



WERSI

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**MUSIC STORE**  
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**SONIC**

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



**OAX**  
OpenArt-Xtended

**operation manual**

10th edition

# imprint

operation manual

For

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

Software version at press time:

**V1.50**

10th edition

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# 1 Explanation layout design

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

O = Listings  
 = Under bulleted Listings

❖ = Sequence of switching and control operations

 = Description of a tip to end panel button


 = Description of a button on the touch panel

➔ = Result of a shift / other operator-progress

 = Name of a new  / A new 


[Xxxxx xxxx =] = Statements / translations

 = Musical Note

 = Game Technical Note


 = Technical note - z. B. : storage process


 = NB / Information


 = Reference to further information / explanations in other chapters

In addition - to the extent possible - the graphic symbols as in the Display views are used, also used in this manual:

 = Forwarding to other selection levels

 = Indicator for opening a menu to select multiple functions

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

 = Tempo and transposer keys (lower / higher) or keys for inputting of value changes

## 2 Safety

---

Read as possible the entire Users Manual - or at least these notes and the chapter:

**"First commissioning"** - before putting the instrument into operation.

Follow - for your own safety - the precautions to avoid the risk of serious injury or even death from electrical shock, short-circuiting, damages, fire or other hazards described below basic.

These precautions include the following, but are not complete and not an exhaustive list.

### power supply

---

Use only the prescribed correct for the instrument power supply.

Check the power supply to all connections and the power cord at regular intervals

Damage and dirt.

Route the cables of the power supply never near heat sources such as radiators or the like, do not bend it excessively, or place heavy objects on it,

Do not lay it to places where you stepped on, tripped over it and could roll over.

Always unplug - to prevent damage - the power cord at the plug and not the cord

from the socket.

Connect the instrument as possible not to multiple outlets on when it already other

powerful appliances such. run as lighting systems.

Pull over prolonged absence or thunderstorms the power cord from the AC outlet to damage caused by such. to avoid as surges.

### Aufstell-site - Water warning - Cleaning

---

Place the instrument in a safe place standing.

Avoid erecting places near strong heat sources or places that a strong exchange temperature or humidity subject.

Make sure that the instrument on its back always proper ventilation is guaranteed.

Never place the instrument in direct proximity to strong radiation devices such as fluorescent lights, televisions, mobile phones and other in order to avoid irradiation, to

Noise and deterioration of sound quality can result in your instrument. No naked flames on the instrument (candles) or drink from.

Should you get into your instrument electrically conductive objects or liquid, turn

**once the instrument and unplug the power cord!**

Take the instrument should not be operated after it qualified by a

WERSI service technician has been verified.

**Never attempt to open the instrument itself and repairs or technical changes themselves make.**

Never immediately take up your instrument if you have it just brought out an unheated environment (eg. as car) into a warm room. Wait so long to switch until the instrument reaches room temperature to electrical damage caused by condensation and

avoid leakage currents.

To clean your instrument always use a soft, slightly damp cloth and never more than chemical detergents or cleaning cloths.

## 3 Legal Disclaimer

---

### Software copyrights

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

### Music copyrights

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

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

**The manufacturer is under the statutory provisions, the guarantee instruments in the delivered, unchanged from the manufacturers of hardware and software equipment.**



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

**Fingerprint 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.**

#### We expressly point out that in case of malfunctions that have arisen:

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

lead-called "driver"

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

**the warranty becomes void.**

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

Moreover, it is extremely important for the proper functioning of your instrument that is not changed on the hard disk, the entire WERSI folder including its subfolders and the WINDOWS folder. It can here delete any files and folders, 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 must be installed by a special CD!**

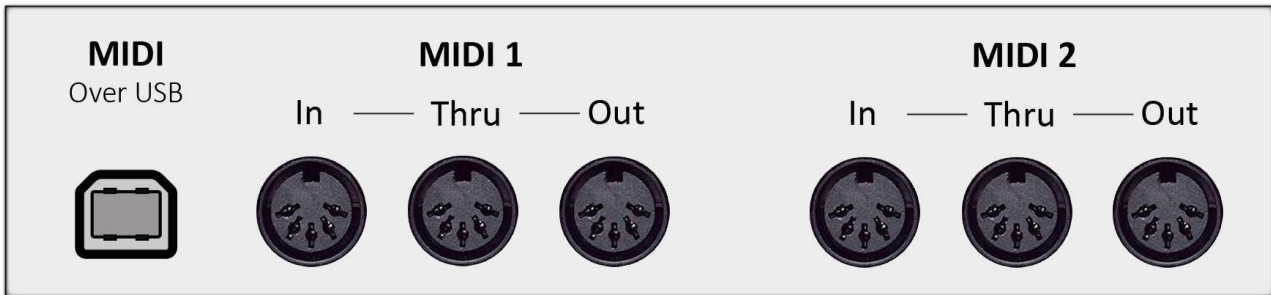
As will be deleted in this case your data internally generated, always ensure - at appropriate intervals, or for larger stores - for a backup!

## 4 First-time Operation

### 4.1 connections

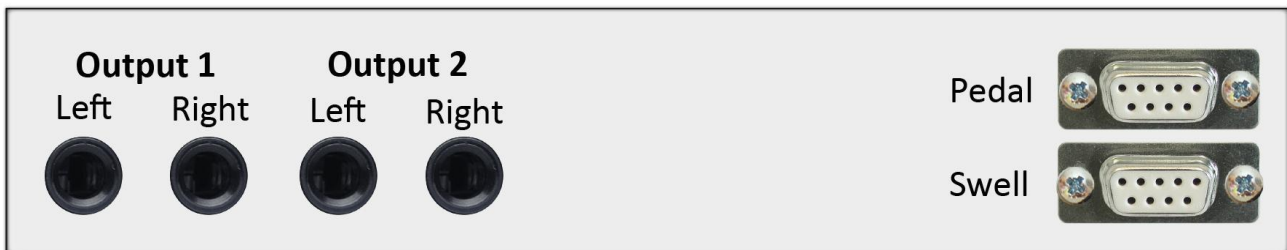
#### 4.1.1 General connections behind the cover flap

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



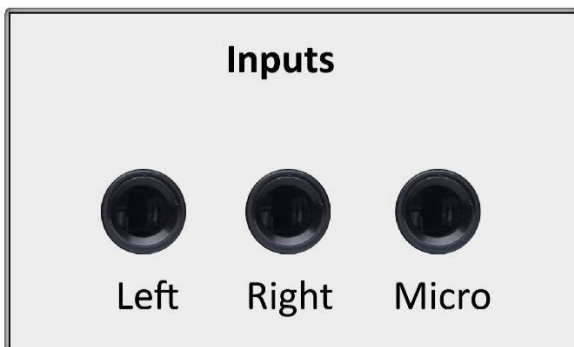
3 x DIN connector (5-pin) connectors for MIDI IN 1 / THRU / OUT  
 3 x DIN connector (5-pin) connectors for MIDI IN 2 / THRU / OUT

MIDI over USB (The instruments OAX1 and OAX500 have no connection "MIDI over USB")



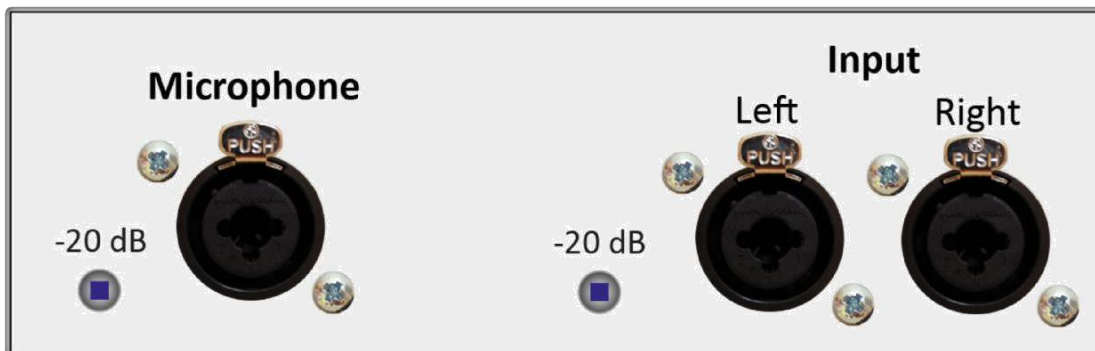
2 x mono outputs OUTPUT LINE LEFT 1 (left channel) + RIGHT (right channel) 2 x mono outputs OUTPUT LINE 2 LEFT (left channel) + RIGHT (right channel)

Connection sill via Sub-D connector with two lateral foot pedals (already wired) connection 17-button pedal via Sub-D connector (already wired)



OAX 1-500

1 x unbalanced microphone input via 6.35mm jack  
 2 x unbalanced mono inputs LINE INPUT LEFT 1 (left channel) + RIGHT (right channel) about 6.35mm jack



OAX 600-700 - 800-1000

1 x symmetrical microphone input via 3-pole XLR jack with 6.35mm TRS jack

combined

2 x symmetrical mono inputs LINE INPUT LEFT 1 (left channel) + RIGHT (right channel) of 3-pole XLR jack socket combined with 6.35mm TRS

You also see various connections such as

Computer mouse

PC keyboard

more USB ports and  
other

With the electricity connection of 110V to 240V (47 Hz to 53Hz) the instrument with different voltages (eg, Europe and the United States) can be operated.

#### 4.1.2 Additional connections OAX 500-600

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

#### 4.1.3 Additional connections OAX 700

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

#### 4.1.4 Additional connections OAX 800 - 1000

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



## 4.2 connection

---

1. Open the flap on the back and run the supplied power cable through the slot on the left side (rear view) of the SONIC-top. Then connect the cable to the power input on the back of the instrument. then connect the power cord to a properly installed and fused socket.

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



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



The instrument does not have to be unplugged after playing. Nonetheless, we recommend this during prolonged absences or thunderstorms to z. to avoid as damaging surges caused by lightning.

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



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



## 4.3 switching on and off

---

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

### 4.3.1 turn on

---



- ❖ Briefly press the touch controls Power On-Off.

The instrument then automatically begins its startup process.

First, the WINDOWS operating system is started and then automatically load the WERSI OAX music system.

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

Is the instrument when you turn off shut down improperly, altered display surface appears at the next start attempt. For more information in the Programming Manual under the chapter problems.

### 4.3.2 Turn off

---



- ❖ Briefly press the touch controls Power On-Off.
- ❖ a small menu with the query appears in the display if you really want to turn off the power.
- ❖ Confirm this question with a tap of the screen buttons Yes and the instrument will now begin its own shutdown process.



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



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

### 4.3.3 Shutdown / Restart (Reset)

---

If your instrument for. B. unresponsive by a faulty operation, so you can start a RESET process (reset = restart) by pressing the tip switch power on-off longer (several seconds until the start of the shutdown process).



Please use this shutdown in an emergency. Turn the power in any case from getting over the longer holding the Tip button Power On-Off.

## 4.4 Connections / operating front,

### 4.4.1 headphone

[Phone / Headphone = Handset / Headphones]

Left of the lower manual is headphone output HEADPHONE.


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

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

### 4.4.2 Pitch bend and modulation controller

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


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

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

### 4.4.3 USB ports

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

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

 Before pulling / Remove your USB stick goes without logged out of the (Windows) system.

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

---

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

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

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

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

## 4.5 remote control LED light control in the touch panel (not OAX 1)

### 44-Tasten-Fernbedienung

The remote control touch panel features a variety of buttons for LED light control. At the top left, there is a power button (red with a power symbol) and a 'W' button (white with a 'W'). Below these are four color buttons: 'R' (red), 'G' (green), 'B' (blue), and 'W' (white). A large color wheel with 24 colored buttons is positioned in the center. To the right of the color wheel are four directional arrow buttons (up, down, left, right). Below the arrows are eight 'DIY' buttons (DIY1 to DIY8) and four 'JUMP' buttons (JUMP3, JUMP7, JUMP3, JUMP7). At the bottom right, there are buttons for 'QUICK', 'SLOW', 'AUTO', 'FLASH', 'FADE?', 'FADE3', and 'FADE7'. The entire panel is shown at an angle, with lines connecting it to the instructions below.

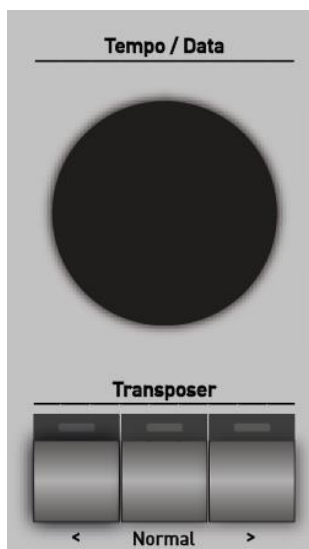
- 1. Einschalter**
- 2. Programm pausieren**
- 3. Dimmfunktion**
  1. Bei fest gewähltem Farbton kann die Helligkeit Ihres LED-Bandes reguliert werden.
  2. Die Geschwindigkeit bzw. Intensität des gewünschten Effektes kann eingestellt werden (eine Helligkeitsregulierung ist bei aktiviertem Effekt nicht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

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

## 5 Overview of panels

### 5.1 Tempo / Data Wheel and Transposer

#### Tempo / Data Wheel



With the Wheel the pace of styles and MIDI files can be set.

#### Transposer

[Transpose / transposer = Move / transpose the key]

These buttons on the left panel to control the Trans Posers takes place in semitone steps (-24 to +24).

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

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

❖ Using the control panel buttons Normal, the Transpose setting will return to C reset.

z. B. : game in C Major

➔ Transpose: +4 e

➔ Sound in E Major

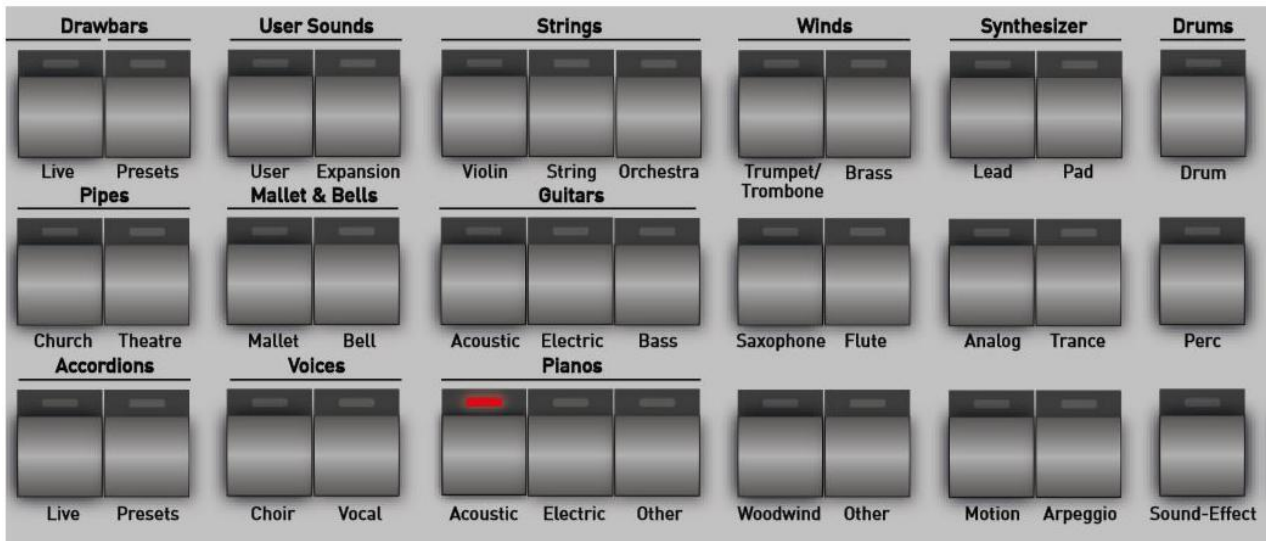
Game in F Major

➔ Transpose: -2 Bb

➔ Sound in E Flat

Major

## 5.2 Tones button



You can easily select the desired tone color for the upper and lower manuals and the pedal on the tone button on the control panel. For this, the work sounds were divided into 36 areas.

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



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



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



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



Example tone button "Piano Acoustic"

If a tone button is occupied by more than 15 tones, you can access additional pages of tones with a single sweep from right to left across the screen. You can see this in our example on the display "1/3". There are two other sides with sounds from the "Acoustic Pianos".

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

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



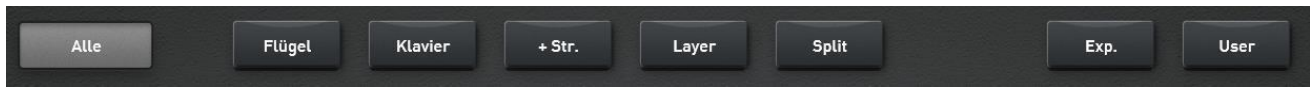
Would you like to test drive of several sounds in succession without the display closes, you should activate the HOLD function. The display will remain permanently visible and you can try several sounds in succession.



Press BACK to close the display.

### 5.2.1 Subcategories for each tone button

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



- plant** = Shows all timbres that are stored on that tone button.
- wing** = shows all wings tones
- piano** = shows all piano tones
- + Str.** = Indicates all pianos, which were additionally combined with a string
- layer** = Shows all pianos, which were additionally combined with other sounds
- Split** = Shows all pianos, which already have a split point within the timbre
- Exp.** = Shows all pianos that have been added by an expansion pack "expansion" of the instrument were.
- User** = Shows all pianos that you have saved as a user.

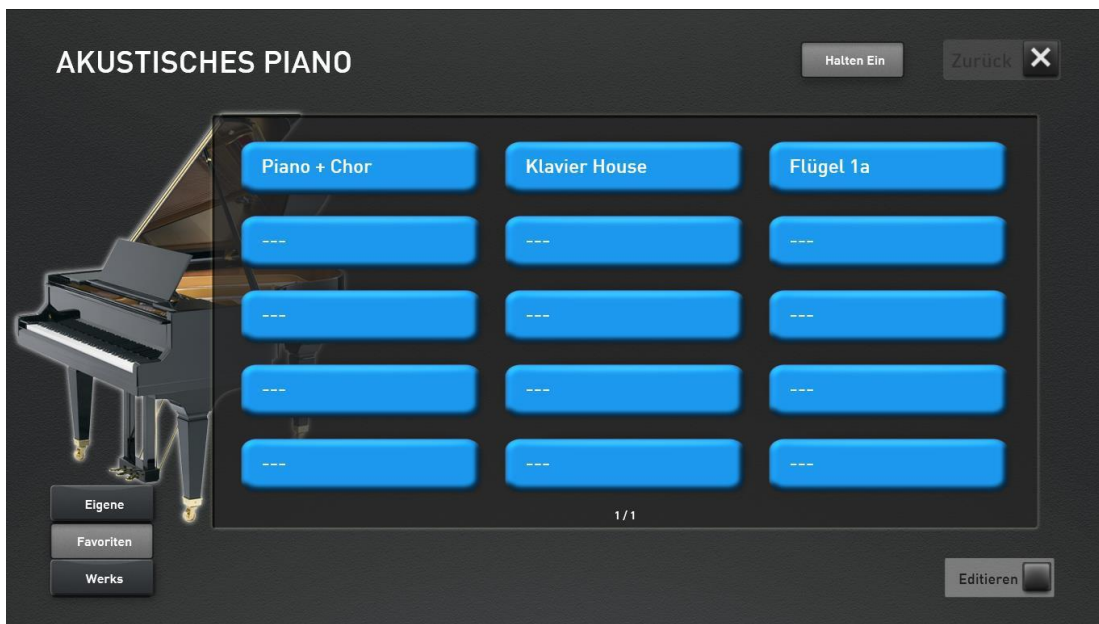
When button drawbars Live and Accordions Live the corresponding Live Controls are activated. For more information please go to 5.3 and 5.4.

### 5.2.2 Favorites for each tone button



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

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



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

### 5.2.3 Own allocation for each tone button

---



You can create for each tone button also has its own mapping timbres.

So you have the ability to store of the most used you Tones per tone button at OWN.

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

### 5.3 drawbar operation

The Drawbar Sound are split between two tones button. are all Drawbar Sound, which cannot be changed with the drawbars under the Tones button drawbar presets. So there are solid, sample-based sounds.

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

#### 5.3.1 Switching between the various organ models

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

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



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

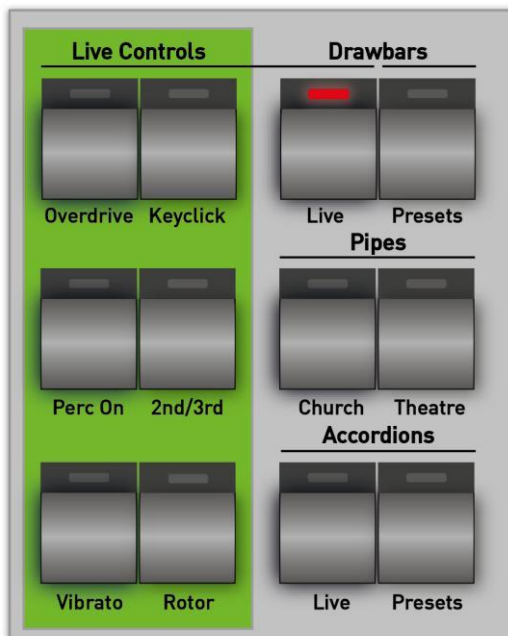


After one of the presets is selected, the organ model appears with those stored in the preset settings.

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

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

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



**overdrive** = Turns to the Zugriegelklang a Distortion effect added. In the earlier electromechanical instruments that sound is caused by the soft tube overdrive a connected rotor Cabinets.

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

**On Perc** = The percussion is turned on.

**2nd / 3rd** = Here you choose what to Perkussionsfußlage is heard.

LED off = You can hear the Perkussionsfußlage 2nd (drawbars 4 ").

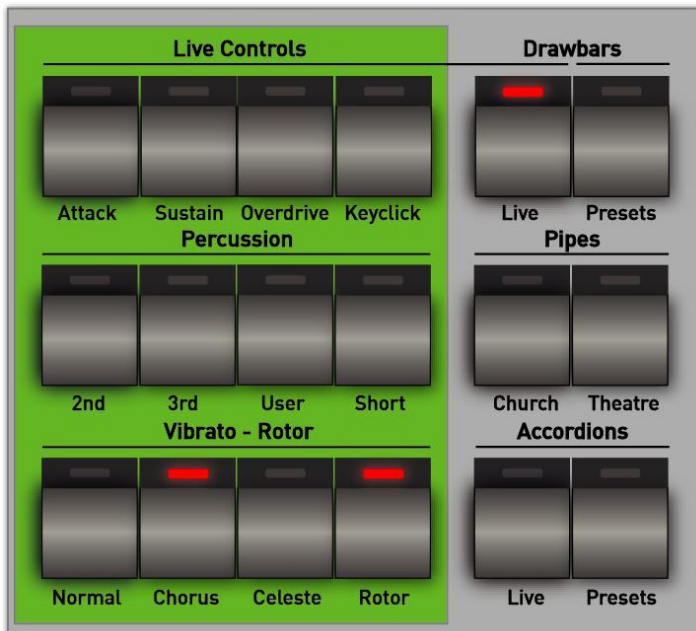
LED on = You can hear the Perkussionsfußlage 3rd (drawbars 2 2/3 ").

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

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

### 5.3.3 The Live Controls OAX 800 - 1000

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



**Attack** with = **Attack** is the note attack delayed. The sound will appear soft.

**sustain** with = **sustain** the sound gets a longer decay.

**overdrive** = Turns to **Zugriegelklang** a distortion effect added. In the earlier electromechanical instruments that sound is caused by the soft tube overdrive a connected rotor Cabinets.

