

COMMUNICATION PROTOCOLS

MIDI
OSC



TOMMASO ROSATI
SOUND ART

THE
BOOK IS
NOW
AVAILABLE!

PLAY WITH SOUND

MANUAL FOR ELECTRONIC
MUSICIANS AND OTHER SOUND
EXPLORERS



TOMMASO ROSATI
TIMOTHY HSU

A Focal Press Book

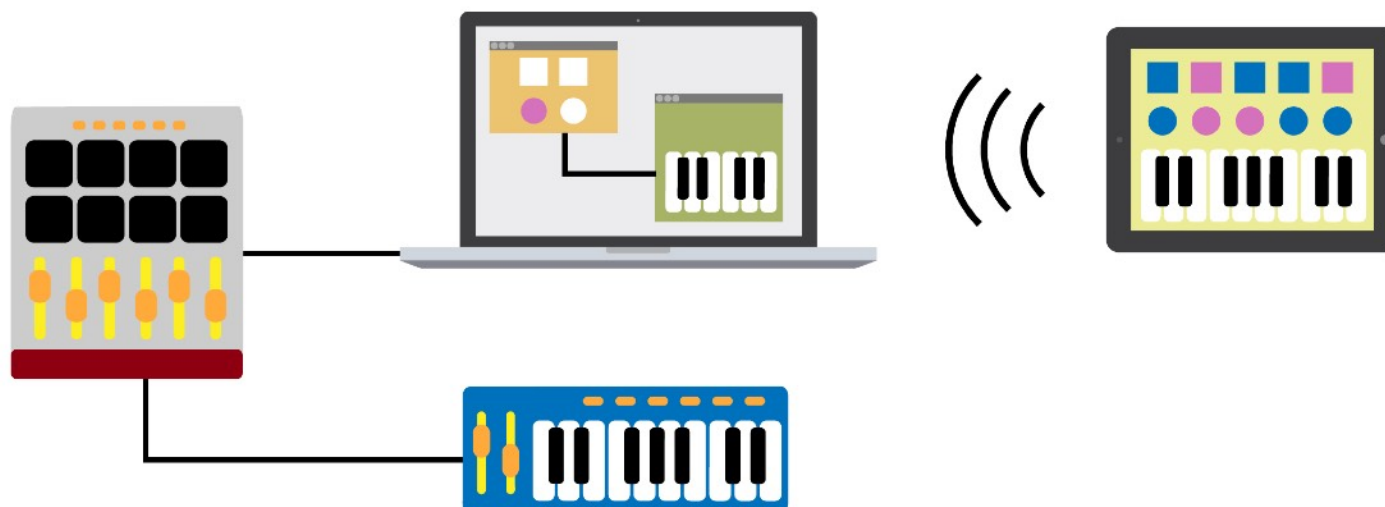
R



MIDI

Musical Instrument Digital Interface

MIDI, short for Musical Instrument Digital Interface, is a standardized protocol consisting of messages and rules for communication between musical instruments and other digital interfaces. It is important to note that MIDI is a series of messages that specify musical events, but it is not audio



MIDI

Musical Instrument Digital Interface



The first instrument to use the MIDI protocol was the **Sequential Circuits Prophet 600** from 1983.



While the MIDI 2.0 update in 2023 was substantial, MIDI's structure remains conceptually the same, proving its value as an easy-to-program language that does not require complex hard-to-find technology.

MIDI

Musical Instrument Digital Interface



Cables



standard 5-pin MIDI connector



USB cable



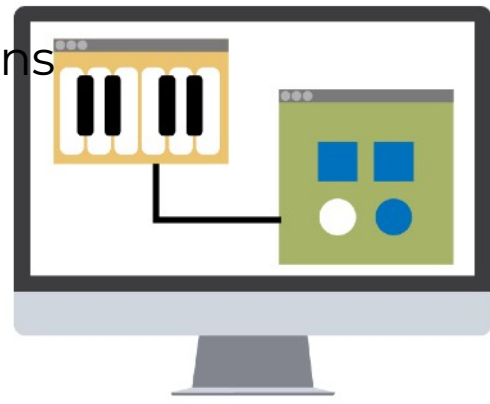
MIDI

Musical Instrument Digital Interface

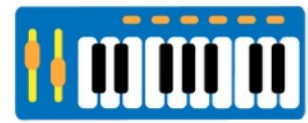
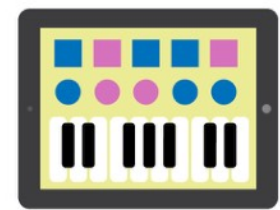


Can be also transmitted

→ Virtual software connections
Bridge software like
MIDI Yoke (PC)
or using Driver IAC (Mac)



→ WIFI or Bluetooth LE
on PC, Mac, Linux, iOS, Android...



