

- Next we set instruments to channel

Delta-Time	Event
0x00	Cn xx

n is 0-15 for channels 1-16
xx is the instrument ID

channel 10 is reserved for percussion

- Now we play notes!

Delta time can be anything

Event: 9n xx yy

n is 0-15 to refer to a channel

xx is the note ID number

yy is the "velocity" or volume

- To stop playing a note:

Event 8n xx yy

n, xx, yy means the same

- At the end of the track

Delta Time	Event
0x00	FF 2F 00