



WERSI

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PEGASUS WING

PROFESSIONAL KEYBOARD



User Manual

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About this Manual

User Manual for the
WERSI Keyboard PEGASUS Wing

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PEGASUS WING

The new instrument for anyone who enjoys making music!

Thank you for buying a WERSI instrument. **We hope you will experience great pleasure from playing your new PEGAUS WING.**

As the PEGASUS WING comes with the same musical quality as the 'great' WERSI instruments, you will enjoy playing your instrument right from the start.

Although your PEGASUS WING is particularly easy to use, you should at least read the first few pages of this manual to familiarise yourself with the basic operational procedures of the instrument.

Further perusal of this manual will reveal the many additional features your PEGASUS WING has to offer and which will enable you to fulfil all your musical wishes:

YOU make the music – WE make the instrument

The PEGASUS WING is based on the WERSI-OPEN-ART-SYSTEM (OAS), which ensures the best possible sound and rhythm quality and also ensures that, through simple updates, you will be able to enjoy the most up-to-date technical and musical developments in the future.

Below is a brief outline of the main features:

- Best sound quality ensured by using sounds and accompaniments from the 'great' WERSI instruments
- Simple to use with its self-explanatory control displays and clear control panels
- Easy to use 10" touch sensitive colour screen display
- Real drawbar system
- WersiChord: produce multi-voiced melody sounds with just one finger
- Set the split point anywhere on the 76 note keyboard
- Exceptional surround speaker system with the latest digital power amplifiers

Preliminary Note on this Manual

The chapters of this manual are not meant to be read in strict sequence.

However, you should at least read the introduction, the chapter describing the basic operations and the chapter entitled 'Your First Play....'

We wish you much joy and success on reading this manual with the knowledge:

"Ah –my PEGASUS is so easy 😊 to use!"

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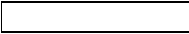
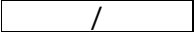






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

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Explanation of Symbols Used in this Manual

The following graphics, together with the manual's clear layout, will help to guide you safely through this manual:

- = listing
- = subdivision of list
- ❖ = sequence of switching and control panel procedures
-  = touch button label
-  = touch button label with changing display
- ➔ = result of a switching operation / further operation
-  = description of a new menu / a new display view
- [xxxxx = xxxx] = explanations / translations
-  = musical tip
-  = playing technique tip
-  = technical tip – e.g. saving procedure
-  = important note / piece of information
-  = reference to further information / explanation in other chapters

In addition, we also use in this manual, wherever possible, the graphic symbols used in the screen views on the instrument:

-   = scrolling to other selection levels
-  = used to open a menu for the selection of several functions
-  = slider controls e.g. for volume adjustments
-  /  = tempo and transpose buttons (up/down) or buttons for input of value changes

1. Safety Notes

If possible, read the complete User Manual (or at least these safety notes and the chapter on the initial operation) before powering up your instrument for the first time.

In the interests of your own safety, you should follow the basic safety measures described below in order to avoid serious injury or even fatal accidents from electrical shocks, short circuits, damage, fire or other dangers.

The following are important safety measures. However, they do not represent a complete list.

Power Supply

- Use only the power supply unit supplied with your instrument
- Check the power supply, all connections and the cable at regular intervals for damage or dirt.
- Never lay the power supply cable near sources of strong heat such as electric fires or the like, do not overbend, do not lay heavy objects on it and do not lay it in places, where people are likely to tread on it, stumble or fall over it.
- In order to avoid damage, always pull the cable from the socket by the plug and **never by the cable**.
- Where possible, do not connect the instrument to multiple sockets with other high power-using equipment running, e.g. lighting equipment.
- Remove the plug from the socket if the instrument is not in use for any length time or in thunder storms to avoid damage through overload, for example.

Position of Instrument – Water/Cleaning Hazards

- Position the instrument on a firm floor.
- Avoid positioning the instrument near strong sources of heat or in places subject to great changes in temperature or humidity.
- Ensure that there is always clear ventilation to the rear of the instrument.
- Never place the instrument near equipment emitting radiation such as fluorescent tubes, television sets, mobile telephones and such like in order to avoid irradiation which can lead to interference or a reduction in the instrument's sound quality.
- Never put naked flames, such as candles, or drinks on the instrument.

If ever electrically conductive objects or liquids get into your instrument,
you should switch off and unplug the instrument immediately.

Do not switch the instrument back on, until it has been checked by a qualified WERSI service engineer.

Never try to open the instrument or attempt to make any repairs or technical modifications yourself.

- Never switch on the instrument if it has just come from an unheated environment (e.g. a car) into a warm space. Wait until the instrument has reached room temperature before switching on to avoid electrical damage caused by condensation and current leakage.
- When cleaning your instrument only use a soft, slightly damp cloth and never chemical cleaning agents or cloths.

2. Legal Notices

Software Copyright

Your PEGASUS WING keyboard comes from the latest generation of instruments in the WERSI OAS Series. The central control of all its functions is provided by a PC running under Microsoft's WINDOWS® 7 operation system.

The instrument is shipped with various computer programs whose copyright property is owned either by the manufacturer or other firms.

You receive these programs with the right to run them on *your* instrument only. Running the programs on other computers or other instruments, making copies of these programs (except for your own backup purposes), or transferring the programs to third parties is expressly forbidden and represents an infringement of the copyright regulations and is therefore a punishable offense.

The End User License Agreement for the WINDOWS® operation-system is part of Microsoft's original documentation.

Music Copyright

Please respect the copyright rules concerning reproduction of music in public. This applies to music that you play yourself and to music that you reproduce from an audio CD, MP3 or MIDI file.

Warrenty and Information about the Operating System and Hardware

In accordance with the applicable legal regulations, the manufacturer guarantees the functionality of your instrument in the original hardware and software configuration as shipped from our factory.



Your hardware is controlled by the system code which applies to all the components used in your instrument. The system code is the distinctive fingerprint of your instrument. If components (circuit boards, RAM, processor etc.) are changed, the system code changes, resulting in activations being lost and the instrument can no longer be used.

We would like to point out **once more** that any claim under **your warrenty would be invalidated** if a malfunction arose

- through the installation of additional software programmes, not supplied or expressly authorised and released for an application by WERSI and which lead to a failure of the operating system by, for example, so-called drivers not compatible with the WINDOWS® version in use or not programmed for it.
- through the installation of components not optimised to work with the WERSI OAS/PEGASUS system
- through the installation of replacement or additional components not supplied by WERSI.

You should therefore first contact WERSI before planning to install 'alien' software or hardware.

It is also most important for your instrument to work correctly not to make any changes to the 'Wersi' folder or any of its sub-folders on the PC's hard disk or to the WINDOWS folder. This means you must neither delete, move nor create new files or folders here nor store any other files here (apart from when installing official software updates).

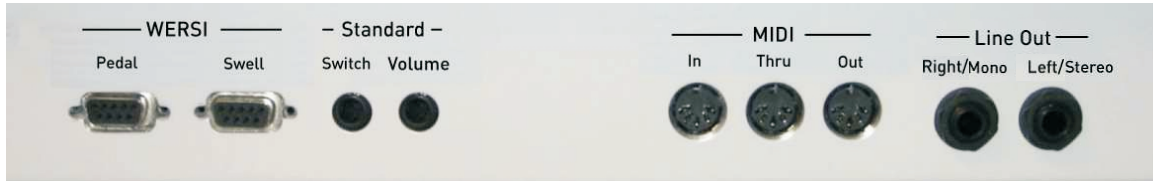
If intervention in the WINDOWS file system results in malfunction, only a modified WERSI/WINDOWS version of a special CD should then be installed!

As in this case your personal files will be deleted, you should always back-up your data at regular intervals or after saving large amounts of data.

3. Switching on for the First Time

3.1. Connections at the Back

The following connections are situated on the back of the instrument:



- 3 DIN plug (5 pin) connections for MIDI IN / MIDI THRU / MIDI OUT
- 2 Mono Outputs LEFT (left channel) + RIGHT (right channel) for connecting your instrument to a loudspeaker system
- Footswitch connection via a sub-d-connector with 2 kick switches
- Normal footswitch connection via 1/4 stereo jack
- Footswitch connection via mono jack (corresponds to Footswitch 1)
- 17 pedal key connection or pedal board with swell pedal via sub-d-connector



- Power connection for 12V/10A power supply unit

 = Important: use only the original power supply unit

(input 90-264Volt, output 12V/10A) 

Various PC connections are situated behind a panel, secured with two screws

- PC mouse
- PC keyboard
- Further USB connections and others

3.2. Connecting

1. Connect the fixed cable of the supplied power control unit to the power input on the rear of the instrument and plug it into a properly installed and fused **240V** socket.



Important: use only the original supplied power control unit.



If you connect the cable to a **switched** multi-gang extension lead, do **not** switch off the multi-gang, before the instrument has completely shut down.

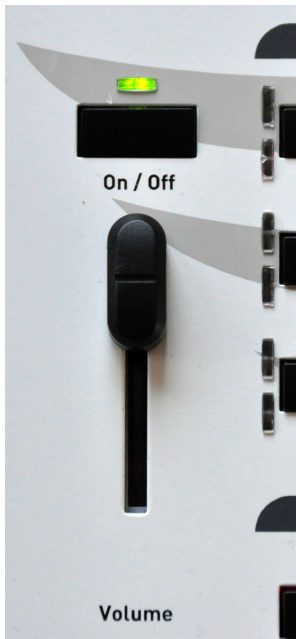


You do not have to disconnect from the mains after playing, although this is recommended if the instrument is not to be used for a lengthy period or during thunder storms to avoid damage from, for example, overloading caused by lightning.

2. Connect the instrument via the audio outputs to a loudspeaker system or sound mixer.

3.3. Switching on and off

The On/Off touch button switch is situated on the upper left edge of the left control panel.



3.3.1. Switching On

- ❖ Press and release the **On/Off** button
- ❖ → the LED above the button come on

The instrument's normal start-up procedure now begins. The WINDOWS® operating system starts first, then the WERSI OAS Music System automatically loads.

The start-up procedure has finished when the control panel buttons stop flashing and the Main Display is visible on the touch screen.



Important: if, for whatever reason, the instrument does not start up properly, a different display will appear when you next try to switch on the instrument. For further information, see 20.1 Failure in the Start-up Procedure.

3.3.2. Switching off

- ❖ Press and release the **On/Off** button
- ❖ A question will appear on the screen:



- ❖ Confirm by tapping the **Yes** button
- The instrument now automatically begins its switching off procedure.

- i** If you connect the cable to a **switched** multi-gang extension lead, do **not** switch off the multi-gang, before the instrument has completely shut down.
- i** If the On/Off button is pressed by mistake, you can cancel the switching off procedure by tapping the **No** button.

3.3.3. Reset

If your instruments ceases to react because of an operational error, for example, you can start a reset process by pressing the **On/Off** button **and holding** (for several seconds until the switching off procedure begins).

- i** Please only use this method of switching off in an emergency. You should not switch off the instrument every time by holding down the **On/Off** button.

3.4. Connections/Control Units at the Front

3.4.1. Headphones

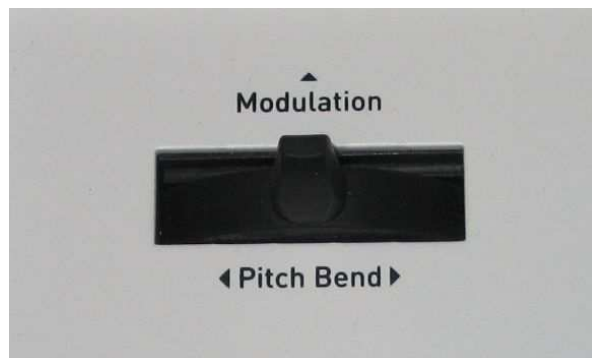


The **Headphone** socket is situated on the left near the keyboard.

Standard stereo headphones can be connected. Stereo jack: 6,3 mm
Recommended impedance: 100 ohm approx.

3.4.2. Pitch Bend und Modulation Joystick

The joystick for pitch bend and modulation is situated near the keyboard on the left.



Push Left/Right	Pitch Bend	Change pitch down (left) or up (right)
Push Forwards	Modulation	Modulates according to the sound, e.g. by changing vibrato, filter or by fading in a new sound



The joystick always returns to the central position after being used for either function. The changes apply only to sounds from Upper 1 and Upper 2.

3.4.3. USB Connections

[USB = **U**niversal **S**erial **B**us = connection from a computer to external equipment]



Below the right control panel are 2 USB connections for your USB memory stick (for loading/importing and saving/exporting). You can also connect a USB mouse here.



You do not have to eject your USB stick from the Windows system before removing the stick.

3.4.4. DVD/CD Drive with Burner

The drive for playing audio CDs (and for loading updates from DVD) is situated on the front edge of the right control panel. This is a slot-in drive, which automatically pulls in CDs or DVDs.



Push the CD/DVD about two thirds into the drive. The CD/DVD is then automatically pulled in. A CD or DVD already inserted is automatically ejected when you press the button below the drive.

4. PEGASUS WING - Overview



- 11 Drawbars Lower / left of split point**
- 12 Sounds**
- 13 DVD/CD Drive**
- 14 USB Connections**

- 1 On/Off Switch**
- 2 Overall volume control**
- 3 Pitch bend and modulation joystick**
- 4 Headphones**
- 5 Accompaniment**
- 6 Volumes**
- 7 Total Presets**
- 8 Drawbars Upper/right of the split point**
- 9 Touch Screen**
- 10 Drawbar Controls**

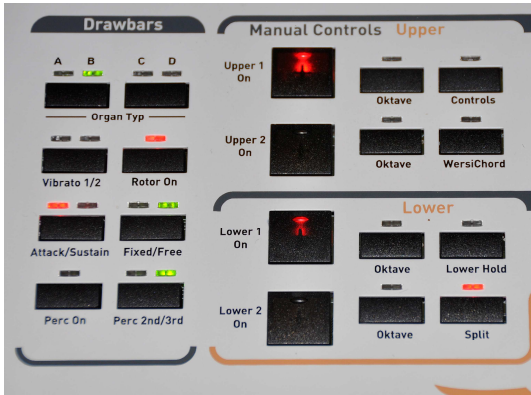
4.1. Basic Operations

In this chapter we give **an overview** of the facilities available on this instrument.



Detailed descriptions of each function follow in later chapters e.g. Chapter 6: 'Main' beginning on page 28.

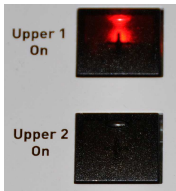
4.1.1. Control via Touch Buttons



Two button types with different LED displays are used on your instrument:

4.1.1.1. Touch Buttons with built-in LED

[LED = *L*ight *E*mitting *D*iode]



The buttons for **activating playing areas**, the buttons for the **selection of Total Presets** (complete registrations) and the buttons for **controlling the Auto Accompaniment** (Acc Controls) are buttons with a **built-in LED**.

LED = on/red = button/function activated

4.1.1.2. Touch Buttons in a Control Panel with built-in LED

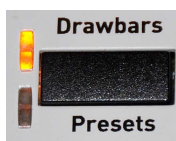
All other buttons show their current status by the LEDs in the control panel. There are:



- Buttons with 1 LED above them (e.g. WersiChord in the Manual Controls section)
Possible switching states: **On / Off**



- Buttons with 2 LEDs above them (e.g. in the G section)
Possible switching states: **Change of function**
here for example Fixed <> Free (and back)



- Buttons with 2 LEDs to the left (e.g. all Style and sound selection buttons)
- Possible switching states: **change of (main) levels**
here for example from Drawbars (Free) → Presets (Drawbars)

By tapping the button once or several times you can step forwards or back through the levels and functions.

4.1.2. Control via the Touch Screen

One of the highlights of your instrument is the **touch-sensitive 10" TFT Colour Touch Screen**.

The most important settings and information for your music making are displayed here. Most displays have touch-sensitive buttons.



A light tap on the appropriate text field - usually characterised by 2 arrows one above the other

Auswahl: Klangfarben ↕

- is all that is needed to activate:

- A particular display (e.g. to change the display from sounds <> accompaniments)
- A drop-down list (e.g. to select the required WersiChord mode)
- A particular **function** (e.g. tempo control on/off → the appropriate light is on)
- A particular selection of sounds or accompaniments

Many of these controls are linked with the corresponding control panel buttons i.e. you can effect particular changes both from the screen or from the control panels.

e.g.: Press the LED for Upper 2 on the screen

= switch the Upper 2 Control Panel button Upper 2 on or off and vice versa.

4.2. Loudspeaker Controls

The instrument offers several loudspeaker setting possibilities which enable the best possible overall sound.

4.2.1. Overall Volume



The slider control ② for the overall volume is situated on the left side of the control panel.

Set this slider to the maximum value which is **most comfortable for you**.

Now set the currently required volume with the swell pedal from a value of '0' to maximum.

4.2.2. Playing Area and Accompaniment Volumes

The relative volumes of the individual playing areas are shown as a green bar in the display

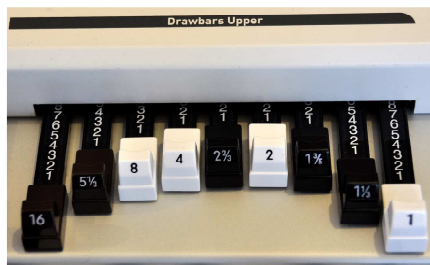


- Right of the split point (UPPER 1 und UPPER 2)
- Left of the split point (LOWER 1 und LOWER 2)
- Pedal

and set with the grey drawbars in the left part of the drawbar section (the accompaniment volume slider is also here).

- Drawbar fully out (value: 8) = full volume
- Drawbar fully in (value: 0) = no volume

4.2.3. The Drawbar Footages



The individual footage volumes of the drawbar system (proportion in the mixture) are set – separately for each playing area – with the following sliders:

- Drawbars Upper (drawbars for right of the splitpoint)
- Drawbars Lower (drawbars for left of the splitpoint)

These controls only apply to those drawbar sounds indicated as 'freely settable' e.g. : DB B-Typ Rotor FREE



A detailed description of footages and setting possibilities can be found in Chapter 6.5: 'Drawbars' – starting at page 34.

4.3. Directing the Accompaniment



The display gives the following information about the accompaniment:

- Name/Type of Style with time signature
- Selected Style Variation (Intro 1/2 – Var A-D – End 1/2)
- Bar count and progression; Variation/Intro/Ending
- Metronome = displays the current beat in the bar
- Tempo Set (BPM)
- Tempomat display with light (activated/not activated = green light on/off)



4.3.1. Start/Stop

The accompaniment **immediately** begins playback, when the **Start/Stop** button is pressed.
 → The LED in the button starts to flash in time:

green = beat 1 **red** = all other beats

→ At the same time, the metronome and bar count begin.
 Tapping the **Start/Stop** button again, stops the accompaniment.

4.3.2. Sync.Start

After the **Sync.Start** button is pressed, (the LED in the button turns red) the accompaniment with the selected variation begins to play automatically when the first key is played on the lower manual (or on the left of the split point when this has been set) or on a foot pedal → the LED then goes out.

The accompaniment can also be stopped by tapping the **Sync.Start** button again; the Sync.Start function is now immediately reactivated for the next accompaniment.

4.3.3. Variations

Shown in the display: **A / B / C or D**

- Each Style has 4 variations.
 These are configured differently musically and/or in your instrumentation.
- The selected variation is indicated by the flashing LED in the button.



With some Style tracks the variations (and the intros and endings) adapt themselves to the progression of the original piece.

4.3.4. Intro

Shown in the display: **In 1 or In 2**

- Each Style also contains 2 different Intros : Intro 1 + Intro 2.
The Intros can be configured musically differently – from a simple count-in to a complex and musically elaborate introduction – and accordingly have different lengths.
- The count of bars remaining before the change to a variation is shown in the **Accompaniment** display under **No.Of Bars**.
- When the Intro finishes, the **accompaniment** switches automatically to the previously selected variation.
- The length of the Intro can be cut short during its playback by tapping one of the **Variations Buttons** (Var A – D); the accompaniment continues from the beginning of the next bar with the selected variation. An Intro can also be started by tapping the **Sync.Start** button **beforehand**.

4.3.5. Break

Shown in the display: **Br 1**

- For each Style there is one break (= linking section/solo) with a variable number of bars.
- After you press the button (LED flashes red), the break always begins on beat 1 of the next bar.
- Now the LED in the **Break** button is continuously lit and the LED **Variation** button flashes. The Style automatically continues with the variation when the break has finished.
- The break is interrupted when you press the **Variation** button (or another button) and the Style continues with this or another variation at the beginning of the next bar.

4.3.6. Ending

Shown in the display: **End 1 or End 2**

- Each Style also contains 2 different endings = (Ending 1 + Ending 2).
The Endings too can be configure differently – from a simple final chord to complex, musically elaborate Endings– and accordingly have different lengths.
- The count of bars remaining before the end to a variation is again shown in the **Accompaniment** display under **No.Of Bars**.
- The Style automatically stops when the ending finishes.

As it makes sense musically, endings only apply when an automatic accompaniment is playing.

5. Getting Started with TOTAL PRESETS

Making music on your instrument is most enjoyable when you can start playing straight away without having to set up registrations and settings.

A TOTAL PRESET is (like a photo) a saving of **all** current settings such as:

- Selected sounds for all playing areas including the settings for octave position and controls (reverberation, panorama etc.), activation of **WersiChord** including type (Upper 2), **split point** (Lower 2), **reverb effects** and much more.
- **Selected accompaniment** including tempo, Start Variation, accompaniment chord style and more.
- Foot switch assignments, swell pedal settings etc.

In addition, the instrument holds both

- **factory** TOTAL PRESETS **WERSI=W**
- and the facility to store your **personal** TOTAL PRESETS set up in accordance with **your own** taste and musical wishes **USER=U**.



A description of the procedure for setting up and storing your own TOTAL PRESETS (with its own name) is to be found in Chapter 7: "Saving User TOTAL PRESETS" – beginning at page 46.

5.1. The TOTAL PRESETS Display

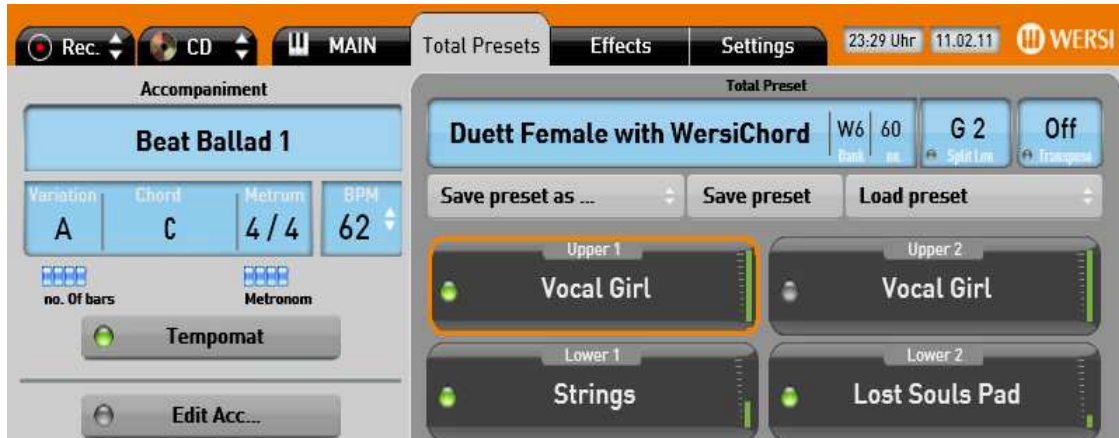
- ❖ Tap the **Total Presets** button in the header bar of the display.
→ The **Total Presets** button in the header bar is magnified and turns grey.

At the same time, the text in the 10 fields changes to the Total Presets available at this level.



All settings saved with this Total Preset are now automatically displayed.

In the upper part of the display can now be seen all the important TOTAL PRESET information:



Example: WERSI (Factory) Preset: 'Grand Piano':

- Bank 1 (= W1) in the 3rd storage position (= Nr. 3)
- Bank 1: Nr. 1-10; Bank 2: Nr. 11-20; Bank 3: 21-30 etc.
- The storage positions are numbered consecutively line-by-line

Position No. 1	Position No. 2
Position No. 3	Position No. 4
etc.	

- Split on the lower manual (Lower 2) = G2 No transposer setting = Off
- Styles are not stored with factory Total Presets.

5.2. SELECTING TOTAL PRESETS

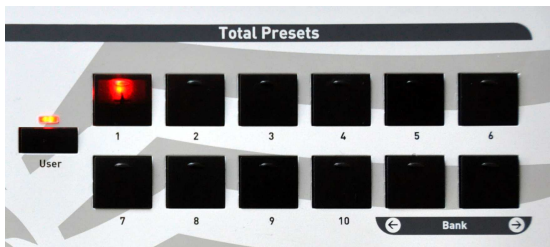
Your instrument holds **100 Factory Total Presets** and **1000 User Total Presets**. (divided into banks each of 10 Total Presets).

You can bring up a Total Preset in various ways:

- With the control panel buttons (Nr. 1-10 together with ← Bank →)
- Through the display menu Total Presets
- Or with the Load Preset button.

5.2.1. Selecting with the Control Panel

If you know a preset's storage place number, you can select it immediately in the **Total Presets** section of the control panel.



- ❖ Press 1 of the 10 control panel buttons in the Total Presets section → the selected Total Preset is **immediately** loaded and displayed on the screen in the **Total Presets** menu.

- ❖ Use the 2 buttons ← Bank → in **Total Presets** on the control panel to switch through the various levels of preset banks. Please note that the User button (for the time being) should **not** be lit.

Nothing can be displayed or loaded for this level, if no user presets have been saved.

5.2.2. Selecting through the Display Menu



- ❖ Change to the **Total Presets** menu, if need be, by tapping the button in the header bar.
- ❖ Then press the button of the Preset/Title required in the list displayed below.
 - ➔ the field with the selected Total Preset turns **orange**

You can/could now begin to play straight away

However, as the many presets are distributed in several banks/levels, you may have to **change the Bank/Level** to get to your desired title.

5.2.3. Changing the Bank/Level in the Display



You can change the preset bank/level by using the arrows on this button / .

- ❖ Tapping the lower arrow increases the bank number, tapping the upper arrow decreases it.



A new list of up to 10 presets is immediately displayed.

