WERSI

SONIC

OAX1 - OAX500 - OAX600 - OAX700 OAX800 - PERGAMON OAX1000

OAX
OpenArt-Xtended

programming instructions

imprint

Programming Guide

WERSI organ SONIC OAX1, OAX500, OAX600, OAX700, OAX800, PERGAMON OAX1000

Software version for publication:
V2.60

Date: 19 November 2019

Table of Contents

1 input mixer

Your instrument has extensive possibilities in the input and output mixer. There you can change the volume or change the sound using the different equalizer.

The input mixing console is divided into the main areas organ and inputs.

1.1 Setting options in the area Organ

range organ

The area organ is again in manuals and Accompaniment (accompaniment).

Manuals treats all signals generated from the keyboard.

And Accompaniment all signals the MIDI sequences generated by Styles and.

The focus is in the area of organ for each input a 5Band equalizer available.
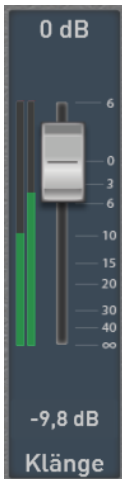
Using the slider you can adjust the volume level of the channel.

The stereo Input monitor shows you getting the actual volume. Here, a full eruption is always 0 dB. And louder than 0 dB is not in digital technology!

The peak display gives you more information about the highest ever volume. You can reset by simply pressing once on the corresponding display area, the peak display at any time.

in addition to the volume functions SOLO, MUTE and EDIT are available for each channel.
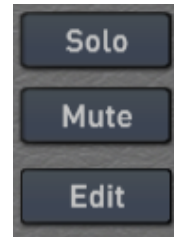
 SOLO causes all other channels are muted. Only one CHANNEL on SOLO be switched. SOLO is not saved with in a preset.

 With MUTE You can mute one or more channels. The setting is with in a preset stored.

 About EDIT You can inputs organ each call a 5-band equalizer for the six.

Once you press the Display button EDIT under the desired input, you can adjust the sound on the right side for the corresponding input.

The 5-band equalizer has the areas bass, midrange 1 2 and 3 and a height channel. The areas can be + change 12 dB - /.

1.2 Setting options for the range inputs

Once you have selected the area INPUTS, you will see the following inputs:

Line -> Stereo input on the back
Wave -> Software audio input for Waves and MP3 files.
Micro -> Microphone port on the back

For these three inputs, there is in addition to the equalizer is a page where you can adjust insert and send effects.

Swiping or pressing the two small squares, you can switch between the two regions Equalizer and effects.

As has in modern digital mixing consoles, the microphone input an insert effect and two separate send effects.

For the line-in and the wave input, there is one send and an insert effect.

A total of 52 different types of effects of reverberation and echo effects are to filters, phasers or distortion devices or a multi-band compressor available.

In Chapter 1.3 "statements to insert and send effects" explains the differences and the waveform.

All settings are stored in the preset for the input mixer.

1.2.1 Information for the microphone and line input

These connectors can be found behind a flap on the back of the instrument.

For more information, see the OAX manual.

Special features microphone input:
Microphones must be adapted to the microphone preamplifier. For this you can set the pre-amplification from 0 to 60 dB. The value is not stored directly in the console preset, but in the factory settings.

The volume of the microphone can the keyboard OAX1 a drawbar and set in the organs via a rotary potentiometer. Nor does the optical controller is coupled to the display.

Tip: The presets for the input mixer you should always store closed microphone input.

1.2.2 Adjusting the microphone effects

The Pan slider controls whether the microphone is played more left or right in the stereo field.

The slider Effect 1 and Effect 2 regulate how much the two send effects are addressed.

Right next to the sliders you can see what effects effects Mail are set in the fields and insert. Each effect can be switched to the adjacent switch on or off.

Talk button

The microphone input also has the TALK feature that allows you to turn off all effects with a push of a button. The setting is also stored in the Mixer preset.

1.2.3 Setting effects for microphone, line in and Wave

To set the effects, select **edit effects** and it opens the following screen:
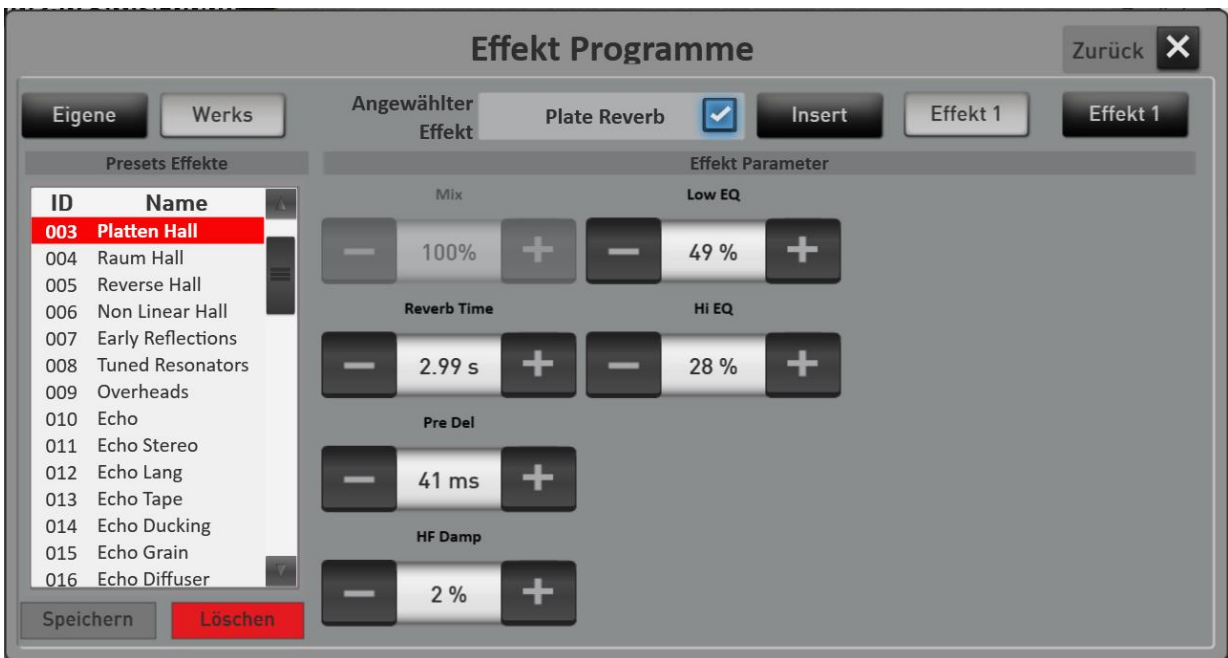
About the display switch insert effect 1 and effect 2 to toggle areas effect between the three. The inputs Line and Wave have only one insert and one effect at a time.

The display panel **effect Type** see which effect is currently loaded for the selected area.

Depending on which area is selected and which effect is loaded there, you see the settings for the effect type. What effects with which Einstellmöglickeiten available available, see chapter 10.7 "effects for the inputs".

For each effect type a factory preset at least stored. Of course you can also create your own effects programs and Save OWN.

1.3 Statements to insert and send effects

Insert effect:

The whole signal passes through the insert effect, and from there directly to the outputs. The effect is thus inserted into the signal path. That is why it is called an insert effect.

Insert effects are usually filter, compressor, limiter or chorus.

Send Effect:

Part of the signal is sent to a send effect. What determines the slider EFFECT. The original signal therefore remains intact and the outputs of the Send effects are mixed for output added. The outputs of the effects include only the amount of effect and not the original signal.

Send effects are usually reverb and echo programs.

1.3.1 Waveform microphone
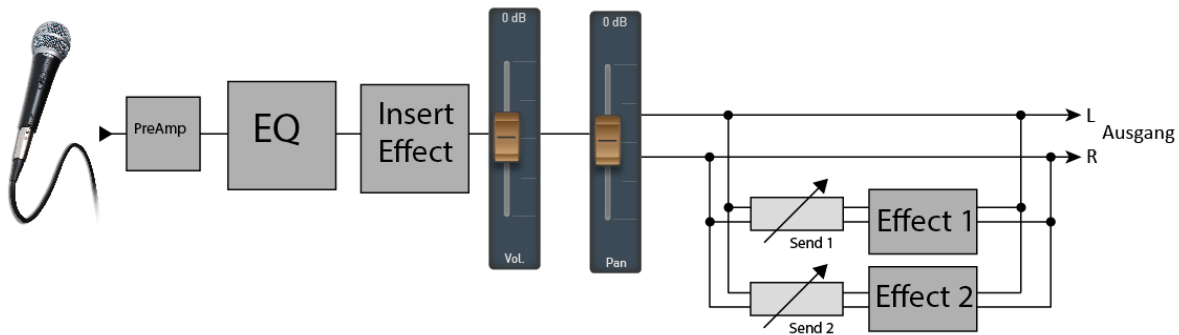
The microphone, the overall volume is set with the preamplifier. In OAX mixer that is the setting MicroPreGain.

After that, the equalizer and then insert effect comes.

Thereafter, the sliders Effect 1 and Effect 2, the volume of the send effects is regulated. for example, is the amount of reverb and echo to hear so.

1.3.2 Waveform Line In and Wave
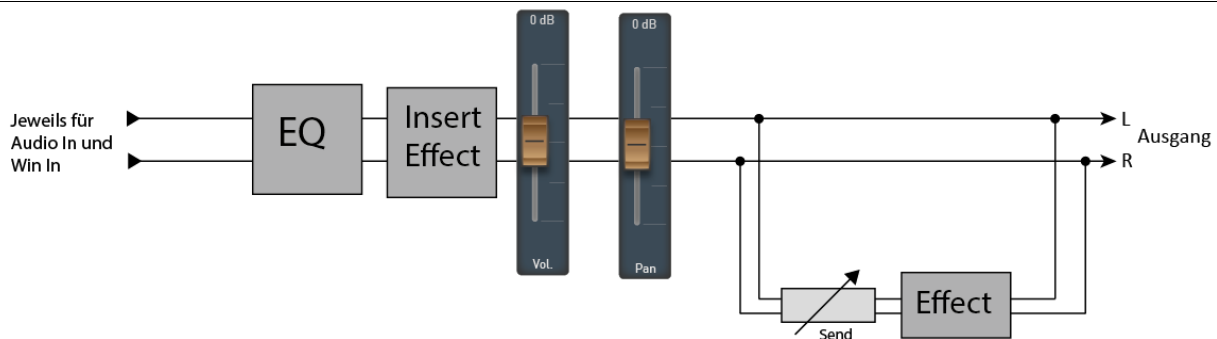
1.4 load preset for the input mixer

we deal now with the range "preset for input mixer". Here prefabricated or custom presets can be called and user presets are stored.

1. To load an "input mixer preset", simply press on the area in which the name of the
   current preset is displayed. In this case, "F01 Standard Mixer - 0dB (STD)". It opens the window "Input Mixer preset Invite" and the current preset is selected.

Second Using the "factory presets" and "My Presets" to switch the list between the
   Factory presets and your own presets to.

Third Now select the desired preset and press **INVITE.**

1.5 Preset save for the input mixer

After you have set the input mixer, you can save your settings in your own presets.

1. Press the area "SAVE".

Second Select a location in the list.

Third Would you give the preset a new name, press the display area of the preset
Called.

4th It opens the screen keyboard on which you can change the name. In this example, "My
Eingangspreset 1 ".

5th Save the preset with SAVE.

1.6 set a preset as the default or global

set a preset as "standard preset"

Preset für Eingangsmischpult

F01 Standard Mixer - 0 dB (STD)   Speichern

Als Global festlegen Aus   Als Standard festlegen   Auf Standard zurücksetzen

You can set a preset as your default preset. Whenever you no special input mixer preset in a total preset with save, the total preset automatically dials your default preset.

    1. First, select the input preset that you want to set as the default.
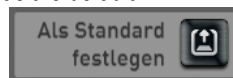
Second then press the Display button once   Als Standard festlegen   , The current Eingangsmischpult-
    Preset is in the next selecting with the addition (STD).
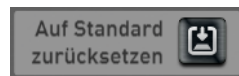
With the display key   Auf Standard zurücksetzen   You can always activate the default preset.

Set a preset from "Global Preset"

Preset für Eingangsmischpult

F01 Standard Mixer - 0 dB (STD)   Speichern

Als Global festlegen Aus   Als Standard festlegen   Auf Standard zurücksetzen

The "Set as Global" you probably already noticed in other areas. Is a preset GLOBAL as in this selection will remain in **all** Total presets received, even if you have different presets in total mixer presets stored.

This setting is retained even after switching off and on, off again until this setting manually.

1.7 rename or delete your own preset for the input mixer

Do you have other mixer presets saved, you can rename or delete them. Proceed as follows:

1. Press the area in which the name of the current preset is displayed. This opens the
   "Input mixer presets invite" and the current preset is selected.
Second Go to the "My Presets".
Third Select the preset that you want to delete or change in name.
4th Rename or delete?
   a. Press Rename and it opens the onscreen keyboard on the
      can make changes and press on the onscreen keyboard by pressing ENTER.
   b. To delete, press DELETE and confirm the security prompt.

2 output mixer

In the main mixing console, the respective channels law for both outputs and the headphone jack and links separately in the volume set. Stands for each output a dedicated 5-band equalizer available.

2.1 The settings in the main mixer

Using the slider you can adjust the volume level of the desired channel.

The button LINK you can use the two sliders connecting an output. Then you can adjust left and right together with a controller.

The Input monitor shows you getting the actual volume. Here, a full eruption is always 0 dB. And louder than 0 dB is not in digital technology!

The peak display gives you more information about the highest ever volume. You can reset by simply pressing once on the corresponding display area, the peak display at any time.

Solo / **Mute** in addition to the volume functions SOLO and MUTE are available for each channel.

Solo SOLO causes all other channels are muted. Only one CHANNEL on SOLO be switched. SOLO is not saved with in a preset.

Mute With MUTE You can mute one or more channels. The setting is with in Preset stored.

EQ For each output, a separate 5-band equalizer is available. This can the display surfaces EQ be selected for each output and set separately. With BYPASS You can turn off the equalizer.

2.2 Save Preset for the output mixer

After you have set the input mixer, you can save your settings in your own presets.

1. Press the area "SAVE".

Second Select a location in the list.

Third Would you give the preset a new name, press the display area of the preset

Called.

4th It opens the screen keyboard on which you can change the name. In this example, "My

Ausgangspreset 2 ".
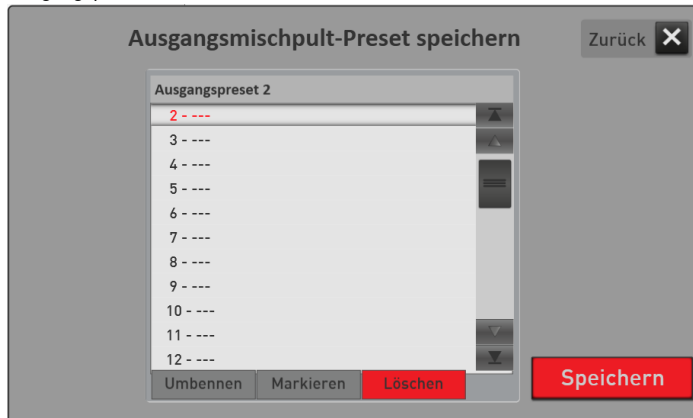
5th Save the preset with SAVE.

2.3 load preset for the output mixer

Here, pre-fabricated in the factory or even stored presets are loaded.

1. To load a preset, simply press the area in which the name of the current preset
   is shown. It opens the window "footswitch preset load" and the current loaded preset is selected.

Second Using the "factory presets" and "My Presets" to switch the list between the
   Factory presets and your own presets to.
Third Now select the desired preset and press **INVITE.**
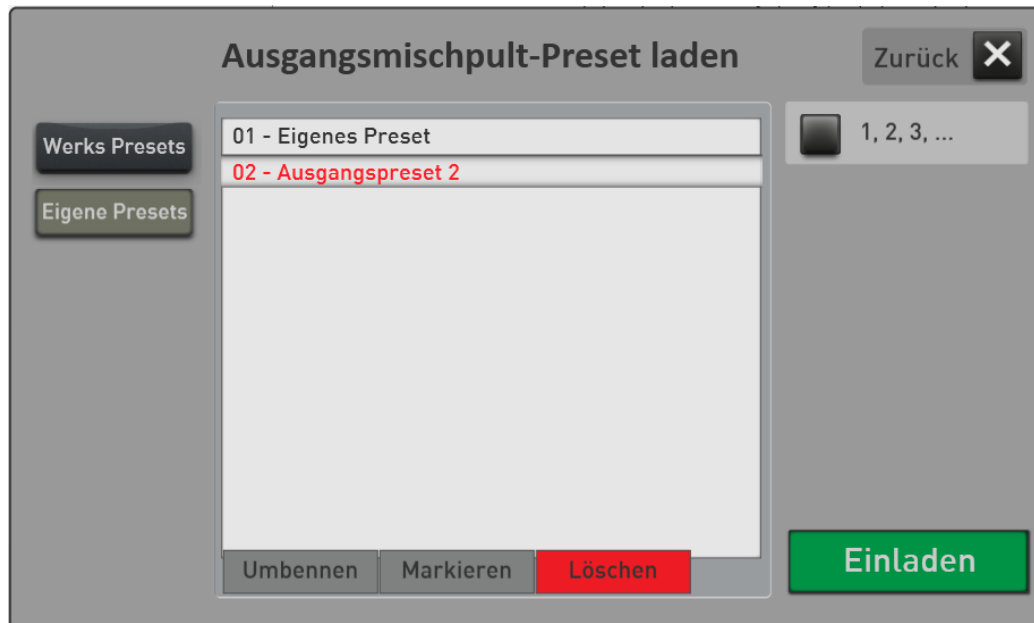
2.4 set a preset as the default or global

set a preset as "standard preset"

You can set a preset as your default preset. Whenever you no special MischpultPreset in a total preset with save, the total preset automatically dials your default preset.

Third First select the output preset that you want to set as the default.
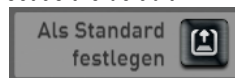
4th then press the Display button once ⬛ , The current Ausgangsmischpult-
   Preset is in the next selecting with the addition (STD).
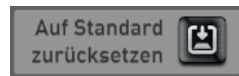
With the display key ⬛ You can always activate the default preset.

Set a preset from "Global Preset"

The "Set as Global" you probably already noticed in other areas. Is a preset GLOBAL as in this selection will remain in **all** Total presets received, even if you have different presets in total mixer presets stored.

This setting is retained even after switching off and on, off again until this setting manually.

2.5 rename or delete your own preset for the output mixer

Do you have other mixer presets saved, you can rename or delete them. Proceed as follows:

1. Press the area in which the name of the current preset is displayed. This opens the
   Window "output mixer presets invite" and the current preset is selected.
Second Go to the "My Presets".
Third Select the preset that you want to delete or change in name.
4th Rename or delete?
   a. Press Rename and it opens the onscreen keyboard on the
      can make changes and press on the onscreen keyboard by pressing ENTER.
   b. To delete, press DELETE and confirm the security prompt.

3 sequencer

3.1 edit MIDI sequences
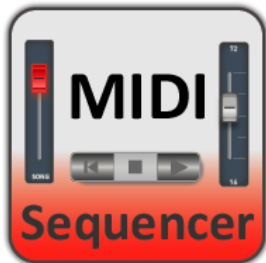
To access the settings page, you have two options. You can select a MIDI sequence and press in the main display on the field **SETTINGS** and then **MIDI Seq EDITING.**

Furthermore, you can use the MIDI sequence editing under **MIXER** and there with **SEQ EDIT** call.

In the MIDI sequence you can then change the tone and its effect shares and re-save the sequence at the end.
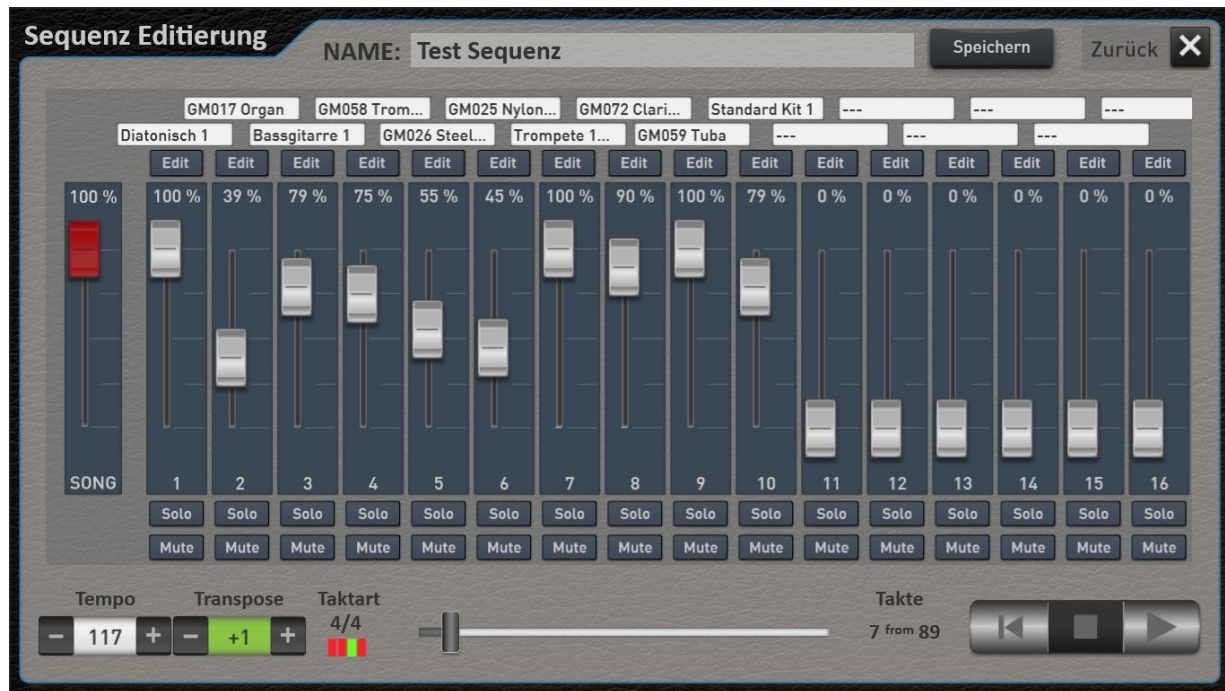
About moving the progress bar you can move to any timing within the sequence.
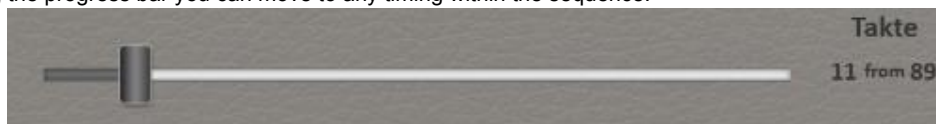
The sequence can be started and stopped via the control panel start / stop button and also via the display. With the left control button, the sequence goes back to the beginning

Important: The MIDI values such as volume, tone and effect level are always up to date indicated for the current sequence. For example, if the volume from bar 20 on a quiet lane, then that is also displayed on the display and only the current MIDI value can then be changed!

Quickly change a tone color

Press Tones indicator above the corresponding track and it opens the already known to you tone list. Pick out a new sound and press **INVITE.**

Change volume and effect units

About the Display button **EDIT** You can open the corresponding EDIT window for each track. There you can change the volume (same value as on the main page), the panorama their available effects and the octave position of the track. Furthermore, you can again change the tone.
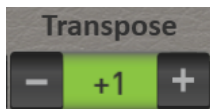
 Transpose all tracks are transposed simultaneously. Schlagzeugspueren are thereof excluded.

edit drum track

For MIDI Files Sounds drum can in the drum track 10 for a single can be made louder or softer, and are exchanged for other drum sounds. For example, each drum set three bass drums or four snares. Is in a style snare one used, you can replace it with one of the other three snares them now. So you have an easy way to adjust the drum track your wishes.

Note: Also at Styles, this method can be used on drum tracks to two.

Go inside a MIDI sequence on the track 10. There you can see the bottom right the display key **Adjust drums.**

After the Display button **adjust Drums** pressed, a screen on which the changes can be made open.
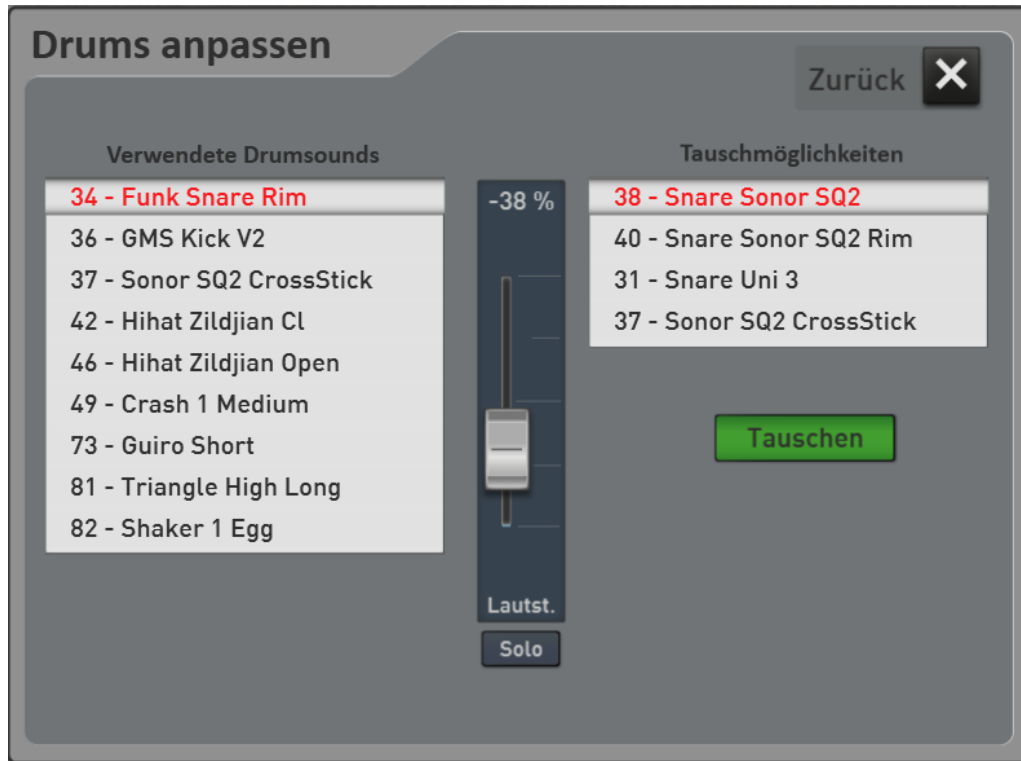
In this example sequence of nine percussion timbres are used. This you can see on the left side. Before each drum sound you will see the corresponding MIDI note number.

After you have selected a drum sound in the left list, which is displayed in the center, whether that sound was adjusted in volume. **The range can be between 50% - 0% and + set 50%. The function solo you can use the selected drum sound filter out** alone listen.

The minus a percentage of the sound is quieter and the positive percentage of the sound is louder. These settings are saved with the sequence and can always be adjusted back again.

Caution 1: With this adjustment, the rehearsed velocities (dynamics) are changed. Midi Velocity operates with values between 1 and 127. For example, if the snare already recorded with a velocity 110, the snare with the values of + 1% to + 50% only 111-127 louder. 127 is the maximum achievable volume and in our example, the snare would be only slightly louder.

Caution 2: Many of the drum sounds change the sound with the velocity (dynamics) value. This means that at low velocities another sample will be played as such at a higher velocity value. It varies not only the volume, but also in many percussion timbres of sound.

