The next lesson: !

To reconstruct the data into 8 bit bytes.

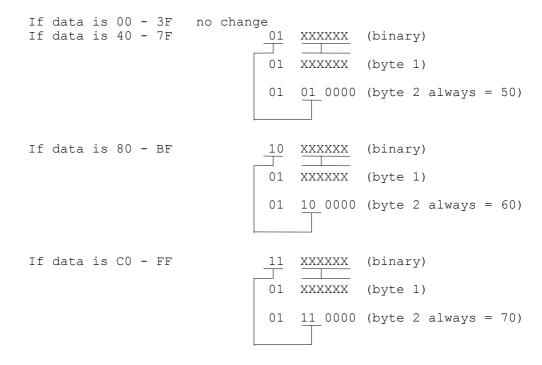
Why? So we can change the data to change the voice.

Remember to reconstitute the data only and not the exclusive (ie header.)

All values in Hex.

X = Don't care.

My formulas:



Examples:

4B = 4B and 50 9C = 5C and 60CD = 4D and 70

Of course you will be converting two 7 bit bytes to one 8 bit byte. (Split data to unsplit data). If you do it right you should finish with 234 and 424 bytes Poly and Mono respectively.

Also you should take the 8 byte data and calculate the check sum. It will tell you all is OK. (The second to last byte should be the check sum) followed by F7.

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My Turbo Pascal Code was something like:
Procedure OneByteToTwo;
Begin
DiskData[Count]:= ((MidiBuffer[Bufftail] AND $3F)OR $40);
INC(Count);
DiskData[Count]:= (((MidiBuffer[Bufftail] AND $C0) SHR 2) OR $40);
End;
Can't remember exactly but MidiBuffer=array of byte and BuffHead was the pointer.
Anyway I'm sure you'll work it out.
Byte1:= (MIDIBuffer[BuffHead] AND $3F);
Dec (BuffHead);
Byte2:=(MidiBuffer[BuffHead] SHL 2);
MidiBuffer[BuffHead]:=(Byte1 OR Byte2);
Once you have the correct no of bytes you should be able to change bytes (I used
a random no generator) calculate check sum, split the data then send it back.
(If you use random nos and vol=0 then you won't get any sounds).
Hope this makes sense...
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