

DLS PROPRIETARY CHUNK ID APPLICATION

On behalf of the following company or individual involved in the commercial development or manufacturing of MIDI hardware or software, I hereby apply for a DLS Proprietary Chunk ID.

I understand that the ID number is non-transferable and is only for use in our products. We agree to publish implementation charts and guides as necessary to document and describe our use of the DLS ID in our products, and to provide the documentation to the MMA upon request. I understand that failure to pay the annual fees or failure to comply with the MMA rules regarding the use and publication of the ID may result in revocation of the ID by the MMA.

Signature: _____ Company Name: _____

Address: _____ City, State, Zip: _____

Phone: _____ Fax: _____

Please indicate three possible choices for your DLS ID, using any combination of three alpha-numeric (A-Z and 0-9) digits. (Alphabetical characters are all upper case.)

Examples: MMA 123 MS1

Your complete DLS ID will be four digits, the last digit being yours to assign (enabling you to have up to 36 different sub-products identified by your DLS-ID).

Example (MMA): MMA1 MMA2 MMA3 MMAA MMAB ...

Note: Some possible three-digit combinations may be restricted or already assigned by the MMA. Please contact the MMA office for more information about available IDs.

First Choice: _____ Second Choice: _____ Third Choice: _____

DLS Proprietary Chunk ID Fee \$50.00 (yearly)
Choose Method of Payment:
<input type="checkbox"/> Check Enclosed [Check # _____]
<input type="checkbox"/> MasterCard/Visa
[Card #: _____ - _____ - _____ - _____]
[Expiration Date: ____ / ____]
[Card Holder Name: _____]
[Signature: _____]

Mail Payments to:
MIDI Manufacturers Association
PO Box 3173
La Habra CA 90632

Note: Checks must be in US funds, drawn on a US bank, payable to the MIDI Manufacturers Association, and include magnetic bank numbers. Checks not meeting these requirements cause substantial delays in processing, and may be returned

Or Fax to: (714) 736-9775