**keyclick** = This is the typical **Clicking** sound on. This occurs when closing the key contacts.

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

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

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

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

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

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

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

**rotor** = Is Press this button to **Rotor effect** switched on or off.



### 5.3.4 The WERSI OX7

In the late 1990s developed WERSI the Zugriegerexpander OX7 who found many fans quickly. Later, the hardware module has also been adopted in the OpenArt system. For the new system OpenArt-XTended we have redeveloped the OX7 module is purely software based.



#### Organ Sound Select



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

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

#### Variable harmonic bars and percussion



Once the organ operation is called, the current just ZugriegerEinstellung appears under DRAWBARS. Remember that these are not always "real" with the drawbars must correspond to your organ. If you eg have called a sound preset drawbar from this preset are displayed.

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



**rotor sound**



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

With the button Slow-Fast You can adjust the rotation speed of the "virtual" speakers. When set to Slow You achieve a floating Kathedraleffekt, whereas almost a "whirring" vibrato-like effect is created. Particularly impressive results can be achieved by switching between Slow and Fast, in which the complex processes of starting and braking processes come into play.



**Phase vibrato**

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

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

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

**percussion**



**Percussion on / off**

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

**Perkussionsfußlagen**

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

**Percussion mono or polyphonic**

The percussion of the older electromagnetic organ was usually only monophonic playable, which has produced some very interesting ways to play. If the percussion switched to polyphonic, multiple tones of the percussion sound simultaneously.

**Length of percussion**

The length of the percussion can range from short and sweet (Short) in three stages over a mean length (Medium) can be set to long (Long).

### Routing of Perkussion

You can direct the percussion in three different ways (routes). With Direct percussion does not run over the vibrato and the rotor. The percussion sound sounds thus very clear and direct. In Vib. (Vibrato) is the percussion on the vibrato, and also a possibly switched rotor. If the setting rotor is selected, the percussion is only possible via the rotor and not a possibly switched on vibrato.



#### envelope

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

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

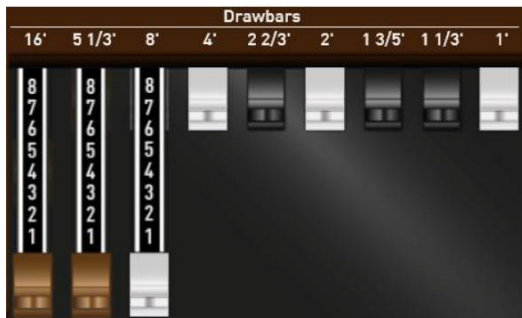


#### KeyClick

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

### 5.3.5 The WERSI VB3

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



#### variable drawbars

Once the organ operation is called, the current just Zugriegeleinstellung appears. Remember that these are not always "real" with the drawbars must correspond to your organ. If you eg have called a sound preset drawbar from this preset are displayed.

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



#### Rotor On / Off

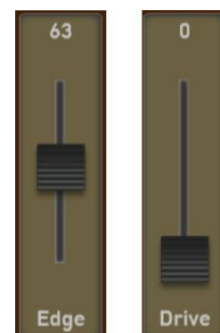
Here, the rotor is turned on or off. Please note that you can make extensive changes to the rotor sound on the EDIT page.

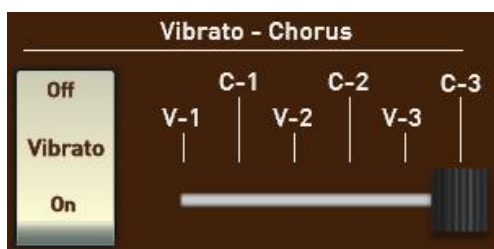


#### Overdrive On-Off

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

Use the slider EDGE adjust the hardness of the distortion.





### Vibrato - Chorus

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

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



### percussion

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

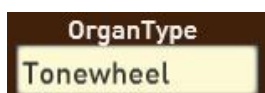
**Percussion on / off:** Here the percussion registers on (On) or off (Off) is.

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

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

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

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

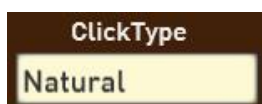


### organ Type

The WERSI VB3 drawbar has three different organ types:

1. ToneWheel: This is the typical sound of the electromagnetic organ
2. Italian Transistor: sound an Italian transistor organ from the 1970's.
3. Red Tolex: sound of a Red-tolex organ from the 1960's.

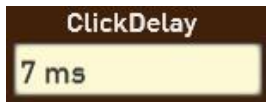
**Note:** With the "Italian Transistor" and "Red Tolex" the scanner vibrator is replaced by an electronic vibrato automatically.



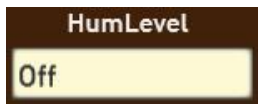
### ClickType

The KeyClick creates the typical short click, in the old organs of the Pressing a button is created. There are three variations to choose from:

1. Natural: Each time a key is a different click occurs. Bright times times darkness. Just as in the original well.
2. Always Dark: Here the clicks remain from the tone color rather dull (Dark / Dark).
3. Always Bright: Here the clicks remain from the tone color rather light (Bright / Light).



Click delay



HumLevel

The old electromagnetic organs generated background noise from hum and noise. Such noise does not fit permanently to a modern musical instrument. Therefore, you can adjust the sound in four stages in the volume or turn them off (Off).



Click

Here you can set the volume of the KeyClicks.



Tone

By setting TONE You can make the whole sound a bit dull. In setting 127 the sound is not changed.

### 5.3.5.1 VB3 rotor settings

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



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

### Treble Horn

**Slow:** Set the speed of the treble horn and for the position Slow (Slow).

**Fast:** Set the speed of the treble horn for the position almost (fast) a.

**Belt:** Here, the braking and running speed can be adjusted. The higher the value, the slower the horn is braked when switching between slow and fast, or accelerated.

### Bass rotor

**Slow:** Set the speed of the bass drum and for the position Slow.

**Fast:** This sets the speed of the bass drum for the position almost.

**Belt:** Here, the braking and running speed can be adjusted. The higher the value, the slower the bass drum is decelerated when switching between slow and fast, or accelerated.

### Microphone

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

**Distance:** With the setting Distance determines the distance at which the microphones are set up. are the higher the value, the closer the microphones on the rotor Cabinet.

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

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

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

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

### 5.3.6 Save My drawbar settings

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

1. To do this, press the display button Save.
2. Select the desired preset number from the list.
3. Press on the name field. Then enter the desired name and press ENTER.
4. With Save the sound is finally saved.

The self-stored sound colors, see the display button in the USER LIVE drawbar presets.

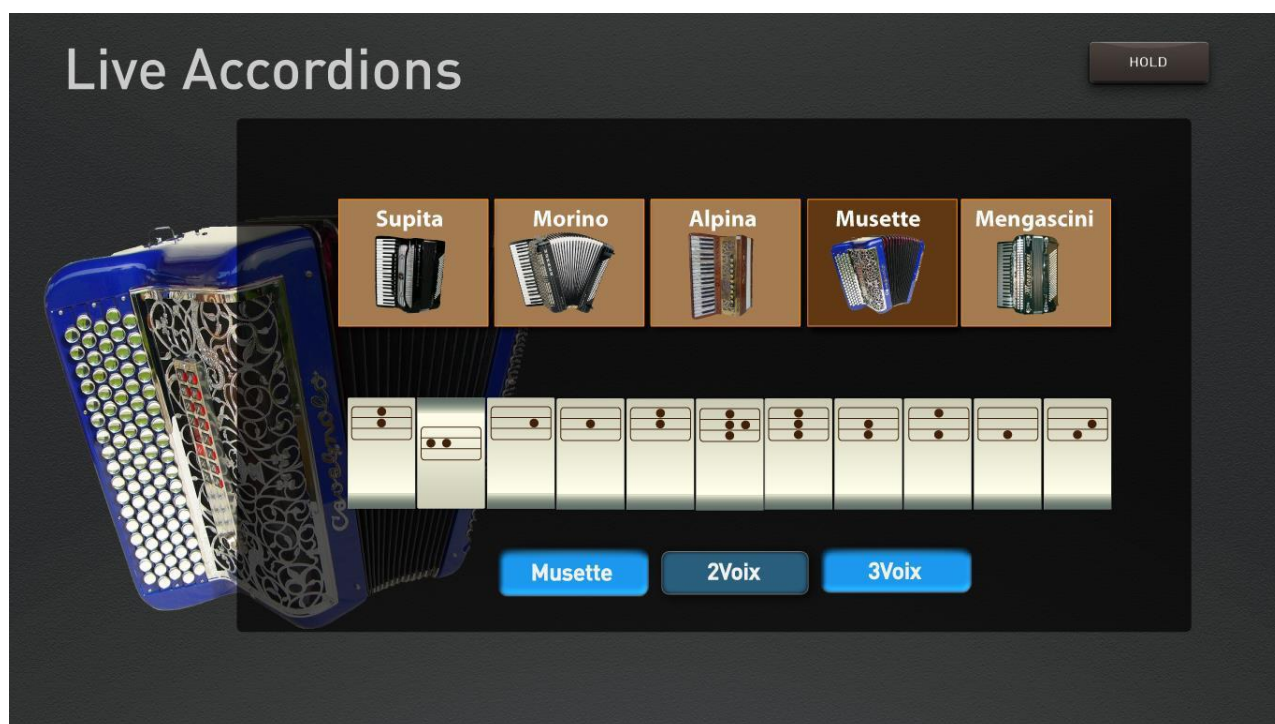


## 5.4 Accordion LIVE operation



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

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












	Register 4 ' + 8' + cassotto 8 '
	Register 8 ' + cassotto 8 '
	Register cassotto 8 '
	Register 8 '
	Register 8 ' + 4'
	Register 16 ' + 8' + 4 ' + cassotto 8 '

	Register 16 ' + 8' + 4 '
	Register 16 ' + 8'
	Register 16 ' + 4'
	Register 16 '
	Register 4 '



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

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



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



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

Musette

2Voix

3Voix

	Register 8' + 8' Musette + 4'
	Register 8' + 8' musette
	Register 8' Musette
	Register 8'
	Register 8' + 4'
	Register 16' + 8' + 8' Musette + 4'

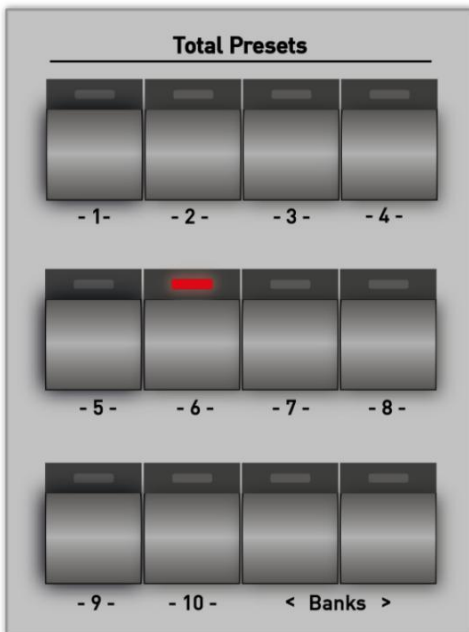
	Register 16' + 8' + 4'
	Register 16' + 8'
	Register 16' + 4'
	Register 16'
	Register 16' + 8' Musette



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

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

## Select 5.5 Total presets



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

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

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

**Note:** A list of factory presets total, see the band SONIC programming.

**Tip:** You can selecting Total presets via the touch panel. Refer to the section 9.1 "Overview Total presets".

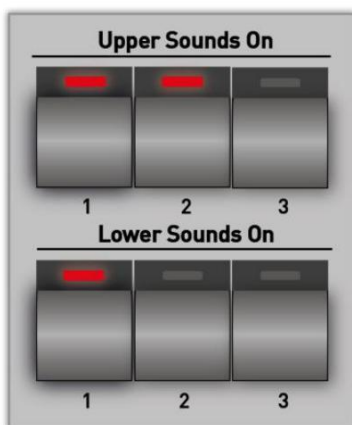
## on or off 5.6 timbres on the manuals

For all models You can turn sounds on the manuals via control panel button on and off. Depending on the model, there is a different arrangement of the on off button.

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

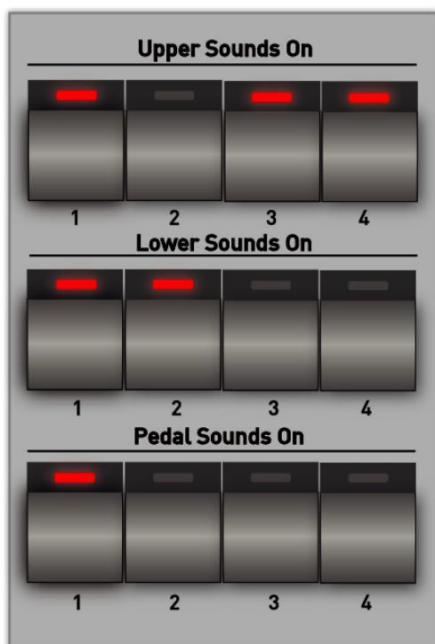
**ⓘ DANGER:** Are on a manual all the selectors turned off, the manual is silent.

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



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

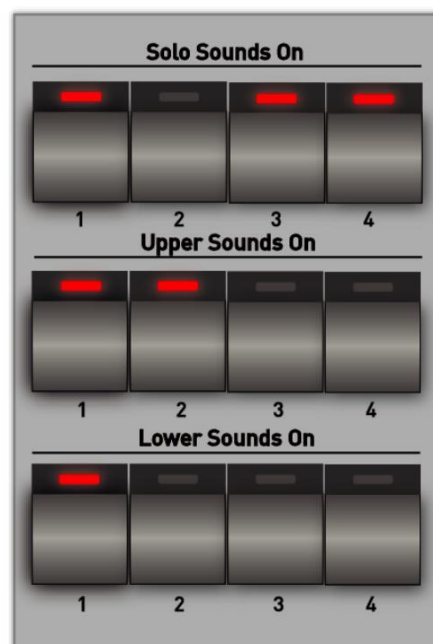
### 5.6.2 OAX 800



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

### 5.6.3 OAX 1000

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

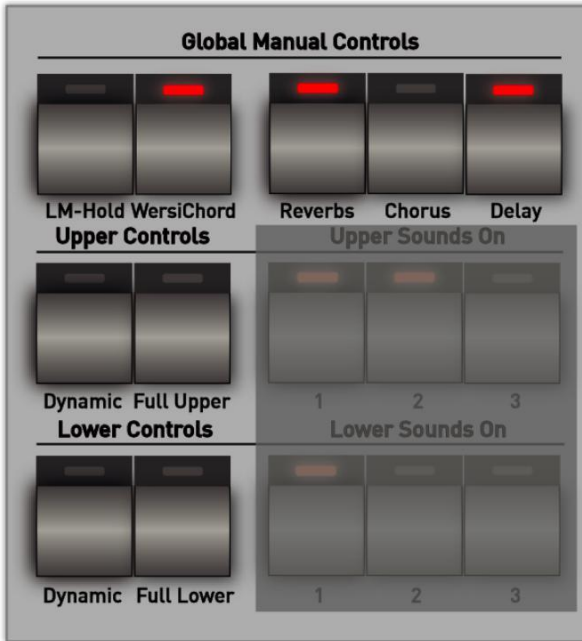


## 5.7 Global Manual Controls

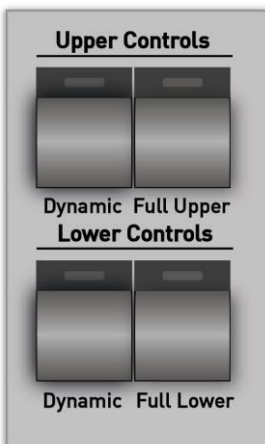
In the Global Manual Controls You can adjust important functions for the manuals.

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

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



- LM-holds on / off -> see chapter 5.7.3.5 -
- WersiChord on / off -> see chapter 5.7.3.1
- reverbs -> see chapter 5.7.3.2
- Chorus -> see chapter 5.7.3.3
- delay -> see chapter 5.7.3.4

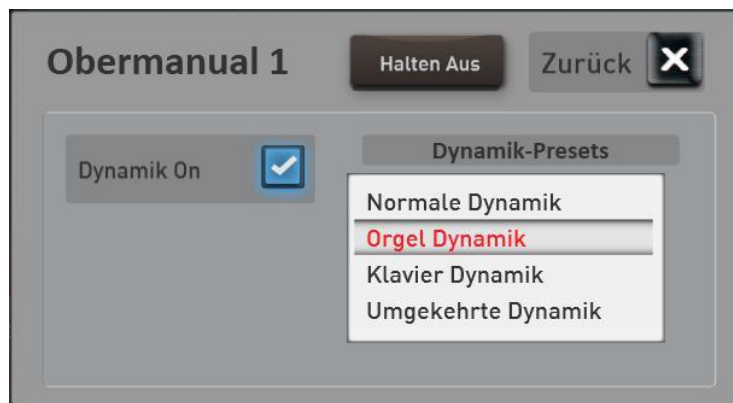


#### Upper and Lower Dynamic

Depending on whether you play in the EASY or EXPERT mode, pressing the two buttons a list of the available dynamic curves appear.

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

The dynamics can also be switched on and off.



### Full Upper and Lower Full

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



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

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

**DANGER:** When entering the playing area by pressing the lowest and highest switch, remember the following: If the lowest note of the desired game area above the center of the keyboard are, you have to press a key first among the middle. You must grope from the bottom to the desired note, so to speak. It's easiest if you make a glissando from the very bottom and stop at the desired note is.

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



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

WersiChord -> see chapter 5.7.3.1

preset Edit -> see chapter 5.7.2.1

Manual Edit -> see chapter 5.7.2.2

**Global Effects**  
 Reverb 1 and 2 -> see chapter 5.7.3.2 -  
 Chorus -> see chapter 5.7.3.3 ->  
 delay -> see chapter 5.7.3.4

### 5.7.2.1 preset Edit

#### sheets

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

#### Save

About the Save button the save operation for a total preset starts. For more information on storing Total presets see the chapter 9.1.3.

#### Edit



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



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

### 5.7.2.2 Manual Edit

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

#### Alles

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



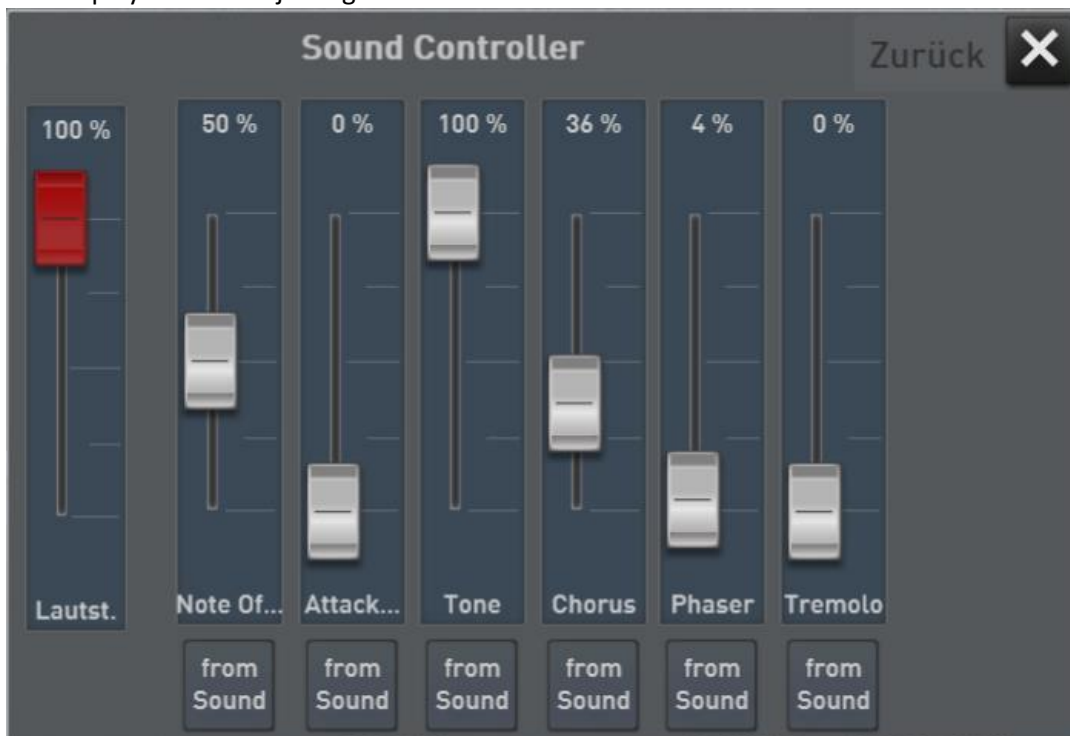
**manual**

the display for setting the manual selector functions calls.



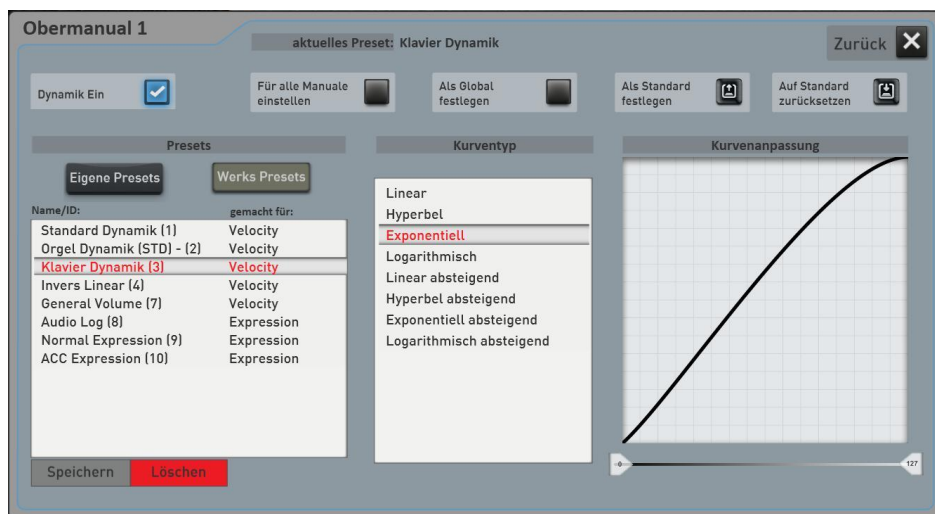
**sound**

The display calls for adjusting the sound selector functions.



### Dynamic

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



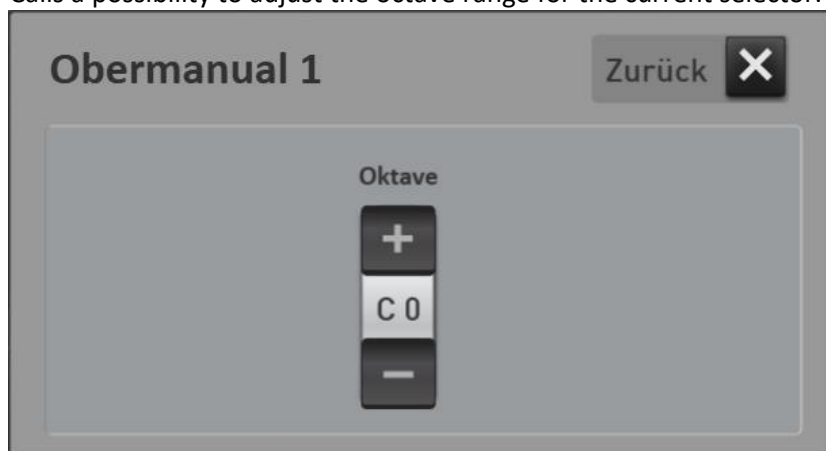
### KeyRange (Play area)

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



### Octave

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



### 5.7.3 Description of the general Global Manual Controls

#### 5.7.3.1 WERSIChord

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

The additional notes thus generated are (except for the functions "Solo Voice" and "Fingered") controlled by the gripper in the lower manual chord and the set WERSIChord type.

