# WERSI

# SONIC

## OAX1 - OAX500 - OAX600 - OAX700 OAX800 - PERGAMON OAX1000



# OAX
## OpenArt-Xtended

**operation manual**

# imprint

manual for

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

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E-mail:        info@wersi.net
website:       www.wersi.de

# Table of Contents

**WERSI**

# 1 Explanation layout design

A graphic designer, you should - in addition to a clear structure - lead safe and understood by this manual:

- •  = Listings
- O  = Under bulleted Listings

- •  = Sequence of switching and control operations

= Description of a tip to end panel button

= Description of a button on the touch panel

- •  = Result of a shift / other operator-progress

= Name of a new *Menu's /* a new *Display view*

[ *xxxxx = xxxx*] = explanations / translations

- •  = Musical Note

- •  = Game Technical Note

- •  = Technical note - z. B .: storage process

- •  = NB / Information

- •  = Reference to further information / explanations in other chapters

:, The graphical symbols, such as those used in the display views used in this guide - in addition - to the extent possible

= Forwarding to other selection levels

= Indicator for opening a menu to select multiple functions

- •  = Slider z. As for volume - (= volume) changes

/  = Tempo and transposer keys (lower / higher) or keys for entering values changes

## 2 safety instructions

Read as possible the entire Users Manual - **or at least these notes and the chapter: "First start" -** before putting the instrument into operation.

Follow - **For your own safety -** observe the precautions listed below basic in order to avoid the possibility of serious injury or even death from electrical shock, short-circuiting, damages, fire or other hazards. These precautions include the following, but are not complete and not an exhaustive list.

### power supply

- Use only the prescribed correct for the instrument power supply.
- Check the power supply to all connections and the power cord regularly for damage and dirt.

- Route the cables of the power supply never near heat sources such as radiators or the like, do not bend it excessively, or place heavy objects on top and do not lay it to places where you stepped on, tripped over it and could roll over.
- Always unplug - to prevent damage - the power cord at the plug and **Never pull the cord** from the socket.
- Do not connect the instrument as possible to multiple sockets to when it already other power-intensive devices such. As lighting systems run.
- Pull over prolonged absence or thunderstorms the power cord from the AC outlet to damage caused by such. to avoid as surges.

### Aufstell-site - Water warning - Cleaning

- Place the instrument in a safe place standing.
- Avoid erecting places near strong heat sources or places that are subject to severe changes in temperature or humidity.
- Make sure that the instrument on its back proper ventilation is always guaranteed.

- Never place the instrument in direct proximity to strong radiation devices such as fluorescent lights, televisions, mobile phones and other in order to avoid irradiation, which can lead to noise and deterioration of sound quality in your instrument.
- Set on the instrument no open flames (candles) or drink from.

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If one electrically conductive objects or liquid fall into your instrument, turn
**once the instrument <u>and</u> pull the power plug!**
Take the instrument should not be operated after it qualified by a
WERSI service technician has been verified.
**Try <u>never</u> open the instrument itself and repairs or technical changes themselves**
**make.**

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- Never take your instrument into operation immediately if you are just for it from an unheated area (. As car) are brought into a warm room. Wait to turn on until the instrument has reached room temperature to electrical damage to be avoided by condensation and leakage currents.

- **Always use a soft for cleaning your instrument, at most slightly damp cloth and <u>under no circumstances</u> chemical** detergents or cleaning cloths.

# 3 Legal Notice

**Software copyrights**

Your instrument comes from the latest generation of WERSI OAX series. The central control of all functions performed by a computer system and controlled, which is equipped with the operating system Microsoft WINDOWS 10th With the instrument different PC programs are delivered, the copyrighted property is either the manufacturer or other companies. You get these **programs only with the right to use these exclusively on your** Instrument to use. The operation on other PC systems or instruments, copying the programs (except for backup purposes), and disclosure to third parties is strictly prohibited, is a violation of copyright law and is therefore punishable. The license terms for the operating system WINDOWS®, see the original documentation provided by Microsoft.

**Music copyrights**

Also observe the copyright regulations for public performances of copyrighted music tracks. This applies both to the music that you play yourself, and to those pieces of music that you play either an audio CD or as MP3 or MIDI file on your instrument.

**Warranty and directions about the operating system and hardware**

**The manufacturer is under the statutory provisions, the guarantee instruments The shipped from the manufacturer, unchanged hardware and software equipment.**

- **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.**

**We expressly point out 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. lead as for the current WINDOWS version is not compatible or it is not programmed so-called "driver"

- by installing components that do not work with the WERSI OAX system optimally together
- by installation of replacement and additional components that are not supplied by WERSI

**the warranty becomes void.**

> **Check with them - before They plan to install "foreign" -Soft- or hardware**
> or install - this first with WERSI in conjunction.

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 must be installed by a special CD!**

Since in this case your data internally generated are deleted, you always worry - at appropriate intervals, or for larger stores - for a backup!

# 4 First commissioning

## 4.1 connections

### 4.1.1 General connections behind the cover flap

For the connections of the instrument behind a flap on the back of the instrument. Use the two handles to open the right and left on the back. There you will find the following connections:
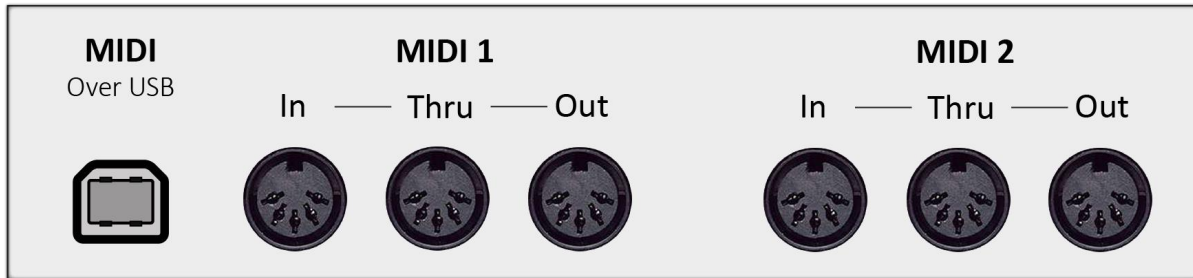


- 3 x DIN connector (5-pin) connectors for MIDI IN 1 / THRU / OUT
- 3 x DIN connector (5-pin) connectors for MIDI IN 2 / THRU / OUT
- MIDI over USB (The instruments OAX1 and OAX500 have no connection "MIDI over USB")
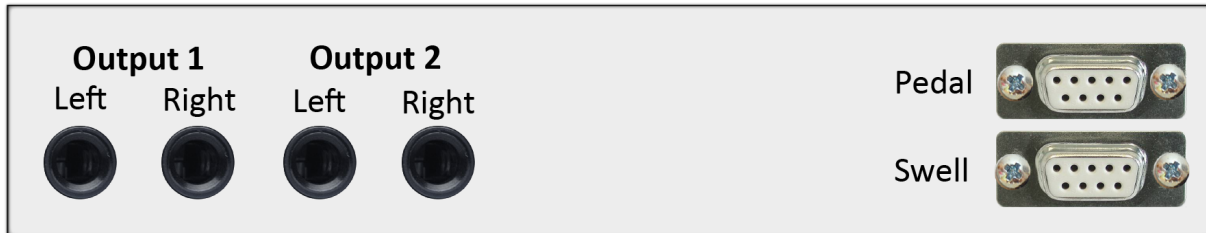


- 2 x mono outputs OUTPUT LINE LEFT 1 (left channel) + RIGHT (right channel)
- 2 x mono outputs OUTPUT LINE 2 LEFT (left channel) + RIGHT (right channel)
- Connection sill via Sub-D connector with two lateral foot pedals (already wired)
- Terminal 17-button pedal via Sub-D connector (already wired)
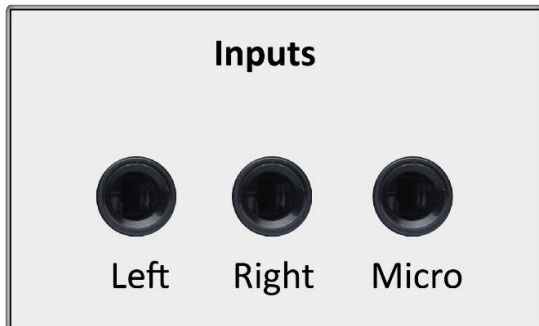


*OAX 1-500*

- 
    1 x unbalanced microphone input via 6.35mm jack
- 2 x unbalanced mono inputs LINE INPUT 1 (left channel) LEFT RIGHT + (right channel) on
    6.35mm jack
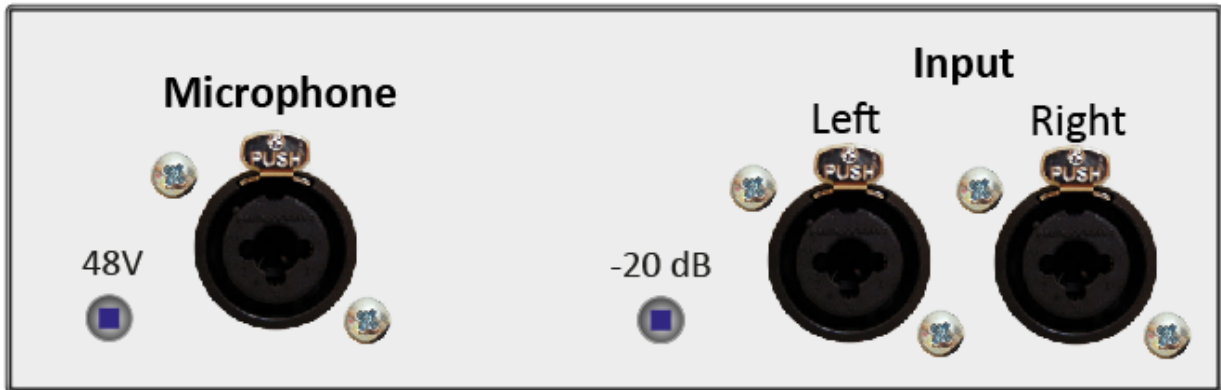
*OAX 600-700 - 800-1000*

- 1 x symmetrical microphone input via 3-pole XLR jack with 6.35mm TRS female receptacle. With the small button next to the microphone input, a 48 volt phantom power can be switched on for special microphones.

- 2 x symmetrical mono inputs LINE INPUT 1 (left channel) LEFT RIGHT + (right channel) combined via 3-pin XLR connector with 6.35mm TRS jack. With the small button next to the inputs, the signal can be lowered by 20dB.

You also see various connections such as

- Computer mouse
- PC-keyboard
- additional USB ports
- and other
- With the electricity connection of 110V to 240V (47 Hz to 53Hz), the instrument can with different voltages (eg, Europe and the US) are operated.

### 4.1.2 Additional connections OAX 500-600

In models OAX500 and OAX600 are located on the lower rear of the power supply input and an audio-out with jacks for left and right.

### 4.1.3 Additional connections OAX 700

The model OAX700 are located on the front bottom right of the full pedal power input and an audio-out with jacks for left and right.

### 4.1.4 Additional connections OAX 800 - 1000

For models 800 and OAX OAX 1000 located on the front bottom right of the full pedal power input, an audio-out and audio-in each case with the jacks for left and right.

manual SONIC

## 4.2 Connect

1. Open the flap on the back and run the supplied power cable through the
opening provided on the left underside (rear view) of the SONIC upper part. Then connect the cable to the power
input on the back of the instrument. then connect the power cord to a properly installed and fused socket.


Directly at the mains input is the main power switch. Turn the switch to on (I). The instrument is thus not yet
turned on.

- **Use to connect the power cord a power strip with a switch, turn off the power strip NOT from before the instrument**
has completely turned off.

- The instrument must be after the games are not always separated from the mains. Nonetheless, we recommend this
during prolonged absences or thunderstorms to z. to avoid as damaging surges caused by lightning.


Second Connect the instrument to the audio outputs with an active speaker system or
a mixer. Of course, you can also use a headset for the first commissioning. If you use the LINE OUT's, perform the
audio cable through the slot on the left side (rear view) of the SONIC upper part and connect the cable each to the
left and right outputs of the desired LINE OUT's 1 or second


- A direct speaker output to connect passive speakers is not available.

## 4.3 To switch on and off

The on / off switch to normal operation is a touch button on the far right of the panel.

### 4.3.1 turn on

• Briefly press the touch controls **Power On-Off.**

The instrument then automatically begins its startup process.
First, the WINDOWS operating system is started and then automatically load the WERSIOAX music system.

The startup process is complete when the control panel buttons stop flashing and either the simple EASY display or the "EXPERT Display" on the touch-screen display is visible.

If the instrument is not shut down properly when switching off, a modified display surface appears at the next start attempt. For more information in the Programming Manual under the chapter problems.

### 4.3.2 Turn off

• Briefly press the touch controls **Power On-Off.**

• a small menu appears with the query whether you really want to turn off the power.

• Confirm this question with a tap of the screen buttons Yes and the instrument now its shutdown process starts automatically.

• Use to connect the power cord a power strip **with a switch,** turn off the power strip **NOT** from before the instrument has completely turned off.

• If the on / off switch is accidentally pressed, you can make the shutdown reversed now with a tap on the No button.

### 4.3.3 Shutdown / Restart (Reset)

If your instrument for. B. unresponsive by a faulty operation, so you can start a reset process (reset = restart) by the touch controls **Power On-Off longer (** several seconds until the start of pressing the turn-off operation).

• Please use this shutdown in an emergency. Turn the power in any case always the longer holding the Tip button **Power On-Off** out.

## 4.4 Terminals / operating front

### 4.4.1   headphone

[ *Phone / Headphone* = Handset / Headphones]

Left of the lower manual is headphone output HEADPHONE.

Connect to your set of standard stereo headphones. Stereo jack: 6.3
mm Recommended Impedance: 100 Ohm

Once you've plugged in the headphones, setting standard mutes the two audio outputs in. That is, the connected powered speakers are no longer heard. As you can change this default setting, refer to the band SONIC programming in section 1.2.

### 4.4.2   Pitch bend and modulation controller

On the left side of the manual you will find the operating unit for the Tönhöhenveränderung (Pitch Bend) and the modulation wheel.

| pitch Bend | Move Down / Up | Pitch change up or down. The pitch bend always jumps back to the center position. |
|---|---|---|
| Modulation position below -> no change  Standing up -> full effect | | Sound change, mode of action, depending on the sound with vibrato change of the filter or z. As the insertion of a new sound. |

- In what sounds the two controllers have an effect can be adjusted separately and store in a total presets.

### 4.4.3   USB ports

[ *USB = Uniform Serial Bus* = connection from one computer to external accessories]

On the right side of the control panel bezel are four USB ports to use your USB memory sticks (for shops / Import and Save / Export). Of course, you can also connect a USB mouse or keyboard UBS there.

- Before pulling / Remove your USB flash drive must not be deregistered system separately from the (Windows).

### 4.4.4 DVD / Blu-ray drive with burner (not OAX 1)

The drive for playing audio CDs (as well as for loading updates on DVD) is located on the left side of the control panel bezel. There is a slot-in drive, which collects the media automatically.

Slide the CD / DVD about 2/3 into the drive. Thereafter, the disk is automatically drawn.

By touching the underlying push-button a previously inserted disk is automatically ejected.

**Note:** Your instrument is supplied with a CD / DVD burner. Optionally, you can also order a Blu-rayLaufwerk.

**4.5 Remote control LED light control in the touch panel (not OAX 1)**



## 44-Tasten-Fernbedienung

1. **Einschalter**
2. **Programm pausieren**
3. **Dimmfunktion**
   1. Bei fest gewähltem Farbton kann die Helligkeit Ihres LED-Bandes reguliert werden.
   2. Die Geschwindigkeit bzw. Intensität des gewünschten Effektes kann eingestellt werden (eine Helligkeitsregulierung ist bei aktiviertem Effekt nicht möglich).
4. **Farbabstufungen**
   1. Rot-Töne
   2. Grün-Töne
   3. Blau-Töne
   4. Weiß
5. **Effekte**
   1. Jump3 :Wechsel zwischen 3 Farben
   2. Jump7: Wechsel zwischen 7 Farben
   3. Fade3: Überblenden zwischen 3 Farben
   4. Fade7: Überblenden zwischen 7 Farben
   5. Flash : weißes Blitzlicht
   6. Auto : alle Programme hintereinander
6. **Batteriefach**
   1. Batterietyp CR2032

1. **Einstellen der Wunschfarbe**
   1. Drücken Sie die gewünschte Speichertaste (DIY1..DIY6)
   2. Mit den Pfeiltasten (Ansteigend - Absteigend 6 Tasten) können Sie Ihre Wunschfarbe exakt einstellen
   3. Helligkeit ebenfalls über die Pfeiltasten anpassen
   4. Drücken Sie nun erneut auf die "Speichertaste" (DIY1..DIY6) Ihre Wunschfarbe ist jetzt jederzeit aufrufbar
2. **Geschwindigkeit**
   1. Quick: Erhöht die Geschwindigkeit
   2. Slow: Verringert die Geschwindigkeit

# 5 Overview of control panels

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## 5.1 Tempo / Data Wheel and Transposer

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**Tempo / Data Wheel**
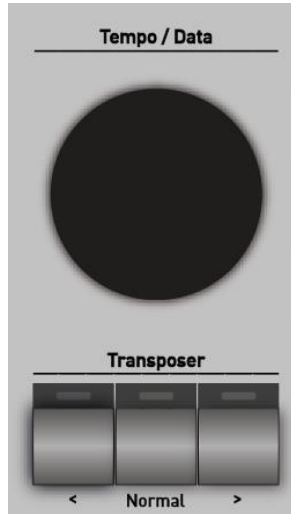
With the Wheel the pace of styles and MIDI files can be set.

**Transposer**
[ *Transpose /* Transposer = Move / transpose the key]

These buttons on the left panel to control the Trans Posers done in
**Semitone steps (-** 24 to +24).

• **>** Transposed all manuals to a ½-Ton Up

• **<** Transposed all manuals by ½ tone down

• Using the control panel buttons Normal, the Transpose setting will be reset on C.

| z. B .: | game in **C-** major | • Transpose: +4 e | • sound in **E-** major |
|---|---|---|---|
| | game in **F-** major | • Transpose: -2 Bb | • sound in **It-** major |

## 5.2 Tones button
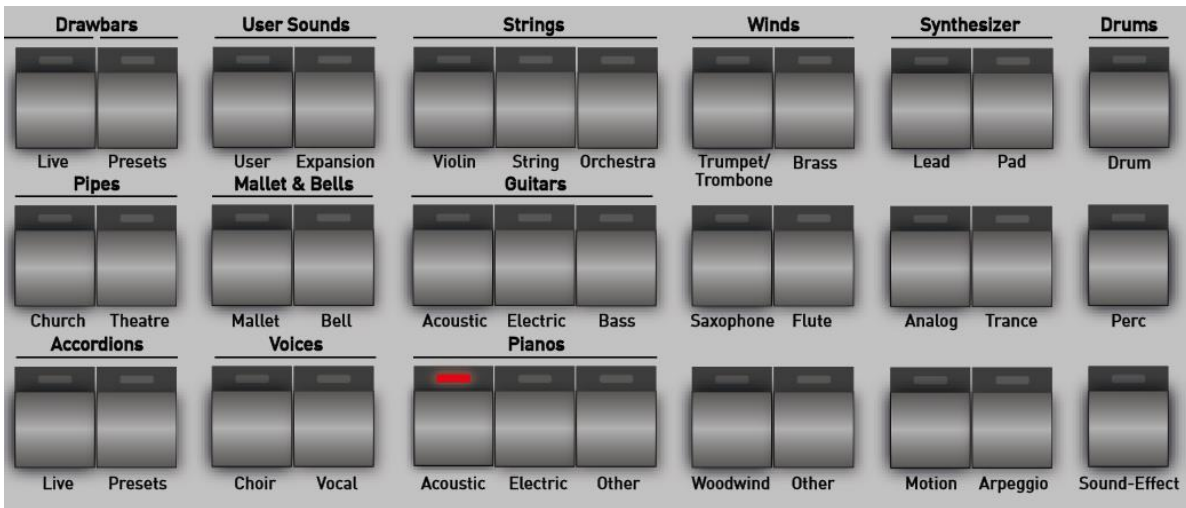


About the tone button on the control panel allows user to conveniently select the desired tone color for the upper and lower manuals and the pedal. For this, the work sounds were divided into 36 areas.

- **IMPORTANT:** In which range, the tone color changes, the straight currently selected selector decides. Choose to be so with a short tip on the touch panel, which selector, eg upper manual 1 or 2 upper manual or lower manual 1, reassigned. It can be active only select a selector.



Here, the selector for the upper manual one is active and here a new tone color can now be selected.



In this example, the selector for the lower manual 2 is active.

Once you press one of the 36 timbres button, the corresponding tone colors are displayed.



*Example tone button "Piano Acoustic"*

Is a tone buttons with more than 15 tones in use, you can call with tone colors with a single sweep from right to left across the display more pages. You can see this in our example on the display "1/3". There are two other sides with sounds from the "Acoustic Pianos".

Then it's back with a wipe from left to right.

By selecting a timbre of the sound is loaded to the previously selected selector. The display closes and you are back to the EASY or PROFESSIONAL fashion.

- Would you like to quietly several sounds in succession try without the display closes, you should use the function **HOLD** turn on. The display will remain permanently visible and you can try several sounds in succession.

- With **BACK** close the display.

### 5.2.1 Subcategories for each tone button

To help you choose from the many tones, each tone button has up to eight more categories. Here at our example in "Acoustic Piano" has the following subgroups:
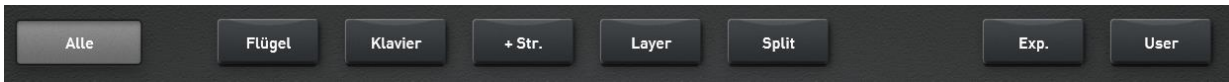


**plant =** shows all the timbres that are stored on that tone button. Leaf = shows all wing-tone
piano = shows all piano tones

+ Str = shows. All pianos, which were also combined with a string Layer = shows all pianos, which were additionally combined with other sounds Split
        = Shows all pianos that have a split point within the timbre have Exp.
        = Shows all pianos, by an expansion pack "expansion" of the instrument added
            were.
User    = Shows all pianos that you have saved as a user.

•     when button **drawbars Live** and **Accordions Live** the corresponding Live Controls are activated. For more information, see chapter 5.3 and 5.4.

### 5.2.2 Favorites for each tone button



Your OAX system remembers separately for each Klnagfarbentaste which sounds you use most frequently. To 15 tones are stored under FAVORITES.

In our example below, the previous three tones were used by the tone button ACOUSTIC PIANO. Most often, the sound Piano + Choir.
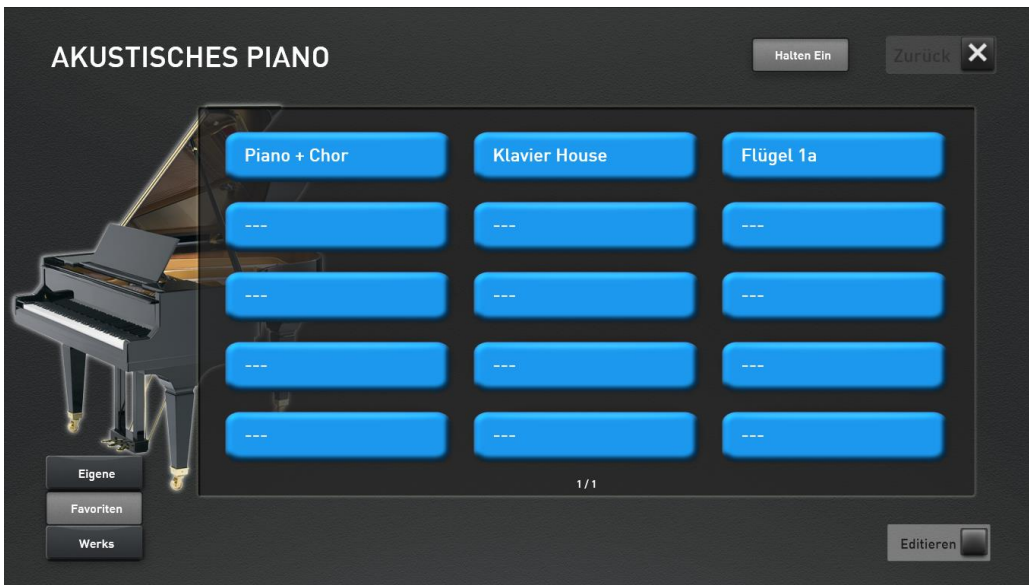


For more information, see chapter 10.2 "Clear favorites or freeze" and Chapter 10.3 "Global settings for mapping."

### 5.2.3   Own allocation for each tone button

You can also create a custom mapping tones for each tone button.

So you have the opportunity to you the most used tones per tone button below OWN store.

How do you create a custom mapping, refer to the Chapter 10.1 "Custom Mapping create or edit" and 10.3 "Global settings for mapping."

## 5.3 drawbar operation

The Zugriegelklangfarben are split between two tones button. Under the Tones button **drawbars presets** are all Zugriegelklangfarben that can not be changed on the drawbar. So there are solid, sample-based sounds.

Once the control panel buttons **drawbars Live** is pressed, you can change Zugriegelklang about drawbar and the Live Controls. In addition to the Live Controls, you have a special display interface is available, through which you can influence all available Zugriegelparameter. Additionally, you can save yourself own drawbar.

### 5.3.1  Switching between the various organ models

Your OAX instrument currently has two different organ models OX7 and VB3. When you press the control button drawbars Live, the last selected organ appears. In our example below, the module OX7II appears.

The two arrows in the upper and lower center indicate that there are more levels.



In this example, you can reach the VB3 by pushing up (down arrow). And by moving downwards (arrow) to reach the drawbar presets the organ models.

After one of the presets is selected, the organ model appears with those stored in the preset settings.

The preset level is again like all other sounds button to use. By pushing upward (downward arrow) you will reach the current organ model again.

### 5.3.2  The Live Controls OAX 1-500 - 600-700

The Live Controls affect each of the currently selected organ type.



**Overdrive =** Switches to the Zugriegelklang a distortion-added (only for CE3). In the earlier electromechanical instruments that sound is caused by the soft tube overdrive a connected RotorCabinets.

**keyclick =** Herewith the typical clicking sound is turned on. This occurs when closing the key contacts.

**Perc On =** With this, the percussion is turned on.

**2nd / 3rd =** Here you can choose which Perkussionsfußlage is heard.

LED off = It's 2nd (drawbars 4 ") to hear the Perkussionsfußlage.

LED on = is heard 3rd (drawbars 2 2/3 "), the Perkussionsfußlage.

**vibrato =** This button is the optional connection of a vibrato effect is controlled. Here, the original signal is mixed with a modulated signal in the phase, wherein there is delay effects and frequency band erasures (Phase vibrato).

**rotor =** This button is the rotor effect is switched on or off.

### 5.3.3   The Live Controls OAX 800 - 1000

The Live Controls affect each of the currently selected organ type.
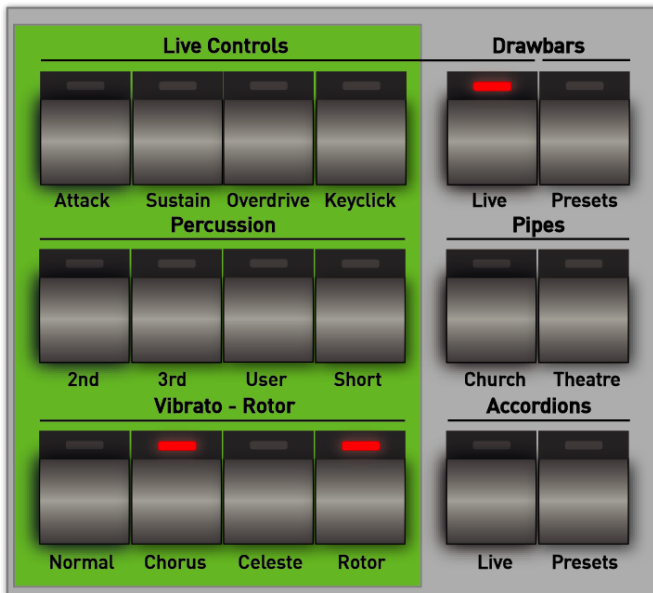


**Attack =** With **Attack** the note attack is retarded. The sound is soft appear (only with OX7).

**sustain =** With **sustain** the sound gets a longer decay (for OX7).

**Overdrive =** Switches to the Zugriegelklang a distortion-added (only for CE3). In the earlier electromechanical instruments that sound is caused by the soft tube overdrive a connected rotor Cabinets.

**keyclick =** Herewith the typical clicking sound is turned on. This occurs when closing the key contacts.

**2nd =** This is the percussion in the drawbars **2nd** switched on.

**3rd =** This is the percussion in the drawbars **3rd** switched on.

**user =** This is the **user-** Percussion turned on (only for OX7).

**Short =** Here you can select whether the decay of percussion is long or short (Short).

**normal =** This button is the vibrato effect **normal** switched on.

**Chorus =** This button is the vibrato effect **Chorus** switched on.

**Celeste =** This button is the vibrato effect **Celeste** switched on.

**rotor =** This button is the **Rotor effect** switched on or off.

### 5.3.4 The WERSI OX7

In the late 1990s developed WERSI the Zugriegelexpander OX7, which quickly found many lovers. Later, the hardware module has also been adopted in the OpenArt system. For the new system OpenArtXtended we have the OX7 module newly developed pure software-based.



**Organ Sound Select**



Here you can choose between four different organ models. You can choose from:

| | |
|---|---|
| B3 and Main | -> Drawbars Hammond B3 |
| B3 and Variation | -> Drawbars Hammond H100 |
| Wersi and Main: | -> Drawbars WERSI Digital |

Wersi and Variation: -> drawbars WERSI Analog

**Variable harmonic bars and percussion**



Once the organ operation is called, the current just Zugriegeleinstellung appears under DRAWBARS. Do you think that they must comply with the "actual" drawbar organ in your mind not always. If you, for example: a sound preset have called the harmonic bars are displayed in this Preset.

**Note:** The drawbar can be changed via the "actual" drawbars on your organ or the touch panel.

**rotor sound**

With the key rotor Sound ON the drawbars are routed through the rotor effect. The rotor is a simulation of a particular amplifier with mechanically rotating speakers. The rotation of the speaker, a Doppler effect is achieved physically, which affects in a complex frequency and phase vibrato.

With the key **Slow-Fast** regulate the rotational speed of the "virtual" Speaker. In the setting **Slow** Achieve a floating Kathedraleffekt, whereas almost a "whirring" vibrato-like effect is created. Particularly impressive results by switching between **Slow** and **Nearly** reached in which the complexities of starting and braking processes come into play.

**Phase vibrato**

Here you can selectively switch a vibrato (Phase vibrato) to the sound.

The OX7, the three versions **Normal, Chorus** and **Celeste** available which can be selected by the multiple pressing.

The vibrato usually runs fast in fast speed. A special feature of OX7 can switch the vibrato on Slow. The older analog and the first "semi-digital" WERSI organs had no rotor but a vibrato, which could also be set to slow.

**percussion**

**Percussion on / off**
The percussion effect triggers a percussive sound of the organ at each keystroke. The sound is characterized concise. The stop is clearly emphasized.

**Perkussionsfußlagen**
The OX7 offers two standard footages **2nd (4 ')** and **3rd (2 2/3)** and the possibility that Perkussionsfußlagen completely over the nine percussion drawbars free to choose ( **User).**

**Percussion mono or polyphonic**
The percussion of the older electromagnetic organ was usually only **monophonic** playable, which is also very interesting playing styles has produced. Is the percussion on **polyphonic** connected, a plurality of tones of the percussion sound simultaneously.

**Length of percussion**
The length of the percussion can be set to long (Long) in three levels of short and sweet (Short) over a mean length (medium).

**Routing of Perkusssion**

Here you can use the percussion in three different ways lead (route). at **Direct** the percussion does not run over the vibrato and the rotor. The percussion sound sounds thus very clear and direct. at **Vib.**
(Vibrato) is the percussion on the vibrato, and also a possibly switched rotor. If the setting rotor is selected, the percussion is only possible via the rotor and not a possibly switched on vibrato.

**envelope**

About repeatedly pressing the button **envelope** You can change the envelope curve. With **delay** the note attack is retarded. The sound will appear soft. at **sustain**
the sound gets a longer decay. Delay and sustain can be active simultaneously. Here, then both LEDs.

