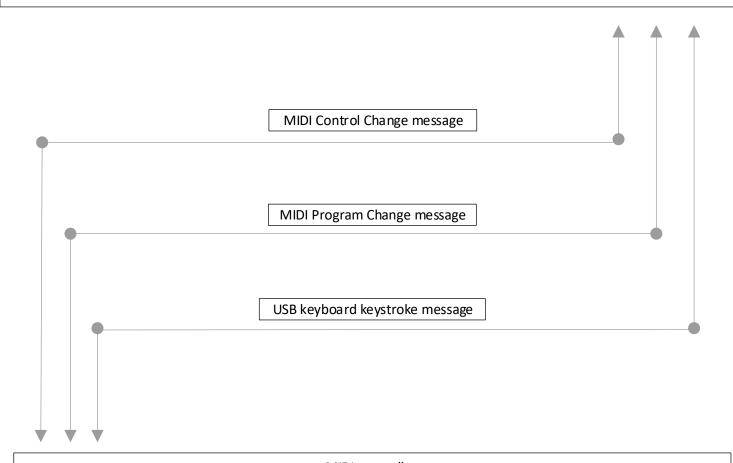
Computer running amp sim applications









```
MIDI controller:

C/C++ on Teensy 4.0, communicating with USB keyboard and USB MIDI device messages

usbMIDI.sendNoteOn(note, velocity, channusbMIDI.sendNoteOff(note, velocity, channusbMIDI.sendNoteOff
```

```
usbMIDI.sendNoteOn(note, velocity, channel);
                                                   usbMIDI.sendNoteOff(note, velocity, channel);
                                                   usbMIDI.sendAfterTouchPoly(note, pressure, channel);
// press and hold CTRL
                                                   usbMIDI.sendControlChange(control, value, channel);
Keyboard.set modifier(MODIFIERKEY CTRL);
                                                   usbMIDI.sendProgramChange(program, channel);
Keyboard.send now();
                                                   usbMIDI.sendAfterTouch(pressure, channel);
                                                   usbMIDI.sendPitchBend(value, channel);
// press ALT while still holding CTRL
Keyboard.set modifier(MODIFIERKEY CTRL | MODIFIERKEY ALT) usbMIDI.sendSysEx(length, array, hasBeginEnd);
                                                   usbMIDI.sendTimeCodeQuarterFrame(index, value);
Keyboard.send_now();
                                                   usbMIDI.sendSongPosition(beats);
                                                   usbMIDI.sendSongSelect(song);
// press DELETE, while CLTR and ALT still held
                                                   usbMIDI.sendTuneRequest();
Keyboard.set_key1(KEY_DELETE);
                                                   usbMIDI.sendRealTime(usbMIDI.Clock);
Keyboard.send_now();
                                                   usbMIDI.sendRealTime(usbMIDI.Start);
                                                   usbMIDI.sendRealTime(usbMIDI.Continue);
// release all the keys at the same instant
                                                   usbMIDI.sendRealTime(usbMIDI.Stop);
Keyboard.set_modifier(0);
                                                   usbMIDI.sendRealTime(usbMIDI.ActiveSensing);
Keyboard.set_key1(0);
Keyboard.send_now();
                                                   usbMIDI.sendRealTime(usbMIDI.SystemReset);
```