The WERSIChord is off with the same control panel button with quick tap on or off. A longer holding the appropriate control panel button, the WERSIChord interface opens. This surface can be opened in the PRO MODE using the button WERSIChord.



#### Method:

- ❖ Once the surface WERSIChord is open settings, the selector for the WERSIChord is active. Now you can normally select a Tone Using the control panel buttons. In our example, we have the sound of "Alto Sax Ensemble" is selected.
- ❖ Now select the desired WERSIChord in the list of WERSIChord types. A description of the types can be found in the band SONIC programming.
- ❖ Use the volume control to adjust the volume of the WERSIChord-generated tones. Quite independently of the other timbres on the upper manual.
- ❖ Remember that not the original sound is reproduced through the WERSIChord you play on the upper manual.
- ❖ The WERSIChord settings are saved with the total presets ranging timbres.

### 5.7.3.2 Quick Service Hall

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

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



Once you have the key REVERBS tapped briefly, the following display appears:



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

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

If you do not set, the display disappears after a few seconds. If the display HOLD button is pressed, the display to remain hidden.

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

RESET Setting the volume back to the data stored in the effect program value.

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



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

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

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

**Note:** As you can program your own effects, refer to the Chapter 8.9 effects.

### 5.7.3.3 Quick Operation Chorus



Once you have the key Chorus tapped briefly, the display appears for setting the Chorus effect.



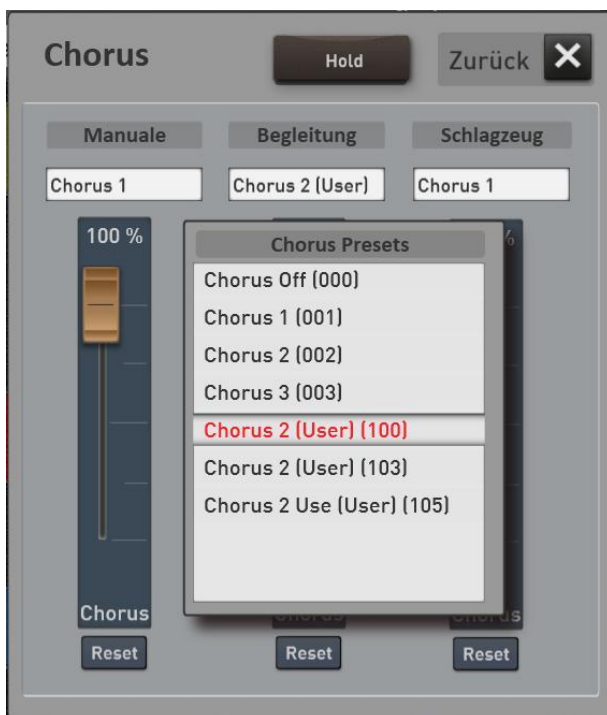
For the areas MANUALE, MONITORING and SCHLAGZEUG all feature a slider that will allow you to set also called RETURNS the output of the chorus effect devices.

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

If you do not set, the display disappears after a few seconds. If the display HOLD button is pressed, the display to remain hidden.

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

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



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

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

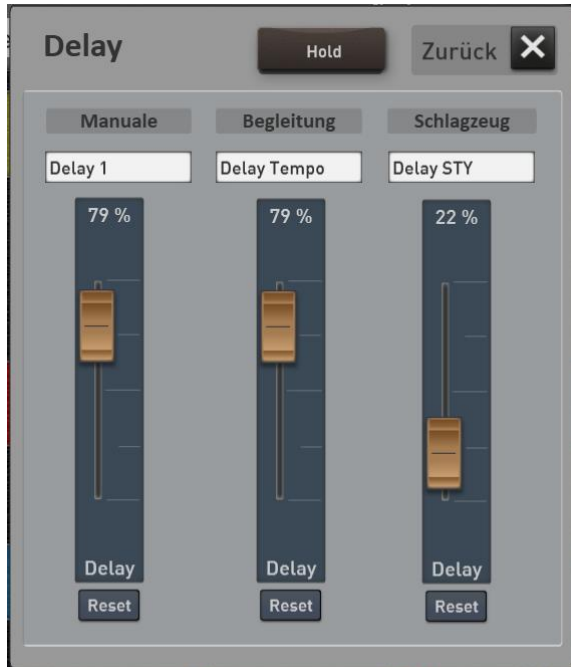
If you make a selection, the window will close automatically after a few seconds.

**Note:** As you can program your own effects, refer to the Chapter 8.9 effects.

### 5.7.3.4 Schnellbedienung echo (delay)



Since you have the delay button tapped briefly, the display appears to adjust the echo effect.



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

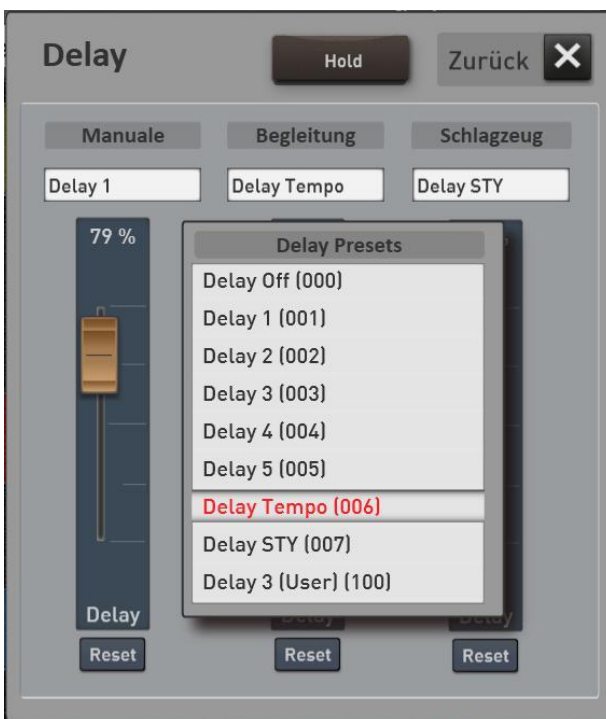
**A little hint:** As long as no sound is selected, the echo used may be heard no change. As you adjust the echo effect for each sound, learn to EASY mode in chapter 7.2 "The EASY Manual controller" Or for the PROFESSIONAL mode chapter 8.3.1 "The Manual controller".

If you do not set, the display disappears after a few seconds. If the display HOLD button is pressed, the display to remain hidden.

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

RESET Setting the volume back to the data stored in the effect program value.

To change the echo program, tap briefly on the corresponding name field. Here in the example on "Delay Tempo" in the Manuals.



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

**Note:** As you can program your own effects, refer to the Chapter 8.9 effects.



### 5.7.3.5 LM-Hold

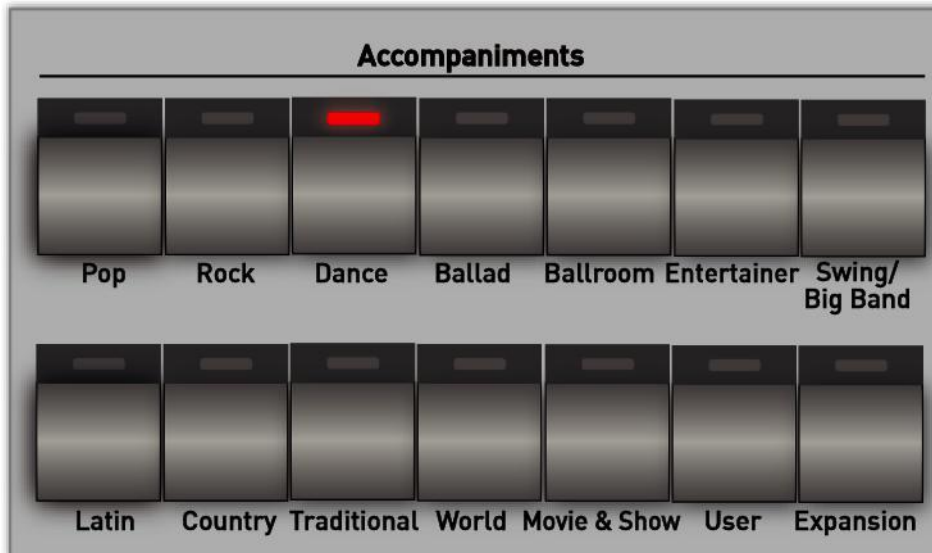
With this function, the tones of the lower manual (left Manual) pressed keys can be kept, that is: one can take away the hand and the notes sound on.

The ailing tones switch themselves - with activated Lower  Hold - only from:

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

## 5.8 Accompaniments Styles

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




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




Example image of a display

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

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

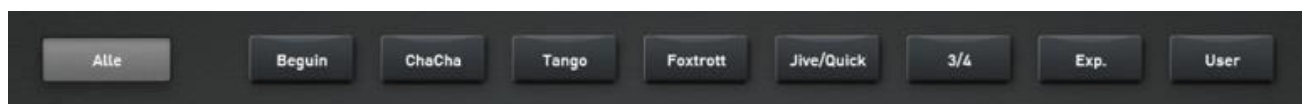
 Would you like to calmly multiple styles to try one after the other, without the display closes, you should activate the HOLD function. The display will remain permanently visible and you can try several sounds in succession.

 Press BACK to close the display.

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

### 5.8.1 Subcategories for each Accompaniment key

To help you choose from the many styles, each style button has up to 8 more Subcategories. Here at our example in "Ballroom" has the following subgroups:



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

### 5.8.2 Favorites for each Accompaniment key



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

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



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

### 5.8.3 Own assignment for each Accompaniment key



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

So you have the opportunity to take the styles most used by you, MIDI and AUDIO sequences per Accompaniment group to OWN and sort according to your wishes.

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

## 5.9 Accompaniments MIDI and AUDIO



Under MIDI and audio You can save your MIDI sequences or AUDIO songs (Wave, , WMA) to select MP3. As long as you have invited not own any files, it remains Advertisement blank.

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

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



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

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



With **Acc On** turn the accompaniment tracks and off. In off ACC only the drums (drums) is listening from the style.

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

With Auto Bass You can provide an automatic bass. When not running auto accompaniment on bass tone is automatically generated and played from a battered in the lower manual single button or chords you finger.



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

**Example Fade In:** To play a track, where the music is displayed slowly. Simply press at a standstill accompanying automatic fade in-out button. When you now start a style, MIDI or audio file, the music appears slow.

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

### 5.9.2 ACC Controls OAX 800 - 1000



LM hold the tones of the lower manual (left Manual) pressed keys can be kept, that is: one can take away the hand and the notes sound on.

The ailing tones switch themselves - with activated Lower Hold - only from:

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

With Auto Bass You can provide an automatic bass. When not running auto accompaniment on bass tone is automatically generated and played from a battered in the lower manual single button or chords you finger.

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

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

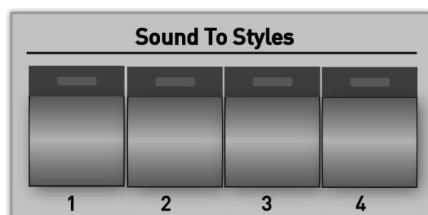
**Example Fade Out:** You play a piece of music with a style, MIDI or audio file. Just press the end of the title, the Fade In-Out button and play the title on. The Fade Out now continuously tunes the volume to zero, so the title is gently faded.



With Acc On turn the accompaniment tracks and off. In off ACC only the drums (drums) is listening from the style.

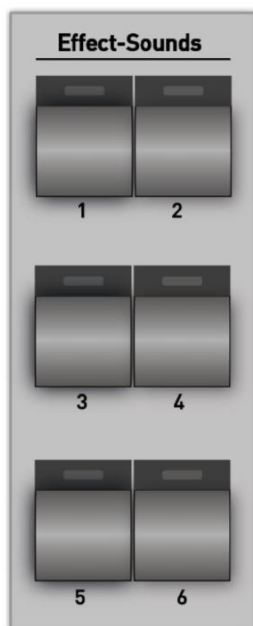
With Acc Edit the display opens to set all important ACC functions. More information can be found in Chapter8.4.

### 5.9.3 Sound To Styles (only OAX 1-500 - 600-700)



**Sound To Styles** = At every work style four matching sound settings (Total presets) were deposited so that you can play any style with the already matching tones.

## 10.5 Effect sounds



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

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

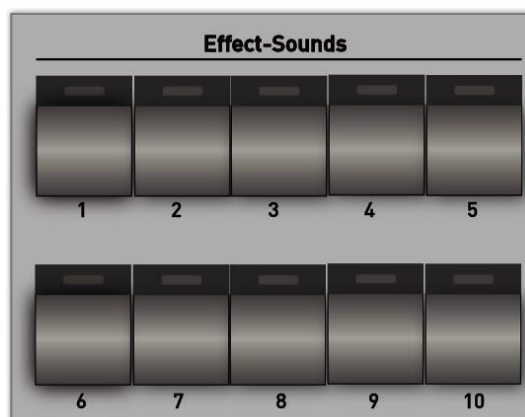
With the buttons you can manually trigger different sounds for special "gags". Just push all the buttons one by one and you will be surprised what sounds are on the buttons.

The volume of the effect sound is done with via the controller SONG.

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

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

In the tape programming SONIC you learn how to prove these buttons with many different effect sounds and custom settings with saving to a total presets.





## 5/11 panel Accompaniment Controls



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

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

Here is the explanation in detail:

### Start / Stop

The accompaniment will immediately start playing when the button Start / Stop is pressed. A pressing of start / stop while playing accompaniment stops playing.



Also selected MIDI and audio files are controlled via start / stop.

### Synchronized Start

Once the button has been pressed SYNC.START (LED is on) the playback of the accompaniment automatically starts when was struck on the lower manual or pedal on the first key → the LED will turn off.

With another press of the button SYNC.START ongoing monitoring can also be stopped; However, the "Synchronized Start" function for the start of the next support is now enabled again.

### variations

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

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

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

Each style includes up to 3 different intros = prelude and three different Ending's

These can be configured musically different - from a simple count-in or final chord to complex and musically sophisticated melodies - and take correspondingly different lengths.

Press the desired Intro 1, 2 or 3 and start with Start / Stop.

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

The length of the intro's, during its playback by tapping an

**Variations button Var A - D** be shortened; the accompaniment continues from the next cycle starting with the chosen variation.

An intro can also be started by pre-pressing SYNC.START.

Press while the current style the desired Ending 1, 2 or 3. After a Endings the

Style stops automatically.

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

**Break 1 and 2**

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

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

The style jumping after automatically returns to the variation.

You can also start with a break. Simply press at a standstill style one of the two buttons break and start with Start / Stop.

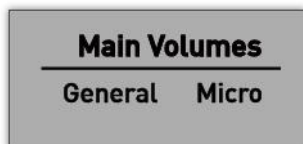


**i** **DANGER:** The present work styles and styles that you purchase one for your instrument may not always include all three intros and Ending's or two breaks. The corresponding button will not operate in the case. The short Fill In's between the variation changes are not present in all styles.

## 5.12 panel overall volume, microphone and light

### 5.12.1 OAX 1

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



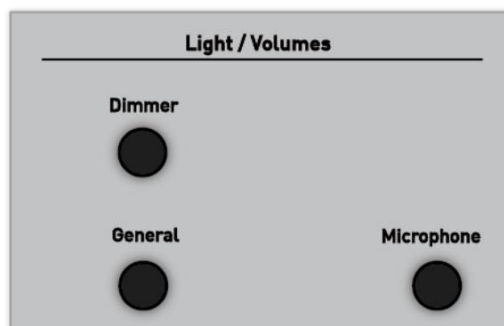
#### general

This controls the overall volume of your instrument.

#### Micro

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

### 5.12.2 OAX 500



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

#### Volume General

This controls the overall volume of your instrument.



**DANGER:** Your instrument remembers the last volume and stores them when switching off. After switching on this stored volume is taken over again until you have moved the controller again.

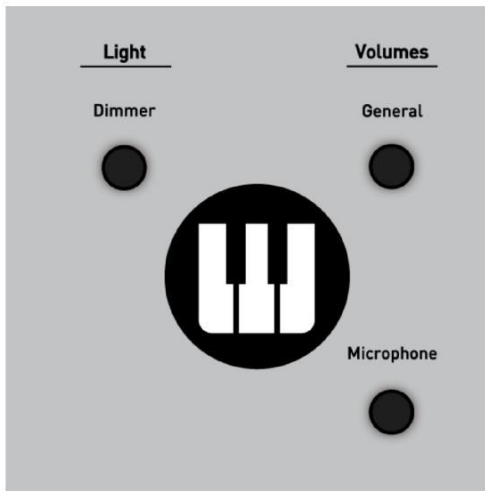
#### Volume microphones

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

#### Light dimmer

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

### 5.12.3 OAX 600-700



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

#### Volume General

This controls the overall volume of your instrument.

**DANGER:** Your instrument remembers the last volume and stores them when switching off. After switching this stored volume is taken over again until you have moved the controller again.

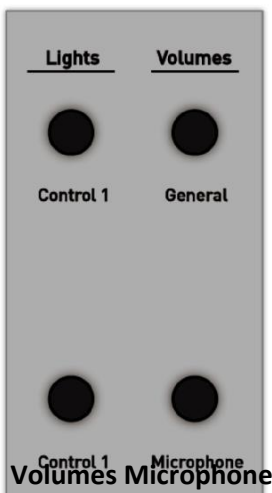
#### Volume microphones

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

#### Light dimmer

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

### 5.12.4 OAX 800 - 1000



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

#### volumes General

This controls the overall volume of your instrument.

**DANGER:** Your instrument remembers the last volume and stores them when switching off. After switching this stored volume is taken over again until you have moved the controller again.

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

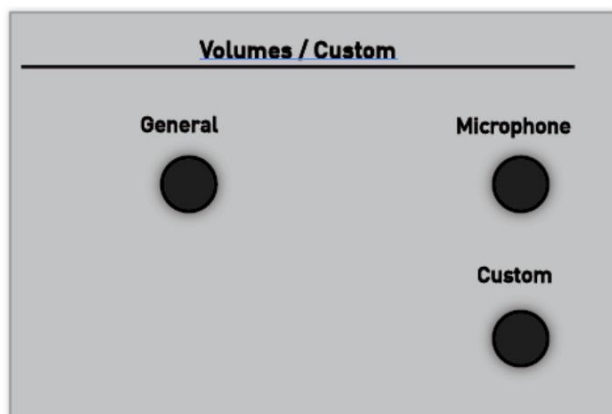
#### Lights

Your instrument is equipped with a dimmable panel and Fußpedalbeleuchtung.

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

**Control 2** - Regulates the Fußpedalbeleuchtung.

### 5.12.5 OAX 800UP - 1000UP



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

#### Volume General

This controls the overall volume of your Instrument.

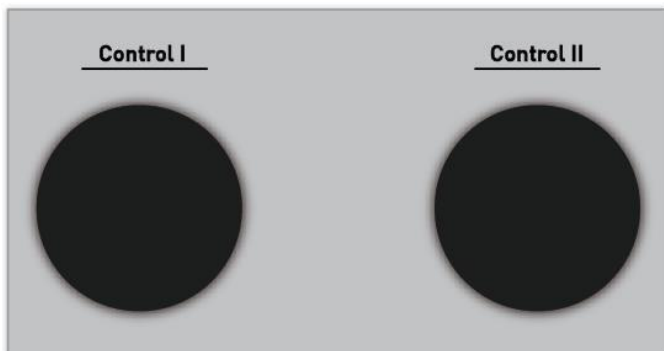
**i** **DANGER:** Your instrument remembers the last volume and stores them when switching off. After switching this stored volume is taken over again until you have moved the controller again.

#### Volume microphones

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

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

**i** The regulator CUSTOM is not operating in this software version.



#### dimmer

Your instrument is equipped with a dimmable panel and pedal lighting.

CONTROL I with the control panel lighting and with CONTROL II regulates the pedal lighting.

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

## 05.13 Control Manual volumes

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

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

In the area Manual Volume You can adjust volume levels of three tones on the upper and lower manual. With the control pedal the volume of the first tone for the bass pedal is adjusted.

You can set all manual Lautstärken also has a display console if you work in the PRO mode. See section 8.5 Volume control in the PRO mode.

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

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

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

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

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

Accompaniment Volumes			
Song	Drums	Bass	Acc

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

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

With Drums You can adjust the volume of the drums.

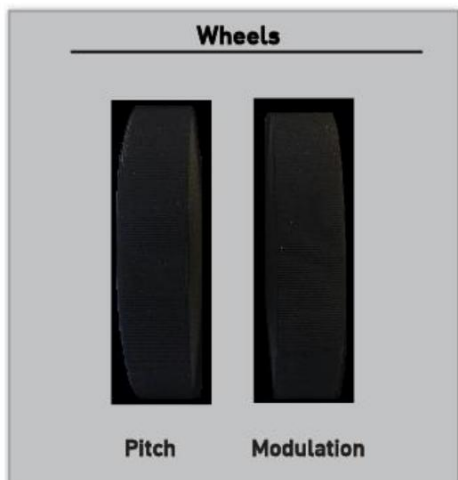
With Bass, the volume of the bass track.

With Acc the five accompaniment parts Acc 1 to Acc. 5


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

## 05.14 Pitch and Modulation

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



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


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

### 5.14.2 Wheels for OAX 1000UP



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

Moving left / right	pitch Bend	Pitch change downwards (left) or above (right).
Moving forward	modulation	Sound change, mode of action, depending on the sound with Change the vibrato, filter or z. as the Insertion of a new sound.

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



## 6 The simple EASY display or the display EXPERT

Your instrument offers two different operating modes EASY (easy) and PROFESSIONAL on.

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

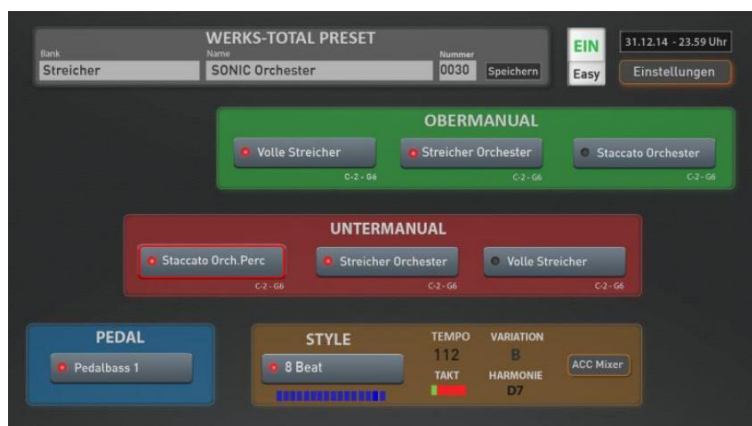


In EXPERT mode you have all the possibilities of your instrument available. More on this in the next chapters

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



When you switch between the two modes, extensive data must be loaded. During the switchover, the display shows a message.



## 7 The EASY-Display

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

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



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



Picture: EASY display of OAX1000

How to access and store Total presets, refer to the Chapter 9th

## 7.1 Overview top, bottom manual and pedal

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

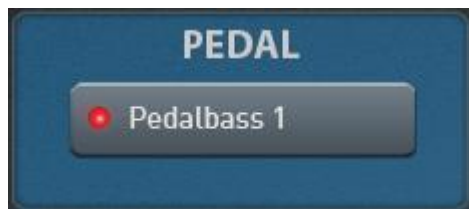
**IMPORTANT:** In what area enables you to change the tone of the decision just currently selected Selector. So choose a short tip on the touch panel, which selector, eg Upper Manual 1 or 2 upper manual or lower manual one, should be reassigned. **It can be active only select a selector.**



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



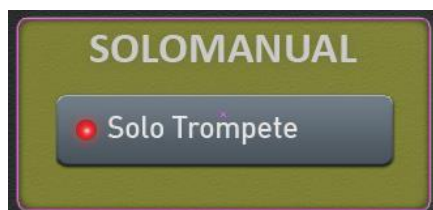
*Illustration of three selectors for the lower manual here with active lower manual 2*



*Illustration of the pedal selector*

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

### 7.1.1 The OAX 1000 with three manuals



When OAX 1000 a tone for the SOLO Manual comes in the EASY MODE added yet.