- ❖ You can now select your required preset by tapping its title.
- ❖ ➔ the field with the selected title now turns **orange**.

5.3. Selecting with the "Load Preset" Button

In addition to the methods described above, total presets can also be loaded in a different way – with better preselection.

- ❖ Press the **Load Preset** button in the display



and the following new menu is opened **Select Preset**



- ❖ You can switch between factory total presets and your own total presets with the buttons labelled **FACTORY DATA** and **USER DATA**
- ❖ Use the vertical scroll bar to move through the list

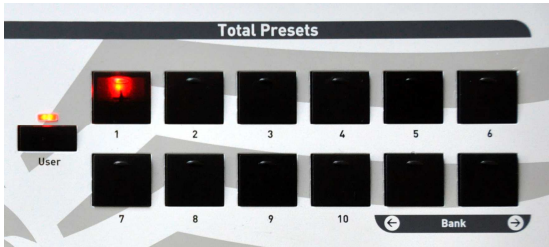
- ❖ You can switch between an alphabetical list **>>A,B,C** → and a numerical list **>>1,2,3** → in the numerical keypad
- ❖ In the numerical keypad you can also input the number of the total preset. This is, always a four digit number (e.g. 0002 or 0067 or 0132).
- ❖ Using the numerical keypad with the alphabetical listing, you can sort using the initial letters, as with a mobile telephone.
- ❖ Select the required total preset with the numerical keypad or touch the required item in the list → the text is highlighted in yellow.
- ❖ Load the Total Preset by tapping the **Load Preset** button.



You can leave this menu at any time **without** loading anything by tapping the **Back** button in the top right corner.

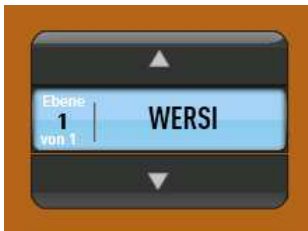
5.4. Changing WERSI (Factory) Preset <> User Presets

Switching from **WERSI (=W=Werks)** Total Presets to your own (later constructed) User Presets can be done either



❖ using the control panel **User** button in the Total Preset area

or



❖ by tapping the blue **WERSI <> USER** button in the display



The **Total Presets** menu can of course be switched to **MAIN** at any time. You can then go back to the display of the current accompaniment or sound level using the switch button:

Selection: Sound / Selection: Accomp.



A list of all the supplied **WERSI (Factory) TOTAL PRESETS** and a blank page for your own **USER TOTAL PRESETS** can be found at the end of this manual in Chapter 18.2 "List of Total Presets" starting at page 91.

5.5. Software Extentions

The unique WERSI OpenArt-System offers the possibility of changing and expanding substantial parts of the instrument with software updates.

The instruments sounds, Styles and functions can be expanded by so-called 'activations' Currently (11/2009) there are 5 sound packs which can be purchased:

1. Church Sound Pack
2. Theatre Sound Pack
3. Synth Sound Pack
4. Grand Piano Sound Pack
5. ToneWheel Sound Pack

We are constantly expanding the range on offer.

See our internet site www.wersi.de for further information.

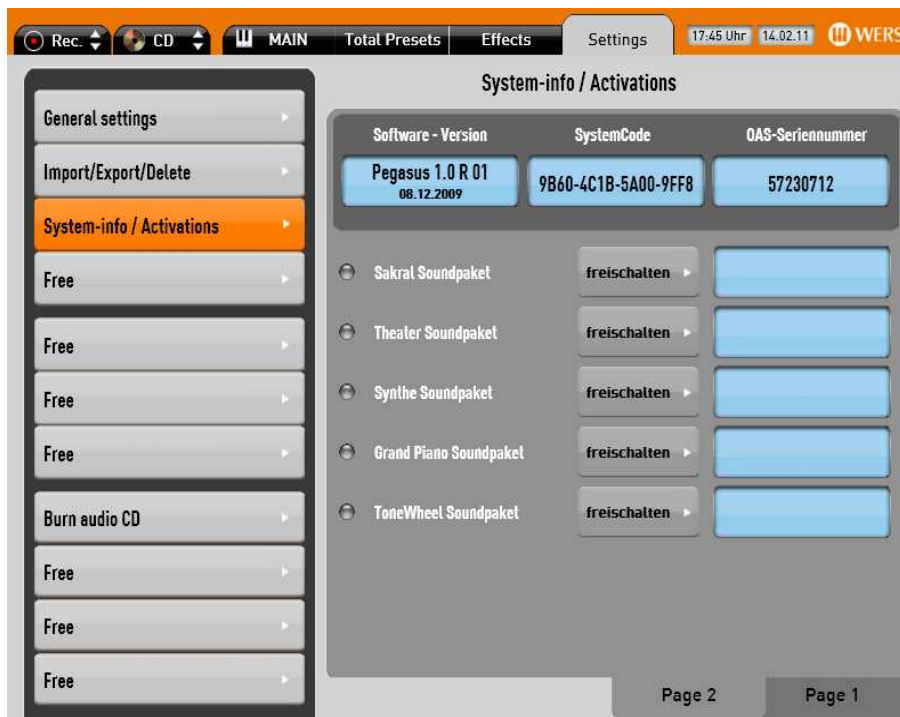
If you purchase one of the packs on offer, you will receive an activation number from WERSI configured according to the distinctive serial number of your instrument and can only be used on your instrument.



After receiving the activation number, you need to activate the upgrade to your instrument. Find out more in the Chapter 12.3.4 "Activating Extentions".



You will find information on how to operate or select extentions in the relevant operating instructions and also in Chapter 6.7 "Selecting Sound Packs".



6. MAIN

[MAIN = Main playing level]

You can, of course, set up your instrument according to your **own musical requirements**.

In this chapter we describe all the musical and playing-technique facilities open to you.

6.1. Description of the MAIN Display

To see the **MAIN** display, press the corresponding button in the header bar.

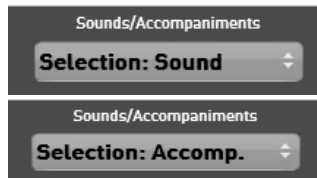
→ the button is magnified and turns grey.

The following is an example of what opens:



Tapping a particular instrument/sound transfers this automatically to the playing area inside an orange frame. (in this example Upper 1)

Other sounds (e.g. violin instead of piano) are on other control panel buttons!) and must first be preselected there.



By tapping the **Selection: Sound** button

this changes to **Selection: Accomp.** and the lower part of the display changes at the same time to Accompaniments (Accompaniments/Styles).

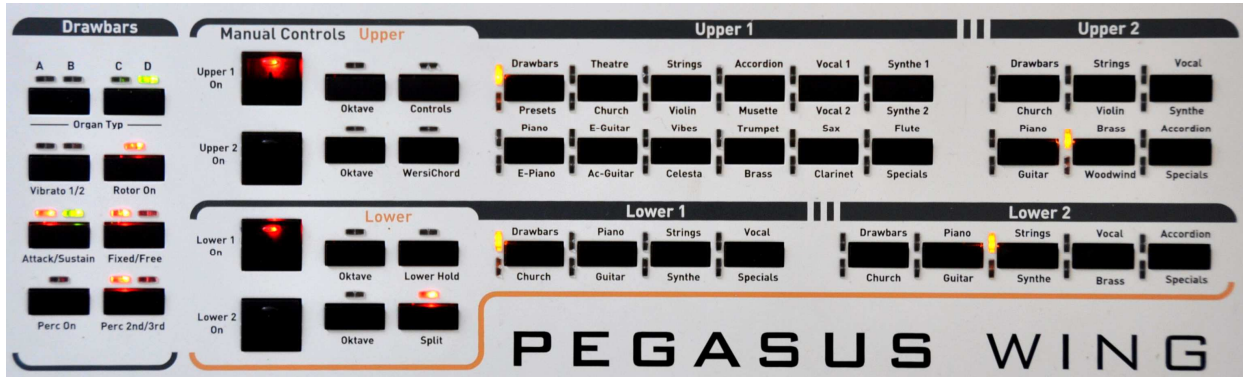


Tapping a particular accompaniment selects this and shows it in the **Accompaniment** field.

Other accompaniments (e.g. foxtrot instead of waltz) are on other control panel buttons and must first be preselected there.

6.2. Selecting Sounds

On the right of the control panel are the selection and configuration facilities for sounds and manuals (not for pedals).



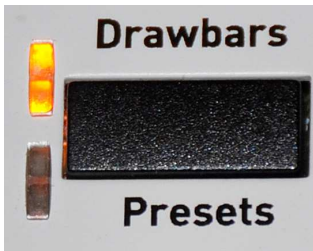
6.2.1. Division of Levels for Sounds

The selection of sounds is divided according to each level as follows:

Upper 1 (right half 1)
Lower 1 (left half 1)

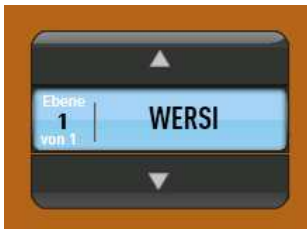
Upper 2 (right half 2 incl. WersiChord)
Lower 2 (left half 2)

The buttons for selecting sounds are divided into instrument groups.



- The currently active main level changes when a button is pressed (see also the label)
E.g.: **Drawbars**. → the upper LED lights in the other main level
E.g.: **Presets**. → the lower LED lights
- **Tapping the button again** switches back to the previous main level.

So that all sounds can be allocated to all playing areas, there are also other levels on some sound buttons (especially in the Upper2/Lower1/Lower 2).



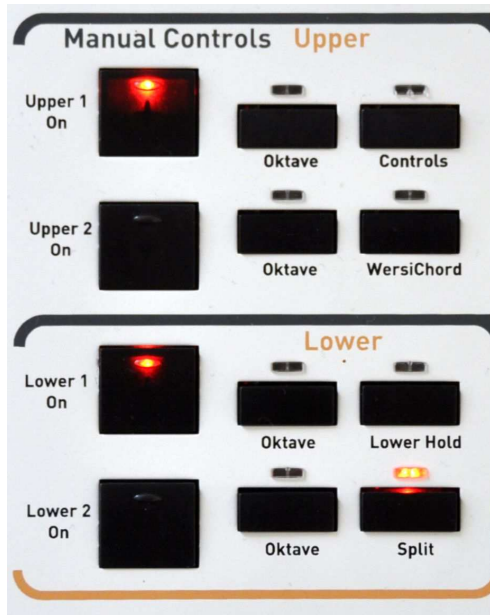
These are selected in the display with the arrows ▲ / ▼ of these buttons.

- Tapping the lower arrow ▼ increases the level number, tapping the upper arrow ▲ decreases it.



A list of all available sounds can be found at the end of this manual in Chapter 18.3 "List of Factory Sounds" starting at page 94.

6.2.2. Activating or Deactivating Different Levels



Activating or deactivating sounds from the various layers is achieved with the corresponding On/Off button: **Upper 1 On** , **Upper 2 On** etc.
 → On = LED on.

Playing Tip:



With these buttons you can either
 - have both sounds on
 - or **quickly** switch between the two pre-registered sounds (by switching the On/Off setting)



Activating or deactivating the different levels can also be achieved by tapping the LED in the display

LED lit = sound on

LED off = sound off

6.2.3. Selecting Sounds for the Pedal (Optional)



The selection of sounds for the optional 17-pedal board can be done **only in the Display** by:

- ❖ Tapping the button marked **Pedal**
 → orange frame appears round the button
- ❖ Selecting a pedal sound in the sound selection boxes
- ❖ Setting the required volume with the grey slider marked **Pedal**



Selecting different levels for the pedal can be achieved by tapping the lower arrow button.

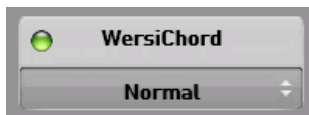
6.2.4. WERSI Chord (for Upper Manual 2)

WersiChord provides a very musical way of adding harmonies to a single voiced melody. The additional voices produced (apart from the the "Solo Voice" and "Fingered" functions) are determined by the **chord played on the lower manual** and by the **WersiChord Type** set in the display.

 **Procedure:**

- ❖ Select in Upper Manual 2 (Upper 2) the required sound for your WersiChord voice and if necessary set the octave position.
- ❖ Switch the **WersiChord** function On/Off
 - **either** by tapping the **WersiChord** button on the control panel → LED lights

or




- by tapping the lamp in the display for the **WERSI Chord** button → the lamp now turns *green*.




Now set the required WersiChord Type in the display:


- ❖ Press on the drop-down list box (with 2 small arrows) → a drop-down list now appears
- ❖ Select the required WersiChord type by tapping it in the list → the selection now has a blue background → The selected WersiChord type appears below

 By pressing and simultaneously pushing the right scroll bar, you can go up or down through the display.

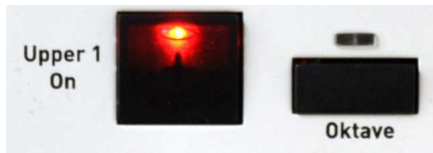
- ❖ Tap the selected WersiChord type where it appears below to close the selection list.



 A list of the available WersiChord types can be found in Chapter 18.5: "List of WersiChord Types" – starting at page 119

 It is often musically very interesting to hear just the additional WersiChord voices (without the note played on the upper manual!) together with Upper Manual 1 voice. To do this, simply switch the **Upper 2 On** to "Off" → LED = off

6.2.5. Octave Position



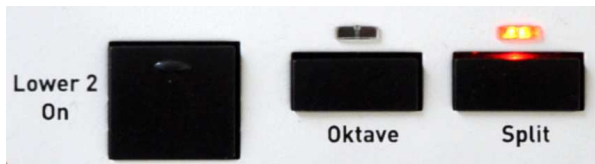
The sound for each playing area can be **raised or lowered** by one octave
e.g. from **C 2** → C3 → C1 → **C 2**

- Button not pressed = original octave position (=normal state) = LED off
- Button pressed once = 1 octave higher (+1) = **LED on**
- Button pressed twice = 1 Octave lower (-1) = **LED on**
- Button pressed 3 times = back to original octave position = LED off



The corresponding values are shown in the display in the corresponding playing areas above the LED (nothing shown = 0).

6.2.6. Keyboard Split



Using the control panel **Split** button you can split the manual at any point (= dividing the manual into a left and right parts).

The keyboard split is switched on or off by simply tapping the **Split** button.



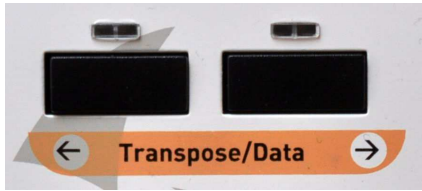
Setting a Split Point:

- ❖ By pressing the control panel button **Split** for longer (about 2 seconds)
 - The control panel button **and** the button in the display begin to flash.
- ❖ by pressing the required manual key
 - the indication in the display changes to the selected sound (e.g.: C2) and the control panel button stops flashing
 - The manual is divided into 2 separate playing areas.

The split point is automatically stored in a total preset.

6.3. Transpose

[to *transpose* = to change the key]



You can use these keys to transpose in **semitone steps** (-5 to +6).

G ← A# ← A ← Bb ← B ← **C** → C# → D → D# → E → F → F#

e.g.: Play in **C** major
Play in **F** major

→ Transpose: **+4 E**
→ Transpose: **-2 Bb**

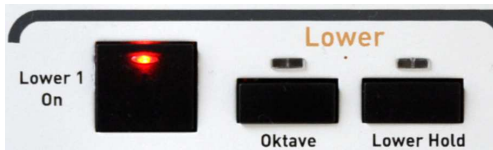
→ sound in **E** major
→ sound in **Eb** major

- ❖ Press and release the button
→ change by a value of 1 (left button: -1; right button: +1)
- ❖ Press both buttons at the same time
→ Set the transpose setting back to **Off** (=original)



The transpose setting is shown in the display under **TOTAL PRESETS** (as here: -2 Bb).

6.4. Lower Hold



With this function the notes played on the lower manual (or left side of the split) are held, i.e.: you can take your hand away and the notes continue to sound.



With **Lower Hold** **activated**, the notes played stop playing:

- when you stop the accompaniment

or

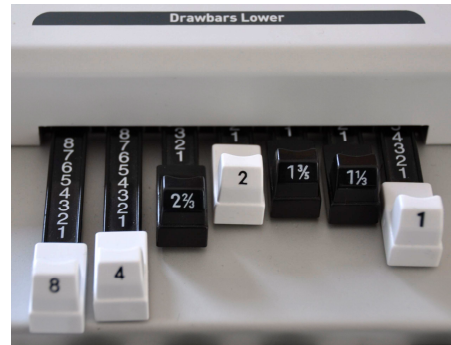
- by a quick double press on the **Start/Stop** button

6.5. Drawbars

A distinguishing feature of your instrument is its exceptional drawbar system with each playing area having its own full set of separately controllable drawbars with

9 footages for the upper or right half

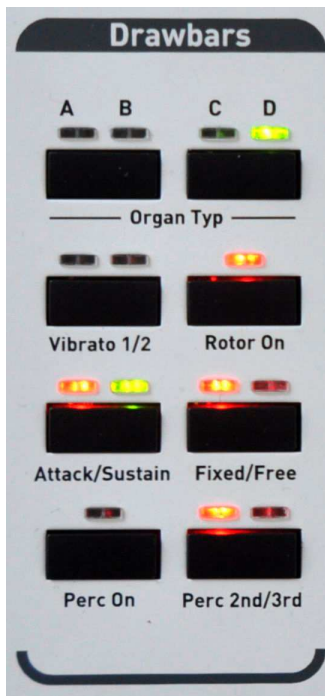
7 footages for the lower or left half



The volume of the drawbars for the lower manual is set with 7 drawbars, "Drawbars Lower". The overall volume of the drawbars is set with Volume UPPER 1.

Footage: 16' 5 1/3' (fifth) 8' (octave) 4' 2 2/3' 2' 1 3/5' (third) 1 1/3' 1'
 e.g.: C1 G2(!) C2 C3 G3 C4 E4 G4 C5
 (5 1/3' in accordance with the HAMMOND® system is positioned between the 16' and 8' sliders)

6.5.1. Selecting the Organ Sound



Your instrument has both

- **Pre-programmed drawbar Presets** and
- **Freely programmable drawbars** (=drawbar sounds)

which can be changed with various settings.



Only the "Drawbars Variable" sound takes on the current setting of the drawbar. Only the sounds with the abbreviation DB: are variable sounds. All other drawbar sounds are sampled sounds.

The rotor effect/speed (corresponding to the Leslie® speaker cabinets with rotating loudspeakers) can be switched with the **Rotor On** button on the control panel from

- fast = whirring, vibrato-like effect to
- slow = floating cathedral-like effect

(The effect can also be switched using the foot switch on the swell pedal).

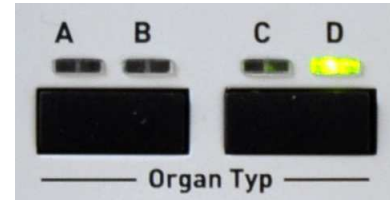
6.5.2. Drawbar Settings

You can select special settings for your drawbars with various control panel buttons

6.5.2.1. Organ Type

You can change the drawbar sound with these buttons:

- A:** Drawbar Standard 1, Rotor Horn enhanced
- B:** Drawbar Standard 1, Rotor
- C:** Drawbar Bright, Digital Limited Repetition
- D:** Drawbar Bright, Analogue Without Repetition



6.5.2.2. Vibrato 1/2/3

With this button you can select the desired vibrato effect.

The original signal is mixed with a signal modulated within the phase, which results in acoustic delay effects and frequency band effacements (phase vibrato).

- **LEDs off:** no vibrato
- **LED left:** vibrato 1
- **LED right:** vibrato 2
- **Both LEDs:** vibrato 3



6.5.2.3. Rotor Slow/Fast

The rotor effect is switched on or off with this button.



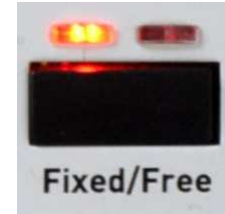
6.5.2.4. Click

- **LEDs off:** no KeyClick
- **LED left:** KeyClick soft
- **LED right:** KeyClick medium
- **Both LEDs:** KeyClick loud



6.5.2.5. Fixed/Free

- With this button you can determine whether you want to save the current drawbar settings in a total preset.
- **LEDs Fixed:**
If the total preset was stored FIXED, the current drawbar setting is automatically saved with it.
- **LEDs Free:**
With the FREE setting the drawbar sound is always initially stored in the preset. You can then change this with the drawbars whilst playing.



You can change the sound with each footage separately, but you might have to move all the drawbars to change the sound completely.

Examples:

1. Free drawbar sound based on the "Drawbar Standard" sound.

- Select the "Drawbar Standard" sound
- Select the FREE setting.
- Set the required sound with the drawbars and the control panel buttons in the "Drawbars" section.
- Save your Total Preset.

2. Permanent drawbar setting based on pre-stored drawbar settings.

- Select a pre-programmed sound, such as "DB Rotor Bright" or "DB Rotor Rock" or "Drawbar Standard".
- Select the setting FREE.
- Set the required sound with the drawbars and the control panel buttons in the "Drawbars" section.
- Select the setting FIXED.
- Save your Total Preset.

3. Free drawbar setting based on pre-stored drawbar settings.

- Select a pre-programmed sound, such as "DB Rotor Bright" or "DB Rotor Rock" or "Drawbar Standard".
- Select the setting FREE.
- Set the required sound with the drawbars and the control panel buttons in the "Drawbars" section.
- Save your Total Preset.

Result for example 1: After loading the preset you hear the instrument's current drawbar setting. The sound can be changed with the drawbars.

Result for example 2: After loading the preset you hear the previously stored drawbar sound. The sound cannot be changed with the drawbars.

Result for example 3: After loading the preset you hear the previously stored drawbar sound, but you can now make changes with the individual drawbars.

6.5.2.6. Perc On

The percussion effect adds a short, initial percussive effect to the normal drawbar organ sound when a key is struck.



When you add percussion to the drawbar sound, the sound from Footage 1' is missing, as with the old electromechanical organs.

6.5.2.7. Perc 2nd/3rd

With this button you can determine the footage of a fixed pre-programmed percussion effect.

- LED left: 2nd (4')
- LED right: 3rd (2 2/3')

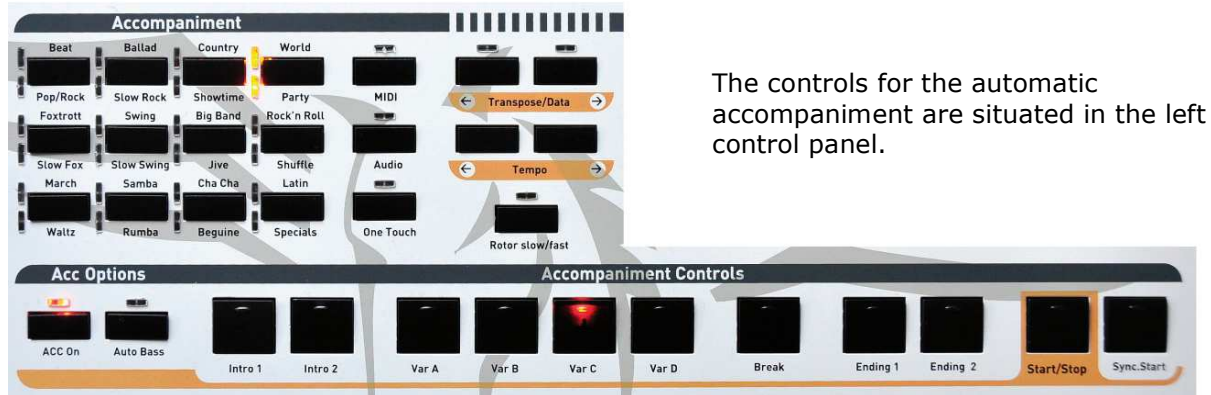


6.6. Selecting Accompaniments

The process of selecting accompaniments (=Styles/Accompaniments) is the same as when selecting sounds.



You may first need to activate the accompaniment button by tapping **Selection: Accomp.**



6.6.1. Factory Styles Selection

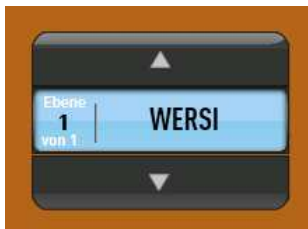
The selection of accompaniments (=Accompaniments /Rhythms/Styles) is shared by 12 buttons according to the nature of the rhythm and Style.








- When you **press** one of the buttons, you change the display of options for that rhythm style on the screen
- **Beat** → the upper LED lights
press again
- **Pop/Rock** → the lower LED lights
- **Tapping the button again** switches you back to the previous options.

When you press an accompaniment in the selection on the display, it automatically appears on the screen display and plays.

With some of these rhythm buttons there are further variations available on the next level (currently, for example, all "Organ Styles".

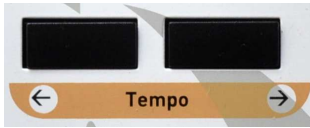


You can select these other levels on the screen with the arrows  / 

- Tapping the lower arrow  increases the lower level number, tapping the upper arrow  decreases it.
- ❖ Press the required Acc button, e.g. **Showtime** (Button has to be pressed twice) → the lower LED lights
- ❖ Now press the down arrow  below the **WERSI** button.

→ A new selection now appears, here for example, the accompaniment: "Organ Showtime".

6.6.2. Setting the Tempo



The tempo of the selected accompaniment is set by this button in **BPM = Beats Per Minute**.

e.g.: Standard dance tempo for the Vienna Waltz = 60 bars per minute
 → 60 x 3 beats (per waltz bar) = 180 BPM

- ❖ Short tap on the button: → change by a value of 1 (left: -1; right: +1)
- ❖ Press and hold the button: → counter moves swiftly for a faster change
- ❖ Press both buttons simultaneously: → back to the rhythm unit setting



The **Tempo/Data Buttons** on the control panel can be used at other times for greater value changes e.g. in the **Controls** menu among others (See Chapter 10.2)

6.6.3. Tempo-Automat (Tempomat)

Every Style has been pre-allocated an 'ideal' tempo, taking into account several things including the standard tempi for dance music.



This tempo is automatically selected when the **Tempomat** function has been switched on in the display.

→ small, green lamp lights.

