



Expanded Messages List (Status Bytes)

Edit Item

The following table lists Status Bytes in binary numerical order (adapted from "MIDI by the Numbers" by D. Valenti, Electronic Musician 2/88, and updated by the MIDI Manufacturers Association.) This table is intended as an overview of MIDI, and is by no means complete.

WARNING! Details about implementing these messages can dramatically impact compatibility with other products. We strongly recommend consulting the official MMA Detailed MIDI Specification_for additional information.

Table 2: Expanded Status Bytes List			
STATUS BYTE		DATA BYTES	
1st Byte Value	Function	2nd Byte	3rd Byte
Binary Hex Dec			
10000000= 80= 128	Chan 1 Note off	Note Number (0-127)	Note Velocity (0-127)
10000001= 81= 129	Chan 2 Note off	Note Number (0-127)	Note Velocity (0-127)
10000010= 82= 130	Chan 3 Note off	Note Number (0-127)	Note Velocity (0-127)
10000011= 83= 131	Chan 4 Note off	Note Number (0-127)	Note Velocity (0-127)
10000100= 84= 132	Chan 5 Note off	Note Number (0-127)	Note Velocity (0-127)
10000101= 85= 133	Chan 6 Note off	Note Number (0-127)	Note Velocity (0-127)
10000110= 86= 134	Chan 7 Note off	Note Number (0-127)	Note Velocity (0-127)
10000111= 87= 135	Chan 8 Note off	Note Number (0-127)	Note Velocity (0-127)
10001000= 88= 136	Chan 9 Note off	Note Number (0-127)	Note Velocity (0-127)
10001001= 89= 137	Chan 10 Note off	Note Number (0-127)	Note Velocity (0-127)
10001010= 8A= 138	Chan 11 Note off	Note Number (0-127)	Note Velocity (0-127)

10001011= 8B= 139	Chan 12 Note off	Note Number (0-127)	Note Velocity (0-127)
10001100= 8C= 140	Chan 13 Note off	Note Number (0-127)	Note Velocity (0-127)
10001101= 8D= 141	Chan 14 Note off	Note Number (0-127)	Note Velocity (0-127)
10001110= 8E= 142	Chan 15 Note off	Note Number (0-127)	Note Velocity (0-127)
10001111= 8F= 143	Chan 16 Note off	Note Number (0-127)	Note Velocity (0-127)
10010000= 90= 144	Chan 1 Note on	Note Number (0-127)	Note Velocity (0-127)
10010001= 91= 145	Chan 2 Note on	Note Number (0-127)	Note Velocity (0-127)
10010010= 92= 146	Chan 3 Note on	Note Number (0-127)	Note Velocity (0-127)
10010011= 93= 147	Chan 4 Note on	Note Number (0-127)	Note Velocity (0-127)
10010100= 94= 148	Chan 5 Note on	Note Number (0-127)	Note Velocity (0-127)
10010101= 95= 149	Chan 6 Note on	Note Number (0-127)	Note Velocity (0-127)
10010110= 96= 150	Chan 7 Note on	Note Number (0-127)	Note Velocity (0-127)
10010111= 97= 151	Chan 8 Note on	Note Number (0-127)	Note Velocity (0-127)
10011000= 98= 152	Chan 9 Note on	Note Number (0-127)	Note Velocity (0-127)
10011001= 99= 153	Chan 10 Note on	Note Number (0-127)	Note Velocity (0-127)
10011010= 9A= 154	Chan 11 Note on	Note Number (0-127)	Note Velocity (0-127)
10011011= 9B= 155	Chan 12 Note on	Note Number (0-127)	Note Velocity (0-127)
10011100= 9C= 156	Chan 13 Note on	Note Number (0-127)	Note Velocity (0-127)
10011101= 9D= 157	Chan 14 Note on	Note Number (0-127)	Note Velocity (0-127)
10011110= 9E= 158	Chan 15 Note on	Note Number (0-127)	Note Velocity (0-127)
10011111= 9F= 159	Chan 16 Note on	Note Number (0-127)	Note Velocity (0-127)
10100000= A0= 160	Chan 1 Polyphonic Aftertouch	Note Number (0-127)	Pressure (0-127)
10100001= A1= 161	Chan 2 Polyphonic Aftertouch	Note Number (0-127	Pressure (0-127)
10100010= A2= 162	Chan 3 Polyphonic Aftertouch	Note Number (0-127	Pressure (0-127)
10100011= A3= 163	Chan 4 Polyphonic Aftertouch	Note Number (0-127	Pressure (0-127)
10100100= A4= 164	Chan 5 Polyphonic Aftertouch	Note Number (0-127	Pressure (0-127)
10100101= A5= 165	Chan 6 Polyphonic Aftertouch	Note Number (0-127	Pressure (0-127)
10100110= A6= 166	Chan 7 Polyphonic Aftertouch	Note Number (0-127	Pressure (0-127)
10100111= A7= 167	Chan 8 Polyphonic Aftertouch	Note Number (0-127	Pressure (0-127)
10101000= A8= 168	Chan 9 Polyphonic Aftertouch	Note Number (0-127	Pressure (0-127)
10101001= A9= 169	Chan 10 Polyphonic Aftertouch	Note Number (0-127	Pressure (0-127)
10101010= AA= 170	Chan 11 Polyphonic Aftertouch	Note Number (0-127	Pressure (0-127)
10101011= AB= 171	Chan 12 Polyphonic Aftertouch	Note Number (0-127	Pressure (0-127)
10101100= AC= 172	Chan 13 Polyphonic Aftertouch	Note Number (0-127	Pressure (0-127)

