
 EMAX MIDI and RS-422 specs
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 Valid for EMAX Software Rev. 3.0
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QUICK REFERENCE EMAX MIDI IMPLEMENTATION CHART:

X = item implemented
 - = item not implemented

MIDI command	Transmitted?	Received?	Comments
Note off	X	X	keys# 21 thru 108 (A-1 thru C7)
Note on	X	X	keys# 21 thru 108 (A-1 thru C7)
Poly key pressure	-	-	
Control Change	X	X	controllers# 0 thru 31
Program Change	X	X	program# (preset#) 0 thru 99
Channel Pressure	X	X	
Pitch Wheel	X	X	
Sustain footswitch	X	X	controller# 64
Local control on/off	-	X	
All notes off	-	X	
Omni mode off/on	-	-	ignores mode, turn all notes off
Mono mode	-	-	ignores mode, turn all notes off
Poly mode	-	-	ignores mode, turn all notes off
Song position pointer	-	-	
Song select	X	X	
Tune request	-	-	
Timing clock	X	X	
Start sequence	X	X	
Continue sequence	-	-	
Stop sequence	X	X	
Active sensing	-	-	
System reset	-	-	
System exclusives	X	X	refer to documentation

f7 EOX

=>A voice number of 127 (7f) denotes an empty voice.

=>While these voice numbers do not match the voice numbers the EMAX displays on the LCD when selecting voices, there is a one-to-one correspondence between the two sets of numbers.

=>EMAX will only do this upon receiving a request (exclusive #05).

```

.....
Send Secondary Voice Map      f0      system exclusive
                              18      E-mu id
                              02      EMAX id
                              36      exclusive #36
                              ss      secondary voice# for key# (00)
                              ss      secondary voice# for key# (01)
                              ..      secondary voice# keys# (02-86)
                              ss      secondary voice# for key# (87)
                              f7      EOX

```

=>A voice number of 127 (7f) denotes an empty voice.

=>While these voice numbers do not match the voice numbers the EMAX displays on the LCD when selecting voices, there is a one-to-one correspondence between the two sets of numbers.

=>EMAX will only do this upon receiving a request (exclusive #06).

```

.....
Send One Sample Fast         f0      system exclusive
                              18      E-mu id
                              02      EMAX id
                              37      exclusive #37
                              kk      key # (0 to 87)
                              0L      level (0=primary, 1=secondary)
                              LL      length (bits 0-6)
                              LL      length (bits 7-13)
                              LL      length (bits 14-18)
                              f7      EOX

```

=>EMAX then switches internally to 500 kbaud.

=>EMAX waits for receive to send ACK (see MMA exclusives) at 500khz:

 =>if no ACK comes within the timeout period, (programmable by using exclusive #21) EMAX displays error and aborts.

=>EMAX starts high speed transfer by sending MMA-type data packet at 500 kbaud:

 =>Sound data in the data packet is sent as 12 bit SIGNED linear data.

 =>Data packet (see MMA Data Packet) contains 120 bytes packed like this:

```

        byte 0: bbaaaaaa      aaaaaa = 6 ls bits of data word 0
        byte 1: ccccbbbb      bbbbbbb = 6 ms bits of data word 0
        byte 2: ddddddcc      cccccc = 6 ls bits of data word 1
                                ddddddd = 6 ms bits of data word 1
        byte 3: ffeeeeeee     eeeeeee = 6 ls bits of data word 2
        --etc--
        byte 119: zzzzzzyy     zzzzzzz = 6 ms bits of data word 79

```

 =>Note that bit 7 is used in these packets, unlike standard MMA format.

=>EMAX then waits for an ACK, as per MMA protocol:

 =>if no response comes within a few seconds, EMAX sends CANCEL, aborts.

 =>if NAK or transmission error, EMAX retransmits packet. EMAX will try re-sending 5 times before giving up and sending CANCEL.

 =>if CANCEL, EMAX displays "Cancelled by Receiver" and aborts.

 =>if WAIT, EMAX resets its timeout counter (a few seconds). If receiver needs more time, it must keep sending WAITs.

 =>if ACK, EMAX increments packet number and transmits next packet.

