## KENTON

## PRO SOIO mis

## HIGH SPEC MIDI TO CV CONVERTER



## SypEs Implementation

There are four different types of System Exclusive message that the PRO SOLO Mk3 can receive: Program Dump Request, Program Dump Receive, Info Change and Firmware Upgrade.

The first five bytes of SysEx are the same for every message type:

| Byte | Data | Description |
| :--- | :--- | :--- |
| $[1]$ | FOh | SysEx command |
| $[2]$ | $00 h$ | Company ID |
| $[3]$ | $20 h$ | Company ID |
| $[4]$ | 13 h | Company ID (Kenton Electronics Ltd.) |
| $[5]$ | $1 A h$ | Product ID (PRO SOLO Mk3) |
| $[6]$ | $x x h$ | SysEx Device Number (00h to 0Fh) or 7Fh for firmware update |

## Program Dump Request

| $[7]$ | 10h | Program Dump Request |
| :--- | :--- | :--- |
| $[8]$ | xxh | Program number to dump (01h to 20h), or 00h for the edit buffer |
| $[9]$ | F7h | End of exclusive |

The PRO SOLO Mk3 will respond by sending the requested program dump in the format given below.
Note: 'Socket Select' (Parameter 90) must be set to MIDI Out for this to work.

| Examples: | FO | 00 | 20 | 13 | $1 A$ | 00 | 10 | 01 | F7 | will request Program 1 to be dumped |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| $($ SysEx dev no. $=1)$ | F0 | 00 | 20 | 13 | $1 A$ | 00 | 10 | 20 | F7 | will request Program 32 to be dumped |
|  | F0 | 00 | 20 | 13 | $1 A$ | 00 | 10 | 00 | F7 |  |

## Program Dump Receive

| $[7]$ | 40 h | Program Dump Receive |
| :--- | :--- | :--- |
| $[8]$ | $x x h$ | Program number to write to (01h to 20h) or 00h for the edit buffer |
| $[9]$ | $00 \mathrm{~h} / 01 \mathrm{~h}$ | High 7 bits of data (either 00h or 01h for PRO SOLO Mk3) |
| $[10]$ | Onnnnnnn | Where nnnnnnn = low 7 bits of data |
| $\ldots$ | $\ldots$ | [9] \& [10] are repeated 48 times (for 48 bytes of data) |
| $[105]$ | F7h | End of exclusive |

## Firmware Upgrade

| [7] to [65406] | Where 57225 bytes of 8 -bit code are packed as 65400 bytes of 7 bits. |
| :--- | :--- |
| [65407] F7h | End of exclusive |

Note: The PRO SOLO Mk3 must start receiving the firmware upgrade within 20 seconds of "P01" appearing in the display after power-up, otherwise it will be ignored.

| $[7]$ | 20 h | Info Change |
| :--- | :--- | :--- |
| $[8]$ | OOh | High 7 bits of parameter address (always 00h for PRO SOLO Mk3) |
| $[9]$ | Onnnnnnn | Where nnnnnnn = low 7 bits of parameter address |
| $[10]$ | $00 \mathrm{~h} / 01 \mathrm{~h}$ | High 7 bits of data (either 00h or 01h for PRO SOLO Mk3) |
| $[11]$ | Onnnnnnn | Where nnnnnnn = low 7 bits of data |
| $[12]$ | F7h | End of exclusive |

The PRO SOLO Mk3 is sent a two-byte address, which directly corresponds to a parameter. It is also sent two bytes of data, which represent the value at the parameter. It responds by changing the data and updating the display if necessary. The list of addresses and possible data values is below:

Note: All SysEx addresses and data are range checked and out-of-range values will either be ignored or adjusted to give a valid response.

