

MIDI Implementation Chart

Model: BRIDGE CAST X

for USB BRIDGE CAST X-I (or II) CTRL port

Version 1.00

Function	Transmitted	Recognized	Remarks
Basic Channel	Default Changed	1 1 - 16	1 - 16 x
Mode	Default Messages Altered	Mode 3 x *****	Mode 1 x *****
Note Number	: True Voice	x *****	x
Velocity	Note On Note Off	x x	x x
After Touch	Key's Channel's	x x	x x
Pitch Bend		x	x
Control Change	0 o *5 1 o *1 *5 2 o *1 *5 3 o *1 *5 4 o *1 *5 5 o *5 6 o *5 7 o *5 8 o *5 9 o *5 10 o *5 11 o *5 12 o *5 13 o *5 14 o *5 15 o *5 16 o *5 17 o *5 18 o *5 19 o *5 20 o *5 21 o *5 22 o *5 23 o *5 24 o *5 25 - 127 o *5		o MIC EFFECTS SW (0:OFF / 127:ON) o MIC EFFECTS CHANGE 1-5 (0-4) o REVERB SW (0:OFF / 127:ON) x x o GAME EQ SW (0:OFF / 127:ON) o GAME EQ CHANGE 1-5 (0-4) o CHAT DE-ESSER SW (0:OFF / 127:ON) o CHAT COMP SW (0:OFF / 127:ON) o OUTPUT DELAY SW (0:OFF / 127:ON) o PROFILE CHANGE 1-5 (0-4) o SFX A (127:ON) o SFX B (127:ON) o BEEP (0:OFF / 127:ON) o MUTE TO STREAM OUT (0:OFF / 127:ON) o MUTE TO LINE OUT (0:OFF / 127:ON) o MUTE TO PHONES (0:OFF / 127:ON) o MUTE TO ALL OUTPUTS (0:OFF / 127:ON) o CH. MUTE TO STREAM MIX (0:OFF / 127:ON) *2 o CH. MUTE TO PERSONAL MIX (0:OFF / 127:ON) *2 o CH. MUTE TO MIC (0:OFF / 127:ON) *3 o CH. MUTE TO ALL (0:OFF / 127:ON) *2 o STREAM MIX LEVEL (0 - 127) *4 o PERSONAL MIX LEVEL (0 - 127) *4 o MIC LEVEL (0 - 127) *3
Program Change	: True Number	x x	x x
System Exclusive		x	x
System Commor	: Song Position : Song Select : Tune Request	x x x	x x x
System Real Time	: Clock : Start : Continue : Stop	x x x x	x x x x
Aux Message	: All Sound Off : Reset All Controllers : Local On/Off : All Notes Off : Omni Mode Off : Omni Mode On : Mono Mode On : Poly Mode On : Active Sensing : System Reset	x x x x x x x x x x	x x x x x x x x x x

*1 Must be assigned to the MUTE/ASSIGN switch. The channel is fixed at 1 and the value is fixed at 0.
 *2 The channel range is 1 to 6,8,9. See the table below for channel assignments.
 *3 The channel is fixed at 1. See the table below for channel assignments.
 *4 The channel range is 1 to 9. See the table below for channel assignments.
 *5 Must be assigned to the CONTROL PADS. The channel range is 1 to 16, and the value is fixed at 127.

- Channel Assignments
- 1 : MIC
 - 2 : AUX
 - 3 : CHAT
 - 4 : GAME
 - 5 : MUSIC
 - 6 : SYSTEM
 - 7 : SFX
 - 8 : HDMI
 - 9 : CONSOLE / MOBILE

Mode 1: Omni On, Poly
 Mode 3: Omni Off, Poly

Mode 2: Omni On, Mono
 Mode 4: Omni Off, Mono

o: Yes
 x: No