Connections

MIDI
Musical Instrument Digital Interface

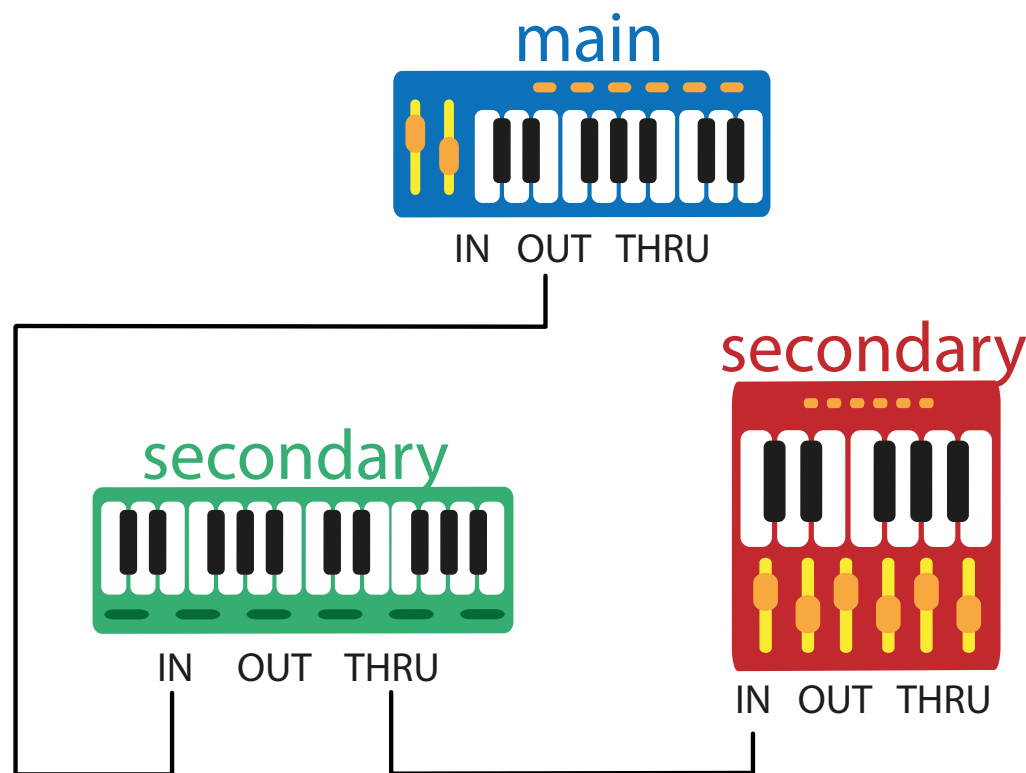


In MIDI connections with standard 5-pin MIDI cables we can have three type of ports:

MIDI IN, receives MIDI messages from other external devices

MIDI OUT, sends MIDI messages out of the main device

MIDI THRU, passes the MIDI signal from the IN port to the OUT port without applying variations.