## 7.2 The EASY Manual Controller

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

By double-clicking on the desired selector (upper and lower manual and pedal 1 to 3) the open display "EASY Manual Controller". In the following example, a double click on the was Selector Obermanual1 executed.



The setting options available:



**octave** = Adjusting the octave location in the range of +/- 2 octaves.

With plus or minus You can also change the octave position.

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

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

### play area

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



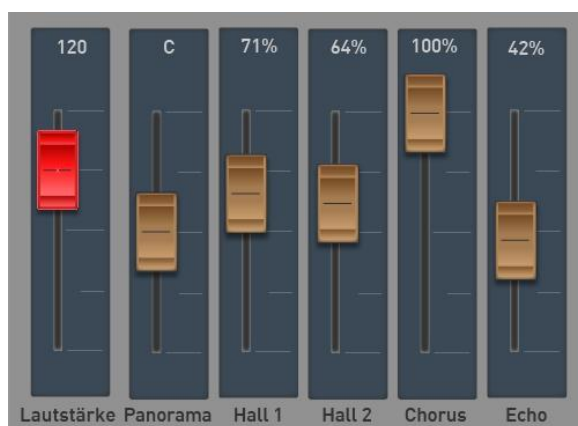
The play area Simply enter via the corresponding manual. First press the deepest and the highest key of the desired range. The area entered is displayed on the display keyboard and the input window disappears again after a moment.

---

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

---

**DANGER:** When entering the playing area by pressing the lowest and highest switch, remember the following: If the lowest note of the desired game area above the center of the keyboard are, you have to press a key first among the middle. You must grope from the bottom to the desired note, so to speak. It's easiest if you make a glissando from the very bottom and stop at the desired note is.



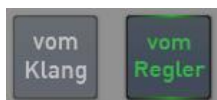
### volume

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

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

With the Pan control the position of the can Timbre are set in the stereo image. With the Hall controllers 1 and 2, chorus and echo are the Effect Send (send) set for this sound.

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



### "From the sound" or "the controller"

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

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

You can anytime go back to the factory settings by resetting the setting "by the controller" to "From the sound."



**Dynamics - On / Off** - Turns the dynamics of the selected selector from one or.

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

**Modulation Wheel On / Off** - On / Off - Turns the modulation wheel for the selected selector on or off.

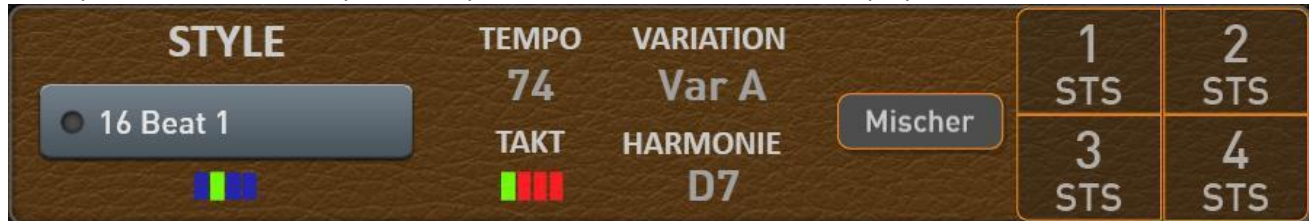
**After Touch On / Off** - Turns one aftertouch for the selected selector, or - on / off. Please note that not all timbres is busy with an after touch function. Note that there is no aftertouch available in the area pedal.

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

## 7.3 The accompaniment in EASY mode (Accompaniments)

### 7.3.1 Settings Styles

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



With the Display button MIXER to access the style settings.



#### 7.3.1.1 Die chord recognition



#### Area of the chord recognition

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

- at upper manual or lower manual the entire upper or lower manual for the chord recognition is evaluated.
- but you can also limit the scope of the chord detection by setting example for the lower manual 1 a play area and only this area will be used for chord detection by selecting "UM1".

### chord recognition

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



The following is a brief description of the four modes. A detailed description can be found in the band SONIC programming.

**Simple 1:** 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) ,

It is after input of 1 - (3 keys only the harmonies Dur (root), major seventh (root + seventh), minor (root + minor third), minor seventh (root + minor third + seventh) and Dur-Major7 root + major seventh) detected.

**Easy 2 (Yam):** Likewise, a very simple (but limited) makes control of the automatic accompaniment, which, however, due to the entry of dissonance (by some chord-strange sounds) to switch off at least the lower manual sound required.

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

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

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

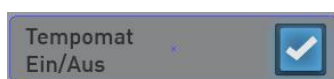
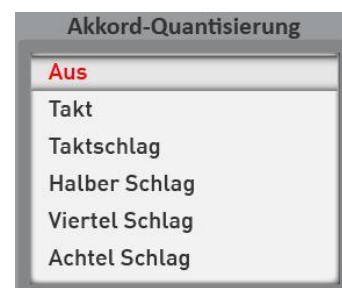
**Chord Mode:** This accompaniment mode is a very extensive mode in which a large number of attacks in the accompaniment range can be implemented.

### Chord quantization

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

The OFF setting all chord changes are executed immediately. The settings "clock - beat - beat Half - Quarter Bounce - Eighth impact" evaluation Fingered chords you will be restricted to the specified time signature.

**DANGER:** The setting can be adjusted only when not running style player!

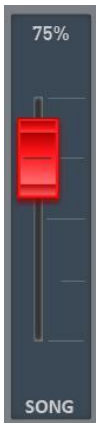


### Cruise control on / off

Each style is factory-assigned tempo "ideal". Cruise control is ON, this "ideal" tempo is automatically selected when a style is re-selected.



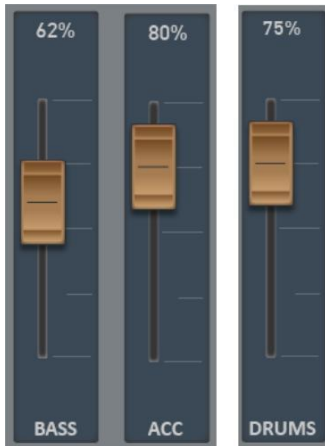
### 7.3.1.2 Style volumes



#### The SONG controller (Red)

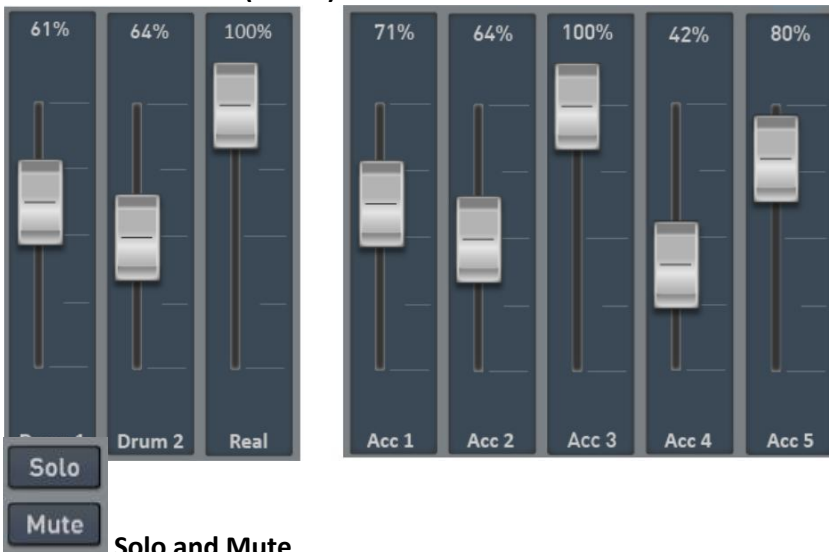
With the SONG control the volume of the entire accompaniment is set. This control is identical to the drawbar SONG in the "Accompaniment Volume".

#### The group controller (Brown)



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

#### The ACC controller (White)



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

#### Solo and Mute

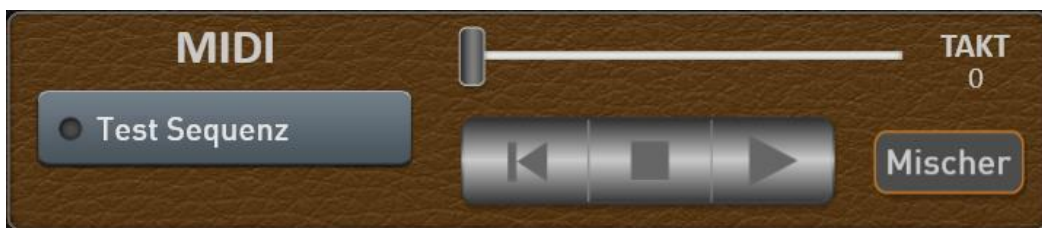
Each track still has the features SOLO and MUTE (mute).



#### Reset volume

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

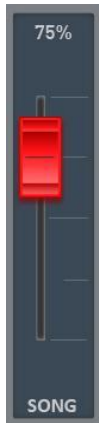
### 7.3.2 Settings for MIDI sequences



If the selected MIDI sequence have a karaoke text or Harmony data, the KARAOKE button also appears. This allows you to open the karaoke window. See section 8.4.2.1 "settings Karaoke".

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





### The SONG controller (Red)

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



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

**Note:** The MIDI sequence itself is not changed. the volumes of the sequence, it will only be charged.



### Solo and Mute

Each track still has the features SOLO and MUTE (mute).



### Reset volume

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

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

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

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


Now plug in the USB flash drive and it appears the button , Press this button and the stick content is displayed on the display.



Figure example, a USB flash drive

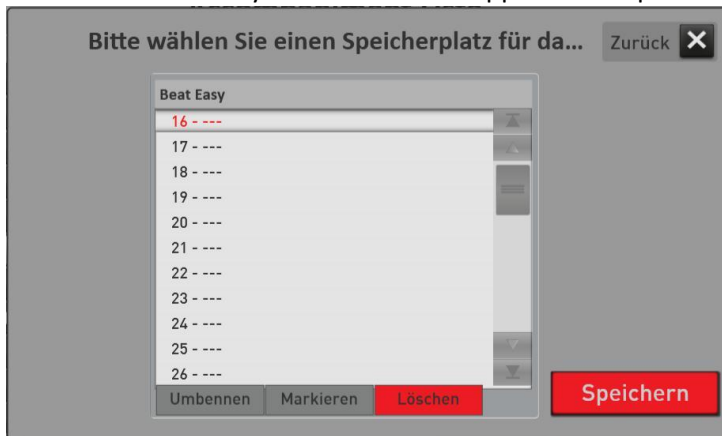
The subdirectories are marked with a corresponding icon. If you are in a subdirectory, you go back one level with the first button again.

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

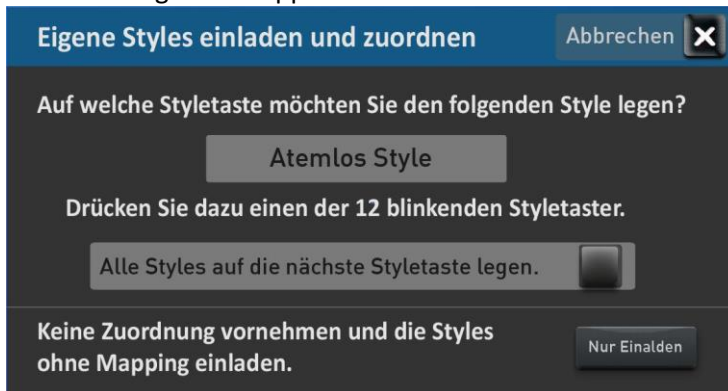
## Import 7.5 Styles from a USB stick

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

1. to activate the USB stick, as described in 7.4 "Styles, MIDI sequences or AUDIO files directly Playing from a USB stickdescribed ".
2. Select if necessary the desired directory on the stick.
3. Now you have two options:
  - a. With "Select" you can mark one after multiple styles for loading.
  - b. be marked in the directory with "All Select" All Styles.
4. Now press the Import button.
5. the first free memory the ACC list now appears. Accept this or choose another location.



6. Confirm with Save.
7. The following screen appears:

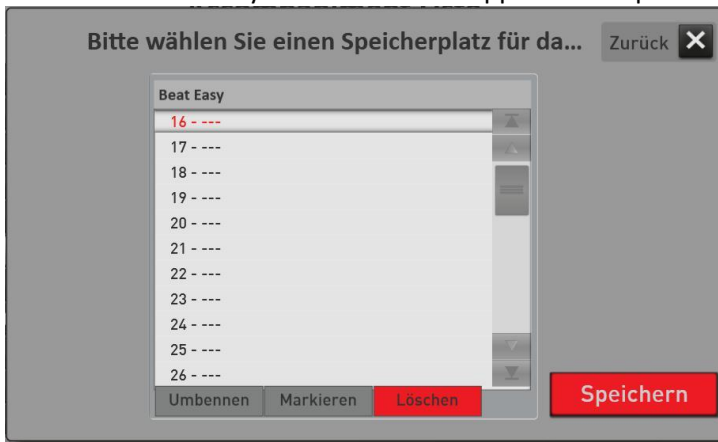


8. The display it will appear the first name of the imported styles and blink 12 Style button. After you pressed for the displayed style of the desired 12 Style button on the control panel, the next style is displayed and the next assignment begins until all the styles are assigned.
  - a. place with the activation of the function All styles on the next style buttons, all previously unassigned styles are placed on the Style button which is pressed next. This is useful if you chose to invite only POP Styles and want to put this all on the control panel buttons POP.
  - b. **Only Invite:** The marked styles are invited and are visible only under a USER button. There is no additional mapping to the style 12 button.
  - c. **Abort, stop:** The invite is aborted.
9. After mapping the styles you are back in the game mode. The imported styles, see the control panel USER button and depending on your assignment in the field USER button on each style of POP to Movie & Show.

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

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

1. Depending on what you want to Invite, choose the panel button MIDI or AUDIO.
2. to activate the USB stick, as described in 7.4 "Styles, MIDI sequences or AUDIO files directly Playing from a USB stick described".
3. Select if necessary the desired directory on the stick.
4. Now you have two options:
  - a. With "Select" you can select multiple songs in succession to invite.
  - b. be marked in the directory with "Select All" all styles.
5. Now press the Import button.
6. the first free memory the ACC list now appears. Accept this or choose another location.



7. Confirm with Save.
8. You are back in the game mode and depending on what you have invited, find the songs on the panel button MIDI or AUDIO.



## 8 The PROFI display

The Profi mode provides the ability to distribute up to a total of 16 tones on the manuals and expanded settings. The area Total presets is identical to the EASY mode.

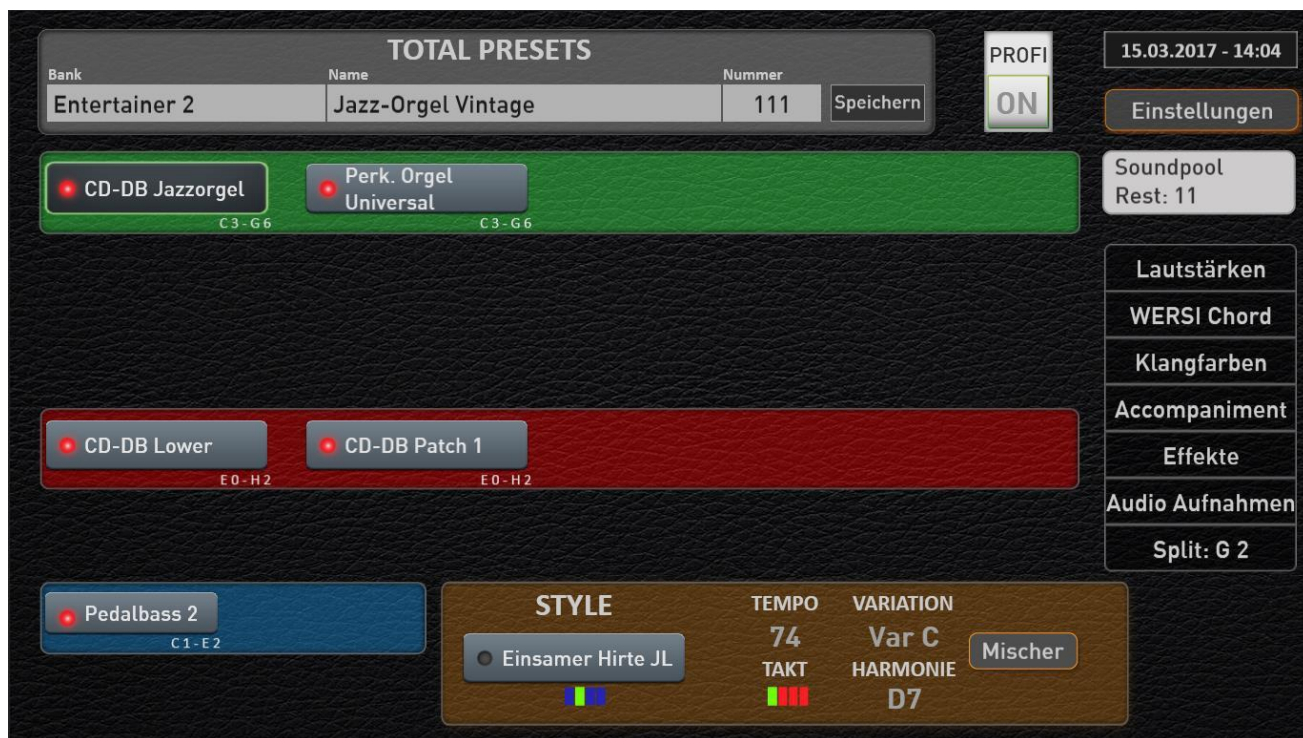
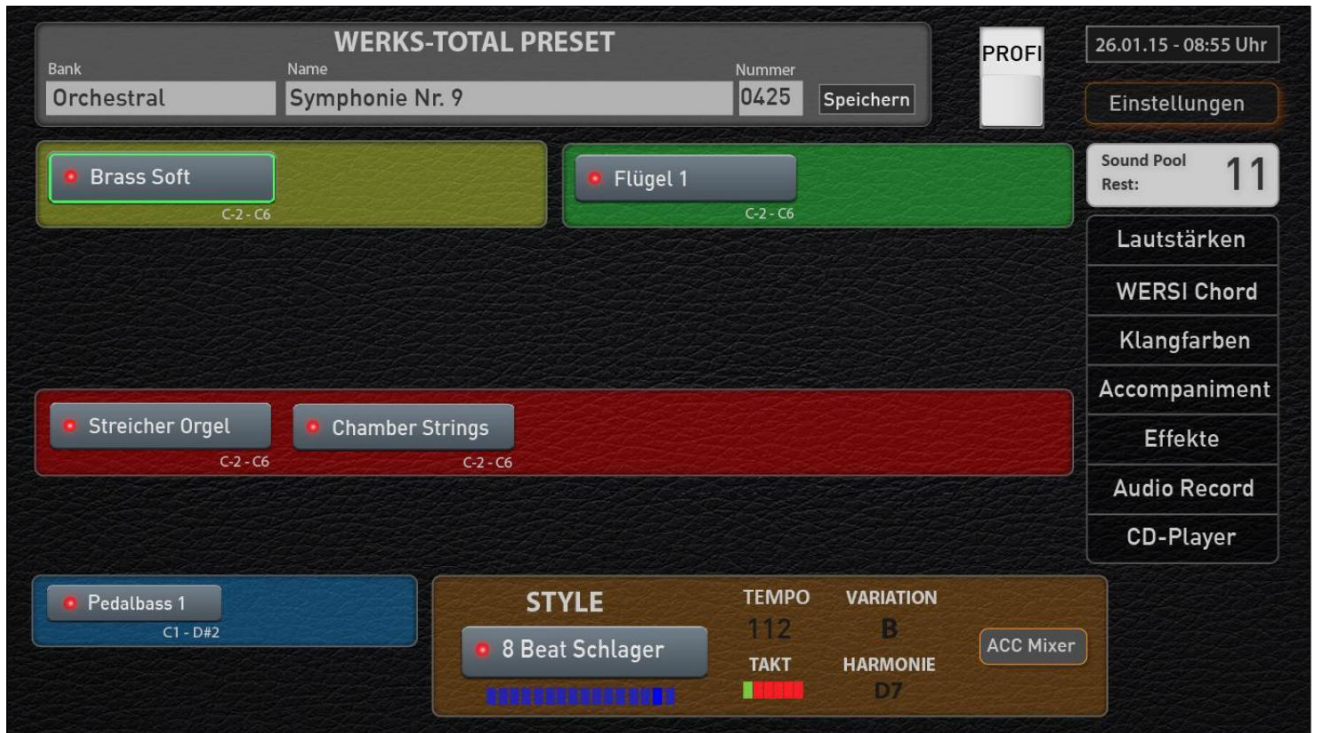


Figure: professional display the keyboard OAX1



Picture: PROFESSIONAL display of the instruments OAX500 - OAX600 - OAX700



Picture: Professional display of PERGAMAON OAX1000



## 8.1 Keyboard split point only for the OAX1 Keyboard

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

### change keyboard split point

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

Lautstärken

WERSI Chord

Klangfarben

Accompaniment

Effekte

Audio Record

Split: C3



The split point enter simply by pressing the appropriate note on the keyboard or on the onscreen keyboard. The split point input is displayed on the display keyboard and the input window disappears again after a moment.

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

## 8.2 tones in the PROFESSIONAL show fashion

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

**Important:** Overall, the amount of 16 sound Arten can not be exceeded.



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

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

**Add a new tone to an area**

To prove a manual with another tone, holding down a finger the SOUNDPOOL button. Pulls his finger to the desired location and makes the sound just there "fall".



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



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

**remove a timbre from a range**

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



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



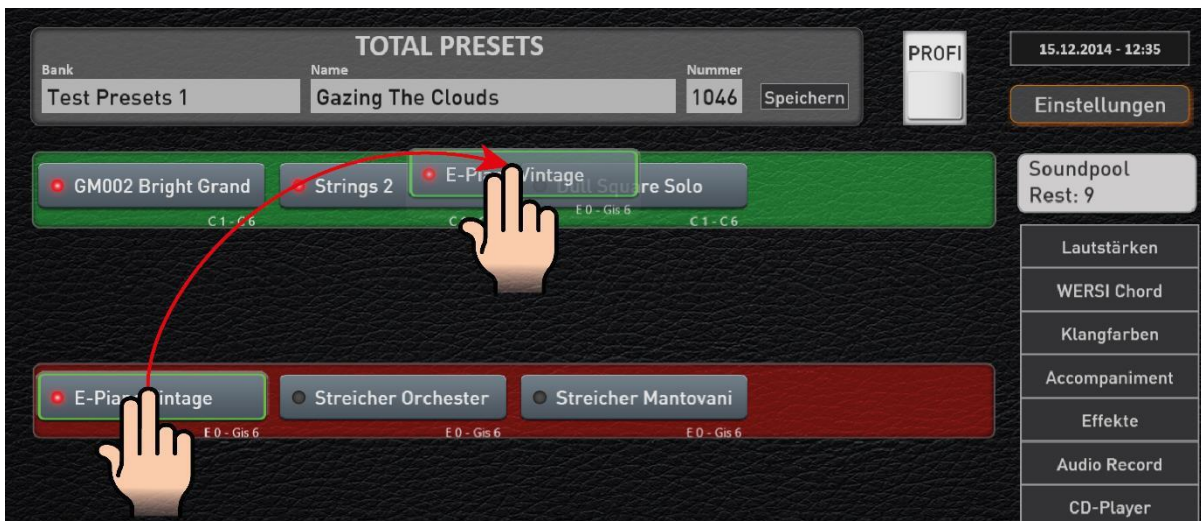
**Move one tone to another area**

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

**duplicate a timbre**

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

1. **Example:** You want the electric piano Vintage play from the lower manual in the upper manual. To do this, press the selector with TWO FINGERS and push it to the upper manual.



