

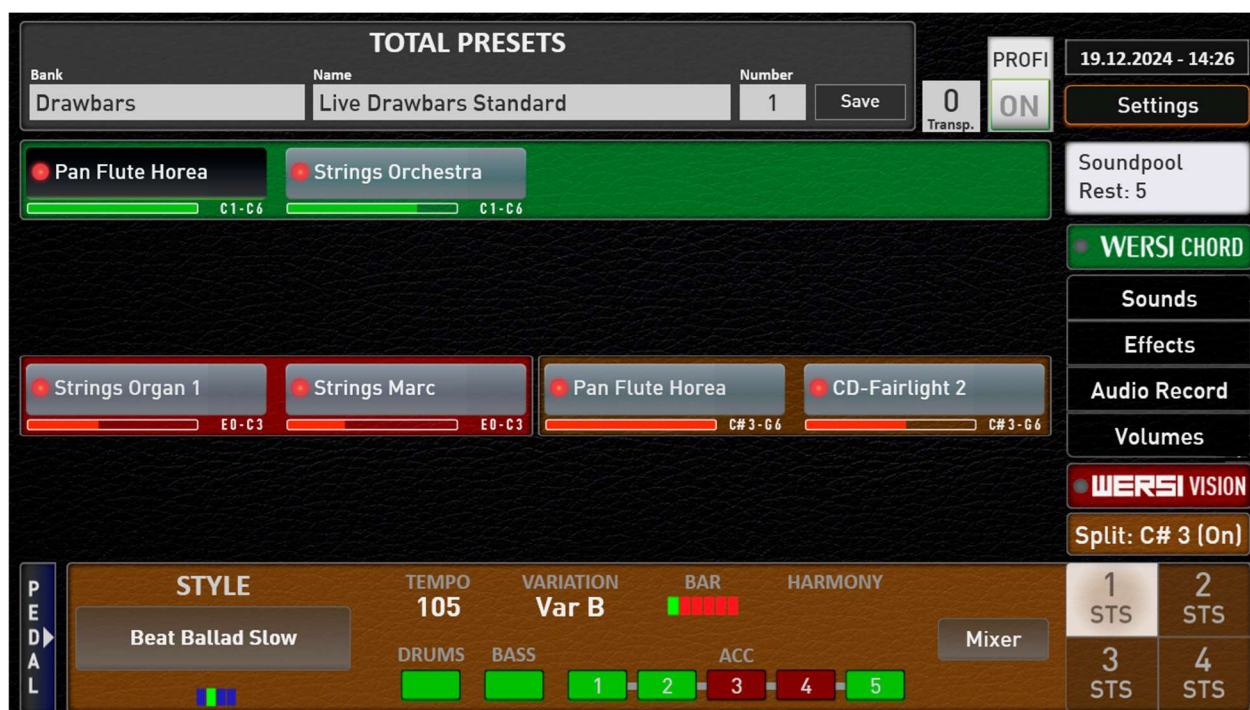


# WERSI

Brand Owner and Development  
**MUSIC STORE**  
professional

# SONIC

OAX1 - OAX500 - OAX600 - OAX700  
OAX800 – OAX900 - PERGAMON OAX1000



# OAX

OpenArt-Xtended

## Operating Manual

## Imprint & User Content

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Operating Manual for

**Keyboard**      **OAX1**  
**Orgel**          **OAX500LS**  
                 **OAX600, OAX600LS**  
                 **OAX700, OAX700LS**  
                 **OAX800LS**  
                 **OAX900**  
                 **PERGAMON OAX1000**

Software version on release:

**V3.0**

Date:                      23. June 2025

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# 1 Safety instructions

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If possible, read the entire operating manual - **or at least these instructions and the chapter: "First commissioning"** - before putting the instrument into operation.

For your **own safety**, be sure to follow the basic precautions described below to avoid the risk of serious injury or even fatal accidents, electric shocks, short circuits, damage, fire or other hazards.

These precautions include the following points, but they do not constitute a complete list or a final list.

## Power supply

---

1. Use only the correct power supply required for the instrument.
2. Check the power supply with all connectors and the power cord at regular intervals for damage and contamination.
3. Never place the power supply cables near strong heat sources such as heat eras or the like, do not bend it excessively, do not place heavy objects on it and do not place it in places where you can step on it, stumble over it and over it could roll.
4. Always pull the power cord on the plug and **never on** the cable from the socket to avoid damage.
5. If possible, do not connect the instrument to multiple sockets if other high-performance devices, such as lighting systems, are already running over it.
6. During prolonged absence or thunderstorms, disconnect the power cord from the power outlet to avoid damage caused by, for example, surges.

## Installation site - Danger from water - Cleaning

---

- Place the instrument in a stable place.
- Avoid setting-up locations near strong heat sources or places that are subject to a sharp change in temperature or humidity.
- Ensure that the instrument on its back always has flawless ventilation.
- Never place the instrument in close proximity to powerful radios such as fluorescent tubes, televisions, mobile phones and others to avoid radiation that causes noise and degradation of sound quality in your instrument can.
- Do not place open flames (candles) or drinks on the instrument.

If electrically conductive objects or a liquid enter your instrument, immediately turn off  
**the instrument and unplug the power plug!**

Do not return the instrument to operation until it has been inspected by a qualified WERSI customer service technician. **Never** try to open the instrument yourself and **make repairs or technical changes yourself.**

- Never put your instrument into operation immediately if you have just brought it from an unheated environment (e.g. car) into a warm room. Wait until the instrument reaches room temperature to avoid electrical damage from condensation and creep currents.
- To clean your instrument, use only a soft cloth, at most slightly moistened, and not chemical detergents or cleaning cloths.

## 2 Legal notices

### Software Copyrights

Their instrument comes from the latest generation of the WERSI-OAX series. The central control of all functions is carried out and controlled by a PC system equipped with the Microsoft WINDOWS® 11 operating system. The instrument is used to supply various PC programs that are copyrighted by either the manufacturer or other companies. You will only receive these programs with the right to use them exclusively on **your** instrument. The operation on other PC systems or instruments, the copying of the programs (except for security purposes) as well as the transfer to third parties is expressly prohibited, constitutes a violation of copyright and is therefore punishable. The license terms for the WINDOWS® operating system can be found in the original documentation of Microsoft®.

### Music Copyrights

Please also observe the copyright provisions for the public reproduction of protected music. This applies both to the pieces of music you play yourself and to pieces of music that you play either from an audio CD or as an MP3 or MIDI file through your instrument.

### Warranty and notes on the operating system and hardware

**Within the scope of the statutory provisions, the manufacturer assumes the warranty for instruments in the unchanged hardware and software equipment supplied by the manufacturer.**



**The hardware used is controlled by the SystemCode and is calculated from all components used in your instrument. The System Code is a distinctive fingerprint of your instrument. If components (boards, RAM, processor ....) are replaced in your instrument, the System Code changes- This will cause activations to be lost and the instrument will no longer be usable.**

**We expressly point out that in the event of malfunctions that have arisen:**

- by installing additional software programs that have not been supplied or expressly authorized by WERSI and released for use and are therefore not compatible with or not used for the operating system due to, for example, the current version of WINDOWS® programmed so-called "drivers"
- by installing components that do not work optimally with the WERSI-OAX system
- by installing replacement and auxiliary components not supplied by WERSI
- **warranty claim expires.**

Therefore, before planning to install or install "foreign" software or hardware, be sure to contact WERSI first.

In addition, it is extremely important for your instrument to function correctly that the entire WERSI folder, including its subfolders, and the WINDOWS folder are not modified on the hard drive. No files and folders may be deleted, moved and no other files stored in it (except for official software updates).

**In case of malfunctions after interventions in the WINDOWS file system, only a modified WERSI/WINDOWS version may be reinstalled!**

Since in this case your self-created data is deleted, you always ensure a data backup – at appropriate intervals or after larger storages!

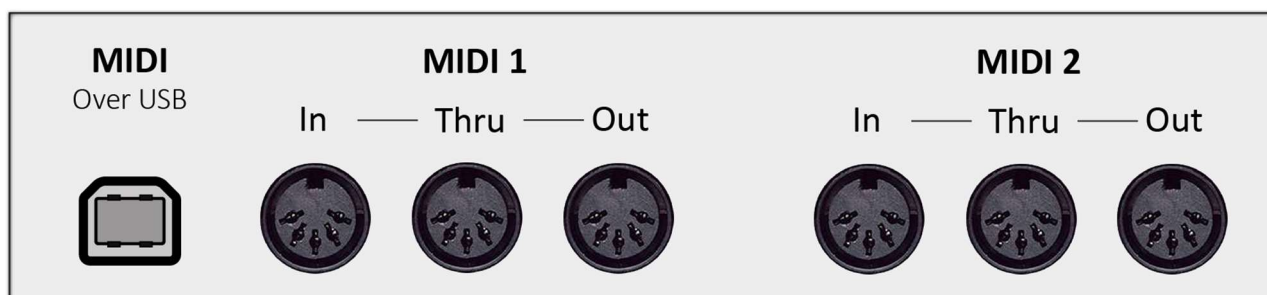


## 3 First commissioning

### 3.1 Connections

#### 3.1.1 General connections behind the cover flap

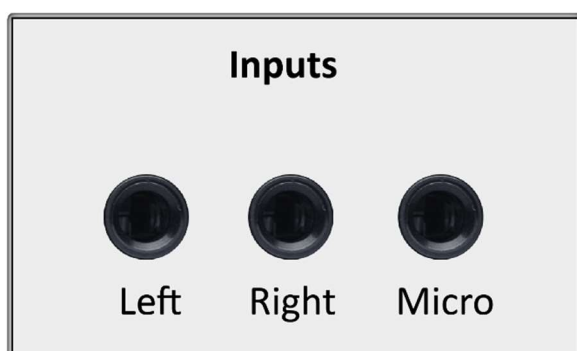
The connectors of the instrument can be found behind a flap on the back of the instrument. Use the two handles on the right and left sides of the back to open. There you will find the following connections:



- 3 x DIN connectors (5-pin) connectors for MIDI 1 IN/THRU/OUT
- 3 x DIN connectors (5-pin) connectors for MIDI 2 IN/THRU/OUT
- MIDI over USB (The OAX1 and OAX500 instruments do not have a "MIDI Over USB" port)

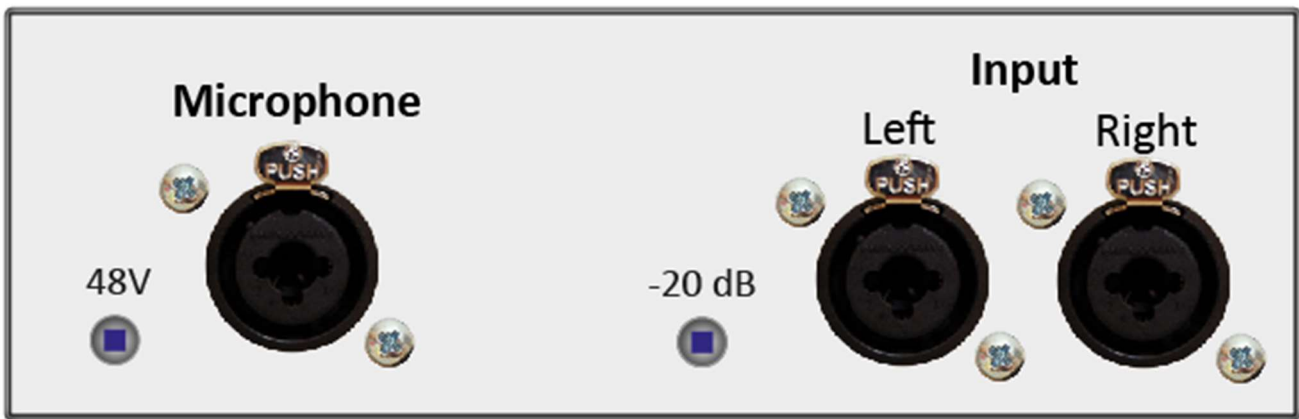


- 2 x mono outputs LINE OUTPUT 1 with LEFT (left channel) + RIGHT (right channel)
- 2 x mono outputs LINE OUTPUT 2 with LEFT (left channel) + RIGHT (right channel)
- Connection of threshold via Sub-D jack with two side foot switches (is already wired)
- Connection 17-button pedal via Sub-D jack (is already wired)



OAX 1 – OAX500

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



*OAX600 – OAX700 – OAX800 – OAX900 - OAX1000*

- 1 x symmetrical microphone input via 3-pole XLR recessed socket combined with 6.35 mm TRSjack. With the small button to the left of the microphone input, a 48 volt phantom power for special microphones can be switched on.
- 2 x symmetrical mono inputs LINE INPUT 1 with LEFT (left channel) + RIGHT (right channel) combined via 3-pole XLR recessed socket with 6.35 mm TRS jack. With the small button to the left of the inputs, the signal can be lowered by -20dB.

You will also see diverse connectors such as

- PC mouse
- PC keyboard
- more USB ports
- and other
- With the current connection from 110V to 240V (47 Hz to 53Hz), the instrument can be operated with different mains voltages (e.g. Europe and the USA).

### 3.1.2 Additional connections OAX500 - OAX600

For the OAX500 and OAX600 models, the back of the net input and an audio-out with the jacks for left and right are located at the bottom.

### 3.1.3 Additional connections OAX700

For the OAX700 model, the front right of the full pedal is the mains input and an audio-out with the jacks for left and right.

### 3.1.4 Additional connections OAX800 – OAX900 - OAX1000

On the OAX800, OAX900 and OAX1000 models, the main input is located on the front right of the full pedal, an audio-out and audio-in with the jacks for left and right respectively.

## 3.2 Connect

---

1. Open the flap on the back and guide the supplied power cord through the provided opening on the left bottom (view from behind) of the SONIC top. Then connect the cable to the mains input on the back of the instrument. Then connect the power cord to a properly installed and secured power outlet.

The main power switch is located directly at the main power supply input. Turn the switch on (I). This does not turn on the instrument yet.



To connect the power cord, use a power strip **with a switch**, DO **NOT** turn off the power strip before the instrument is completely turned off.



The instrument does not always need to be disconnected from the power grid after playing. However, this is recommended in case of prolonged absences or thunderstorms, e.g. to avoid overvoltage damage caused by lightning.

2. Connect the instrument to an active speaker system or a mixing console through the audio outputs. Of course, you can also use a headphone for the first commissioning. When using the LINE OUT's, guide the audio cables through the provided opening on the left bottom (view from behind) of the SONIC top and connect the cables to the right and left outputs of the desired LINE OUT's 1 or 2.



A direct speaker output for connecting passive speakers is not available.

### 3.3 Switching on and off

---

The on/off switch for normal play operation is located as a tap button on the far right of the control panel.

#### 3.3.1 Turn On

---



Briefly press the **Power On-Off** tap button.

The instrument now automatically starts its startup process.

First, the WINDOWS® operating system is started and then the WERSI-OAX music system is automatically loaded.

The boot process is finished when the control panel buttons stop flashing and either the simple EASY display or the "PROFI display" is visible on the touch screen.

If the instrument is not shut down properly when it is turned off, a changed display surface appears the next time you start it. For more information, see the Issues chapter in the **Programming Manual SONIC**.

#### 3.3.2 Switch off

---



1. Briefly press the **Power On-Off** tap button.
2. A small menu appears on the display asking if you really want to turn off the instrument.
3. Confirm this question by tapping the **Yes** display button and the instrument will now start its shutdown process on its own.



To connect the power cord, use a power strip **with a switch**, DO **NOT** turn off the power strip before the instrument is completely turned off.



If the on/off switch has been pressed accidentally, you can now by tapping on the **No** button to undo the shutdown operation.

#### 3.3.3 Switch off/restart (reset)

---

For example, if your instrument stops responding due to incorrect operation, you can start a RESET (Reset = Restart) process by pressing the **Power On-Off** tap button **for longer** (several seconds until the shutdown process begins).



Please use this shutdown procedure in case of emergency. In no case do you always turn off the instrument via the longer hold of the **Power On-Off** tap button.

## 3.4 Connections/controls at the front

### 3.4.1 Headphone

To the left of the submanual is headphone output HEADPHONE.

Connect your standard stereo headphones here.

Stereo jack: 6.3 mm

Recommended impedance: not too low, we recommend between 80 and 250 ohms.

Once you have plugged in the headphones, the two AUDIO outputs are muted in the default setting. This means that the connected active boxes are no longer to be heard. To change this default setting, see the **Programming Manual SONIC**.

### 3.4.2 Pitch Bend and Modulation Controller

On the left side of the submanual you will find the control unit for the pitch bend and the modulation wheel.

Pitch Bend	Movement bottom/top	Pitch change downwards or upwards. The Pitch Bend always jumps back into the middle position.
Modulation	position below -> no change position above -> full effect	Change of sound, mode of action depending on the sound with change of vibrato or the filters or e.g. the volume of a new sound element.



Which sounds the two controllers have an effect on can be adjusted separately and stored in a total presets.

### 3.4.3 USB-Connectors

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

On the right side of the panel aperture are four USB ports to use your USB memory sticks (for loading/importing and saving/exporting). Of course, you can also connect a USB mouse or a UBS keyboard there.



You do not need to log your USB stick off the (Windows) system before unplugging/removing it.

---

### 3.4.4 DVD/Blu-ray-Drive (not OAX1)

---

The drive for playing audio CD is located on the left side of the panel aperture. It is a slot-in drive that automatically feeds the disks.

Slide the CD/DVD approximately to 2/3 into the drive. After that, the disk is automatically retracted.

By tapping the underlying push button, a previously inserted data carrier is automatically ejected again.

**Note:** Your instrument comes with a CD/DVD burner.



### 3.5 Remote control for LED-light control in music desk (not OAX1)



**On/Off**  
Pause the program

**Dimming**  
If the color is fixed, the brightness of the LED lighting can be regulated.

The speed or intensity of the desired effect can be set. It is not possible to regulate the brightness when the effect is activated.

**Color Gradations**  
Red tones  
Green tones  
Blue tones  
White

**Effects**  
Jump 3: Switch between 3 colors  
Jump 7: Switch between 7 colors  
Fade 3: Crossfade between 3 colors  
Fade 7: Crossfade between 7 colors  
Flash: White flash light  
Auto: All programs in a row

**Battery compartment:**  
Type CR2032

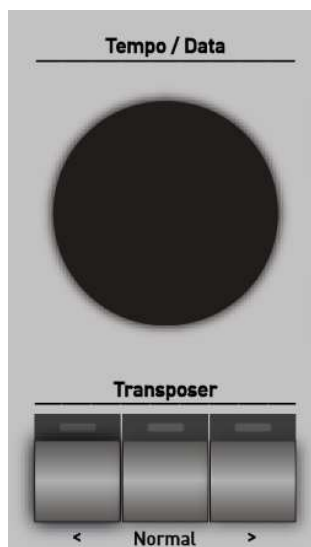
**Setting the desired color**  
1. Press the desired save button (DIY1 to DIY6)  
2. With the arrow keys for the three basic colors, you can set the desired color  
3. Adjust the brightness using the arrow keys  
4. Press one of the memory buttons again and the desired color is saved there and can be called up at any time.

**Speed**  
Quick: increases the speed  
Slow: Slows down the speed

## 4 Overview of the control panels

### 4.1 Tempo/Data Wheel and Transposer



#### Tempo / Data Wheel



The wheel can be used to set the tempo of the styles and MIDI files.

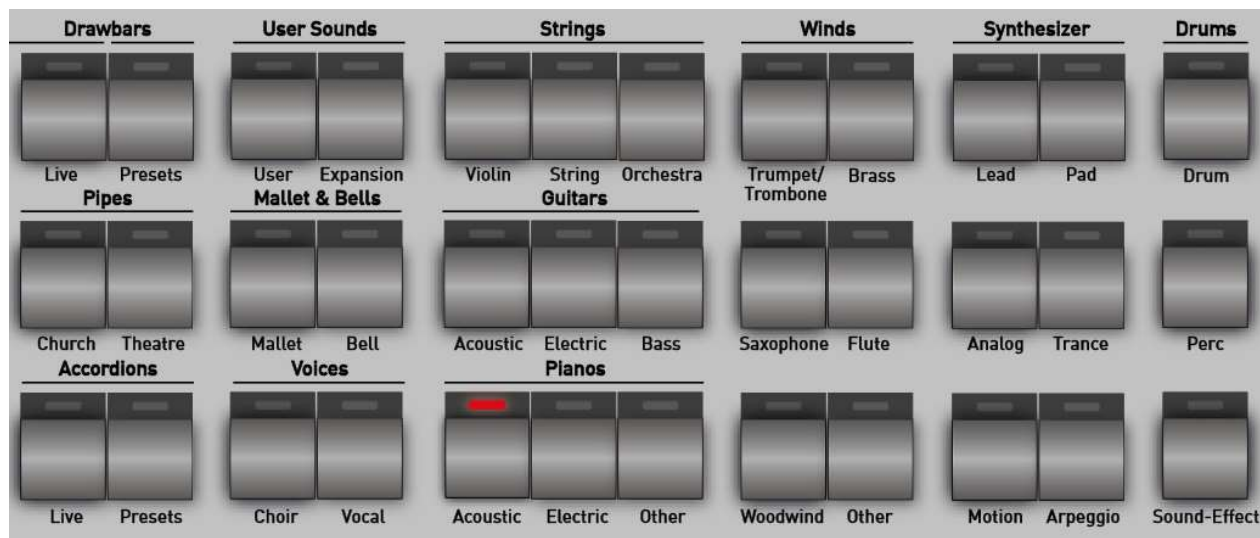
#### Transposer

These buttons in the right control panel are used to control the transposer in **half-tone increments** (-24 to +24).

- ❖  Transposed all manuals up by one semitone
- ❖  Transposed all manuals down by one semitone
- ❖ The panel button Normal resets the transposer setting to C.

e. g.:	Play in C-Dur	➔ Transpose: <span style="border: 1px solid black; padding: 0 5px;">+4 E</span>	➔ it sounds in E-Dur
	Play in F-Dur	➔ Transpose: <span style="border: 1px solid black; padding: 0 5px;">-2 Bb</span>	➔ it sounds in Es-Dur

## 4.2 Select sounds via the control panel buttons



The control panel's sound buttons allow you to conveniently select the desired sounds for the upper and lower manual and and pedals. For this purpose, the factory sounds were divided into 36 areas.



**IMPORTANT:** In which area the sound changes, the selector currently selected decides. So, with a short tip on the touch display, select which selector, e.g. Upper Manual 1 or Upper Manual 2 or Lower Manual 1, should be reassigned. Only one selector can be actively selected at a time.

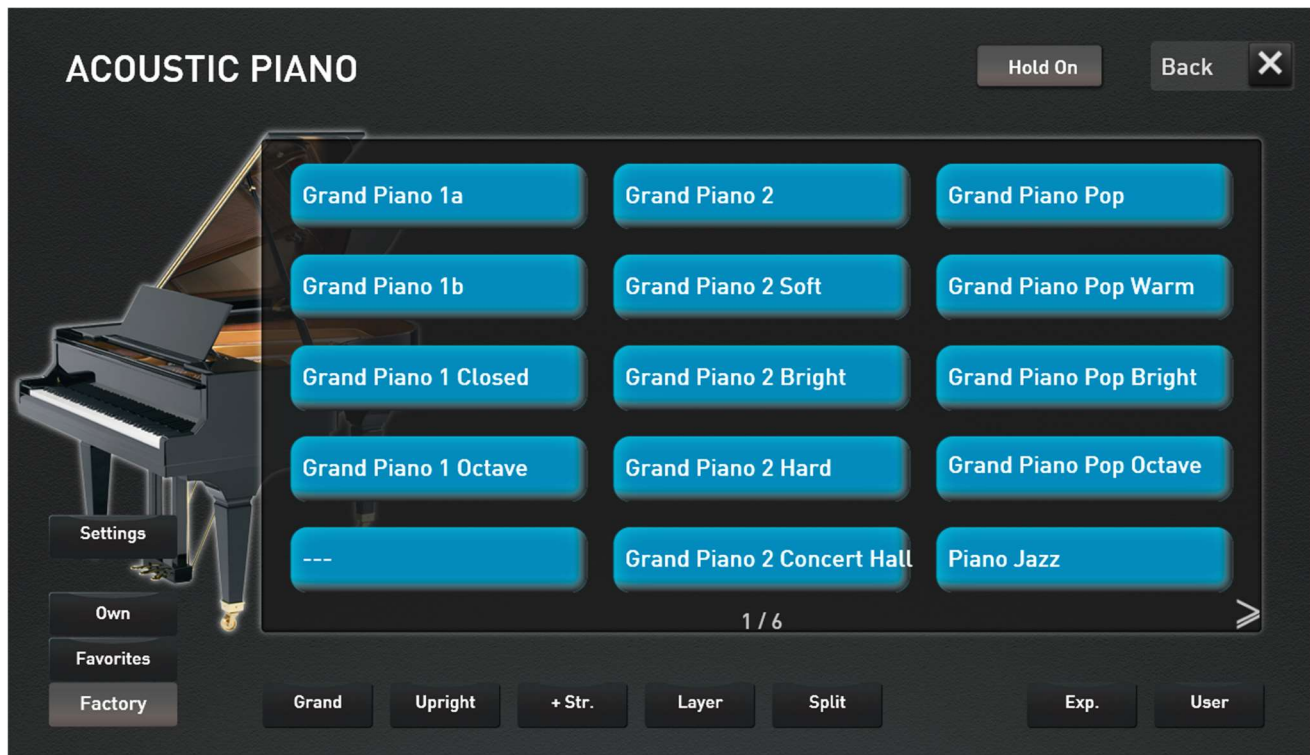


Here the selector for the upper manual 1 is active and here a new sound can be selected.



In this example, the selector for Lower Manual 2 is active.

As soon as you press one of the 36 sound buttons, the corresponding sounds appear on the display.



For example sound button „Piano Acoustic“

If a sound button is occupied with more than 15 sounds, you can access additional sides with sounds with a simple right-to-left swipe over the display. You can see this in our example on the display "1/6". Here there are more levels with sounds from the area "Acoustic Pianos".

Back we go with a swipe from left to right.

Note: If you press one of the sound buttons several times, the levels are selected one after the other. So 1/6 to 2/6 to 3/6 ... 6/6 and then start again with 1/6. The selection always remains in the current area WERKS and USER (favorites, of course, too).

By selecting a sound, the sound is loaded onto the previously selected selector. The display is closed and you are back in EASY or PROFI mode.



If you want to try out several sounds in a row without the display closing, you should turn on the **HOLD** function. The display now remains permanently visible and you can try multiple sounds in a row.



With **BACK**, close the display.

### 4.2.1 Subcategories for each sound button

To make it easier for you to choose from the many sounds, each sound button has up to 8 additional subcategories. Here in our example with "Acoustic Piano" there are the following subgroups:



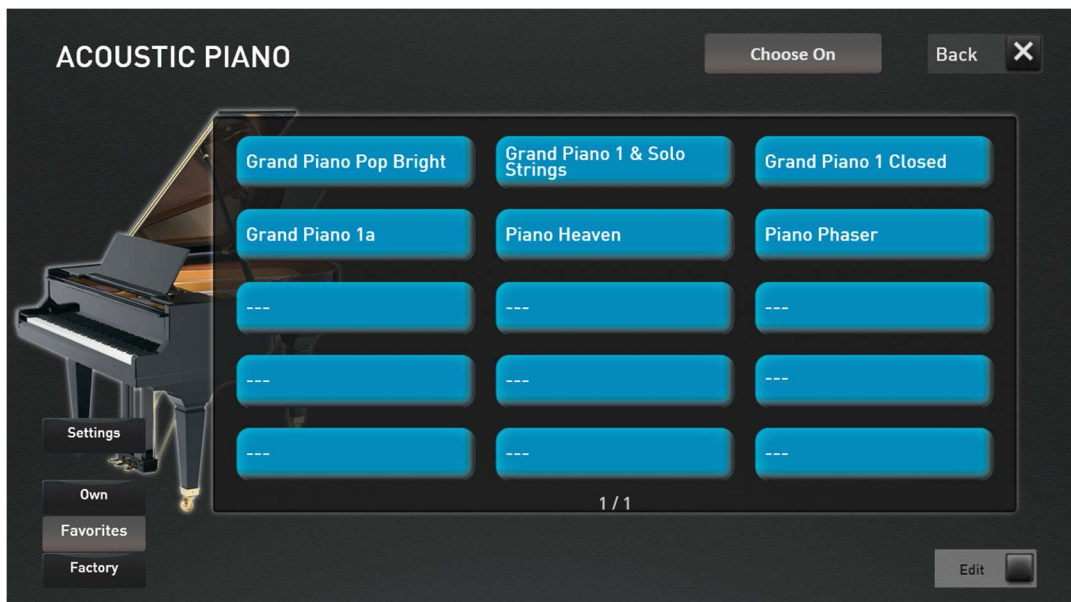
<b>Factory</b>	=	shows <b>all</b> sounds that are stored on this sound button.
Grand	=	shows all Grand Piano sounds
Upright	=	shows all Upright Piano sounds
+ Str.	=	shows all Piano, which were additionally combined with a string sound
Layer	=	shows all Piano, which have been additionally combined with other sounds
Split	=	shows all Piano which already have a split point within the sound
Exp.	=	shows all Piano, added to the instrument through an Expansion package.
User	=	shows all Piano, which you as a user have saved yourself.

### 4.2.2 Favorites for each sound button



Your OAX system remembers which sounds you use most often for each sound button. Up to 15 sounds are stored under Favorite.

In our following example, the sound button ACOUSTIC PIANO has used three sounds so far. Most often the sound piano + choir.



For more information, see the chapter 17.3 "Delete or freeze Favorites" and chapter 17.4 „Global mapping an favorite settings“.



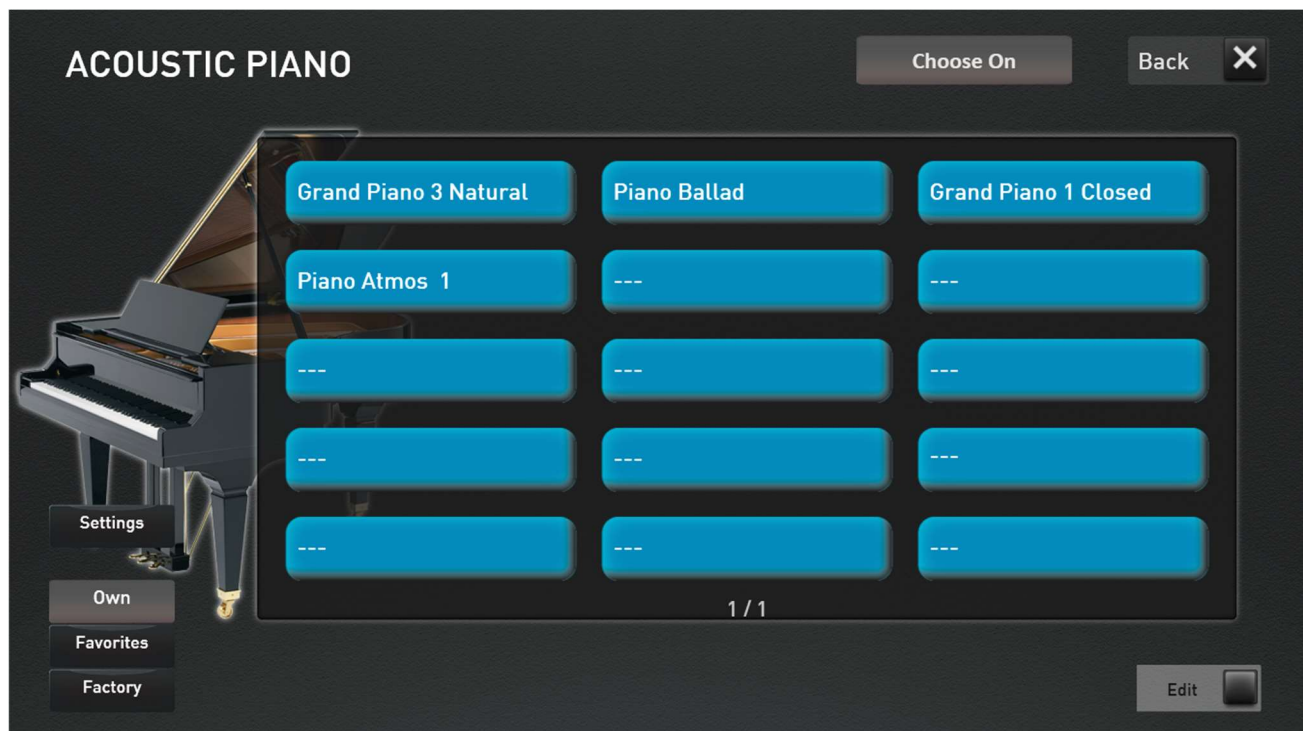
### 4.2.3 Own mapping for each sound button



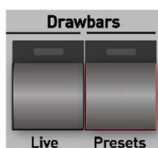
You can also create your own mapping sounds for each timbre key.

This allows you to place the most used sounds per sound button under OWN.

To learn how to create your own mapping, see the chapter 17.1 „Create or edit your own mapping“ and 17.4 „Global mapping an favorite settings“.



## 4.3 Selecting the Drawbars Live and Drawbars Presets



The drawbar sounds are divided between the two sound buttons **Drawbars Live** and **Drawbars Presets**.

All drawbar sounds that cannot be changed using the drawbars are located on the button **Drawbars Presets**. These are fixed, sample-based sounds. If the panel button Drawbars Presets is pressed, the normal mapping interface opens. Just like with all other sounds. See also chapter 4.2 “Select sounds via the control panel buttons”.

The sounds for which the footage can be changed using the drawbars or the display are located on the **Drawbars Live** button. Your OAX instrument now has the four organ models WERSI OX7, HAMMOND VB3, FARFISA Compact and LOWREY (chargeable).

Each organ model has its own user interface. There you can adjust the drawbar sound according to your wishes.

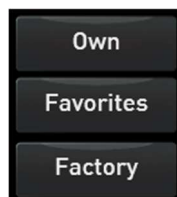


### 4.3.1 Switching between the different organ models

As soon as you have pressed the **Drawbars Live** control panel button, the mapping appears, on which you can select the desired organ sounds.

By selecting a sound, the sound is loaded onto the previously selected selector. The mapping display closes and you will see either the operating display of the selected organ or the professional display. For more information, see chapter 17.5 „Special Settings for the Live Organ Models“.

If you have pressed the Select display button, the display does not jump directly back to the operating display of the selected organ or the Profi display. This allows you to listen to the different sound colours and return to play mode later.



If the **Factory** display button is selected, you can see some of the sounds of the four organ models.

The LOWREY is available as an additional module for a fee.



Here you have the following options:

In the factory setting, the **Factory** display button is selected. A few main sounds of all existing organ models are displayed. With the actual software, these are the sounds of the OX7, the VB3, Farfisa Compact and the LOWREY Organ.



The larger display symbols OX7, VB3, Farfisa or Lowrey give you access to all the factory Sounds of the respective organ.

Your instrument remembers which organ sounds you use most often. Up to 15 sounds are saved under **Favorites**. If you are working with the instrument for the first time, this display will of course be empty.

You can also create your own mapping and store the drawbar sounds you use most of all organ types under a **Own** (mapping).

Under **USER** you will find the drawbar sounds that you have changed and saved yourself.



In our example, you can see that there are more than 15 sounds by the display “1/4”. There are a total of five pages with sounds from the "OX7" area and the illustration shows page 1 of 4.

With a swipe from left to right or right to left, you can switch between the individual pages. If you don't want to select the mappings by swiping, you can also use the arrows at the bottom left and right.

Or press the **Drawbars Live** sound button on the control panel several times. This displays all mappings one after the other. So 1/4 to 2/4 to 3/4 to 4/4 and then start again with 1/4. Remember that there must be more than one mapping page to do this.

By selecting a sound, the sound is loaded onto the previously selected selector. The mapping display will close and you will see either the live interface of the selected organ or the professional display.

Please also note that the live organs can only be placed once on the upper and lower manual.

### 4.3.2 Your favorites of all organ types on the mapping



Your instrument remembers which organ sounds you use most often. Up to 15 sounds are saved under favorites.

In our example, six sounds have been used by the "Drawbars Live" button. Three sounds of the OX7, two Farfisa sound and one sounds of the VB3.



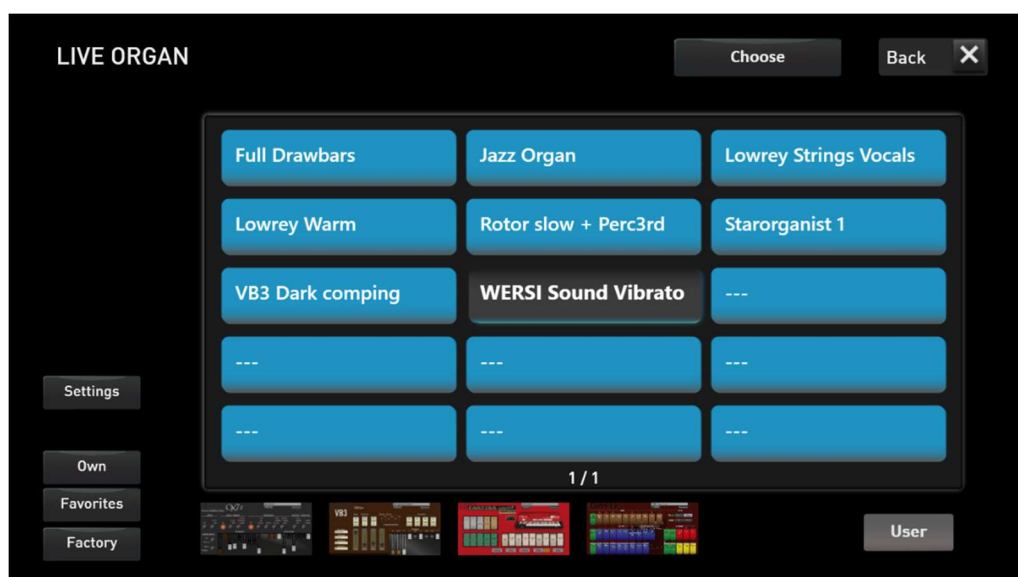
You can find out how to delete or freeze favorites in Chapter 17.3 "Delete or freeze Favorites".

### 4.3.3 Selecting self-saved drawbar sounds via the mapping

If you have saved your own drawbar sounds, you will find them under the User display button.

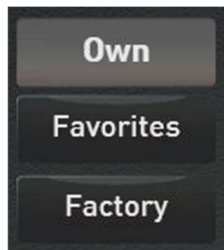
It is irrelevant from which organ model you have saved your own sounds.

You can find out how to save your own drawbar sounds in chapter 5.6.1 "Saving your own drawbar sounds".



#### 4.3.4 Create your own mapping for the live drawbars

---

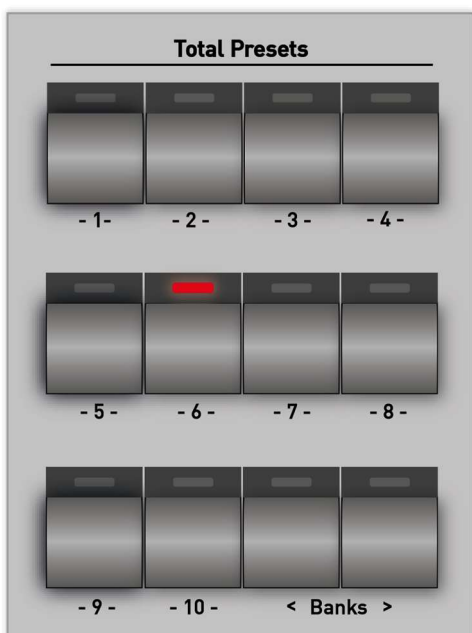


You can also create your own mapping for the Drawbars Live panel button.

This gives you the option of storing the drawbar sounds you use most for all organ models under **Own** (mapping).

You can find out how to create your own mapping in the chapter 17.2 „Create your own mapping for the live drawbars “

## 4.4 Select Total Presets



Directly to the left of the display are 10 buttons that allow you to select the total presets of a bank via the control panel.

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

For Total Presets, we basically distinguish between the Factory-Total Presets and the Total Presets, which you can save yourself, the USER-Total Presets.

**Note:** For a list of factory total presets, see the **Programming Manual SONIC**.

**Tip:** You can also select Total Presets from the Touch Display. For more information, see the chapter 14.1 „Overview Total Presets“.

The control panel buttons of the total presets, the preset buttons between the manuals (not for OAX1) and the display and selection of the presets in the display work synchronously. For example, as soon as you select Total Preset 8 via the control panel, the display changes between the manuals and also the display.

**Note:** A list of the factory total presets can be found in the SONIC data list volume.

## 4.5 Switch on or off the sounds on the manuals

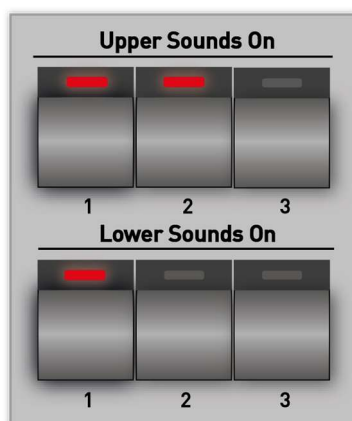
For all models, you can turn sounds on the manuals on and off via control panel buttons. Depending on the model, there is a different arrangement of the on-button probes.

**Note:** In addition, you can also turn the selectors on or off in the display.



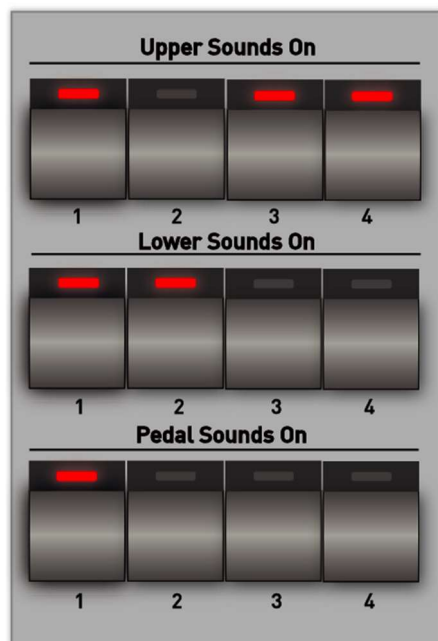
**ATTENTION:** If all selectors are switched off on a manual, the manual remains silent.

### 4.5.1 OAX1 – OAX500 - OAX600 - OAX700



Three buttons each for the upper manual and lower manual are available for switching sounds on and off on the upper and lower manuals.

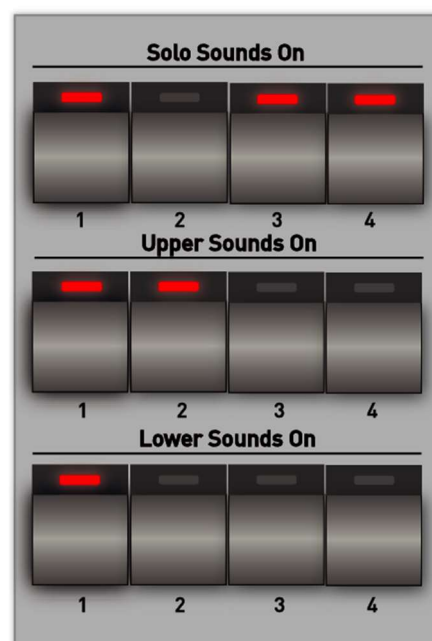
### 4.5.2 OAX800 – OAX900



Three buttons are available for switching on and off sounds on the upper manual, lower manual and bass pedal, 1 to 4 (upper), lower manual 1 to 4 (lower) and bass pedal 1 to 4.

