



SOCIAL ENTROPY • ELECTRONIC MUSIC INSTRUMENTS

TECH NOTE

SYSTEM EXCLUSIVE FILE FORMAT HEADERS

This document covers the header information of the various ENGINE sysex file types. It does not cover the actual data format within each of the file types.

NOTE: All numbers in this document are zero-indexed, which differs from the end-user documentation and panel legends, which start at 1.

The sysex files generated by ENGINE can be modified using a standard hexadecimal file editor or MIDI sysex file editor.

A full sysex dump from ENGINE will be a collection of individual files. Pattern and snapshot files be removed or added as needed. Track and song file location values can be re-arranged, but should total 8 track files and 32 song files.

A full sysex dump will include:

- One GLOBAL CONFIG 1 (0x06) type file
- One GLOBAL CONFIG 2 (0x08) type file
- Eight TRACK (0x07) type files
- Thirty-two SONG (0x10) type files
- A variable number of PATTERN (0x01 & 0x02) type files
- A variable number of SNAPSHOT (0x09) type files

Only patterns and snapshots which have data will be present in the dump files.

This header information may be useful for changing the location of patterns or tracks, or combining files from different dumps into a consolidated dump. This could also be used as the basis for a "librarian" type application.

TYPE 0x10 (16) - SONG

This file type represents a SONG data file. The location values are the two nibbles that combine to define the song location in memory (0-32).

Example: LOCATION 0x01:0x0D = SONG 0x1D (29)
This would map to Song 29