DUAL BUS GAMING MIXER

# MIDI Implementation Chart

Date: Nov. 1, 2022

Model: BRIDGE CAST

for USB BRIDGE CAST CTRL port

Version 1.00

| Function | | Transmitted | Recognized | Remarks |
|---|---|---|---|---|
| Basic | Default | 1 | 1 - 16 | |
| Channel | Changed | x | x | |
| | Default | Mode 3 | Mode 1 | |
| Mode | Messages | x | x | |
| | Altered | ********** | ********** | |
| Note | | x | x | |
| Number | : True Voice | ********** | | |
| Velocity | Note On | x | x | |
| | Note Off | x | x | |
| After | Key's | x | x | |
| Touch | Channel's | x | x | |
| Pitch Bend | | x | x | |
| | 0 | x | o MIC EFFECTS SW (0:OFF / 127:ON) | |
| | 1 | o *1 | o MIC EFFECTS CHANGE 1-5 (0-4) | |
| | 2 | o *1 | o REVERB SW (0:OFF / 127:ON) | |
| | 3 | o *1 | x | |
| | 4 | o *1 | x | |
| | 5 | x | o GAME EQ SW (0:OFF / 127:ON) | |
| | 6 | x | o GAME EQ CHANGE 1-5 (0-4) | |
| | 7 | x | o CHAT DE-ESSER SW (0:OFF / 127:ON) | |
| | 8 | x | o CHAT COMP SW (0:OFF / 127:ON) | |
| | 9 | x | o OUTPUT DELAY SW (0:OFF / 127:ON) | |
| | 10 | x | o PROFILE CHANGE 1-5 (0-4) | |
| | 11 | x | o SFX A (127:ON) | |
| | 12 | x | o SFX B (127:ON) | |
| | 13 | x | o BEEP (0:OFF / 127:ON) | |
| Control | 14 | x | o MUTE TO STREAM OUT (0:OFF / 127:ON) | |
| Change | 15 | x | o MUTE TO LINE OUT (0:OFF / 127:ON) | |
| | 16 | x | o MUTE TO PHONES (0:OFF / 127:ON) | |
| | 17 | x | o MUTE TO ALL OUTPUTS (0:OFF / 127:ON) | |
| | 18 | x | o CH. MUTE TO STREAM MIX (0:OFF / 127:ON) *2 | |
| | 19 | x | o CH. MUTE TO PERSONAL MIX (0:OFF / 127:ON) *2 | |
| | 20 | x | o CH. MUTE TO MIC (0:OFF / 127:ON) *3 | |
| | 21 | x | o CH. MUTE TO ALL (0:OFF / 127:ON) *2 | |
| | 22 | x | o STREAM MIX LEVEL (0 - 127) *4 | |
| | 23 | x | o PERSONAL MIX LEVEL (0 - 127) *4 | |
| | 24 | x | o MIC LEVEL (0 - 127) *3 | |
| Program | | x | x | |
| Change | : True Number | x | x | |
| System Exclusive | | x | x | |
| | : Song Position | x | x | |
| System Commor | : Song Select | x | x | |
| | : Tune Request | x | x | |
| | : Clock | x | x | |
| System | : Start | x | x | |
| Real Time | : Continue | x | x | |
| | : Stop | x | x | |
| | : All Sound Off | x | x | |
| | : Reset All Controlle | x | x | |
| | : Local On/Off | x | x | |
| | : All Notes Off | x | x | |
| Aux | : Omni Mode Off | x | x | |
| Message | : Omni Mode On | x | x | |
| | : Mono Mode On | x | x | |
| | : Poly Mode On | x | x | |
| | : Active Sensing | x | x | |
| | : System Reset | x | x | |

*1 Must be assigned to the MUTE/ASSIGN switch and the value is fixed at 0
*2 The channel range is 0 to 5. See the table below for channel assignments.
*3 The channel is fixed at 0. See the table below for channel assignments.
*4 The channel range is 0 to 6. See the table below for channel assignments.

Channel Assignments
1 : MIC
2 : AUX
3 : CHAT
4 : GAME
5 : MUSIC
6 : SYSTEM
7 : SFX

Mode 1: Omni On, Poly
Mode 2: Omni On, Mono
Mode 3: Omni Off, Poly
Mode 4: Omni Off, Mono

o: Yes
x: No