WERSI

SONIC

OAX1 - OAX500 - OAX600 - OAX700
OAX800 - PERGAMON OAX1000

OAX
OpenArt-Xtended

programming instructions
10th edition

imprint

programming instructions
For
WERSI organ SONIC OAX1, OAX500, OAX600, OAX700, OAX800, PERGAMON OAX1000

Software version at press time:
V1.50

10th edition
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Table of Contents

1 The digital mixer

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

1.1 input mixer

The input mixing console is divided into the areas of organ inputs and VST. Stands for each input a 5-band equalizer available.

organ

The area organ is again in manuals and Accompaniment (accompaniment).
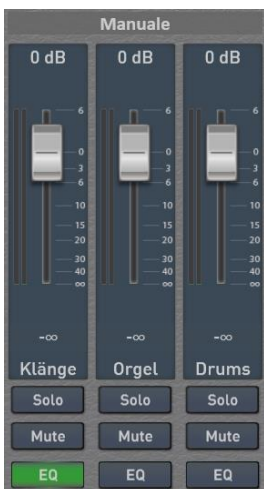
Manuals treats all signals generated from the keyboard.

And Accompaniment all signals generated by Styles and MIDI sequences.

inputs

line -> stereo input on the back

Micro -> microphone port on the back

Wave -> Software audio input for Waves and MP3 files.

1.1.1   The setting options in the input mixer

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

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

The peak display gives you more information about the highest ever volume. You can reset again, just once by pressing the corresponding display area, the peak display at any time.
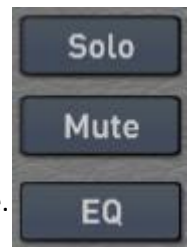
For each channel, the functions of SOLO, MUTE and EQ are available in addition to the volume.

SOLO causes all other channels are muted. It can be switched to SOLO only one CHANNEL. SOLO is not saved with in a preset.
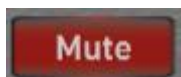
With MUTE You can mute one or more channels. The setting is stored with in a preset.
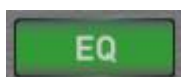
For each channel has its own 5-band equalizer is available. This can be selected via the display surfaces EQ for each channel and set. With BYPASS You can turn off the equalizer.

1.1.2   load preset for the input mixer

Preset für Eingangsmischpult

F01 Standard Mixer - 0 dB (STD)   Speichern

| Als Global festlegen Aus | Als Standard festlegen | Auf Standard zurücksetzen |

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

1. To load an "input mixer preset", simply press on the area in which the name of the current preset is displayed. In this case, "F01 Standard Mixer - 0dB (STD)".
    It opens the window "Input Mixer preset Invite" and the current preset is selected.
2. Using the "factory presets" and "My Presets" to switch the list between the
    Factory presets and your own presets to.
3. Now select the desired preset and press INVITE.

Eingangsmischpult-Preset einladen   Zurück ✕

Werks Presets

Eigene Presets

01 - Standard Mixer - 0 dB (STD)   1, 2, 3, ...

Einladen

1.1.3 save preset for the input mixer

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

1. Press the area "SAVE".

2. Select a location in the list.
3. Would you give the preset a new name, press the display area of the preset name.
4. It opens the screen keyboard on which you can change the name. In this example, "My Eingangspreset 1".

5. Save the preset with SAVE.

1.1.4 set a preset as the default or global

set a preset as "standard preset"

Preset für Eingangsmischpult

F01 Standard Mixer - 0 dB (STD)   Speichern

Als Global festlegen Aus   Als Standard festlegen   Auf Standard zurücksetzen

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

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

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

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

Set a preset from "Global Preset"

Preset für Eingangsmischpult

F01 Standard Mixer - 0 dB (STD)   Speichern

Als Global festlegen Aus   Als Standard festlegen   Auf Standard zurücksetzen

The "Set as Global" You probably already noticed in other areas. If a preset marked as GLOBAL, this selection is maintained in all presets total, even if you have saved in total presets different mixer presets.

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

1.1.5 rename or delete your own preset for the input mixer

If you have saved your own mixer presets, you can rename or delete them.
Proceed as follows:

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

1.2 output mixer

In the main console, you can for both outputs and adjust the headphones the respective channels right and left separately in the volume. Stands for each output a dedicated 5-band equalizer available.

1.2.1 The settings in the main mixer

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

Link L <-> R The button LINK You can connect the two sliders of an output. Then you can adjust left and right together with a controller.

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

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

Solo

Mute

For each channel, the functions and SOLO MUTE are present in addition to the volume.

Solo

SOLO causes all other channels are muted. It can be switched to SOLO only one CHANNEL. SOLO is not saved with in a preset.

Mute

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

EQ

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

Equalizer

Bypass	+2,5 dB	0 dB	-0,3 dB	+1 dB	+5,8 dB
	Bass	Mitten 1	Mitten 2	Mitten 3	Höhen

1.2.2   Save Preset for the output mixer

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

1. Press the area "SAVE".

2. Select a location in the list.
3. Would you give the preset a new name, press the display area of the preset name.
4. It opens the screen keyboard on which you can change the name. In this example, "My Ausgangspreset 2 ".
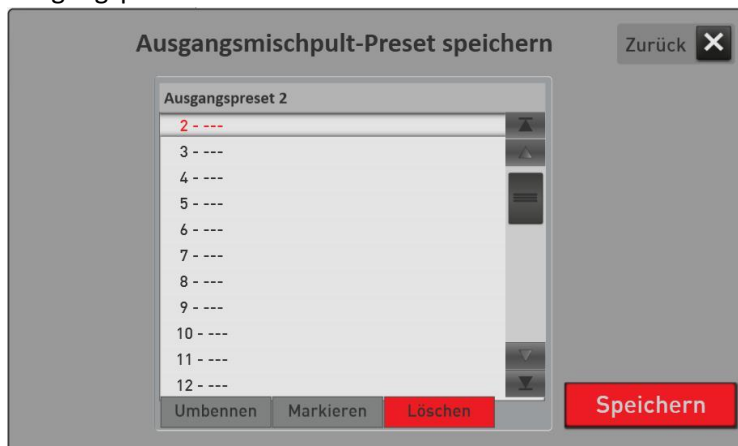
5. Save the preset with SAVE.

1.2.3   load preset for the output mixer

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

1.   To load a preset, simply press the area in which the name of the current preset is displayed. It opens the "Load footswitch preset" the window and the current charged Preset is selected.
2.   Using the "factory presets" and "My Presets" to switch the list between the Factory presets and your own presets to.
3.   Now select the desired preset and press INVITE.

1.2.4 set a preset as the default or global

set a preset as "standard preset"

Preset für Ausgangsmischpult
F01 Standard Mixer 0 dB (STD)   Speichern
Als Global festlegen Aus | Als Standard festlegen | Auf Standard zurücksetzen
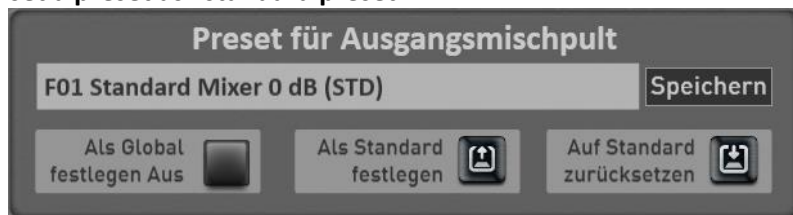
You can set a preset as your default preset. Whenever you provide no special mixing Preset in a total preset with, the total preset automatically dials your default preset.

3. First select the output preset that you want to set as the default.

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

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

Set a preset from "Global Preset"

Preset für Ausgangsmischpult
F01 Standard Mixer 0 dB (STD)   Speichern
Als Global festlegen Aus | Als Standard festlegen | Auf Standard zurücksetzen

The "Set as Global" You probably already noticed in other areas. If a preset marked as GLOBAL, this selection is maintained in all presets total, even if you have saved in total presets different mixer presets.

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

1.2.5 rename or delete your own preset for the output mixer

If you have saved your own mixer presets, you can rename or delete them.
Proceed as follows:

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

2 sequencer

edit 2.1 MIDI sequences

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

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

In the MIDI sequence you can then change its tone and its effect shares and re-save the sequence at the end.
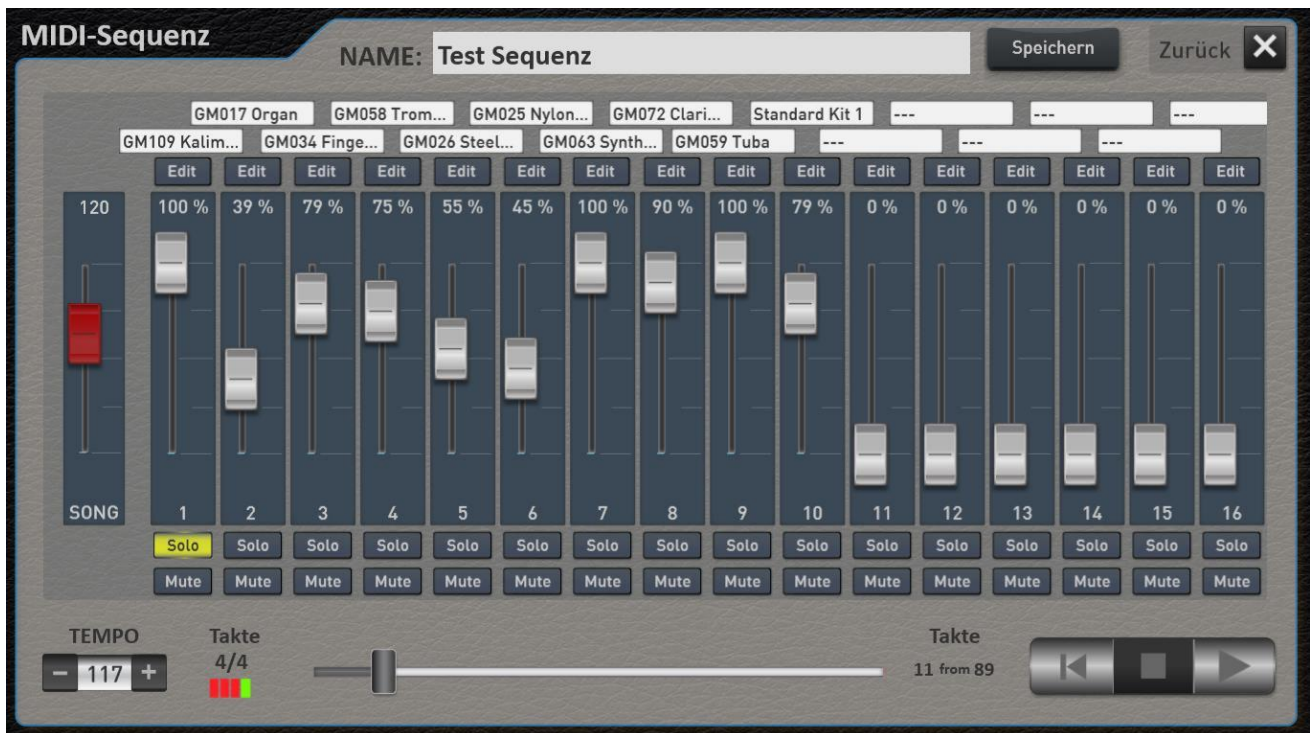
You can move to any timing within the sequence over the movement of the progress bar.

The sequence can be started via the control panel start / stop button and also via the display and stopped. With the left control button, the sequence goes back to the beginning

Important: The MIDI values such as volume, tone and effect level are always displayed to date for the current sequence. the volume from bar 20 is eg quieter on a track, then that is also displayed on the display and only this current can then be changed MIDI worth!

Quickly change a tone color

Press Tones indicator above the corresponding track and it opens the already known to you tone list. Look for a new sound and confirm with INVITE.

Change volume and effect units

About the Display button EDIT You can open the EDIT window for each track. There you can change the available effects and the octave position of the track the volume (same value as on the main page), the panorama. Furthermore, you can again change the tone.

Save sequence

On the display STORE can save the file as usual.

2.2 Style sequences

With a style sequence, you can create a virtual sequence that controls the machine and accompanying dialing Total presets. So you can concentrate on playing and everything else is automatically set.
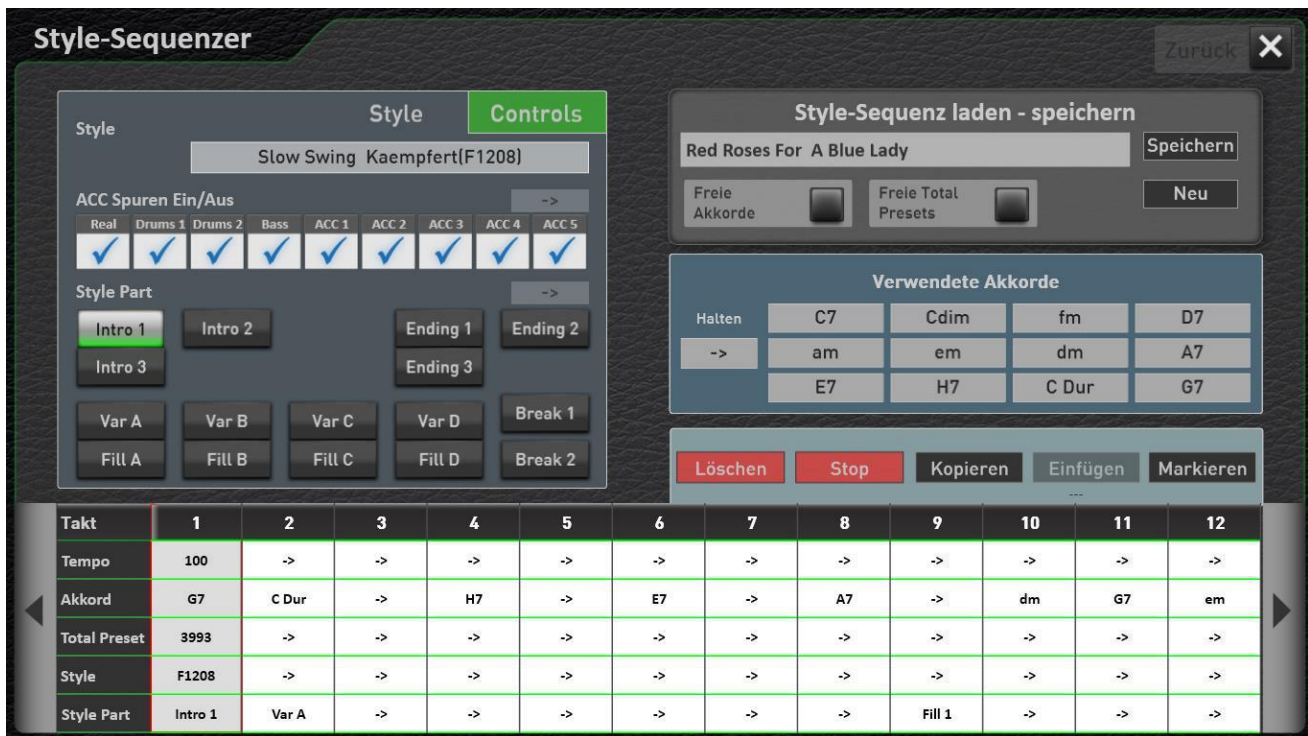
Creating a style sequence, you can start with a musical score or from memory. Something importing you need anything for this operation. The sequence is easily entered via the display.