- ❖ Tapping the **Tempomat** button switches the function on or off.

6.6.4. Tap-Tempo

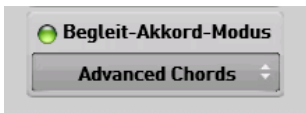
With this function you can preset the desired tempo by tapping the button, so that the accompaniment starts automatically with that 'tapped' tempo.

- ❖ First press the **Sync. Start** button → the LED in the button lights
- ❖ Now tap the **Start/Stop** button several times - as evenly as possible! - in the desired tempo (4/4- time = 4 times; 3/4- time = 3 times)

→ the accompaniment now starts immediately (on the next 1st beat of the bar) with the tempo which you tapped.

6.6.5. Selecting Accompaniment Chord Mode

The keyboard offers several ways of controlling the auto-accompaniment.



Procedure:



To set the required Accompaniment Chord mode:

- ❖ Tap in the drop-down list box (with the 2 small arrows)
→ a selection list now opens
- ❖ Tap to choose from the list the required Accompaniment Chord mode
→ The selection now has a blue background
→ the selected mode now appears below
- ❖ Tap here to close the selection list



There is a **list and detailed description** of all the available accompaniment Chord modes in Chapter 18.7: "Chord Accompaniment Modes"– starting at page 121.

6.6.6. Acc Options

[Acc = Accompaniment]

You can switch the following functions with these buttons:



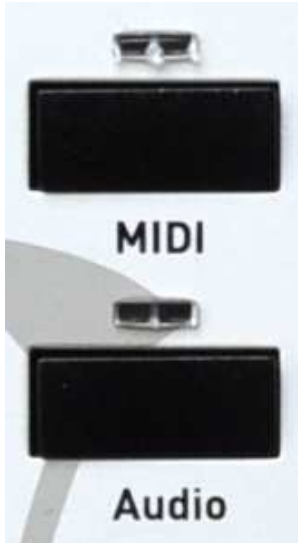
- **ACC On** LED on.
Tapping the button switches off the accompaniment.
(except drums) = LED off
- **Auto Bass** = On = LED on
= When a single note or chord is played on the lower manual **with the automatic accompaniment not playing** a bass note is produced and played.

6.6.7. MIDI Sequence Selection

[MIDI = **M**usical **I**nstrument **D**igital **I**nterface = Standard for connecting digital musical instruments and computer]



A MIDI sequence is the digital storage of a piece of music in note and programme values with up to 16 tracks.



MIDI sequences (Files) (**WERSI**= factory MIDI files and **User** = your own MIDI files) are selected with the **MIDI** button.

You can switch between levels using the arrow / buttons in the **WERSI/USER** button.

The available MIDI sequences are now shown in the display and selected by tapping.

- ❖ Use the **Start/Stop** button to start and stop your MIDI sequences.
- ❖ The MIDI sequence stops automatically when it reaches the end.
- ❖ You can use the **Start/Stop** button to pause playback
- ❖ Press the **Sync.Start** button to switch the MIDI sequence back to its beginning.



There is a list of all the available MIDI sequences in Chapter 18.4.2 on page 118.

6.6.8. Audio Selection

[MP3 = Standard for audio files, which are reduced to about 10% of their original file size by a special compression process (with very little loss of quality).

You can load audio files (pieces of music in MP3 or wave format) with the **Audio** button.

After tapping the **Audio** button the available audio files

- are shown in the display
- selected by tapping
- and then started and stopped with the **Start/Stop** button.

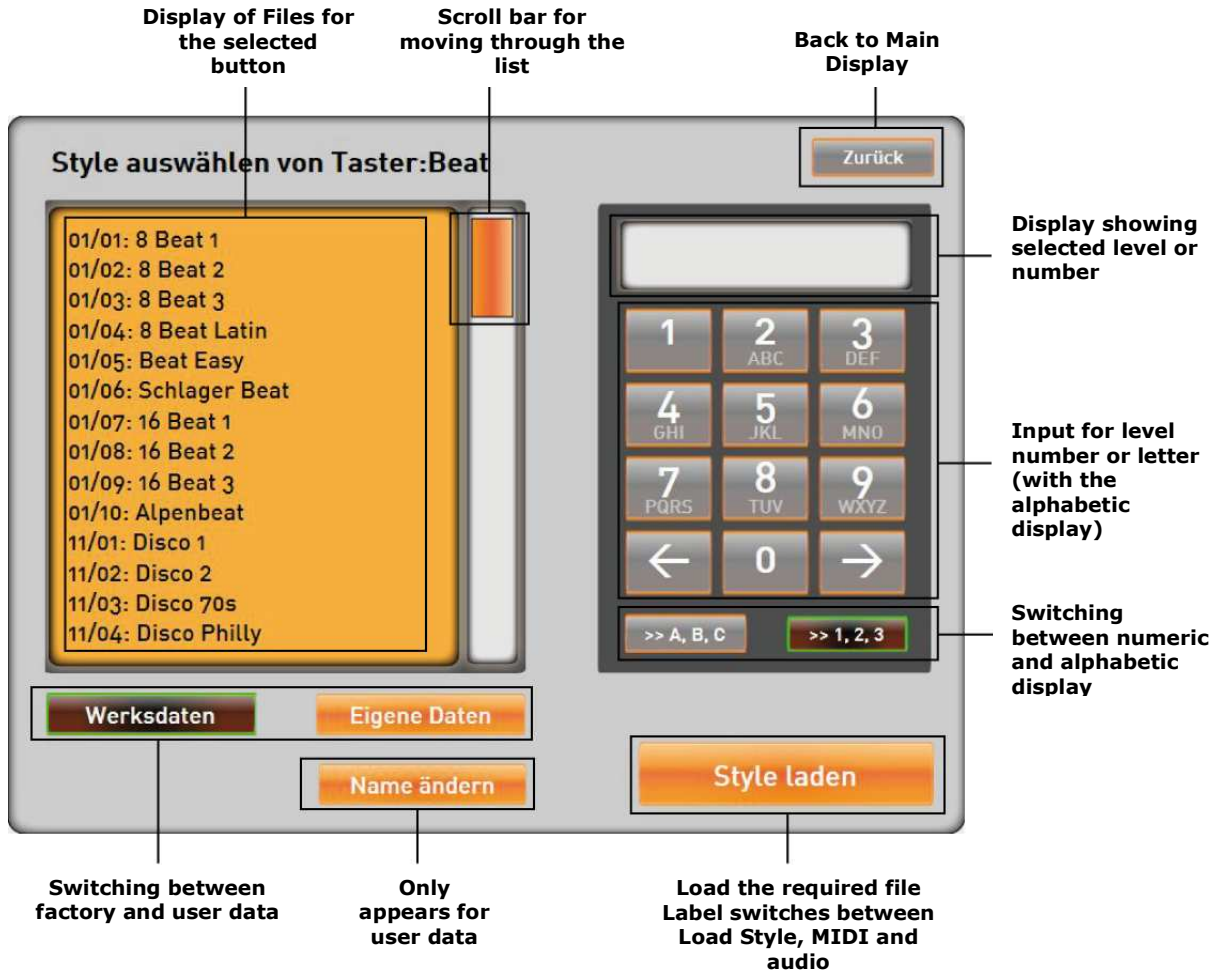
You can move through the levels using the arrow buttons / in the **WERSI/USER** button.



There is a list of all the available audio and MP3 files in Chapter 18.4.3 on page 118.

6.6.9. Overview of all Stored Styles, MIDI Sequences and Audio Files

Press one style or MIDI button and the display shows you a list of all Styles, MIDI sequences and audio files stored on the corresponding control panel buttons. Hold the required Style button or MIDI or AUDIO button down for 3 seconds. The overview appears in the display. Here, for example, the Beat Style button.



i About Styles: Since, in the case of Styles, there are two Style groups allocated to each control panel button for Factory Data (here Beat and Pop/Rock), the level numbering starts with 1 for Beat and 11 for Pop/Rock. For User Data there are 10 levels per control panel button with no splitting into two Style groups.

i About MIDI and Audio: with MIDI and AUDIO each button can be allocated 100 files, listed in numerical order without reference to levels.



Further Examples:



Alphabetic display for the letter D



Numeric display for level 11

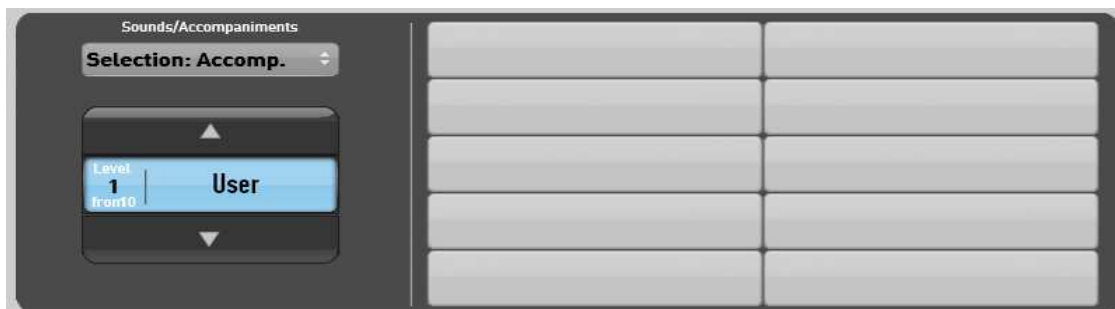
6.6.10. Switching between WERSI Factory and USER Accompaniments

To switch between the stored Styles, MIDI sequences and audio files from **WERSI-(=W=Werks)** to your own **USER** Styles, MIDI sequences and audio files



Press the blue field in the display

WERSI <> USER

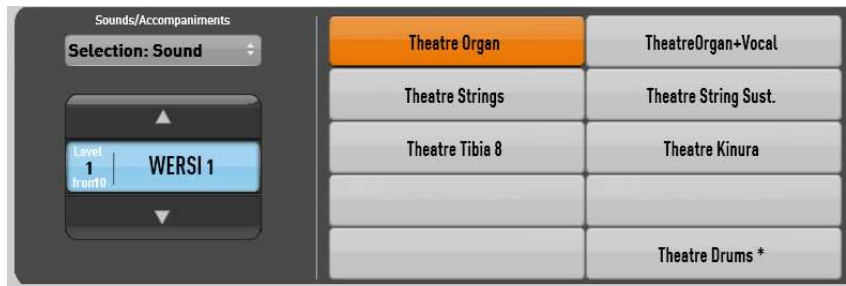


Please first select one of the Style buttons or the MIDI or AUDIO button, so that you can switch between the factory data and you own. Alternatively, you can use the Sounds/Accompaniments button.

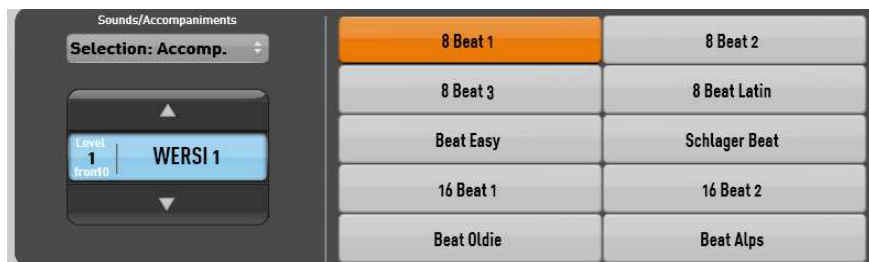
6.6.11. Switching in the Display between Sounds and Accompaniments

You can use the **Sounds/Accompaniments** button in order to switch the display on the screen between sounds and accompaniments.

Changing the display of sounds to the chosen display of sounds



Changing the display of sounds to the chosen display of accompaniments





6.7. Selecting Sound Packs


After you have bought and activated a Sound Pack, you can use the new sounds in Upper 1/2, and Lower 1/2. The new sounds are located in the extended levels under the relevant sound buttons. You can choose for each playing area whether to switch to a sound from one of these additional sound packs from an "extended" level.

Example: Sound Pack Grand Piano


Hold down the Piano sound button for Upper 1/2, or Lower 1/2 for 3 seconds. The level selection display changes from



The first 10 sounds of the sound pack now appear in the display. You can switch between levels using the  /  arrow buttons.

-  You can save sounds from the sound pack in a total preset, so that you can switch back to the 'normal' levels. The sounds are selected by the total presets, although the latter are not in the extended levels.

You can switch back to the 'normal' factory sounds by holding down any sound button in the target playing area Upper 1/2, or Lower 1/2.

-  You can find out in Chapter 12.3.4, "Activating Extensions", how the extensions are activated. See also 5.5 "Additional Extensions".

7. Saving User TOTAL PRESETS



You can now safely and permanently save all the settings so far undertaken as a new USER **Total Preset** to be later recalled for your music making with a minimum of button pressing.

7.1. Check List for USER Total Presets

The following list might help to indicate whether you have thought of all the settings' possibilities. Of course, not all the possible functions have to be specially set or changed!

7.1.1. Sound/Instruments

- Sounds selected for the manuals and optional pedals
- Separate playing areas switched On/Off.
- Volume and octave positions set in all active areas
- Controls settings such as dynamics, reverberation intensity, panorama etc.



All these settings are described in Chapter 10: "Controls" – starting at page 53

- WersiChord Type setting and activation
- Split point setting and activation of the split function
- Transposer setting
- Your drawbar sounds set with the control panel buttons in the **Drawbars** section and the drawbar settings. See also 6.5 Drawbars.

7.1.2. Accompaniment

- Accompaniment/Styles selected
- Tempo and/or Tempomat activated
- Required Accompaniment Chord mode selected
- StartVariation or Intro Start and/or Synchron Start
- Volumes and/or muting of accompaniment tracks
- Acc On/Off, Auto Bass, Auto Break, Auto Fill, Auto Variation

7.1.3. Effects

- Reverberation type for manuals and pedals
- Overall sound



All these settings are described in Chapter 9: "Effects" - starting at page 51

7.1.4. Other Settings

- Swell pedal setting (Acc Volumes)
- Footswitch functions for LEFT + RIGHT and for the 5 other foot buttons of the optional foot switch board



All these settings are described in Chapter 12.1.5 "Swell Pedal and Accompaniment" - starting at page 63.



Of course, you can also save a WERSI(=W=Werks) Total Preset – **modified by you** – as a new USER(=B)/User Total Preset!

7.2. Saving Procedure

7.2.1. Saving New USER Total Presets



1. Tap the **Save Preset** button in the display.

2. The lower section of the display and the **USER** control panel button in the total presets section flash. If you do not want to change the name of the total preset, go straight to number 7.

3. If you press the control panel button **USER** in the total presets section, a complete list of all the total presets already saved appears and the first free storage place is selected.



4. Select the **Change Name** button in the display.

5. Use the keyboard to input the name of the total preset and confirm by tapping **Enter**. Tips about the 'virtual' typewriter can be found in Chapter 16.

6. Now choose a storage place in the list and confirm with **Save** or, by tapping the control panel **User** button again, return to the banks' display.

7. Using the arrow buttons **▼** **▲** in the display, select to which user level you want to save the total preset.



8. Now press the storage place you want in the display and the total preset is saved in the instrument.

i If you select a storage place already occupied, the **USER** total preset already there is **overwritten** and lost!

i You can cancel the saving process by tapping the **Back** button in the **Save Preset in** display. You may have to press the **User** button first.

7.2.2. Changing the Name of a USER Total Preset

It is possible that you may want to change the name of an already existing USER total preset. First select the total preset.

First press the **Save Preset as...** button in the display and then the control panel button **User**.

→ the **Save menu** appears. Press **Change Name** in the display and input a new name for your total preset.

Confirm the new name with **Enter** and save by tapping **Save**.

→ the total preset is saved in the same place – **without asking for any further confirmation**

7.2.3. Saving a Modified Total Preset

You can, of course, save an existing USER total preset in a changed/improved form **with the same name in the same place**.

The saving procedure for this is slightly different - and shorter!



Press the **Save** button in the display.

→ You are asked if you would like to save the active total preset.



Confirm with **Yes** and the total preset is stored in the same place. If you press **No** the process is cancelled.

If you chose **Yes**, a confirmation box appears: confirm with **OK**.

7.2.4. Deleting a USER Total Preset


You delete an existing USER total preset in the **Settings** menu.



The procedure is described in Chapter 12.2.3: "Deleting Files" – starting at page 75.

8. One Touch Play


The **One Touch** button is situated in the accompaniment section in the left control panel. You can load four appropriate, factory total presets with this function, so the instrument always provides you with suitable instrumentation for each Style.

 Please note: this function only applies to factory Styles.

- ❖ Select the Style you want and press the **One Touch** control panel button. The display changes to the following. Four buttons appear, with which you can select the four total presets.



- ❖ With the **Link with Accompaniment Variations** button, the total presets are linked with the four variations. With Variation A the Total Preset OTP1 (OTP=One touch Play) plays, with Variation B the Total Preset OTP2 and so on.
- ❖ You can use the control panel buttons to load a new Style without switching off the One Touch function.
- ❖ To switch off One Touch simply press the **One Touch Play** display button or the **One Touch** control panel button.

 WERSIChord is used in One Touch Presets labelled "Chords". Please play these monophon (i.e. with one finger), as chords are automatically added.

9. Effects

With the Effects setting you can determine whether your music making should have the acoustic of a small bar or a large concert hall.

9.1. Description

You bring up the **Effects** display by tapping the corresponding button in the screen's header bar.

→ the button is enlarged and turns grey

The following opens on the lower part of the screen:



9.2. Changing Values

Changes to the overall sound can be made through these settings.

9.2.1. Reverberation Settings for Manuals + Pedal

By tapping one of the selection buttons, a reverberation setting can be selected for manuals or pedals or quite independently for the accompaniment.

→ The selected field and the function activated by it are coloured **orange**.

- Reverb OFF
- Reverb Normal = normal stereo sound
- Reverb Long = concert hall reverberation
- Reverb Short = small hall reverberation e.g. as in a Jazzclub
- Reverb Mellow = dull reverberation
- Reverb Bright = clearer und more accented reverberation
- Reverb Church 1 = the more sustained reverberation of a normal church
- Reverb Church 2 = the sustained reverberation of a large cathedral

9.2.2. Reverberation Settings for the Accompaniment


In this field you can select a further reverberation setting, one especially suited to the Accompaniment.

→ The selected field and the function activated by it are coloured **orange**.

- Reverb Off
- Reverb Normal = normal stereo sound
- Reverb Long = concert hall reverberation
- Reverb Short = small hall reverberation e.g. as in a Jazzclub

9.2.3. Overall Sound Settings

Independently of the settings referred to above, you can also undertake sound settings for the whole instrument.

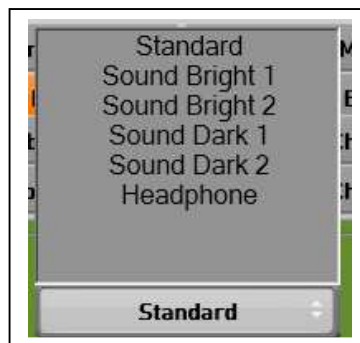
 The purpose of these settings is to enable you to make the sound of the instrument suit local conditions, which can vary enormously according to the furnishings and decorations (curtains, carpets or wooden floor etc.).

In addition, this also makes it possible to orientate the overall sound of the instrument towards one that the player likes to hear.

9.2.3.1. Instrument Overall Sound

Select the setting you want in the display:

- ❖ Press the drop-down list box (with the 2 small arrows)
→ a selection list now opens
- ❖ Tap in the list to select the setting you want
→ the selection now has a blue background
→ the selected setting appears below
- ❖ Tap here to close the selection list



- Standard = no change to the basic setting
- Sound Bright 1 = raising the treble → the instrument sounds brighter
- Sound Bright 2 = extreme raising of the treble → the instrument sounds very bright
- Sound Dark 1 = reduction of treble → the instrument sounds mellow
- Sound Dark 2 = extreme reduction of treble → the instrument sounds very mellow
- Headphone

9.2.3.2. Accompaniment Overall Sound

Tap the light grey box under Accompaniment to open another selection list, in which you can tap to select a particular overall setting.

- Standard = no change to the basic setting
- Smooth = the Accompaniment sounds mellower
- Bright = the Accompaniment sounds brighter
- ACC HighVol = the Accompaniment sounds generally louder
- ACC LowVol = the Accompaniment sounds generally quieter

The procedure is identical to that in the "Instrument Overall Sound" section.

10. Controls

10.1. Description



You can only view the Controls display from the **MAIN** or **Total Presets** sections!



You can view this by tapping the **Controls** button in the right control panel in the **Manual Controls** section.

The following now opens in the lower part of the display:



10.2. Changing Values

In the individual fields you can adjust the intensity and/or settings separately for each playing area and thus for each sound.



❖ To change values, tap on one of the left or right arrows → you can see the value changes in the blue boxes.

You can also make changes by tapping the counter box (→ box darkens) and then by using the **Tempo/Data Button** on the control panel to input changes. This is useful when making big changes. (See Chapter 6.6.2.)

You can reset all values to their initial values with the **Reset All** button.



The settings made here are also saved with a total preset.

10.2.1. Dynamic (Touch Sensitivity)

By tapping these boxes you can determine whether a particular playing area is played with or without touch sensitivity.

→ A lit green lamp indicates that touch sensitivity is activated.



The force with which you strike the keys while playing (more accurately the speed with which you strike the keys) not only affects the volume, but also the Nature of the sound itself to the extent that very different degrees of attack can produce completely different sounds.

(With the Vocal 2 "Mixed Jazz Vocal + Bass" sound, for example, different degrees of attack produce a change of sound from "Duh" > "Bap".)

10.2.2. Octave

[Octave = 8 notes e.g. C1 to C2 above]

With this function you can adjust the pitch of individual sounds to their playing area or achieve musically interesting blends of two different sounds.



These buttons are linked with the corresponding **Octave** buttons on the control panel i.e. input here is automatically applied also by the button in the control panel and indicated by the lit LED.

- Octave = 0 = Original pitch (as played by and stored in the sound)
- Octave = **1** = 1 Octave (= 8 notes) sounding **higher** than played
- Octave = **-1** = 1 Octave sounding **lower** than played

10.2.3. Reverberation

With this function you can determine the reverb intensity to be applied to the reverb currently set in **Effects** for each sound in each of the different playing areas.

- Reverb = 0 = no reverb (used mainly for bass sounds)
- Reverb = 5 = medium reverb
- Reverb = 10 = high reverb

10.2.4. Chorus

[Chorus = floating sound from "voice-doubling"]

= no Chorus effect >>> = intensive Chorus effect

10.2.5. Delay (not for pedals)

[delay = "Phrase-Repetition" – often used in electric guitar sounds]

= no delay effect >>> = intensive delay effect

10.2.6. Panorama (not for pedals)

Shifting the sound in the Stereo Panorama:

= to the far left = stereo centre = to the far right

10.2.7. Detune (not for pedals)

[Detuning in "Cents"; 1 Cent = 1/10 Hz; 1 Herz = 1 (sinus) oscillation per second]

Through inputs (in 1 cent steps up to a maximum of +/- 50 cents) you can make

- small frequency beat changes - e. g.: for 2 accordion sounds or for strings)
or
- large frequency beat changes - e.g.: for 2 honky-tonk piano sounds)

= detuning down = Original tuning = detuning up

11. Editing Styles/MIDI/Audio

11.1. Editing Styles


Each Style is composed of:

- 1-2 drum tracks
- 1 bass track
- up to 5 accompaniment tracks with different instrumentation, most with the following musical functions:
 - Acc 1 = Chord 1 = Chord
 - Acc 2 = Chord 2 = Chord
 - Acc 3 = Pad = pad
 - Acc 4 = Phrase 1 = melody line with accompaniment inserts
 - Acc 5 = Phrase 2 = melody line with accompaniment inserts

The most important properties of accompaniments (Accompaniments/Styles) can be edited through his menu.

Press the **Edit Acc..** button to open the menu view with the editor view (only in the upper part of the display) → the green lamp lights.

 If no Style has been selected, a similar window opens for editing MIDI files.

 All the accompaniment editing explained in what follows, can be saved in a USER total preset.

Accompaniment Track Volumes



- ❖ To change the volume of an accompaniment track, all you have to do is press and move the relevant mixing desk slider.

 The change applies to all variations, intros und endings!

Mute/Solo Switching of individual Accompaniment Tracks

You can switch accompaniment tracks (Acc Tracks) between either

- **Solo** (= heard on its own)
or
 - **Mute** (= silent/switched off)
 - Mute just for individual Acc Tracks
 - Mute for all Acc Tracks Acc On/Off
 - Mute just for individual drum track
 - Mute for both drum tracks Mute Drums
 - Solo is intended for one Acc Track only
 - Mute is possible for several Acc Tracks simultaneously
- ❖ Just press the relevant button(s)



11.2. Editing MIDI Files

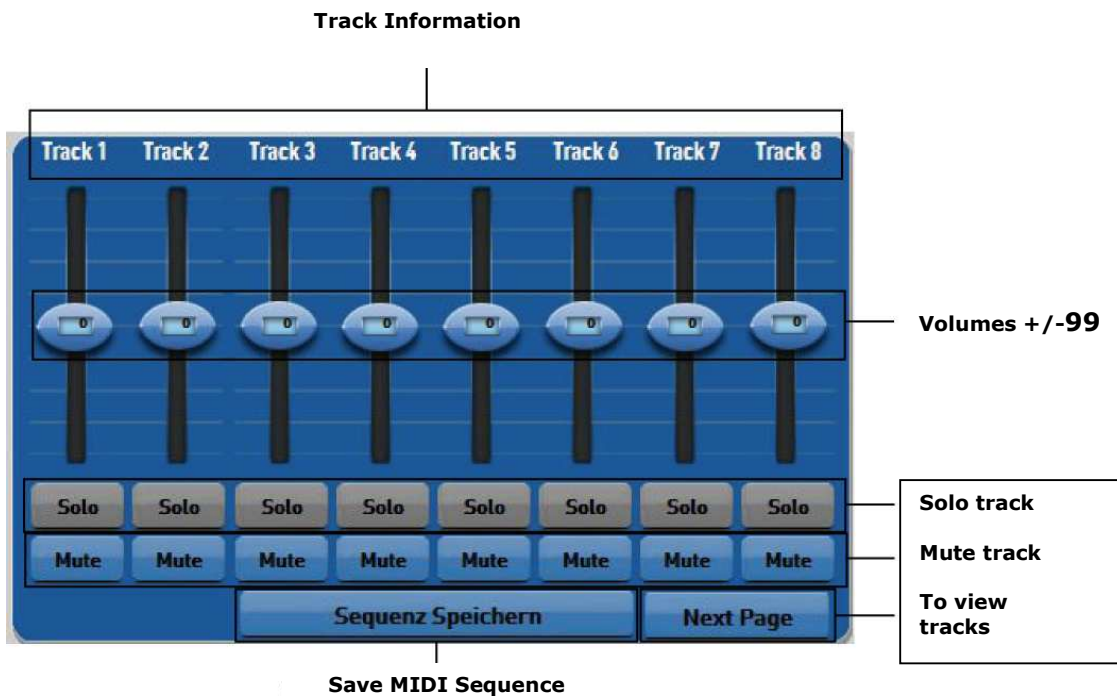
Each MIDI file is composed of up to 16 tracks. The allocation of tracks (apart from drums on Track 10) is not standardised. You just have to test for yourself with each MIDI file onto which track to put the solo sound or the bass.