### 4.5.3 PERGAMON OAX1000

Four buttons are available for the operating solo manual 1 to 4 (solo), upper manual 1 to 4 (upper) and lower manual (lower) 1 to 4 for switching on and off sounds on the solo manual, upper manual and lower manual.



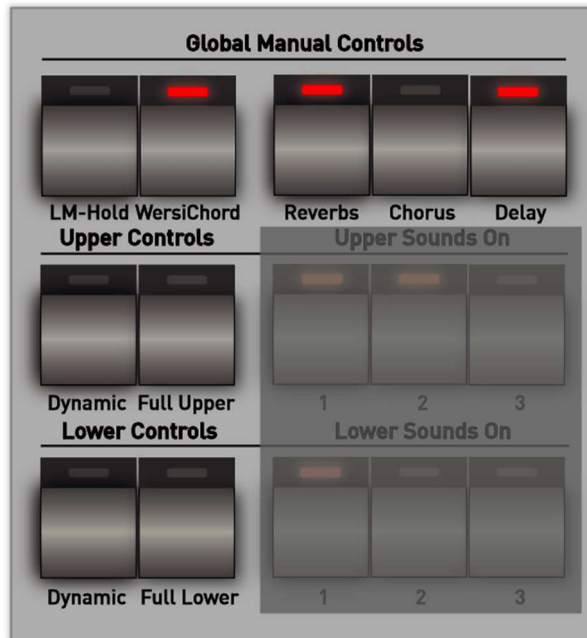


## 4.6 Global Manual Controls

In the **Global Manual Controls** section, you can set important functions for the manuals.

Depending on the organ model, a different number of control panel buttons are available.

### 4.6.1 Global Manual Controls for OAX1 - OAX500 - OAX600 - OAX700

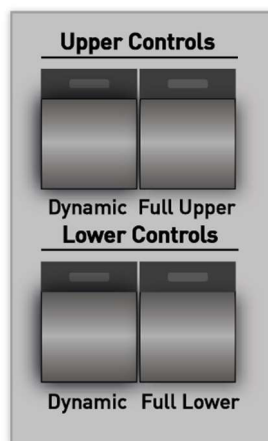


LM-Hold on/off  
WersiChord on/off

-> see chapter 4.6.3.1  
-> see chapter 16

Reverbs  
Chorus  
Delay

-> see chapter 4.6.3.2  
-> see chapter 4.6.3.3  
-> see chapter 4.6.3.4

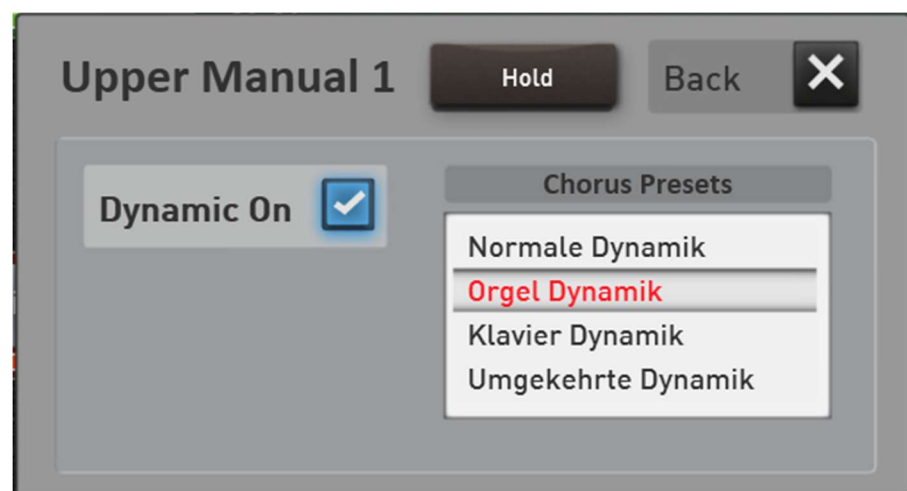


#### Upper and lower dynamic

Depending on whether you are playing in EASY or PROFI mode, a list of the available dynamic curves appears when pressing the two buttons.

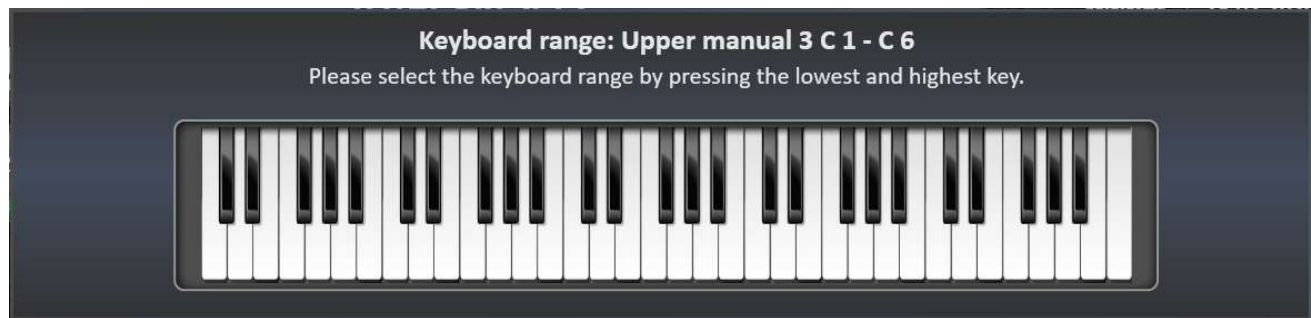
The dynamic curve can be selected separately for each selector. The currently selected selector is set.

The dynamics can also be switched on and off here.



### Full Upper und Full Lower

These two buttons can be used to set the area in which the currently selected selector should sound on the corresponding manual.



You can easily enter the play area via the corresponding manual. Press first the deepest and then the highest button of the desired range. The area you entered is displayed on the display keyboard and the input window disappears after a moment.

**Note:** Please note that this is not a split point where the manual is divided into two areas. You can set a separate playing area for each selector and distribute the sounds individually on the manuals.

**ATTENTION:** When entering the play area by pressing the lowest and highest key, please note the following: If the lowest note for the desired play area is above the center of the keyboard, you must first press a key below the center. You have to approach the desired note from below. The easiest way is to make a glissando from the very bottom and stop at the desired note.

### 4.6.2 Global Manual Controls for OAX800 - OAX900 - OAX1000



More buttons are available for then OAX800, OAX900 and OAX1000 models.

WersiChord -> see chapter **Fehler!**  
**Verweisquelle konnte nicht gefunden werden.**

Preset Edit -> see chapter 4.6.2.1

Manual Edit -> see chapter 4.6.2.2

#### Global Effects

Reverb 1 und 2 -> see chapter 4.6.3.2

Chorus -> see chapter 4.6.3.3

Delay -> see chapter 4.6.3.4

#### 4.6.2.1 Preset Edit

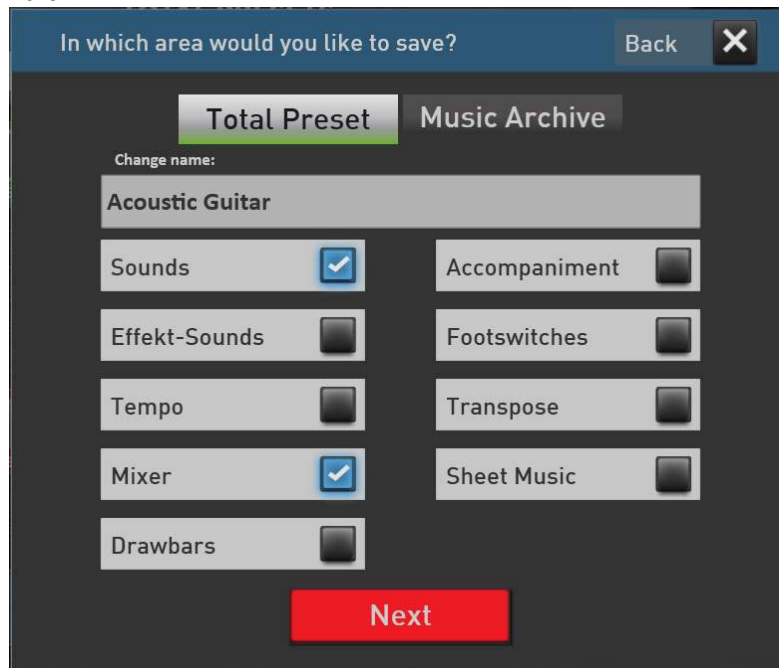
##### **Sheets**

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

##### **Save**

The **Save** button starts the save operation for a total preset. For more information about saving Total Presets, see the chapter 14.1.3 “Save your own Total Presets”.

##### **Edit**



You can use the **Edit** button to quickly change the settings for the current preset. Confirming then saves the total presets to the same memory.



**ATTENTION:** If you want to save the Total Preset to a different storage space, please use the **Save** button.

#### 4.6.2.2 Manual Edit

The functions in the Manual Edit section allow you to quickly call up important functions for the Manual Selectors. The settings are always made to the selector, which is currently selected in the display.

##### **All**

Calls the display to adjust all selector functions and corresponds to double-clicking on a display selector. See chapter 7.2 for EASY-Mode and chapter 8.4 for PROFI-Mode.

**Manual**

Calls the display to adjust manual selector functions.

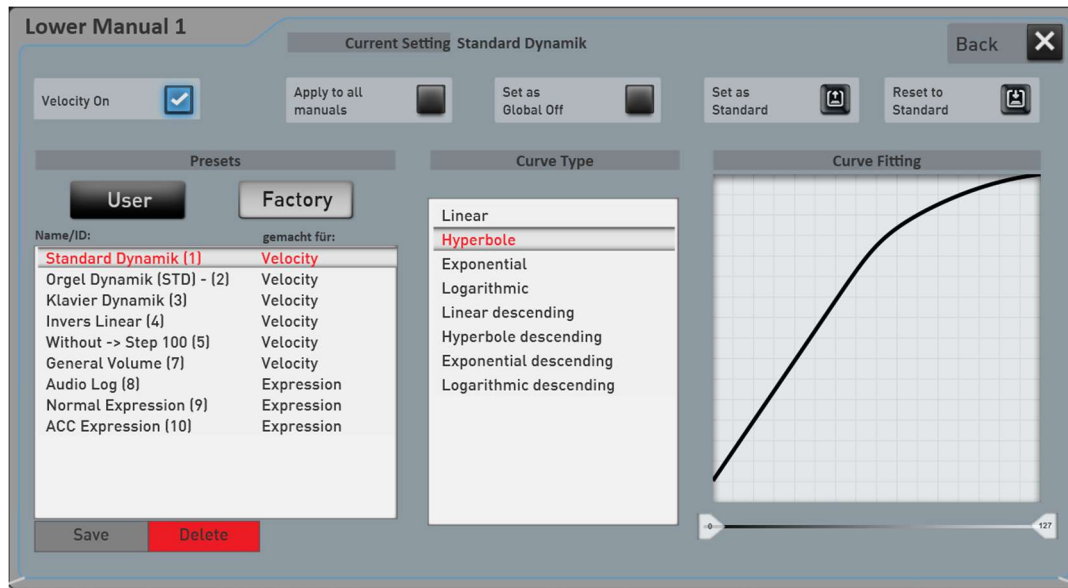
**Sound**

Calls the display to adjust the sound selector functions.



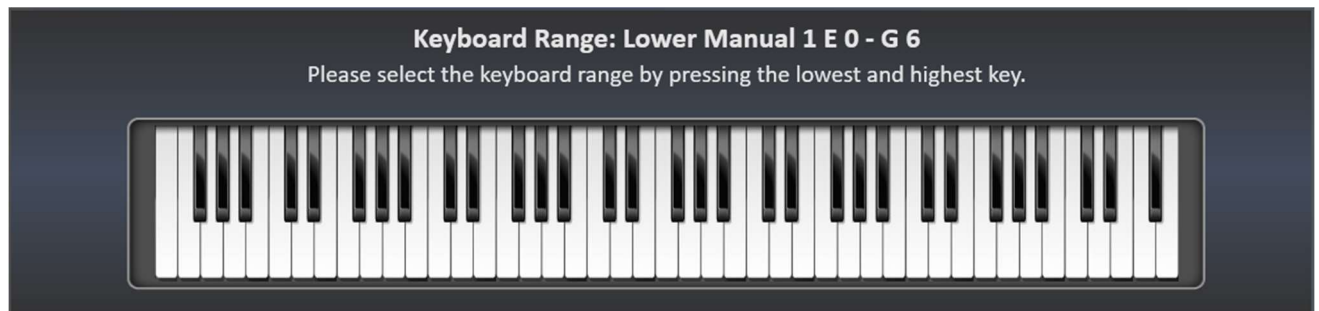
## Dynamic

For the current selector, the interface is called to set the keyboard dynamics. See chapter 8.4.3.



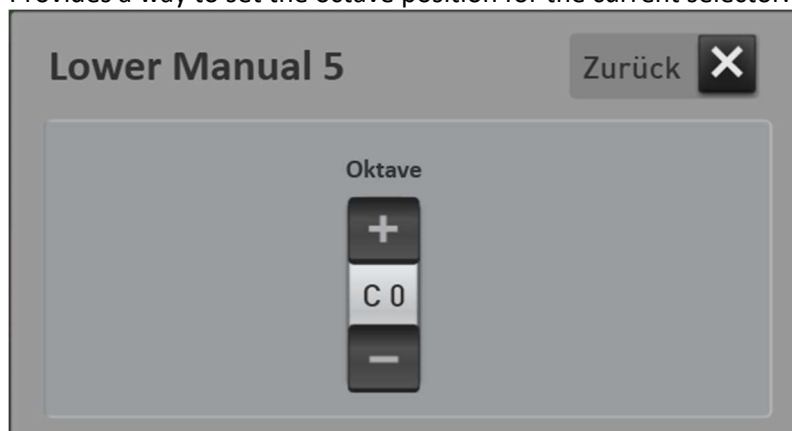
## KeyRange

Here you specify whether the sound should sound on the entire manual or only in a special area. See chapter 8.4.



## Octave

Provides a way to set the octave position for the current selector.



### 4.6.3 Description of the General Global Manual Controls

#### 4.6.3.1 LM-Hold (OAX1 – OAX500 – OAX600 – OAX700)


With this function, the sounds can be held by keys in the lower manual (left manual), i.e.: you can take your hand away and the sounds continue to sound.

The keys only turns off when **lower hold** is **activated**, when stopping the accompaniment or by (fast) 2 times tapping the **start/stop** button.

**Note:** The LM-Hold function on the OAX800, OAX900 and OAX1000 models is located elsewhere on the control panel. See Chapter 4.8.2 “ACC Controls OAX800 - OAX900 - OAX1000”.

#### 4.6.3.2 Fast operation Reverb

Your instrument has extensive reverb, chorus and echo effects. For the areas of manuals, accompaniment and drums, two independent reverb devices, a chorus and an echo device are available. With the REVERBS, CHORUS and DELAY control panel buttons, you can quickly influence the overall volumes and the corresponding effect program.

 **ATTENTION:** Once you have made settings here, these values are saved into a total preset. Please note, however, that the settings in the areas of accompaniment and drums are only saved in a total preset if an accompaniment is also saved. This means that when saving a Total Preset, the **accompaniment** area must be checked.

#### OAX1 – OAX500 – OAX600 – OAX700



Once you have briefly tapped the **REVERB** button, the following display appears:



For the MANUALS, ACCOMPANIMENT and DRUMS areas, you will find controllers for reverb 1 and reverb 2, which allow you to adjust the outputs of the effect devices, also called RETURNS. For the vast majority of

sounds, the reverb 1 has been used. So don't be surprised that not much happens when you push up Reverb 2.

**Small tip:** How to use both reverberation paths, you can find out for the EASY mode in the chapter 7.2 „The EASY Manual Controller“ or for PROFI mode in the chapter 8.4.1 „The Standard Control“.

If you do not make any settings, the display will disappear after a few seconds. When the **HOLD** display button is pressed, the display remains permanently displayed.

You can use the appropriate sliders to vary the volume of the reverb devices.

With **RESET**, you reset the volume to the value stored in the Effects program.

To change a reverb program, briefly tap the appropriate name field. Here in the example on "Reverb normal" for reverb 1 in the manuals section.



The selection box of possible reverb programs opens. Once you have programmed your own effect settings and given a name, these effect presets will also appear in this list.

After you select a new program, the window closes and the newly selected reverb program is active.

If you don't make a selection, the window will automatically close after a few seconds.

**Note:** You can learn how 11 Effects.



#### OAX800 – OAX900 – OAX1000

On the OAX800, OAX900 and OAX1000 models, there is a panel button for Rev 1 and Rev 2 on the panel.

#### 4.6.3.3 Fast operation Chorus



Once you have briefly tapped the Chorus button, the display will appear to set the Chorus effect.



For the MANUALS, ACCOMPANIMENT and DRUM areas, you will find a controller with which you can adjust the output of the chorus effect device, also called RETURNS.

**Small tip:** As long as no sound is selected that also uses a chorus, there may be no change to be heard. To set the chorus effect per sound, see the chapter for EASY mode for easy mode 7.2 „The EASY Manual Controller“ or PROFI mode in chapter 8.4.1 „The Standard Control“.

If you do not make any settings, the display will disappear after a few seconds. When the **HOLD** display button is pressed, the display remains permanently displayed.

You can use the appropriate slider to vary the volume of the chorus effect. With RESET, you reset the volume to the value stored in the Effects program.





To change the Chorus program, briefly tap the appropriate name field. Here in the example on "Chorus 3" in the manuals section.

The selection box of possible chorus programs opens. Once you have programmed your own effect settings and given a name, these effect presets will also appear in this list.

After you select a new program, the window closes and the newly selected chorus program is active.

If you don't make a selection, the window will automatically close after a few seconds.

**Note:** You can find out how to program your own effects in the chapter 11 Effects.

#### 4.6.3.4 Fast operation Delay



As soon as you have briefly tapped the Delay button, the display will appear to set the Echo effect.



For the MANUALS, ACCOMPANIMENT and DRUMS areas, you will find a controller with which you can adjust the output of the Echo effect device, also called RETURNS.

**Small tip:** As long as no sound is selected, the echo is used, no change may be heard. To set the echo effect per sound, see the chapter for EASY mode 7.2 „The EASY Manual Controller“ or PROFI mode in chapter 8.4.1 „The Standard Control“.

If you do not make any settings, the display will disappear after a few seconds. When the **HOLD** display button is pressed, the display remains permanently displayed.

You can use the appropriate slider to vary the volume of the echo effect.

With RESET, you reset the volume to the value stored in the Effects program.



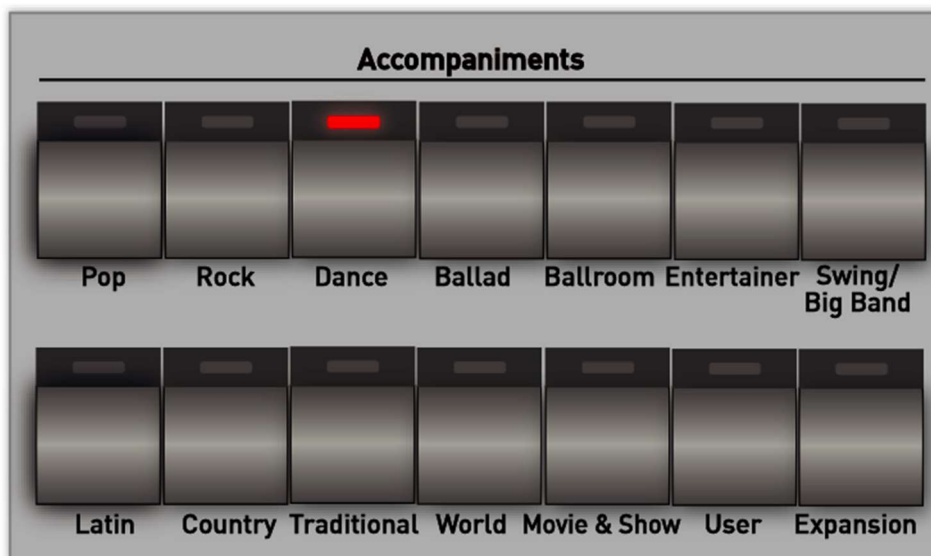
To change the DELAY program, briefly tap the appropriate name field. Here in the example on "Delay Tempo" in the manuals area.

The selection box of possible Echo programs opens. Once you have programmed your own effect settings and given a name, these effect presets will also appear in this list.

**Note:** You can find out how to program your own effects in the chapter 11 Effects.

## 4.7 Accompaniments Styles

Here you can select the desired accompaniment, which can consist of a style, a MIDI-Sequence or Multimedia-File (WAVE/MP3). There are 14 control panel buttons available for selecting the styles in the instrument. The factory styles were divided into 12 music genres. An occupancy list can be found in **Programming Manual SONIC**.



As soon as you press one of the style buttons, 15 corresponding styles appear in the touch display.



Example image of a display

If a style button is occupied with more than 15 styles, you can access additional pages with styles with a simple swipe from right to left via the display. You can see this in our example on the display "1 / 4". So here are three more pages with styles from the "Ballroom" section. Back we go with a swipe from left to right.

**Note:** If you press one of the ACC buttons several times, the banks are selected one after the other. So 1/4 to 2/4 to 3/4 to 4/4 and then start again with 1/4. The selection always remains in the current area FACTORY and USER (favorites, of course, too).

Selecting a style closes the display and you are back in EASY or PROFI mode.



If you want to try out several styles in a row without the display closing, you should turn on the HOLD function. The display now remains permanently visible and you can try multiple styles in a row.

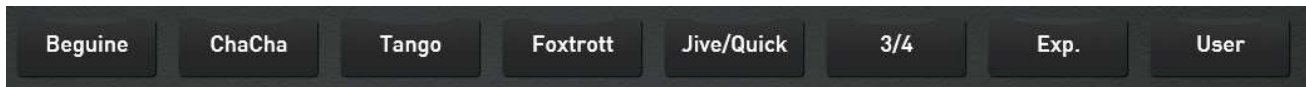


With BACK, close the display.

To learn how to load your own styles into your instrument or how to play directly from the USB stick, see the chapter 7.4 „Play Styles, MIDI-Sequences or Multimedia-Files directly from the USB stick“ and 7.5 „Import styles from USB stick“.

#### 4.7.1 Subcategories for each Accompaniment button

To make it easier for you to choose from the many styles, each stylebutton has up to 8 additional subcategories. Here in our example at "Ballroom" there are the following subgroups:



<b>Factory</b>	= shows all styles that are stored on this style button.
Beguine	= shows all Beguine styles
ChaCha	= shows all ChaCha styles
Tango	= shows all tango styles
Foxtrott	= shows all Foxtrot styles
Jive/Quick	= shows all Jive/Quickstep styles
3 / 4	= zeigt alle 3/4-Styles
Exp.	= shows, for example, all Ballroom styles added to the instrument through an expansion pack.
User	= While loading new styles, you will be asked if you want to associate the new style with a style key. Therefore, if you have assigned Styles to the "Ballroom" button, they will appear in the User

#### 4.7.2 Favorites for each Accompaniment button



Your OAX system remembers which style, MIDI-Sequence or Multimedia-Files you use most often. Up to 15 Accompaniments are stored per button under FAVORITES.

In our following example, the Ballroom style button has used five styles so far. The most common style Beguine 1.



For more information, see the chapter 17.3 “Delete or freeze Favorites” and chapter 17.4 „Global mapping an favorite settings“.

#### 4.7.3 Own mapping for each Accompaniment button



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

This allows you to place the styles, MIDI-Sequences and Multimedia-Files you use the most per Accompaniment group under OWN and sort them according to your own wishes.

To learn how to create your own mapping, see the chapter 17.1 „Create or edit your own mapping“ and 17.4 „Global mapping an favorite settings“.

## 4.8 Accompaniments MIDI and AUDIO



Under **MIDI** and **Audio**, you can select your MIDI-Sequences or Multimedia-Files (Wave, MP3, WMA). As long as you have not loaded your own files, this display will remain empty.

The buttons for MIDI and audio are located on the Models OAX1 - 500 - 600 and 700 to the right of the style buttons.

For the OAX800, OAX900 and OAX1000 models, the two buttons are to the left of the style buttons.



To learn how to load your own MIDI-Sequence and Multimedia-Files into your instrument or how to play directly from the USB stick, see the chapter 7.4 „Play Styles, MIDI-Sequences or Multimedia-Files directly from the USB stick“ and 7.6 „Import MIDI-Sequences or Multimedia-Files from the USB stick“.

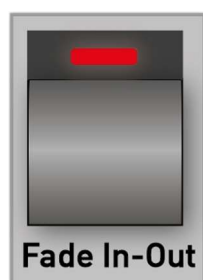
### 4.8.1 ACC Controls OAX1 - OAX500 - OAX600 - OAX700



With **Acc On**, you can switch the accompanying tracks of a style on or off. When the ACC is switched off, only the drums can be heard from the style.

**Note:** With the OAX1 Keyboard, turning off the main split turns off and you can play the UPPER sounds all over the manual.

**AutoBass** lets you create an automatic bass note. In the **case of automatic accompaniment**, a bass note is automatically generated and played from a single key pressed in the lower manual or from played chords.



With **Fade In-Out** you can fade the played Style, MIDI-Sequence and a Multimedia-File in or out.

**Example Fade In:** You want to play a track where the music is slowly fade in. To do this, press the **Fade In-Out** button when the accompanying machine is **standing**. And then start a style, MIDI-Sequence or Multimedia-File, the music slowly appears.

**Example Fade Out:** You play a piece of music with a style, MIDI-Sequence or Multimedia-File. Towards the end of the title, simply press the **Fade In-Out** button and continue playing the title. The Fade Out now continuously adjusts the volume to zero, so that the title is gently hidden.

#### 4.8.2 ACC Controls OAX800 - OAX900 - OAX1000



With **LM-Hold**, the sounds can be held the keys in the lower manual (left manual), i.e.: you can take your hand away and the sounds continue to sound.

The sound switches off when lower hold is **activated** only when the automatic accompaniment is stopped or by (fast) two times tapping the start/stop button.

**AutoBass** lets you create an automatic bass note. In the **case of automatic accompaniment**, a bass tone is automatically generated and played from a single key pressed in the lower manual or from chords.

With **Fade In-Out** you can fade the played music in or out.

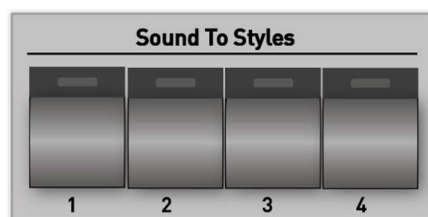
**Example Fade In:** You want to play a track where the music is slowly fade in. To do this, press the **Fade In-Out** button when the accompanying machine is **standing**. And then start a style, MIDI-Sequence or Multimedia-File, the music slowly appears.



With **Acc On** sc, you can keep the accompanying tracks on or off. When the ACC is switched off, only the drums can be heard from the style.

**Acc Edit** opens the display to adjust all important ACC functions. For more information, see the chapter 8.5 Profi ACC-Controls.

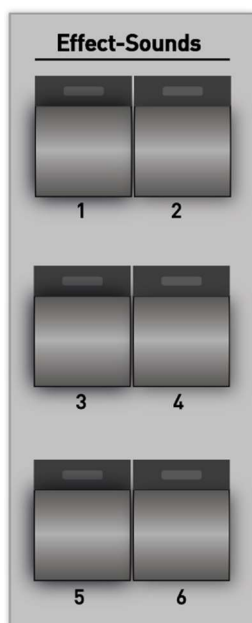
#### 4.8.3 Sound To Styles (only OAX1 - OAX500 - OAX600 - OAX700)



**Sound To Styles** = Four matching sound settings (total presets) have been stored for each factory style, so that you can play any style with the appropriate sounds.



## 4.9 Effect-Sounds



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

The OAX800, OAX900 and PERGAMON OAX1000 instruments have 10 effect sound buttons.

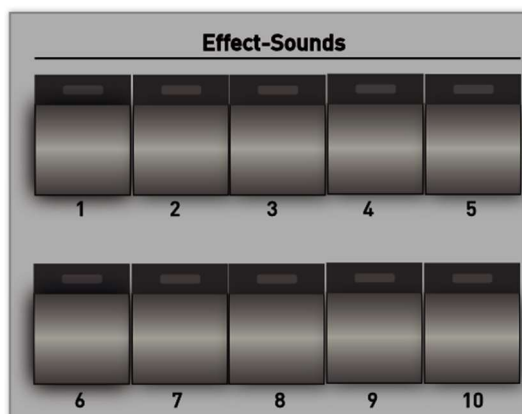
With the buttons you can trigger different sounds for special "gags" manually. Simply press all the buttons one at a time and let yourself be surprised by which sounds are on the buttons.

The volume of the Effect sounds is done using the **SONG** slider.

The LED of the respective effect button flashes while the effect is playing back.

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

In the **Programming Manual SONIC** you will learn how to use many different effect sounds to apply these buttons and save your own settings in a total presets.





## 4.10 User panel Accompaniment Controls



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

Here you can operate your styles, start MIDI-Sequences and Multimedia-Files and switch the rotor function for the pull bars from slow to fast .

Here are the explanations in detail:

### Start/Stop

The accompaniment starts **immediately** with playback when the **Start/Stop** button is pressed. Pressing **start/stop** again while accompanying the company stops playback.



Selected MIDI-Sequence and Multimedia-Files are also operated via **Start/Stop**.

### Synchron-Start

After the **Sync.Start** button has been pressed (LED in the button lights up), the playback of the accompaniment automatically starts when the **first note** is ➔ pressed on the lower manual or on the pedal, the LED goes off.

By pressing the **Sync.Start** button again, the running accompaniment can also be stopped; however, the function "Sync.Start" for the start of the next accompaniment is now activated again.

### Variations

- Each style has 4 variations. These are musically and/or differently designed in their instrumentation.
- The selected variation is indicated by the LED that is illuminated in the button.
- When switching between Variation A, B, C or D, a different fill-in plays in each case. The corresponding variation button flashes.
- Depending on when you press the new Variation button Var A - D, the fill in can have a length of a whole measure, or just 3, or 2 or just a quarter.

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

- Each style includes up to 3 different intro's and 3 different endings. These can be musically designed differently – from simple single counters or final chords to complex and musically sophisticated melodies – and last correspondingly different lengths of time.
- Press the desired **intro 1, 2 or 3** and start with **Start/Stop**.
- At the end of the intro, the accompaniment automatically jumps into the (previously selected) variation.
- The length of the intro can also be shortened during selecting a **variation button Var A – D**; the accompaniment continues with the selected variation from the next bar.
- An intro can also be started by pressing **Sync.Start** in advance.
- Press the desired **Ending 1, 2 or 3** while the style is running.
- When an ending expires, the style stops automatically.
- If you want to cancel a running ending, simply press one of the breaks or one of the variation buttons

**Break 1 and 2**

- For each style there are one or two breaks (= intermediate/solo) with a length of one bar.
- The break starts after tapping the button (LED = red-blinking) always at stroke 1 of the next bar and the LED in the **button Break** lights up.
- The style automatically jumps back to the variation after it expires.
- You can also start with a break. To do this, press one of the two **Break** buttons when the style is standing and start with **Start/Stop**.

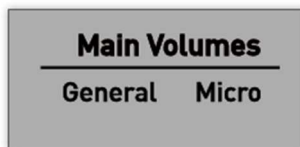


**ATTENTION:** The existing factory styles and also styles that you purchase for your instrument may not always include all three intro's and ending's or two breaks. The corresponding buttons cannot be operated in this case. Also the short Fill In's between variations are not available for all styles.

## 4.11 User panel General Volume, Microphone and Light

### 4.11.1 OAX1

With the Keyboard OAX1, the general volume and microphone volume is adjusted via two drawbars. These are located on the far-left side of the drawbar board.



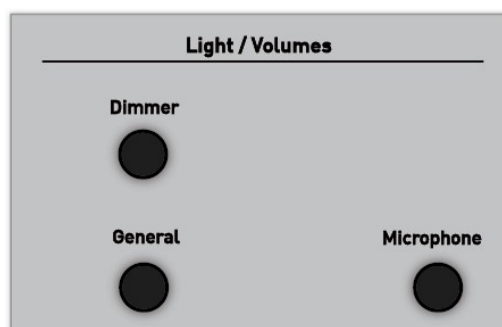
#### General

Here you can control the overall volume of your instrument.

#### Micro

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

### 4.11.2 OAX500



On the left side next to the upper manual, you'll find the settings for the general volume and microphone volume, as well as the dimmer for the control panel lighting.

#### Volume General

Here you can control the overall volume of your instrument.



**ATTENTION:** Your instrument remembers the last set volume and saves it when it is switched off. After powering on, this saved volume is resumed until you have moved the slider again.

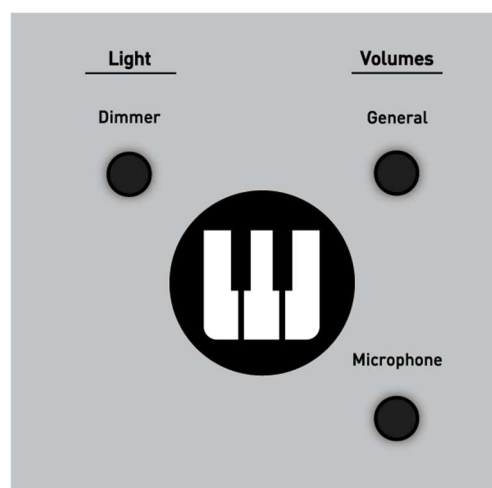
#### Volume Microphone

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

#### Light Dimmer

Your instrument is equipped with dimmable control panel lighting. If you want to switch off the lighting, turn the control to the left.

### 4.11.3 OAX600 – OAX700



On the right side of the upper manual, you'll find the settings for the total volume and microphone volume, as well as the dimmer for the control panel lighting.

#### Volume General

Here you can control the overall volume of your instrument.



**ATTENTION:** Your instrument remembers the last set volume and saves it when it is switched off. After powering on, this saved volume is resumed until you have moved the slider again.

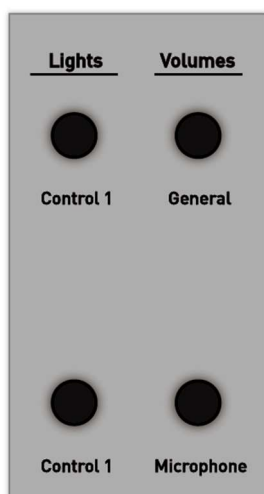
#### Volume Microphone

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

#### Light Dimmer

Your instrument is equipped with dimmable control panel lighting. If you want to switch off the lighting, turn the control to the left.

### 4.11.4 OAX800 – OAX900 - OAX1000



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

#### Volume General

Here you can control the overall volume of your instrument.



**ATTENTION:** Your instrument remembers the last set volume and saves it when it is switched off. After powering on, this saved volume is resumed until you have moved the slider again.

#### Volume Microphone

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

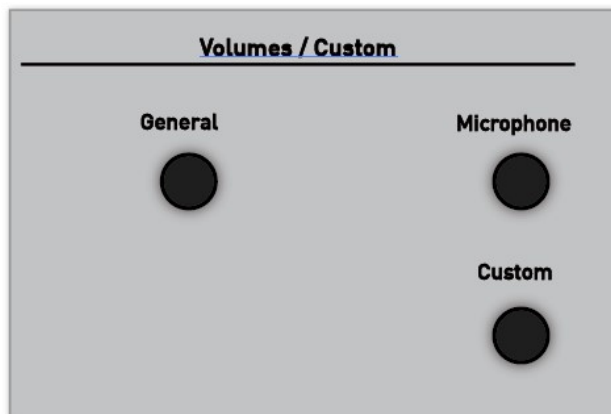
#### Lights

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

**Control 1** - Controls the control panel lighting.

**Control 2** - Controls the foot pedal lighting.

#### 4.11.5 OAX800UP - OAX1000UP



On the left side next to the upper manual, you'll find the settings for the total volume and microphone volume, as well as the dimmers for the control panel and pedal lighting.

##### Volume General

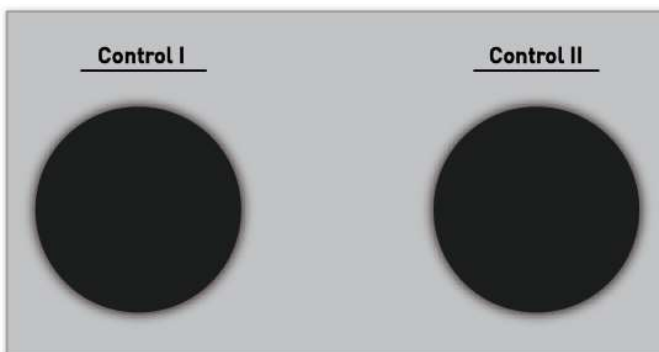
Here you can control the overall volume of your instrument.



**ATTENTION:** Your instrument remembers the last set volume and saves it when it is switched off. After powering on, this saved volume is resumed until you have moved the slider again.

##### Volume Microphone

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



##### Dimmer

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

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

If you want to turn off the lights, turn the corresponding slider all the way to the left.

## 4.12 Control manual volumes

### 4.12.1 Volume of sounds on manuals for OAX1 - OAX500 - OAX600 - OAX700

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

In the **Manual Volumes** panel, you can control volumes of three sounds on the upper and lower manuals. The Pedal slider adjusts the volume of the first sound for the bass pedal.

If you are working in PROFI mode, you can also adjust all manual thicknesses via a display mixing console. See chapter 8.11 “Volume control in PROFI mode”.



**NOTE:** This corresponds to the number of sounds in EASY mode. This means three sounds in the upper and lower manual and one sound in Pedal. In PROFI mode, you can play from a total of 16 sounds, up to 12 sounds in the upper and lower manual, as well as up to 4 sounds on the pedal.

### 4.12.2 Volume of the sounds on the manuals for OAX800 -OAX1000

Manual Volumes										
Pedal 1	Pedal 2	Lower 1	Lower 2	Lower 3	Lower 4	Upper 1	Upper 2	Upper 3	Upper 4	WChord

In the **Manual Volumes** section, you can control the volume of four sounds on upper and lower manual, two sounds on the pedal and WersiChord.

### 4.12.3 Volume of the sounds on the manuals for 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 **Manual Volumes** section, you can control the volume of three sounds on the solo, upper and lower manual, and two sounds on the pedal.

#### 4.12.4 Volume of Styles, MIDI-Sequences and Multimedia-Files



The **Song** slider controls the total volume of a style, a MIDI-Sequence, and also an Multimedia-File (Wave/MP3).

If you use a style, the three additional volume controls also become active:

With **drums** you control the volume of the drums.

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

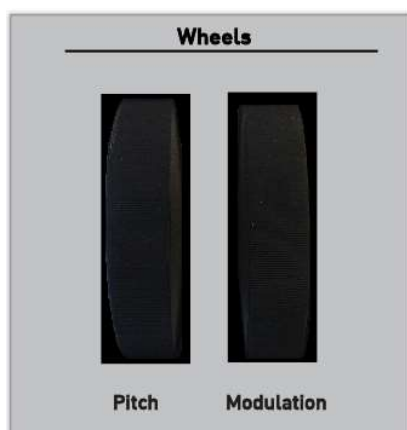
With **Acc** the five accompanying tracks Acc 1 to Acc 5.



You can find out how to make a more detailed coordination with all tracks from the automatic accompaniment, see the chapter 7.3.1.2.

### 4.13 Pitch- and Modulation

#### 4.13.1 Wheels for OAX1 - OAX500 - OAX600 - OAX700 - OAX800 – PERGAMON OAX1000



On the left you will find the two Wheels Pitch and Modulation.



The pitch wheel returns to the center position again and again after actuation for both functions.

#### 4.13.2 Wheels for OAX1000UP



On the left side you will find the joystick responsible for the change in sound and modulation.

Movement left/right	Pitch Bend	Pitch change down (left) or up (right).
Movement forward	Modulation	Change of sound, mode of action depending on the sound with change of vibrato, the filters or others.



The joystick returns to the center position again and again after actuation for both functions.



## 5 Live organ – Live Accordion – Church Organ

The sounds for which the footage can be changed using the drawbars or the display are located on the **Drawbars Live** sound button.

Your OAX instrument currently has the four organ models WERSI OX7, HAMMOND VB3, FARFISA Compact and LOWREY. The LOWREY is available as an additional module for a fee. Each organ model has its own user interface. There you can adjust the drawbar sound according to your wishes.

You can find out how to select the various live organ models in chapter 4.3 „Selecting the Drawbars Live and Drawbars Presets“.

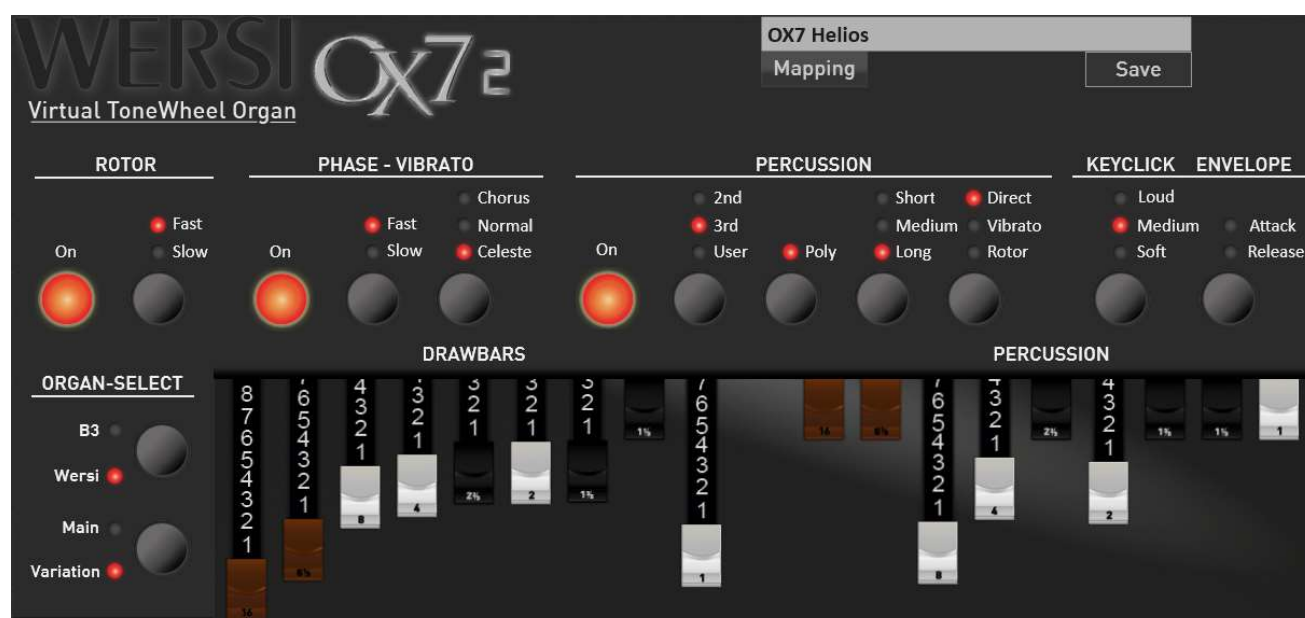
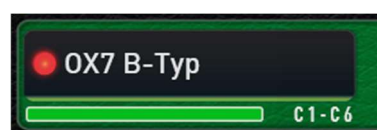
You will see the **Save** display button on all organ models. You can use this to save your settings as your own drawbar settings. See chapter 5.6 “Saving your own drawbar settings”.