On the right side you can see if there is a replacement option for the left selected drum sound. When selected in the example snare on the MIDI note 34 named **Funk Snare Rim,** there are four exchange options **Snare Sonor SQ2 Snare Sonor SQ2 Rim, snare Uni 3** and **Sonor SQ2 cross stick.**

Exchange opportunities exist in the fields of kick, snare, ride cymbal, crash cymbal, conga Bongo, shakers and percussion.

Was an instrument traded, the display key appears Undone, with which the exchange can be made irreversible.

Here is another example in which the tambourine against Cabasa, the maracas, shaker or Sleighbells can be replaced.
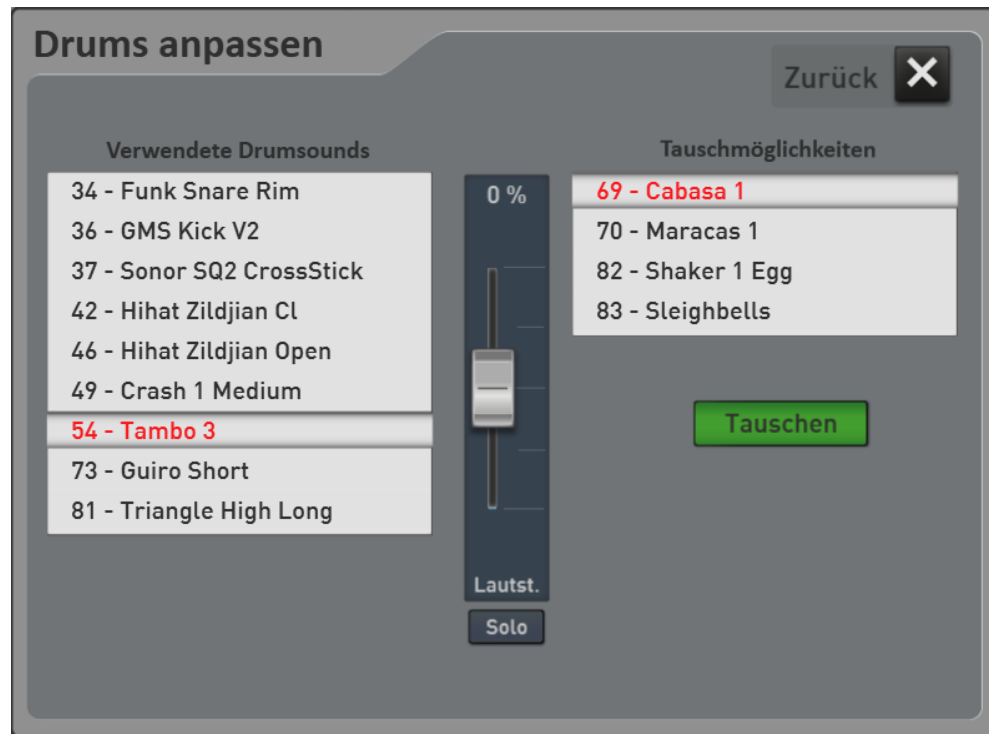
Save sequence

About the Display button SAVE You can save the file as usual.

3.2 Style sequences

With a style sequence, you can create a virtual sequence that controls the machine and accompanying dialing Total presets.

So you can concentrate on playing and everything else is automatically set.
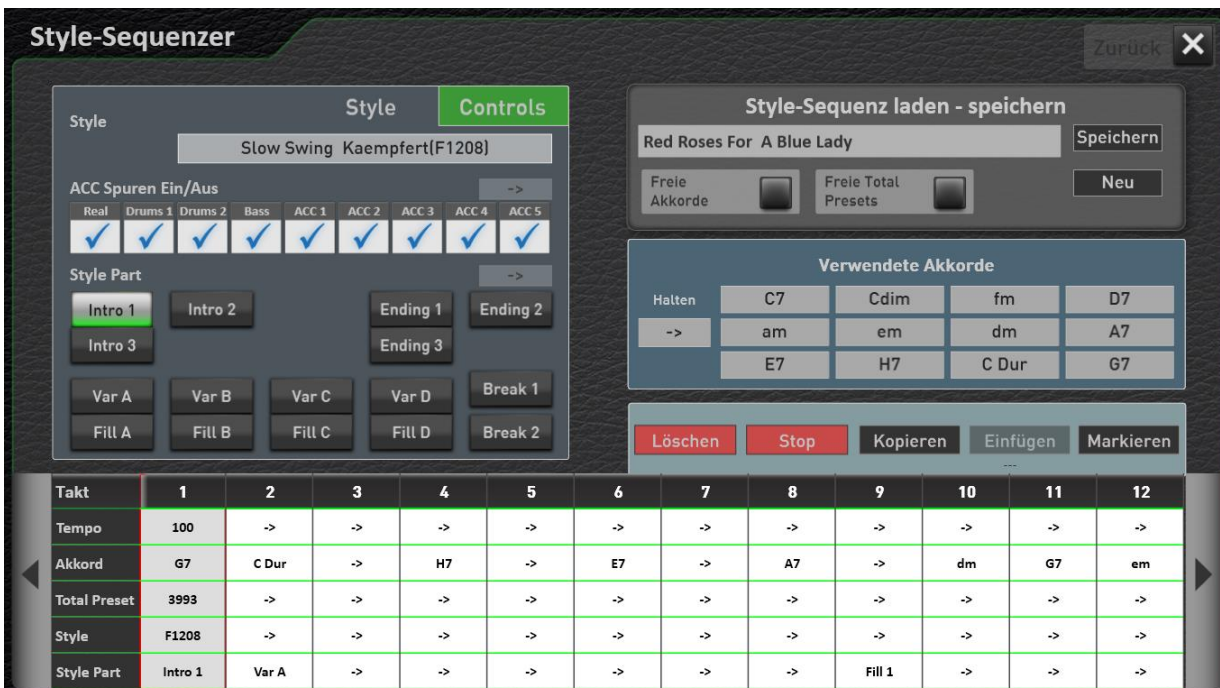
Creating a style sequence, you can start with a musical score or from memory. Something importing you need anything for this operation. The sequence is easily entered via the display.

3.2.1   Previously saved examples

In the work area you find some examples. These are based on the stored in the plant area notes, so you can try out the examples directly.

The following titles are available:

Surname	Total factory preset	Tape sequence
Verde	181	7502
You're My Heart Your My Soul	182	7503
I am in love with love	183	7504
Red Roses for a Blue Lady	184	7505
Red lips should be kissed	185	7506
Dance with me in the morning	186	7507

3.2.2   Load style sequence or save

3.2.2.1 Load style sequence

To load an existing Style "sequence", simply press on the area in which the name is displayed the current style sequence. It opens the window "Invite style sequence".
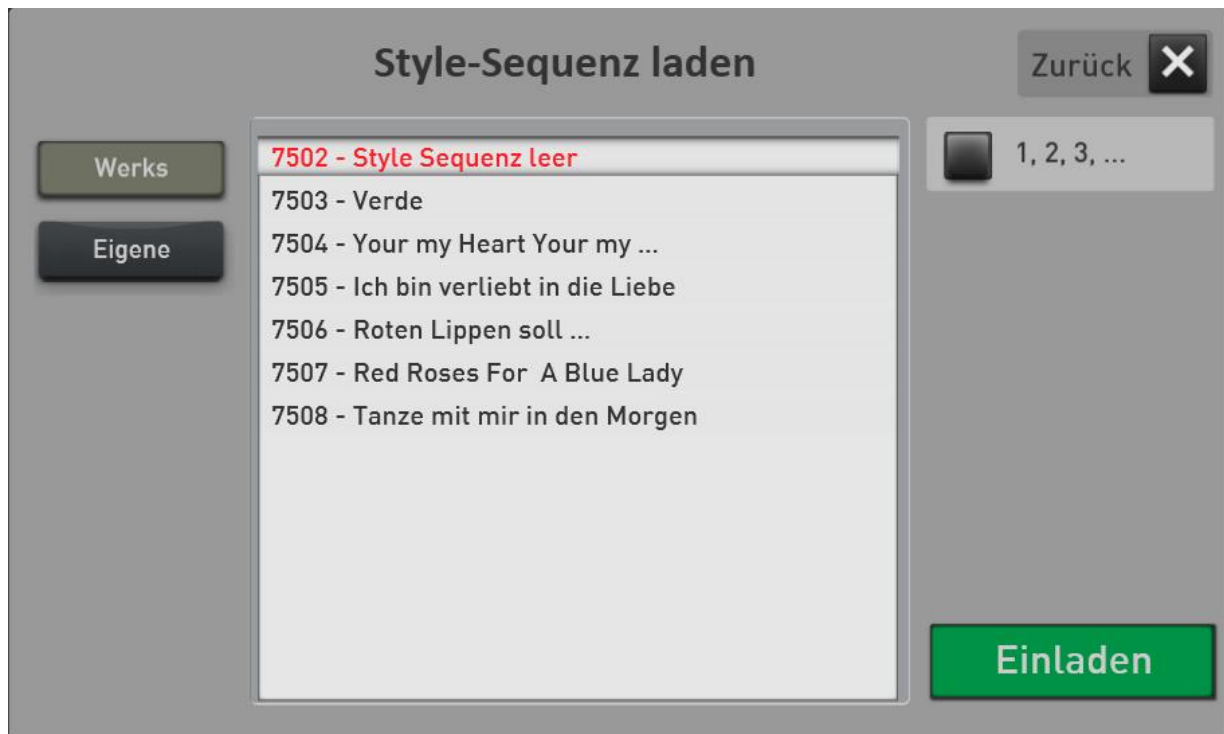
Now select the desired style sequence and confirm with **INVITE.**

3.2.2.2 Add Style sequence

With the Display button "Save", the appropriate display opens. Select before saving a new location or overwrite the existing sequence. Confirm "Save" with the display surface.

3.2.2.3 Creating a new style sequence

By pressing the "New" an empty default sequence is loaded. From this template, you should go out when you want to save a new piece of music as a style sequence.

3.2.3   Playback parameters for style sequences

In the area of loading and saving two playback parameters can be changed.

Free chords: If the setting is enabled, the already stored in the style sequence chords are not sent to the accompaniment and you have the chords again engage themselves.

Free total presets: If the setting is enabled, the already stored in the style-sequence change of Total presets are not evaluated.

3.2.4   Create Style-sequence

Before you create a song as a style sequence, you should be informed about the process. What harmonies are used. On the style you want to use and what total presets.

Start the programming process by using the display key **NEW** Create an empty style sequence.

3.2.4.1 The clock bar

At the bottom of the display you will see the progress of measures. This area can be moved from the touch panel or with the two arrows on the right and left sides.

In our style sequence **NEW** is only once all empty. Just in time 1 some default settings have been made.

Takt	1	2	3	4	5	6	7	8	9	10	11	12
Tempo	130	->	->	->	->	->	->	->	->	->	->	->
Akkord	C Dur	->	->	->	->	->	->	->	->	->	->	->
Total Preset	183	->	->	->	->	->	->	->	->	->	->	->
Style	F4	->	->	->	->	->	->	->	->	->	->	->
Style Part	Var A	->	->	->	->	->	->	->	->	->	->	->

Let's look more closely at all:
Per clock shows the areas tempo, chord, Total presets, Style and Style Parts (variations, fills, etc.).

In this bar, no changes can be made directly. It can highlight a clock each. The settings for the clock mark are then in
the fields **Style** and **Controls**
transferred and can be changed there.

Important 1: The arrow "->" indicates that changes there in the corresponding clock just nothing. If you enter eg later chords, style or part-exchange, the arrow with the corresponding value is replaced.

Important 2: The preset in the first measure is not entered in the style sequence. Rather, it is always to your start-Total Preset.

3.2.4.2 The display style

Under Style You can set three functions:

Style: On the gray area with the style name, you can select a different style from the style list.

ACC tracks on / off: You can ACC traces on or off per cycle.

Style Part: Here you can choose which style to play part of the previously selected clock. So maybe seven bars 8 Beat 1 and the eighth clock would then set the break.

Important: In the display shown above, all values are gray something. Only the arrows -> are properly visible. The currently selected in the clock bar clock, there is no style changes, it will turn the ACC tracks or off and it will also be selected no new Style Part.

Example: We want to install a style change for the current cycle, the three tracks ACC3, off 4 and 5 and switch to the variation A.

After the sample has been entered, the display looks like this. In the clock bar of the corresponding clock was filled with the appropriate data.
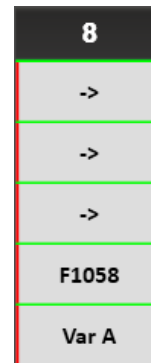
Removing an entry made

Now the arrows come into play. If you wish to remove, for example, the change of variation, simply press the arrow -> in the field Style Part The complete field Style Part will gray and the Varaitionswechsel was removed.. Just as you can with the ACC tracks and make the style changes.

3.2.4.3 The display Controls

Under Controls You can set three additional values for the currently selected clock:

Total presets: Here a total preset can change be entered per measure. The clock quarter in which the total preset change is to be triggered, you can freely determine.

Chord changes: Here a new chord can be entered per measure quarter. As explained in chapter 3.2.4.4 "entering".

Tempo changes: You can enter ritardando or accelerando.

Important: In the display shown above, all values are gray something. Only the arrows -> are properly visible. The currently selected in the clock bar clock, there is no change in the total presets, there are no new chords for the automatic accompaniment and there is no change of pace.

Example: We want to install a total preset change for the current cycle and enter two chord changes. The pace remains unaffected.
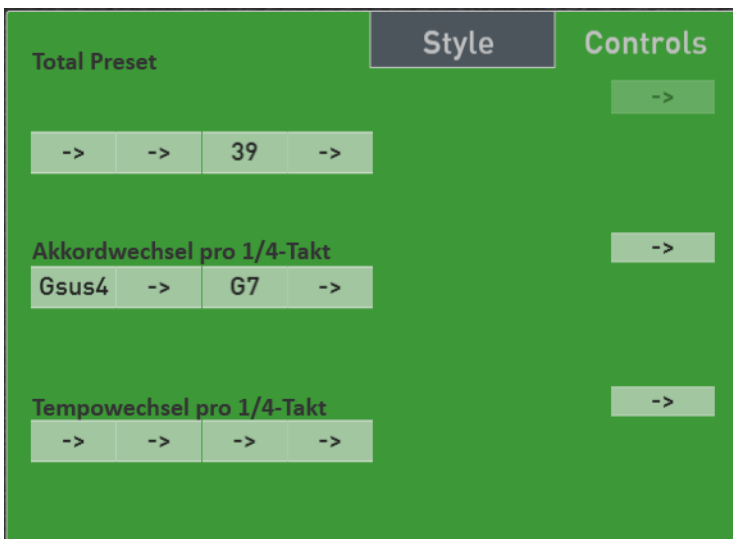
After the sample has been entered, the display looks like this. In the clock bar of the corresponding clock was filled with the appropriate data.
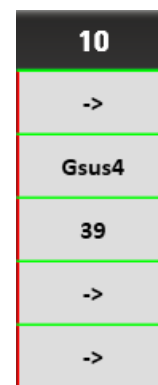
Removing an entry made

the arrows are now coming back into play. If you wish to remove, for example, changing the total presets, simply press the arrow -> in the field Total Preset. The complete field Total preset is gray again, and the preset change is cleared.

3.2.4.4 Entering the chords

Once you press a district in the area of chord changes in the green field Controls, chord selection appears.
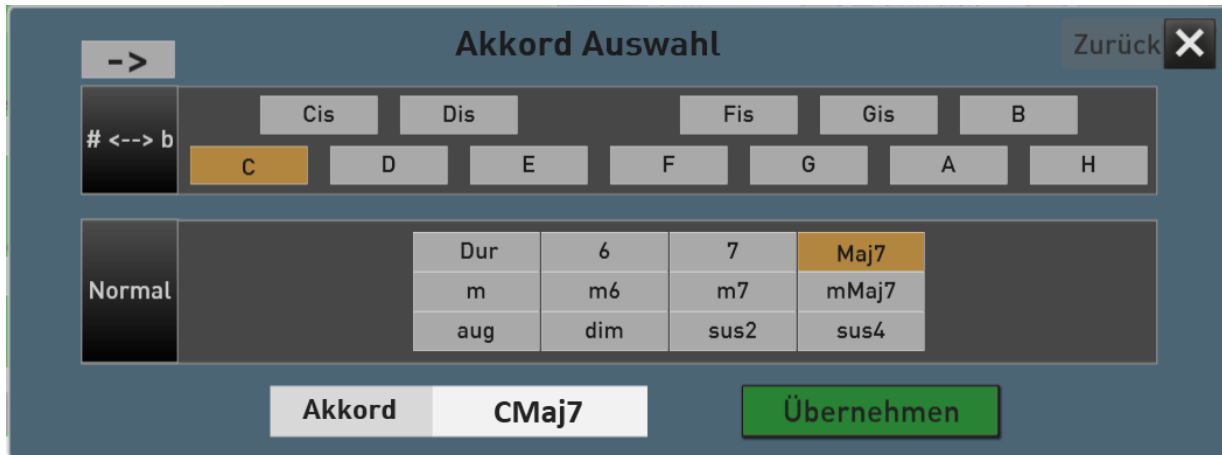
Choose the basic harmony and then a given chord types 12th The result is shown below. With **TAKE OVER** the chord is taken to the previously selected area and the clock bar.

Other settings in the Chord selection:
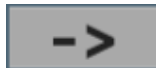
 As with all other values you can use the arrow to the current chord changes Clear.

 With this button you can change the chord display from # to b.
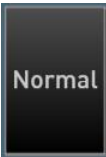
This button allows you to switch between simple chords (Normal) and expensive chords (Expert). If you do not see normal so the chord that you want, look under Expert.

Normal		Dur	6	7	Maj7
		m	m6	m7	mMaj7
		aug	dim	sus2	sus4

Expert	Maj7...	add9	Maj9	6/9	dim7	7sus4	7b5	9	7(#11)	7(13)	7(b9)	7(b13)
	7(#9)	Maj7...	7aug	b5	Maj7b5	mMaj...	m7b5	madd9	m9	m11	mMaj9	1
	1+b2	1+2	1+b3	1+3	1+4	1+b5	1+5	1+#5	1+6	1+b7	1+7	1+8

Note: All chords ever used in the style sequence are collected. So you can always keep track of what chords were already entered.

Verwendete Akkorde				
Halten	Gsus4	G Dur	D7	G7
->	C Dur	---	---	---
	---	---	---	---

3.2.4.5 Copy in the clock bar

Already finished parts of a song can be copied and paste. Repeating sections like verse and chorus can be copied, and need not be entered more than once.

To copy, there are the following buttons:

Löschen   Stop   Kopieren   Einfügen   Markieren
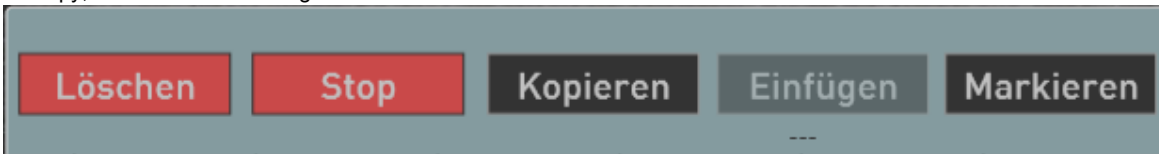
First of all, we need to highlight the measures that we want to copy

1. Press **To mark.** The button will turn red.
Second Now press one by one all bars you want to copy.
Third then press on you **Copy.** The key **Insert** turns black and the button you will see the
    copied to the clipboard bars. In our example we have copied 8 cycles of clock 2 to 9.

| | Fill C | Fill D | Break 2 | | Löschen | Stop | Kopieren | Einfügen | Markieren |

Takt: 2, 3, 4, 5, 6, 7, 8, 9

2	3	4	5	6	7	8	9	10	11	12
->	->	->	->	->	->	->	->	->	->	->
->	->	F Dur	G7	C Dur	->	F Dur	G7	C Dur	->	G7
->	->	->	->	->	->	->	3998	->	->	->
->	->	->	->	->	->	->	->	->	->	->
Var C	->	->	->	->	->	->	Fill 1	Var A	->	->

4th Exit the Mark by the button again **To mark** to press.

5th Now select the clock after the bars of the clipboard to be inserted.

6th then press on you **INSERT** and the measures are inserted to the desired location.

3.2.4.6 Clear in the clock bar

If the multiple clocks want to clear out, proceed as follows.

1. Press **To mark.** The button will turn red.

Second Now press one by one all measures that you want to delete.

| | Fill C | Fill D | Break 2 | | Löschen |

2	3	4	5	6	7
->	->	->	->	->	->
G7	C Dur	G7	C Dur	C Dur	->
->	->	->	->	->	->
->	->	->	->	->	->
Var B	->	->	Break 1	Var C	->

Third then press on you **Clear** and the previously selected clocks are deleted.

3.2.4.7 put stop point

The end of a style sequence is marked with the red stop. If you want to shorten a style sequence, select the clock bar the first clock, which is no longer to be heard.

then press on you [Stop] and the style sequence was cut.

4 settings

4.1 The effect sounds

The six panel buttons "Effect" sounds can be assigned with many different effect sounds like crash cymbals and Applause and many other sound effects and effect sounds presets save.
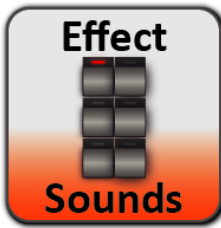
To access the settings page for the effect sounds, press on the main display on the field **SETTINGS** and then **EFFECT SOUNDS EDIT.**

He appears the following screen:

4.1.1 demonstrate the effect sound button with other effects

The effect sound button can be assigned to many different effect sound. For this is a list of factory sounds.

1. First select what button you want to assign a different effect sound. This
   either by pressing the appropriate panel button or use the display keys. In our example, the 1 button is selected.

Second To load a new effect sound, you simply press the area in which the name of the
   current effect sounds is displayed. In this case, "F183 Orchestra Piati 2".

Third It opens the "Invite effect Sound" window.

4th Now select from the list the desired effect sound, and then press **Invite.**

5th The new effect sound is loaded and displayed.

Effekt-Sound 1

F186 Windchimes 1 | Speichern
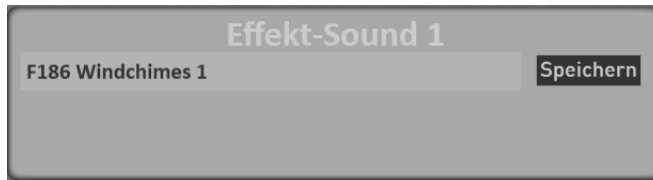
6th So you can assign one by one all keys with different effect sounds.

of the six effect sound button store occupancy
After you have occupied the six buttons, you can save your settings in two different ways:

A. You save yourself your own preset for the effect sounds and thus can change these settings
used in other Total presets. See Section 4.1.4.

B. Or save the settings without intermediate step directly into a total preset by the
Save leave programming and the EASY or PROFESSIONAL MODE the total preset.

4.1.2 Effect sound change in the sound

Invited effect sound, you can change the sound with different values. First select what effect sound you want to change. This is done either by pressing the appropriate panel button or use the display keys.
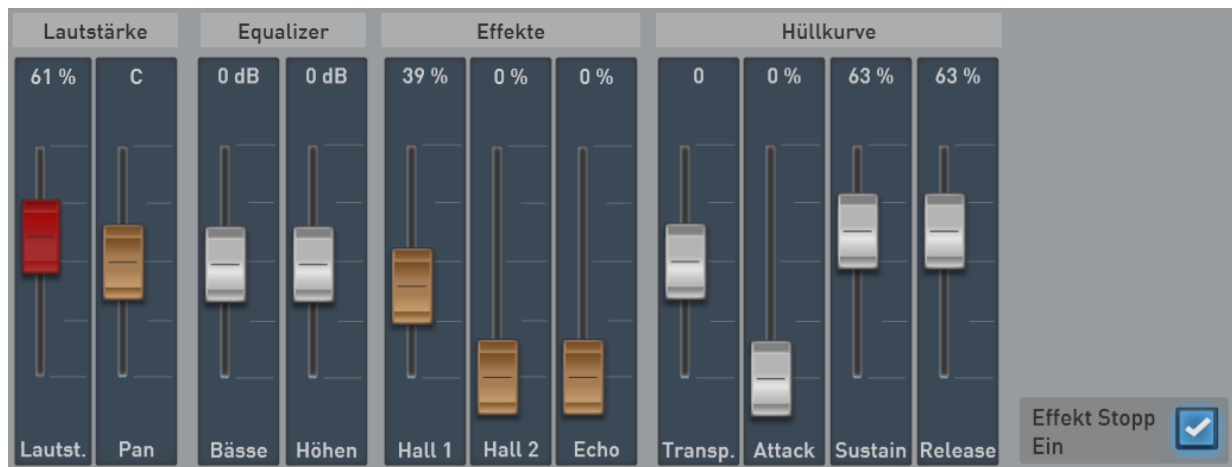
volume
<-> This is where the volume and stereo pan law allows links set.

equalizer
Adjusting the bass and treble for the currently active effect sound.

effects
Here, the Hall portion from the two standard Hall programs, and the echo component is adjusted.

Transpose / envelope

About Transpose You can also change the effect in the pitch by +/- 36 semitones. Remember that becomes higher with positive values of Kang and also shorter and deeper negative values of sound and longer.

With Attack, Sustain and Release They influence the envelope of the effect sound. A higher attack lets the sound slowly louder.

Sustain keep the sound in the flow at full volume and release determines the decay characteristic.

Information: The effect sound is samples that contain a natural sustain and no loop point. For this reason, you can extend no short sample with the value sustain.

Effect Stop / Off

The effect sounds are different lengths. Short effect sounds like a crash cymbal to be played completely. Here, the value "effect-Stop" is OFF. In these settings, you can repeatedly strike the sound in quick succession.

Do you want to cancel the playing of the effect (useful for long effects such as applause or ringing bells), this can be controlled by pressing the appropriate button. In this case, set the value to "effect stop ON".

Save settings

After changing an effect sound, you can save the effect sound under own effect sounds, just in order to use these changing effect sounds later at another location.

Furthermore, however, these changes are also automatically in a total preset or an effect sound preset stored. Save thus a total presets by saving exit programming and in the EASY or PROFESSIONAL MODE the Total Preset or save an effect sound preset.

4.1.3 for load preset effect sound button

we deal now with the range "preset for the effect sound button". Here prefabricated or custom presets can be called and user presets are stored. A preset for the effect sound button stores the assignment of the six effect sound button.

1. To load a "sound effect button preset", simply press on the area in which the name
   the current preset is displayed. In this case, "F02 Orchestra 1".
   It opens the window "effect sound preset Invite" and the current preset is selected.

Second Using the "factory presets" and "My Presets" to switch the list between the
   Factory presets and your own presets to.

Third Now select the desired preset and press **INVITE.**

4.1.4   save effect sound preset

After you have reassigned the effect sound button (see section 4.1.1), you can save your settings to an effect sound preset.

1. Press the area "SAVE".

Second Select a location in the list.

Third Would you give the preset a new name ("not stored" here), press the
    Area of the preset name.

4th the onscreen keyboard opens where you can change the name. In this example, "My
    Error 1 ".

5th Save the preset with SAVE.

4.1.5 set an effect sound preset as standard or Global

set a preset as "standard preset"

You can set an effect sound preset as the default preset. Whenever you no special effect sound preset in a total preset with save, the total preset automatically dials your default preset.

1. First select the effect sound preset that you want to set as the default.

Second then press the Display button once , The current footswitch preset is in the next selecting with the addition (STD).
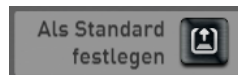
With the display key You can always activate the default preset.
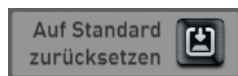
Set a preset from "Global Preset"

The "Set as Global" you probably already noticed in other areas. Is a preset GLOBAL as in this selection will remain in **all** Total presets received, even if you have different presets in total effect sounds stored.

