

EIII MIDI Implementation Chart

X = item implemented

- = item not implemented

MIDI command	Transmitted	Received	Comments
Note off	X	X	Keys #21 thru 108 (A1 thru C7)
Note on	X	X	Keys #21 thru 108 (A1 thru C7)
Poly key pressure	-	-	
Control change	X	X	Controllers # 0 thru 31
Program change	X	X	Program # (preset #) 0 thru 99
Channel pressure	X	X	
Pitch wheel	X	X	
Sustain footswitch	X	X	Assignable 64 thru 79
Local control on/off	-	X	
All notes off	-	X	
Omni mode off/on	-	-	Ignores mode, turn all notes off
Mono mode Select	-	-	Ignores mode, turn all notes off
Poly mode Select	-	-	Ignores mode, turn all notes off
Song position pointer	X	X	
Song select	X	X	
Tune request	-	-	
Timing clock	X	X	
Start sequence	X	X	
Continue sequence	X	X	
Stop sequence	X	X	
Active sensing	-	-	
System reset	-	-	
MIDI Time Code	X	-	
System Exclusives	X	X	MIDI Sample Dump, Hard Disk Load

Supermode

“Supermode” is an EIII MIDI mode designed to enhance the Sequencer/MIDI interface. It is basically equivalent to “Poly Mode On” for all 16 MIDI channels simultaneously. When Supermode is on, the OMNI/POLY setting is ignored, but the MIDI Notes/Wheels flag of the current preset is still checked by EIII to determine whether to accept or ignore incoming MIDI performance data.

The EIII sequencer has 16 tracks and each track has an independent preset assigned to it. These presets can be referred to as “Sequencer Presets”.

Real-time Controllers

EIII has 6 real-time sources: left wheel, right wheel, pressure, pedal, MIDI A, and MIDI B. These sources may be the on board controls, or coming in over MIDI, or both. Each real-time control source can be assigned to any MIDI continuous controller channel from 0 to 31.

EIII has 9 real-time destinations: pitch, filter, level, LFO to pitch, LFO to filter cutoff, LFO to VCA level, attack, pan, and crossfade.