloatSampleForInt16Pcm()` and `softLimitFloatSampleForInt16Pcm()` for any new real-time code that writes to 16-bit audio.

Per-track mixer, mute/solo, trim, and MIDI details

Each track row includes a compact **mixer strip**:

- **Gain**: Per-track level in decibels (the slider uses tenths of a dB; 0 dB = unity gain).
- **Pan**: Stereo placement (-100 = full left, +100 = full right).
- **Aux**: Send amount (0–100%) into the project **Aux / Send Bus** (see above).
- **Mute**: Silences the track in the mix without disabling it in the arrange view.
- **Solo**: If **any** track has **Solo** enabled, **only** soloed tracks are heard (unless they are also muted).

Options → **Track Configuration** also offers **Clip trim (non-destructive)**: **Trim start** and **Trim end** skip that many seconds from the beginning and end of the clip for **playback, mix, and export** without deleting the underlying recording.

MIDI tracks can carry **control change (CC)** automation stored in the project and in exported `.mid` files; offline playback and mix use these events when rendering MIDI to audio.

Edit → **Undo / Redo** (standard shortcuts) apply to mixer and trim changes made on tracks.

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- **MIDI** □□□□□ □□□□ **MIDI** □□□□□ □□□□ **SoundFont** □□□□□□□□□□□□□□ □□ **MIDI** □□ □□□□□□□□□□

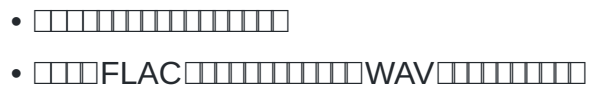
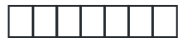
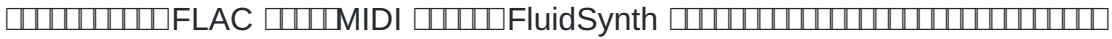
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 MIDI
 Musician's Canvas

Musician's Canvas



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General

- Theme
- Musician's Canvas recording_debug.txt

Display

- LED Light RedDark RedLight GreenDark GreenLight BlueDark BlueYellowOrangeLight CyanDark CyanLight Green

Language

- "System Default"EnglishDeutsch (German)Español (Spanish)Français (French)JapanesePortuguês (Brazilian Portuguese)Chinese (Traditional)Chinese (Simplified)Dansk (Danish)Ελληνικά (Greek)Gaeilge (Irish)Norsk (Norwegian)Polski (Polish)Русский (Russian)Suomi (Finnish)Svenska (Swedish)Cymraeg (Welsh)Pirate

MIDI

- MIDI Output DeviceFluidSynthMIDI RefreshMIDI
- SoundFont.sf2 SoundFontMIDILinux fluid-soundfont-gm SoundFontWindowsmacOSSoundFont

MIDI

Audio

- Audio Input Device
- Audio Output Device














Project > Project Settings Ctrl+P SoundFont
project.json

MIDI

MIDI

- **MIDI Device** MIDI
- **SoundFont** SoundFont
- **Refresh** MIDI

Audio ☐ ☐ ☐

- **Audio Input Device** 
- **Recording capture backend**  PortAudio 
- **PortAudio (native input)**  Audacity 
- **Qt Multimedia**  Qt 
- **PortAudio Input Device**  PortAudio  PortAudio 
- **Audio Output Device** 



- **Sample rate** ☐ 8000 Hz ☒ 192000 Hz ☐ "(native)" ☐
☐ "(resampled)" ☐ Musician's Canvas ☐
- **Channels** ☐



Mix Effects tab

The **Mix Effects** tab is a scrollable list with the same controls as **Track effects** (**Add effect...**, drag ≡ to reorder, ✕ to remove). Processing order is **top to bottom** on the **combined** mix of all enabled tracks. These effects run during **whole-project playback** and when **mixing to a single WAV or FLAC file**; they are **not** baked into individual track files on disk. An empty list leaves the mixed signal unchanged aside from the mixer's own level handling.

Aux / Send Bus tab

Configure the **shared aux effect chain** (same effect types as track inserts). Each track’s **Aux** slider on the track row controls how much of that track’s signal is sent through this bus; the wet aux return is summed with the dry mix **before Mix Effects** are applied.