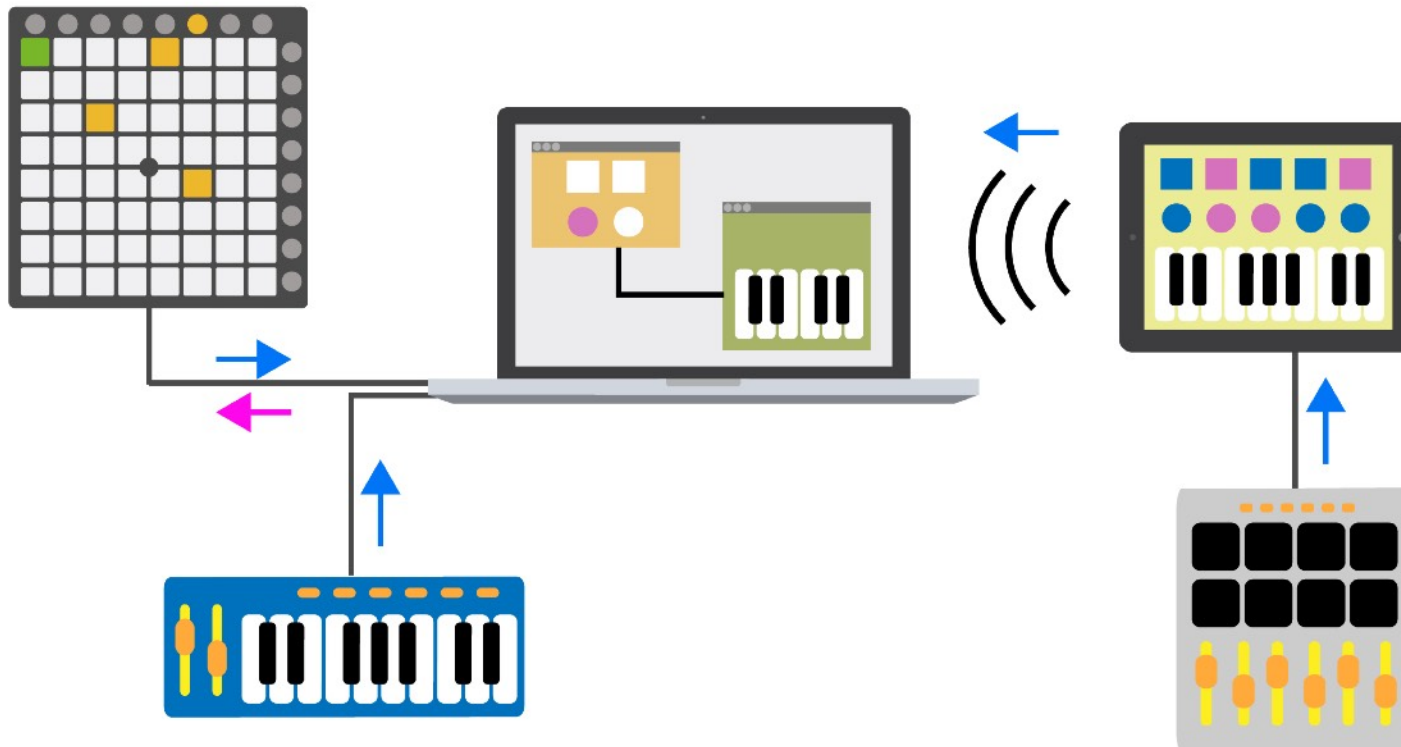


Connections

MIDI
Musical Instrument Digital Interface



In systems that are comprised of entirely digital devices, the concept of **main** and **secondary** devices loses some relevance due to the flexibility offered by digital systems.





Types of messages

Channel Voice Message

control the parameters that are needed to convert musical events into MIDI and can be routed to one of the **16 channels** available in MIDI

System Message

apply globally within the system and not to a specific device

Types of messages

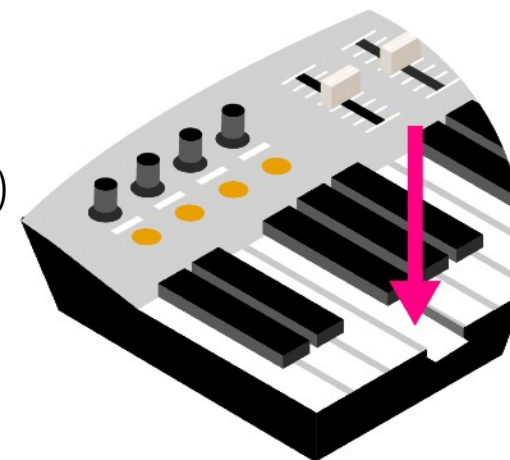
Channel Voice Message

MIDI
Musical Instrument Digital Interface



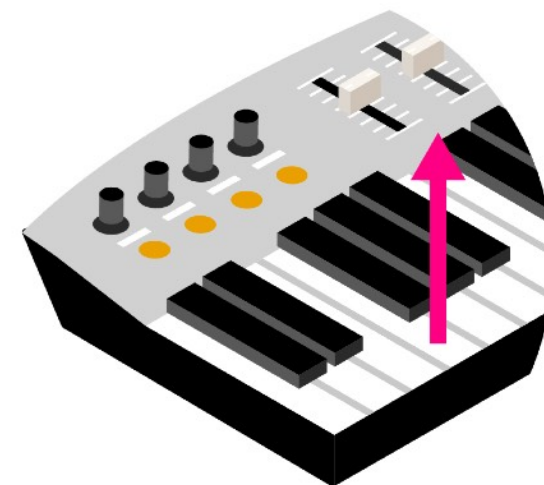
status: NOTE ON
1st data byte: NOTE
2nd data byte: VELOCITY

NOTE ON – When a key is pressed on the keyboard, a Note ON (note pressed) message is sent, consisting of two numbers: **pitch (0-127)** and **velocity (0-127)**.



status: NOTE OFF
1st data byte: NOTE
2nd data byte: VELOCITY

NOTE OFF – When the key that was previously pressed is now released, a Note OFF message is generated that also consists of two numbers: **pitch (0-127)** and **velocity (0-127)** the key is released.