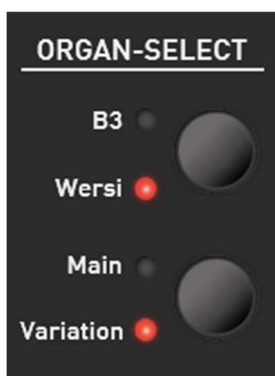
### 5.1 The WERSI OX7

At the end of the 1990s, WERSI developed the OX7 drawer bar expander, which quickly found many lovers. Later, the hardware module was also transferred to the OpenArt system. For the new OpenArt-Xtended system, we have redesigned the OX7 module on a purely software basis.

#### 5.1.1 Main page OX7

If you would like to open the main page of the OX7 from the professional display, register a sound from the OX7 on a selector and keep this selector pressed for one second.



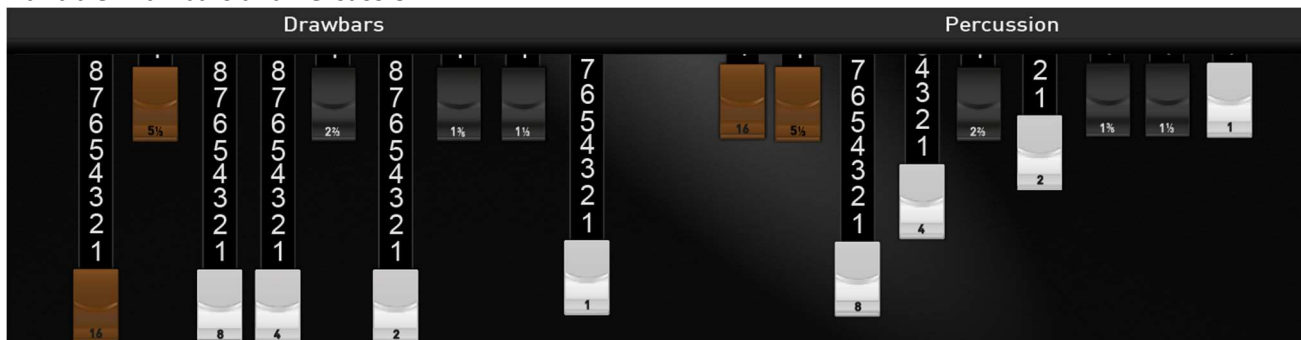


### Organ-Sound-Select

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

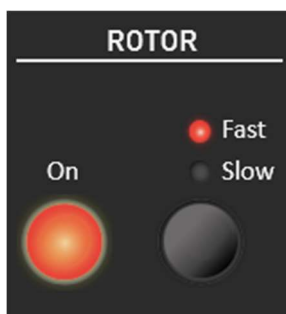
### Variable Drawbars and Percussion



As soon as the organ operation has been selected, the current drawbar setting also appears under DRAWBARS. Keep in mind that they don't always have to match the "actual" drawbars on your organ. For example, if you have called a sound preset, the pull bars from that preset are displayed.

**Note:** The drawbars can be changed via the "actual" pull bars on your organ or via the touch display.

### Rotorsound

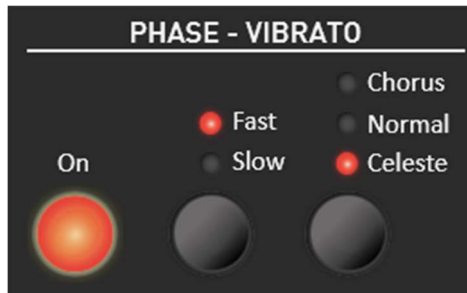


With the Rotorsound ON button, the drawbars are routed via the rotor effect. The rotor is a simulation of a special amplifier with mechanically rotating loudspeakers.

The rotation of the loudspeakers physically creates a doppler effect, which has an effect in a complex frequency and phase vibrato.

The **Slow-Fast** button regulates the rotation speed of the "virtual" speakers. In the **Slow** setting, you hear a floating chorus sound, while **Fast** creates a "swirling" vibrato-like effect. Particularly impressive results are achieved by switching between **Slow** and **Fast**, in which the complex processes of start-up and deceleration processes come into play.

### Phase-Vibrato

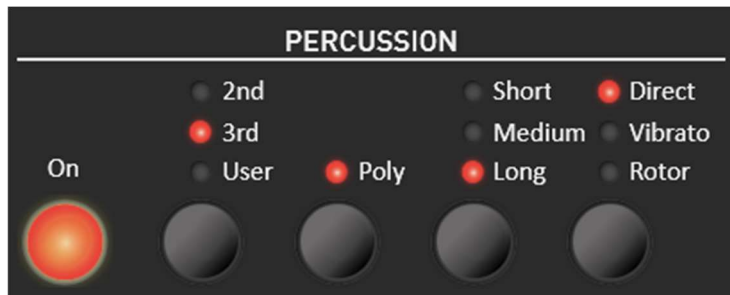


Here you can optionally switch a vibrato (phase vibrato) to the sound.

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

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

### Percussion



#### Percussion on/off

The percussion effect triggers a percussive organ tone at each key press. As a result, the sound becomes more concise. The attack is clearly highlighted.

#### Percussions Drawbars

The OX7 offers you the two standard foot layers **2nd (4')** and **3rd (2 2/3)** as well as the possibility to freely select the percussion bases completely via the nine percussion drawbars (**User**).

#### Percussion Mono or Polyphone

The percussion of the older electromagnetic organ was mostly **only monophone** playable, which also produced very interesting playing styles. If the percussion is switched to **polyphone**, several tones of percussion will be heard simultaneously.

#### Length of Percussion

The length of the percussion can be adjusted in three stages from short and crisp (short) over a medium to long.

#### Routing of the Percussion

Here you can direct the percussion via three different paths (routes). At **Direct**, the percussion does not run via the vibrato and the rotor. The percussion sound sounds very clear and direct. At **Vib.** (Vibrato) the percussion passes through the vibrato and also via a possibly switched on rotor. If the rotor setting is selected, the percussion only passes through the rotor and not via a possibly switched on vibrato.

## Envelope



By pressing the **Envelope** button several times, you can change the envelope. **Attack** delays the use of sound. The sound is softly.

With **Release**, the sound gets a longer ending. Delay and Sustain can also be active at the same time. Both LEDs then light up.

**Note 1:** You can choose the length of the attack and release phase under OX7 settings.

**Note 2:** The sustain effect can also be operated with a foot switch.

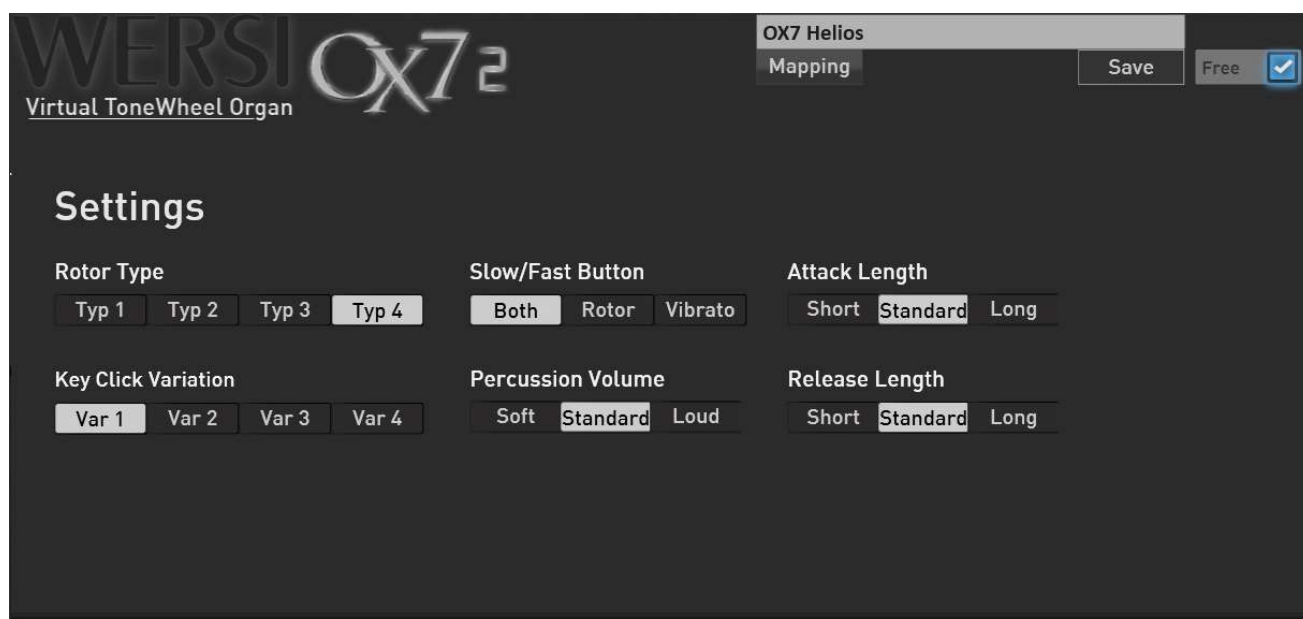
## KeyClick

Here, the volume of the keyclick can be adjusted in three steps by pressing it several times.

### 5.1.2 Additional setting options

By sliding to the left or the arrow to the right next to the OX7 control panel, you can reach further setting options with which you can adjust the drawbar sound even more according to your wishes.

If you save a new OX7 sound in the user area, these additional setting options are also saved in your own sound.



## Four types of the rotor effect

The OX7 provides you with four different rotor types. As with the mechanical models, there are differences in the range of rotation speeds for the horn and the bass speaker. Or the frequency response and the depth of the rotor effect are different.

**Type 1:** Standard rotor

**Type 2:** Bass emphasized rotor sounded with great deep effects of the two rotors. The rotor speeds for Slow and Fast are a little slower. Bigger stereo effect.

**Type 3:** Rotor sound in which the mids are more emphasized. The horn turns very quickly at 7Hz. Moderate stereo effect.

**Type 4:** Rotor sound in which the upper mids are emphasized by means of a higher resonance frequency. Moderate stereo effect.

**Rotor fast / slow**

Here you can choose whether you can use the Rotor Slow / Fast control panel button to switch only the rotor, only the vibrato or both rotor and vibrato together between fast and slow.

**Information:** With the older WERSI instruments such as SPECTRA, DELTA or HELIOS there was no rotor simulation, but the WERSI VOICE. In addition to the normal fast vibrato speed (Fast), there was also a slow speed (Slow) for vibrato. And as with a rotor, the WERSI VOICE (vibrato) could also be switched between slow and fast with a slow / fast control panel button.

**Volume of the percussion**

Select the desired volume here from the levels soft, standard and loud.

**Key click variations**

Here you can choose between four different clicks.

**Attack and sustain settings**

You can switch on attack, release or both using the display buttons Attack and Release under ENVELOPE. How long the attack or the release is can be set here in three stages.

**Attack length:** With the function Attack you can make the start of the notes smoother. With Standard the sound starts immediately. With medium and long two settings are available which let the sound swing in more gently.

**Sustain Length:** With the Sustain function you can lengthen the decay of the notes. With standard, the sound ends immediately after releasing the key. With medium and long two settings are available that let the sound fade away longer.



Setting FREE

**Free On**

If you save your own drawbar sound, you can activate the FREE function before saving. Free means that when registering this drawbar tone, the current panel button and footage values will be used.

**Free Off**

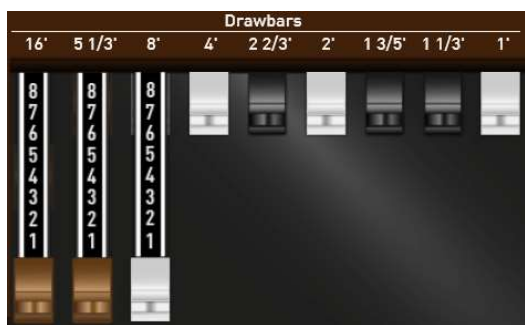
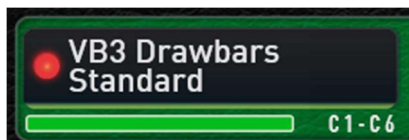
If you save the sound with FREE not activated, the sound will be saved completely. So with the settings of the 9 footages and the settings on the control panel.

## 5.2 The WERSI VB3

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

### 5.2.1 Main page VB3

If you would like to open the main page of the VB3 from the professional display, register a sound from the VB3 on a selector and keep this selector pressed for one second.



#### Variable Drawbars

As soon as the organ operation has been called, the current train bar setting also appears. Keep in mind that they don't always have to match the "actual" drawbars on your organ. For example, if you have called a sound preset, the pull bars from that preset are displayed.

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



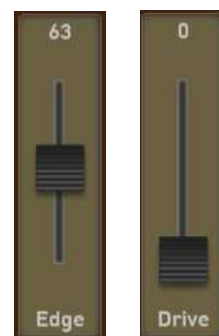
#### Rotor On/Off

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

**Overdrive On-Off**

Overdrive distorts the sound. To find the desired setting, two sliders are available. You can use the DRIVE slider to adjust the strength of the distortion.

Use the EDGE slider to adjust the hardness of the distortion.

**Vibrato – Chorus**

Here you can set the scanner vibrato in the 6 known versions V-1, V-2, V-3 as well as C-1, C-2 and C-3. With Vibrato On/Off, the vibrato is turned on (On) or off (Off).

**Note:** The Italian Transistor and Red Tolex settings automatically replace the scanner vibrator with an electronic vibrato.

**Percussion**

Here you can find the well-known percussion settings of an electromagnetic organ:

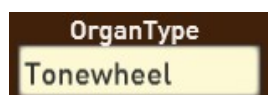
**Percussion On/Off:** Here the percussion register is switched on or off.

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

**Decay Slow/Fast:** Here the decay of the percussion between Fast and Slow can be adjusted. In the setting Fast, the percussion sounds short and crisp, while in the setting Slow the percussion ends longer.

**Foot 3rd/2nd:** Here the foot position of the percussion is switched from 2nd (4") to 3rd (2 2/3").

**Note:** As with an old electromagnetic organ, the 1" drawbar can no longer be heard when the percussion is switched on.

**Organ Type**

The WERSI VB3 drawbar system has three different types of organs:

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

**Note:** The Italian Transistor and Red Tolex settings automatically replace the scanner vibrator with an electronic vibrato.



**ClickType**

Natural

**ClickType**

The KeyClick creates the typical short click that the old organs create when a key is pressed. Here are three variations to choose from:

1. Natural: Each keystroke results in a different click. Sometimes light times dark. As in the original.
2. Always Dark: Here the clicks from the tone coloring remain rather dull (dark/dark).
3. Always Bright: Here the clicks from the tone coloring remain rather bright (Bright/Hell).

**ClickDelay**

7 ms

**ClickDelay****HumLevel**

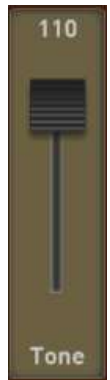
Off

**HumLevel**

The old electromagnetic organs generated a background noise of hum and noise. Such a sound does not fit permanently with a modern musical instrument. Therefore, you can adjust the noise in four levels in the volume or switch it off completely (Off).

**Click**

Set the volume of the KeyClick.

**Tone**

With the TONE setting, you can make the whole sound a little duller.  
In setting 127, the sound is not changed.

## 5.2.2 VB3 Rotor-Settings

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



Here you can adjust the rotor cabinet according to your wishes. The following settings are available:

### Treble Horn

**Slow:** Here you set the speed of the high-pitched horn for the position Slow.

**Fast:** Here you set the speed of the high-pitched horn for the position Fast.

**Belt:** Here, the braking and draining speed can be set. The higher the value, the slower the high-frequency horn is slowed down or accelerated when switching between Slow and Fast.

### Bass Rotor

**Slow:** Here you set the speed of the bass drum for the Position Slow.

**Fast:** Here you set the speed of the bass drum for the position Fast.

**Belt:** Here, the braking and draining speed can be set. The higher the value, the slower the bass drum is slowed down or accelerated when switching between Slow and Fast.

### Microphone

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

- Distance:** The Distance setting determines the distance at which the microphones are positioned. The higher the value, the closer the microphones are to the rotor cabinet.
- Balance:** This setting adjusts the balance between the microphones for the high horn and the microphones for the bass drum. At values above 63, the microphones for the high-pitched horn become louder and at values below 63, the microphones for the bass drum become louder.
- Ambience:** The Ambience setting determines how many reflections are returned from the surrounding walls.
- Spread:** With the spread, you get a larger stereo sound image.

**Note:** While you adjust the rotor according to your wishes, you can test your results directly with Rotor On/Off and Slow/Fast.



Setting FREE

### Free On

If you save your own drawbar sound, you can activate the FREE function before saving. Free means that when registering this drawbar tone, the current panel button and footage values will be used.

### Free Off

If you save the sound with FREE not activated, the sound will be saved completely. So with the settings of the 9 footages and the settings on the control panel.

### 5.3 Legendary FARFISA Compact Organ

The first portable organ from Italian manufacturer FARFISA was the Compact series, released in 1964. The red compact combo organ was the star of the line and was used in many bands.

#### 5.3.1 Main page of the FARFISA Compact

If you would like to open the main page of the FARFISA Compact from the professional display, register a sound from the Farfisa on a selector and keep this selector pressed for one second.



#### The operating concept of the FARFISA Compact

On the left you can see the three footages 16', 8' and 4' as green rocker switches. On the right side you can see another nine sounds from the footage 16', 8' and 4' as beige rocker switches. These two realms can never sound together.

Switching is done with the **MULTI-TONE BOOSTER** rocker switch. In the off (ON) position you will hear the green rocker button footage and in the on (OFF) position you will hear the beige rocker button footage.

The **ALL BOOSTER** rocker switch closes the filter for the three green footages. The filter can then be opened and closed using the modulation wheel.

In the original instrument, this function was carried out via a toggle lever that was attached under the console.

At the top left there are the effects Vibrato and Hall (Reverb)



The vibrato can be turned on or off. Furthermore, the vibrato speed can be adjusted between fast (FAST) and slow (SLOW), as well as the intensity between little (LIGHT) and strong (HEAVY).

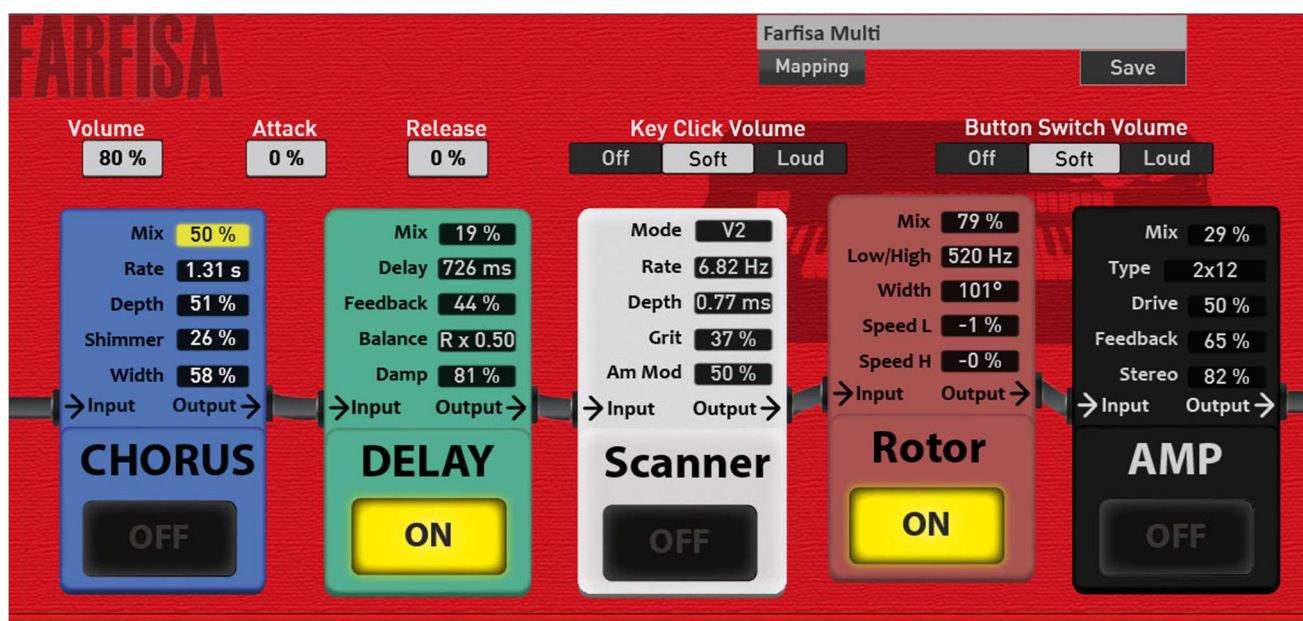
The Reverb can be switched on or off and adjusted in intensity between medium (MED) and long (LONG).

Furthermore, the five effects Chorus, Delay, Scanner vibrato, Rotor and an Amplifier (Amp) can be switched on and off on the front. You can see how you can set these effects under the advanced settings.

### 5.3.2 Advanced settings for the FARFISA Compact

By sliding to the left (arrow to the right) you can access further settings for the FARFISA Compact.

The built-in effects give the sound the finishing touch. The Effects Chorus, Delay, Scanner vibrato, Rotor and an Amplifier are available.



#### Volume

If you save your own FARFISA sound, you can set the volume here. If you e.g. B. used the AMP, the sound must be safely stored at a lower volume.

#### Key Click volume

As with many analog instruments, playing the keyboard produces a clicking sound. You can set this noise to quiet or loud or switch it off completely.

#### Attack and Release

**Attack** delay the onset of the sound. The sound fades in softly. With **Release**, the sound gets a longer decay.

### Volume Switch Noise

Some rocker switches of the FARFISA Compact produce a slight crackling noise when used. You can set this noise to quiet or loud or switch it off completely.

### Effects

The effects can be switched on and off using the five large display buttons. These display buttons are identical to the 5 effect buttons on the first page.

### CHORUS

Mix 0 bis 100%	Balance between the original sound and the chorus
Rate	Speed of the chorus
Depth	Intensity of the chorus
Shimmer	Adds an upset
Width	Stereo width

### DELAY

Mix 0 bis 100%	Controls the volume of the echoes
Delay	Echo Velocity (spacing of echoes)
Feedback	Feedback of the generated echo signal. If this parameter is set to zero, only an echo is generated.
Balance	Splits the echo into two parts and shifts them from left to right or vice versa.
Damp	The longer the echo, the duller the sound becomes.

### SCANNER (Vibrato)

Mode	Here the typical modes C1, C2, C3 and V1, V2 and V3 of a scanner vibrato can be adjusted.
Rate	Speed of the scanner vibrato
Depth	Intensity of the vibrato. When the slider is at zero, there is no scanner vibrato.
Grit	Makes the scanner function rougher.
Amp Mod	Amplification of the amplitude modulation

### Rotor

Mix 0 bis 100%	Controls the proportion between the original sound without the rotor and the sound produced by the rotor.
Low/High	Controls the crossover frequency between the bass and horn components.
Width	Controls the stereo width
Speed L	Controls the speed of the bass drum
Speed H	Controls the speed of the horn

### AMP (Verstärker)

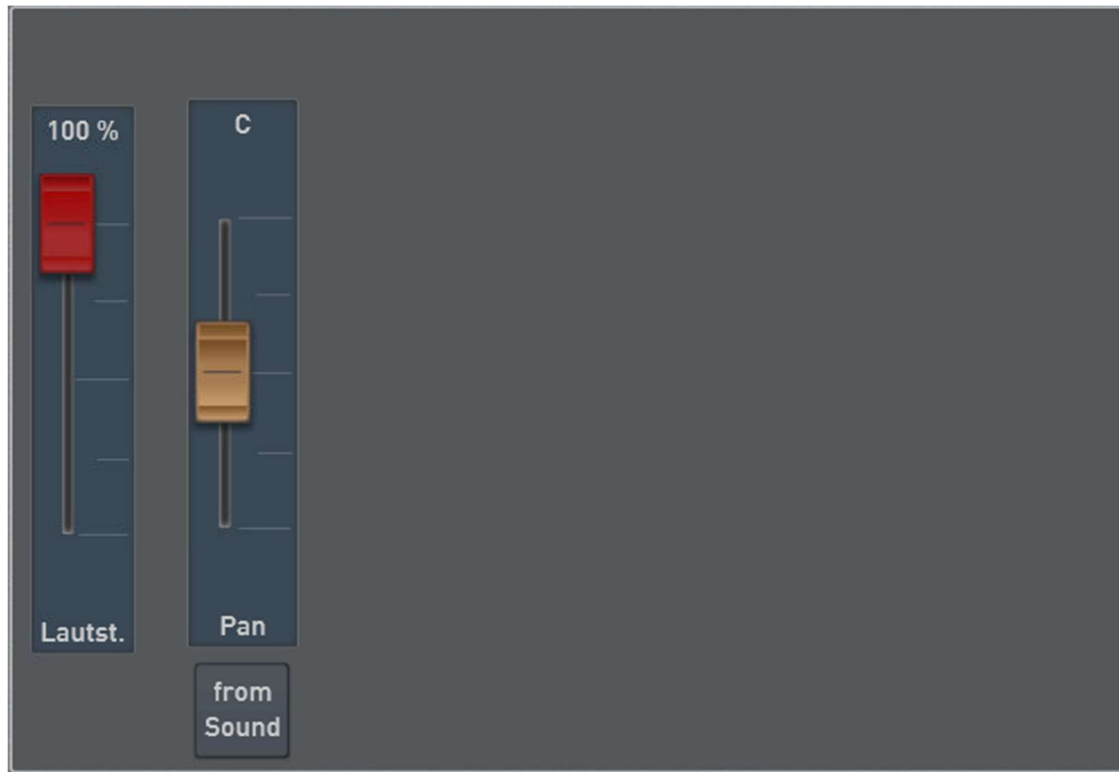
Mix 0 bis 100%	Adjusts the ratio between the original unamplified sound and the amplified sound
Type	Choice of AC, Vintage, 2x2, 4x12, Axis, Dark 1, Dark 2 and Radio amp types
Drive	Intensity of the distortion
Feedback	Feedback of the distorted signal
Stereo/Mono	Switching between stereo and mono

### 5.3.3 Standard controller of the FARFISA organ

As you are used to from all other sounds, double-click to open the selector controller.

Due to the FARFISA's own effects page, there are no further options available under standard and sound controllers.

The volume and the value for the pan are stored in the total preset.





## 5.4 The Lowrey Organ

The Lowrey organ is an extension package that is subject to a charge. Activation of OAX version 3.0 is a prerequisite for the extension package.

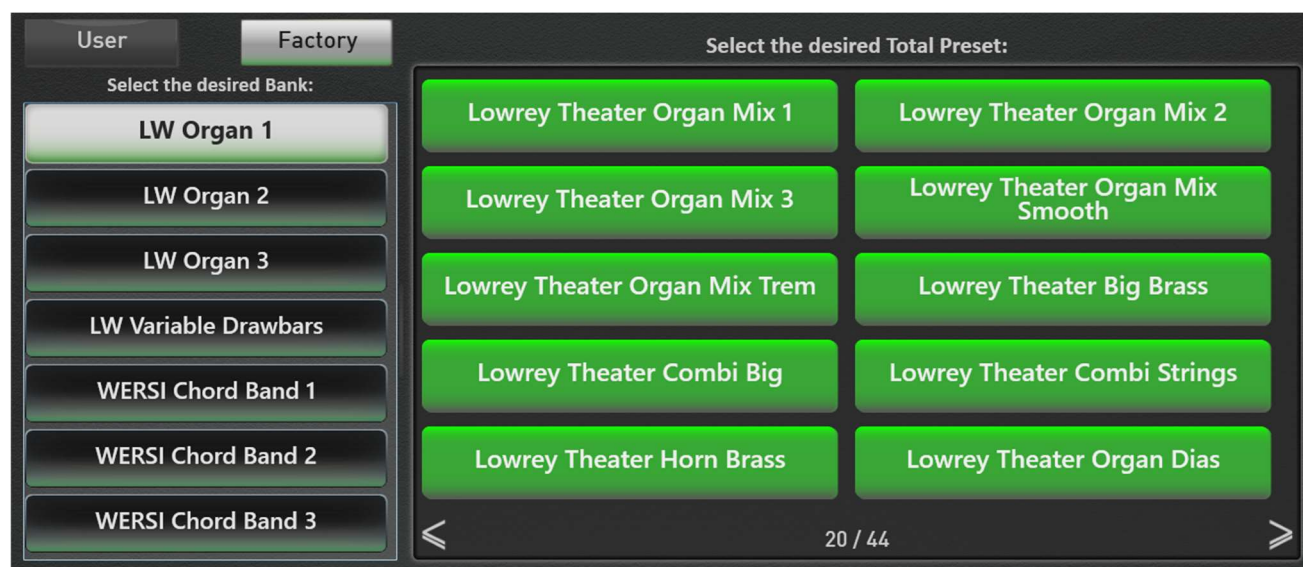
Experience the sound of the legendary LOWREY organ on your OAX instrument. Use the Live Organ interface to switch the tabs for the drawbar foot positions, the tabs for the theater sounds and three foot positions each for strings and vocals. As well as Vibrato, Rotor, Tremolo, Sustain and Ensemble.

In addition to the Lowrey Live organ, 82 further LOWREY tones, 64 effect sounds and 4 reverb programmes are available. The description can be found in chapter 5.4.4 Further Lowrey Sounds.

If you want to get started straight away and try out the many facets of the Lowrey sound, it is best to use the Total Presets in the factory area. These can be found in the Total Preset Banks labelled Lowrey Organ 1 to 3 and Lowrey Variable Drawbars.

**Note:** The Lowrey organ is an expansion package that is subject to a charge. In addition to the organ, 82 further LOWREY sounds, 64 effect sounds and 4 reverb programs are available.

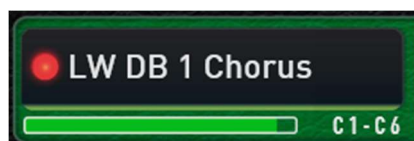
If you want to get started straight away and try out the many facets of the Lowrey sound, it is best to use the Total Presets in the factory area. These can be found in the Total Preset Banks labelled Lowrey Organ 1 to 3 and Lowrey Variable Drawbars.





### 5.4.1 Main page of the LOWREY Organ

If you want to open the main page of the LOWREY from the professional display, register a Lowrey sound on a selector and hold this selector down for one second.



The Lowrey sounds are divided into the four groups Flutes, Theatre, Vocals and Strings. The tabs are switched on and off by tapping on them.

**Flutes** -> In addition to the tabs for the nine foot positions, you will find the following function in this area:

**Flute Sustain** gives the sound a longer decay. On the second page, you can set the length of the sustain according to your wishes. Use **Flute Perc** to switch the percussion on or off. You can select on the second page. In which foot position the percussion should sound.

The **Vibrato** and **Rotor** effects are available for the flutes. The vibrato can be switched between chorus and celeste. The rotor can be switched on and off and between slow and fast. You can also switch between slow and fast using the corresponding button on the control panel.

**Note:** In the Theatre, Strings and Vocals groups, the newly activated tabs are only audible as soon as you strike the keys on the manual again.

#### Theatre

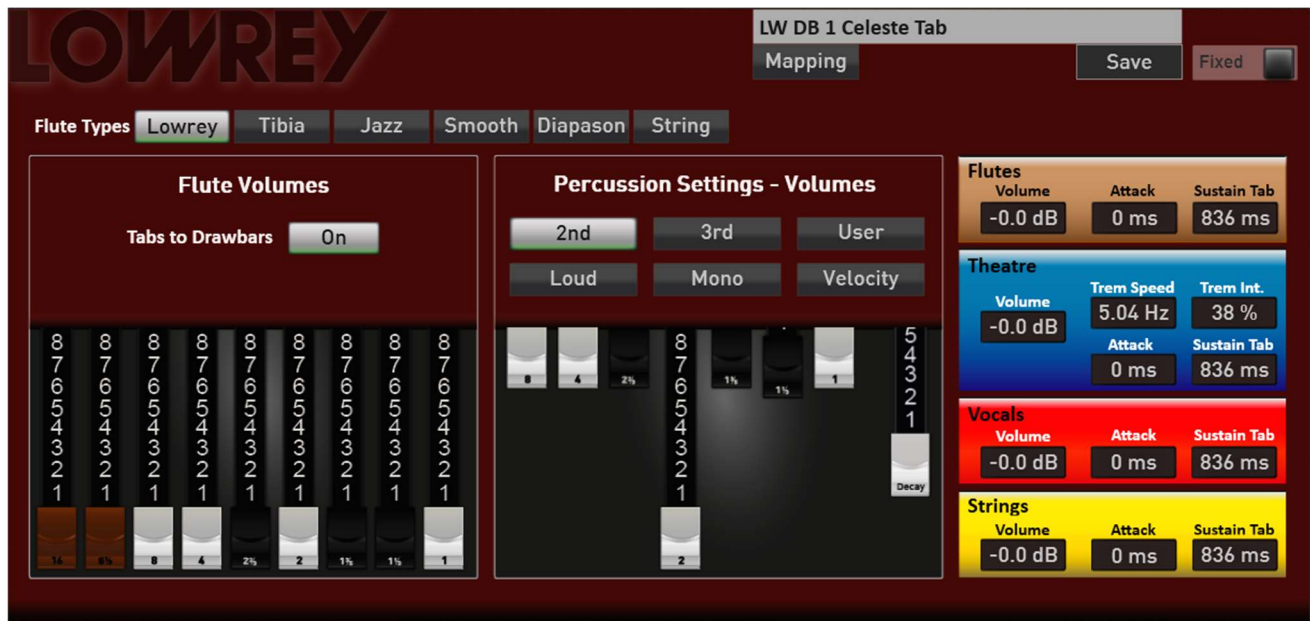
In the Theatre group, 17 individual tabs, tremolo and sustain are available. You can adjust the tremolo according to your wishes. The same applies to the length of the sustain. To do this, go to the advanced settings of the Lowrey.

#### Strings and vocals

These two groups each have three foot positions, Sustain and Ensemble. As with the Flutes and Theatre groups, you can adjust the length of the sustain in the advanced settings.

### 5.4.2 Advanced settings for the LOWREY

By sliding to the left (arrow to the right), you can access further settings for the LOWREY.



#### Flute types

The LOWREY has six different drawbar sounds. Diapason and String do not sound like a classic sine wave organ.

#### Flute Volumes

The individual foot positions of the organ are switched on and off via the nine tabs on the main page. The volumes of the foot positions can be adjusted using the nine drawbars.

#### Tabs to Drawbars

With the Tabs to Drawbars function, the foot positions are linked to the mechanical drawbars and you can change the volume while playing. Just like you are used to with the OX7 or the VB3.

#### Percussion Settings - Volumes

With **2nd**, **3rd** and **User** you set the foot positions for the percussion. With **User**, the foot positions are set using the seven drawbars.

Use **Loud** to change the volume of the percussion.

**Mono** reduces the percussion to the highest note for a chord.

When **VELOCITY** is activated, the volume of the percussion is influenced by the keyboard dynamics. If you want to use this function, make sure that the dynamics for this selector are switched on.

Use the **Decay** drawbar to set the length of the percussion.

On the right-hand side you will find special settings for the four groups **Flutes**, **Theatre**, **Vocals** and **Strings**.

The **volume** can be changed for each group. This allows you to set the volume ratio between the four groups. It is not a matter of making all groups louder or quieter at the same time. If, for example, +6dB is set everywhere, the entire sound will be distorted. The overall volume of the sound is set via the selector.

**Attack** and **sustain** can also be set. The sustain only becomes active when the sustain is switched on for the corresponding group on the LOWREY main page.

You can set the **speed (Trem Speed)** and **intensity (Trem Int.)** of the tremolo for the sounds in the Theatre section.



Setting FREE

#### Free on

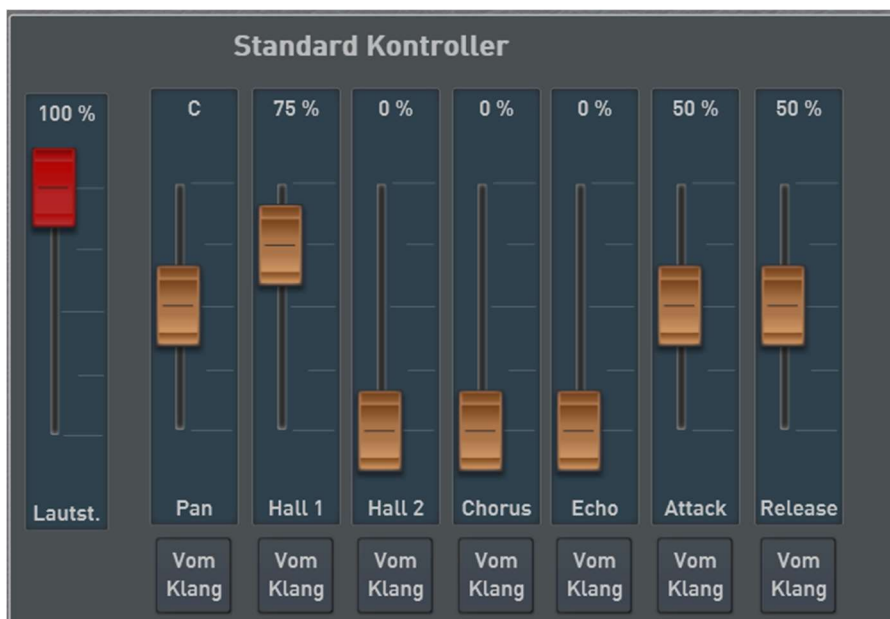
If you save your own drawbar sound, you can activate the FREE function before saving it. Free means that the current values of the control panel buttons and foot positions are used when registering this drawbar sound color.

#### Free off

If you save the sound with FREE deactivated, the sound is saved completely. In other words, with the settings of the 9 foot positions and the settings on the control panel.

### 5.4.3 Standard controller of the LOWREY organ

As you are used to with all other sounds, double-click to open the selector controllers. The standard controllers volume, panorama and effect settings are saved in the total preset. Sound controllers are not available on the LOWREY.



#### 5.4.4 Further Lowrey Sounds

In addition to the Lowrey Live Organ, 82 further LOWREY sounds, 64 effect sounds and 4 reverb programmes are available.

Normale Lowrey Klangfarben	
Piano Mellow LW	Strings Ensemble 3 LW
Old Upright Piano LW	Strings Warm LW
Toy Piano LW	Strings Crescendo LW
Honky Tonk 1 LW	Strings Octave LW
Honky Tonk 2 LW	Strings Sforzando LW
Flamenco Guitar 1 LW	Strings Sustain LW
Flamenco Guitar 2 LW	Strings Slow Sustain LW
Dobro Guitar LW	Tibia 16 LW
Lute Guitar LW	Tibia 8 LW
Ukulele LW	Tibia 4 LW
Banjo LW	Tibia 8 + 4 LW
Mandolin 1 LW	Tibia Combination LW
Mandolin 2 LW	Reed 16 LW
Mandolin Orchestra LW	Reed 8 LW
Bells Repeat LW	Reed 16 + 8 LW
Musicbox LW	Post Horn 16 LW
Carrillon LW	Post Horn 8 LW
Woodblock LW	Post Horn 16 + 8 LW
Glockenspiel LW	Post Horn 16 + Tibia 8 LW
Hand Bells LW	Kinura 8 LW
Louis Trumpet LW	Kinura 8 + Tibia 4 LW
Louis Shakes LW	Diapason 4 LW
Louis Trumpet+Shakes Vel LW	Diapason 8 + 4 LW
Plunger Trumpet LW	Vox Humana 16 LW
Muted Cup Trumpet 1 LW	Vox Humana 8 LW
Muted Cup Trumpet 2 LW	Vox Humana 16 + 8 LW
Lyrical Sax LW	Vox 8 + Tibia 4 LW
Flute Ballad LW	Vox 8 + String 8 LW
Calliope LW	Vox 16 + Tibia 8 LW
Recorder LW	Vox 16 + String 16 LW
French Horn LW	Viole Celeste 16 LW
French Horn Solo LW	Viole Celeste 8 LW
French Horn Warm LW	Viole Celeste 16 + 8 LW
French Horn Section LW	Viole 16 LW
Xtra Choir LW	Viole 8 LW
Xtra Choir Itopia LW	Viole 16 + 8 LW
Choir Aah (Far) LW	Pedal Bass LW
Choir Aah (Near) LW	Pedal Pick LW
Strings Ensemble 1 LW	Pedal Deep LW
Strings Ensemble 2 LW	Pedal Ensemble LW
	Pedal Diaphone LW

## Effect-Sounds

Nr.	Name
243	Churchbell LW
244	Gong 1 LW
245	Gong 2 LW
246	Trolley Bell LW
247	Pop LW
248	Boink LW
249	Footstep1 LW
250	Footstep2 LW
251	Typewriter LW
252	Whistle Down LW
253	One LW
254	Two LW
255	Three LW
256	Four LW
257	Play LW
258	And LW
259	Ready LW
260	Finger Cymbal LW
261	Laughing LW
262	Laughter LW
263	Scream LW
264	Kiss LW
265	Heart Beat LW
266	Ah LW
267	Applause LW
268	Cu-Coo LW
269	Dog LW
270	Horse Whinney LW
271	Horse LW
272	Birds LW
273	Rooster LW
274	Cow LW

275	Crow LW
276	Gun Shot LW
277	Helicopter LW
278	Lasergun LW
279	Machine Gun LW
280	Explosion LW
281	Plane LW
282	Siren LW
283	Starchip LW
284	Punch LW
285	Metronom LW
286	Metronom Bell LW
287	Game Show Correct LW
288	Game Show Wrong LW
289	Telephone Modern LW
290	Telephone LW
291	Thunder LW
292	Thunder Rain LW
293	Seagulls LW
294	Seashore Surf LW
295	Rain LW
296	Surf wSeals LW
297	Steam LW
298	Door Bell LW
299	Door Creaking LW
300	Door LW
301	Car Horn LW
302	Train LW
303	Car-Aaooga-Claxon LW
304	Car-Pass LW
305	Jetplane LW
306	Wind LW

## 5.5 Your favorites of all organ types on the mapping



Your instrument remembers which organ sounds you use most often. Up to 15 sounds are saved under favorites.

In our example, six sounds have been used by the "Drawbars Live" button. Three sounds of the OX7, two Farfisa of the OX7, two Farfisa sound and one sounds of the VB3.



## 5.6 Saving your own drawbar settings

### 5.6.1 Saving your own drawbar sounds

If you have found a favorite setting for one of the organ types, you can save it in a new sound.

1. To do this, press the SAVE display button.
2. Select the desired slot number from the list.
3. Press the name field. Then enter the desired name and confirm with ENTER.
4. The sound is finally saved with Save.

