

## Procedure to show spurious pitch adjustment of unpitched percussion.

Move Snare00.sf2, Snare40.sf2 and Snare60.sf2 to MuseScore 2\sound

All three soundfonts have

one sample "Snare 01"

one instrument "Snare" with

Snare 01 mapped onto all keys

scaleTuning, coarseTune and fineTune all set to zero

and one preset "Snare" 128:0

Snare00 has byOriginalPitch set to 0 (Viena default) and was created by Polyphone

Snare40 has byOriginalPitch set to 40 and was created by Viena

Snare60 has byOriginalPitch set to 60 and was created by Polyphone

Open Snare.mscz in MuseScore V2.0.2 (github-musescore-musescore-f51dc11)

Snare was created with the standard unpitched percussion Snare instrument.

There are 4 straight hits and 4 side sticks.

View the synthesizer and replace the current soundfont(s) with Snare60.sf2 and play.

The snare is fairly convincing and there is no difference between straight and side stick showing that the pitch **does not depend** on the MIDI key. OK.

Replace Snare60.sf2 with Snare40.sf2 and play.

The snare is now very high pitch showing that the pitch **does depend** on

byOriginalPitch which I believe that it should not (and does not in other synthesizers)

Replace Snare40.sf2 with Snare00.sf2 and play.

This has a common, reasonable, default value for byOriginalPitch and the sound is now a very high pitch, almost inaudible click.

My own workaround is to add a global overridingRootKey = 60 to all bank 128 instruments.

Very simple once you have tracked down why none of your percussion sets work with

MuseScore! So, a fix to the synthesizer is not a priority for me, but it may stop others giving up on percussion soundfonts.