

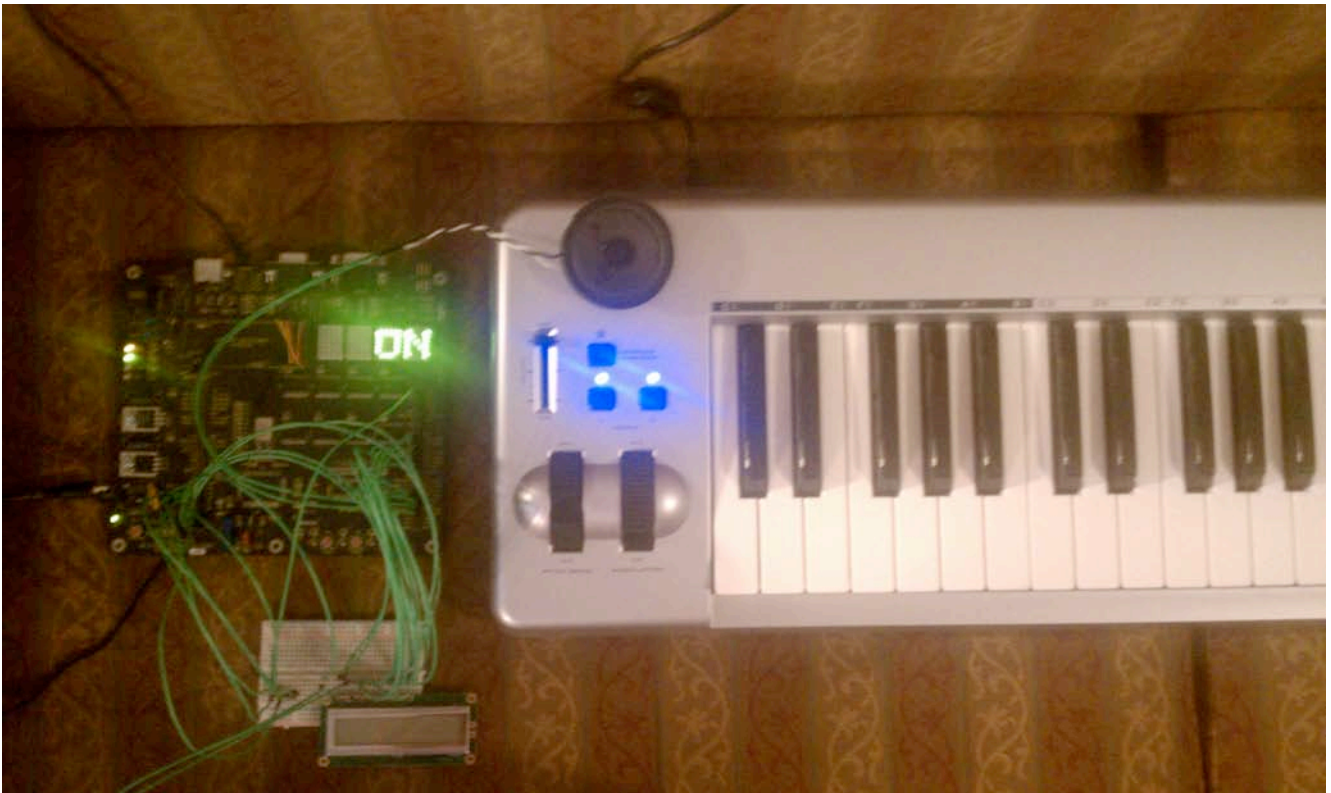
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Real-Time Embedded Systems, George Washington University, Spring 2011
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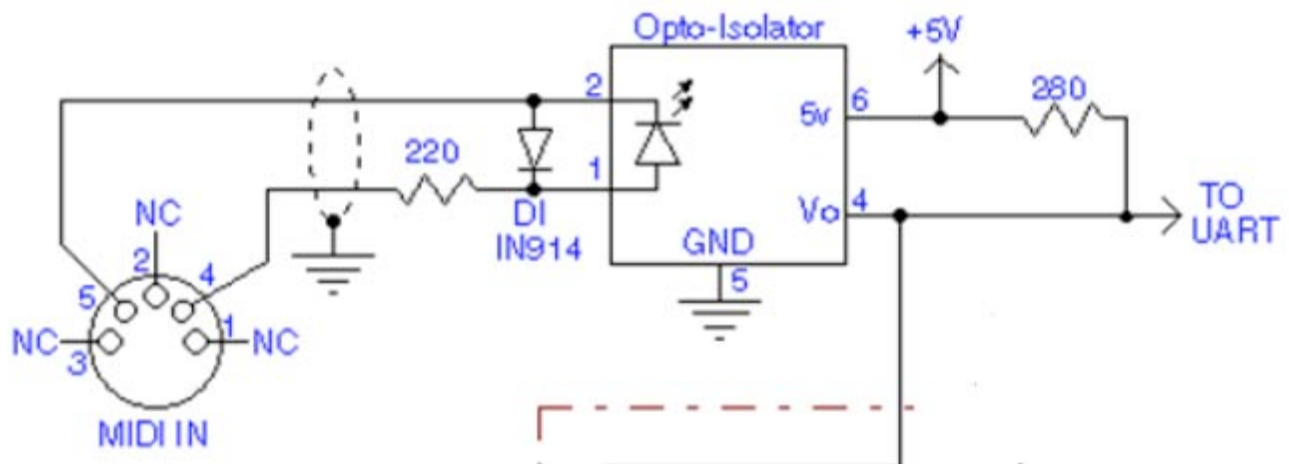
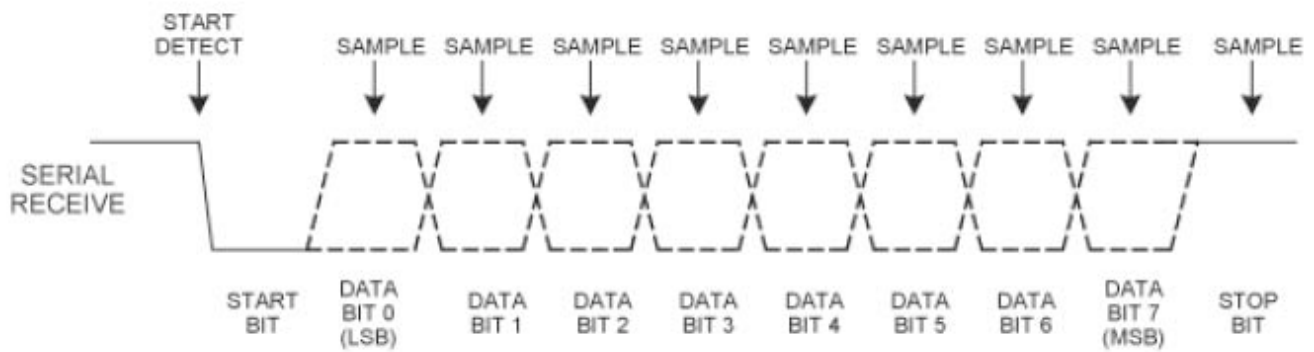
Project Abstract

The purpose of this project was to create a MIDI controller playback system. A MIDI-in port was interfaced with the Zilog microcontroller and used to read in data from the MIDI controller. The microcontroller also allowed the user to adjust volume, pitch, mute, and record and playback tunes. An LCD display was used to display the notes currently being played, while the built-in LED arrays served as feedback for the various commands utilized by the built-in buttons.

Final Project



Work in progress.Schematic/Diagram



Lesson Learned

- Using UART to receive data
- Interfacing LCD
- Decoding MIDI
- Dealing with hardware failures/shortcomings