MIDI IN implementation			
NOTE ON	NOM MACRO	value	rem
1	macro_clearAll	NA / SET	
2	parse_display_next_text	NA / SET	
3	macro_background_color_red	NA / SET	
4	macro_background_color_green	NA / SET	
5	macro_background_color_blue	NA / SET	
6	macro_background_color_white	NA / SET	
7	macro_background_color_black	NA / SET	
8	macro_background_color_table	NA / SET	
9	macro_text_color_red	NA / SET	
10	macro_text_color_green	NA / SET	
11	macro_text_color_blue	NA / SET	
12	macro_text_color_white	NA / SET	
13	macro_text_color_black	NA / SET	
14	macro_text_color_table	NA / SET	
15	macro_strobe_text	NA / SET	
16	macro_fadeIN_fadeOUT	NA / TOGGLE	
17	macro_fadeIN	NA / TOGGLE	
18	macro_fadeOUT	NA / TOGGLE	
19	macro_display_SD_PPM	NA / TOGGLE	display 75X16 ascii or raw .ppm
20	macro_display_SD_mult_PPM	NA / TOGGLE	display 75X16 ascii or raw .ppm
21	macro_display_SD_anim_PPM	NA / TOGGLE	display 75X160 RAW .ppm in 10 anim images
22	macro_glitter	NA / TOGGLE	
31 -> 49	set_text_file	SET	numero du fichier SNGx .TXT (x= 1 to 19)
51 -> 69	set_file & macro_display_SD_anim_PPM	SPEED (x4)	set anim file 1->19; speed=velocity*4

Control Change nb	NOM	Value	Rem
1	cc_set_brightness	0-127	x2 to 0-255
2	cc_set_text_file	1-127	numero du fichier SNGx .TXT
3	cc_set_background_color	1-127	num de la table de couleurs
4	cc_set_text_color	1-127	num de la table de couleurs
5	cc_set_text_speed	0-127	en millis (vitesse scrolling)
6	cc_set_text_loop	0-127	scrolling loop: 0-64=no, 64-127=yes
7	cc_set_strobe_color	0-127	num de la table de couleurs
8	cc_set_strobe_speed	0-127	BPM x 4
9	cc_set_fade_speed	0-127	BPM x 4
10	cc_set_bitmap_folder	1-127	numero du repertoire IMGx/
11	cc_set_bitmap_file	1-127	numero du fichier IMGx.PPM ou ANIMx.PPM
12	cc_set_bitmap_speed	1-127	BPM pour mult / Millis pour anim
13	cc_set_glitter_amount	1-127	nb pixels / passe
14	cc_set_glitter_speed	0-127	0-127 => 20-1000 en ms
15	cc_set_glitter_color	1-127	num de la table de couleurs