This setting is retained even after switching off and on, off again until this setting manually.

4.1.6 Own preset for the effect sound button to rename or delete

Do you have other effects sound presets saved, you can rename or delete them. Proceed as follows:

1. Press the area in which the name of the current preset is displayed. This opens the
    Window "effect sound preset Invite" and the current preset is selected.

Second Go to the "My Presets".

Third Select the preset that you want to delete or change in name.

4th Rename or delete?

      a. Press Rename and it opens the onscreen keyboard on the
         can make changes and press on the onscreen keyboard by pressing ENTER.

      b. To delete, press DELETE and confirm the security prompt.

4.2 Fußschalterbelegung

Your OAX instrument is equipped with multiple foot switches that you assign various functions and store in foot switch presets.

- The OAX500 has two foot on the sill.

- The OAX600 has two foot on the sill, five Pistons and a classic soft pedal.

- This is the right of the sill and is connected to the piston. 5

- OAX700, OAX800 and OAX1000 Pergamon have two foot on the sill and five Pistons.
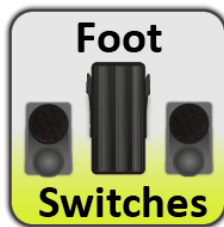
To access the settings page for the foot switch, press in the main display on the field **SETTINGS** and then **FOOTSwiTCh DOCUMENTS.** He appears the following screen:

IMPORTANT! After you have reassigned the foot switch, you can save your own settings in two different ways:

A. You save yourself your own preset for the foot switch and can thus these settings
   use in other Total presets. See Section 4.2.2.

B. Or save the settings without intermediate step directly into a total preset by the
   leave programming and store them in EASY or PROFESSIONAL MODE the total preset with a hook at foot switch.

   In this type of storage is displayed in the area where usually the FußschalterPreset name is, the message "Do not save or setting Total Preset".

What does' Not stored or setting Total Preset "?

There are two situations where this message appears:

1. As long as a non-modified footswitch preset is active, is in the name field of the name

Foot switch presets. Is now a foot switch provided with a new function, the name changes to "Not stored or setting Total Preset". It shows you that this Fußschaltereinstellungen have not been stored in a footswitch preset.

Second If a total preset called in which no footswitch preset, but a special assignment

the foot was saved, even this message appears.

4.2.1 prove footswitch with other functions

The foot switch can be many different functions are assigned.

1. First, select which footswitch you want to assign a new function. This

is done by pressing the corresponding foot switch on the display.

In our example above, the left foot switch is selected on the sill.

Second To prove this foot switch to another function, simply press on the area in

of the name is displayed the current function. In this case, "Sustain Upper Manual".

Third It opens the window "Assignable Functions".
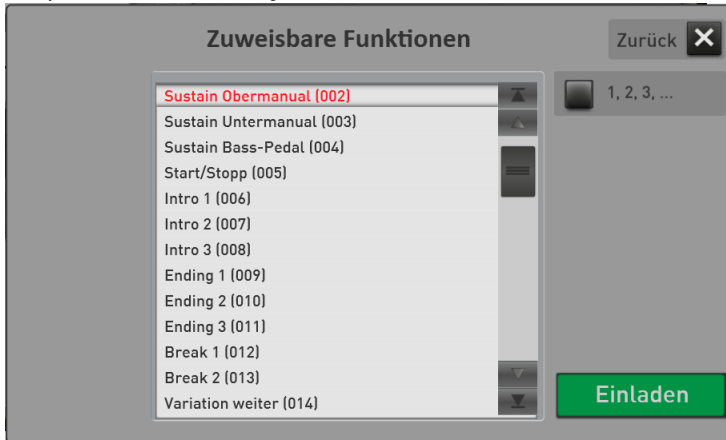
4th Now select from the list the desired function and then press **Invite.**

5th The new function is loaded and displayed.
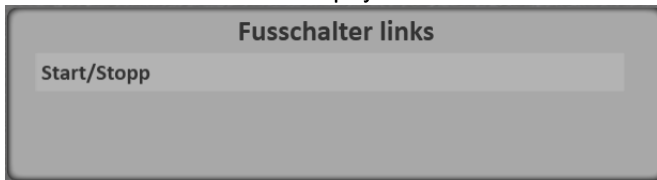
6th So you can reassign one after the foot switch.

4.2.2   Save Preset footswitch

After you have reassigned the foot switch (see section 4.2.1), you can save your settings in a foot-preset.

1. Press the area "SAVE".

Second Select a location in the list.

Third Would you give the preset a new name ("Standard 1" here), press the area of the
   Preset name.

4th the onscreen keyboard opens where you can change the name. In this example, "My
   Foot switch 1 ".
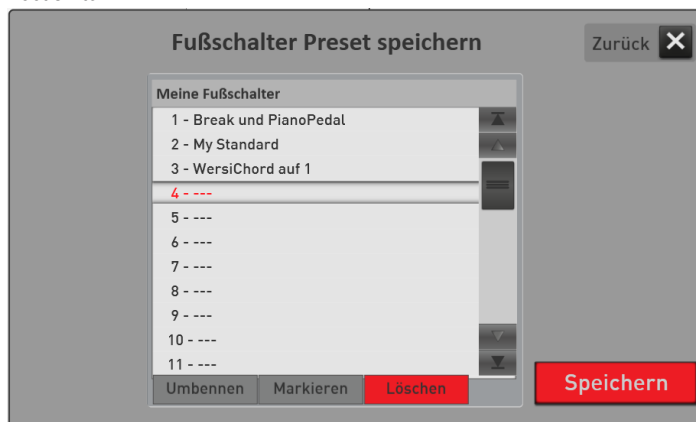
5th Save the preset with SAVE.

4.2.3 load preset for footswitch

Preset für Fußschalter

F01 Standard (STD)   Speichern

Als Global festlegen Aus   Als Standard festlegen Aus   Auf Standard zurücksetzen

Here prefabricated or custom presets can be called and user presets are stored. A preset stores the assignment of all possible foot switch.

1. To load a "footswitch preset", simply press on the area in which the name of the current preset is displayed. In this case, "F01 Wersi Standard".

It opens the window "footswitch preset load" and the current preset is selected.

Second Using the "factory presets" and "My Presets" to switch the list between the Factory presets and your own presets to.

Third Now select the desired preset and press **INVITE.**

Fußschalter Preset einladen   Zurück ✕

Werks Presets

Eigene Presets

01 - Standard (STD)
02 - Styles
03 - Presets
04 - Transpose
05 - EffectSounds

1, 2, 3, ...

Einladen

WerksPrese ts

	preset 1	preset 2	preset 3	preset 4	preset 5
	default	**Styles**	**presets**	**Transpose**	**sound effects**
rocker links	Sustain upper manual	variation down	Total Preset down	Transpose down	Sustain upper manual
right sill	sustain under Manual	variation up	Total Preset up	Transpose up	Sustain lower manual
Piston 1	Start / Stop	Start / Stop	Start / Stop	Start / Stop	Sound effect 1
Piston 2	Break 1	Break 1	Break 1	Break 1	Sound effect 2
Piston 3	Break 2	Break 2	Break 2	Break 2	Sound Effect 3
Piston 4	Ending 1	Ending 1	Ending 1	Ending 1	Sound Effect 4
Piston 5	Rotor slow / fast	Rotor slow / fast	Rotor slow / fast	Rotor slow / fast	Effect Sound 5

4.2.4   set a foot switch preset as the default or global

set a preset as "standard preset"

Preset für Fußschalter

F01 Standard (STD)   Speichern

Als Global   Als Standard   Auf Standard
festlegen Aus   festlegen   zurücksetzen

You can set a foot switch preset as the default preset. Whenever you no special footswitch preset in a total preset with save, the total preset automatically dials your default preset.

1. First select the footswitch preset that you want to set as the default.

Second then press the Display button once   **Als Standard festlegen** , The current footswitch preset is
in the next selecting with the addition (STD).

With the display key   **Auf Standard zurücksetzen**   You can always activate the default preset.

Set a preset from "Global Preset"

Preset für Fußschalter

F01 Standard   Speichern

Als Global   Als Standard   Auf Standard
festlegen Ein   festlegen   zurücksetzen
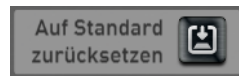
The "Set as Global" you probably already noticed in other areas. Is a preset GLOBAL as in this selection will remain in **all** Total presets received, even if you have saved different in total presets Fußschalterbelegungen.

This setting is retained even after switching off and on, off again until this setting manually.

4.2.5   rename or delete your own preset for footswitch

Do you have foot switch presets saved, you can rename or delete them. Proceed as follows:

1. Press the area in which the name of the current preset is displayed. This opens the
Window "effect sound preset Invite" and the current preset is selected.
Second Go to the "My Presets".
Third Select the preset that you want to delete or change in name.
4th Rename or delete?
a. Press Rename and it opens the onscreen keyboard on the
can make changes and press on the onscreen keyboard by pressing ENTER.
b. To delete, press DELETE and confirm the security prompt.

4.3 See notes in the display

Your OAX system can display notes and texts on the display.

To access the settings page for the touch screen, press the main display on the field **SETTINGS** and then **Invite notes.**

He appears the following screen:
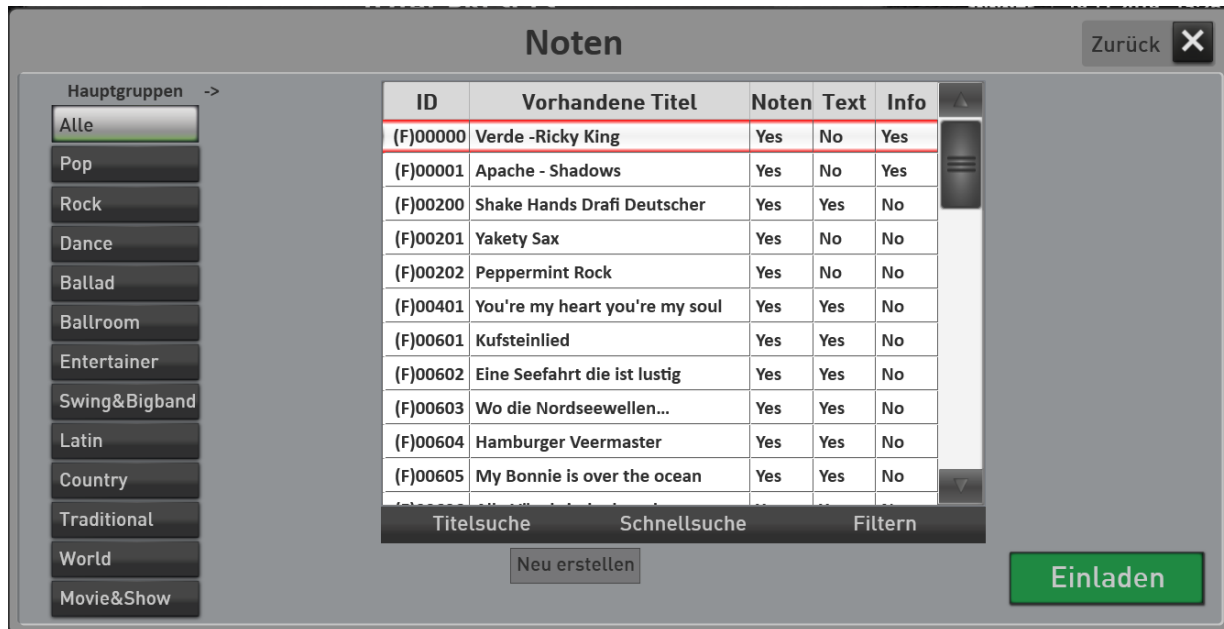
As you already know it from the field Accompaniment, notes various styles of music are assigned.

The button **ALL** all existing notes of the list are displayed. A list of all integrated work marks you get 10.3 Listing of work-notes in the chapter.

Select the desired song, and then press **INVITE.**

Now, the main screen is displayed again. In the area Total presets now press **GRADES** and the score is shown on the display.
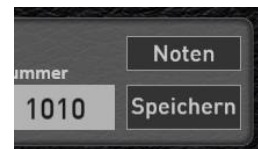
With a wipe from bottom to top, you can score
"Weiterblättern".

Depending on the song, there may be three sections, Music and Info. In the following example, there are the notes and the lyrics. An information does not exist.

With the display key **Conclude** the sheet is closed again.

4.3.1 Invite Own Sheet music

Of course you can OAX the system also add your own notes. You need the individual pages of a title in an image format such as PNG, JPG or TIF. When loading the individual pages of music to a long sheet are connected, which you can then move on the display above the wiping technique.

1. The individual pages of music of the title and, as required, the text pages need on a USB
    Stick available. It can be used, the formats PNG, JPG, TIF, GIF, or BMP. In our example, we create the scores for
    the title "On the Beautiful Blue Danube". The notes consist of two DIN A4 sheets

Second Connect the USB stick to the notes of the organ.
Third at the bottom of the list, press the button "Create new". It opens the display
    Typewriter.
4th Enter the title name, and press Enter. In our example, "On the blue
    Danube".
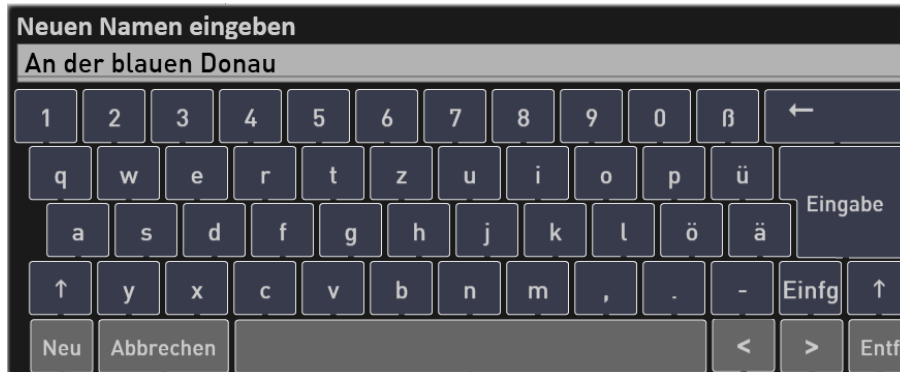
5th The new note title will appear in the list and we can now the note or text leaves
    invite.
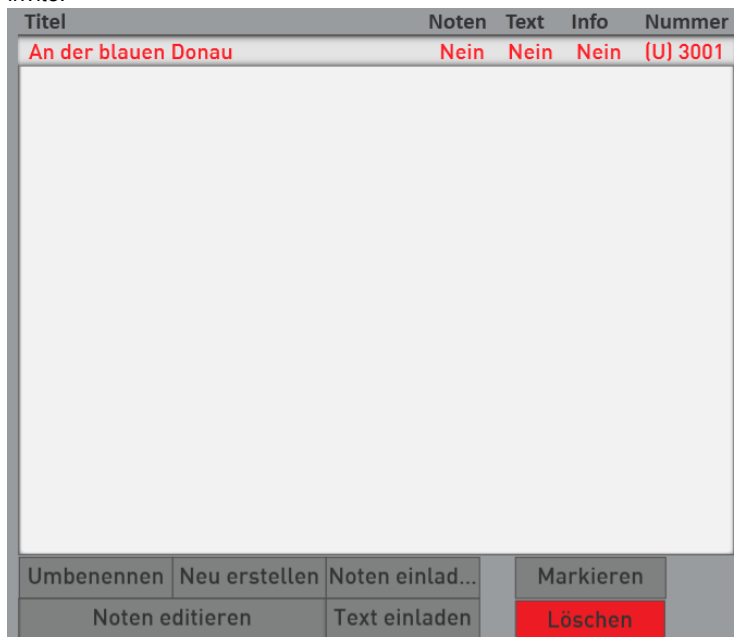
6th then press NOTES INVITE and it seems the Explorer.
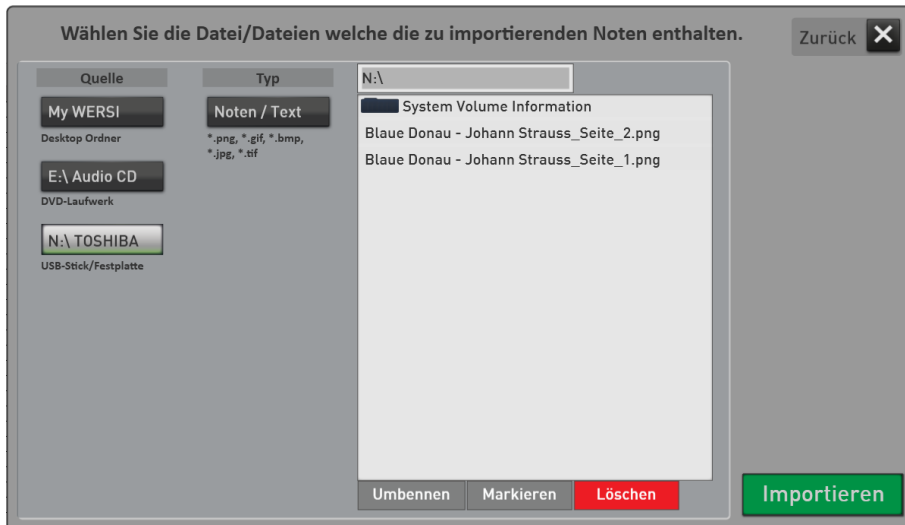
7th There select USB flash drive / hard disk and the file list, the existing image files
    displayed.

8th. Select the SELECT button and then select one after the notes pages 1
    and 2. The order of the pages, you can adjust later. See chapter 4.3.2 "Own Sheet music edit".

9th Confirm with Import.

10th The display shows that "the blue Danube on" scores were invited to the title.

11th Following the same pattern, you can also invite text. To do this, use the TEXT button
    INVITE.

If you want to check in the main display the result now invite the title over INVITE. Leave the note management
with BACK and you are back in the main display. There is now to see the scarf surface SHEET. Press this and the
display shows now just imported notes.

Complete overview of the individual functions for editing the sheet music.

Rename	The name of the note can be changed here.
Create new	Start here to create a completely new title. Enter the name, and later upload with NOTES and INVITE TEXT INVITE the desired pages.
Invite notes	Here you can invite image files for the page of music up to 8 A4
Invite text	Here you can invite image files for text side up to 8 A4.
edit notes About TOUCH EDIT You can already invited Sheet music in the	Sort order and enter an information text to the title. See Section 4.3.2 "Own Sheet music edit".
To mark	You can delete multiple notes MARK to this.
Clear	This own marks will be deleted.

4.3.2 edit own Sheet music

With the function SHEET EDITING You can change the order of pages of music and text pages afterwards. You also may send a short text for each title.

1. Have you invited the files to notes and text, select the song in the list and NOTES press EDIT. The following display it appears.
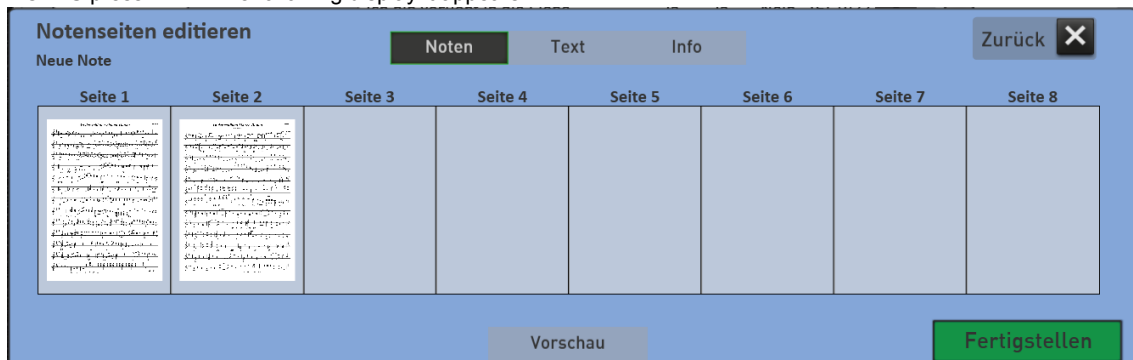
Second In the top of the display you can select the areas SHEET, TEXT and INFO. In the areas of NOTES and TEXT we can change the ranks of the sheet music. for example, first appears the page 2 and then page 1, slide the Page 2 on the side. 1
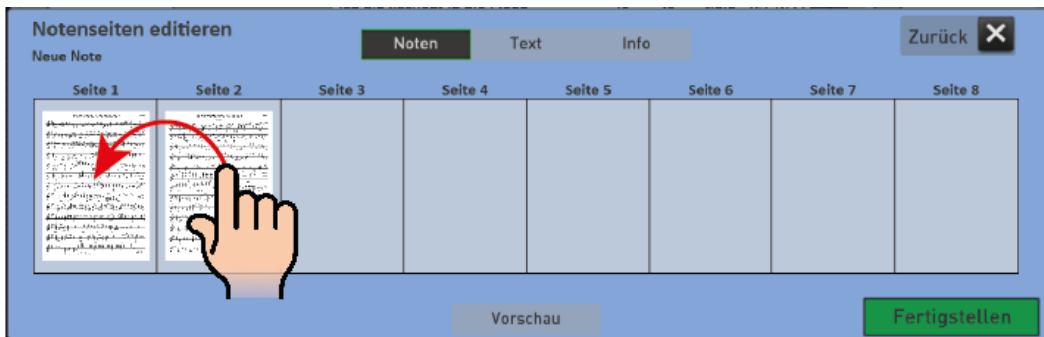
Third Once you switch to INFO, the screen keyboard appears on a text with up to 255
can enter characters.
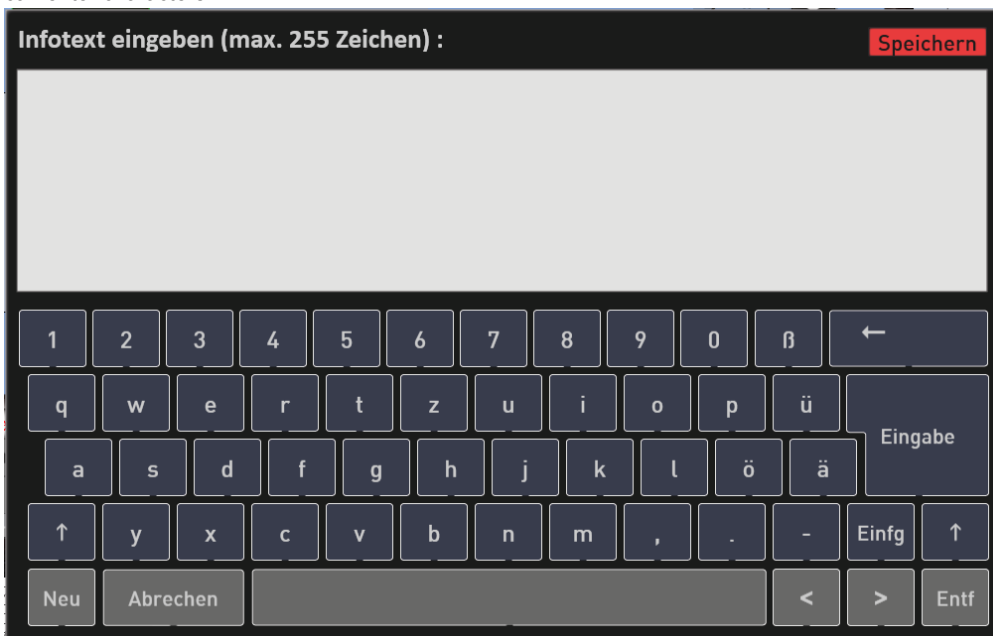
4th Enter the text and confirm with SAVE:

5th The button PREVIEW, you can see the results of your work.

6th About FINISH leave the area SHEET EDITING and you are back in the
Note list.

4.4 VST Settings

The center of the system is the VST host that all tone generator and manages AUDIO inputs and outputs. Here, the modules are connected to the outputs or the headphones. This offers maximum flexibility.

When delivering plant modules are included that ensure the functionality of the instrument. In Chapter 4.4.2 "The factory VST Module" describes the modules.

To access the settings page for the VST settings, press in the main display on the field **SETTINGS** go there, the Page 3 of 3 and then select **VST settings.**
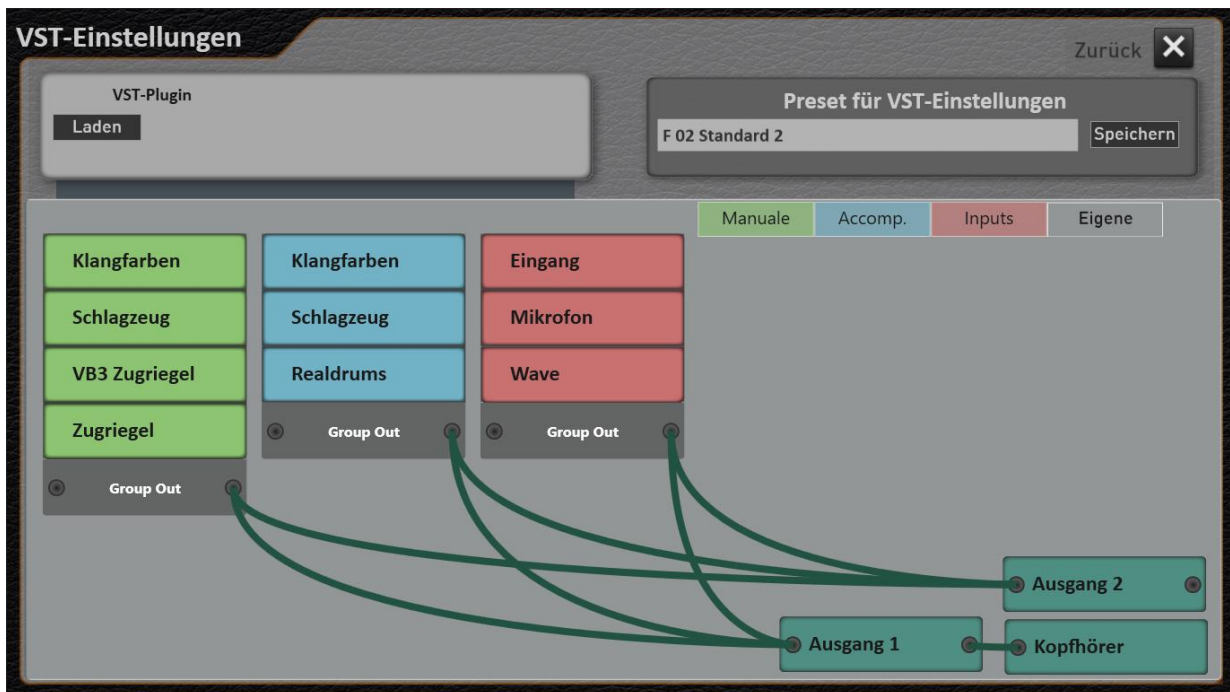
Note! Dealing with VST plug-ins requires knowledge of the issues and VST host VST plugins. In our manual we will give you instructions on how the plug-ins are integrated into the OAX system. please refer to the related operating instructions of VSTPlugIns and related literature any further information.

4.4.1   General overview of the VST host

In the VST host, you can invite VST plug-ins to add to the OAX system more timbres or effects. Furthermore, you also have access to the factory plugins.

So the WERSI tone that you can according to your wishes new "wired".

To give you a better overview to ensure we have divided the plugins in four areas on and off by pressing the following softkeys, or may be turned off.

