

# AKAI PROFESSIONAL APC MINI MK2 COMMUNICATIONS PROTOCOL (v1.0)

APC mini mk2 is a USB bus-powered, compact controller for Ableton Live and other software applications. It features an 8x8 grid of RGB launch clips, 9 faders, and 17 UI buttons for software control.

This document describes the format of messages between the APC mini mk2 and the PC/Mac Host.

## Brief Glossary

**Outbound:** The term “outbound” is used to describe messages sent from the PC Host to the device (i.e., from the viewpoint of the PC Host).

**Inbound:** The term “inbound” is used to describe messages sent from the device to the PC Host (i.e., from the viewpoint of the PC Host).

## LED Control via MIDI Messages

APC mini mk2's pad and button LEDs can be controlled by MIDI Note On messages on Port 0 with 3-byte messages determining 3 factors: Pad/Button value, Behavior (solid, blink, pulse), and Color (pads = RGB, buttons = single color LED). You can control individual LEDs or send bulk commands for the entire UI surface.

Example - If I want to solidly light pad 1 red, send the following:

96 00 05

Yellow = MIDI CH determining LED behavior

Green = Pad/Button Value

Blue = RGB Color as velocity

*\*These values will be in HEX*

## Pad/Button Values

Byte 2 (green) in the above example message determines which pad/button you are trying to light up. MIDI message construction changes depending on if it is an RGB LED (matrix pads) or a Single LED (smaller square buttons).

Use the below guide to determine pad/button values and which type of LED message (RGB or Single) you will need to send.

### Pad Matrix:

0x38	0x39	0x3A	0x3B	0x3C	0x3D	0x3E	0x3F
0x30	0x31	0x32	0x33	0x34	0x35	0x36	0x37
0x28	0x29	0x2A	0x2B	0x2C	0x2D	0x2E	0x2F
0x20	0x21	0x22	0x23	0x24	0x25	0x26	0x27
0x18	0x19	0x1A	0x1B	0x1C	0x1D	0x1E	0x1F
0x10	0x11	0x12	0x13	0x14	0x15	0x16	0x17
0x08	0x09	0x0A	0x0B	0x0C	0x0D	0x0E	0x0F
0x00	0x01	0x02	0x03	0x04	0x05	0x06	0x07

### UI Buttons:

Button Name	Note #	Channel	LED	Port #
Track Button 1	0x64	0	Red	0
Track Button 2	0x65	0	Red	0
Track Button 3	0x66	0	Red	0
Track Button 4	0x67	0	Red	0
Track Button 5	0x68	0	Red	0
Track Button 6	0x69	0	Red	0
Track Button 7	0x6A	0	Red	0
Track Button 8	0x6B	0	Red	0
Scene Launch 1	0x70	0	Green	0
Scene Launch 2	0x71	0	Green	0
Scene Launch 3	0x72	0	Green	0
Scene Launch 4	0x73	0	Green	0
Scene Launch 5	0x74	0	Green	0
Scene Launch 6	0x75	0	Green	0
Scene Launch 7	0x76	0	Green	0
Scene Launch 8	0x77	0	Green	0

## RGB LED Behavior (Solid, Blink, Pulse)

RGB LEDs can be lit solid at varying brightness and blink/pulse at different rates. This behavior is determined by what MIDI Channel MIDI note on message is sent on (MIDI CH 00-0F).

Looking at our above example, **96 00 05**, we see that a value of 96 on byte 1 is used which instructs the LED to stay solidly lit at 100% brightness. If we change byte 1 to 97, our LED will pulse red at 1/16 notes synced with an external clock rate.