**Note:** the sustain effect can also be operated with a foot switch.

**KeyClick**

Here the volume of Keyclick can be adjusted in three steps by repeatedly pressing.

### 5.3.5   The WERSI VB3

With the WERSI VB3 you play the sound of the old electromagnetic organs, and the organ models from the 1960 and 1970 years.
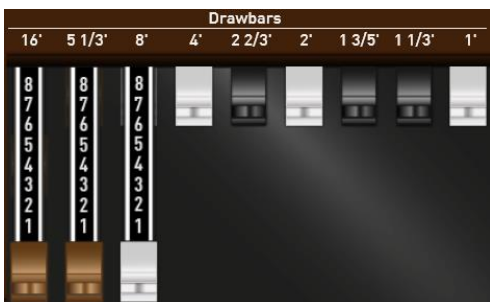




**variable drawbars**

Once the organ operation is called, the current just Zugriegeleinstellung appears. Do you think that they must comply with the "actual" drawbar organ in your mind not always. If you eg have called a KlangPreset, the drawbars are displayed in this Preset.

**Note:** The drawbar can be on the "actual" change drawbars on your organ or the touch panel.
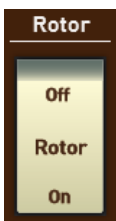


**Rotor On / Off**

Here, the rotor is turned on or off. Please note that you can make extensive on the EDIT page changes on the rotor sound.
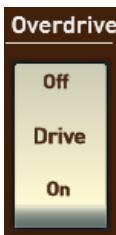


**Overdrive On-Off**

With overdrive, the sound is distorted. To find the desired setting, you have two sliders available. Use the slider DRIVE You can adjust the amount of distortion.

Use the slider EDGE adjust the hardness of the distortion.
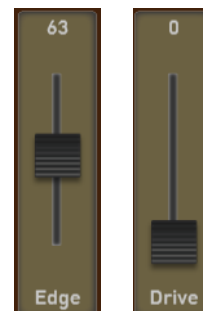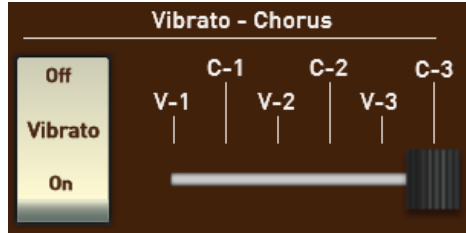
**Vibrato - Chorus**

Here you can set the scanner vibrato in the six known versions of V-1, V-2, V-3 and C-1, C-2 and C-3. Vibrato on / off the vibrato on (On) or off (Off) is.

**Note:** With the "Italian Transistor" and "Red Tolex" (See Organ Type) the scanner vibrator is replaced by an electronic vibrato automatically.

**percussion**

Here you can use the usual percussion settings of an electromagnetic organ available:

**Percussion on / off:** Here the percussion registers on (On) or off (Off) is.

**Volume Soft / Normal:** Here the volume of the percussion is determined. Soft (Soft) -> Normal

**Decay Slow / Fast:** Here the decay (decay), the percussion between Fast (Fast) and slow (slow) can be set. In the setting **Nearly** percussion sounds short and crisp, while in the setting **Slow** percussion fades longer.

**Foot 3rd / 2nd:** Here, the drawbars of percussion is switched from between 2nd (4 ") and 3rd (2 2/3").

**Note:** As of 1 'drawbar is no longer heard with active percussion with an old electromagnetic organ.
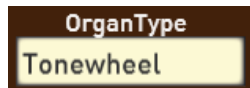
**organ Type**

The WERSI VB3 drawbar has three different organ types:

1. ToneWheel: This is the typical sound of the electromagnetic organ

Second Italian Transistor: sound an Italian transistor organ from the 1970's.

Third Red Tolex: sound of a Red-tolex organ from the 1960's.

**Note:** With the "Italian Transistor" and "Red Tolex" the scanner vibrator is replaced by an electronic vibrato automatically.
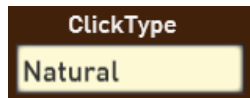
**ClickType**

The KeyClick creates the typical quick click which occurs when the old organs when you press a button. There are three variations to choose from:

1. Natural: Each time a key produces a different click. Bright times times darkness. Such as
      in the original well.

Second Always Dark: Here remain the clicks from the tone color rather dull (Dark / Dark).

Third Always Bright: You remain the clicks from the tone color rather light (Bright / Light).
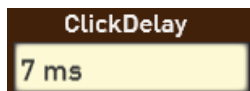
**Click delay**

**HumLevel**

Off
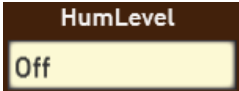
**HumLevel**

The old electromagnetic organs generated background noise from hum and noise. Such noise does not fit permanently to a

modern musical instrument. Therefore, you can adjust the sound in four stages in the volume or turn them off (Off).

84

Click

**Click**

Here you can set the volume of the KeyClicks.

110

Tone

**Tone**

By setting TONE You can make something dull the overall sound. In setting 127 is not changed the sound.

### 5.3.5.1 VB3 rotor settings

By sliding to the left (right arrow) you can reach other settings to VB3.

Here you can set the Rotor Cabinet according to your wishes. The following options are available:

**Treble Horn**
Slow: This sets the speed of the treble horn for the position Slow (Slow). Fast: Set the speed of the treble horn for the position almost one (fast). Belt: Here, the braking and running speed can be adjusted. The higher the value, the

slowly decelerates the horn when switching between slow and fast, or faster.

**Bass rotor**
Slow: This sets the speed of the bass drum for the position Slow. Fast: This sets the speed of the bass drum for the position almost. Belt: Here, the braking and running speed can be adjusted. The higher the value, the

slowly decelerates the bass drum when switching between slow and fast, or faster.

**Microphone**
The sound of a rotor cabinet is essentially determined by the decrease by microphones. The following settings are available:

**Distance:** With the setting Distance determines how far away the microphones placed
are. are the higher the value, the closer the microphones on the rotor Cabinet.

**Balance:** This setting is the balance between the microphones for the high-frequency horn and
Microphones for bass drum set. At values above 63 the microphones for the horn to be louder and at values below 63, the microphones for the bass drum to be louder.

**Ambience:** With the setting Ambience determine how many reflections from the surrounding
Walls are returned become.

**spread:** With the spread you get a larger stereo sound.

**Note:** While adjusting the rotor to your liking, you can test directly to the rotor on / off, slow / fast your results.

## 5.3.6 Save My drawbar settings

Once you've found your favorite setting for a sound, you can save it.

1. To do this, press the display button Save.
Second Select the desired preset number on the list.
Third Press on the name field. Then enter the desired name and confirm
with ENTER.
4th With Save the sound is finally saved.

The self-stored tone colors can be found under the Display button drawbars Live at the subgroups own CE3 and My OX7.

## 5.4 Accordion LIVE operation
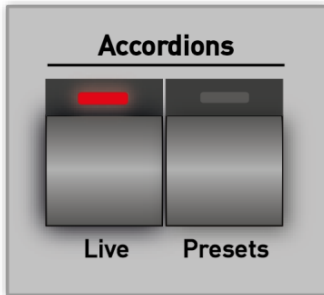


With the control panel button **Accordions Live** turn your instrument in a "real" accordion.

As you can switch the different registers via rocker switch with an original accordion. Even the typical switching noise between the registers can be heard.

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**Supita**
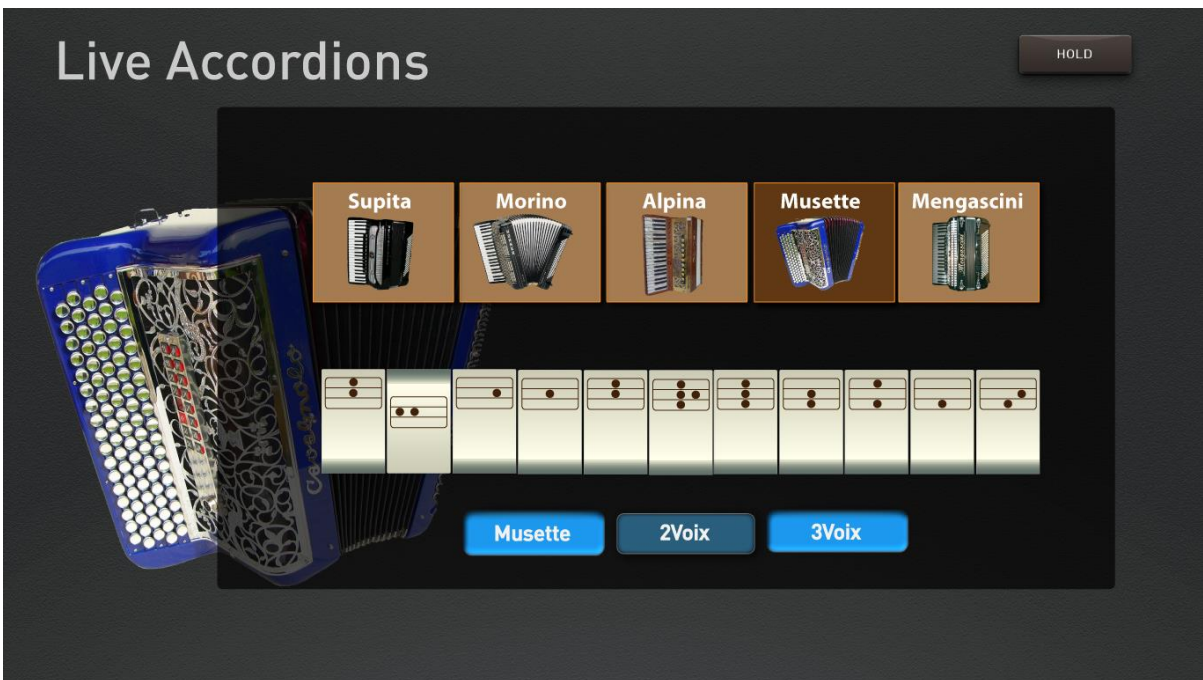
| | Register 4 '+ 8' + 8 'cassotto | | Register 16 '+ 8' + 4 ' |
|---|---|---|---|
| | Register 8 '+ 8' cassotto | | Register 16 '+ 8' |
| | Register cassotto 8 ' | | Register 16 '+ 4' |
| | Register 8 ' | | Register 16 ' |
| | Register 8 '+ 4' | | **Register 4 '** ● |
| | Register 16 '+ 8' + 4 '+ 8' cassotto | | |

**Morino**

| | Morino Bassoon | Register 16 ' |
|---|---|---|
| | Morino Cello | Register 16 '+ 8' + 8'rechts |
| | Morino bandoneon | Register 16 '+ 8' |
| | Morino Harmon | Register 16 '+ 8' + 4 ' |
| | Morino organ | Register 8'links + 8'rechts + 4 ' |
| | Morino Violin | Register 8 '+ 8'rechts + 4' |
| | Morino Master | Register 16 '+ 8' + 8'rechts 8'links + + 4 ' |
| | Morino Accord | Register 8'links + 8'rechts |

| | Morino Musette | Register 8'links + 8 '+ 8'rechts |
|---|---|---|
| | Morino Celeste | Register 8 '+ 8'rechts |
| | Morino Oboe | Register 8 '+ 4' |
| | Morino Clarin | Register 8 ' |
| | Morino Jazz Special | Register 16 '+ 4' |

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**Alpina**

| | Alpina Bassoon | Register 16 ' |
|---|---|---|
| | Alpina Bandon | Register 16 '+ 8' |
| | Alpina Master | Register 16 '+ 8' + 8'links + 8'rechts |
| | Alpina Musette | Register 8 '+ + 8'links 8'rechts |
| | Alpina Clarinet | Register 8 ' |

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The three Musette accordion sound in the registers 16 ', 8' and 4 'are identical. The differences arise from the right floating 8 'register. Choose among the three versions Musette, 2Voix and 3Voix where the beat is getting bigger.

**Musette**   **2Voix**   **3Voix**

| | |
|---|---|
| | Register 8 '+ 8' Musette + 4 ' |
| | Register 8 '+ 8' Musette |
| | Register 8 'Musette |
| | Register 8 ' |
| | Register 8 '+ 4' |
| | Register 16 '+ 8' + 8'Musette + 4 ' |

| | |
|---|---|
| | Register 16 '+ 8' + 4 ' |
| | Register 16 '+ 8' |
| | Register 16 '+ 4' |
| | Register 16 ' |
| | Register 16 '+ 8'Musette |

**Mengascini**

| | |
|---|---|
| | Register 16 '+ 8' |
| | Register 8 '+ 8' right |
| | Register 8 '+ 8'links |
| | Register 8 ' |
| | Register 16 '+ 8' + 8'rechts |
| | Register 16 '+ 8' + 8'links |

| | |
|---|---|
| | register 8'links |
| | Register 16 '+ 8' right |
| | Register 16 '+ 8' left |
| | Register 8'links + 8'rechts |
| | Register 16 ' |

## 5.5 Total select presets
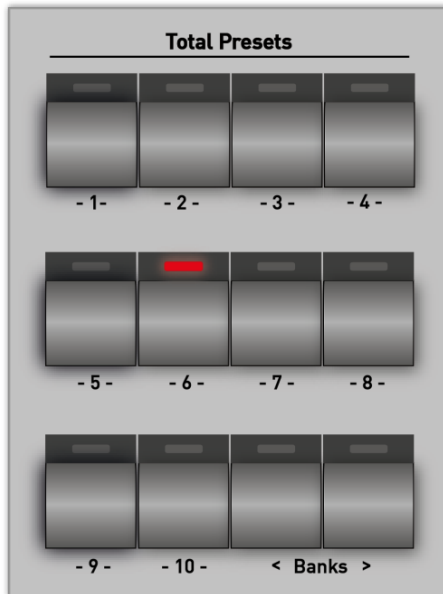


Directly to the left of the display are 10 buttons with which you can select a bank from the control panel, the total presets.

With the two buttons Bank <(down) and> (up), you can switch between the banks and forth.

The total presets we distinguish in principle between FACTORY Total presets and total presets that you can save yourself the USER total presets.

**Note:** A list of factory presets can be found in Volume Total **Programming SONIC.**

**Tip:** You can selecting Total presets via the touch panel. Information can be found in section 9.1 "Overview Total presets".

## 5.6 on or off tone on the manuals

In all models, you can activate and deactivate tones on the manuals via the control panel buttons. Depending on the model, there is a different arrangement of the on off button.

**Note:** Additionally, you can enable or disable the selectors in the display.

• **CAUTION:** Are off on a manual all the selectors, the manual is silent.

### 5.6.1 OAX 1-500 - 600-700
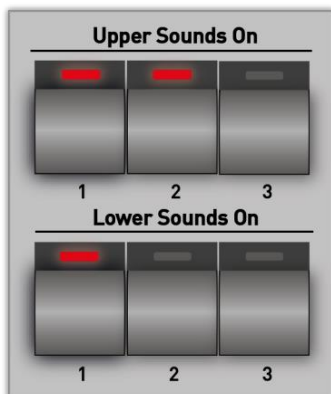


are each three buttons for the areas of upper manual 1 to 3 (Upper) and lower manual 1) Lower available for turning on and off of timbres on the upper and lower Manual.

### 5.6.2 OAX 800
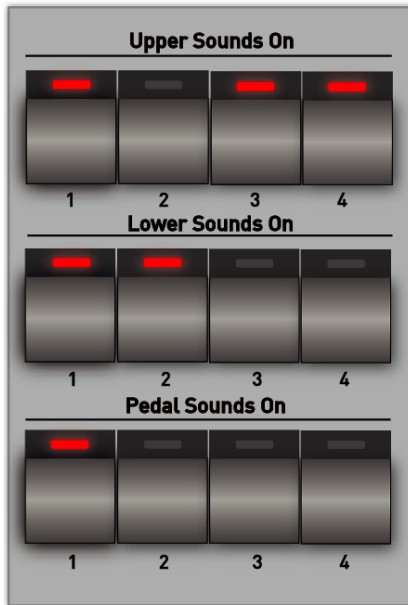
1 are provided for switching on and off of timbres on the upper manual, lower manual and the pedalboard are three push buttons for the areas of upper manual 1 to 3 (Upper), lower manual to 3 (Lower) and bass pedal 1 to 3 are available.

### 5.6.3 OAX 1000

Upper Manual 1 to 4 (Upper) and lower manual (Lower) 1 are provided for switching on and off of tones in the solo Manual, upper manual and the lower manual, four buttons for the areas solo Manual 1 to 4 (solo), up to 4 available.
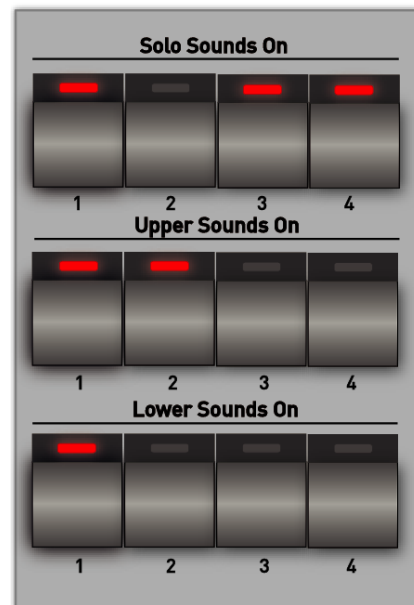
## 5.7 Global Manual Controls

In that area **Global Manual Controls** You can set important functions for the manuals.

Depending on the organ model is a different number of panel buttons available.

### 5.7.1 Global Manual Controls for OAX 1-500 - 600-700
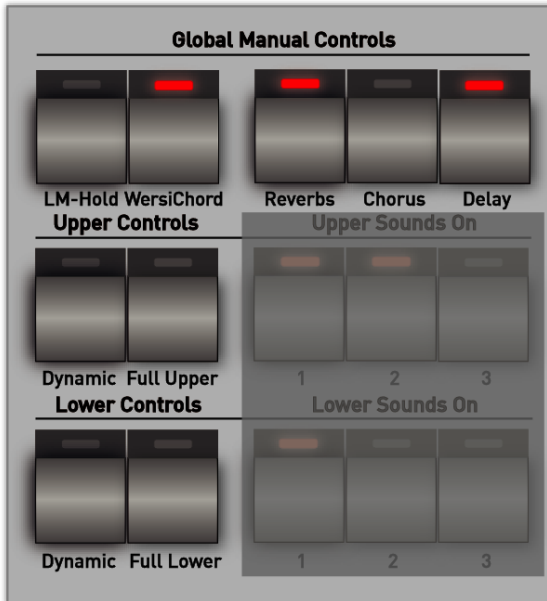


| | |
|---|---|
| LM-hold on / off | -> See section 5.7.3.5 |
| WersiChord on / off | -> See section 5.7.3.1 |
| | |
| reverbs | -> See section 5.7.3.2 |
| Chorus | -> See section 5.7.3.3 |
| delay | -> See section 5.7.3.4 |
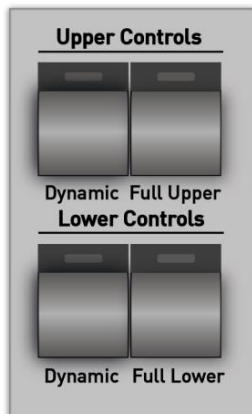
**Upper and Lower Dynamic**
Depending on whether you play in the EASY or EXPERT mode, pressing the two buttons is a list of the available dynamic curves appear.

The dynamic curve can be individually selected separately for each selector. the currently selected selector is set.

The dynamics can also be switched on and off.
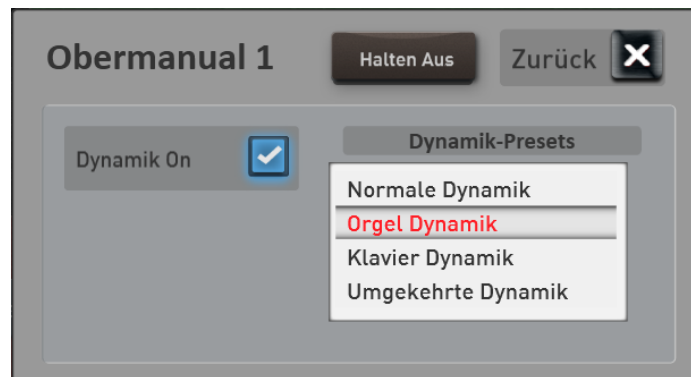
**Full Upper and Lower Full**

These two buttons on the range can be set in which the currently selected selector to be played on the corresponding manual.



The play area enter easily one over the corresponding Manual. First press the deepest and the highest key of the desired range. The area entered is displayed on the display keyboard and the input window disappears again after a moment.

**Note:** Please note that it is not here to enter a split point at which the manual is divided into two areas. You can set a separate play area and spread so the tone individually to the manuals for each selector.

**CAUTION:** When entering the playing area by pressing the lowest and highest key please note the following: If the lowest note of the desired game area above the center of the keyboard are, you have to press a button at the center. You need to speak to grope from the bottom to the desired note. It is easiest if you make a glissando from the very bottom and stop at the desired grade.

### 5.7.2 Global Manual Controls for OAX 800 and OAX 1000



For models 800 and OAX OAX 1,000 more buttons are available.

| | |
|---|---|
| WersiChord | -> See section 5.7.3.1 |
| preset Edit | -> See section 5.7.2.1 |
| Manual Edit | -> See section 5.7.2.2 |
| **Global Effects** | |
| Reverb 1 and 2 | -> See section 5.7.3.2 |
| Chorus | -> See section 5.7.3.3 |
| delay | -> See section 5.7.3.4 |

**5.7.2.1 preset Edit**

**sheets**

If a sheet of music has been recorded with in the currently selected preset total, note display can be switched on with this button and off.

**Save**

About the button **Save** the memory operation for a total preset is started. For more information on storing Total presets can be found in Section 9.1.3.

**Edit**



About the button **Edit** You can change the settings for the current preset quickly. By confirming the total preset is then stored back to the identical memory location.

**CAUTION:** If you want to save the total preset to another location, please use the button **Save.**

**5.7.2.2 Manual Edit**

About the functions in the Manual Edit You can quickly access important functions for the manual selectors. The settings are always made at the selector that is currently selected in the display.

**Alles**

Calls up the display for setting all selector functions and corresponds to the double-click on a display selector. See section 7.2 in EASY mode and section 8.3 in the PRO mode.

**manual**

Calls up the display for setting the Manual on selector functions.
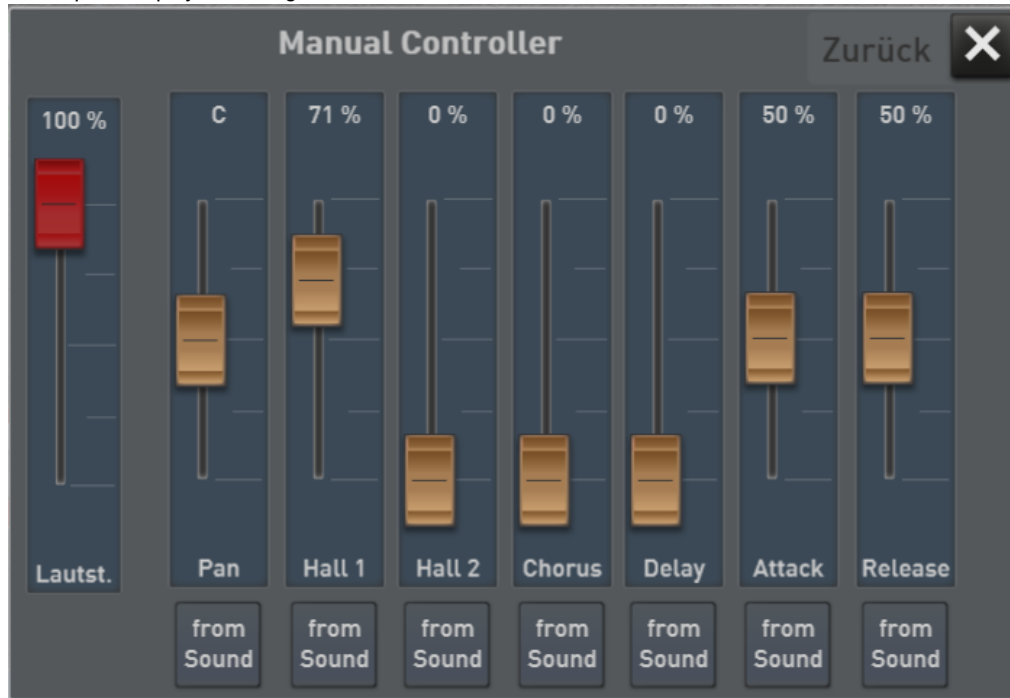


**sound**

Calls up the display for adjusting the sound on selector functions.

**Dynamic**

For the current selector, the surface is called to set the keyboard dynamics. See section 8.3.3.
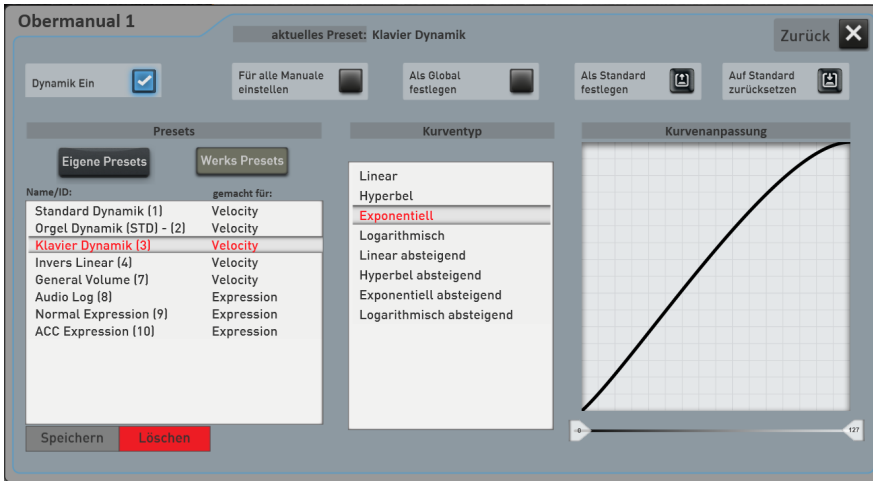


**KeyRange (** Play area)

Here you determine whether the sound should sound on the whole Manual or only in one specific area. See section 8.3.
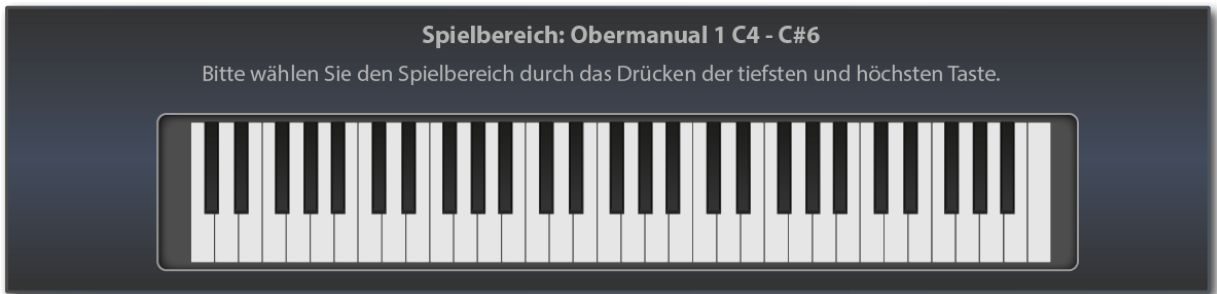


**Octave**

Calls a possibility to adjust the octave range for the current selector.

### 5.7.3    Description of the general Global Manual Controls

**5.7.3.1 WERSIChord**

The WERSIChord function is to make a musically delightful way to one-note played sounds and melodies of polyphonic by harmonic supplements. The SONIC offers you to another free selector available, which is independent of the tone on the upper manual.

The additional votes thus generated are (except for the functions "Solo Voice" and "Fingered") from the **the lower manual gripped chord** and the set **WERSIChord type** controlled.

Of the **WERSIChord** is the same panel button by briefly tapping, on or off. A longer holding the appropriate control panel button, the WERSIChordOberfläche opens. This surface can be opened in the PRO MODE using the button WERSIChord.



**Method:**

- Once the surface WERSIChord is open settings, the selector for the WERSIChord is active. Now you can normally select a Tone Using the control panel buttons. In our example, we chose the sound of "Alto Sax Ensemble".

- Now select the desired WERSIChord in the list of WERSIChord types. A description of the types can be found in Volume **Programming SONIC.**

- Use the volume control to adjust the volume of the WERSIChord-generated tones. Quite independently of the other timbres on the upper manual.

- Remember that not the original sound is reproduced through the WERSIChord you play on the upper manual.

- The WERSIChord settings are saved with the total presets ranging timbres.

### 5.7.3.2 Quick Service Hall

Your instrument has extensive Reverb, Chorus and Echo effects. two independent reverbs, a chorus and an echo machine are available for the areas of manuals, monitoring and drums. Using the control panel buttons REVERBS, CHORUS DELAY and you can quickly take on the total volume and the corresponding effect program impact.

- **CAUTION:** Once you have set in this setting, these values are stored in a total preset. but please note that the settings in the fields of monitoring and Drums only stored with in a total preset, albeit an accompaniment is saved with. That is, when saving a total preset needs of the area **accompaniment** be checked.

**Reverbs**   Once the button **REVERBS** have once shortly pressed, the following screen appears:



For the areas MANUALE, MONITORING and DRUMS For each controller for Hall 1 and Hall
2 with whom you called the outputs of effects devices, also RETURNS can set. In the vast majority of timbres of the transmission path (SENDS) Hall has been used first Wonder not therefore, that not much happens when you move up the Hall second

**A little hint:** How can you use both Hall way, learn the EASY mode in section 7.2 "The EASY Manual controller" or for the PROFESSIONAL mode in section 8.3.1 "The Manual Controller".

If you do not set, the display disappears after a few seconds. If the Display button **HOLD** pressed, the display remains on screen permanently.

With the appropriate sliders to vary the volume of the Hall devices.

With **RESET** put the volume back to the data stored in the effect program value.

To change a Hall program, tap briefly on the corresponding name field. Here in the example on "Hall normal" for the Hall 1 in the Manuals.

This opens the selection field of possible Hall programs. Once you have programmed your own effect settings and given a name, and this effect presets appear in this list.

After selecting a new program, the window closes and the newly elected Hall program is active.

If you make a selection, the window will close automatically after a few seconds.

**Note:** As you can program your own effects, learn 08/09 effects in the chapter.

**5.7.3.3 Quick Operation Chorus**



Once the button **Chorus** have even tapped shortly, the screen will appear to set the Chorus effect.



For the areas MANUALE, MONITORING and SCHLAGZEUG all feature a slider that will allow you to adjust the output of the chorus effect devices, also called RETURNS.

**A little hint:** As long as no sound is selected, which also uses a chorus, you may hear no change. How to set the chorus effect for each sound, learn to EASY mode in section 7.2 "The EASY Manual controller" or for the PROFESSIONAL mode in section 8.3.1 "The Manual Controller".

If you do not set, the display disappears after a few seconds. **If the Display button HOLD pressed, the display remains on** screen permanently.

With the corresponding slider to vary the volume of the chorus effect. RESET Setting the volume back to the data stored in the effect program value.
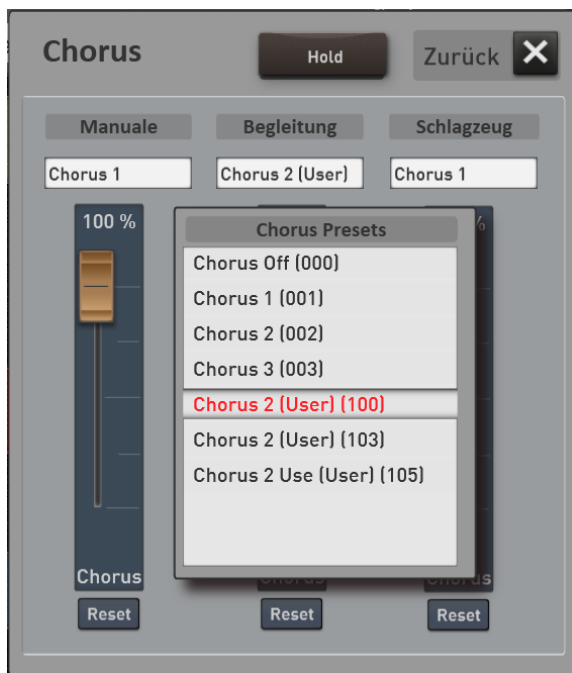


To change the chorus program, tap briefly on the corresponding name field. Here, in the example of "Chorus 3" in the Manuals.