10101101= AD= 173	Chan 14 Polyphonic Aftertouch	Note Number (0-127	Pressure (0-127)
10101110= AE= 174	Chan 15 Polyphonic Aftertouch	Note Number (0-127	Pressure (0-127)
10101111= AF= 175	Chan 16 Polyphonic Aftertouch	Note Number (0-127	Pressure (0-127)
10110000= B0= 176	Chan 1 Control/Mode Change	see Table 3	see Table 3
10110001= B1= 177	Chan 2 Control/Mode Change	see Table 3	see Table 3
10110010= B2= 178	Chan 3 Control/Mode Change	see Table 3	see Table 3
10110011= B3= 179	Chan 4 Control/Mode Change	see Table 3	see Table 3
10110100= B4= 180	Chan 5 Control/Mode Change	see Table 3	see Table 3
10110101= B5= 181	Chan 6 Control/Mode Change	see Table 3	see Table 3
10110110= B6= 182	Chan 7 Control/Mode Change	see Table 3	see Table 3
10110111= B7= 183	Chan 8 Control/Mode Change	see Table 3	see Table 3
10111000= B8= 184	Chan 9 Control/Mode Change	see Table 3	see Table 3
10111001= B9= 185	Chan 10 Control/Mode Change	see Table 3	see Table 3
10111010= BA= 186	Chan 11 Control/Mode Change	see Table 3	see Table 3
10111011= BB= 187	Chan 12 Control/Mode Change	see Table 3	see Table 3
10111100= BC= 188	Chan 13 Control/Mode Change	see Table 3	see Table 3
10111101= BD= 189	Chan 14 Control/Mode Change	see Table 3	see Table 3
10111110= BE= 190	Chan 15 Control/Mode Change	see Table 3	see Table 3
10111111= BF= 191	Chan 16 Control/Mode Change	see Table 3	see Table 3
11000000= CO= 192	Chan 1 Program Change	Program # (0-127)	none
11000001= C1= 193	Chan 2 Program Change	Program # (0-127)	none
11000010= C2= 194	Chan 3 Program Change	Program # (0-127)	none
11000011= C3= 195	Chan 4 Program Change	Program # (0-127)	none
11000100= C4= 196	Chan 5 Program Change	Program # (0-127)	none
11000101= C5= 197	Chan 6 Program Change	Program # (0-127)	none
11000110= C6= 198	Chan 7 Program Change	Program # (0-127)	none
11000111= C7= 199	Chan 8 Program Change	Program # (0-127)	none
11001000= C8= 200	Chan 9 Program Change	Program # (0-127)	none
11001001= C9= 201	Chan 10 Program Change	Program # (0-127)	none
11001010= CA= 202	Chan 11 Program Change	Program # (0-127)	none
11001011= CB= 203	Chan 12 Program Change	Program # (0-127)	none
11001100= CC= 204	Chan 13 Program Change	Program # (0-127)	none
11001101= CD= 205	Chan 14 Program Change	Program # (0-127)	none
11001110= CE= 206	Chan 15 Program Change	Program # (0-127)	none

