

Terminology: (NB All values are in Hex)

The HX is a DCE (your computer a DTE) and all references are to the HX

ie: Send means the HX sends.
Receive means the HX receives.

SPl, SPh (data offset)
DCI, DCh (data count)
ID1 (Voice Section No)
ID2 (Voice No)

Data Structure:

Exclusive Data Sum F7

Request To Send/Receive Model

F0 43 70 0B 01 ID1 ID2 SPl SPh DCI DCh F7(01 = request to Send Message)

F0 43 70 0B 02 ID1 ID2 SPl SPh DCI DCh F7(02 = request to Receive Message)

ID1: Upper Orchestral Section = 10
Lower = 18
U/L Percussive = 20
U/L Lead = 30
Bass Section = 38

ID2: Poly Sound = 01 - 62
Mono Sound = 01 - 3C

Once you have the data on your computer change the exclusive to be:

F0 43 70 0B 02 10 5B 00 00 6A F7

5B=91
(User No1

follow it by the data (sum remains the same) and if all is well you should have **Strings1** in **User No 1**. !!!!

(You should notice that the data is all 7 bit ?).

You now have enough information to receive any voice and put it into a user position.