 =>Maximum packet number is 127, as per MMA protocol. Packet numbers wraparound and continue from 0 after that.

 =>Receiver must handshake the last packet (respond with ACK).

=>After completion of transfer, EMAX automatically switches back to 31.25 kbaud.

=>The "length" in the header refers to # of 12-bit data words, (80 per

packet) not to the actual number of bytes in the packet, which is 120.
=>If key and level refer to a null voice, EMAX sets length=0 and does no high speed transfer at all.

=>EMAX will only do this command upon receiving a request (exclusive #07).

=>Uses current preset.

.....

Send Ready	f0	system exclusive
	18	E-mu id
	02	EMAX id
	38	exclusive #38
	f7	EOX

=>EMAX sends this after processing time-consuming system exclusives.

=>Sender should wait for this signal before sending more commands.

=>EMAX will also send this if requested to (exclusive #08).

.....

7e
0c midi base channel (0 to 15)
7d
pp packet number
f7 EOF

.....
Wait (WAIT)

f0 system exclusive
7e
0c midi base channel (0 to 15)
7c
pp packet number
f7 EOF
.....

7e (126)

00

=>EMAX ignores the midi mode change, but it does execute "all notes off".
=>Ignored by EMAX if the front panel midi option "Notes,Wheels" is set to "no".

.....
Poly Mode (all notes off) bn n = MIDI channel no. (0 to 15)
7f (127)
00

=>EMAX ignores the midi mode change, but it does execute "all notes off".
=>Ignored by EMAX if the front panel midi option "Notes,Wheels" is set to "no".

.....
Preset Change cn n = MIDI channel no. (0 to 15)
pp pp = preset number (0 to 99)

=>Always received. "Preset Change On/Off" from the front panel has no effect.

.....
Channel Pressure dn n = MIDI channel no. (0 to 15)
pp pp = pressure value (0 to 127)

=>Ignored by EMAX if the front panel midi option "Notes,Wheels" is set to "no".

.....
Pitch Wheel en n = MIDI channel no. (0 to 15)
xx xx = don't care
ww ww = wheel value (0 to 127)

=>Ignored by EMAX if the front panel midi option "Notes,Wheels" is set to "no".
=>Range selectable via front panel "pitch bend range" (0 to +- 4 semitones).

.....
Song Position Pointer f2
xx xx = don't care
xx xx = don't care

=>EMAX does NOT respond to position information, but it does reset all internal
sequencer wheels in case they were left hanging by an external controller.

.....
Song Select f3
ss ss = sequence # (0 to 99)

=>Receiving this selects a new sequence on the EMAX.

.....
Timing Clock f8

.....
Sequencer Start fa

.....
Sequencer Stop fc

.....

02 EMAX id
06 exclusive #06
f7 EOX

=>Upon receiving this, EMAX dos a Send Secondary Voice Map (exclusive #36).

.....
Request to Send One Sample Fast f0 system exclusive
 18 E-mu id
 02 EMAX id
 07 exclusive #07
 kk key # (0 to 87)
 0L level (0=primary, 1=secondary)
 f7 EOX

=>Upon receiving this, EMAX dos a Send One Sample Fast (exclusive #37).

=>Uses current preset.

.....
Request to Send Ready f0 system exclusive
 18 E-mu id
 02 EMAX id
 08 exclusive #08
 f7 EOX

=>Upon receiving this, EMAX dos a Send Ready (exclusive #38).

=>Provided as a means for an external device to find out if EMAX is present.

.....

1: secondary

2: both

LL lo key # (0 to 87)

hh hi key # (0 to 87)

f7 EOX

=>This command duplicates front panel function.

=>EMAX does no checks to see if data bytes are within legal range or not.

=>Uses current preset.

=>After finishing task, EMAX sends READY message.

.....
Execute Crossfade Change

f0 system exclusive

18 E-mu id

02 EMAX id

14 exclusive #14

LL lo key # (0 to 87)

hh hi key # (0 to 87)

0d direction:

0: primary hard

1: secondary hard

0m crossfade mode:

0: off

1: velocity fade

2: velocity switch

3: positional

4: realtime fade

5: realtime switch

f7 EOX

=>This command duplicates front panel function.