Manuale	Accomp.	Inputs	Eigene
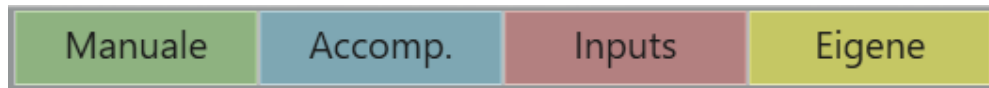
Manuale Displays the tone generations for the manuals.

Accomp. Displays the tone generations for the automatic accompaniment.

Inputs Displays the existing inputs.

Eigene Here your self invited VST plug-ins appear.

4.4.2   The factory VST modules

In the standard configuration, the VST modules are included, for the "normal" operation of your instrument are necessary. This includes:

VST module	description
tones	Sound generation for the manuals and the pedal
Drums	Sound production for percussion sounds that are played on the manuals or the pedal.
VB3 drawbars	VB3 Organ Module
drawbars	WERSI Organ Module
tones	Sound production for the automatic accompaniment
Drums	Sound production for the drums Accompaniment
Real Drum	The module generates the RealDrums for the automatic accompaniment
Wave	Audio input for any audio signals that are generated by Windows.
entrance	comes in stereo input of the LINE IN inputs on your instrument.
microphone	Mono input for the microphone
output 1	Line Out 1 on your instrument and for instruments with built-in speakers, are here on controlled speakers in the base.
output 2	Line Out 2 on your instrument and for instruments with built-in speakers, are here on controlled speakers in the upper part.
headphone	Output headphone jack on the instrument.

Caution: Any change to the drive modules may affect the functionality of your instrument. About Charging an overall configuration, however, the factory settings can always be restored.

4.4.3　load preset for VST settings and save

An overall configuration stores all current modules and connections. From the factory default configurations are included.
You can also add users own overall configurations.

Preset für VST-Einstellungen

F 01 Standard 1　　　　　　　　　　　　　　　　　　　Speichern
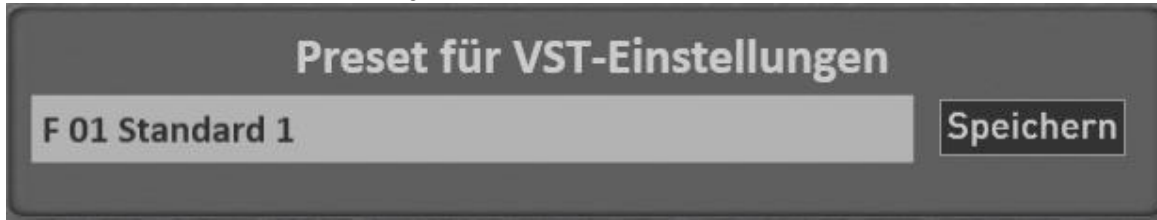
Ref.	Overall configuration	description
<u>0</u>	standard 1	Complete network configuration with all settings
1	Standard 1 with major work	Complete network configuration and the sacral organ modules HAUPTWERK. For more information, see chapter 4.4.10 "sacred organ module HAUPTWERK".

Invite Preset VST settings

About this display button an existing overall configuration can be invited. The included Total configurations are shown in the above list.

    1. To load a preset for VST settings, simply press the area in which the name
        the current preset is displayed. In this case, "F01 standard 1".

        It opens the window "effect sound preset Invite" and the current preset is selected.

VST-Preset einladen　　　　　　　　Zurück ✕

Werks Presets

1 - Standard 1
2 - Standard 2 with Hauptwerk

Eigene Presets

1, 2, 3, ...

Einladen

    Second Using the "factory presets" and "My Presets" to switch the list between the
        Factory presets and your own presets to.

    Third Now select the desired preset and press **INVITE.**

Own VST preset save

About the Display button SAVE You can save your own VST configurations.

1. Press the area "SAVE".
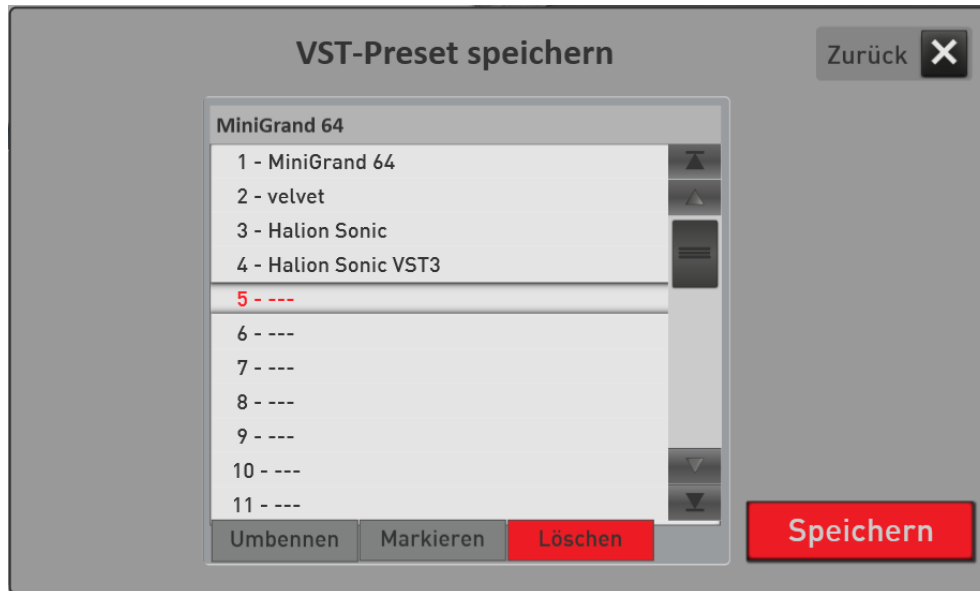
Second Select a location in the list.

Third Would you give the preset a new name, press the area of the preset name.

4th the onscreen keyboard opens where you can change the name.

5th Save the preset with SAVE.

4.4.4   integrate new plug-in to the system

Before you can use a plug-in in your system, it must first be integrated into the system. This is done via the function **IMPORT** within the display **LOAD.**

To own plug-ins to add to this list, please proceed as follows:

1. Install your VST plug-in with the owner's manual. During the installation process you will be asked where the VST - DLL should be stored. Keep up this path in order to find the file later. For a better overview, you should use the plug-in DLL c: install \ Wersi \ plugins.

Second If not yet done, press **Load.** The following screen appears:

In our example, a private PlugIn has already been integrated with the name MiniGrand_x64. We will now add a plugin.

Third Press the button **Import** and it seems the file manager.

4th Switch to the folder where you saved the VST DLL file.

5th There select the required DLL file and press **Load.**

6th It now appears the list of custom plug-ins (User). The system automatically selects the next free space. About the name field you can give the plugin a unique name.
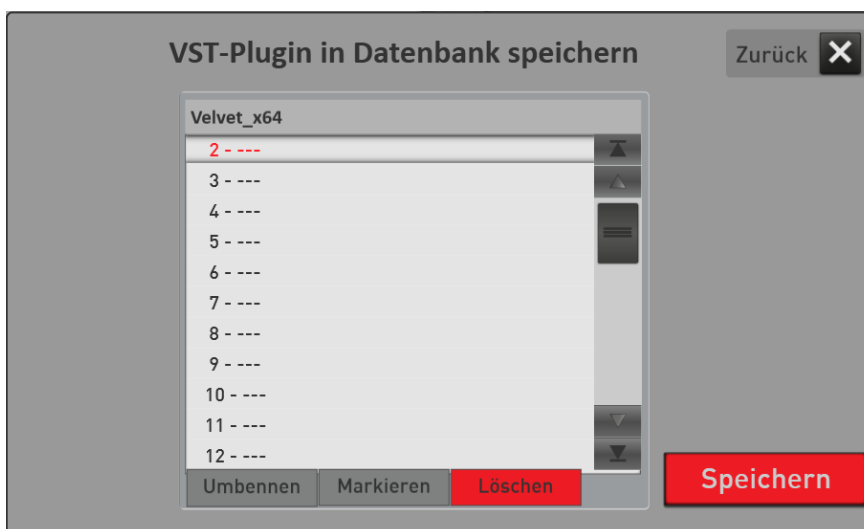
7th Now select **TO SAVE.**

8th. While saving, you are asked if you create for the plug-in a tone list want. This is required for sound plug-ins so that you can call up the tone on the selectors in MIDI sequencer or style editor.

9th The system provides the following options:
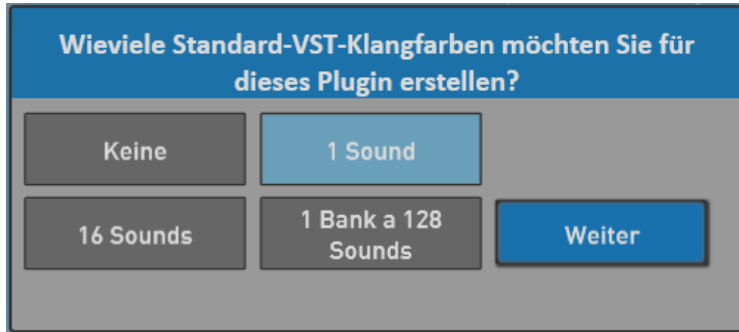
Select the desired number of the tones and press **OK.**

10th Your plug-in has been added to the system, and can now be used.

Hints:

- Whether you can receive plug ever PRG Change commands, learn from the owner's manual.

- You can not even create a tone, and then later expand the list of timbres.

- **The scale tones get the name of the plugin. In our example, the tone was Velvet_X64 - Sound 0 created.**

If the plug-in is even integrated into the system, the plug-in can be loaded directly from the list in each of your environment. See 4.4.5 "VST plug-in to invite and connect".

4.4.5 VST plug-in and connect to invite

After you **load plugin** pressed, the list of all available plug-ins appear. The plant modules can not invite yourself again. You may have already added their own plug-ins to the system. If not, go first to Chapter 4.4.4 "New plug-in integrated into the system."

To invite a plug-in to the system, proceed as follows:

1. If not already done, press **LOAD.**

Second Select the desired plug-in from the list and confirm with **INVITE.** The plug-in will loaded and displayed. In our example, we load the plugin **Velvet_X64.**

Third Slide the plug-in to the desired location.
Now the AUDIO connections must be made. Depending on what type invited VST plug-in, the plug-in has only outputs (toner producers) or inputs and outputs (effects).
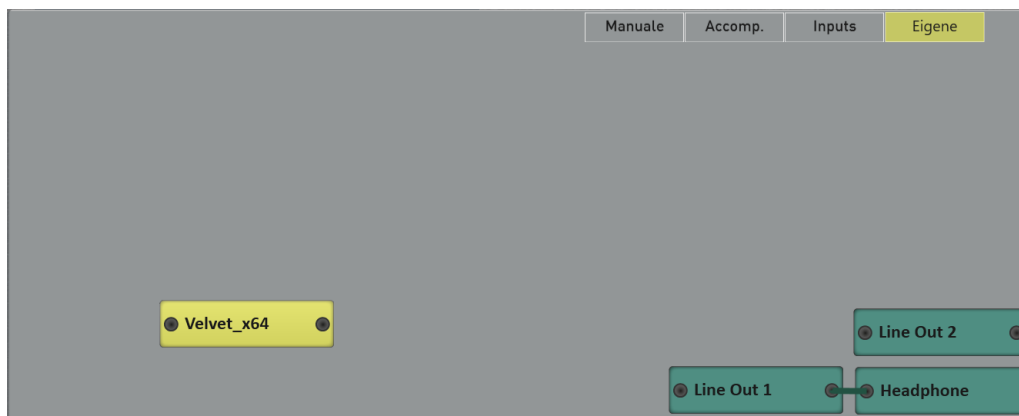
4th A plug-in output to an output on your instrument to connect, keep the
Output, and drag your finger eg OUTPUT 1. Between the two modules is shown a connection.
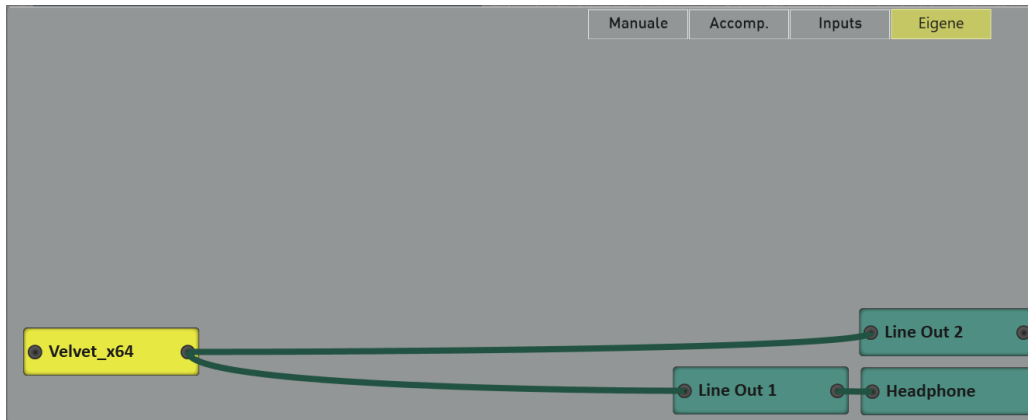
DANGER! Do not forget to save the new overall configuration. See section 4.4.3 Preset VST Load settings and save.

4.4.6 VST plug-in edit

Almost every plug-in has its own user interface. Select the desired plug-in and then select "plug-in edit". It opens the belonging to the plug-in user interface.

Tip: The surface can also be opened by double-clicking the plug-in.
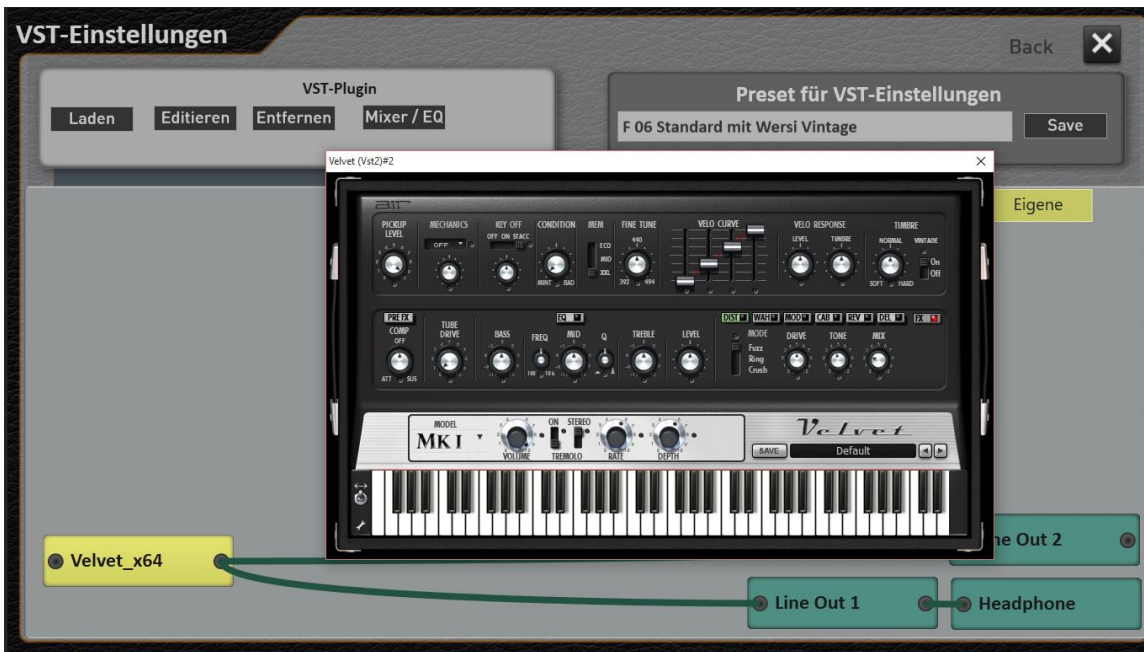
Note: The user interfaces of available VST plug-ins are designed individually and all use different window sizes.

As soon as again press a surface of OAX system, this comes back to the fore.

4.4.7 Adjust the basic volume and EQ for VST plug-in

Mixer / EQ The plugin to integrate sound into the OAX-system, you have a
Volume control and an equalizer available.

Select your own plugin, and then press the Display button **MIXER / EQ.** The following screen appears:

Set the basic volume and equalizer to your liking. The settings are saved with the VST overall configuration.

Forget therefore not to save the entire configuration. See section 4.4.3 Preset for VSTEinstellungen load and save.

4.4.8 Audio combine, edit or remove

Important -> in the standard configuration, the system has the outputs 1 and 2. These are identical to
outputs the same to the instrument. The headset can be selectively connected to the output 1 or the second

-> Audio connections are always connected from an output to an input.
-> To delete or edit the selected compounds are displayed red.
-> For audio connections we always speak of stereo connections.
-> If a module having a plurality of outputs, they can be reconfigured subsequently.

Audio connect between modules

Example 1: They invited a sound generation module and this has only one audio output and no audio input.

Keep your finger on the output and drag your finger across the screen to the desired module and then remove your finger from the display. It is automatically drawn an optical connection on the display.

Example 2: They have invited an effect module that has an input and an output. Such effects module enables you to intervening in any position. You must first remove existing connections to the effect, in turn, connect to the desired inputs and outputs to.
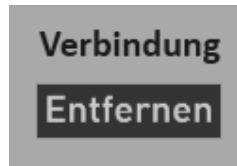
Remove audio connection

An audio connections to remove, press on the display to the desired compound which then inking red. Now press on you **Remove.**

4.4.9 Laying and edit timbres of plug-ins to the manuals

By inviting the plug-ins you have created and associated sounds with the name of the plugin. In our example, we have the plugin **Velvet_X64** saved with a timbre.

Now press the
Sound selection key USER SOUNDS
USER and see the VSTKlangfarben.

Something important to VST plug-ins

VST plug-ins are available in hundreds of versions with different timbres and functions. Often these plugins have only **one** MIDI input channel. That is, once the sound of the plugin has been selected on the upper manual one, there are no additional sounds from the plug available. After you have set the tone to a selector, you can edit the tone with controllers. But only if the plugin also processes the set of you controller.

Please inform yourself in the corresponding manuals.

Double click on the appropriate selector and there appear special settings for the VST tone.

Most settings such as dynamic or sill you already know from the work of timbres. The areas of routing, manual controllers, sound controller and Edit Sound are new.

Manual controller and sound controller

Here the volume (CC 7) and the pan (CC10) is preset. The volume controls over the associated volume control on the instrument.

Edit sound

With the function EDIT SOUND You can also change VST sound. You can freely define up to 14 controllers and store the value in the sound. Which controller can receive your plug-in, learn from the owner's manual.

Furthermore, the PRG-Change and its MSB and LSB controllers can change.

And of course you can change also want the name of the VST-tone color according to your.

Another important point is the MIDI channel routing.

Here are two examples:

We want the VST sound controller 91 "Effect 1 Hall" add.
If the plug have a Hall effect, we can adjust the amount of reverb with the controller 91st

1. Wrap the desired VST sound on the upper manual 1

Second Double-click on the selector, open the selector settings

Third Now press on you **EDIT SOUND.**

4th Go to the area **MANUAL CONTROLLER.**

5th There, press the first unoccupied Controller **EDIT CC.**

6th   Now you can select the desired controller on the plus and minus keys. In our case it is the number 91 "Effects 1 Depth".

7th over **Back** takes you back to the display MANUAL CONTROLLER and the new controller is
    entered. Before you still need a message **YES** confirm that the controller is transferred to the sound.

8th. Now set the reverb content that is to be set as the default one. Later, you can
    Setting a different value in the total preset.

9th Now you can create additional controllers to this VST tone.

10th Once you back up **EDIT SOUND** press, the tone to the identical memory location can
    or saved as a new VST tone.

We change PRG-Change the tone VST

1. Wrap the desired VST sound on the upper manual 1

Second Double-click on the selector, open the selector settings

Third Now press on you **EDIT SOUND.**

4th Go to the area **ROUTING**

5th Now set the desired PRG including MSB and LSB. The button **SEND / DO NOT
    SEND** You can set whether the respective value is to be sent to the plug-in.

With the Display button SOUND NEW SEND to send the values as a test directly to the plug-in.

6th Once you back up **EDIT SOUND** press, the tone to the identical memory location can
    or saved as a new VST tone.

7th

Note: In the Route still shows the value **MIDI CHANNEL.** By default, the value SYS is set to a number between 1 to 16 here.
This setting means that the OAX system itself manages the MIDI channels. but you can also assign a tone a fixed MIDI
channel.

4.4.10 **Sacral organ module HAUPTWERK (Optional)**

For all lovers of sacred organ music we offer the HAUPTWERK program. The highly specialized sampler is a perfect simulation of the sound of a pipe organ. The software is not just simply the recorded samples back but constitutes the complex acoustic behavior of pipe organs in various parameters for (eg. As the different wind power). Furthermore allows you HAUPTWERK world to play your instrument recorded church organs. So they do not play with any religious tone, but with a full pipe organ that has been removed from the original complex.

Operation is via touch display and you can turn on and off the register in the touch panel as a "right" pipe organ.

Important: The HAUPTWERK VST DLL file must c during HAUPTWERK installation on the path: \ Wersi \ plugins are stored.

Please contact yourself to purchase HAUPTWERK and the various organ types Music Store or on your WERSI dealer.

Among other things, we offer the following Silbermann organ:

The figure shows the user interface of a sacred organ by Gottfried Silbermann. the two-manual Organ of the Protestant town church in Zöblitz / Erzgebirge built Silbermann in 1,742th

Important notes on using the main work:

- Major work is like a church organ. This is reflected, for example, is made that there is no way to adjust the volume of the manuals themselves. Like the original, the volume with a larger number of registers is louder. The volume control for upper manual 1, lower manual and pedal 1 1 therefore remain without function.

- Masterpiece tones can only be placed on the respective first selectors. So upper manual 1, lower manual and pedal 1 first
- Major work-tone colors can naturally with other tones of your instrument mix. Mix.

4.5 Backup - Backup

Their own data created can be easily downloaded onto the internal hard drive or a USB flash drive / USB hard drive backup and invite again.
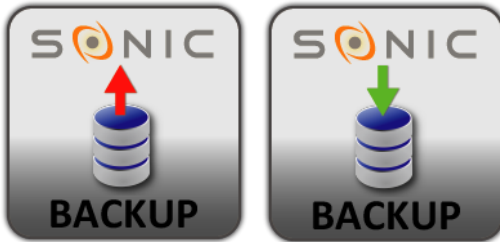
To access the configuration page for the backup, press in the main display on the field **SETTINGS** and then go to the second page.

There you have the functions **Create BACKUP backup** and **Restoring backup BACKUP** to disposal.

Important: During a backup ALL stored user data. These include total presets, Styles, MIDI files, your own audio recordings, etc.

4.5.1 Create backup

A backup can Hard Drive USB either be created on the internal hard drive or a USB flash drive /. Be careful when using a USB flash drive that enough memory is available.

To perform a backup, proceed as follows:

1. If you want to save the data to a USB device, connect the appropriate USB
   Device with your instrument.

Second If not already done, press the Display button **ATTITUDE** and go there to the
   Page 2.

Third Now press the display button **Create BACKUP backup** and the following screen appears:

Wählen Sie das Ziel der Datensicherung   Zurück ✕

Ziel

My WERSI
Desktop Ordner

DVD-Laufwerk

USB-Stick/Festplatte

Backup2016_7_21

C:\My Wersi\Backup

Backup2016_4_28
Backup2016_6_28
Backup2016_7_19
Backup2016_4_28.accdb
Backup2016_6_28.accdb
Backup2016_7_19.accdb

Umbennen   Markieren   Löschen   Sichern

4th   In our example, three backups have been created on the hard drive and the goal **hard disk** is preset. Now select the USB flash drive / hard disk or just leave it in My WERSI folder.

5th Now start the backup with the display key **TO BACK UP.**

6th The display shown above disappears. Now wait until the display shows the confirmation message, was that the backup completed successfully. This may take some time. Confirm the message **The backup has been successfully saved!** and the backup is complete.

4.5.2   Restoring Backup

A backup can be either from the internal hard drive or from a USB flash drive / USB hard drive back loaded. Be careful when using a UAS sticks that enough memory is available.

A backup reload, proceed as follows:

1. If you wish to load the data from a USB device, then connect the appropriate USB device with your instrument.

Second If not already done, press the Display button **ATTITUDE** and go there to the Page 2.

Third Now press the display button **Restoring backup BACKUP** and displays the following display:
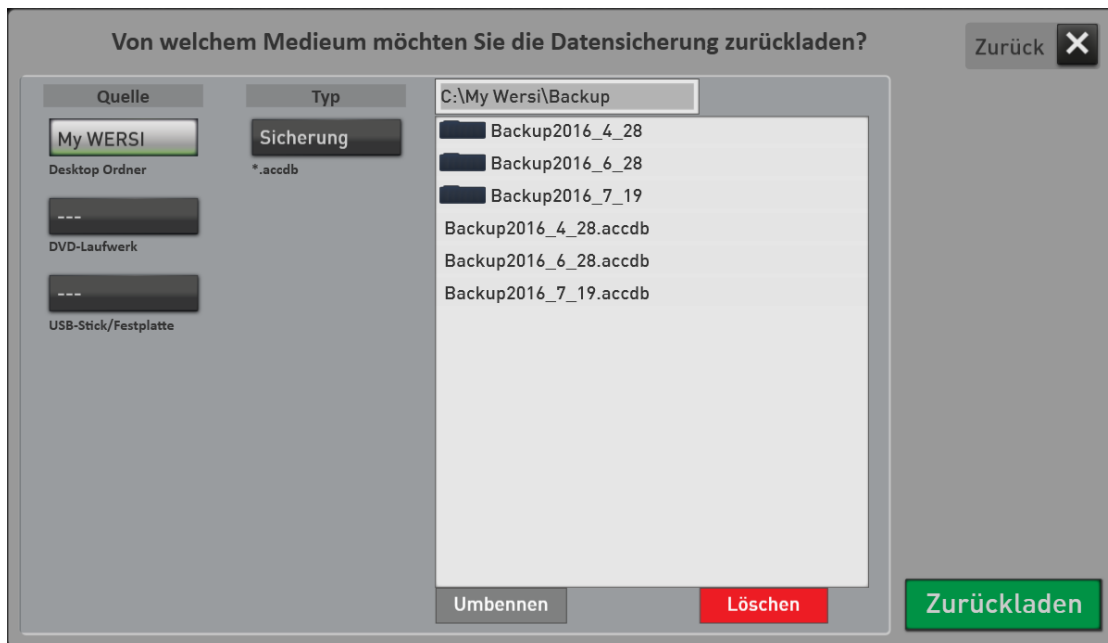
4th Now decide which backup you want to reload. Then select the source to then to select a backup file with the extension * .accdb.

5th Then start the restore with the display key **Reload.**

6th Now wait, is completed by the reload. After that, the following message appears:
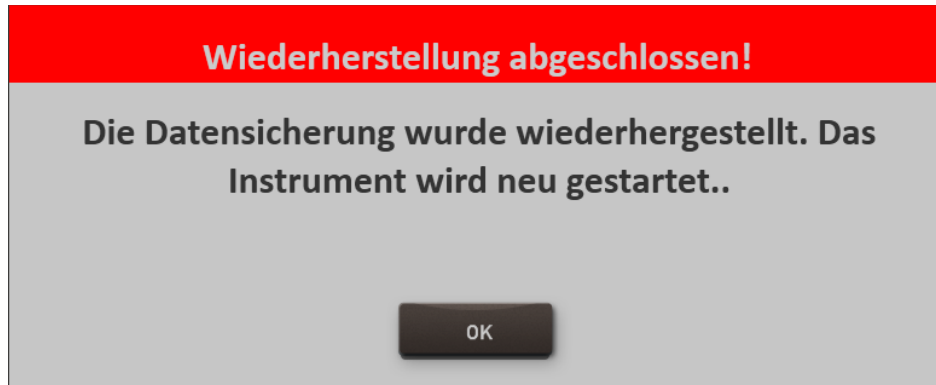
7th After using **OK** have confirmed the instrument must be shut down and restarted become.