MIDI Channel	Byte 1 Value	Port	Function
0	90	0	On 10% brightness
1	91	0	On 25% brightness
2	92	0	On 50% brightness
3	93	0	On 65% brightness
4	94	0	On 75% brightness
5	95	0	On 90% brightness
6	96	0	On 100% brightness
7	97	0	Pulsing 1/16
8	98	0	Pulsing 1/8
9	99	0	Pulsing 1/4
10	9A	0	Pulsing 1/2
11	9B	0	Blinking 1/24
12	9C	0	Blinking 1/16
13	9D	0	Blinking 1/8
14	9E	0	Blinking 1/4
15	9F	0	Blinking 1/2

## RGB LED Color

The below table designates 128 RGB values assigned to a velocity value which is represented by byte 3 in the RGB LED message. This color palette is predetermined and cannot be changed.

Again, taking the above example, **96 00 05**, let's change pad 1 to solid lit orange:

**96 00 09**

**96** = Solid lit at 100%

**00** = Pad 1

**09** = Velocity 09 = Orange

## Velocity to RGB Color Chart

Color	Velocity	Color	Velocity	Color	Velocity
#000000	0	#00FF00	21	#001D59	42
#1E1E1E	1	#005900	22	#000819	43
#7F7F7F	2	#001900	23	#4C4CFF	44
#FFFFFF	3	#4CFF5E	24	#0000FF	45
#FF4C4C	4	#00FF19	25	#000059	46
#FF0000	5	#00590D	26	#000019	47
#590000	6	#001902	27	#874CFF	48
#190000	7	#4CFF88	28	#5400FF	49
#FFBD6C	8	#00FF55	29	#190064	50
#FF5400	9	#00591D	30	#0F0030	51
#591D00	10	#001F12	31	#FF4CFF	52
#271B00	11	#4CFFB7	32	#FF00FF	53
#FFFF4C	12	#00FF99	33	#590059	54
#FFFF00	13	#005935	34	#190019	55
#595900	14	#001912	35	#FF4C87	56
#191900	15	#4CC3FF	36	#FF0054	57
#88FF4C	16	#00A9FF	37	#59001D	58
#54FF00	17	#004152	38	#220013	59
#1D5900	18	#001019	39	#FF1500	60
#142B00	19	#4C88FF	40	#993500	61
#4CFF4C	20	#0055FF	41	#795100	62

Color	Velocity
#001D59	42
#000819	43
#4C4CFF	44
#0000FF	45
#000059	46
#000019	47
#874CFF	48
#5400FF	49
#190064	50
#0F0030	51
#FF4CFF	52
#FF00FF	53
#590059	54
#190019	55
#FF4C87	56
#FF0054	57
#59001D	58
#220013	59
#FF1500	60
#993500	61
#795100	62
#436400	63
#033900	64
#005735	65
#00547F	66
#0000FF	67
#00454F	68
#2500CC	69
#7F7F7F	70
#202020	71

Color	Velocity
#FF0000	72
#BDFF2D	73
#AFED06	74
#64FF09	75
#108B00	76
#00FF87	77
#00A9FF	78
#002AFF	79
#3F00FF	80
#7A00FF	81
#B21A7D	82
#402100	83
#FF4A00	84
#88E106	85
#72FF15	86
#00FF00	87
#3BFF26	88
#59FF71	89
#38FFCC	90
#5B8AFF	91
#3151C6	92
#877FE9	93
#D31DFF	94
#FF005D	95
#FF7F00	96
#B9B000	97
#90FF00	98
#835D07	99
#392b00	100
#144C10	101

Color	Velocity
#0D5038	102
#15152A	103
#16205A	104
#693C1C	105
#A8000A	106
#DE513D	107
#D86A1C	108
#FFE126	109
#9EE12F	110
#67B50F	111
#1E1E30	112
#DCFF6B	113
#80FFBD	114
#9A99FF	115
#8E66FF	116
#404040	117
#757575	118
#E0FFFF	119
#A00000	120
#350000	121
#1AD000	122
#074200	123
#B9B000	124
#3F3100	125
#B35F00	126
#4B1502	127

## Single LED Behavior/Color

UI Buttons on the periphery of the APC mini mk2 are single-color LEDs and have their own unique control message.