2.2.1 Previously saved examples

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

The following titles are available:

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

2.2.2   Load style sequence or save

2.2.2.1   Load style sequence

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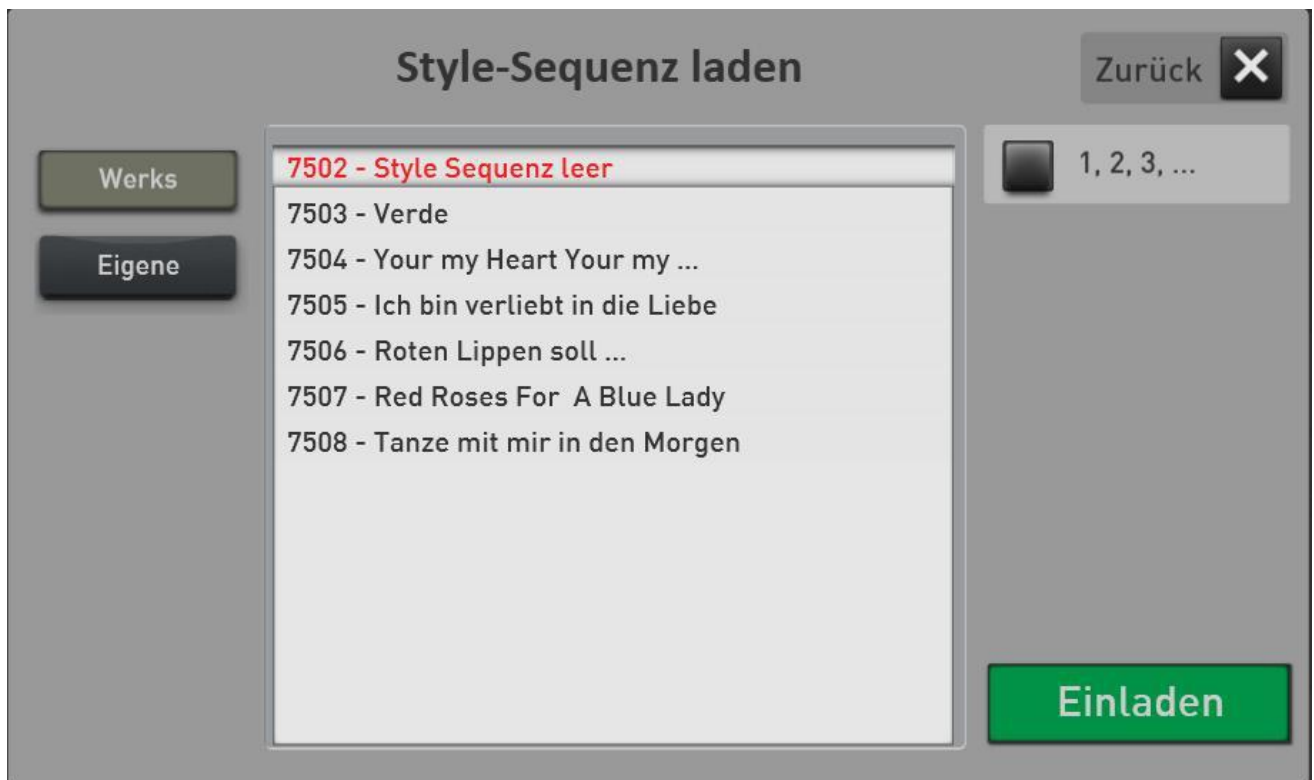
Now select the desired style sequence and confirm with INVITE.

2.2.2.2   Add Style sequence

With the Display button "Save" opens the appropriate display. Before saving choose a new location or overwrite the existing sequence. Confirm with the display area "Save".

Create 2.2.2.3Neue style sequence

With the "New" button loads a blank standard sequence. From this template, you should go out when you want to save a new piece of music as a style sequence.

2.2.3 Playback parameters for style sequences

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

Free chords: If the setting is enabled, the already stored in the style sequence chords are not sent to the accompaniment and you need to grab yourself the chords again.

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

2.2.4 Create Style-sequence

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

Start the programming process by creating the Display button to an empty NEW style sequence.

2.2.4.1 The clock bar

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

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

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

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

In this bar, no changes can be made directly. It can highlight a clock each. The settings for the clock mark is then transmitted in the areas of style and controls and can be changed there.

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

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

2.2.4.2 Das DisplayStyle

Under Style You can set three functions:

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

ACC tracks on / off: You can ACC tracks off one or per measure.

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

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

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

After the sample has been entered, the display looks like this. In the clock bar of the appropriate time with the appropriate data has been filled.

Removing an entry made

Now the arrows come into play. If you want to remove, for example, the change of variation, simply press the arrow - Style Part> in the field, the entire field Style Part will gray and the Varaitionswechsel was removed.. Similarly, you can make it to the ACC tracks and the style changes.

2.2.4.3 The display Controls

Under Controls You can set three additional values for the currently selected clock:
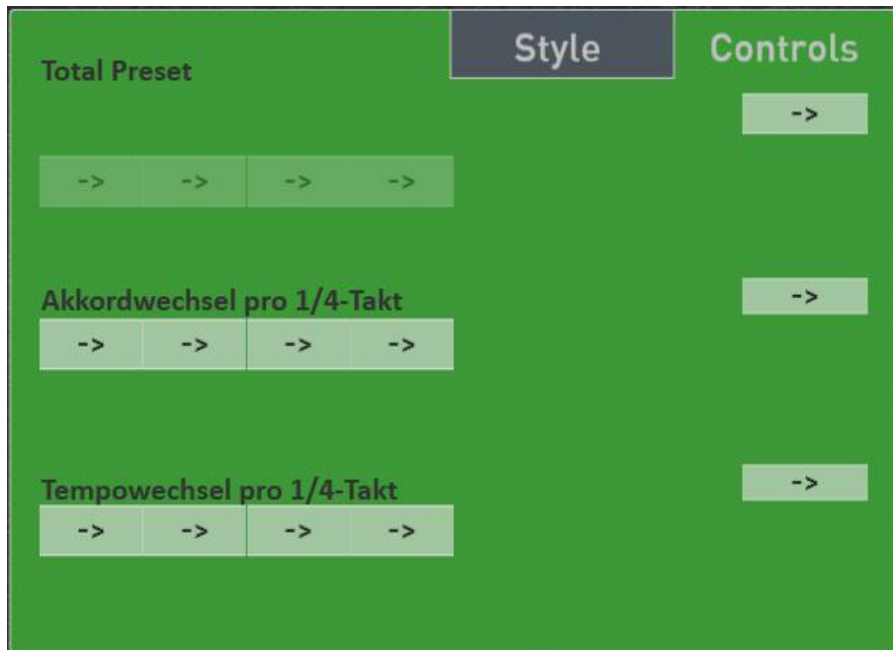
Total presets: Here a total preset change can be entered per measure. The clock quarter in which the total preset change is to be triggered, you can freely determine.

Chord changes: Here a new chord can be entered per measure quarter. As described in Chapter2.2.4.4 "entering the ".

Tempo changes: You can enter ritardando or accelerando.

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

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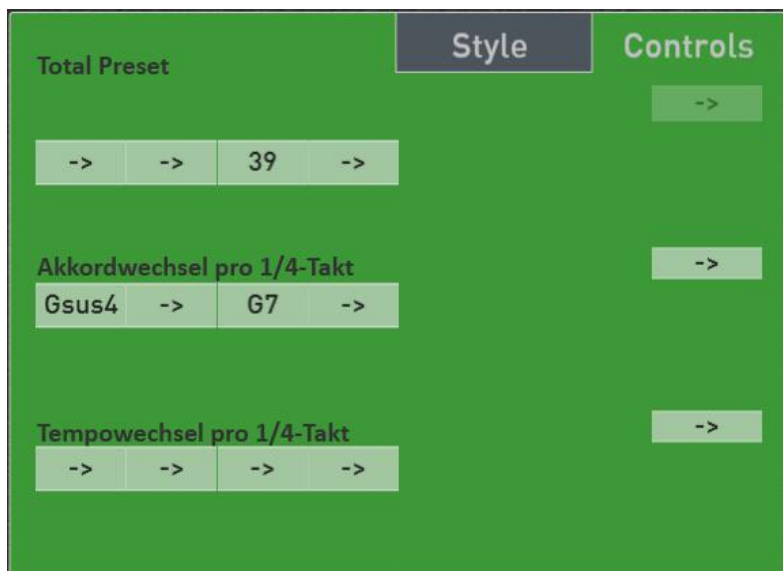
After the sample has been entered, the display looks like this. In the clock bar of the appropriate time with the appropriate data has been filled.
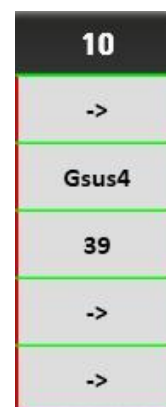
Removing an entry made

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

2.2.4.4 Eingabe chords

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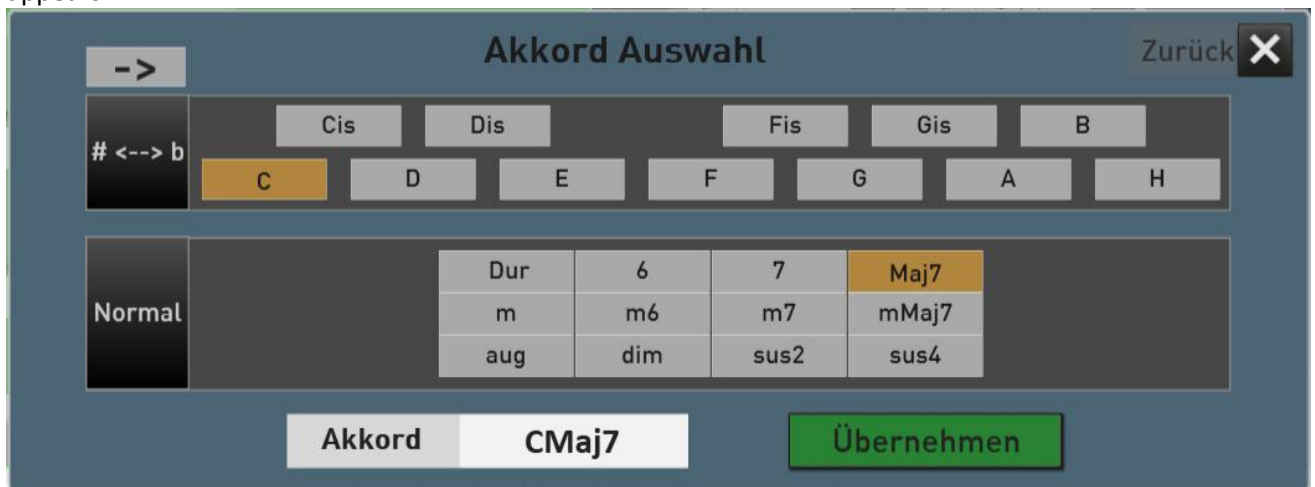
Choose the basic harmony and then a given chord types 12th The result is shown below. With APPLY the chord is taken to the previously selected area and the clock bar.

Other settings in the Chord selection:

 As with all other values can be deleted using the arrow the current chord changes.

 With this button you can change the chord display from # to b.
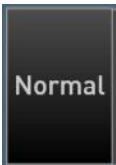
Normal

This button allows you to switch between simple chords (Normal) and expensive chords (Expert). So if you are looking for the chord not see normal, you look under Expert.

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

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

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

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

2.2.4.5 Copy in the clock bar

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

To copy, there are the following buttons:

| Löschen | Stop | Kopieren | Einfügen | Markieren |

First of all, we need to highlight the measures that we want to copy

1. Press Select. The button will turn red.
2. Now press one by one all bars you want to copy.
3. then press Copy. The Insert key is black and the button you will see the copied to the clipboard bars. In our example we have copied 8 cycles of clock 2 to 9.

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

4. Stop labeling by again pressing the Select button.
5. Now select the clock after the bars of the clipboard to be inserted.
6. then press INSERT and the measures are inserted to the desired location.

2.2.4.6 Clear in the clock bar

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

1. Press Select. The button will turn red.
2. Now press one by one all measures that you want to delete.

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

3. Then press the Delete button, the previously selected strokes are deleted.

enable 2.2.4.7 Stop point

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

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

3 settings

3.1 The effect sounds

The six panel buttons "Effect" sounds can be assigned with many different effect sounds like crash cymbals and Applause and many other sound effects and save effect sound presets.

To access the settings page for the effect sounds, press on the main display on the field SETTINGS and then EDIT EFFECT SOUNDS.

He appears the following screen:

3.1.1   demonstrate the effect sound button with other effects

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

1. First select what button you want to assign a different effect sound. This is done either by pressing the appropriate panel button or use the display keys. In our example, the 1 button is selected.
2. To load a new effect sound, simply press on the area in which the name of the current effect sounds is displayed. In this case, "F183 Orchestra Piati 2".
3. It opens the window "effect sound Invite".
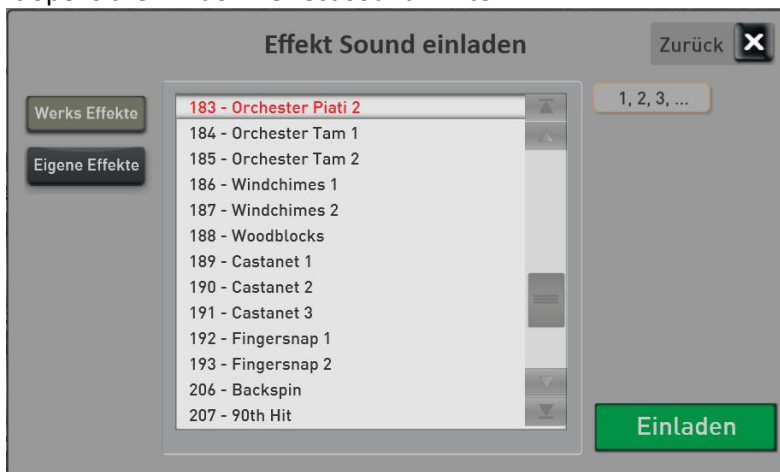
4. Now select from the list the desired effect sound and press Invite.
5. The new effect sound is loaded and displayed.
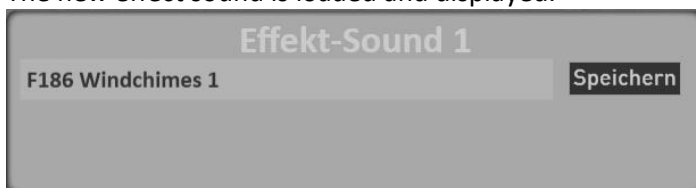
6. So you can successively occupy all keys with different effect sounds.

Save assignment of the six effect sound button

After you have occupied the six buttons, you can save your settings in two different ways:

A. You save yourself your own preset for the effect sounds and can therefore use these settings in other Total presets. See Chapter3.1.4.
B. Or save the settings without intermediate step directly into a total presets by leaving the programming and store them in EASY or PROFESSIONAL MODE the total preset.

