

The sysex implementation of the DSS-1 retrofit is unchanged except for the MULTISOUND PARAMETER DUMP (FUNCTION ID = 44H). Please refer to the MIDI implementation chart in the back of the DSS-1 owner's manual. After the Last Sound Parameter and before the check sum we send (and receive) a 6 byte Absolute Address for each sound in the multisound. The Sound Start Address and Loop Start Address (these are part of the 36 byte Sound Parameters) are now relative to the Absolute Address of that particular sound NOT the start of the multisound. Here is the new command:

F0 42 3n 0B 44		Multisound Parameter Dump Header
aa	(1 byte)	Multisound NO. -1
bb....bb	(8 bytes)	Multisound Name
cc....cc	(6 bytes)	Multisound Length
dd	(1 byte)	Loop Flag & No. of Sounds
ee	(1 byte)	Max Interval
ff....ff	(36 bytes)	Sound 1 Parameters
:	:	
:	:	
gg....gg	(36 bytes)	Last Sound Parameters
uu....uu	(6 bytes)	Sound 1 Absolute Address
:	:	
:	:	
vv....vv	(6 bytes)	Last Sound Absolute Address
ss	(1 byte)	Check Sum
F7		E0X

Here is the format for the 6 byte Absolute Address Values:

	MSB							LSB
1st byte	0	b7	b6	b5	b4	b3	b2	b1
2nd byte	0	b0	0	0	0	0	0	0
3rd byte	0	b15	b14	b13	b12	b11	b10	b9
4th byte	0	b8	0	0	0	0	0	0
5th byte	0	b23	b22	b21	b20	b19	b18	b17
6th byte	0	b16	0	0	0	0	0	0

Bits 23-18 of the Absolute Address form the page number (0-63) where that sound is allocated. Remember that Sound Start and Loop Start are relative to the Absolute Address for that particular sound.