In this example, we want to solidly light the Volume LED, which will always be red.

**90 64 01**

**90** = MIDI Ch 00 *\*This will always be 90 for single LED commands. RGB blink/pulse values do not apply.*

**64** = Volume button value

**01** = LED On

Use the below table to construct your single LED MIDI message:

Byte number	Value	Description
1	0x90	MIDI CH Note-On
2	<Button Value>	0x64-0x77 <i>*See <a href="#">Pad/Button Values</a> above</i>
3	<Velocity>	Used to determine LED behavior as follows: LED Off = 0x00 LED On = 0x01, 0x03-0x7F LED Blink = 0x02

**LED Bulk Message Format**

**RGB Matrix** – Pad values are constant, MIDI Ch and RGB color are variable.

9X 00 XX	9X 16 XX	9X 2C XX
9X 01 XX	9X 17 XX	9X 2D XX
9X 02 XX	9X 18 XX	9X 2E XX
9X 03 XX	9X 19 XX	9X 2F XX
9X 04 XX	9X 1A XX	9X 30 XX
9X 05 XX	9X 1B XX	9X 31 XX
9X 06 XX	9X 1C XX	9X 32 XX
9X 07 XX	9X 1D XX	9X 33 XX
9X 08 XX	9X 1E XX	9X 34 XX
9X 09 XX	9X 1F XX	9X 35 XX
9X 0A XX	9X 20 XX	9X 36 XX
9X 0B XX	9X 21 XX	9X 37 XX
9X 0C XX	9X 22 XX	9X 38 XX
9X 0D XX	9X 23 XX	9X 39 XX
9X 0E XX	9X 24 XX	9X 3A XX
9X 0F XX	9X 25 XX	9X 3B XX
9X 10 XX	9X 26 XX	9X 3C XX
9X 11 XX	9X 27 XX	9X 3D XX
9X 12 XX	9X 28 XX	9X 3E XX
9X 13 XX	9X 29 XX	9X 3F XX
9X 14 XX	9X 2A XX	
9X 15 XX	9X 2B XX	

**Single LED UI Buttons** – Button values and MIDI Ch are constant, LED behavior is variable.

90 64 XX

90 65 XX

90 66 XX

90 67 XX

90 68 XX

90 69 XX

90 6A XX

90 6B XX

90 70 XX

90 71 XX

90 72 XX

90 73 XX

90 74 XX

90 75 XX

90 76 XX

90 77 XX



## RGB LED Color Lighting

Alternatively, RGB pad colors can be customized using SysEx commands. This message is sent to the device to set one or several of the unit's RGB LEDs to a specific color. The color is created by sending three 8-bit color values for each color component (Red, Blue and Green). Standard MIDI only supports 7-bit messages, so each color in the RGB Color Lighting message will be expressed using MSB/LSB.

Byte Number	Value	Description
1	0xF0	MIDI System exclusive message start
2	0x47	Manufacturers ID Byte
3	0x7F	System Exclusive Device ID
4	0x4F	Product model ID
5	0x24	Message type identifier
6	<total MSB>	Number of data bytes to follow (most significant)
7	<total LSB>	Number of data bytes to follow (least significant)
8	0x00-0x3F	Start Pad
9	0x00-0x3F	End Pad
10	0x00-0x7F	Red Brightness MSB
11	0x00-0x7F	Red Brightness LSB
12	0x00-0x7F	Green Brightness MSB
13	0x00-0x7F	Green Brightness LSB
14	0x00-0x7F	Blue Brightness MSB
15	0x00-0x7F	Blue Brightness LSB
...	...	Repeat bytes 8-15 for each additional pad color change
<bytes total>	0xF7	MIDI System exclusive message terminator

## Generic SysEx Messages

Depending on the software implementation required, APC mini mk2 will respond to/with the following SysEx request/return messages.

