**Midi Design Notes**

**Command Decoding and Logic**

**How much is a message?**

* Smallest unit of consideration is a byte

**Status vs. Command Bytes**

* If a byte begins with a ‘1’ it is a status byte, if it begins with a ‘0’ it is a data byte

A diagram of a system

Description automatically generated

A diagram of a single message

Description automatically generated

**Midi Clock Notes**

* System Real-time messages can be sent at any time, should be treated as high priority, and importantly, **do not interrupt ‘Running Status’** and can be interpreted at any time, including when other status/data bytes are in the process of being sent.