This opens the selection field of possible Chorus programs. Once you have programmed your own effect settings and given a name, and this effect presets appear in this list.

After selecting a new program, the window closes and the newly elected Hall program is active.

If you make a selection, the window will close automatically after a few seconds.

**Note:** As you can program your own effects, learn 08/09 effects in the chapter.

## 5.7.3.4 Quick operation Echo (Delay)

**Delay**

**S** nce the key **delay** have even tapped shortly, the screen will appear to adjust the echo effect.
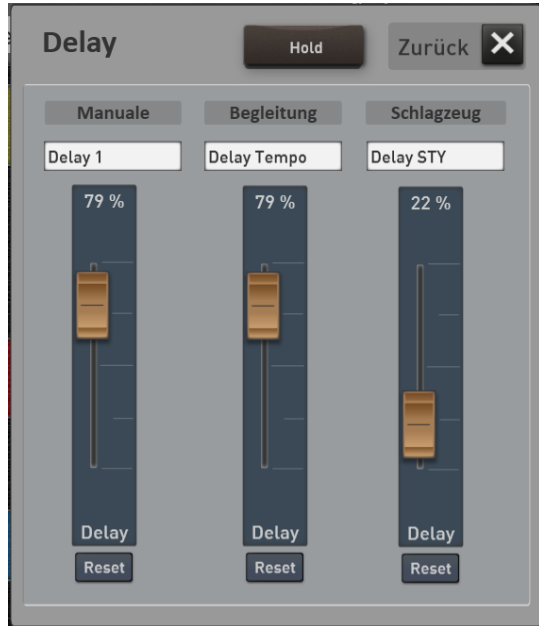
For the areas MANUALE, MONITORING and SCHLAGZEUG all feature a controller with which you can adjust the output of the echo-effect devices, also called RETURNS.

**A little hint:** As long as no sound is selected, use the echo may be heard no change. As you adjust the echo effect for each sound, learn to EASY mode in section 7.2 "The EASY Manual controller" or for the PROFESSIONAL mode in section 8.3.1 "The Manual Controller".

If you do not set, the display disappears after a few seconds. If the **Display button HOLD** pressed, the display remains on screen permanently.

With the corresponding slider to vary the volume of the echo effect.

RESET Setting the volume back to the data stored in the effect program value.
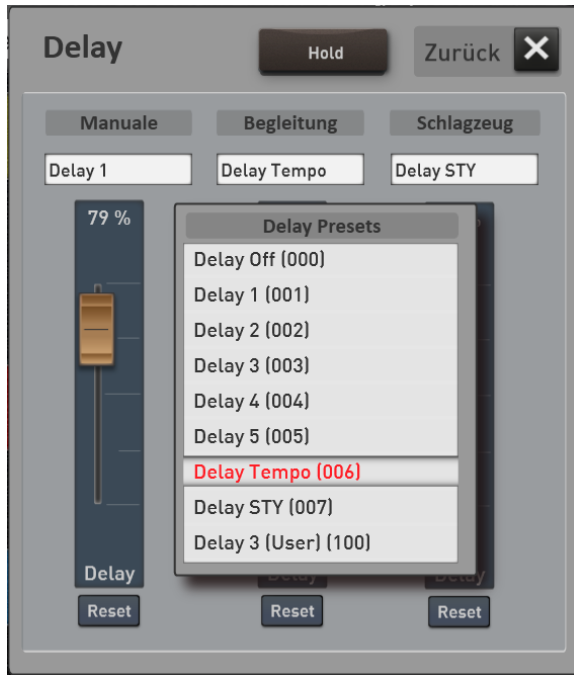
To change the echo program, tap briefly on the corresponding name field. Here in the example on "Delay Tempo" in the Manuals.

This opens the selection field of possible echo programs. Once you have programmed your own effect settings and given a name, and this effect presets appear in this list.

**Note:** As you can program your own effects, learn 08/09 effects in the chapter.

**5.7.3.5 LM-Hold**

With this function, the sounds can range from the lower manual (left Manual) pressed keys are held, ie: you can take the hand and the notes sound on.

**The ailing tones turn up - at activated Lower Hold - only from:**

- when stopping Auto Accompaniment or
- **by (fast) 2-tapping of the Start / Stop Button's.**

### 5.8 Accompaniments Styles

Here you can select the desired accompaniment (/ WAVE MP3) may consist of a Style, a MIDI file or an audio file. To select stand 14 control panel buttons for the present in the instrument styles available. The preloaded Styles that were to split into 12 music genres. For an assignment list to the band **Programming SONIC.**



Once one of the Style button press, appearing 15 corresponding styles in the touch display.



*Example image of a display*

Is a style buttons with more than 15 styles in use, you can call via the display additional pages of styles with a single sweep from right to left. You can see this in our example on the display "1/4". Here, then, three more pages with styles from the "Ballroom". Then it's back with a wipe from left to right.

By selecting a style the display is closed and you are back to the EASY or PROFESSIONAL fashion.

•        Would you like to calmly multiple styles in succession to try without the display closes, you should activate the HOLD function. The display will remain permanently visible and you can try several sounds in succession.

•        Press BACK to close the display.

As you can invite your own styles to your instrument or how you can play directly from a USB stick, refer to the section 7.4 "Styles, MIDI sequences or AUDIO files play directly from a USB stick" and
7.5 "Styles from a USB stick to import".

### 5.8.1   Subcategories for each Accompaniment key

To help you choose from the many styles, each style button has up to eight more categories. Here at our example in "Ballroom" has the following subgroups:

| Alle | Beguin | ChaCha | Tango | Foxtrott | Jive/Quick | 3/4 | Exp. | User |
|------|--------|--------|-------|----------|------------|-----|------|------|
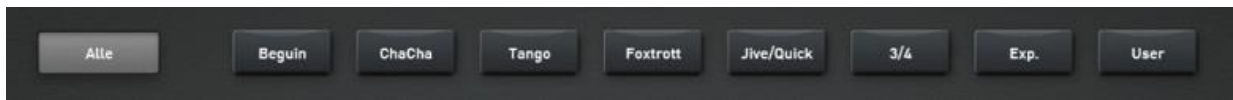
**All**             = Shows all the styles that are stored in this style button.
Beguine           = Shows all Beguine Styles
Cha Cha          = Shows all ChaCha Styles
tango             = Shows all Tango Styles
foxtrot            = Shows all Foxtrot Styles
Jive / Quick      = Shows all Jive / Quickstep Styles
3/4               = Shows every 3/4 Styles
Exp.             = Indicates all ball Room Styles, by an expansion pack "expansion" of the instrument
                       have been added.
User            = During the loading of new styles, you will be asked if you are one of the new style
                       want to assign style button. So if you have styles associated with the "Ballroom" button, they will
                       appear in the field User

### 5.8.2 Favorites for each Accompaniment key

Your OAX system remembers which style, MIDI or AUDIO sequences you most often use. Accompaniments to 15 are stored per key under FAVORITES.

In our example below the previous five styles were used by the Style button Ballroom. Most often, the style Beguine first
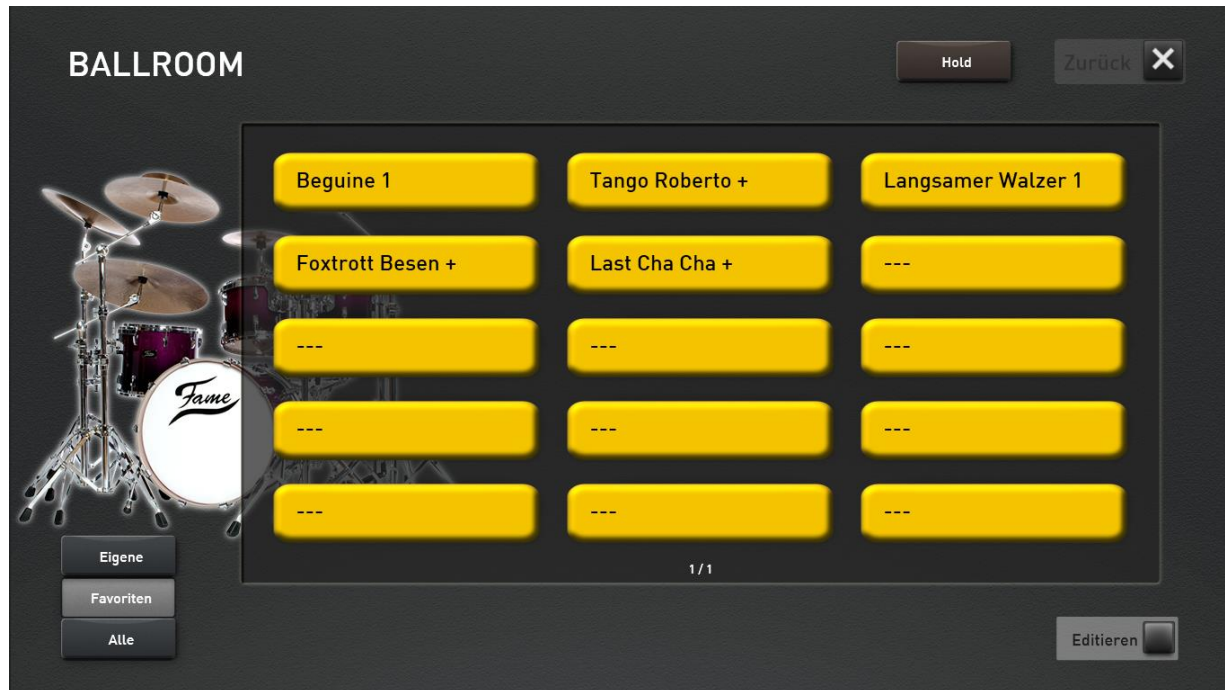


For more information, see chapter 10.2 "Clear favorites or freeze" and Chapter 10.3 "Global settings for mapping."

### 5.8.3 Own assignment for each Accompaniment key

You can also own mapping with up to 15 create layers for each Accompaniment key.

So you have the opportunity to you the most used styles, MIDI and AUDIO sequences per Accompaniment Group store under OWN and sort according to your wishes.

How do you create a custom mapping, refer to the Chapter 10.1 "Custom Mapping create or edit" and 10.3 "Global settings for mapping."

### 5.9 Accompaniments MIDI and AUDIO

**Under MIDI and Audio You can AUDIO songs Select your MIDI sequences or (Wave, MP3, WMA). As** long as you have invited not own any files, this display is blank.

The buttons for MIDI and audio are in the models OAX1 - from 500 to 600 and 700 to the right of the style buttons.

In models OAX800 and OAX1000 the two buttons are to the left of the style buttons.

As you can invite your own MIDI and AUDIO files to your instrument or how you can play directly from the USB stick, refer to the section 7.4 "Styles, MIDI sequences or AUDIO files play directly from the USB stick" and 7.6 "MIDI sequences or audio files from a USB stick to import ".

### 5.9.1   ACC Controls OAX 1-500 - 600-700

**With Acc On turn on or off the accompaniment tracks. In off ACC percussion (drums) is** from the style only listen.

**Note:** When OAX1 keyboard of the main split is turned off by turning off and you can play the UPPER tone colors throughout the Manual.

**With auto Bass You can provide an automatic bass. at not an Auto Accompaniment**
is automatically generated from a chipped in the lower manual single button or a bass chords gripped and played.

**With Fade In-Out You can display the music played (Fade In) or hide (Fade Out.**

**Example Fade In:** To play a track, where the music is displayed slowly. To do this, press the button at a standstill accompanying machine **Fade In-Out.** Now, when you start a Style, MIDI or audio file, the music appears slow.

**Example Fade Out:** They play a piece of music with a style, MIDI or audio file. Just press towards the end of the title key **Fade In-Out** and play the title on. The Fade Out now continuously tunes the volume to zero, so the title is gently faded.

## 5.9.2   ACC Controls OAX 800 - 1000
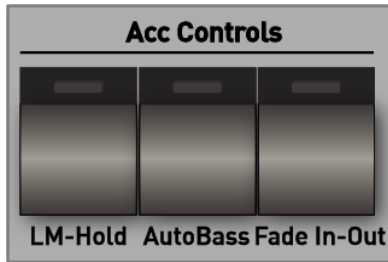
With **LM-Hold** to the sounds of battered in the lower manual (left Manual) controls are held, ie: you can take the hand and the notes sound on.

The ailing tones turn up - at **activated** Lower Hold - only from:

- when stopping Auto Accompaniment or
- by (fast) 2-tapping of the Start / Stop Button's.

With auto Bass You can provide an automatic bass. at **not an Auto Accompaniment** is automatically generated from a chipped in the lower manual single button or a bass chords gripped and played.

With **Fade In-Out** You can display the music played (Fade In) or hide (Fade Out.

**Example Fade In:** To play a track, where the music is displayed slowly. To do this, press the button while standing companion machine **Fade In-Out.** Now, when you start a Style, MIDI or audio file, the music appears slow.

**Example Fade Out:** They play a piece of music with a style, MIDI or audio file. Just press towards the end of the title key **Fade In-Out** and play the title on. The Fade Out now continuously tunes the volume to zero, so the title is gently faded.

With **Acc On** turn on or off the accompaniment tracks. In off ACC percussion (drums) is from the style only listen.

With **Acc Edit** The display opens to set all important ACCFunktionen. More information can be found in Section 8.4.

## 5.9.3   Sound To Styles (only OAX 1-500 - 600-700)
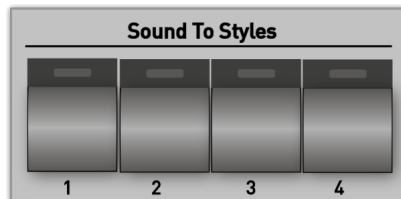
**Sound To Style =** Each work style four matching sound settings (Total presets) have been deposited, so that each style with the already matching tones can play.

## 5.10 Effect sounds
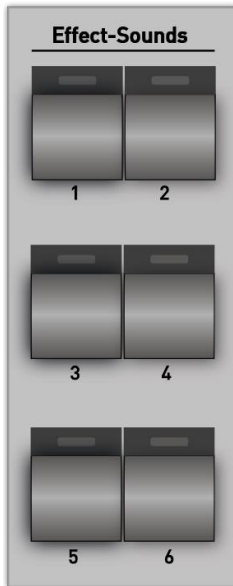
**Effect-Sounds**

The instruments OAX1, OAX500, OAX600 and OAX700 are equipped with six sound effect buttons.

The instruments OAX800 and PERGAMON OAX1000 have 10 effect sound button.

With the buttons you can trigger different sounds for special "gags" manually. Just push all the buttons one by one and surprise yourself which sounds are on the buttons.

The volume of the effect sound is done with by the regulator **SONG.**

The LED of the corresponding effect button flashes during playback of the effect.

For very long effects, the play can be stopped by pressing the button.

in the band **programming SONIC** learn how to prove these buttons with many different effect sounds and can save your own settings in a total presets.

**Effect-Sounds**
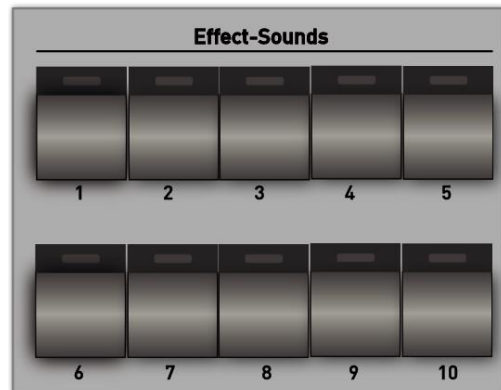
## 5.11 Accompaniment Controls panel

On the left side next to the upper manual will find the "Accompaniment Controls" panel.

You can use your styles, MIDI and start audio files and turn the rotor function for the drawbars of slow (slow) to fast (almost).

Here is the explanation in detail:

**Start / Stop**

The accompaniment starts **right away** with playback, when the pushbutton **Start / Stop** is pressed. A pressing of **Start / Stop** while playing accompaniment playback is complete.

- Also selected MIDI and audio files are **Start / Stop** served.

**Synchronized Start**

After the button **SYNC.START** has been pressed (LED in the button) starts the reproduction of the accompaniment **then automatically** if on the lower manual or pedal on the **first key** was struck • the LED will turn off.

With a pressing it again **SYNC.START** ongoing monitoring can also be stopped; However, the "synchronous start" function is now equal activated for the start of the next accompaniment again.

**variations**

- Each style has four variations. These are musical and / or configured differently in their instrumentation.

- The selected variation is indicated by the lit LED in the button.

**Intro / Ending 1, 2 and 3**

- Each style includes up to 3 different intros = prelude and three different Ending's This can be configured musically different - from a simple count-in or final chord to complex and musically sophisticated melodies - and take correspondingly different lengths.

- Press the desired **Intro 1, 2 or 3** and start using **Start / Stop.**

- After the end of the intron's accompaniment automatically jumps to the (previously selected) variation.

- The length of the intro's, during its playback by tapping an **Variations button Var A - D** be shortened; the accompaniment continues from the next cycle starting with the chosen variation.

- An intro can also access by pressing of **SYNC.START** be started.

- Press while the current style the desired **Ending 1, 2 or 3rd**

- After one Endings the Style stops automatically.

- To abort a running Ending, simply press one of the breaks or the variation button

**Break 1 and 2**

- For each style, there are one or two breaks (= intermediate part / Solo) with a length of one clock.

- The break begins after pressing the button (LED flashing red) always blow 1 of the next cycle and the LED in the button **Breakfast** shines.

- The style jumping after automatically returns to the variation.

- You can also start with a break. To do this, press one of the buttons at a standstill Style **Breakfast** and start using **Start / Stop.**

- **CAUTION:** The present work styles and styles and you purchase one for your instrument may not always include all three intros and Ending's or two breaks. The corresponding button will not operate in the case. The short Fill In's between the variation changes are not present in all styles.

## 5.12 Panel master volume, microphone and light

### 5.12.1 OAX 1

When Keyboard OAX1 the total and microphone volume is adjusted via two drawbars. These are located on the far left on the Zugriegelbrett.

**Main Volumes**
General   Micro
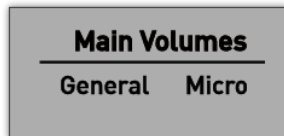
**general**
This controls the overall volume of your instrument.

**Micro**
If you have a microphone connected, you can adjust the volume here.

### 5.12.2 OAX 500
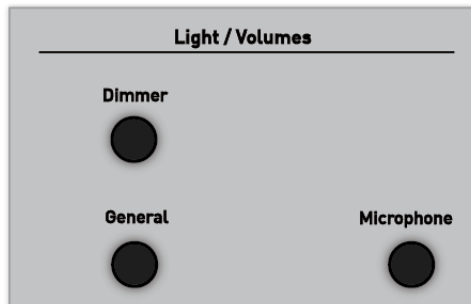
**Light / Volumes**
Dimmer
General   Microphone

On the left side next to the upper manual you will find the settings for the master volume and microphone volume and the dimmer for the panel lighting.

**Volume General**
This controls the overall volume of your instrument.

• **CAUTION:** Your instrument remembers the last volume and stores them when switching off. After switching is adopted this stored volume again until the regulators have moved again.

**Volume microphones**
If you have a microphone connected, you can adjust the volume here.

**Light dimmer**
Your instrument is equipped with a dimmable panel lighting. To turn off the lights, turn the knob to the left.

**WERSI**         SONIC

### 5.12.3 OAX 600-700
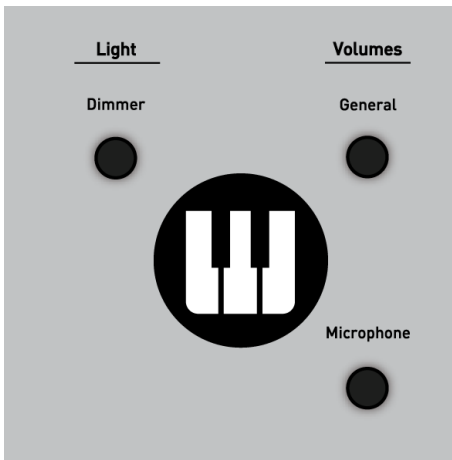
On the right side next to the upper manual you will find the settings for the master volume and microphone volume and the dimmer for the panel lighting.

**Volume General**
This controls the overall volume of your instrument.

•     **CAUTION:** Your instrument remembers the last volume and stores them when switching off. After switching this stored volume is taken over again, until the regulators have moved again.

**Volume microphones**
If you have a microphone connected, you can adjust the volume here.

**Light dimmer**
Your instrument is equipped with a dimmable panel lighting. To turn off the lights, turn the knob to the left.

### 5.12.4 OAX 800 - 1000
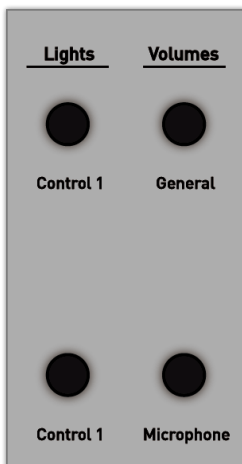
On the left side next to the upper manual you will find the settings for the master volume and microphone volume and dimmer for lighting.

**volumes General**
This controls the overall volume of your instrument.

•     **CAUTION:** Your instrument remembers the last volume and stores them when switching off. After switching this stored volume is taken over again, until the regulators have moved again.

**Volumes Microphone**
If you have a microphone connected, you can adjust the volume here.

**Lights**
Your instrument is equipped with a dimmable panel and Fußpedalbeleuchtung.

**Control 1 -** Regulates the control panel lights.

**Control 2 -** Regulates the Fußpedalbeleuchtung.

OAX system         59

### 5.12.5 OAX 800UP - 1000UP
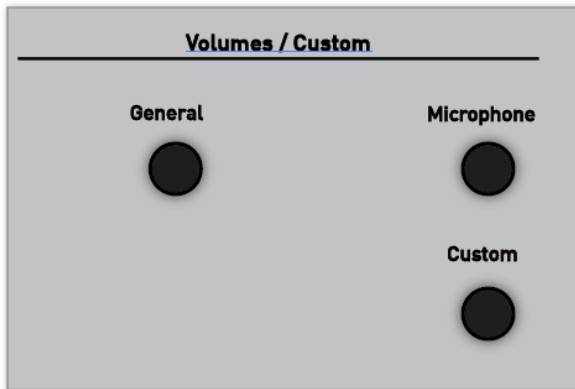
On the left side next to the upper manual you will find the settings for the master volume and microphone volume and dimmer for the control panel and pedal lighting.

**Volume General**
This controls the overall volume of your instrument.

• **CAUTION:** Your instrument remembers the last volume and stores them when switching off. After switching this stored volume is taken over again, until the regulators have moved again.

**Volume microphones**
If you have a microphone connected, you can adjust the volume here.

• then use the expression pedal to control the **Intermediate volumes** from "0" to maximum. But note that your automatic accompaniment with Styles, MIDI or audio files is only affected to a very small portion of the sill.

• The regulator CUSTOM in this software version is not in operation.
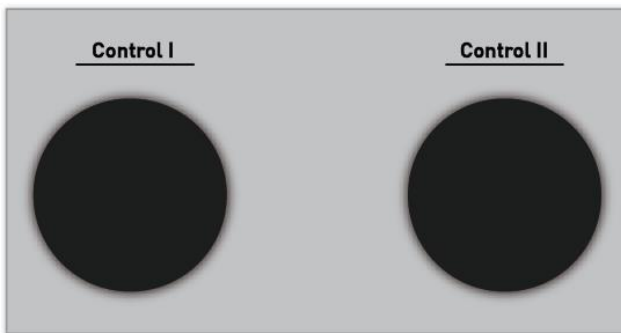
**dimmer**
Your instrument is equipped with a dimmable Bedienfeldund pedal lighting.

CONTROL I with the panel lighting is controlled and the pedal lighting CONTROL II.

To turn off the lights, turn the corresponding knob to the left.

## 5.13 Control Manual volumes

### 5.13.1 Volume of the sounds on the manuals for OAX 1-500 - 600-700

| Manual Volumes | | | | | | |
|---|---|---|---|---|---|---|
| Pedal | Lower 1 | Lower 2 | Lower 3 | Upper 1 | Upper 2 | Upper 3 |

In the area **Manual volumes** You can adjust volume levels of three tones on the upper and lower manual. With the controller **pedal** the volume of the first tone for the bass pedal is set.

If you can work in the PRO mode, you set all manual Laustärken also a display console. See section 8.5 volume control in the PRO mode.

- **NOTE:** This corresponds to the number of the tones in EASY mode. That is three tones in the upper and lower manual and a tone in the pedal.
  In the PRO mode, you can from a total available to 16 tones, up to 12 tones in the upper and lower manual, and to 4 tones play in the pedal.

### 5.13.2 Volume of the sounds on the manuals for OAX 800 - OAX1000

| Manual Volumes | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| Pedal 1 | Pedal 2 | Lower 1 | Lower 2 | Lower 3 | Upper 1 | Upper 2 | Upper 3 | Solo 1 | Solo 2 | Solo 3 |

In the area **Manual volumes** You can adjust volume levels of three tones on the Solo, upper and lower manual and two tone colors on the pedal.

### 5.13.3 Volume of Styles, MIDI and audio files

| Accompaniment Volumes | | | |
|---|---|---|---|
| Song | Drums | Bass | Acc |

The regulator **song** regulates the overall volume of a Style, a MIDI file and an audio accompaniment (Wave / MP3).

If you use a style, in addition to three additional volume control active:

With **Drums** adjust the volume of the drums.

With **bass** the volume of the bass track.

With **Acc** the five accompaniment tracks 1 to Acc Acc. 5

- How to make a more detailed consultation with all traces of the auto accompaniment, refer to the Chapter 7.3.1.2.

## 5.14 Pitch and Modulation

### 5.14.1 Wheels for OAX 1 - 500-600 - 700-800 - PERGAMON 1000
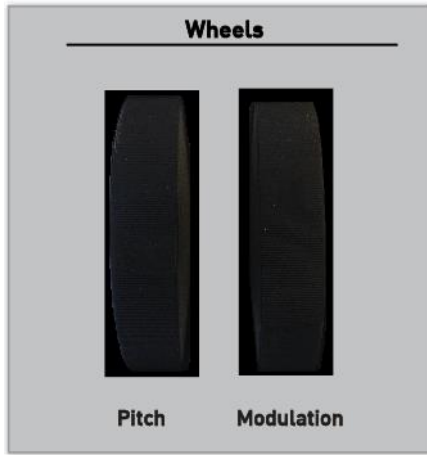


On the left you will find the two Wheels pitch and modulation.

• The pitch wheel returns to operation for both functions always returns to the center position.

### 5.14.2 Wheels for OAX 1000UP



On the left you will find the joystick which is responsible for the Tönhöhenveränderung and modulation.

| Moving left / right | pitch Bend | Pitch change down (right) (left) or above. |
|---|---|---|
| Moving forward | modulation | Such sound changing mode of operation, depending on the sound with vibrato change of the filter or the like. As the insertion of a new sound. |

• The joystick returns to operation for both functions always returns to the center position.

# 6 The simple EASY display or the display EXPERT

Your instrument gives you the two different operating modes EASY (easy) and PROFESSIONAL on.

The EASY mode is intended for all beginners who want to make music mainly with the instrument. These are three tones in the upper manual, three tones in the lower manual, a tone in the pedal and of course all existing styles are available. The settings here are some deliberately reduced.

In EXPERT mode you have all the possibilities of your instrument available. More on this in the next chapters

Between these two modes can be changed at any time with the display slider EASY / PROFESSIONALS.

• When you switch between the two modes, extensive data must be loaded. During the switchover, the display shows a message.
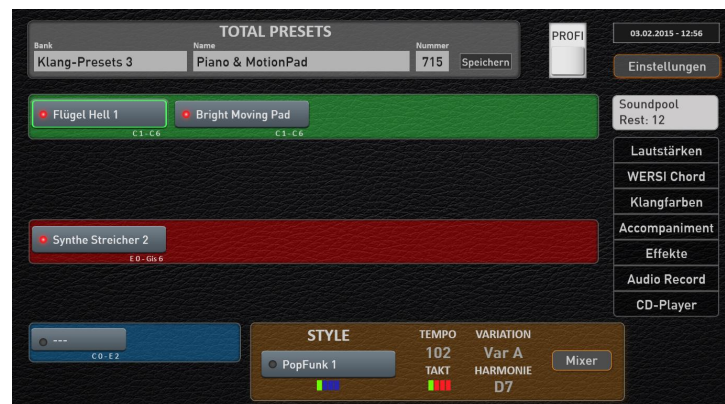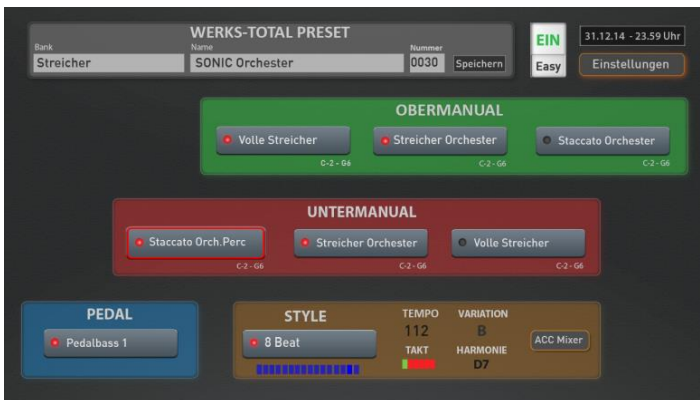
# 7 The EASY-Display

As written, the EASY mode is aimed first of all to all newcomers who make do with three tones in the upper manual, three tones in the lower manual and a tone in the pedal and a slightly reduced service.

The reduced possibilities of EASY mode has a very clear display arrangement.
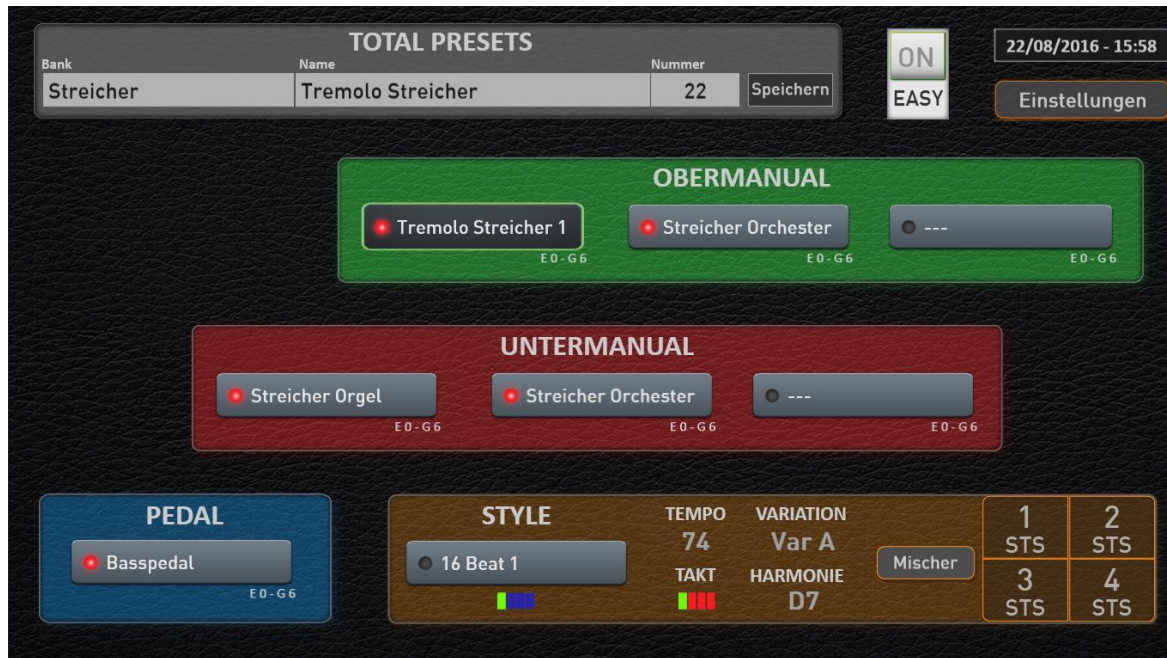


*Picture: EASY display of the instruments OAX500 - OAX600 - OAX700*



*Picture: EASY display of OAX1000*

How to access and store presets total, in the chapter. 9

## 7.1 Overview top, bottom manual and pedal

In the areas of upper, lower manual and pedal the tone for the respective areas are displayed. Since assigned to the tone of these buttons (selected), we will call these buttons also selectors.

