

- **SYSEX**

- Create MIDI track
- Arm track
- Look at JV1010 menu on top and find the way to send data.
- Prepare JV1010 to send. Can check by doing it before recording...track LEDs will show incoming MIDI info (if track is armed).
- Record track play...send data...stop when LED stops moving.
- Select sysex in track view window to see sysex data
- MIDI event list
- Playback the track into PT (JV1010 should show incoming data).
- Quantize or move to beginning of track
- Save in sequence (GM)
- Can also be saved as .syx file
- Exercise.
  - Play user sound #1
  - Save all user bank
  - Load downloaded .mid into PT
  - Play in
  - Play user sound #1 (different?)
  - Play back in originals.

- **General MIDI (GM)**

- Purpose
- Families (see chart)
- Drum map (see chart)
- Sound quality (oscillators at 100)
- Uses
- Collaboration
- Sysex
- Requirements (see handout comparison)
- Logo

- **Mobile application (new)**

- GM Lite Features
  - Requirements
  - Number of Notes: 16 simultaneous notes
  - MIDI Channels: 16
    - Simultaneous Melodic Instruments = up to 15
    - Simultaneous Percussion Kits = 1 (Channel 10)
  - Control Change Messages
    - Modulation Depth (cc#1)
    - Channel Volume (cc#7)
    - Pan (cc#10)
    - Expression (cc#11)
    - Data Entry (cc#6/38)
    - Hold1 (Damper) (cc#64)
    - RPN LSB/MSB (cc#100/101)
    - Pitch Bend

- All Sound Off, All Notes Off, Reset All Controllers

- Registered Parameter Numbers
  - Pitch Bend Sensitivity
- Universal System Exclusive Messages
  - GM1 System On
- GM Lite Instrument Sound Set
- GM Lite Percussion Sound Set

- **Standard MIDI Files (SMF)**

- Definition

- Create a small song using GM sounds (8 measures or so)

- 3 tracks (drums, bass, 1 other instrument).
- Export as SMF (p. 457) file/export/MIDI
- Format 0 or 1
  - 0 merge all MIDI channels into 1 track (retaining channel info)
  - 1 one track per MIDI channel
  - 2 not used (loops)
  - exploding
- Must end in .mid!
- Open .mid in Quick Time
- Play
  - Is tempo correct? Why not?
  - Are sounds correct? Why not?
  - Are volumes correct? Why not?

Standards:

BPM 120 4/4

In SMF-0 format, the tempo data is scattered throughout the track.

In SMF-1 format, the tempo data is stored in the first track.

Doesn't support loops

Copy through the track

- Go back and fix/export/play
- Go onto Internet, find SMF, download..
  - When cursor over link, look at bottom of browser to see URL and make sure it is a .mid file
  - Hold control key and click on link / save link as / save to desktop
- Import into PT.
  - (p.455) file/import/MIDI
  - See option menu
- Import into Finale (drop on icon in dock)
- GM and SMF aren't linked.
- SMF considered same as CD by library for Congress for copyright (AOL example)...not sound...the work.

Meta events

Lyrics  
 Song writer  
 Song name  
 Composer  
 Device name (track's intended device)  
 Patch name  
 Text

End of track  
Sequence number  
Key  
SMPTE offset