### 5.6.2 Selecting self-saved drawbar tones via the mapping

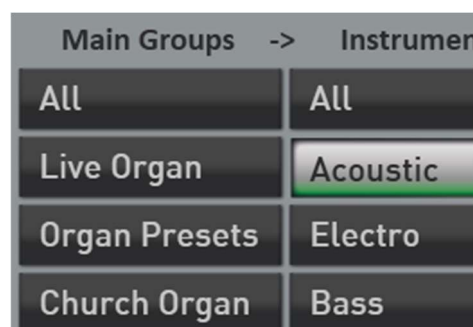
The **User** display button is located at the bottom right of the organ mapping. The self-saved drawbar sounds of **all** organ types are displayed here.





### 5.6.3 Selecting Live Drawbar sounds via the sound list

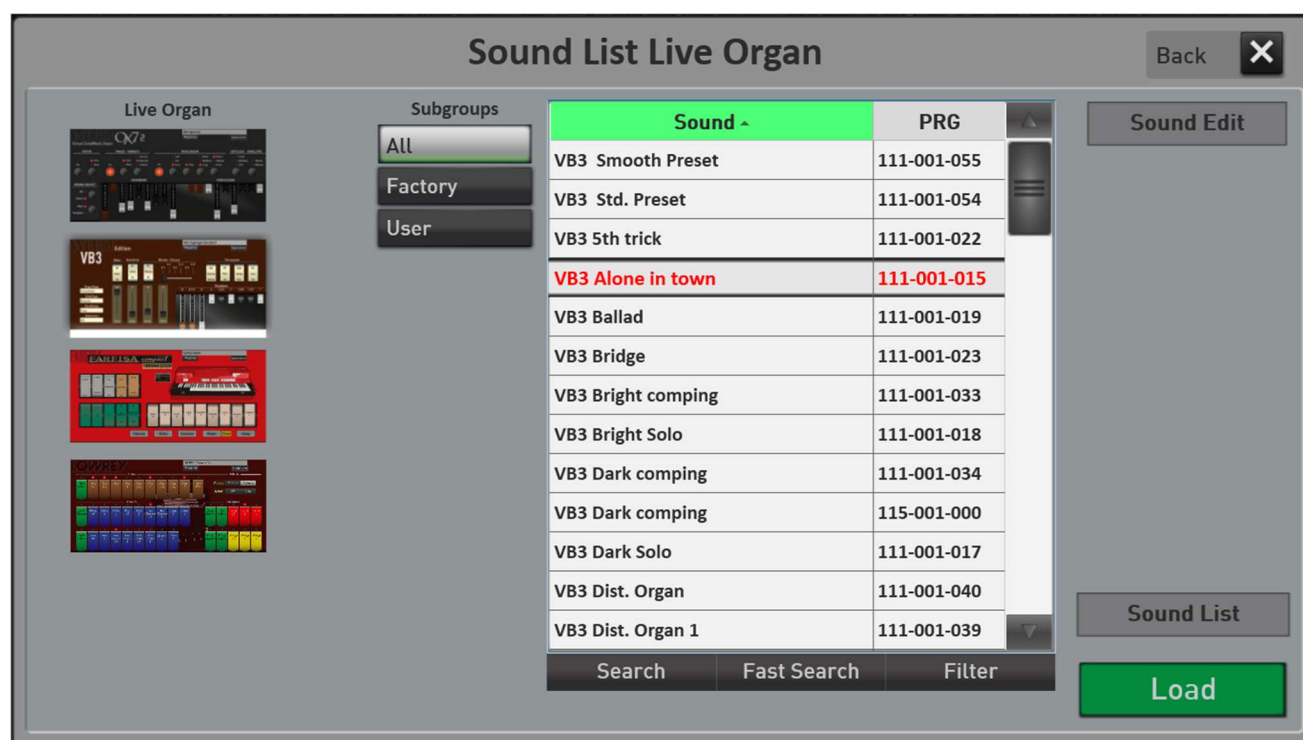
Use the **Sounds** display button to call up the list of OAX sounds. Nothing changed about that. The former 12 main groups have been expanded with the main group Live Organ.



As soon as you press the main group **Live Organ**, the display jumps to the special sound list for the live drawbars.

Select the desired organ model on the left-hand side.

In the subgroups, you can switch the view from **All** sounds to **Factory** sounds or **User** sounds.



You can return to the normal list of sounds with the display button **Sound List**.

The display button **Sound Edit** opens the respective large live organ interface.

See also chapter 9 "Sound list".



## 5.7 Live Organ or Mini Organ in Profi Display

Each of the Live Organs has the large Live Organ interface and also a small Mini interface. Both can be shown on the main display if required. You can save this selection in a total preset. The mini display cannot be shown if the manual contains more than four selectors.

### 5.7.1 Die Mini Displays

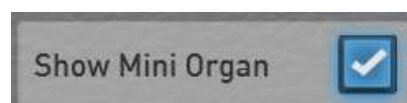


The optional LOWREY organ has three mini displays that can be selected using the arrows.

With the display button **Open** you can display the respective large live organ surface in a flash.

#### Show mini organ

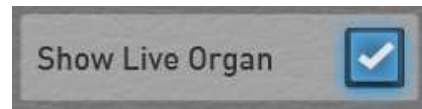
1. Register one of the live organs on the upper or lower manual.
2. Double-click the selector to open the Profi Manual Controller.
3. Switch the function "**Show mini organ**" to On.



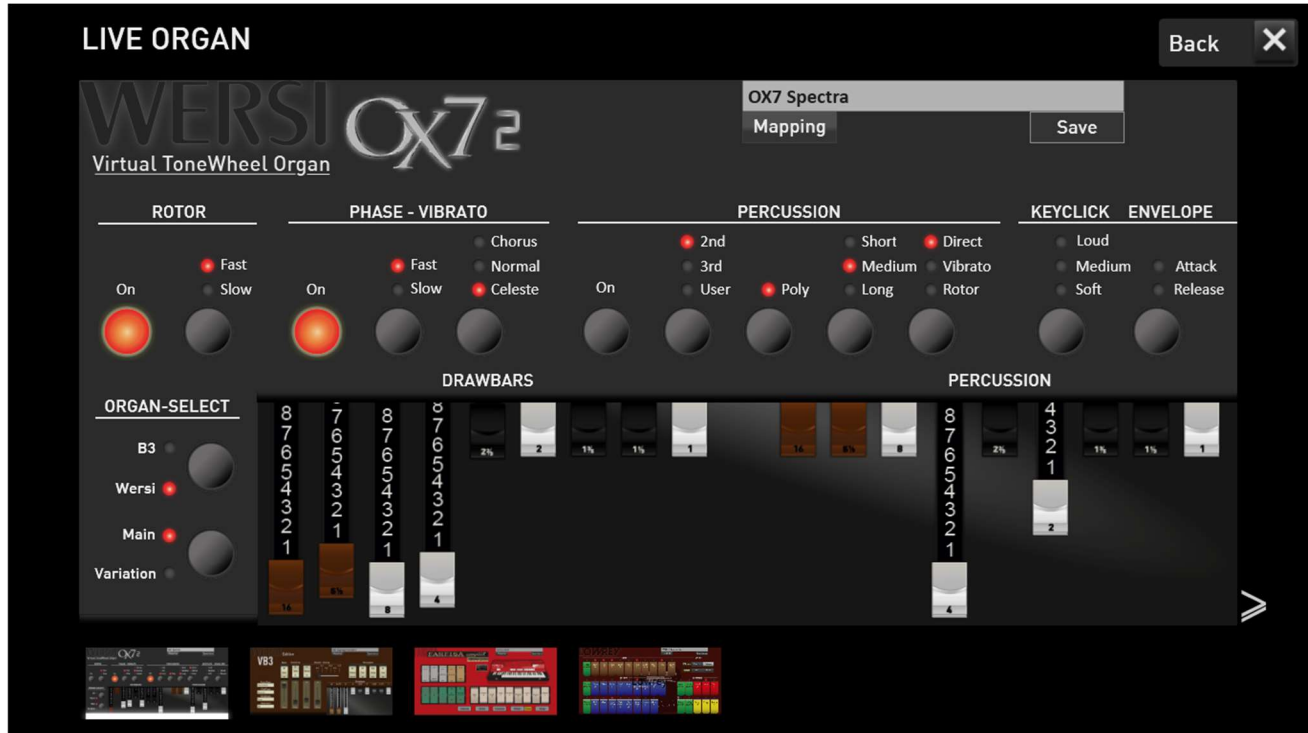
If you save a Total Preset with the Mini Organ switched on, the Mini Organ will be shown automatically the next time the Total Preset is selected.

### 5.7.2 Show Live organ

The respective large display of the live organs can also be saved in the total presets. Activate **"Show live organ"** and then save the total preset.



The next time you select this total preset, the large display of the respective live organ opens automatically.



### 5.7.3 Factory presets as a demonstration

Ten total presets have been saved in the factory to show you the possibilities.

741	Orgel Live Specials	OX7 Live Display	This total preset opens the large display of the OX7.
742	Orgel Live Specials	OX7 Mini Display	Total Preset opens the mini display of the OX7.
743	Orgel Live Specials	VB3 Live Display	This total preset opens the large display of the VB3.
744	Orgel Live Specials	VB3 Mini Display	Preset opens the mini display of the VB3.
745	Orgel Live Specials	Farfisa Live Display	This total preset opens the Farfisa's large display.
746	Orgel Live Specials	Farfisa Mini Display	Preset opens the Farfisa mini display.
747	Orgel Live Specials	OX7 Display and VB3 Mini Displays	Ober- und Untermanual mit unterschiedlichen Mini DisplaysUpper and lower manual with different mini displays.
748	Orgel Live Specials	VB3 Mini Display Lower	OX7 with Live Display and Mini Display. When selecting the total presets, the live display appears. When closing, you see the OX7 Mini Display on the professional display.
749	Orgel Live Specials	VB3 Mini LM Combination	The VB3 Mini Display with additional tones on the lower manual and "normal" sounds on the upper manual.
750	Orgel Live Specials	OX7 Special Samba Mix	OX7 Brass Mix with OX7 Mini Display

## 5.8 The Live Controls OX7 and VB3

### 5.8.1 The Live Controls OAX1 - OAX500 - OAX600 - OAX700

The Live Controls affect the currently selected organ type.



**Overdrive** = Adds a distortion effect to the drawbar sound (only for VB3). In the former electromechanical instruments, this sound was created by the soft tube overload of a connected rotor cabinet.

**Keyclick** = This turns on the typical click noise. This occurs when the key contacts are closed.

**Perc On** = This turns on the percussion.

**2nd/3rd** = Here you can choose which percussion foot position to hear.

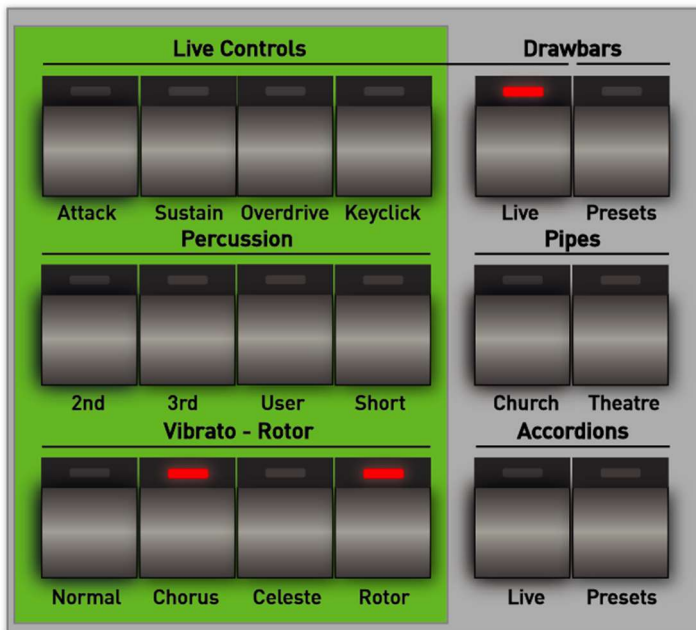
LED off = 2nd (Fußlage 4")  
LED on = 3rd (Fußlage 2 2/3")

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

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

## 5.8.2 The Live Controls OAX800 – OAX900 - OAX1000

The Live Controls affect the currently selected organ type.



**Attack** = **Attack** delays the beginning of sound. The sound is starting softly (only for OX7).

**Sustain** = With **Sustain**, the sound gets a longer ending (only with OX7).

**Overdrive** = Adds a distortion effect to the drawbar sound (only for VB3). In the earlier electromechanical instruments, this sound was created by the soft tube overload of a connected rotor cabinet.

**Keyclick** = This turns on the typical click noise. This occurs when the key contacts are closed.

**2nd** = This turns on the percussion in the foot position **2nd**.

**3rd** = This turns on the percussion in the foot position **3rd**.

**User** = This turns on the **user** percussion (only for OX7).

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

**Normal** = This button turns on the normal vibrato effect.

**Chorus** = This button turns on the vibrato effect **chorus**.

**Celeste** = This button turns on the **Celeste** vibrato effect.

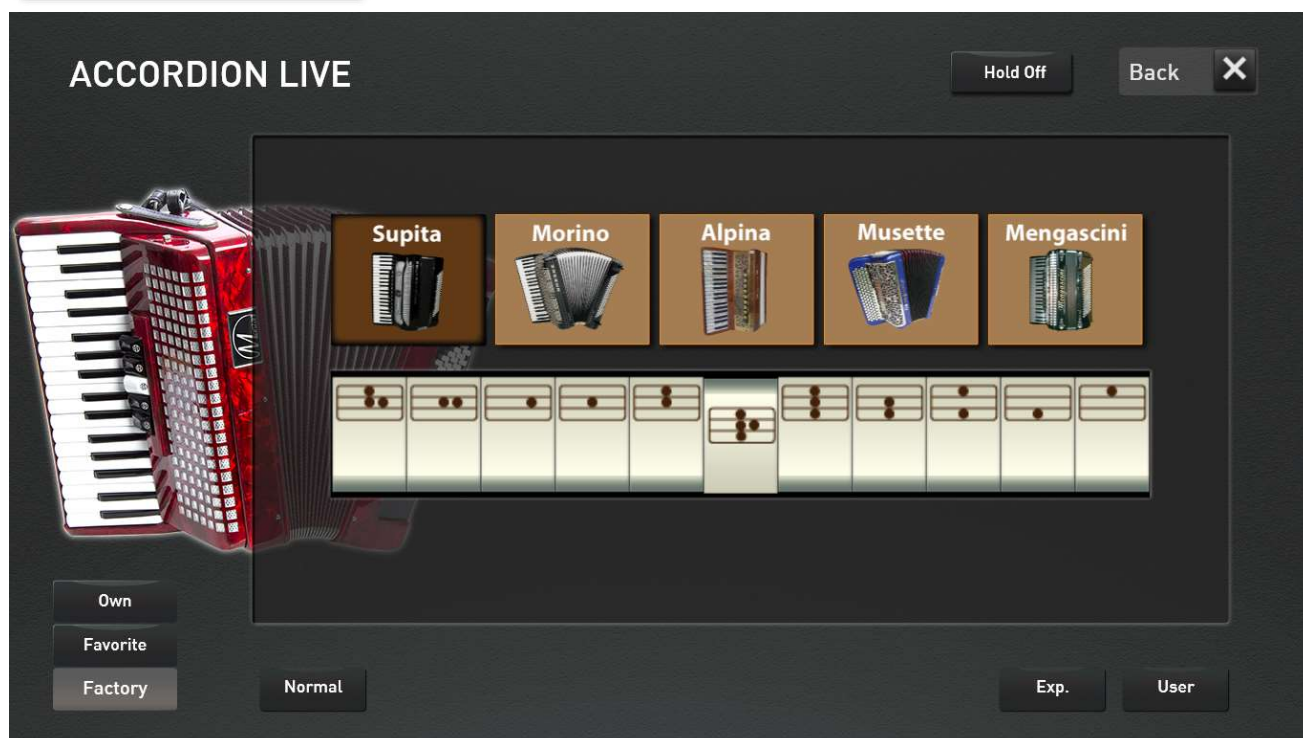
**Rotor** = This button switches the **rotor effect** on or off.

## 5.9 Accordion LIVE operation

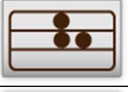
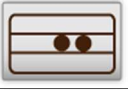


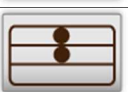
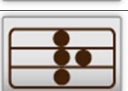


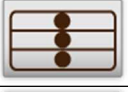




The **Accordions Live** panel button transforms your instrument into a "real" accordion.

As with an original accordion, you can switch the different registers via rocker buttons. Even the typical switching noise between the registers is audible.

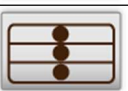
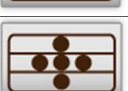






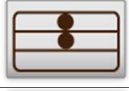
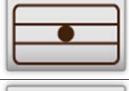

	Register 4' + 8' + Cassotto 8`
	Register 8' + Cassotto 8`
	Register Cassotto 8`
	Register 8'
	Register 8' + 4'
	Register 16' + 8' + 4' + Cassotto 8`

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



	Morino Bassoon	Register 16'
	Morino Cello	Register 16' + 8' + 8'right
	Morino Bandoneon	Register 16' + 8'
	Morino Harmon	Register 16' + 8' + 4'
	Morino Organ	Register 8'left + 8'right + 4'
	Morino Violin	Register 8' + 8'right + 4'
	Morino Master	Register 16' + 8' + 8'right + 8'left + 4'
	Morino Accord	Register 8'left + 8'right
	Morino Musette	Register 8'left + 8' + 8'right



	Morino Celeste	Register 8' + 8'right
	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'left + 8'right
	Alpina Musette	Register 8' + 8'left + 8'right
	Alpina Clarinet	Register 8'



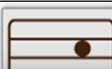





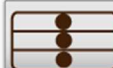
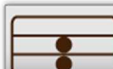
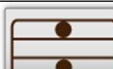

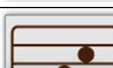
The three musette accordions sound identical in the registers 16', 8' and 4'. The differences result from the right floating 8' register. The 3 versions Musette, 2Voix and 3Voix are available here, where the hovering is getting bigger and bigger.

### Musette

### 2Voix

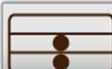


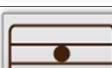



### 3Voix

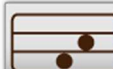


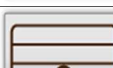
	Register 8' + 8' Musette + 4'
	Register 8' + 8' Musette
	Register 8' Musette
	Register 8'
	Register 8' + 4'
	Register 16' + 8' + 8' Musette + 4'

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



### Mengascini

	Register 16' + 8'
	Register 8' + 8' right
	Register 8' + 8' left
	Register 8'
	Register 16' + 8' + 8' right
	Register 16' + 8' + 8' left
	Register 8' left

	Register 16' + 8' right
	Register 16' + 8' left
	Register 8' left + 8' right
	Register 16'



## 5.10 Silbermann Church Organ

### 5.10.1 Historical Information

Since 1742 it has been playing in the church of the German city of Zöblitz: the organ of the great Freiberg master Gottfried Silbermann (1683 -1753). It is one of his medium-sized organs. The registers are divided between the two manuals MANUAL (lower manual) and OBERWERK (upper manual) and the pedal.

The registers are distributed among the manuals as follows:

Manual - Lower	Oberwerk - Upper	Pedal
Principal 8'	Gedackt 8'	Posaunenbaß 16'
Octava 4	Rohrflöte 4'	Octavbaß 8'
Quintadena 8'	Nassat 3'	Subbaß 16'
Rohrflöte 8'	Octava 2	
Cornett 3 fach	Tertia 1 3/5'	
Spitzflöte 4'	Quinta 1 1/2'	
Quinta 3'	Sufflet 1'	
Octava 2	Cimbel 2 fach	
Mixtur 4 fach		

Most of the over 1000 organ pipes are made of English tin.

**Note:** In the case of a church organ, the lower manual (Manual) is the main manual and there are then more registers than for the upper manual (Oberwerk).

#### History of the Silbermann organ

The parish had been in contact with Gottfried Silbermann since 1736 and a contract had already been drawn up between him and the parish on April 25, 1736.

But only in March 1742 were the carriages with the organ parts brought from Freiberg to Zöblitz and the journeyman Silbermanns started to work until in July 1742 the organ could be handed over in a solemn service.

Silbermann received 800 Talers for the organ in Zöblitz and 2 Talers and 18 Groschen in addition. There was a 4 thaler tip for his journeyman.

### 5.10.2 Quickly select the Silbermann organ via the Total Presets

In the factory area there are ten total presets in which different sound settings are stored.

Go to the "Silbermann" bank within the factory total presets and you will see the ten saved registrations.

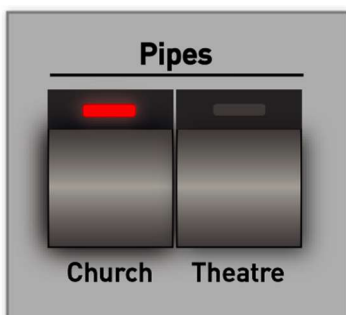


731	Silbermann View 1	The Silbermann organ is registered directly on the upper and lower manual and the pedal. Existing other sounds are deleted there. You can see the historical view of the church organ.
732	Silbermann View 2	The Silbermann organ is registered directly on the upper and lower manual and the pedal. Existing other sounds are deleted there. You see view 2 of the church organ.
733	Silbermann Mixture	Silbermann Orgel Mixture Registration
734	Silbermann Warm	Silbermann Orgel warm Registration
735	Silbermann Choir	Silbermann organ with additional children's choir on the upper manual and mixed choir on the lower manual.
736	Silbermann Agnus Dei	Silbermann organ with additional "Agnus Dei" choir and Amen in the first octave. Lower manual with Gregorian choir.
737	Silbermann Brass	Silbermann organ with additional horns on the upper manual and a wind ensemble in the lower manual. An orchestral sound is also set on the pedal.
738	Silbermann Theatre Organ	Silbermann organ with additional sounds of a Theater Organ.
739	Silbermann Koppel	Silbermann organ - the upper manual is linked to the lower manual.
740	Silbermann Tutti	Silbermann Organ Tutti with all registrations.

**Note for owners of a keyboard OAX1:** If you do not use a second manual, the registers on the left manual area will sound too low. In this case you have to change the octave position to +1. You can then save the preset in your user area with this change.

### 5.10.3 How can you make music with the Silbermann organ?

First of all there is the Silbermann mode. The upper and lower manual as well as the pedal are directly coupled to the corresponding manuals of the Silbermann organ. No other sounds can be added to the manuals. So you play like a real church organ.

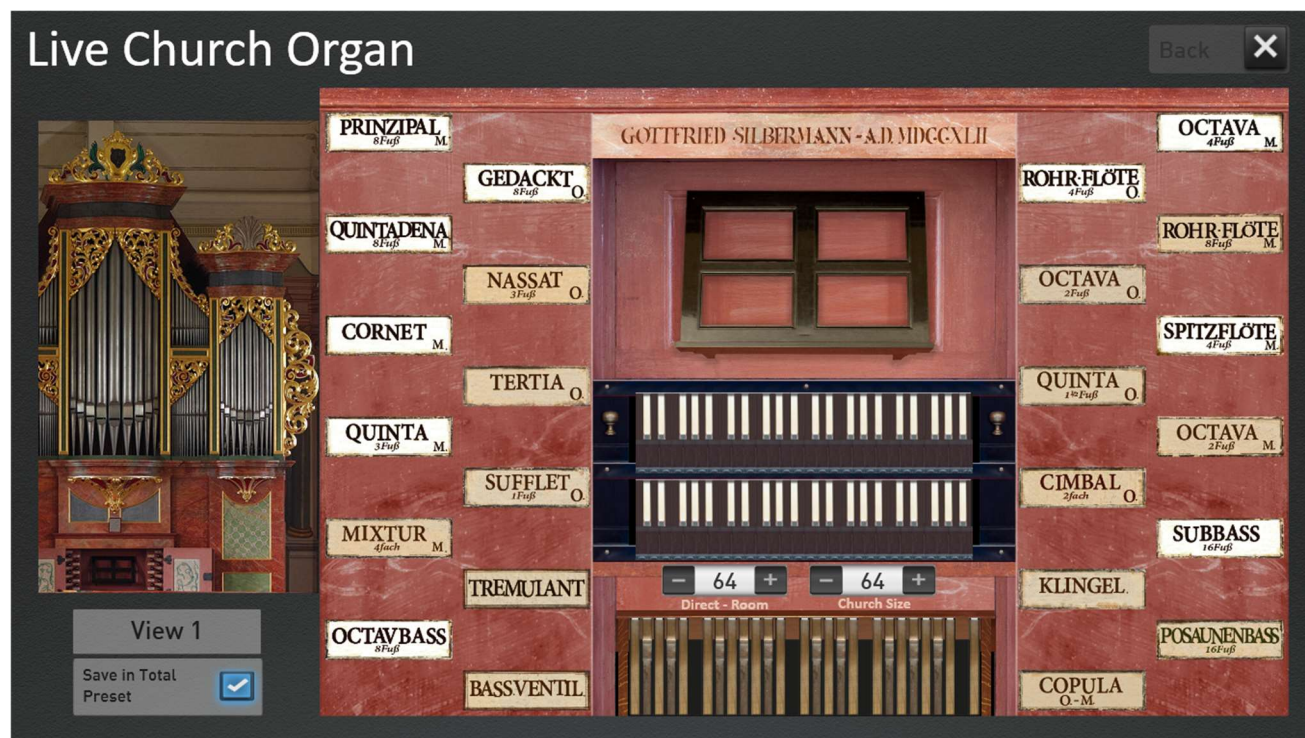


Press the CHURCH button in the PIPES area on the control panel. The SILBERMANN button is shown on this display.

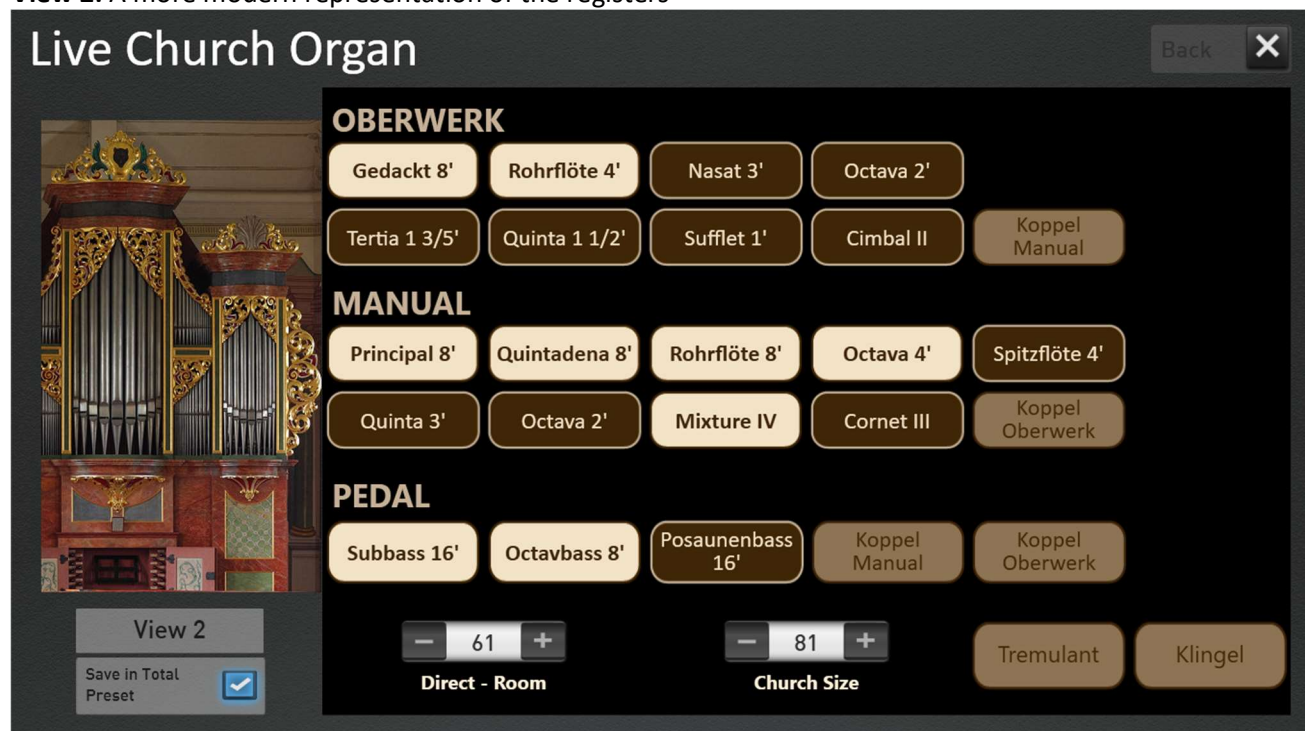


After you have pressed the SILBERMANN button, one of the two views of the church organ appears.

**View 1:** This shows the original historical console of the Silbermann organ



**View 2:** A more modern representation of the registers



You can also call up the two views directly using the total preset 731 "Silbermann View 1" and 732 "Silbermann View 2".

You can switch between the two views using the VIEW display button.



### 5.10.3.1 Historical View 1

The register buttons for the areas Manual and Oberwerk as well as the pedal are arranged according to the scheme that the builder Gottfried Silbermann defined in 1742.



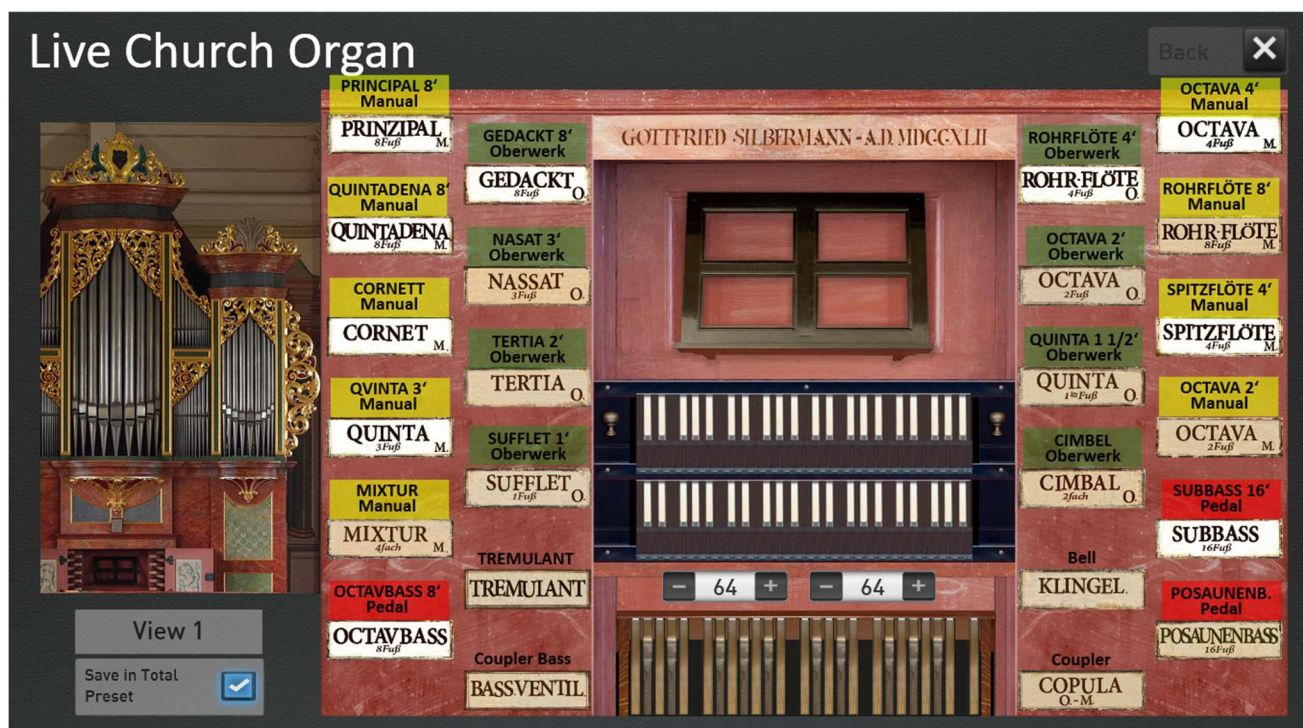
The registers for the MANUAL, i.e. the lower manual, are marked with the letter **M**. As here in the example PRINCIPAL M.



The registers for the OBERWERK (upper manual) are marked with the letter **O**.



The three registers for the pedal have the word BASS in their name.



The function COPULA O.-M. is available as a special button. This transfers the registers of the upper manual (OBERWERK) to the lower manual (MANUAL).



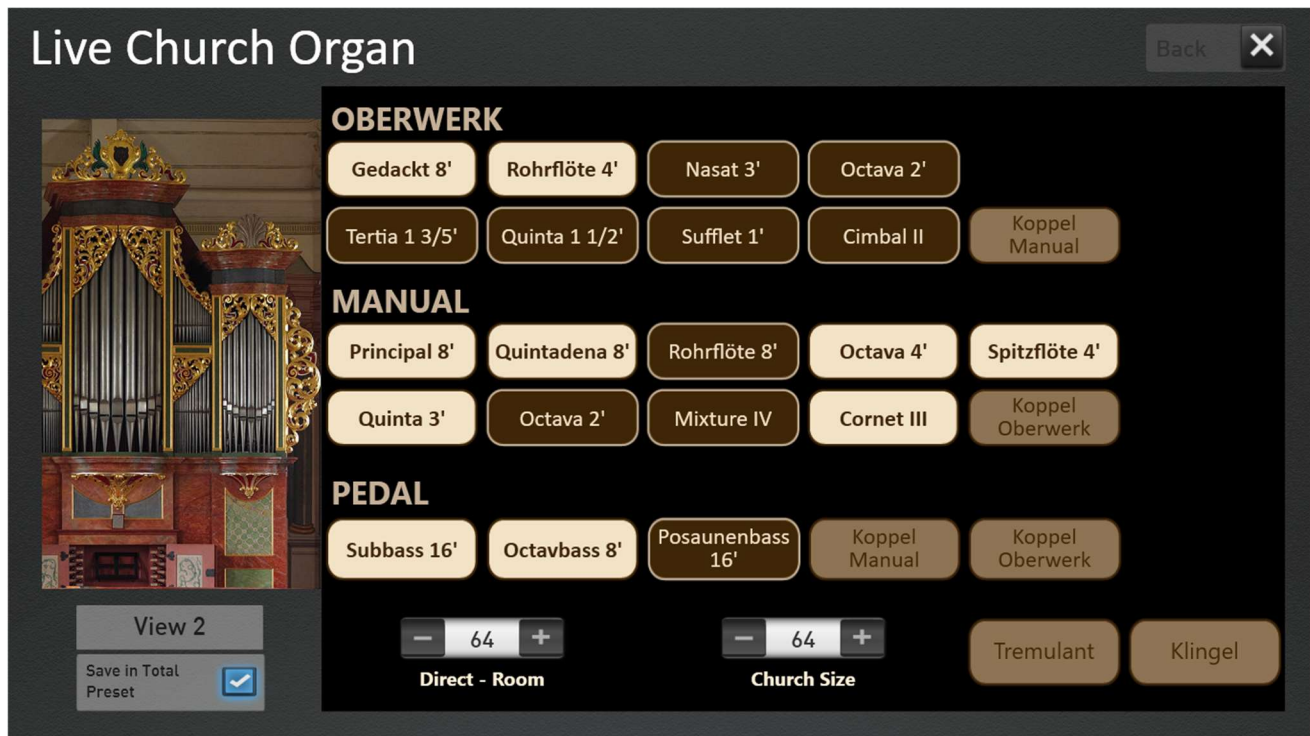
The tremulant changes the volume of the sound - it begins to vibrate - and only to a lesser extent does the pitch change.



A bell is triggered via the KLINGEL (bell) display button. This was intended to inform the faithful about the beginning of the service.

### 5.10.3.2 Modern view 2

In view 2, the manuals are distributed from top to bottom. So the upper manual (OBERWERK), then the lower manual (MANUAL) and then the pedal.



On view 2 there are three additional coupling functions.

**Koppel Manual** In the OBERWERK area: Couples the lower manual (MANUAL) to the upper manual (OBERWERK).

**Koppel Manual** **Koppel Oberwerk** In the pedal area: Couples either the upper manual or the lower manual to the pedal.

**Koppel Oberwerk** We already know from view 1 -> couples the upper manual (OBERWERK) to the lower manual (MANUAL).

**Note:** Please note that only one coupling can be switched on at a time.

### 5.10.3.3 Church acoustics

On both views you can see the two settings for the acoustics, i.e. reverberation of the church. The two setting options "Direct <-> Room" and "Church size" are available.

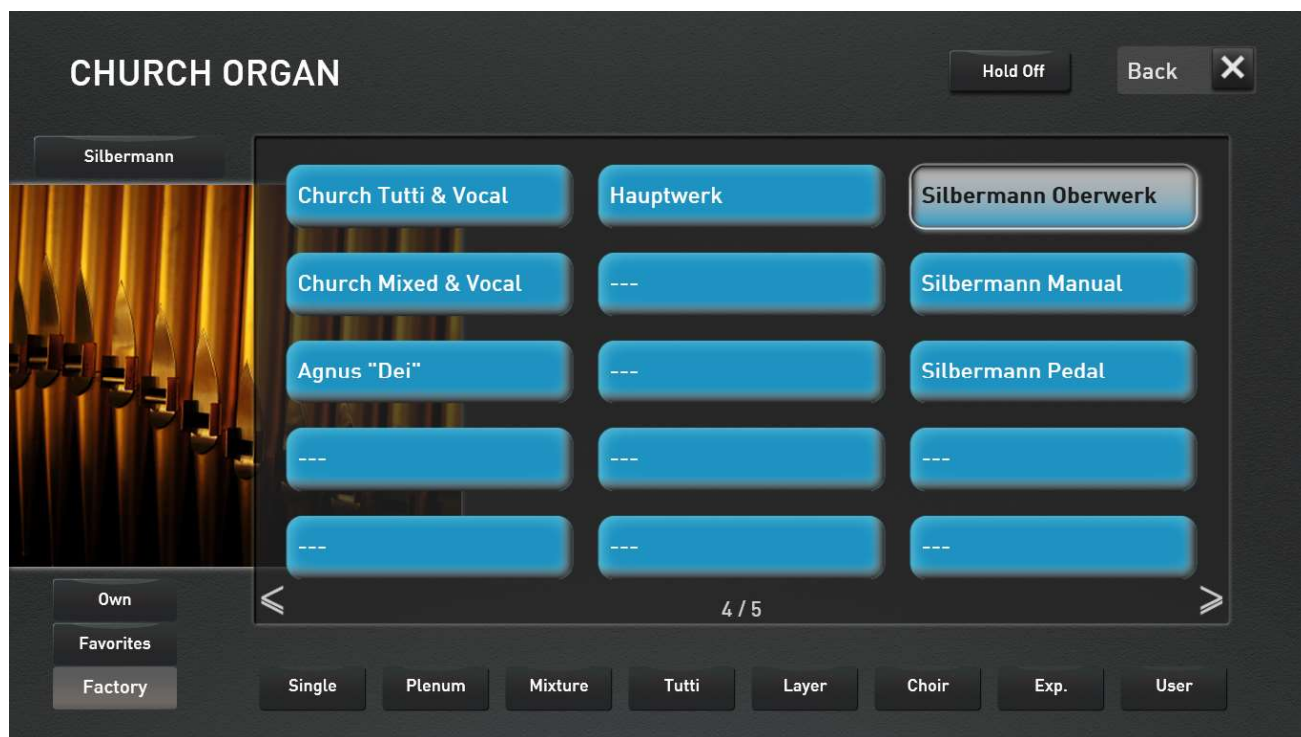
**Direct <-> Room:** Here you determine whether you as a listener are close to the organ or further away in the church. The further you move away from the organ, the more room acoustics are added.

**Church Size:** Here you determine how big the church is, in which you play the church organ.

### 5.10.4 Register the manuals on your organ

Of course, you can also assign the three areas of the Silbermann organ to the manuals individually. You will find the three sounds Silbermann Oberwerk (upper manual), Silbermann Manual (lower manual) and Silbermann Pedal on the church sound button on page 4/5.

So you can e.g. a manual of the Silbermann organ on the lower manual register and play "normal" instruments on the upper manual.

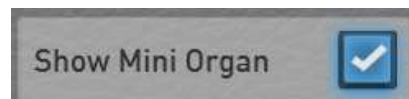


**Note:** The maximum number of sounds for the manuals is then limited to four sounds.

#### Show mini organ



1. Register the Silbermann sounds on the upper or lower manual.
2. Double-click the selector to open the Profi Manual Controller.
3. Switch the function "**Show mini organ**" to On.



If you save a Total Preset with the Mini Organ switched on, the Mini Organ will be shown automatically the next time the Total Preset is selected.



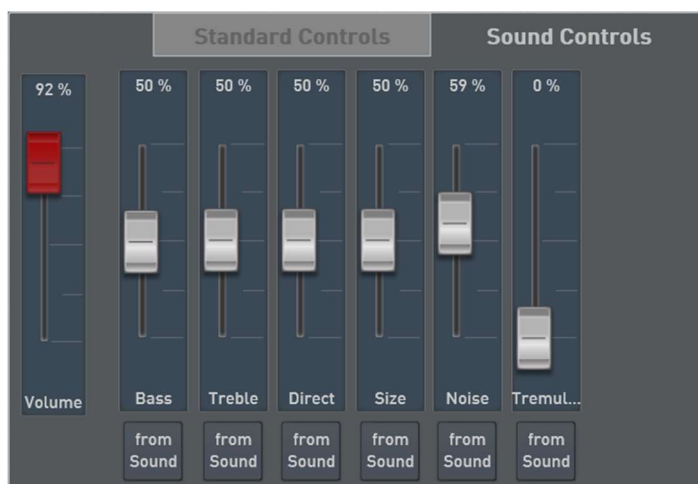
### 5.10.5 Possibilities of the standard and sound controller



As usual with other sounds, the Silbermann Organ also has the standard controllers Reverb 1 and 2, Chorus, Echo, Attack and Release.

It is noticeable that Reverb 1 and 2 are regulated to zero, even though the Silbermann Organ contains a Reverb. This reverb is a very special room acoustic system and is integrated directly into the sound itself.

Of course, you can also add the normal four effects to the sound.



#### Equalizer

In the section sound controller you will first find an equalizer with bass and treble.

#### Room acoustics

You can use the "Direct" and "Size" controls to set the room acoustic system according to your wishes.

The Direct setting determines the position of the listener in the church. If the listener sits further away from the organ, the sound becomes indirect. You determine the size of the church with the value Size.

**Important:** As soon as you use view 1 or 2, you will find these two room acoustic setting options on these surfaces for direct operation.

#### Noise

With a mechanical church organ, there are noises when pulling the registers and when pressing and releasing the keys. You can adjust the volume of these noises with the "Noise" slider.

#### Tremulant

The Silbermann Organ has tremulant effects. This is a device that varies the air flow (wind) periodically, creating a tremolo. The pitch (vibrato) changes periodically to a lesser extent.

**Important:** The tremolo effect can also be switched on or off via view 1 and 2.



---

### 5.10.6 Save registrations in a Total Preset

---

You can save the desired registration, i.e. which registers are drawn, in a Total Preset as normal.