8th. Confirm the following message with YES.
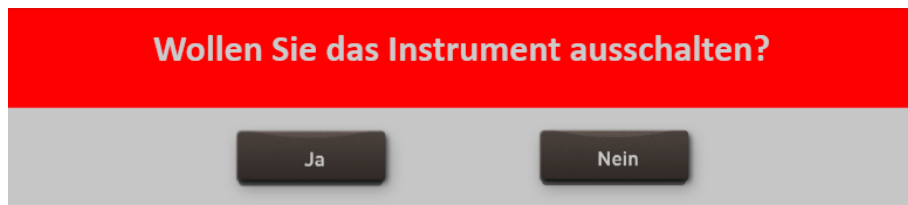
The instrument will be restarted and the new data are available.

5 Edit timbres

To timbre to edit the "Easy Sound Editor" you is available. With this editor you can adjust the work of timbres and the invited across the Sound Import tone to your liking.
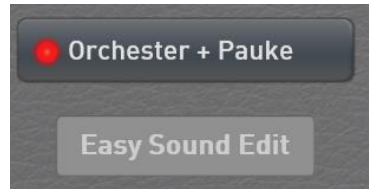
Open the Easy Sound Editor: Select the desired tone for a selector and open by double the professional manual controls. Under the name of the tone you will see the display key Easy Sound Editor, with which the surface is opened.

Remember that tone VB3 not allow editing of the live drawbars OAX7 and.

The following options are for imported sound colors. Under Manual Controller You can set the default volume and the panorama first time.

Two important notes:
1. Do not confuse the volume setting in Easy Sound Editor abnormal with the
   Volume control for the manuals. The volume in the Easy Sound Editor controls the overall volume of the tone.

Second Change the default values of the volume is not too far up. High volumes
   lead in later games with multiple tones to the manuals and with styles and MIDI files to distortions in the overall sound.

Then it continues with the so-called send effects. So how much of Hall1 and Hall 2 I give up the tone and what is the chorus and echo share. And it can attack and release be changed. In this case, both controllers are in the middle and the values can be shortened or extended from there.

The sound controller are occupied at every sound with different functions. Often found on the first two controllers an equalizer allows you to adjust the bass and treble. Other controller with a filter or Wave Start, Attack and Release, or other values that are important for the currently selected sound.

Once you have changed one of the values of the two soft keys appear **original** and **Processed.**
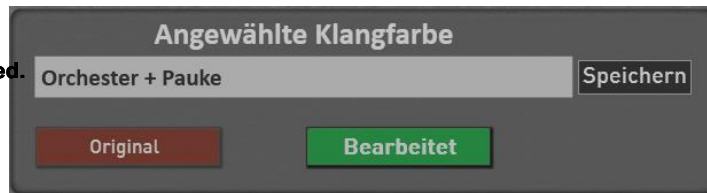
The Display button edit appears green. So you will hear the results of your
Changes. To compare the original sound with your new changes, you can switch to the original with the corresponding key. Then the display key stock appears green.

Save the changed tone
Here we must make a distinction between imported timbres and new changes to the factory sounds. If you have edited a previously imported sound, the "old" sound on the existing space is simply overwritten

Modified work timbres are stored on a new location. While saving the modified work sound automatically receive an extended name. From "Orchestra + Timpani" is "Orchestra + Pauke_User". Of course, you can also enter a completely new name during the saving process.

After saving the changed tone color is selected, of course, directly on the selector.

Where to find the changes to the factory sounds?
we remain "Orchestra + Timpani" in our example. Factory sound "Orchestra + Timpani" located on the control panel buttons **Orchestra and Strings.** The newly stored factory sound you will find on the subgroup " **User** ".

You will also find the new sound under the control panel buttons **"User".**

6 Edit Styles

You can quickly and easily change styles on your instrument. The span ranges from a simple change of tone color, volume or effect settings to a complex change the styles. With the function MIDI import and export You can edit styles with sequencers like Cubase.

To access the settings page, you have two options. Choose a style and press in the main display on the field **SETTINGS** and then
STYLE EDITING.

Furthermore, you can use the Style editing under **MIXER** and there with **STYLE EDIT** call.

6.1 The construction of a Style

A style consists of a different number of style parts. A maximum of the 16 parts (parts) if all options are fully utilized. So three intros, four variation with four associated fills, two breaks and three Endings.

Each part can have a maximum of nine tracks (tracks). These are two drum tracks, a bass track, five accompaniment tracks and an audio track for the real drums.

Each track can again be filled with up to 16 patterns. The individual patterns can be assigned to different chords, so as the bass notes for a major chord and on the next pattern may include a special bass line for the minor chords, the bass track on a pattern. This assignment will be in Pattern Edit - made> Settings.

The track RealDrums does not track pattern. This is to audio files that can be imported in RecycleFormat for each Style part.

STYLE PARTS

| Intro 1 | Intro 2 | | Var A | Var B | Var 3 | Var 4 | | Break 1 | Ending 1 | Ending 2 |
| Intro 3 | | | Fill A | Fill B | Fill 3 | Fill 4 | | Break 2 | Ending 3 | |

PART TRACKS

| Realdrum | Drums 1 | Drums 2 | Bass | Acc 1 | Acc 2 | Acc 3 | Acc 4 | Acc 5 |

TRACK PATTERN

Dur	Moll	---	---	---	---	---	---
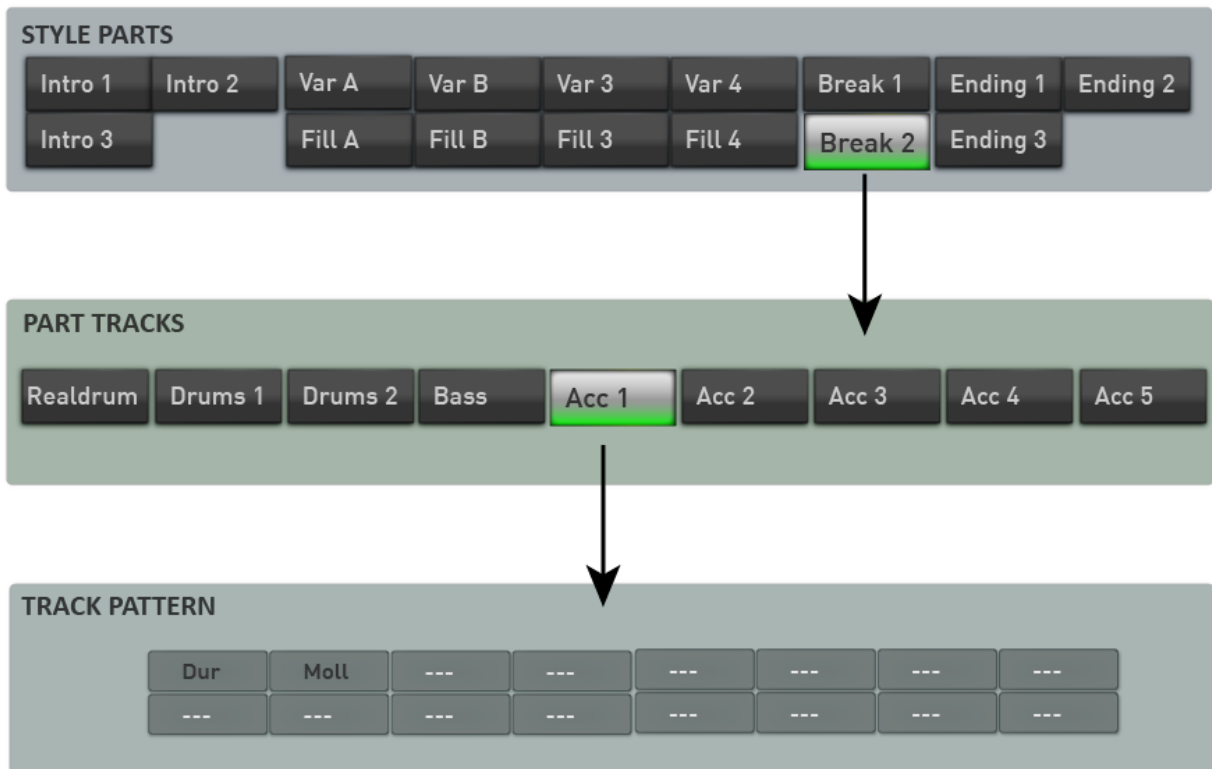
In this example, the style in Part BREAK, on the trail ACC1 a major and a minor pattern has.

6.2 Overview features

On the main page of the Style editing the main parameters of the style to be set.

Let's explore the areas consecutively:

6.2.1   basic functions

Which style is processed?

About the SelektorButton of just currently selected style is displayed that is currently loaded in the Style Editor for editing. This is always the style that is currently active in normal operation.

Style Info

Under Style Info provides information about the style, such as:

-   The current tempo of the Style, which can also be changed here.
-   The length of the currently selected style parts (VAR A BREAK 1, Ending 1 ......) in a continuous LED display and in numerical form.
-   The straight gripped harmony in the style being played.
-   The clock in LED form and in numerical form.

Parts - the various components of Styles
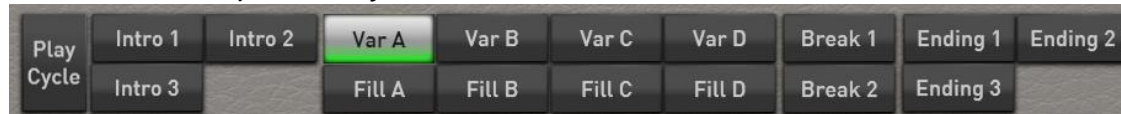
Each style may consist of up to 16 parts (parts). This does not mean that all the available styles is to fully exploit the maximum number. So there are styles with just two intros and endings, or just a break.

The parts can be selected either via the display or via the same control panel button.

when switched off **PLAY CYCLE** the selected part is over **BEGIN** play only once and then stopped.

If the function **PLAY CYCLE** turned on, each part in a cycle (loop length) is played. The normal operation of the auto accompaniment is overridden and a selected Intro, Ending, Break or Fill running in a continuous loop. So you can optimally adjust calmly each part.

Volumes and timbres

To the currently selected Part belonging to the tracks timbres and volumes are displayed here. Since not everyone Part used all the tracks, this something appeared pale and can not be selected.

With **SOLO** and **MUTE** SOLO a track is switched with MUTE a plurality of tracks can be muted.

General: With the control GENERAL all style is matched in volume. You so the style in relation to other styles too loud or too quiet, you can make an adjustment here. Note, however, the new value that only affects when you have stopped the style and restarted again.

 Edit ALL Parts: If the function is turned on, all modified values will be directly to all Parts transmitted. If you want to change so the track volume or the Hall of ACC2 in all parts simultaneously, first press **Edit All Parts** and then go to the Edit page for ACC2.

 To quickly a tone for a track to change, you can press directly to the respective sound display per track. Further, the tone color also **EDIT** to get voted.

Remember! If the function EDIT ALL PARTS off, the tone color change affects only the currently selected Part.

6.2.2 Display button EDIT per track

Edit The button EDIT further values can be set for the selected track.

This includes:

1. Volume (identical to the main page)

Second panorama

Third Reverb 1

4th Reverb 2

5th Chorus

6th echo

7th Octave location -> Please note, the octave is that immediately, but the next part-
Pass effect.

8th. the tone list> For more information, see the - tone **operation manual**
Timbres Overview . you can download on our website.

6.2.3 edit drum track

The two drum tracks still have the Display button under EDIT **Adjust drums.** There, on the one hand individual drum sounds can be louder or softer, and are exchanged for other drum sounds. For example, each drum set three bass drums or four snares. Is in a style snare one used, you can replace it with one of the other three snares them now. So you have an easy way to adjust the drum track your wishes.

Note: Even with MIDI files, this method can be used on drum tracks to two.

Go inside the Style editor to edit in the Drum 1 track or drum 2. There the bottom right the display key **Adjust drums.**

IMPORTANT: If you function **Edit All Parts** enabled, the changes apply to the entire style. If Edit All Part off, the currently selected style part is only changed.

After the Display button **adjust Drums** pressed, a screen on which the changes can be made open.

In this example, a total of seven style percussion timbres are used. This you can see on the left side. Before each drum sound you will see the corresponding MIDI note number.

After you have selected a drum sound in the left list, which is displayed in the center, whether that sound was adjusted in volume. **The range can be between 50% - 0% and + set 50%. The function solo you can use the selected drum sound filter out** alone listen.

The minus a percentage of the sound is quieter and the positive percentage of the sound is louder. These settings are saved with the sequence and can always be adjusted back again.

Caution 1: With this adjustment, the rehearsed velocities (dynamics) are changed. Midi Velocity operates with values between 1 and 127. For example, if the snare already recorded with a velocity 110, the snare with the values of + 1% to + 50% only 111-127 louder. 127 is the maximum achievable volume and in our example, the snare would be only slightly louder.

Caution 2: Many of the drum sounds change the sound with the velocity (dynamics) value. This means that at low velocities another sample will be played as such at a higher velocity value. It varies not only the volume, but also in many percussion timbres of sound.

On the right side you can see if there is a replacement option for the left selected drum sound. When selected in the example **bass drum on the MIDI note 36 named Uni Kick 02,** There are two exchange options **GMS kick V2** and **Uni Kick 02.**

Exchange opportunities exist in the fields of kick, snare, ride cymbal, crash cymbal, conga Bongo, shakers and percussion.

Was an instrument traded, the display key appears Undone, with which the exchange can be made irreversible.

Here's another example where the Rock Crash 1 against the Heavy Crash 1, a Chinese Sabian Crash or Splash 3 can be exchanged.
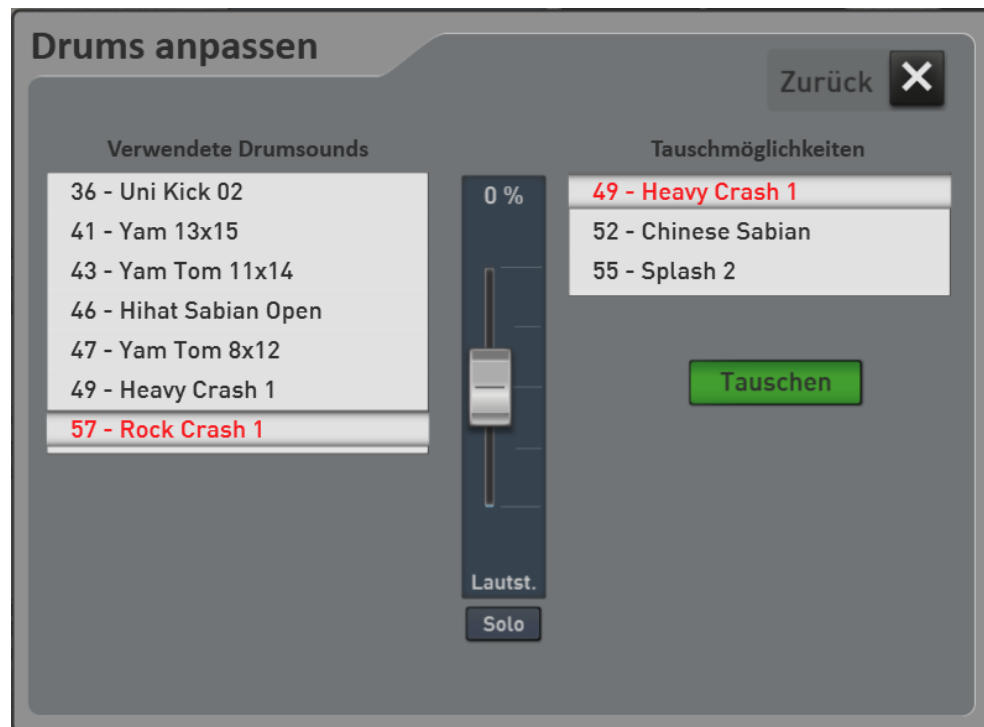
6.3 Professional functions in the Style Edit

Part Edit

Under Part Edit You can copy individual style parts, paste and delete.

Application examples:

1. You also want to copy the Part C VAR VAR D to there then instruments and volumes to

   to change.

Second To use the Intro 1 from the style XY in a different style than Intro second To

   Load first the Style with the Intro 1 in the editor, select Intro 1 and press in Part Edit Copy. Then load the different style to the editor, go there on intro 2, and press Insert.

can continue to export a complete part as a MIDI file saved or imported using import. See also "Edit Styles on the computer" 6.4.
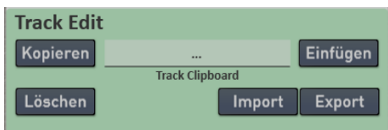
track Edit

Under Track Edit You can download a track from the selected part copy, paste, or delete from the clipboard.

Application examples:

1. You want the bass track use from the variation D in the B second Since the variation is longer

   than break, notes will be cut off after one clock.

Second You can insert them at the desired location, the bass track in a different style.

can continue to export a track as a MIDI file saved or imported using import. See also "Edit Styles on the computer" 6.4.
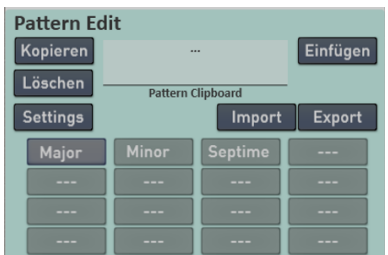
pattern Edit

Individual patterns can be copied, pasted from the clipboard or delete them.

Settings The button **SETTINGS** Settings can be changed for each pattern. Here the conditions under which the pattern is played is determined.
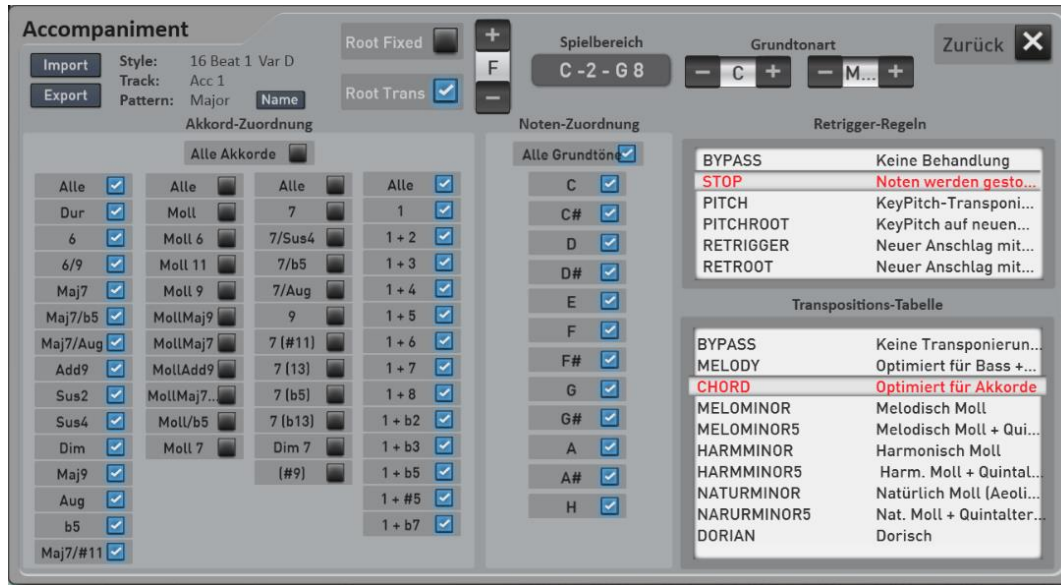
pattern information

In the upper left, you see the pattern information:

Which style and which part	16 Beat 1 Var D or Samba 3 Break 1
Which track / Track	Acc1 or drumS1
pattern name	Displays the name that the programmer has given the pattern. The button NAME, you can change the name at any time.

The importing and exporting buttons are identical to the same function on the Edit Style page in the field pattern.

Root Fixed and Root Trans

root Fixed	The note is kept as close as possible to the previous note range. For example, the notes C3, E3 and G3 in the key of C be in the key of G to H2, D3 and G3. Use this setting for channels that contain chord parts.
root Trans	When the root note is transposed, the pitch relationship between notes is maintained. For example, the notes C3, E3 and G3 of the scale C to G3, H3 and D4 when the scale is transposed to G. Use this setting for channels that melody lines. In Root Trans also the tone setting is used.
Tone for Root Trans	Plays the pattern with root Trans can be adjusted with the root from which the octave sound break occurs. For example, the tone is set to G. Then the notes C3, E3 and G3 transposed ever higher in the keys of C, C #, D, D #, E, F and G are. At G # one octave break an octave down and at A, A # is produced, B and H it goes back up.

play area

The play area puts the highest and lowest notes feast for the timbres. By an appropriate setting to ensure that no notes outside the natural range are sounded (eg. As high bass sounds or low piccolo sounds).

To change the play area, press the corresponding display area and then enter the lowest and highest tone for the play area on the lower manual.

home key

This determines with which basic key, the starting material was recorded. In most cases, this is C Maj7. Subsequently you should not make any changes here.

Akkord-Zuordnung			
Alle Akkorde ☐			
Alle ☑	Alle ☐	Alle ☐	Alle ☑
Dur ☑	Moll ☐	7 ☐	1 ☑
6 ☑	Moll 6 ☐	7/Sus4 ☐	1 + 2 ☑
6/9 ☑	Moll 11 ☐	7/b5 ☐	1 + 3 ☑
Maj7 ☑	Moll 9 ☐	7/Aug ☐	1 + 4 ☑
Maj7/b5 ☑	MollMaj9 ☐	9 ☐	1 + 5 ☑
Maj7/Aug ☑	MollMaj7 ☐	7 (#11) ☐	1 + 6 ☑
Add9 ☑	MollAdd9 ☐	7 (13) ☐	1 + 7 ☑
Sus2 ☑	MollMaj7.. ☐	7 (b5) ☐	1 + 8 ☑
Sus4 ☑	Moll/b5 ☐	7 (b13) ☐	1 + b2 ☑
Dim ☑	Moll 7 ☐	Dim 7 ☐	1 + b3 ☑
Maj9 ☑		(#9) ☐	1 + b5 ☑
Aug ☑			1 + #5 ☑
b5 ☑			1 + b7 ☑
Maj7/#11 ☑			

Chord Assign

With the chord assignment, you determine in which chords the pattern to be played.

All chords: The pattern will play on all types of chords.

Furthermore, there are subdivisions in the area of major chords, minor chords, Septim chords and one / two-note chords.

Example: You have three bass lines each recorded for major, minor and seventh. Then when DurPattern the areas DUR and one / two-note chords All would stand. MOLL and SEPTIME chords are OFF. When minor pattern just MOLL is an All and the seventh pattern then only at ALL SEPTIME.

Noten-Zuordnung
Alle Grundtöne ☑
C ☑
C# ☑
D ☑
D# ☑
E ☑
F ☑
F# ☑
G ☑
G# ☑
A ☑
A# ☑
H ☑

Touch assignment

You can exclude some fundamentals for the pattern.

Example: If you want a certain melody throw only at F, H and C sounds. Only activate these respective fundamentals.

Retrigger Rules

bypass	No change (eg for drums and percussion)
Stop	Running notes are stopped by the chord changes and no longer starts in the new harmony. Particularly suitable for short notes, such as in a rhythm guitar.
pitch	KeyPitch Transpose
pitch root	KeyPitch on new tone
Retrigger	Running notes are stopped by the chord changes and immediately started again in the new harmony. Particularly suitable for long aushaltende notes, such as with pad sounds (strings carpet).
Ret Rout	Running notes are stopped by the chord changes and immediately restarted with the new root.

Transposition Table elle

bypass	No changes
Melody	Suitable for melody line transposition
Chord	Suitable for transposition of chordal parts.
MeloMinor (Melodic minor)	Use this option for melodies that respond only to major and minor chords. Such as intros and endings. If the chord, or vice versa from a major chord to a minor chord, is reduced with the aid of this table, the third interval in the scale by a semitone or enlarged. All other notes remain unchanged.
MeloMinor5 (Melodic Minor, Quint variant)	In addition to MeloMinor Transpose (see above), augmented and diminished chords affect the fifth of the Source pattern.
Harm Minor (Harmonic minor)	Use this for chord channels that respond only to major / minor chords, such as Intros and Endings. When the played chord changes from a major chord to a minor chord, or vice versa, you can the third and sixth intervals in the scale or reduce using this table by one semitone by one semitone larger. All other notes remain unchanged.
HarmMinor5 (Harmonic minor, Quint variant)	In addition to the harmonic minor transposition (see above), augmented and diminished chords affect on the fifth of the source pattern.
natural Minor (Natural Minor)	Use this for chord channels of Pettern which respond only to major / minor chords, like intros and endings. If the chord played on a major chord vice versa for a minor chord, or reduced or increased, this table, the third, sixth and seventh of the scale by a semitone. All other notes remain unchanged.
NaturMinor5 (Of course, minor, Quint variant)	In addition to "Natural Minor" transposition above (see above), augmented and diminished chords affect the fifth of the Source pattern.
Dorian (Doric)	Use this for chord channels of patterns that respond only to major / minor chords, like intros and endings. When the played chord changes from a major chord to a minor chord, or vice versa, reduced or this table increases the third and seventh in the scale by a semitone all other notes remain unchanged.
Dorian5	In addition (see above) to the Dorian transposition above, augmented and diminished chords affect on the fifth of the Source pattern.

6.4 Edit Styles on the computer or create a new

A word first: Creating Styles is a very complex matter and not comparable to the programming of rhythms in older instruments. In addition to deep musical knowledge and experience in the computer field and in the operation of a sequencer like Cubase are required.

Note: The resulting from export MIDI files can also be played on the MIDI sequencer. One after you hear the individual parts of the Style mostly in the key of C. Some tracks sound twice, as they were recorded for major and minor. Listening to music makes so no special meaning. Exporting Styles or individual parts of the style is designed for processing with a sequencing program such as Cubase.

To edit styles with a sequencing program, they can be exported to the MIDI format. In addition to the notes, all control data are stored in the MIDI file.

6.4.1 These export and import options are at your disposal:
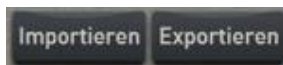
complete style

Here, the entire style in the MIDI format is exported. The style can thus processed completely in the sequencer, changed and later re-imported.

The MIDI file sustains the name of the style: 1.mid 16 Beat

A style part as Intro 1, Var C or Break
The display area **Part Edit** there is also an Import and Export button. This displays the currently selected part, that intro 3, B 2 or variation D is exported. This part can be imported in the same style or in a completely different style again.

The MIDI file sustains the name of the style and Parts: 16 Beat 1 + Var D.mid

A track in a Part
The display area **track Edit** there is also an Import and Export button. The currently selected track is from the currently selected part, that intro 3, B 2 or variation D exported. This track can be imported in the same style or in a completely different style again.

The MIDI file sustains the name of the style of the parts and the tracks: 16 Beat 1 + Var D + Acc 3.mid
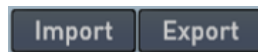
A pattern of a track
The smallest unit of a style is a pattern. And Pattern Edit again we find an import and export button.

In memory of: A track can contain up to 16 patterns. This is used for example to store on a track different bass lines for major, minor or seventh.
The MIDI file sustains the name of the style of the track and the Pattern name: 16 Beat 1 Acc 3_Dur.mid

OAX system

6.4.2 import individual parts, tracks or patterns of a complete MIDI file

Also, from a complete export style you can later import individual parts.

To import only a part (Var A or B 1) of a complete MIDI export.

> 1. Select the part where you want to insert the new part. So for example Break. 1

> Second Press IMPORT ranging PART EDIT.