MIDI file volumes can be edited with this menu.

Press the **Acc Edit** button to open the menu view with the editor view (only in the upper part of the display) → the green lamp lights.



If no MIDI file has been selected, a similar window opens for editing Styles.



The default adjustment setting for all tracks is set at 0 but can be changed by +/- 99 steps.

In the same way the tracks can be muted and the tempo changed. Volumes, Mute, Solo and Tempo are stored with the sequence.



You may ask why we arranged things this way, although the volumes are set from 0 – 127: there may be several volume settings in one sequence. This may not be immediately obvious to you, the user. By changing with +/- 99 all volumes are raised or lowered in parallel. However, if one track has already been saved with an internal volume of 100, the track volume only increases by a value of 27, although there is a range of 99 steps.

Press the **Save Sequence** display button to save the MIDI Sequence.

The lower part of the display and the MIDI control panel button flash. The display indicates the MIDI sequence storage place. Should you want to overwrite the sequence, simply press this storage place again.



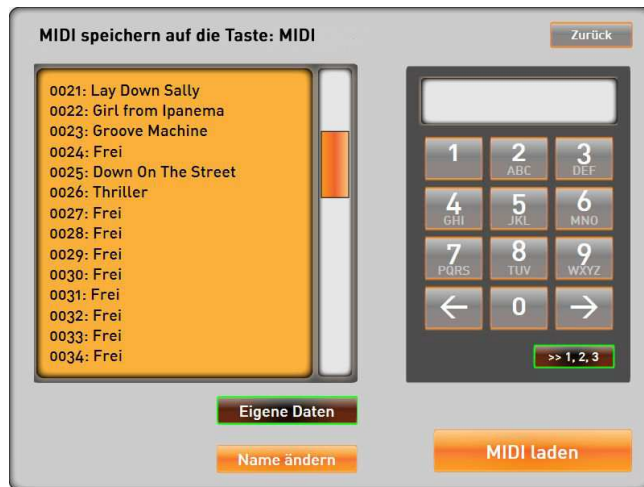
If you wish to use a new storage place, use the arrow buttons in the display to select in which user level you wish to save the modified MIDI sequence.

Now press the required storage place in the display, the MIDI sequence is saved to the new storage place and confirmation appears on the screen.

Press the **OK** button to acknowledge.



Tip: If you press the MIDI control panel button again, a complete list of all MIDI sequences already stored, appears. Select a storage position in the list and confirm with **Save MIDI**. If you already know the storage position you want, you can input the 4 digit number with the numeric keypad: **0089**



It does not matter whether you load a MIDI sequence directly from the display buttons or from the list: the result is the same.

11.3. Changing Style/MIDI/Audio Names

You can change the names of your own Styles, MIDI sequences and audio files. It is particularly helpful if you have saved your files with the date and time.

1. Hold down one of the Style buttons or the MIDI or audio button for 3 seconds, depending on which area you want to change a name. This is an example with an audio file.



2. Press the "User Files" button.
3. Now search for the name to be changed. You can use either the scroll bar or the numeric keypad.
4. Tap the file and press the **Change Name** button. The typewriter appears on the screen.

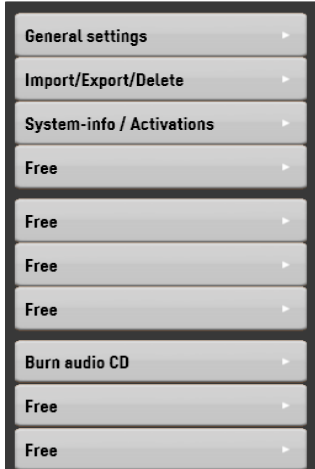


5. Change the name and confirm with **ENTER**.
6. You can now change other names or quit with the **Back** button.

12. Settings



Go to **Settings** by tapping the corresponding button in the header bar of the display → the button is enlarged and turns grey.



You can choose between the following:

- General Settings
- Import/Export/Delete
- System Info/Activations
- Burn Audio CD

In Settings not all fields are in use. Some are reserved for later xtensions.

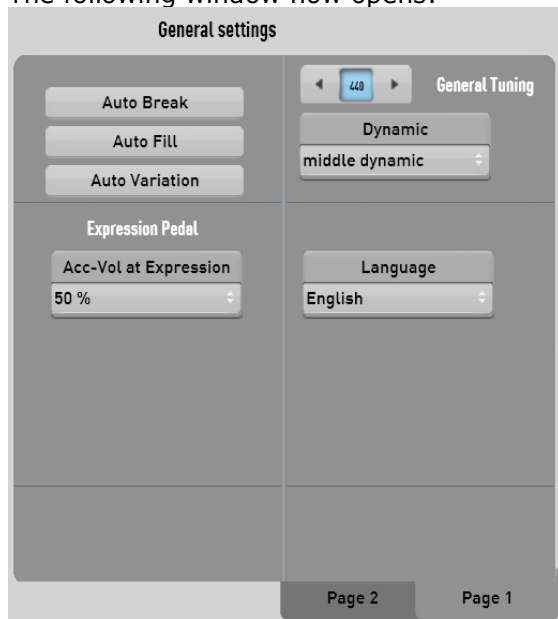
You can always leave this page, by selecting, for example, **MAIN**.

12.1. General Settings

The **General Settings** page can be reached by tapping the corresponding button on the left side of the screen.

→ the button is enlarged and assumes a red background.

The following window now opens:



At the bottom are buttons for switching between two pages.

12.1.1. General Tuning

The instrument is normally tuned to 440 Hz (= oscillations per min) to concert pitch **a**. Changing this setting only makes sense, if you want to play this instrument with others not tuned to 440 Hz.



- ❖ Change this setting – **only when necessary** – with the arrows or by tapping in the counter box and then by changing the value with the `Tempo/Data` button in the left control panel.

12.1.2. Language

You can chose to see the display in either German or English.

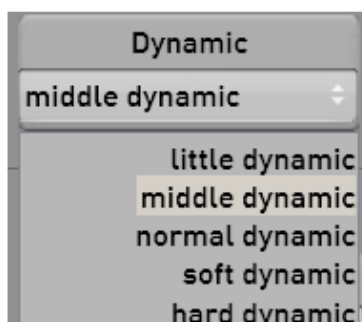
- ❖ Press the language box (with the 2 arrows)
→ a selection list now appears
- ❖ Chose your preferred language
- ❖ Press again to close the selection list

 All pages and labels, sounds and acc names now change to the chosen language!

12.1.3. Dynamic/Keyboard Touch Sensitivity

By changing the Dynamic, the instrument can be adapted to suit individual playing styles, e.g. for former pianists with a heavier touch.

 See also the explanation in Chapter 10.2.1 "Dynamic" page 53.



- ❖ Press in the box (with the 2 arrows)
→ a selection list now appears

- ❖ Select from the list **your preferred** dynamic setting:
 - Little Dynamic
(= the full dynamic is achieved with a light touch)
 - Middle Dynamic
 - Normal Dynamic
 - Soft Dynamic
 - Hard Dynamic
(= the full dynamic is achieved only with a heavy touch)
- the selection assumes a blue background
- the selected dynamic appears above
- ❖ Tap here to close the list.



You can only turn off the Touch Sensitivity function completely by tapping the **Controls** button. The lamp then goes out.



12.1.4. Accompaniment

You can set the accompaniment properties by following the guidelines given here.



Press one of these buttons to set one of the functions for the accompaniment.
→ the selected box and its function are then activated and shown in **orange**.

12.1.4.1. Auto Break

Function on = When you change the Acc Variation a BREAK is inserted, then the newly selected Acc Variation starts

12.1.4.2. Auto Fill

Function on = When you change the Acc Variation the corresponding Fill for that Style is inserted then the newly selected Acc Variation starts.



This function does not apply to all factory Styles because they do not all have 4 variation fills.

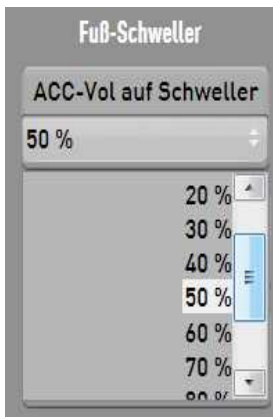
12.1.4.3. Auto Variation

Function on = The next higher numbered Acc Variation is always brought in after a break has been activated.

12.1.5. Expression Pedal and Accompaniment

The swell pedal controls the volume of the whole instrument from virtually nothing to the maximum volume set with the volume slider controls. However, this applies only to the sounds from the manuals: Upper 1+2, Lower 1+2 and a possible pedal board.

As it is not often desirable that the accompaniment should be subject to the same volume control as the sounds from the manuals (this would be unnatural), you can set the relative volume of the accompaniment as a percentage in 10% steps with the **Acc Vol at Expression** button. The basic setting is at 50%. This means that when you move the swell pedal from 0 to maximum, the accompaniment volume only increases by 50%. When the swell pedal adjustment is at 0, there is therefore some sound remaining.



0% = controls only the sounds
(the accompaniment always stays at the same volume)

50% = moving the expression pedal only reduces the volume of the accompaniment by 50% (= **Standard setting**)

100% = sounds and accompaniment are controlled to the same extent



Only with a setting of 100% is it possible to reduce the accompaniment volume to 0.

To set the required percentage:

- ❖ Press the drop-down list box (with the 2 small arrows)
→ a selection list now appears
- ❖ Select the required percentage by tapping in the list
- ❖ → the selection assumes a dark background



You can move up or down through the list by simultaneously pressing and pushing on the right scroll bar.

→ The selected percentage appears above.

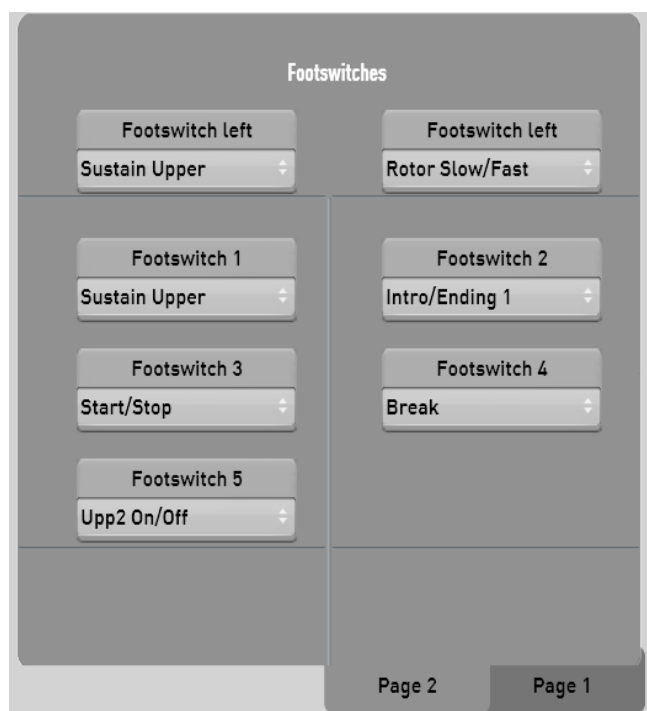
- ❖ Press here to close the list.

12.1.6. Foot Switch Functions


There are up to 7 different foot switches for controlling various functions. Basically you decide between 3 different inputs:

1. Single foot switch input on the back of the instrument
→ corresponds to Foot Switch 1
2. The left and right WERSI expression pedal (optional) foot switches
→ correspond to left and right foot switches
3. The foot switch board with 5 separate foot switches with the WERSI expression pedal referred to above.
→ corresponds to foot switches 1 to 5

The functions available are the same for all switches and can be set as required and according to personal or musical tastes. **They can also be saved in total presets, indeed differently in each of your own presets!**




- ❖ Go through **Settings** and then **General Settings** to page 2.
- ❖ Press the drop-down list box with the 2 small arrows
→ a selection list appears
- ❖ Press on the required function in the list
- ❖ → the selection assumes a dark background

 You can move up or down through the list by simultaneously pressing and pushing on the right scroll bar.

→ The selected percentage is applied.

❖ Press the selection where it appears above to close the list.

 Foot switch settings must be saved in a total preset.

Details of all foot switch functions can be found on the next page.

The Following Foot Switch Functions can be selected (the same for all Foot Switches!):

- **Sustain Upper** = longer sustaining or holding of notes played on the upper manual/Upper e.g. for piano or sustained string sounds
= Standard LEFT

- Sustain Lower = same as upper manual sustain
- Start/Stop = Start/Stop of accompaniments
- Intro/Ending 1 = Start of Intro 1 or of Ending 1 if the accompaniment is playing
- Intro/Ending 2 = Start of Intro 2 or of Ending 2 if the accompaniment is playing
- Break = Start a break on beat 1 of the next bar
- **Rotor Slow/Fast** = switches rotor from fast <> slow
= Standard Right
- Preset Up = switches to the numerically next higher total preset
- Preset Down = switches to the numerically next lower total preset
- Transpose up = raises the transpose setting by one semitone
- Transpose down = lowers the transpose setting by one semitone
- Variation Up = accompaniment switches to the numerically next higher variation
- Variation Down = accompaniment switches to the numerically next lower variation
- Hawaii = lowers a note by approximately one whole tone
- Break+Variation Down = starts a break and switches to the numerically next lower variation
- Break+Variation Up = starts a break and switches to the numerically next higher variation

- Upp2 On/Off = switches the sound on upper manual 2 on/off
- WersiChord On/Off = switches the WersiChord funktion on/off

12.2. Import/Export/Delete



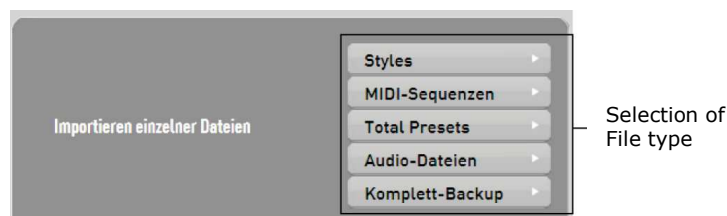
12.2.1. Import Files

With the "Import Files" function you can import Styles, MIDI files, total presets, audio files and complete back-ups into your instrument. Go to Settings by tapping the corresponding button in the header bar of the display → the button is enlarged and turns grey. Press the Import/Export/Delete button.

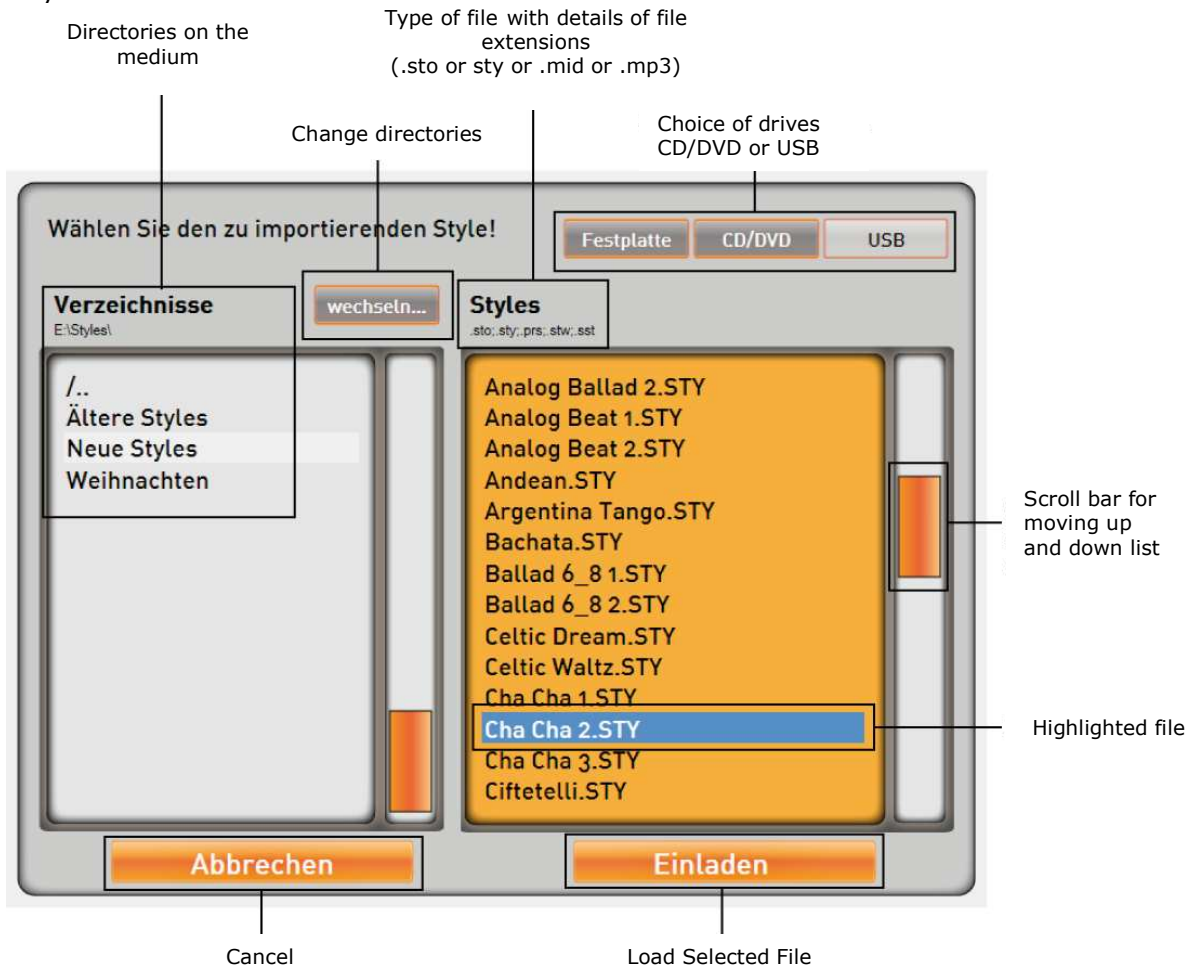


Under "Import Files" select what you want to load into your instrument:

- Styles = *.stw, *.sto / *.sty, *.sst, *.prs
- MIDI Sequences = *.mid
- Total Presets = *.wtp
- Audio Files = *.wav; *.mp3
- Complete Back-Up = no files, but a complete back-up



The same window opens irrespective of which type of file you have chosen. You can now select whether you wish to import the file from the internal hard drive, a CD/DVD or from a USB memory stick.



1. First select the type of medium from which you are loading: the internal hard drive, an already inserted CD/DVD, a USB memory stick or USB external hard drive.
2. Under "Directories" on the left appear the available directories and on the right the files in the main directory on the medium.
3. To open a directory, press the one you want and then the press "Change" (if not highlighted). To leave a directory press "/" and then "Change".
4. Now find the target file, using the scroll bar if necessary to move through the list.
5. Highlight the target file.



When loading backups only the relevant directory on the left side is highlighted. Backup directories have the following names:
WERSI Backup 2009_11_4_9_49 → This backup was saved on 01.11.2009 at 9.49 a.m..



6. Press the "Load" button.
If you press "Cancel", the entire process is stopped without a file being loaded.



**In the case of backups, loading now begins immediately.
ALL settings will now be overwritten!!!**

7. How you proceed next depends on the type of file you are loading:

▪ Styles

- a. The lower part of the display and a control panel button in the Styles section flash.
Now select the Style button (Beat/Pop/Rock, Ballad/Slow Rock ...) onto which you wish to load the Style. In the case of User Styles there is no double allocation to Style buttons. Both LEDs on the relevant button flash.
- b. Use the arrow buttons   to select the user level on which you wish to save the Style. There are 10 levels for each Style button. 1200 Styles can be loaded. Storage places already occupied can simply be overwritten.





- c. Now select the storage place you want and the Style is saved onto the instrument. A message appears to that effect.
- d. Confirm with .



Tip: If you press a selected control panel button (button flashes) again, a full list of all Styles already stored on the 10 levels of that button appears. The storage place number shows first the level and then the storage place: e.g 02/06. Chose a storage place in this list and then confirm with . Whether you load the Style directly with the display buttons or via the list, the result is the same.



▪ **MIDI Sequences**

- a. The lower section of the display and the MIDI control panel button flash.
- b. Use the arrow buttons   to select the user level on which you wish to save the MIDI sequence. There are 100 levels each with 10 storage places available, which means, of course, that 1000 MIDI sequences can be loaded.



- c. Now select the storage place you want and the MIDI sequence is saved onto the instrument. A message appears to that effect. Storage places already occupied can simply be overwritten.
- d. Confirm with **OK**.



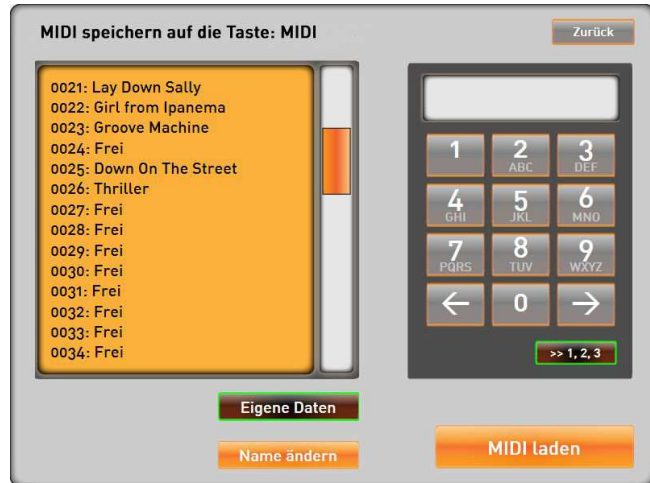
Tip: If you press the button again, a full list of all MIDI sequences already stored on the 100 levels appears. Chose a storage place in this list and then confirm with **Load MIDI**.

If you already know the required storage place number, you can input the 4 digit number with the numeric keypad **0027**.



The storage place numbers are tied to the 100 levels. A MIDI sequence stored in place number 0089 appears later in level 9 on button 9. The first 3 digits indicate the level number, but you you must always count one number higher, as the levels begin with 1 and not with 0.

0089= level 9 place 9 0125= level 13 place 5 0992= level 100 place 2

Whether you load the MIDI sequence directly with the display buttons or via the list, the result is the same.



▪ Audio Files

- The lower section of the display and the AUDIO control panel button flash.
- Use the arrow buttons   to select the user level on which you wish to save the AUDIO file. There are 100 levels each with 10 storage places available, which means, of course, that 1000 AUDIO files can be loaded.

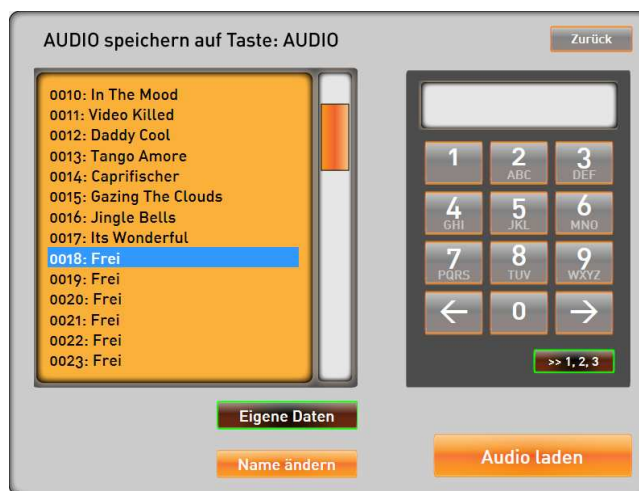


- Now select the storage place you want and the AUDIO file is saved onto the instrument. A message appears to that effect. Storage places already occupied can simply be overwritten.
- Confirm with .



Tip: If you press the button again, a full list of all AUDIO files already stored on the 100 levels appears. Chose a storage place in this list and then confirm with .

If you already know the required storage place number, you can input the 4 digit number with the numeric keypad .





The storage place numbers are tied to the 100 levels. An Audio file stored in place number 0089 appears later in level 9 on button 9. The first 3 digits indicate the level number, but you you must always count one number higher, as the levels begin with 1 and not with 0.

0089= level 9 place 9 0125= level 13 place 5 0992= level 100 place 2

Whether you load the Audio file directly with the display buttons or via the list, the result is the same.

▪ **Total Presets**

- a. The lower section of the display and the USER control panel button flash.
- b. Use the arrow buttons   to select the user level on which you wish to save the total preset. There are 100 levels each with 10 storage places available, which means, of course, that 1000 total prests can be loaded.



- c. Now select the storage place you want and the total preset is saved onto the instrument. A message appears to that effect. Storage places already occupied can simply be overwritten.
- d. Confirm with .



Tip: If you press the button in the Total Preset section again, a full list of all total presets already stored on the 100 levels appears. Chose a storage place in this list and then confirm with .

If you already know the required storage place number, you can input the 4 digit number with the numeric keypad .