If you also save one of the two views 1 and 2 in the Total Preset, the special Silbermann appears on the display when you select the Total Preset.

Before saving, select the desired view and check the "Save in Total Preset" function. Then switch to the main display and save the Total Preset as usual.

The two factory Total Presets 731 "Silbermann View 1" and 732 "Silbermann View 2" are saved with the view of the sacral organ.

# 6 The simple EASY display or the PROFI display

Your instrument offers you the two different operating modes EASY (simple) and PROFI.

The EASY-Mode is aimed at all beginners who want to play mainly with the instrument. In addition, three sounds are available in the upper manual, three sounds in the lower manual, one sound in the pedal and, of course, all existing styles. The adjustment possibilities are deliberately somewhat reduced here.

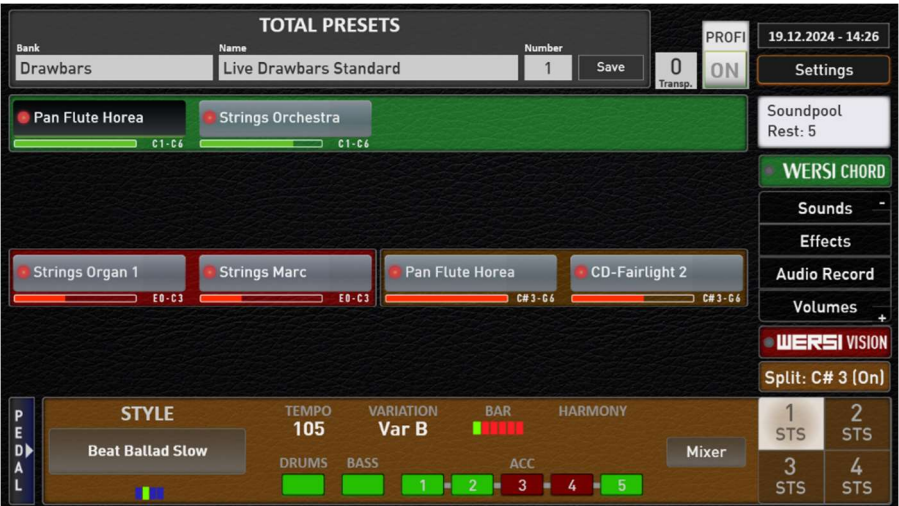


In PROFI mode, all the possibilities of your instrument are available. More on this in the next chapters.

These two operating modes can be changed at any time with the EASY/PROFI display slider.



If you switch between the two modes, you must load large amounts of data. During the switching phase, the display displays a corresponding message.



## 7 The EASY-Display

As already written, the EASY mode is aimed first of all at beginners, who can cope with three sounds in the upper manual, three sounds in the lower manual and one sound in the pedal and a somewhat reduced operation.

Due to the reduced possibilities, the EASY Mode has a very clear display arrangement.

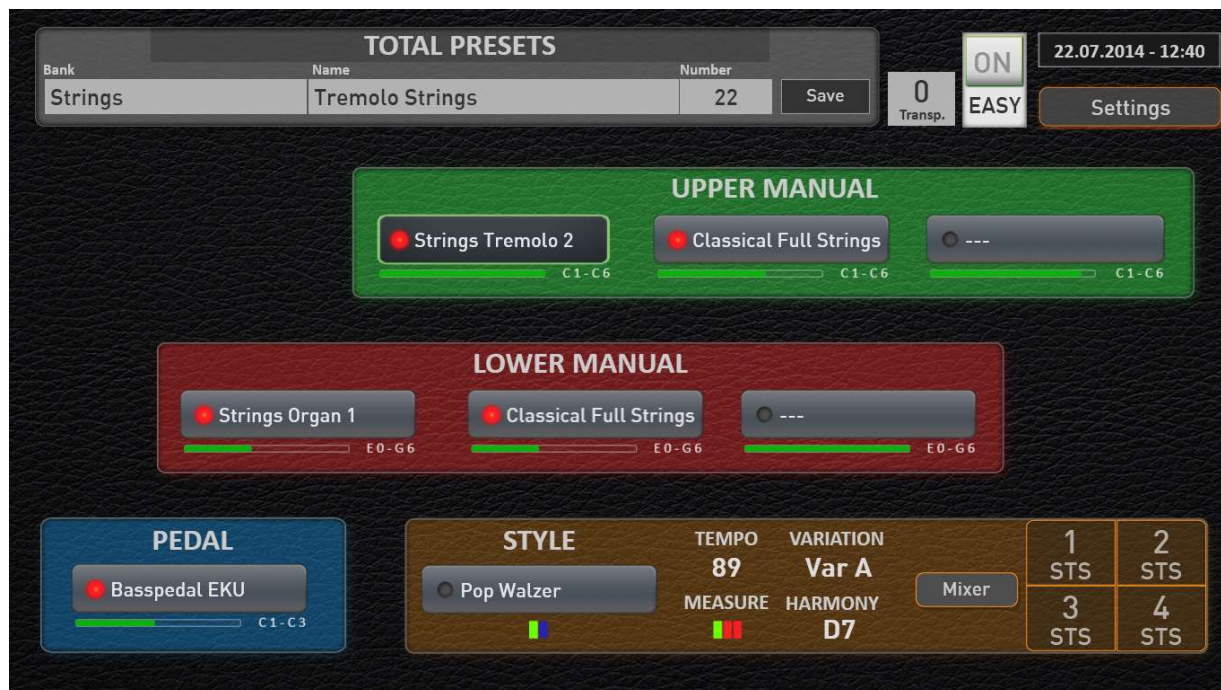


Figure: EASY display of the instruments OAX500 - OAX600 - OAX700 – OAX800 – OAX900



Figure: EASY display of the OAX1000

To find out how to access and save Total Presets, see the chapter 14 “Select and save TOTAL PRESETS”.

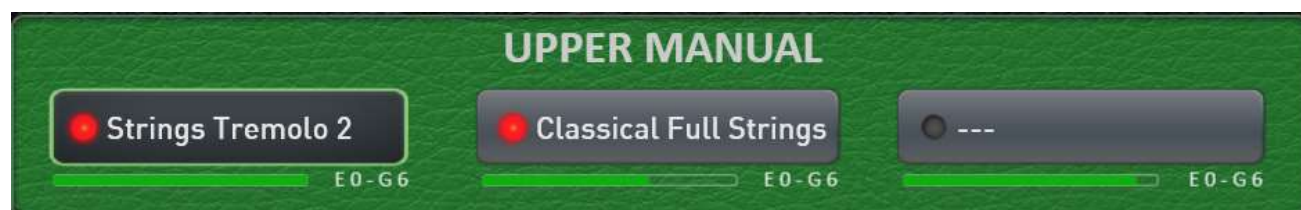


## 7.1 Overview upper, lower and pedal

In the Upper, Lower Manual, and Pedal areas, the sounds for the corresponding areas are displayed. Since these buttons also assign (select) the sounds, we also call these buttons selectors.

**IMPORTANT:** The selector, which is currently being selected, decides in which area the timbre can be changed. So, with a short tip on the touch display, select which selector, e.g. Upper Manual 1 or Upper Manual 2 or Lower manual 1, should be reassigned.

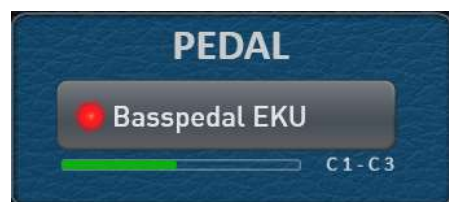
**Only one selector can be actively selected at a time.**



*Illustration of the three selectors for the upper manual with active upper manual 1 (dark grey)*



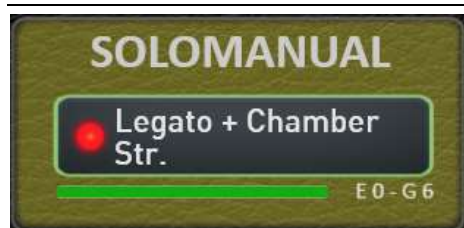
*Illustration of the three selectors for the lower manual here with active sound 2*



*Illustration of the pedal selector*

The LED in the selector indicates whether the sound is switched on, i.e. audible. You can turn the sounds on or off via the control panel buttons and also via these display LEDs.

### 7.1.1 The OAX1000 with three manuals



The OAX1000 adds one sound for the SOLO manual in the EASY MODE.

## 7.2 The EASY Manual Controller

The EASY Manual Controller allows you to make special settings for each selector, such as Reverb or Echo, or, for example, to turn the dynamics on or off for the active selector.

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



The following settings are available:

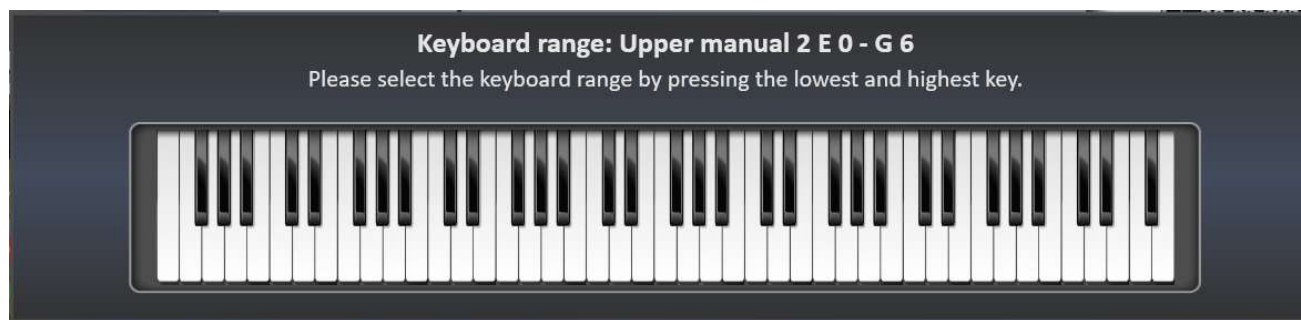


**Octave** = Set the octave position in the range of +/- 2 octaves. With plus or minus you can change the octave position.

**Detune** = Setting the sound tuning in the range of +/- 100 cents. With Plus or Minus you can change the detune in CENT and set interesting sounds with a sway.

### Keyboard range

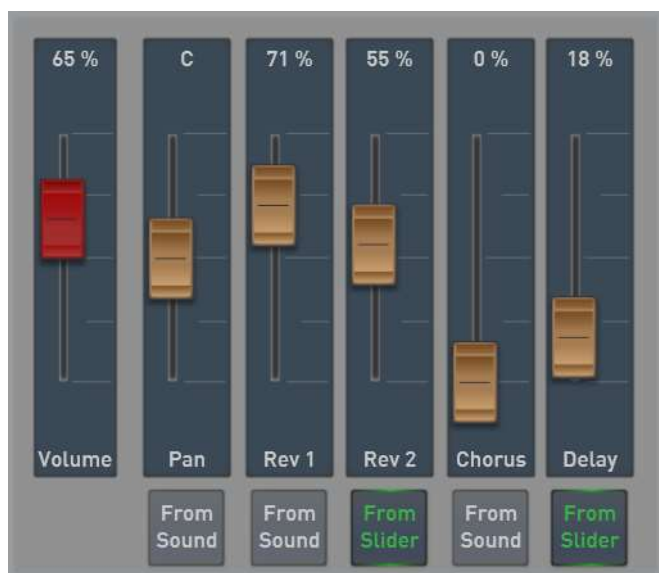
Here you specify whether the sound should play on the entire manual or only in a special area. Press "Keyboard Range" once and the display keyboard for the upper or lower manual will appear.



You can easily enter the keyboard range via the corresponding manual. Press first the deepest and then the highest button of the desired range. The area you entered is displayed on the display keyboard and the input window disappears after a moment.

**Note:** Please note that this is not a split point where the manual is divided into two areas. You can set a separate keyboard ranges for each selector and distribute the sounds individually on the manuals.

**ATTENTION:** When entering the play area by pressing the lowest and highest key, please note the following: If the lowest note for the desired play area is above the center of the keyboard, you must first press a key below the center. You have to approach the desired note from below. The easiest way is to make a glissando from the very bottom and stop at the desired note.



### Volume

View the volume control that is appropriate for the manual. You can also use the upper 1 to 3, lower 1 to 3 and pedal drawbars to adjust the volume.

### Panorama, Reverb 1 and 2, Chorus and Echo

The Panorama knob can be used to adjust the position of the sound in the stereo image. With the controls Reverb 1 and 2, Chorus and Echo, the effect parts (Send) are set for this sound.

For example, if you want more reverb on this sound, slide the Reverb 1 or 2 slider further up. In the factory setting, reverb 1 is occupied with a "normal" reverb program and the reverb 2 with a longer Hall program.



### "From sound" or "from slider"

Each sound stored in your instrument has individual presets for the effects. These presets are always active when you have placed the sound "fresh" on the selector. Therefore, the "From Sound" setting is activated.

As soon as you move one of the sliders, the setting jumps to "From slider" and you have changed the factory setting.

You can always return to the factory setting by resetting the "From slider" setting back to "From sound".



**Dynamics - On/Off** - Turns the dynamics on or off for the selected selector.

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

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

**After Touch On/Off** - Turns After Touch on or off for the selected selector. Please note that not all sounds are assigned an After Touch function. Note that there is no After Touch available in the Pedal area.

All settings in the Manual Controller section are saved into the Total Presets.



## 7.3 The accompaniment in the EASY Mode

### 7.3.1 Styles Settings

Once you have selected a style, the important necessary information will appear in the ACC area.



The **MIXER** display button takes you to the style settings.



#### 7.3.1.1 Chord recognition



##### Area of chord recognition

Here you can set the keyboard area in which chord recognition for the styles works:

- In the case of upper manual or lower manual, the complete lower or upper manual for chord recognition is evaluated.
- However, you can also limit the range of chord recognition by specifying a playing area for lower manual 1, for example, and by selecting "UM1" only this area is used for chord recognition.

## Chord recognition

You can choose between four chord recognition modes in the EASY display.

Below is a brief description of the four modes. A detailed description can be found in the **Programming Manual SONIC**.



**Easy Mode 1:** A very simple (but limited) control of the automatic accompaniment, which, despite its simplicity, adheres to musical specifications by using only sounds contained in the chord (comparable to the single finger WERSI mode – here only fewer possibilities / variants).

After entering 1 up to 3 keys, only the harmonies major (fundamental note), major-septime (fundamental note + septime), minor (fundamental note + minor third), minor septime (fundamental note + minor third + septime) and major major7 (fundamental note + large septime) are recognized.

**Easy Mode 2 (Yam):** Also a very simple (but limited) control of the automatic accompaniment, which, however, requires a shutdown of at least the lower manual sound due to the input of dissonances (by sometimes non-chord notes).

After entering up to 2 notes only the four harmonies major (fundamental note), major-septime (fundamental note + a white key left), minor (fundamental note + a black key left), minor-septime (fundamental note + a white + a black key left) are recognized.

**WERSI Single Finger:** A simple (and musically more meaningful) control of the automatic accompaniment, which is matched by entering up to three matching chord notes.

The harmonies major (fundamental note), major-septime (fundamental note + septime), minor (fundamental note + minor third), minor-septime (fundamental note + minor third + septime), major major7 (fundamental note + large septime), minor major7 (fundamental note + minor + large septime) and others are recognized.

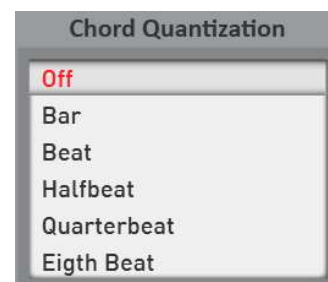
**Chord Mode:** This companion mode is a very extensive mode in which a large number of chords can be implemented in the companion area.

## Chord-Quantization

Here you define the time signature scan in which chords are evaluated.

The OFF setting performs all chord changes directly.

With the settings "Bar - Beat – Half Beat - Quarter Beat – Eight Beat" the evaluation of the chords you have grasped is limited into the specified cycle measure.



**ATTENTION:** The setting can only be set when the style player is not running!

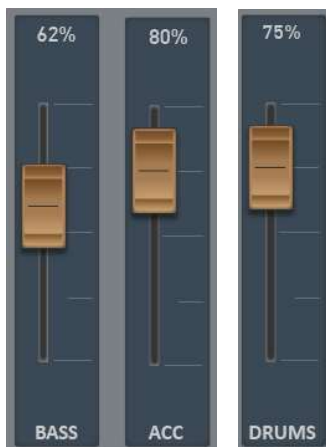
### 7.3.1.2 Style Volumes



#### SONG-Fader (Red)

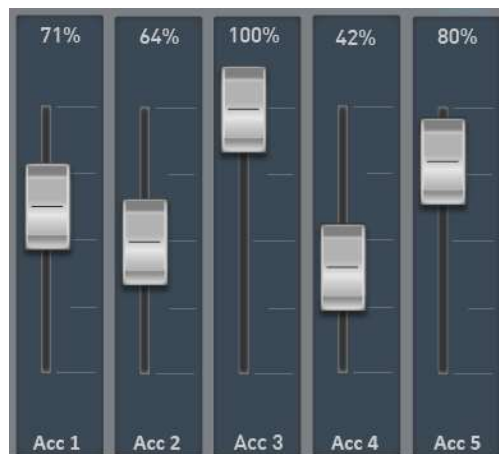
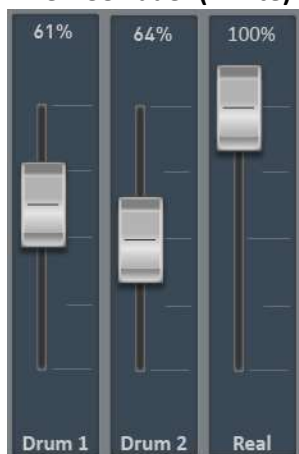
The SONG slider adjusts the volume of the entire accompaniment. This slider is identical to the SONG drawbar in the "Accompaniment Volumes" area.

#### Group Fader (Brown)



The faders DRUMS and ACC (brown) are group controllers and control both drum tracks and all ACC tracks. Since there is only one bass track, the group and single knob are identical. The brown sliders are also located as drawbars in the "Accompaniment Volumes" area.

#### The ACC-Fader (White)



The style tracks Drum1, Drums2, Real (Realdrum) and ACC 1 to 5 can be adjusted in volume with the faders of the same name (white) here and saved in the Total Preset. SOLO and MUTE are used for a better overview and are not stored in a total preset.



#### Solo and Mute

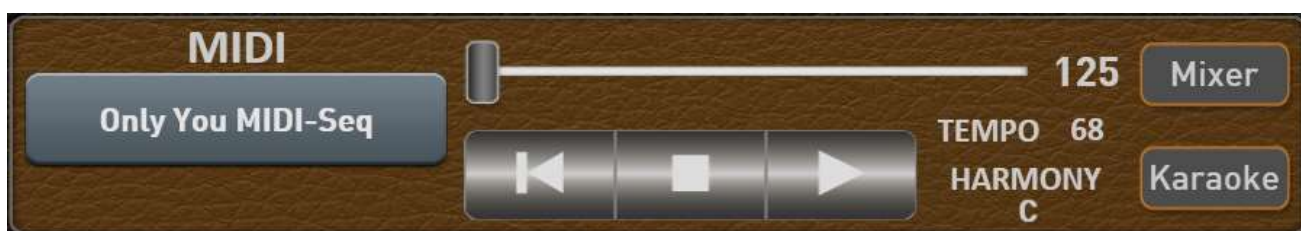
Each track still has the FUNCTIONS SOLO and MUTE (silent).

### Reset Volumes

#### Reset Volumes

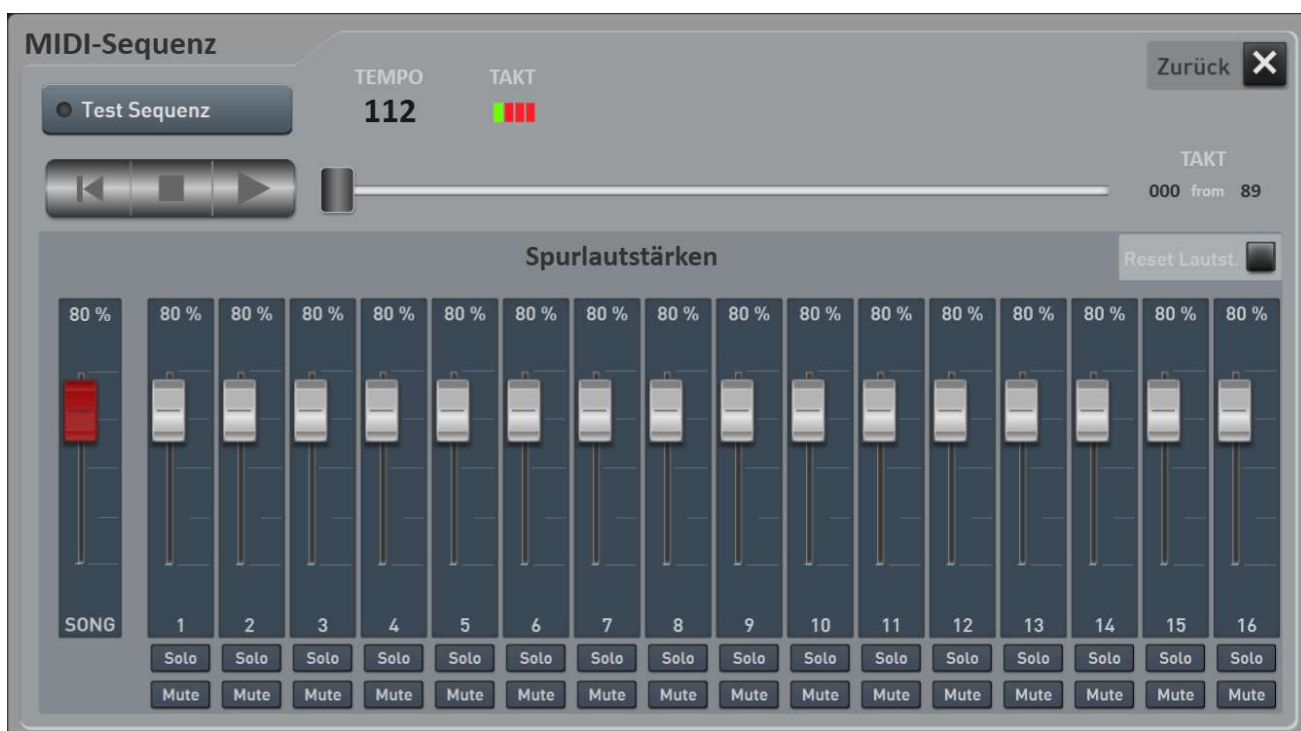
If this function is switched on, when selecting a new style, all volumes are set to 80% (standard).

### 7.3.2 Settings for MIDI sequences



If the selected MIDI sequence has a karaoke text or harmony information, the **KARAOKE** button will also appear. This allows you to open the karaoke window. See chapter 8.5.2.1 „Settings Karaoke“.

Once you have selected a MIDI sequence, you can use the **MIXER** display button to influence the volume of the sequence. Save a Total Preset with the Accompaniment section, these volumes are saved with the Total Preset.



#### SONG-Fader (Red)

The SONG fader adjusts the volume of the entire accompaniment. This slider is identical to the SONG drawbar in the "Accompaniment Volumes" area.



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

**Note:** The MIDI sequence itself is not changed. Only the volume of the sequence will be charged with the original value.



#### Solo and Mute

Each track still has the FUNCTIONS SOLO and MUTE (silent).

#### Reset Volumes

#### Reset Volumes

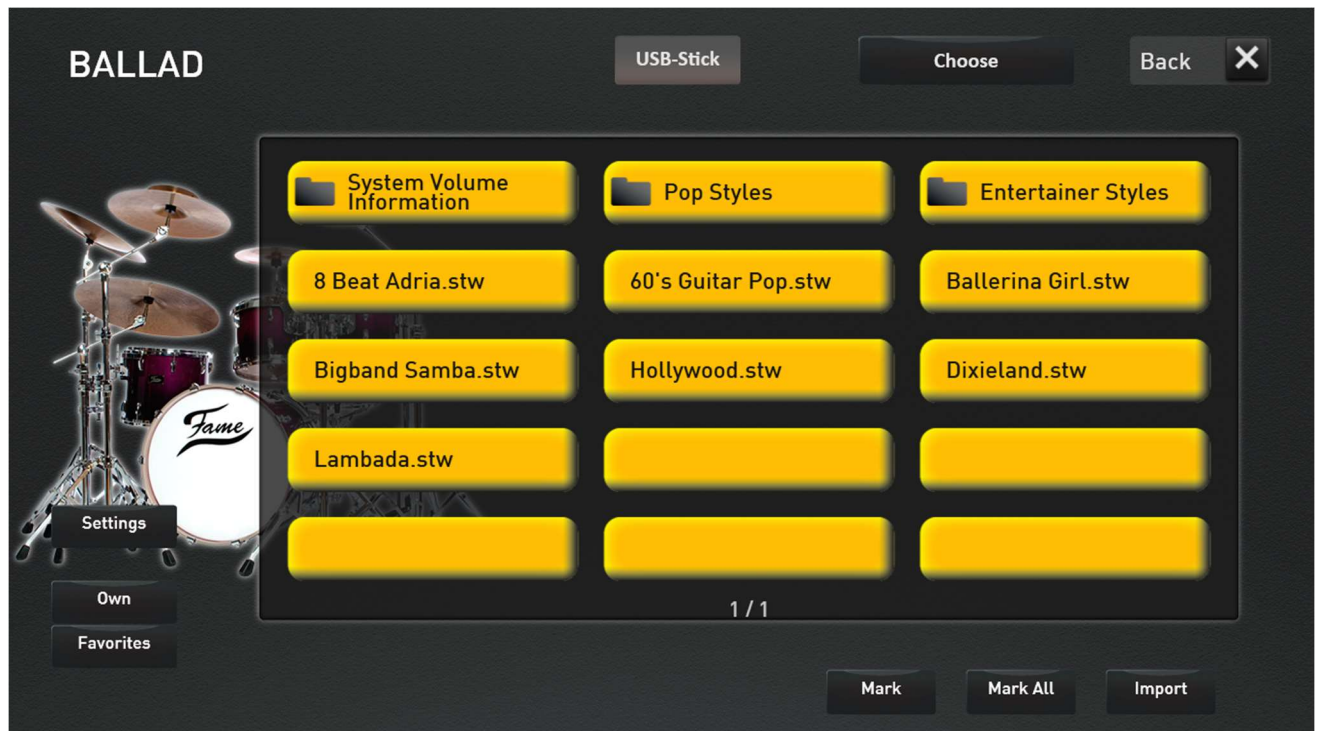
If this function is switched on, when selecting a new midi sequence, all volumes are set to 80% (Standard).

## 7.4 Play Styles, MIDI-Sequences or Multimedia-Files directly from the USB stick

Styles, MIDI-Sequences and AUDIO files can be played directly from a USB stick without loading the files.

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

Now plug in the USB stick and the button  will appear. Press this button and on the display the files appear on the USB stick.



*Illustration example of a USB stick*

The subdirectories are marked with a corresponding symbol. If you are in a subdirectory, the first button returns one level.

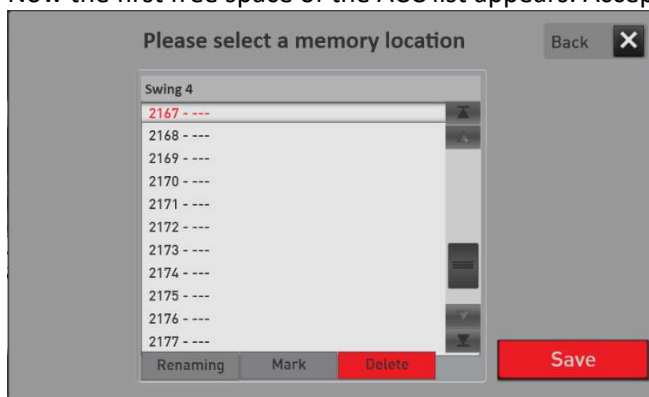
Select the file you want and start the Style, MIDI-Sequence or Multimedia-File using the panel button **Start/Stop**.



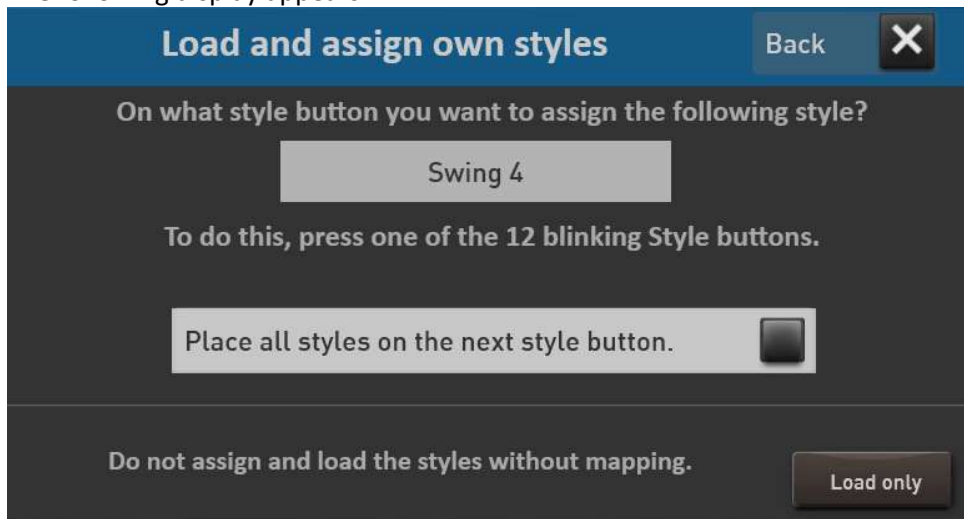
## 7.5 Import styles from USB stick

You can easily load one or more styles from a USB stick firmly into the instrument.

1. To do this, activate the USB stick as described under 7.4 „Play Styles, MIDI-Sequences or Multimedia-Files directly from the USB stick“.
2. If necessary, select the desired sub-directory on the stick.
3. Now you have two options:
  - a. **“Mark”** allows you to select multiple styles for loading one at a time.
  - b. **“All Mark”** marks all styles in the directory.
4. Press **Import**.
5. Now the first free space of the ACC list appears. Accept it or select a different storage space.



6. Confirm with **SAVE**.
7. The following display appears:



8. On the display, it shows the first name of the imported style and the 12 style buttons flash. After you press on of the desired 12 Style buttons on the panel for the displayed style, the next style appears in the display and the next mapping begins until all styles are mapped.



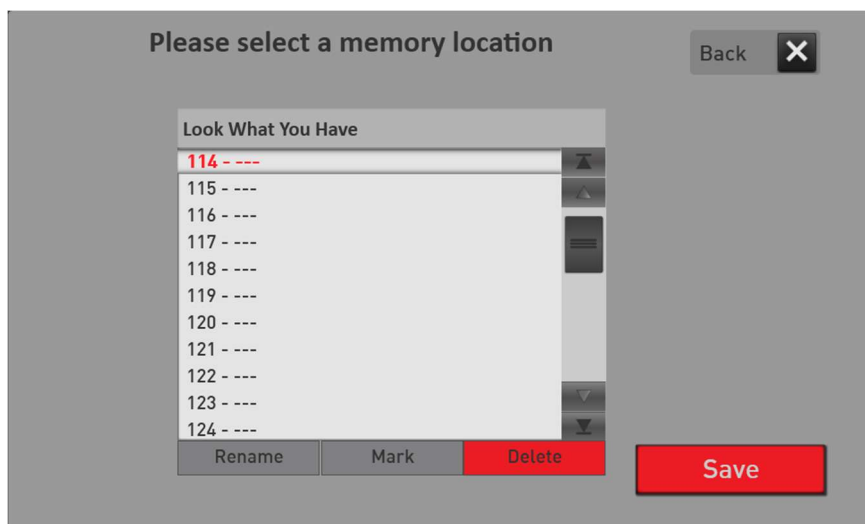
9. With the activation of the function **Set all Styles to the next style button**, all previously unassigned styles are placed on the style button, which is pressed next. This is useful if you have only selected POP styles to load and want to place them all on the POP panel button.
  - a. **Load only:** The selected styles are invited and are only visible under the USER button. There is no additional mapping to the 12 style buttons.
  - b. **Cancel:** The loading process is canceled.

After you mapped the styles, you're back in play mode. The imported styles can be found under the USER panel button and, depending on your assignment, in the USER area on every style button from Pop to Movie&Show.

## 7.6 Import MIDI-Sequences or Multimedia-Files from the USB stick

Here you can simply load one or more MIDI-Sequences or Multimedia-Files from a USB stick firmly into the instrument.

1. Depending on what you want to load, select the MIDI or AUDIO panel button.
2. To do this, activate the USB stick as described under 7.4 „Play Styles, MIDI-Sequences or Multimedia-Files directly from the USB stick“.
3. If necessary, select the desired subdirectory on the stick.
4. Now you have two options.:
  - a. Mark allows you to select multiple songs for loading one at a time.
  - b. Mark all songs in the directory is marked with "Mark All".
5. Now press the **Import** button.
6. Now the first free space of the ACC list appears. Accept it or select a different one.



7. Confirm with **SAVE**.
8. You are back in play mode and depending on what you have loaded, you will find the songs on the MIDI or AUDIO panel button.

## 8 The PROFI-Display

The PROFI Mode offers the possibility to distribute up to a total of 16 sounds on the manuals and significantly extended adjustment options. The Total Presets range is identical to EASY mode.

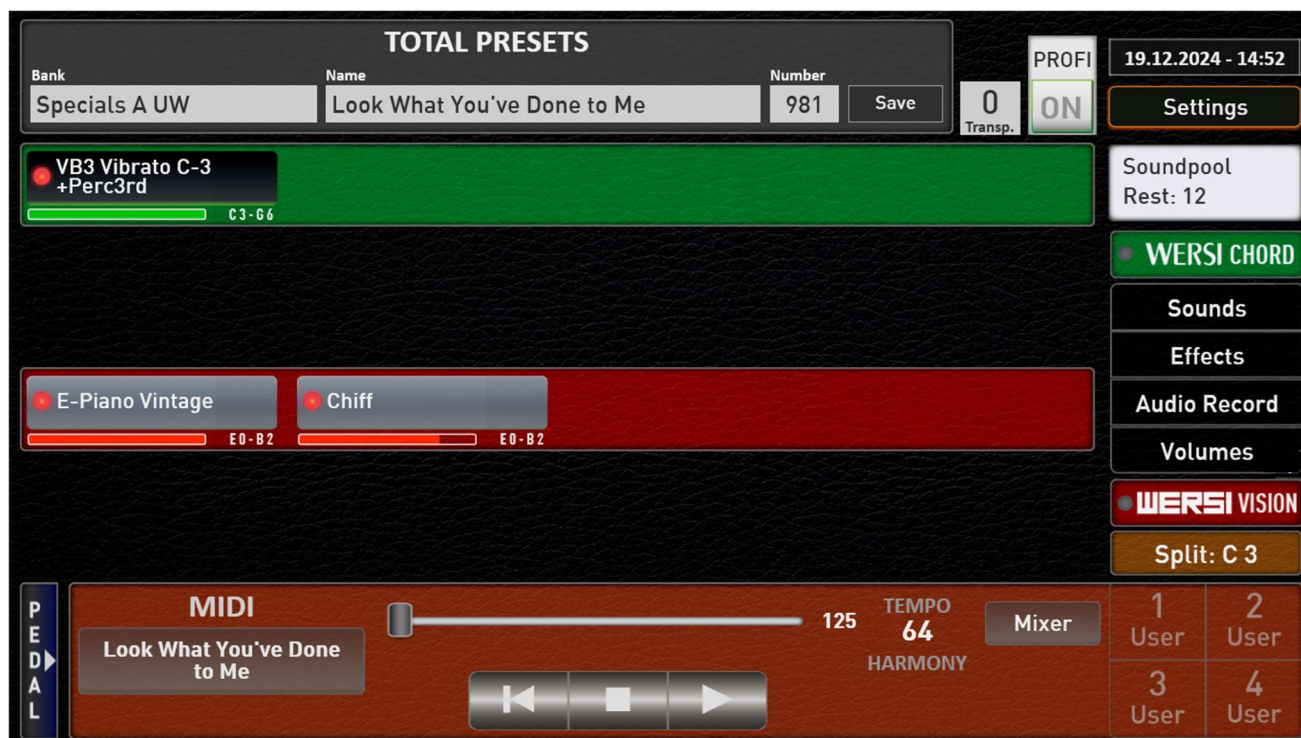


Illustration: Professional display of the Keyboard OAX1

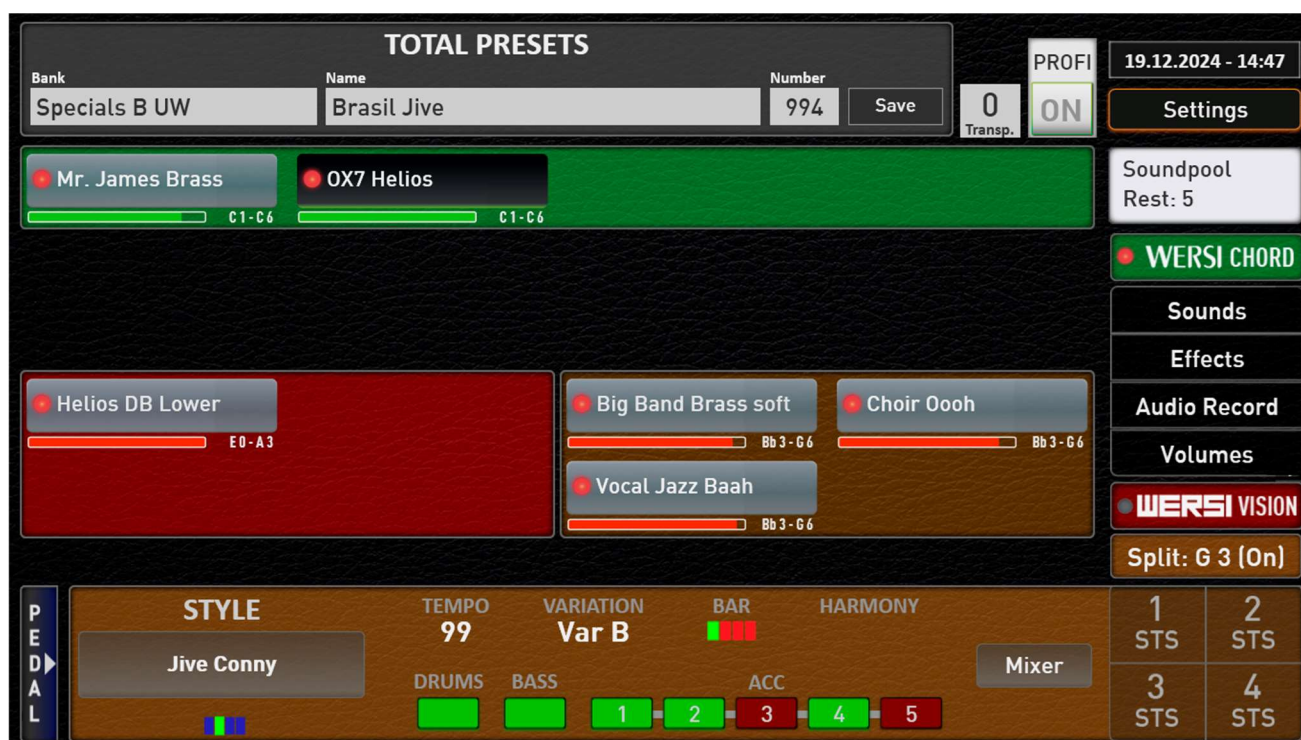


Illustration: PROFI display of instruments OAX500 - OAX600 - OAX700 - OAX800 - OAX900. Here with activated split in the lower manual.

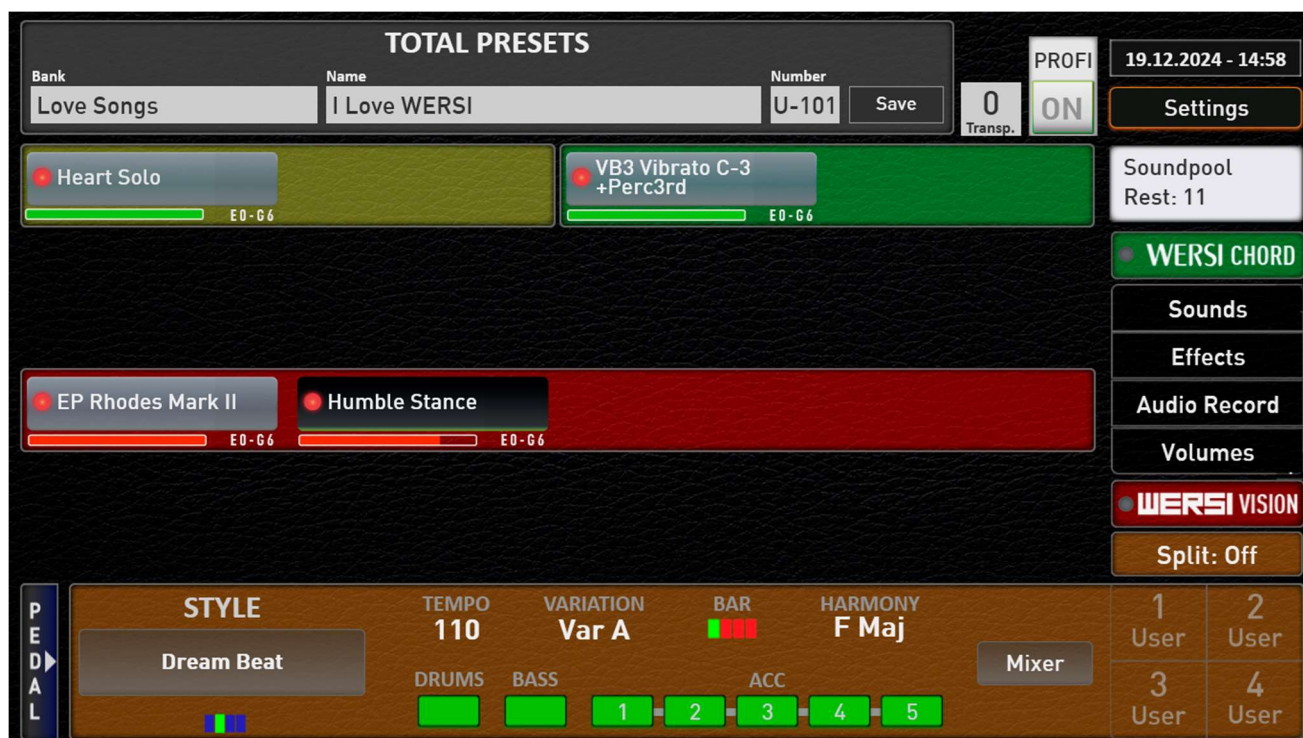
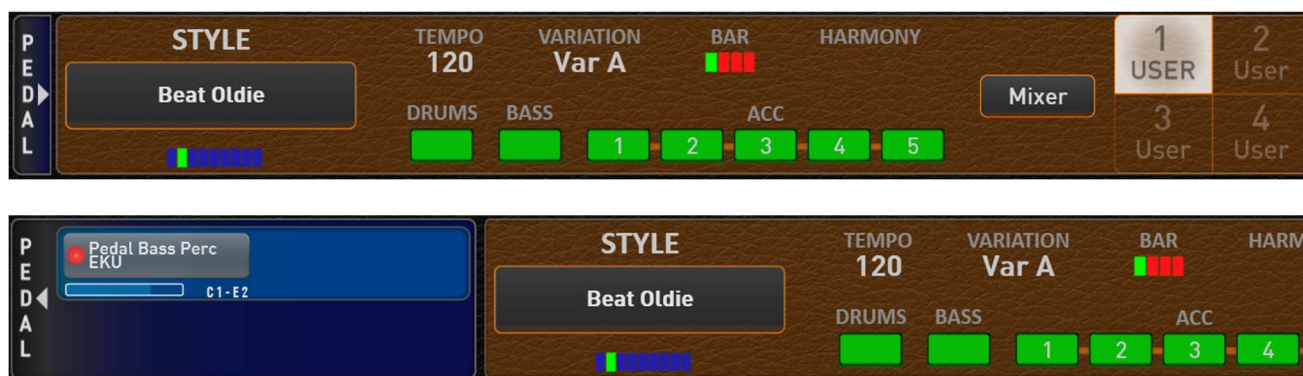


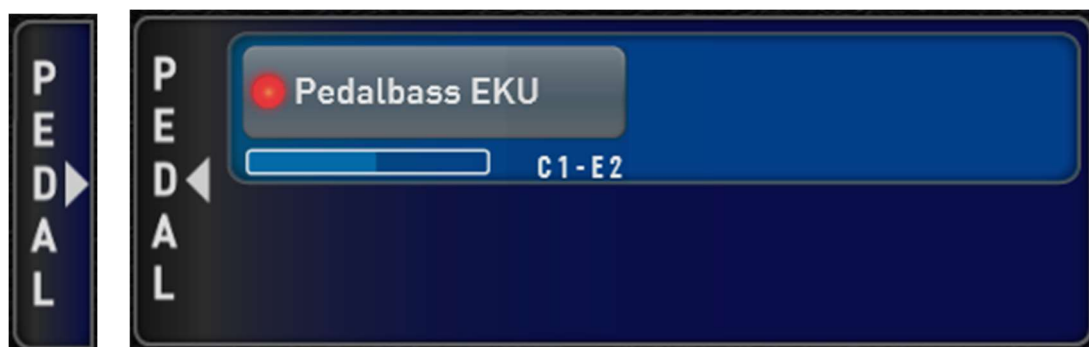
Illustration: Professional display of the PERGAMON OAX1000

### Sounds for pedals

The selector area for the foot pedal can be seen as a smaller display button.