=>EMAX does no checks to see if data bytes are within legal range or not.

=>Uses current preset.

=>After finishing task, EMAX sends READY message.

.....
Execute Create Preset

f0 system exclusive

18 E-mu id

02 EMAX id

15 exclusive #15

pp preset # (0 to 99)

f7 EOX

=>This command duplicates front panel function.

=>EMAX does no checks to see if data bytes are within legal range or not.

=>If preset already exists, it will be overwritten.

=>After finishing task, EMAX sends READY message.

.....
Execute Erase Preset

f0 system exclusive

18 E-mu id

02 EMAX id

16 exclusive #16

pp preset # (0 to 99)

f7 EOX

=>This command duplicates front panel function.

=>EMAX does no checks to see if data bytes are within legal range or not.

=>After finishing task, EMAX sends READY message.

.....
Execute Copy Preset

f0 system exclusive

18 E-mu id

02 EMAX id

17 exclusive #17

pp from preset # (0 to 99)

pp to preset # (0 to 99)

f7 EOX

=>This command duplicates front panel function.
=>EMAX does no checks to see if data bytes are within legal range or not.
=>EMAX will not allow the "to preset" to be the current preset.
=>After finishing task, EMAX sends READY message.

```

.....
Accept New Sample Fast      f0      system exclusive
                             18      E-mu id
                             02      EMAX id
                             18      exclusive #18
                             LL      low key # (0 to 87)
                             hh      hi key # (0 to 87)
                             0L      level (0=primary, 1=secondary)
                             0s      sample rate (0 to 7)
                                 0: 10.000khz
                                 1: 15.625khz
                                 2: 20.000khz
                                 3: 22.050khz
                                 4: 27.778khz
                                 5: 31.250khz
                                 6: 41.667khz
                                 7: 44.100khz
                             LL      length (bits 0-6)
                             LL      length (bits 7-13)
                             LL      length (bits 14-18)
                             f7      EOF

```

=>EMAX now switches internally to 500 kbaud.
=>EMAX waits at least 100msec to allow sender to switch baud rates.
=>EMAX then checks if dump will fit:
 if it won't fit: EMAX sends CANCEL and returns to 31.25 kbaud.
 if it will fit: EMAX sends ACK and continues.
=>Sender starts high speed transfer by sending MMA-type data packet at 500kbaud:
=>The sound data in the data packet is sent as 12 bit linear data.
=>Data packet (see MMA Data Packet) contains 120 bytes packed like this:

byte 0: bbaaaaaa	aaaaaa = 6 ls bits of data word 0
byte 1: cccbbbbb	bbbbbb = 6 ms bits of data word 0
byte 2: ddddddcc	cccccc = 6 ls bits of data word 1
	dddddd = 6 ms bits of data word 1
byte 3: ffeeeeeee	eeeeee = 6 ls bits of data word 2
--etc--	
byte 119: zzzzzzyy	zzzzzz = 6 ms bits of data word 79

=>Note that bit 7 is used in these packets, unlike standard MMA format.
=>Sender then waits for an ACK, as per MMA protocol:
=>if EMAX detected transmission error, it sends NAK, expects re-send.
 EMAX will tolerate 5 re-sends before sending CANCEL and aborting.
=>if packet received correctly, EMAX sends ACK, expects next packet.
=>EMAX will handshake the last packet.
=>After completion of transfer, EMAX automatically switches back to 31.25 kbaud.
=>Receiver must wait at least 5 msec after receipt of EMAX's ACK of the last packet before sending another command to EMAX (at 31.25 kbaud).
=>EMAX sets loop start points at the first byte, loop end points at the last byte, and sets all loops off. To change these, use exclusive #1c, "Change Sample Info".
=>The "length" in the header refers to # of 12-bit data bytes, (80 per packet) not to the actual number of bytes in the packet, which is 120.
=>EMAX does no checks to see if data bytes are within legal range or not.
=>EMAX makes the sample's "original key" = hi key.
=>For internal reasons, EMAX replaces the first two and the last two bytes of the sample dump with zeroes. Sender should also pad the ends with two zeroes and not use these bytes when looping sounds.
=>Uses current preset.


```

0f      loop & direction flags
        bit0: loop on
        bit1: loop in release
        bit2: backwards