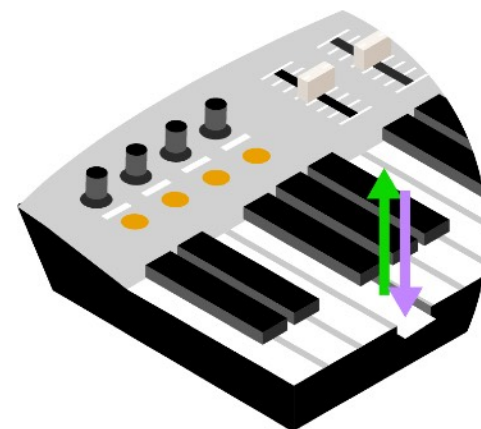
Types of messages

Channel Voice Message



AFTERTOUCH or CHANNEL PRESSURE

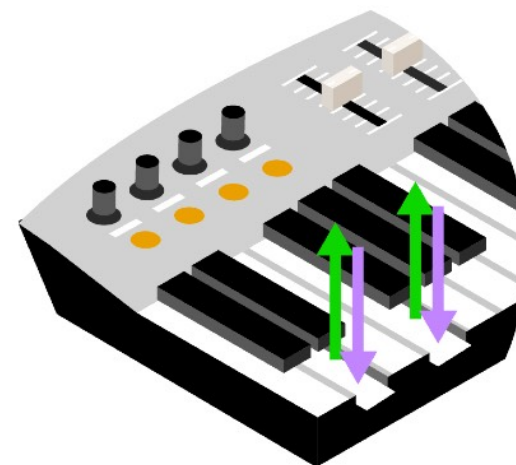
– This parameter takes the value of a sensor and transmits any changes in the pressure exerted on a previously pressed note in real time. This pressure, applied to the entire keyboard.



status: AFTERTOUCH
1st data byte: AFTERTOUCH
VALUE

POLYPHONIC AFTERTOUCH or POLYPHONIC KEY PRESSURE

– It is similar to the Aftertouch but refers to independent pressure sensors for each note.



status: AFTERTOUCH
1st data byte: NOTE
2nd data byte: AFTERTOUCH VALUE

Types of messages

Channel Voice Message

PROGRAM CHANGE - We use it to change a preset, or program.

status: PROGRAM CHANGE

1st data byte: PRESET NUMBER

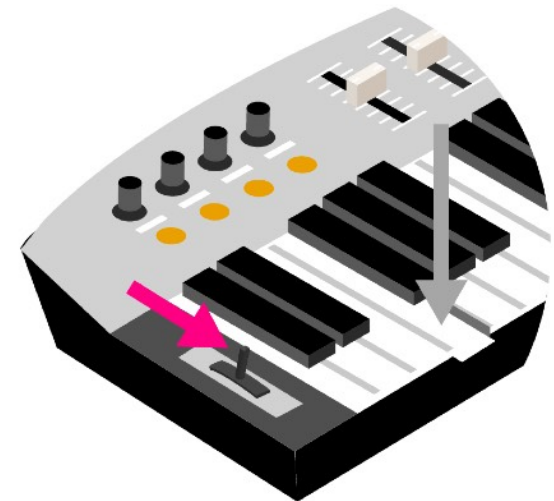
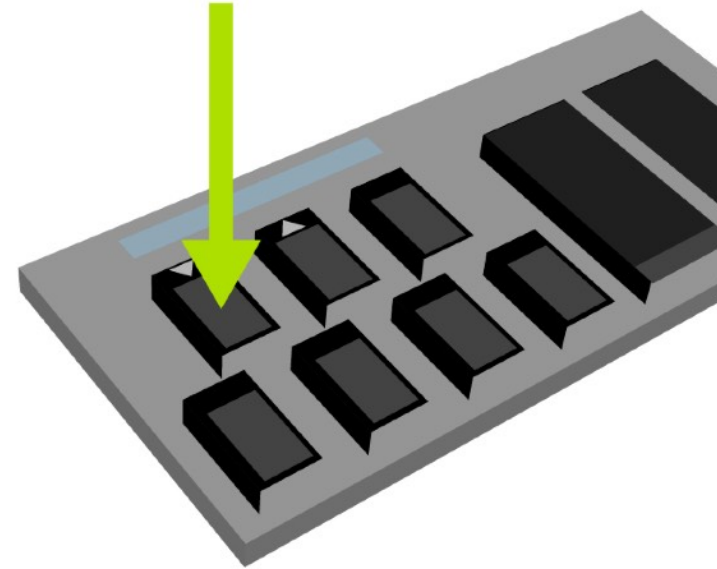
PITCH BEND – MIDI keyboards have sliders, wheels, or joysticks which can be moved to vary the pitch during the sustain of a note.

