

Note: The audio adapter joystick ports operated identically to those on the standard PC game control adapter (or game I/O port) and use Tandy compatible joysticks.

#### Disabling the Joystick Ports:

If your computer already has a joystick port (or game I/O expansion board), remove the joystick port and use Joystick Ports A and B on the audio adapter. Use the mini-din adapter (26-0284) to connect the Tandy joysticks.

If you wish to use another joystick port, you must disable the joystick port on the audio adapter to prevent a port conflict. To disable the joystick port, remove Jumper JP10 (GAMESDIS) on the audio adapter.

#### MIDI Interface and MIDI Adapter Cables:

The MIDI interface of the audio adapter is the standard recommended by the International MIDI Association.

Two MIDI cables are provided. Plug the 6-pin mini-din into the audio adapter.

Plug the MIDI cable end marked MIDI-OUT into the MIDI-IN connector on the MIDI instrument. Plug the MIDI-IN end of the cable into the MIDI-OUT on the MIDI instrument.

To connect more MIDI instruments, you can use the MIDI-THRU of the MIDI instruments to daisy chain the instruments.

Note: MIDI software is required to take full advantage of your MPC audio system.

#### MIDI Implementation Table:

FUNCTION	TRANSMITTED	RECOGNIZED	REMARKS
Basic Channel	Default Changed	1-16 1-16	
Mode	Default Messages Altered	Mode 3 X X	
Note Number	True Voice	0-17	
Velocity	Note On Note Off	0 0	
After Touch	Key's Channel	X X	
Pitch Bend		0	

Control Change	7 10 64		O O O	Volume Pan Damper Pedal
Program Change	True Number		O 0-127 O 0-127	
System Exclusive			X	
System Common	Song Position Song Select Tune Request		X X X	
System Real Time	Clock Commands		X X	
Aux Messages	Local On/Off All Notes Off Active Sensing System Reset		X O X X	
Notes				

Mode 1: Omni ON, Poly      Mode 2: Omni On, Mono      O: Yes  
Mode 3: Omni Off, Poly      Mode 4: Omni Off, Mono      X: No

(smm/jej-05/11/94)

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