```

```

f7      EOX

```

=>if key and level refer to a null voice, EMAX doesn't change anything.
=>EMAX does no checks to see if parameter bytes are within legal range or not.
=>Be aware that if sample rate is changed, the key assignments may no longer be valid due to transpose limitations. EMAX will not correct for this.
=>After finishing task, EMAX sends READY message.

```

.....
Erase All      f0      system exclusive
                18      E-mu id
                02      EMAX id
                1d      exclusive #1d
                f7      EOX

```

=>Erases all presets, sequences, sounds. Same as front panel option in "Master".
=>After finishing task, EMAX sends READY message.

```

.....
Change Current Preset  f0      system exclusive
                       18      E-mu id
                       02      EMAX id
                       1e      exclusive #1e
                       pp      preset # (0 to 99)
                       f7      EOX

```

=>Same as MIDI change preset, but bypasses omni/poly, midi on checks.
=>If preset doesn't exist, nothing happens: current preset doesn't change.
=>After finishing task, EMAX sends READY message.

```

.....
Shorten Sample      f0      system exclusive
                    18      E-mu id
                    02      EMAX id
                    1f      exclusive #1f
                    kk      key # (0 to 87)
                    0L      level (0=primary, 1=secondary)
                    LL      # bytes (bits 0-6)
                    LL      # bytes (bits 7-13)
                    LL      # bytes (bits 14-18)
                    f7      EOX

```

=>Uses current preset.
=>The # of bytes specified is the # of bytes to shorten the sample by.
=>if key and level refer to a null voice, EMAX doesn't shorten anything.
=>EMAX assumes sample is at least as long as # of bytes to be shortened by.
=>Loop end points are set to end of sample if shortened beyond original points.
=>After finishing task, EMAX sends READY message.

```

.....
Lengthen Sample     f0      system exclusive
                    18      E-mu id
                    02      EMAX id
                    20      exclusive #20
                    kk      key # (0 to 87)
                    0L      level (0=primary, 1=secondary)
                    LL      # bytes (bits 0-6)
                    LL      # bytes (bits 7-13)
                    LL      # bytes (bits 14-18)
                    f7      EOX

```

=>Uses current preset.
=>The # of bytes specified is the # of bytes to lengthen the sample by.
=>if key and level refer to a null voice, EMAX doesn't lengthen anything.
=>EMAX assumes there is enough memory in EMAX to accommodate lengthening.

=>Loop points remain unaffected.

=>After finishing task, EMAX sends READY message.

```
.....  
Modify Time Out          f0      system exclusive  
                          18      E-mu id  
                          02      EMAX id  
                          21      exclusive #21  
                          tt      timeout in seconds (0 to 127)  
                          f7      EOF
```

=>This sets the time EMAX waits for sample dump handshaking before timing out.

=>EMAX defaults to a timeout of 4 seconds.

=>Once changed, value will stay changed until modified by this command or until power is turned off.

=>After finishing task, EMAX sends READY message.

```
.....  
Change Misc Info        f0      system exclusive  
                          18      E-mu id  
                          02      EMAX id  
                          22      exclusive #22  
                          tt      master tune value (0 to 31),  
                                  (16) is zero tune offset  
                          xx      bit 0: supermode      1=on 0=off  
                                  bit 1: midi overflow 1=on 0=off  
                                  bit 2-4: arp clock source:  
                                      0: internal  
                                      1: midi  
                                      2: 24 ppq  
                                      3: 48 ppq  
                                      4: 96 ppq  
                          f7      EOF
```

=>NOTE: due to a bug in EMAX Rev 3.0 software, master tune values of 0 to 15 (-48 cents to -3 cents) don't work properly. This should be fixed next rev.