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





- Example: You want to duplicate the strings in the lower manual, and then increase the second strings an octave.



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

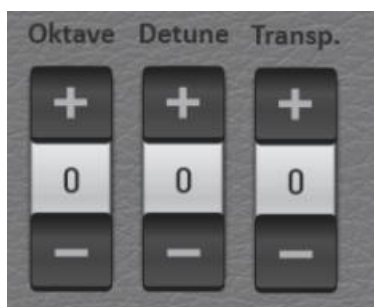
### 8.3 Professional Manual Controls

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

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



The setting options available:



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

**Detune (upset)** = Setting the Manual detuning in Range of +/- 100 cents. With plus or minus to the change in mood CENT and so interesting sounds with a Setting the beat.

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

**play area**

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

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



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

---

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

---

**DANGER:** When entering the playing area by pressing the lowest and highest switch, remember the following: If the lowest note of the desired game area above the center of the keyboard are, you have to press a key first among the middle. You must grope from the bottom to the desired note, so to speak. It's easiest if you make a glissando from the very bottom and stop at the desired note is.

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

### 8.3.1 The Manual Controller

The manual controller are identical for each tone color.



#### volume

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

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

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

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

#### Attack and Release

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

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



#### "From the sound" or "the controller"

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

You can anytime go back to the factory settings by resetting the setting "by the controller" to "From the sound."

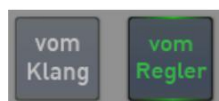
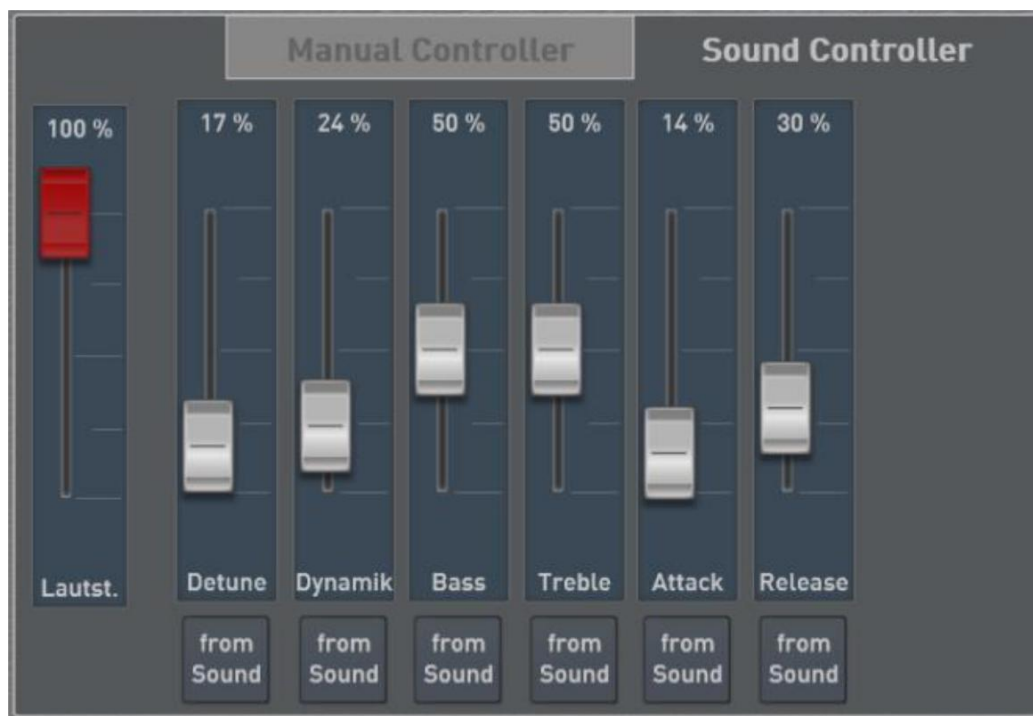


### 8.3.2 The sound controller

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

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

- detune -> Setting a beat
- dynamics -> Setting the extent to which acts keyboard dynamics
- bass -> in the timbre of an equalizer was integrated Adjusting the bass
- Treble -> Adjust the treble
- Attack -> Envelope Attack
- release -> Envelope Sustain

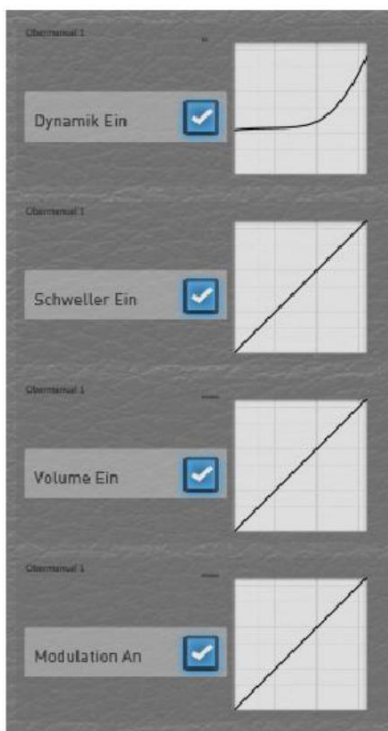


**"From the sound" or "the controller"**

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

You can anytime go back to the factory settings by resetting the setting "by the controller" to "From the sound."

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



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

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

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

The figure shows an overview of the current settings. Click on the individual curves, to access the settings.

**Obermanual 1** aktuelles Preset: Orgel Dynamik Zurück X

Dynamik Ein
  Für alle Manuale einstellen
  Als Global festlegen
  Als Standard festlegen
  Auf Standard zurücksetzen

Presets		Kurventyp	Kurvenanpassung																
<div style="display: flex; justify-content: space-between;"> <span>Eigene Presets</span> <span>Werks Presets</span> </div> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Name/ID:</th> <th>gemacht für:</th> </tr> </thead> <tbody> <tr><td>Standard Dynamik (1)</td><td>Velocity</td></tr> <tr><td><b>Orgel Dynamik (2)</b></td><td><b>Velocity</b></td></tr> <tr><td>Klavier Dynamik (3)</td><td>Velocity</td></tr> <tr><td>Invers Linear (4)</td><td>Velocity</td></tr> <tr><td>Audio Log (8)</td><td>Expression</td></tr> <tr><td>Normal Expression (9)</td><td>Expression</td></tr> <tr><td>ACC Expression (10)</td><td>Expression</td></tr> </tbody> </table>		Name/ID:	gemacht für:	Standard Dynamik (1)	Velocity	<b>Orgel Dynamik (2)</b>	<b>Velocity</b>	Klavier Dynamik (3)	Velocity	Invers Linear (4)	Velocity	Audio Log (8)	Expression	Normal Expression (9)	Expression	ACC Expression (10)	Expression	<ul style="list-style-type: none"> <li>Linear</li> <li><b>Hyperbel</b></li> <li>Exponentiell</li> <li>Logarithmisch</li> <li>Linear absteigend</li> <li>Hyperbel absteigend</li> <li>Exponentiell absteigend</li> <li>Logarithmisch absteigend</li> </ul>	
Name/ID:	gemacht für:																		
Standard Dynamik (1)	Velocity																		
<b>Orgel Dynamik (2)</b>	<b>Velocity</b>																		
Klavier Dynamik (3)	Velocity																		
Invers Linear (4)	Velocity																		
Audio Log (8)	Expression																		
Normal Expression (9)	Expression																		
ACC Expression (10)	Expression																		
<input type="button" value="Speichern"/> <input style="background-color: red; color: white;" type="button" value="Löschen"/>																			

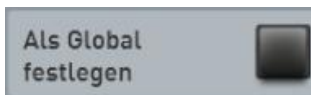
**buttons**

**A dynamic (in the further curves appear here: A sill, Volume One, modulation A)** Here are just current curve is switched on or off.

**Set for All manuals**

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

Remains the setting is active, any change will be transmitted directly to all selectors.

**Set as Gobal**

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

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

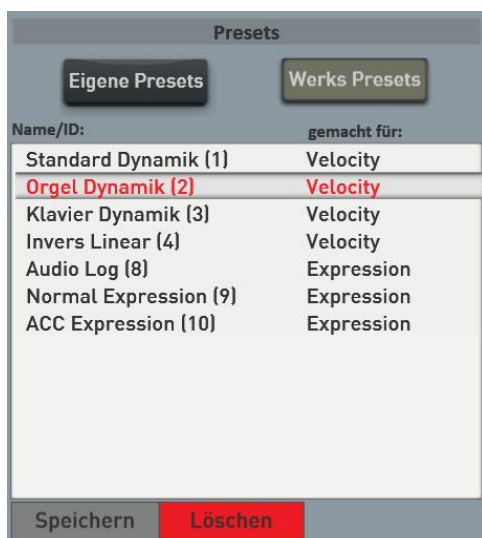
**Set as standard**

You can set a Curves preset as the default preset. Whenever you save any special curve in a total preset with, the total preset automatically dials this default preset.

**Reset to Default**

Once you press this button, the current standard preset is loaded for editing.

Select 8.3.3.1Dynamik-, sills, volume or modulation Preset



In the area PRESETS several variations of curves are stored. You can create your own self and save. See section 8.3.3.2 "Dynamics, sills, volume and create modulation curves new".

Here is a description of the supplied plant curves:

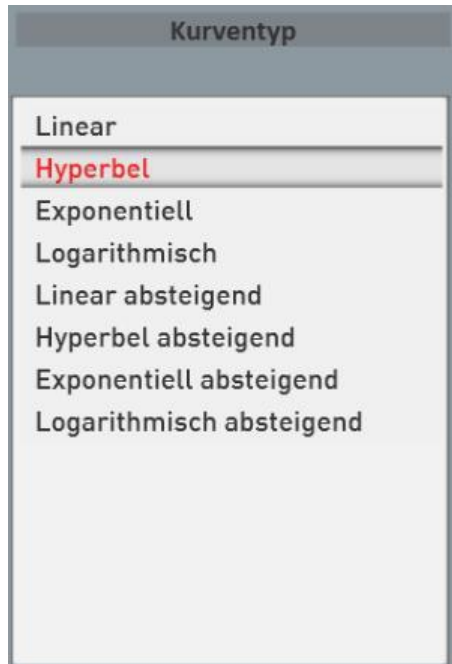
No.	Surname	made for	description
1	standard dynamic	Velocity	Universal standard dynamics; suitable for all Tones the normal dynamic range have.
2	organ dynamics	Velocity	Limited dynamics: ideal for organ players usually play without dynamic and slowly would dare to dynamic games.
3	piano dynamics	Velocity	Specially adapted to the grand piano sound in the SONIC Velocity Curve.
4	inverse linear	Velocity	Just like the standard momentum (000); but the other way around. When fixed games Velocity is less so the sound quieter.
8th	Audio log	expression	logarithmic curve
9	normal expression	expression	This is the standard curve for the rocker (Expression)
10	ACC expression	expression	Special curve for monitoring as Styles, MIDI and AUDIO files; The accompaniment volume is only controlled in a restricted area.

**Create 8.3.3.2Dynamik-, sills, volume and modulation curves new**

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

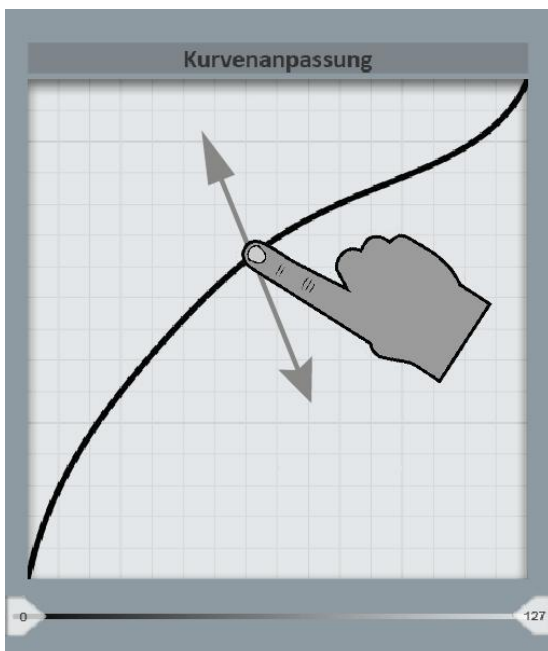
**The curve types**

Your OAX instrument gives you some typical curves. This includes:



Surname	description
Linear	A straight line between the value 0 and 127
hyperbole	The hyperbole is increasing at the beginning and against End very steeply.
Exponentially	The exponential curve stiffens very slowly adopts and in the further course always more momentum. The values take in Shape of the curve is always faster.
Logarithmic	The logarithmic curve is the opposite the exponential curve. The values rise very fast and flat against the End from the curve. All audio levels logarithmically controlled.
Linear descending	Such as linear, but the course goes from 127 Direction 0th
hyperbole descending	As hyperbole, but the course goes from 127 Direction 0th
Exponentially descending	How Exponential, but the course goes from 127 towards the 0th
Logarithmic descending	How logarithmic, but the course is 127 towards the 0th

**draw your own curve on the display**

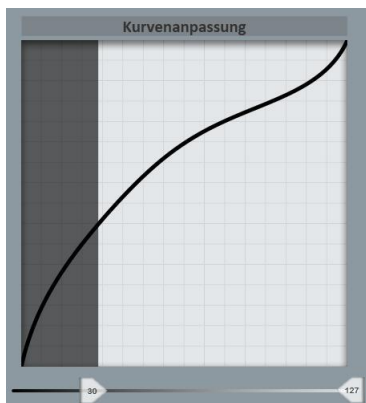


The touch panel, you can now "draw" their own curve.

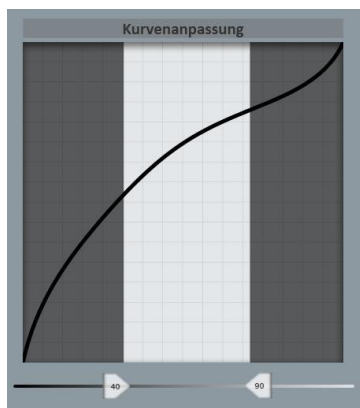
Depending on the type of curve more invisible items are available to adjust the curve.

### Restrict impact areas

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



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

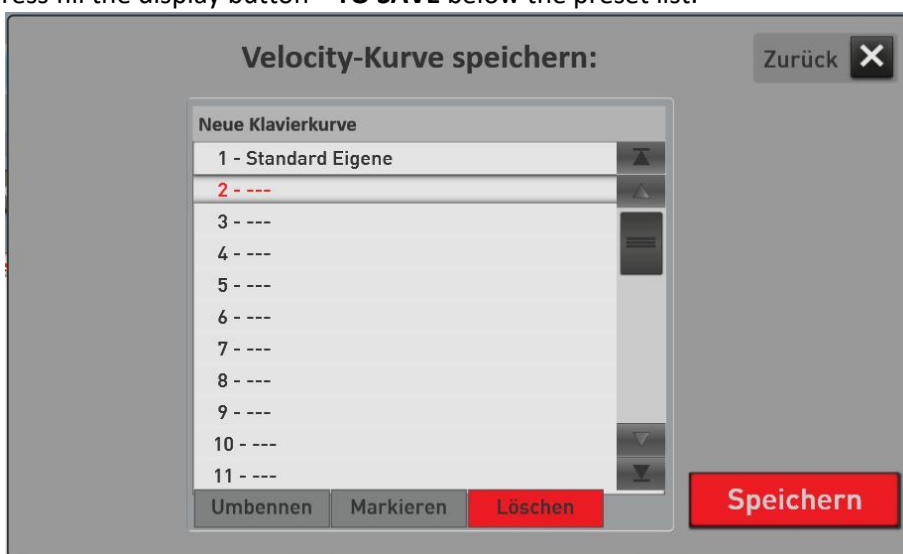


*Example 2:* Is an area of effect adjusts from 40 to 90, the sound can only be heard when values between 40 and 90 are generated from the keyboard.

### 8.3.3 Eigene save newly created curve

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

1. Press fill the display button **TO SAVE** below the preset list.



2. Press here in this example "New Piano curve" to match the name of the preset.
3. Select a location and press Save.

### 8.3.4 further setting



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

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

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

**Sustain pedal on / off** - ON / OFF - Turn the sustain pedal for the selected selector on or off.

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

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

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

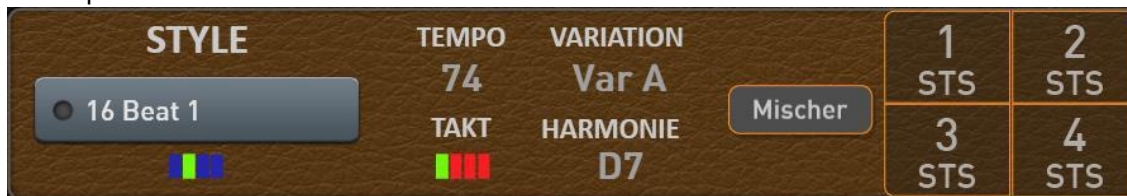


## 8.4 Professional ACC Controls

We distinguish between different surfaces for Styles and MIDI sequences.

### 8.4.1 Settings Styles

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

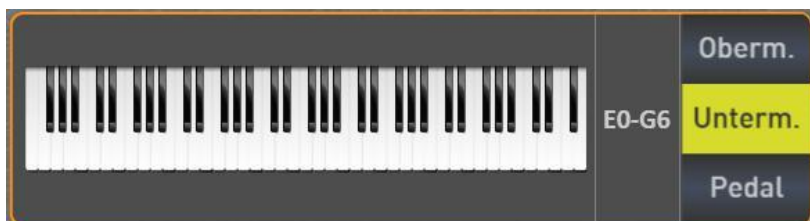


With display button MIXER open the ACC control. The changed values are stored there, with a total preset when you save in the corresponding Total Preset the Accompaniment data.



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

#### 8.4.1.1 Bereich the chord recognition



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

This is done by the way quite independently of the tone on the relevant manuals. The

means that you play the lower manual only with strings, but the area of the chord recognition is limited to a certain area of your keyboard.



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

**Note Pedal:** Once the harmony input is connected to the pedal, the two foot switch at will Sill of features links - switched> Moll -> 7 / seventh and right. Is yet another elected entering the harmonies that set foot switches are active again. Then press once on the surface of the keyboard and it will appear on-screen keyboard for the selected Manual.



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

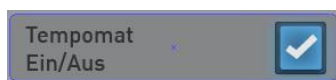
**DANGER:** When entering the playing area by pressing the lowest and highest switch, remember the following: If the lowest note of the desired game area above the center of the keyboard are, you have to press a key first among the middle. You must grope from the bottom to the desired note, so to speak. It's easiest if you make a glissando from the very bottom and stop at the desired note is.

**8.4.1.2 chord recognition**

You can choose the professional display between multiple modes for chord detection. A detailed description can be found in chapter in the band SONIC programming.

<p><b>Simple 1:</b></p>	<p>A very simple (but limited) control of the automatic accompaniment, but persists, despite their simplicity of musical preferences by This mode only uses tones that are included in the chord (comparable with the mode Single Finger WERSI - only fewer opportunities / Variants).</p> <p>There are after entering 1 - 3 buttons only the harmonies major (fundamental), Major seventh (root + seventh), minor (root minor third +), minor seventh (Root + + minor third seventh) and major Major7 (root + major seventh) recognized.</p>
<p><b>Easy 2 (Yam):</b></p>	<p>Likewise, a very simple (but limited) control Accompaniment, which, however, (due to the input of dissonance by partly chord strange sounds) the disengaging the manual required power.</p> <p>There are after entering 1 - 3 buttons only the four major harmonies (Root), major seventh (root + a white key on the left), minor (root + A black button on the left), minor seventh (root + a white + a black button on the left) recognized.</p>

<b>Single Finger Mode (WERSI):</b>	A simple (and musically meaningful) control of the automatic accompaniment, the matching by entering 1-3 chord tones. There are the harmonies major (fundamental), major seventh (root + Seventh), minor (root + minor third), minor seventh (root + + minor third Seventh), major Major7 (root + major seventh) Minor Major7 (root + Minor third + major seventh) and recognized more.
<b>chord mode</b>	This accompaniment mode is a very extensive mode in which a large Number of handles in the accompaniment range can be implemented.
<b>BassToLowest</b>	It accepts the same fingerings as the Advanced Chords mode. However, in this mode, the lowest note in the chord section is (= the interpreted lowest tone of your Fingered chord) as the bass note. You can So hereby specifically accurate (by choosing your chord inversions) bass Force runs in your companion.
<b>organist mode</b>	This mode is automatically the bass track (Acc-BASS) from the Accompaniment away and even has to be played. The backing tracks (Acc1 - Acc5) only be played for as long as a chord in the accompaniment range is pressed <u>and</u> held.
<b>interval mode</b>	This mode is basically the same chord mode. However, be less than 3 keys in the chord section only exactly these sounds into your Accompaniment patterns added.



**Cruise control on / off**

Each style is factory-assigned tempo "ideal". Cruise control is ON, this "ideal" tempo is automatically selected when a style is re-selected.

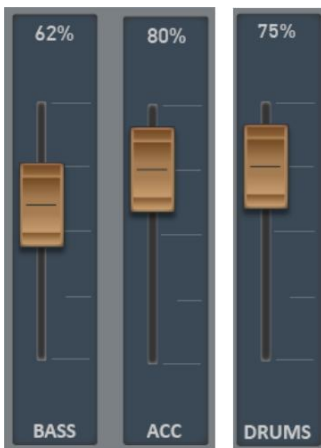
**8.4.1.3ACC volumes**



**The SONG controller (Red)**

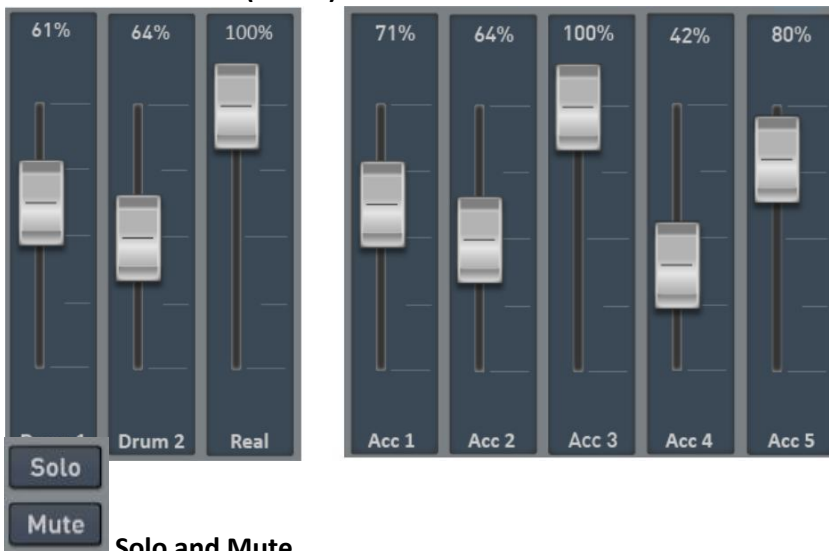
With the SONG control the volume of the entire accompaniment is set. This control is identical to the drawbar SONG in the "Accompaniment Volume".

