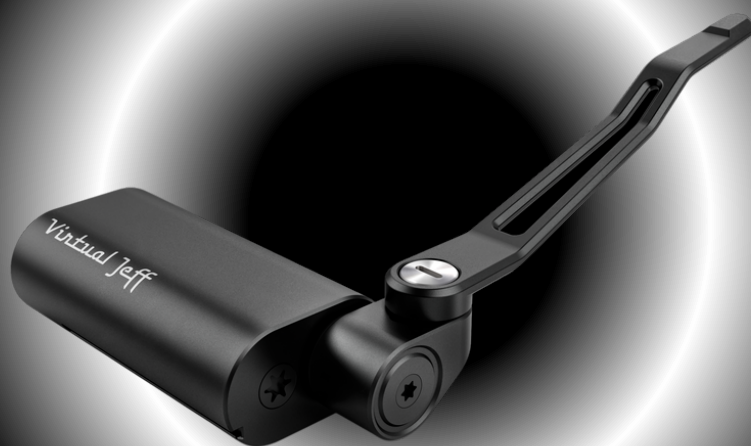


# Virtual Jeff<sup>(R)</sup> PRO

## DEEP DIVE



**MIDI OUT: USER GUIDE**

## MIDI OUT: USER GUIDE

Virtual Jeff (R) PRO puts out MIDI data which always indicates the arm position



*NOTE: MIDI OUT is completely independent from pitch control. It is not affected by any VJP features (e.g. V-Capo, HOLD, BLEND). MIDI data indicating the actual arm position is output at all times, even when the stompbox is in BYPASS mode !!*

The MIDI OUT format is standard MIDI 14bit pitch bend data. This is a high-resolution MIDI format which provides much finer control by using two bytes for the pitch bend value (instead of one). Note that some MIDI devices can't handle 14bit format - but a lot do.

You'll need a 3.5mm to 5pin converter lead (if your MIDI device has the original 5pin DIN socket).



There are two types of converter leads: VJP uses 'Type A' (not Type B). See later for the Type A pinout - you can make your own converter!

FYI: There are two types because various manufacturers decided to wire them the opposite way around (thanks guys!). Type A is probably the most common so that's what we chose.

VJP MIDI details:

The MIDI data changes as the arm is moved up or down and is a static value when the arm is in the center. In hex, the values range from:

0x0000 (max pitch down) to...  
0x2000 (center, no pitch change) to...  
0x3FFF (max pitch up).

In decimal, these values are: 0000 (max down), 8192 (center), 16383 (max up).

Note that some programs (like Band-in-a-Box) display this as -8192 thru to +8191

# MIDI MESSAGE

The MIDI message is in this format: Status byte, Data byte 1, Data byte 2

- Status byte : 1110 CCCC (MIDI command 'E', Channel no from 0-15)
- Data byte 1 : 0LLL LLLL (7 bit pitch data LSB - fine val from 0-127)
- Data byte 2 : 0MMM MMMM (7 bit pitch data MSB - coarse val from 0-127)

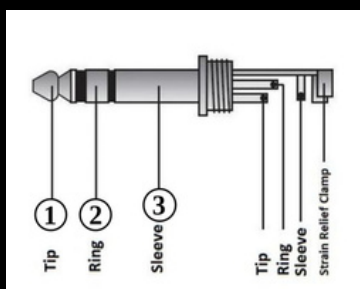
**Note:** VJP always sends on Channel 1, so the Status byte is always: E0 hex (224 decimal)...i.e: pitch bend command (= 'E'), on Channel 1 (= '0')

Example messages:

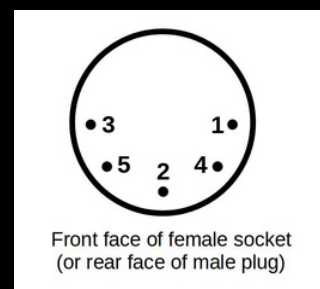
- \* Arm centered: 0xE0 0x40 0x00 (decimal 224 64 0)
- \* Arm fully up: 0xE0 0x7F 0x7F (decimal 224 127 127)
- \* Arm half down: 0xE0 0x20 0x00 (decimal 224 32 00)

FYI: Some devices only accept 7bits for data by reading Databyte 2 and discarding Databyte1. This will work, but isn't as smooth in operation.

# Type A PINOUT



3.5mm TRS plug



5pin 180degree DIN

TRS plug	Type A converter wiring	DIN plug
Pin		Pin
( 1 )	-----	( 5 )
( 2 )	-----	( 4 )
( 3 )	-----	( 2 )