> Third Select the desired MIDI file. Now you will be asked which part you from
>> To import total file.

> 4th For example, select option A to this Part to import to the previously selected place (here Break 1).

Similarly, you can import a track for a specific part of a whole file or part file. First, place the query from which part you want to import the track appears (see figure above). You will then be asked which track you want to import.
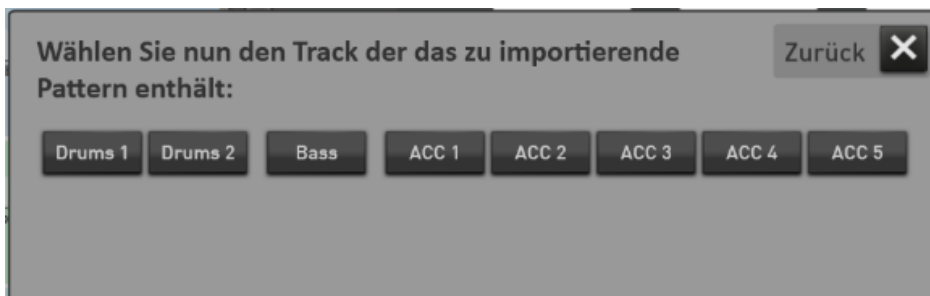
The situation is identical when you import a pattern from a full or part, or track file. Here, there is another intermediate step in which you can select the desired pattern appears.

6.4.3   Format of an exported Styles in the MIDI format

Important NOTE: The exported style includes header information and the actual notes. Of course, you can change the header information in the MIDI file. We recommend however to change this data within the SONIC via the corresponding display fields.

The actual notes are preceded by two bars in which the header information is housed.
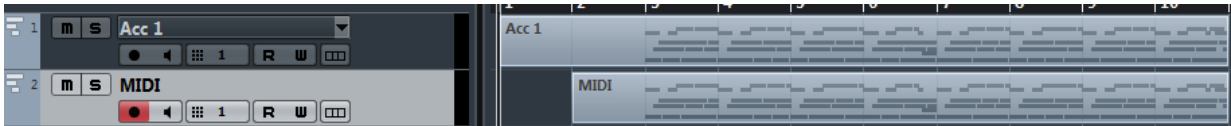
Illustration of an ACC track Septime separately on two Pattern major / minor and is divided.

In the first cycle all initialization parameters are stored. the part name, the part length and values appear to octave position and velocity, first of all. Furthermore, the tone being used, volume and pan, the effects of reverberation, chorus, echo, and other controllers.

			Part=Intro 3
			Length=4
			Octave Shift=0
			Velocity Shift=0
			Wersi Sound=[MSB = 84, LSB = 0, PRG = 25]
CC 0	84	1	BankSel MSB
CC 32	0	1	BankSel LSB
25	0	1	
CC 7	101	1	Main Volume
CC 10	32	1	Pan
CC 73	64	1	Attack Time
CC 74	64	1	Brightness
CC 72	64	1	Release Time
CC 11	127	1	Expression
CC 91	60	1	ExtEff 1 Depth
CC 92	0	1	ExtEff 2 Depth
CC 93	0	1	ExtEff 3 Depth
CC 94	0	1	ExtEff 4 Depth
CC 1	0	1	Modulation
CC 64	0	1	Sustain
CC 65	0	1	Porta On/Off
CC 66	0	1	Sostenuto
CC 67	0	1	Soft Pedal
CC 71	64	1	Harmonic

In the next cycle you will see the information as the first pattern is and under what conditions does the pattern. As written, you should change these values better on your instrument and not in the MIDI file.

```
Pattern Nr=0
Pattern Name=Gtr
Enabled Notes=All
Enabled Chords=Major:Exclude(0,1,2,3,4,5,6,7,28,32,33);Minor:All;Seventh:Exclude(19,20,21,22,23,24,25,26,27,29);Single:Exclude(30,31)
Low Limit=57
High Limit=68
NTR=0
NTT=0
RTR=4
High Key=5
Source Chord=8
Source Root=0
```

Viewing tracks and patterns

As already mentioned, a track can contain up to 16 patterns. The individual patterns can be assigned to different chords for example, so as the bass notes for a major chord and on the next pattern may include a special bass line for the minor chords, the bass track on a pattern. But despite these multiple patterns, it is a track that is played with a sound. which pattern is playing the harmony played makes the final decision.

In a MIDI file these additional sub-tracks (if available) will be displayed directly below the first pattern. As in the following example in which the first pattern is located on the track Acc 4 and the second pattern on the track of MIDI. As you can see missing in the second pattern, the first header clock with the information for timbre and the other sound controllers. Theoretically, the first track Acc4 could with the Pattern 1 still have another 15 sub-tracks. That is, if that would musically make sense.
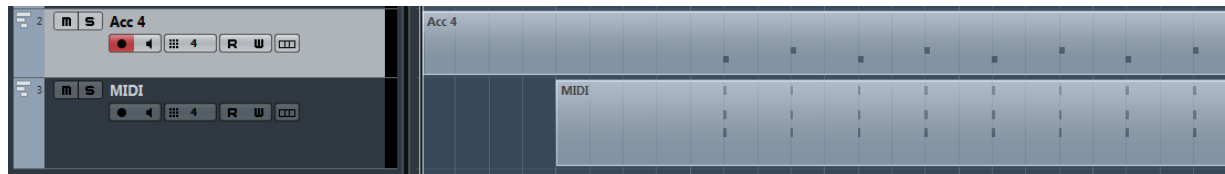
CAUTION: When playing a Part, you must ensure that you have to shut down one may not matching pattern (Mute). Playing on a pattern, a major melody and on a next pattern is a minor melody, you have when listening to a mute from both patterns.

7 Use the onscreen keyboard

The operation of the on-screen keyboard (Virtual Typewriter) is based on WINDOWS 10 and corresponds (with small deviations) an ordinary computer / laptop keyboard. In this case, each input method according to distinguish between two keypads. Once the large keyboard with letters and numbers and even a pure number entry.

7.1 letters and numbers
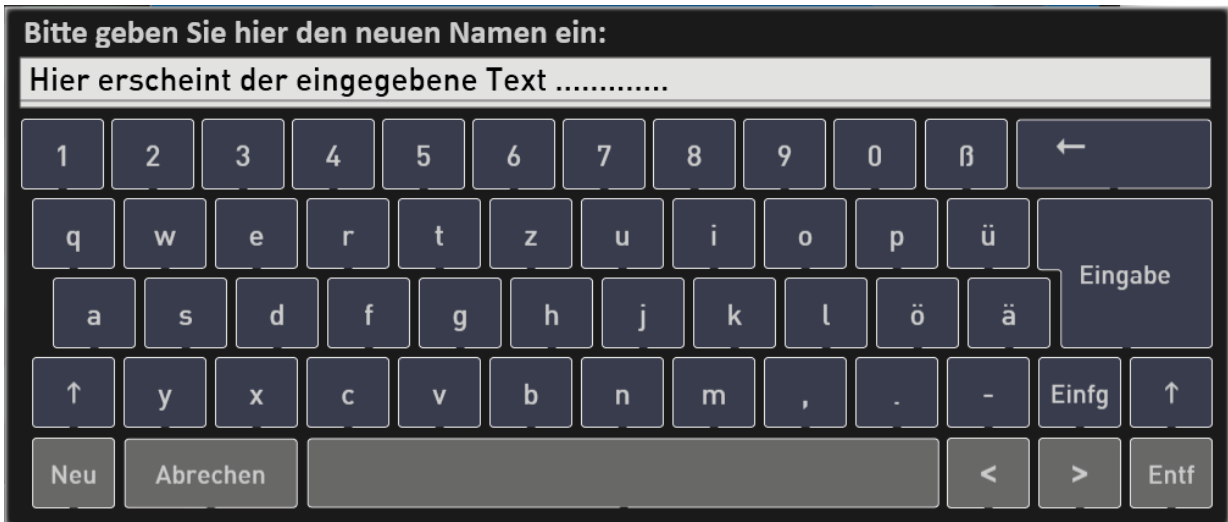
Figure lowercase
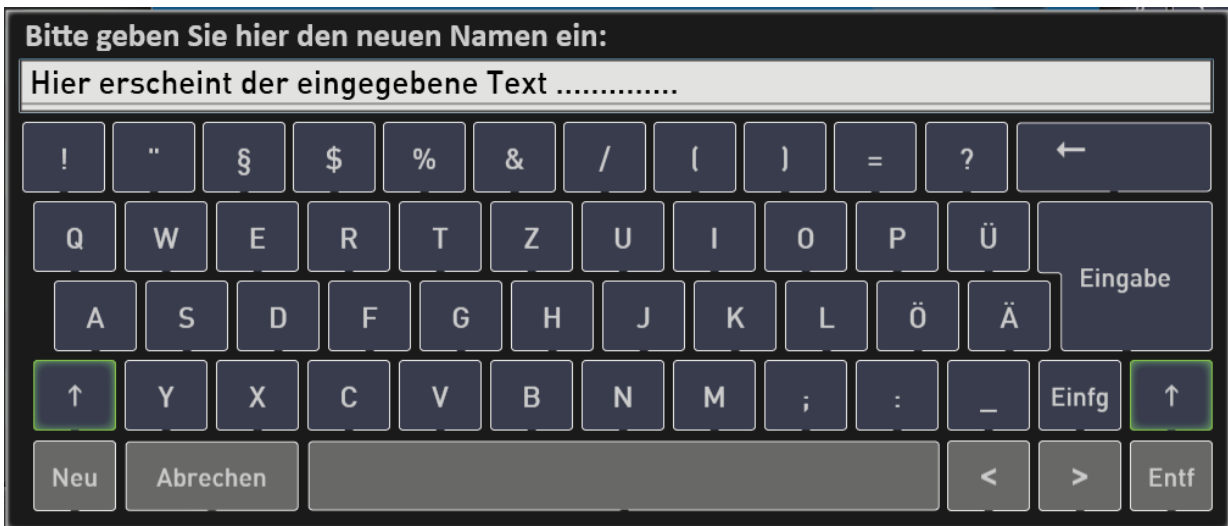
Illustration uppercase (pressed Shift key)

Note the following:

 once tapping   **= switch** on wholesale rewriting or to alternative characters
                                    Tapping this button affects only to the next letter

< >	= Displacement of the write mark (cursor) = vertical line in the text line. Alternatively, you can input cursor (vertical bar) set by tapping in the signature panel on the desired location of the text.
Neu	= Deletes the entire text.
Abbrechen	= Closes the Displaytastaur. Entries made are discarded.
Entf	= The Delete key, the letter is deleted before the cursor.
Einfg	= Insert or overwrite characters at marked positions. in the when switched to overwrite the following characters.
⌫x	= Delete the character to the left of the mark
Eingabe	= Closes the entry process, and the onscreen keyboard is closed.
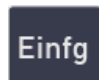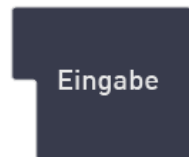
• Consider in your naming also that the display can be displayed later completely in the selection fields in the main display under total preset (although, of course, longer names are possible, but they are then cut in its display).

• The display length of your name but not determined by the number of characters, but according to which (different lengths) letters you used. An approximate size of the maximum length of text you see in previous figures. Orient for themselves. B. on a digit - here the beginning of the key "7".

Some characters are not possible
and be replaced by the alternate character on that key.

In addition, some keys have such. B. enter no function.

• When using / connecting a PC keyboard you have to use, however, the possibility of all approved letters and characters.

7.2 Input of text blocks

In some places, a longer text can be shake. For this, the on-screen keyboard has been enhanced even more with the SAVE a larger text field button and.
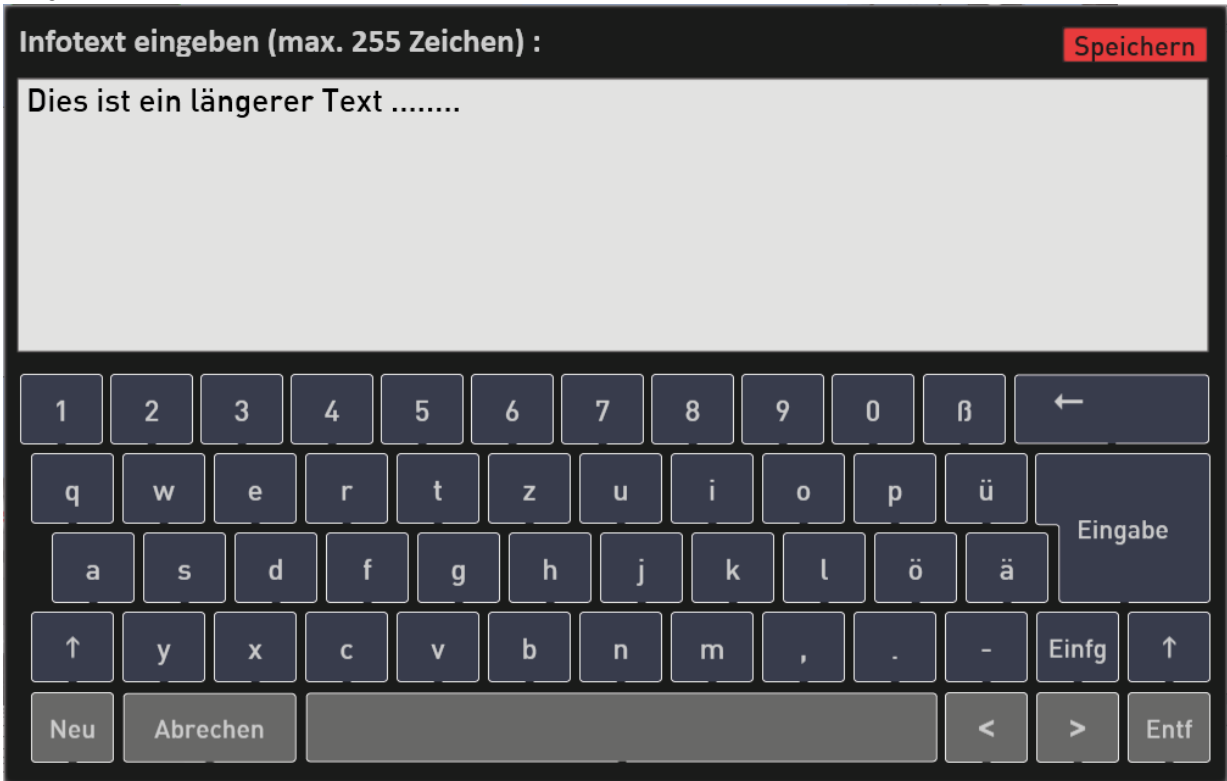
7.3 number entry

If only numbers to be entered, automatically the number keyboard appears.

Figure Keypad

Note the following:

< >	= Displacement of the write mark (cursor) = vertical line in the text line. Alternatively, you can input cursor (vertical bar) set by tapping in the signature panel on the desired location of the text.
Neu	= Deletes the entire text.
Abbrechen	= Closes the Displaytastaur. Entries made are discarded.
⟨ x⟩	= Delete the character to the left of the marker.
Eingabe	= Closes the entry process, and the onscreen keyboard is closed.
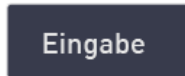
8th WERSI Music Workstation

8.1 Update the operating software WERSI

The WERSI OAX system is constantly being developed and enhanced with new features and tone colors and styles. You, the customer, the new versions of our website to download and install. How it all works, find out in the following articles.

Your ideas for OAX Series

Do you miss some important features in your SONIC OAX or possibly you have ideas for further development of the OAX-system? Then send us an e-mail to **oax@wersi.net** ,

8.1.1 Download the latest software

To your instrument to bring to the latest software version, WERSI provides an installation program is available, which will be further developed over again.

To install are from version V 2.00 always four files:

WersiInstall.exe	(Size about 582 MB)
Wersiplugins_a.7zip	(Size approx 2.21 GB)
Wersiplugins_b.7zip	(Size approx 2.19 GB)
wersistyle.7zip	(Size about 3.3 GB)

Over the following download links you can download the files to your computer:

http://www.wersi.net/download/OAX/WersiInstall.exe

http://www.wersi.net/download/OAX/wersiplugins_a.7zip

http://www.wersi.net/download/OAX/wersiplugins_b.7zip

http://www.wersi.net/download/OAX/wersistyles.7zip

After downloading, please copy these four files in the root directory (ROOT) a USB flash drive or USB hard drive. So you need a USB stick with a size of at least 16 gigabytes.

DANGER! If those files are already in your private Windows download folder, Windows expands the name of the new file with a number. ZB is then .exe WersiInstall.exe WersiInstall (2). These files can not be processed by the OAX instrument. therefore delete before downloading any older installation files.

IMPORTANT! Pay attention to the correct spelling of the files:

> WersiInstall.exe
> wersiplugins_a.7zip
> wersiplugins_b.7zip
> wersistyles.7zip

There are three files named "7zip". These files are compressed Zip files. These are NOT to be "unzipped".

8.1.2   Installation or update of the software

A distinction is made between two types of installation:

reinstallation:

The OAX operating software is completely reinstalled. Here, all own stores like Total presets or styles are deleted.

update:

The installation checks all areas of your instrument and only exchanges outdated files. Here, no separate data is lost. **This is the preferred installation method.**

1. You have loaded the three files downloaded to your computer. Copy this now in the
   Root directory (ROOT) to a USB flash drive.

Second Start the instrument and wait until the instrument is operational.

Third Press the display button **SETTINGS** and at the bottom of the screen you will see the
   Information on the status of the currently installed software.
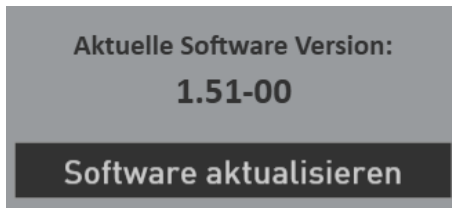
Picture exemplary

4th Now press the button **update software.** It seems to point out that the
   need to connect with the installation software to a USB port disk.
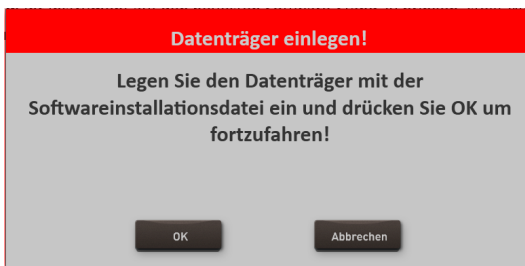
5th Wait a few seconds for the system to the USB flash drive has detected and press
   OK. The OAX software is completed and the installation program will start automatically.

6th First set the installation language between German and English, and confirm with
   NEXT / NEXT>
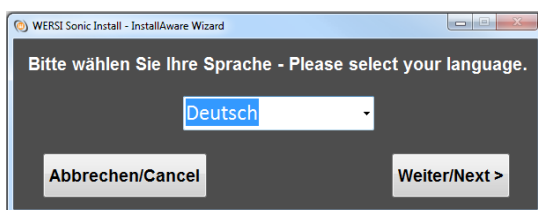
7th The following display normally appears only for a new installation.

Here you can select which model you own. To select the keyboard OAX1 that OAX500600-700-800 or three manual OAX1000 stand.

8th. The installation program continues with the following display:

In addition to the new version number "version Current" displays the version number of the currently installed software also.

9th Now choose between the following options:

      a. **complete reinstallation -> Attention!** Your own data are completely

         deleted!

      b. **Update the existing software ->** Their own data retained.

10th Now confirm with **Further.**

CAUTION: A complete reinstallation always consists of the four installation files. If any of the files are missing, you will receive a message and the installation is aborted.

When updating all the installation files may not be required.

---

an information text that informs you again about your choices and their impact on the display.

> **Sie möchten ein Update der aktuellen Software 1.51-00 auf die neue Version 2.00-00 durchführen. Ihre selbst erstellten Daten wie Preset oder Styles und alle Freischaltungen bleiben bei diesem Vorgang erhalten.**

Picture exemplary

The terms "Current software" and "New Version" are obviously different in the future with any upcoming update.

11th Confirm with **To install** or go with **Back** back end to the selection page or

    she with **Abort, stop** the installer.

12th If you select Install, the new data will be copied to the hard disk and at the end

    the message:
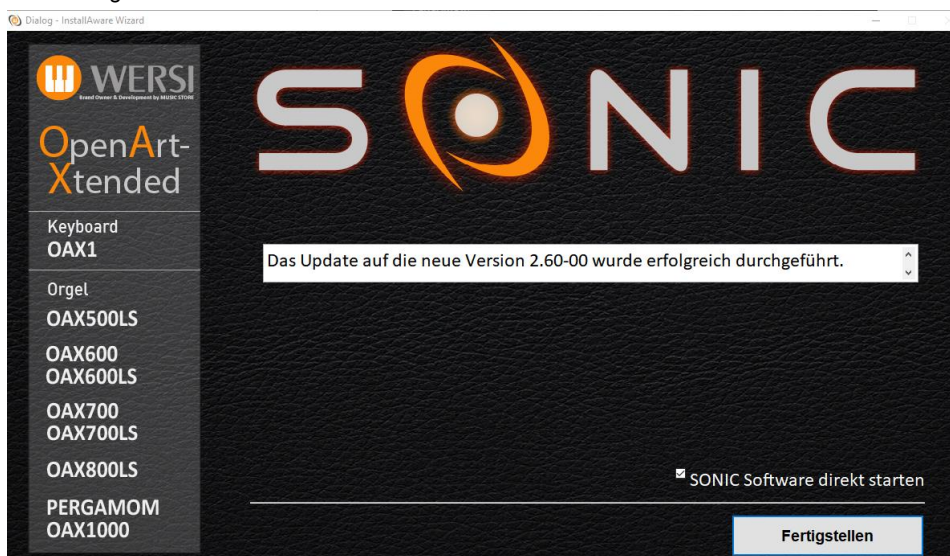
13th Press **Complete** and the new software is started immediately.

8.2 read the manual on the SONIC display

You can read the instruction manuals directly on the screen of the OAX-instrument.

To access the user manual, press in the main display on the field **SETTINGS** go there, the Page 2 of 3, then choose

OPERATION MANUAL or
PROGRAMMING INSTRUCTIONS.

Important instructions:

1. The OAX-manual is loaded in PDF reader and you can with the Wischtechnik easily move through the manual.

Second A multi-page list you get when you drag a page with two fingers less.

Third To medium size page, tap once on the desired page.

4th To view the operating instructions to close again and again return to SONIC, pull once with a finger from the top to the bottom of the screen.

8.3 Changes in the different software versions

What has changed in the software with different versions, you can always read.

To do so, press on the main display on the field **SETTINGS** go there on the page 2 of 3, then choose **SOFTWARE INFO.**

The information is loaded in the PDF reader and loaded and you can move comfortably with the wiping technique through the document.

To view the user manual to reconnect and return to SONIC, pull once with a finger from the top to the bottom of the screen.

8.4 issues

Even with a still so well-developed system can result in system crashes by adverse circumstances. Here are a few tips on how you should deal with these problems.

General

A common way to eliminate an error in the system, is to re-install the OAXBetriebssoftware using an installation from scratch. This only leads in rare cases to success. For even in the "Update Software" OAX operating software is always **COMPLETE** partly filled with new! For more information, see the previous section 8.1 update WERSI operating software.

Organ "freezes" without error messages a - the instrument does not operate more

    1. Hold down the control panel button on / off until the instrument automatically
        shuts down.
   Second If this is not successful, turn the power off on the back of the power supply.
        Wait 20 seconds, then turn off the power at the power switch on again. Then you can turn on your instrument
        as usual.

The instrument will display at power up the adjacent display message

The software was not fully started the last power-up. At this point, now a technician has the opportunity to examine some points.

Normally, please press "START SONIC" and the instrument will start as usual.
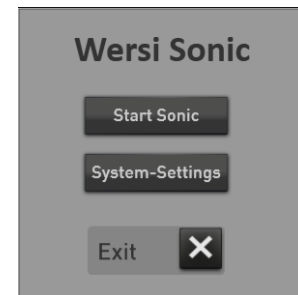
Important: Under SYSTEM SETTINGS You should make your own changes under any circumstances. Please open this area only under the guidance of WERSI service personnel.

8.5 Remote diagnostics via TeamViewer

About the software program **TeamViewer** can our service employees connect over the Internet with your instrument. So settings, error in OAX operating system or operator error in turn can be fixed quickly.

The TeamViewer program is free and was developed in Germany.

Note: The TeamViewer program is preinstalled on all instruments since the fall of the 2016th If this is not the case with your instrument, the necessary installation file can be downloaded here and then install.

https://download.teamviewer.com/download/TeamViewer_Setup_de.exe

Connect to the Internet
Connect to the Internet, you can connect in two ways:

    A. Connect the instrument with a network cable to your Internet router. They are then
        directly connected to the Internet.

    B. Use a USB wireless stick and log in to your wireless network.

Important NOTE: Your instrument should not be constantly connected to the Internet. After the TeamViewer was used to finish removing the network cable or the USB WLAN stick.

 start TeamViewer

    1. Press **SETTINGS.**

    Second Go to the Page 2 of 3 and press GENERAL EINSTELUNGEN.

    Third Start the TeamViewer program by clicking on the icon TEAMVIEWER icon.

Mit diesem Button starten Sie das Programm TeamViewer. Achten Sie darauf, dass Sie Ihr OAX-Instrument vorher mit dem Internet verbunden haben.

Nach dem erfolgreichen Start, geben Sie dem Servicepartner die Zahlen im Bereich IHRE ID und das Kennwort durch.
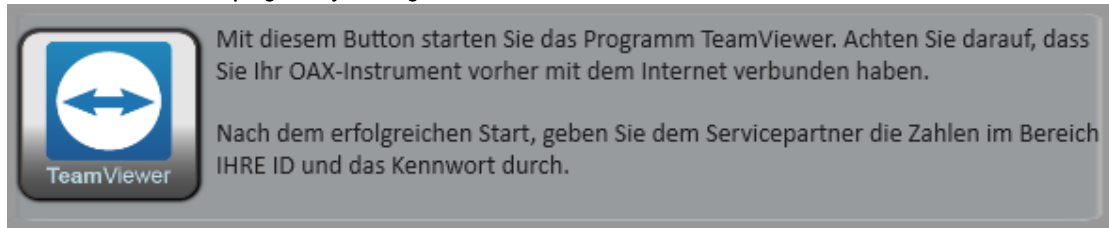
4th TeamViewer is started.
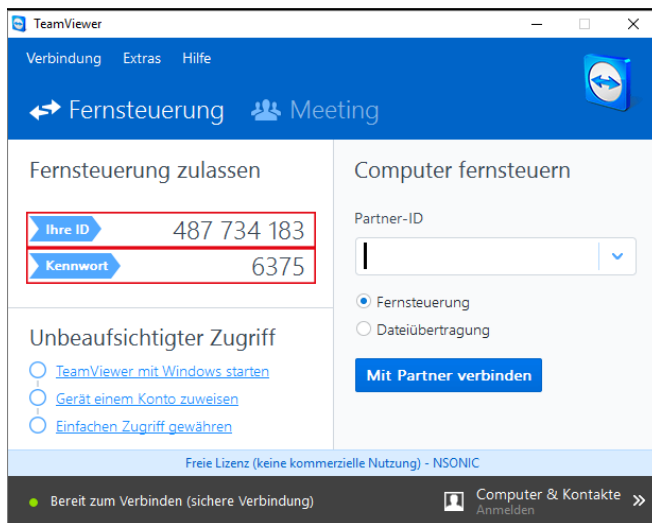
5th Enter the service hotline by just your ID and password. In our example, this would be the ID **487487487** and password **6375th**

ATTENTION: Your ID of TeamViewer remains identical at each startup. The password is but every time you start another. So you need not fear that someone illegally uses the remote control.