| Add. | Function | Range | Notes |
| :---: | :---: | :---: | :---: |
| 00 | MIDI Receive Channel | 0 to 15 | Corresponds to channels 1 to 16 |
| 01 | Retrigger Time | 0 to 25 | 0 = Off / 1 to 25 |
| 02 | Note Priority | 0 to 2 | $0=$ New / 1 $=$ Low / 2 = High |
| 03 | Pitch Bend Range | 0 to 48 |  |
| 04 | Portamento Controller | $253>0>119$ | (CCs) 0 to $119 / 253=$ On / $254=$ Off / $255=$ Auto |
| 05 | Portamento Rate | 1 to 127 |  |
| 06 | Portamento Type | 0 or 1 | $0=$ Fixed Rate / $1=$ Fixed Time |
| 07 | LFO to CV Controller | $252>0>119$ | See note (1) |
| 08 | LFO to CV Min Value | 0 to 127 |  |
| 09 | LFO to CV Max Value | 0 to 127 |  |
| 10 | LFO to CV Reset Value | 0 to 127 |  |
| 11 | Coarse Tune | $232>0>24$ | See note (2) |
| 12 | Fine Tune | $129>0>127$ | 129 to 255 negative / 0 to 127 positive |
| 13 | Scale | $129>0>127$ | 129 to 255 negative / 0 to 127 positive |
| 14 | CV / Hz Select | 0 to 2 | $0=C V / 1=H z / 2=1.2 V$ |
| 15 | Gate Type | 0 to 6 | See note (3) |
| 16 | Aux 1 Controller | $246>0>119$ | See note (4) |
| 17 | Aux 1 Min Value | 0 to 127 | Corresponds to -27 to +100 |
| 18 | Aux 1 Max Value | 0 to 127 | Corresponds to -27 to +100 |
| 19 | Aux 1 Reset Value | 0 to 127 |  |
| 20 | Aux 1 Key Scale | 0 to 127 |  |
| 21 | LFO to Aux 1 Controller | $252>0>119$ | See note (1) |
| 22 | LFO to Aux 1 Min Value | 0 to 127 |  |
| 23 | LFO to Aux 1 Max Value | 0 to 127 |  |
| 24 | LFO to Aux 1 Reset Value | 0 to 127 |  |
| 25 | Aux 1 Drum Trig. Note No. | 0 to 127 |  |
| 26 | Aux 2 Controller | $246>0>119$ | See note (4) |
| 27 | Aux 2 Min Value | 0 to 127 | Corresponds to -27 to +100 |
| 28 | Aux 2 Max Value | 0 to 127 | Corresponds to -27 to +100 |
| 29 | Aux 2 Reset Value | 0 to 127 |  |
| 30 | Aux 2 Drum Trig. Note No. | 0 to 127 |  |
| 31 | Aux 3 Controller | $246>0>119$ | See note (4) |
| 32 | Aux 3 Min Value | 0 to 127 |  |
| 33 | Aux 3 Max Value | 0 to 127 |  |
| 34 | Aux 3 Reset Value | 0 to 127 |  |
| 35 | Aux 3 Drum Trig. Note No. | 0 to 127 |  |

[^0]| Add. | Function | Range | Notes |
| :--- | :--- | :--- | :--- |
| 36 | LFO Rate | 0 to 191 |  |
| 37 | LFO Waveshape | 0 to 8 | See note (5) |
| 38 | LFO Sync | 0 or 96 | $0=$ Off $/ 1$ to 96 corresponds to divide ratio |
| 39 | LFO Start Point Offset | 0 to 255 |  |
| 40 | LFO Key-On Reset | 0 or 1 | $0=$ Off / 1 = On |
| 41 | Clock 1 Divide Ratio | 0 to 24 | $0=$ C24 / 1 to $23=\mathrm{d} 2$ to d24 / 24 = C48 |
| 42 | Clock 1 Shift | 0 to 255 |  |
| 43 | Clock 2 Divide Ratio | 1 to 23 | Corresponds to d2 to d24 |
| 44 | Clock 2 Shift | 0 to 255 |  |
| 45 | EG Attack Time | 0 to 127 |  |
| 46 | EG Decay Time | 0 to 127 |  |
| 47 | EG Sustain Level | 0 to 127 |  |
| 48 | EG Release Time | 0 to 127 |  |
| 49 | EG Invert | 0 or 1 | $0=$ Off / $1=$ On |
| 50 | EG Reset to Zero | 0 or 1 | $0=$ Off / $1=$ On |
| 51 | EG Attack Time CC | 0 to 119 |  |
| 52 | EG Decay Time CC | 0 to 119 |  |
| 53 | EG Sustain Level CC | 0 to 119 |  |
| 54 | EG Release Time CC | 0 to 119 |  |
| 64 | Socket Select | 0 to 3 | See note (6) |
| 65 | SysEx Device Number | 0 to 15 | Corresponds to numbers 1 to 16 |
| 66 | Continue = Start | 0 or 1 | $0=$ Off / $1=$ On |
| 67 | Drum Trigger Length | 0 to 127 |  |
| 68 | Aux 1 Slew Rate | 0 to 31 | 0 to 31 |