3.1.2 change in the sound effect sound

Invited effect sound, you can change the sound with different values.

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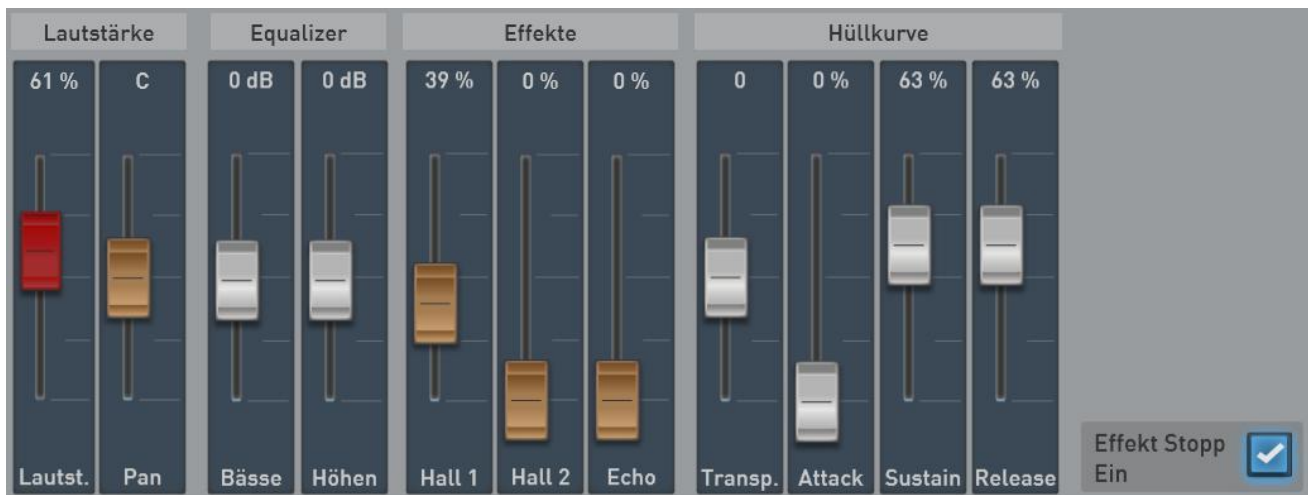
volume
<-> This is where the volume and stereo pan law allows links set.

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

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

Transpose / envelope

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

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

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

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

Effect Stop / Off

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

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

Save settings

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

Furthermore, these changes are also automatically saved in a total preset or an effect sound preset with. If you store a total presets by leaving the programming and store them in EASY or PROFESSIONAL MODE the Total Preset or save an effect sound preset.

3.1.3   load preset for the effect sound button

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

1. To load a "sound effect button preset", simply press on the area in which the name of the current preset is displayed. In this case, "F02 Orchestra 1".
   It opens the window "effect sound preset Invite" and the current preset is selected.
2. Using the "factory presets" and "My Presets" to switch the list between the Factory presets and your own presets to.
3. Now select the desired preset and press INVITE.

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3.1.4   save effect sound preset

After you have reassigned the effect sound button (see chapter 3.1.1) You can save your settings to an effect sound preset.

1. Press the area "SAVE".

2. Select a location in the list.
3. Would you give the preset a new name ("not stored" here), press the area of the preset name.
4. the onscreen keyboard opens where you can change the name. In this example, "My Error 1 ".

5. Save the preset with SAVE.

3.1.5   set an effect sound preset as standard or Global

set a preset as "standard preset"

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

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

   6. then press the Display button once [Als Standard festlegen], The current preset foot switch is in the next selecting with the addition (STD).

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

Set a preset from "Global Preset"

The "Set as Global" You probably already noticed in other areas. If a preset marked as GLOBAL, this selection is maintained in all Total presets, even if you have stored in presets total different effect sound.

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

3.1.6   rename or delete your own preset for the effect sound button

If you have saved your own effect sound presets, you can rename or delete them. Proceed as follows:

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

3.2 Fußschalterbelegung

Your OAX instrument is equipped with multiple foot switches that you assign various functions and store in foot switch presets.
- The OAX500 has two foot on the sill.
- The OAX600 has two foot on the sill, five Pistons and a classic soft pedal. This is the right of the sill and is connected to the piston. 5
- OAX700, OAX800 and OAX1000 Pergamon have two foot on the sill and five Pistons.

To access the settings page for the foot switch, press in the main display on the field Settings, and then on FOOTSwiTCh DOCUMENTS. He appears the following screen:

IMPORTANT! After you have reassigned the foot switch, you can save your own settings in two different ways:
A. You save yourself your own preset for the foot switch and can thus use these settings in other Total presets. See Chapter3.2.2.
B. Or save the settings without intermediate step directly into a total preset by exit programming and save it in EASY or PROFESSIONAL MODE the total preset with a hook at foot switch.

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

What does' Not stored or setting Total Preset "?
There are two situations where this message appears:
1. As long as a non-modified footswitch preset is active, is in the name field of the name of the foot switch presets. Is now a foot switch provided with a new function, the name changed to "Not stored or setting Total Preset". It shows you that this Fußschaltereinstellungen have not been stored in a footswitch preset.
2. If a total preset called in which no footswitch preset, but a special assignment of the foot pedal has been recorded, even this message appears.

3.2.1   prove footswitch with other functions

The footswitch can be assigned many different functions.

1. First select, which footswitch you wish to assign a new function. This is done by pressing the corresponding foot switch on the display. In our example above, the left foot switch is selected on the sill.
2. To prove this foot switch to another function, simply press on the area in which the name of the current function is displayed. In this case, "Sustain Upper Manual".
3. This opens the "Assignable Functions" window.

4. Now select from the list the desired function and press Invite.
5. The new function is loaded and displayed.
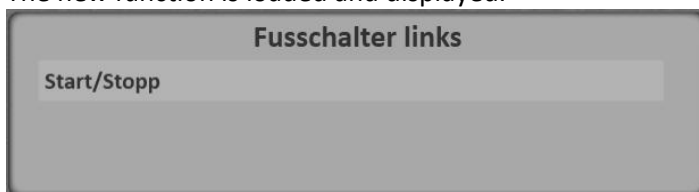
6. So you can reassign one after the foot switch.

3.2.2 Save Preset footswitch

After you have reassigned the foot switch (see section 3.2.1) You can save your settings in a foot-preset.

6. Press the area "SAVE".

7. Select a location in the list.
8. Would you like to give a new name to the preset (here "Standard 1"), press the area of the Preset name.
9. the onscreen keyboard opens where you can change the name. In this example, "My foot switch 1".

10. Save the preset with SAVE.

3.2.3   load preset for footswitch

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

1. To load a "footswitch preset", simply press on the area in which the name of the current preset is displayed. In this case, "F01 Wersi Standard".
   It opens the window "footswitch preset load" and the current preset is selected.
2. Using the "factory presets" and "My Presets" to switch the list between the factory presets and your own presets.
3. Now select the desired preset and press INVITE.

Factory presets

	preset 1	preset 2	preset 3	preset 4	preset 5
	default	Styles	presets	Transpose	sound effects
sill Left	sustain upper Manual	variation down	Total preset down	Transpose down	sustain upper Manual
sill Right	sustain under Manual	variation up	Total preset up	Transpose up	sustain under Manual
Piston 1	Start / Stop	Start / Stop	Start / Stop	Start / Stop	Sound effect 1
Piston 2	Break 1	Break 1	Break 1	Break 1	Sound effect 2
Piston 3	Break 2	Break 2	Break 2	Break 2	Sound Effect 3
Piston 4	Ending 1	Ending 1	Ending 1	Ending 1	Sound Effect 4
Piston 5	rotor slow / fast	rotor slow / fast	rotor slow / fast	rotor slow / fast	Effect Sound 5

3.2.4   set a foot switch preset as the default or global

set a preset as "standard preset"

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

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

8. then press the Display button once [Als Standard festlegen], The current preset foot switch is in the next selecting with the addition (STD).

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

Set a preset from "Global Preset"

The "Set as Global" You probably already noticed in other areas. If a preset marked as GLOBAL, this selection is maintained in all presets total, even if you have saved in total presets different Fußschalterbelegungen.

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

3.2.5   rename or delete your own preset for footswitch

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

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

Show 3.3 notes in the display

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

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

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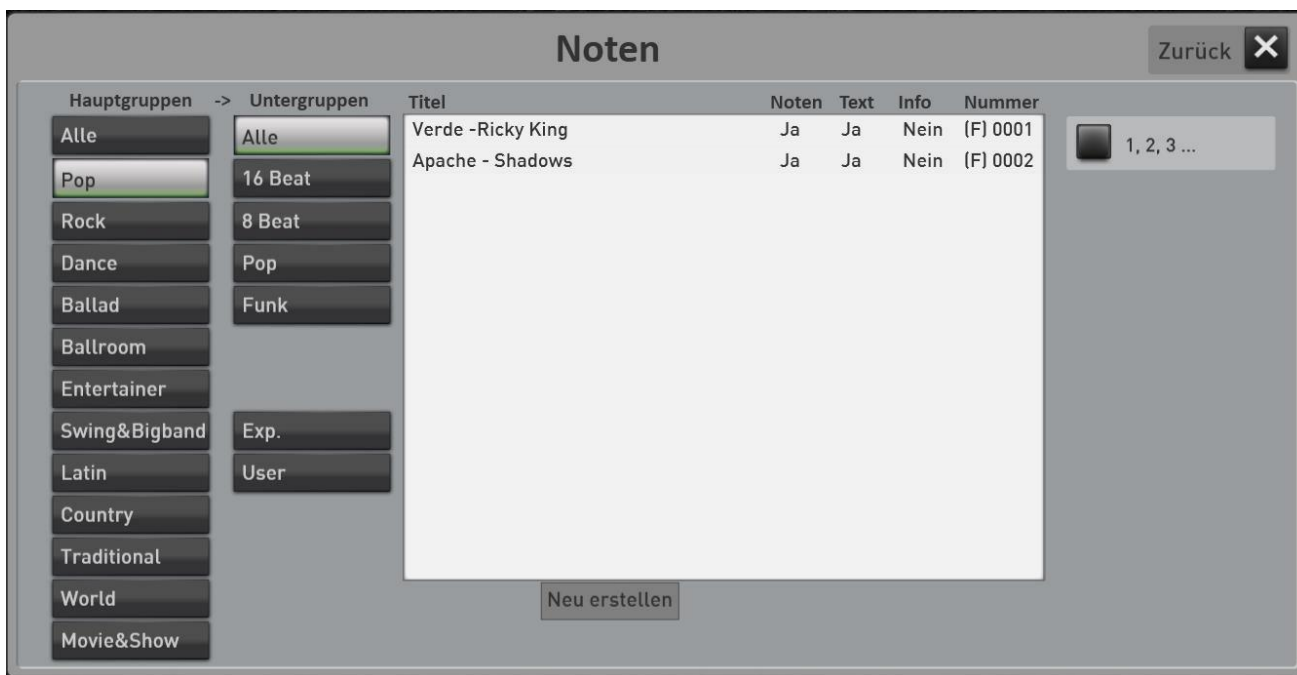
As you already know it from the field Accompaniment, notes various styles of music are assigned.

With the button ALL all existing notes of the list are displayed. A list of all integrated work notes provided in chapter7.3 List of plant notes.

Select the desired song, and then press INVITE.

Now, the main screen is displayed again. In the area Total presets now press on NOTES and the score is shown on the display.

With a wipe from bottom to top, you can "continue browsing" the sheet music.

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

With the Display button CLOSE the sheet is closed again.

3.3.1   Invite Own Sheet music

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

1. The individual pages of music of the title and, as required, the text pages must be on a USB stick. It
    can be used, the formats PNG, JPG, TIF, GIF, or BMP.

    In our example, we create the scores for the title "On the Beautiful Blue Danube". The notes consist
    of two DIN A4 sheets
2. Connect the USB stick with the notes of the organ.
3. at the bottom of the list, press the button "Create new". This opens the display typewriter.
4. Enter the title name, and press Enter. In our example, "On the Blue Danube".

5. The new note title will appear in the list and we can now invite the note or text leaves.
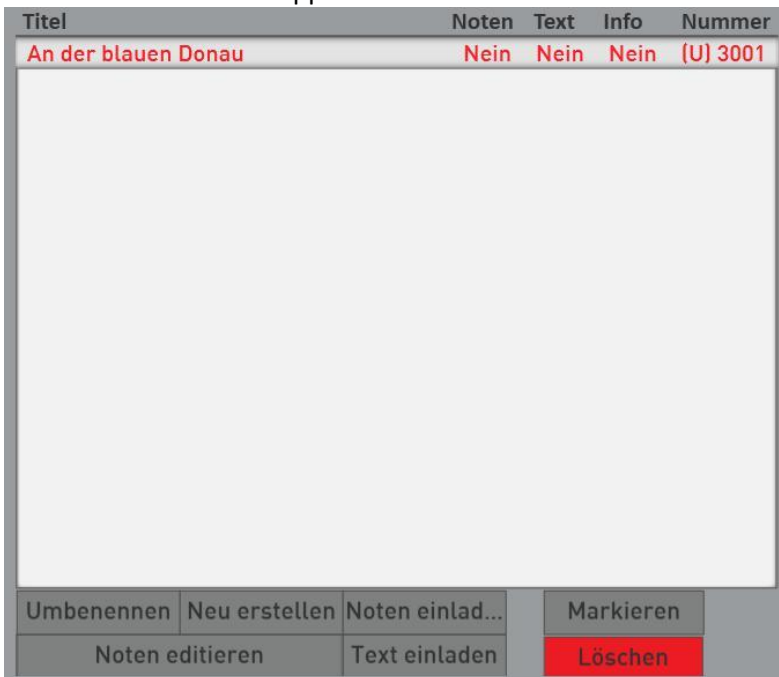
6. Press then SHEET INVITE and it seems the Explorer.
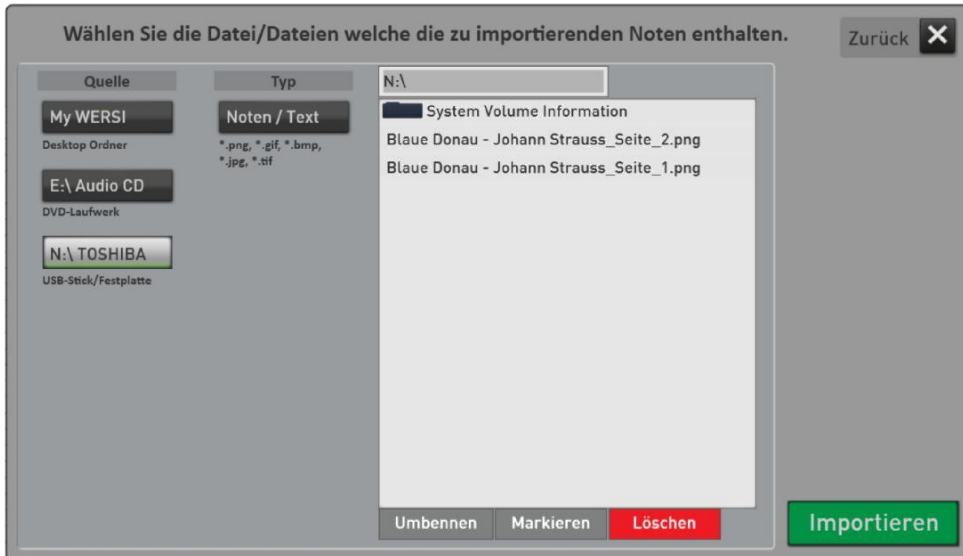
7. There select USB flash drive / hard disk and the file list the existing image files.
8. Select the SELECT button and then select one after the notes pages 1 and 2. The order of the pages, you can adjust later. See the chapter3.3.2 "own Edit Sheet music".
9. Confirm with Import.
10. The display shows that grades were invited to the title "On the Blue Danube".

