

Logo (Berkeley) For Windows

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kkkkkkkkkk

lkklklklkl

Command Name	Command Code	Data 1	Data 2
Note Off	128 + Channel	0-127 Pitch	0-127 Velocity
Note On	144 + Channel	1-127 Pitch	1-127 Velocity
Poly Pressure	160 + Channel	0-127 Pitch	0-127 Pressure
Control Change	176 + Channel	0-127 Special	0-127
Program Change	192 + Channel	0-127 Program Num	Not used
Channel Pressure	208 + Channel	0-127 Pressure	Not used
Pitch Wheel	224 + Channel	0-127 LSB	0-127 MSB
System Exclusive	240	0-127 Id Code	Any number of bytes
Undefined	241	Not used	Not used
Song Position	242	0-127 LSB	0-127 MSB
Song Select	243	0-127 Song Num	Not used
Undefined	244	Not used	Not used
Undefined	245	Not used	Not used
Tune Request	246	Not used	Not used
End of Exclusive	247	Not used	Not used
Timing Clock	248	Not used	Not used
Undefined	249	Not used	Not used
Start	250	Not used	Not used
Continue	251	Not used	Not used
Stop	252	Not used	Not used
Undefined	253	Not used	Not used
Active Sensing	254	Not used	Not used
System Reset	255	Not used	Not used

You may also be interested in Reading *Computer Science Logo Style, Volume 1: Intermediate Programming* by Brian Harvey (MIT Press, 1985) for a tutorial on Logo programming with emphasis on symbolic computation.

INTRODUCTION

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Why LOGO1

Why LOGO2

Why LOGOc

This introduction does not do LOGO justice but it's a start. LOGO is a programming language, pure and simple. There are basically two models that languages come in, compiled and interpreted.