6th Our service employee enters this data and connects to your instrument. The
Connection information is displayed at the bottom right of the display.

7th The service employee will then close the connection again at the end.

8th. Now you can disconnect from the Internet again. Remove the network cable or pull the WLAN stick from the USB port.

8.6 The MICROSOFT WINDOWS operating system 10

About "SONIC SETTINGS and the button end software is the WERSI program closes and you get into the WINDOWS © program level.

The OAX software is prepared for the Windows operating system 10th

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A thereat work is for the normal operation <u>Not</u> necessary and - if at all

-

intended only for experienced WINDOWS users.

With Tapping the icon <u>WERSI SONIC </u> the WERSI software is restarted and you

come back to the normal play mode.

we have **once again** expressly states that in case of malfunctions that have arisen:

•   by installation of additional software programs that were not supplied by WERSI or expressly authorized and approved for use and thus to failure of the operating system by
z. As for the current WINDOWS version is not compatible or it is not programmed so-called "driver" leads

•   by installing components that do not work with the WERSI OpenArt system optimally together

•   by installation of replacement and additional components that are not supplied by WERSI

the warranty becomes void.

•   **The hardware is controlled by the system code and is calculated from all used in your instrument components. The system code is a distinctive fingerprint of your instrument. If components (motherboards, RAM, processor ....) Replaced in your instrument, the system code changes This will activations lost and the instrument can no longer be used.**

Check with them first with absolutely WERSI in before you plan to
"Foreign" -Soft- to install.
Plan hardware extensions, buy them only at WERSI.

Moreover, it is extremely important for the proper functioning of your instrument that is not changed on the hard disk, the entire WERSI folder including its subfolders and the WINDOWS folder. It can here delete any files and folders, and moved accept any new files in it (except for official software updates).

In case of malfunction by tampering with the Windows file system, only one modified WERSI / WINDOWS version may DVD / USB flash drive be installed on a special CD /!

In this case your data may itself created are deleted, you always worry - at appropriate intervals, or for larger stores - for a backup!

OAX system

9 Midi interface

9.1 MIDI Out

9.1.1 The MIDI Out timbres

MIDI sound expander can be controlled directly via so-called MIDI sounds. These tones can be used in the manuals or in the sequencer or the styles.

If you want to use an expander, then you want certain tones of the expander in the manuals or in the Auto Accompaniment / play sequencer. By OAX system you can save the desired tone color of the expander as a MIDI tones directly into your instrument and get on then pressing a button or mixed save the OAX-tone colors in a total preset.

As MIDI outputs are two MIDI outputs. Some OAX instrument also feature a USB MIDI Out, which can also be controlled with the MIDI tones.

Caution:
- If no expander connected to the instrument, this MIDI tones are not heard.
- If an external expander used the MIDI Out must be External 1 or 2 to the MIDI connected to the expander. must continue to the audio outputs of the expander to the audio input of your instrument to be connected.

How is a MIDI-out tone stored?

1. Connect the expander by one of two MIDI OUTs of the MIDI IN SONIC
   connect the expander. Then connect the AUDIO output of the expander to the AUDIO In SONIC.

Second From the tone list OWN SOUNDS and press MIDI OUT. For example if you
   the first time a MIDI Out sound create, there are three MIDI Out Tones stored.

Third Select the tone that corresponds to the MIDI Out when you connect the Expander
   have -> h MIDI Ext1 Ch 1 or Std MIDI Ext2 Ch 1 or Std MIDI Ext-USB Ch 1. The timbre is loaded onto the selector.

4th Double-click on the selector, open the edit box. Here you will find many
   occur controls known.
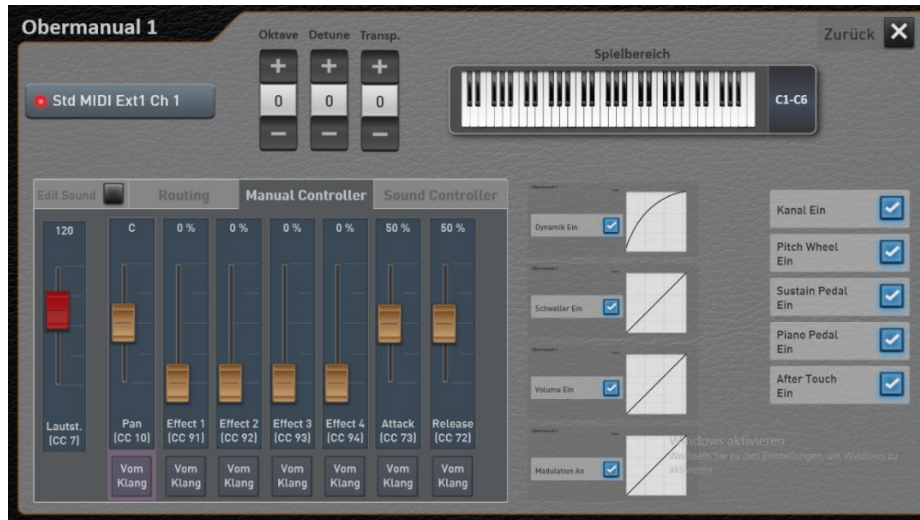
5th Now press the display surface "Edit Sound" to a current MIDI Out to create sound.

6th Now you can use the areas "routing", "Manual Controller" and "Sound Controller" the
Setting the desired sound at the expander.

7th again press "Edit Sound" and you will be asked whether to save the expander sound
want.

These send MIDI tones following data to the expander:

controller	Surname	information
PRG-Change PRG-Change 0		
	MSB controller	for bank selection
32	LSB controller	for bank selection
10	panorama	
91	effect 1	Often the Hall Send
92	effect 2	
93	effect 3	Often the Chorus Send
94	effect 4	
73	Attack	Stands in the middle and changed the attack. Values above 63 lengthen the attack and values including shortening the attack.
72	release	Stands in the middle and changes the release (decay). Values above 63 extend the decay and values including shortening the decay.

Furthermore transferred during the games following controllers:

controller	Surname	information
11	expression	The volume rocker
7	Volume	The volume level of the selector.
pitch Bend		
aftertouch		
1	modulation Wheel	
64	Hold pedal	depending on Fußschalterbelegung
66	Sustenuto	pedal
67	soft pedal	Sounds are quieter, duller the Piano

Furthermore, you can assign 8 controller-free.

Note: Whether these MIDI controllers are also evaluated by the connected devices, please refer to the corresponding manuals

9.2 MIDI IN

received controller

controller value		information
CC0		
CC32		
PRG		
CC7		
CC10		panorama
CC11		expression pedal
CC72		release Time
CC73		Attack Time
CC74		Brightness (Cuttoff)
CC76		LFO1 rate
CC77		Filter Envelope Attack
CC78		Filter Envelope Decay
CC79		Filter Envelope Depth
CC84		Start Note for Glide
CC91		Hall 1 (on drums)
CC92		Hall 2
CC93		Chorus (not for Drums)
CC94		Echo (not Drums)
CC120		All Sounds Off = the tone generation is terminated immediately
CC121		Resets all controllers to your original values.
CC123		All Note Off = all notes are off.

10 databases

Additional lists for the tone, style

10.1 Listing Total presets

The included Total presets will show you the sonic possibilities of your instrument. All Total presets are saved without styles.

No.	Bank name	display name	description
1	drawbar organ	Live drawbars Standard	About drawbar variable sinus sound with rotor slow / fast
2	Drawbar organ preset	drawbar full	Preset with full Zugriegelklang the upper manual; Lower manual drawbars Standard preset.
3	Drawbar organ preset	drawbar Straight	Preset straight Zugriegelklang the upper manual; Lower manual drawbars Standard preset.
4	Drawbar organ preset	drawbar Open	Open Zugriegelklang the upper manual; Lower manual drawbars Standard preset.
5	Drawbar organ preset	drawbar Blues	Bluesy Zugriegelklang the upper manual; Lower manual drawbars Standard preset.
6	Drawbar organ preset	drawbar Blues Perk.	Bluesy Zugriegelklang with percussion in the upper manual; Under Manual Standard ZugriegelPreset.
7	Drawbar organ preset	drawbar CD 1	Preset sound of the legendary CD-organ vibrato effect on modulation wheel; Under Manual CDOrgel standard drawbar preset
8th	Drawbar organ preset	drawbar CD 2	Preset sound of the legendary CD-organ vibrato effect on modulation wheel; Under Manual CDOrgel standard drawbar preset
9	Drawbar organ sacra	organ	Great mix of different registers of a church organ, lower manual with Tutti-Register
10	drawbar organ	Theater Organ	Typical sound of a theater organ on both manuals
11	Pianos	Grand Piano	Steinway pianos on both manuals, Strings switchable
12	Pianos	Bright Piano	Bright pianos on both manuals, Strings switchable
13	Pianos	octave piano	Octaved wing on the upper manual; Under Manual strings
14	Pianos	Piano & Strings	Steinway grand piano with strings on both manuals

15	Pianos	LA Piano	Contemporary Piano Mix; Under Manual electric piano
16	Pianos	CP80	Electrical Grand piano in the upper manual; Under Manual Electrical Grand and Strings
17	Pianos	electric piano	Electric piano on the upper manual; Under Manual strings
18	Pianos	Wurlizer	Wurlizer electric piano in the upper and lower manual
19	Pianos	FM Piano	FM piano in the upper and lower manual
20	Pianos	harpsichord	Harpsichord in the upper and lower manual with switchable strings
21	Streicher	String Orchestra	Large string orchestra in the upper manual; Under Manual strings
22	Streicher	tremolo strings	Tremolo strings in upper manual ;; lower manual strings
23	Streicher	Solo Violin and Strings	Solo violin with strings in Obermnanual; Under Manual strings
24	Streicher	organ Strings	Soft Organ Strings in the upper and lower manual
25	Streicher	Mantovani strings	Mantovani strings in upper manual; Under Manual strings
26	Streicher	chamber Orchestra	Small Chamber Orchestra in the upper and lower manual
27	Streicher	Chamber Orchestra Solo	Chamber Orchestra with solo violin in the upper manual; Under Manual strings
28	Streicher	Oboe and Strings	Solo Oboe with string orchestra in the upper manual; Under Manual strings
29	Streicher	Sonic Orchestra Brass	Tutti orchestra with horns on top and bottom Manual; special effects timpani in the lower lower manual
30	Streicher	Sonic Orchestra	Tutti orchestra on the upper and lower manual; special effects timpani in the lower lower manual
31	guitars	acoustic guitar	Beautiful Acoustic guitar; Under Manual strings.
32	guitars	Spanish guitar	Classical Spanish guitar; Under Manual strings.

33	guitars	Electric guitar 1	Electric guitars mix; Under Manual strings.
34	guitars	Electric guitar 2	Electric guitars mix; Under Manual strings.
35	guitars	distorted guitar	Distorted guitar; Under Manual strings.
36	guitars	Muted guitar	Muted guitar; Under Manual strings.
37	guitars	Pedal Steel Guitar	Soft pedal steel guitar; Under Manual strings.
38	guitars	12 String Guitar	12 string guitar; Under Manual strings.
39	guitars	entertainer guitar	Soft guitar entertainer SyntheSounds; Under Manual strings.
40	guitars	Synthe Guitar Mix	Distorted guitar with a lot Synthe; Under Manual Motion Synthe.
41	Wind instruments	trumpet	Trumpet in the upper manual, Trumpet Light and trumpets ensemble switched; Under Manual strings.
42	Wind instruments	trombone	Trombone in the upper manual, trombone and ensemble Brass Light switched on; Under Manual strings.
43	Wind instruments	Old saxophone	Alto Saxophone in the upper manual, Ensemble Brass Ensemble and trumpets switched; Under Manual strings.
44	Wind instruments	tenor saxophone	Tenor saxophone in the upper manual, Tenor Sax Sweet and Big Band Ensemble switched; Under Manual strings.
45	Wind instruments	clarinet	Clarinet Swing in the upper manual, clarinet and Big Band Ensemble switched; Under Manual strings.
46	Wind instruments	Flute	Flute in the upper manual, piccolo and vibraphone switched; Under Manual strings.
47	Wind instruments	panpipe	Panpipes in the upper manual, pan flute soft and CD Galaxy switched; Under Manual strings.
48	Wind Instruments	Shakuhachi & Synthe	Shakuhachi Synthe Mix; Under Manual strings.
49	Wind Instruments	Big Band Mix Soft	Big Band Ensemble, Trombone Ensemble and Clarinet Swing in the upper manual; Under Manual strings.
50	Wind Instruments	Big Band Mix Bright	Big Band Ensemble, Trumpet Ensemble and alto saxophone in the upper manual; Under Manual strings.

51	Synthe	Synthe Lead 1	Cooler Square Lead with echo; Under Manual strings and hot horn
52	Synthe	Synthe Lead 2	Lead resonance; Under Manual strings and hot horn
53	Synthe	Synthe pad	Synthe Pad mix resonance aftertouch; Under Manual Mega pad sound
54	Synthe	Synthe Analog 1	Analog Synthe Brass; Under Manual strings and hot horn
55	Synthe	Synthe Analog 2	Analog Mix with Bells; Under Manual strings and hot horn
56	Synthe	Synthe trance	Cool trance sound mix; Under Manual Mega pad sound
57	Synthe	Synthe Rhythm	Automatic drum rhythm as soon as a button in the upper manual is played. play legato; Under Manual Mega Sound Pad
58	Synthe	Synthe Motion	Big Motion synth sound in the upper and lower manual
59	Synthe	Arpeggio 1	SyntheBrass arpeggio pace as current style; Under Manual strings and hot horn
60	Synthe	Arpeggio 2	Soft arpeggio pace as current style; Under Manual strings and hot horn
61	accordion	Live accordion Supita	World Champion Supita with live operation of the Register and the typical switching noise; Under Manual strings.
62	accordion	Live accordion Morino	Hohner Morino with live operation of the Register and the typical switching noise; Under Manual strings.
63	accordion	Live accordion Alpina	Alpina accordion with live operation of the Register and the typical switching noise; Under Manual strings.
64	accordion	Live accordion musette	Cavagnolo musette accordion with live operation of the Register and the typical switching noise in three Casotto stages; Under Manual strings.
65	accordion	Live accordion Mengascini	Hohner Morino with live operation of the Register and the typical switching noise; Under Manual strings.
66	accordion	Accordion Diatonic	Alpine diatonic accordion as Presetsound; Under Manual strings.
67	accordion	Accordion AlpenMix	Mix of diatonic accordion, trumpet and clarinet; Under Manual strings.
68	accordion	Accordion tango	Argentinean bandoneon; Ideal for tango; Under Manual strings.

69	accordion	Accordion fair	Typical Fairground accordion with Synthe sounds; Under Manual strings.
70	Accordions Harmonica Blues		Blues harmonica; Under Manual strings.
71	Choir & Vocals	Jazz Vocals Duh Bap	Typical Duh bap sound that is switched on the dynamics between Duh and bap; Under Manual strings.
72	Choir & Vocals	Jazz Vocals Duh	Duh mix of vocals; Under Manual strings.
73	Choir & Vocals	Jazz Vocals Yeah	Single female voice with Jazz Vocal Yeah in the upper region; Under Manual strings.
74	Choir & Vocals Choir Synthe		Combination of different Synthe vocals; Under Manual strings.
75	Choir & Vocals Big Choir		Large choir composed of women, men and children; Under Manual strings.
76	Choir & Vocals Choir, Mixed		Large choir, can be expanded through more dynamic with an opera chorus; Under Manual strings.
77	Choir & Vocals women Solo & Choir		Solo female voice choir in the background; Under Manual strings.
78	Choir & Vocals Female Choir and Opera		Large Women's Choir, can be expanded through more dynamic with an opera chorus; Under Manual strings.
79	Choir & Vocals Choir & Organ sacral 1		Upper Manual church choir; Sacral organ in the lower manual
80	Choir & vocals Chor & sacral organ 2		Church choir and principal in the upper manual; Tutti sacral organ with choir in the lower manual
81	Mallet & Bells	Vibraphone	The classic vibraphone is often played in Swing, Tonstäbe here of metal; Under Manual strings.
82	Mallet & Bells Marimba		The Marimba has a large range and Tonstäbe of wood; Under Manual strings.
83	Mallet & Bells	xylophone	The xylophone has Tonstäbe of wood; Under Manual strings.
84	Mallet & Bells	Steel Drums	The typical instrument of the Caribbean, real name steel pan; Under Manual strings.
85	Mallet & Bells Chime		Beautiful sound of a carillon; Under Manual strings.
86	Mallet & Bells	Tubular Bells	Grandiose tubular bells which are struck with a hammer; Under Manual strings.

87 Mallet & Bells	Celesta		Beautiful classic celesta with soft timbre; Under Manual strings.
88 Mallet & Bells Bells melody			Combination of small Tubular Bells; Under Manual strings.
89 Mallet & Bells	entertainer Bells		generating combinatorial from different Bells to the typical pop-Bells; Under Manual strings.
90 Mallet & Bells	Synthe Bells		Combination of different Synthe Bell; Under Manual strings.
91 Drums & Effects Standard Drums - Set Lower			Standard drum set on the lower manual and drum effects on the upper manual.
92 Drums & Effects Power Drums - Set Lower			Strong Power drum set on the lower manual and drum effects on the upper manual.
93 Drums & Effects Dance Drums - Set Lower			Cool Dance drum set on the lower manual and drum effects on the upper manual.
94 Drums & effects Analog Drums - Set Lower			Analog drum set on the lower manual and drum effects on the upper manual.
95 Drums & Effects Funk Loop - Set Lower			Funk drum loop on the upper manual and a dance drum set on the lower manual.
96 Drums & effects Special effects			Different car sounds on the upper manual and wind, ocean waves, helicopter on the lower manual; Please play monaural.
97 Drums & Effects Voice effects			Voice effects on the upper manual and large Applause and laughter on the lower manual.
98 Drums & percussion effects - Set Lower			Percussion drum set on the lower manual and drum effects on the upper manual.
99 Drums & effects Synthe effect 1			Cooler chaos SyntheEffekt on both manuals.
100 Drums & effects Synthe effect 2			Mystical Synthe effects on both manuals.
101	Entertainer 1 DB Beta Vintage		From OAS FL package
102	Entertainer 1 DB CD Organ Vintage		From OAS FL package
103	Entertainer 1 Organ Strings		From OAS FL package
104	Entertainer 1 Symphonic Strings		From OAS FL package
105	Entertainer 1 Timpani & Orchestra		From OAS FL package
106	Entertainer 1 Synthe Pad 1		From OAS FL package
107	Entertainer 1 Synthe Pad 2		From OAS FL package
108	Entertainer 1 Synthebrass Vintage		From OAS FL package
109	entertainer 1	Jazz guitar	From OAS FL package
110	Entertainer 1 Trumpets		From OAS FL package

111	entertainer 2	Jazz Organ Vintage	From OAS FL package
112	Entertainer 2 CD Organ Tutti Vintage		From OAS FL package
113	Entertainer 2 CD percussion Vintage		From OAS FL package
114	Entertainer 2 Viennese Waltz		From OAS FL package
115	entertainer 2	Let's Big Band	From OAS FL package
116	entertainer 2	Lovely Dream	From OAS FL package
117	Entertainer 2 Synthe Dream		From OAS FL package
118	Entertainer 2 Saxophone		From OAS FL package
119	Entertainer 2 Nature Guitar		From OAS FL package
120	Entertainer 2 Accordion		From OAS FL package
121	MS demo	MS Steinway grand piano	Demo Preset Musicstore
122	MS demo	MS orchestra with timpani	Demo Preset Musicstore
123	MS demo	MS Alto Saxophone	Demo Preset Musicstore
124	MS demo	MS panpipe Horea	Demo Preset Musicstore
125	MS demo	MS Brass with Shake Mod. Wheel	Demo Preset Musicstore
126	MS demo	MS Live accordion Morino	Demo Preset Musicstore
127	MS demo	MS Synthe Lead	Demo Preset Musicstore
128	MS demo	MS Synthe Pad	Demo Preset Musicstore
129	MS demo	MS Synthe Analog	Demo Preset Musicstore
130	MS demo	MS arpeggio Synthe	Demo Preset Musicstore
131	notes presets	Verde verses with notes	Demo preset for notes in the display
132	notes presets	Verde chorus with notes	Demo preset for notes in the display
133	notes presets	There is no beer chorus notes	demo preset for notes in the display
134	notes presets	There is No Beer verses notes	Demo preset for notes in the display
135	notes presets	Dance with me chorus notes	Demo preset for notes in the display
136	notes presets	Dance verses with me notes	Demo preset for notes in the display
137	notes presets	Youre My Heart Intro notes	Demo preset for notes in the display
138	notes presets	Youre My Heart Verse notes	Demo preset for notes in the display
139	notes presets	Youre My Heart Chorus notes	demo preset for notes in the display
140	notes presets	Youre My Heart Bridge notes	Demo preset for notes in the display
141	JL Package 1	Happy music JL	From OAS JL package
142	JL Package 1	Hansi rocks JL	From OAS JL package
143	JL Package 1	Doo Wah Diddy JL	From OAS JL package
144	JL Package 1	Hey Baby JL	From OAS JL package
145	JL Package 1	Hip Hop Polka 1 JL	From OAS JL package
146	JL Package 1	Hip Hop Polka 2 JL	From OAS JL package
147	JL Package 1	Mamma Mia JL	From OAS JL package
148	JL Package 1	Lonely Shepherd JL	From OAS JL package
149	JL Package 1	Streicher Epic JL	From OAS JL package
150	JL Package 1	Morriccone Vocal JL	From OAS JL package
151	JL Package 2	Happy Hansi JL	From OAS JL package

152	JL Package 2	Dance Choir JL	From OAS JL package
153	JL Package 2	Pulstar 1 JL	From OAS JL package
154	JL Package 2	Pulstar 2 JL	From OAS JL package
155	JL Package 2	Mary meets Hansi JL	From OAS JL package
156	JL Package 2	Biscay organ JL	From OAS JL package
117	JL Package 2	Hammond A Go Go JL	From OAS JL package
158	JL Package 2	Happy Luxembourg JL	From OAS JL package
159	JL Package 2	Romance trumpets JL	From OAS JL package
160	JL Package 2	Strings symphonic JL	From OAS JL package
161	JL Package 3	Trumpets 1 JL	From OAS JL package
162	JL Package 3	trombones JL	From OAS JL package
163	JL Package 3	Strings Att. JL	From OAS JL package
164	JL Package 3	Streicher 70 JL	From OAS JL package
165	JL Package 3	Streicher 2011 JL	From OAS JL package
166	JL Package 3	Vocal classic JL	From OAS JL package
167	JL Package 3	Trumpets 2 JL	From OAS JL package
168	JL Package 3	Blaeser fully JL	From OAS JL package
169	JL Package 3	Poker Face 1 JL	From OAS JL package
170	JL Package 3	Poker Face 2 JL	From OAS JL package
171	JL package 4	Happy Music Keyboard JL	From OAS JL package
172	JL package 4	Hip Hop Polka Intro JL	From OAS JL package
173	JL package 4	Lonely Shepherd Keyboard JL	From OAS JL package
174	JL package 4	At 7 JL	From OAS JL package
175	JL package 4	Games That Lovers Play JL	From OAS JL package
176	JL package 4	Biscay keyboard JL	From OAS JL package
177	JL package 4	Summer Place JL	From OAS JL package
178	JL package 4	Doo Wah Diddy Keyboard JL	From OAS JL package
179	JL package 4	Hey Baby Keyboard JL	From OAS JL package
180	JL package 4	Over The Rainbow JL	From OAS JL package

10.2 Listing factory Accompaniments

POP level 1	16 Beat 1	16 Beat 2	8 Beat 1
	8 Beat 2	8 Beat 3	8 Beat Latin
	Beat Alps	Beat Easy	Beat Oldie
	Standard Beat 1	Standard Beat 2	Sweet Beat
	Smooth 8-Beat +	California Beat +	Beatbox +
POP Level 2	Britpop +	Base Pop Rock +	Sixties Pop +
	Good Old Times +	Organ Euro Pop	
	Pop Radio 1	Pop Funk 2	Get Funky +
	Big Funk +	LA Funky House 2013	

ROCK level 1	rock 1	rock 2	Festival Rock +
	Skirt JP 1	Skirt JP 2	Summer Rock +
	German rock +	Shades of Rock +	Straight skirt
	Metal City	Blue Metal	Rock Pop Days +
	Elysium rock		
ROCK Level 2	Rock Shuffle 1	**Rock Shuffle 2**	**shuffle 1**
	shuffle 2	Roll Rock'n Shuffle	shuffle Slow
	Crooner Shuffle +	Rock Shuffle +	
ROCK Level 3	Rock'n Roll 1	Rock'n Roll 2	Rock'n Roll 3
	Rock'n Roll 4	US Rocknroll	
ROCK Level 4	Boogie 1	Boogie 2	Piano Boogie
	Boogie Woogie	Piano Boogie Man +	
	Twist 1 +	Twist 2	
ROCK Level 5	6-8 Blues	Blues Shuffle	Slow Blues
	Blues Swing	organ Blues	organ Gospel
	organ Groove		
ROCK Level 6	Slow Rock 1 +	Slow Rock 2 +	Slow Rock 3
	8.12 Slowrock +	6/8 Blues Rock +	Summer Slowrock
	Metal Waltz		

DANCE level 1	Disco 1	Disco 2 +	70s disco hit +
	Dance 1	Dance 2	Dance 3
	Dance 4	80's Dance Pop +	Pop Dance +
	Club Titan +	Vintage minimum +	Wersi on the beach
DANCE Level 2	Dance the 90's +	Techno	Trance Dance 1
	Radio Dubstep 1	Rapper swag +	

BALLAD level 1	Beat ballad 1	Beat ballad 2	Beat Ballad Slow
	Ballade 1	ballad 2	ballad 3
	organ Ballade	US Ballad	Ballad Forever +
	Songwriter Ballad +	Vocal Ballad +	Please release
	Pop Ballad 1	Pop Ballad 2	
BALLAD Level 2	Piano ballad 1	Piano ballad 2	Kölle am Dom Ballad
BALLAD Level 3	6/8 ballad 1	6/8 Ballad 2	6/8 Ballad Pop +
	6/8 blues ballad	12/8 ballad	

BALLROOM level 1	Beguine 1	Beguine 2	Beguine Stupid
	The Beguine +	organ Beguine	
	Rumba 1	Rumba 2 +	Rumba Pop
	organ Rumba	Rumba Pop	
BALLROOM Level 2	Cha Cha 1 +	Cha Cha 2	Cha Cha 3 +
	Cha Cha 4	Cha Cha Cha +	Last Cha Cha +
	Organ Cha Cha	Modern Cha Cha	
	Organ Cha Cha	Tango 1 +	Tango 2
	US Tango	Tango Roberto +	
BALLROOM Level 3	Jive 1 +	Jive 2	Jive 3
	Jive Conny	Quick Step 1	Quickstep 2 +
	Quick Step 3+	Organ Quick Step 1	Organ Quickstep 2
BALLRO0M Level 4	foxtrot 1	Foxtrot 2 +	Foxtrot 3 +
	Foxtrott 4 +	foxtrot Accordion	Foxtrot Brush +
	Foxtrot Sleigh Ride	organ foxtrot	organ Combo
	Slow Fox 1	Slow Fox 2	Slow Fox 3+
	Slow Fox broom +	Accappella Fox +	
BALLROOM Level 5	Waltz 1	Waltz 2	Waltz 3 +
	Swing waltz	Pop waltz	Jazz waltz
	Metal Waltz		