Titel	Noten	Text	Info	Nummer
An der blauen Donau	Ja	Nein	Nein	(U) 3001

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

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

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

Flieg junger Adler	Ja	Ja	Nein (F) 1602 ▽
Neue Note	Ja	Ja	Ja (U) 3001 ▼

Umbenennen	Neu erstellen	Noten einladen	Markieren
Noten editieren		Text einladen	Löschen

Rename	The name of the note can be changed here.
Create new	Start here to create a completely new title. Enter the Name, and later upload with NOTES and INVITE TEXT INVITE the desired pages.
Invite notes	You can invite up to 8 A4 image files for the page of music
Invite text	You can invite up to 8 A4 image files for the text page.
edit notes	About TOUCH EDIT You can already invited Sheet music in the Sort order and enter an information text to the title. See Chapter 3.3.2 "edit own Sheet music".
To mark	Here you can more notes MARK to delete them.
Erase	This own marks will be deleted.

3.3.2   edit own Sheet music

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

1. Do you have the files invited to notes and text, select the title from the list and press NOTES EDIT. The following display it appears.
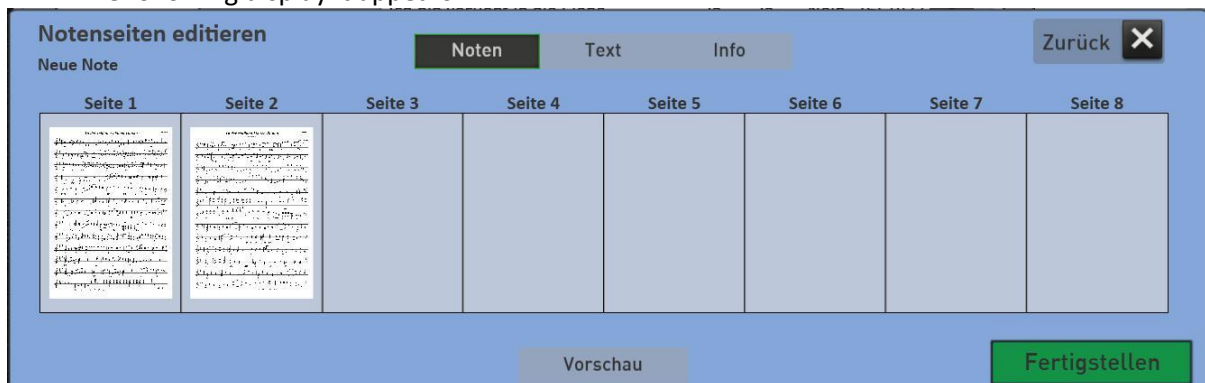
2. In the top of the display you can select the areas SHEET, TEXT and INFO. In the areas of NOTES and TEXT we can change the ranks of the sheet music. for example, first appears the page 2 and then page 1, slide the Page 2 on the side. 1
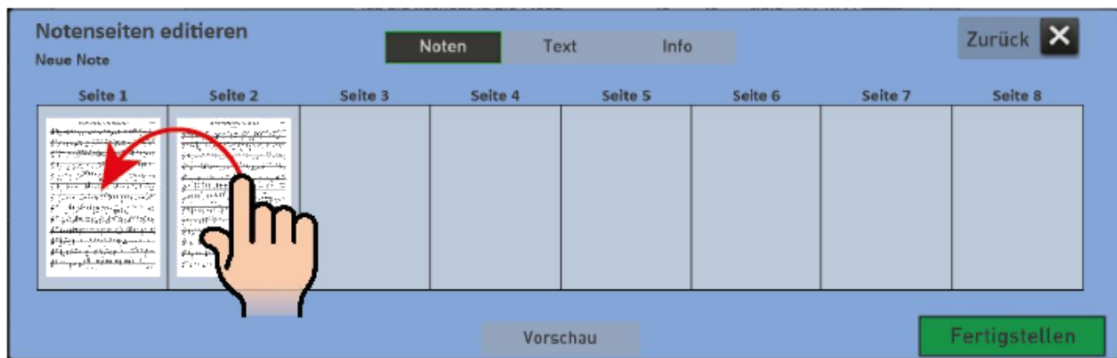
3. Once you switch to INFO, the onscreen keyboard appears on the You can enter text up to 255 characters.
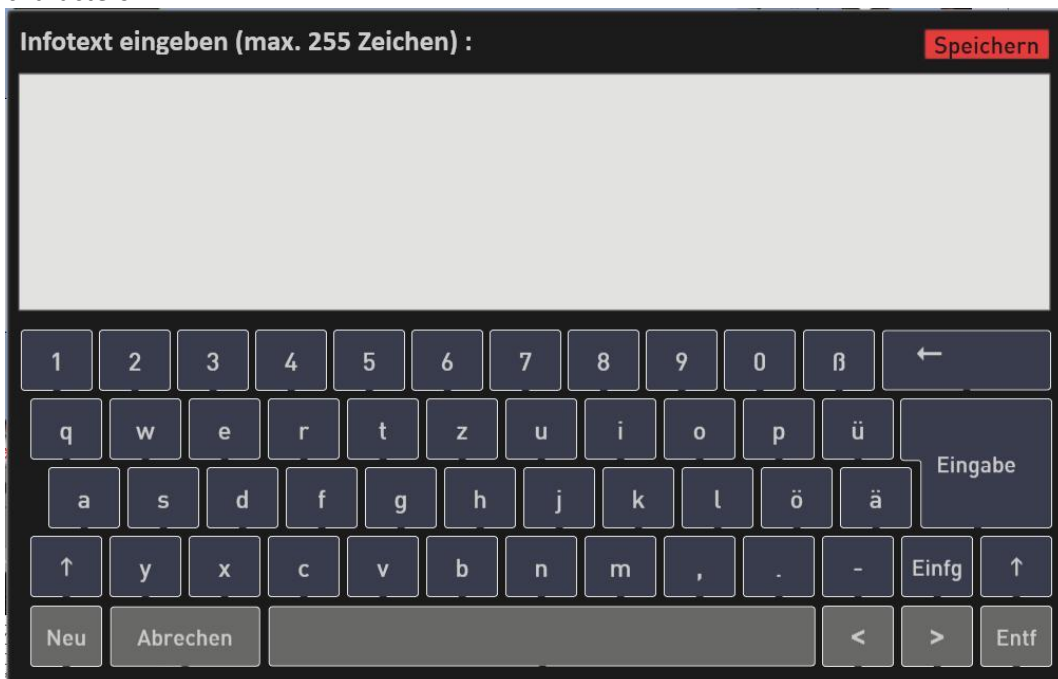
4. Enter the text and confirm with SAVE:
5. The button PREVIEW, you can see the results of your work.
6. About FINISH leave the area SHEET EDITING and you are back in the note list.

edit 3.4 Styles

You can Styles quickly and easily change on your instrument. The span of a simple change of tone color, volume or effect settings sufficient to complex changing the style. With the function MIDI import and export You can edit styles with sequencer programs such as Cubase.

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

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

3.4.1 Overview of functions on the main page

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

Let's explore the areas consecutively:

Which style is processed?

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

Style Info

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

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

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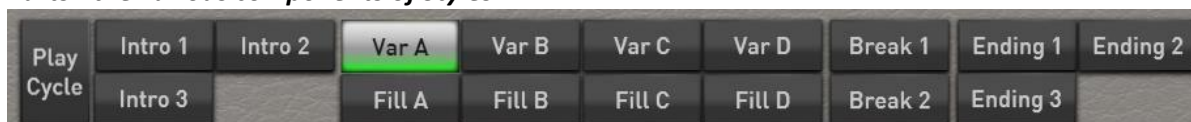
Each style can contain up to 16 parts (parts) are made. This does not mean that all the available styles is to fully exploit the maximum number. So there are styles with just two intros and endings, or just a break.

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

When turned PLAY CYCLE the selected part on START will play only once and then stopped.

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

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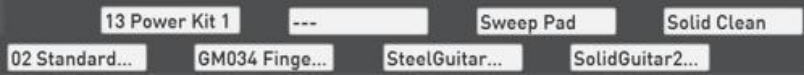
To the currently selected Part belonging to the tracks timbres and volumes are displayed here. Since not everyone Part used all the tracks, this appeared paler and can not be selected.

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

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

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

| 13 Power Kit 1 | --- | Sweep Pad | Solid Clean |
| 02 Standard... | GM034 Finge... | SteelGuitar... | SolidGuitar2... |

To quickly a tone for a track
to change, you can press directly to the respective sound display per track. Further, the timbre
be selected under EDIT.

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

[Edit] The button EDIT additional values for the selected track can be set.
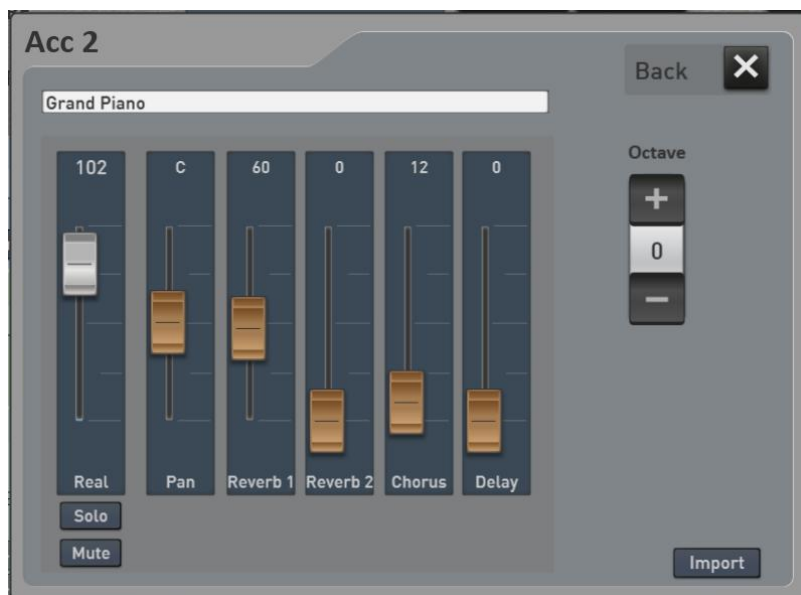
This includes:
1. Volume (identical to the main page)
2. panorama
3. Reverb 1
4. Reverb 2
5. Chorus
6. echo
7. Octave location -> Please note that the octave immediately, but affects the next Part-run.
8. > For more information on the tone list in the manual - timbre
   SONIC,

Part Edit

Under Part Edit lets you copy, paste and delete individual style parts.

Application examples:
1. To copy the Part C VAR and VAR D, then change there instruments and volumes.
2. To use the Intro 1 from the style XY in a different style than Intro second To do this first load the Style with the Intro 1 in the editor, select Intro 1 and press in Part Edit Copy. Then load the different style to the editor, go there on intro 2, and press Insert.

Furthermore, a complete part can be saved as a MIDI file or imported with import with export. See also the chapter3.4.3 "Edit Styles on the computer".

track Edit

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

Application examples:
1. To use the bass track from the variation D in the B second As the variation is longer than the break, the marks are cut off after one clock.
2. You can insert them at the desired location, the bass track in a different style.

Furthermore, a track can be saved as a MIDI file or imported with import with export. See also the chapter3.4.3 "Edit Styles on the computer".
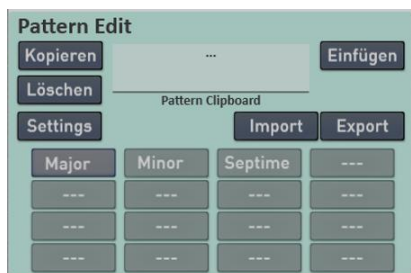
pattern Edit

Individual patterns can be copied, pasted or deleted from the Clipboard.

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

pattern information
In the upper left, you see the pattern information:

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

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

Root Fixed and Root Trans

root Fixed	The note is kept as close as possible to the previous note range. For example, the notes C3, be in the key of C E3 and G3 in the key of G to H2, D3 and G3. Use this setting for channels that contain chord parts.
root Trans	When the root note is transposed, the pitch relationship between the remains receive notes. G3 to the notes C3, E3 and G3 of the scale C, H3 and D4 when the Example Scale is transposed to G. Use this setting for channels Melody lines included. In Root Trans also the tone setting is used.
tone for root Trans	Play the pattern with Root Trans can be adjusted by the root, from takes place which tone of octave-changing. For example, the tone is set to G. Then, the notes C3, E3 and G3 in transposed the keys of C, C #, D, D #, E, F and G always higher. In a G # arises Octave break by one octave below and A, A #, B and H, it goes back above.

play area

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

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

home key

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

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

Chord Assign

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

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

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

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

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

Touch assignment

You can exclude some fundamentals for the pattern.

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

Retrigger Rules

bypass	No change (eg for drums and percussion)
Stop	Running notes are stopped by the chord changes and no longer in the new Harmony started. Particularly suitable for short notes, such as at a Rhythm guitar.
pitch	KeyPitch Transpose
pitch root	KeyPitch on new tone
Retrigger	Running notes are stopped by the chord changes and immediately in the new Harmony started. Particularly suitable for long aushaltende notes, such as in pad Sounds (string pad).
Ret Rout	Running notes are stopped by the chord changes and immediately with the new Keynote started.