status: PITCH BENDER

1st data byte: VALUE A (MSB)

2nd data byte: VALUE B (LSB)

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Types of messages

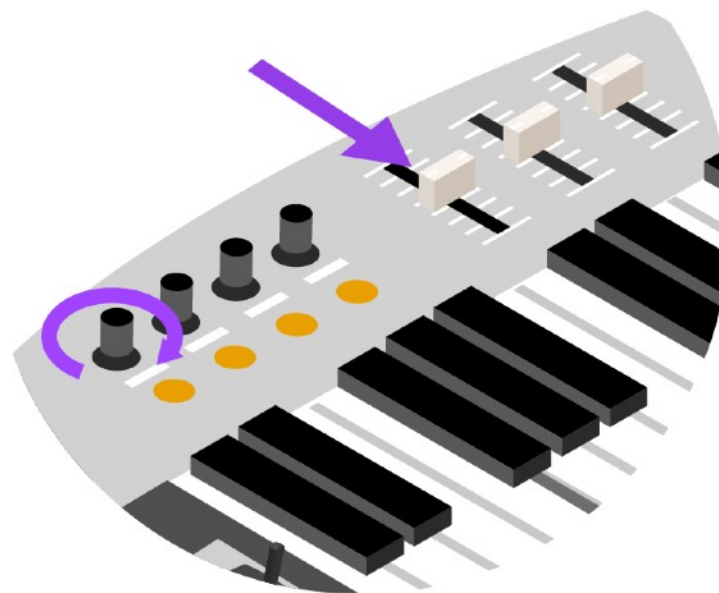
Channel Voice Message

MIDI
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status: CONTROL CHANGE
1st data byte: CC NUMBER
2nd data byte: VALUE

CONTROL CHANGE – This message, consisting of two numbers (CC 0-127 and VALUE 0-127), allows control values (up to 128 controllers for each channel) to be transmitted.



Types of messages

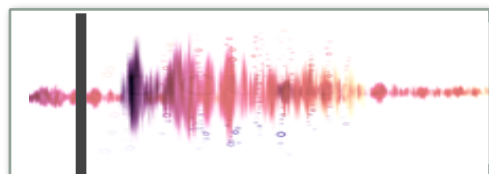
System Message



COMMON MESSAGE



MIDI Time Code Quarter Frame synchronizes multiple streams of audio and video in the format hours:minutes:seconds:frames.



Song Position Pointer indicates the **playback** or cursor's position when playing a MIDI file.

1223050	Grace Flows Down	David E. Bell,Louie Giglio,Rod Padgett
3111376	Amazing Grace	John Newton,Nathan Fellingham
4737522	Amazing	John Newton,John P. Rees,Mark Roach
64533	All Because Of God's Amazing Grace	Stephen R. Adams
3270152	Amazing Grace	John Newton,John P. Rees,Ken Barker,Word Music G...
4985666	Amazing Grace	John Newton,John P. Rees,Shannon Anderson
4639462	Amazing Grace	John Newton,Jon Bauer
666072	Amazing Grace	Edwin Othello Excell,John Newton,John P. Rees,O. D.,...

Song Select allows you to **select a song** within a sequencer.



Tune Request is used to send the **tuning value** of an instrument.

Types of messages

System Message

REAL TIME



MIDI Clock is used to **synchronize** the BPM (beats per minute) of multiple connected MIDI instruments.



Start is used to bring all instruments to the same **starting position** of the song



Stop stops the recording or playback of instruments connected to the sequencer.



Active Sensing is sent every 300 milliseconds to **keep the connection** between main and secondary devices active.



System Reset resets the secondary devices to the default conditions.

Types of messages

System Message



EXCLUSIVE MESSAGE



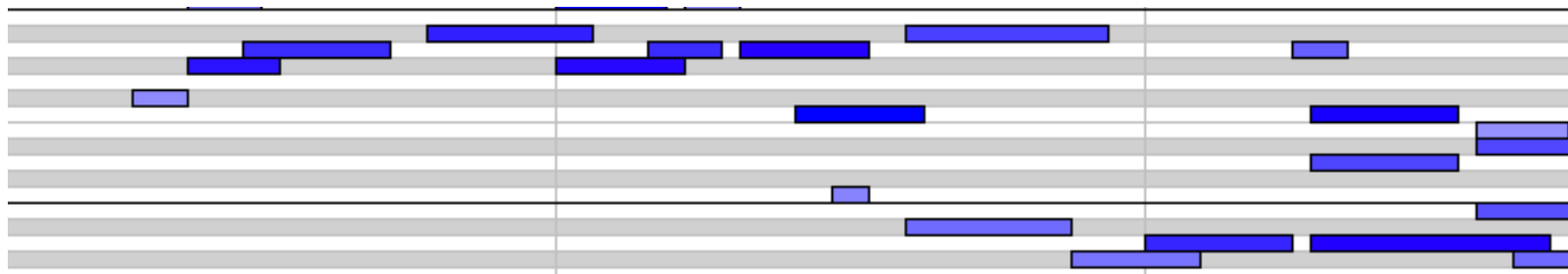
System Exclusive (SysEx) messages control each instrument's global functionality and are used according to the manufacturer's requirements. Since they are specific to a particular device, they can only be interpreted by compatible devices.

