

# Lesson 16

## USB, Midi & Electronic Music

### Sequencing, Sampling and Editing

#### Q and A

1. The USB/MIDI In port receives messages from the host computer or other MIDI device. (page 318)
2. The USB/MIDI out port sends information out of the keyboard or control surface. (page 318)
3. The USB/MIDI Thru port provides an exact copy of the incoming data at the MIDI In port and transmits this data out to the next device in the MIDI data chain. (page 319)
4. Up to 16 channels can be transmitted through a single MIDI cable if there are enough voices in the hardware keyboard. (page 324)
5. SMTE allows for time code to be transmitted throughout the MIDI chain for synchronization purposes. (page 331)
6. SPP enables us to skip around throughout the song to different locations. (page 331)
7. Sys-ex data, or the details of the session (i.e., tempo, key, effects, and all plug-in parameters) are used to modify or store patch and setup data from external equipment through MIDI. (page 335)
8. Voice Capacity are the number of sounds that a software or hardware synthesizer or sampler can produce at one time based on RAM and host computer speed. (page 340-341)
9. FM synthesis use multiple tone generators to create sound. (page 342)
10. Samples reproduce sounds that have been digitally recorded into RAM. (page 343-344)