### The group controller (Brown)



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

### The ACC controller (White)



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

#### Solo and Mute

Each track still has the features SOLO and MUTE (mute).

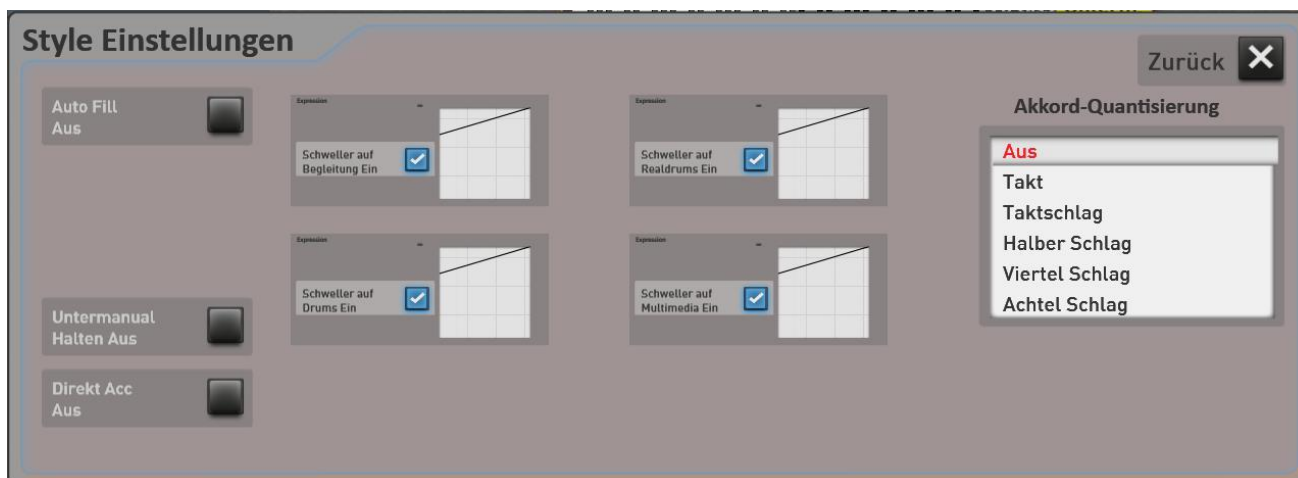


#### Reset volume

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

### 8.4.1.4 More Style Settings

Style Einstellungen  On the display surface Style Settings reach other important settings.

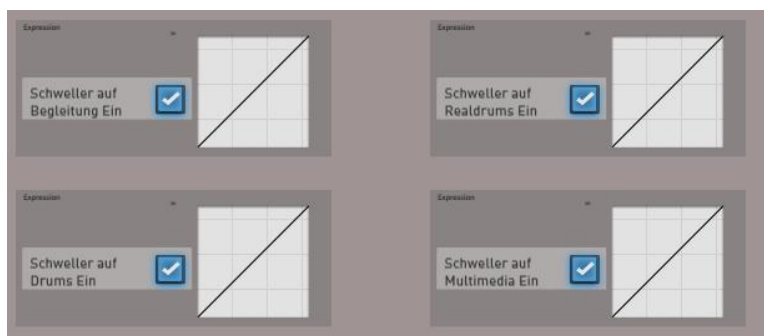


**Auto Fill:** When changing the variation of the corresponding Fill part of the Style is always inserted and then continued with the newly selected Acc variation. Not all styles have variation Fillins so that this function is not all style has an effect.

**Under Manual Hold:** With this function, the sounds of the can Under Manual pressed keys are held, ie: you can see the Hand away and the notes sound on.

The ailing tones off during active Keep only now, when auto accompaniment is stopped. Stop Auto Accompaniment

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



The following areas are available:

#### Rocker functions

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

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

The factory-set curve "ACC Expression", governs the automatic accompaniment with only in a limited area. This means that you still hear unabsorbed still the backing band.

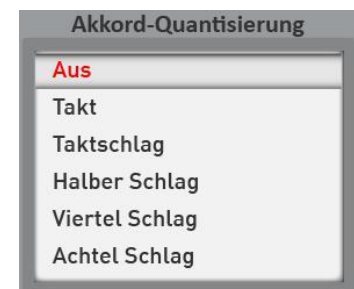
How to select the curves and also set new curves in the chapter 8.3.3 "Dynamics-, Sills, volume and modulation curves" Explained.

### Chord quantization

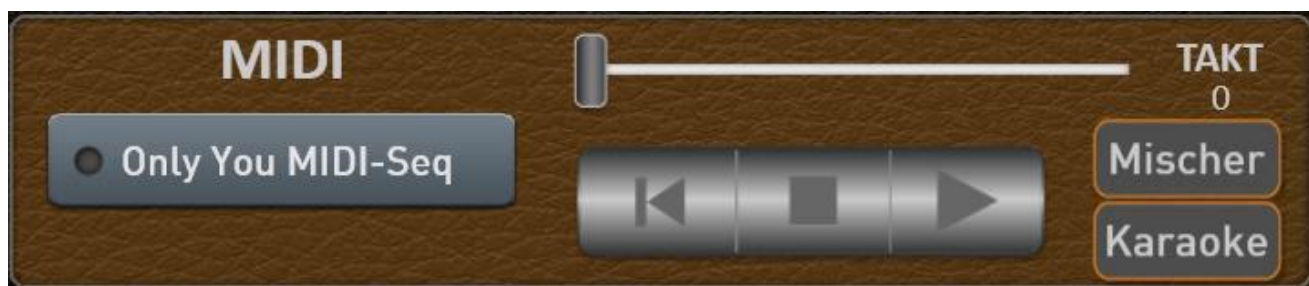
Here you specify in which time signature Fingered Chord be evaluated.

The OFF setting all chord changes are executed immediately. The settings "clock - beat - beat Half - Quarter Bounce - Eighth impact" evaluation Fingered chords you will be restricted to the specified time signature.

**DANGER:** This value can be set only when not running style player!



## 8.4.2 Settings for MIDI sequences



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

If the selected MIDI sequence have a karaoke text or Harmony data, the KARAOKE button also appears. This allows you to open the karaoke window. See section 8.4.2.1 "settings Karaoke".



#### 8.4.2.1 Einstellungen Karaoke



**As a general rule:** The karaoke window can be moved freely and free resize. If you connect a second screen, you can slide the karaoke window on the second display.

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

### Karaoke settings

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

The following values are available:

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



**Einstellungen Karaoke** Surface ✕

F dm am Faug Bb Fmaj7 Adim7

**Some where over the rainbow way up high,**

Hintergrund	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Aktuelle Zeile	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Textfarbe	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Schrift Text	Karaoke	Karaoke	Karaoke	Karaoke		
Harmoniefarbe	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Schrift Harmonie	Cdim7	Cdim7	Cdim7	Cdim7		
Größe Text	24	26	28	30	32	34
Größe Harmonie	24	26	28	30	32	34

TAKT



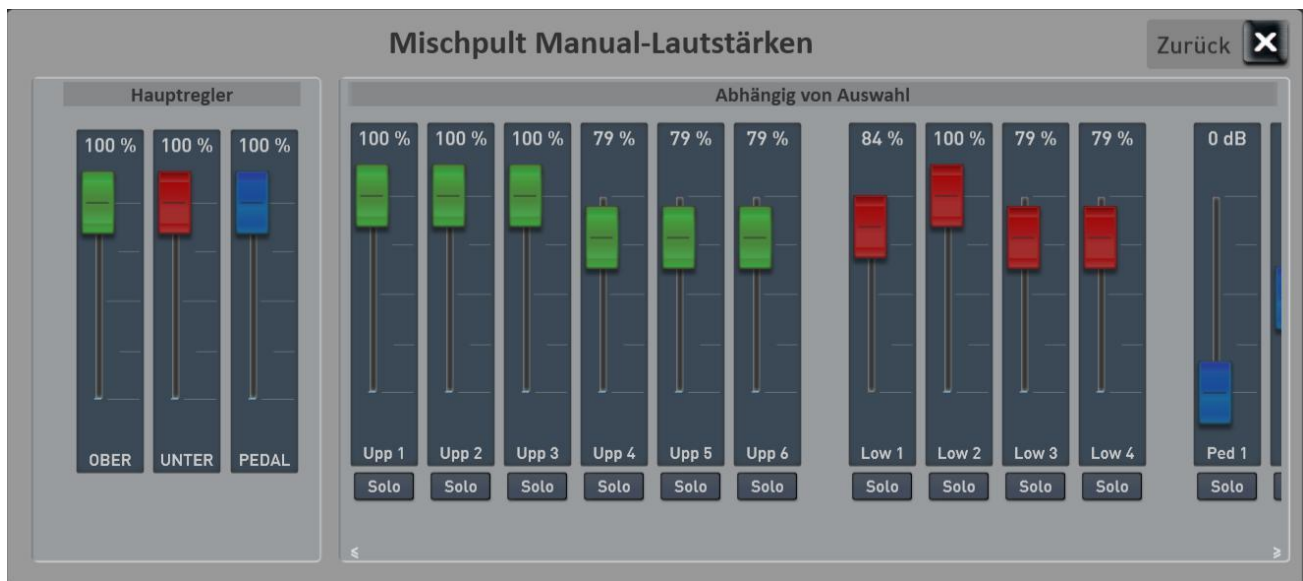
### 8.5 Volume control in the PRO Mode

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

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

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

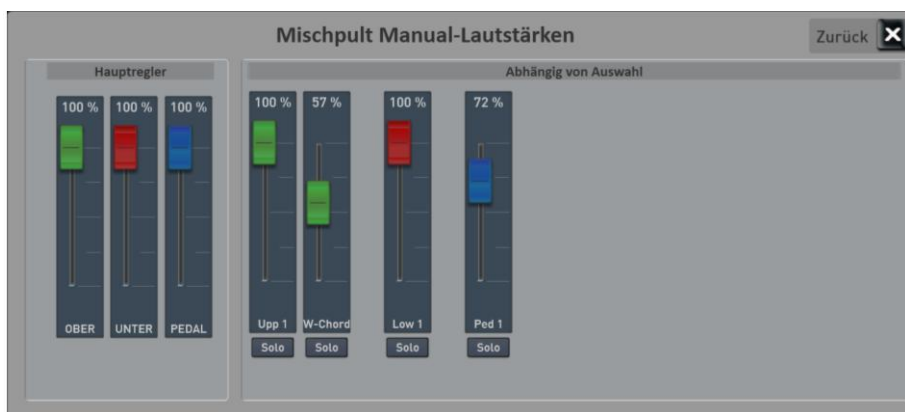
- Lautstärken
- WERSI Chord
- Klangfarben
- Accompaniment
- Effekte
- Audio Aufnahme
- CD-Spieler



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

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

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



## 8.6 WERSIChord

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

## 8.7 Tone List

With the tone color list provides an overview of all tones that are in your instrument.

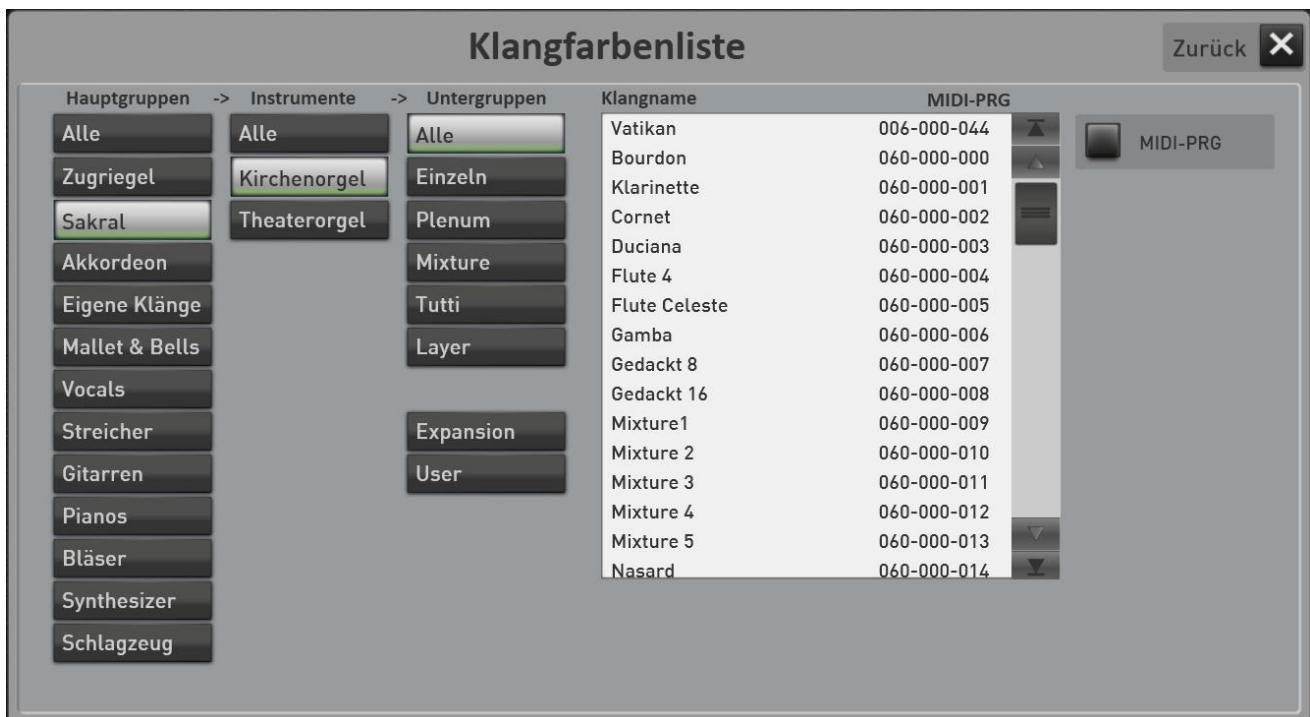
Here you can choose a sound and change the previously selected selector.

**Note:** Most timbres of the list are assigned to the Tone buttons. But there are also tones that are used only for style or MIDI sequences. These are then not assigned to the Tone buttons, as these are usually not playable on a keyboard.

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

The list is divided into 12 main groups and several minor groups of instruments. The main groups correspond to the headings for the tone button on the control panel and the instrument groups correspond exactly to the buttons on the control panel. So of drawbars to drums.

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



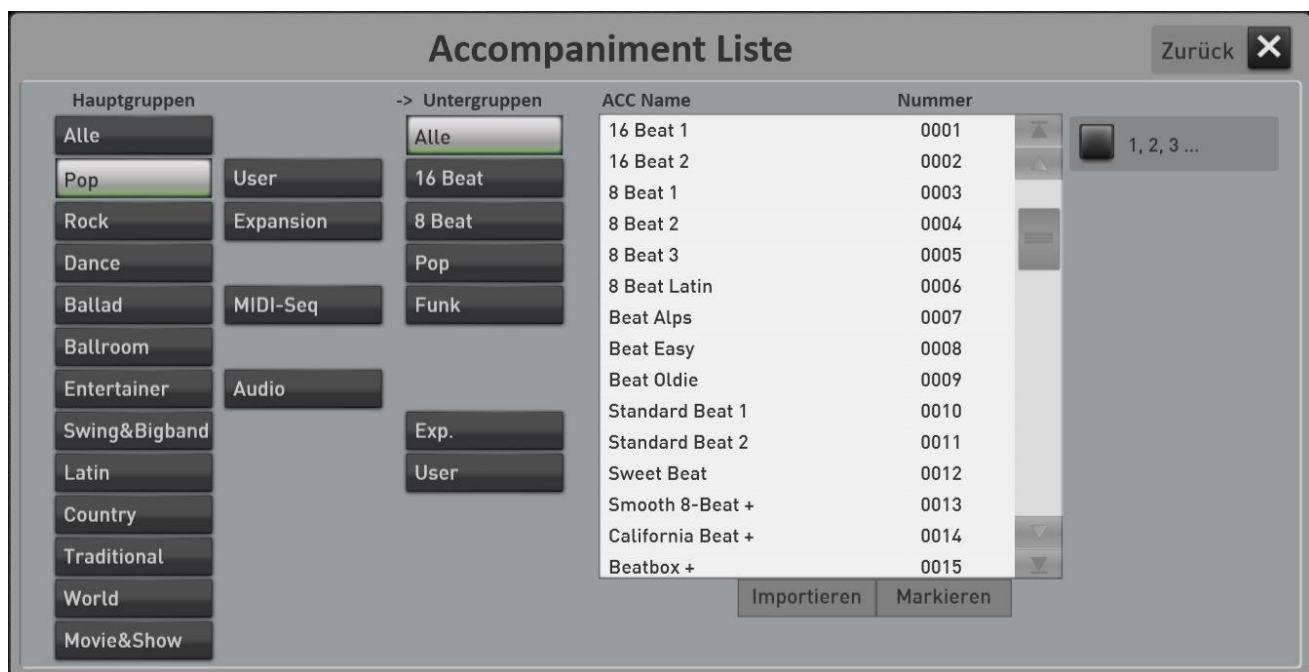
**Load sound to a selector**

1. in the PRO mode, select the selector with which you want to assign the desired sound.
2. Press the display surface timbres and it opens the tone list shown above.
3. Select the tone you want in the list. You may play before the actual inviting in the corresponding manual.
4. Invite with loads of on the selector. Would you not take on the selector to the sound, you can leave with Back the list.

## 8.8 Accompaniment list

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

there you can see the factory Styles, where they can invite their own styles, MIDI sequences or audio files, delete, export or rename.



### 8.8.1 The 16 main groups

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

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

**Main group ALL** -> If enabled the display button ALL displays all files without sorting the list.

### 8.8.2 The subgroups

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

**Exp.** = shows all styles that have been added by an extension packet "expansion" of the instrument in the respective main group.

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

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

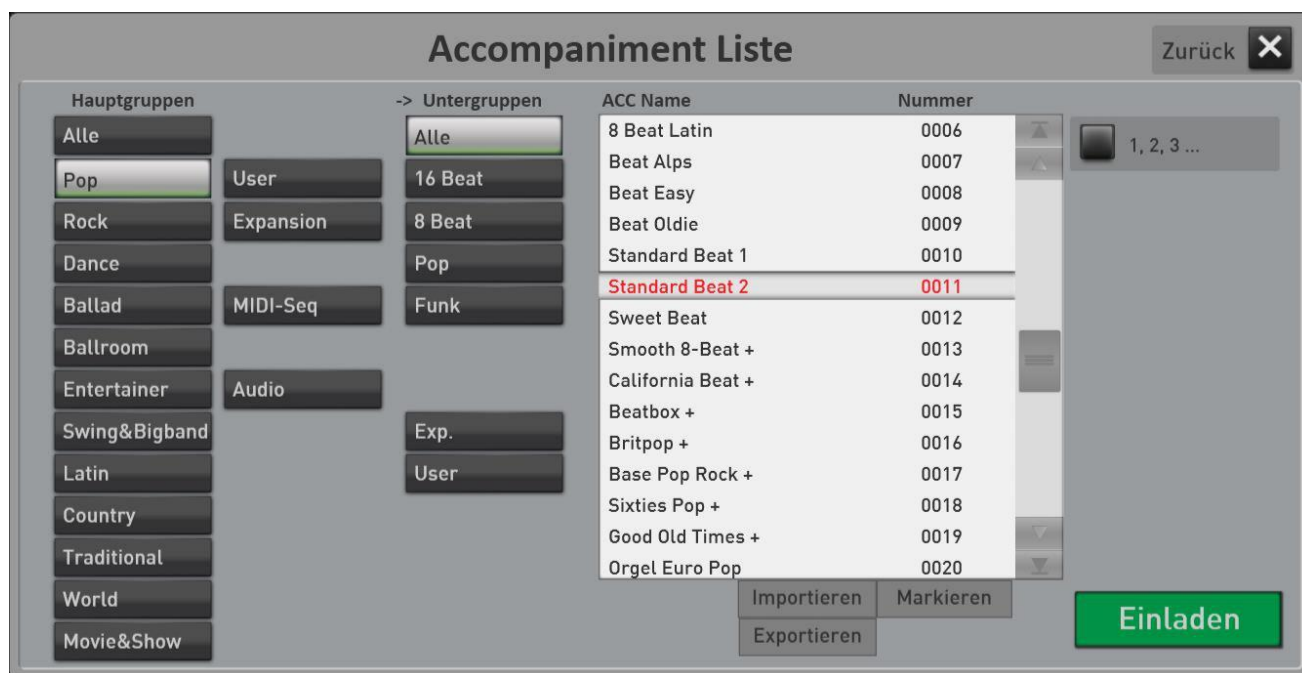
**Subgroup ALL** -> If enabled the display button ALL displays all files without sorting the list.

### 8.8.3 Invite ACC on the list to play

Once you have the desired accompaniment found and selected in the list display area INVITE appears.

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

After pressing on INVITE, joins the list and you are again in play mode. The selected accompaniment is loaded.



### 8.8.4 The list of accompaniments

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

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

To sort the list alphabetically, press the corresponding face 1, 2, 3 ... or A, B, C ....

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

**Import:** You can import your own accompaniments to the instrument. See section 8.8.5 "import your own accompaniments".

**Export:** Once one or more files are selected, they can be exported to a USB stick or on the internal hard drive. See section 8.8.9 "export accompaniments".

**To mark:** If this feature is turned on, you can select multiple files in the list to export this same example, or delete them.

**Rename:** If a file from the USER area is selected, this button will appear on the LCD screen keyboard, the description in the list. For band SONIC programming.

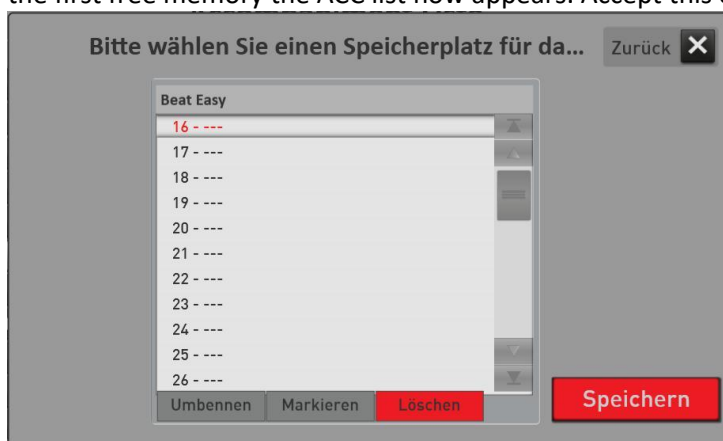
**Erase:** If a file from the USER area is selected, this button through which you can delete the file from the list displayed. You can also pre-select multiple entries using Select and delete them together.

### 8.8.5 import your own accompaniments

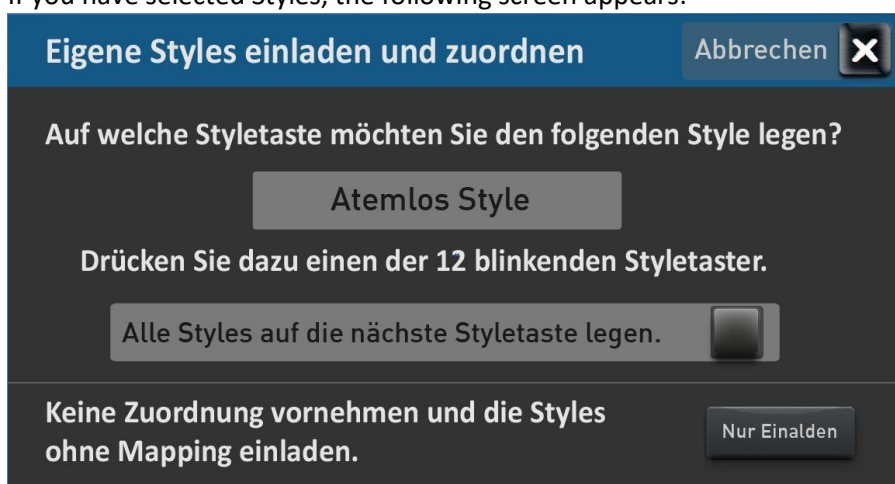
On the Import button, you can import your own Styles, MIDI sequences or audio files in your instrument and store them permanently.