MIDI file

nomefile.mid

A **MIDI file, .mid**, is a file format that contains a sequence of MIDI data, consisting of several messages distributed in various channels, capable of being interpreted by any MIDI compatible hardware device or software instrument.

It's NOT an audio file!



Standard MIDI

General MIDI

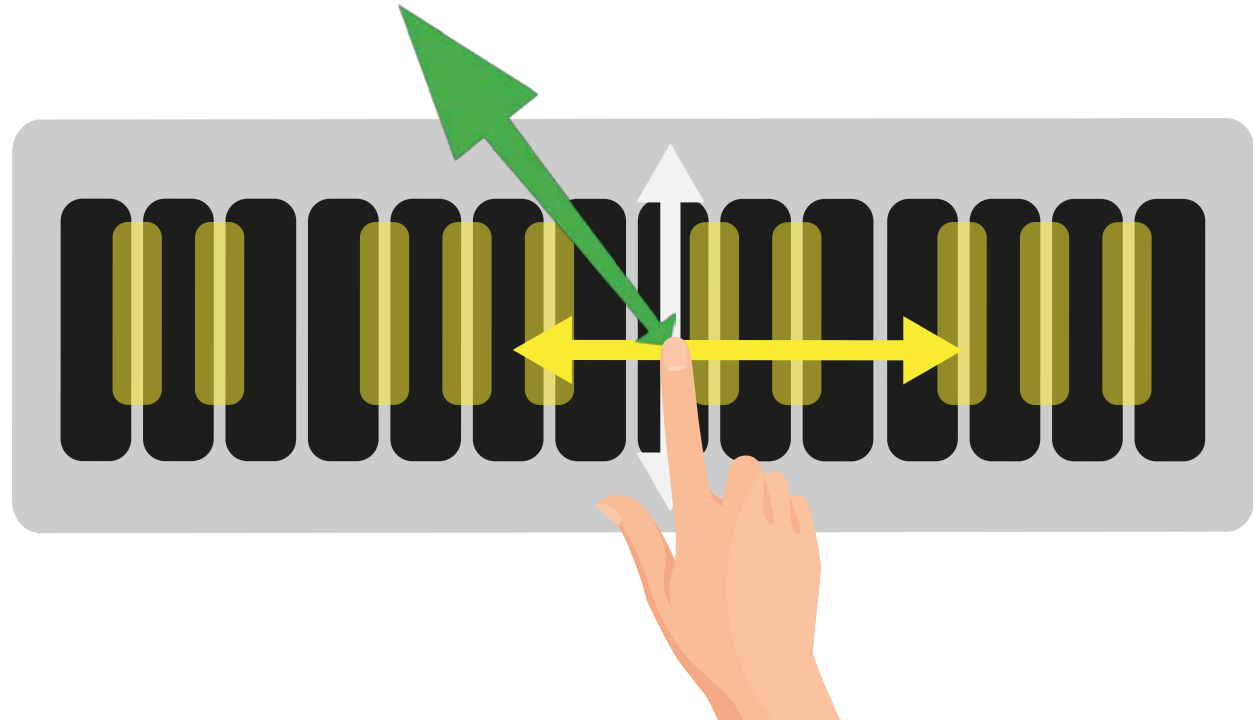


Some standards, like **General MIDI**, handle the way instruments are identified, allowing us to quickly assign tracks to various instruments of our choice.

MPE

MPE merges multiple MIDI channels to give each note **more gestural possibilities**, like controlling horizontal and vertical finger position and pressure.

So, with one finger, I can potentially control the note, its intensity, variations of its timbre, and even the amount of reverb I am applying to it.