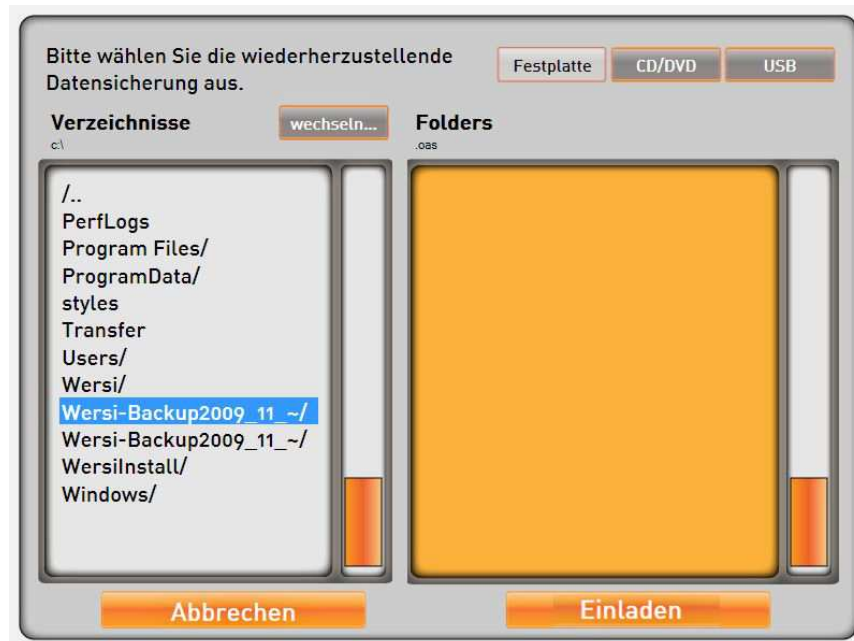
The storage place numbers are tied to the 100 levels. A total preset stored in place number 0089 appears later in level 9 on button 9. The first 3 digits indicate the level number, but you you must always count one number higher, as the levels begin with 1 and not with 0.

0089= level 9 place 9 0125= level 13 place 5 0992= level 100 place 2

Whether you load the total preset directly onto the display buttons or via the list, the result is the same.

▪ Backup

- a. The backup begins to load as soon as you press "Load". This can take a few minutes. During this time a rotating WERSI symbol appears on the screen.



- b. As soon as the backup is completed, a message appears to that effect. Please confirm with .

12.2.2. Export Files

With this function you can export Styles, MIDI files, total presets, audio files and backups from your instrument.



Before you export a Style, MIDI file, audio file or total preset, you must select that item as if you were going to use it.

Select the file to be exported (except backups).

Go to **Settings** by tapping the corresponding button in the header bar of the display.
 → the button is enlarged and turns grey

Press the **Import/Export/Delete** button.

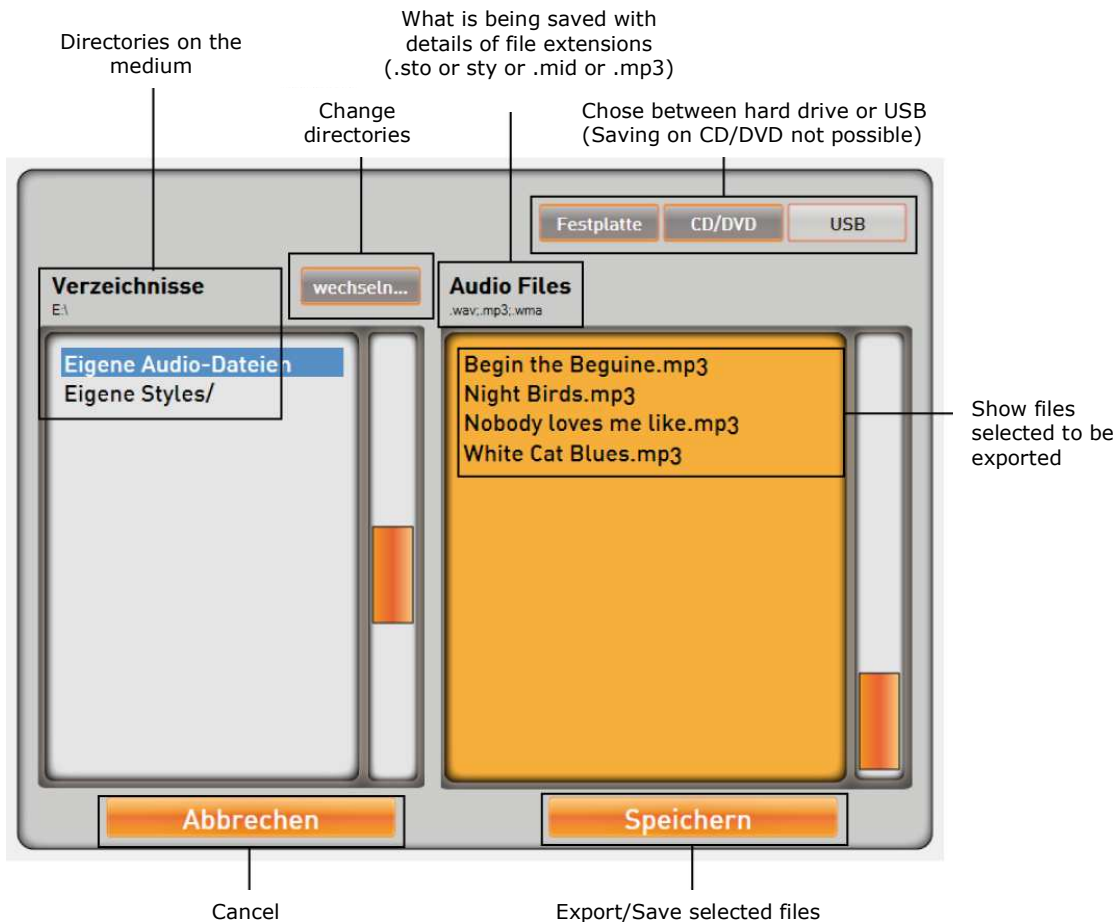


Now select which of your files you want to export: Styles, MIDI files, total presets, audio files or a backup.



The same window opens irrespective of which type of file you have chosen. You can now select where you want to save the file (on the internal hard drive or on a USB memory stick).

Saving directly onto a CD/DVD is not possible.



1. First chose where you want to save: the internal hard drive or USB memory stick or external USB hard drive.
2. Under "Directories" on the left appear the available directories and on the right the files in the main directory on the medium.
3. Press the directory in which you wish to save.
4. Press the "Save" button. If you press "Cancel", the entire process is stopped without a file being loaded.


Important!

- **Styles** are saved with the file extension with which they were loaded.
- **MIDI Sequences** are saved with the file extension .mid.
- **Total Presets** are saved with the file extension.wtp.
- **Audio files** are saved with the file extension (.wav oder. mp3), with which they were loaded.
- A special directory is provided for **Backups**, in which the individual files are then saved. WERSI backup 2009_11_4_9_49 → This backup was saved on 04.11.2009 at 9.49.

12.2.3. Delete Files

 You can only delete your own files! You cannot delete any factory settings.

With the 'Delete Files' function, you can delete Styles, MIDI files, total presets and audio files from your instrument.

 Before you delete a Style, MIDI sequence, audio file or total preset, you must select that item as if you were going to use it.

Select the file to be deleted.

Go to Settings by tapping the corresponding button in the header bar of the display.
→ the button is enlarged and turns grey

Press the Import/Export/Delete button.



Now select which of your files you want to delete: Styles, MIDI files, total presets, audio files or a backup.



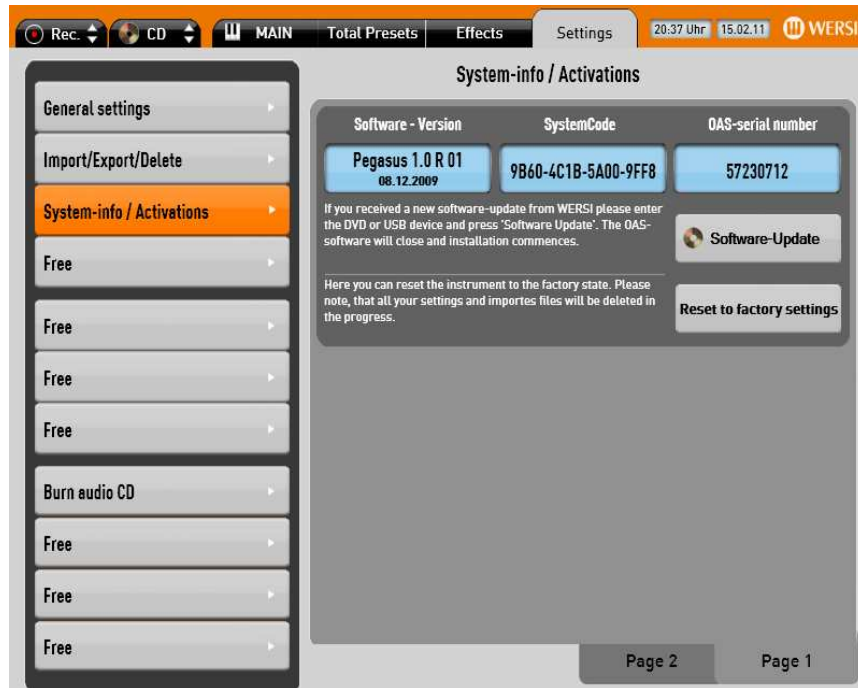
After you have made your choice, an appropriate confirmation prompt appears, which you answer with YES or NO.



Error messages that may appear whilst deleting:



12.3. System Info/Activation



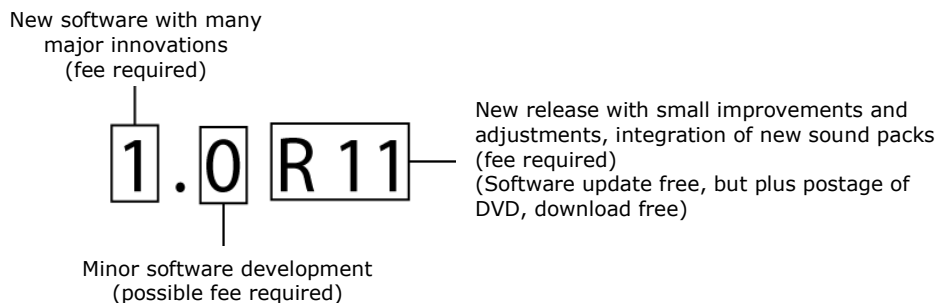
❖ Go via **Settings** to **System Info/Activations**

12.3.1. System Info

Displayed here are three important pieces of information:



Software Version: shows the current software version running on your instrument. As WERSI continuously develops the instrument, new functions or software packages are added. To find out which is the latest version for your instrument, go to www.wersi.net.
 Make up of the software version number:





Each instrument has its own unique system code. Your instrument is registered with WERSI under this number combination. With this code you get the necessary activations for additional sound packs.



The OAS Software has already been activated in the factory with the OAS serial number, without which the instrument cannot be used. In the OAS serial number box, you can see the number combination, with which the OAS software was activated. You also receive your instrument's unique OAS serial number with the guarantee documents. You can request the code from WERSI at any time, should you lose it.



The system code described above applies to all your instrument's component parts **If any part (circuit boards, RAM, processor etc.) of your instrument is changed, the system code changes and all activations are lost.**

12.3.2. Software Update

WERSI is constantly working to improve and develop the OpenArt-System. Consequently, new software versions, which you can receive on DVD from WERSI or download from our web site, appear at irregular intervals.

Insert the software DVD or copy the data after downloading it into a folder on a USB memory stick.

- ❖ Push the DVD into the slot in drive until the DVD is automatically drawn in or plug the USB stick into the instrument.
- ❖ Press the button. The OAS software is closed and the installation begins.
- ❖ Follow the instructions on the screen.

12.3.3. Restoring Factory Settings

This process will delete all your own data. This applies to Styles, MIDI sequences, audio files, total presets and the general settings. On completion of this process, the instrument is in its as-delivered condition.

- ❖ Press the button.
- ❖ Confirm with or . The factory settings are restored.



The activations for the OAS-Software and the additional extensions are not affected!



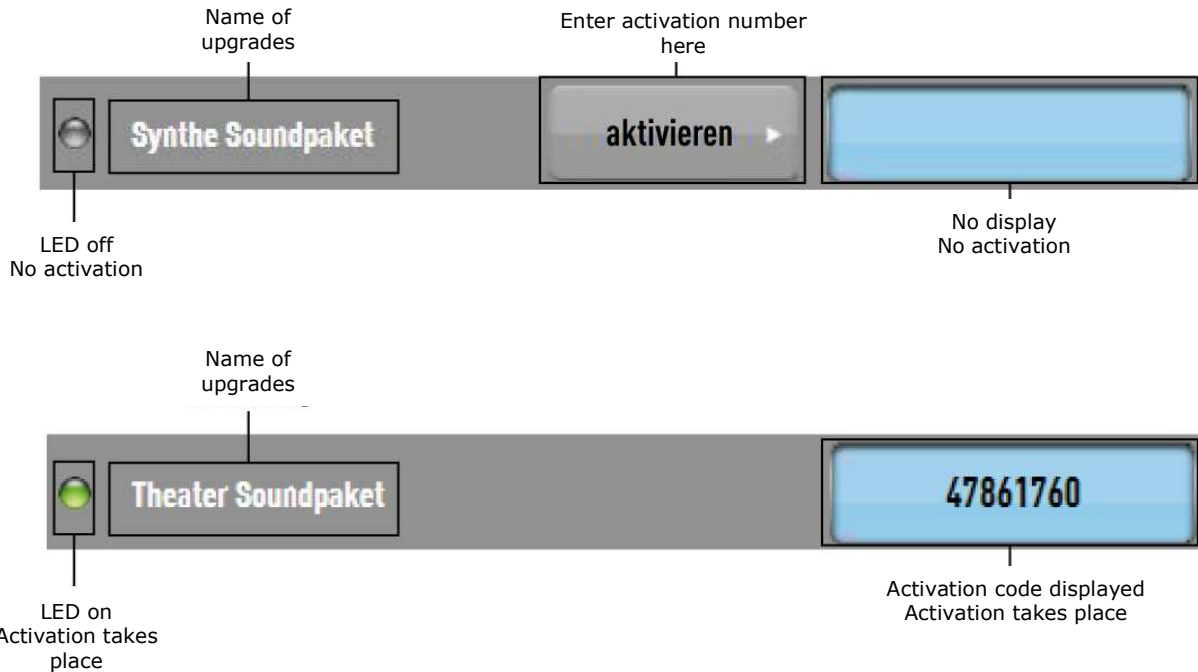
Restoring the factory settings does not remove any possible software problems.

12.3.4. Activating Extensions

Go to **Settings** by tapping the corresponding button in the header bar → the button is enlarged and turns grey.

Press the **System Info/Activation** button.

Go to **Page 2**. Here you can see all possible upgrades. Depending on the software version in place, you will see further extensions on **Page 3**.



Now press the **Activation** button for the extension you wish to activate. The typewriter appears on the screen.



Now give the activation number which you received from WERSI and confirm with **ENTER**.

If the entry was accepted, an appropriate message appears, which you confirm with **OK**.
The upgrade LED goes green and the activation number appears on the screen.

If the entry was not accepted, you are informed of this and you have to repeat the entry.



In any case, you have to switch the instrument on and off after a successful activation.

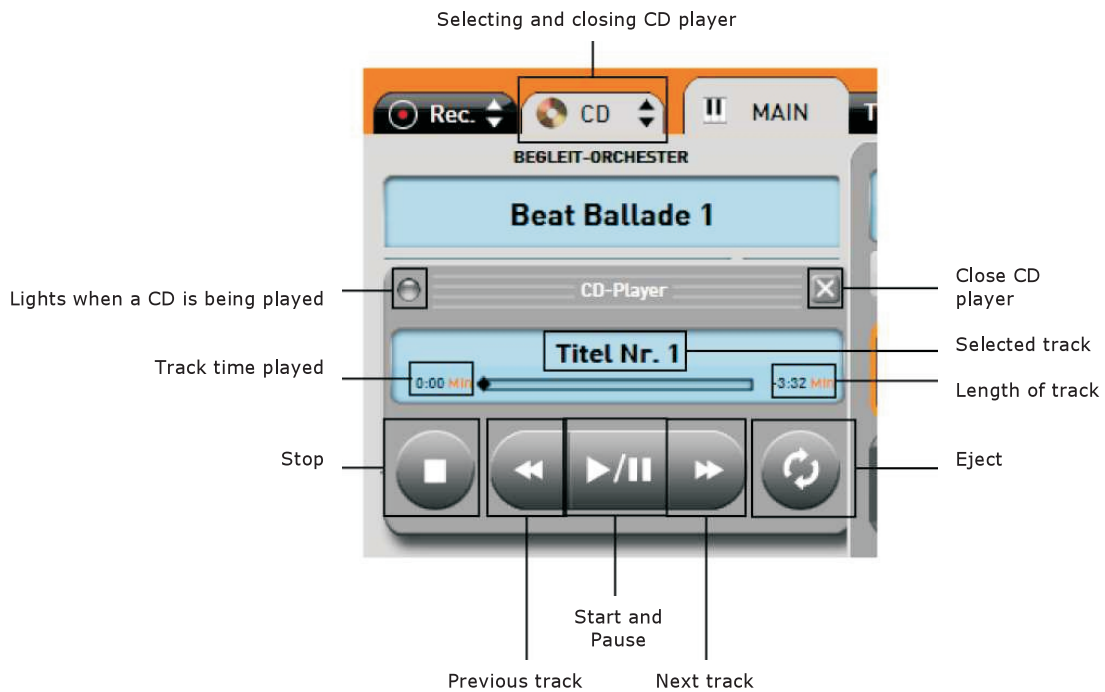


For Information about the use or selection of extention please see the accompanying operating instructions.

13. Disc Player


The disc player will play normal music CDs and CDs with MP3 or wav files.

- ❖ Push the CD into the slot in drive until the CD is automatically drawn in.
- ❖ Press the CD player button. The disc player window opens.



 **The volume is determined by the ACC slider control.**

 **Track names are not displayed with normal CDs.**

 Depending on the system capacity, it may not be possible to play the keyboard during the playback of music CDs.

14. Record

The "RECORD" function enables you to record your own playing. The recording is digital and saved as an MP3 file.

- ❖ You should first select the sounds and a Style or a MIDI sequence. Or you can use your own total preset already saved for the track.
- ❖ Press the **REC** button. The recorder window opens..



- ❖ You can start the recording with the "Start/Stop Recording" button. The actual recording begins with the first played note, so that there is no pause at the beginning.
- ❖ You can interrupt the recording with the "Pause Recording" button. Tapping the same button again restarts the recording.
- ❖ When you have finished recording, the following appears:



- ❖ Confirm with "Yes", if you want to save the recording. Press "No" if you wish to discard it.
- ❖ If you chose "Yes", the AUDIO button and the lower part of the display begin to flash. This tells you that you must now chose a storage place.
- ❖ The display shows you the audio files already stored. Use the the arrow buttons ▼ ▲ to chose the user level on which you want to save the recording. There are 100 levels available.
- ❖ Now press the the storage place you wish to use.
- ❖ The recording is saved in the instrument and a message appears to that effect, which you confirm with "OK".



The recording is automatically given a name, made up from the word WAV, the date and current time. You can, of course, change this name later. See Chapter 11.3.



You can make a CD from your own recordings. See Chapter 15.

15. Making Audio CDs

You have already discovered how to record your own playing in Chapter 14. The recordings are audio recordings in MP3 format (not MIDI sequences), which you can burn on a normal CD. The result is a normal audio CD which can be played on any CD player.

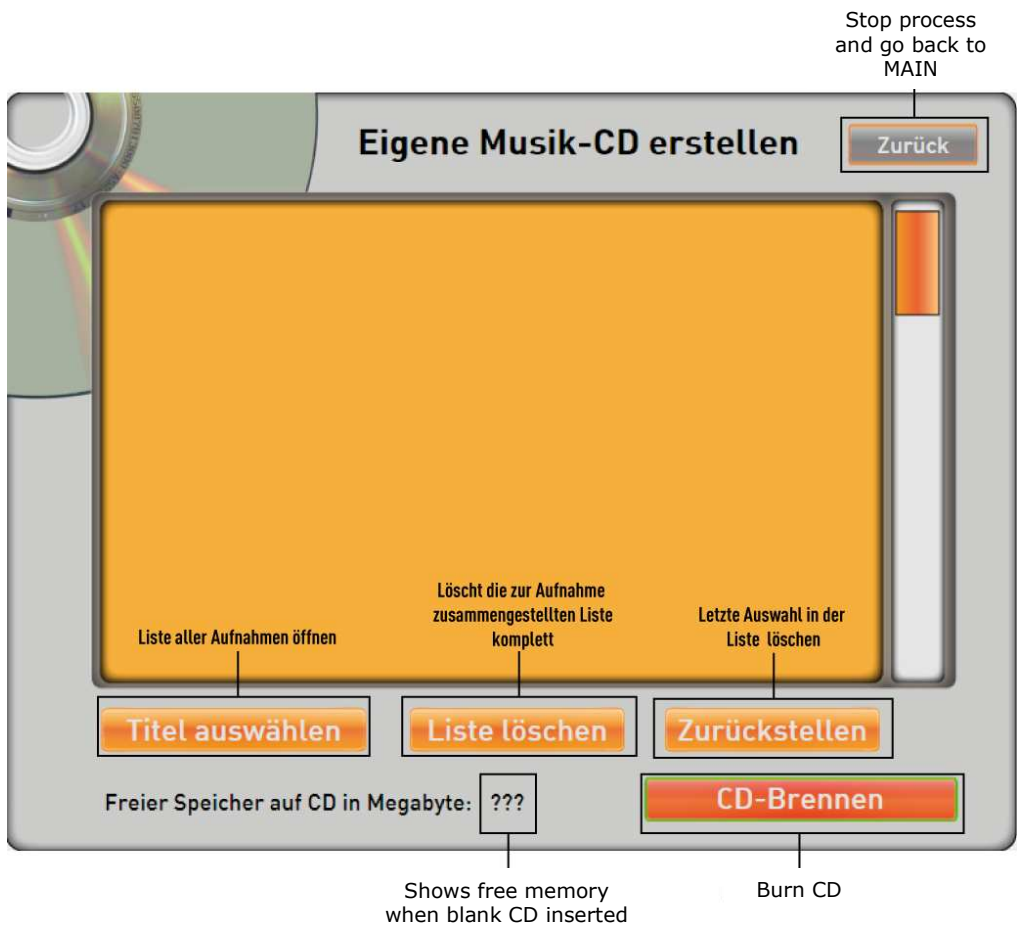


 Have at the ready normal blank CDs (CD-R). Rewritable CDs (CD-RW) cannot be used.

A blank CD-R has a capacity of 650 MB, which represents 74 minutes of music (conventional audio CDs) and 800 MB (91 minutes).

Go to **Settings** by tapping the corresponding button in the header bar of the display → the button is enlarged and turns grey.

Press the **Burn Audio CD** button.



Now press the **Select Track** button and all your recordings appear on the screen.



Now select the track you want and confirm by tapping the **Accept Track** button.

The selection goes into the list and you can then add more to make up your CD.



After putting together your CD, press the **Burn CD** button. The burning process takes several minutes. A progress bar appears on the screen:





If the burning is successful, the CD is automatically ejected from the drive and the following message appears:



Confirm with OK and go back to **Main**.

You can try out your CD on your instrument or use a normal CD player.

-  **You cannot normally save the names of individual pieces of music on an audio CD. When you play the CD, just the track number is displayed, as is the case with any CD player. You may be used to using a media player, whereby traditional audio CD track names are displayed. This is something possible through the internet, where track names are loaded from specially stored data. This is, of course, not possible for your own recordings.**
-  **Please note that your own self-made CDs will not have the volume, which you are used to from professional CDs. Professional recordings use a complicated procedure to achieve maximum volume.**

16. Using the "Virtual Typewriter"

Using the "virtual typewriter" is just like using a normal computer/laptop keyboard with some minor differences.



Please note:

- Shift = **Switch** to capital letters or alternative symbols
✂ Activating this button only works for the next letter.

- Caps Lock = **Switch** to capital letters or alternative symbols
✂ Activating this button works for all the following letters
 (same function as Shift-Lock-Button ⇧ on a PC keyboard = caps lock)

- = space bar

- ← → = Move the Cursor = left and right arrow keys
✂ Alternatively you can position the cursor by tapping in the text at the required spot.


- Home = moves the cursor to the beginning of the text

- End = moves the cursor to the end of the text

- Ins = insert/overwrite a character at the marked position
✂ You can highlight a section by pressing and running your finger over the target text.

Del = Deletes the highlighted section/character

Backspace = Deletes the character to the left of the cursor.

 To delete the whole name you can run your finger over the whole text area > the text assumes a blue background.



Please remember, when putting in the name, that it can be displayed later in full in the selection boxes in the Main display under Total Presets, although longer names may be truncated.



The length of the name displayed is determined not only by the number of characters, but also by which letters you use, as these are of varying length. You can see the approximate maximum length of text that will fit from the previous screenshots. For example, take one particular number/key: “7”.

**Some characters are not possible
and are replaced by other characters on this key.**

In addition, some keys e.g. **Enter have no function.**



If you connect a PC keyboard, you will be able to use all the usual letters and characters.

By tapping **Back** you automatically go back to the last screen without saving.

17. WERSI – System

Tapping the WERSI logo (only in SETTINGS) in the top right of the screen closes the WERSI programme and takes you into WINDOWS®.

You do not need to do anything here to support your normal playing operations. If any work has to be undertaken here, it should only be done by experienced WINDOWS® users.

Tapping the **WERSI OAS** icon takes you back to the normal playing mode.

We would like to point out **once more** that any claim under **your warrenty would be invalidated** if a malfunction arose:

- through the installation of additional software programmes, not supplied or expressly authorised and released for an application by WERSI and which lead to a failure of the operating system by, for example, so-called drivers not compatible with the WINDOWS® version in use or not programmed for it.
- through the installation of components not optimised to work with the WERSI OAS system
- through the installation of replacement or additional components not supplied by WERSI.



Your hardware is controlled by the system code which applies to all the components used in your instrument. The system code is your instrument's distinctive finger print. If components (circuit boards, RAM, processor etc.) are changed, the system code changes, resulting in activations being lost and the instrument can no longer be used.

You should therefore first contact WERSI before planning to install 'alien' software. If you are planning any hardware additions, buy these only from WERSI.

It is also most important for your instrument to work correctly not to make any changes to the "Wersi" folder or any of its sub-folders on the PC's hard disk or to the WINDOWS folder. This means you must neither delete, move nor create new files nor folders there nor store any other files there (apart from when installing official software updates).