Transposition Table

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

3.4.2 The construction of a Style

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

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

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

The track RealDrums does not track pattern. This is to audio files, the part can be imported in Recycle format for each style.
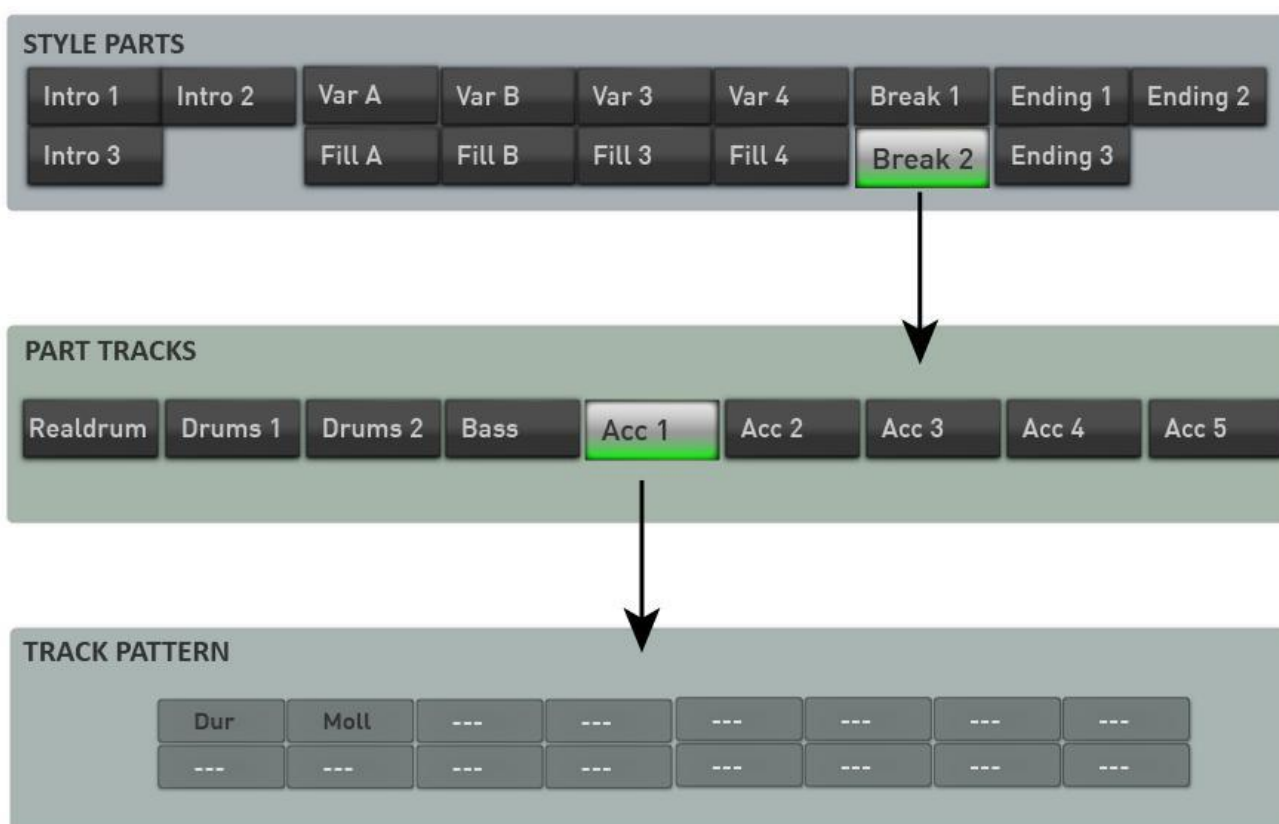
In this example, the style in Part BREAK, on the trail ACC1 a major and a minor pattern.

3.4.3 Edit Styles on the computer or create a new

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

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

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

3.4.3.1 These export and import options are at your disposal:

complete style Importieren Exportieren

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

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

A style part as Intro 1, Var C or Break Import Export

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

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

A track in a Part Import Export

The display area Track Edit there is also an Import and Export button. Here, from the currently selected part, that intro 3, B 2 or D variation that exports currently selected track. This track can be re-imported in the same style or in a completely different style.

The MIDI file sustains the name of the style of the parts and the tracks: 16 Beat 1 + Var D + Acc 3.mid

A pattern of a track Import Export

The smallest unit of a style is a pattern. And Pattern Edit again we find an import and export button.

In memory of: A track can contain up to 16 patterns. This is used for example to track on a different bass lines for major, minor or seventh save.

The MIDI file sustains the name of the style of the track and the Pattern name: 16 Beat 1 Acc 3_Dur.mid

Import 3.4.3.2 Individual Parts, tracks or patterns of a complete MIDI file Also, from a complete export style you can later import individual parts.

To import only a part (Var A or B 1) of a complete MIDI export.
1. Select the part where you want to insert the new part. So for example Break. 1
2. Press IMPORT ranging PART EDIT.
3. Select the desired MIDI file. Now you will be asked which part you want to import the entire file.

4th For example, select option A, to the pre-selected place to import this part (here Break 1).

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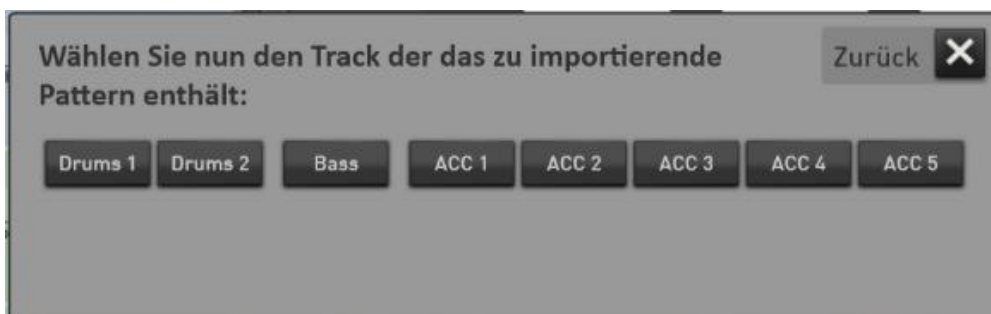
The situation is identical when you import a pattern from a full or part, or track file. Here, there is another intermediate step in which you can select the desired pattern appears.

3.4.3.3 Format an exported Styles in the MIDI format

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

The actual notes are preceded by two bars in which the header information is housed.

Illustration of an ACC track which is divided into two Pattern major / minor and separately seventh.

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

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

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

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

Viewing tracks and patterns

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

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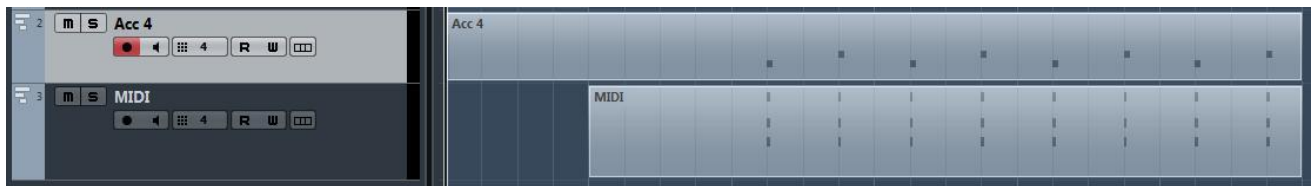
DANGER: When playing a Part, you must ensure that you may not have to turn off together matching pattern (Mute). Playing on a pattern, a major melody and on a next pattern is a minor melody, you have when listening to a mute from both patterns.

3.5 VST settings

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

When delivering plant modules are included that ensure the functionality of the instrument. in chapter3.5.2 "The factory VST modules"The modules are described.

To access the settings page for the VST settings, press in the main display on the field Settings, go there, the Page 3 of 3 and then select VST settings.
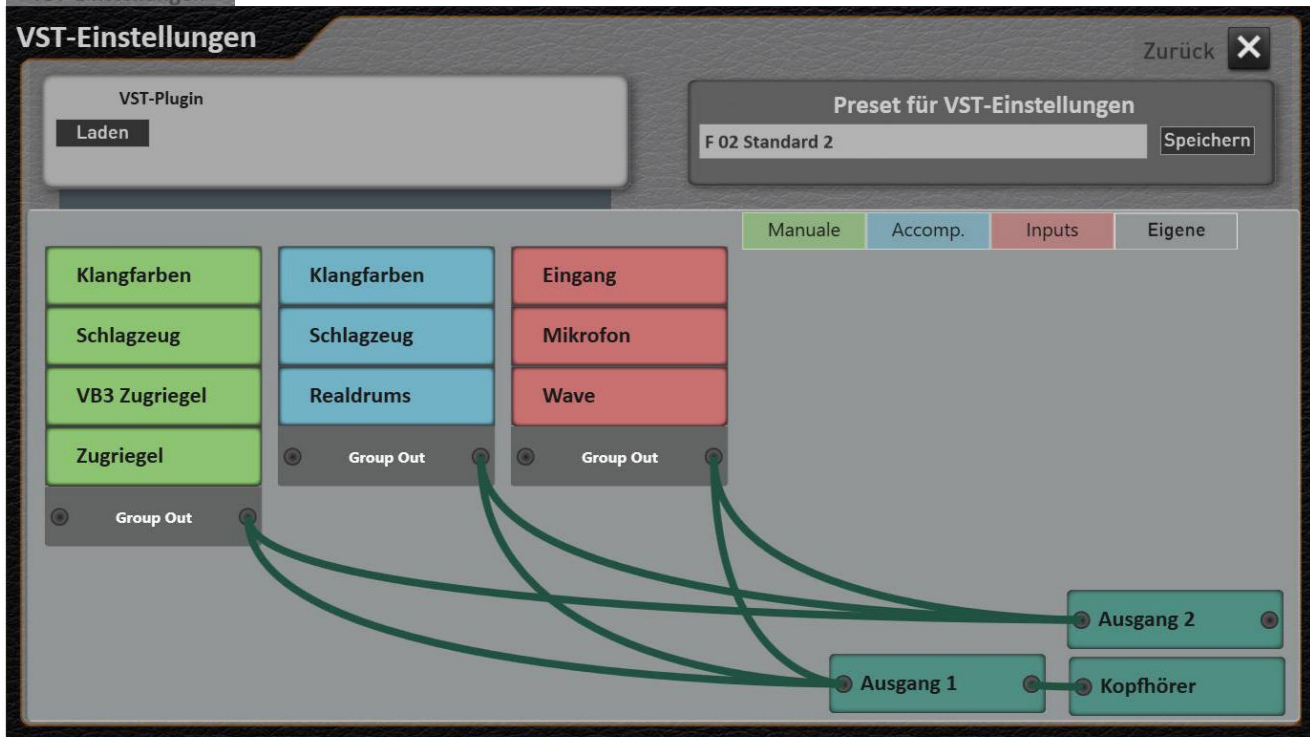
Note! Dealing with VST plug-ins requires knowledge of the issues and VST host VST plugins. In our manual we will give you instructions on how the plug-ins are integrated into the OAX system. For all further information please see the corresponding manuals of the VST plug-ins and associated literature.

3.5.1   General overview of the VST host

In the VST host, you can invite VST plug-ins to add additional sounds or effects to the OAX system. Furthermore, you also have access to the factory plugins. So the WERSI tone that you "wired" as you wish new can.

In order to guarantee a better overview, we have divided the plugins in four areas on and off by pressing the following softkeys, or may be turned off.

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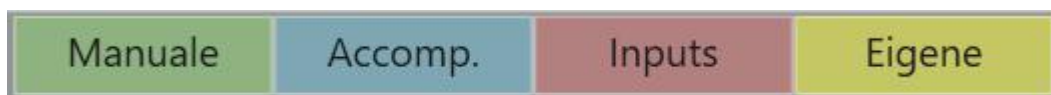
Manuale Displays the tone generations for the manuals.
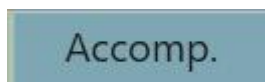
Accomp. Displays the tone generations for the automatic accompaniment.

Inputs Displays the existing inputs.
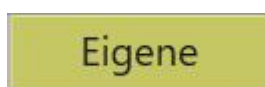
Eigene Here your self invited VST plug-ins appear.

3.5.2 The factory VST modules

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

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

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

3.5.3 load preset for VST settings and save

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

> ## Preset für VST-Einstellungen
>
> | F 01 Standard 1 | Speichern |
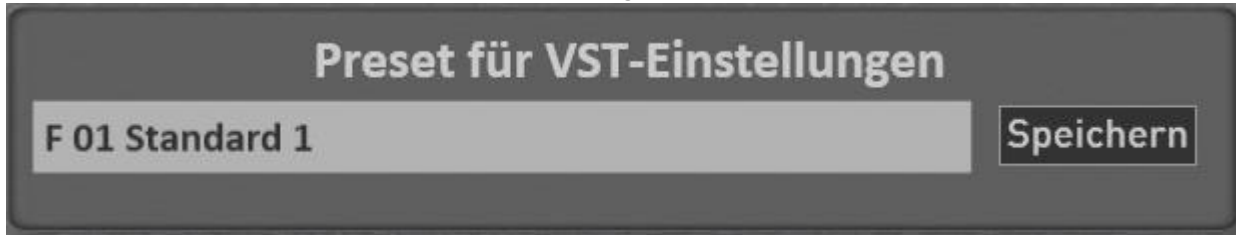
No.	overall configuration	description
0	standard 1	Complete network configuration with all settings
1	Standard 1 main work	Complete network configuration and the sacral organ modules HAUPTWERK. For more information please go to03/05/10 "Sacred Organ Module HAUPTWERK".

Invite Preset VST settings

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

1. To load a preset for VST settings, simply press the area in which the name of the current preset is displayed. In this case, "F01 standard 1".
   It opens the window "effect sound preset Invite" and the current preset is selected.

> **VST-Preset einladen**   Zurück ✕
>
> Werks Presets   1 - Standard 1   ▢ 1, 2, 3, …
> Eigene Presets   2 - Standard 2 with Hauptwerk
>
>   Einladen

2. Using the "factory presets" and "My Presets" to switch the list between the factory presets and your own presets.
3. Now select the desired preset and press INVITE.

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

1. Press the area "SAVE".

2. Select a location in the list.
3. Would you give the preset a new name, press the area of the preset name.
4. the onscreen keyboard opens where you can change the name.
5. Save the preset with SAVE.

3.5.4 integrate new plug-in to the system

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

To add your own plug-ins to this list, please proceed as follows:
1. Install your VST plug-in with the owner's manual. During the installation process you will be asked where the VST - DLL should be stored. Keep this path to help you find the file later. For a better overview, you should use the plug-in DLL c: install \ Wersi \ plugins.
2. If not yet done, press Load. The following appears:

In our example, a private plugin named MiniGrand_x64 has already been integrated.
We are now a plugin to add.