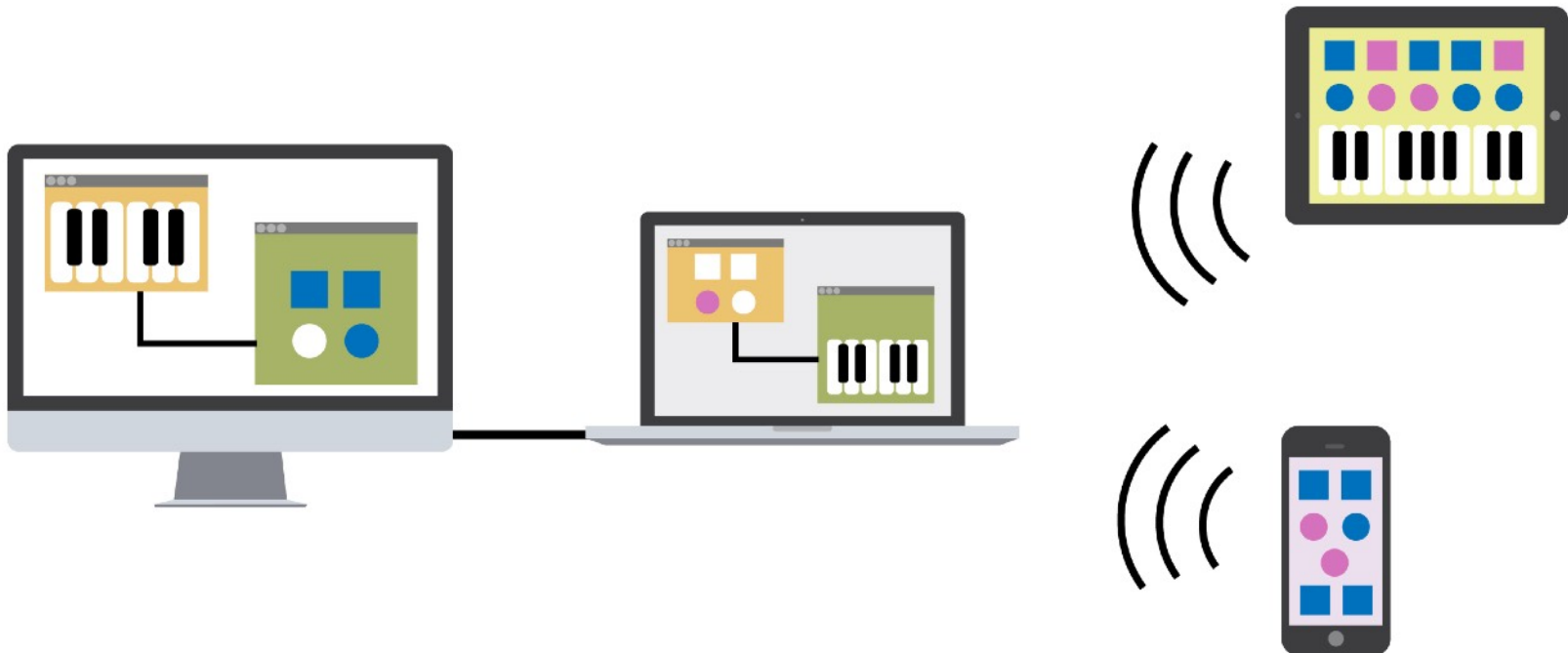




OSC

Open Sound Control

OpenSound Control (OSC), created by CNMAT in 1997, is an open-source protocol for communication between computers, audio synthesizers, and other multimedia devices over a network.





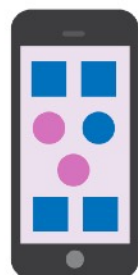
OSC

Open Sound Control

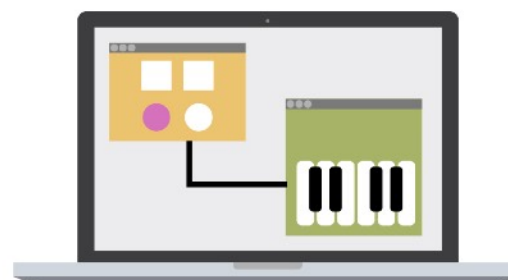
OSC-type messages can be passed back and forth using the classic network architecture type: **client/server**.

Typically clients send messages to the server and servers receive and execute OSC messages.

CLIENT



SERVER



OSC messages



OSC messages are composed of three parts:

address pattern is a string that specifies the address relative to the data that is transmitted

example: **/squarewave/parzial/one**

type tag string specifies the data type of each argument

example: **float** (number with a decimal place)

