

QUIZSYSTEMS - MIDI Implementation (as at 23/01/20)

Note On

<u>Dec</u>	<u>Hex</u>		
144	90	Ch#1	to
159	9F	Ch#16	

Note

<u>Dec</u>	<u>Hex</u>	<u>Key (25)</u>	
0	00	C d4-1	Win Team#1
1	01	C# d4-1	Win Team#2
2	02	D d4-1	Win Team#3
3	03	D# d4-1	Win Team#4
4	04	E d4-1	Win Team#5
5	05	F d4-1	Win Team#6
6	06	F# d4-1	Win Team#7
7	07	G d4-1	Win Team#8
8	08	G# d4-1	Win Team#9
9	09	A d4-1	Win Team#10
10	0A	A# d4-1	Win Team#11
11	0B	B d4-1	Win Team#12
12	0C	C d4-2	Win Team#13
13	0D	C# d4-2	Win Team#14
14	0E	D d4-2	Win Team#15
15	0F	D# d4-2	Win Team#16
32	20	G# d2-1	Buildup Trigger#1
33	21	A d2-1	Buildup Trigger#2
34	22	A# d2-1	Buildup Trigger#3
35	23	B d2-1	Buildup Trigger#4
36	24	C d2-2	Buildup Trigger#5
37	25	C# d2-2	Buildup Trigger#6
38	26	D d2-2	Buildup Trigger#7
39	27	D# d2-2	Buildup Trigger#8
40	28	E d2-2	Buildup Trigger#9
41	29	F d2-2	Buildup Trigger#10
42	2A	F# d2-2	Buildup Trigger#11
43	2B	G d2-2	Buildup Trigger#12
44	2C	G# d2-2	Buildup Trigger#13
45	2D	A d2-2	Buildup Trigger#14
46	2E	A# d2-2	Buildup Trigger#15
47	2F	B d2-2	Buildup Trigger#16
48	30	C 0-1	Auto Ready (lights)
49	31	C# 0-1	Auto Ready (lockout)
50	32	D 0-1	Manual Lockout
51	33	D# 0-1	Manual Ready

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Note

Dec	Hex	Key (25)		
52	34	E	0-1	Offer Show#1
53	35	F	0-1	Offer Show#2
54	36	F#	0-1	Offer Show#3
55	37	G	0-1	Offer Show#4
56	38	G#	0-1	Offer Show#5
57	39	A	0-1	Offer Show#6
58	3A	A#	0-1	Offer Show#7
59	3B	B	0-1	Offer Show#8
60	3C	C	0-2	Offer Show#9
61	3D	C#	0-2	Offer Show#10
62	3E	D	0-2	Offer Show#11
63	3F	D#	0-2	Offer Show#12

Offer/Build-up Mapping

Note

Dec	Hex	Key (25)	Binary	Team#1	Team#2	Team#3	Team#4	Team#5	Team#6
64	40	E	u1-1 1000000	0	0	0	0	0	0
65	41	F	u1-1 1000001	1	0	0	0	0	0
66	42	F#	u1-1 1000010	0	1	0	0	0	0
67	43	G	u1-1 1000011	1	1	0	0	0	0
68	44	G#	u1-1 1000100	0	0	1	0	0	0
69	45	A	u1-1 1000101	1	0	1	0	0	0
70	46	A#	u1-1 1000110	0	1	1	0	0	0
71	47	B	u1-1 1000111	1	1	1	0	0	0
72	48	C	u1-2 1001000	0	0	0	1	0	0
73	49	C#	u1-2 1001001	1	0	0	1	0	0
74	4A	D	u1-2 1001010	0	1	0	1	0	0
75	4B	D#	u1-2 1001011	1	1	0	1	0	0
76	4C	E	u1-2 1001100	0	0	1	1	0	0
77	4D	F	u1-2 1001101	1	0	1	1	0	0
78	4E	F#	u1-2 1001110	0	1	1	1	0	0
79	4F	G	u1-2 1001111	1	1	1	1	0	0
80	50	G#	u1-2 1010000	0	0	0	0	1	0
81	51	A	u1-2 1010001	1	0	0	0	1	0
82	52	A#	u1-2 1010010	0	1	0	0	1	0
83	53	B	u1-2 1010011	1	1	0	0	1	0
84	54	C	u3-1 1010100	0	0	1	0	1	0
85	55	C#	u3-1 1010101	1	0	1	0	1	0
86	56	D	u3-1 1010110	0	1	1	0	1	0
87	57	D#	u3-1 1010111	1	1	1	0	1	0
88	58	E	u3-1 1011000	0	0	0	1	1	0

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Offer/Build-up Mapping (continued)

Note				Team#1	Team#2	Team#3	Team#4	Team#5	Team#6
Dec	Hex	Key (25)	Binary						
89	59	F	u3-1 1011001	1	0	0	1	1	0
90	5A	F#	u3-1 1011010	0	1	0	1	1	0
91	5B	G	u3-1 1011011	1	1	0	1	1	0
92	5C	G#	u3-1 1011100	0	0	1	1	1	0
93	5D	A	u3-1 1011101	1	0	1	1	1	0
94	5E	A#	u3-1 1011110	0	1	1	1	1	0
95	5F	B	u3-1 1011111	1	1	1	1	1	0
96	60	C	u3-2 1100000	0	0	0	0	0	1
97	61	C#	u3-2 1100001	1	0	0	0	0	1
98	62	D	u3-2 1100010	0	1	0	0	0	1
99	63	D#	u3-2 1100011	1	1	0	0	0	1
100	64	E	u3-2 1100100	0	0	1	0	0	1
101	65	F	u3-2 1100101	1	0	1	0	0	1
102	66	F#	u3-2 1100110	0	1	1	0	0	1
103	67	G	u3-2 1100111	1	1	1	0	0	1
104	68	G#	u3-2 1101000	0	0	0	1	0	1
105	69	A	u3-2 1101001	1	0	0	1	0	1
106	6A	A#	u3-2 1101010	0	1	0	1	0	1
107	6B	B	u3-2 1101011	1	1	0	1	0	1
108	6C	C	u4-2 1101100	0	0	1	1	0	1
109	6D	C#	u4-2 1101101	1	0	1	1	0	1
110	6E	D	u4-2 1101110	0	1	1	1	0	1
111	6F	D#	u4-2 1101111	1	1	1	1	0	1
112	70	E	u4-2 1110000	0	0	0	0	1	1
113	71	F	u4-2 1110001	1	0	0	0	1	1
114	72	F#	u4-2 1110010	0	1	0	0	1	1
115	73	G	u4-2 1110011	1	1	0	0	1	1
116	74	G#	u4-2 1110100	0	0	1	0	1	1
117	75	A	u4-2 1110101	1	0	1	0	1	1
118	76	A#	u4-2 1110110	0	1	1	0	1	1
119	77	B	u4-2 1110111	1	1	1	0	1	1
120	78	C	u4-2 1111000	0	0	0	1	1	1
121	79	G	+6# 1111001	1	0	0	1	1	1
122	7A	G#	+6# 1111010	0	1	0	1	1	1
123	7B	A	+6# 1111011	1	1	0	1	1	1
124	7C	A#	+6# 1111100	0	0	1	1	1	1
125	7D	B	+6# 1111101	1	0	1	1	1	1
126	7E	C	+6# 1111110	0	1	1	1	1	1
127	7F		1111111	1	1	1	1	1	1

Velocity

Dec	Hex	Full
127	7F	