1. Press the button IMPORT and it opens the file manager.
2. Decide under SOURCE first of which medium (My WERSI, DVD drive or USB flash drive) would like to invite the file.
  - a. *My WERSI* -> The Windows desktop folder on the hard drive of your instrument
  - b. *DVD drive* -> Contents of CD's or DVD's.
  - c. *USB stick / HDD* -> Connected USB sticks or USB hard drives. If several USB storage devices connected, only the first connected medium appears.
3. Then decide under the heading TYPE if you want to import styles, MIDI sequences or audio files.
4. The list contains all files of the selected type are displayed.
  - a. Folders are marked with a folder icon and can be opened by pressing.
  - b. If you are in a subdirectory, the button appears on the list `D:\0001 Wersi Style Edits Ebene zurück`, With a layer get back.
5. Now select the desired file, or select multiple files by previously activate the function MARK.
6. After selecting the desired file, press Import.
7. the first free memory the ACC list now appears. Accept this or choose another location.



8. Confirm with Save.
- Note:** With MIDI and AUDIO files are directly invited and the loading process is complete.
9. If you have selected Styles, the following screen appears:





10. the first name of the imported styles appears in the display and flash the 12 Style button. After pressing for the displayed style of the desired 12 Style button on the control panel, the next style is displayed and the next assignment begins until all the styles are assigned.
  - a. place with the activation of the function All styles on the next style buttons, all previously unassigned styles are placed on the Style button which is pressed next. This is useful if you chose to invite only POP Styles and want to put this all on the control panel buttons POP.
  - b. **Only Invite:** The marked styles are invited and are visible only under a USER button. There is no additional mapping to the style 12 button.
11. After mapping the styles you are back in the list of accompaniments. There you will find the newly invited Style among main groups -> USER.

**Subsequent changes to the mapping:** the chapter 8.8.7 "Own styles to the 12 Style Groups "You learn how an existing mapping can change.

**Notes on the desktop folder "My WERSI":** Only the desktop folder "My WERSI" stands for importing and exporting on your instrument. It can be selected on the internal hard drive to other directories / folders.

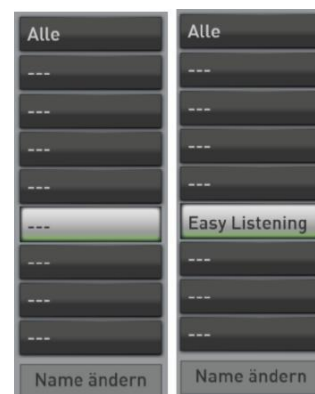
### 8.8.6 Own accompaniments to the eight USER sort subgroups

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

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

#### label subgroups

1. Select the area user, MIDI Seq or where you want to label the subsets AUDIO.
2. Highlight the desired subset by pressing.
3. Select Change Name.
4. the onscreen keyboard, on which you can enter a name appears.
5. Press Enter. The selected subset is now relabeled. In our example, the term "Easy Listening".



#### Assigning Styles, MIDI sequences or AUDIO groups

1. Choose within each list, the file you want to map.
2. Select Mark if you want to assign multiple files simultaneously. In our example we are MIDI and mark two titles.
3. Now press in subgroup Associate. The display switch switches to assign active.
4. Now press the desired subset. In our example, the subgroup Easy Listening. You will receive confirmation that the selected files have been assigned.
5. Turn the function assigning active again.

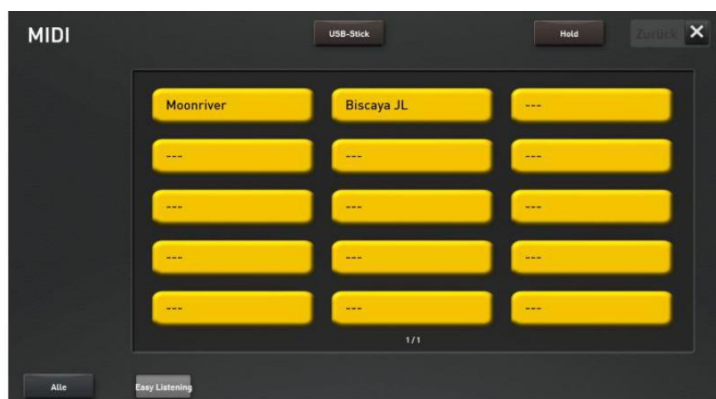


**Important:** The function assigning remains active until you turn it on the display again. So you can quickly assign a row multiple MIDI sequences on different groups.

The result looks like this:



Accompaniment in the list



In the normal selection via the control panel button MIDI.

### Remove accompaniment from a group

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

1. Select the accompaniments in the desired group.
2. Enable the assignment in subgroup with the display button Assign. The button changes to assigning active.
3. Change now the mapping by pressing the All button.
4. Finish the assignment by pressing the display button Assign active again.

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

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

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

1. Choose within the USER-style list which file you want to assign.
2. Select Mark if you want to assign multiple files simultaneously.
3. Now press at main group Assign. The display switch switches to assign active.
4. Now press the desired main group. In our example, the subgroup Easy Listening. You will receive confirmation that the selected files have been assigned.
5. Turn the function assigning active again.

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

### 8.8.8 rename accompaniments

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

1. Choose within the USER Style List or MIDI and AUDIO which file you want to rename.
2. Press Rename, and it seems the onscreen keyboard.
3. Enter the name you want.
4. Press ENTER.

### 8.8.9 export accompaniments

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

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

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

## 8.9 effects

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

So you have plenty of setting options ranging EFFECTS to find your optimal sound.



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

**Description SEND Effects:** The English name SEND, in German means SEND. Since we can adjust the effect programs and the respective level of the effect on the display shown below, there are still places can be "sent" from where.

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

For the areas Accompaniment and DRUMS in Style Editor (see band programming SONIC)



### 8.9.1 Set up an effect preset as standard or Global

---



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

You can set specify the location has an effect preset as your default preset. Whenever you use a factory preset total, the total preset automatically dials this default preset.



#### Set up an effect preset from "Global Preset"

The "Set as Global" You probably already noticed in other areas. Is one of the areas manuals, monitoring or percussion show in a preset as GLOBAL, this selection is maintained in all presets total, even if you have saved different settings in Total presets.

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

### 8.9.2 General operation of the effect programming

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1. First, select a range manuals, Accompaniment or drums. This sets the scope for which you want to perform the changes.
2. Then, on the left, the effect you want to customize. So Hall1, Hall 2, chorus or echo.
3. Pick the desired effect program from the list.
4. About the control MIX You adjust the volume of the effect (return) to your liking.
5. Exit the effect display on BACK.
6. Now think because you save your changes to the current total just preset. Otherwise, just gemachen settings will be overwritten by selecting the next total presets.



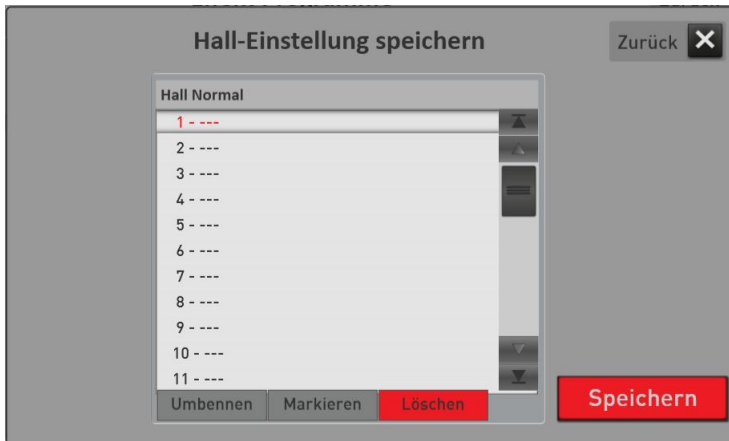
The settings described above, you can also conveniently carry on the quick service of the effects. See Chapter **5.7.3.2 Quick Service** ,

### 8.9.3 Setting your own effects presets and save

Be creative and add your own opinion effect program from. What parameters are available here to show you the next chapter 8.9.3.1, 8.9.3.2 and 8.9.3.3.

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

1. Press the area "SAVE".



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

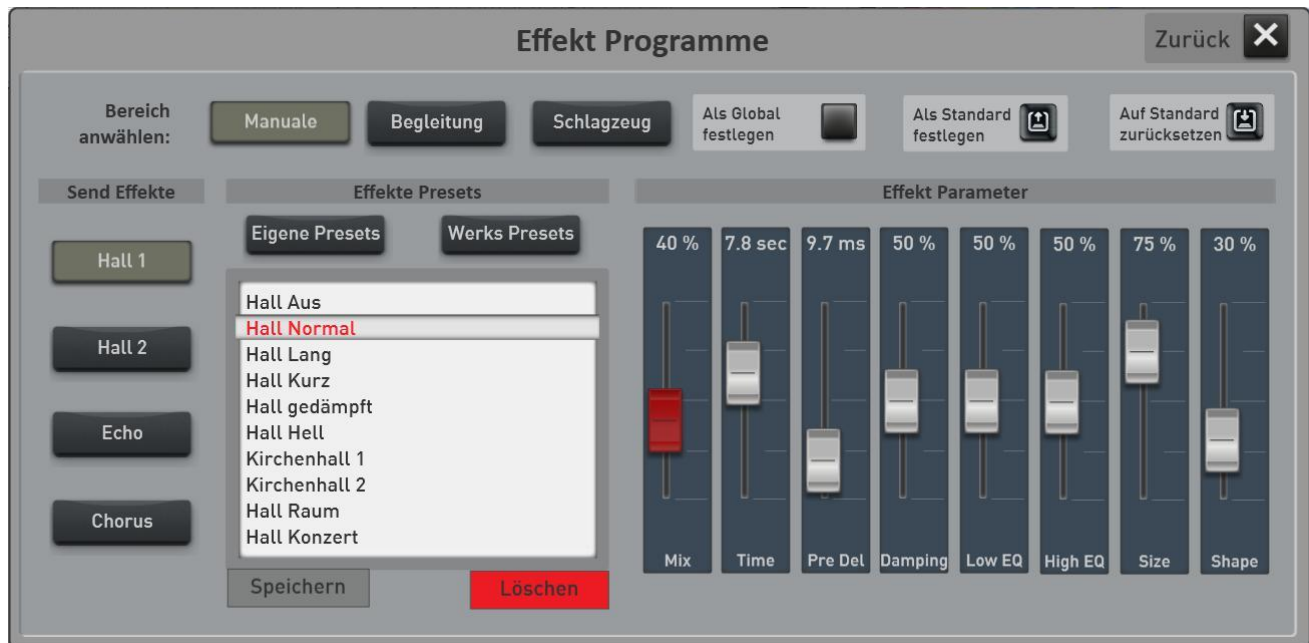


- 5th Save the preset with SAVE.

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

### 8.9.3.1 The Hall 1 and Hall 2 programs

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



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



"Reset to default" by pressing the Hall settings are set to the values as you are initially stored in the currently selected preset total.



### 8.9.3.2 Der Chorus

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



<b>mix</b>	Here the volume of the chorus portion is set. The identical setting, see and in the quick service of the effects in the section 5.7.3.2 quick service.
<b>rate</b>	Adjusting the speed of the chorus to 20Hz.
<b>Depth</b>	Here, the depth of the chorus can be adjusted.
<b>PreDelay</b>	Setting the pre-delay of up to 24ms.
<b>Tone</b>	By setting TONE the frequency response of the chorus is affected.
<b>Feedback</b>	Here the chorus portion is set, the "flow back" as feedback back into the chorus.



"Reset to default" by pressing the chorus settings are set to the values as you are initially stored in the currently selected preset total.

### 8.9.3.3 The echo

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



<b>mix</b>	Here the volume of the echo portion is set. The identical setting can also be found in the quick service of the effects in the section 5.7.3.2 quick service.
<b>Sync</b>	When ON, the Echo has always exactly the speed of the current set tempo.
<b>delay</b>	In off tempo sync the delay time from 0 to 1500 ms is set here become. Once the tempo sync is on, note values can be entered here. If, for example, the value of the echoes in ¼ ¼ notes are produced.
<b>Feedback</b>	In middle position 0% only an echo comes. The more the setting direction L / R or R / L is set, there are more and more echoes to left / right or right / left spread out.
<b>balance</b>	Here you can choose whether the echoes more to the left or right stereo side finish.
<b>HF Damp</b>	The echoes are always a bit dull in reruns when the value to 100% goes.




"Reset to default" by pressing the echo settings are set to the values as you are initially stored in the currently selected preset total.

## 8:10 CD player (not on OAX1)

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



1. Start the CD player on the display surface CD PLAYER.
2. Your SONIC is equipped with an automatic CD slot. Insert the music CD into the slot and from a point, the CD is automatically drawn.
3. After a few seconds, the CD is active and the first track appears in the display.
4. features:

a.  Stock selection back and forth

b.  Play Title

c.  stop playing

d.  Play pause

e.  eject CD

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





## 11.8 Audio Recorder

With this function, you can easily save them as digital recording your playing.

1. Select on the right Total Preset and set an optimum volume.
2. Press the display button "audio recording" and the following screen appears:



The display can be positioned on the display the way by moving anywhere.

3. With the display key  start recording.
4. about  (Pause) You can pause recording and pressing it again display button  continue.
5. Do you have a recording  finished, you can listen to the title again first before you store it.

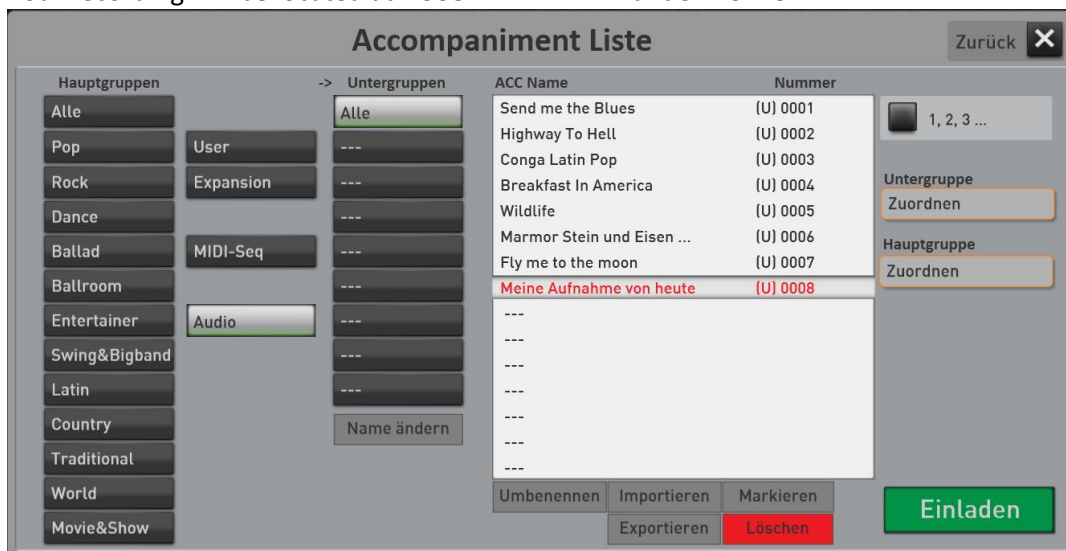


- 6th These are now the display surfaces  (Back),  (Stop) and  (Start) enabled.

7. After recording, you have two options:
  - a. Would you not save the recording, press REJECT and then start a new recording.
  - b. With the display surface SAVE the storage process opens. Give there a name for your recording, and then select the desired memory.



- c. With the display surface SAVE your recording is stored.
8. Your recording will be located at ACCOMPANIMENT under AUDIO.



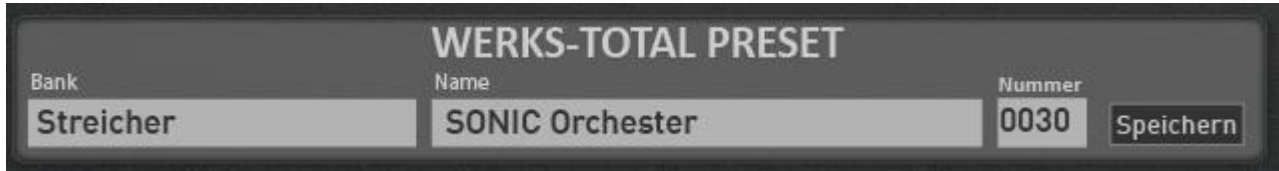
#### Tips and notes:

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

# call and save 9 TOTAL PRESETS

## 9.1 Overview Total presets

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



In this example, the total preset number 30 is selected from the bank strings called SONIC orchestra. Also on the ten panel buttons left of the display, you can select the total presets.

Once you press the display surfaces or BANK NAME, a screen opens for selecting the total presets. Here are the total presets by banks with ten total presets. See the next chapter 9.1.1 "Total select presets via bank name".

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

### 9.1.1 Total select presets via bank name

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

**Tip:** As with the selection of sounds and styles, the display will disappear automatically if you have selected a new Total Preset or if you take no action for a few seconds. Want to try Total presets alone activate HOLD.



The two buttons OWN PRESETS and FACTORY PRESETS turn accordingly by between which you create yourself Total presets and factory presets total.

On the left side you can select the banks. Would you like to alphabetic order, the bank name, press the corresponding display key "BANKS AZ".

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

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

About NAME EDIT You can access the following editing functions:



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

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

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



### 9.1.2 Select Total presets via list

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



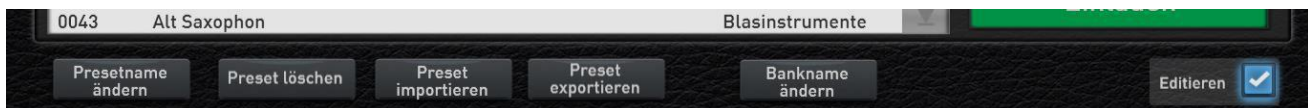
With the wiping technique, you can scroll the list.

The list can be sorted according to three criteria "number", "Preset Name" and "preset bank". To do this, press each corresponding names directly from the list.

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

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

About EDITING You can access the following editing functions:



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

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

**Import and Export Preset** -> These two fields you can export individual presets Total import or.

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

### 9.1.3 save your own presets total

Once you take up all the manuals to your liking with timbres and voted all, you can save these settings to a total preset.



1. Press the display button STORE or in the models OAX 800 and 1000 OAX the control button SAVE and it appears the storage options.  
Here you can specify which data is to be stored in the total preset and you can customize the name of the stored total presets.



2. Now select which data you want to save. For an explanation see below.
3. Press the preset name and, it seems the onscreen keyboard to enter a new name.
4. Confirm your selection with NEXT.
5. Now select the desired memory. You can do this to move freely in the Preset banks, or create a new bank on the button "New bank place" on.



6. is stored permanently the total preset by pressing an empty space within a bank or overwrite an existing preset.

You can cancel the save operation with BACK

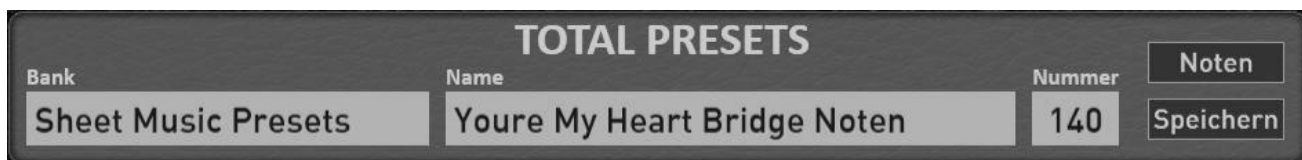
#### What options you have when saving a total presets?

option	What if this option with to save	What if this option is not is selected.
<b>tones</b>	Saves on all manuals all Selectors with the associated Tones and settings.	When selecting this total presets remain the complete selectors all manuals from the previous total Preset received.
<b>Accompaniment</b>	Saves the current style or current MultiMedia or MIDI song with all volume levels and settings.	When selecting this total presets remain the complete settings in Accompaniment area from the previous Total Preset received.
<b>Effect sounds</b>	The current settings for the Effect sounds are having in the Total Preset stored.	When selecting this total presets be the effect sounds of the You selected standard preset set.
<b>footswitch</b>	The current foot switch settings be with in the Total Preset saved.	When selecting this will total presets the Fußschalterbelegung of the You selected standard preset set.
<b>tempo</b>	The current tempo is with in the Total Preset stored.	When selecting this total remains presets the pace from the previous total Preset received.
<b>Transpose</b>	The Transposer is current with the Setting in which Total Preset saved.	When selecting this total remains presets the transposer from the previous Total Preset received.
<b>mixer</b>	The presets for the input and are output mixer with in the Total Preset stored.	When selecting this total presets are preset for the input and Output Mixer on you selected standard preset set.
<b>grades</b>	If a sheet loaded, this with in the Total Preset saved.	When selecting this total presets Me already received charged notes. Had the previous Total Preset no Notes, is not a new sheet loaded.
<b>drawbars</b>	You have on any of the manuals a OX7 or VB3 sound loaded, be the drawbar and the control panel button in the area of organ with stored in the preset.	When selecting this total presets are from the drawbar the current preset drawbar adopted.

### 9.1.4 Save notes in total Preset

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

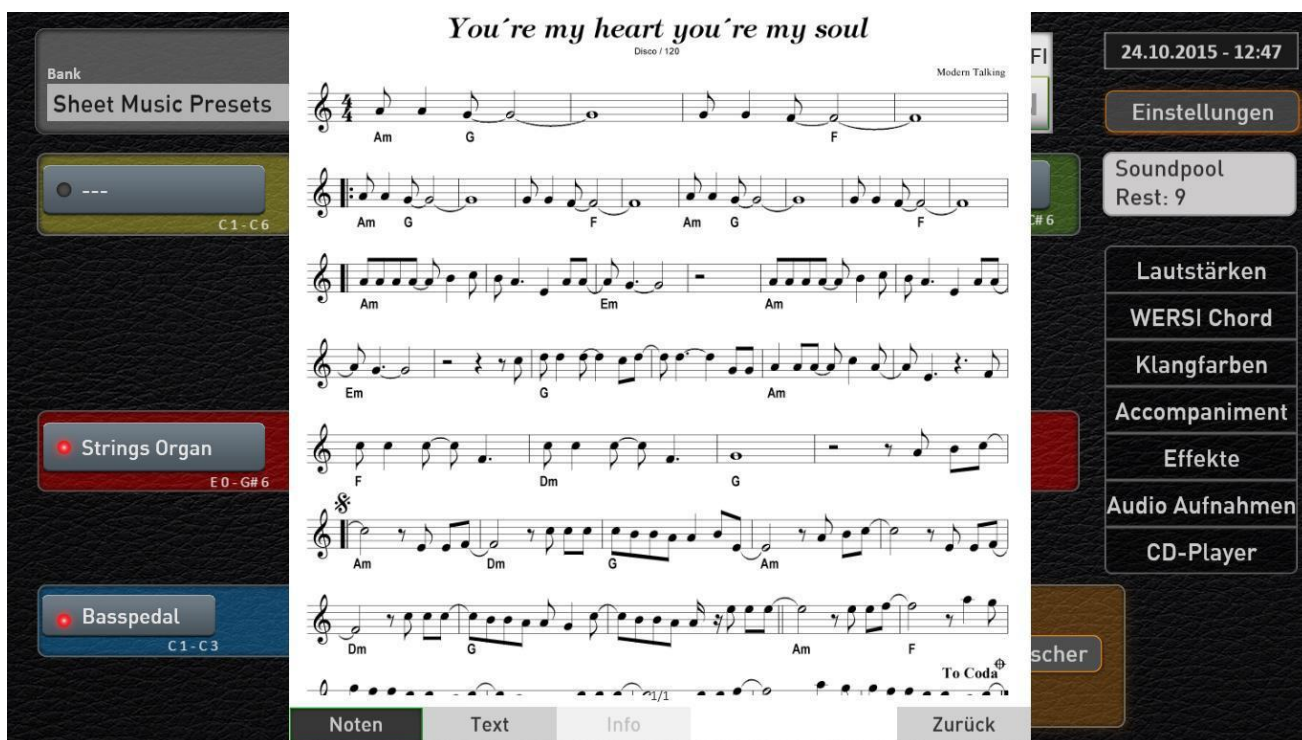
Once a note in the total preset is stored, or a note has been selected manually, the TOUCH button will appear in the Total Preset.