If intervention in the WINDOWS file system results in malfunction, only a modified WERSI/WINDOWS version of a special CD may then be installed!

As in this case your personal files will be deleted, you should always back-up your data at regular intervals or after saving large amounts of data!

Data Banks

18. Data Banks

General Specifications

18.1. Storage

18.1.1. Total Presets

Write-protected factory total presets: currently about 100

Free user storage places: 1000
divided into 100 banks each with 10 storage places

18.1.2. Sounds

Factory Sounds: currently about 750

Free user storage places: none
Extensions are available in **Sound Packs** (fee payable)

18.1.3. Accompaniments

Factory Styles: currently 215

Free user storage places: 1200
divided between 12 Acc buttons each with 10 levels
each with 10 storage places

18.1.4. MIDI Sequences

Factory MIDI sequences: currently 20 demo MIDI sequences

Free user storage places: 1000
divided into 100 banks each with 10 storage places

18.1.5. Audio (MP3 Files)

Factory audio(MP3) files: currently 18 demo audio files

Free user storage places: 1000
divided into 100 banks each with 10 storage places

18.2. List of Total Presets

The total presets delivered with your instrument are meant to demonstrate its sound potential. All total presets are saved without Styles.



Please use the ONE TOUCH function, if you would like to see an overview of the Styles in connection with sounds.

Factory Settings	
Nr.	Name
1	Drawbars
2	Drawbars Percussion
3	Grand Piano
4	E-Piano
5	Strings
6	Brass
7	Vocals
8	Synth
9	Theatre
10	Church without Split
11	Drawbars Straight
12	Drawbars For All
13	Drawbars Open
14	Drawbars Rotor Full
15	Drawbars Percussion 2nd
16	Drawbars Percussion 3rd
17	Drawbars Vibrato C-3
18	Drawbars Vibrato V-3
19	Drawbars Jazz
20	Drawbars with Brass
21	Grand Piano
22	Grand Piano - Strings
23	Grand Piano Octave
24	Modern Piano
25	Grand Piano - Synth
26	Honky Tonk
27	E-Piano Soft
28	E-Piano Bright
29	Grand Piano without Split
30	E-Piano Vintage without Split
31	Acoustic Guitar
32	Flamenco Guitar
33	E- Guitar Stratocaster
34	Ricky Guitar

Factory Settings	
Nr.	Name
35	Distortion Guitar
36	Synth Guitar
37	Atmos Guitar
38	Pedalsteel with WersiChord
39	Acoustic Guitar with Slide
40	Mandolin Orchestra
41	Big Orchestra without Split
42	Small Orchestra without Split
43	Orchestra Tutti without Split
44	Barock Orchestra
45	Eurovisions Fanfare
46	Mantovani Strings
47	Strings Pizzicato
48	Strings and Trumpets
49	Oboe-Fagott-Strings
50	English Horn-Strings
51	Jazz Vocals without Split
52	Jazz Vocals Duh without Split
53	Church Vocals without Split
54	Church Vocals Solo without Split
55	Vocals Aah-Ooh
56	Vocals Opera
57	Synth Vocals 1
58	Synth Vocals 2
59	Jazz Vocals with WersiChord
60	Duet Female with WersiChord
61	Solo Trumpet
62	Trombone
63	Mute Trumpet
64	Flugelhorn
65	Solo Saxophone
66	Swing Clarinet
67	Big Band Brass
68	Big Band Brass Shake

Factory Settings	
Nr.	Name
69	Glenn Miller with WersiChord
70	Saxophone with WersiChord
71	Synth 1
72	Square Solo
73	Synth 2
74	Solo with Women Voice
75	Synth 3
76	Synth with LM Hold
77	Techno Groove
78	Trance Dance Special
79	Vocalising Pad without Split
80	Synth Brass without Split
81	Accordion
82	Accordion Diatonic
83	Accordion Musette
84	Bandoneon

Factory Settings	
Nr.	Name
85	Accordion Tango
86	Sailor Dreams
87	Diatonic Clarinet
88	Dulcimer
89	Oberkrainer with WersiChord
90	Accordion-Trumpet with WersiChord
91	Vibraphone
92	Xylophone
93	Mouthorgan Blues
94	Gypsy Violin
95	Pan Flute
96	Flute
97	Shakuhachi
98	Horns with Strings
99	Toy Piano
100	Chaos

18.2.1. List Your User Total Presets

Bank	Place	Preset Name	Split	X	LEFT Footswitch	RIGHT Footswitch
B-	1				L:	R:
B-	2				L:	R:
B-	3				L:	R:
B-	4				L:	R:
B-	5				L:	R:
B-	6				L:	R:
B-	7				L:	R:
B-	8				L:	R:
B-	9				L:	R:
B-	10				L:	R:

Bank	Place	Preset Name	Split	X	LEFT Footswitch	RIGHT Footswitch
B-	1				L:	R:
B-	2				L:	R:
B-	3				L:	R:
B-	4				L:	R:
B-	5				L:	R:
B-	6				L:	R:
B-	7				L:	R:
B-	8				L:	R:
B-	9				L:	R:
B-	10				L:	R:

18.3. List of Factory Sounds (Mapping)

[Mapping = Voice Allocation]

18.3.1. Mapping Upper 1 / Right of the Split Point

Drawbars	Level 1	Drawbars	Level 2
Drawbars Variable	DB Rotor Straight	DB Dark Solo	DB Bright Solo
DB Rotor Open	DB Rotor for All	DB Ballad	DB Pop
DB Rotor + Perc 2nd	DB Rotor + Perc 3rd	DB Ballad Perc 2nd	DB Poly Perc 3rd
DB Vibrato C-3	DB Vibrato V-3	DB Swinging	DB Square Wave
DB Rotor Full	DB Rotor Width	DB Largo	DB 8' + 2nd Perc
Drawbars	Level 3	Drawbars	Level 4
DB Flutes + 2nd Perc	DB Jazzy		
DB Foxy	DB Church		
DB Dark	DB Reeds		
DB Vib C3+Perc 3rd			

Presets	Level 1	Presets	Level 2
DB Full 1	DB 16 8 4 2 1	Organ Universal	Perc Organ Universal
DB Full 2	DB 16 1-1/3 1	Rock Organ Universal	
DB Blues 1	DB Blues1 Perc	CD Jazz Organ Stereo	
DB Blues 2	DB Blues2 Perc	CD Jazz Organ	
DB 16 8 4 2			
Presets	Level 3	Presets	Level 4
Rotor 1	Rotor 2		
Rotor Perc 3rd			
Scanner V-1	Scanner C-1		
Scanner V-2	Scanner C-2		
Scanner V-3	Scanner C-3		

Theatre	Level 1	Theatre	Level 2
Theatre Organ	Theatre Organ + Vocal		
Theatre Strings	Theatre Strings Sustain		
Theatre Tibia 8	Theatre Kinura		
	Theatre Drums		

Church	Level 1	Church	Level 2
Church Tutti 1	Church Mixed 3		
Church Tutti 2	Church Mixed 2		
Church Principal	Church Mixed 1		
Church Reeds			
Church Tutti + Vocal	Church Mixed + Vocal		

Strings	Level 1	Strings	Level 2
Strings	Classical Small Strings	Strings Attack	Attack Strings
Strings Mantovani	Marcato Strings	Strings Sustain	Strings Violins
Strings Tremolo 1	Strings + Pizzicato	Bell Strings	Strings Violins Attack
Strings Vocal	Rondo Orchestra	Strings + Harp	Horns + Strings
Full Orchestra	Bright Orchestra	Brass Orchestra 1	Brass Orchestra 2
Strings	Level 3	Strings	Level 4
Soft Legato Strings	Soft Strings VeloAttack		
Bright Legato Strings	Bright Strings VeloAttack		
Soft + Bright Lg. Strings	Tremolo Strings 2		
Legato-Tremolo			

Violin	Level 1	Violin	Level 2
Violin 1	Pizzicato 1 Ensemble	Violin 2	Pizzicato 1
Gpsy Violin	Violin + Strings	Pizzicato Strings 2	Fiddle
Viola	Classical Small Strings	Violin Solo	Legato Pizz
Cello	Harp	CD-Violin	
Contrabass	Contrabass Ensemble	2 Violins	

Accordion	Level 1	Accordion	Level 2
Accordion Mixed 1	Diatonic Accordion 1	Accordion 2x8Ch	Diatonic Mixed
Accordion Mixed 2	Diatonic Accordion 2	Tango Accordion 1	Diatonic + Bandoneon
Accordion 16'	Diatonic Accordion 3	Tango Accordion 2	Accordion + Trumpet
Accordion 8'	Diatonic Chorus	CD Accordion	Accordion + Zither
Accordion 3Ch	Diatonic Echo	CD Accordion St.	Accordion + Clarinet
Accordion	Level 3	Accordion	Level 4
Russian Accordion	Bass Accordion		

Musette	Level 1	Musette	Level 2
Musette 1	Mouthorgan		
Musette 2	Mouthorgan Blues		
Accordion-Musette 3	Bandoneon 1		
Accordion-Musette 4	Bandoneon 2		
Recorder	Bandoneon 3		

Vocal 1	Level 1	Vocal 1	Level 2
Vocal 1	Vocals Aah Woman		
Vocals Aah	Vocals Ooh Woman		
Vocals Opera	Vocal Mixed		
Vocal + Solo	Vocal Mixed + Boys		
Duh Vocal	Vocal Boys		

Vocal 2	Level 1	Vocal 2	Level 2
Jazz Vocal Dooh	Girl Sustain	GG-Synvocal	Spaced Choir
Jazz Vocal Baah	Synth Voice	Dark Vox	Heaven Choir
Jazz Vocal Mixed	Digital Choir	Reverse Choir	Art Of Choir
Jazz Vocal Mixed+Bass	Vocal Bells	Attack Choir	Bell Choir
Jazz Vocal Bass	Vocal Girl	Soft Sweeper Choir	Space Vocal

Synth 1	Level 1	Synth 1	Level 2
Halo Pad	Brass Pad	Thin Air Pad	Sweeping Pad + Bells
Vangelis Pad	Vocalising Pad	Softly Pad	Saw Pad Sweep
Metal Pad	Swoosh Pad	Soft Super Saw Pad	Worlds Apart Pad
Synth Strings 1	Dirty Sweep Pad	Warm Pad	Milky Way Pad
Synth Strings 2	Star Theme	S+H Worlds Pad	Analogy Pad
Synth 1	Level 3	Synth 1	Level 4
Mega Pad	Ghost Wave Pad	Soft Groove Pad	Glassy Pad
Pulsing Wave Pad	Long Sweep Pad	Chase 4 Pad	Sizzle 2 Pad
Swoosh Pad	Retro Pad	Rhythmic Pad	Urban Pad
Bright Sweep Pad	Cermonial Pad	Lost Souls Pad	Worried Dave Pad
Power Swell Pad	Stardust Pad	Ghost Ship Pad	Rising Star Pad
Synth 1	Level 5	Synth 1	Level 6
Bright Moving Pad	Slave Camp Pad	Dark Pulsator	Dark Driver Arp
Goblins	Echo Drops	Per Chime Arpeggio	Sub Metal Arpeggio
Soundtrack	Arail	Sequake Loop	Speech Sequencer
Bowed Glass	Ice Rain	Combo Loop	Tite Room Funk Loop
Sweep Pad	Big Pad	Packman Loop	Funky Chap Loop

Synth 2	Level 1	Synth 2	Level 2
Fantasia	Brightness	Dark Driver Lead	Electro Perc Lead
Crystal	Sawtooth	Bassline Style Lead	Dance Stabs Lead
CD-Galaxy	Lead Square	Rave Synth Lead	Super Synth Lead
CD-Theatre	GG-Fusion	Digital Theme Park	Band Poly Lead
CD-Fairlight	GG Air Mallet	Bigger Than Life	Syncerator
Synth 2	Level 3	Synth 2	Level 4
Shooting Stars	Bright Buzzer Poly	Analogue Heaven	Drums n Bass
Gangsta Whine	Dull Square Solo	5th Pulse Lead	Pulse Lead
Soloing Lead	Super Mini Lead	Dry Fat Pulse Solo	Basic Bend Lead
Alfreds Filter Solo	Theremin	Square Lead	Screamer Lead 1
Wannabe TB	808 State Lead	Screamer Lead 2	Pitch EG Lead
Synth 2	Level 5	Synth 2	Level 6
Fat Analogue Lead	Poly Slap	Cascading	Vollenweider
Dance Sawteeth	Trancefloor Lead	Atmosphere	Chiff
Analogue Sequence	Modern Lead	Solo Vox	5th Saw
Phaser Dance	OscSync Solo	Bass+Lead	Twilight
Glass Menagerie	Dreamharp	Dreaming	Cosmic

Piano	Level 1	Piano	Level 2
Grand Piano	Grand Piano Classic	Natural Grand Piano	Concert Hall Grand
Piano Octave	Piano Dreams	Bright Grand Piano	Bright Grand Piano 2
Piano + Strings	Piano + Vocals	Soft Grand Piano	Hard Grand Piano
Honky Tonk	Harpsichord	Ol' Upright Upright	Harpsichord + Octave
Honky Tonk Piano	Harpsichord Bright	Phaser Piano	CD-Cembalo
Piano	Level 3	Piano	Level 4
Electric Grand 1	LA Piano Soft	Atmos Piano	House Piano
Electric Grand 2	LA Piano Hard	Hi Piano Resonance	FM Electric Piano
Electric Grand 3	California Grand		
Soft Electric Grand	Heaven Piano		
Electric Grand Atmos	Steel Hammer Piano	NastiChord	PhaseriChord

E-Piano	Level 1	E-Piano	Level 2
E-Piano 1	E-Piano R1	Gentle Vintage EP	Soft Vintage EP
E-Piano 2	E-Piano R2	Spectral EP	Ultra Hard Vintage EP
E-Piana Bells	E-Piano R3	Vintage Amped EP	Vintage Road + Wurli
Wurli Soft	Vintage Electric Piano	Amped Wurli	Synth Wurli
E-Piano Nice Tyne	Clavinet 1	Elect Rhodes	Full Wurli
E-Piano	Level 3	E-Piano	Level 4
Paddy Roads	Fusion	Clavinet 1 Stereo	Clavinet 2
Hybrid Stage Piano	Dyno Stage		Stereo Clavinet 2
Sweet EP	Dyno Chorus		Chorus Clavinet 2
Metal Tyne	Belly		Wah Clavinet 2
Fantasy E-Piano	Smooth E-Piano		

E-Guitar	Level 1	E-Guitar	Level 2
E-Guitar Stratocaster	Jazz Guitar	Strat Clean	Strat Chorus
Clean Guitar	Hawaiian Guitar	Strat Wah	Strat Tremolo
E-Guitar Ricky	Muted Guitar	Strat Harmonics	Strat Muted Velo
Solid Guitar	Clean Guitar	Strat Muted Wah	Strat+Harmonics+Ham.
Strat Hardrock	Distortion Guitar	WahWah Guitar	
E-Guitar	Level 3	E-Guitar	Level 4
CD-Jazz Guitar	Comet Guitar	Lead Guitar	Lead Guitar Wah
FM Jazz Guitar	Synth Guitar	Lead Guitar Licks	Atmos Lead + Pad
Jazz Git. → Brass		Strat Glam	Strat Grunge
Pedal Steel Guitar		Nu Metal Stack	
Pedal Steel Slide Guitar		GM027JazzGuitar	Jazz Guitar

Ac-Guitar	Level 1	Ac-Guitar	Level 2
Natural Guitar	Western Guitar	Spanish Guitar	Nylon Pick
Nylon Finger Acoustic	Steel Guitar 1	Guitar Nylon Slide	Steel Guitar
Dulcimer	Banjo	Nylon Finger Bright	12 String Folk Guitar
Zither 1	Django Jazz-Guitar	Steel String Guitar	12 String Washy
Mandolin	Mandolin Orchestra	24 String Guitar	12 String Steel
Ac-Guitar	Level 3	Ac-Guitar	Level 4
Nylon+Harmonic+Ham.	Nylon2+Harmonic+Ham.		
St.String + Harmonics	Nylon + Steel Hybrid		
SteelString + AtmoPad	12 String Atmos Pad		
1 Finger Plucker	Shamisen		
Sitar	Charang		

Vibes	Level 1	Vibes	Level 2
Vibraphone 1	Marimba 1	GG-Marimba	Marimba 2
Warm Vibraphone	Xylophone Wood	GG-PercEcho	Koto
Vibes Tremolo	Xylophone Metal	Bass Marimba	
Rich Stereo Vibes	Octave Xylophone		
Vibraphone 2	Kalimba		

Celesta	Level 1	Celesta	Level 2
Celesta	Steel Drums 1	Tubular Bells	Tubular Bell Hard
Bells	Steel Drums 2	Tubular Bells Chimey	Melody Bells
Tubular Bells	Bright Steeldrums	Hold Bell Layer	Wheel Adjust Bell
Musicbox	Caribic	Tinker Bells	Pretty Bells
Tinkle Bell		Chime Bells	Soft Chimey Bells
Celesta	Level 3	Celesta	Level 4
Viborbellz Cascade	Special Bells Pad		

Trumpet	Level 1	Trumpet	Level 2
Trumpet	Trombone	Trumpet Bright	Jazz Trumpet
Trumpets Mariachi	Trombone Warm	Solo Trumpet	Muted Trumpet 2
Trumpet Live	Tuba 1	Trumpet Echo	Trumpet PingPong
Flugelhorn	Horn Solo	Trumpet Filter	Solo Trumpet 2
Trumpet Muted 1	Horn Section	Trumpet Alarm	Soft Solo Trumpet 2
Trumpet	Level 3	Trumpet	Level 4
Small Trumpet	Jazz Trombone	Horn Section Swell	French Horn Section
Duck Trumpet	Trombone 2	Horn Section Warm	Hybrid Horn Section
Muted Trp → Brass	Soft Trombone 2		
	Small Trombone		
	Tuba 2		

Brass	Level 1	Brass	Level 2
Brass Section	Big Band Brass 1	Real Brass Section 1	Hybrid Stabs
Ultimate Brass Section	Big Band Brass 2	Real Brass Section 2	Velo Stabs
Brass Shake	Big Band Brass 3	Small Brass Section	Brass Sforzando
Big Band Brass Soft	Trombone Ensemble	Soul Section Loose	BrassBass
Small Brass	Trumpet Ensemble	Fanfare1	Fanfare 2
Brass	Level 3	Brass	Level 4
Synth Brass 1	Soft Synth Brass 1	HP Synth Brass	Oberhype Brass
Synth Brass 2	Soft Synth Brass 2	Ana Synth Brass	8 Voice Synth Horns
Synth Brass 3	Polysynth	Punch Brass	Synth Brass Pad
Synth Brass 4	Oberheim	Soft Res Brass	Hybrid Brass Section
CD-Synthbrass	Matrix	Filter Brass	Seq Brass
Brass	Level 5	Brass	Level 6
Orchestra Hit	Big Orchestra Hit		
Italo Hit	Long Orchestra Hit		
Fat Hit	Hit Cluster		

Sax	Level 1	Sax	Level 2
Tenor Sax Forte	Soprano Sax 1	Tenor Sax Sweet	Soprano Sax 2
Tenor Sax Warm	Alto Sax F	Rock Sax	Soprano Dream
Sax Tenor Live	Alto Sax Section	Sax Tenor Legato	Tenor Sax 2
Baritone Sax	Sax Section 1	Alto Sax Medium 1	Alto Sax 2
Tenor Sax Bostic	Sax Section 2	Alto Sax Medium 2	Baritone Sax 2
Sax	Level 3	Sax	Level 4
Soft SaxSection 1	Brighter Section 1		
Soft SaxSection 2	Brighter Section 2		
Sax → Brass 16			
Sax → Brass 8			
Sax + Organ			

Clarinet	Level 1	Clarinet	Level 2
Clarinet 1	Glenn Miller Sound	Clarinet 2	Clarinet Loose
Clarinet Swing	Sweet Clarinet	GG-Shalmei	Thin Clarinet
Oboe	Oboe+Bassoon+Strings	CD-English Horn	
English Horn	Bassoon 1	CD-Oboe	
Bagpipes	Bassoon 2		

Flute	Level 1	Flute	Level 2
Jazz-Flute 1	PanFlute 1	Flute	Bottle
Jazz-Flute 2	PanFlute 2	Flute Tremolo Fade	Calliope
Transverse Flute	Heaven PanFlute	Flute Tremolo Switch	Ocarina
Piccolo 1	Shakuhachi Solo	Flute Vibrato	Skakuhachi
Whistle	CD Whistle	Piccolo 2	GG-Panflute

Specials	Level 1	Specials	Level 2
Applause	Vocals Effects	R2D2	Birds
Large Applause	Large Crowd Laugh	SciFi LFO FX	Bird
Small Applause	Small Crowd Laugh	Dentist's Kick	Gunshot
Seashore	Wind Atmos	Yeah Yeah Frog	Helicopter
Timpani	01 Standard 1 XG	Car	Phone
Specials	Level 3	Specials	Level 4
Chaos	Breath Noise		
Tension	Guitar Fretless		
Cascading	Jazz Split 1		
Glass Menagerie	Jazz Split 2		
CD-Drops	Jazz Split 3		

18.3.2. Sounds (Mapping Upper 2 / Upper Manual 2)

Drawbars	Level 1	Drawbars	Level 2
DB Full 1	DB 16 8 4 2 1	Organ Universal	Perc. Organ Universal
DB Full 2	DB 16 1-1/3 1	Rock Organ Universal	
DB Blues 1	DB Blues1 Perc	CD Jazz Organ Stereo	
DB Blues 2	DB Blues2 Perc	CD Jazz Organ	
DB 16 8 4 2			

Church	Level 1	Theatre	Level 2
Church Tutti 1	Church Mixed 3	Theatre Organ	Theatre Organ + Vocal
Church Tutti 2	Church Mixed 2	Theatre Strings	Theatre Strings Sustain
Church Principal	Church Mixed 1	Theatre Tibia 8	Theatre Kinura
Church Reeds			
Church Tutti + Vocal	Church Mixed + Vocal		Theatre Drums

Strings	Level 1	Strings	Level 2
Strings	Classical Small Strings	Strings Attack	Attack Strings
Strings Mantovani	Marcato Strings	Strings Sustain	Strings Violins
Strings Tremolo 1	Strings + Pizzicato	Bell Strings	Strings Violins Attack
Strings Vocal	Rondo Orchestra	Strings + Harp	Horns + Strings
Full Orchestra	Bright Orchestra	Brass Orchestra 1	Brass Orchestra 2
Strings	Level 3	Strings	Level 4
Soft Legato Strings	Soft Strings VeloAttack		
Bright Legato Strings	Bright Strings VeloAttack		
Soft + Bright Lg. Strings	Tremolo Strings 2		
Legato Tremolo			

Violin	Level 1	Violin	Level 2
Violin 1	Pizzicato 1 Ensemble	Violin 2	Pizzicato 1
Gypsy Violin	Violin + Strings	Pizzicato 2	Fiddle
Viola	Classical Small Strings	Violin Solo	Legato-Pizz
Cello	Harp	Cd Violin	
Contrabass	Contrabass Ensemble	2 Violins	

Vocal	Level 1	Vocal	Level 2
Vocal 1	Vocals Aah Woman	Jazz Vocal Dooh	Girl Sustain
Vocals Aah	Vocals Ooh Woman	Jazz Vocal Baah	Synth Voice
Vocals Opera	Vocal Mixed	Jazz Vocal Mixed	Digital Choir
Vocal + Solo	Vocal Mixed + Boys	Jazz Vocal Mixed+Bass	Vocal Bells
Duh Vocal	Vocal Boys	Jazz Vocal Bass	Vocal Girl
Vocal	Level 3	Vocal	Level 4
GG-Synvocal	Spaced Choir		
Dark Vox	Heaven Choir		
Reverse Choir	Art of choir		
Attack Choir	Bell Choir		
Soft Sweeper Choir	Space Vocal		

Synth	Level 1	Synth	Level 2
Halo Pad	Brass Pad	Thin Air Pad	Sweeping Pad + Bells
Vangelis Pad	Vocalising Pad	Softly Pad	Saw Pad Sweep
Metal Pad	Swoosh Pad	Soft Super Saw Pad	Worlds Apart Pad
Synth Strings 1	Dirty Sweep Pad	Warm Pad	Milky Way Pad
Synth Strings 2	Star Theme	S+H Worlds Pad	Analogy Pad
Synth	Level 3	Synth	Level 4
Mega Pad	Ghost Wave Pad	Soft Groove Pad	Glassy Pad
Pulsing Wave Pad	Long Sweep Pad	Chase 4 Pad	Sizzle 2 Pad
Swoosh Pad	Retro Pad	Rhythmic Pad	Urban Pad
Bright Sweep Pad	Cermonial Pad	Lost Souls Pad	Worried Dave Pad
Power Swell Pad	Stardust Pad	Ghost Ship Pad	Rising Star Pad
Synth	Level 5	Synth	Level 6
Bright Moving Pad	Slave Camp Pad	Fantasia	Brightness
Goblins	Echo Drops	Crystal	Sawtooth
Soundtrack	Arail	CD-Galaxy	Lead Square
Bowed Glass	Ice Rain	CD-Theatre	GG-Fusion
Sweep Pad	Big Pad	CD-Fairlight	GG Air Mallet
Synth	Level 7	Synth	Level 8
Dark Driver Lead	Electro Perc Lead	Shooting Stars	Bright Buzzer Poly
Bassline Style Lead	Dance Stabs Lead	Gangsta Whine	Dull Square Solo
Rave Synth Lead	Super Synth Lead	Soloing Lead	Super Mini Lead
Digital Theme Park	Band Poly Lead	Alfreds Filter Solo	Theremin
Bigger Than Life	Syncerator	Wannabe TB	808 State Lead
Synth	Level 9	Synth	Level 10
Analog Heaven	Drum n Bass	Fat Analog Lead	Poly Slap
5th Pulse Lead	Pulse Lead	Dance Sawteeth	Trancefloor Lead
Dry Fat Pulse Solo	Basic Bend Lead	Analogue Sequence	Modern Lead
Square Lead	Screamer Lead 1	Phaser Dance	OscSync Solo
Screamer Lead 2	Pitch EG Lead	Glass Menagerie	Dreamharp