=>After finishing task, EMAX sends READY message.

```
.....
```


	LL	sample number (Pri/Sec 0 or 1)
	f7	EOX
.....		
Acknowledge (ACK)	f0	system exclusive
	7e	
	0c	midi base channel (0 to 15)
	7f	
	pp	packet number
	f7	EOX
.....		
Not Acknowledged (NAK)	f0	system exclusive
	7e	
	0c	midi base channel (0 to 15)
	7e	
	pp	packet number
	f7	EOX
.....		
Cancel Dump (CANCEL)	f0	system exclusive
	7e	
	0c	midi base channel (0 to 15)
	7d	
	pp	packet number
	f7	EOX
.....		
Wait (WAIT)	f0	system exclusive
	7e	
	0c	midi base channel (0 to 15)
	7c	
	pp	packet number
	f7	EOX
.....		

<<<<<<<<<<<<<<<<<<<<

>>> SUPERMODE <<<

<<<<<<<<<<<<<<<<<<<<

"Supermode" is an EMAX MIDI mode designed to enhance the Sequencer/MIDI interface. It is basically equivalent to "Poly Mode On" for all 16 MIDI channels simultaneously.

When Supermode is on, the OMNI/POLY setting is ignored, but the MIDI Notes/Wheels flag of the CURRENT PRESET is still checked by EMAX to determine whether to accept or ignore incoming MIDI performance data.

EMAX's sequencer has 16 tracks, and each track has an independent preset assigned to it. These presets are referred to as "Sequencer Presets".

The chart below shows the EMAX sound mapping:

---FOR SUPERMODE ON---

SOURCE	WHAT YOU HEAR	WHAT THE SEQUENCER RECORDS	WHAT IS TRANSMITTED OVER MIDI
MIDI ch 1	seq preset 1	seq track 1	
ch 2	seq preset 2	seq track 2	
...	(nothing)
ch 16	seq preset 16	seq track 16	
EMAX KEYBOARD	current preset	(nothing)	current preset's basic channel
SEQ track 1	seq preset 1		each track transmits over basic channel defined in its sequencer preset
track 2	seq preset 2		
...	...	(nothing)	
track 16	seq preset 16		

---FOR SUPERMODE OFF---

SOURCE	WHAT YOU HEAR	WHAT THE SEQUENCER RECORDS	WHAT IS TRANSMITTED OVER MIDI
MIDI ch 1-16	current preset (if it passes omni/poly, basic channel tests)	single enabled track	(nothing)
EMAX KEYBOARD	current preset	single enabled track	current preset's basic channel
SEQ track 1	seq preset 1		each track transmits over basic channel defined in its sequencer preset
track 2	seq preset 2		
...	...	(nothing)	
track 16	seq preset 16		


```

<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
>>> MIDI OVERFLOW MODE >>>
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

```

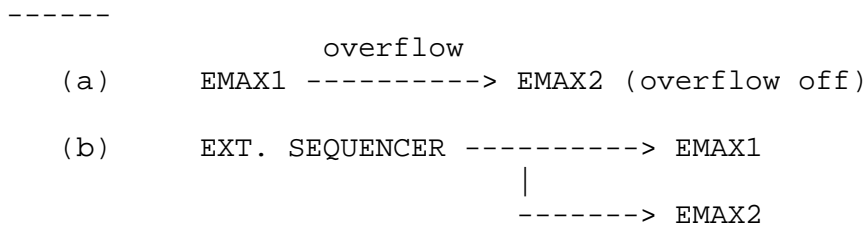
When MIDI Overflow Mode is off, if all of EMAX's voices are being used and another key is pressed, EMAX "steals" the voice that has been playing the longest and uses that voice for the new note.

When MIDI Overflow Mode is on, instead of "stealing" when it runs out of voices, EMAX will send any new notes out over MIDI. This way, another EMAX or an EMAX rack can play those extra notes, resulting in a total of 16 possible simultaneous notes instead of the 8 available with one EMAX.