The display for the pedal selectors can be "expanded" and later "collapsed" again via the Pedal display button. This then pushes the area for the accommodation to the left.



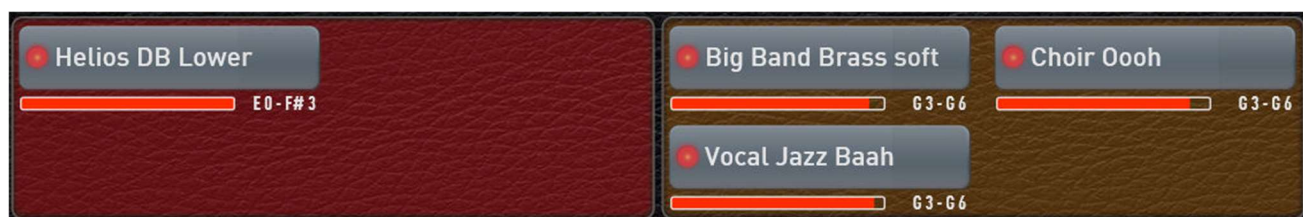
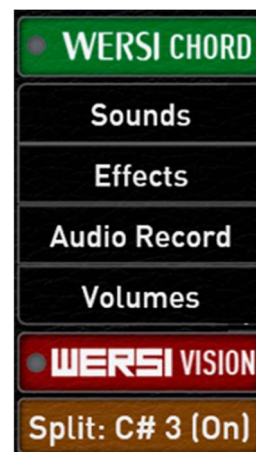


## 8.1 Easy split point for the lower manual (two-manual models)

The OAX system offers the possibility of assigning an individual area to the individual selectors on the corresponding manual.

However, it can also make sense to divide the lower manual into a left and right area in just two steps.

With the easy split for the lower manual, you can keep track of which sounds are being played on the right side of the lower manual. The desired split point can be entered very easily by pressing the desired button on the lower manual.



### 8.1.1 Instructions for using the Easy Split

#### Number of selectors

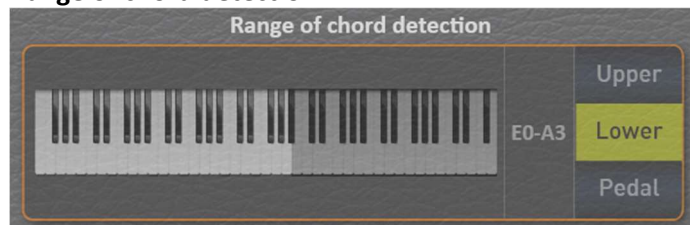
Up to four selectors are provided for the right and left area. These eight selectors are reserved for this. So when turning on the Easy-Split, the pool gets smaller, although the selectors may not yet be used.

**Example:** We assume a total preset, which only uses one selector on the manuals. From the maximum number of selectors (16) we subtract three, leaving 13 free selectors. If the easy split is switched on now, the number of free selectors in the pool is reduced to 6. Two selectors for the upper manual and pedal, plus eight reserved selectors for the two split sections makes ten, leaving six free selectors that you can use for the upper manual and pedal. The third manual for the OAX1000 gives us five free selectors.

#### What happens when the Easy-Split is switched on?

The number of selectors for the left area is reduced to two selectors and the sounds are played an octave higher.

#### Range of chord detection



As soon as the easy split is set, the chord recognition area is firmly connected to the easy split. The split point can then no longer be changed on the ACC Mixer display page and the corresponding input field is grayed out.

**Note:** If you have already saved your own Total Presets in which you have set up different playing areas for the lower manual, these older settings can collide with the new Easy-Split. In this case, we recommend that you create the Total Presets from scratch.

### 8.1.2 Set Easy Split

1. Choose a total preset that you want to expand with a lower manual Easy Split. The split display button is set to **Split: Off**.



2. Now press the display button **Split: Off** and the display keyboard opens. .



3. Now enter the split point by pressing the desired key on the lower manual. In this example we pressed the F#3 key.

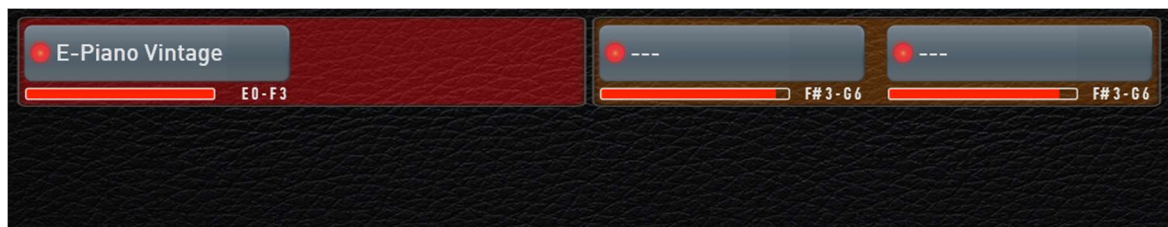


The display keyboard disappears after a few seconds.

4. The split display now shows Split: F# 3 (On) and the lower manual has been split into two sections.

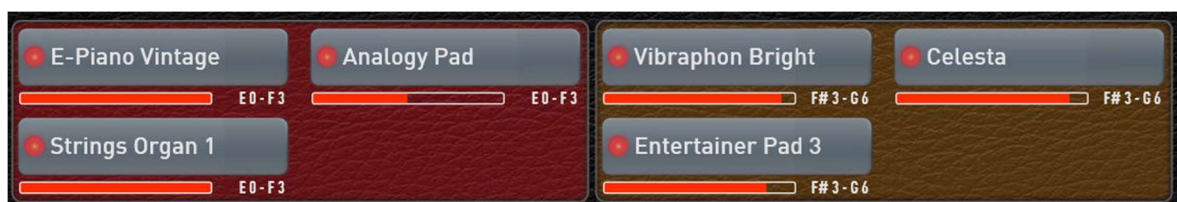


Two empty selectors have already been created for the right split area



5. Choose one of the new selectors and register the desired sound. You can also drag additional selectors from the pool into these two areas.

When you're done with your registrations, it might look like this.



6. Save this total preset as usual.

**Easy split point on/off**

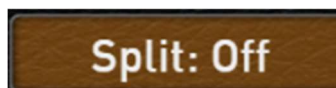
You can easily switch the Easy-Split off and on again using the Display **Split:**

A rectangular button with a dark brown background and a thin black border. The text "Split: F# 3 (Off)" is displayed in a white, sans-serif font.**Change easy split point afterwards**

To change a split point that has already been entered, press and hold the display button **Split:** for one second. The onscreen keyboard opens and you can enter a new split point.

A rectangular button with a dark brown background and a thin black border. The text "Split: F# 3 (On)" is displayed in a white, sans-serif font.**Remove easy split point**

To remove the easy split point from your total preset altogether, press and hold the **Split:** display button for one second. The display keyboard opens. Now press the deepest key on the lower manual.

A rectangular button with a dark brown background and a thin black border. The text "Split: Off" is displayed in a white, sans-serif font.

## 8.2 Keyboard split point only for OAX1 keyboard

This keyboard split point divides the manual into a left and right half of the manual, which is then interpreted as a top and lower manual.

### Changing keyboard split point

Press once on the surface "Split: ...." and the display keyboard for the complete keyboard will appear.



You can easily enter the split point by pressing the appropriate note on the keyboard or on the display keyboard. The split point you enter is displayed on the display keyboard and the input window disappears after a moment.

With the OAX1 you can raise the octave of the left hand. For this purpose, the two display buttons +1 and +2 are located to the left of the keyboard. In the example above, the left half (Lower) is raised by +1 octave.

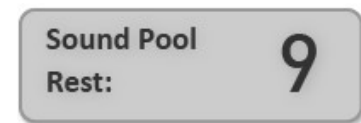
Don't forget to save the new split point in a total preset.



### 8.3 Up to 16 sounds in PROFI mode

The starting point for playing in PROFI mode is the sound selector mapping. If each manual is covered with one sound. 12 more sounds are to be mapped on the manuals. The upper or lower manual can be assigned a maximum of 12 selectors. The pedal with max. 4 selectors.

**IMPORTANT:** In total, the amount of 16 sound selectors cannot be exceeded.

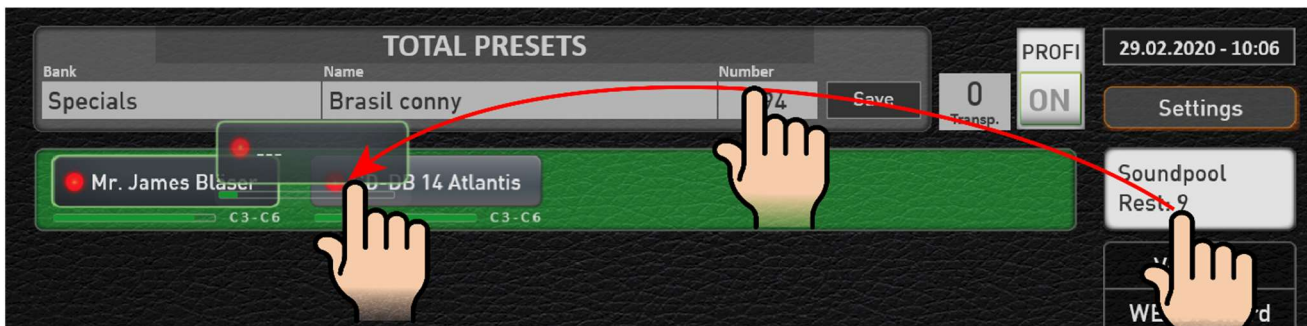


You can always see how many selectors you can distribute in the "SOUND POOL REST: 12" section.

**ATTENTION:** If the EASY MODE is switched back, the selectors are reset to the number of 3 x upper manual, 3 x lower manual and 1 x pedal allowed in the EASY MODE.

#### Add a new selector to an area

To apply another selector to a manual, hold down the **SOUND POOL** button with one finger. Pull with your finger to the desired place and simply let the selector" fall" there.



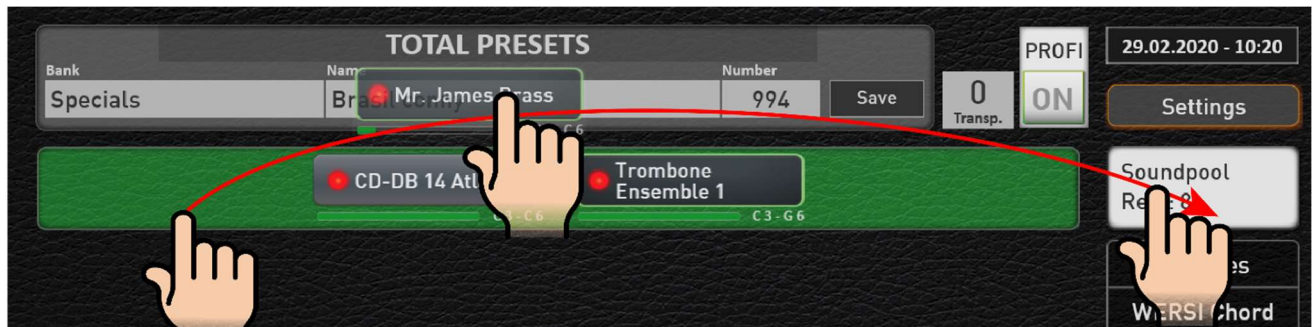
In our example, an empty selector was placed between upper manual 1 and 2. This new selector can now be filled with a new sound as normal.



The number of sounds still to be distributed in the SOUND POOL has decreased by 1. Here in the example from 9 to 8.

### Remove a selector from an area

Just as you have drawn a selector onto a manual, you can also push an unnecessary selector back into the SOUND POOL.



Subsequent selectors move forward on the corresponding manual by one place and the number of selectors still to be distributed in the SOUND POOL has increased again by 1.



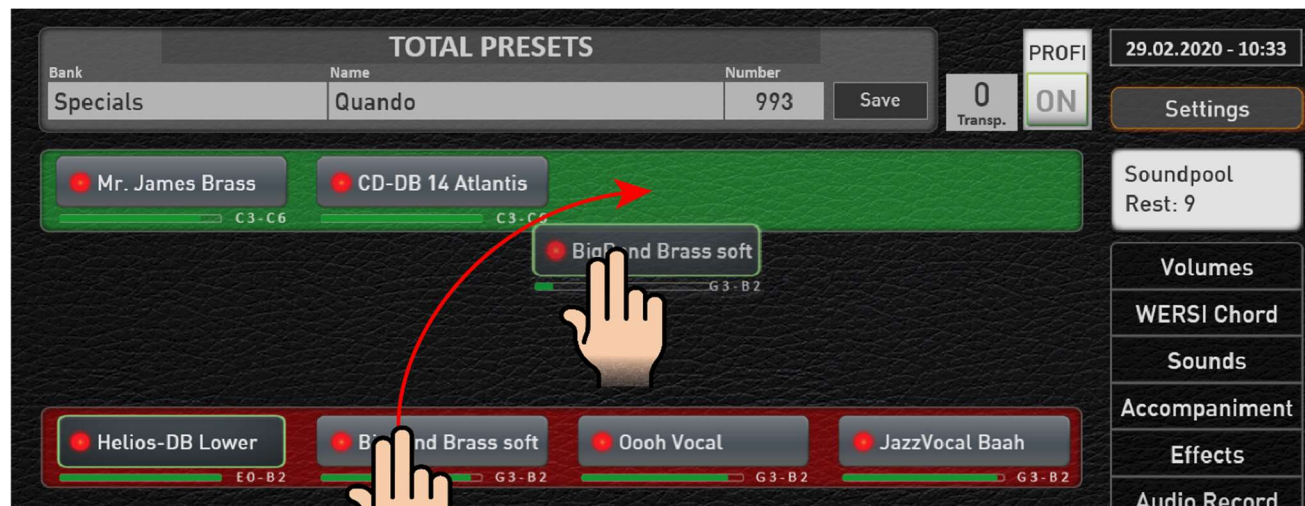
### Move a selector to another area

You can also easily move a selector between the areas. The e-piano from the lower manual is to be played on the upper manual. To do this, grab the e-piano sound in the lower manual and simply slide it to the desired location in the upper manual.

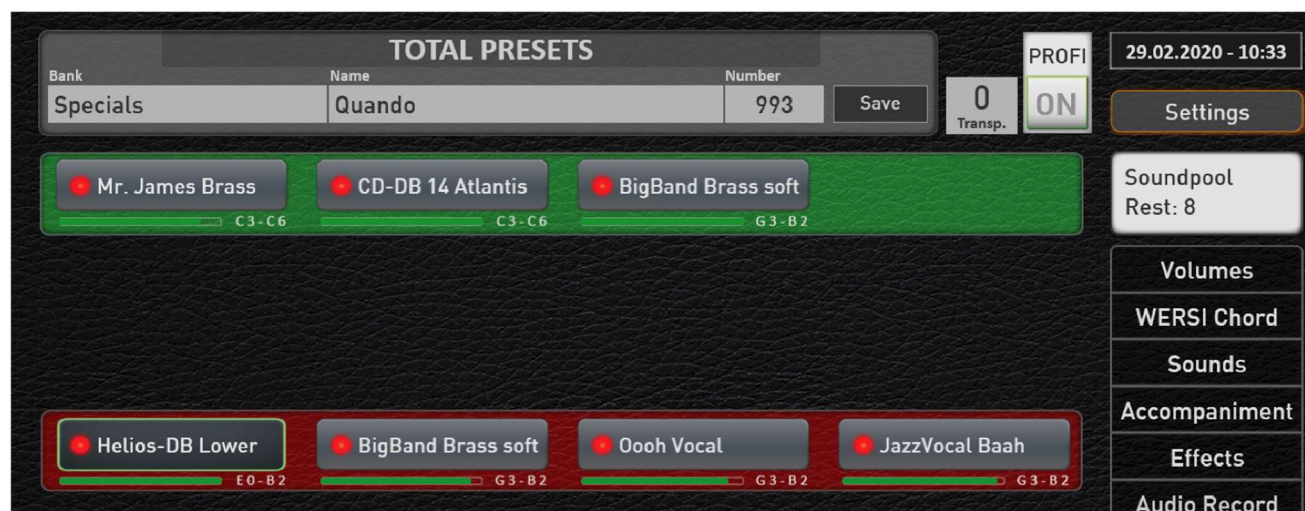
### Duplicate a selector

It is also possible to duplicate a selector. It doesn't matter if you want to make a copy on the same manual or on one of the other manuals.

**Example 1:** You want to play the Big Band Brass Soft from the lower manual in the upper manual. To do this, press the selector with TWO FINGER and slide it onto the upper manual.



**Result:** The Big Band Brass Soft was duplicated after the sound CD-DB Atlantis 14.





**Example 2:** You want to duplicate the Classical Full Strings in the lower manual, and then increase the second strings by one octave.



**Result:** The sound Classical Full Strings was duplicated on the lower manual.



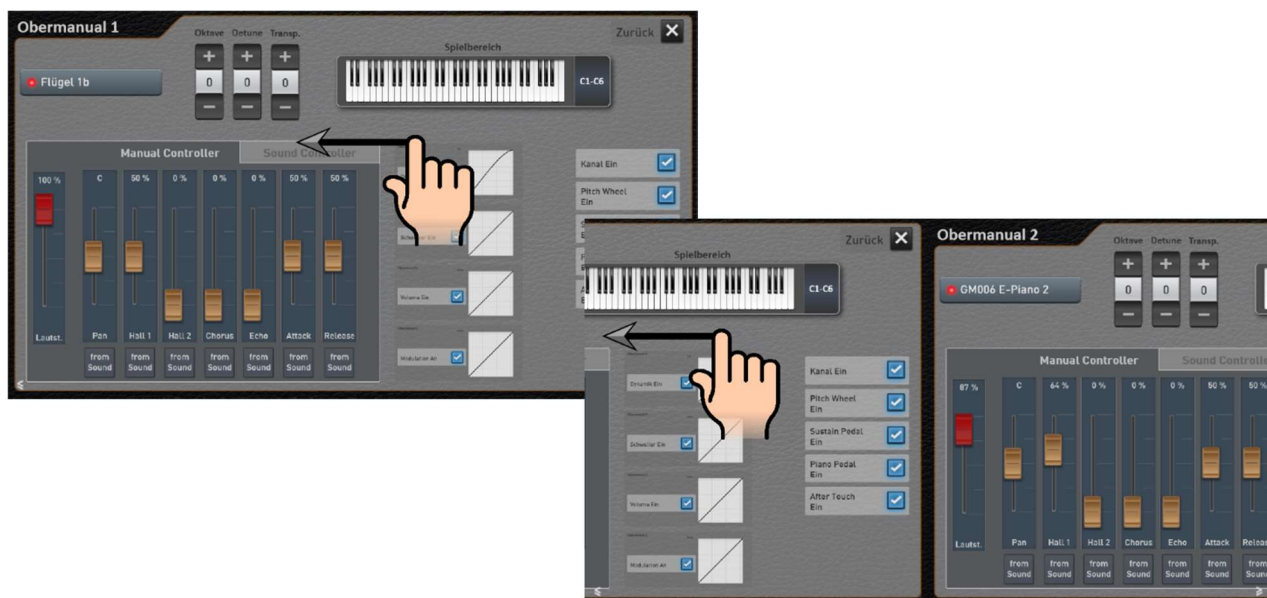
## 8.4 Profi Manual Controls

The PROFI Manual Controller allows you to make special settings for each selector, such as reverb or echo, or to influence the sound of the selector, for example. The changed values are stored in the Total Preset.

By double-clicking on the desired selector, the display "PROFI Manual Controller" is opened. In the following example, a double click was performed on the selector Upper Manual 1.



**Important note:** By swiping, you can easily and quickly switch to the next selector controls.



**Note:** There are sounds for which not all standard and sound controls are available. This is the case, for example, with the FARFISA live organ, since these settings are made via the main display of the live organ.

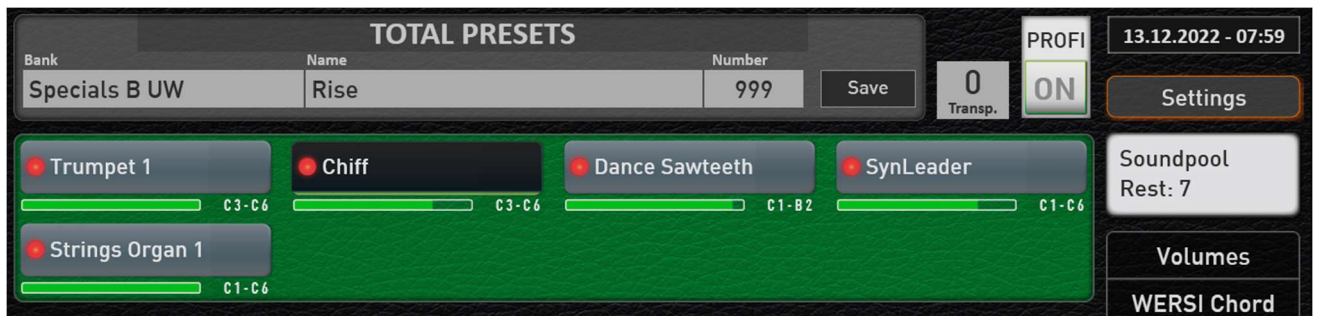
### Solo function for selectors

If you use many sounds at the same time on a manual, you can switch a desired sound to SOLO on the "Profi Manual Controller" page.

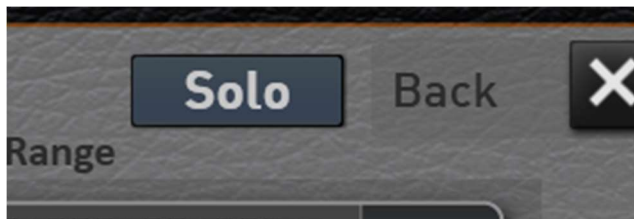
With the SOLO function you can specifically filter out one sound and make your settings such as reverb, octave position or the tone controls in peace.

#### Example:

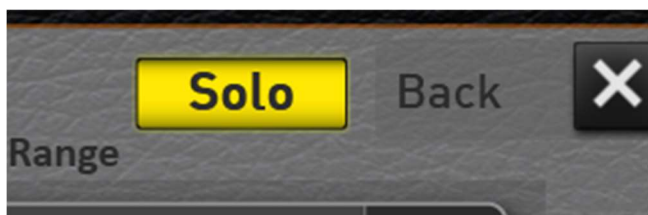
This screenshot shows a combination of five sounds for the upper manual and the sound "Chiff" is selected.



As soon as you have opened the "Profi Manual Controller" page by double-clicking on this selector, you will see the SOLO function next to the "Back" display button.



When the function is switched on, you only hear the sound "Chiff". The other four sounds are muted.



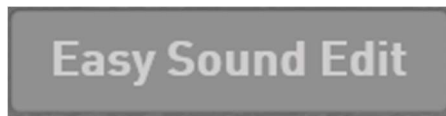
As soon as you are back on the professional display, you will hear all the sounds again.

The SOLO function is not stored in the total preset, but remains activated until you deactivate the function yourself or turn off the instrument.

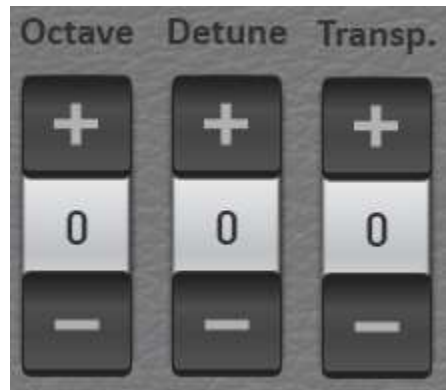


The following settings are available:

This display button allows you to access the Easy Sound Edit, which allows you to change sounds.



For a detailed description of this, see the **Programming Manual SONIC** in the chapter "Edit Sound".



**Octave** = Setting the octave position in the range of +/- 2 octaves. With plus or minus you can change the octave position.

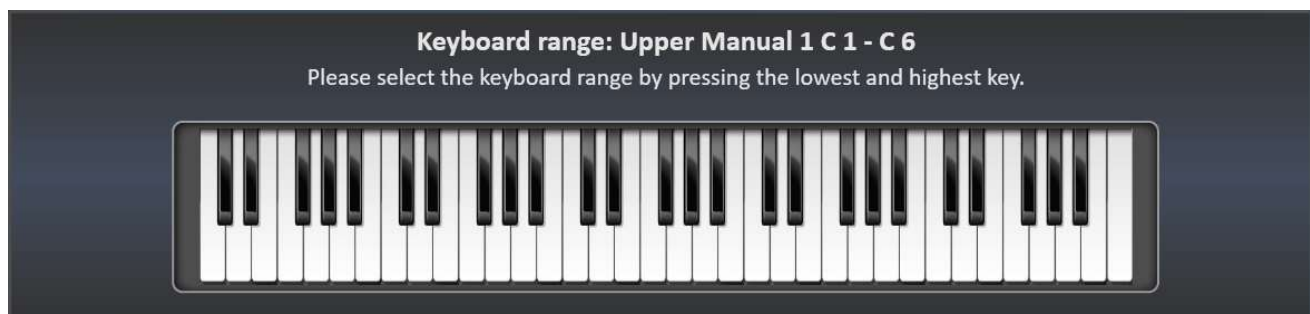
**Detune** = Set the manual tuning in the range of +/- 100 cents. With Plus or Minus you can change the detuning in CENT and create interesting sounds with a sway.

**Transpose** = Set a manual transposer in the range of +/- 11 semitones.

### Keyboard Range

Here you specify whether the sound should sound on the entire manual or only in a special area. The current values can be seen visually via the displayed keyboard and the note specification.

Press "keyboard Range" once and the display keyboard for the corresponding manual will appear.



You can easily enter the play area via the corresponding manual. Press first the deepest and then the highest button of the desired range. The area you entered is displayed on the display keyboard and the input window disappears after a moment.

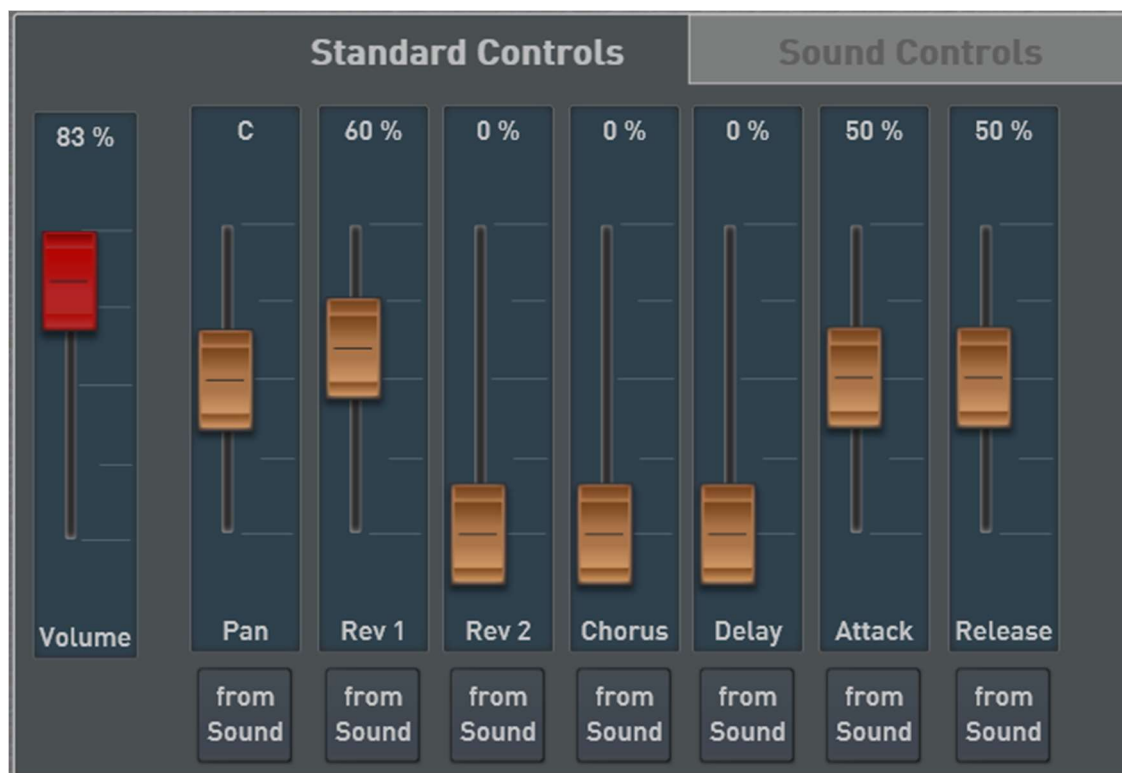
**ATTENTION 1:** When entering the play area by pressing the lowest and highest key, please note the following: If the lowest note for the desired play area is above the center of the keyboard, you must first press a key below the center. You have to approach the desired note from below. The easiest way is to make a glissando from the very bottom and stop at the desired note.

**ATTENTION 2:** If you use the Easy Split function (chapter 8.1 "Easy split point for the lower manual (two-manual models)), the playing areas for the lower manual can no longer be changed. The corresponding operating elements appear grayed out.

You can make a variety of settings for the current sound. These are divided into two areas **MANUAL CONTROLLER** and **SOUND CONTROLLER**.

### 8.4.1 The Standard Controls

The standard controls are identical to each sound.



#### Volume

Here the corresponding volume for the manual is displayed. Depending on the organ type, the first selectors can be controlled via drawbars on the left control panel.

#### Panorama, Reverb 1 and 2, Chorus and Echo

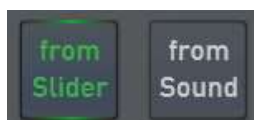
The Panorama knob can be used to adjust the position of the sound in the stereo image. With the controls Reverb 1 and 2, Chorus and Echo, the effect parts (Send) are set for this sound.

For example, if you want more reverb on a sound, slide the Reverb 1 or 2 slider further up. In the factory setting, reverb 1 is occupied with a "normal" reverb program and the Hall 2 with a longer reverb program.

#### Attack and Release

The Attack and Release values affect the current settings within the sound, with no influence in the center position.

*Please note:* If no attack has been programmed with the currently selected sound (i.e. the sound starts directly), you cannot expect any effect in the lower part of the controller.



#### "From sound" or "from slider"

Each sound stored in your instrument has individual settings for the effects. These settings are always active when you have placed the sound "fresh" on the selector. Therefore, the "From Sound" setting is activated. As soon as you move one of the sliders, the setting jumps to "From the slider" and you have changed the factory setting.

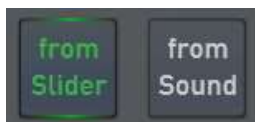
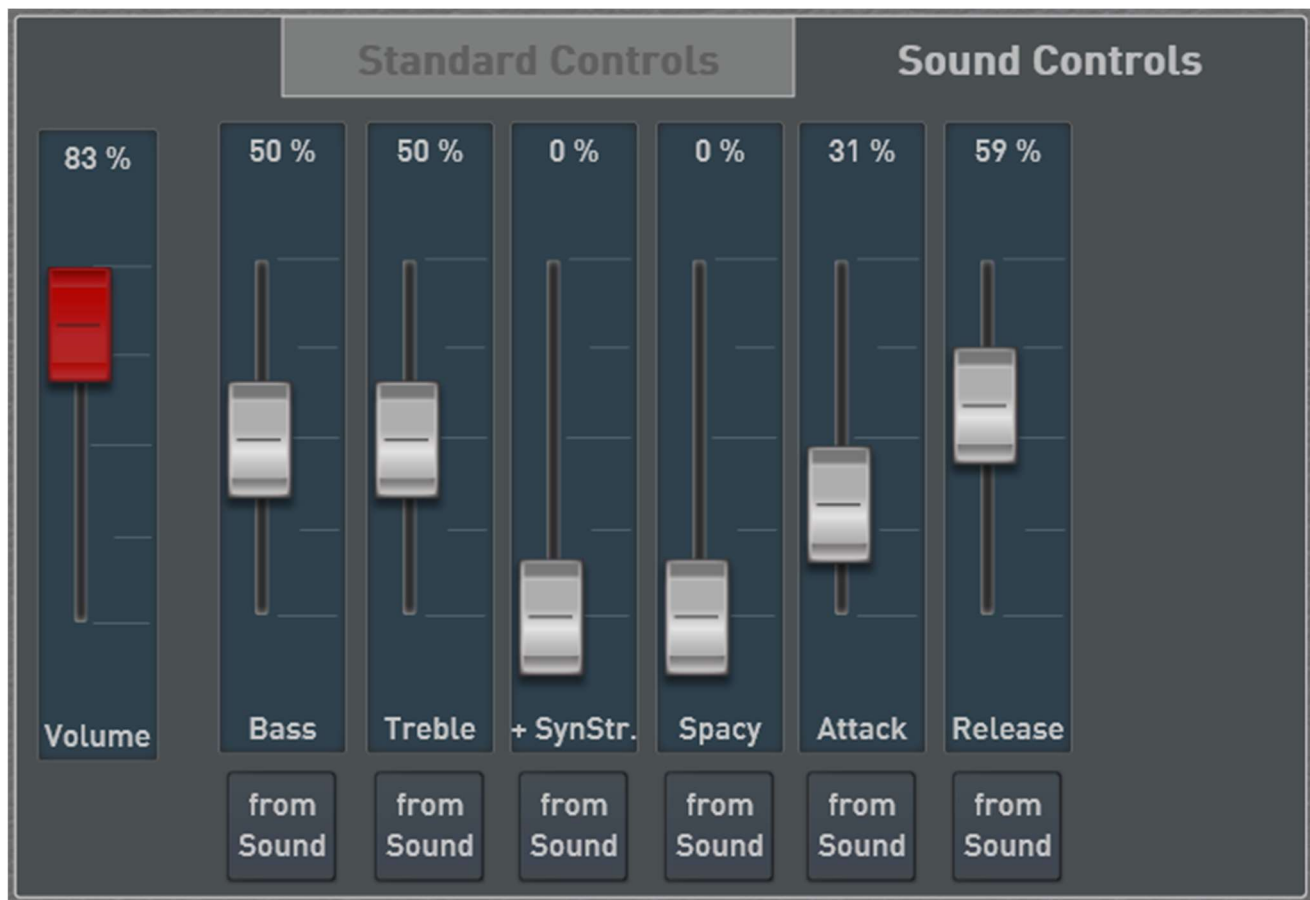
You can always return to the factory setting by resetting the "From the slider" setting back to "From sound".

### 8.4.2 The Sound Controls

For each sound, six sound controls have been saved, which you can use to influence a sound. Which functions are adjustable with it are specified by the selected sound.

In the following example, the following settings are available for the sound "String Organ 1":

- Bass -> an equalizer has been integrated into the sound, adjusting the Bass
- Treble -> Setting the Treble
- + Syn. Str. -> adds synthe-strings to organ strings
- Spacy -> With a Phaser you make the sound Spacy
- Attack -> Envelope Attack
- Release -> Envelope Sustain

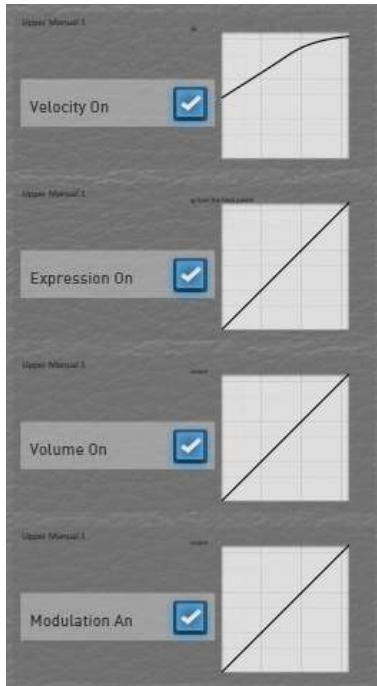


#### „From Sound“ or „From Slider“

Each sound stored in your instrument has individual presets for the sound controllers. These presets are always active when you have placed the sound "fresh" on the selector. Therefore, the "From Sound" setting is activated. As soon as you move one of the sliders, the setting jumps to "From slider" and you have changed the factory setting.

You can always return to the factory setting by resetting the "From the slider" setting back to "From sound".

### 8.4.3 Dynamic, expression pedal, volume, and modulation curves

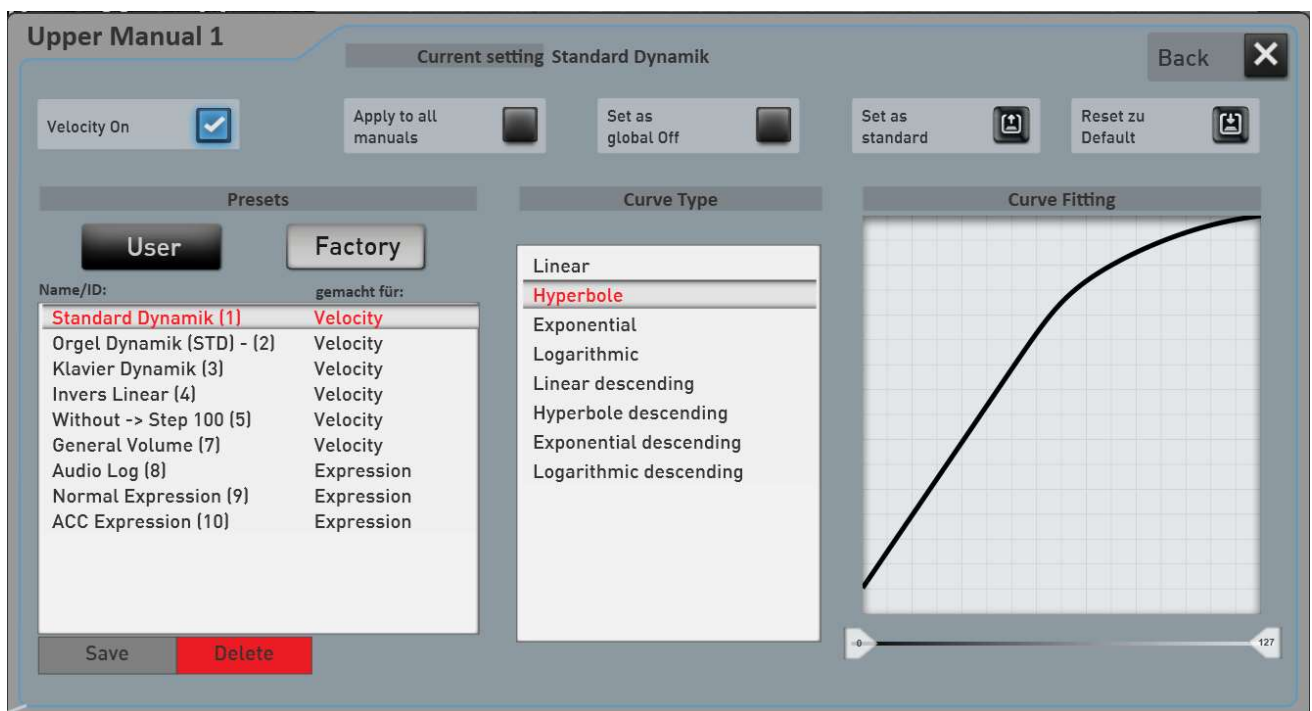


For the selected selector, you can turn the keyboard dynamics, the function of the expression pedal, the volume control and the modulation wheel on or off with the appropriate buttons.

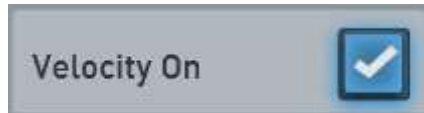
You can also adjust the behavior of the keyboard dynamics, the threshold curve, the volume control and the modulation wheel.

You can use existing curves set by the factory or set completely new curves.

The figure shows the overview of the current settings. By clicking on the individual curves, you get to the adjustment options.



## Display buttons



### Dynamics

(for the other curves appears here: **Threshold On, Volume On, Modulation On**)

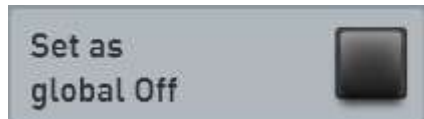
Here, the current curve is switched on or off.



### Set for all manuals

With this function, the selected curve preset is transferred to all selectors. Before the setting is transferred to the other selectors, a confirmation query appears, which you must confirm with YES.

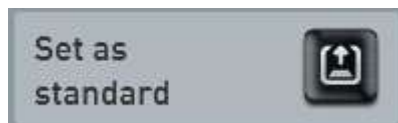
If the setting remains active, each change is transferred directly to all selectors.



### Set as Global

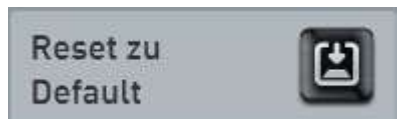
You've probably noticed the "Set as Global" function in other areas. If a preset is marked as GLOBAL, this selection is preserved in **all** Total Presets, even if you have saved different curves in Total Presets.