IMPORTANT:   In what area enables you to change the tone of just currently selected selector decides. Choose to be so with a short tip on the touch panel, which selector, eg upper manual 1 or 2 upper manual or lower manual 1, reassigned.
**It can be active only select a selector.**
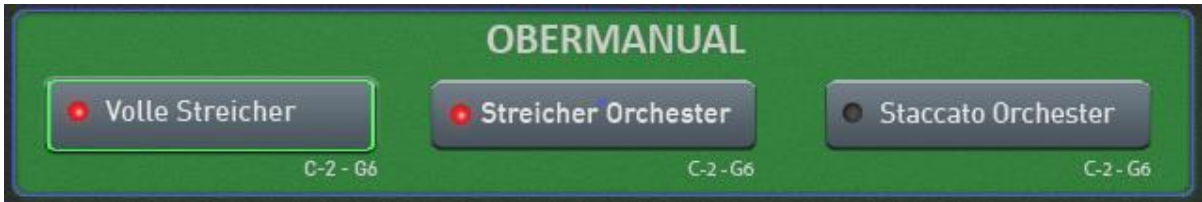


*Illustration of three selectors for the upper manual with active upper manual 1 (green boundary)*



*Illustration of three selectors for the lower manual here with active lower manual 2*
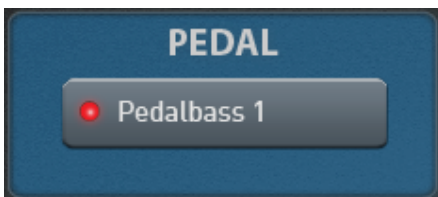


*Illustration of the pedal selector*

The LED in the selector indicates whether the tone turned on, so it is audible. You can turn on or off the tone on the control panel buttons and on this display LEDs.

### 7.1.1   The OAX 1000 with three manuals
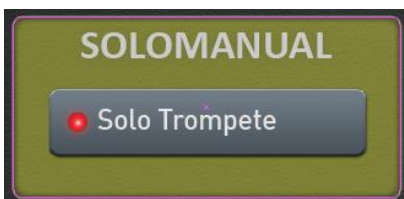


When OAX 1000 still a tone for the SOLO Manual will be added in the EASY MODE.

**7.2 The EASY Manual Controller**

About EASY Manual Controller can be made for each selector special settings such as reverb or delay or z. B. turn the dynamics for the active selector on or off.

By double clicking on the desired selector (upper and lower manual and pedal 1 to 3) the "EASY Manual Controller" display is opened. In the following example has been double-run on the selector Obermanual1.



The setting options available:



**octave =** Adjusting the octave location in the range of +/- 2 octaves. With plus or minus You can also change the octave position.

**Detune (upset) =** Manual adjustment of the detuning in the range of +/- 100 cents.

With plus or minus You can change the mood in CENT and adjust so interesting sounds at a beat.

**play area**

Here you determine whether the sound should sound on the whole Manual or only in one specific area. Press once to "play area" and it seems the onscreen keyboard for the upper or lower manual.

**Spielbereich: Obermanual 1 C4 - C#6**

Bitte wählen Sie den Spielbereich durch das Drücken der tiefsten und höchsten Taste.

The play area enter easily one over the corresponding Manual. First press the deepest and the highest key of the desired range. The area entered is displayed on the display keyboard and the input window disappears again after a moment.

**Note:** Please note that it is not here to enter a split point at which the manual is divided into two areas. You can set a separate play area and spread so the tone individually to the manuals for each selector.

**CAUTION:** When entering the playing area by pressing the lowest and highest key please note the following: If the lowest note of the desired game area above the center of the keyboard are, you have to press a button at the center. You need to speak to grope from the bottom to the desired note. It is easiest if you make a glissando from the very bottom and stop at the desired grade.

**volume**

Here the corresponding for the manual volume control is displayed. You can use to adjust the volume and the drawbars Upper 1 to 3, Lower 1 to 3 and pedal.

**Panorama, Hall 1 and 2, chorus and echo**

With the Pan control the position can be set in the tone color stereo image. With the controls Hall 1 and 2, Chorus and Echo depth of the effect (Send) are set for this sound.

For example, to more reverb on this tone, push the knob Hall 1 or 2 further up. In the factory setting of Hall 1 is occupied by a "normal" Hall program and the Hall 2 Hall with a longer program.

**"From the sound" or "the controller"**

Each stored in your instrument timbre has individual settings for the effects. These preferences are always active when you put the sound "fresh" on the selector. Therefore, activated via the setting "From the sound."

Once you move one of the regulators, the setting moves to "From Controller" and you have changed the factory settings.

You can go back at any time to the factory setting by again reset the setting "by the controller" on "From the sound."
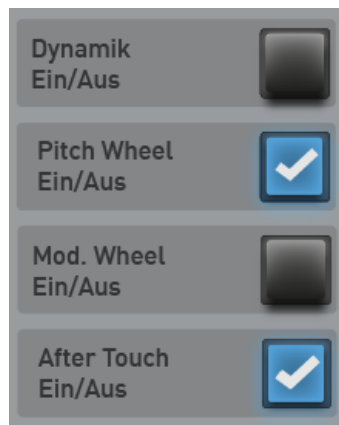
**Dynamics - On / Off** - Turns the dynamics of the selected selector from on or off.

**Pitch Wheel On / Off -** once Turns the Pitch Wheel for the selected selector or - On / Off.

**Modulation Wheel On / Off -** one turns the Modulation Wheel for the selected selector or - On / Off.

**After Touch On / Off -** Turns one aftertouch for the selected selector or - On / Off. Please note that not all timbres is busy with an after touch function. Note that no aftertouch is in the range pedal available.

All settings in the manual controller are stored in the Total presets.

**7.3 The accompaniment in EASY mode (Accompaniments)**

### 7.3.1    Settings Styles

Once you have selected a style, the important information needed is displayed in the ACC area.



With the Display button **MIXER** takes you to the style settings.



**7.3.1.1 The chord recognition**



**Area of the chord recognition**
Here you can set in which section of the keyboard chord recognition works for the Styles:

- at upper manual or lower manual the entire lower or upper Manual is evaluated for the chord recognition.

- but you can also restrict the range of the chord detection by setting example for the lower manual 1 a play area and only this area will be used for chord detection by selecting "UM1".

**chord recognition**

You can choose the EASY display between four modes for chord detection.

The following is a brief description of the four modes. A detailed description can be found in Volume **Programming SONIC.**

**Simple 1:** (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) ,

There after entering 1 - 3 buttons only the harmonies Dur (root), major seventh (root + seventh), minor (root + minor third), minor seventh (root + minor third + seventh) and Dur-Major7 (root + major seventh) detected.

**Easy 2 (Yam):** 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 manual sound.

There are after entering 1 - 3 buttons only the four harmonies major (fundamental), major seventh (root + a white key on the left), minor (root + a black button on the left), minor seventh (root + a white + a black button recognized left).

**Single Finger Mode (WERSI):** A simple (and musically meaningful) control of the automatic accompaniment, the matching by entering 1-3 chord tones.

There are the harmonies major (fundamental), major seventh (root + seventh), minor (root + minor third), minor seventh (root + minor third + seventh), major Major7 (root + major seventh) Minor Major7 ( tone + minor third + major seventh) and recognized more. Please refer to this tape
**Programming SONIC.**

**Chord Mode:** This accompaniment mode is a very extensive mode in which a large number of handles can be implemented in the accompaniment range.

**Chord quantization**

Here you specify in which time signature Fingered Chord be evaluated.

all chord changes are OFF setting executed directly. The settings "clock - beat - Half shock - shock quarter-eighth strike" is limited evaluation Fingered chords you in the specified time signature.
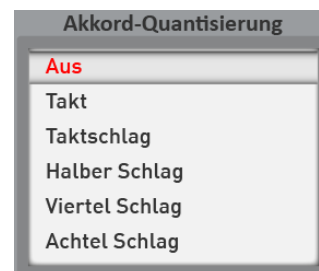
**CAUTION:** The setting can be adjusted only when not running style player! ON, this "ideal" tempo is automatically when a style is reselected selected.

**7.3.1.2 Style volumes**
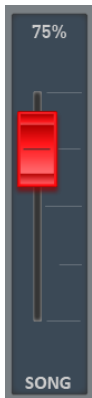
**The SONG controller (Red)**

With the SONG control the volume of the entire accompaniment is set. This control is identical to the drawbar SONG in the "Accompaniment Volume".

**The group controller (Brown)**
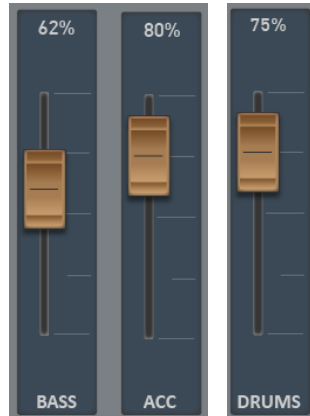
The fader DRUMS and ACC (brown) are in each case all group controllers and control drum tracks and all ACC tracks. Since there is only one bass track of group and individual controllers is identical. The brown controls are located as drawbars in the "Accompaniment volumes."

**The ACC controller (White)**

The Style tracks Drum1, Drums2, Real (Real Drum), bass and ACC 1 to 5 can be set here in the volume and store it in the total preset with the same name faders (white). SOLO and MUTE serve for clarity and are not stored with a total preset.

**Solo and Mute**

Every single track has more functions and SOLO MUTE (mute).

**Reset volume**

If this feature is turned on, all volumes to 80% are set when selecting a new styles.

## 7.3.2    Settings for MIDI sequences



If the selected MIDI sequence have a karaoke text or harmony information, the button will also appear **KARAOKE.** This allows you to open the karaoke window. See section 8.4.2.1 "Settings Karaoke".

Once you have selected a MIDI sequence, you can use the display key **MIXER** affect the volumes of the sequence. Save a total preset with the monitoring, auditing, these volumes are with the stored the total preset.
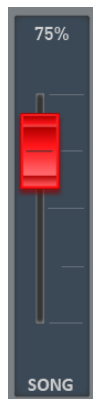




**The SONG controller (Red)**

With the SONG control the volume of the entire accompaniment is set. This control is identical to the drawbar SONG in the "Accompaniment Volume".

Here the track volumes can the use of up to 16 channels can be set.

**Note:** The MIDI sequence itself is not changed. It will be charged only the levels of the sequence.

**Solo and Mute**

Every single track has more functions and SOLO MUTE (mute).
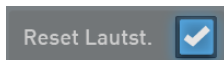
**Reset volume**

If this feature is turned on, all volumes to 80% are set when selecting a new styles.

## 7.4 Styles, MIDI sequences or AUDIO files play directly from a USB stick

Styles, MIDI sequences and AUDIO files can be played directly from a USB stick without the files are invited.

Depending on which type you want to play from the USB stick, press any **Style button,**
**or the button MIDI or AUDIO and activate HOLD, to fix the display.**

Plug the USB flash drive and it appears the button **USB-Stick** , Press this
Stick the content is displayed and button on the display.



*Figure example, a USB flash drive*

The subdirectories are marked with a corresponding icon. If you are in a subdirectory, you go back one level with the
first button again.

**Select the desired file and start the Style, the MIDI sequence or the AUDIO file using the control panel buttons Start / Stop.**

## 7.5 Import Styles from a USB stick

You can easily create one or invite multiple styles from a USB Flash memory drive into the instrument.

    1. To do so, the USB stick, as described in 7.4 "Styles, MIDI sequences or AUDIO files directly
        from a USB stick "play described.
Second Select if necessary the desired directory on the stick.
Third Now you have two options:
        a. With "Select" you can mark one after multiple styles for loading.
        b. With "All Select" All styles are highlighted in the directory.
4th Now press the button **Import.**
5th   the first free memory the ACC list now appears. Accept this or choose another location.
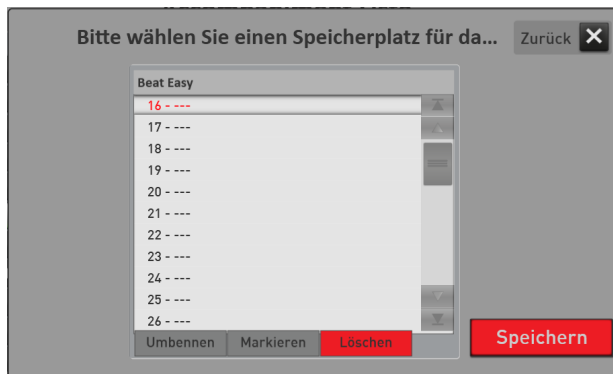


6th Confirm with **TO SAVE.**
7th The following screen appears:
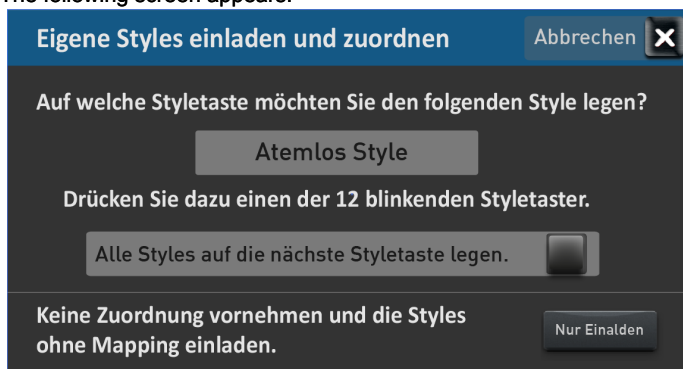


8th.   The display would be the first name of the imported styles displayed and the 12 Style button flashing. After you
    pressed for the displayed style of the desired 12 Style button on the control panel, the next style in the display
    and the next assignment will begin until all styles assigned.

        a. By activating the function **All styles on the next button Style Laying,** all
          had not yet been assigned Styles placed on the Style button which is pressed next. This is useful if you
          chose to invite only POP Styles and want to put this all on the control panel buttons POP.

        b. **Only Invite:** The marked styles are invited and are just below the USER Button
          visible. There is no additional mapping to the style 12 button.
        c. **Abort, stop:** The invite is aborted.
9th After mapping the styles you are back in the game mode. the imported
    Styles can be found in the control panel USER button and depending on your assignment in the field USER button on each style of
    POP to Movie & Show.

## 7.6 Import MIDI sequences or audio files from a USB stick

You can easily invite one or more MIDI sequences or AUDIO files from a USB Flash memory drive into the instrument here.

1.  Depending on what you want to Invite, choose the panel button MIDI or AUDIO.

Second To do so, the USB stick, as described in 7.4 "Styles, MIDI sequences or AUDIO files directly
    from a USB stick "play described.

Third Select if necessary the desired directory on the stick.

4th Now you have two options:

       a. With "Select" you can select multiple songs in succession to invite.

       b. With "Select All", all styles are highlighted in the directory.

5th Now press the button **Import.**

6th   the first free memory the ACC list now appears. Accept this or choose another location.
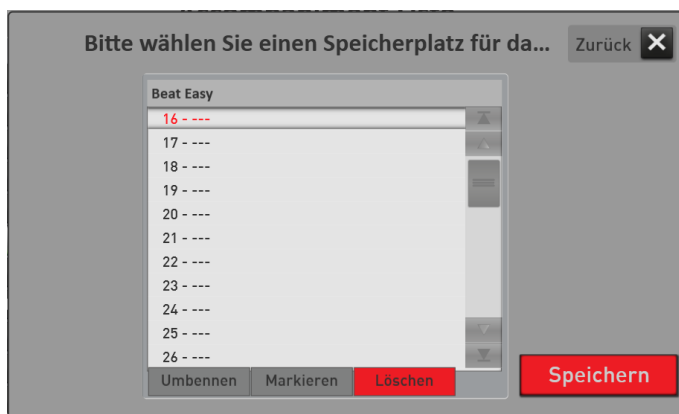


7th Confirm with **TO SAVE.**

8th. You are back in the game mode and depending on what you have invited, find the
    Songs on the control button MIDI or AUDIO.

## 8th The PROFI display

The PROFESSIONAL Mode offers the possibility of up to a total of 16 tones on the manuals to be distributed and expanded settings. The area Total presets is identical to the EASY mode.
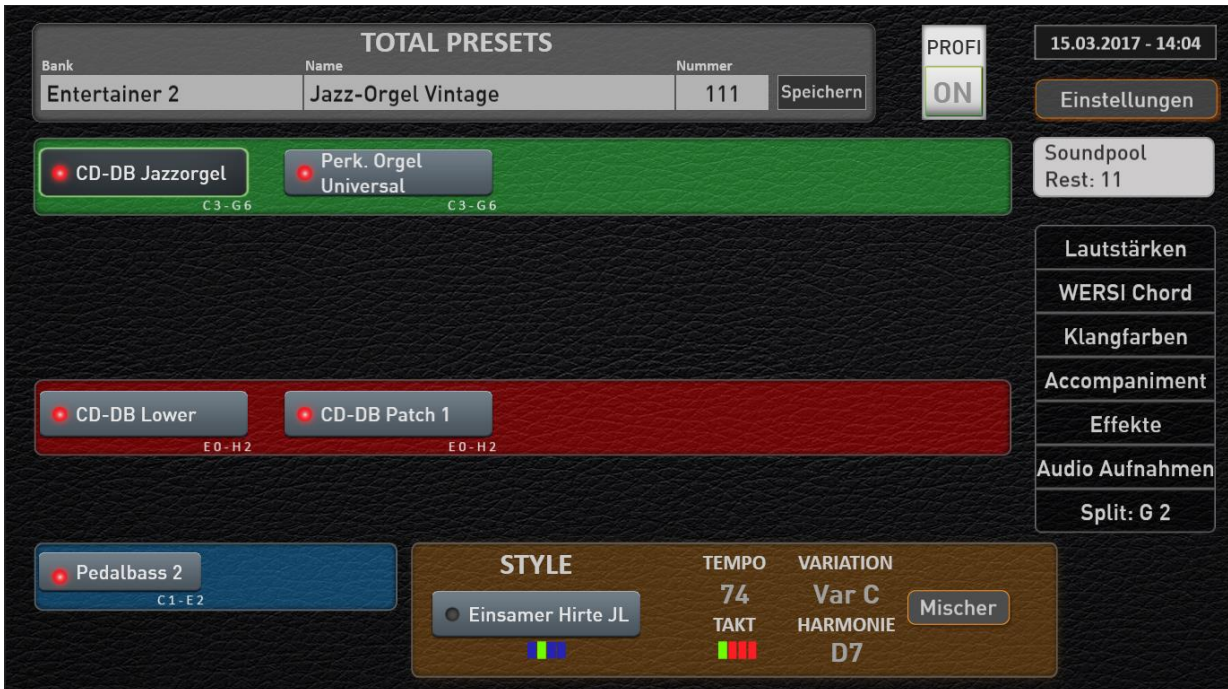


*Figure: professional display the keyboard OAX1*



*Picture: PROFESSIONAL display of the instruments OAX500 - OAX600 - OAX700*
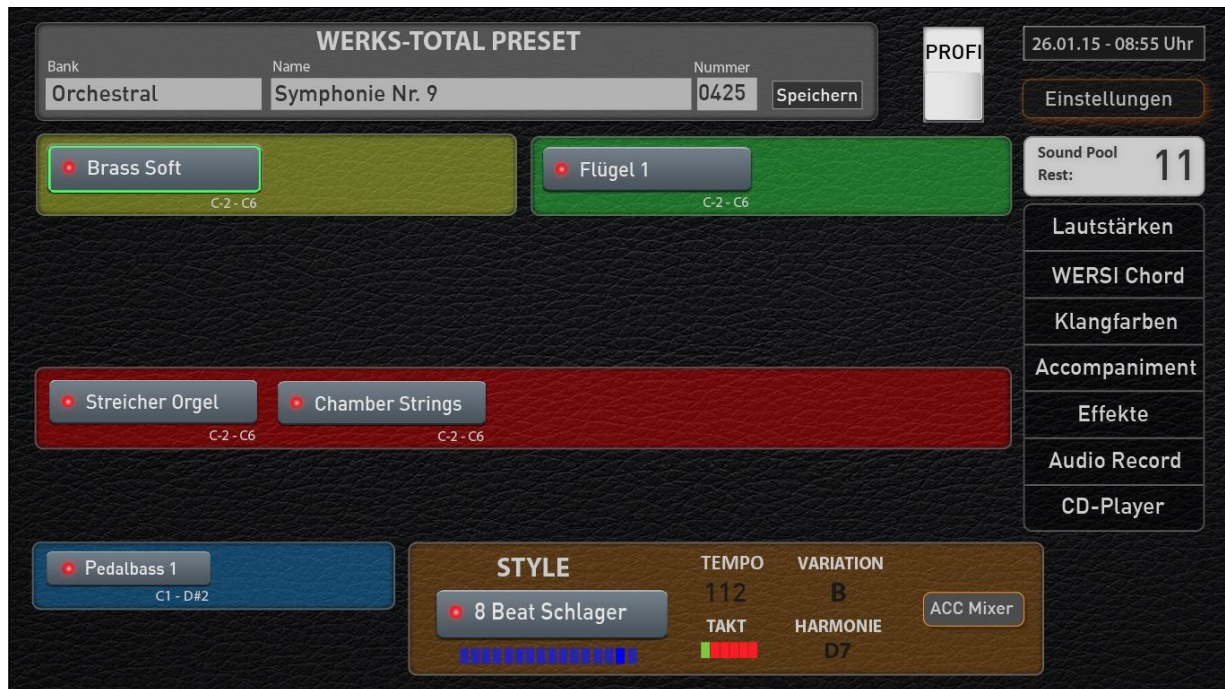
Picture: Professional display of PERGAMAON OAX1000

## 8.1 Keyboard split point only for the OAX1 Keyboard

This keyboard split point divides the Manual in a left and right half Manual, which is then interpreted as respective upper and lower Manual.

**change keyboard split point**
Press once on the surface "Split ...." and you will see the onscreen keyboard for the entire keyboard.

| Lautstärken |
| --- |
| WERSI Chord |
| Klangfarben |
| Accompaniment |
| Effekte |
| Audio Record |
| Split: C3 |

### Keyboardsplit: C 3
Bitte legen Sie den Splitpunkt durch Drücken entsprechenden Taste fest.
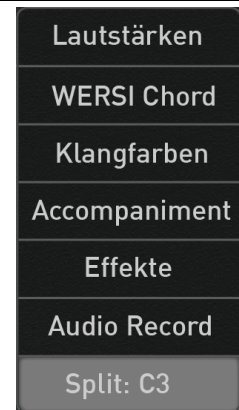
The split point enter simply by pressing the appropriate note on the keyboard or on the onscreen keyboard. The split point input is displayed on the display keyboard and the input window disappears again after a moment.

Do not forget to save the new split point in a total preset.

## 8.2 Timbres in the PRO Fashion show

Starting point for a play in the PRO mode is the sound distribution as in EASY mode. So each of 3 tones in the upper and lower manual, and a timbre in the pedal. In this initial position 9 more tones are to be distributed to the manuals. The upper or lower manual can max. 12 tones are occupied. The pedal with max. four timbres.

**Important:** Overall, the amount of 16 sound Arben can not be exceeded.
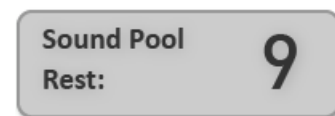
**Sound Pool Rest:** 9

How many sounds you can still distribute, you will see up to date in the "SOUNDPOOL REST: 9".

**CAUTION:** Is switched back to the EASY MODE, the tones are allowed in the EASY MODE number of 3 x upper manual, lower manual and 3 x 1 x reset pedal.

**Add a new tone to an area**

To prove a manual with another tone, hold the button **SOUNDPOOL** pressed with a finger. Pulls his finger to the desired location and can create the impression there simply "fall".



In our example, a still empty selector between upper manual was laid. 1 and 2 This new selector can now be completely normally provided with a new sound.



The number of still to be distributed in timbres SOUNDPOOL dropped by the first In this example from 8 to 7th

**remove a timbre from a range**

Just as you have drawn a timbre on a manual, you can also push back an unnecessary tone color back into the SOUNDPOOL.
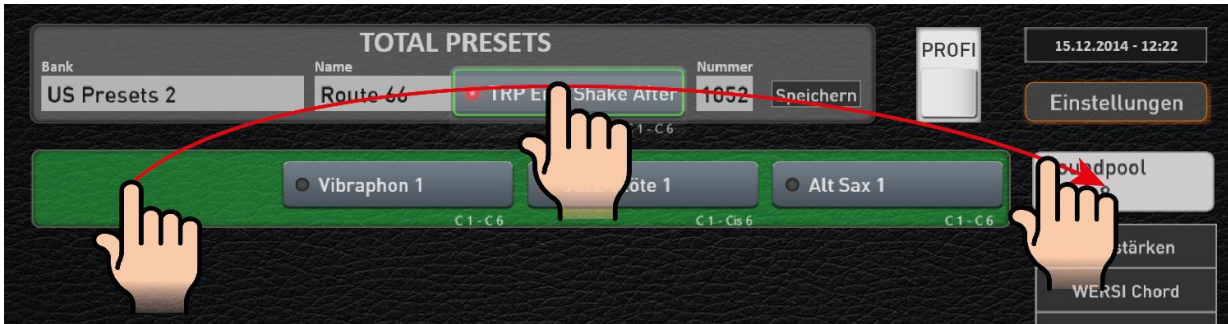


Subsequent tones back on the corresponding manual one position to the front, and the number of tone color still to be distributed in SOUNDPOOL has again risen to the first



**Move one tone to another area**

You can easily move between the ranges a tone very. The electric piano from the lower manual is now but are played on the upper manual. To pack up the electric piano sound in the lower manual and slide in easily to the desired location in the Upper Manual.

**duplicate a timbre**

Also, duplicating a tone is possible. It does not matter whether you want to make a copy on the same keyboard or one of the other manuals.

1. **Example:** You want to play the electric piano vintage from the lower manual in the upper manual.

　　　To do this, press the selector with TWO FINGERS and push it to the upper manual.
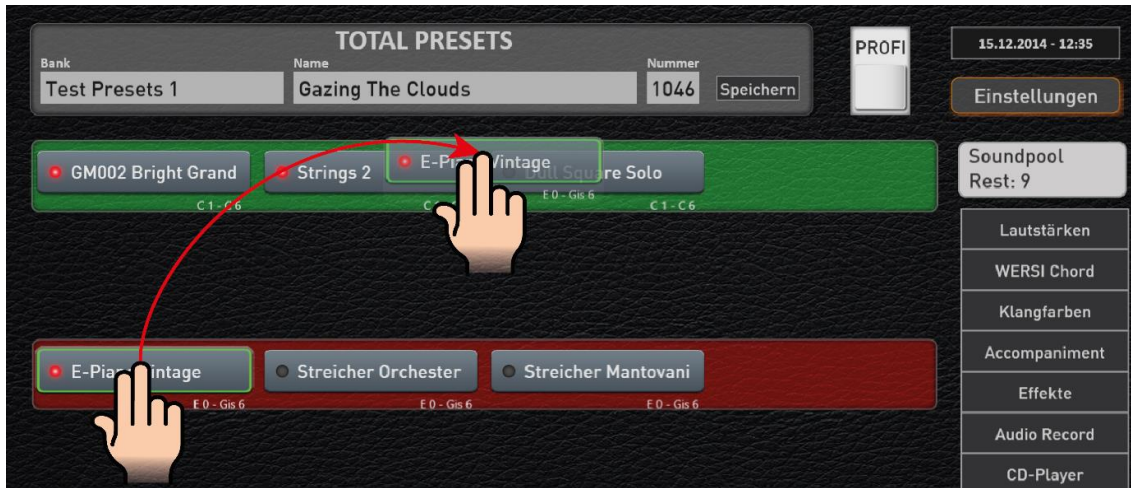


**Result:** The electric piano was duplicated between the strings and the synthesizer.

Second For example, to duplicate the strings in the lower manual, and then the second string a
to increase octave.
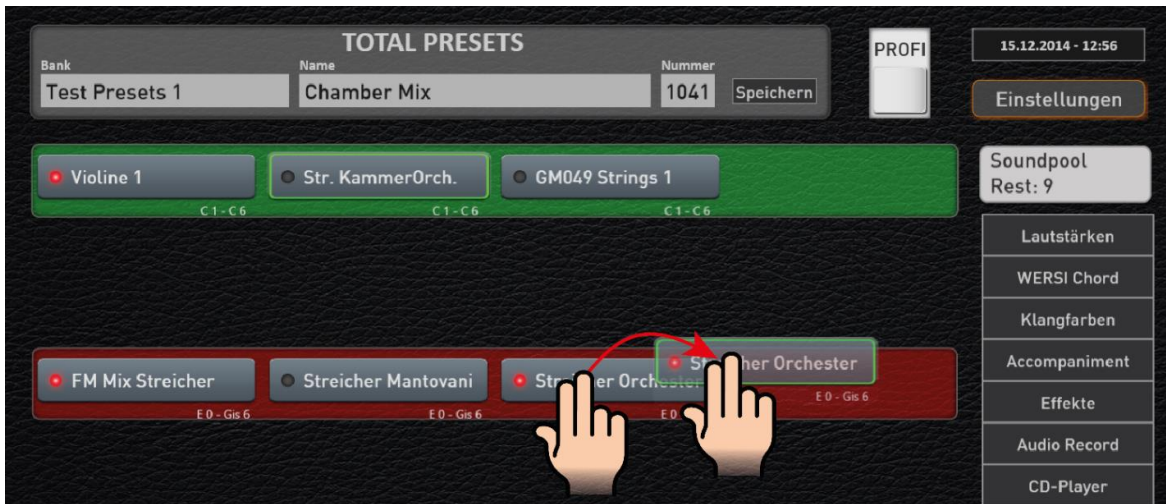


**Result:** The sound of strings orchestra was duplicated on the lower manual.

## 8.3 Professional Manual Controls

About the PROFI Manual Controller can be made for each selector special settings such as reverb or delay or z. B. affect the tone of the selector. The changed values are stored with in the Total Preset.

By double clicking on the desired selector the "PROFI Manual controller" display appears. In the following example, a double click on the upper manual selector 1 was carried out.



**Important NOTE:** Swiping to switch quickly and easily to the next selector controls.

The setting options available:

About this display key to open the Easy Sound Edit, which allows you to change sounds.
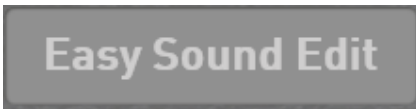


A detailed description, see the
**"Editing Tones" Programming Guide chapter.**
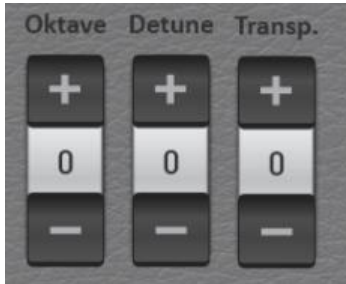


**octave =** Setting the octave within the range of +/- 2 octaves. With plus or minus, you can adjust the octave.

**Detune (upset) =** Setting the manual upset in the range of +/- 100 cents. With plus or minus You can change the mood in CENT and adjust so interesting sounds at a beat.

**Transpose =** Setting a manual transposer in the range of +/- 11 Half tones.

**play area**
Here you determine whether the sound should sound on the whole Manual or only in one specific area. The current values can be seen visually on the visual keyboard, and the note specified.

Press once on the surface "play area" and it seems the onscreen keyboard for the corresponding Manual.



The play area enter easily one over the corresponding Manual. First press the deepest and the highest key of the desired range. The area entered is displayed on the display keyboard and the input window disappears again after a moment.

---

**Note:** Please note that it is not here to enter a split point at which the manual is divided into two areas. You can set a separate play area and spread so the tone individually to the manuals for each selector.

---

**CAUTION:** When entering the playing area by pressing the lowest and highest key please note the following: If the lowest note of the desired game area above the center of the keyboard are, you have to press a button at the center. You need to speak to grope from the bottom to the desired note. It is easiest if you make a glissando from the very bottom and stop at the desired grade.

For the current tone, you can select many different settings. These are the two areas
**MANUAL CONTROLLER** and **SOUND CONTROLLER** divided up.

### 8.3.1 The Manual Controller

The manual controller are identical for each tone color.