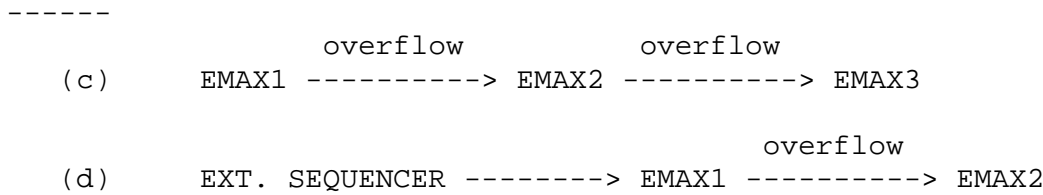
For this mode to be useful, a few things should be remembered:

- (1) MIDI Overflow Mode only supports 2 EMAXs overflowed together, a "master" and a "slave".
- (2) The "slave" must be another EMAX (or EMAX rack).
- (3) Both EMAXs must be using the same bank.
- (4) The "master" EMAX should be put in MIDI Overflow Mode, but the "slave" should not. (If both EMAXs were put in Overflow Mode, then the 17th note would not be played by either EMAX but instead the "slave" would send it out over MIDI.)
- (5) While you CAN hook up 3 EMAXs master-slave1-slave2 and get a 24 note system, the problem is wheel information from the master only gets recognized by slave1 and is not echoed to slave2. For the same reason, one shouldn't expect to be able to hook up an external sequencer to drive 2 EMAXs in MIDI Overflow Mode. Instead, use two MIDI Outs from the sequencer and control the two EMAXs on separate MIDI channels.

RIGHT:



WRONG:



Voice Parameter List: (for use with exclusives #00 and #30)

Parameter#	Parameter	# of bits	Value Range (Decimal)
0	VCA Attack	5	0 to 31
1	VCA Hold	5	0 to 31
2	VCA Decay	5	0 to 31
3	VCA Sustain	5	0 to 31
4	VCA Release	5	0 to 31
5	LFO Rate	7	1 to 120
6	LFO Delay	7	0 to 99
7	LFO Variation	4	0 to 15
8	Vibrato	4	0 to 15
9	Tuning	5	0 to 31 (-16 to 15 to user)
10	Vel to Fc	4	0 to 15
11	Vel to FAttack	4	0 to 15
12	Vel to Pan	4	0 to 15
13	Tremolo	4	0 to 15
14	Vel to Level	4	0 to 15
15	Vel to Pitch	4	0 to 15
16	Vel to Attack	4	0 to 15
17	Rt Pitch enable	1	0 to 1 (1 = enabled)
18	Rt Fc enable	1	0 to 1
19	Rt Level enable	1	0 to 1
20	Rt Vibr enable	1	0 to 1
21	Rt Fvibr enable	1	0 to 1
22	Rt Trem enable	1	0 to 1
23	Rt Att enable	1	0 to 1
24	Rt Pan enable	1	0 to 1
25	--not used--		
26	--not used--		
27	--not used--		
28	Original Key	6	0 to 87
29	Lo Channel	3	0 to 7
30	Hi Channel	3	0 to 7
31	Filter Cutoff	7	0 to 120
32	Filter Q	7	0 to 99
33	Env Amount	7	0 to 100 (-50 to 50 to user)
34	--not used--		
35	--not used--		
36	--not used--		
37	--not used--		
38	--not used--		
39	VCF Attack	5	0 to 31
40	VCF Hold	5	0 to 31
41	VCF Decay	5	0 to 31
42	VCF Sustain	5	0 to 31
43	VCF Release	5	0 to 31
44	Velocity to Q	4	0 to 15
45	Solo	1	0 to 1
46	Nontranspose	1	0 to 1
47	Kybd Tracking	4	0 to 15
48	Pan	4	1 to 15 (8 = center)
49	LFO to Pan	4	0 to 15
50	LFO to Fc	4	0 to 15
51	Delay	6	0 to 63
52	Attenuation	5	0 to 31
53	Chorus	1	0 to 1
54	Character #0	6	0 to 63
55	Character #1	6	0 to 63

56	Character #2	6	0 to 63
57	Character #3	6	0 to 63
58	Character #4	6	0 to 63
59	Character #5	6	0 to 63

Note: Characters #0 to #5 are not used by EMAX at all, and can be used by interfacing programs to name individual voices. To be compatible with each other, programs should add 32 to the 0 to 63 number to make an ASCII range of 32 to 95.

.....