This setting is maintained even after switching off and on until this setting is switched off again by hand.



### Set as the default

You can set a curve preset as the default preset. Whenever you do not save a special curve to a Total Preset, the Total Preset automatically selects this default preset.



### Reset to Default

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

#### 8.4.3.1 Select dynamic, expression pedal, volume, or modulation preset



Several variations of curves are already stored in the PRESETS area. You can create and save your own. See chapter 8.4.3.2 „Recreate dynamic, expression pedal, volume, and modulation curves“.

Here is a description of the supplied factory curves:

Nr.	Name	Created for	Description
1	Standard Dynamic	Velocity	Universal standard dynamics; suitable for all sounds that have a normal dynamic range.
2	Organ Dynamic 1	Velocity	Limited dynamics: ideal for organ players who normally play without dynamics and want to slowly venture into dynamic play. The highest dynamic level is not reached so that the instruments do not sound too sharp.
3	Piano Dynamic	Velocity	Dynamic curve specially adapted to the Grand Piano sound in the SONIC.
4	Invers Linear	Velocity	Like the standard dynamics (000); but the other way around. When playing hard, Velocity becomes less, so the sound becomes quieter.
5	Without -> Step 100	Velocity	The dynamic are off and the keyboard sends with the fixed Velocity 100.
8	Audio Log	Expression	Logarithmic curve
9	Normal Expression	Expression	This is the default curve for the expression pedal.
10	ACC Expression	Expression	Special curve for accompaniment such as styles, MIDI-Sequences and Multimedia-Files; the volume of the accompaniment is only regulated in a restricted area.
11	Organ Dynamik 2	Velocity	Limited dynamics similar to Organ Dynamics 1: the curve is even more limited. However, the highest dynamic level is reached.



### 8.4.3.2 Recreate dynamic, expression pedal, volume, and modulation curves

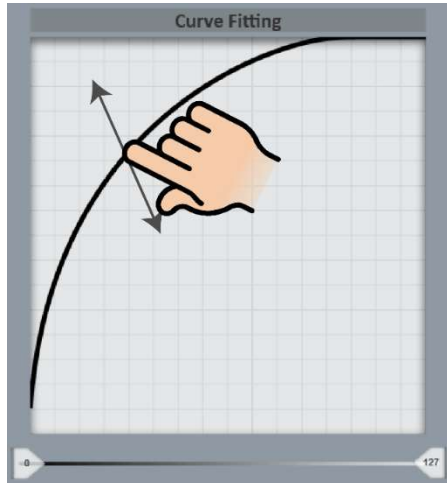
**Tip:** Before you create your own curve and save it as a preset, you should first select a preset that comes closest to your wishes.

#### The curve types

Your OAX instrument gives you some typical curves. These include:

Curve Type	Name	Description
Linear	Linear	A straight line between the value 0 and 127
<b>Hyperbole</b>	Hyperbola	The hyperbole rises very steeply at the beginning and towards the end.
Exponential	Exponentially	The exponential curve starts very slowly and picks up more and more speed as the course progresses. The values increase faster and faster over the course of the curve.
Logarithmic	Logarithmic	The logarithmic curve is the opposite of the exponential curve. The values rise very quickly and flatten towards the end of the curve. All audio values are logarithmically controlled.
Linear descending	Linear descending	Like linear, but the course goes from 127 to 0.
Hyperbole descending	Hyperbole descending	Like hyperbole, but the course goes from 127 to 0.
Exponential descending	Exponential descending	Like exponential, but the course goes from 127 to 0.
Logarithmic descending	Logarithmic descending	Like logarithm, but the course goes from 127 to 0.

### Draw your own curve on the display

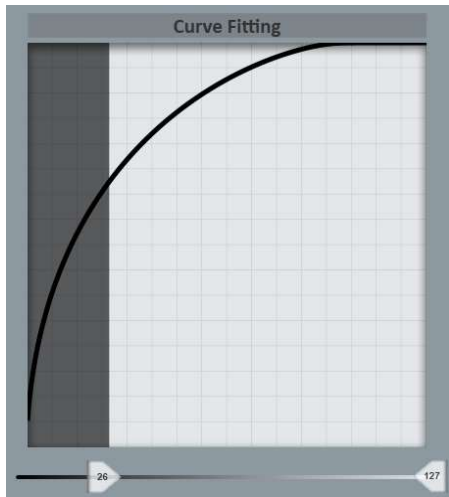


You can now "draw" your own curve via the Touch Display.

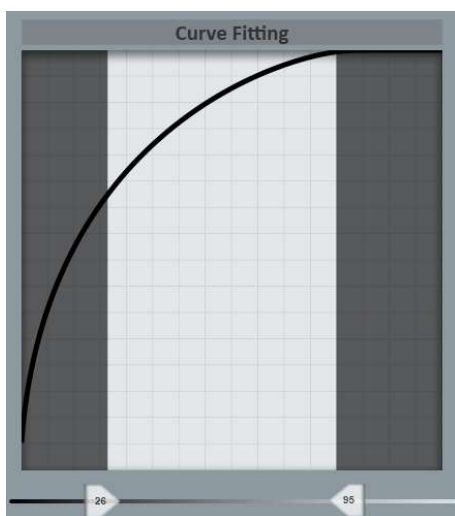
Depending on the curve type, multiple invisible points are available to adjust the curve.

### Restrict areas of effect

Under the curve, you can use two sliders to adjust the range of action of the curve. These are in normal state to 0 to 127.



*Example 1:* If an area of action from 26 to 127 is set, the sound of dynamics 0 to 25 is not heard. Only from Velocity 30 can the sounds with the corresponding curve be heard.

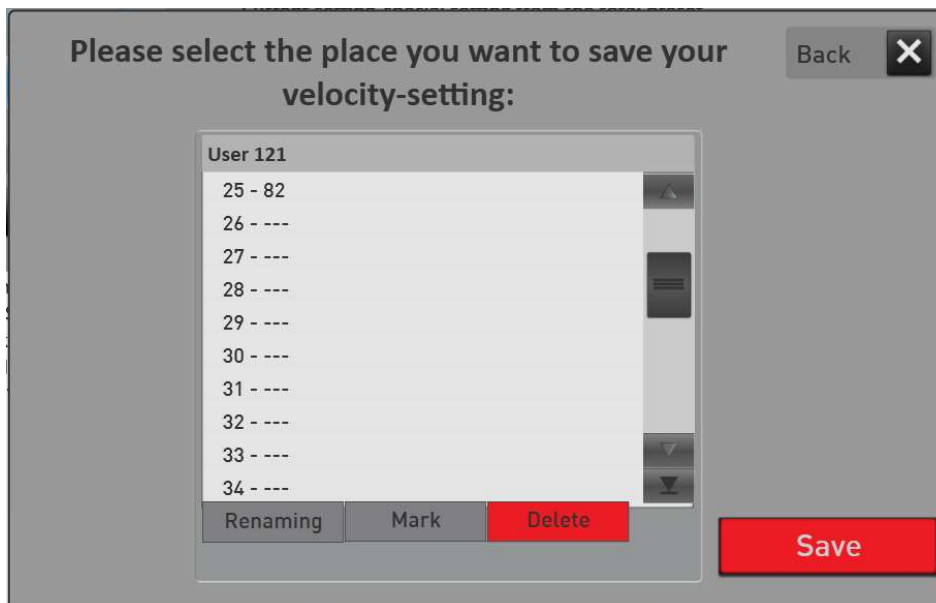


*Example 2:* If an area of 26 to 95 is set, the sound can only be heard if the keyboard generates values between 26 and 95.

### 8.4.3.3 Save your own newly-changed curve

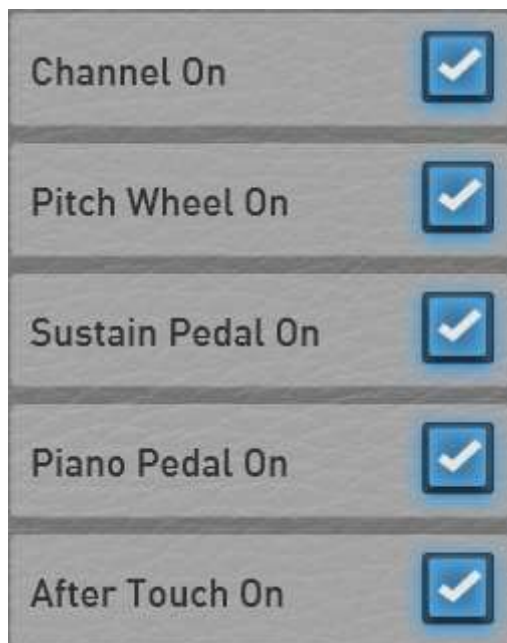
After you create your own curve, you can save it to the USER area for permanent use.

1. Simply press the **SAVE** display button below the preset list.



2. In this example, press New Piano Curve to adjust the name of the preset.
3. Select a storage space and confirm with **SAVE**.

### 8.4.4 Further adjustment options



**Channel On/Off** - On/Off of the relevant channel.

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

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

**Sustain Pedal On/Off** - On/Off - Turns the Sustain pedal on or off for the selected selector.

**Piano Pedal On/Off** - On/Off - Turns the Piano Pedal on or off for the selected selector.

**After Touch On/Off** - On/Off - Turns After Touch on or off for the selected selector. Please note that not all sounds are assigned an After Touch function. Note that there is no After Touch available in the Pedal area.

All settings in the Manual Controller section are saved into the Total Presets.

### 8.4.5 Special Settings for the Live Organ Models

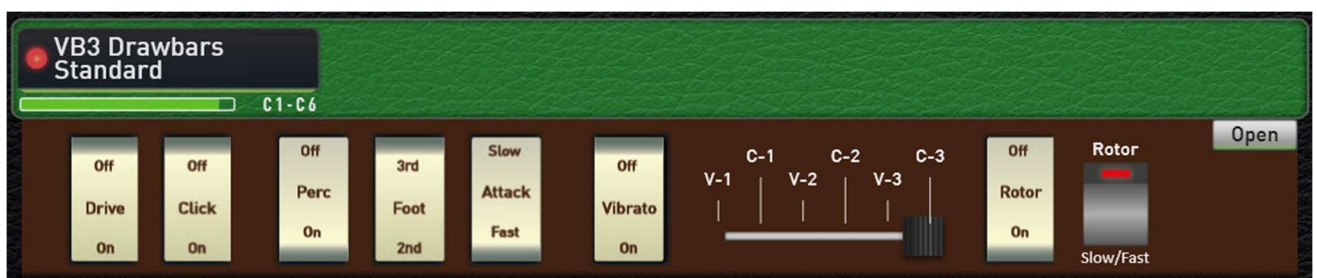
As soon as a live organ sound has been registered on a selector, you will see two further setting options here. These two setting options are saved in a total preset.



#### Show Mini Organ

Each live organ has a small mini display that you can show on the main display.

If the Show mini organ function is activated, the mini organ is also called up when the Total Preset is called up later. Here is an example of a sound of the VB3.



**Note:** The Silbermann organ also has the option to show the mini organ here.

#### Show Live Organ

If the Show live organ function is activated, the large view of the live organ will be displayed when you later call up the total preset.



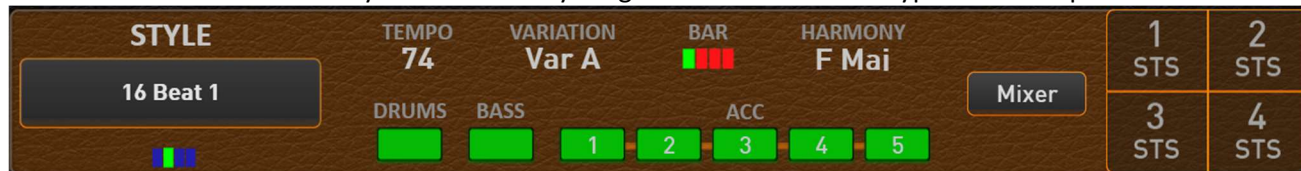
Further information can be found in chapter 5.7 „Live Organ or Mini Organ in Profi Display“.

## 8.5 Profi ACC-Controls

We distinguish between different interfaces for styles, MIDI-Sequences and Multimedia-Files.

### 8.5.1 Styles Settings

With the PROFI ACC-Controls you can set everything around the different types of accompaniments.



By pressing the display of the currently selected style (like here **16 Beat 1**), the Accompaniment list opens.

On the professional display, the ACC tracks drums, bass and ACC1 to 5 can be switched on or off while playing. If a new style is selected, all tracks are automatically switched on again. These settings are taken over with a total preset.



In the example above, tracks 3 and 5 are off.

Existing STS presets can be selected on the right side.



The example above shows a factory style with STS preset three selected.



The example above shows a user style that has not yet saved any STS presets. The complete area of the STS presets can only be recognized in outline.



Example with the User Style "Swinging" and two saved USER-STs 1 and USER-STs 2. User-STs 1 is selected. The memory locations User-STs 3 and 4 are still empty and are therefore only shown in outline.





Use the **MIXER** display button to open the ACC controls. The values changed there are stored in a total preset if you also save the Accompaniment data in the corresponding Total Preset.

**Note:** You can use the STYLE EDIT display button to make changes to the style and then save the style again. For more information, see the **Programming Manual SONIC** in the "Editing Styles".

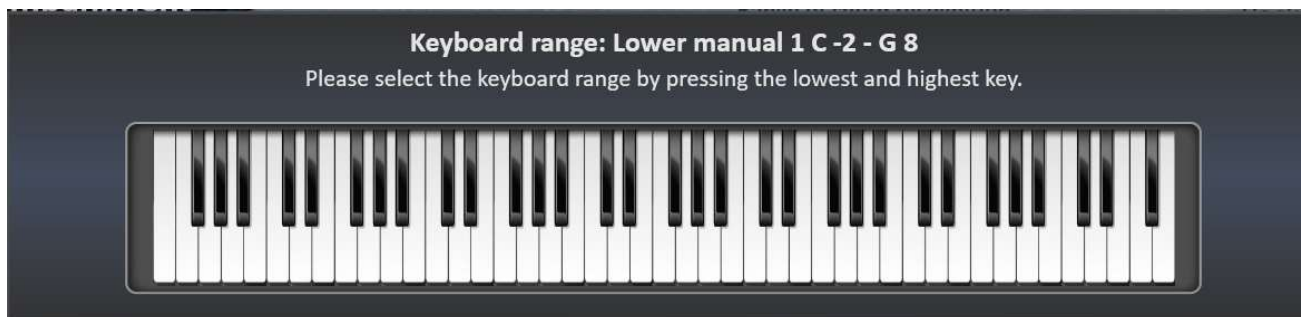
### 8.5.1.1 Range of chord recognition



Here you can set the keyboard range in which the chord recognition works for the styles.

By the way, this happens independently of the sounds on the respective manuals. This means that you only play with strings in the lower manual, but the range of chord recognition is limited to a keyboard area that you specify.

First, use the three buttons Upper, Lower and Pedal to select which manual you want to enter the chords.



You can easily enter the keyboard range via the corresponding manual. Press first the deepest and then the highest button of the desired range. The area you entered is displayed on the display keyboard and the input window disappears after a moment.

**Note:** Please note that this is not a split point where the manual is divided into two areas. You can set a separate keyboard ranges for each selector and distribute the sounds individually on the manuals.

**ATTENTION:** When entering the play area by pressing the lowest and highest key, please note the following: If the lowest note for the desired play area is above the center of the keyboard, you must first press a key below the center. You have to approach the desired note from below. The easiest way is to make a glissando from the very bottom and stop at the desired note.



### 8.5.1.2 Chord recognition

You can choose between several modes for chord recognition in the professional display. A detailed description can be found in the chapter in the **Programming Manual SONIC**. If the chord recognition is switched to the pedal, only a limited selection is available.

<b>Easy 1</b>	<p>A very simple (but limited) control of the automatic accompaniment, which, despite its simplicity, adheres to musical specifications by using only sounds contained in the chord (comparable to the single finger WERSI mode – here only fewer possibilities / variants).</p> <p>After entering 1 up to 3 keys, only the harmonies major (fundamental note), major-septime (fundamental note + septime), minor (fundamental note + minor third), minor septime (fundamental note + minor third + septime) and major major7 (fundamental note + large septime) are recognized.</p>
<b>Easy 2 (Yam)</b>	<p>Also a very simple (but limited) control of the automatic accompaniment, which, however, requires a shutdown of at least the lower manual sound due to the input of dissonances (by sometimes non-chord notes).</p> <p>After entering up to 2 notes only the four harmonies major (fundamental note), major-septime (fundamental note + a white key left), minor (fundamental note + a black key left), minor-septime (fundamental note + a white + a black key left) are recognized</p>
<b>WERSI Singlefinger</b>	<p>A simple (and musically more meaningful) control of the automatic accompaniment, which is matched by entering up to three matching chord notes.</p> <p>The harmonies major (fundamental note), major-septime (fundamental note + septime), minor (fundamental note + minor third), minor-septime (fundamental note + minor third + septime), major major7 (fundamental note + large septime), minor major7 (fundamental v + minor + large septime) and others are recognized.</p>
<b>Chord mode</b>	This companion mode is a very extensive mode in which a large number of chords can be implemented in the companion area.
<b>Chord mode with Bass</b>	<p>The same chords are accepted as in Advanced Chords mode.</p> <p>However, in this mode, the lowest note in the chord range (= the deepest tone of your gripped chord) is interpreted as a bass note. So you can use it (by choosing your chord inversions) to force precise bass runs in your accompaniment.</p>
<b>Piano mode</b>	In this mode, all played note and chords are recognized across the keyboard and inserted into the accompanying harmony recognition. However, intelligent programming ensures that individually played (1 to 2-part) melody runs are not used for accompanying harmony recognition in both the solo and bass areas.
<b>Organ Player mode</b>	In this mode, the bass track (Acc-BASS) is automatically removed from the accompaniment and must be played by yourself. The accompaniment tracks (Acc1 - Acc5) are only played as long as a chord is pressed and held in the accompaniment area.
<b>Intervall mode</b>	This mode basically corresponds to the chord mode. However, with fewer than 3 keys in the chord range, only these note are added to your accompanying pattern.
<b>WERSI Pedal (nur bei Pedal)</b>	An extremely simple control of the automatic accompaniment via an (optional) foot-bass pedal, which allows only 3 harmony variants major, minor and septime. It is sufficient to enter the <b>basic note in</b> the bass pedal and to operate one of the two switches on the expression pedal.

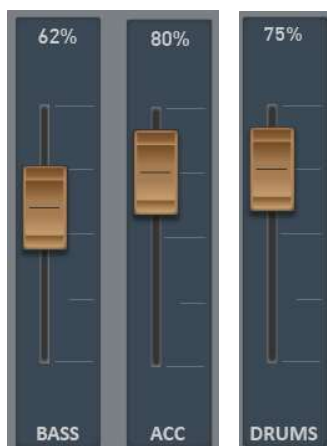
### 8.5.1.3 Style Volumes



#### SONG-Fader (Red)

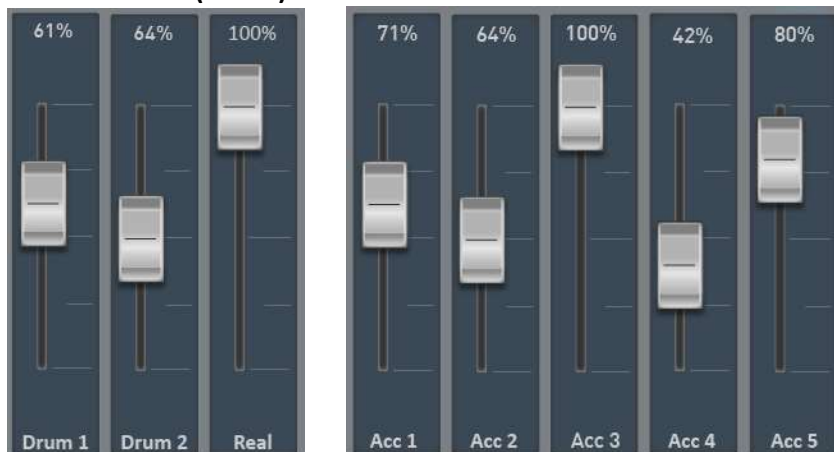
The SONG slider adjusts the volume of the entire accompaniment. This slider is identical to the SONG drawbar in the "Accompaniment Volumes" area.

#### Group Fader (Brown)



The faders DRUMS and ACC (brown) are group controllers and control both drum tracks and all ACC tracks. Since there is only one bass track, the group and single knob are identical. The brown sliders are also located as drawbars in the "Accompaniment Volumes" area.

#### Die ACC-Fader (White)



The style tracks Drum1, Drums2, Real (Realdrum) and ACC 1 to 5 can be adjusted in volume with the faders of the same name (white) here and saved in the Total Preset. SOLO and MUTE are used for a better overview and are not stored in a total preset.



#### Solo and Mute

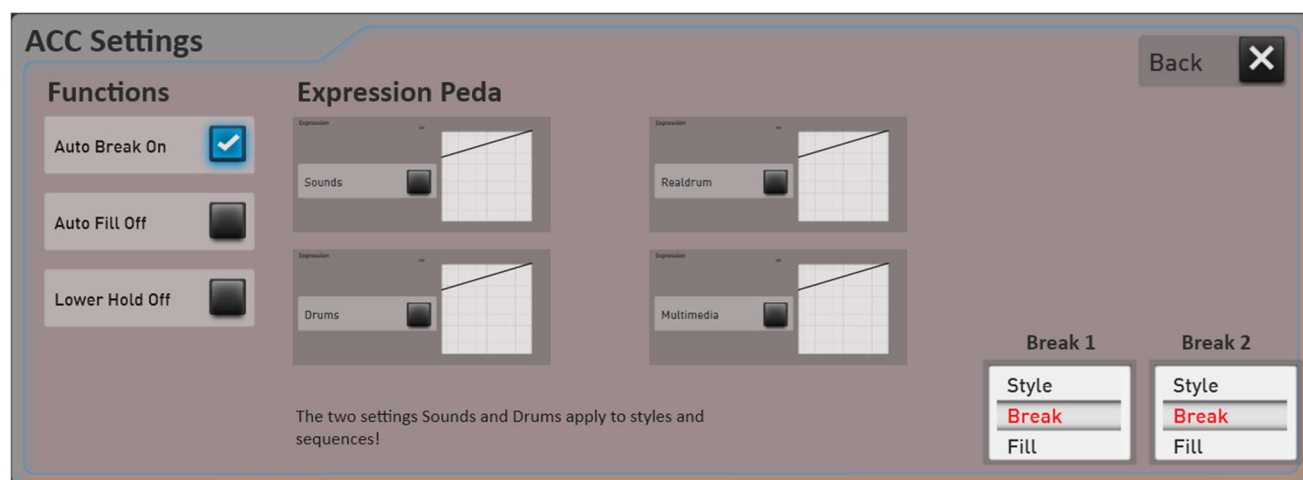
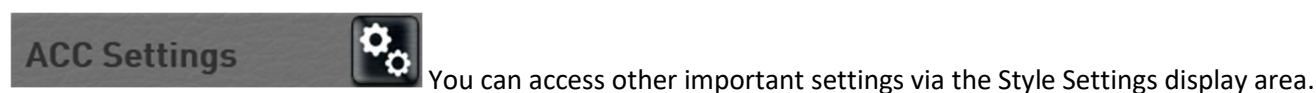
Each track still has the FUNCTIONS SOLO and MUTE (silent).

### Reset Volumes

#### Reset Volumes

If this function is switched on, when selecting a new style, all volumes are set to 80% (standard).

### 8.5.1.4 More ACC Settings (Styles and MIDI-Sequences)



**Auto Break:** If you switch between the four variations, the corresponding fill does not play, but either Break 1 or Break 2. When changing to a higher variation, Break 2 plays and when changing to a lower variation, Break 1 is played.

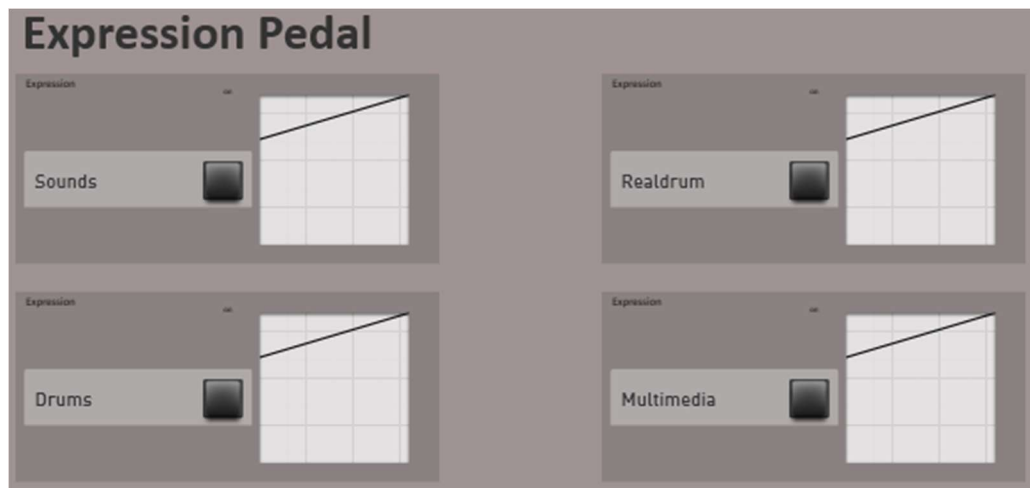
**Auto Fill:** When the variation changes, the corresponding fill part of the style is always inserted and then continued with the newly selected Acc variation. Not all styles have Variation Fill Ins, so this feature does not have an effect on all styles.

**Hold Lower Manual:** With this function, the sounds can be held by keys pressed in the lower manual, i.e. you can take your hand away and the sounds will continue to sound.

When hold is **activated**, the affected sounds only turn off when the automatic accompaniment is stopped.

## Expression Pedal

How the volume of the accompaniments is affected with the expression pedal can be adjusted here.



The following areas are available:

- Accompaniment      - all style tracks without drums and for MIDI-Sequences all tracks except track 10
- Drums                - with styles both Drumtracks without Realdrums and for MIDI-Sequences, track 10
- Realdrums           - the Realdrums track
- Multimedia          - Audio-files like Waves or MP3

The "ACC Expression" curve set from the factory only regulates the automatic accompaniment in a restricted area. This means that you will still hear the accompanying band with the expression pedal closed.

To find out how to select the curves and also set new curves, see the chapter 8.4.3 „Dynamic, expression pedal, volume, and modulation curves“.

## Break 1 – Break 2

The two breaks can also be set as fill.



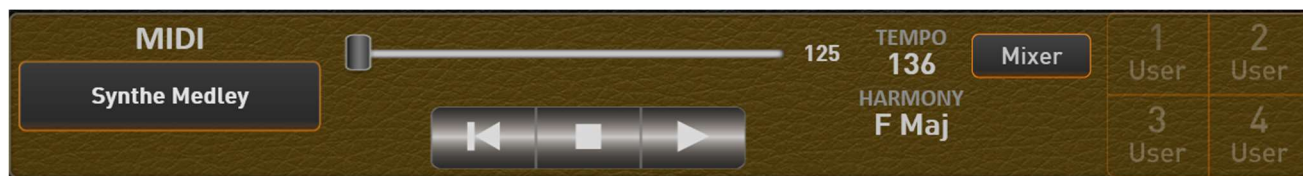
**Style:** the style determines whether the break starts as fill or break.

**Break:** the break always starts on the next 1. This was the case with the older WERSI instruments in the past.

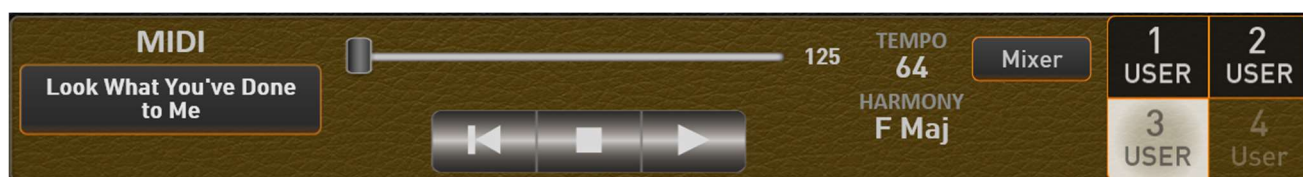
**Fill:** the break starts as fill. So to the next quarter of the bar.

## 8.5.2 Settings for MIDI-Sequences

If the selected MIDI-Sequence has a karaoke text or harmony information, the **KARAOKE** button will also appear. This allows you to open the karaoke window. See chapter 8.5.2.1 „Settings Karaoke“.



By pressing the display of the currently selected MIDI-Sequence (like here **Synthe Medley**), the Accompaniment list opens.



The example above shows a loaded MIDI-Sequence in which three USER-STS presets have been saved and USER-STS preset three is selected.

Once you have selected a MIDI-Sequence, you can use the **MIXER** display button to influence the volume of the sequence. Save a Total Preset with the Accompaniment section, these volumes are saved with the Total Preset.



**ACC Settings****ACC Settings**

Here you can make settings for how the expression pedal affects the MIDI-Sequence. See the chapter 8.5.1.4 „More ACC Settings“.

**Seq Edit****Edit sequence**

Here you load directly into the area “Edit MIDI-Sequences”. There you can change and save the volume of the tracks, the sounds and many other parameters. See chapter Editing MIDI-Sequences in the programming manual.

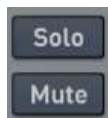
**SONG-Fader (Red)**

The SONG fader adjusts the volume of the entire accompaniment. This slider is identical to the SONG drawbar in the "Accompaniment Volumes" area.



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

**Note:** The MIDI-Sequence itself is not changed. Only the volume of the sequence will be charged with the original value.

**Solo and Mute**

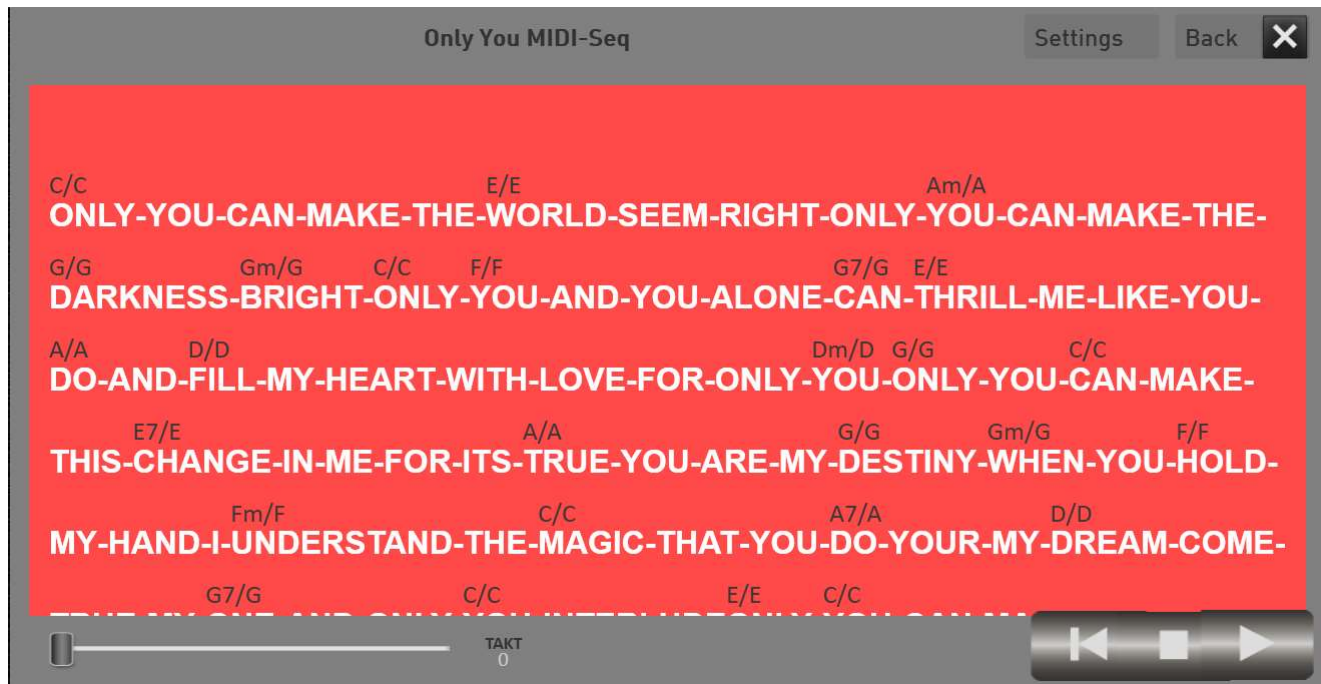
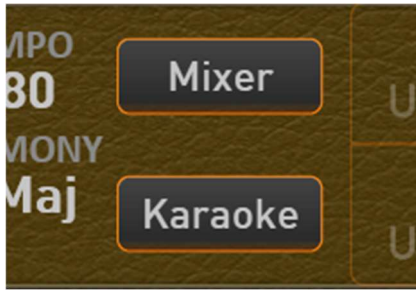
Each track still has the FUNCTIONS SOLO and MUTE (silent).

**Reset Volumes****Reset Volumes**

If this function is switched on, when selecting a new MIDI-Sequence, all volumes are set to 80% (Standard).



### 8.5.2.1 Settings Karaoke



**General:** The karaoke window can be moved freely and freely resized. If you have connected a second screen, you can also slide the karaoke window onto the second display.

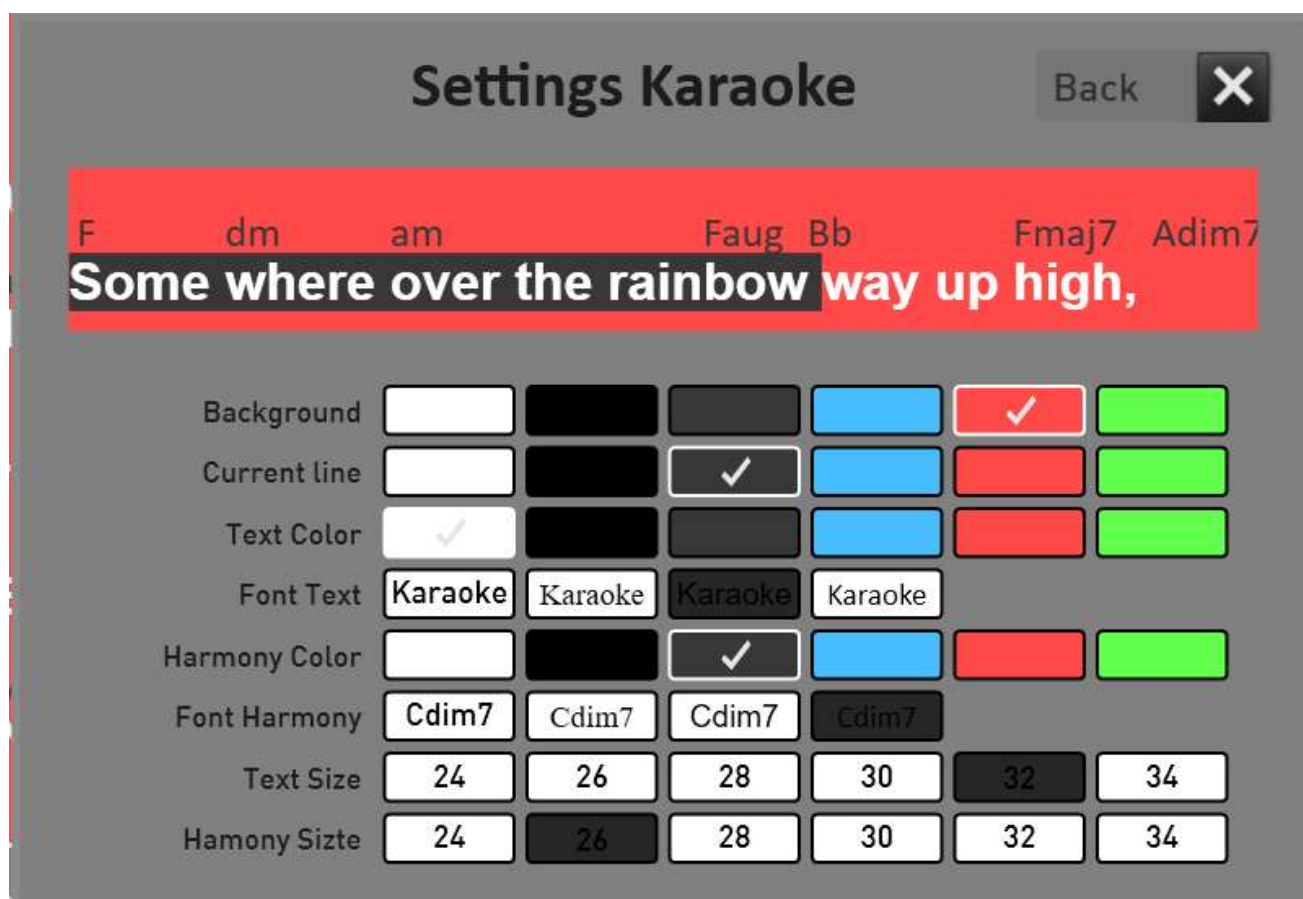
If you own an iPad or Android tablet, you can also place the karaoke window on your tablet with the XDisplay add-on program (chargeable) and a USB cable corresponding to the tablet. If you have any questions, please contact your WERSI partner.

#### Karaoke Settings

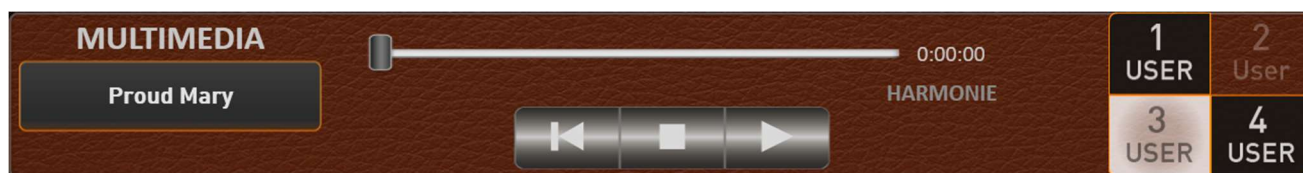
The **SETTINGS** button allows you to customize the display of texts to your liking. You can see the result of your customizations in the example line "Somewhere over the Rainbow".

The following values are available:

1. **Background:** Changes the background color for all text. In the example below, this is blue.
2. **Current line:** Changes the color used to select the current word when playing. In our example, this is gray.
3. **Text color:** Color for the karaoke text. In our example, white.
4. **Font Text:** Choose between four fonts for the karaoke text. The selected font is highlighted in gray.
5. **Harmony color:** Color of the harmony displays. In our example, this is gray.
6. **Font Harmony:** Choose between four fonts for harmony display
7. **Font size text:** font size for karaoke text
8. **Font size Harmony:** Font size for the harmony display



### 8.5.3 Settings for Multimedia-Files



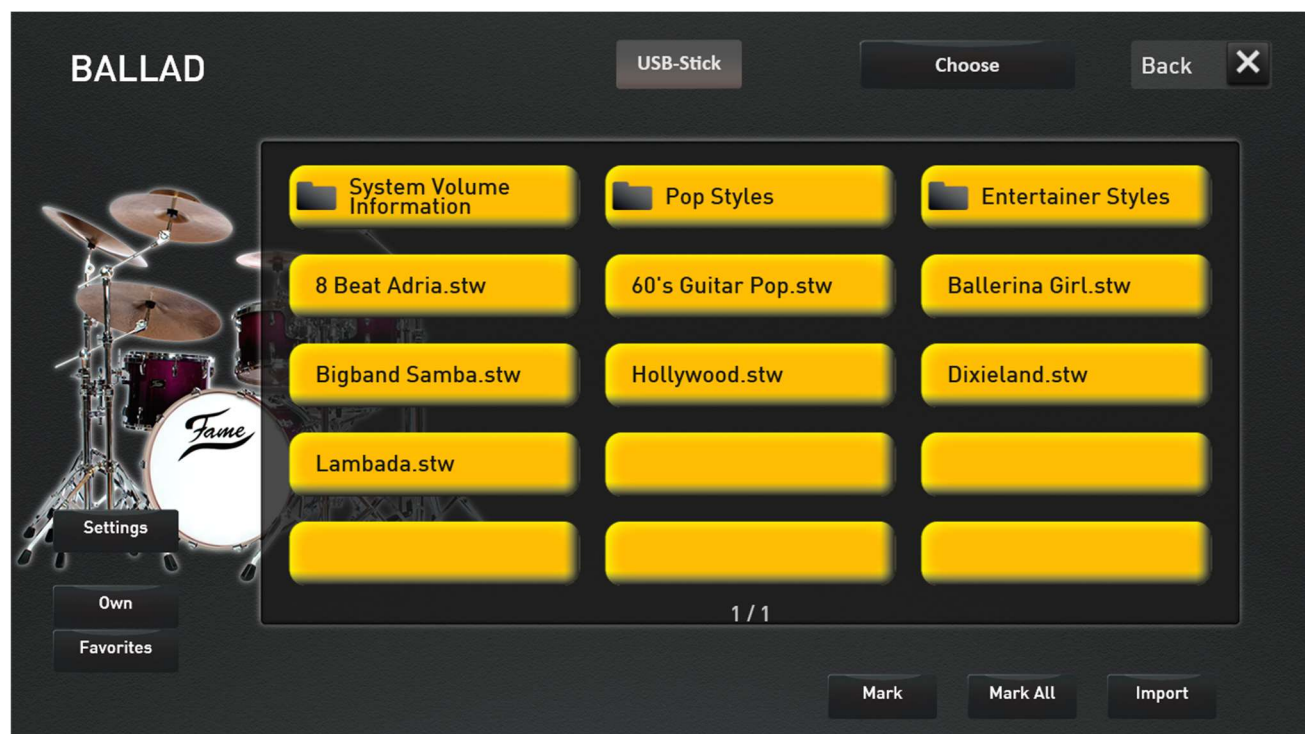
With a Multimedia-File, no further settings are possible apart from the possible USER-STs preset.

## 8.6 Play Styles, MIDI-Sequences or Multimedia-Files directly from the USB stick

Styles, MIDI-Sequences and AUDIO files can be played directly from a USB stick without loading the files.

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

Now plug in the USB stick and the button  will appear. Press this button and on the display the files appear on the USB stick.



*Illustration example of a USB stick*

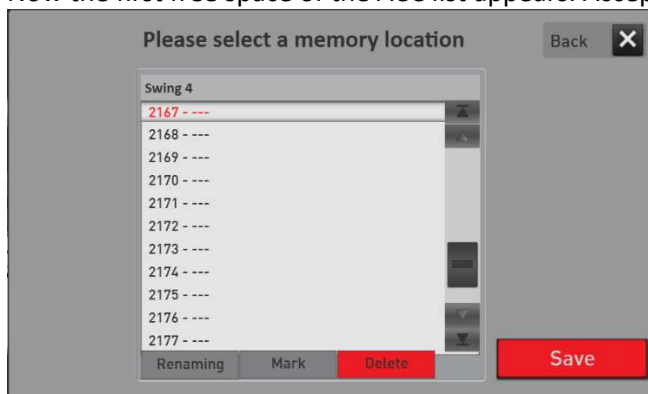
The subdirectories are marked with a corresponding symbol. If you are in a subdirectory, the first button returns one level.

