Hexadecimal to decimal conversion

0x00	0
0x01	1
0x02	2
0x03	3
0x04	4
0x05	5
0x06	6
0x07	7
0x08	8
0x09	9
0x0A	10
0x0B	11
0x0C	12
0x0D	13
0x0E	14
0x0F	15

16
17
18
19
20
21
22
23
24
25
26
27
28
29
30
31

0x20	32
0x21	33
0x22	34
0x23	35
0x24	36
0x25	37
0x26	38
0x27	39
0x28	40
0x29	41
0x2A	42
0x2B	43
0x2C	44
0x2D	45
0x2E	46
0x2F	47

0x30	48
0x31	49
0x32	50
0x33	51
0x34	52
0x35	53
0x36	54
0x37	55
0x38	56
0x39	57
0x3A	58
0x3B	59
0x3C	60
0x3D	61
0x3E	62
0x3F	63

0x40	64
0x41	65
0x42	66
0x43	67
0x44	68
0x45	69
0x46	70
0x47	71
0x48	72
0x49	73
0x4A	74
0x4B	75
0x4C	76
0x4D	77
0x4E	78
0x4F	79

0x50	80
0x51	81
0x52	82
0x53	83
0x54	84
0x55	85
0x56	86
0x57	87
0x58	88
0x59	89
0x5A	90
0x5B	91
0x5C	92
0x5D	93
0x5E	94
0x5F	95

0x60	96
0x61	97
0x62	98
0x63	99
0x64	100
0x65	101
0x66	102
0x67	103
0x68	104
0x69	105
0x6A	106
0x6B	107
0x6C	108
0x6D	109
0x6E	110
0x6F	111

0x70	112
0x71	113
0x72	114
0x73	115
0x74	116
0x75	117
0x76	118
0x77	119
0x78	120
0x79	121
0x7A	122
0x7B	123
0x7C	124
0x7D	125
0x7E	126
0x7F	127

Operations on hexadecimals

0x00	+1	=	0x01	0x00	+17	=	0x11
0x00	+2	=	0x02	0x00	+18	=	0x12
0x00	+3	=	0x03	0x00	+19	=	0x13
0x00	+4	=	0x04	0x00	+20	=	0x14
0x00	+5	=	0x05	0x00	+21	=	0x15
0x00	+6	=	0x06	0x00	+22	=	0x16
0x00	+7	=	0x07	0x00	+23	=	0x17
0x00	+8	=	0x08	0x00	+24	=	0x18
0x00	+9	=	0x09	0x00	+25	=	0x19
0x00	+10	=	0x0A	0x00	+26	=	0x1A
0x00	+11	=	0x0B	0x00	+27	=	0x1B
0x00	+12	=	0x0C	0x00	+28	=	0x1C
0x00	+13	=	0x0D	0x00	+29	=	0x1D
0x00	+14	=	0x0E	0x00	+30	=	0x1E
0x00	+15	=	0x0F	0x00	+31	=	0x1F
0x00	+16	=	0x10	0x00	+32	=	0x20

Decode the following MIDI messages

Note: some may be invalid (find why)

Status byte	0x92
Data byte 1	0x49
Data byte 2	0x7f

Status byte	0x91
Data byte 1	0x49
Data byte 2	0x00

Status byte	0xC1
Data byte 1	0x01
Data byte 2	

Status byte	0xA2
Data byte 1	0x80
Data byte 2	0x47

Status byte	0xE0
Data byte 1	0x20
Data byte 2	0x00

Status byte	0xD2
Data byte 1	0xEA
Data byte 2	0x00

Memo

0xE0

0x80	Note OFF (channel 1)
0x81	Note OFF (channel 2)
0x90	Note ON (channel 1)
0xA0	Polyphonic Aftertouch (channel 1)
0xB0	Control Change (channel 1)
0xC0	Program Change (channel 1)
0xD0	Channel pressure / Aftertouch (channel 1)

Pitch Bend (channel 1)