Preset Parameter List: (for use with exclusives #01 and #31)

Parameter#	Parameter	# of bits	Value Range (Decimal)
0	Preset Name 1st letter	7	ASCII (=0 if preset empty)
1	--not used--		
2	2nd letter	7	ASCII
3	--not used--		
4	3rd letter	7	ASCII
5	--not used--		
6	4th letter	7	ASCII
7	--not used--		
8	5th letter	7	ASCII
9	--not used--		
10	6th letter	7	ASCII
11	--not used--		
12	7th letter	7	ASCII
13	--not used--		
14	8th letter	7	ASCII
15	--not used--		
16	9th letter	7	ASCII
17	--not used--		
18	10th letter	7	ASCII
19	--not used--		
20	11th letter	7	ASCII
21	--not used--		
22	12th letter	7	ASCII
23	--not used--		
24	Left Wheel Dest	4	0 to 9
25	Right Wheel Dest	4	0 to 9
26	Pressure Dest	4	0 to 9
27	Pedal Dest	4	0 to 9
28	MIDI Controller A Dest	4	0 to 9
29	MIDI Controller B Dest	4	0 to 9

Possible Controller Destinations:

- 0: off
- 1: pitch
- 2: filter freq
- 3: level
- 4: vibrato
- 5: filter vibrato
- 6: tremolo
- 7: attack
- 8: pan
- 9: crossfade

30	Footswitch #1 Dest	4	0 to 7
31	Footswitch #2 Dest	4	0 to 7

Possible Controller Destinations:

- 0: off
- 1: realtime arpeggiator footswitch
- 2: realtime sequencer control
- 3: realtime sustain
- 4: realtime release
- 5: realtime cross-switch
- 6: realtime advance preset
- 7: realtime sample control

32	MIDI Basic Channel	4	0 to 15
33	Omni/Poly 1:Omni 0:Poly	1	0 to 1
34	MIDI Enabled	1	0 to 1

1: All events

```

    0: No notes or wheels
35   Preset Change Enabled   1           0 to 1
36   Local Control On       1           0 to 1
37   Seq Start/Stop Enabled 1           0 to 1
38   MIDI Port 1:Out 0:Thru 1           0 to 1
39   --not used--
40   MIDI Left Wheel Cntrlr  6           0 to 34
41   MIDI Right Wheel Cntrlr 6           0 to 34
42   MIDI Pressure          6           0 to 34
43   MIDI Pedal Controller   6           0 to 34
44   MIDI A input Controller 6           0 to 34
45   MIDI B input Controller 6           0 to 34
      Possible Controllers:
          0:      off
          1 to 32: midi controller #
          33:     pitch wheel
          34:     channel pressure

      Arpeggiator Tempo is 16 bits: 4000 to 24000
46   Arpeggiator Tempo Lo   2           0 to 3
47   Arpeggiator Tempo Mid  7           0 to 127
48   Arpeggiator Tempo Hi   7           0 to 127

49   Arpeggiator Resolution 4           0 to 9
50   Arpeggiator Repeats    3           0 to 7
51   Arpeggiator On/Off     1           0 to 1
52   Arpeggiator Mode       3           0 to 5
      Possible Arpeggiator Modes:
          0: up
          1: down
          2: up/down
          3: forward assignment
          4: backward assignment
          5: random
53   Arpeggiator Latch Mode 2           0 to 2
          0: offlatch
          1: autolatch
          2: extendlatch
54   Cruz Control           1           0 to 1
55   Arpeggiator Glissando  1           0 to 1
56   Arpeggiator Interval   4           0 to 15
57   Arpeggiator Extensions 4           0 to 15
58   Arpeggiator Velocity   7           0 to 127
59   Arpeggiator Hi Key     7           0 to 87
60   Arpeggiator Lo Key     7           0 to 87
61   Pitch Wheel Range     3           1 to 4
          0:      invalid
          1: +- 1 semitone
          2: +- 2 semitones
          3: +- 3 semitones
          4: +- 4 semitones
62   --not used--
63   --not used--
64   Velocity Curve         4           0 to 13
65   --not used--
66   --not used--
67   Arpeggiator Harmony1   4           0 to 15
68   Arpeggiator Harmony2   4           0 to 15

```