Piano	Level 1	Piano	Level 2
Grand Piano	Grand Piano Classic	Natural Grand Piano	Concert Hall Piano
Piano Octave	Piano Dreams	Bright Grand Piano	Bright Grand Piano 2
Piano + Strings	Piano + Vocals	Soft Grand Piano	Hard Grand Piano
Honkytonk	Harpsichord	Ol' Upright Piano	Harpsichord + Octave
Honky Tonk Piano	Harpsichord Bright	Phaser Piano	CD-Cembalo
E-Piano	Level 3	E-Piano	Level 4
E-Piano 1	E-Piano R1	Gentle Vintage EP	Soft Vintage EP
E-Piano 2	E-Piano R2	Spectral EP	Ultra Hard Vintage EP
E-Piano Bells	E-Piano R3	Vintage Amped EP	Viintage Road+Wurli
Wurli Soft	Vintage E-Piano	Amped Wurli	Synth Wurli
E-Piano Nice Tyne	Clavinet 1	ElectRhodes	Full Wurli
E-Piano	Level 5	Vibraphone	Level 6
Clavinet 1 Stereo	Clavinet 2	Vibraphone 1	Marimba 1
	Stereo Clavinet 2	Warm Vibraphone	Xylophone Wood
	Chorus Clavinet 2	Vibes Tremolo	Xylophone Metal
	Wah Clavinet 2	Rich Stereo Vibes	Octave Xylophone
		Vibraphone 2	Kalimba
Vibes	Level 7	Celesta	Level 8
GG-Marimba	Marimba 2	Celesta	Steel Drums 1
GG-PercEcho	Koto	Bells	Steel Drums 2
Bass Marimba		Tubular Bells	Bright Steeldrums
		Musicbox	Afro-Caribbean
		Tinkle Bell	
Celesta	Level 9	-	Level 10
Tubular Bells	Tubular Bell Hard		
Tubular Bells Chimey	Melody Bells		
Hold Bell Layer	Wheel Adjust Bell		
Tinker Bells	Pretty Bells		
Chime Bells	Soft Chimey Bells		

E-Guitar	Level 1	E-Guitar	Level 2
E-Guitar Stratocaster	Jazz-Guitar	Strat Clean	Strat Chorus
Clean Guitar	Hawaiian-Guitar	Strat Wah	Strat Tremolo
E-Guitar Ricky	Muted Guitar	Strat Harmonics	Strat Muted Velo
Solid Guitar	Clean Guitar	Strat Muted Wah	Strat+Harmonics+Ham-
Strat Hardrock	Distortion Guitar	WahWah Guitar	
E-Guitar	Level 3	Ac-Guitar	Level 4
CD-Jazz Guitar	Comet Guitar	Natural Guitar	Western Guitar
FM Jazz Guitar	Synth Guitar	Nylon Finger Acoustic	Steel Guitar 1
Jazz Git. → Brass		Dulcimer	Banjo
Pedal Steel Guitar		Zither 1	Django Jazz Guitar
Pedal Steel Slide Guitar		Mandolin	Mandolin Orchestra
Ac-Guitar	Level 5	Ac-Guitar	Level 6
Spanish Guitar	Nylon Pick	Nylon1+Harmonic+Ham.	Nylon2+Harmonic+Ham.
Guitar Nylon Slide	Steel Guitar	St.String+Harmonics	Nylon + Steel Hybrid
Nylon Finger Bright	12 String Folk Guitar	SteelString + Atmos Pad	12 String Atmos Pad
Steel String Guitar	12 String Washy	1 Finger Plucker	Shamisen
24 String Guitar	12 String Steel	Sitar	Charang

Brass	Level 1	Brass	Level 2
Brass Section	Big Band Brass 1	Real Brass Section 1	Hybrid Stabs
Ultimate Brass Section	Big Band Brass 2	Real Brass Section 2	Velo Stabs
Brass Shake	Big Band Brass 3	Small Brass Section	Brass Sforzando
Big Band Brass Soft	Trombone Ensemble	Soul Section Loose	Brass Bass
Small Brass	Trumpet Ensemble	Fanfare 1	Fanfare 2
Brass	Level 3	Trumpet	Level 4
Synth Brass 1	Soft Synth Brass 1	Trumpet	Trombone
Synth Brass 2	Soft Synth Brass 2	Trumpet Mariachi	Trombone Warm
Synth Brass 3	Polysynth	Trumpet Live	Tuba 1
Synth Brass 4	Oberheim	Flugelhorn	Horn Solo
CD-Synthbrass	Matrix	Trumpet Muted1	Horn Section
Trumpet	Level 5	Trumpet	Level 6
Trumpet Bright	Jazz Trumpet	Small Trumpet	Jazz Trombone
Solo Trumpet	Muted Trumpet 2	Duck Trumpet	Trombone 2
Trumpet Echo	Trumpet PingPong	Muted Trp → Brass	Soft Trombone 2
Trumpet Filter	Solo Trumpet 2		Small Trombone
Trumpet Alarm	Soft Solo Trumpet 2		Tuba 2
Trumpet	Level 7	Trumpet	Level 8
Horn Section Swell	French Horn Section		
Horn Section Warm	Hybrid Horn Section		

Woodwind	Level 1	Woodwind	Level 2
Tenor Sax Forte	Soprano Sax 1	Tenor Sax Sweet	Soprano Sax 2
Tenor Sax Warm	Alto Sax F	Rock Sax	Soprano Dream
Sax Tenor Live	Alto Sax Section	Sax Tenor Legato	Tenor Sax 2
Baritone Sax	Sax Section 1	Alto Sax Medium 1	Alto Sax 2
Tenor Sax Bostic	Sax Section 2	Alto Sax Medium 2	Baritone Sax 2
Sax	Level 3	Clarinet	Level 4
Soft SaxSection 1	Brighter Section 1	Clarinet 1	Glenn Miller Sound
Soft SaxSection 2	Brighter Section 2	Clarinet Swing	Sweet Clarinet
Sax → Brass 16		Oboe	Oboe+Bassoon+Strings
Sax → Brass 8		English Horn	Bassoon 1
Sax + Organ		Bagpipes	Bassoon 2
Clarinet	Level 5	Flute	Level 6
Clarinet 2	Clarinet Loose	Jazz Flute 1	PanFlute 1
GG-Schalmei	Thin Clarinet	Jazz Flute 2	PanFlute 2
CD-English Horn		Transverse Flute	Heaven Panflute
CD-Oboe		Piccolo 1	Shakuhachi Solo
		Whistle	CD-Whistle
Flute	Level 7	Flute	Level 8
Flute	Bottle	Shanai	
Flute Tremolo Fade	Calliope		
Flute Tremolo Switch	Ocarina		
Flute Vibrato	Skakuhachi		
Piccolo 2	GG-Panflute		

Accordion	Level 1	Accordion	Level 2
Accordion Mixed 1	Diatonic Accordion 1	Accordion 2x8Ch	Diatonic Mixed
Accordion Mixed 2	Diatonic Accordion 2	Tango Accordion 1	Diatonisch + Bandoneon
Accordion 16'	Diatonic Accordion 3	Tango Accordion 2	Accordion + Trp
Accordion 8'	Diatonic Chorus	CD-Accordion	Accordion + Zither
Accordion 3Ch	Diatonic Echo	CD-Accordion St.	Accordion + Clarinet
Musette	Level 3	Accordion	Level 4
Musette 1	Mouthorgan		
Musette 2	Mouthorgan Blues		
Accordion-Musette 3	Bandoneon 1		
Accordion-Musette 4	Bandoneon 2		
Recorder	Bandoneon 3		

Specials	Level 1	Specials	Level 2
Applause	Vocals Effects	R2D2	Birds
Large Applause	Large Crowd Laugh	SciFi LFO FX	Bird
Small Applause	Small Crowd Laugh	Dentist's Kick	Gunshot
Seashore	Wind Atmos	Yeah Yeah Frog	Helicopter
Timpani	O1 Standard 1 XG	Car	Phone
Specials	Level 3	Specials	Level 4
Chaos	Breath Noise		
Tension	Guitar Fretless		
Cascading	Jazz Split 1		
Glass Menagerie	Jazz Split 2		
CD-Drops	Jazz Split 3		

18.3.3. Sounds (Mapping Lower 1)

Drawbars	Level 1	Drawbars	Level 2
DB Standard	DB Rotor 8' + 4'		
DB Rotor 8'+4'+2 2/3'	DB Rotor 8'+4'+2'		
DB Rotor 8'			

Church	Level 1	Church	Level 2
Church Tutti 1	Church Mixed 3	Theatre Organ	Theatre Organ + Vocal
Church Tutti 2	Church Mixed 2	Theatre Strings	Theatre Strings Sustain
Church Principal	Church Mixed 1	Theatre Tibia 8	Theatre Kinura
Church Reeds			
Church Tutti + Vocal	Church Mixed + Vocal		Theatre Drums

Piano	Level 1	Piano	Level 2
Grand Piano	Grand Piano Classic	Natural Grand Piano	Concert Hall Grand
Piano Octave	Piano Dreams	Bright Grand Piano 1	Bright Grand Piano 2
Piano + Strings	Piano + Vocals	Soft Grand Piano	Hard Grand Piano
Honky Tonk	Harpsichord	Ol' Upright Piano	Harpsichord + Octave
Honky Tonk Piano	Harpsichord Bright	Phaser Piano	CD-Cembalo
E-Piano	Level 3	E-Piano	Level 4
E-Piano 1	E-Piano R1	Gentle Vintage EP	Soft Vintage EP
E-Piano 2	E-Piano R2	Spectral EP	Ultra Hard Vintage EP
E-Piano Bells	E-Piano R3	Vintage Amped EP	Vintage Road+Wurli
Wurli Soft	Vintage Electric Piano	Amped Wurli	Synth Wurli
E-Piano Nice Tyne	Clavinet 1	ElectRhodes	Full Wurli
E-Piano	Level 5	Vibraphone	Level 6
Clavinet 1 Stereo	Clavinet 2	Vibraphone 1	Marimba 1
	Stereo Clavinet 2	Warm Vibraphone	Xylophone Wood
	Chorus Clavinet 2	Vibes Tremolo	Xylophone Metal
	Wah Clavinet 2	Rich Stereo Vibes	Octave Xylophone
		Vibraphone 2	Kalimba
Vibes	Level 7	Celesta	Level 8
GG-Marimba	Marimba 2	Celesta	Steel Drums 1
GG-PercEcho	Koto	Bells	Steel Drums 2
Bass Marimba		Tubular Bells	Bright Steeldrums
		Musicbox	Afro-Caribbean
		Tinkle Bell	
Celesta	Level 9	-	Level 10
Tubular Bells	Tubular Bell Hard		
Tubular Bells Chimey	Melody Bells		
Hold Bell Layer	Wheel Adjust Bell		
Tinker Bells	Pretty Bells		
Chime Bells	Soft Chimey Bells		

E-Guitar	Level 1	E-Guitar	Level 2
E-Guitar Stratocaster	Jazz Guitar	Strat Clean	Strat Chorus
Clean Guitar	Hawaiian Guitar	Strat Wah	Strat Tremolo
E-Guitar Ricky	Muted Guitar	Strat Harmonics	Strat Muted Velo
Solid Guitar	Clean Guitar	Strat Muted Wah	Strat+Harmonics+Ham.
Strat Hardrock	Distortion Guitar	WahWah Guitar	
E-Guitar	Level 3	Ac-Guitar	Level 4
CD-Jazz Guitar	Comet Guitar	Natural Guitar	Western Guitar
FM Jazz Guitar	Synth Guitar	Nylon Finger Acoustic	Steel Guitar 1
Jazz Git. → Brass		Dulcimer	Banjo
Pedal Steel Guitar		Zither 1	Django Jazz-Guitar
Pedal Steel Slide Guitar		Mandolin	Mandolin Orchestra
Ac-Guitar	Level 5	Ac-Guitar	Level 6
Spanish Guitar	Nylon Pick	Nylon1+Harmonics+Ham.	Nylon2+Harmonics+Ham.
Guitar Nylon Slide	Steel Guitar	St.String + Harmonics	Nylon + Steel Hybrid
Nylon Finger Bright	12 String Folk Guitar	SteelString + AtmoPad	12 String Atmos Pad
Steel String Guitar	12 String Washy	1 Finger Plucker	Shamisen
24 String Guitar	12 String Steel	Sitar	Charang

Strings	Level 1	Strings	Level 2
Strings	Classical Small Strings	Strings Attack	Attack Strings
Strings Mantovani	Marcato Strings	Strings Sustain	Strings Violins
Strings Tremolo 1	Strings + Pizzicato	Bell Strings	Strings Violins Att
Strings Vocal	Rondo Orchestra	Strings + Harp	Horns + Strings
Full Orchestra	Bright Orchestra	Brass Orchestra 1	Brass Orchestra 2
Strings	Level 3	Strings	Level 4
Soft Legato Strings	Soft Strings VeloAttack		
Bright Legato Strings	Bright Strings VeloAttack		
Soft + Bright Lg. Strings	Tremolo Strings 2		
Legato-Tremolo			
Strings + Horns			

Synth	Level 1	Synth	Level 2
Halo Pad	Brass Pad	Thin Air Pad	Sweeping Pad + Bells
Vangelis Pad	Vocalising Pad	Softly Pad	Saw Pad Sweep
Metal Pad	Swoosh Pad	Soft Super Saw Pad	Worlds Apart Pad
Synth Strings 1	Dirty Sweep Pad	Warm Pad	Milky Way Pad
Synth Strings 2	Star Theme	S+H Worlds Pad	Analogy Pad
Synth	Level 3	Synth	Level 4
Mega Pad	Ghost Wave Pad	Soft Groove Pad	Glassy Pad
Pulsing Wave Pad	Long Sweep Pad	Chase 4 Pad	Sizzle 2 Pad
Swoosh Pad	Retro Pad	Rhythmic Pad	Urban Pad
Bright Sweep Pad	Cermonial Pad	Lost Souls Pad	Worried Dave Pad
Power Swell Pad	Stardust Pad	Ghost Ship Pad	Rising Star Pad
Synth	Level 5	Synth	Level 6
Bright Moving Pad	Slave Camp Pad	Fantasia	Brightness
Goblins	Echo Drops	Crystal	Sawtooth
Soundtrack	Arail	CD-Galaxy	Lead Square
Bowed Glass	Ice Rain	CD-Theatre	GG-Fusion
Sweep Pad	Big Pad	CD-Fairlight	GG Air Mallet
Synth	Level 7	Synth	Level 8
Dark Driver Lead	Electro Perc Lead	Shooting Stars	Bright Buzzer Poly
Bassline Style Lead	Dance Stabs Lead	Gangsta Whine	Dull Square Solo
Rave Synth Lead	Super Synth Lead	Soloing Lead	Super Mini Lead
Digital Theme Park	Band Poly Lead	Alfreds Filter Solo	Theremin
Bigger Than Life	Syncerator	Wannabe TB	808 State Lead
Synth	Level 9	Synth	Level 10
Analogue Heaven	Drums n Bass	Fat Analogue Lead	Poly Slap
5th Pulse Lead	Pulse Lead	Dance Sawteeth	Trancefloor Lead
Dry Fat Pulse Solo	Basic Bend Lead	Analogue Sequence	Modern Lead
Square lead	Screamer Lead 1	Phaser Dance	OscSync Solo
Screamer Lead 2	Pitch EG Lead	Glass Menagerie	Dreamharp

Vocal	Level 1	Vocal	Level 2
Vocal 1	Vocals Aah Woman	Jazz Vocal Dooh	Girl Sustain
Vocals Aah	Vocals Ooh Woman	Jazz Vocal Baah	Synth Voice
Vocals Opera	Vocal Mixed	Jazz Vocal Mixed	Digital Choir
Vocal + Solo	Vocal Mixed + Boys	Jazz Vocal Mixed+Bass	Vocal Bells
Duh Vocal	Vocal Boys	Jazz Vocal Bass	Vocal Girl
Vocal	Level 3	Vocal	Level 4
GG-Synvocal	Spaced Choir		
Dark Vox	Heaven Choir		
Reverse Choir	Art Of Choir		
Attack Choir	Bell Choir		
Soft Sweeper Choir	Space Vocal		

Specials	Level 1	Specials	Level 2
Applause	Vocals Effects	R2D2	Birds
Large Applause	Large Crowd Laugh	SciFi LFO FX	Bird
Small Applause	Small Crowd Laugh	Dentist's Kick	Gunshot
Seashore	Wind Atmos	Yeah Yeah Frog	Helicopter
Timpani	01 Standard 1 XG	Car	Phone
Specials	Level 3	Specials	Level 4
Chaos	Breath Noise	Brass Section	Trumpet
Tension	Guitar Fretless	Big Band Brass 2	Flugelhorn
Cascading		Big Band Brass 3	Trumpet Muted1
Glass Menagerie		Trombone Ensemble	Trombone
CD-Drops		Trumpet Ensemble	Horn Section
Specials	Level 5	Specials	Level 6
Tenor Sax Forte	Clarinet 1	Accordion Mixed 1	Musette 1
Alto Sax Section	Jazz-Flute 2	Accordion Mixed 2	Musette 2
Sax Section 1	Piccolo 1	Diatonic Accordion 1	Accordion-Musette 3
Sax Section 2	PanPipe 1	Diatonic Accordion 3	Mouthorgan
Glenn Miller Sound	Oboe	Bandoneon 1	Mouthorgan Blues
Specials	Level 7	Specials	Level 8
Pedalbass 1	Acoustic Bass 1 P	Pedal Bass + Tuba	Tuba 1
Pedalbass 2	Acoustic Bass 2 P	Pedal Bass + Sinus	Brass Bass
Pickedbass Pedal	Finger Bass Pedal	GM039 Synth Bass 1	Synth Brass 1
Contrabass	Contrabass Ensemble		
Pedalbass + Timpani	Pedal Bass + Strings 1		

18.3.4. Sounds (Mapping Lower 2)

Drawbars	Level 1	Drawbars	Level 2
DB Full1	DB 16 8 4 2 1	Organ Universal	Perc. Organ Universal
DB Full 2	DB 16 1-1/3 1	Rock Organ Universal	
DB Blues 1	DB Blues1 Perc	CD JazzOrgan Stereo	
DB Blues 2	DB Blues2 Perc	CD JazzOrgan	
DB 16 8 4 2			

Church	Level 1	Theatre	Level 2
Church Tutti 1	Church Mixed 3	Theatre Organ	Theatre Organ + Vocal
Church Tutti 2	Church Mixed 2	Theatre Strings	Theatre Strings Sust
Church Principal	Church Mixed 1	Theatre Tibia 8	Theatre Kinura
Church Reeds			
Church Tutti + Vocal	Church Mixed + Vocal		Theatre Drums

Piano	Level 1	Piano	Level 2
Grand Piano	Grand Piano Classic	Natural Grand Piano	Concert Hall Grand
Piano Octave	Piano Dreams	Bright Grand Piano 1	Bright Grand Piano 2
Piano + Strings	Piano + Vocals	Soft Grand Piano	Hard Grand Piano
Honky Tonk	Harpsichord	Ol' Upright Piano	Harpsichord + Octave
Honky Tonk Piano	Harpsichord Bright	Piano Phaser	CD-Cembalo
E-Piano	Level 3	E-Piano	Level 4
E-Piano 1	E-Piano R1	Gentle Vintage EP	Soft Vintage EP
E-Piano 2	E-Piano R2	Spectral EP	Ultra Hard Vintage EP
E-Piano Bells	E-Piano R3	Vintage Amped EP	Vintage Road+Wurli
Wurli Soft	Vintage Electric Piano	Amped Wurli	Synth Wurli
E-Piano Nice Tyne	Clavinet 1	Elect Rhodes	Full Wurli
E-Piano	Level 5	Vibraphone	Level 6
Clavinet 1 Stereo	Clavinet 2	Vibraphone 1	Marimba 1
	Stereo Clavinet 2	Warm Vibraphone	Xylophone Wood
	Chorus Clavinet 2	Vibes Tremolo	Xylophone Metal
	Wah Clavinet 2	Rich Stereo Vibes	Octave Xylophone
		Vibraphone 2	Kalimba
Vibes	Level 7	Celesta	Level 8
GG-Marimba	Marimba 2	Celesta	Steel Drums 1
GG-PercEcho	Koto	Bells	Steel Drums 2
Bass Marimba		Tubular Bells	Bright Steeldrums
		Musicbox	Afro-Caribbean
		Tinkle Bell	
Celesta	Level 9	-	Level 10
Tubular Bells	Tubular Bell Hard		
Tubular Bells Chimey	Melody Bells		
Hold Bell Layer	Wheel Adjust Bell		
Tinker Bells	Pretty Bells		
Chime Bells	Soft Chimey Bells		

E-Guitar	Level 1	E-Guitar	Level 2
E-Guitar Stratocaster	Jazz-Guitar	Strat Clean	Strat Chorus
Clean Guitar	Hawaiian-Guitar	Strat Wah	Strat Tremolo
E-Guitar Ricky	Muted Guitar	Strat Harmonics	Strat Muted Velo
Solid Guitar	Clean Guitar	Strat Muted Wah	Strat+Harmonics+Ham-
Strat Hardrock	Distortion Guitar	WahWah Guitar	
E-Guitar	Level 3	Ac-Guitar	Level 4
CD-Jazz Guitar	Comet Guitar	Natural Guitar	Western Guitar
FM Jazz Guitar	Synth Guitar	Nylon Finger Acoustic	Steel Guitar 1
Jazz Git. → Brass		Dulcimer	Banjo
Pedal Steel Guitar		Zither 1	Django Jazz-Guitar
Pedal Steel Slide Guitar		Mandolin	Mandolin Orchestra
Ac-Guitar	Level 5	Ac-Guitar	Level 6
Spanish Guitar	Nylon Pick	Nylon1+Harmonic+Ham.	Nylon2+Harmonics+Ham.
Guitar Nylon Slide	Steel Guitar	St.String + Harmonics	Nylon + Steel Hybrid
Nylon Finger Bright	12 String Folk Guitar	SteelString + AtmoPad	12 String Atmos Pad
Steel String Guitar	12 String Washy	1 Finger Plucker	Shamisen
24 String Guitar	12 String Steel	Sitar	Charang

Strings	Level 1	Strings	Level 2
Strings	Classical Small Strings	Strings Attack	Attack Strings
Strings Mantovani	Marcato Strings	Strings Sustain	Strings Violins
Strings Tremolo 1	Strings Pizzicato	Bell Strings	Strings Violins Att
Strings Vocal	Rondo Orchestra	Strings + Harp	Horns + Strings
Full Orchestra	Bright Orchestra	Brass Orchestra 1	Brass Orchestra 2
Strings	Level 3	Strings	Level 4
Soft Legato Strings	Soft Strings VeloAttack	Violin 1	Pizzicato 1 Ensemble
Bright Legato Strings	Bright Strings VeloAtt	Gypsy Violin	Violin + Strings
Soft+Bright+Lg. Strings	Tremolo Strings 2	Viola	Classical Small Strings
Legato-Tremolo		Cello	Harp
Strings + Horns		Contrabass	Contrabass Ensemble
Strings	Level 5	Strings	Level 6
Violin 2	Pizzicato 1		
Pizzicato 2	Fiddle		
Violin Solo	Legato-Pizz		
CD-Violin			
2 Violins			

Synth	Level 1	Synth	Level 2
Halo Pad	Brass Pad	Thin Air Pad	Sweeping Pad + Bells
Vangelis Pad	Vocalising Pad	Softly Pad	Saw Pad Sweep
Metal Pad	Swoosh Pad	Soft Super Saw Pad	Worlds Apart Pad
Synth Strings 1	Dirty Sweep Pad	Warm Pad	Milky Way Pad
Synth Strings 2	Star Theme	S+H Worlds Pad	Analogy Pad
Synth	Level 3	Synth	Level 4
Mega Pad	Ghost Wave Pad	Soft Groove Pad	Glassy Pad
Pulsing Wave Pad	Long Sweep Pad	Chase 4 Pad	Sizzle 2 Pad
Swoosh Pad	Retro Pad	Rhythmic Pad	Urban Pad
Bright Sweep Pad	Cermonial Pad	Lost Souls Pad	Worried Dave Pad
Power Swell Pad	Stardust Pad	Ghost Ship Pad	Rising Star Pad
Synth	Level 5	Synth	Level 6
Bright Moving Pad	Slave Camp Pad	Fantasia	Brightness
Goblins	Echo Drops	Crystal	Sawtooth
Soundtrack	Arail	CD-Galaxy	Lead Square
Bowed Glass	Ice Rain	CD-Theatre	GG-Fusion
Sweep Pad	Big Pad	CD-Fairlight	GG Air Mallet
Synth	Level 7	Synth	Level 8
Dark Driver Lead	Electro Perc Lead	Shooting Stars	Bright Buzzer Poly
Bass Line Style Lead	Dance Stabs Lead	Gangsta Whine	Dull Square Solo
Rave Synth Lead	Super Synth Lead	Soloing Lead	Super Mini Lead
Digital Theme Park	Band Poly Lead	Alfreds Filter Solo	Theremin
Bigger Than Life	Syncerator	Wannabe TB	808 State Lead
Synth	Level 9	Synth	Level 10
Analogue Heaven	Drum n Bass	Fat Analogue Lead	Poly Slap
5th Pulse Lead	Pulse Lead	Dance Sawteeth	Trancefloor Lead
Dry Fat Pulse Solo	Basic Bend Lead	Analogue Sequence	Modern Lead
Square lead	Screamer Lead 1	Phaser Dance	OscSync Solo
Screamer Lead 2	Pitch EG Lead	Glass Menagerie	Dreamharp

Vocal	Level 1	Vocal	Level 2
Vocal 1	Vocals Aah Woman	Jazz Vocal Dooh	Girl Sustain
Vocals Aah	Vocals Ooh Woman	Jazz Vocal Baah	Synth Voice
Vocals Opera	Vocal Mixed	Jazz Vocal Mixed	Digital Choir
Vocal + Solo	Vocal Mixed + Boys	Jazz Vocal Mixed+Bass	Vocal Bells
Duh Vocal	Vocal Boys	Vocal Jazz Bass	Vocal Girl
Vocal	Level 3	Vocal	Level 4
GG-Synvocal	Spaced Choir		
Dark Vox	Heaven Choir		
Reverse Choir	Art Of Choir		
Attack Choir	Bell Choir		
Soft Sweeper Choir	Space Vocal		

Brass	Level 1	Brass	Level 2
Brass Section	Big Band Brass 1	Synth Brass 1	Soft Synth Brass 1
Ultimate Brass Section	Big Band Brass 2	Synth Brass 2	Soft Synth Brass 2
Brass Shake	Big Band Brass 3	Synth Brass 3	Polysynth
Big Band Brass Soft	Trombone Ensemble	Synth Brass 4	Oberheim
Small Brass	Trumpet Ensemble	CD-Synthbrass	Matrix
Brass	Level 3	Trumpet	Level 4
Trumpet	Trombone	Trumpet Bright	Jazz Trumpet
Trumpets Mariachi	Trombone Warm	Solo Trumpet	Muted Trumpet 2
Trumpet Live	Tuba 1	Trumpet Echo	Trumpet PingPong
Flugelhorn	Horn Solo	Trumpet Filter	Solo Trumpet 2
Trumpet Muted 1	Horn Section	Trumpet Alarm	Soft Solo Trumpet 2
Trumpet	Level 5	Woodwind	Level 6
Small Trumpet	Jazz Trombone	Tenor Sax Forte	Soprano Sax 1
Duck Trumpet	Trombone 2	Tenor Sax Warm	Alto Sax F
Muted Trp → Brass	Soft Trombone 2	Sax Tenor Live	Alto Sax Section
	Small Trombone	Baritone Sax	Sax Section 1
	Tuba 2	Tenor Sax Bostic	Sax Section 2
Woodwind	Level 7	Woodwind	Level 8
Tenor Sax Sweet	Soprano Sax 2	Clarinet 1	Glenn Miller Sound
Rock Sax	Soprano Dream	Clarinet Swing	Sweet Clarinet
Sax Tenor Legato	Tenor Sax 2	Oboe	Oboe+Bassoon+Strings
Alto Sax Medium 1	Alto Sax 2	English Horn	Bassoon 1
Alto Sax Medium 2	Baritone Sax 2	Bagpipes	Bassoon 2
Woodwind	Level 9	Woodwind	Level 10
Jazz Flute 1	PanFlute 1	Flute	Bottle
Jazz Flute 2	PanFlute 2	Flute Tremolo Fade	Calliope
Transverse Flute	Heaven Panflute		Ocarina
Piccolo1	Shakuhachi Solo	Flute Vibrato	Skakuhachi
Whistle	CD-Whistle	Piccolo 2	GG-Panflute

Accordion	Level 1	Accordion	Level 2
Accordion Mixed 1	Diatonic Accordion 1	Accordion 2x8Ch	Diatonic Mixed
Accordion Mixed 2	Diatonic Accordion 2	Tango Accordion 1	Diatonic + Bandoneon
Accordion 16'	Diatonic Accordion 3	Tango Accordion 2	Accordion + Trumpet
Accordion 8'	Diatonic Chorus	CD Accordion	Accordion + Zither
Accordion 3Ch	Diatonic Echo	CD Accordion St.	Accordion + Clarinet
Musette	Level 3	Accordion	Level 4
Musette 1	Mouthorgan		
Musette 2	Mouthorgan Blues		
Accordion-Musette 3	Bandoneon 1		
Accordion-Musette 4	Bandoneon 2		
Recorder	Bandoneon 3		

Specials	Level 1	Specials	Level 2
Applause	Vocals Effects	R2D2	Birds
Large Applause	Large Crowd Laugh	SciFi LFO FX	Bird
Small Applause	Small Crowd Laugh	Dentist's Kick	Gunshot
Seashore	Wind Atmos	Yeah Yeah Frog	Helicopter
Timpani	01 Standard 1 XG	Car	Phone
Specials	Level 3	Specials	Level 4
Chaos	Breath Noise		
Tension	Guitar Fretless		
Cascading			
Glass Menagerie			
CD-Drops			

18.3.5. Sounds for Bass Pedals

Sounds for the optional bass pedals are selected on screen by tapping Pedal.