## MIDI System Exclusive

The System Exclusive messages exchanged between the Host and the device will be of the following format:

Byte Number	Value	Description
1	0xF0	MIDI System exclusive message start
2	0x47	Manufacturers ID Byte
3	0x7F	System Exclusive Device ID
4	00x4F	Product model ID
5	<Message ID>	Message type identifier
6	<DataLengthMSB>	Number of data bytes to follow (most significant)
7	<DataLengthLSB>	Number of data bytes to follow (least significant)
8	<i>n</i> data bytes	Data field – <i>n</i> bytes long
<i>n</i> +8	0xF7	MIDI System exclusive message terminator

## Device Enquiry

APC mini mk2 supports the standard MMC Device Enquiry message. These System Exclusive messages are part of the MIDI Machine Control Standard and do not follow the general format for Inbound System Exclusive message.

Byte Number	Value	Description
1	0xF0	MIDI System exclusive message start
2	0x7E	Non-Realtime Message
3	0x00	Channel to inquire. (Set to 0 for this protocol.)
4	0x06	Inquiry Message
5	0x01	Inquiry Request
6	0xF7	MIDI System exclusive message terminator

APC mini mk2 will respond to a Device Inquiry Request message with the following message:

Byte Number	Value	Description
1	0xF0	MIDI System exclusive message start
2	0x7E	Non-Realtime Message
3	<MIDI Channel>	Common MIDI channel setting
4	0x06	Inquiry Message
5	0x02	Inquiry Response
6	0x47	Manufacturers ID Byte
7	00x4F	Product model ID
8	0x00	Number of data bytes to follow (most significant)
9	0x19	Number of data bytes to follow (least significant)
10	<Version1>	Software version major most significant
11	<Version2>	Software version major least significant
12	<Version3>	Software version minor most significant
13	<Version4>	Software version minor least significant
14	<DeviceID>	System Exclusive Device ID
15	<Serial1>	Serial Number first digit
16	<Serial2>	Serial Number second digit
17	<Serial3>	Serial Number third digit
18	<Serial4>	Serial Number fourth digit
19	<Manufacturing1>	Manufacturing Data byte 1
20	<Manufacturing2>	Manufacturing Data byte 2
21	<Manufacturing3>	Manufacturing Data byte 3
22	<Manufacturing4>	Manufacturing Data byte 4
23	<Manufacturing5>	Manufacturing Data byte 5

Byte Number	Value	Description
24	<Manufacturing6>	Manufacturing Data byte 6
25	<Manufacturing7>	Manufacturing Data byte 7
26	<Manufacturing8>	Manufacturing Data byte 8
27	<Manufacturing9>	Manufacturing Data byte 9
28	<Manufacturing10>	Manufacturing Data byte 10
29	<Manufacturing11>	Manufacturing Data byte 11
30	<Manufacturing12>	Manufacturing Data byte 12
31	<Manufacturing13>	Manufacturing Data byte 13
32	<Manufacturing14>	Manufacturing Data byte 14
33	<Manufacturing15>	Manufacturing Data byte 15
34	<Manufacturing16>	Manufacturing Data byte 16
35	0xF7	MIDI System exclusive message terminator

## Introduction Message

This message is sent before any other device-specific message (i.e. other than Device Enquiry). It instructs the APC mini mk2 to perform the necessary initialization and informs the firmware of the version number of the application in order that changes in the application can be catered for in the APC mini mk2 firmware.

Byte Number	Value	Description
1	0xF0	MIDI System exclusive message start
2	0x47	Manufacturers ID Byte
3	00x7F	System Exclusive Device ID
4	0x4F	Product model ID
5	0x60	Message type identifier
6	0x00	Number of data bytes to follow (most significant)
7	0x04	Number of data bytes to follow (least significant)
8	0x00	Application/Configuration identifier
9	<Version High>	application Software version major
10	<Version Low>	application Software version minor
11	<Bugfix Level>	Application Software bug-fix level
12	0xF7	MIDI System exclusive message terminator

Response from APC mini mk2 Introduction message:

