**Composing in MIDI**
*MIDI limitations and improvements*

**Dennis**
Midi's been around since the 80's now do you find it's a limitation to your work and could you suggest any improvements?

**Simon**
One of the great things about midi is that it has been a very robust code. It's worked very well and it still works very well. It is very, very useful in terms of running things on computers. The one thing that would always be a benefit is the ability to control performance techniques and I think that's more, not to do with coding as such, but to do with the way in which you can input midi so a really good controller, in fact the ideal controller would be a matrix like midi socket on the back of the neck where you can plug yourself in and think the music into the computer. That would be totally organic. At the moment we're limited to wind controllers and keyboard controllers and various pedals and various techniques of manipulation after the event but to be able to make, to be able to change between say string articulations while performing so that you could play it like a string instrument that would be a great, that would be a great controller.

Although that's not really midi's fault that's more the interface that developed the interface 'cause there's the language in, in there already to alter volume and expression etcetera.

**Dennis**
Do you find the speed of the midi system is a limitation at all?

**Simon**
The only area where, where the limitation of the speed comes into it's own is in dance music when you want very accurate drum speeds. And  it was a bit of an error to choose channel ten, if channel one had been the drum channel then there would be less problem with timing because that, channel one gets it's information first, rather than nine others. And that does occur for some dance musicians. Personally the music I write isn't so time accurate, I'm not dealing with very busy music at very fast speeds, which is where you do notice midi being a bit slow.