



Supporting the Arts Through Technology

Table 2 of 3 - Expanded Messages List (Status Bytes)

The following table lists Status Bytes in binary numerical order. This table is intended as a quick reference to all Status Bytes.

See also:

- [Table 1](#) - Summary of MIDI Messages
- [Table 3](#) - Summary of Controller Messages (Data Bytes)

Additional messages are listed in the printed documentation available from the MMA.

WARNING! Details about implementing these messages can dramatically impact compatibility with other products. We strongly recommend consulting the official [MMA Detailed MIDI Specification](#) for additional information.

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TABLE 2: Expanded Status Bytes List
(adapted from "MIDI by the Numbers" by D. Valenti, Electronic Musician 2
Updated 1995 By the MIDI Manufacturers Association)

STATUS BYTE			DATA BYTES	
1st Byte Value	Function		2nd Byte	3rd Byte
Binary Hex Dec				
10000000= 80= 128	Chan 1	Note off	Note Number	Note Velc
10000001= 81= 129	Chan 2	"	(0-127)	(0-127)
10000010= 82= 130	Chan 3	"	see	"
10000011= 83= 131	Chan 4	"	Table	"
10000100= 84= 132	Chan 5	"	4	"
10000101= 85= 133	Chan 6	"	"	"
10000110= 86= 134	Chan 7	"	"	"
10000111= 87= 135	Chan 8	"	"	"
10001000= 88= 136	Chan 9	"	"	"
10001001= 89= 137	Chan 10	"	"	"
10001010= 8A= 138	Chan 11	"	"	"
10001011= 8B= 139	Chan 12	"	"	"
10001100= 8C= 140	Chan 13	"	"	"
10001101= 8D= 141	Chan 14	"	"	"
10001110= 8E= 142	Chan 15	"	"	"
10001111= 8F= 143	Chan 16	"	"	"
10010000= 90= 144	Chan 1	Note on	"	"
10010001= 91= 145	Chan 2	"	"	"

10010010=	92= 146	Chan 3	"	"	"
10010011=	93= 147	Chan 4	"	"	"
10010100=	94= 148	Chan 5	"	"	"
10010101=	95= 149	Chan 6	"	"	"
10010110=	96= 150	Chan 7	"	"	"
10010111=	97= 151	Chan 8	"	"	"
10011000=	98= 152	Chan 9	"	"	"
10011001=	99= 153	Chan 10	"	"	"
10011010=	9A= 154	Chan 11	"	"	"
10011011=	9B= 155	Chan 12	"	"	"
10011100=	9C= 156	Chan 13	"	"	"
10011101=	9D= 157	Chan 14	"	"	"
10011110=	9E= 158	Chan 15	"	"	"
10011111=	9F= 159	Chan 16	"	"	"
10100000=	A0= 160	Chan 1	Polyphonic	"	Aftertou
10100001=	A1= 161	Chan 2	Aftertouch	"	amount
10100010=	A2= 162	Chan 3	"	"	(0-127
10100011=	A3= 163	Chan 4	"	"	"
10100100=	A4= 164	Chan 5	"	"	"
10100101=	A5= 165	Chan 6	"	"	"
10100110=	A6= 166	Chan 7	"	"	"
10100111=	A7= 167	Chan 8	"	"	"
10101000=	A8= 168	Chan 9	"	"	"
10101001=	A9= 169	Chan 10	"	"	"
10101010=	AA= 170	Chan 11	"	"	"
10101011=	AB= 171	Chan 12	"	"	"
10101100=	AC= 172	Chan 13	"	"	"
10101101=	AD= 173	Chan 14	"	"	"
10101110=	AE= 174	Chan 15	"	"	"
10101111=	AF= 175	Chan 16	"	"	"
10110000=	B0= 176	Chan 1	Control/	See	See
10110001=	B1= 177	Chan 2	Mode change	Table	Table
10110010=	B2= 178	Chan 3	"	3	3
10110011=	B3= 179	Chan 4	"	"	"
10110100=	B4= 180	Chan 5	"	"	"
10110101=	B5= 181	Chan 6	"	"	"
10110110=	B6= 182	Chan 7	"	"	"
10110111=	B7= 183	Chan 8	"	"	"
10111000=	B8= 184	Chan 9	"	"	"
10111001=	B9= 185	Chan 10	"	"	"
10111010=	BA= 186	Chan 11	"	"	"
10111011=	BB= 187	Chan 12	"	"	"
10111100=	BC= 188	Chan 13	"	"	"
10111101=	BD= 189	Chan 14	"	"	"
10111110=	BE= 190	Chan 15	"	"	"
10111111=	BF= 191	Chan 16	"	"	"
11000000=	C0= 192	Chan 1	Program	Program #	NONE
11000001=	C1= 193	Chan 2	change	(0-127)	"
11000010=	C2= 194	Chan 3	"	"	"
11000011=	C3= 195	Chan 4	"	"	"
11000100=	C4= 196	Chan 5	"	"	"
11000101=	C5= 197	Chan 6	"	"	"
11000110=	C6= 198	Chan 7	"	"	"
11000111=	C7= 199	Chan 8	"	"	"
11001000=	C8= 200	Chan 9	"	"	"
11001001=	C9= 201	Chan 10	"	"	"
11001010=	CA= 202	Chan 11	"	"	"
11001011=	CB= 203	Chan 12	"	"	"