**volume**

Here the corresponding for the manual volume control is displayed. For the selectors Upper 1 to 3, 1 to 3 Lower and Pedal You can also use to adjust the volume associated drawbars.

**Panorama, Hall 1 and 2, chorus and echo**

With the Pan control the position can be set in the tone color stereo image. With the controls Hall 1 and 2, Chorus and Echo depth of the effect (Send) are set for this sound.

For example, to more reverb on this tone, push the knob Hall 1 or 2 further up. In the factory setting of Hall 1 is occupied by a "normal" Hall program and the Hall 2 Hall with a longer program.

**Attack and Release**

With the values for attack and release the current settings will be affected in tone, with no interference occurs in the middle position.

*Please note:* If no attack has been programmed in the currently selected timbre (tone color thus starts right), you can not expect a benefit in the bottom of the controller.
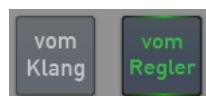
 **"From the sound" or "the controller"**

Each stored in your instrument timbre has individual settings for the effects. These preferences are always active when you put the sound "fresh" on the selector. Therefore, activated via the setting "From the sound." Once you move one of the regulators, the setting moves to "From Controller" and you have changed the factory settings.

You can go back at any time to the factory setting by again reset the setting "by the controller" on "From the sound."

## 8.3.2   The sound controller

For each tone six sound controllers have been stored, with which you can influence a tone. What features are so adjustable, are determined by the selected tone.

In the example below, following in the tone "strings Organ" settings are available:

- bass            -> in the timbre of an equalizer has been integrated, adjusting the bass
- Treble          -> Adjusting the heights
- + Syn. Str.     -> adds the organ-strings yet Synthe strings
- spacy           -> A phaser make the strings Spacy
- Attack          -> envelope Attack
- release         -> envelope sustain
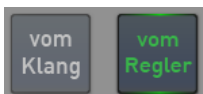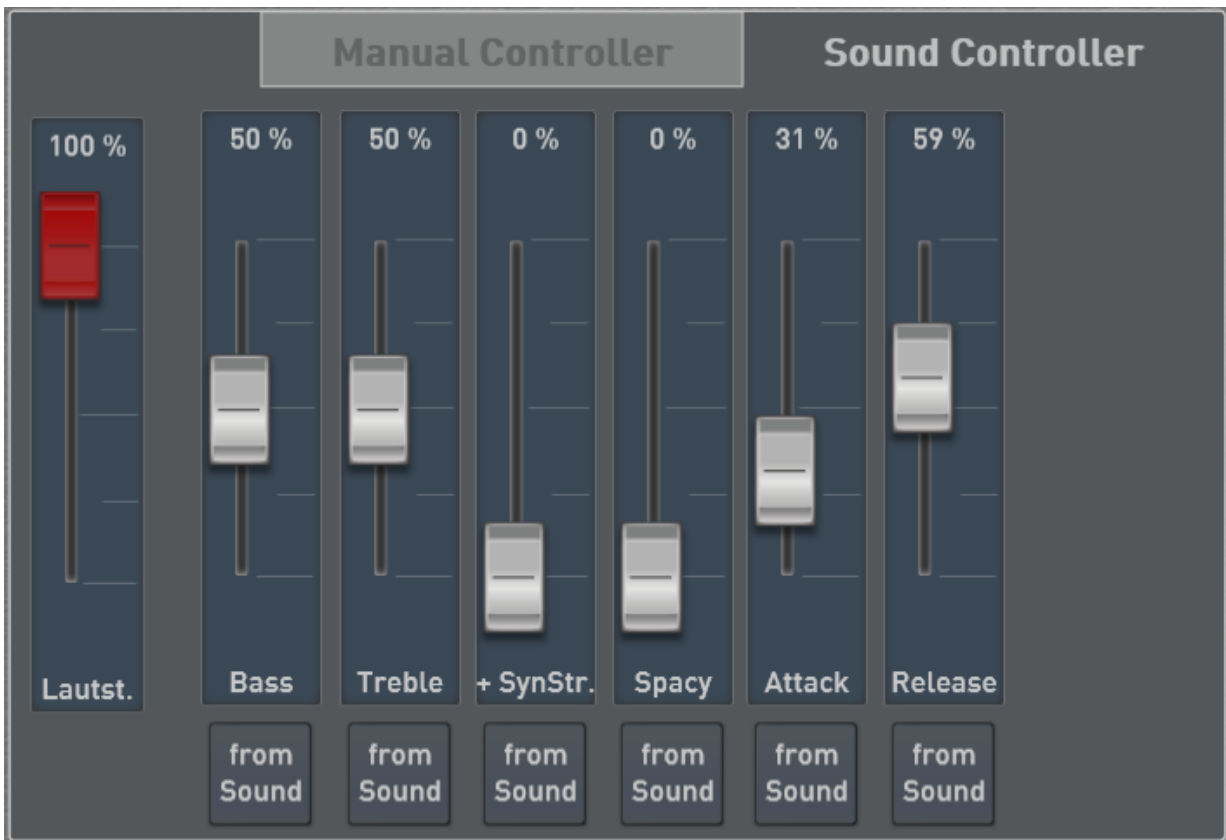




**"From the sound" or "the controller"**

Each stored in your instrument timbre has individual preferences for the sound controller. These preferences are always active when you put the sound "fresh" on the selector. Therefore, activated via the setting "From the sound." Once you move one of the regulators, the setting moves to "From Controller" and you have changed the factory settings.

You can go back at any time to the factory setting by again reset the setting "by the controller" on "From the sound."

### 8.3.3 Dynamics, sills, volume and modulation curves
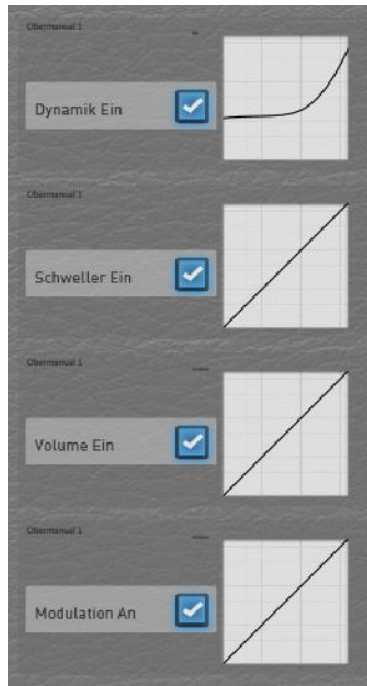


For the selected selector You can enable or disable the keyboard dynamics, the function of the rocker and the volume control and modulation wheels with the corresponding buttons.

You can also specify the behavior of the keyboard dynamics, the rocker curve and the volume control and the modulation wheel.

You can use existing, factory-set curves, or set a whole new curves.

The figure shows an overview of the current settings. Click on the individual curves, to access the settings.
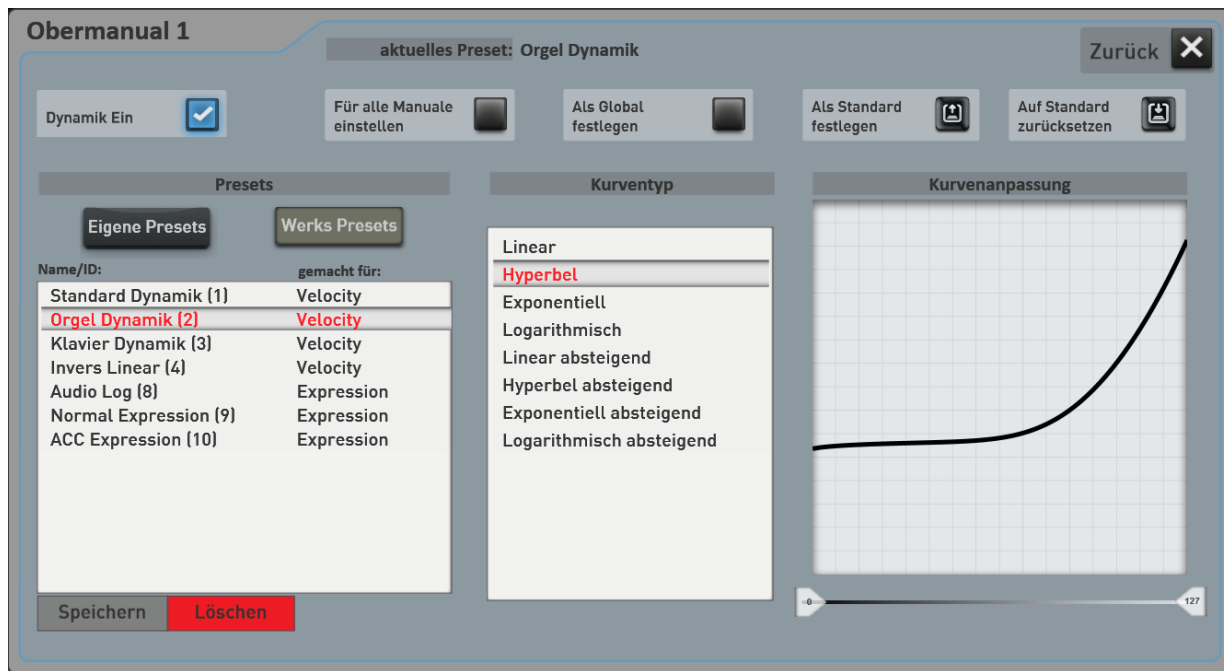
**buttons**
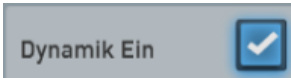
**A dynamic (: side A, Volume One, modulation A at the other curves appear here)**
Here are just current curve is switched on or off.

**Set for All manuals**
With this function, the selected curves preset is applied to all selectors. Before the setting is transferred to the other selectors, a confirmation message that you must confirm YES appears.

Remains the setting is active, any change will be transmitted directly to all selectors.
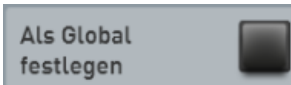
**Set as Gobal**
The "Set as Global" you probably already noticed in other areas. Is a preset GLOBAL as in this selection will remain in **all** Total presets received, even if you have saved different in total preset curves.

This setting is retained even after switching off and on, off again until this setting manually.
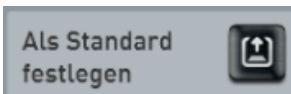
**Set as standard**
You can set a Curves preset as the default preset. Whenever you no special curve in a total preset with save, the total preset automatically dials this default preset.

**Reset to Default**
Once you press this button, the current standard preset is loaded for editing.

### 8.3.3.1 Select dynamics, sills, volume or modulation Preset
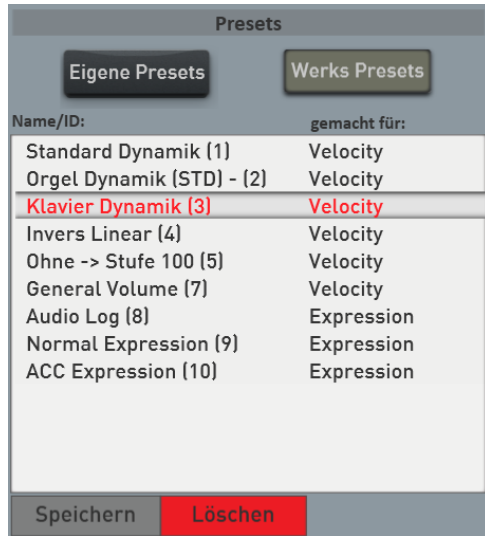
In the area PRESETS several variations are already stored curves. You can create your own self and save. "Re-create dynamic, sills, volume and modulation curves" see chapter 8.3.3.2.

Here is a description of the supplied plant curves:

| No. Surname | | made for | description |
|---|---|---|---|
| 1 | standard dynamic | Velocity | Universal standard dynamics; suitable for all tones have the normal dynamic range. |
| 2 | organ dynamics | Velocity | Limited dynamics: ideal for organ players who normally play without dynamism and dare approach slowly to a dynamic play like. |
| 3 | piano dynamics | Velocity | Specially adapted to the grand piano sound in the SONIC dynamic curve. |
| 4 | inverse linear | Velocity | Just like the standard momentum (000); but the other way around. When fixed games Velocity is quieter less, so the sound. |
| 5 | Without -> Level 100 | Velocity | The response is turned off and the keyboard sends the fixed velocity 100th |
| 8th | Audio log | expression | logarithmic curve |
| 9 | normal expression | expression | This is the standard curve for the sill (Expression) |
| 10 ACC expression | | expression | Special curve for monitoring as Styles, MIDI and AUDIO files; The volume of the accompaniment is controlled only in a limited area. |

### 8.3.3.2 re-create dynamic, sills, volume and modulation curves

**Tip:** Before you create a own curve and save it as a preset, you should first select a preset that comes to your wishes the next.

**The curve types**
Your OAX instrument gives you before some typical curves. This includes:
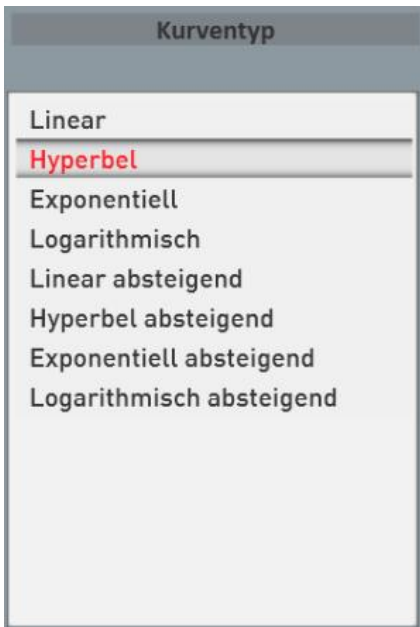
| Kurventyp |
| --- |
| Linear |
| **Hyperbel** |
| Exponentiell |
| Logarithmisch |
| Linear absteigend |
| Hyperbel absteigend |
| Exponentiell absteigend |
| Logarithmisch absteigend |

| Surname | description |
| --- | --- |
| Linear | A straight line between the value 0 and 127 |
| hyperbole | The hyperbole is increasing at the beginning and at the end very steeply. |
| Exponentially | The exponential curve stiffens very slow and takes more and more ride on the further course. The values increase more quickly to the shape of the curve. |
| Logarithmic | The logarithmic curve is opposite to the exponential curve. The values very fast rise and flat against the end of the curve from. All audio levels are controlled logarithmically. |
| linear low | Such as linear, but the course goes from 127 direction 0th |
| hyperbole descending | As hyperbole, but the course goes from 127 direction 0th |
| exponentially descending | How Exponential, but the course goes from 127 direction 0th |
| logarithmically descending | How logarithmic, but the course goes from 127 direction 0th |

**draw your own curve on the display**
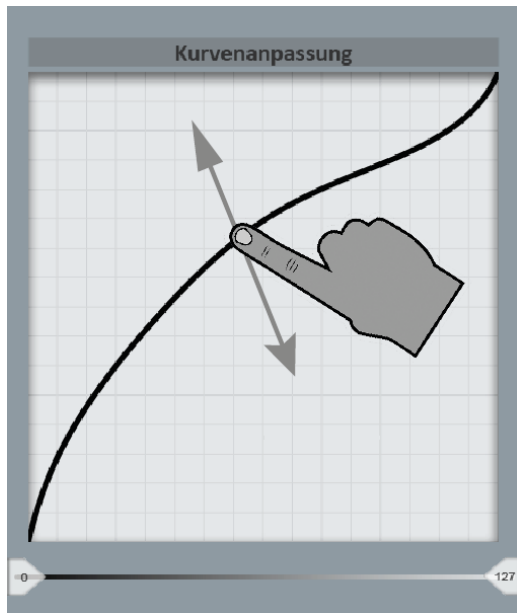


The touch panel, you can now "draw" their own curve.

Depending on the type of curve several invisible points are available to the curve adjust.

**Restrict impact areas**

Under the curve can be set with two slides the effective range of the curve. These are the normal state to 0 to 127th
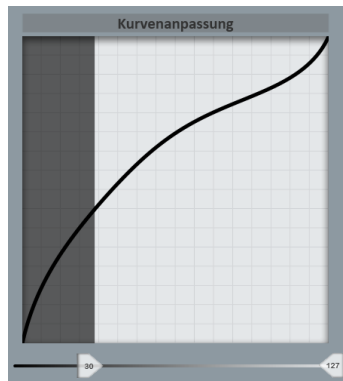


*Example 1:* Is an area of effect adjusts from 30 to 127, the sound of dynamic 0 to 29 can not be heard. Only from Velocity 30 the sounds of the appropriate curve can be heard.
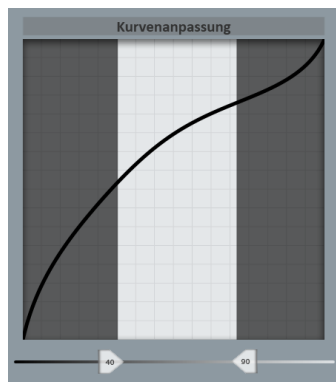


*Example 2:* Is an area of effect adjusts from 40 to 90, the sound is only heard when values are generated between 40 and 90 from the keyboard.

**8.3.3.3 store own newly created curve**

After you have created your own curve, you can save it for permanent use in the user area.

1. Simply press the Display button **TO SAVE** below the preset list.

**Velocity-Kurve speichern:**    Zurück ✕

**Neue Klavierkurve**

| 1 - Standard Eigene | ⯬ |
| 2 - --- | ⯅ |
| 3 - --- | |
| 4 - --- | |
| 5 - --- | ≡ |
| 6 - --- | |
| 7 - --- | |
| 8 - --- | |
| 9 - --- | |
| 10 - --- | ⯆ |
| 11 - --- | ⯯ |

Umbennen    Markieren    Löschen    **Speichern**

Second Press here in this example "New Piano curve" to the name of the presets to adjust.

Third Select a location and press Save.

### 8.3.4   further setting

Kanal Ein ☑

Pitch Wheel Ein ☑

Sustain Pedal Ein ☑

Piano Pedal Ein ☑

After Touch Ein ☑

**Channel on / off -** Turning on / off of the corresponding channel.

**Pitch Wheel On / Off -** once Turns the Pitch Wheel for the selected selector or - On / Off.

**Pitch Wheel On / Off -** once Turns the Pitch Wheel for the selected selector or - On / Off.

**Sustain pedal on / off -** the sustain pedal switch switches for the selected selector or - On / Off.

**Soft pedal on / off -** the soft pedal switch Switches for the selected selector or - On / Off.

**After Touch On / Off -** Turns one aftertouch for the selected selector or - On / Off. Please note that not all timbres is busy with an after touch function. Note that no aftertouch is in the range pedal available.

All settings in the manual controller are stored in the Total presets.

## 8.4 Professional ACC Controls

We distinguish between different surfaces for Styles and MIDI sequences.

### 8.4.1 Settings Styles

About the PROFESSIONAL ACC Controls You can adjust everything related to the different types of accompaniments.



With display button **MIXER** open the ACC control. The changed values are stored there, with a total preset, if you're in the corresponding Total Preset the Accompaniment data store.



**Note:** With the Display button STYLE EDIT You can make changes to the style and then re-save the style. For more information in the programming instructions in section **"Styles edit"**.

### 8.4.1.1 Area of the chord recognition
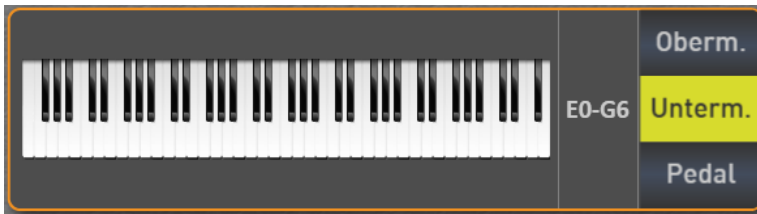


Here you can set the application range of the keyboard operates the chord detection for Style.

This is done by the way quite independently of the tone on the relevant manuals. This means that you play in the lower manual only with strings, but the area of the chord recognition is limited to a certain area of your keyboard.

First select the three buttons upper manual, lower manual and pedal on which manual you want to enter the chords.



The play area enter easily one over the corresponding Manual. First press the deepest and the highest key of the desired range. The area entered is displayed on the display keyboard and the input window disappears again after a moment.

---

**CAUTION:** When entering the playing area by pressing the lowest and highest key please note the following: If the lowest note of the desired game area above the center of the keyboard are, you have to press a button at the center. You need to speak to grope from the bottom to the desired note.

It is easiest if you make a glissando from the very bottom and stop at the desired grade.

---

### 8.4.1.2 chord recognition

You can choose to chord recognition in professional display between multiple modes. A detailed description can be found in chapter in the band **Programming SONIC.** If the chord detection connected to the pedal, is only a limited selection.

| | |
|---|---|
| **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) , There after entering 1 - 3 buttons only the harmonies Dur (root), major seventh (root + seventh), minor (root + minor third), minor seventh (root + minor third + seventh) and Dur-Major7 (root + major seventh) detected. |
| **Easy 2 (Yam)** | Likewise, a very simple (but limited) control of the auto accompaniment that makes but because of the input of dissonance (by some chord-strange sounds) turning off the sub manuals required. There are after entering 1 - 3 buttons only the four harmonies major (fundamental), major seventh (root + a white key on the left), minor (root  + detected a black button on the left), minor seventh (root + a white + black key to the left). |
| **WERSI Einfinger** | A simple (and musically meaningful) control of the automatic accompaniment, the matching by entering 1-3 chord tones. There are the harmonies major (fundamental), major seventh (root + seventh), minor (root + minor third), minor seventh (root + minor third + seventh), major Major7 (root + major seventh) Minor Major7 ( tone + minor third + major seventh) and recognized more. |
| **chord mode** | This accompaniment mode is a very extensive mode in which a large number of handles can be implemented in the accompaniment range. |
| **Chord mode with 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. |
| **Piano mode** | 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 as both the solo even in the bass region for harmony accompaniment detection. |
| **organist mode** | In this mode, the bass track (Acc-BASS) will have to play away from the monitor and even automatically. The backing tracks (Acc1 <br> - Acc5) only be played for as long as a chord in the accompaniment range pressed **and held** becomes. |
| **interval mode** | This mode is basically the same chord mode. However, be included at less than 3 keys in the chord section only exactly these sounds into your accompaniment patterns. |
| **WERSI pedal (pedal only)** | An extremely simple control of the auto-accompaniment on an (optional) walking bass pedal that allows however only three harmony variants major, minor and seventh. 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. |

### 8.4.1.3 ACC volumes
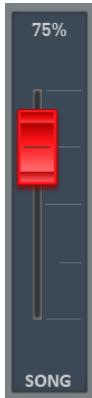
**The SONG controller (Red)**

With the SONG control the volume of the entire accompaniment is set. This control is identical to the drawbar SONG in the "Accompaniment Volume".

**The group controller (Brown)**
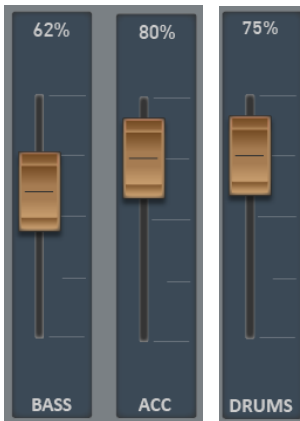
The fader DRUMS and ACC (brown) are in each case all group controllers and control drum tracks and all ACC tracks. Since there is only one bass track, the group and individual controllers is identical. The brown controls are located as drawbars in the "Accompaniment volumes."

**The ACC controller (White)**

The Style tracks Drum1, Drums2, Real (Real Drum), bass and ACC 1 to 5 can be set here in the volume and store it in the total preset with the same name faders (white). SOLO and MUTE serve for clarity and are not stored with a total preset.

**Solo and Mute**

Every single track has more functions and SOLO MUTE (mute).

**Reset volume**

If this feature is turned on, all volumes to 80% are set when selecting a new styles.

### 8.4.1.4 More Style Settings

On the display surface style settings can be accessed more important

Settings.
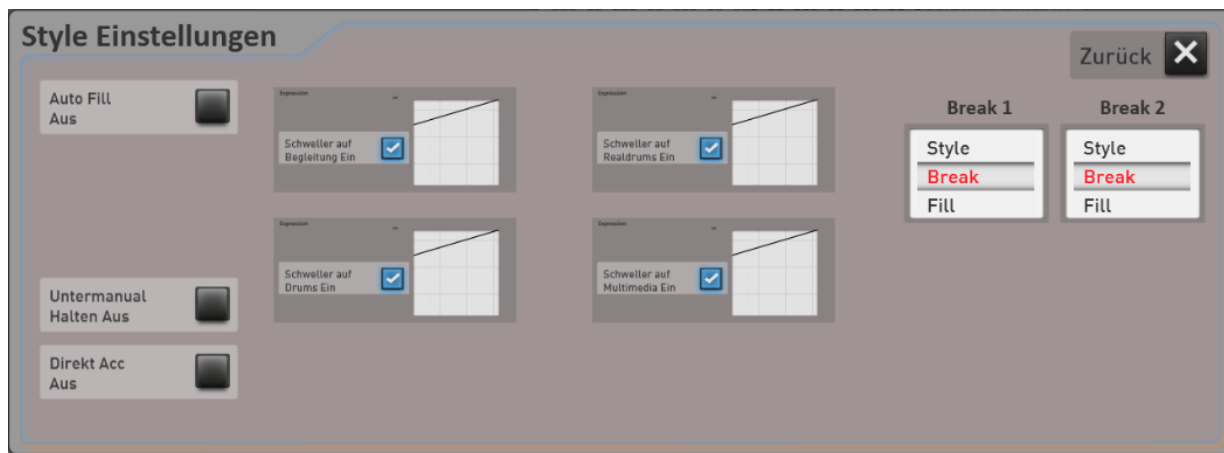
**Auto Fill:** When changing the variation of entsprechendeFill part is always pushed the style and then continued with the newly selected AccVariation. Not all styles have variation FillIns, this function that does not have an impact on all style has.

**Under Manual Hold:** With this function, the notes may be held by ailing in the lower manual keys, ie: you can take the hand and the notes sound on.

The ailing sounds off with him **activated** Keep out only when the accompaniment is stopped. Stop Auto Accompaniment

**Direct ACC:** If this feature is turned on, when selecting the Style button is always directly dialed the first style that is stored there.
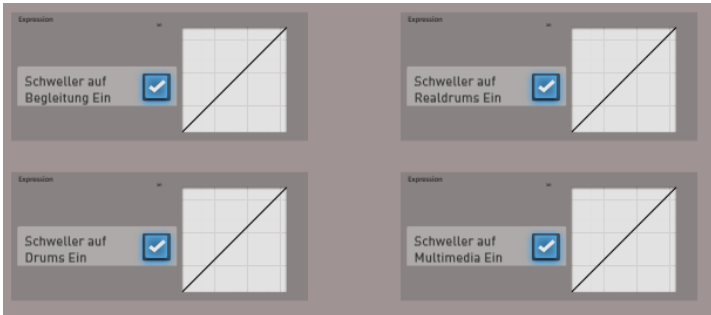
**Rocker functions**

To what extent the sill accompaniment influenced in volume can be set here.

The following areas are available:

- accompaniment - All ACC accompaniment tracks incl. Bass
- Drums - Both drum tracks without RealDrums
- RealDrums - Real Drums track
- multimedia - Audio files such as MP3 files or Waves

The factory-set curve "ACC Expression", governs the automatic accompaniment with only in a limited area. This means that you still hear unabsorbed sill nor the backing band.

How to select the curves and also set new curves in section 8.3.3 "dynamic, sills, volume and modulation curves" is explained.

**B 1 - B 2**

The two breaks can also be set as fill.



**Style:** the style determines whether the break starts as a fill or break.

**Break:** The break always starts on the next 1. So it was earlier in the older WERSI instruments.

**fill:** The break starts as a fill. So the next quarter of the Faktes

## 8.4.2    Settings for MIDI sequences



Once you have selected a MIDI sequence, you can use the display key **MIXER** affect the volumes of the sequence.

Save these from your adjusted volume levels with the stored the total preset a total preset with the range accompaniment.

From here you can also use the Display button **Seq Edit** switch to the actual sequence editor. Where you can make MIDI sequence fundamental changes to the.
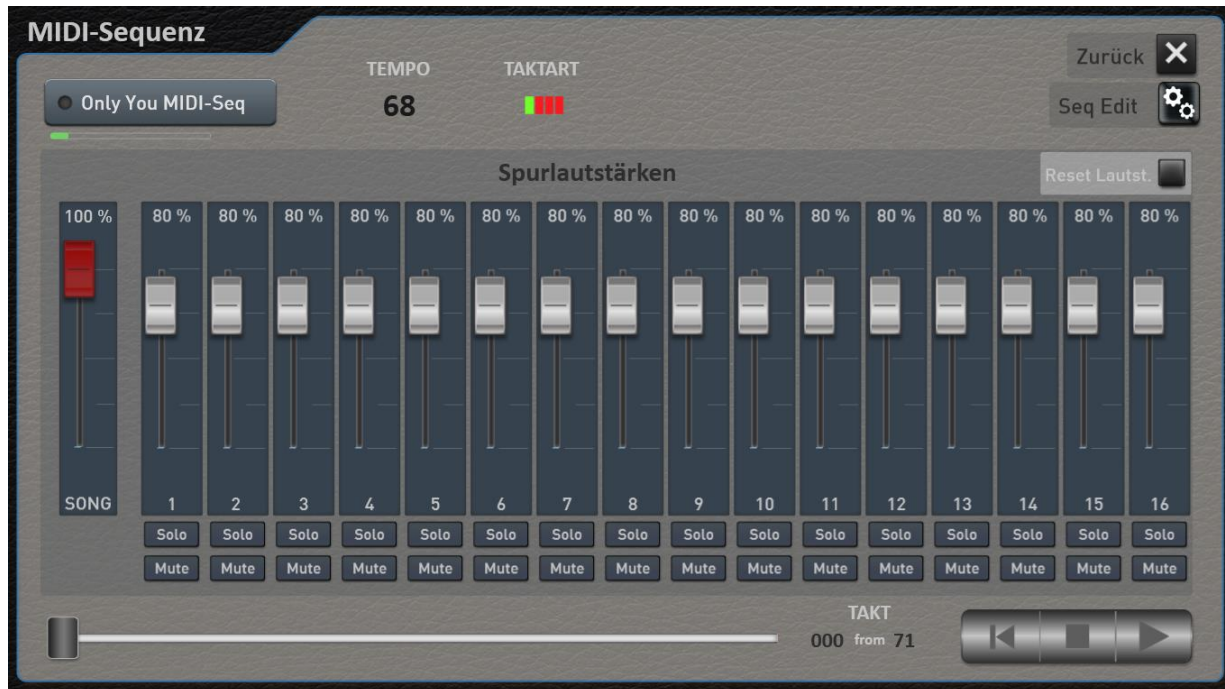


If the selected MIDI sequence have a karaoke text or harmony information, the button will also appear **KARAOKE.** This allows you to open the karaoke window. See section 8.4.2.1 "Settings Karaoke".

**8.4.2.1 settings Karaoke**
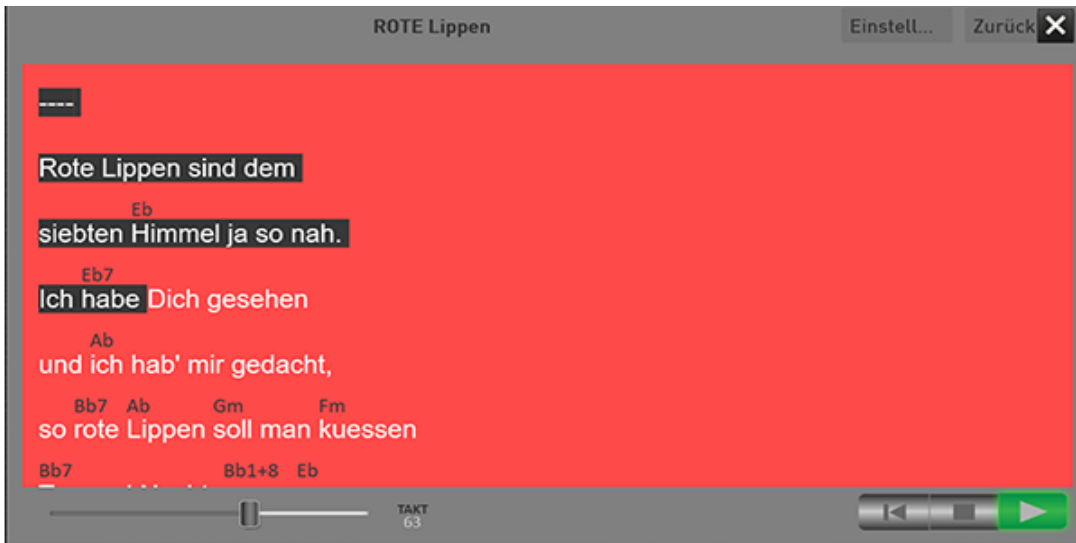


**As a general rule:** The karaoke window can be moved freely and free resize. If you are connecting a second monitor, you can window Karaoke and push the on the second display.


