

CMP 4a / Music Tec 2a – (005)

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LOGIC PRO / MIDI CLASS

Read up on MIDI and get to know some of the fundamentals. Write down and keep the answers handy for future reference.

1. What does MIDI stand for?
2. What is the purpose of MIDI?
3. Name the 3 types of MIDI communication port commonly found on a MIDI device?
4. How many pins does a MIDI cable have?
5. How many MIDI channels can a standard MIDI cable transport?
6. What is the difference between Standard MIDI Formats 0 and 1?
7. What is General MIDI?
8. What is the Extended General MIDI Standard from ROLAND known as?
9. What is the Extended General MIDI Standard from YAMAHA known as?
10. In Logic pro what is the Mixer Window that allows easy control of GM.
11. How would you chain several MIDI devices in order to pass data through one device to another?
12. How many MIDI Channels can an 8x8 MIDI Hub transmit and receive?
13. How many discrete divisions of controller information can a MIDI controller send and receive?
14. What is the difference between Monophonic and Polyphonic?
15. What does Multitimbral mean?
16. What does '8 part Multitimbral' mean?
17. What instruments can be considered Multitimbral, Monophonic & Polyphonic?
18. What is meant by the term 'System Exclusive' (SysEx)?
19. How would you best view SysEx Data in Logic Pro?
20. What is a Bulk Dump and why would you use one?
21. What kind of MIDI event is typically generated via channel pressure?
22. What functions do the following *MIDI controller* numbers represent:
[0], [1], [7], [10], [65],
23. What functions do the following *MIDI Mode* message numbers represent:
[121], [123].
24. Define the following Message types:
 - a. **Channel Messages:** Note On, Note Off, Velocity, Aftertouch, Pitch Bend, Program Change, Control Change, Bank Select, RPN, NRPN.
 - b. **Channel Mode Messages:** Reset Controllers, Local On/Off, Omni Mode On/Off.
 - c. **System Common Messages:** MTC, Song Select, Song Position Pointer, EOX,
25. How many pulses per quarter note does a MIDI clock transmit?
26. 'Active Sensing' is a type of *System Real Time Message*. Define Active Sensing and list 3 other types of System Real Time Message.