Press the TOUCH button and it opens the loaded sheet.

**As a general rule:** The notes window can be moved freely and free resize. If you connect a second screen, you can slide the karaoke window on the second display.

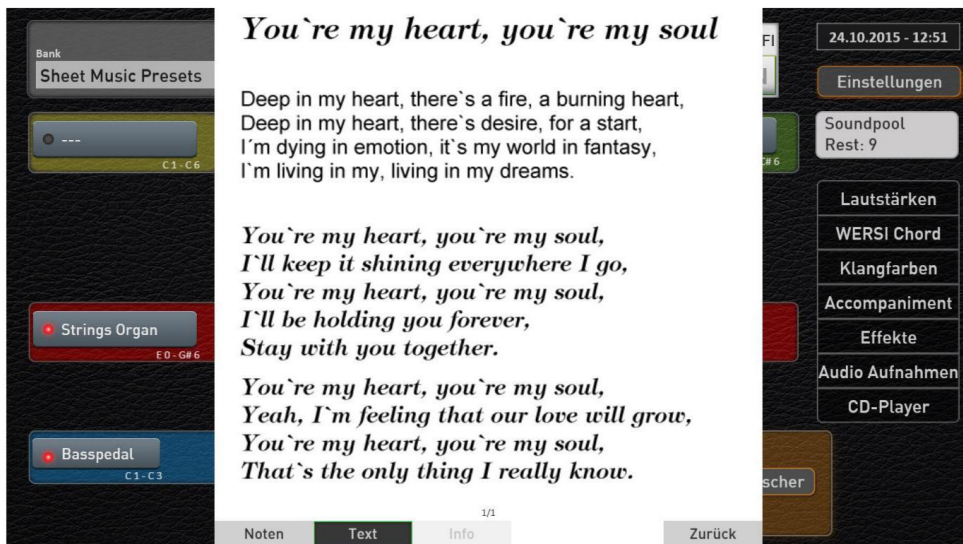
Are you in possession of an iPad or Android tablet, you can use the additional program xDisplay and a place (for a fee) the tablet corresponding USB cable, the karaoke window on the tablet. For questions, please contact your WERSI partner.



To a song three areas can be selected.

**Grades:** Here the score above appear displayed. The touch panel, you can move the score to wipe from the bottom up or the top down.

**Text:** The text appears on the track.



**Info:** Here is a brief information text can be stored.

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

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

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



## change 10 Mapping for timbres and Accompaniment

### create or edit 01.10 Custom Mapping

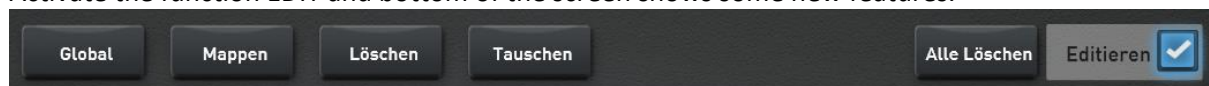
In the two areas timbres and Accompaniment You can create for each panel button into your own mapping. The mapping can consist of up to 15 levels.

Select the desired control panel button in the timbre or Accompaniment and press in the display HOLD.

Then select the mapping OWN. In our example, this is the tone button "Trumpet / Trombone". The mapping is still empty.

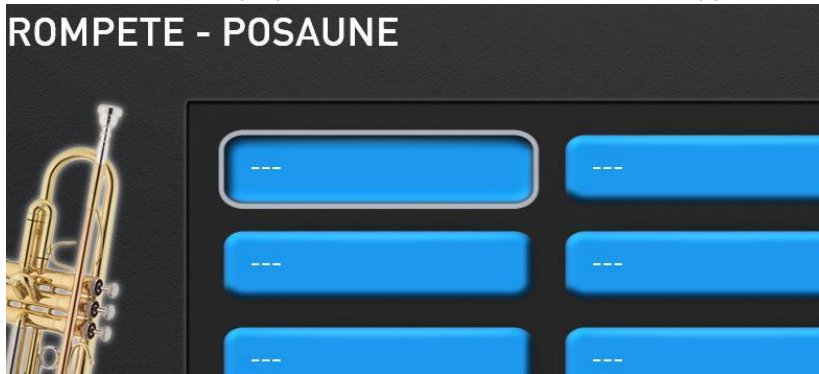


Activate the function EDIT and bottom of the screen shows some new features.

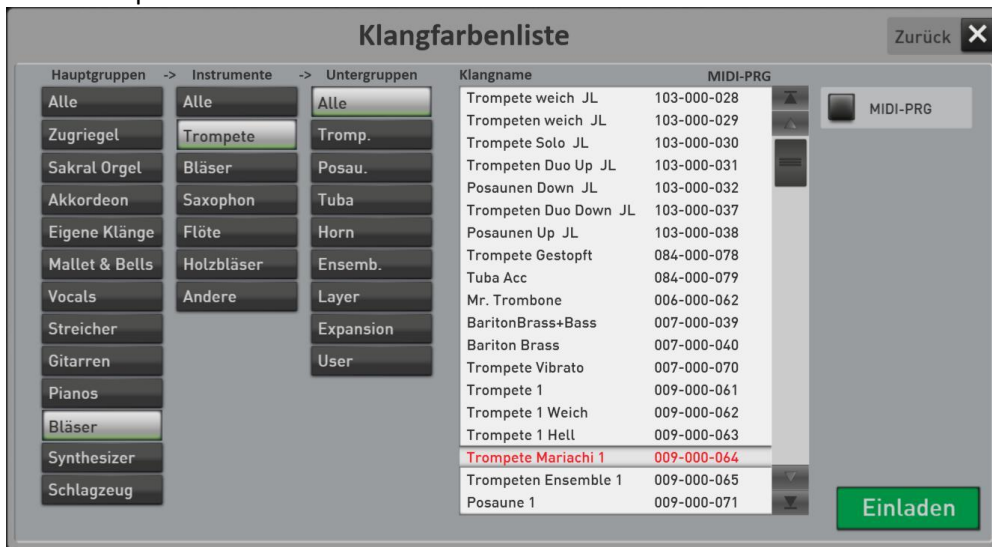


### 10.1.1 mapping sound or Accompaniment

1. Press the desired display button on the sound / Acc to be mapped.



2. Press the display button WALLET and it opens the tone list. If you edit the ACC mapping, opens the Accompaniment list.



3. Now select from the list the desired sound or style / MIDI / audio. In our example, we select the sound "Trumpet Mariachi".
4. Confirm with INVITE. The list is closed and the selected sound is on the pre-selected key.



5. So you can now take additional display buttons according to their wishes.
6. To end programming, press EDIT.



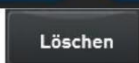
### 10.1.2 Deleting a single mapping space

With the function You can delete a sound / style of a display button.

1. Select the desired display key. In our example, this is the "strings Organ" button.



2. Press the button



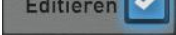

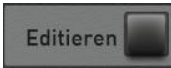
and the sound is removed from the mapping WITHOUT further inquiry.




### 10.1.3 Swap mapping sites

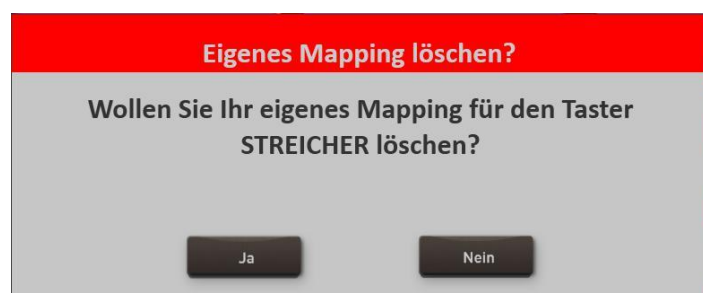
With the functions can replace the assignment of two key exchange to today. In our example, we exchange sound "Strings Violins" with the sound "Staccato Strings".



1. The function  must be turned on.
2. Then just select the sound "Strings Violins".
3. display button  to press.
4. Now press the sound "Staccato Strings" and both tones are exchanged and the function SWAP is switched off again.
5. Do not forget at the end of the function  off again.

### 10.1.4 Mapping for a button DELETE

The function  all the elements on the straight selected button to be deleted.



## Clear favorites or 10.2 freeze



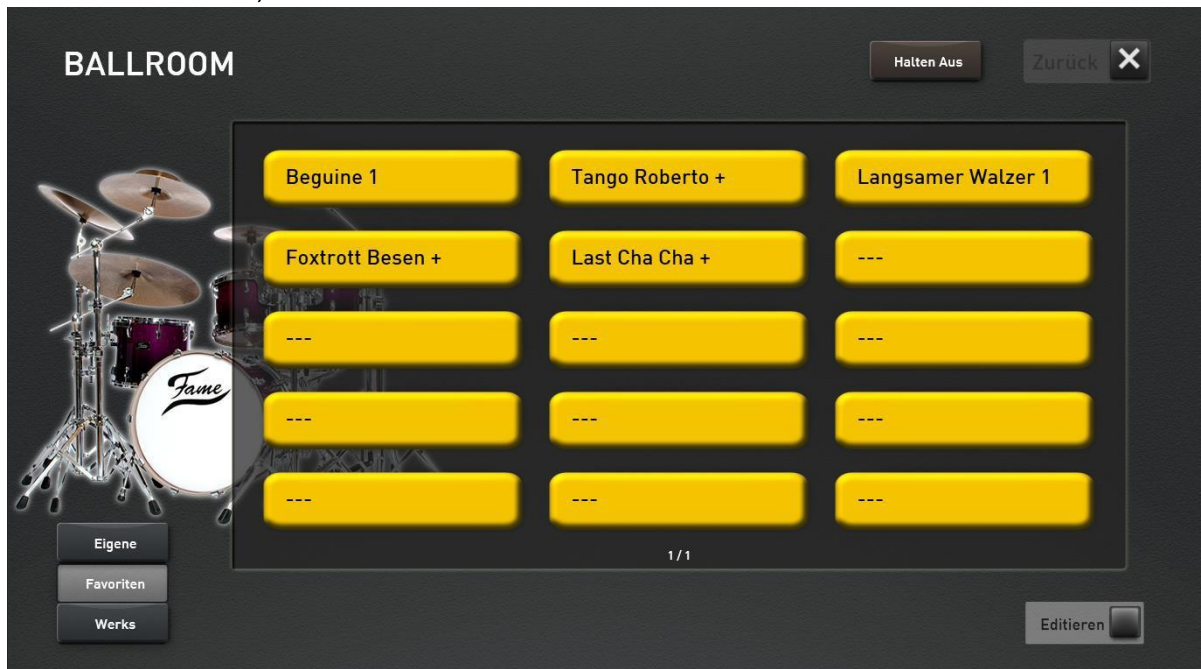
Favorites your favorite sounds and favorite accompaniments for each button and timbres and Accompaniment are continuously collected. To have a quick overview, use what sounds and accompaniments most often.

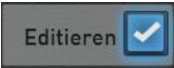


### 10.2.1 freeze favorites

Your instrument collects constantly, use that tone or style of each button. With the freeze function, you can separate the end of each sound and Accompaniment key "gathering". The current state is "frozen".

"Freeze" in our example, the favorite one on the Style button BALLROOM.

1. Select the Style button Ballroom.
2. Choose ,



3. Turn the function  on.
4. Press ,
5. Do not forget at the end of the function  off again.

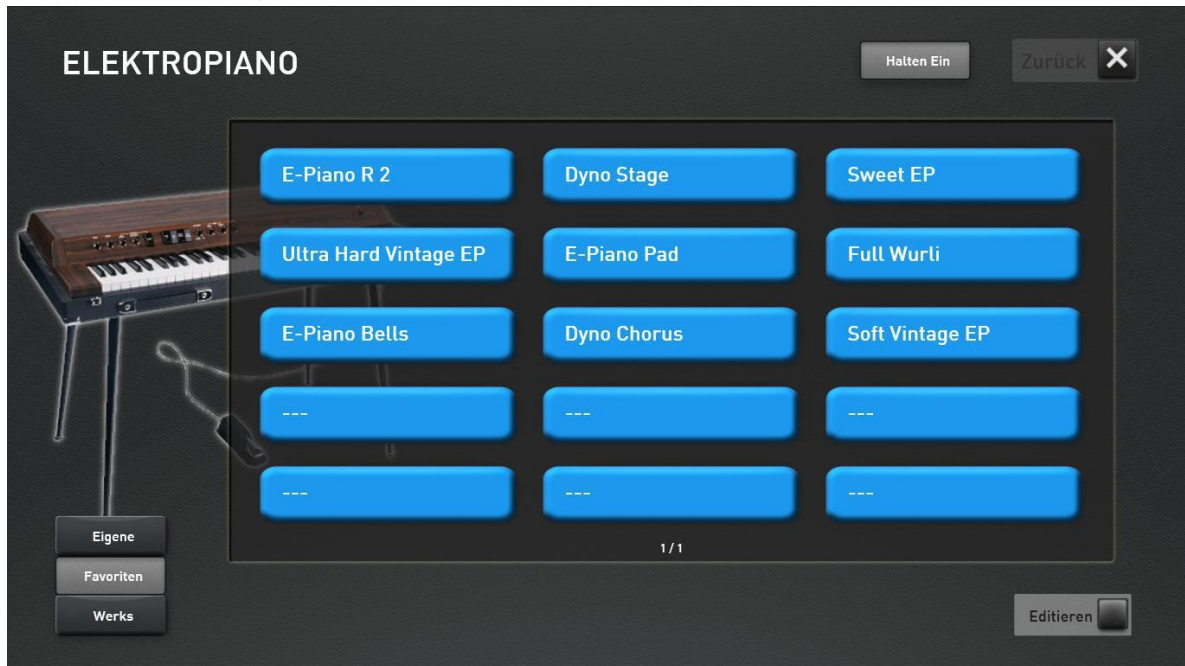
### 10.2.2 Clear favorites for a button

You can reset for each button in the areas of timbres and Accompaniment bookmarks separately.

The function **Alle Löschen** all the favorites will be deleted on the straight selected button.

In our example, we want to delete the favorites on the tone button electric piano.

1. Select the tone button electric piano.
2. Choose **Favoriten**,



3. Turn the function **Editieren**  on.
4. Press **Alle Löschen**,

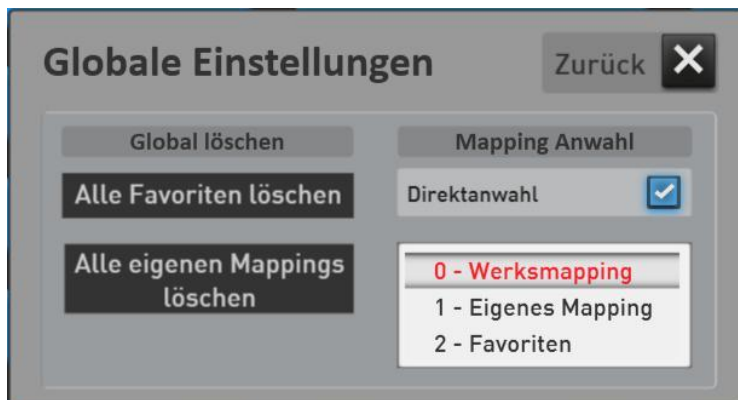


5. Confirm with YES.
6. Do not forget at the end of the function **Editieren**  off again.

## 3.10 Global settings for mapping and favorites

### 10.3.1 Direct selection and selection of the mapping

You can set the function "direct dialing" whether a sound or an accompaniment is selected directly when you press a button in the areas of timbres and Accompaniment.



**Direct selection of** -> When you press a button in the field timbres or Accompaniment, only the mapping appears. But it will be selected no sound / Accompaniment directly.

**Direct selection one** -> Here is the first sound / accompaniment on the corresponding button is selected directly.

Which plane is selected, you decide here:

- 0 - mapping work -> If the selection to "factory Mapping" is the first level of the work Mappings shown on the display.  
For direct dialing One of the first sound or the first accompaniment is the first Factory mappings dialed directly.
- 1 - Custom Mapping -> If the selection to "Private Mapping" is the first level of the own Mappings shown in the display.  
For direct dialing One of the first sound or the first company of its own will Mappings selected directly.  
Is on a button not have a mapping stored, the mapping skips a Level down and selects the first sound of the work mappings.
- 2 - favorites -> If the selection is "Favorites" is the first level of the favorites in shown display.  
For direct dialing One of the first sound or the first support of the favorites is directly selected.  
Are on a button no favorites Captures been mapping skips a Level down and selects the first sound of the work mappings.


### 10.3.2 Remove all favorites

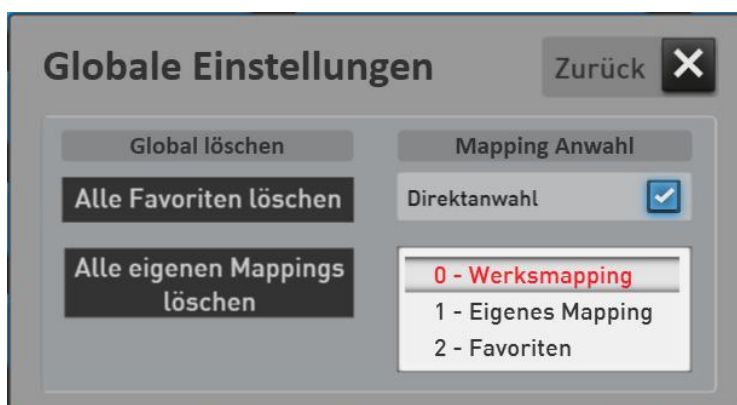
"Delete All Favorites" function, you can delete the favorites separately for the areas timbres and Accompaniment for all keys in the selected area at a time.

1. Depending on what Favorites you want to delete, select any button in the timbre or Accompaniment. In our example, we assume a tone button.

2. Choose ,

3. Turn the function  on.


4. Press  and the following screen appears:



5. Press "All Favorites Delete" and you will see the following message:



6. Yes, the favorites will be deleted on all tone buttons.

7. Do not forget at the end of the function  off again.

### 10.3.3 Remove all custom mappings

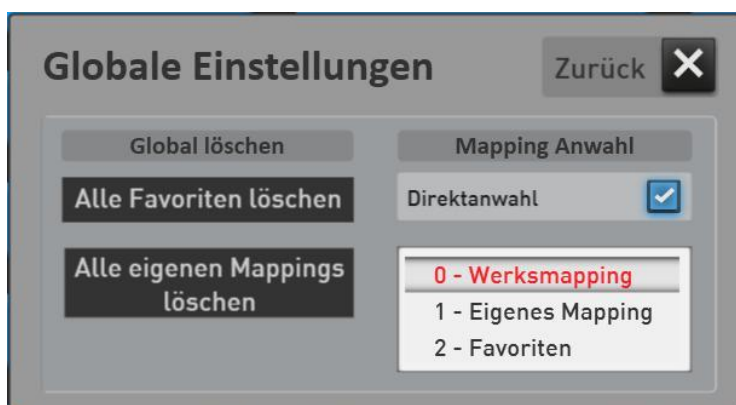
"Delete all Mappings" function you can delete the custom mappings separately for the areas timbres and Accompaniment for all keys in the selected area at a time.

1. Depending on what Favorites you want to delete, select any button in the timbre or Accompaniment. In our example, we take a Accompaniment key.

2. Choose **Favoriten**,

3. Turn the function **Editieren**  on.

4. Press **Global** and the following screen appears:



5. Press "All own Mapings delete" and you will see the following message:




6. Yes, the favorites will be deleted on all tone buttons.
7. Do not forget at the end of the function **Editieren**  off again.



## 11 Sound To Style (STS)

This function four matching Total presets can be recalled at any work style. So you provide the instrument with every style always got the instrumentation available.

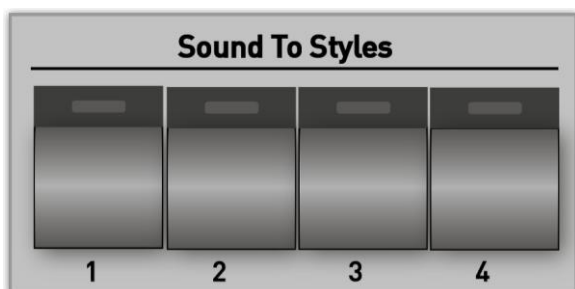
 This functionality is introduced gradually. Gradually, all work style are provided with STS presets. Remember that this feature is only available preloaded Styles available.

❖ Select a desired you work style. four specially tuned for this style Total presets are now shown in the display -> STS 1 to STS 4th



❖ without quitting the One Touch function, simply press on a "normal" Total Preset.

The instruments OAX500, OAX600 and OAX700 can be found on the left panel in addition to the keys on the display are four buttons SOUND TO STYLES. They work in parallel with the display keys.

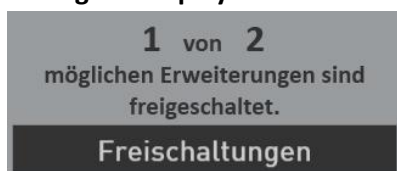


## 12 Unlocks

The OAX system offers the possibility to activate enhancement packages via so-called unlocks. To your instrument is equipped with a security chip. This chip will give your instrument a unique and distinctive instrument ID in the form of a combination of numbers and letters.

The expansion packs there may be notes, sounds, styles, or special features.

### Calling the display side unlocks



Press to Settings and choose the then-FREE CIRCUITS.

Now the display side FREE CIRCUITS appears. The page is constantly expanding, so that the subsequent Figure may not match your instrument. In the following example, the two Note Packages 1 and 2 are not yet available and for the Note 2 package is for eight launches a Sample activation active.

Top right you will see your instruments ID. This ID you need to make any connections. The OAX software has already been activated. This activation number is displayed in the section ACTIVATION. Without this number, the software will not start.



### How to obtain an activation

If you are interested in an expansion pack, please contact your dealer or WERSI MUSICSTORE in Cologne 0221 8884 1561. Then hold your instruments ID ready.

**Unlock groups**

Since there will be gradually more and more expansion packs, several groups were selected. so choose in advance which expansion packs you want to display.

**Sample activation**

You want to make an impression on the possibilities of the desired extension before buying, you can request a trial activation. With this sample activation try it within 14 days the package for 14 instrument starts and can.

---

**Important:** A sample activation can only be requested once.

---

**Final activation**

Did you receive an activation number, dial at the desired package UNLOCK and then enter the activation number.

After you have enabled an expansion pack, turn the power off and on again. To ensure that all new data is loaded.

---

**Note:** For each expansion pack has its own manual. There you will learn how to operate the new extension.

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