Are you in possession of an iPad or Android tablet, you can (for a fee) with the additional program xDisplay and a corresponding tablet USB cable, the karaoke window and place it on the tablet. For questions, please contact your WERSI partner.




**Karaoke settings**
The button **SETTINGS** You can customize the display of text to your wishes. The result of your adjustments are shown in the sample line "Somewhere over the Rainbow".

The following values are available:


1. **Background:** Changes the background color for the text. In the example below, this is
    blue.
Second **Current line:** Changes color with the current word is highlighted during playback. In
    our example is gray this.
Third **Text Color:** Color for the karaoke text. In our example, white.
4th **Font text:** Choice of four fonts for karaoke text. The selected font is
    marked in gray.
5th **Harmony Color:** Color harmony ads. In our example, this is gray.
6th **Font Harmony:** Choice of four fonts for the Harmony indicator
7th **Font size Text:** Font size for the karaoke text
8th. **Font size Harmony:** Font size for the Harmony indicator

## 8.5 Volume control in the PRO Mode

The first three tones in the upper and lower manual and the first sound on the pedal can be adjusted via the volume drawbars.

Since in the PRO mode up to 16 tones can be distributed (plus the WERSIChord on the upper manual), these are adjustable in the "mixer Manual-volume".

By pressing the "volume" button on the mixer the manual volume appears.
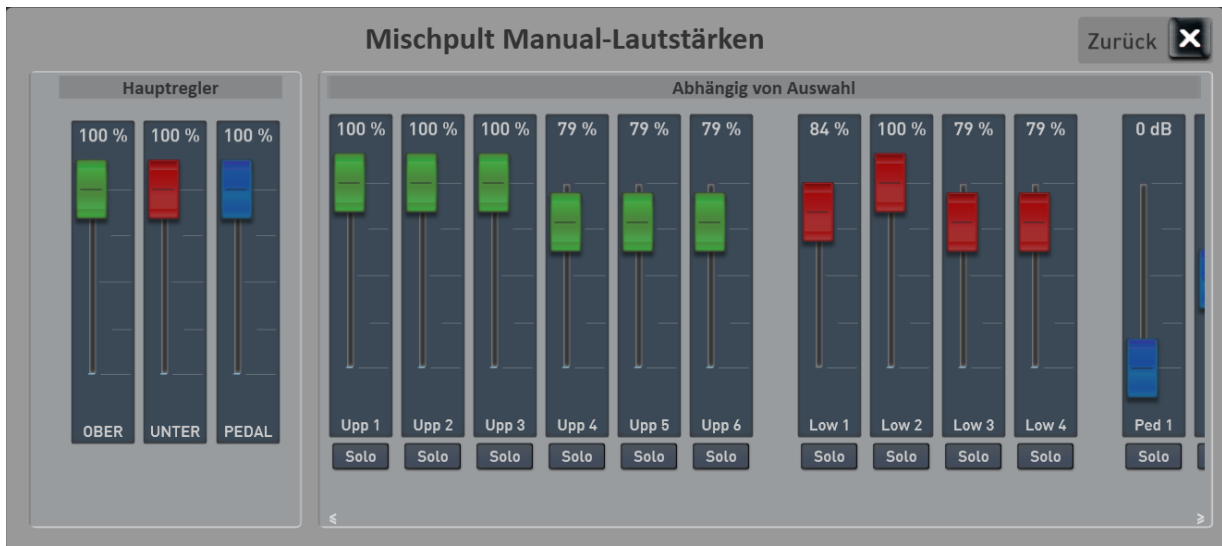




It lists all volumes that are currently needed. If the display width is not enough, you can make it visible by wiping more control.

The three main controls are pre-regulator. In an audio mixer subgroups we would say so. For these controls, there is NO drawbars on the instrument. You may, for example, the lower manual too loud and you do not pull the whole mix individually, you can use the controller UNDER (lower manual), make the entire lower manual quieter.

**Note:** Once the WERSIChord is on, and the associated volume control in manual mixer appears.
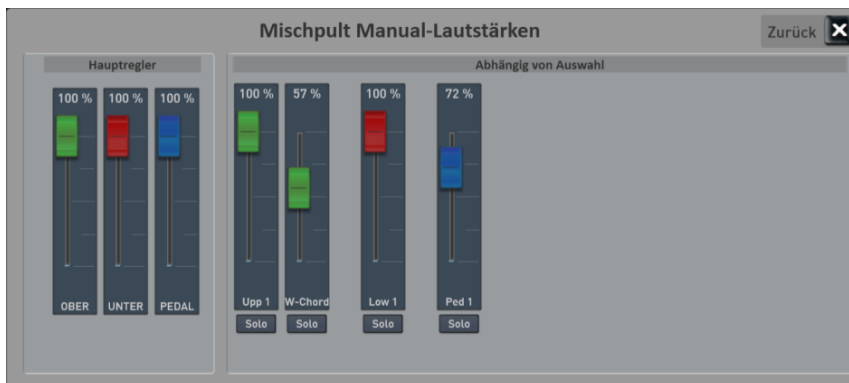
## 8.6 WERSIChord

The WERSIChord button is identical to the control panel button WERSIChord. See the chapter
5.7.3.1 WERSIChord.

## 8.7 Tone List

With the display key SOUND COLORS call the list of OAX timbres. This gives you an overview of all
tones that are in your instrument.

**Note:** The main display is always selected on the upper or lower manual or pedal a selector. If a sound
selected from this list, the sound will be placed on this selector on INVITE. See section 8.7.2 load
sound to a selector.

This list will also appear if you eg. To change a timbre in a style or a MIDI sequence example.

### 8.7.1 General information regarding the Tone List

The list is divided into 12 main groups and several minor groups of instruments. The main groups correspond to the headings
for the tone button on the control panel and the instrument groups correspond exactly to the buttons on the control panel. So
of drawbars to drums. So you can select the desired range again on the display and on the other through one of the control
panel buttons.

To sort the list alphabetically, press in the list header **Sound name.** For a numerical display press **PRG.**

A small arrow next to the field name displays the current sorting. **Up Arrow ->**
A to Z **Arrow down ->** from Z to A

**8.7.2    Load sound to a selector**

1. Select in the PRO mode selector with which you want to assign the desired sound.

Second Press the display surface **tones** and it opens the tone list shown above.

Third Select the tone you want in the list. You may even before the actual
     play Get on the corresponding manual.

4th With **Invite** Loading of the selector. Would you like the sound not to the selector
     take over, you can use **Back** exit the list.

**Note:** Most timbres of the list are assigned to the Tone buttons. But there are also tones that MIDI sequences found only
in Styles or use. These are then not assigned to the Tone buttons, as these are not playable mostly on a keyboard.

### 8.7.3 Search of timbres

About the features **Search, Quick Find** and **Filter** You can search the desired tone.

---

**Two important notes:**

- Thus the alphabetical search also works correctly, you sort the list alphabetically.
- Would you like to search the entire list, select beforehand from among main groups ALL.

---
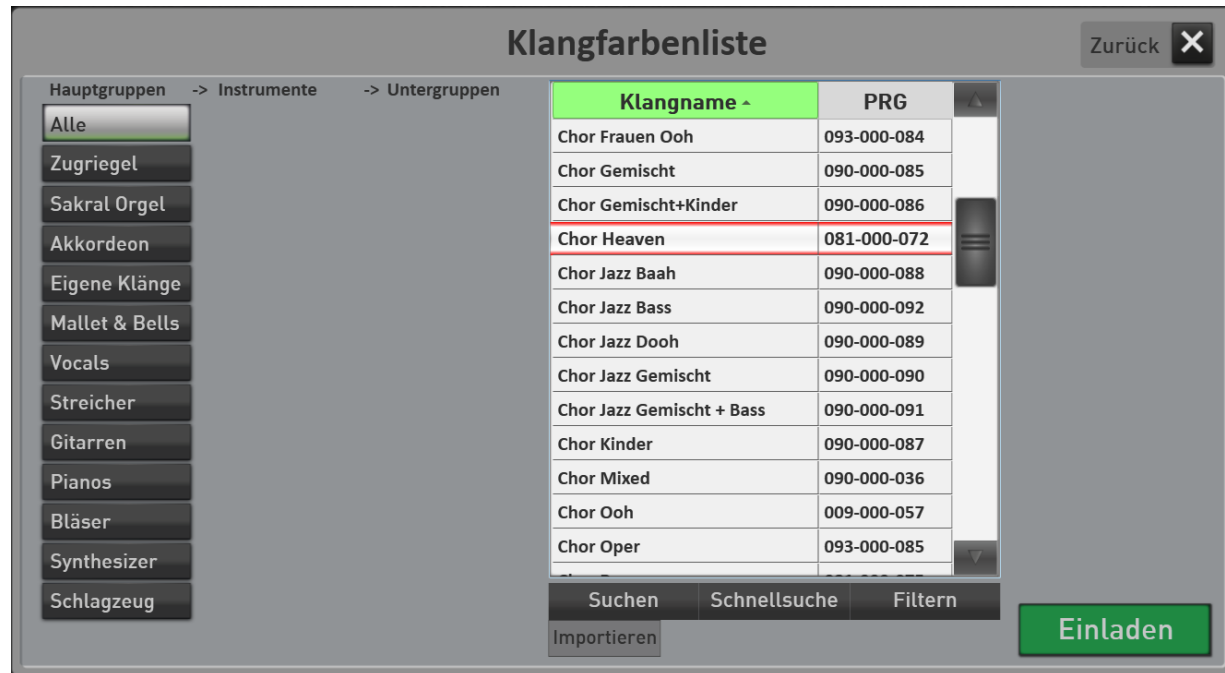


**Search**

Press SEARCH and enter the first few letters of the desired tone. then confirm With **Input.** Uppercase or lowercase do not matter here. The found tone colors are displayed in the list.

**Quick Find**

Here you have the "only" the first letter available. You can, for. B. lightning speed for the first sound of the first letter **S** jump.

**Filter**

The function filters to search the list of different words. Press filters and to display the keyboard. For example, enter the word **jazz** on. After pressing Enter, the list shows all the timbres that word that **jazz** include.

To pick up the filters, press filters and then directly without entering letters Enter.

## 8.7.4 Importing sounds

to import with the possibility tone in your OAX instrument, you can invite the OAS formats (* .sts) and AKAI (* .P). Thus, the AKAI sounds and published for the OAS system sounds, be transferred to the OAX system.

The operation is quite simple.

1. In the tone list there are below the Search button, the Import button.

Second Connect the USB stick to the tone of your instrument.
Third Now press the display button and go to IMPORT
    USB stick.
4th Find the tone you want on the USB stick and are
    press Import.
5th The sound is converted and is dialed directly.
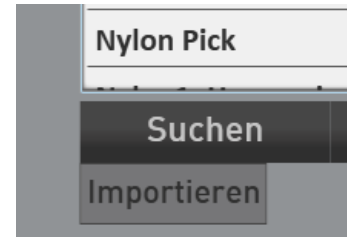
**Note:** The imported timbres, see the tone button or in the tone list under User sounds and the subgroup "Imported".

**Important NOTE:** After the sound was integrated into the OAX system, you need to safely perform a few adjustments. the imported sound may be too loud and you have to adjust the volume and you want to set more reverb or delay.

You can make the Easy Sound Edit the changes. A detailed description, see the **"Editing Tones" Programming Guide chapter.** The following options are for imported sound colors.
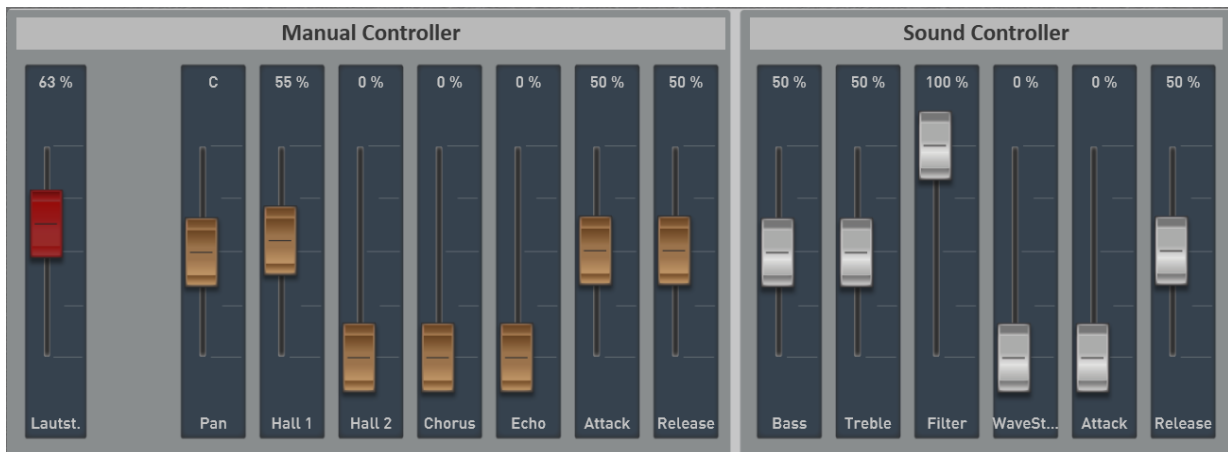


Under Manual Controller You can set the default volume and the panorama first time. Then it continues with the so-called send effects. So how much of Hall1 and Hall 2 I give up the tone and what is the chorus and echo share. And it can set attack and release. In this case, both controllers are in the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

At the sound controllers can be found an equalizer with bass and treble. A filter that is always fully opened in a normal state. With Wave Start can cut off the beginning of a tone. Has a tone too strong attack, you can use this with Wave Start entschärfen.Und we attack and release. With Attack, you make the sound at the beginning softer and release you create a slow decay.

## 8.8 Accompaniment list

Under ACCOMPANIMENT you can manage all accompaniments Styles, MIDI sequences and audio files (MP3, WAV ...).

You see there all work styles and can invite, delete, export or rename it your own Styles, MIDI sequences or audio files.

To sort the list alphabetically, press in the list header
**Accompaniment.** For a numerical display press **No.**

A small arrow next to the field name displays the current sorting.
**Up Arrow ->** A to Z **Arrow down ->** from Z to A



### 8.8.1 The 16 main groups

The list is divided into 16 main groups. These main groups correspond exactly to the buttons on the control panel. So from pop to Movie & Show Both buttons for Own Styles (User) and later extensions (expansion) to the two buttons for MIDI sequences and audio.

So you can select the desired range again on the display and on the other through one of the control panel buttons.

**Main group ALL ->** If the display button ALL selected, all files are displayed without sorting the list.

## 8.8.2   The subgroups

The sub-groups you already know of the style buttons. Here, the main section is further divided more finely. located at **each main group are the subgroups** *expansion* **and** *User*.

**Exp.**          = Indicates all styles, which by an extension packet "expansion" of the instrument in the corresponding main group have been added.

**User**          = Shows all styles that you have stored in this main group.

Under **MIDI** and **Audio You** can dial your own MIDI sequences or AUDIO songs (Wave, MP3, WMA). As long as you have invited not own any files, this display is blank.

**Subgroup ALL ->** If the display button ALL selected, all files are displayed without sorting the list.

## 8.8.3   Invite ACC on the list to play

Once you have the desired accompaniment found and selected in the list, the display surface appears **INVITE.**

**Note:** Once an accompaniment was selected in the list, this is directly playable. If you with the list but **BACK** leave the previous monitoring is active again.

After clicking **INVITE** pressed, closes the list and you are again in play mode. The selected accompaniment is loaded.

### 8.8.4    The list of accompaniments

In the list, a different number of files is displayed depending on the selected main and sub-group.

Swiping up and down or the scroll bar located on the right you can move around in the list.

At the bottom of the list you will find several buttons that turn itself depending on the situation or hide it.

---

**Convert:** The Convert button is just to see if any of the style have unlocked converter packages. Here Styles from different manufacturers may be invited into the OAX system. receive information. Check with your partner or WERSI www.wersi.net ,

---

**Important notes to convert Styles**

- Without bundled styles, the manufacturer stated. These fee-based extensions existing styles can the manufacturer in the OAX format to be converted.
- When converting the traces of the auto accompaniment and the drum notes are transferred to the OAXFormat. The tone of each track can not be transferred directly. Therefore, the conversion module searches matching timbres from OAX system, and saves them to the converted style.

- Each manufacturer also uses different procedures to process the Fingered Chord. So a converted style is never an exact copy of the original.
- If you would like to improve a the converted style, you can adjust the individual tracks and then re-save the style in the Style Editor volumes and timbres.

**Import:** You can import your own accompaniments to the instrument. "Import own accompaniments" see chapter 8.8.6.

**Export:** Once one or more files are selected, they can be exported to a USB stick or on the internal hard drive. "Export accompaniments" See chapter 8.8.10.

**To mark:** If this feature is turned on, you can select from the list multiple files in order to export it eg simultaneously or delete them.

**Rename:** Is a file from the USER area is selected, this button, which you can change the name of the file appears in the list. The LCD screen keyboard whose description in the band **programming SONIC** Find.

**Clear:** Is a file from the USER area is selected, this button, which you can delete the file from the list displayed. You can also previously *To mark* select multiple items and delete them together.

## 8.8.5 Finding Styles, MIDI or audio files

About the features **Search, Quick Find** and **Filter** You can search the desired style or a MIDI or audio file.

> **Two important notes:**
> - Thus the alphabetical search also works correctly, you sort the list alphabetically.
> - Would you like to search the entire list, select beforehand from among main groups ALL.



**Search**

Press SEARCH and enter the first few letters of the desired file. then confirm with
**Input.** Uppercase or lowercase do not matter here. The found files are displayed in the list.

**Quick Find**

Here you have the "only" the first letter available. You can, for. As quickly to the first file with the first letter **S** jump.

**Filter**

The function filters to search the list of different words. Press filters and to display the keyboard. For example, enter the word **Beat**
on. After pressing type, the list displays all the files that the word **Beat** include.

To pick up the filters, press filters and then directly without entering letters Enter.

### 8.8.6 import your own accompaniments

The button **Import** you can import it into your instrument and permanently save your own styles, MIDI sequences or audio files.



1. Press the button **IMPORT** and it opens the file manager.

Second Decide under **SOURCE** first, of which medium (My WERSI, DVD drive or USB
Stick) would like to invite the file.

      a. *My WERSI ->* The Windows desktop folder of your hard drive on the instrument

      b. *DVD drive ->* Contents of CD's or DVD's.

      c. *USB stick / HDD ->* Connected USB sticks or USB hard drives. If several USB
          connected storage media, always appears only the first connected medium.

Third Then decide under the heading **TYPE,** if you Styles, MIDI sequences or audio
      To import files.

4th   The list contains all files of the selected type are displayed.

      a. Folders are marked with a folder icon and can by pressing
         be opened.

      b. If you are in a subdirectory, the button appears on the list

         D:\0001 Wersi Style Edits   Ebene zurück . lets you back one level
         reach.

5th Now select the desired file, or select multiple files by before the
      function **TO MARK** activate.

6th After you select the files you want, press **IMPORT.**

7th   the first free memory the ACC list now appears. Accept this or choose another location.
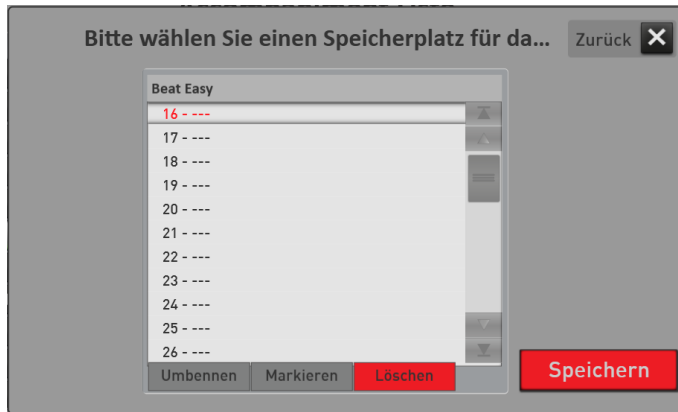
8th. Confirm with **TO SAVE.**

> **Note:** With MIDI and AUDIO files are directly invited and the loading process is complete.

9th If you have selected Styles, the following screen appears:
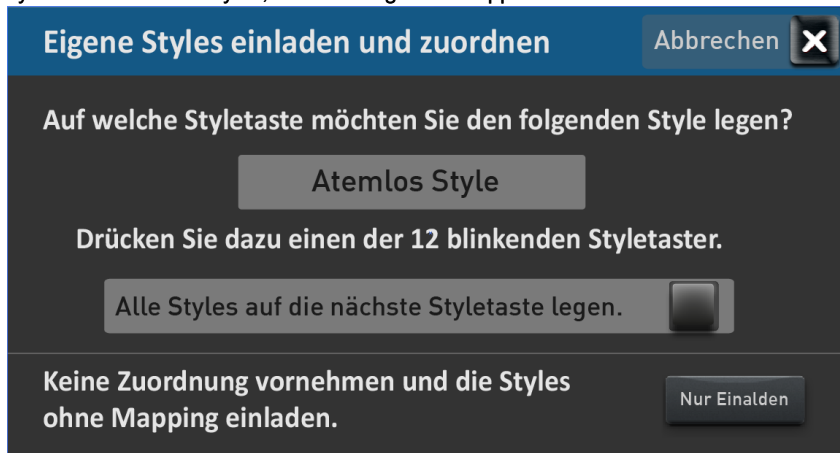


10th the first name of the imported styles appears in the display and flash the 12 Style button.

> After pressing for the displayed style of the desired 12 Style button on the control panel, the next style in the display and the next assignment will begin until all styles assigned.

>> a. By activating the function **All styles on the next button Style Laying,** all
>>> had not yet been assigned Styles placed on the Style button which is pressed next. This is useful if you chose to invite only POP Styles and want to put this all on the control panel buttons POP.

>> b. **Only Invite:** The marked styles are invited and are just below the USER Button
>>> visible. There is no additional mapping to the style 12 button.

11th After mapping the styles you are back in the list of accompaniments.

> There you will find the newly invited Style under **Main groups -> USER.**

**Subsequent changes to the mapping:** In Chapter 8.8.8 "Own Styles to the 12 Style Groups" to learn how an existing mapping can change.

**Notes on the desktop folder "My WERSI":** Only the desktop folder "My WERSI" stands for importing and exporting on your instrument. It can not have other directories / folders are selected on the internal hard disk.

## 8.8.7    Own accompaniments to the eight USER sort subgroups

For the areas USER (Styles), MIDI and AUDIO SEQ there <u>eight</u> Among groups with which you can sort the accompaniments fine. To always keep track if you have invited many of their own accompaniments. These eight groups by the way not only appear in the list, but also in the "normal" selection of accompaniments with the control panel buttons

Before starting the assignment, you must label the desired groups. Otherwise, no assignment is possible.

**Subgroups label**

1. Select the area **Users MIDI Seq** or **AUDIO,** where the
   want to label subsets.
   Second Highlight by pressing the desired subset.
   Third Choose **Change name.**
   4th , The LCD screen keyboard on which you enter a name
   can.
   5th Confirm with **Enter.** The selected sub-group is now re
   labeled. In our example, the term "Easy Listening".
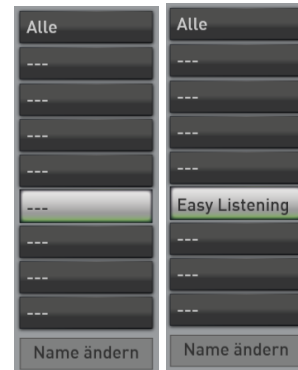
**Styles, MIDI sequences or assign AUDIO groups**

1. Choose within each list, the file you
   want to assign.
   Second Choose **To mark,** if you multiple files
   want to assign. In our example we are MIDI and mark two titles.

   Third Now press in subgroup **Assign.** Of the
   Display switch toggles to **Assign active.**
   4th Now press the desired subset. In our example,
   the subgroup **Easy Listening.** You will receive confirmation that the selected
   files have been assigned.
   5th Turn the function **assign active** out again.
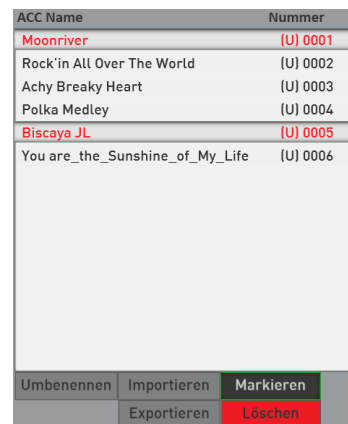
**Important:** The function assigning remains active until you turn it on the display again. So you can assign quick succession several MIDI sequences on different groups.

The result looks like this:

*Accompaniment in the list*                    *In the normal selection via the control panel button MIDI.*

**Remove accompaniment from a group**

Just as you have assigned a company of a group, you can cancel the membership of a group again.

1. Select the accompaniments in the desired group.
Second Enable the assignment when **subgroup** with the display key **Assign.** the button
    changes to **Assign active.**
Third Change now the mapping by clicking on the button **All** to press.
4th Finish the assignment by the display button **assign active** press again.

### 8.8.8    to assign your own styles on the Style 12 groups or change the existing assignment

Even during the importing, you are asked if you want to assign the 12 Style Groups / control panel buttons which themselves invited styles. Generally you get a clearer, more in self-invited styles.

If an individual style is not yet assigned, or you want to change an existing mapping, proceed as follows:

1. Choose within the USER-style list which file you want to assign.
Second Choose **To mark,** if you want to assign multiple files simultaneously.
Third Now press on with main group **Assign.** The display switch changes to **Assign active.**
4th Now press the desired main group. In our example, the subgroup **Easy Listening.**
    You will receive confirmation that the selected files have been assigned.
5th Turn the function **assign active** out again.

You will find the assigned USER Styles respectively on the selected control panel button in the group USER.

### 8.8.9    rename accompaniments

For all even invited Styles, MIDI sequences and audio files, you can change the name later. Please go to the following:

1. Choose within the USER Style List or MIDI and AUDIO which file renaming
    want.
Second Press **Rename** and it seems the onscreen keyboard.
Third Enter the name you want.
4th Confirm with **ENTER.**

### 8.8.10  export accompaniments

Even invited Styles, MIDI sequences and AUDIO files can be written to use the Export command to the internal hard drive or a USB flash drive. Please go to the following:

Note: If you want to use a USB device, you should connect this advance to a USB port.

1. Choose within the USER Style List or MIDI and AUDIO which file you export
    want.
Second Choose **To mark,** if you want to export multiple files simultaneously.
Third Now press the display button **Export.** the file manager appears.
4th    In the Target Now choose between:
        a. MY WERSI on the internal hard disk
        b. USB stick / HDD
5th Select from the list the desired folder.
6th Confirm **Export.**

## 8.9 effects

The SONIC has four SEND effects Hall 1, Hall 2, chorus, and echo, and that for each of the areas manuals, Accompaniment (Styles / sequences) and drums (drum).

So you have enough in the field EFFECTS settings to make your best sound to find.

Tap in the PRO mode in the right pane, click the button **EFFECTS** to open the following window:

**Description SEND Effects:** The English name SEND, in German means SEND. As we were the effect programs and the respective volume can adjust the effect on the display shown below, there are still points of which can be "sent" from.

For the area **MANUALE** this is done via the selectors Manual Controller (see the section 7.2 for the EASY mode and 8.3.1 for the EXPERT mode.

For the areas **Accompaniment** and DRUMS in Style Editor (see band **Programming SONIC)**
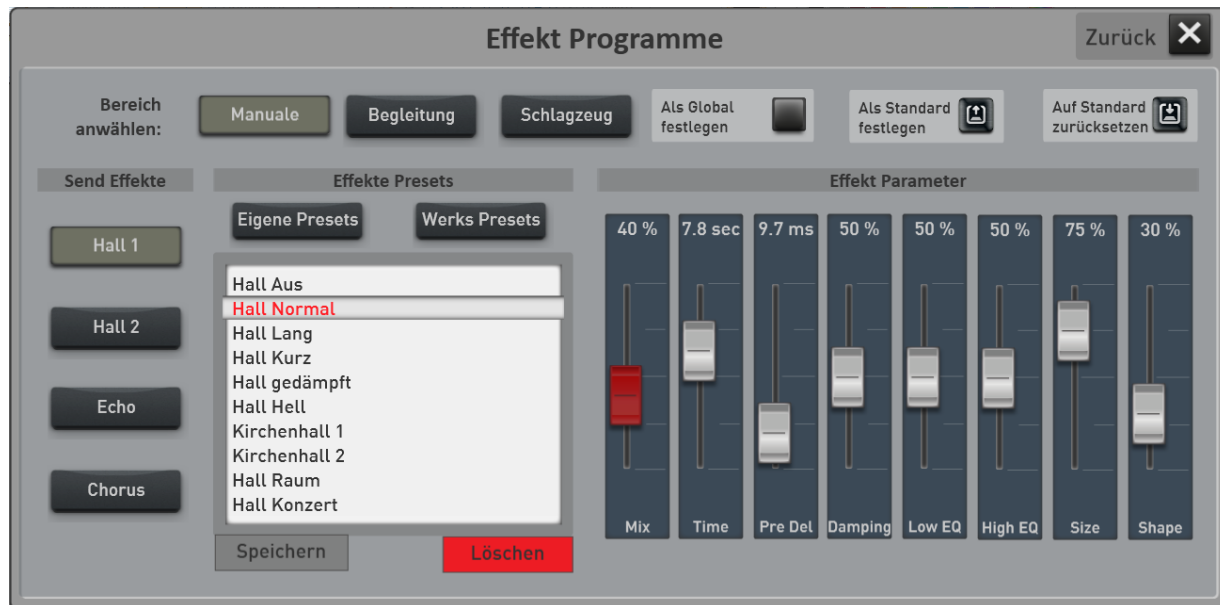
### 8.9.1    Set up an effect preset as standard or Global

**Set up an effect preset "Default Preset"**

You can set a preset effect than its standard preset within the range set. Whenever you use a factory preset total, the total preset automatically dials this default preset.

**Set up an effect preset from "Global Preset"**
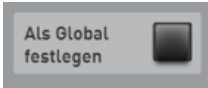
The "Set as Global" you probably already noticed in other areas. Is characterized as a preset GLOBAL in one of the areas **manuals, company or percussion show, this selection remains in all** Even if you have saved different in total presets settings presets totally preserved.

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

### 8.9.2    General operation of the effect programming

1. First select a region **manuals, Accompaniment** or **Drums** out. This sets
   determines which area you want to perform the changes.

Second Then, on the left, the effect you want to customize. So **Hall1, Hall 2,**
   **Chorus** or **Echo.**

Third Pick the desired effect program from the list.

4th About the controller **MIX** adjust the volume of the effect (return) to suit your requirements.

5th Exit the effect on display **BACK.**

6th Now think because you save your changes to the current total just preset.
   Otherwise be overwritten just gemachen settings by selecting the next total presets.

- The settings described above, you can also conveniently carry on the quick service of the effects. See Chapter **5.7.3.2 quick service.**

### 8.9.3 Setting your own effects presets and save

Be creative and add your own opinion effect program from. Which parameters you make available, will show you the next chapter 8.9.3.1, 8.9.3.2 and 8.9.3.3.

Once you find what you desire setting, you must save the new effect program.

> 1. Press the area "SAVE".
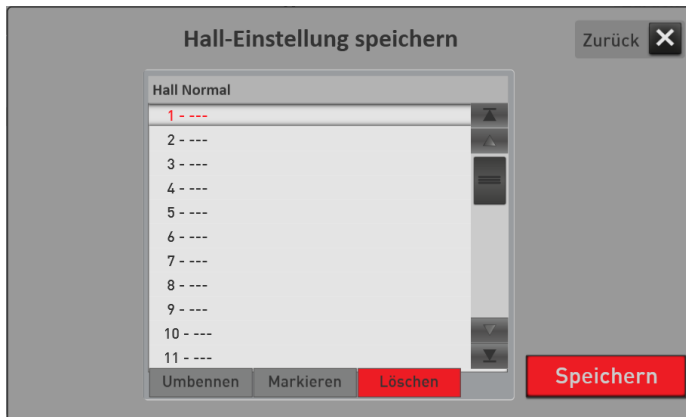


> Second Select a location in the list.
>
> Third Would you like to give the effect preset a new name (in this case is currently "Hall Normal")
>    press the area of the preset name.
>
> 4th the onscreen keyboard opens where you can change the name. In this example we have
>    the name changed to "My Hall 1".