arguments are the parameter values contained in the message

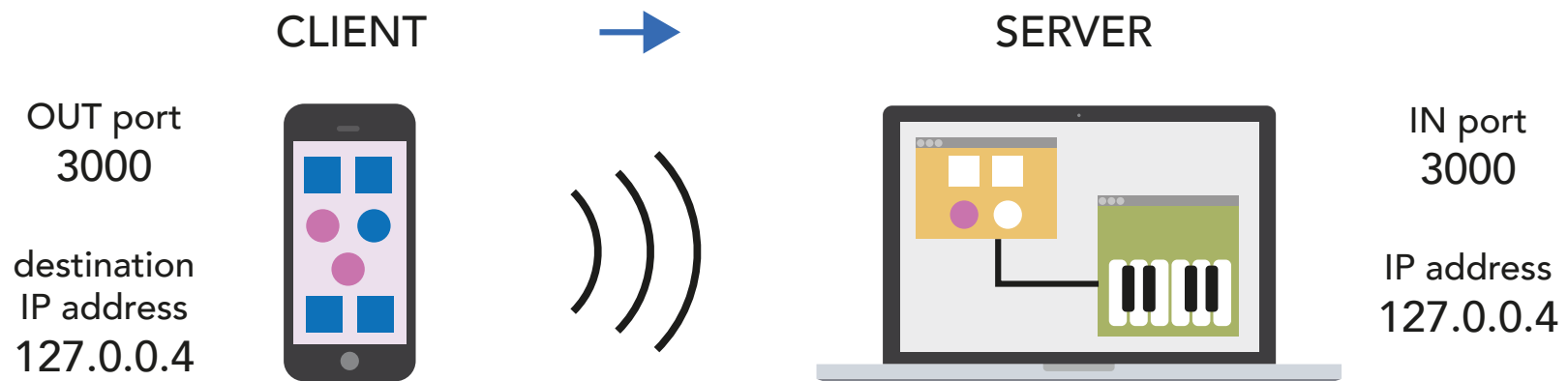
example: **440.5**

OSC messages

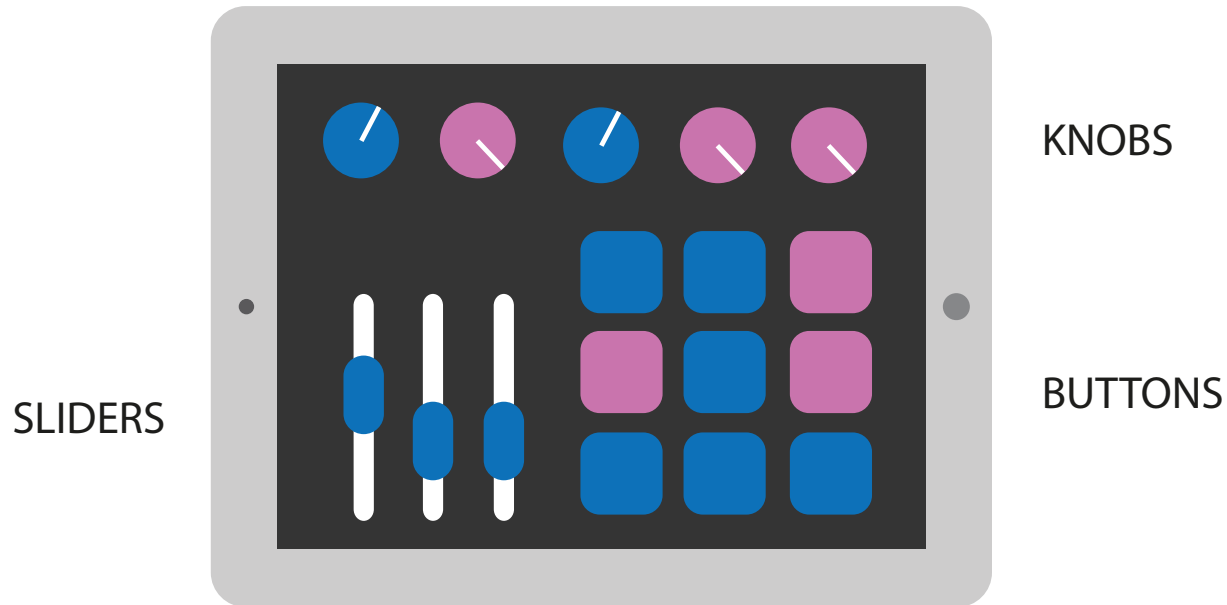


For clients to send OSC messages, they need to set the destination/
server **IP addresses**.

Both clients and servers should also be configured with a send and a
receive **port**.



OSC messages



OSC is popular on smartphones and tablets, transmitting data via Wi-Fi. OSC-compatible apps let users create custom control interfaces with sliders, knobs, and buttons. These apps can also transmit OSC parameters based on the acceleration and rotation sensors within smartphones or tablets for live electronics performance.

OSC messages



OSC communicates data quickly over networks and has higher resolution than MIDI, using 32-bit processing for more flexibility. However, it is less ubiquitous than MIDI and requires specifying the address and port for device connections.

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