Notes:
(1) $\mathbf{2 5 2}=$ Ignore / $\mathbf{2 5 3}=$ Pitch Bend / $\mathbf{2 5 4}=$ Velocity / $\mathbf{2 5 5}=$ Aftertouch / (CCs) $\mathbf{0}$ to $\mathbf{1 1 9}$
(2) $232=-24$ Semitones $/ \mathbf{0}=$ No Transpose / $24=+24$ Semitones (25 to 231 are invalid)
(3) $\quad \mathbf{0}=$ Gate $5 \mathrm{~V} / \mathbf{1}=\mathrm{G} \mathrm{10V} / \mathbf{2}=\mathrm{G} 15 \mathrm{~V} / \mathbf{3}=\mathrm{S}$ no pull-up $/ \mathbf{4}=\mathrm{S} 5 \mathrm{~V}$ pu $/ \mathbf{5}=\mathrm{S} 10 \mathrm{~V}$ pu $/ \mathbf{6}=\mathrm{S} 15 \mathrm{~V}$ pu
(4) $\mathbf{2 4 6}=$ EG / $\mathbf{2 4 7}=$ Drum Trig. / $248=$ Start/Stop $/ \mathbf{2 4 9}=$ CL2 / $\mathbf{2 5 0}=$ CL1 / $\mathbf{2 5 1}=$ Note Trig.
$\mathbf{2 5 2}$ = Ignore / $\mathbf{2 5 3}$ = Pitch Bend / 254 = Velocity / 255 = Aftertouch / (CCs) $\mathbf{0}$ to 119
(5) $\quad \mathbf{0}=$ Tri $/ \mathbf{1}=$ Saw Up $/ \mathbf{2}=$ Saw Down $/ \mathbf{3}=10 / \mathbf{4}=20 / \mathbf{5}=30 / 6=40 / \mathbf{7}=50 \%$ Pulse $/ \mathbf{8}=$ S\&H
(6) $\quad \mathbf{0}=$ MIDI Thru, Out $/ \mathbf{1}=$ Sync 24 (fixed) $/ \mathbf{2}=$ Sync $24($ Clock 1$) / \mathbf{3}=$ Sync 24 (Clock 2$)$

Examples (SysEx device number = 1):

FO $\begin{array}{llllllllllll} & 00 & 20 & 13 & 1 A & 00 & 20 & 00 & 00 & 00 & \text { OF } & \text { F7 } \quad \text { will set the MIDI Receive Channel to } 16\end{array}$
$\begin{array}{llllllllllll}F 0 & 00 & 20 & 13 & 1 A & 00 & 20 & 00 & 31 & 00 & 01 & \text { F7 }\end{array}$
$\begin{array}{llllllllllll}\text { FO } & 00 & 20 & 13 & 1 A & 00 & 20 & 00 & 25 & 00 & 08 & F 7\end{array}$
will set the ADSR envelope to Inverted
will set the LFO wave to Sample \& Hold

## Kanton

## www.kenton.co.uk

## Kenton Electronics Limited

Brookfarm House, Station Road, South Wimbledon, London, SW19 2LP, UK Tel: +44 (0)20 $85449200 \quad$ Fax: +44 (0)20 85449300


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