11001111= CF= 207	Chan 16 Program Change	Program # (0-127)	none
11010000= D0= 208	Chan 1 Channel Aftertouch	Pressure (0-127)	none
11010001= D1= 209	Chan 2 Channel Aftertouch	Pressure (0-127)	none
11010010= D2= 210	Chan 3 Channel Aftertouch	Pressure (0-127)	none
11010011= D3= 211	Chan 4 Channel Aftertouch	Pressure (0-127)	none
11010100= D4= 212	Chan 5 Channel Aftertouch	Pressure (0-127)	none
11010101= D5= 213	Chan 6 Channel Aftertouch	Pressure (0-127)	none
11010110= D6= 214	Chan 7 Channel Aftertouch	Pressure (0-127)	none
11010111= D7= 215	Chan 8 Channel Aftertouch	Pressure (0-127)	none
11011000= D8= 216	Chan 9 Channel Aftertouch	Pressure (0-127)	none
11011001= D9= 217	Chan 10 Channel Aftertouch	Pressure (0-127)	none
11011010= DA= 218	Chan 11 Channel Aftertouch	Pressure (0-127)	none
11011011= DB= 219	Chan 12 Channel Aftertouch	Pressure (0-127)	none
11011100= DC= 220	Chan 13 Channel Aftertouch	Pressure (0-127)	none
11011101= DD= 221	Chan 14 Channel Aftertouch	Pressure (0-127)	none
11011110= DE= 222	Chan 15 Channel Aftertouch	Pressure (0-127)	none
11011111= DF= 223	Chan 16 Channel Aftertouch	Pressure (0-127)	none
11100000= E0= 224	Chan 1 Pitch Bend Change	Pitch Bender LSB (0-127)	Pitch Bender MSB (0-127)
11100001= E1= 225	Chan 2 Pitch Bend Change	Pitch Bender LSB (0-127)	Pitch Bender MSB (0-127)
11100010= E2= 226	Chan 3 Pitch Bend Change	Pitch Bender LSB (0-127)	Pitch Bender MSB (0-127)
11100011= E3= 227	Chan 4 Pitch Bend Change	Pitch Bender LSB (0-127)	Pitch Bender MSB (0-127)
11100100= E4= 228	Chan 5 Pitch Bend Change	Pitch Bender LSB (0-127)	Pitch Bender MSB (0-127)
11100101= E5= 229	Chan 6 Pitch Bend Change	Pitch Bender LSB (0-127)	Pitch Bender MSB (0-127)
11100110= E6= 230	Chan 7 Pitch Bend Change	Pitch Bender LSB (0-127)	Pitch Bender MSB (0-127)
11100111= E7= 231	Chan 8 Pitch Bend Change	Pitch Bender LSB (0-127)	Pitch Bender MSB (0-127)
11101000= E8= 232	Chan 9 Pitch Bend Change	Pitch Bender LSB (0-127)	Pitch Bender MSB (0-127)
11101001= E9= 233	Chan 10 Pitch Bend Change	Pitch Bender LSB (0-127)	Pitch Bender MSB (0-127)
11101010= EA= 234	Chan 11 Pitch Bend Change	Pitch Bender LSB (0-127)	Pitch Bender MSB (0-127)
11101011= EB= 235	Chan 12 Pitch Bend Change	Pitch Bender LSB (0-127)	Pitch Bender MSB (0-127)
11101100= EC= 236	Chan 13 Pitch Bend Change	Pitch Bender LSB (0-127)	Pitch Bender MSB (0-127)
11101101= ED= 237	Chan 14 Pitch Bend Change	Pitch Bender LSB (0-127)	Pitch Bender MSB (0-127)
11101110= EE= 238	Chan 15 Pitch Bend Change	Pitch Bender LSB (0-127)	Pitch Bender MSB (0-127)
11101111= EF= 239	Chan 16 Pitch Bend Change	Pitch Bender LSB (0-127)	Pitch Bender MSB (0-127)
11110000= F0= 240	System Exclusive	**	**
1	1	1	I.

11110001= F1= 241	MIDI Time Code Qtr. Frame	-see spec-	-see spec-
11110010= F2= 242	Song Position Pointer	LSB	MSB
11110011= F3= 243	Song Select (Song #)	(0-127)	none
11110100= F4= 244	Undefined (Reserved)		
11110101= F5= 245	Undefined (Reserved)		
11110110= F6= 246	Tune request	none	none
11110111= F7= 247	End of SysEx (EOX)	none	none
11111000= F8= 248	Timing clock	none	none
11111001= F9= 249	Undefined (Reserved)		
11111010= FA= 250	Start	none	none
11111011= FB= 251	Continue	none	none
11111100= FC= 252	Stop	none	none
11111101= FD= 253	Undefined (Reserved)		
11111110= FE= 254	Active Sensing	none	none
11111111= FF= 255	System Reset	none	none
	· · · · · · · · · · · · · · · · · · ·		

^{**} Note: System Exclusive (data dump) 2nd byte= Vendor ID (or Universal Exclusive) followed by more data bytes and ending with EOX.

The MIDI Manufacturers Association (MMA)

About the MMA

Join the MMA

Request a SysEx ID

MMA IP Policy

Contact Us

Click here to contact us - We'd love to hear from you

© 2020 MIDI Manufacturers Association

<u>Privacy Policy</u> | <u>Terms of Use</u>

T

/