3. Press the Import button and you will see the file manager.
4. Switch to the folder where the VST DLL file has been saved.
5. Select the desired DLL file there and press Load.
6. the list of custom plug-ins (User) now appears. The system automatically selects the next free space. About the name field you can give the plugin a unique name.
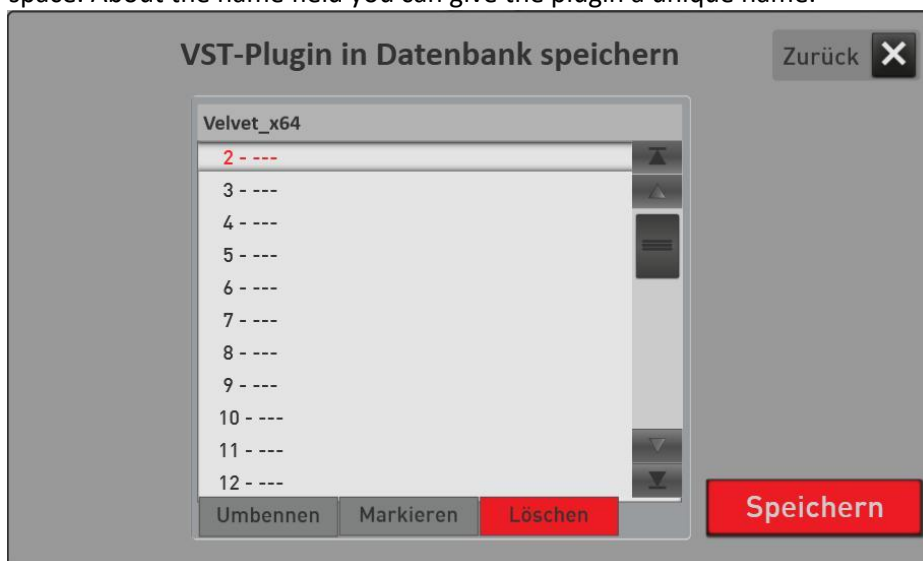
7. Now select Save.
8. While saving, you are asked if you want to plug-in to create a tone list for. This is required for sound plug-ins so that you can call up the tone on the selectors in MIDI sequencer or style editor.
9. The system provides the following options:
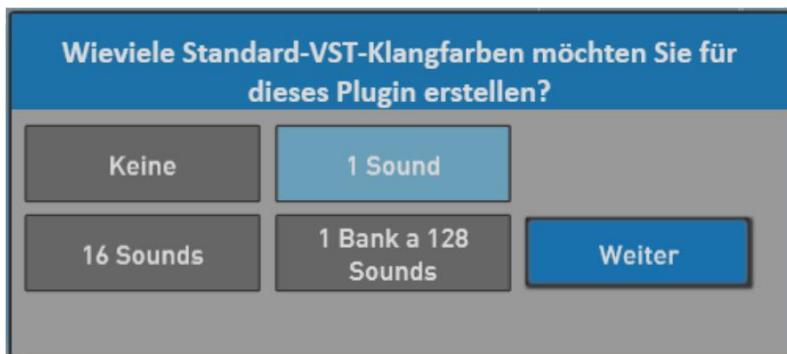
Select the desired number of the tones and press OK.

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

Hints:

- If your plug-in can ever received PRG Change commands, learn from the owner's manual.
- You can not even create a tone, and then later expand the list of timbres.
- The scale tones get the name of the plugin. In our example, the tone was Velvet_X64 - Sound 0 created.

If the plug-in is integrated in the system once, the plug-in can be loaded directly from the list in each of your environment. See3.5.5 "Invite and connect VST plug-in".

3.5.5 Invite and connect VST plug-in

After pressing load plugin, the list of all existing plug-ins appear. The plant modules can not invite again. You may have already added their own plug-ins to the system. If not, go first to Chapter3.5.4 "integrate new plug-in to the system".

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

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

2. Select the desired plug-in from the list and press INVITE. The plug-in is loaded and displayed. In our example, we load the plugin Velvet_X64.

3. Slide the plug-in to the desired location.

   Now the AUDIO connections must be made. Depending on what kind of invited VST plug-in, the plug-in only outputs (toner producers) or inputs and outputs has (effects).
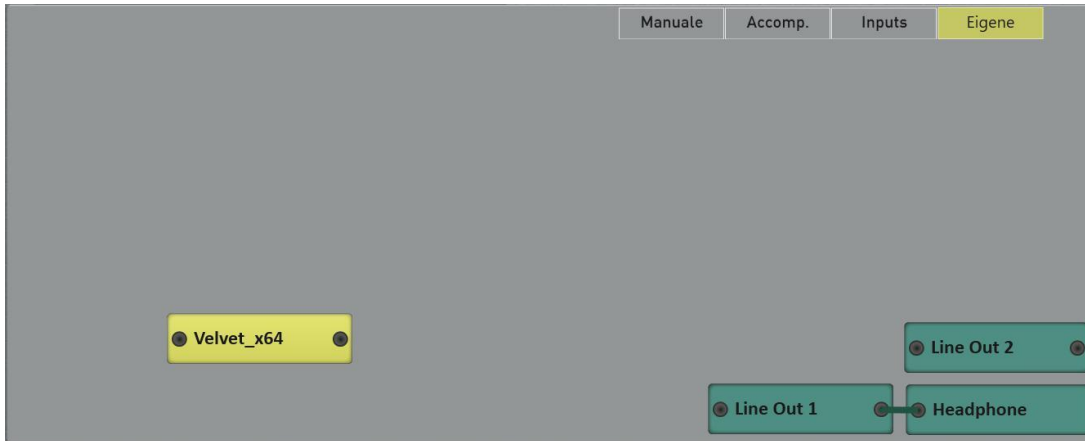
4. To connect a plug-in output to an output on your instrument, keep the output, and drag your finger eg OUTPUT 1. Between the two modules is shown a connection.
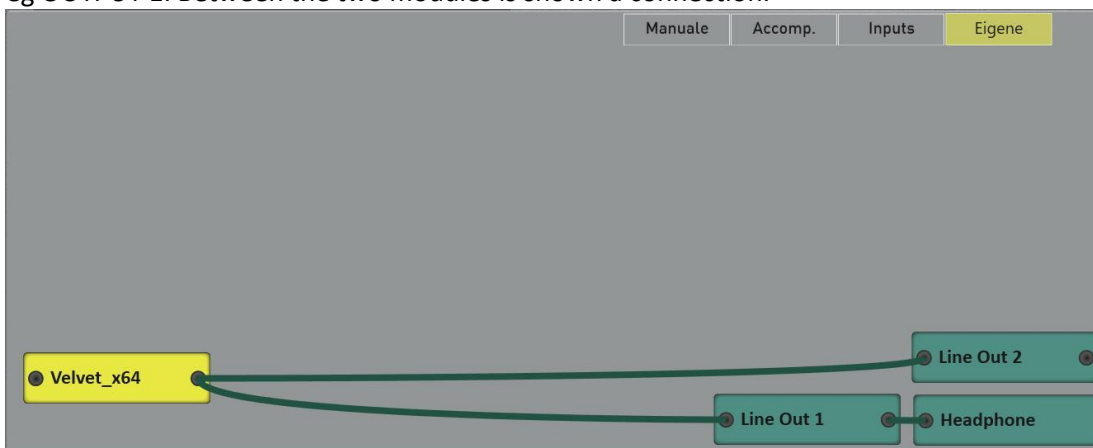
ATTENTION! Do not forget to save the new overall configuration. See section3.5.3 preset Load VST settings and save.

3.5.6 **VST plug**edit -in

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

Tip: The surface can also be opened by double-clicking the plug-in.

Note: The user interfaces of available VST plug-ins are all individually and use different window sizes.
As soon as again press a surface of OAX system, this comes back to the fore.

3.5.7   Basic volume and EQ for VST plugset -in

Mixer / EQ To integrate the plugin sound in the OAX-system, you have a volume control and an equalizer available.

Select your own plugin, and then press the Display button MIXER / EQ. The following screen appears:
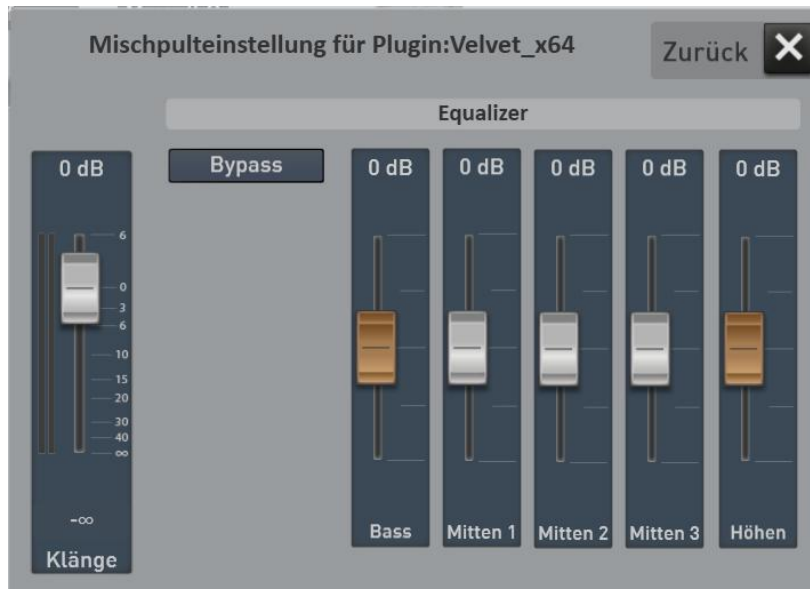
Set the basic volume and equalizer to your liking. The settings are saved with the VST overall configuration.

Do not forget to save the entire configuration. See section3.5.3 Preset VSTload and save settings.

3.5.8   combine, edit or remove audio

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

-> Audio connections are always connected from an output to an input.

-> To delete or edit the selected compounds are shown red.

-> For audio connections always speaking of stereo connections.

-> If a module having a plurality of outputs, they can be reconfigured subsequently.

connect audio between modules

Example 1: They invited a sound generation module and this has only one audio output and no audio input.
Keep your finger on the output and drag your finger across the screen to the desired
Module and then remove your finger from the display. It is automatically an optical connection on the
Display pulled.

Example 2: They have invited an effect module that has an input and an output. Such effects module, you can switch to any position in between. You must first remove any links to again connect the effect with the required inputs and outputs.

Verbindung Entfernen
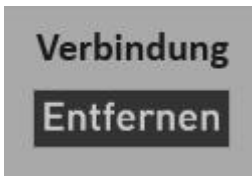
Remove audio connection

To remove an audio connections, press on the display to the desired compound which then inking red. Now press the Remove button.

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

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

Now press the sound selection button USER SOUNDS USER and see the VST sounds.

EIGENE KLANGFARBEN

Velvet_x64 – Sound 0

Something important to VST plug-ins

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

Please inform yourself in the corresponding manuals.

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

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

Manual controller and sound controller

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

Edit sound

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

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

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

Another important point is the MIDI channel routing.

Here are two examples:

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

1. Wrap the desired VST sound on the upper manual 1
2. Double-click on the selector, open the selector settings
3. Now press EDIT SOUND.
4. Go to the area MANUAL CONTROLLER.
5. There, press the first unoccupied Controller EDIT CC.
6. Now you can select using the plus and minus buttons to select the controller. In our case it is the number 91 "Effects 1 Depth".
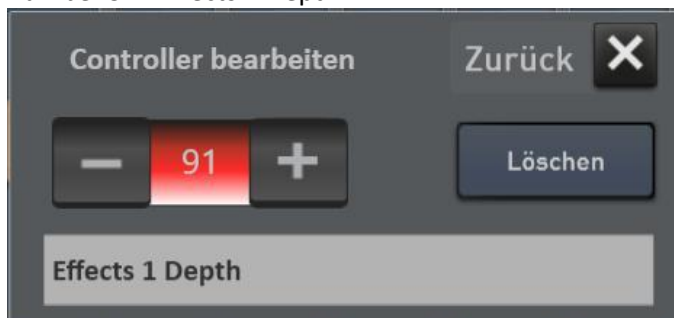
7. About Back to return to the display MANUAL CONTROLLER and the new controller is registered. Previously, you still need to confirm a message with YES so that the controller is transferred to the sound.

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

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

10. Once again press the EDIT SOUND, the tone can be stored on the identical space or as a new VST tone.

We change PRG-Change the tone VST

1. Wrap the desired VST sound on the upper manual 1
2. Double-click on the selector, open the selector settings
3. Now press EDIT SOUND.
4. Go to the area ROUTING

5. Now set the desired PRG including MSB and LSB. The button SEND / DO NOT SEND You can set whether the respective value is to be sent to the plug-in.
   With the Display button SOUND NEW SEND to send the values as a test directly to the plug-in.
6. Once again press the EDIT SOUND, the tone can be stored on the identical space or as a new VST tone.

Note: In routing the value MIDI CHANNEL still appears. As default, the value SYS is set with a number between 1 and 16th This setting means that the OAX system itself manages the MIDI channels. but you can assign a tone and a fixed MIDI channel.

3.5.10 Sacral organ module HAUPTWERK (Optional)

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

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

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

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

Among other things, we offer the following Silbermann organ:

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

Important notes on using the main work:
- Major work is like a church organ. This is reflected, for example, is made that there is no way to adjust the volume of the manuals themselves. Like the original, the volume gets louder with a larger number of registers. The volume control for upper manual 1, lower manual and pedal 1 1 therefore remain without function.
- Masterpiece tones can only be placed on the respective first selectors. So upper manual 1, lower manual and pedal 1 first
- Major work-tone colors can be mixed with other tones of your instrument naturally. Mix.

3.6 Data Backup - Backup

Their own data created can be easily downloaded onto the internal hard drive or backup USB flash drive / USB hard drive and invite again.

To access the configuration page for the backup, press in the main display on the field Settings, and then go to the second page. There you have the functions BACKUP make backup and backup BACKUP Restoring available.

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

3.6.1   Create backup

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

To perform a backup, proceed as follows:

1. If you want to save the data to a USB device, connect the appropriate USB device with your instrument.
2. If not already done, press the soft key SETUP and go there on the page 2.
3. Now press the display button BACKUP make backup and you will see the following display:

Wählen Sie das Ziel der Datensicherung   Zurück ✕

Ziel

My WERSI
Desktop Ordner

DVD-Laufwerk

USB-Stick/Festplatte

Backup2016_7_21
C:\My Wersi\Backup
📁 Backup2016_4_28
📁 Backup2016_6_28
📁 Backup2016_7_19
Backup2016_4_28.accdb
Backup2016_6_28.accdb
Backup2016_7_19.accdb

Umbennen   Markieren   Löschen   **Sichern**

4. In our example, three backups have been created on the hard disk and the destination disk is preset. Now select the USB flash drive / hard disk or just leave it in My Folders WERSI.
5. Now start the backup with the display key SAVE.
6. The display shown above disappears. Now wait until the confirmation appears in the display that the backup completed successfully. This may take some time.

   Confirm the message The backup has been successfully saved! and the backup is complete.

3.6.2 Restoring Backup

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

A backup reload, proceed as follows:

1. If you wish to load the data from a USB device, connect the appropriate USB device with your instrument.
2. If not already done, press the soft key SETUP and go there on the page 2.
3. Now press reload securing the display key BACKUP and displays the following screen:

4. Now decide which backup you want to reload. To select the source, then .accdb to select a backup file with the extension *.
5. Then start the restore with the display key reloading.
6. Now, wait until the reload is complete. After that, the following message appears:

7. After confirming with OK, the instrument must be shut down and restarted.

8. Confirm the following message with YES.

Wollen Sie das Instrument ausschalten?

Ja   Nein

The instrument will be restarted and the new data are available.

4 Using the onscreen keyboard

The operation of the on-screen keyboard (Virtual Typewriter) is based on WINDOWS 10 and corresponds (with small deviations) an ordinary computer / laptop keyboard. In this will differ depending on the input type between two keypads. Once the large keyboard with letters and numbers and even a pure number entry.

