

1. TRANSMITTED DATA

1-1 CHANNEL MESSAGES

[H] :Hex, [D] :Decimal

Status)	Second [Hex] [H] [D]	Third ENA [H] [D]	Description (Transmitted by
8n kk (kk) vv (vv) Note Off(vv)=0-127 (Key Off)	*1 A		
9n kk (kk) vv (vv) Note On (vv)=1-127 (Key On)	*1 A		
An kk (kk) vv (vv) Poly Key Pressure (Seq.data)	Q		
Bn 00 (00) mm (mm) Bank Select(MSB) (Style/Sound change)	*2 A		
Bn 01 (01) vv (vv) Modulation1 (Joy Stick +Y)	A		
Bn 02 (02) vv (vv) Modulation2 (Joy Stick -Y)	A		
Bn 07 (07) vv (vv) Volume (Part Volume change)	A		
Bn 0B (11) vv (vv) Expression (Pedal.Function = Expression)	A		
Bn 20 (32) bb (bb) Bank Select(LSB) (Style/Sound change)	*2 A		
Bn 40 (64) vv (vv) Hold1 (Pedal Function = Damper)	A		
Bn 5B (91) vv (vv) Effect 1 Send (Effect 1 Send change)	A		
Bn 5D (93) vv (vv) Effect 2 Send (Effect 2 Send change)	A		
Bn cc (cc) vv (vv) Control (cc)=0-119 (Sequencer data)	Q		
Cn pp (pp) -- -- Program Change (Prog/Combi change)	*2 A		
Dn vv (vv) -- -- Channel Pressure (After Touch)	A		
En bb (bb) bb (bb) Bender Change (Joy Stick X)	A		

n : MIDI Channel No. (0 - 15) Usually Global Channel.

g : Always Global Channel No. 0

ENA = A : Always Enabled

Q : Enabled when Sequencer is playing(transmit), recording(receive)

*1 : kk = 24 - 108 : i3 (61keys + Transpose)
= 00 - 127 : Sequencer and Style

*2 : MIDI Out[Hex]

mm,bb,pp = 20,00-12,00 - 0F : Style change
21,00-13,00 - 0F : Keyboard Set change
21,7F, 00 - 03 : Keyboard Set set to STS
78,00-41,00 - 7F : Sound DrumKit change
79,00-43,00 - 7F : Sound Program change

1-2 SYSTEM REALTIME MESSAGES

Status[Hex]	Description (Transmitted when ...)
FE	Active Sensing (Always)

1-3 SYSTEM EXCLUSIVE

1-3-1 UNIVERSAL SYSTEM EXCLUSIVE MESSAGE (NON REALTIME)

DEVICE INQUIRY REPLY (Transmits when received a INQUIRY MESSAGE REQUEST

)

[F0,7E,0g,06,02,42,4C,01,mm,00,vv,ww,xx,00,F7] 3rd byte g : Global

Channel

6th byte 42 : KORG ID

7th byte 4C : i3

series LSB ID

8th byte 01 : i3

series MSB ID

9th byte mm : i3

mm = 0D

11th byte vv : System

Version 1st (1 -)

12th byte ww : System

Version 2nd (0 -)

13th byte xx : System

Version 3rd (0 -)

(i.e. Version 1.0.2:

vv=01, ww=00, xx=02)

1-3-2 i3 System Exclusive Message Function

Effect Variation Change

[F0, 42, 30, 00, 01, 4C, 4F, 0n, vv, mm, F7]

4F : Function(Effect Variation Change)

0n : Effect Location

00 STYLE/SONG FX1

01 STYLE/SONG FX2

02 SOUND SET FX1

03 SOUND SET FX2

0vvv vvvv : Effect Variation Number LSB 6...0bit *3

Program 3E,00 - : Assign correspond GML1 program in Sound
 Program 7F,00 - : Assign correspond XG Drum kit in Sound
 Sound Program 40,00 - : Assign correspond XG SFX program in
 Program 00,01 - : Assign correspond XG program in Sound
 Program 01,00 - : Assign correspond GS program in Sound

