

## Re: talking to CTK 571 synthesizer

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- *From:* Allan Adler <ara@xxxxxxxxxxxxxxxxxxxxxx>
  - *Date:* 06 Nov 2007 00:34:05 -0500
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Arno Wagner <me@xxxxxxxxxxxx> writes:

Allan Adler writes:

So, apparently one can't simply go to Comp USA and tell the salesperson that one needs a game port to MIDI port converter.

No, you cannot get to an end-user store and expect them to know specialist equipment. Ok, you can use a multi-meter to see whether the MIDI-IN pins on the far side of the cable are connected to the MIDI in pins on the 15 Pin gameport connector. If so, no Opto-coupler and the cable may induce 60Hz hum or damage things. However if this is indeed a full-spec MIDI cable, then it should have the coupler. The drivers are not strictly needed.

OK. The only way I know to test the output pin for 10mA capability is to put it in a circuit where it would have to output that current in order to work. I can figure out how to do that, but I'd like to be sure that I won't damage the port if the output pin really isn't capable of that much current.

You do not care about the game-port. The MPU-401 UART is what drives the MIDI interface. And, no, the game port is not an UART at all.

Thanks for clarifying that the game port is not a UART. So, if I were going to use the game port, the base address 201h would be the right one.

Why does the book "PC Hardware in a Nutshell" say that one can use the

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game port for MIDI? Are there connectors one can purchase (e.g. from Comp USA) that are appropriate for what I'm trying to do?

The game port can be used for MIDI. It is really two devices in one connector: A joystick port, that has no connection to MIDI and a MIDI port. However the joystick port controller is not the game port controller, as t