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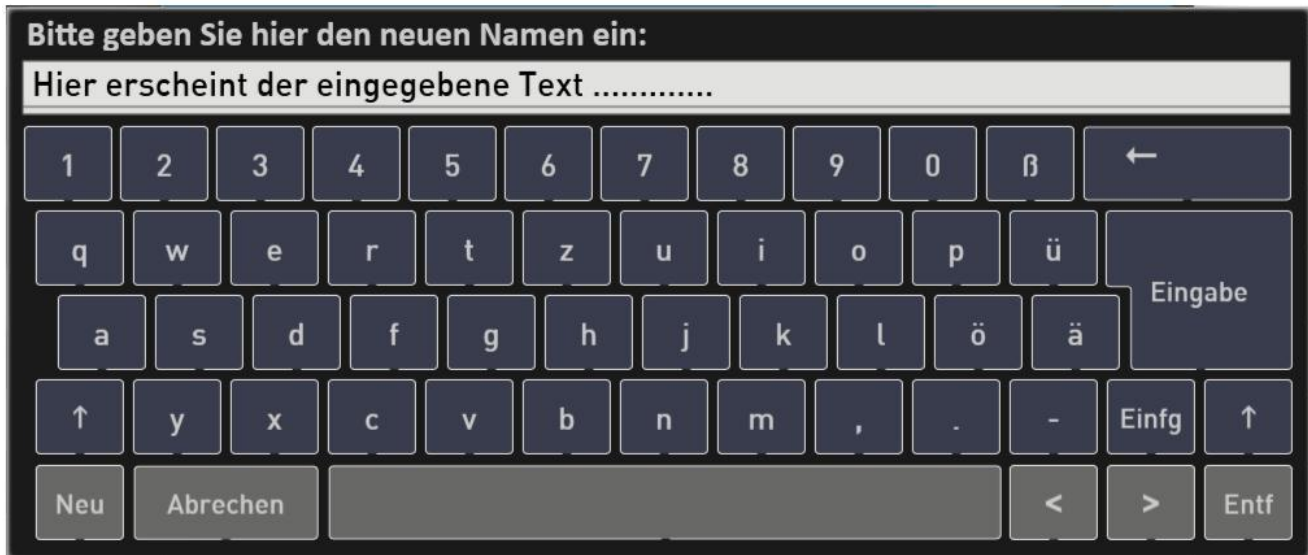
Figure lowercase
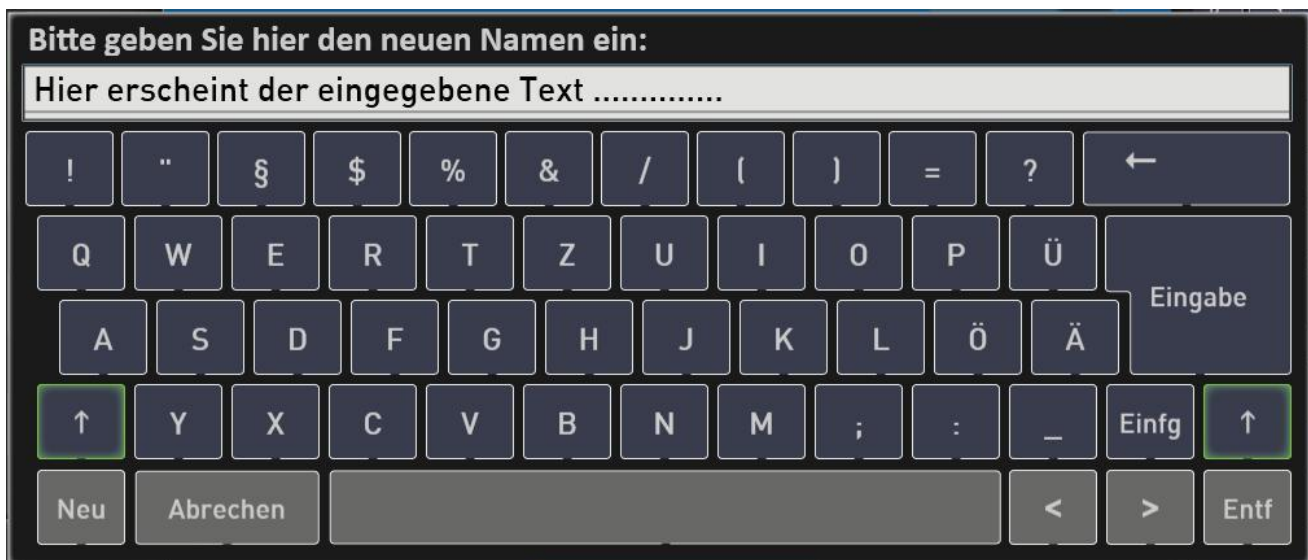
Illustration uppercase (pressed Shift key)

Note the following:

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

< > = Displacement of the write mark (cursor) = vertical line in the text line.

Alternatively, set the input cursor (vertical bar) by tapping in the signature panel on the desired location of the text.

Neu = Clears all text.

Abbrechen = Closes the Displaytastaur. Entries made are discarded.

Entf = The Delete key, the letter is deleted before the cursor.

Einfg = Insert or overwrite characters at marked positions. When switched on, the following characters are overwritten.

< x = Delete the character to the left of the mark

Eingabe = Completes the input process and the onscreen keyboard is closed.

ⓘ Consider in your naming also that the display can be displayed later completely in the selection fields in the main display under total preset (although, of course, longer names are possible, but then cut it into its display).

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

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

Moreover, some keys such. B. Enter any function.

🛠 When using / connecting a PC keyboard, but have the ability to use all the legal letters and characters.

4.2 input of text blocks

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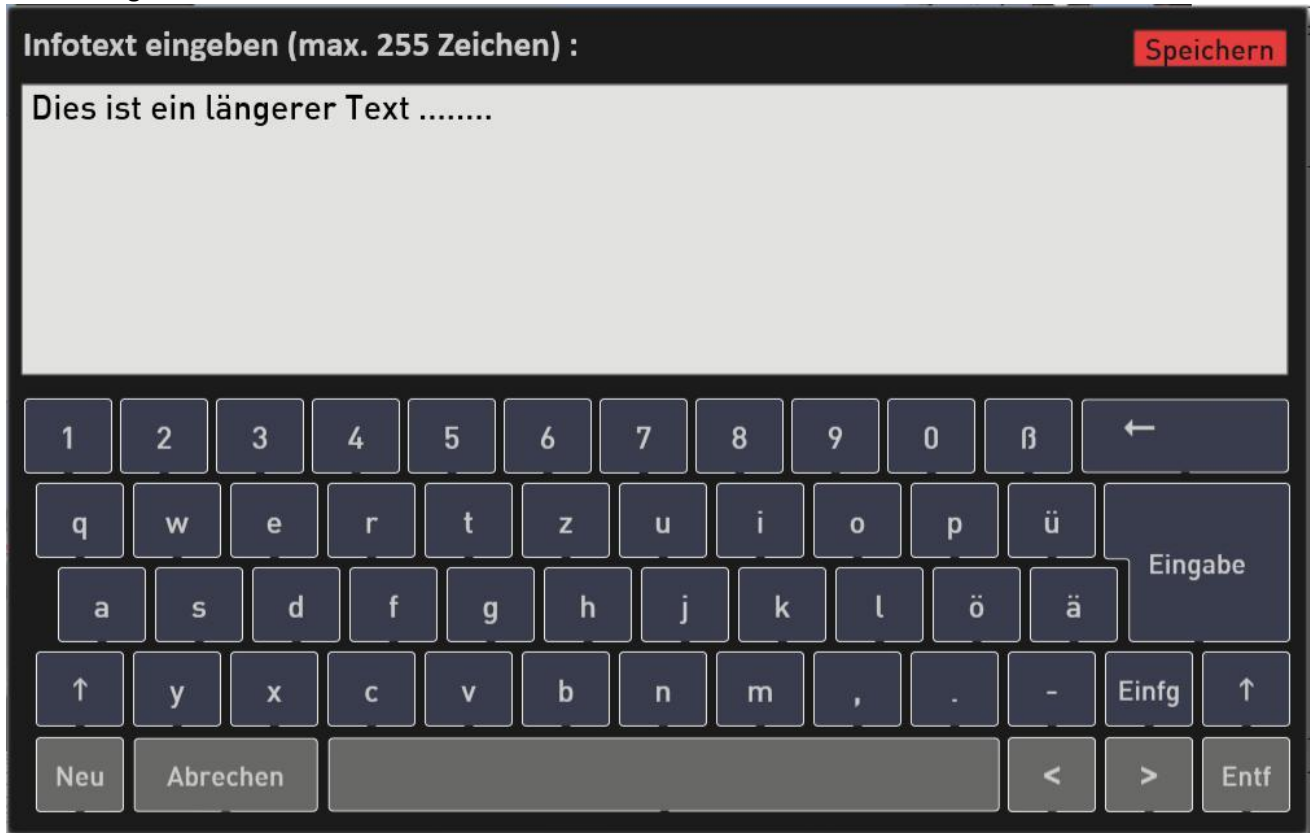
4.3 Number entry

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

Figure Keypad

Note the following:

| Neu | > | = Displacement of the write mark (cursor) = vertical line in the text line. Alternatively, set the input cursor (vertical bar) by tapping in the signature panel on the desired location of the text. |

        = Displacement of the write mark (cursor) = vertical line in the text line.
Alternatively, set the input cursor (vertical bar) by tapping in the
signature panel on the desired location of the text.

Neu
= Clears all text.

Abbrechen
=   Closes the Displaytastaur. Entries made are discarded.
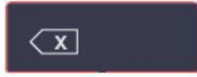
⟨x|
=   Delete the character to the left of the marker.
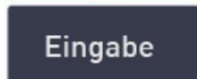
Eingabe
= Completes the input process and the onscreen keyboard is closed.

5 WERSI Music Workstation

5.1 Updating the operating software WERSI

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

Your ideas for OAX Series

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

5.1.1   Download the latest software

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

To install are always three files:

WersiInstall.exe	(Size 450 MB)
wersiplugins.7zip	(Size about 3.7 GB)
wersistyle.7zip	(Size about 3 GB)

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

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

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

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

After downloading, please copy these three files to the root directory (ROOT) a USB flash drive or USB hard drive.

Important instructions:
- If these files are already on your personal computer in the Windows download folder, Windows expands the name of the new file with a number.
  Then, for example, receives the WersiInstall.exe .exe file name WersiInstall (2). These files can not be processed by the OAX instrument.
  therefore delete any existing older installation files before downloading.
- There are two files called "7zip". These files are compressed Zip files. These are NOT to be "unzipped".

5.1.2 Installation or update of the software

A distinction is made between two types of installation:

reinstallation:

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

update:

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

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

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

3. Press the display button SETUP and the bottom of the screen you will see the information on the status of the currently installed software.
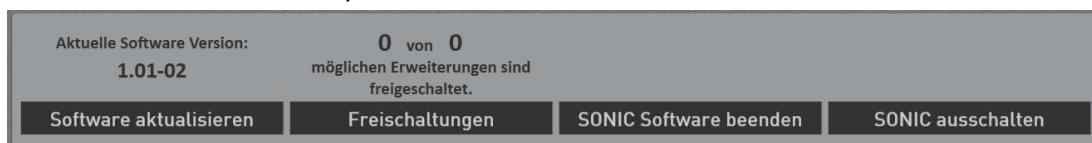
4. Now press the Refresh button software. It appears the note that you must connect the disk that contains the installation software to a USB port.
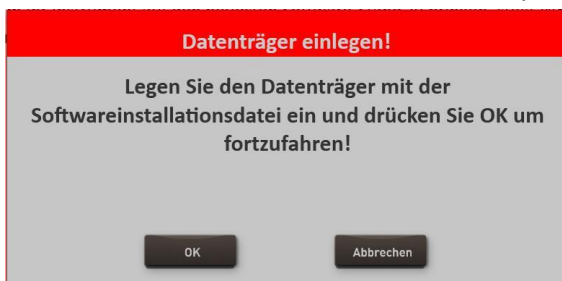
5. Wait a few seconds for the system to recognize the USB flash drive and click OK. The OAX software is completed and the installation program will start automatically.

6. First, place the installation language between English and German firm and confirm with
    NEXT / NEXT>

7. The following display normally appears only for a new installation. Here you can select which model you own. To select the keyboard OAX1 that OAX500-600-700-800 or three manual OAX1000 stand.

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

In addition to the new version number, the version number of the currently installed software is displayed under "Current version".

9. Now choose between the following options:

   a. **complete reinstallation** -> Attention! Your own data will be completely erased!

   b. **Update the existing software** - preserved> your own data.

   c. **Reset to factory settings** -> You can delete all your data and everything to the factory settings. This will not update the operating software.

10. Now click on Next.

11. an information text, once again informing you of your selection and their effects will be
    displayed.

12. Confirm with Install or go with Back again to the selection side or end with Cancel the installation
    program.

13. If you select Install, the new data will be copied to the hard disk and at the end of the message:

14. Press Finish and the new software is started immediately.

5.2 Read these instructions on the SONIC display

You can read this manual directly on the display of the OAX-instrument.

To access the user manual, press in the main display on the field Settings, go there, the Page 2 of 3 and then select
OPERATION MANUAL,

Important instructions:

1. The OAX-manual is loaded in PDF reader and you can move comfortably with the wiping technique through the manual.

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

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

4. To close the view of the manual again and return to SONIC, pull even with one finger from the top to the bottom of the screen.

5.3 Changes in the different software versions

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

For this, press in the main display on the field SETTINGS, go there on the page 2 of 3, then select SOFTWARE INFO.

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

To close the view of the manual again and return to SONIC, pull even with one finger from the top to the bottom of the screen.

5.4 problems

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

General

A common method is a bug in the system to eliminate, is to re-install the OAX operating software using a complete reinstallation. This leads only rarely successful. For even in the "Update Software" OAX operating software is newly always plays COMPLETE! See the previous chapter5.1 Update of WERSI operating software.

Organ "freezes" without error messages a - the instrument can no longer be operated
1. Hold down the control panel button on / off until the instrument shuts down automatically.
2. If this is not successful, turn off the power on the back of the power supply. Wait 20 seconds, then turn off the power at the power switch on again. Then you can turn on your instrument as usual.

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

Normally, please press "START SONIC" and the instrument will start as usual.
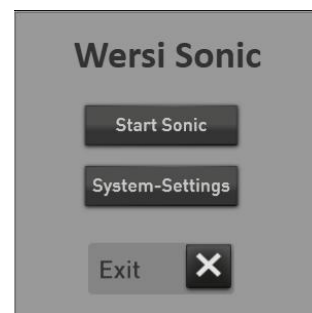
Important: Under SYSTEM SETTINGS You should not under any circumstances make a few changes. Please open this area only under the guidance of WERSI service personnel.

5.5 remote diagnosis via TeamViewer

our service staff on the software program TeamViewer can connect with your instrument over the Internet. Thus errors in OAX operating system or operator error in turn can be fixed quickly.

The TeamViewer program is free and was developed in Germany.

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

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

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

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

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

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

 start TeamViewer
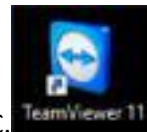
1. To finish the software OAX software via Settings and SONIC.
2. Start the TeamViewer program by double-clicking its icon on the desktop.

