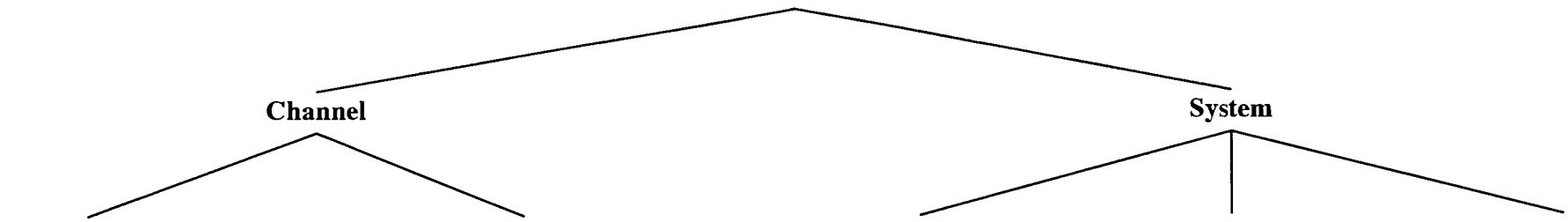
MIDI Messages



Voice

Note Off
```
1000nnnn
0kkkkkkk
0vvvvvvv
```

Note On
```
1001nnnn
0kkkkkkk
0vvvvvvv
```

Poly Key Pressure
```
1010nnnn
0kkkkkkk
0vvvvvvv
```

Control Change
```
1011nnnn
0ccccccc
0vvvvvvv
```

Program Change
```
1100nnnn
0ppppppp
```

Channel Pressure
```
1101nnnn
0vvvvvvv
```

Pitch Wheel
```
1110nnnn
0vvvvvvv (LSB)
0vvvvvvv (MSB)
```

Mode

Local Control Off
```
1011nnnn
01111010
00000000
```

Local Control On
```
1011nnnn
01111010
01111111
```

All Notes Off
```
1011nnnn
01111011
00000000
```

Omni Mode Off
```
1011nnnn
01111100
00000000
```

Omni Mode On
```
1011nnnn
01111101
00000000
```

Mono Mode
```
1011nnnn
01111110
0mmmmmmm
```

Poly Mode
```
1011nnnn
01111111
00000000
```

Common

Song Position Pointer
```
11110010
0vvvvvvv (LSB)
0vvvvvvv (MSB)
```

Song Select
```
11110011
0sssssss
```

Tune Request
```
11110110
```

Realtime

Timing Clock
```
11111000
```

Start
```
11111010
```

Continue
```
11111011
```

Stop
```
11111100
```

Active Sensing
```
11111110
```

System Reset
```
11111111
```

Exclusive

System Exclusive
```
11110000
0iiiiiii
0vvvvvvv
   .
   .
   .
0vvvvvvv
11110111
```

MIDI status bytes always take the form `1xxxxxxx`. The high bit is set.

The Channel Voice Control Change message and all Channel Mode commands commence with the status byte `1011nnnn`.

All System messages (Common, Realtime or Exclusive) commence with `1111xxxx`.

`nnnn` = channel number
`0kkkkkkk` = key number
`0vvvvvvv` = velocity, pressure or other value
`0ccccccc` = controller number
`0ppppppp` = program number
`0mmmmmmm` = number of voice channels
`0sssssss` = song number
`0iiiiiii` = manufacturer's identification number

Thomas Henry, January 1, 2008