Midi Implementation

Function	Transmitted	Recognized	Remarks
Note ON	9nH, v = 1 -127	9nH, v = 1 - 127	
Note OFF	9nH, v = 0	9nH, v = 0 or 8nH	
Contr.Change			
Mod.Wheel	no	1	7 Bit
Glide	5 + 37	5 + 37	10 Bit
Mod.Vco	6 + 38	6 + 38	10 Bit (64+00=OFF)
Pulse	8 x 40	8 + 40	10 Bit (64+00=OFF)
Rate1	9 + 41	9 + 41	10 Bit
Interval 1	10 + 42	10 + 42	14 Bit
Interval 2	11 + 43	11 + 43	14 Bit
Rate2	12 + 44	12 + 44	10 Bit
Level VCO1	13 + 45	13 + 45	10 Bit
Level VCO2	14 + 46	14 + 46	10 Bit
Level VCO3	15 + 47	15 + 47	10 Bit
Level Noise	16 + 48	16 + 48	10 Bit
Audio In	17 + 49	17 + 49	10 Bit
Mod.VCF	18 + 50	18 + 50	10 Bit (64+00=OFF)
Mod.VCA	19 + 51	19 + 51	10 Bit (64+00=OFF)
KeyFollow	20 + 52	20 + 52	10 Bit
Cutoff	21+ 53	21 + 53	14 Bit
Emphasis	22 + 54	22 + 54	10 Bit
Contour	23 + 55	23 + 55	10 Bit
Attack1	24 + 56	24 + 56	10 Bit
Decay1	25 + 57	25 + 57	10 Bit
Sustain1	26 + 58	26 + 58	10 Bit
Release1	27 + 59	27 + 59	10 Bit
Attack2	28 + 60	28 + 60	10 Bit
Decay2	29 + 61	29 + 61	10 Bit
Sustain2	30 + 62	30 + 62	10 Bit
Release2	31 + 63	31 + 63	10 Bit
Octave1	80	80	2 Bit
Wave1	81	81	2 Bit
Octave2	82	82	2 Bit
Wave2	83	83	2 Bit
Octave3	84	84	2 Bit
Wave3	85	85	2 Bit
Wave.Mod1	86	86	3 Bit
Wave.Mod2	87	87	3 Bit
Prog.Change			
User Memory	01 - 49	01 - 49	
Presets	50 - 99	50 - 99	

Systemprogrammierung

Bei dem MFB-SYNTH II kann man einige Grundeinstellungen ändern. Durch Drücken von **Tempo** und einer Taste C1/**1**...C3/**25** kann folgendes verändert werden:

C1/**1**	MOD.VCO	**0 = LFO1**	1 = LFO2	
C#1/**2**	PWM	**0 = LFO1**	1 = LFO2	
D1/**3**	MOD.VCF	0 = LFO1	**1 = LFO2**	
D#1/**3**	MOD.VCF	0 = VCO1	1 = VCO2	**2 = VCO3**
E1/**5**	SYNC	**0 = intern**	1 = extern	
F1/**6**	Dynamik VCF	**0 = Off**	1 = On	
F#1/**7**	Dynamik VCA	**0 = Off**	1 = On	
G1/**8**	Pitch Bender	**0 = +/- 1 Ton**	1 = +/- 3 Töne	2 = +/- 1 Oktave
G#1/**9**	Mod.Wheel	**0 = VCO**	1 = VCF	2 = VCA
A1/**10**	CV In	**0 = Off**	1 = VCO	2 = VCF
A#1/**11**	Prog.Change	**0 = Off**	1 = Midi In	
B1/**12**	Prog.Change	**0 = Off**	1 = Midi Out	
C2/**13**	Contr.Change	**0 = Off**	1 = Midi In	
C#2/**14**	Contr.Change	**0 = Off**	1 = Midi Out	
D#2/**16**	Note OFF	**0 = Polyphon**	1 = Monophon	
B2/**24**	CV IN 1V/Oct	Tune -1		
C3/**25**	CV IN 1V/Oct	Tune +1		

Die fettgedruckten Werte sind die Grundeinstellungen, auf die auch die Presets abgestimmt sind. Es wird empfohlen, diese Werte nur einmalig auf seinen Geschmack einzustellen.

Anzeige der Potieinstellung

Beim Umschalten eines Presets oder Usermemorys stimmen die Potiwerte nicht mit der Drehrichtung der Potis überein. Die tatsächlichen Werte sieht man, wenn man **Shift** und **Tempo** gleichzeitig mit einer der folgenden Tasten drückt.

C1/**01**	RATE LFO1		C#1/**02**	PULSE
D1/**03**	MOD.VCO		D#1/**04**	GLIDE
E1/**05**	RATE LFO2		F1/**06**	INTERVAL VCO3
F#1/**07**	INTERVAL VCO2		G1/**08**	MIXER NOISE
G#1/**09**	MIXER VCO3		A1/**10**	MIXER VCO2
A#1/**11**	MIXER VCO1		B1/**12**	MOD.VCO
C2/**13**	MOD.VCF		C#2/**14**	ATTACK ADSR2
D2/**15**	ATTACK ADSR1		D#2/**16**	KEY
E2/**17**	DECAY ADSR2	F2/**18**	DECAY ADSR1	
F#2/**19**	CUTOFF		G2/**20**	SUSTA1N ADSR2
G#2/**21**	SUSTAIN ADSR2		A2/**22**	EMPHASIS
A#2/**23**	RELEASE ADSR2		A2/**24**	RELEASE ADSR1
C3/**25**	CONTOUR			

Presets (Preset + Keyboard)

Nr.	Name	Kategorie
01	Typical	Lead
02	Metasync	Lead
03	Bobcat	Lead
04	Analog SID-Chip	Lead / FX
05	Full Bandwide	Lead / Bass
06	Simply Nice	Lead
07	Stepping Filter	Seq
08	Full Square	Lead / Seq
09	Phatt Bass	Bass / Sub
10	DX Plus	Lead / Seq
11	Sweep Ring	Seq / Lead
12	Attack Bass	Bass
13	Mind Scanner	FX
14	Small PWM	Lead / Bass
15	FM Bass	Bass / Seq
16	Random Step-VCF	Bass/ Seq
17	Channel Cord	Seq
18	Glider	Lead / Seq
19	Dual Ring	Seq / Lead
20	Slide Saw	Lead
21	LFO Liner	Bass / Seq
22	90s Detuned Hook	Seq / Lead
23	Thin & Ugly	Seq
24	Less Paul	"Guitar"
25	Messing Flute	Lead

Presets (Shift + Preset + Keyboard)

Nr.	Name	Kategorie
01	Soft Drivin	Lead
02	S&H Filter	Lead
03	Dirty Larry	Lead / Seq
04	Sharp Overtone	Lead
05	Soft Jazzy	Organ
06	Mono Divider	Organ
07	Unmelodic Blaster	FX / Bass
08	Cosmic Backround	FX
09	High Tizzle	Seq
10	Soft High Sync	Lead
11	Falling Formant	FX
12	Melodymaker	Lead
13	Disintegrated Voice	FX
14	Metallic Voice	FX / Seq
15	Tok Bass	Bass
16	Little Sweeper	Seq
17	Soft DX	Seq
18	Tackle Sync	Seq / Lead
19	Growl Bass	Bass
20	Drush Tone	Seq
21	Cowbell (ca. D1)	Drum
22	Drive Kick (C1-C2)	Drum
23	closed Hihat	Drum
24	Dance Kick	Drum
25	Snare (C1-C2)	Drum