> 5th Save the preset with SAVE.

For your own effect program in the corresponding list Hall, chorus or delay when you switch the list on the "My Presets".

### 8.9.3.1 The Hall 1 and Hall 2 programs

The Hall effect produces a surround sound. You can set the space of a small basement room to a big church. There are 9 preset Hall programs. Further you can define and save.
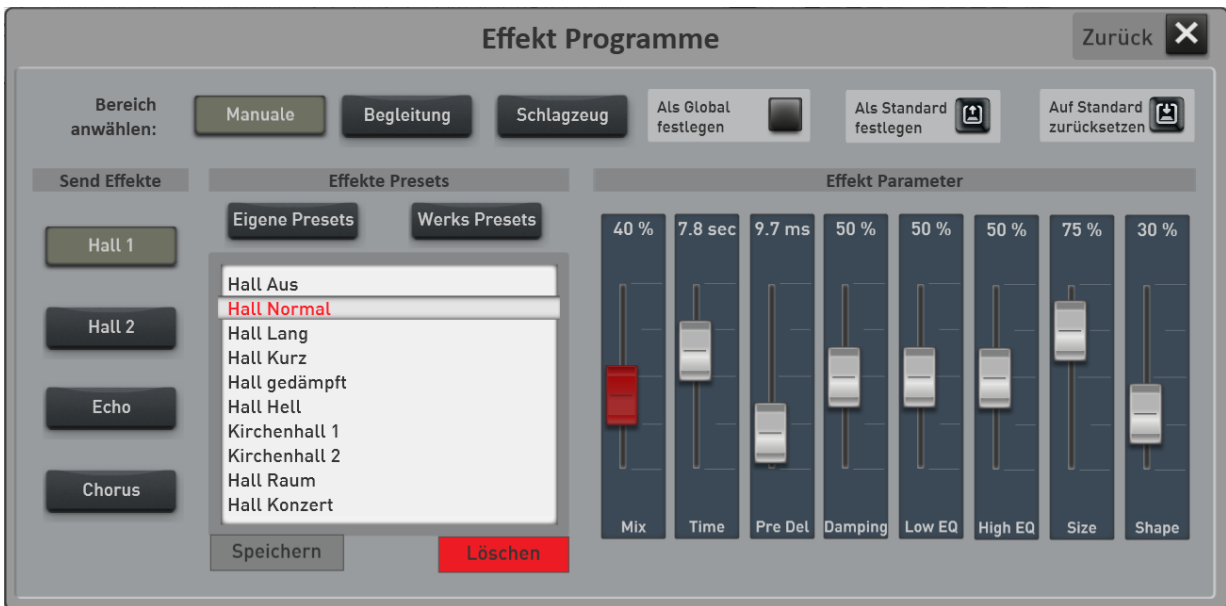


| mix | Here the volume of the reverb is set. The identical setting, see 5.7.3.2 quick service in the quick service of the effects in the chapter. |
|---|---|
| **Time** | Here, the reverberation time can be adjusted to up to 30 seconds. |
| <u>Predelay</u> | Setting the pre-delay of up to 250ms. |
| <u>Damping</u> | Determines the attenuation of high frequencies in the history. |
| **LowEQ** | Equalizer setting depths. |
| **HighEQ** | Equalizer setting for treble. |
| **size** | Determines the room size where the Hall is generated. |
| **Shape** | Adjusts the attack envelope of the onset of the pre-delay reverb tail. |

 "Reset to Default" with the key to the Hall adjustment values

set as you are initially stored in the currently selected preset total.

### 8.9.3.2 the Chorus

The chorus effect causes a "floating" sound effect and with a penchant for stage piano sounds used. There are 3 different chorus presets available. Further you can define and save.



| mix | Here the volume of the chorus portion is set. The identical setting, see 5.7.3.2 quick service in the quick service of the effects in the chapter. |
|---|---|
| rate | Adjusting the speed of the chorus to 20Hz. |
| Depth | Here is the chorus are set depth. |
| **PreDelay** Setting the pre-delay of up to 24ms. | |
| Tone | By setting TONE the frequency response of the chorus is affected. |
| **Feedback** Here the chorus portion is set, the "flow back" as feedback back into the chorus. | |

 "Reset to Default" with the key, the chorus settings to the values

set as you are initially stored in the currently selected preset total.

### 8.9.3.3 The echo

The echo effect causes a "Phrase Repeat", which is popular with guitar sounds. There are 7 different echo programs available that you can use manuals, monitoring and drums in the three areas. Further you can define and save.



| mix | Here the volume of the echo portion is set. The identical setting, see 5.7.3.2 quick service in the quick service of the effects in the chapter. |
|---|---|
| Sync | When ON, the Echo has always exactly the speed of the currently set tempo. |
| delay | In off tempo sync the delay time will be set from 0 to 1500 ms here. Once the tempo sync is on, note values can be entered here. If, for example, the value to ¼ the echoes are generated in ¼ notes. |
| Feedback In | middle position 0% only an echo comes. The more the setting direction L / R or R / L is set, there are more and more echoes, which are spread over left / right or right / left. |
| balance | Here you can choose whether the echoes fade more to the left or right stereo side. |
| HF Damp The | echoes are in reruns always something dull when the value to 100% goes. |

 "Reset to Default" with the key, the echo adjustment values

set as you are initially stored in the currently selected preset total.

## 8.10 CD player (not on OAX1)

About the CD player, you can play "normal" music CDs.

1. Start the CD player on the display surface **CD PLAYER.**
Second Your SONIC is equipped with an automatic CD slot. Insert the music CD into the slot and from a point, the CD is automatically drawn.

Third After a few seconds, the CD is active and the first track appears in the display.

4th features:

a.    Stock selection back and forth

b.    Play Title

c.    stop playing

d.    Play pause

e.    eject CD

5th Connect the CD player on the display surface **CD PLAYER.**

## 8.11 Audio recorder

With this function, you can save your games very easily as digital recording.

Lautstärken
WERSI Chord
Klangfarben
Accompaniment
Effekte
Audio Aufnahme
CD-Spieler

   1. Select the appropriate total preset and set optimal
      Volume.

Second Press the display button "audio recording" and the display shows the

    the following display:

Audio-Aufnahme   Zurück ✕
00 : 00   MIN  SEK   Verwerfen
...

    The display can be the way by moving at any point position on the display.

Third With the display key   ●  start recording.

4th over   ❚❚  (Pause) You can pause recording and another press

   display button   ❚❚  continue.

5th Do you have a recording   ●  finished, you can see the title again first listen,
    before you store it.

Audio-Aufnahme   Zurück ✕
00 : 03   MIN  SEK   Verwerfen
Aufnahme beendet   Speichern

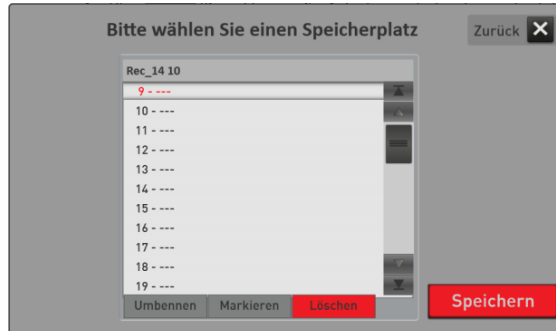6th These are now the display surfaces   ▮◀ (Back),   ■ (Stop) and   ▶ (Start) enabled.

7th After recording, you have two options:

      a. Would you not save the recording, press **DISCARD** and start

          then a new recording.

      b. With the display surface **TO SAVE** opens the save. Enter the one there

          Name for your recording, and then select the desired memory.



      c. With the display surface **TO SAVE** Saving your recording.

8th. Your recording will be located at ACCOMPANIMENT under AUDIO.
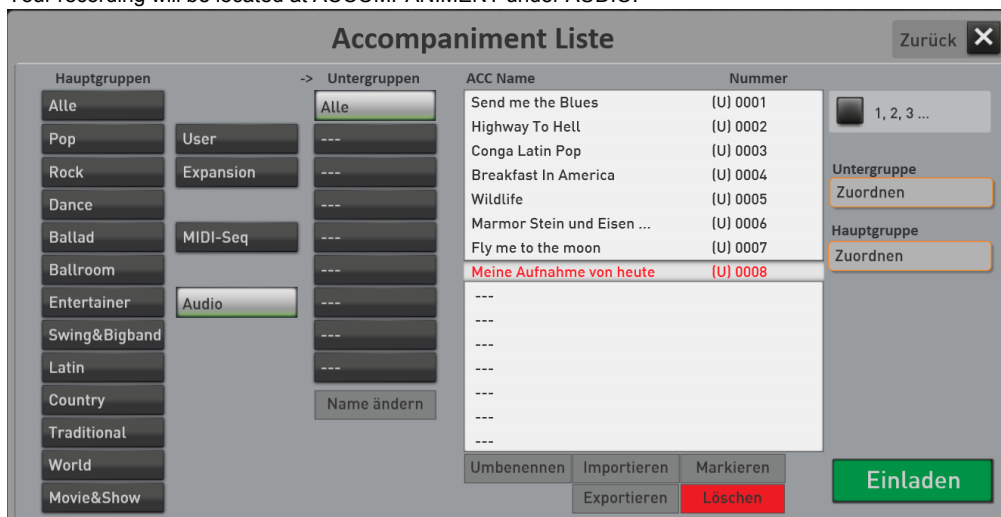


**Tips and notes:**

- Do not play too quiet. That is the general volume control should be in the middle.
- At the end of the recording is automatically optimized in volume. Have you played but too quiet, it can hear a noise.
- A so-called AUDIO file that can not be edited later.
- When playing the recording, the volume over the Lautstärkezugriegel SONG is set.

# 9 call and save TOTAL PRESETS

## 9.1 Overview Total presets

In the top of the display, you will find information which total preset is currently selected. This area is identical in the EASY and PROFESSIONAL MODE.
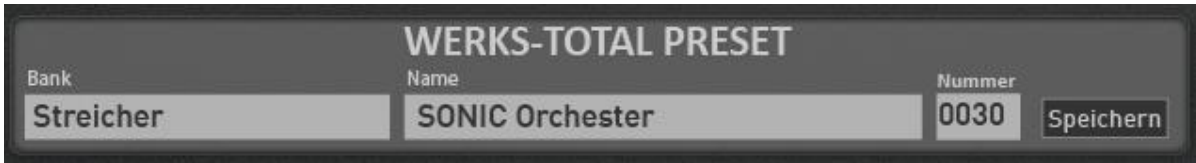


In this example, the total number is preset **30** from the bank **Streicher** with the name **SONIC Orchestra** selected. Also on the ten panel buttons left of the display, you can select the total presets.

Once you're on the display surfaces **BANK** or **SURNAME** Press, a display opens for selecting the total presets. Here are the total presets by banks with ten total presets. See the following section 9.1.1 "Total presets via bank name Select".

Do you want the total presets prefer to select from a numerical list out. Press the display surface **NUMBER.** See chapter 9.1.2 "Total presets selected via list".

## 9.1.1 Total presets selected via Bank name

After selecting the display surface or BANK NAME, selecting the Total presets appear on banks with 10 total presets.

**Tip:** As with the selection of sounds and styles, the display will automatically disappear if you have a new total preset is selected or when you make a few seconds no input. Want to try Total presets alone activate HOLD.

The two buttons OWN PRESETS and FACTORY PRESETS turn accordingly between which you created yourself Total presets and the factory preset to Total.

In the large display area on the right are always to see the selected bank that you can select directly with a tap 10 total presets.

**Tip:** Even with the wiping technique, you can back and forth "wipe" between the benches.

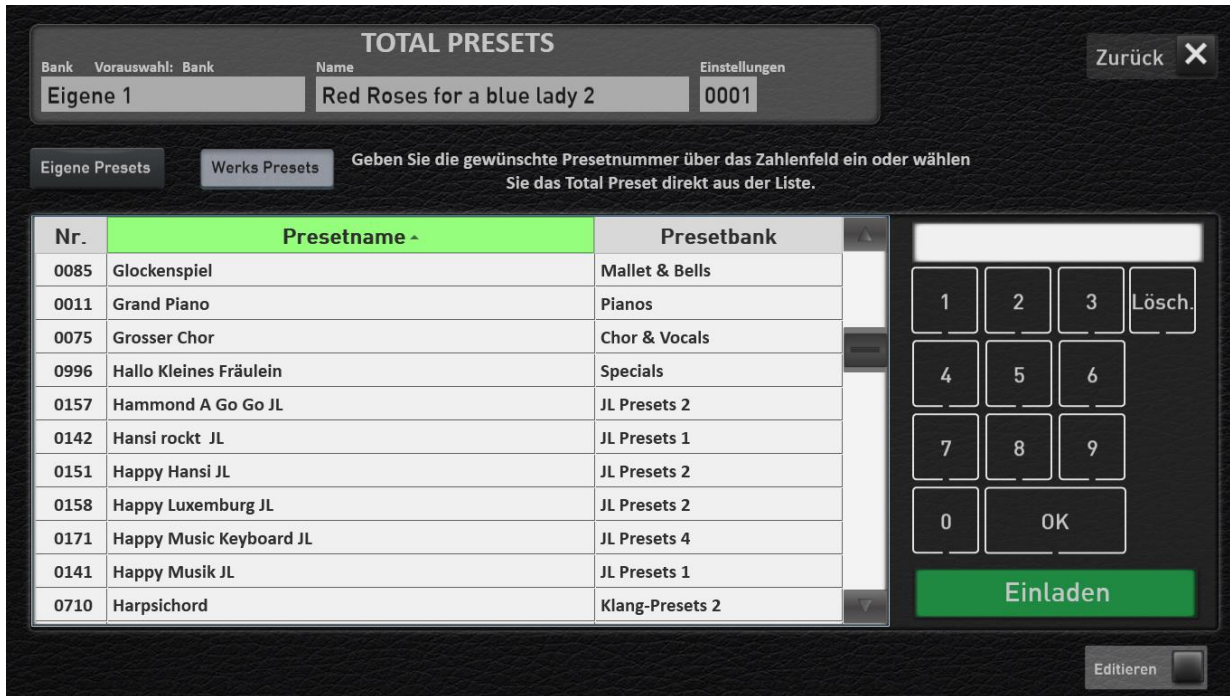over **NAME EDIT** You can access the following editing functions:
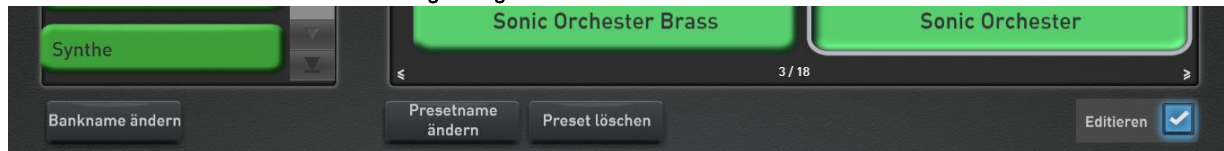


**Change preset name ->** This will open the onscreen keyboard and you can change the name of Total presets.

**Clear Preset ->** The currently active Total Preset is deleted.

**Change Bank Name ->** This will open the onscreen keyboard and the name of the currently current bank can be changed.

## 9.1.2    Total presets selected via list

Once you have touched the display area NUMBER, the numerical selection of the total presets appear.



With the wiping technique, you can scroll the list.

The list can according to three criteria "number", "Preset Name" and "preset bank" to be sorted. To do this, press each corresponding names directly from the list.
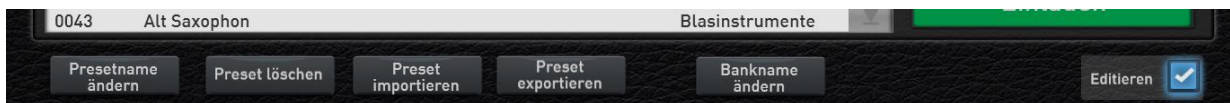
A small arrow next to the field name displays the current sorting.
**Up Arrow ->** A to Z  **Arrow down ->** from Z to A

Using the 10-key keypad, you can enter a specific number directly. Enter the desired number and confirm the number with OK.

With **INVITE** the selected total preset is loaded and the display closes.

over **EDIT** You can access the following editing functions:



**Change preset name ->** This will open the onscreen keyboard and you can change the name of the currently selected total presets.

**Clear Preset ->** The currently active Total Preset is deleted.
**Preset Import and export ->** These two fields You can select individual presets Total import or export.

**Change Bank Name ->** This will open the onscreen keyboard and the name of the currently current bank can be changed.

### 9.1.3 save your own presets total

After you have covered all the manuals to your liking with timbres and coordinated everything, you can save your settings in a total preset or in the music library.



1. Press the display button **TO SAVE** or in models OAX 800 and 1000, the OAX panel button **SAVE** and it appears the storage options.

Second First, you select whether the settings as a "normal" Total Preset Save or want to take music archive.
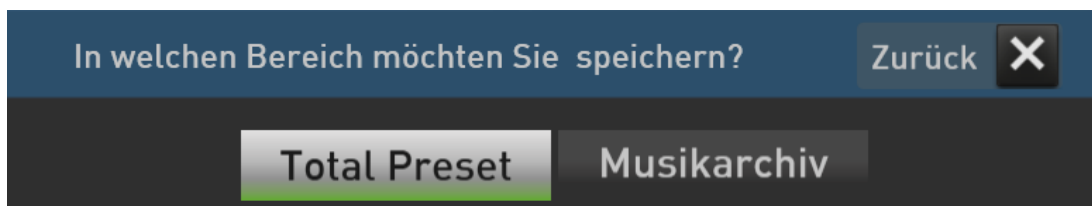


**Note:** We choose in our example, the area total preset. Information for storing own songs in the music library, see Chapter 9.2.5.

Here you can specify which data is to be stored in the total preset and you can customize the name of the stored total presets.
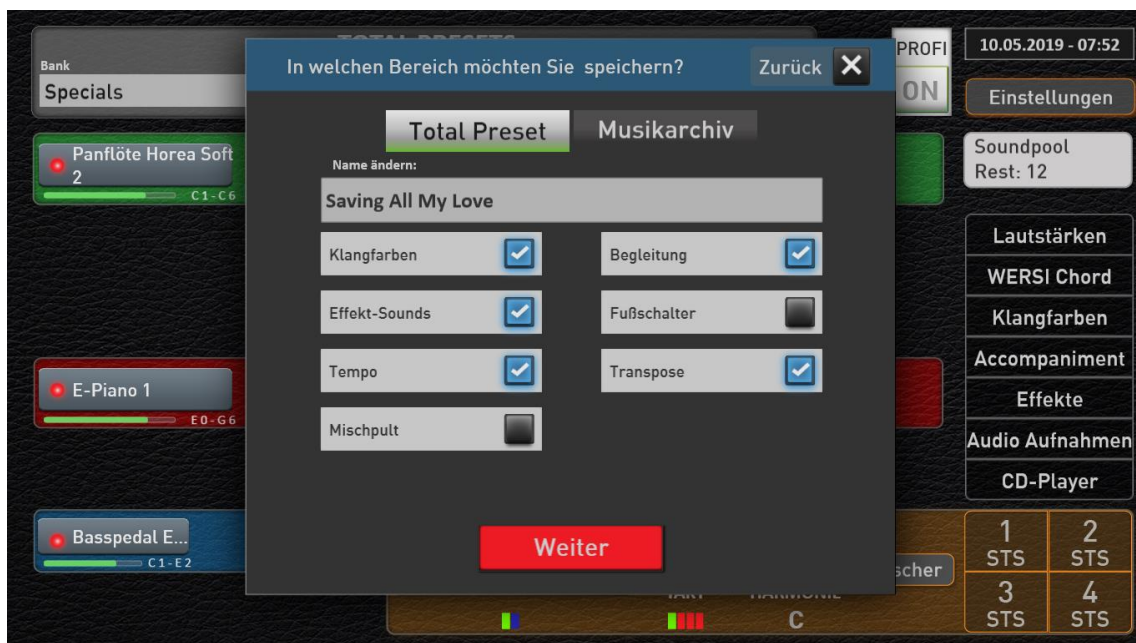
Third Now select which data you want to save. For an explanation see below.

4th Press the preset name and, it seems the onscreen keyboard to a new name
enter.

5th Confirm your selection with **FURTHER.**

6th Now select the desired memory. You can do this freely in the Preset banks
move or create a new bank "Create New Bank" on the button.



7th is stored permanently the total preset by a blank within a bank
Press space or overwrite an existing preset. You can save process with **BACK** abort,
stop

**What options you have when saving a total presets?**

| option | What if this option with to save | What if this option is not is selected. |
|---|---|---|
| tones | Saves on all manuals all selectors with the associated sounds and settings. | When selecting this total presets the complete selectors remain at all manuals from the previous total Preset received. |
| Accompaniment | Saves the current style or the current MultiMedia or MIDI song with all volume levels and settings. | When selecting this total presets the complete settings in the Accompaniment from the previous stay Total Preset received. |
| Effect sounds | The current settings for the effect sound to be with in the Total Preset stored. | When selecting this total presets the effect sounds are on by You selected standard preset set. |
| footswitch | The current foot switch settings be with in the Total Preset saved. | When selecting this total presets Fußschalterbelegung to by will You selected standard preset set. |
| tempo | The current tempo is with in the Total Preset stored. | remains with the selection of this total presets the pace from the previous total Preset received. |
| Transpose | The Transposer is current with the Setting in which Total Preset saved. | When selecting this total presets The transpose from the previous total remains Preset received. |
| mixer | The presets for the input and output mixer are with in the Total Preset stored. | When selecting this total presets the preset for the input and output mixer in your selected default preset to be set. |
| grades | If a sheet loaded, this with in the Total Preset saved. | When selecting this total presets already loaded notes are retained. Had the previous Total Preset no notes, is not a new sheet loaded. |
| drawbars | You have on any of the manuals a OX7 or VB3 sound loaded, then the drawbar and the control panel button in the area are organ with stored in the preset. | When selecting this total presets the drawbar be made the current preset drawbar accepted. |

### 9.1.4 Save notes in total Preset

In a total preset, you can save notes, so as not to play "From sheet" but directly from the display. More than 50 marks have already been integrated from the factory. More can be purchased as a note packages shortly.

Once a note in the total preset is stored, or a note has been selected manually, the TOUCH button will appear in the Total Preset.
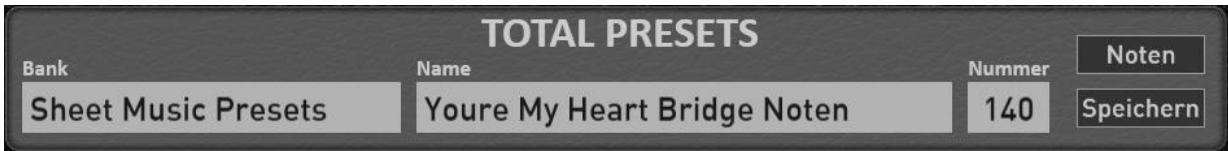


Press the TOUCH button and it opens the loaded sheet.

**As a general rule:** The notes window can be moved freely and free resize. If you are connecting a second monitor, you can window Karaoke and push the on the second display.

Are you in possession of an iPad or Android tablet, you can (for a fee) with the additional program xDisplay and a corresponding tablet USB cable, the karaoke window and place it on the tablet. For questions, please contact your WERSI partner.
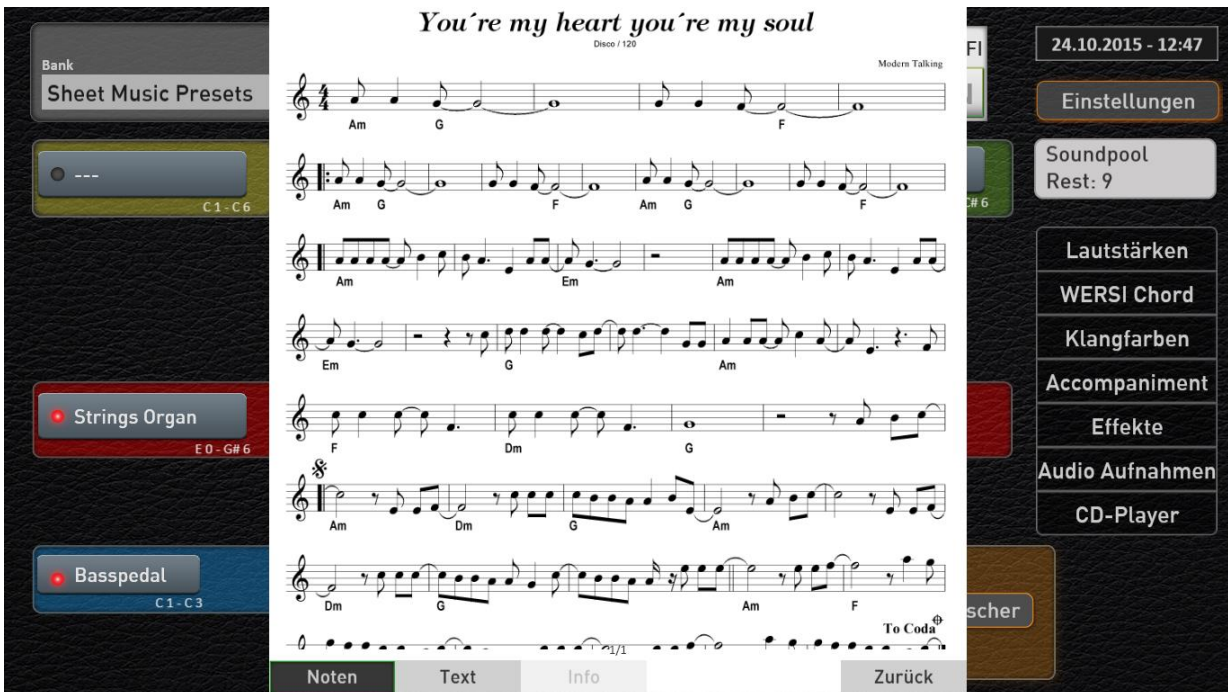


To a song three areas can be selected.

**Grades:**      Here the sheet appears as shown above. The touch panel, you can move the score to wipe from the bottom up or the top down.

**Text:**        Here is the text to the song appears.
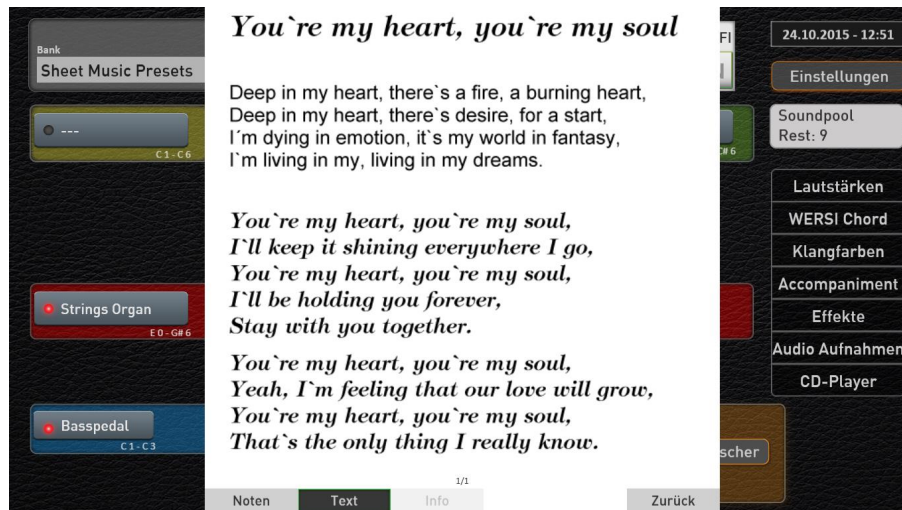
**Info:** Here is a brief information text can be stored.

Are the buttons notes, text or info gray, no data are stored.

Check out the new feature with the new Demo factory presets 131 to 140.

You can also integrate their own notes. The individual note pages must be present in an image format such as PNG or JPG. See the band **Programming SONIC.**

## 9.1.5   Total Preset Live Setting

The term Total Preset live settings, there are three features that you can make working with Total presets.

---

**CAUTION:** As the name suggests, is live settings that need to be reactivated again after switching off.

---

The "Total Preset Live Setting" display can be reached by pressing for one second on the heading "TOTAL PRESET".



It then displays the following screen:
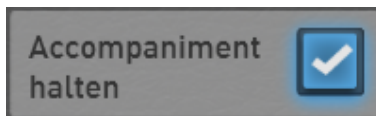




If this option is enabled, just currently selected accompaniment style, MIDI sequence or audio file including remains. The volume "frozen". Even if you select a new total preset by a different accompaniment is actually stored, all things continue as usual.
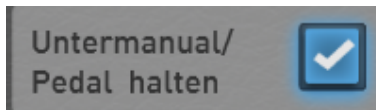


Normally, the tone on all manuals and the foot pedal to be re-assigned by selecting a total presets. Is the "lower manual / pedal hold" function is activated, when selecting new Total presets only the upper manual with the timbres of the newly selected presets Total occupied.

The lower manual and pedal is not changed by the total preset. You can "freeze" the "current" setting there, then, and to your heart's other Total presets select.
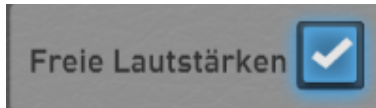


With the "free volume" stored in the Total presets Manual-volumes are not evaluated. The volumes remain so as the drawn current volume drawbars.

## 9.2 The music archive

The music archive is a list of Total presets in which a particular title the right tone on the manuals and the style is stored at the right speed.

The list is divided into the areas WORLD with 600 titles and GERMAN 300 titles (as of May 2019 version).

In the field OWN You can even add your own favorite songs to the music library. See Chapter 9.2.5.

In the columns FAV1 and FAV2 You can have your favorite, mark in two lists and quickly access the title. See Section 9.2.4.

### 9.2.1   Open and close the music archive

Tap to open on the word TOTAL PRESETS to the music library.



*music archive*

To return to the Total presets, tap Music Library.

If you switch between presets and the Total Music archive back and forth, the last used item is selected from each.
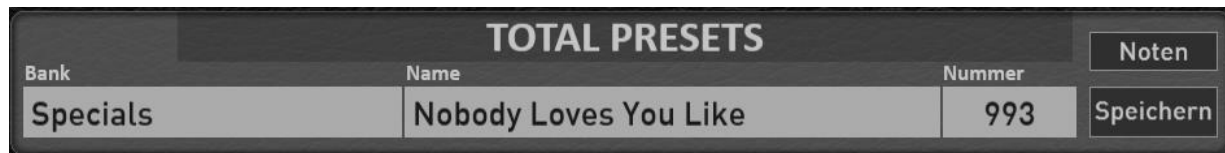


*Total presets*

> **Note:** In mode MUSIC ARCHIVE are the ten total preset button and two arrow buttons on the control panel and between the manuals disabled.

To access the list of stored tracks, tap the title name. In our example figure, the "Dance With Me In The Morning" would be.

If the music archive with the display button **Back** have closed, you are back to "normal" mode and the last used tracks in the music library is called.
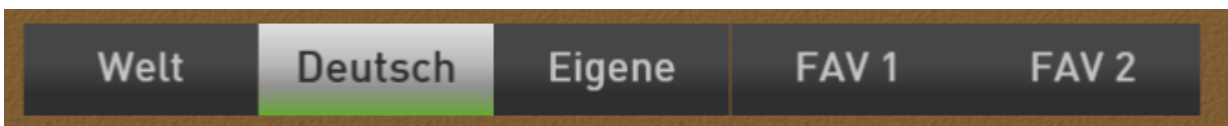
**Important Information:** For the titles the lower manual is split and from C4 with a suitable sound busy.

### 9.2.2 Selecting a title

In the upper areas you can switch between the five areas of German, World, own and the favorite lists FAV 1 FAV and second

As you can set your favorites, please refer to chapter 9.2.4.



Now select the desired range and the underlying list shows stored there songs.

The list shows the names of the titles in alphabetical order in the first column. In the next three columns learn which style at what rate is used and the time signature of the style.

