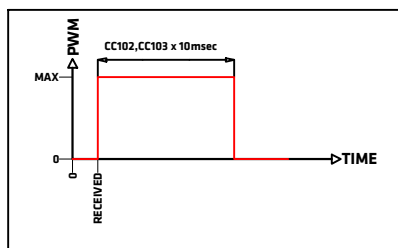
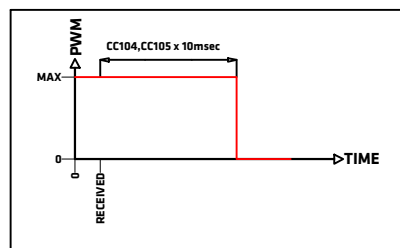


PROGRAM CHANGES				
MIDI PROGRAM CHANGE DECIMAL	RDS COMMAND NAME	GROUP (DEFAULT)	DATA1 (DEFAULT)	DATA2 (DEFAULT)
01	No FUNCTION			
02	ADD ADDRESS			
03	DEL ADDRESS			
03	TURN OUTPUT ON	CC20,CC21,CC22,CC23 (F,F,F,F)	CC102	CC103
04	TURN OUTPUT OFF	CC20,CC21,CC22,CC23 (F,F,F,F)	CC102	CC103
05	SET CCT			
06	CCT TRIGGER LEVEL	CC20,CC21,CC22,CC23 (F,F,F,F)		CC106
07	CCT HYSTERESIS	CC20,CC21,CC22,CC23 (F,F,F,F)		CC107
08	TUNE TO			
09	ENABLE TONES	CC20,CC21,CC22,CC23 (F,F,F,F)	NO DATA	NO DATA
10	DISABLE TONES	CC20,CC21,CC22,CC23 (F,F,F,F)	NO DATA	NO DATA
11	ENABLE FADE	CC20,CC21,CC22,CC23 (F,F,F,F)	CC108	CC109
12	DISABLE FADE	CC20,CC21,CC22,CC23 (F,F,F,F)	NO DATA	NO DATA
13	PATTERN: BLINK	CC20,CC21,CC22,CC23 (F,F,F,F)	CC110	CC111
14	PATTERN: BREATH	CC20,CC21,CC22,CC23 (F,F,F,F)	CC112	CC113
16	PATTERN: SPARKLE	CC20,CC21,CC22,CC23 (F,F,F,F)	CC114	CC115
17	PATTERN: TWINKLE	CC20,CC21,CC22,CC23 (F,F,F,F)	CC116	CC117
18	PATTERN OFF	CC20,CC21,CC22,CC23 (F,F,F,F)	NO DATA	NO DATA
18...127	FOR RDS MACROS	N/A	N/A	N/A

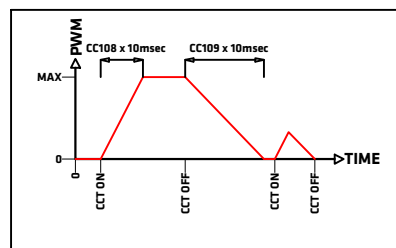
CONTROL CHANGES				
MIDI CONTROL CHANGE DECIMAL	CONTROL CHANGE NAME	DEFAULT	MIN VALUE	MAX VALUE
20	ADDRESS 1ST BYTE	F	0	0F
21	ADDRESS 2ND BYTE	F	0	0F
22	ADDRESS 3RD BYTE	F	0	0F
23	ADDRESS 4TH BYTE	F	0	0F
24...30	RESERVED			
102	OUTPUT ON TIME 1ST BYTE	00	0	FF
103	OUTPUT ON TIME 2ND BYTE	00	0	FF
104	OUTPUT OFF DELAY TIME 1ST BYTE	00	0	FF
105	OUTPUT OFF DELAY TIME 2ND BYTE	00	0	FF
106	CCT THRESHOLD LEVEL	64	0	FF
107	CCT HYSTERESIS	0A	0	FF
108	FADE RAMP ON TIME	10	0	FF
109	FADE RAMP OFF TIME	10	0	FF
110	PATTERN: BLINK ON TIME	10	0	FF
111	PATTERN: BLINK OFF TIME	10	0	FF
112	PATTERN: BREATH ON TIME	10	0	FF
113	PATTERN: BREATH OFF TIME	10	0	FF
114	PATTERN: SPARKLE ON TIME RANDOM ON TIME	10	0	FF
115	PATTERN: SPARKLE OFF TIME RANDOM	10	0	FF
116	PATTERN: TWINKLE RAMP ON TIME	10	0	FF
117	PATTERN TWINKLE OFF TIME RANDOM	10	0	FF



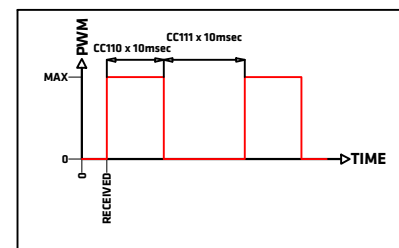
PC 03: TURN OUTPUT ON



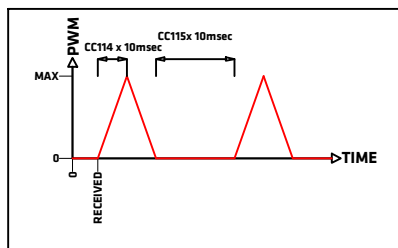
PC 04: TURN OUTPUT OFF



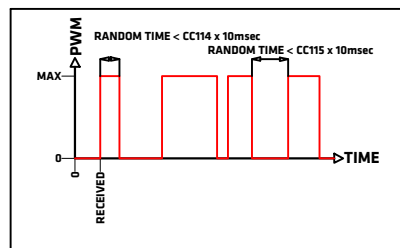
PC 11: ENABLE FADE



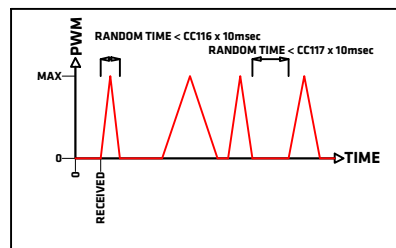
PC 13: PATTERN: BLINK



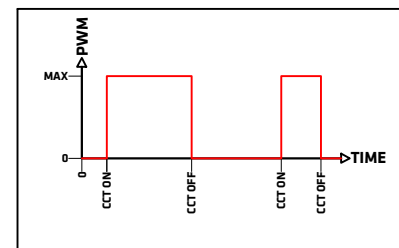
PC 14: PATTERN: BREATH



PC 16: PATTERN: SPARKLE



PC 17: PATTERN: TWINKLE



PC 09: ENABLE TONES