

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
PRG Change			
User Memory	01 - 49	01 - 49	
Presets	50 - 99	50 - 99	

Setting system parameters

To alter the MFB-SYNTH II's basic settings press **Tempo** followed by **C1/1...C3/25** for the following edits. The bold printed settings are factory preset.

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#1/4	MOD.VCF	0 = VCO1	1 = VCO2 2 = VCO3
E1/5	SYNC	0 = internal	1 = external
F1/6	Dynamic VCF	0 = Off	1 = On
F#1/7	Dynamic VCA	0 = Off	1 = On
G1/8	Pitch Bender	0 = +/- 1 semi	1 = +/- 3 semi 2 = +/- 1 octave
G#1/9	Mod.Wheel	0 = VCO	1 = VCF 2 = VCA
A1/10	CV In	0=Off	1=VCO 2=VCF
A#1/11	PRG Change	0=Off	1=MIDI Out
B1/12	PRG Change	0=Off	1=MIDI In
C2/13	Contr. Change	0=Off	1=MIDI Out
C#2/14	Contr. Change	0=Off	1=MIDI In
D2/15	Sequence Out	0=Off	1=MIDI Out
B2/24	CV In Tune	minus 1	
C3/25	CV In Tune	plus 1	

Parameter visualisation, MIDI-Controllers

Each stored parameter value in a program can be viewed. Press and hold **Shift** and **Tempo** followed by one of the 25 note buttons.

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)

No.	Name	Category
01	Typical	Lead
02	Metasync	Lead
03	Bobcat	Lead
04	Attack Bass	Bass
05	Mind Scanner	FX
06	Small PWM	Lead / Bass
07	FM Bass	Bass / Seq
08	Random Step-VCF	Bass/ Seq
09	Channel Cord	Seq
10	Sweep Ring	Seq / Lead
11	Glider	Lead / Seq
12	Dual Ring	Seq / Lead
13	Slide Saw	Lead
14	LFO Liner	Bass / Seq
15	90s Detuned Hook	Seq / Lead
16	Thin & Ugly	Seq
17	Less Paul	"Guitar"
18	Messing Flute	Lead
19	DX Plus	Lead / Seq
20	Soft Drivin	Lead
21	Phatt Bass	Bass / Sub
22	Full Square	Lead / Seq
23	S&H Filter	Lead
24	Dirty Larry	Lead / Seq
25	Sharp Overtone	Lead

Presets (Shift + Preset + Keyboard)

No.	Name	Category
01	Soft Jazzy	Organ
02	Mono Divider	Organ
03	Unmelodic Blaster	FX / Bass
04	Cosmic Backround	FX
05	Stepping Filter	Seq
06	High Tizzle	Seq
07	Soft High Sync	Lead
08	Falling Formant	FX
09	Melodymaker	Lead
10	Simply Nice	Lead
11	Disintegrated Voice	FX
12	Metallic Voice	FX / Seq
13	Tok Bass	Bass
14	Little Sweeper	Seq
15	Soft DX	Seq
16	Tackle Sync	Seq / Lead
17	Full Bandwide	Lead / Bass
18	Growl Bass	Bass
19	Drush Tone	Seq
20	Analog SID-Chip	Lead / FX
21	Cowbell (ca. D1)	Drum
22	Drive Kick (C1-C2)	Drum
23	closed Hihat	Drum
24	Dance Kick	Drum
25	Snare (C1-C2)	Drum