3. TeamViewer is started.
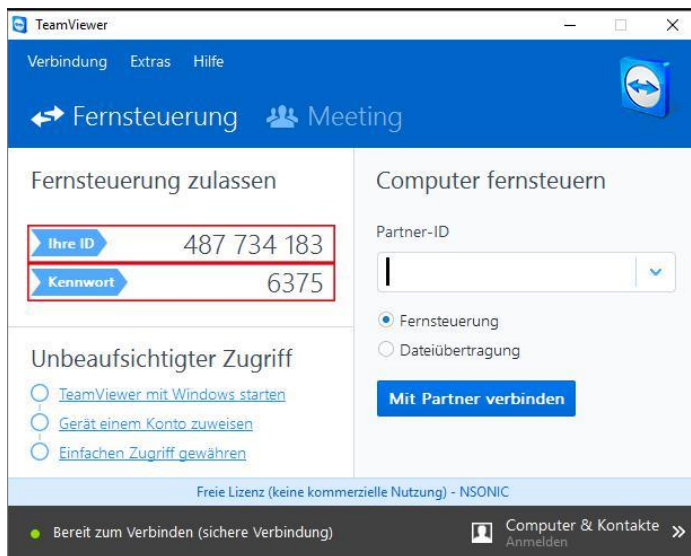
4. Enter the service hotline by just your ID and password.
In our example, this would be the ID 487487487 and password 6375th

ATTENTION: Your ID remains the same at each startup of TeamViewer. but the password is different each time. So you need not fear that someone illegally uses the remote control.

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

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

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

5.6 The MICROSOFT WINDOWS operating system 10

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

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

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A thereat work is not necessary for the normal operation and is - if at all

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intended only for experienced WINDOWS users.

With Tapping the icon WERSI SONIC the WERSI software is started again, and you get back to the normal play mode.

We have once again 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. As for the current WINDOWS version is not compatible or it is not programmed so-called

leads "Driver"

together with installation of components that are not optimally with the WERSI OpenArt system

work

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

the warranty becomes void.

The hardware is controlled by the system code and is calculated from all used in your instrument components. The system code is a distinctive

Fingerprint your instrument. If components (motherboards, RAM, processor ....) In your

exchange instrument, the system code changes This will activations lost and the instrument can no longer be used.

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

Moreover, it is extremely important for the proper functioning of your instrument that is not changed on the hard disk, the entire WERSI folder including its subfolders and the WINDOWS folder. It can here delete any files and folders, move, and no further files are stored in it (except for official software updates).

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

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

6 The Midi Interface

6.1 MIDI Out

6.1.1   The MIDI Out timbres

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

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

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

Danger:
- If no expander connected to the instrument, this MIDI tones are not heard.
- If an external expander used the MIDI Out must be connected to the MIDI In of the expander External 1 or second Furthermore, the audio outputs of the expander must be connected to the AUDIO input of your instrument.

How is a MIDI-out tone stored?
1. Connect the expander by connecting one of two MIDI OUTs of SONIC to the MIDI IN of the expander. Then connect the AUDIO output of the expander to the AUDIO In SONIC.
2. From the tone list OWN SOUNDS and press MIDI OUT. When you create a MIDI Out sound eg the first time, three MIDI Out-tone colors are stored there.
3. Select the tone that corresponds to the MIDI Out on which you have connected the expander -> h MIDI Ext1 Ch 1 or Std MIDI Ext2 Ch 1 or Std MIDI Ext-USB Ch 1. The timbre is loaded onto the selector.
4. Double-click on the selector, open the edit box. Here you will be familiar many controls.

5. Now press the display surface "Edit Sound" to create a current MIDI Out sound.

6. You can now set the desired sound at the expander on the areas of "routing", "Manual Controller" and "Sound Controller".
7. Press "Edit Sound" and you will be asked whether to save the expander sound.

Send these MIDI tones following data to the expander:

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

Furthermore, the following controllers will be transmitted during the matches:

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

Furthermore, you can assign 8 controller-free.

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

6.2 MIDI IN

received controller

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

7 databases

7.1 List Total presets

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

ⓘ Please use the function STS, if you want to get an overview of the styles associated with timbres. A description can be found in Section Error! Reference source maybe be found. "Error! Reference source not found."

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

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

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

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

69	accordion	Accordion fair	Typical Fairground accordion with Synthe sounds; Under Manual strings.
70	accordion	harmonica Blues	Blues harmonica; Under Manual strings.
71	Choir & Vocals	Jazz Vocals Duh Bap	Typical Duh bap sound that the dynamics is switched between Duh and BAP; Under Manual strings.
72	Choir & Vocals	Jazz Vocals Duh	Duh mix of vocals; Under Manual strings.
73	Choir & Vocals	Jazz Vocals Yeah	Single female jazz vocal voice Yeah in the upper region; Under Manual strings.
74	Choir & Vocals	Synthe choir	Combination of different Synthe vocals; Under Manual strings.
75	Choir & Vocals	big choir	Large choir composed of women, men and children; Under Manual strings.
76	Choir & Vocals	Mixed choir	Large choir, can be more than more dynamic expand an opera chorus; under Manual Streicher.
77	Choir & Vocals	Ms. Solo & Choir	Solo female voice choir in the background; Under Manual strings.
78	Choir & Vocals	Female Choir and Opera	Large Women's Choir, can be stronger than expanding dynamics with an opera chorus; Under Manual strings.
79	Choir & Vocals	Choir & Organ sacral 1	Upper Manual church choir; Sacral organ in under Manual
80	Choir & Vocals	Choir & Organ Sacred 2	Church choir and principal in the upper manual; tutti Sacral organ with choir in the lower manual
81	Mallet & Bells	Vibraphone	The classic vibraphone is often played in the swing, Tonstäbe here of metal; Under Manual strings.
82	Mallet & Bells	Marimba	The marimba has a large range and Tonstäbe of wood; Under Manual strings.
83	Mallet & Bells	xylophone	The xylophone has Tonstäbe of wood; Under Manual strings.
84	Mallet & Bells	Steel Drums	The typical instrument of the Caribbean, real Name Steel Pan; Under Manual strings.
85	Mallet & Bells	chimes	Beautiful sound of a carillon; under Manual Streicher.
86	Mallet & Bells	Tubular Bells	Grandiose tubular bells with a hammer be struck; Under Manual strings.

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

10th edition

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

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

7.2 Listing factory Accompaniments

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

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

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

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

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

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

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

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

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

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

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

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

7.3 List of plant notes

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

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

7.4 List WersiChord types

The following WersiChord types available:

Surname / Designation:	description
normal	The harmonic supplements are from the accompanying chord derived recognition and registered with the upper Manual 2 Timbre reproduced
Big Band	Polyphonic supplement - very "jazz-heavy" with a lot of sixths chords
duet 1	2-voice with subjacent thirds or sixths
duet 2	2-voice with subjacent sixths and fifths
Country	2-thirds consistent with overlying, fourths and fifths
block	Up to 4-voice supplement. The lowest note is always the sub-Octave of the melody voice.
4-Stimmig 1	Similar effect BLOCK, but always in four parts in the narrow location
4-Stimmig 2	Also four voices in the close position. However, this type sets and "jazzy Sesto" added.
anthem	Typical hymns set
Theatre	Chord set for typical theater organ music
fanfare	Typical fanfare set
BB-wood	Big Band set for woodwinds
BB-sheet	Big Band set for Brass
original	The sound of the left half of the field notes / chords are so as if taken without changes by the , In addition to the harmony detecting the upper Manual 2 registered tone color reproduced.
Solo Voice	Only the highest pitch of the played in the upper manual chord is with the registered in upper manual two tone color as a solo voice played.

7.5 Listing Harmony types accompaniment

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

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

7.6 List accompanying chord mode

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

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

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

7.6.1 just one

A very simple (but limited) 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 (comparable single with the mode finger WERSI - only fewer options / variants) ,

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

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

Major chord	= root
	eg: C = C (= major); A = A Major
Major seventh chord	= root + A whole tone (= 2 semitones) including
	eg: C2 + Bb1 = C7 or A1 + G1 = A7
Minor chord	= root + A minor third (= 3 semitones) above
	eg: C2 + E b2 = cm or A1 + C2 = on
Minor seventh chord	= root + A minor third (= 3 semitones) above
	+ A whole tone (= 2 semitones) including
	eg: C2 + E b2 + Bb1 = CM7
Major Maj7 chord	= root + One semitone below
	eg: C2 + H1 = Cmaj7 or: A1 + G # 1 = Amaj7

7.6.2 just 2

(YAMAHA® Style mode)

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

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

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

Seventh chord	= Root + one white key to the left
	eg: C2 + H1 or C2 + C7 A1 =
Minor chord	= Tone + black key to the left
	eg: C2 + Bb1 or C2 + Ab1 = cm
Minor seventh chord	= Root + a white + black key to the left
	eg: C2 + H1 + Bb1 or C2 + Ab1 + G1 = CM7

7.6.3 Einfinger WERSI

A simple (and musically meaningful) control of the auto accompaniment that makes hardly necessary to shut down the Lower sounds by entering 1-3 matching chord tones.

For each harmonic changes usually a new keystroke is required!

Major chord	= root
	C = C (=
	eg: major); A = A Major
Major seventh chord	= root + A whole tone (= 2 semitones) including
	eg: C2 + Bb1 = C7 or: A1 + G1 = A7
Minor chord	= root + A minor third (= 3 semitones) above
	eg: C2 + E b2 = cm or A1 + C2 = on
Minor seventh chord	= root + A minor third (= 3 semitones) above
	+ A whole tone (= 2 semitones) including
	eg: C2 + E b2 + Bb1 = CM7
Major Maj7 chord	= root
	+ One semitone below
	eg: C2 + H1 = Cmaj7 or: A1 + G # 1 = Amaj7
Minor chord Maj7	= root + A minor third (= 3 semitones) above
	+ One semitone below
	eg: C2 + Eb2 + H1 = cmMaj7
	or: A1 + C2 + b1 = A amMaj7
Major None chord	= Root + whole note above + major third over
	+ Whole step below
	eg: C2 + D2 + E2 + Bb1 = C9
Minor chord None	= root + Whole note above + minor third above
	+ Whole step below
	eg: C2 + D2 + Eb2 + Bb1 = cm9

More chord variations of a similar structure: **CMaj9**
cmMaj9

♬ **Mute all tracks except Acc-Drums:**

Pressing 3 adjacent keys - for example: A + B + H   ➔   ACancel1

This feature is particularly suitable in a running piece - quickly and on
turn off the accompaniment tracks (except drums) and then by a normal - Manual keys
to immediately activate fingering again.

✋ This kind of mute is not possible in the variants: Easy 1 + 2 and Pedal Harmony

7.6.4 Advanced chords

[Advanced chord (input)]

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

✋ **Here the input of at least three chord tones is required. However, in this mode already a partial reaching around is also detected as Harmony change in your chord. It is not always a complete re-stop necessary.**

7.6.5 bass player

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

It accepts the same fingerings as the Advanced Chords mode.

However, in this mode, the lowest note in the chord section (= the lowest note of your Fingered chord) is interpreted as a bass note. You can use it so selectively enforce accurate bass lines in your companion (by choosing your chord inversions).

Method for creating chord inversions:

set the lowest tone of the chord to one octave (= 8 tones) upwards

This process as many times until the fingering is set in a sensible key area (usually F - F #, F # is usually as grit / separation point point between melody and accompaniment area on the

Keyboard of a manual with grit determined)

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

Example:	Inversions up	Inversions down
C Major - basic position	= C - E - G	C - E - G
C Major - the first reversal	= E - G - C	G - C - E
C Major - second reversal	= G - C - E	E - G - C

♬ **Musical Note:**

For a controllable flow, it is advisable to choose an appropriate style, which is always possible, plays the same reason bass, that does not include an alternating bass pattern.

🎵 **Music example:**

The first 2 cycles of the pop ballad "A Whiter Shade Of Pale" (Procol Harum):

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

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

7.6.6   organist

In this mode, the bass track (Acc-BASS) is automatically removed from the support,

   ie: the bass sound is thus playing himself on the bass pedal!
   Some of the remaining backing tracks (Acc1 - Acc5) also be played in the octave and reversal of your Fingered chord.

Siehörenalsogrundsätzlichgenaudas, wasSieimBegleitbereichgreifenund
                                       play.

   The harmony display ("on-bass" display) is used for general information only.
   The backing tracks (Acc1 - Acc5) only be played as long as pressing a chord in the accompaniment range and held.

ⓘ   However, the drums (DRUM 1 + 2) will continue permanently.

7.6.7   interval

This mode is basically the Advanced Chords mode.

✋

   However, be included at less than 3 keys in the chord section only exactly these sounds into your accompaniment patterns.

   The interval mode so ideal for a very sophisticated, varied and varied game with the auto accompaniment.

🎵

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

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

7.6.8   piano

This mode is intended especially for a two-handed game over the entire manual compass in the style of a pianist and is essentially based on the interval mode.

Hints:

The piano mode is to play only in the upper manual of the organ

For the chord detection of the stop of at least three keys is required. The chords can be played with either the right or left hand.

The lowest note is, however, always be interpreted as a bass sound (as in Bass To Lowest).

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

Logic of harmony recognition in this mode (basically):

A 3-and more-note chord fretted always has priority

Sounds right hand (melody notes) higher than the elevated 11th pitch of the scale

(# 11 = increased eleventh) are to be no longer harmony detection used 1 + 5 harmonies (Pur chords) are possible by doubling of the fundamental

z. B .: C + g + c   ➔ C1 + 5

1 + 8 harmonies (root chords) are possible by tripling of the fundamental

z. B .: C + c + c1   ➔ C1 + 8

and many other variations more.

7.6.9   pedal harmony

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

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

Chord seventh	= Root in the pedal	
	eg: C	= C major
chord minor	= Root in the pedal + left rocker arm	
	eg: G + Rocker left	= G7 = G-seventh chord
chord	= Root in the pedal + right rocker arm	
	eg: F + Rocker right	= Fm = f minor chord

(i) Note:

the assignments of the switch on the Pedal need for this mode **LEFT** and **RIGHT** under Settings are not additionally changed.

The previously set there footswitch assignments are still displayed, but now deactivated until the accompaniment mode has been changed back to a different mode.

---

8 technical terms (Glossary)

A

Accompaniment (abbr .: Acc)	accompaniment

B

BPM = beats per minute	(Clock) beats per minute
Breakfast	Interlude / solo with accompaniment
Bright	light / sharp
button	Button (the display)

C

D

display	Screen (view)

e

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

F

Nearly	fast

G

H

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

I

Import	Get (in the instrument store)
input	Input (sound signals)
Intro	Introduction / audition with accompaniments

J

K

L

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

M

Main	Main level, main game level
manual	keyboard
mapping	Compilation / space allocation
Mellow	steamed dull,
MIDI	**M**usical Instrument Digital Interface standard for = Connection between digital music instruments and Computers.

N

O

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

P

Phone (Head Phone)	Handset (headset)

Q

R

Reverb	Hall / sound atmosphere
right	Right example right stereo channel

S

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

T

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

U

Upper (Manual)	Upper (es) Manual, Upper Manual
USB	**U**niversal serial bus Connecting a computer to external storage media (Eg USB stick) or other computer accessories such as PC Mouse or PC keyboard

V

Voice	Tone / voice / instrument
Volume	volume

W

X

Y

Z

9 For your own notes

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