11001100=	CC= 204	Chan 13	"	"	"
11001101=	CD= 205	Chan 14	"	"	"
11001110=	CE= 206	Chan 15	"	"	"
11001111=	CF= 207	Chan 16	"	"	"
11010000=	D0= 208	Chan 1	Channel	Aftertouch	"
11010001=	D1= 209	Chan 2	Aftertouch	amount	"
11010010=	D2= 210	Chan 3	"	(0-127)	"
11010011=	D3= 211	Chan 4	"	"	"
11010100=	D4= 212	Chan 5	"	"	"
11010101=	D5= 213	Chan 6	"	"	"
11010110=	D6= 214	Chan 7	"	"	"
11010111=	D7= 215	Chan 8	"	"	"
11011000=	D8= 216	Chan 9	"	"	"
11011001=	D9= 217	Chan 10	"	"	"
11011010=	DA= 218	Chan 11	"	"	"
11011011=	DB= 219	Chan 12	"	"	"
11011100=	DC= 220	Chan 13	"	"	"
11011101=	DD= 221	Chan 14	"	"	"
11011110=	DE= 222	Chan 15	"	"	"
11011111=	DF= 223	Chan 16	"	"	"
11100000=	E0= 224	Chan 1	Pitch	Pitch	Pitch
11100001=	E1= 225	Chan 2	wheel	wheel	wheel
11100010=	E2= 226	Chan 3	control	LSB	MSB
11100011=	E3= 227	Chan 4	"	(0-127)	(0-127)
11100100=	E4= 228	Chan 5	"	"	"
11100101=	E5= 229	Chan 6	"	"	"
11100110=	E6= 230	Chan 7	"	"	"
11100111=	E7= 231	Chan 8	"	"	"
11101000=	E8= 232	Chan 9	"	"	"
11101001=	E9= 233	Chan 10	"	"	"
11101010=	EA= 234	Chan 11	"	"	"
11101011=	EB= 235	Chan 12	"	"	"
11101100=	EC= 236	Chan 13	"	"	"
11101101=	ED= 237	Chan 14	"	"	"
11101110=	EE= 238	Chan 15	"	"	"
11101111=	EF= 239	Chan 16	"	"	"
11110000=	F0= 240	System Exclusive		**	**
11110001=	F1= 241	MIDI Time Code Qtr. Frame		-see spec-	-see spe
11110010=	F2= 242	Song Position Pointer		LSB	MSB
11110011=	F3= 243	Song Select(Song #)		(0-127)	NONE
11110100=	F4= 244	Undefined (Reserved)		?	?
11110101=	F5= 245	Undefined (Reserved)		?	?
11110110=	F6= 246	Tune request		NONE	NONE
11110111=	F7= 247	End of SysEx (EOX)		"	"
11111000=	F8= 248	Timing clock		"	"
11111001=	F9= 249	Undefined (Reserved)		"	"
11111010=	FA= 250	Start		"	"
11111011=	FB= 251	Continue		"	"
11111100=	FC= 252	Stop		"	"
11111101=	FD= 253	Undefined (Reserved)		"	"
11111110=	FE= 254	Active Sensing		"	"
11111111=	FF= 255	System Reset		"	"

** Note: System Exclusive (data dump) 2nd byte= Vendor ID (or Universal Exclusive) followed by more data bytes and ending with EOX.

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