Byte Number	Value	Description
1	0xF0	MIDI System exclusive message start
2	0x47	Manufacturers ID Byte
3	0x7F	System Exclusive Device ID
4	0x4F	Product model ID
5	0x61	Message type identifier
6	0x00	Number of data bytes to follow (most significant)
7	0x04	Number of data bytes to follow (least significant)
8	<Fader #1 Value>	Sends the current value of Fader #1.
9	<Fader #2 Value>	Sends the current value of Fader #2.
10	<Fader #3 Value>	Sends the current value of Fader #3.
11	<Fader #4 Value>	Sends the current value of Fader #4.
12	<Fader #5 Value>	Sends the current value of Fader #5.
13	<Fader #6 Value>	Sends the current value of Fader #6.
14	<Fader #7 Value>	Sends the current value of Fader #7.
15	<Fader #8 Value>	Sends the current value of Fader #8.
16	<Fader #9 Value>	Sends the current value of Fader #9.
17	0xF7	MIDI System exclusive message terminator

## Control Mapping

Use the below data to determine APC mini mk2 MIDI values corresponding to hardware controls and modes.

### Pads/Buttons

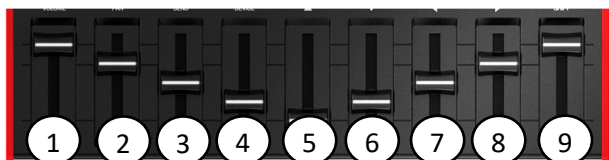


The following chart shows the MIDI Note # associated with each button. This number will be used for the Inbound Note-On/Off values when the buttons are pressed, and Outbound Note-On messages to control the button's LEDs, if applicable.

Button Name	Note #	Channel	LED	Port #	Notes
Track Button 1	0x64	0	Red	0	
Track Button 2	0x65	0	Red	0	
Track Button 3	0x66	0	Red	0	
Track Button 4	0x67	0	Red	0	
Track Button 5	0x68	0	Red	0	
Track Button 6	0x69	0	Red	0	
Track Button 7	0x6A	0	Red	0	
Track Button 8	0x6B	0	Red	0	

Button Name	Note #	Channel	LED	Port #	Notes
Scene Launch 1	0x70	0	Green	0	
Scene Launch 2	0x71	0	Green	0	
Scene Launch 3	0x72	0	Green	0	
Scene Launch 4	0x73	0	Green	0	
Scene Launch 5	0x74	0	Green	0	
Scene Launch 6	0x75	0	Green	0	
Scene Launch 7	0x76	0	Green	0	
Scene Launch 8	0x77	0	Green	0	
Shift	0x7A	0	None	0	
Clip Launch Button 0-63	0x00 – 0x3F	See Notes	RGB	See Notes	*Port 0, MIDI CH 00-0F used when in <b>Session View</b> . *Port 0, MIDI CH 09 used when in <b>Drum Mode</b> . *Port 1, MIDI CH 00 used in <b>Note Mode</b> .

## Channel Faders / Master Fader



The eight Channel Faders (1-8) and single Master Fader (9) are designed to interact with the various controls of the Ableton Live software. These faders will each send a MIDI CC# on USB Port 0.

The following chart lists the CC# for each Relevant control.

Control Name	CC#	Channel	Port	Notes
Fader 1	0x30	0	0	Value is the absolute position of the Fader.
Fader 2	0x31	0	0	Value is the absolute position of the Fader.
Fader 3	0x32	0	0	Value is the absolute position of the Fader.
Fader 4	0x33	0	0	Value is the absolute position of the Fader.
Fader 5	0x34	0	0	Value is the absolute position of the Fader.
Fader 6	0x35	0	0	Value is the absolute position of the Fader.
Fader 7	0x36	0	0	Value is the absolute position of the Fader.
Fader 8	0x37	0	0	Value is the absolute position of the Fader.
Fader 9	0x38	0	0	Value is the absolute position of the Fader.