Pedal	Level 1	Specials	Level 2
Pedal Bass 1	Acoustic Bass 1 P	Pedal Bass + Tuba	Tuba 1
Pedal Bass 2	Acoustic Bass 2 P	Pedal Bass + Sinus	BrassBass
Picked Bass Ped	Finger Bass Pedal	GM039 Synth Bass 1	Synth Brass 1
Contrabass	Contrabass Ensemble		
Pedal Bass + Timpani	Pedal Bass + Strings 2	Church Tutti 1	Church Principal

18.4. List of Factory Accompaniments

18.4.1. Styles/Accompaniments (Mapping)

8 Beat	Level 1	8 Beat	Level 2
8 Beat 1	8 Beat 2		
8 Beat 3	8 Beat Latin		
Beat Easy	Schlager Beat		
16 Beat 1	16 Beat 2		
Beat Oldie	Beat Alps		

Pop/Rock	Level 1	Pop/Rock	Level 2
Disco 1	Disco 2	Organ Euro Pop	
Disco 70s +	Disco Philly		
Rock 1	Rock 2		
Dance	Trance Dance		
Techno			

Ballad	Level 1	Ballad	Level 2
Ballad 1	Ballad 2	Organ Ballad	
Beat Ballad 1	Beat Ballad 2		
Sweet Beat	Piano Ballad		
6-8 Blues	US-Ballad		
6-8 Blues Ballad	Vocal Ballad +		

Slow Rock	Level 1	Slow Rock	Level 2
Slow Rock 1 +	Slow Rock 2 +	Organ Gospel	
Slow Rock 3	Beat Ballad Slow		
6-8 Ballad 1	6-8 Ballad 2		
6-8 Ballad Pop +	12-8 Ballad		
6-8 Traditional			

Country	Level 1	Country	Level 2
Country Hits	Country Pop		
Country Walz	Country Fox		
Bluegrass	Hoedown		
Country Fiddle	Country Shuffle		

Showtime	Level 1	Showtime	Level 2
Showtime	Hollywood	Organ Showtime	
Broadway	Parade		
Foxtrott Sleigh Ride			
US-Praise	US-Harlem		
US-Hip			

World	Level 1	World	Level 2
Hawaiian	Tropical		
Sirtaki	Sun Island		
Espania	Flamenco		
Pasodoble			

Party	Level 1	Party	Level 2
Party Time +	Party Schlager Beat	Organ Party Pop	
Party Saragossa +	Party Polka		
Party Pop	Party Happy Polka		
Party Modern Mix	Petry Party		
Polonaise			

Foxtrott	Level 1	Foxtrott	Level 2
Foxtrott 1	Foxtrott 2 +	Organ Foxtrott	
Foxtrott 3 +	Foxtrott 4 +		
Foxtrott Brush +	Foxtrott Accordion		
Quickstep 1	Quickstep 2 +	Organ Quickstep 1	Organ Quickstep 2

Slow Fox	Level 1	Slow Fox	Level 2
Slow Fox 1	Slow Fox 2		
Slow Fox 3 +			
Slow Fox Brush +	Slow Fox Big Band +		

Swing	Level 1	Swing	Level 2
Swing Easy	Swing Foxtrott	Organ Swing	Organ Combo
Swing Combo	Swing Sinatra	Organ Jazz	
Swing Brush Fast +			
US-Cookin Jazz	Swinging Accordion		
Dixieland 1	Dixieland 2		

Slow Swing	Level 1	Slow Swing	Level 2
Slow Swing	Slow Swing Count Basie	Organ Blues	
Slow Swing Kaempfert			
Blues Shuffle	Blues Slow		
Blues Swing			

Big Band	Level 1	Big Band	Level 2
Big Band Fast	Big Band 1 +		
Big Band Curt P.	Big Band 2		
Big Band Let's Swing	Big Band 3		
Big Band Boogie	Big Band Swing Miller		
Big Band Moonlight			

Jive	Level 1	Jive	Level 2
Jive 1 +	Jive 2		
Jive 3	Jive Conny		

Rock'n Roll	Level 1	Rock'n Roll	Level 2
Rock'n Roll 1	Rock'n Roll 2		
Rock'n Roll 3	Rock'n Roll 4		
US-RockRoll	Blue Metal		
Boogie 1	Boogie 2		
Boogie Big Band 1	Boogie Big Band 2		

Shuffle	Level 1	Shuffle	Level 2
Shuffle 1	Shuffle 2		
Shuffle Rock'n Roll +	Shuffle Slow		
Twist 1 +	Twist 2		

March	Level 1	March	Level 2
March 1 +	March 2	Organ March	
March Beat 1	March Beat 2		
6-8 March +			
Polka Oberkrainer 1 +	Poka Oberkrainer 2		
Polka Dance	Narhalla March		

Waltz	Level 1	Waltz	Level 2
Vieneses Walz 1 +	Vieneses Walz 2	Organ Walz	
Slow Walz 1	Slow Walz 2		
Jazz Walz	Swing Walz		
Walz Traditional 1	Walz Traditional 2		
Pop Walz	Musette Walz		

Samba	Level 1	Samba	Level 2
Samba 1 +	Samba 2	Organ Samba 1	Organ Samba 2
Samba 3 +	Samba 4	Organ Samba 3	
Disco Samba 1	Disco Samba 2		
Mambo +	Salsa		

Rumba	Level 1	Rumba	Level 2
Rumba 1	Rumba 2 +	Organ Rumba	
Rumba Pop			

Cha Cha	Level 1	Cha Cha	Level 2
Cha Cha 1 +	Cha Cha 2	Organ Cha Cha	
Cha Cha 3 +	Cha Cha 4		

Beguine	Level 1	Beguine	Level 2
Beguine 1	Beguine 2	Organ Beguine	
Beguine Stupid			

Latin	Level 1	Latin	Level 2
Bossa Nova 1 +	Bossa Nova 2 +	Organ Bossa 1	Organ Bossa 2
Tango 1 +	Tango 2	Organ Bossa 3	
US-Tango	US-Latin	Organ Tico Tico FL	
Reggae 1	Reggae 2		

Specials	Level 1	Specials	Level 2
Bolero Conquest	Please Release	Metronome 4/4	Metronome 3/4
O Sole Mio	Samba Amor		
March River Kwai	Latin Ipanema		
Hands to Heaven			
			--- No accompaniment ---

18.4.2. MIDI Sequences

MIDI	Level 1	MIDI	Level 2
Amazing Grace	Biscaya	Acky Breaky Heart	Samba Ole
Tico Tico	Anglo Polka	Time Is Tight	Raspberry Ice Cream for Breakfast
Wonderful World	Mooskirchner Polka	Java	Vorbei
Chattanooga Choo Choo	Time To Say Goodbye	Happy Music	Crazy Mozart
Air	Amorada	Axel F.	Amboss Polka

18.4.3. Audio-MP3-Files

AUDIO	Level 1	AUDIO	Level 2
Bells and Choir	Big Band	Trio	Traditional
Church	Classic Piano	Hey Hey Wickie	Greek Nights
Classic	Latin	Dizzy	Big Band
Modern	Organ Solo	Swing Cafe	Take Five
Organ with Drums	Techno		

18.5. List of WersiChord Types

The following WersiChord types are available:

Name:	Polyphony	Description
Normal		The added harmonies are derived from the accompaniment chord recognition system and played by the sound registered on Upper Manual 2
Big Band		Added harmonies – very jazzy with lots of 6th chords
Duet 1		2 voices with underlying 3rds and 6ths
Duet 2		2 voices with underlying 6ths and 5ths
Country		2 voices with underlying 3rds, 4ths and 5ths
Block		Up to 4 part harmony. The lowest voice is always one octave below the melody note
4-Way Close 1		Similar to BLOCK, but 4 voices in close harmony
4-Way Close 2		Also 4 voices in close harmony but jazzy 6ths are also added here
Hymns		
Theatre		
Fanfare		
BB-Reeds		
BB-Brass		
Fingered		The notes/chords played on the lower manual (1) are also played by the sound registered for upper manual 2
Solo Voice		Only the highest note of the chord played on the upper manual is played by the sound registered as solo voice for upper manual 2

18.6. Auto-Accompaniment Harmony Styles

Currently, the following harmony styles are available for playing with auto-accompaniment:

--- (Maj)	major triad
6	added 6th
Maj7	major 7th
Maj7#11	major 7th + raised 11
add9	added 9th
Maj9	major 7th + 9th
6/9	added 6th + 9th
aug	augmented (augmented triad)
m	minor triad
m6	minor + 6th
m7	minor + minor 7th
m7b5	minor 7th + flattened 5th
madd9	minor + 9th
m9	minor + minor 7th + 9th
m11	minor + minor 7th + 11th
mMaj7	minor + major 7th
mMaj9	minor + major 7th + 9th
mMaj7b5	minor with major 7th + flattened 5th
dim	diminished (diminished triad)
dim7	diminished 7th
7	7th chord
7sus4	7th chord with suspended 4th
7b5	7th chord with flattened 5th
9	7th chord + 9th
7(#11)	7th chord + raised 11th
7(13)	7th chord + 13th
7(b9)	7th chord + flattened 9th
7(b13)	7th chord + flattened 13th
7(#9)	7th chord + raised 9th
Maj7aug	augmented triad + major 7th
7aug	augmented triad + minor 7th
1+8	root + octave
1+5	root + 5th
sus4	root triad + suspended 4th + 5th
sus2	root triad + suspended 2nd + 5th
b5	major triad with flattened 5th
Maj7b5	major with major 7th + flattened 5th
1	root (Interval Mode)
1+b2	root + minor 2nd (Interval Mode)
1+2	root + 2nd (Interval Mode)
1+b3	root + minor 3rd (Interval Mode)
1+3	root + major 3rd (Interval Mode)
1+4	root + 4th (Interval Mode)
1+b5	root + flattened 5th (Interval Mode)
1+#5	root + raised 5th (Interval Mode)
1+6	root + 6th (Interval Mode)
1+b7	root + minor 7th (Interval Mode)
1+7	root + major 7th (Interval Mode)
Cancel1	Special Function 1 (YAMAHA)
Cancel2	Special Function 2 (YAMAHA)

18.7. Chord Accompaniment Modes

The following 9 harmony recognition modes are available:

Single Finger Mode	Multi Finger Mode	Special Mode
Easy Chord 1	Advanced Chords	Organist Mode
Easy Chord 2	Bass To Lowest	Piano Mode
Single Finger WERSI	Interval Mode	Pedal Harmony



Next time you save a total preset the harmony recognition mode you have set will be saved with it.

18.7.1. Advanced Chords

This is a very comprehensive mode, in which a large number of chords played in the accompaniment area of the keyboard (lower manual on an organ or left of the split point on a keyboard) can be used in the harmony recognition of your auto-accompaniment.



In this mode you need to play at least 3 notes in the chord, but some chord inversions are recognised, so it is not always necessary to completely change what you are playing.

18.7.2. Interval Mode

This mode is fundamentally the same as the Advanced Chord Mode.



But if you play less than 3 notes in the accompaniment area, only these notes will be used in the auto-accompaniment.

The Interval Mode is therefore particularly well suited to auto-accompaniment playing when you use lots of complicated changes and variations.



Fingering	Harmony		Description
C – G	C1+5	C in root	C (neither minor nor major as no 3rd)
C	C1	----	The accompaniment plays only the note C
C – c	C1+8	----	The accompaniment plays only the notes C+c
C – Eb	C1+b3	c minor	c minor without the 5th (5 = G)
G – C	G1+4	Gsus4	Gsus4 without the 5th (5 = D)

There are many variations available to you in this mode. The notes you play are displayed and used accordingly in the accompaniment pattern.

18.7.6. Bass To Lowest

[*Bass To Lowest* = Bass to the lowest position]

The same fingering applies as with Advanced Chord Mode, though in this mode the lowest note of the chord is taken as the bass note. This enables you to put intended bass runs into your accompaniment through your choice of chord inversions.

Building Chord Inversions:

- Play the lowest note of the chord one octave (8 notes) higher
- Repeat this procedure until the chord position is in a sensible part of the keyboard, usually F - f#; f# is usually the split point between the melody and accompaniment sections of a keyboard with a split point.
- □□□□□□□□□□□□□□□□ by moving the hand □□□□□□□□ highest note is likewise played one octave lower.

Example:	Inversions Up	Inversions Down
C major – root position	= C - E - G	C - E - G
C major – 1st inversion	= E - G - C	G - C - E
C major – 2nd inversion	= G - C - E	E - G - C

Music Tip:

To ensure that your music is easy to control, it is recommended that you choose a suitable Style, which for the most part plays the same bass, rather than a bass with a changing pattern.

Example:

The fist two bars of "A Whiter Shade of Pale" (Procul Harem):

Bar	Chord Position	Harmony Display
Bar 1 – beat 1:	C - E - G	(C (maj) + pedal note C) C
Bar 1 – beat 3:	B - C - E - G	(C7 + pedal note B) Cmaj7/B
Bar 2 – beat 1:	A - C - E	(Am + pedal note A) Am
Bar 2 – beat 3:	G - A - C - E	(Am7 + pedal note G) Am7/G

N.B. The chord indicated in the display shows for example: C/G = C major chord on a G bass (C on G).

18.7.7. Organist Mode

- In this mode, the bass track (AccBass) is removed from the accompaniment. **This means that you play the bass notes yourself on the bass pedals.**
- The remaining accompaniment tracks (Acc1 – Acc5) are played in part in the octave position and chord inversion you play.
- You hear therefore exactly what you play in the accompaniment section. The harmony indication in the display ("On Bass") is just for general information.
- The accompaniment tracks (Acc1 – Acc5) only play for as long as a chord is played **and held** in the accompaniment section.

Drums 1 & 2 still continue to play.

18.7.8. Piano Mode

This mode is particularly intended for piano-style playing with both hands covering the full length of the keyboard and is based largely on the **Interval Mode**.

Tip:

- Piano mode is only for playing without a keyboard split
- Chord recognition requires at least 3 keys to be played
- The chords can be played with either left or right hand
- The lowest note is always interpreted as the bass note (as with **Bass to Lowest**)

In this mode, all notes and chords played across the entire keyboard are recognised and used by the accompaniment harmony recognition system, although intelligent programming ensures that 1 – 2 voice melody runs either in the solo or bass playing areas are not used by the harmony recognition system.

The basic logic of harmony recognition in this mode can be illustrated as follows:


- A chord played with 3 or more notes always has precedence
- Notes played in the right hand (melody notes) higher than an augmented 11th in the scale (#11 = augmented 11th) are not used in the harmony recognition
- 1 + 5 chords (open 5th) are made possible by doubling the root
e.g. C + g + c → C1 + 5
- Plus many other variations

18.7.9. Pedal Harmony

This is a very simple use of the automatic accompaniment via a bass pedal board (optional), but one that allows for only 3 harmony variations.

This mode requires only the root played on the pedal board and the use of one of the two foot switches on the swell (volume) pedal.

Major chord	= root in pedal e.g.: C	= C (maj)
7 th chord	= root in pedal + left foot switch e.g. G + left foot switch	= G7
Minor chord	= root in pedal + right foot switch e.g. F + right foot switch	= Fm

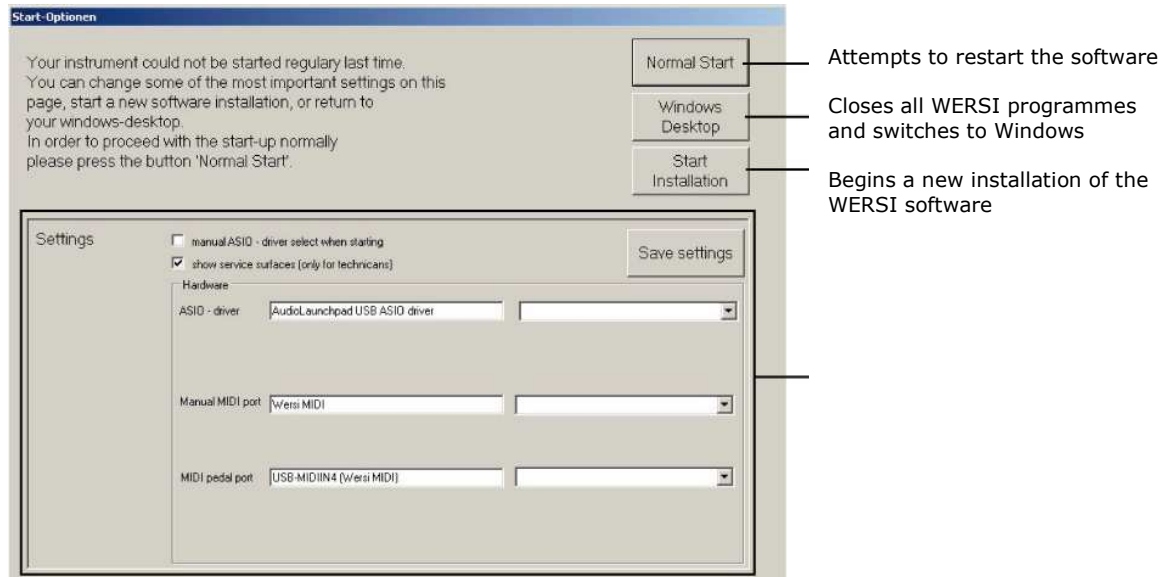
 **Tip:**
You do **not** need to go into Settings to reset the assignments to the **LEFT** and **RIGHT** footswitches. The footswitch settings will still be displayed, but will remain deactivated until the *Pedal Harmony* accompaniment mode setting is changed.

Error Messages

19. Error Messages

19.1. Failure in the Start-up Procedure

The following window appears if an error occurs in the instrument's start-up procedure:



Normal Start: If this display appears after you switch on, always make a further attempt to start the WERSI Software in the normal way.

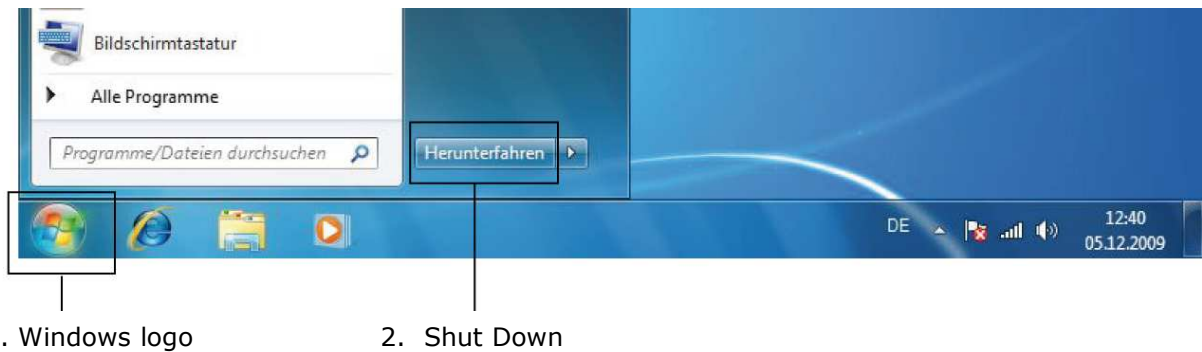
Windows Desktop: After consulting a WERSI engineer, you can completely shut down the WERSI software with this display and switch to Windows.

Start Installation: If the software refuses to load, you will have to re-install the WERSI software. Push the current WERSI installations DVD into the drive and press the "Start Installation" button. Follow the instructions on the screen. Your own data will remain intact.

Settings: **Please do not make any changes in 'Settings', until you have spoken to a WERSI engineer.**

19.2. Shutting Down with Windows

Once you are in WINDOWS and the WERSI software is closed, you can switch the instrument off in Windows. Press the Windows logo in the bottom left corner of the screen and then on "Shut Down".



20. Performance Features – Technical Data

Sound source:	Live Sound Sampling
Keyboard:	1 x 76 Keys (E0-G6)
Touch sensitivity	Upper manual
Screen	10" TFT Colour display with Easy-Touch-Function
Sounds/Styles/MIDI/Audio	As described in data banks
Drawbars	<ul style="list-style-type: none"> • 9 footages for upper manual: 16' – 5 1/3' – 8' – 4' – 2 2/3' – 2' – 1 1/3' – 1 3/5' – 1' • 7 footages for lower manual: 8' – 4' – 2 2/3' – 2' – 1 1/3' – 1 3/5' – 1' • All drawbars freely adjustable and changes made whilst playing immediately audible
Drawbar Settings	4 Types / Rotor Simulation / Scanner Vibrato / Percussion 2nd and 3rd / Key Click
Playing Areas	<ul style="list-style-type: none"> • upper manual: 2 layers • lower manual: 2 layers, splits into 2 playing areas • Pedal: 1 layer • All manual playing areas on or off as required
Drum sets	20 Live Drumsets in GM/XG configuration, drum sounds in stereo
One Touch Play	4 Sound Presets per Style
Polyphony (max.)	max. 1024
AOC (WersiChord)	15 Styles
Controls	Dynamic/Octave Position/Reverb/Chorus/ Echo/Panorama/ Detune
Effects	8 Effects: Reverb OFF/ Normal/Long/Short/Mellow/Bright/Church1/Church2
Equalizer (Total sound)	5 Effects:
Master EQ	Normal / Bright 1 / Bright 2 / Dark 1 / Dark 2
Disc Player	Playback of normal AUDIO CDs
Audio Recorder	Recording in MP3 Format
Computer	<ul style="list-style-type: none"> • WINDOWS® 7 • Processor: high performance Dual-Core Prozessor • Hard drive: SSD min. 32 Gigabytes • RAM: 2 GB RAM • DVD/CD Rewriter (Burner) combo drive
Connections	<ul style="list-style-type: none"> • Graphic card (for screen) • Network and all PC connections for mouse, keyboard, printer and others • 4 x USB TO DEVICE connections at the back • 1 x MIDI IN / THROU / OUT (at the back) • AUDIO OUT Stereo left + Stereo right (at the back) • 2 x USB TO DEVICE connections (at the front) • 1 headphones (at the front)
Languages	German/English
Wattage	130 W approx. (Standby: 36 W approx.)
Measurements	Width: 122 cm / Depth: 22 cm / Height: 14,5 cm incl. Rubber bumpers
Weight	18 kg approx.

For Your Own Notes

List of Manual Versions/Updates

Date:	Software Version:	Edition:	New Pages:	Comments
1. März 2011	V1.1 R01	1st Edition	All pages new	1st delivery



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