*2 : tt,ss = 01,08 : DrumFamily Kick Volume *
 tt,ss = 01,09 : DrumFamily Snare Volume *
 tt,ss = 01,0A : DrumFamily Tom Volume *
 tt,ss = 01,20 : DrumFamily HiHat Volume *
 tt,ss = 01,21 : DrumFamily Cymbal Volume *
 tt,ss = 01,63 : DrumFamily Percus1 Volume *
 tt,ss = 01,64 : DrumFamily Percus2 Volume *
 tt,ss = 01,66 : DrumFamily SFX Volume *
 tt,ss = 14,kk : Drum Filter Cutoff *
 tt,ss = 15,kk : Drum Filter Resonance *
 tt,ss = 16,kk : Drum EG Attack Time *
 tt,ss = 17,kk : Drum EG Decay Time *
 tt,ss = 18,kk : Drum Coarse Tune *
 tt,ss = 19,kk : Drum Fine Tune *
 tt,ss = 1A,kk : Drum Volume *
 tt,ss = 1C,kk : Drum Panpot *
 tt,ss = 1D,kk : Drum Rev Send(Send2) *
 tt,ss = 1E,kk : Drum Cho Send(Send1) *

* Only valid when Part Mode is Drum.
 kk: Drum Inst No. (0C - 6C = C0 - C8)
 Data Entry LSB value has no effect.

*3 : r = 0 : Pitch Bend Sensitivity (Bend Range).
 = 1 : Fine Tune (Detune)
 = 2 : Coarse Tune (Transpose)
 For drum program, both of Fine Tune and Coarse Tune affect to Detune.
 Data Entry LSB value has no effect for Pitch Bend Sensitivity and Coarse
 Tune.

2-2 SYSTEM REALTIME MESSAGES

Status[Hex]	Description (Use for.....)
F8	Timing Clock (Tempo, AMS. & FX Dmod Src) *4

*4 : Receive when MIDI Clock in Global mode is External MIDI .

2-3 SYSTEM EXCLUSIVE

2-3-1 UNIVERSAL SYSTEM EXCLUSIVE MESSAGE (NON REALTIME)

DEVICE INQUIRY (When received this message, transmits INQUIRY MESSAGE
 REPLY)

[F0,7E,7F,06,01,F7]

GM System On (When received this message, reset setting of All track i3 Sound and Effect)

[F0,7E,7F,09,01,F7]

XG On (When received this message, reset setting of All track i3 Sound and Effect)

[F0 43 10 4C 00 00 7E 00 F7]

XG Part Mode

[F0 43 10 4C 08 nn 07 ss F7]

nn : 00 - 0F (channel)

ss : 0 is to set normal track, 1 - 5 is to set drum track

GS RESET (When received this message, reset setting of All track i3 Sound and Effect)

[F0 41 dev 42 12 40 00 7F 00 41 F7]

dev : device ID (this value does not evaluate)

GS USE FOR RHYTHM PART

[F0 41 10 42 12 40 1x 15 mm sum F7]

x : 1 - 9 => 0 - 8 channel / 0 => 9 channel / A - F => 11 - 16 channel

mm : 0 => normal part / 1,2 => set to drum track

2-3-2 UNIVERSAL SYSTEM EXCLUSIVE MESSAGES (REALTIME)

Master Volume

[F0,7F,0g,04,01,vv,mm,F7]

3rd byte g : Global Channel

6th byte vv : Value(LSB)

7th byte mm : Value(MSB)

mm,vv = 00,00 -

7F,7F : Min - Max

Master Fine Tune (Control Master Tune(cent) in Setting)

[F0,7F,0g,04,03,vv,mm,F7]

3rd byte g : Global Channel

6th byte vv : Value(LSB)

7th byte mm : Value(MSB)

mm,vv = 20,00:-50,

40,00:+00, 60,00:+50

2-3-3 i3 System Exclusive Message Function

Effect Variation Change

[F0, 42, 30, 00, 01, 4C, 4F, 0n, vv, mm, F7]

4F : Function(Effect Variation Change)

0n : Effect Location

00 STYLE/SONG FX1

01 STYLE/SONG FX2

02 SOUND SET FX1

03 SOUND SET FX2

0vvv vvvv : Effect Variation Number LSB 6...0bit *5

0mmm mmmm : Effect Variation Number MSB 13...7bit *5

*5 Effect Variation Number Value 0(No Effect) ... 172(ReverbGate), 0x7F/0x7F(Default)

-Revision History-

1.0 Nov. 1.2019
1.1 Dec.25.2019

Initial Release.

add System Exclusive Message for Effect Variation