ENTERTAINER level 1	Beat Beat 1	Beat Beat 2 +	Popschlager +
	Schlagernacht +	Pop Pop 2014	Petry Party +
	Schlager polka +	Schlager Queen +	Schlager Rumba +
	pop Ballad	Beat Dance	Schlager Espania
	Schlager Rumba	Schunkelwalzer	Schlager waltz
ENTERTAINER Level 2	Party Modern Mix	Party polka	Party Pop
	Party Schlager beat	Party Time +	Party Happy Polka
	Organ Pop Party	Polonaise	Hands to Himmer
	Gri. Wine	Narhalla march	Party Zaragoza +
ENTERTAINER Level 3	8 Beat romance	8 Beat Italo Pop	16 legend Beat
	Discofox	Atlantis Retro	Disco Beat
	06.08 Madonna ballad	Slow Country	Samba Latino
	march	sentimental Fox	Avignon Fox
	Step Fox	Mon Amour	Summer Roses ballad
ENTERTAINER Level 4	Happy Organ Man	Happy polka	Happy Beat
	Happy foxtrot	Happy Schlager	Happy waltz
	Beguine	Tropical Fruits	

Swing / Big Band Level 1	Swing Combo	Swing Easy	Swing Sinatra
	US Cookin Jazz	Swing It +	Slow Swing Count Basie
	Slow Swing Kaempfert	Slow Swing	organ Swing
	Swinging foxtrot +	Swinging Accordion	Jingle Swing +
	Swingin Romance +	Swing Shuffle	All Time Swing
Swing / Big Band Level 2	Big Band 1 +	Big Band 2	Big Band 3
	Big Band Boogie	Big Band Curt P.	Big Band Let's Swing
	Big Band Moonlight	Big Band Quick	Big Band Swing Miller
	Big Big Band +	Slow Fox Big Band +	Boogie Big Band 1
	Boogie Big Band 2		
Swing / Big Band Level 3	Swinging Brush Fast +	Slo'Brushes +	2 at Jazz +
	organ Jazz	Swing'n Snap & Brush	Let's Swing

LATIN level 1	Samba 1 +	Samba 2	Samba 3 +
	Samba 4	Samba Amor	Samba Brasil +
	Disco Samba 1	Disco Samba 2	Organ Samba 1
	Organ Samba 2	Organ Samba 3	Organ TicoTicoTico FL
	Samba Ole		
LATIN Level 2	Bossa Nova 1 +	Bossa Nova 2 +	Latin Ipanema
	Bossa 4 Lovers +	Organ Bossa 1	Organ Bossa 2
	Organ Bossa 3		
LATIN Level 3	Latin Night 4	US-Latin	Carnival +
	Club Rio +	Latin Romance +	Salsa
	Mambo +		

COUNTRY level 1	Country Hits 1	Country Pop	Country Shuffle
	My Country +	Country Fiddle	Country foxtrot
	Country waltz	Hoedown	Greengrass +
	Bluegrass		

TRADITIONAL level 1	Marsch 1 +	march 2	organ march
	6-8 march +	March Beat 1	March Beat 2
	Polka Oberkrainerbesetzung 1 +	polka Oberkrainer	polka dance
	6-8 Folk		
TRADITIONAL Level 2	Walzer Traditional 1	Walzer Traditional 2	Viennese Waltz 1 +
	Viennese Waltz 2	organ waltz	Carnival +
	Circus Polka +		

WORLD Level 1	Musette Waltz	Valse Musette +	espania
	flamenco	pasodoble	Paso Doble +
	Bolero Conquest	Viva Flamenco	O Sole Mio
	Sirtaki	Venezia +	Gypsy Dance +
	Gipsy Swing +		
WORLD Level 2	Dixieland 1	Dixieland 2	US Harlem
	US Hip	US Praise	Hawaiiain
	Rag Doll +	Reggae 1 +	Reggae 2
	Reggae 3	Tropical	Sun Iceland

MOVIE & SHOW level 1	Marsh River Kwai	parade	Show time
	Hollywood	Organ Showtime	Xmas Swing
	In The Movies +		
MOVIE & SHOW Level 2	Biscay JL	Lonely Shepherd JL	El Mucho JL
	Games That Lovers JL	Morning To Seven JL	Dreamboat Dinner JL
	Tijuana Taxi JL	Tango Argentina JL	Poker Face JL
	Summer Place JL	Samba Parranda JL	Somewhere Swing JL
	Last Classics JL	Irish Waltz JL	Hip Hop Polka JL
MOVIE & SHOW Level 3	Hansi firmly. Mary JL	Happy Hansi JL	Happy Luxembourg JL
	Happy Music JL	Happ Party Dance JL	
	With 66 years	Greek wine	I have never been to New York
	But please with cream	Love without suffering	Merci Cheri

10.3 Listing of the factory marks

ID	title
0	Verde -Ricky King 1 Apache - Shadows 200 Shake Hands Dorco German 201 Yakety Sax 202 Peppermint rock 401 You're my heart you're my soul 601 Kufsteinlied 602 A sea journey that is funny 603 Where the North Sea waves ... 604 Hamburger Veermaster 605 My Bonnie is over the ocean 606 All the birds are already there 607 Ambosspolka 608 Weekend and sunshine 609 Black Brown hazelnut 610 Blue Flowers gentian 611 Dancing finger 612 Accordion Polka 651 Oh Du Fröhliche 652 Silent Night 801 Begin the Beguine 802 Red Roses for a blue lady 1001 Sierra Madre 1002 Servus Pfüat God and ... 1003 Die kloane Tuer zum Paradies 1004 All in white 1005 Red lips should be kissed 1006 It depends a Pferdehalfter

ID	title
1007	1008 Michaela A bit of fun must be 1009 Dance with me in the morning 1010 Do not cry little Eva 1011 Seemann lass dreaming 1012 There is no beer in Hawaii in 1013 Hello Mary Lou 1014 Heartache worth it ... 1015 Close your eyes and 1016 Beautiful girls are to kiss since 1017 Summer night in Rome in 1018 The boy with the harmonica in 1019 Adios Amor 1020 The beautiful girl from page 1 1021 I am in love with love 1022 You lied to me 1000 times in 1023 All seven seas 1024 And tomorrow morning I kiss you awake 1025 All angels are Amigos - Amigos 1026 The small pub in 1027 Santa Maria 1028 Bora Bora 1029 Caprifischer 1030 Il Silencio 1031 For me the heck red roses raining 1400 Tico Tico-1600 Tom Dooley 1601 Fly eaglet

10.4 List WersiChord types

The following WersiChord types available:

Name / Title:	description
normal	The harmonic supplements are derived from the accompaniment chord recognition and reproduced with the registered in the upper Manual 2 timbre
Big Band	Polyphonic supplement - very "jazz-heavy" with a lot of sixth chords
duet 1	2-voice with subjacent thirds or sixths
duet 2	2-voice with subjacent sixths and fifths
Country	2-stimmig with overlying thirds, fourths and fifths
block	Up-to-part 4 supplement. The lowest note is always the sub-octave of the melody voice.
4-Stimmig 1	Similar effect BLOCK, but always in four parts in the close position
4-Stimmig 2	Also four voices in the close position. However, this type also adds "jazzy Sesto".
anthem	Typical hymns set
theatre	Chord set for typical theater organ music
fanfare	Typical fanfare set
BB-wood	Big Band set for woodwinds
BB-sheet	Big Band set for Brass
original	The sound of the left half of the field notes / chords are as seized and reproduced without modification by the harmony recognition, in addition to the registered in upper manual two tone color.
Solo Voice	Only the highest pitch of the played in the upper manual chord is played with the registered in upper manual two tone color as a solo voice.

10.5 Listing Harmony types accompaniment

Currently you have for playing with automatic accompaniment following harmony types available:

- - - (Maj)	**Major triad**
6	added sixth
maj7	major seventh
Maj7 # 11	Major seventh + increased 11 (eleventh)
add9	Added 9 (None)
Maj9	Major seventh + 9 (None)
6.9	Added sixth + 9 (None)
aug	Augmented (augmented triad)
m	**Minor triad**
m6	Minor sixth +
m7	Moll + minor seventh
m7b5	Half Diminished Minor
madd9	Moll + None
m9	Minor + minor seventh + 9 (None)
m11	Moll + minor seventh + 11 (eleventh)
mMaj7	Minor + major seventh
mMaj9	Minor + major seventh + 9 (None)
mMaj7b5	Minor major seventh flatted fifth +
dim	Diminished (diminished triad)
dim7	diminished seventh chord
7	seventh
7sus4	Seventh chord with F derivative
7b5	Seventh flatted fifth
9	Seventh + 9 (None)
7 (# 11)	Seventh + increased 11 (eleventh)
7 (13)	Seventh + 13 (thirteenth)
7 (b9)	Seventh decreased + 9 (None)
7 (b13)	Seventh decreased + 13 (thirteenth)
7 (# 9)	Seventh + increased None
Maj7aug	Excessive triad + major seventh
7aug	Excessive triad + minor seventh
1 + 8	Interval from Prime + octave
1 + 5	Interval from Prime + fifth
sus4	Triad of Prime + + fourth fifth (quart derivative)
sus2	Triad of Prime + second + fifth (Sekundvorhalt)
b5	Major triad with diminished fifth
Maj7b5	Major flatted fifth + major seventh
1	Only Prime (**Interval Mode)**
1 + b2	Prime + small seconds (Interval Mode)
1 + 2	Prime + second (interval mode)
1 + b3	Prime + minor third (Interval Mode)
1 + 3	Prime + major third (Interval Mode)
1 + 4	Prime + fourth (Interval Mode)
1 + b5	Prime + small Quinte (Interval Mode)
1 + # 5	Prime + augmented fifth (Interval Mode)
1 + 6	Prime + sixth (Interval Mode)
1 + b7	Prime + minor seventh (Interval Mode)
1 + 7	Prime + major seventh (Interval Mode)
cancel1	Special function 1 (YAMAHA)
Cancel2	Special function 2 (YAMAHA)

10.6 List accompanying chord mode

The following 9 harmony recognition modes (variants / types) are available:

1 Finger mode	Multi Finger mode	Special mode
just one	Advanced chords	organist Fashion
just 2	Bass To Lowest	Piano mode
Einfinger WERSI	interval mode	

•   At a preset re-storage of the set here Harmony detection mode is saved with.

10.6.1 just one

(But limited) a very simple control of the automatic accompaniment, but persists, despite their simplicity of musical preferences by this mode uses only sounds that are included in the chord (similar to the mode Single Finger WERSI - only fewer options / variants) ,

•   **For each harmonic changes usually a new keystroke is required!**

There are after entering 1 - but only detected following harmonies 3 buttons:

Major chord   = root

including: C = **C (= Major)**;   A = **A Major**

Major seventh chord   = root   + a whole tone (= 2 semitones) including

such as: C2 = + Bb1 **C7** or: A1 + G1 = **A7**

Minor chord   = root   + a minor third (= 3 semitones) above

such as: C2 = + Eb2 **cm** or A1 + C2 = **at the**

Minor seventh chord   = root   + a minor third (= 3 semitones) above

                                         + a whole tone (= 2 semitones) including

eg: C2 + E b2 + Bb1 = **CM7**

Major Maj7 chord   = root   + including a semitone

including: C2 + H1 = **Cmaj7**   or: A1 + G # 1 = **Amaj7**

10.6.2 just 2

(YAMAHA® Style mode)

Likewise, a very simple (but limited) control of the auto accompaniment that makes however necessary because of the input of dissonance (by some chord-strange sounds) to switch off at least the Lower sounds first

•   **For each harmonic changes usually a new keystroke is required!**

chord   = root

including: C = **C (= Major)**;   A = **A Major**

Seventh chord	= Root + one white key to the left
	eg: C2 + C2 + H1 or A1 = **C7**

Minor chord	= Tone + black key to the left
	eg: C2 + Bb1 or C2 + Ab1 = **cm**

Minor seventh chord	= Root + a white + black key to the left
	eg: C2 + H1 + Bb1 or C2 + Ab1 + G1 = **CM7**

10.6.3 Einfinger WERSI

A simple (and musically meaningful) control of the automatic accompaniment, the appropriate one by typing 1-3 chord tones makes hardly necessary to shut down the Lower sounds.

- **For each harmonic changes usually a new keystroke is required!**

Major chord	= root
	including: C = **C (=** Major); A = **A Major**

Major seventh chord	= root + a whole tone (= 2 semitones) including
	such as: C2 = + Bb1 **C7** or: A1 + G1 = **A7**

Minor chord	= root + a minor third (= 3 semitones) above
	such as: C2 = + Eb2 **cm** or A1 + C2 = **at the**

Minor seventh chord	= root + a minor third (= 3 semitones) above
	+ a whole tone (= 2 semitones) including
	eg: C2 + E b2 + Bb1 = **CM7**

Major Maj7 chord	= root
	+ including a semitone
	including: C2 + H1 = **Cmaj7** or: A1 + G # 1 = **Amaj7**

Minor chord Maj7	= root + a minor third (= 3 semitones) above
	+ including a semitone
	eg: C2 + Eb2 + H1 = **cmMaj7**
	or: A1 + C2 + b1 = A **amMaj7**

Major None chord	= Root + whole note above + major third over
	+ whole tone below
	eg: C2 + D2 + E2 + Bb1 = **C9**

Minor chord None	= root + Whole note above + minor third above
	+ whole tone below
	eg: C2 + D2 + Eb2 + Bb1 = **cm9**

More chord variations of a similar structure: **CMaj9**

                                                           cmMaj9

- **Mute all tracks except Acc-Drums:**
  Pressing 3 adjacent keys - for example: A + B + H • **ACancel1**

  This feature is especially useful for in a running piece - turn off the accompaniment tracks (except drums) and then activate by a normal fingering immediately - quickly and the manual keys.

- This kind of mute is **not possible** in the variants: Easy 1 + 2 and pedal
  Harmony

10.6.4 Advanced chords

[Advanced chord (input)]

This accompaniment mode is a very extensive mode in which a large number of attacks in the accompaniment range of your instrument (lower manual for organ or Lower-range keyboard) for harmony recognition-your accompaniment units can be implemented.

- **Here the input of at least three chord tones is required. However, in this mode, even a partial gripping is detected in your chord as harmony changes. So it is not always necessary, a complete re-attack.**

10.6.5 bass player

[*Bass To Lowest* = Bass to the lowest position; *Bassin Version* = Reversal of the bass]

It accepts the same fingerings as the Advanced Chords mode.
However, in this mode, the lowest note in the chord section is (= the lowest note of your chord gripped) interpreted as a bass note. You can use this force so specifically detailed (by choosing your chord inversions) bass lines in your accompaniment.

Method for creating chord inversions:

- by one octave set lowest tone of the chord (= 8 tones) upwards
- Repeat this procedure until the fingering in a sensible key range (usually F - F #, F # is usually determined as grit / point of separation point between melody and accompaniment section of the keyboard of a manual with chippings)

- In reversals down the uppermost tone by 1 octave is set down analog.

Example:	Inversions up	Inversions down
C Major - basic position	= C - E - G	C - E - G
C major - the first reversal	= E - G - C	G - C - E
C major - 2. Reversal	= G - C - E	E - G - C

- **Musical Note:**

For a controllable flow, it is advisable to choose an appropriate style that always plays the same basic bass as possible, and not an alternating bass pattern includes.

- **Music example:**

The first two bars of the pop ballad " *A Whiter Shade Of Pale* "(Procol Harum):

clock	fingering		harmony indicator
Clock 1 - Impact 1:	**C** - E - G	(C Major + **Bass tone C**)	C
Clock 1 - Beat 3:	**H** - C - E -G	(Cmaj7 + **Bass Tone H**)	Cmaj7 / H
Clock 2 - Impact 1:	**A** - C - E	**(At + Bass Tone A)**	at the
Clock 2 - Impact 3:	**G** - A - C - E	(Am7 + **Bass note G**)	am7 / G

- The chord display is for the display. B .: C / G = C major chord on bass G = (C on G)

10.6.6 organist

- In this mode, the bass track (Acc-BASS) is automatically removed from the support,
  ie: **the bass sound is thus playing himself on the bass pedal!**
- (Acc1 - Acc5) Some of the remaining backing tracks are played gripped chord in the octave and reversal of your.

- So Listen basically exactly what you grab in the accompaniment range and play. The harmony display ("on-bass" display) is used for general information only.
- The backing tracks (Acc1 - Acc5) only be played as long pressed like a chord in the accompaniment range
  and held becomes.

- However, the drums (DRUM 1 + 2) runs continuously on.

10.6.7 interval

This mode is basically the Advanced Chords mode.

- **However, be included at less than 3 keys in the chord section only exactly these sounds into your accompaniment patterns.**
  The interval mode so ideal for a very sophisticated, varied and varied game with the auto accompaniment.

-

fingering	display harmony		description
C - G	C1 + 5	CPUR	C- (not major / minor), as without characteristic third
C	C1	----	The accompaniment plays only the tone C
C - c	C1 + 8	----	The accompaniment plays only the sounds C + c
C - Eb	C1 + b3	C minor	C minor without the fifth (= 5 Ton = G)
G - C	G1 + 4	Gsus4	Gsus4 without fifth (= 5.Ton = D)

In this mode, you have many more options available, which always sounds used are displayed accurately and accordingly used in accompaniment patterns.

10.6.8 piano

This mode is especially designed for two-handed game over the entire manual compass in the style of a pianist and is mainly based on the *Interval Mode.*

- **Hints:**
- **The piano mode is to play only in the upper manual of the organ**
- The chord recognition system, the stop is required at least 3 keys.
- The chords can be played with either the right or left hand.
- The lowest note is, however, always be interpreted as a bass sound (as in *Bass To Lowest).*

In this mode, all battered tones and chords are recognized over the entire keyboard and introduced into the accompanying harmony recognition. However, an intelligent programming ensures that individually played (1- to 2-voice) Melody runs are not used in both the solo as in the bass portion for harmony accompaniment detection.

Logic of harmony recognition in this mode (basically):

- A 3-and more-note chord fretted always has priority
- Tones of the right hand (melody tones), the higher the pitch of the scale 11 (# 11 = increased eleventh) higher than are no longer contribute to the harmony detecting
- 1 + 5 harmonies (Pur chords) are possible by doubling of the fundamental
  z. B .: C + g + c   •   C1 + 5
- 1 + 8 harmonies (root chords) are possible by tripling of the fundamental
  z. B .: C + c + c1   •   C1 + 8
- and many other variations more.

10.6.9 pedal harmony

An extremely simple control of the auto-accompaniment on an (optional) walking bass pedal that allows however only three harmony variants.

It is sufficient for this purpose to enter the **Fundamental tone in the bass pedal** and the operation of one of the two rocker arms on foot swell / volume pedal.

chord	= Root in the pedal
	eg: C = C Major
Seventh chord	= Root in the pedal + **left rocker**
	eg: G + rocker left = **G7 =** G-seventh chord
Minor chord	= Root in the pedal + **right rocker**
	eg: F + rocker right = **fm =** f minor chord

- **Note:**

F ÜR this mod us have the assignments of the switch on the Pedal **LEFT** and **RIGHT** under
settings **Not** extra changed.
The previously set there footswitch assignments are still displayed, but now deactivated so long was to the accompaniment mode switched back to a different mode.

10.7 Effects for the inputs

No. Surname		parameter
1	Reverb	1 MIX 2 3 Time 4 Low EQ 5 high EQ
2	Hall reverb	1 MIX 2 3 Time 4 Pre Delay 5 HF Damp 6 Low EQ 7 high EQ
3	Plate reverb	1 Mix 2 3 Time 4 Pre Delay 5 HF Damp 6 Low EQ 7 high EQ
4	Room Reverb	1 Mix 2 3 Time 4 Pre Delay 5 Daming 6 Low EQ 7 High EQ 8 9 Shape Size
5	Reverse Reverb	1 Mix 2 Sync 3 Time 4 diffusion 5 Wet Mix 6 Dry mix
6	linear Reverb	1 Mix 2 - 3 Time 4 Low EQ 5 high EQ
7	Early Reflections Mix 1	2 - 3 Time 4 Low EQ 5 high EQ

8th	Hall Tuned resonator	1 Mix 2 - 3 Volume 4 Root 5 detune Spacing 6 7 8 Low Decay EQ 9 HF Damp 10 Width 11 Fix / Track
9	overheads	1 Mix 2 - 3 Time 4 Low High EQ EQ 5 6 7 Diffusion Room Size
10	delay	1 Mix 2 Sync Delay 3 4 5 Balance Feedback 6 HF Damp
11	Stereo Delay	1 Mix 2 Sync Delay 3 4 5 Balance Feedback 6 HF Damp
12	Long Delay	1 Mix 2 Sync Delay 3 4 5 Balance Feedback 6 HF Damp
13	Tape Delay	1 MIX 2 Sync 3 Delay Feedback 4 5 6 Vintage Head1 Head2 7 8 9 head3 Head4 PAN3 10 + 4 11 + 4 Vol3

14 ducking Delay	1 MIX 2 Sync 3 **Delay 4 Feedback 5 balance 6 Low damp 7 High** Damp 8 Depth 9 Thresh 10 Attack 11 Release	
15 Grain Delay	1 MIX 2 Sync 3 **Delay 4 Feedback Grain 5 6 7 Pitch Pit Mod1 8 Pit Mod2 9 PM2** Rate 10 11 Del Mod Mod Pan	
Diffuser 16 Delay	1 Mix 2 Sync 3 **Delay 4 Feedback 5 balance 6 diffusion**	
17 Chorus + Reverb Mix 1	**2 - 3 Rate 4 Depth 5 Chorus <> Reverb 6 Rev Time 7 Pre Delay 8 Damping 9 Low Cut** 10 Hi Cut	
18 Chorus	1 MIX 2 3 Rate 4 Depth 5 Pre delay	
19 Quad Chorus	1 MIX 2 3 Rate 4 Depth 5 Pre Delay 6 Tone 7 Feedback	

20 Space Chorus	1 MIX 2 3 Rate 4 Depth 5 Pre Delay 6 Crossover
21 Ensemble Chorus 1 MIX	**2 3 Depth Rate 4** 5 6 Shimmer Width
22 Flanger	**1 MIX 2 3 Depth** Rate 4 5 6 Pre Delay Feedback
23 Step Flanger	1 MIX 2 Sync 3 4 5 Rate Feedback Depth 6 7 8 Pre Delay rate Step 9 Step Depth
24 Phaser	**1 MIX 2 3 Depth** Rate 4 5 6 Feedback stereo 7 Center
25 Deep Phaser	1 MIX 2 3 Rate 4 Feedback Center 5 6 Env Env rate Mod 7
26 Bi-Phaser	**1 MIX 2 - 3 Depth** Rate 4 5 6 Feedback stereo 7 Center

27 Pan / Tremolo	1 MIX 2 Rate 3 Phase 4 Shape	
28 Stereo Width	1 output 2 3 Delay 4 5 Width Low Mid 6 7 8 High Fashion	
29 Stereo Enhancer	1 Width 2 - 3 Stage 1 4 Stage 2 5 Stage 3 6 7 Stages Pan Trim	
Scanner 30 vibrato 1 Mode	2 3 Depth Rate 4 5 6 Grit Amp Mod	
31 Rotary Speaker 1 1 MIX	2 3 Rate 4 Dirt 5 Lo / Hi 6 Width 7 High Speed 8 Low Speed 9 High Acc 10 Low Acc 11 Tone	
Rotary Speaker 32 2 1 MIX	2 3 Rate 4 Drive 5 Lo / Hi Mix 6 Width 7 Freq Mod 8 Fast Speed 9 Low Speed 10 crossover 11 Horn Reso 12 Boost	

Pitch Shift 33	1 MIX 2 Sync 3 Left Right 4 in cents in Latency Cent 5 6 7 Delay Feedback
34 detune	1 MIX 2 3 detune 4 Latency
35 Vintage filter	1 MIX 2 3 cutoff 4 resonant mode 5 6 7 LFO rate LFO Depth Depth 9 8 Envelope Envelope Attack Mode 10 11 12 Release Mode
36 Wah	1 MIX 2 Sync 3 4 Rate 5 Depth 6 pedal 7 Mode 8 Reso 9 Tracking
37 Talkbox	1 MIX 2 Sync 3 Depth Rate 4 5 6 Env Vowel mod 7 Env Env Att 8 Rel
38 Shelf EQ	1 Output 2 3 Bass Treble 4
39 Parametric EQ	1 Output 2 Gain 1 3 4 5 Width Frequency 1 1 6 2 7 Gain Frequency 2 8 Width 2

40 enhancer		1 Hight Depth 2 Low Depth 3 Low
41 limiter		1 Output 2 **Drive 3 Attack 4 release**
42 Compressor		1 Output 2 Thresh 3 4 5 Ratio **Attack 6 release**
43 Multiband	Compressor	1 Output 2 3 Drive 4 Lo / Hi Mid 5 6 7 **Attack release**
44 Punch		1 Output 2 - 3 Drive 4 Ratio 5 **Attack 6 release**
45 gate		1 Output 2 3 Thresh 4 Range 5 Attack **6 release**
46 Distortion		1 MIX 2 3 Drive 4 Bias 5 6 Out Tone

47 Overdrive		1 MIX 2 3 Drive 4 Bias **5 Out 6**
48 Bit Reduction		**1 MIX 2 3 Depth** Rate 4 5 6 SlewRate Mode
49 Amp Simulator		**1 MIX 2 3 Model 4** Drive Feedback 5 6 7 Mode Treble
50 Tube Drive		**1 Mix 2 - 3 Drive 4** Clip 5 Bias 6 Hi cut 7 Low Cut 8 Fashion
51 waveshaper		**1 Mix 2 - 3** Drive 4 Rate 5 Out
52 Modulate L / R		1 MIX 2 3 Smooth 4 5 Drive Thru

11 Technical Terms (Glossary)

A

Accompaniment (abbr .: Acc)	accompaniment

B

BPM = B eats **p** he **m** inute	(Clock) beats per minute
Breakfast	Interlude / solo with accompaniment
Bright	light / sharp
button	Button (the display)

C

D

display	(Display) screen

e

Ending	Ending / epilogue with accompaniments
equalizer	Controls for sound settings
Export	**Out-shop (out of the instrument** to back up)

F

Nearly	fast

G

H

Hold (eg Lower Hold)	Keep (eg tones in the lower manual hold)

I

Import	**Invite (in the instrument** to save)
input	Input (sound signals)
Intro	Introduction / audition with accompaniments

J

K

L

layer	Game-plane (z. B. Upper Manual / Upper1)
LED	**L** ight **e** mitting **D** iode
	Light emitting diode (electronic component) for display
left	Links (eg left stereo channel)
Lower (Manual)	Under (it) Manual, under Manual

M

Main	Main level, main game level
manual	keyboard
mapping	Compilation / space allocation
Mellow	steamed dull,
MIDI	**M** usical **I** instrument **D** igital **I** nterface = standard for connection
	between digital music instruments and computers.

N

O

off	off / disabled
Octave (Octave)	Distance of 8 tones z. B .: C2> C3
on	switched on or switched on / activated
option	Option / option / variant
output	Output (sound signals)

P

Phone (Head Phone)	Handset (headset)

Q

R

Reverb	Hall / sound atmosphere
right	Right example right stereo channel

S

Slow	slowly
sound	Tone / voice / instrument
Style	Style / Rhythm Art / accompaniment

T

Tap	tap
Total preset	Complete setting / Complete registration; comparable with church organ: Setter combination
touch	touch, tap

U

Upper (Manual)	Upper (es) Manual, Upper Manual
USB	**U** niform **S** erial **B** us
	Connecting a computer to external storage media (eg USB stick) or other computer accessories such as PCMaus or PC keyboard

V

Voice	Tone / voice / instrument
Volume	volume

W

X

Y

Z

12 For your own notes