

## Pearl Midi Codes

In all examples, Midi bytes are shown in hexadecimal.

### Playback Control, 3 bytes (NOTE ON)

Command & Channel {90 for channel 0, 9f for channel 15}  
Playback number {00 for playback 1, 0e for playback 15}  
Playback Level {00 for 0%, 40 for 50%, 7f for 100%}

### Page Change, 2 bytes

Command & Channel {C0}  
Page {7d=page A, 02=page B, ..., 0a=page J}

### Chase Control, 3 bytes

Command & Channel {a0}  
Playback {00-for playback 1, 0f for playback 15}  
Chase command {0-stop, 1-continue, 2-restart, 3=go, 4=snap}

### Command list

Assume that MIDI channel is 0

Action	Command sequence
Playback 1 to 0%	90 00 00
Playback 1 to 100%	90 00 7f
Playback 2 to 0%	90 01 00
Playback 2 to 100%	90 01 7f
Playback 3 to 0%	90 02 00
Playback 3 to 100%	90 02 7f
Playback 4 to 0%	90 03 00
Playback 4 to 100%	90 03 7f
Playback 5 to 0%	90 04 00
Playback 5 to 100%	90 04 7f
Playback 6 to 0%	90 05 00
Playback 6 to 100%	90 05 7f
Playback 7 to 0%	90 06 00
Playback 7 to 100%	90 06 7f
Playback 8 to 0%	90 07 00
Playback 8 to 100%	90 07 7f
Playback 9 to 0%	90 08 00
Playback 9 to 100%	90 08 7f
Playback 10 to 0%	90 09 00
Playback 10 to 100%	90 09 7f
Playback 11 to 0%	90 0a 00
Playback 11 to 100%	90 0a 7f
Playback 12 to 0%	90 0b 00
Playback 12 to 100%	90 0b 7f
Playback 13 to 0%	90 0c 00
Playback 13 to 100%	90 0c 7f
Playback 14 to 0%	90 0d 00
Playback 14 to 100%	90 0d 7f
Playback 15 to 0%	90 0e 00
Playback 15 to 100%	90 0e 7f

To set the playback to a level other than 0% or 100%, use a value from the following list in the 3rd byte of the above command

<b>Level</b>	<b>Midi 2nd byte</b>
0%	00
10%	0d
20%	20
30%	27
40%	34
50%	40
60%	4d
70%	5a
80%	67
90%	73
100%	7f

### **Change Page**

Set Page to 1A	C0 7D
Set Page to 1B	C0 02
Set Page to 1C	C0 03
Set Page to 1D	C0 04
Set Page to 1E	C0 05
Set Page to 1F	C0 06
Set Page to 1G	C0 07
Set Page to 1H	C0 08
Set Page to 1I	C0 09
Set Page to 1J	C0 0A

Set Page to 2A	C0 7E
Set Page to 2B	C0 0C
Set Page to 2C	C0 0D
Set Page to 2D	C0 0E
Set Page to 2E	C0 0F
Set Page to 2F	C0 10
Set Page to 2G	C0 11
Set Page to 2H	C0 12
Set Page to 2I	C0 13
Set Page to 2J	C0 14

Set Page to 3A	C0 7F
Set Page to 3B	C0 16
Set Page to 3C	C0 17
Set Page to 3D	C0 18
Set Page to 3E	C0 19
Set Page to 3F	C0 1A
Set Page to 3G	C0 1B
Set Page to 3H	C0 1C
Set Page to 3I	C0 1D
Set Page to 3J	C0 1E

**Chase control**

Chase stop	A0 00 00
Chase continue	A0 00 01
Chase restart	A0 00 02
Chase Go	A0 00 03
Chase Snap	A0 00 04

In the chase example above, the 2<sup>nd</sup> Byte is the playback number minus 1, 0 means playback 1, Set this byte to one from the following list for other playbacks

<b>Playback</b>	<b>2nd byte</b>
1	00
2	01
3	02
4	03
5	04
6	05
7	06
8	07
9	08
10	09
11	0a
12	0b
13	0c
14	0d
15	0e