File

Save Project	Ctrl+S	
Open Project	Ctrl+O	
Close	Ctrl+Q	

Project

Project Settings	Ctrl+P	Aux / Send Bus
Tempo map		BPM MIDI
Add Demo Data to Selected Track		MIDI

Edit

Undo	Ctrl+Z	/
Redo	Ctrl+Shift+Z	

Settings

Configuration	Ctrl+,	

Tools

Mix tracks to file	Ctrl+M	
Export stems to folder		WAV/ Mix Effects
Recording options		
Quantize MIDI		MIDI MIDI
Add drum track	D	MIDI .mid
Virtual MIDI Keyboard		

Help

Manual	Alt+M	PDF
About		

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Ctrl+S	□□□□
Ctrl+Z	□□□□□/□□
Ctrl+Shift+Z	□□
Ctrl+O	□□□□
Ctrl+M	□□□□□□□□
D	□□□□□Tools □□
Ctrl+P	□□□□
Ctrl+,	□□/ □□
Alt+M	□□PDF □□Help□
Ctrl+Q / Alt+F4	□□

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Tools → Add drum track□□□D□□□General MIDI □10□□□□□9□MIDI □□□□□Drums□□□□□□

□□□□□□□□ .mid □□□4/4□□□□□□□□□□□□

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□□□□Audient□MDrummer□Reddit□CS229 PDF□

Virtual MIDI Keyboard

Virtual MIDI Keyboard `virtual_midi_keyboard` MIDI `Tools > Virtual MIDI Keyboard`

Virtual MIDI Keyboard

-
-
- MIDI FluidSynth
- MIDI
- 10%--200%
- SoundFont
- MIDI General MIDI SoundFont
-
- 3 +5
- MIDI CC#70--127

- **Volume** MIDI CC#7 0 127
- **Octave** < > -3 +5
- **Chorus/Effect** 1--127 / MIDI CC#93 **Apply**
- **MIDI** 1--16 MIDI 1 SoundFont bank/program
- MIDI MIDI MIDI 10 — General MIDI —
- MIDI FluidSynth SoundFont Bank:Program Name MIDI 128 General MIDI

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Z	C
S	C#/Db
X	D
D	D#/Eb
C	E
V	F
G	F#/Gb
B	G
H	G#/Ab
N	A
J	A#/Bb
M	B

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MIDI

- MIDI Output DeviceFluidSynth
- MIDI Input Device
- Synthesizer Volume (Master Gain)10%--200%
- SoundFont.sf2 SoundFont
- RefreshMIDI

Audio

- Audio Output Device

Language

- Musician's Canvas

Virtual MIDI Keyboard

Ctrl+,	
Ctrl+U	/
Ctrl+Q	

FAQ

MIDI

- 1.
2. Options
3. MIDIMIDI
4. Settings > Configuration > MIDI MIDISoundFont .sf2
5. Arm
6. RecordStop

File > Save Project .mid project.json

MIDI

SoundFont FluidSynth Settings > Configuration > MIDI

Project > Project Settings .sf2 Linux SoundFont Windows macOS SoundFont

Virtual MIDI Keyboard Musician's Canvas

Tools > Virtual MIDI Keyboard MIDI Musician's Canvas MIDI Musician's Canvas MIDI

Configuration Project Settings

Settings > Configuration MIDI/SoundFont Project > Project Settings project.json Configuration

Musician's Canvas .wav .flac

<.flac / \ : * ? " < > | project.json MIDI <.mid project.json

MIDI

MIDI WAV Musician's Canvas <.flac ID

Arm overdub



Windows

ASIO

ASIO4ALL

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☐ .app ☐☐☐☐☐☐ Virtual MIDI Keyboard ☐☐☐☐☐☐☐ Musician's Canvas.app ☐

☒ Contents/MacOS/☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ Tools > Virtual MIDI Keyboard ☐☐



- MIDI
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- [illegible]

-  Musician's Canvas 
- USB  32000 Hz 
-  Qt Multimedia  Project Settings > Audio  PortAudio 

Virtual MIDI Keyboard

- PipeWire Linux libpipewire-0.3-dev FluidSynth PipeWire
- SoundFont MIDI
-

Linux macOS Windows README