

Tabelle 5.15. Programm-Nummern nach General Midi (Originalbezeichnungen)

Nr.	Instrument	Nr.	Instrument	Nr.	Instrument
001	Acoustic Grand Piano	044	Contrabass	087	Lead 7 (flibs)
002	Bright Acoustic Piano	045	Tremolo Strings	088	Lead 8 (bass + lead)
003	Electric Grand Piano	046	Pizzicato Strings	089	Pad 1 (new age)
004	Honky-tonk Piano	047	Orchestral Harp	090	Pad 2 (warm)
005	Electric Piano 1	048	Timpani	091	Pad 3 (polyrhyth)
006	Electric Piano 2	049	String Ensemble 1	092	Pad 4 (choir)
007	Harpischord	050	String Ensemble 2	093	Pad 5 (bowed)
008	Clavinet	051	String Strings 1	094	Pad 6 (metallic)
009	Celeste	052	String Strings 2	095	Pad 7 (halo)
010	Glückenspiel	053	Choir Aahs	096	Pad 8 (sweep)
011	Music Box	054	Voice Oahs	097	FX 1 (rain)
012	Vibraphone	055	Synth Voice	098	FX 2 (soundtrack)
013	Musimba	056	Orchestra Hit	099	FX 3 (crystal)
014	Xylophone	057	Trumpet	100	FX 4 (atmosphere)
015	Tubular Bells	058	Trumbone	101	FX 5 (brightness)
016	Dulcimer	059	Tuba	102	FX 6 (goblins)
017	Drumbar Organ	060	Muted Trumpet	103	FX 7 (echoes)
018	Percussive Organ	061	French Horn	104	FX 8 (scr-ft)
019	Rock Organ	062	Brass Section	105	Sitar
020	Church Organ	063	Synth Brass 1	106	Banjo
021	Reed Organ	064	Synth Brass 2	107	Shamisen
022	Accordion	065	Soprano Sax	108	Koto
023	Harmonica	066	Alto Sax	109	Kalimba
024	Langlo-Accordion	067	Tenor Sax	110	Bag Pipe
025	Acoustic Guitar (nylon)	068	Baritone Sax	111	Fiddle
026	Acoustic Guitar (steel)	069	Oboe	112	Shanai
027	Electric Guitar (jazz)	070	English Horn	113	Tinkle Bell
028	Electric Guitar (clean)	071	Bassoon	114	Axylo
029	Electric Guitar (muted)	072	Clarinet	115	Steel Drums
030	Overdriven Guitar	073	Piccolo	116	Wood Block
031	Distortion Guitar	074	Flute	117	Taiko Drum
032	Guitar Harmonics	075	Recorder	118	Melodic Tom
033	Acoustic Bass	076	Tan Flute	119	Synth Drum
034	Electric Bass (finger)	077	Blown Bottle	120	Reverse Cymbal
035	Electric Bass (pick)	078	Shakuhachi	121	Guitar Fret Noise
036	Fretless Bass	079	Whistle	122	Breath Noise
037	Slap Bass 1	080	Okarina	123	Seashore
038	Slap Bass 2	081	Lead 1 (square)	124	Bird Tweet
039	Synth Bass 1	082	Lead 2 (sawtooth)	125	Telephone Ring
040	Synth Bass 2	083	Lead 3 (cello)	126	Helicopter
041	Violin	084	Lead 4 (brill)	127	Applause
042	Viola	085	Lead 5 (chorus)	128	Cunshot
043	Cello	086	Lead 6 (voice)		

Tabelle 5.1. Anweisungen zu Channel Voice (Status-Byte)

Hex	Binär	Anzahl der Daten-Bytes	Vorgang
8n	1000nnnn	2	Note aus
9n	1001nnnn	2	Note an
An	1010nnnn	2	Tastendruck nach dem Drücken der Taste (Aftertouch)
Bn	1011nnnn	2	Steuerungsänderung ^a
Cn	1100nnnn	1	Programmänderung
Dn	1101nnnn	1	Tastendruck (Aftertouch) für gesamten Kanal ^b
En	1110nnnn	2	Tonhöhenänderung (Pitch)

Tabelle 5.2. Werte zu Channel Voice (Daten-Bytes)

Vorgang	Daten-Byte	Bereich (Hex)	Beschreibung
Note aus	0kkkkkkk	0-7F	k: Notennummer ^c
	0vvvvvvv	0-7F	v: Ausklingungsgeschwindigkeit
Note an	0kkkkkkk	0-7F	k: Notennummer ^c
	0vvvvvvv	0-7F	v: Anschlagsdynamik
Tastendruck nach dem Drücken der Taste	0kkkkkkk	0-7F	k: Notennummer ^c
	0vvvvvvv	0-7F	v: Tastendruck
Steuerungsänderung	0uuuuuuu	0-78	u: Steuerung (s. Tabelle 5.3)
	0vvvvvvv	0-7F	v: Steuerungswert (s. Tabelle 5.4)
Programmänderung	0vvvvvvv	0-7F	v: Programm-Nummer - 1
Tastendruck (Aftertouch) für alle Kanäle	0vvvvvvv	0-7F	v: Tastendruck
Tonhöhenänderung (Pitch)	0vvvvvvv	0-7F	v: Änderung (LSB)
	0vvvvvvv	0-7F	v: Änderung (MSB)