In the two areas favorites 1 and 2 (FAV 1 + FAV2) indicates whether the title of one of the two favorites lists has been added. How do you make a title to one of your favorites, please refer to chapter 9.2.4.

As usual, you can go with a swipe on the touch screen through the list. Or use the scroll bar on the right side.

After you have selected a title, you can **INVITE** activate the settings for this item. The display will remain in the music archive.

If the function **SELECT & CLOSE** is activated, on the press **INVITE** the surface is closed and the "normal" display shows the tone and style of this title.

**Sort the list**
You can sort the list in the fields TITLE, STYLE, tempo and beat from A to Z, sort, or from the lowest to the highest pace. Select the area you want to to. The segment that title is selected directly after you open the music library. A small arrow next to the field name displays the current sorting.

| | |
|---|---|
| **Up Arrow ->** | Sorting from A to Z or the pace from slow to fast |
| **Arrow down ->** | Sort in reverse order of Z to A or in speed from slow to fast |

## 9.2.3  Search specific title

About the features **Title search, Quick Find** and **Filter** You can find the desired song in the music library.

**Title search**
Select the TITLE column, and enter the first few letters of the title, and then press **Input.** Uppercase or lowercase do not matter here.
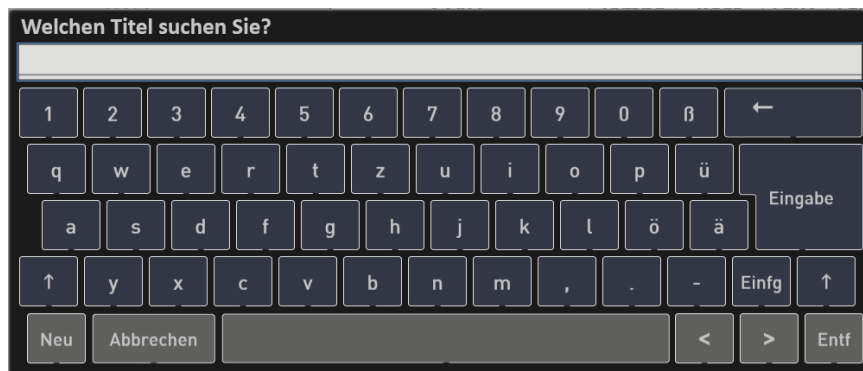


**special feature:** Once a letter combination is present only once, the keyboard is closed and the recognized title is dialed directly. Here's an example:

You are looking for the title of "Mack the knife" and enter letters **mack** on. Since there is only a title with that letter, the keyboard is closed, and the title is dialed directly.
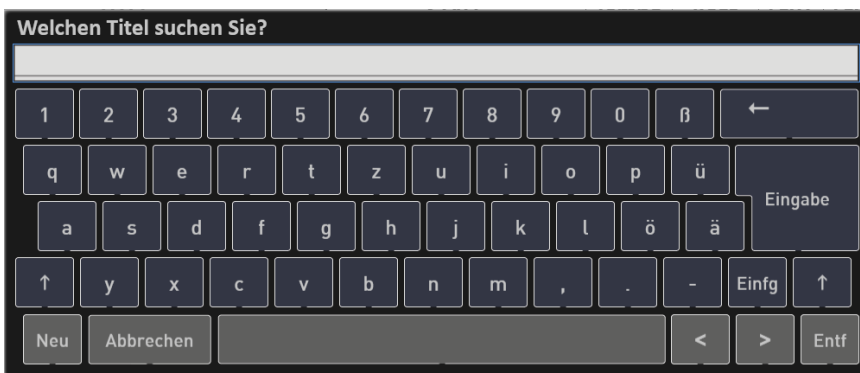
**Quick Find**

Here you have the "only" the first letter available. You can, for. B. lightning speed for the first title starting with **S** jump.
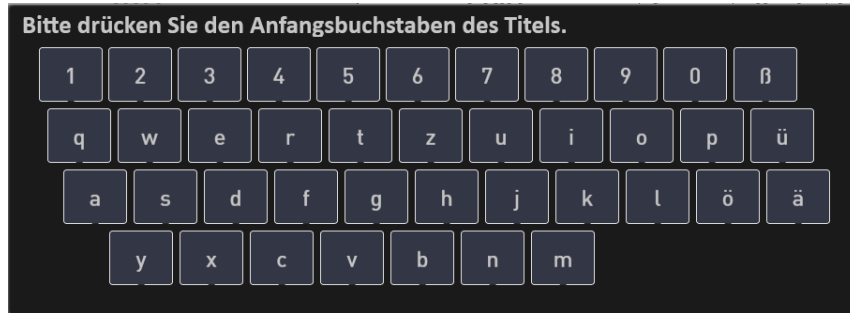


**Filter**

The function filters to search the list of different words. Press filters and to display the keyboard. For example, enter the word **love** on. After pressing Enter, the list shows all the titles that word that **Love** include.



To pick up the filters, press filters and then directly without entering letters Enter.

**Search all songs that use a certain style.**

Select the STYLE column and go to title search. For example, enter the word Swing and press Enter. In the list you will see all the titles that use a style that begins with the word swing. So z. B. Swing Shuffle, Swing It Swing and Sinatra.

Of course you can also use the quick search. Once there, type B, and the list starts eg with a style like Ballad Forever and there are other styles like Beat, etc. are displayed.

Or course, the function filters. Once there, beat one, the list shows all the Style, containing the word beat. So 8 Beat, happy beat or 16 beat.

### 9.2.4 Create favorite

Make your favorite tracks to your favorites. There you have the areas FAVORITES 1 and 2 are available. So you can combine the music tracks that you like to play, in two separate lists. Go through the list and mark the desired entries with Fav Fav 1 or second

To do this, the desired item with one touch. The entry is marked. With another keystroke to in the column Fav1 or Fav2 the entry receives a marking.

| TITEL ▾ | STYLE | Tempo | Beat | Fav1 | Fav2 | |
|---|---|---|---|---|---|---|
| Zirkus renz | Zirkus Polka + | 144 | 4/4 | | | |
| Zip a dee doo dah | Hollywood | 219 | 4/4 | | | |
| Youre my heart youre my soul | Club Titan + | 126 | 4/4 | ✓ | | |
| You are my sunshine | Hollywood | 217 | 4/4 | | ✓ | |
| Yesterday | Smooth 8-Beat + | 72 | 4/4 | | | |
| Wonderwall | Smooth 8-Beat + | 92 | 4/4 | | ✓ | |
| Wonderful land | California Beat + | 122 | 4/4 | | | |
| Woman in love | Happy Beat | 96 | 4/4 | ✓ | | |
| Woman | 8 Beat Romantica | 91 | 4/4 | | | |
| Without you | Pop Ballade 1 | 75 | 4/4 | | | |

If you want to see the favorite one now, press in order to FAV1.

| Musik Archiv | Deutsch | Welt | Eigene | FAV 1 | FAV 2 | Zurück ✕ | | |
|---|---|---|---|---|---|---|---|---|

| TITEL | STYLE | Tempo | Beat | Fav1 | Fav2 | |
|---|---|---|---|---|---|---|
| Woman in love | Happy Beat | 96 | 4/4 | ✓ | | |
| Youre my heart youre my soul | Club Titan + | 126 | 4/4 | ✓ | | |

### 9.2.5   Total own presets to add the music archive

Storing own songs in the music library is very simple. The music archive must be closed and you are in the range of total presets.

1. As you are already used to it when storing Total presets, make all tone for
   the title together and select the the right style at the right pace. Also notes you can save to your title.

Second Tap Save.

**TOTAL PRESETS**

| Bank | Name | Nummer | |
|------|------|--------|--|
| Klang-Presets 3 | Piano & MotionPad | 715 | Speichern |

Third The display now shows the selection if the total preset "normal" in the area of Total
   To save presets or in the music library. Tap Music Library.

In welchen Bereich möchten Sie  speichern?          Zurück  ✕

          Total Preset       Musikarchiv

4th When saving to the music library there is no selection of storage locations. If you before
   Save have been selected to the title and notes, you can choose if you want the notes really saves with in the music library.

In welchen Bereich möchten Sie  speichern?          Zurück  ✕

          Total Preset       Musik Archiv

   Name ändern:

   Nobody Loves You Like

   Noten  ☑

   **Speichern**

5th Tap Save, and your total is automatically preset to an entry in the music archive.

### 9.2.6   Edit Custom Total presets in the music library.

The individual entries in the music library can be renamed or deleted.

If the area is selected own that own stored in the music archive Total presets and among the list of display buttons appear **To edit.** Press edit and displays the following screen:

| Name ändern | | Markieren | Alle Markieren | Löschen | Zurück ✕ |
|---|---|---|---|---|---|
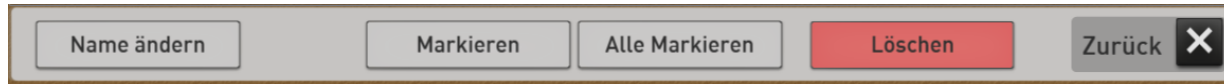
**change name**

To change the name of Total presets that the desired item then select from the list and press **Change name.** It appears that the onscreen keyboard and the name can be changed.

**Delete a single entry**

Select entry and **Clear** to press. Confirm the prompt with **YES.**

**delete multiple entries**

Press **To mark** and select the desired title in the list. then press on you **Clear.**

Confirm the prompt with **YES.**

**delete all entries**

Press **Mark all** and then **Clear.** Confirm the prompt with **YES.**

# 10 change mapping for timbres and Accompaniment

## 10.1 create or edit own mapping

In the two areas timbres and Accompaniment You can create for each panel button into your own mapping. The mapping can consist of up to 15 levels.

Select the desired control panel button in the timbre or Accompaniment and press on the display **HOLD.**

Then select the mapping **OWN.** In our example, this is the tone button "Trumpet / Trombone". The mapping is still empty.
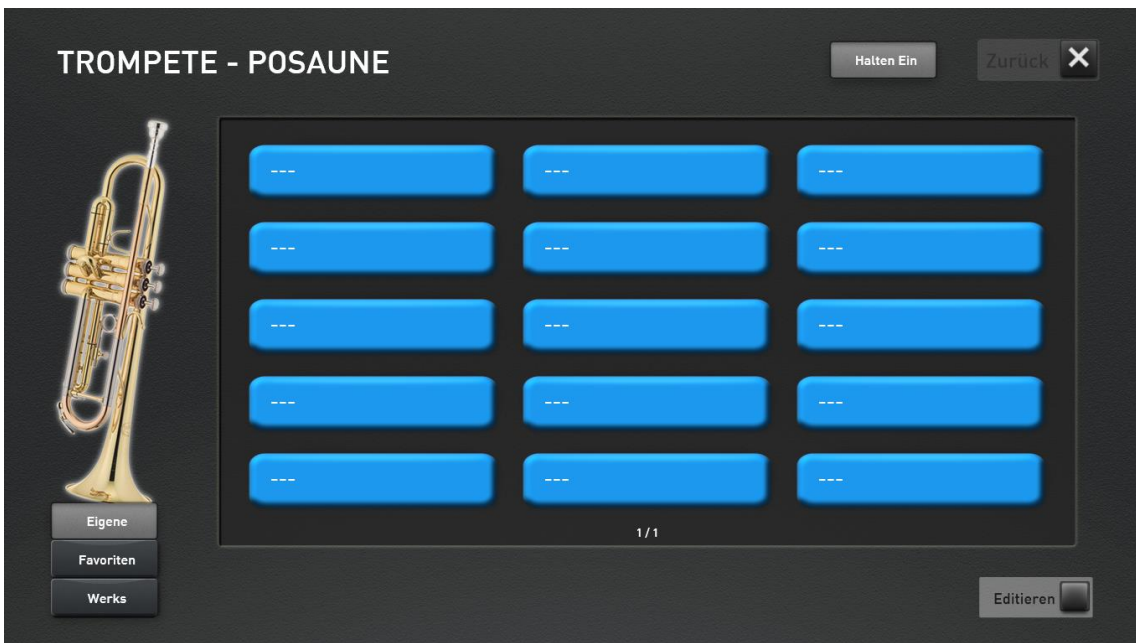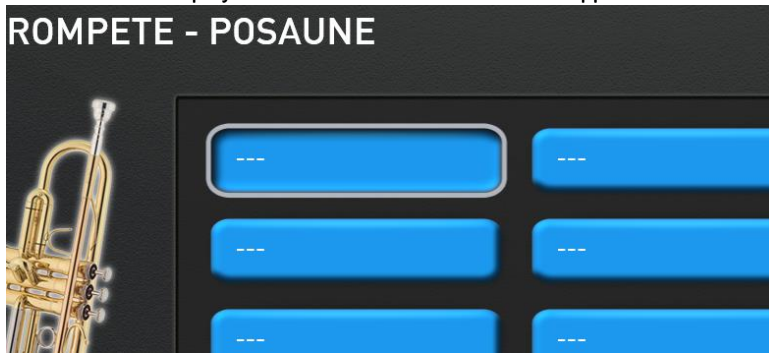


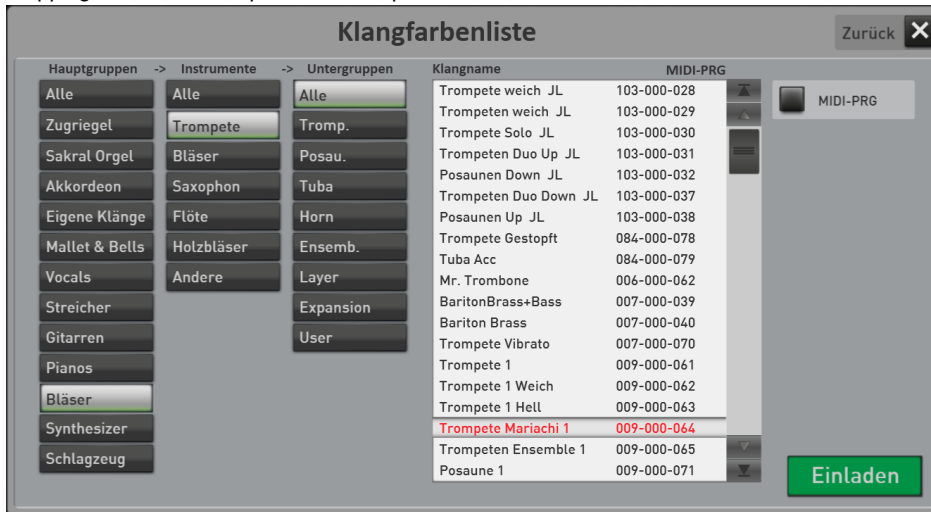Activate the function EDIT and bottom of the screen shows some new features.
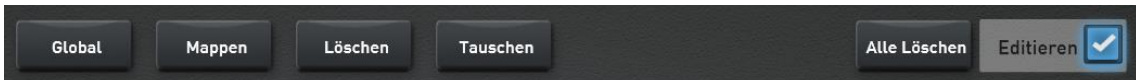
### 10.1.1  Sound or Accompaniment mapping

1. Press the desired display button on the sound / Acc to be mapped.



**Second Press the display button WALLETS and it opens the tone list. If you ACC the**
Mapping edit, the Accompaniment list opens.



Third Now select from the list the desired sound or style / MIDI / audio. In our example,
we choose the sound **"Trumpet Mariachi".**

**4th Confirm with INVITE. The list is closed and the selected sound is on**
preselected button.



5th So you can now take additional display buttons according to their wishes.

**6th To end programming, press EDIT.**

## 10.1.2  Deleting a single mapping space

The function **CLEAR** You can delete a sound / style of a display button.

1. Select the desired display key. In our example, this is the key **"Strings Organ".**
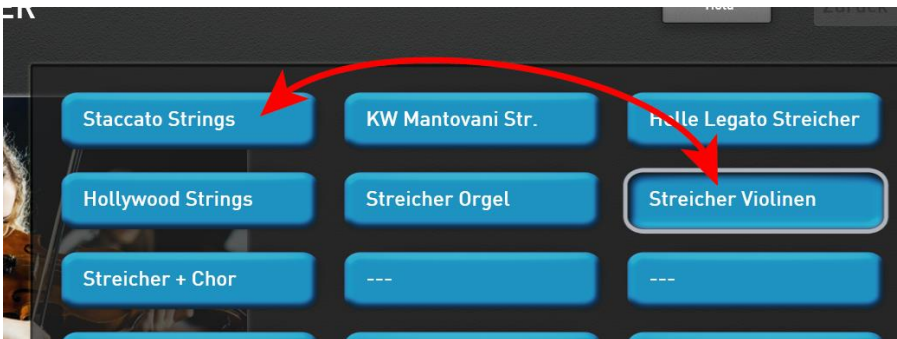


Second Press the key [Löschen] and the sound is WITHOUT further inquiry from the mapping removed.



## 10.1.3  Swap mapping sites

With the functions can replace the assignment of two key exchange to today. In our example, we exchange sound "Strings Violins" with the sound "Staccato Strings".



1. The function [Editieren ✓] must be turned on.

Second Then just the sound of "Strings Violins" select.

Third display button [Tauschen] to press.

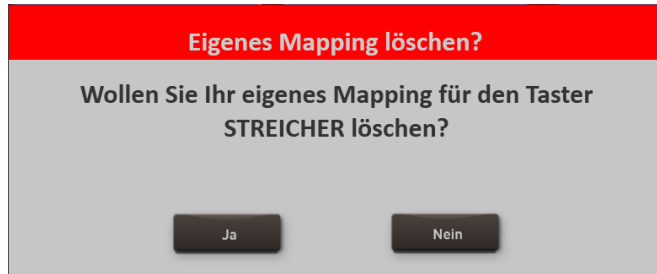4th   Now the sound "Staccato Strings" press and both tones are exchanged and the function SWAP is switched off again.

5th Do not forget at the end of the function [Editieren] off again.

## 10.1.4 Mapping for a button DELETE

The function [Alle Löschen] become **all** Elements on the straight selected button deleted.

**Eigenes Mapping löschen?**

Wollen Sie Ihr eigenes Mapping für den Taster
STREICHER löschen?

Ja          Nein

## 10.2 Clear favorites or freeze

Favorites your favorite sounds and favorite accompaniments for each button and timbres and Accompaniment are continuously collected. To have a quick overview, use what sounds and accompaniments most often.

### 10.2.1 freeze favorites

Your instrument collects constantly, use that tone or style of each button. The function **FREEZE** You can separately for each sound and Accompaniment key end the "collection". The current state is "frozen".
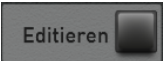
In our example, "cold" we the favorites on the Style button **BALLROOM** on.

1. Select the Style key Ballroom on.
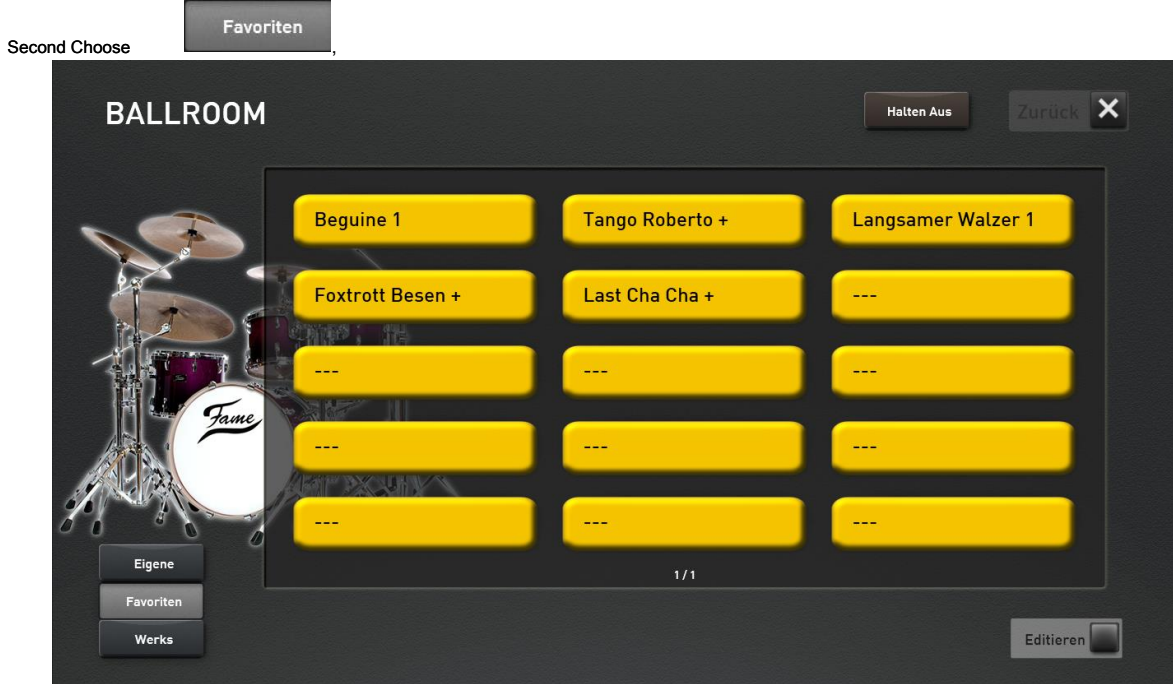
Second Choose Favoriten,



Third Turn the function Editieren ✓ on.

4th Press Einfrieren,

5th Do not forget at the end of the function Editieren off again.
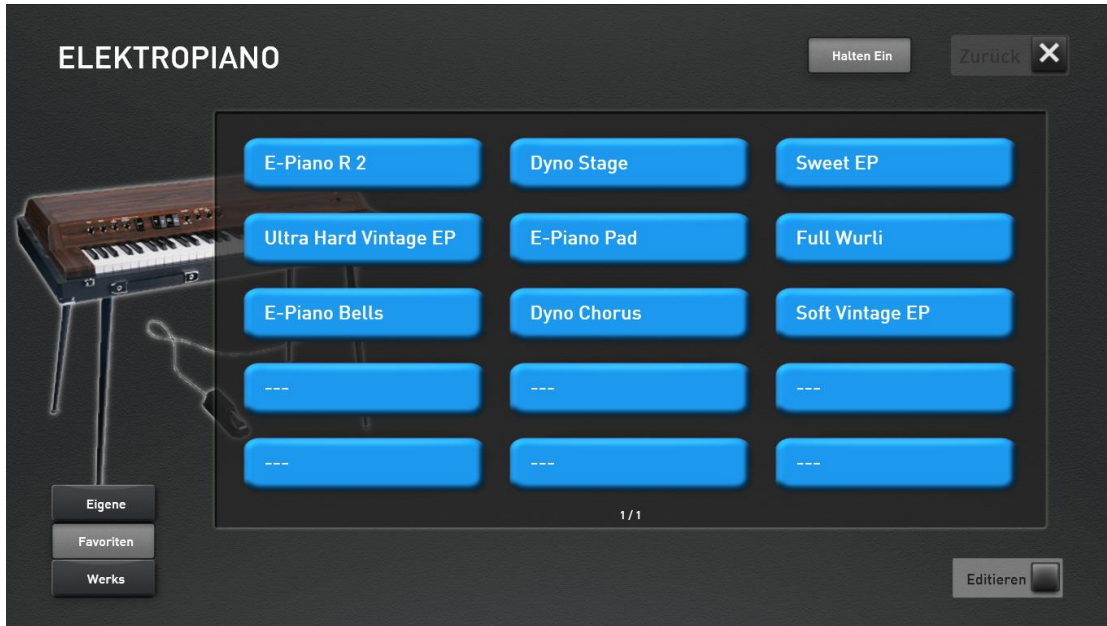
## 10.2.2  Clear favorites for a button

You can reset for each button in the areas of timbres and Accompaniment bookmarks separately.

The function [Alle Löschen] become **all** Favorites deleted on the straight selected button.

In our example, we want the favorites on the tone button **electric Piano** Clear.

1. Select the tone button **electric Piano** on.

Second Choose [Favoriten],



Third Turn the function [Editieren ✓] on.

4th Press [Alle Löschen],



5th Confirm with YES.

6th Do not forget at the end of the function [Editieren ▪] off again.

## 10.3 Global settings for mapping and favorites

### 10.3.1 Direct selection and selection of the mapping

You can set whether a sound or an accompaniment is selected directly when you press a button in the areas of timbres and Accompaniment using the "direct selection".
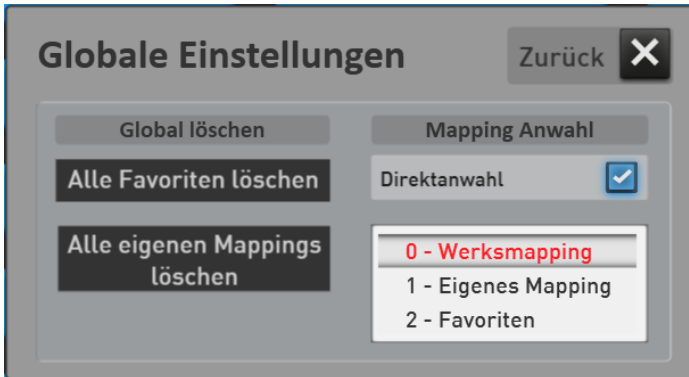


**Direct selection of ->** When you press a button in the field timbres or Accompaniment, only the mapping appears. But it will be selected no sound / Accompaniment directly.

**Direct selection one ->** Here is the first sound / support is selected on the corresponding button directly.

Which plane is selected, you decide here:

0 - mapping work  ->  If the selection to "factory mapping" the first plane of the work mappings is shown in the display. at **Direct selection A** the first sound or the first support of the first work mappings is selected directly.

1 - Custom Mapping -> Is the selection to "Custom Mapping" is the first level of own Mappings shown in the display. at **Direct selection A** the first sound or the first support of the custom mappings is selected directly.

Stored on a button not have a mapping, mapping jumps one level down and select the first sound of the work of mappings.

2 - favorites  ->  **If the selection is "Favorites", the first plane is shown of the favorites in the display. at Direct selection A the first sound or the first support of the favorites will be selected directly.**

Are on a button no favorites Captures been mapping jumps one level down and select the first sound of the work of mappings.
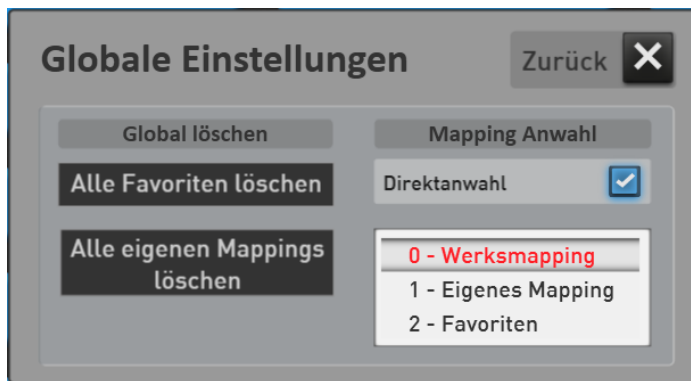
**10.3.2** **Remove all favorites**

"Delete All Favorites" function, you can favorite separately for the areas timbres and Accompaniment for all keys in the selected area at a time to delete.

1. Depending on what Favorites you want to delete, select any button in the timbre or Accompaniment. In our example, we assume a tone button.
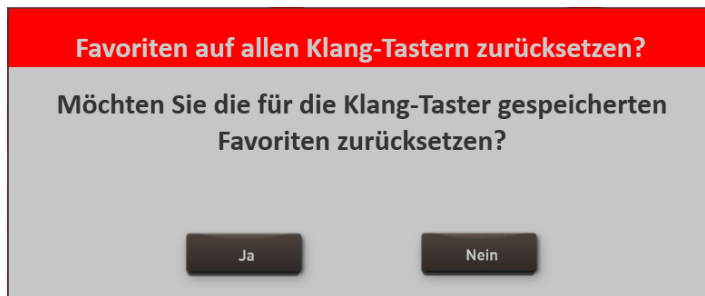
Second Choose [Favoriten],

Third Turn the function [Editieren ✔] on.

4th Press [Global] and the following screen appears:



5th Press the "Delete All Favorites", and it appears the following message:



6th With **Yes** The favorites will be deleted on all tone buttons.

7th Do not forget at the end of the function [Editieren ▢] off again.

### 10.3.3 Remove all custom mappings

"Delete all Mappings" function you can use the custom mappings separately for the areas timbres and Accompaniment for all keys in the selected area at a time to delete.

1. Depending on what Favorites you want to delete, select any button in the timbre or Accompaniment. In our example, we take a Accompaniment key.

Second Choose     **Favoriten** ,

Third Turn the function     **Editieren** ✓   on.

4th Press     **Global**   and the following screen appears:
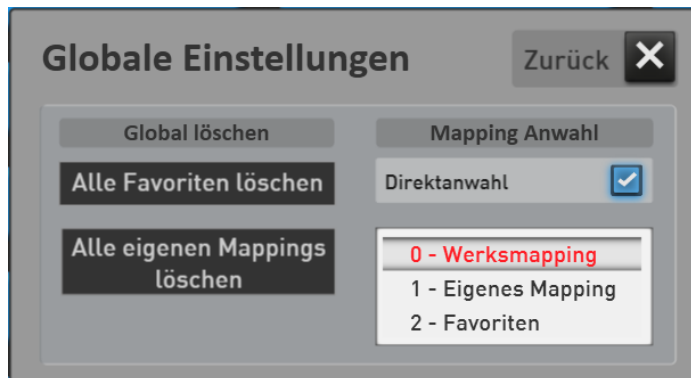


5th Press "All own Mapings delete" and you will see the following message:



6th With **Yes** The favorites will be deleted on all tone buttons.

7th Do not forget at the end of the function     **Editieren** ☐   off again.

# 11 Sound To Style (STS)

This function to each work style are called four matching total presets. So you provide the instrument with every style always got the instrumentation available.

- This functionality is introduced gradually. Gradually, all the working style with STSPresets be provided. Remember that this feature is only available preloaded Styles available.

- Select one you desire work style to. four specially tuned for this style Total presets are now shown in the display -> STS 1 to STS 4th



- Without the One Stop touch function, simply press on a "normal" Total Preset.

The instruments OAX500, OAX600 and OAX700 can be found on the left panel in addition to the keys on the display are four buttons SOUND TO STYLES. They work in parallel with the display keys.
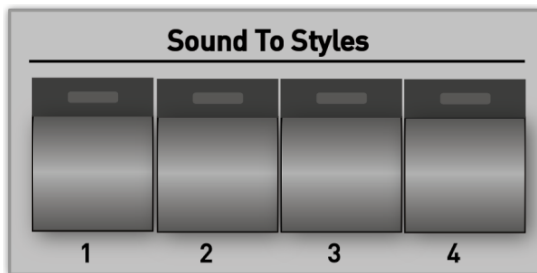
# 12 Unlocks

The OAX system offers the possibility to activate enhancement packages via so-called unlocks. To your instrument is equipped with a security chip. This chip will give your instrument a unique and distinctive instrument ID in the form of a combination of numbers and letters.

The expansion packs there may be notes, sounds, styles, or special features.

**Calling the display side unlocks**
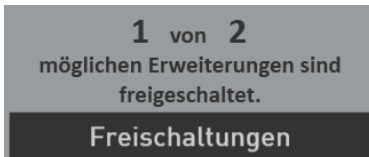


Press **SETTINGS** and select the then
**FREE CIRCUITS.**

Now the display side FREE CIRCUITS appears. The page is constantly expanding, so the figure below may not match your instrument. In the following example, the two central Packages 1 and 2 are not yet available and for the Note 2 package is active for eight launches a trial activation.

Top right you will see your instruments ID. This ID you need to make any connections. The OAXSoftware has once already activated. This activation number is displayed in the section ACTIVATION. Without this number, the software will not start.



**How to obtain an activation**
If you are interested in an expansion pack, please contact your dealer or WERSI MUSICSTORE in Cologne 0221 8884 1561. Then hold your instruments ID ready.

**Unlock groups**

Since there will be gradually more and more expansion packs, several groups were selected. so choose in advance which expansion packs you want to display.

**Sample activation**

You want to do before buying an impression about the possibilities of expansion desired, you can request a trial activation. With this sample activation package for 14 instrument starts and within 14 days can try out.

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**Important:** A sample activation can be requested only once.

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**Final activation**

Did you receive an activation number, dial at the desired package **UNLOCK** and then enter the activation number.

After you have enabled an expansion pack, turn the power off and back once a. To ensure that all new data is loaded.

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**Note:** For each expansion pack has its own manual. There you will learn how to operate the new extension.

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