Select the file you want and start the Style, MIDI-Sequence or Multimedia-File using the panel button **Start/Stop**.

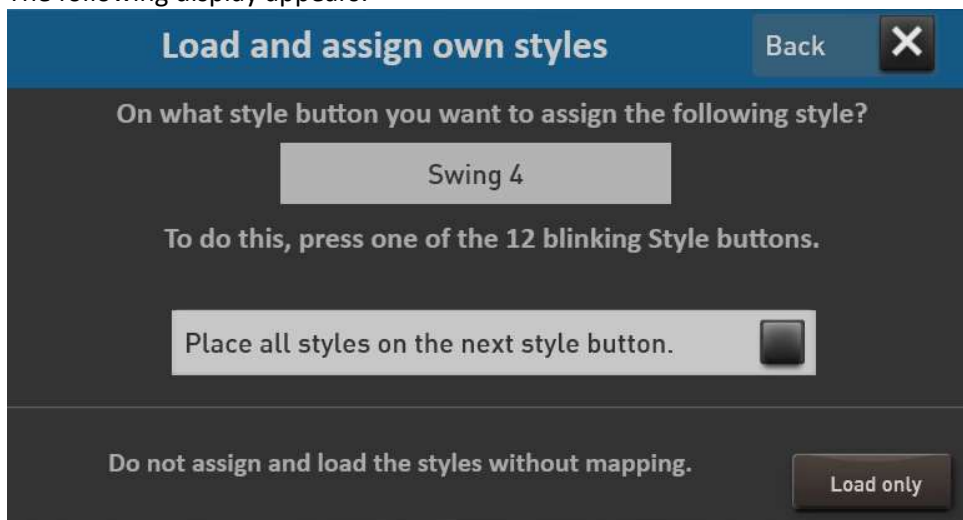
## 8.7 Import styles from USB stick

You can easily load one or more styles from a USB stick firmly into the instrument.

10. To do this, activate the USB stick as described under 7.4 „Play Styles, MIDI-Sequences or Multimedia-Files directly from the USB stick“.
11. If necessary, select the desired sub-directory on the stick.
12. Now you have two options:
  - a. **“Mark”** allows you to select multiple styles for loading one at a time.
  - b. **“All Mark”** marks all styles in the directory.
13. Press **Import**.
14. Now the first free space of the ACC list appears. Accept it or select a different storage space.



15. Confirm with **SAVE**.
16. The following display appears:



17. On the display, it shows the first name of the imported style and the 12 style buttons flash. After you press on of the desired 12 Style buttons on the panel for the displayed style, the next style appears in the display and the next mapping begins until all styles are mapped.

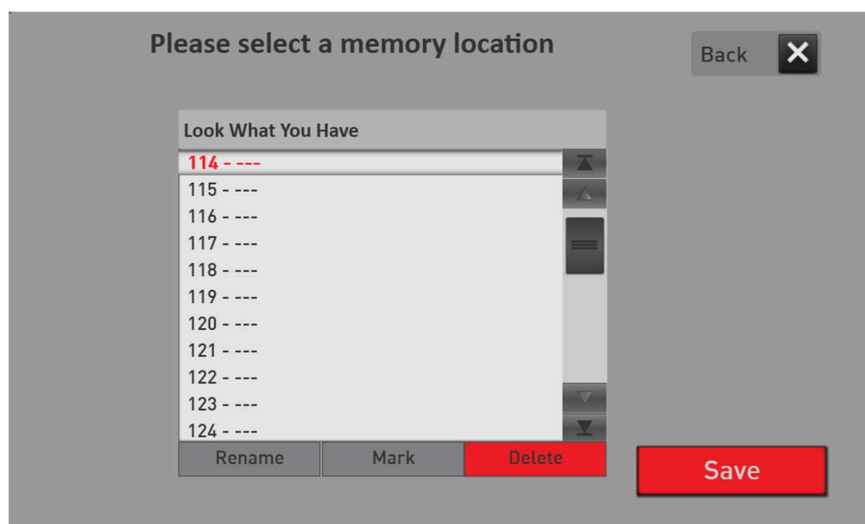
18. With the activation of the function **Set all Styles to the next style button**, all previously unassigned styles are placed on the style button, which is pressed next. This is useful if you have only selected POP styles to load and want to place them all on the POP panel button.
  - a. **Load only:** The selected styles are invited and are only visible under the USER button. There is no additional mapping to the 12 style buttons.
  - b. **Cancel:** The loading process is canceled.

After you mapped the styles, you're back in play mode. The imported styles can be found under the USER panel button and, depending on your assignment, in the USER area on every style button from Pop to Movie&Show.

## 8.8 Import MIDI-Sequences or Multimedia-Files from the USB stick

Here you can simply load one or more MIDI-Sequences or Multimedia-Files from a USB stick firmly into the instrument.

9. Depending on what you want to load, select the MIDI or AUDIO panel button.
10. To do this, activate the USB stick as described under 7.4 „Play Styles, MIDI-Sequences or Multimedia-Files directly from the USB stick“.
11. If necessary, select the desired subdirectory on the stick.
12. Now you have two options.:
  - a. Mark allows you to select multiple songs for loading one at a time.
  - b. Mark all songs in the directory is marked with "Mark All".
13. Now press the **Import** button.
14. Now the first free space of the ACC list appears. Accept it or select a different one.



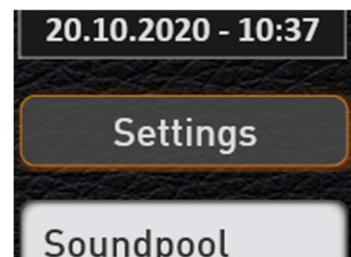
15. Confirm with **SAVE**.
16. You are back in play mode and depending on what you have loaded, you will find the songs on the MIDI or AUDIO panel button.



## 8.9 Settings

The display button "Settings" is located at the top right between the date / time and the sound pool.

This gives you access to further setting options that are described in their operating instructions or in the programming instructions. There are three display pages that you can select by swiping or using the arrow buttons.



Page 1 from 3



Your instrument has extensive possibilities in the input and output mixer. There you can change the volume or change the sound using the various equalizers. The description can be found in the programming instructions.

Your OAX instrument is equipped with several foot switches to which you can assign various functions and save them in foot switch presets. You can find a description of this in the programming instructions.



The "Effect Sounds" control panel buttons can be assigned many different effect samples such as crash cymbals and applause and many other sound effects.

You can find a description of this in the programming instructions.

You can change styles and MIDI-Sequences very quickly and easily on your instrument. The spectrum ranges from simple changes in sounds, volume or effect settings to complex changes in the styles.

You can find a description of this in the programming instructions.

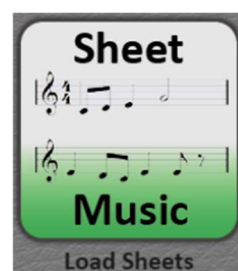


With a style sequence you can create a virtual sequence that controls the automatic accompaniment and the selection of total presets.

You can find a description of this in the programming instructions.

Your OAX system can show notes and texts in the display.

Further information can be found in the programming instructions in the chapter „Show sheets on the display“.



Page 2 from 3

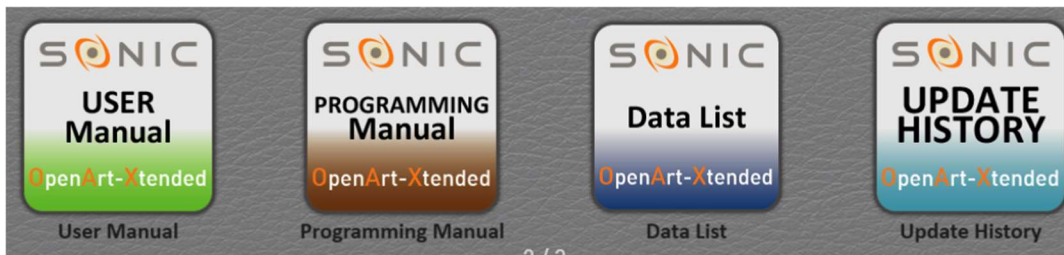




Under the "Global Settings" you can change some standard parameters.  
You will find information on this in the programming instructions.

Save your data on the internal hard drive or a USB stick.

You will find information on this in the programming instructions.



Here you can read the operating and programming instructions as well as the data list directly on the display.

**Software update:** You can read at any time what has changed in the software with the various versions.

Page 3 from 3



Here you can find out everything about the VST host and VST plug-ins in the programming instructions.

With this extension, new functions can be assigned to the CC controller on the left and to the drawbar drawbars. Information on this can be found in the programming instructions.



The MIDI settings are explained here. Information on this can be found in the programming instructions.

## 8.10 Variable function bar

In the PROFI display on the right-hand side, you will see the variable function bar.

As the name suggests, you can arrange variable functions there. Depending on which functions are most important to you.

A total of 16 functions are available. There are therefore four blocks, each with four functions.

In our example, we see the four functions **Sounds**, **Effects**, **Audio Record** and **Volumes**.



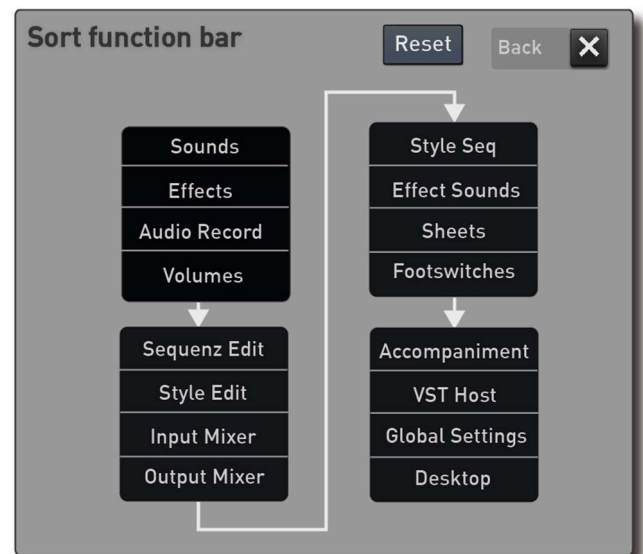
To switch from one block to another, simply swipe the block of four upwards or downwards.

You can determine the order of the 16 functions yourself. Depending on which functions are important to you.

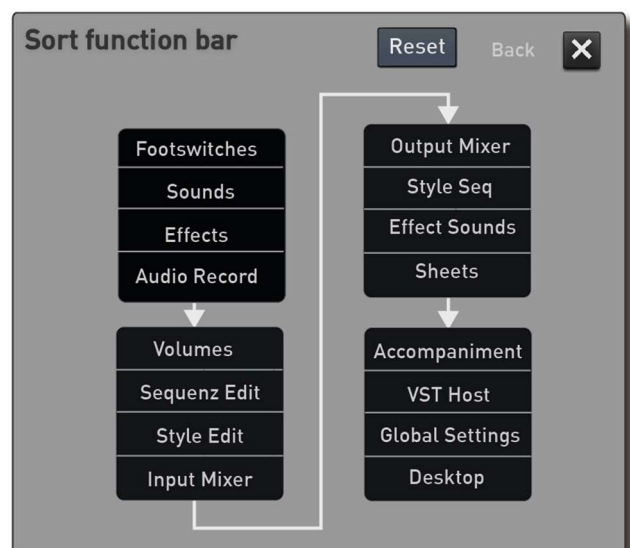
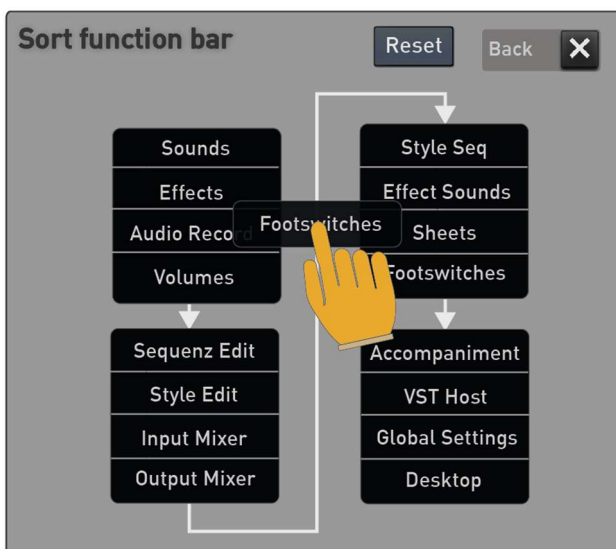


Go to page 2/3 under Settings and select the Sort function bar.

The current assignment is displayed.



You can move the functions with your finger. The changes are saved directly. In the example, the foot switch assignment is moved to the first position in the first block.



You can restore the default assignment with **Reset**.

## 8.11 Volume control in PROFI mode

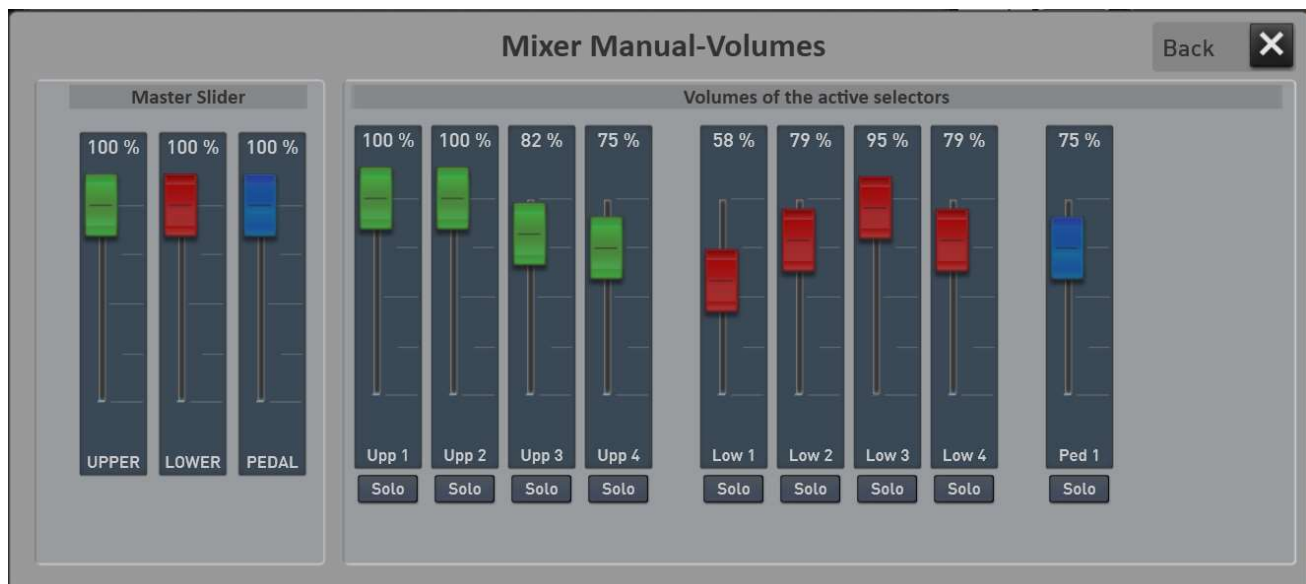
**OAX1-OAX500-OAX600-OAX700:** The first three sounds in the upper and lower manual as well as the first sound on the pedal can be adjusted via the volume drawbars.

**OAX800 – OAX900:** In the Manual Volumes section, you can control the volume of four sounds on upper and lower manual, two sounds on the pedal and WersiChord.

**OAX1000:** In the Manual Volumes section, you can control the volume of three sounds on the solo, upper and lower manual, and two sounds on the pedal.

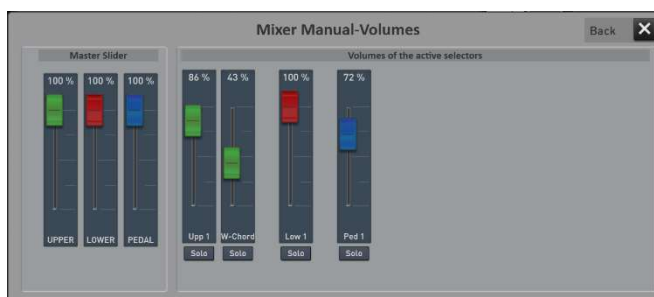
Since up to 16 sounds (plus the WERSIChord on the upper manual) can be used in PROFI mode, these are adjustable in the "mixer manual volumes".

This display is opened via the variable function bar by pressing the **Volume** button. Information on the variable function bar can be found in chapter 8.10 „Variable “.



All volume controls that are currently needed are listed here. If the display width is not sufficient, you can swipe to see the other sliders.

The three main controllers are pre-controllers. With an audio mixer, we would say subgroups about it. For these controllers there are NO drawbars on the instrument. For example, if the whole lower manual is too loud for you and you do not want to pull down the whole mix individually, you can use the LOWER slider to make the entire lower manual quieter.



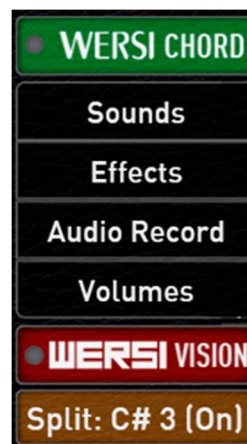
**Note:** As soon as the WERSIChord is switched on, the corresponding volume control also appears in the manual mixer.

## 9 Sound list

The Sound List is opened via the variable function bar by pressing the Sound List button. Information on the variable function bar can be found in chapter 8.10 „Variable function bar“.

**Note:** A selector is always selected on the upper or lower manual or pedal in the main display. If a sound is selected in this list, the sound is placed on this selector via LOAD. See chapter 9.2 Load sound onto a selector.

This list also appears if, for example, you want to change a sound in a style or MIDI-Sequence.

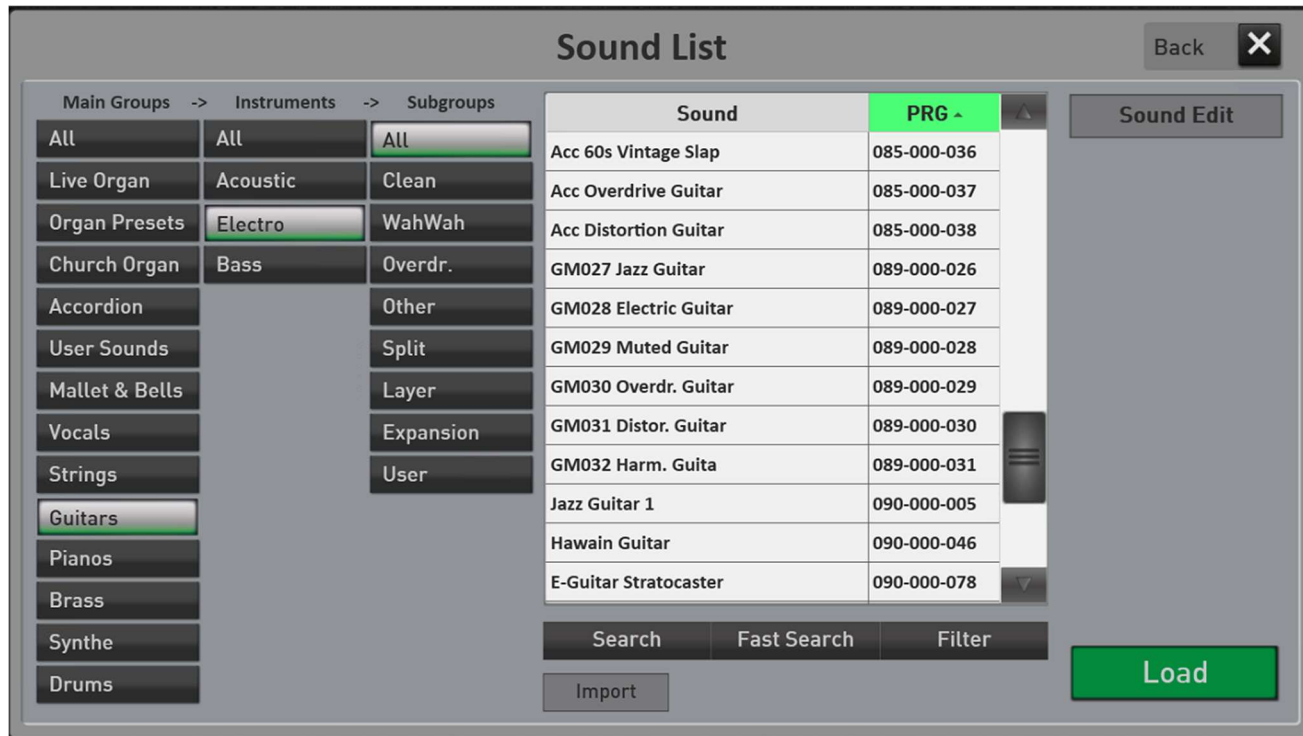


### 9.1 General notes on the sound list

The list is divided into 13 main groups and several child instrument groups. The main groups correspond to the headings of the sound buttons on the control panel, and the instrument groups correspond exactly to the buttons on the control panel. So from drawbars to drums. So you can select the desired area once via the display and on the other hand via one of the control panel buttons.

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

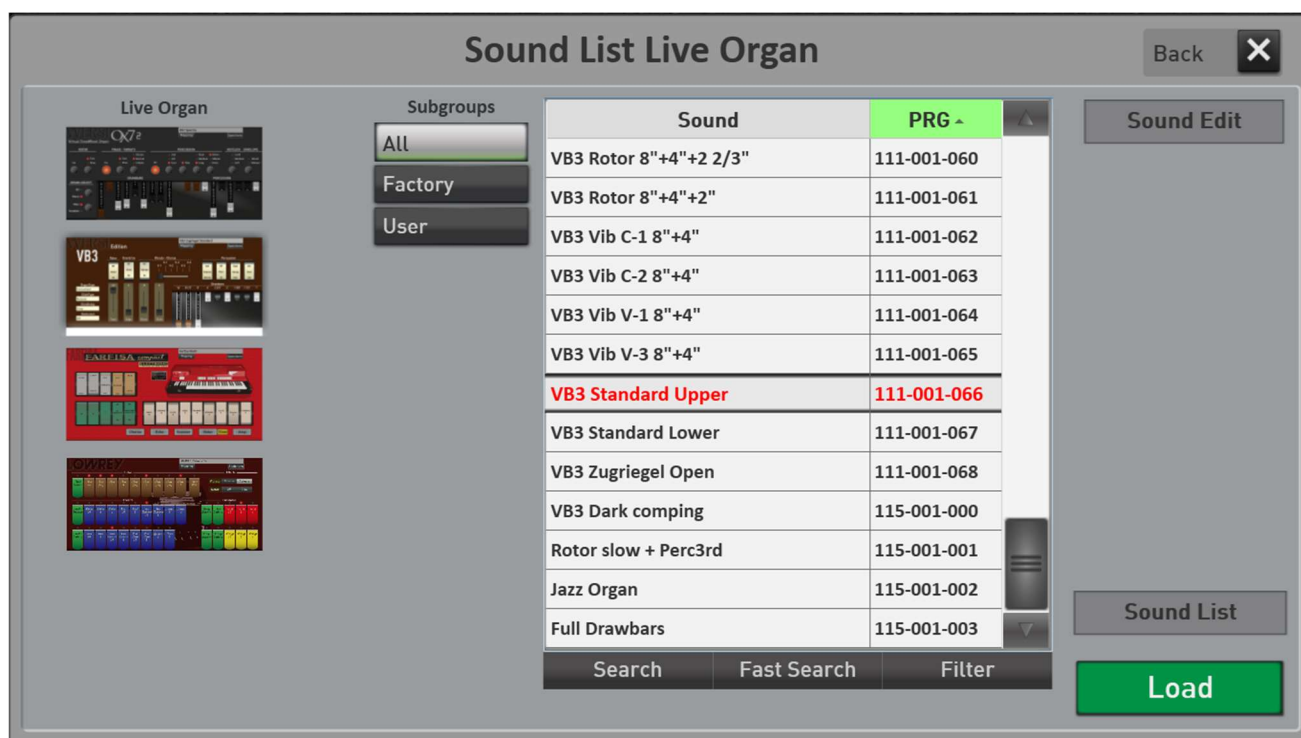
A small arrow next to the range name shows you the current sort. **Arrow up** -> from A to Z, **Down arrow** -> from Z to A. The direction can be reversed by repeatedly pressing Sound Name or PRG.



### Extended sound list for the live organ models

As soon as you press the Live Organ main group, the display jumps to the special sound list for the Live Organ models.

Select the desired organ model on the left-hand side.



You can return to the normal list of sounds with the display button **Sound List**.

## 9.2 Load sound onto a selector

1. In PROFI mode, select the selector with which you want to occupy the desired sound.
2. Press the display area **sound** and the sound list shown above opens.
3. In the list, select the sound you want. You can play these on the corresponding manual before the actual loading.
4. Press **Load** to load the sound onto the selector. If you do not want to apply the sound to the selector, you can leave the list with **Back**.

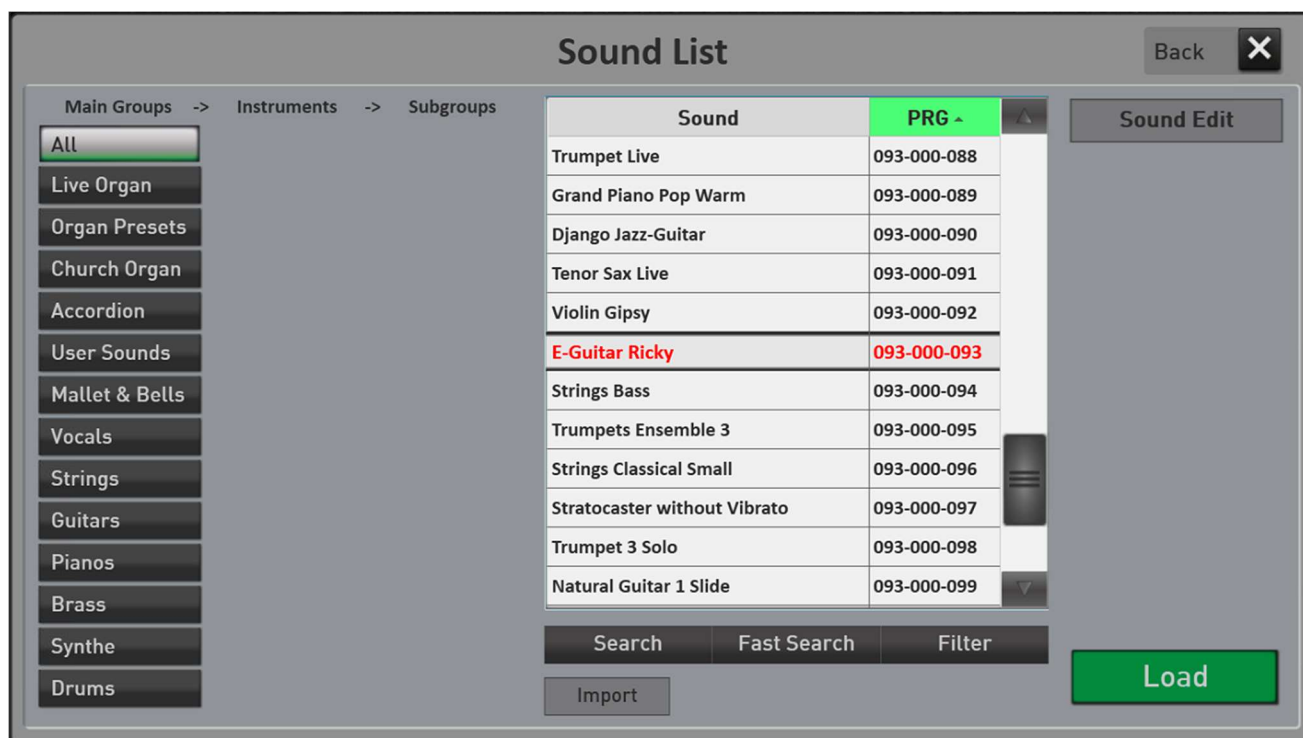
**Note:** Most of the sounds in the list are associated with the sound buttons. However, there are also sounds that are only used for styles or MIDI-Sequences. These are then not assigned to the sound buttons, as these are usually not playable on a keyboard.

### 9.3 Finding sounds

You can use the **Search**, **Quick Search** and **Filter** functions to find the desired sound.

**Two important notes:**

- To make the alphabetical search work correctly, please sort the list alphabetically.
- If you want to browse the complete list, select ALL under Main Groups beforehand.



#### Search

Press SEARCH and enter the first few letters of the sound you are looking for.

Please confirm with **Enter**. Upper case or lowercase letters do not play a role here. The found sounds appear in the list.

#### Fast Search

Here you have the "only" the initial letters available. For example, you can jump to the first sound with the initial letter **S** at lightning speed.

#### Filter

You can use the Filter function to search for different words in the list. Press Filters and the keyboard will appear. For example, type the word **jazz**. After pressing Enter, the list shows all sounds that contain the word **jazz**.

To stop filtering, press Filter, and then press Enter directly without typing letters.

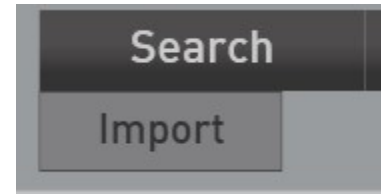


## 9.4 Import of new sounds

With the ability to import up to 512 sounds into your OAX instrument, you can use the OAS (\*.sts) and AKAI (\*.P) formats. Thus, the AKAI sounds and the sounds released for the OAS system can be transferred to the OAX system.

The operation is quite simple.

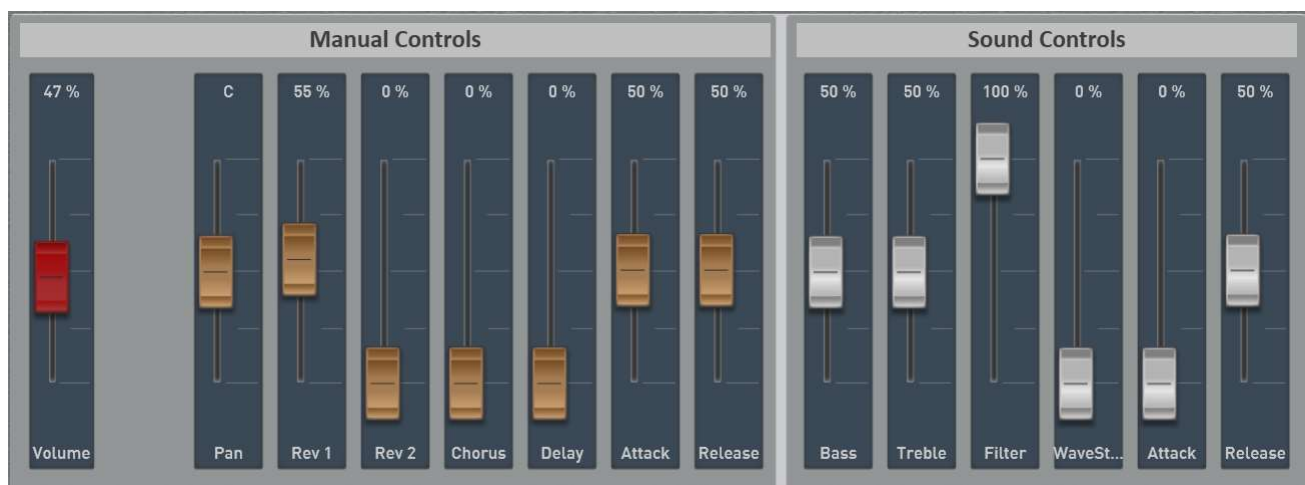
1. In the sound list, below the Search button, there is the IMPORT button.
2. Connect the USB stick with the sounds to your instrument.
3. Now press the IMPORT display button and switch to the USB stick.
4. Select the desired sound on the USB stick and confirm with IMPORT.
5. The sound is converted and selected directly.



### Notes:

- The imported sounds can be found on the sound buttons or in the sound list under User Sounds und Imported.
- After the sound has been integrated into the OAX system, you will surely need to make a few small adjustments. The imported sound may be too loud and you need to adjust the volume and you want to adjust more reverb or echo.
- The Easy Editor for loaded sounds can directly in the sound list.

You can make the changes in Easy Sound Edit. For a detailed description, see the **Programming Manual SONIC** in the **chapter "Edit Sounds"**. The following settings are available for imported Sounds.



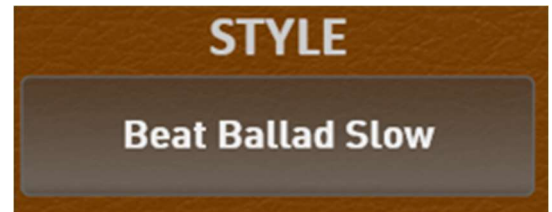
Under Manual Controller, you can first adjust the basic volume and panorama. Then we continue with so-called send effects. So how much of Reverb 1 and Reverb 2 you give to the sound and how high is the chorus and echo. And it can set Attack and Release. Both controllers are in the middle and the values can be shortened or extended from there.

With the sound controllers you will find an equalizer with bass and treble. A filter that is always fully open in normal state. With WaveStart, you can cut off the start of a sound. So if a sound has too strong attack, you can defuse it with WaveStart. And we have attack and release. With Attack, you make the sound softer at the beginning and release create a slow ending.

## 10 Accompaniment List

To open the list of all ACCOMPANIMENTS, press on the current Accompaniment, which is shown in the lower display area. In this example, the Beat Ballad Slow.

**Note:** The list can also be opened via the variable toolbar by pressing the “Accompaniment” button. You can find information on the variable toolbar in chapter 8.10 „Variable function bar “.



Under this list you can manage all accompaniments such as Styles, MIDI-Sequences and Multimedia-Files (MP3, WAV ...).

You can see all the factory styles there and can load, delete, export or rename your own styles, MIDI-Sequences or Multimedia-Files.

To sort the list alphabetisch, press **Accompaniment in the list heading**. For a numerical display, press **No**.

A small arrow next to the range name shows you the current sort. **Arrow up** -> from A to Z, **down arrow** -> from Z to A. The direction can be reversed by repeatedly pressing Sound Name or PRG.

**Note:** If you have selected a style or a MIDI-Sequence in the list, you can access the style or sequence editor with the display button "Edit ACC". Further information can be found in the programming instructions.



## 10.1 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 via the two buttons for user Styles and later extensions (expansion) to the two buttons for MIDI-Sequences and Multimedia-Files.

So you can select the desired area once via the display and on the other hand via one of the control panel buttons.

**Main groups ALL** -> If this display button is enabled, all files without pre-sorting are displayed in the list.

## 10.2 The subgroups

You already know the subgroups from the style buttons. Here the main group is further finely subdivided. For each main group, the *expansion* and *user* subgroups are located.

**Exp.** = shows all styles added to the instrument in the corresponding main group through an expansion package.

**User** = shows all the styles that you have saved to this main group yourself.

Under **MIDI** and **Audio**, you can select your own MIDI-Sequences or Multimedia-Files (Wave, MP3, WMA). As long as you have not loaded your own files, this display will remain empty.

**Subgroup ALL** -> If the display button ALL is enabled, all files without pre-sorting are displayed in the list.

## 10.3 Load ACC to play via the list

As soon as you have found the desired accompaniment and selected it in the list, the display area will appear **LOAD**.

### Notes:

- Once an accompaniment has been selected in the list, it is directly playable. However, if you leave the list with **BACK**, the previous accompaniment is active again.
- The editors for styles and sequences can be started directly with the ACC edit button.

After pressing **LOAD**, the list closes and you're back in play mode. The selected accompaniment is loaded.



## 10.4 The list of accompaniments

The list displays a different number of files depending on the main and subgroup selected.

By swiping up and down or the right-hand scroll bar, you can move around the list.

At the bottom of the list, you'll find various buttons that show or hide depending on the situation.

**Convert:** The CONVERT button can only be seen if one of the Style Converter packages have unlocked. Here, styles from different manufacturers can be loaded to the OAX system. You get information on this, about your WERSI partner or at [www.wersi.net](http://www.wersi.net).

### Important note for converting styles

1. With these paid extensions, the manufacturer's styles can be converted to the OAX format. No styles of the specified manufacturers are supplied.
2. During a conversion, the tracks of the automatic accompaniment and the drum notes are transferred to the OAX format. The sounds of each track cannot be transmitted directly. The conversion module therefore searches for appropriate sounds from the OAX system and saves them to the converted style.
3. Each manufacturer also uses different procedures to process the chords that have been worked on. Thus, a converted style is never an exact image of the original.
4. If you want to improve the converted style, you can adjust the volume and sounds of each track in the StyleEditor, and then resave the style.

**Import:** Here you can import your own accompaniments into the instrument. See chapter 10.6 „Importing your own accompaniments“.

**Export:** Once one or more files are selected, they can be exported to a USB stick or to the internal hard drive. See chapter 10.9 „Exporting accompaniments“.

**Mark:** If this function is turned on, you can select several files in the list to export or delete them at the same time, for example.

**Rename:** If a file is selected from the USER section, this button appears, allowing you to change the name of the file in the list. The display keyboard appears, the description of which you can find in the **Programming Manual SONIC**.

**Delete:** If a file is selected from the USER section, this button appears, allowing you to delete the file from the list. You can also select multiple entries beforehand using *mark-ups* and delete them together.

## 10.5 Find Styles, MIDI-Sequences or Multimedia-Files

You can use the **Search**, Quick **Search** and Filter functions to find the style you want, or a MIDI-Sequence or Multimedia-File.

### Two important notes:

- To make the alphabetical search work correctly, please sort the list alphabetically.
- If you want to browse the complete list, select ALL under Main Groups beforehand.



### Search

Press SEARCH and enter the first few letters of the sound you are looking for. Please confirm with **Enter**. Upper case or lowercase letters do not play a role here. The found styles appear in the list.

### Fast Search

Here you have the "only" the initial letters available. For example, you can jump to the first style with the initial letter **S** at lightning speed.

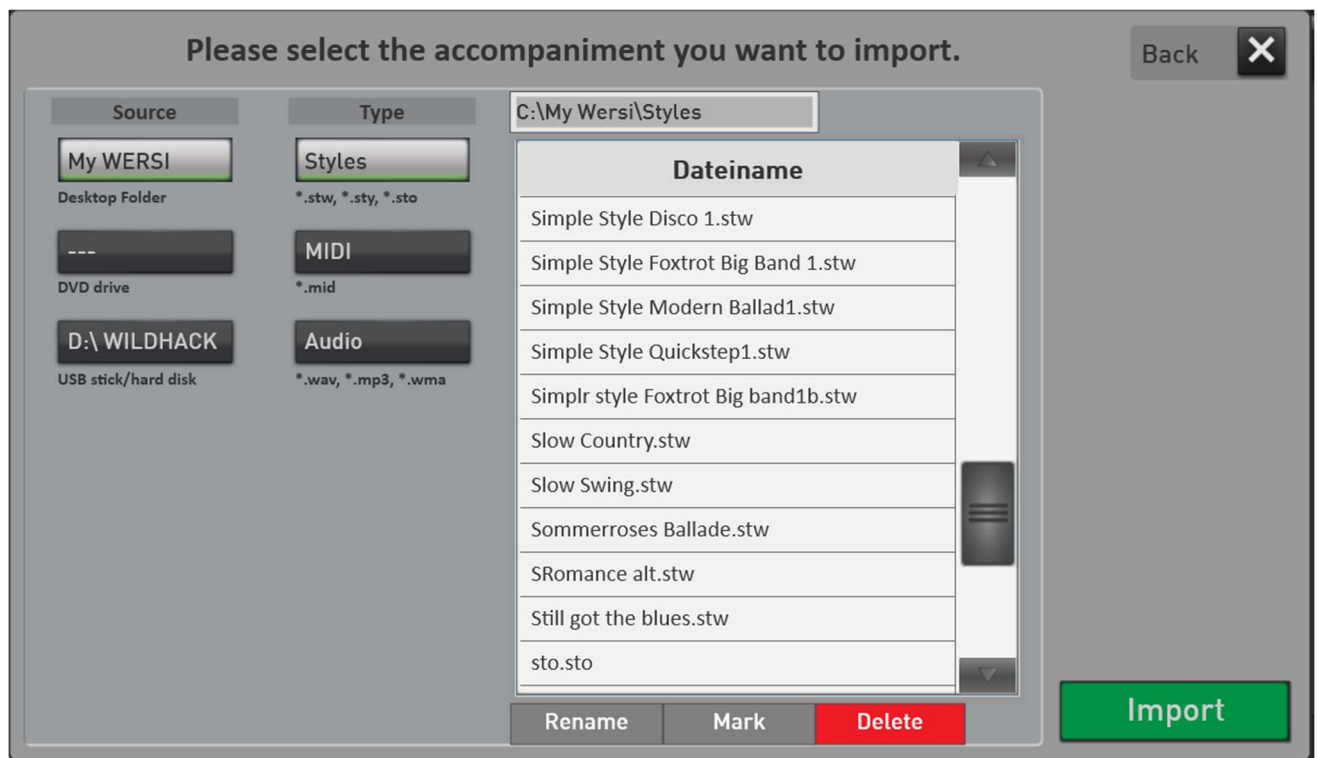
### Filter

You can use the Filter function to search for different words in the list. Press Filters and the keyboard will appear. For example, type the word **beat**. After pressing Enter, the list shows all styles that contain the word **beat**.

To stop filtering, press Filter, and then press Enter directly without typing letters.

## 10.6 Importing your own accompaniments

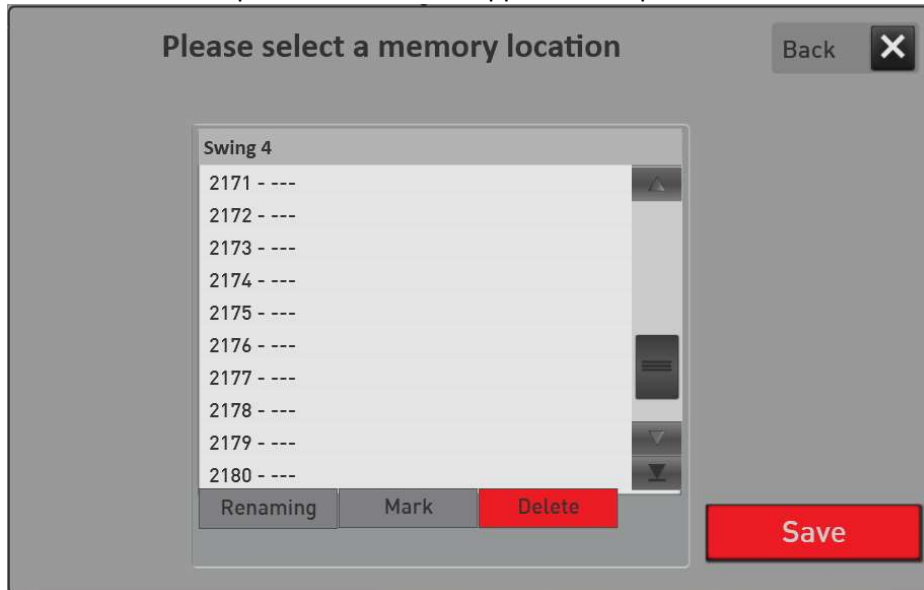
The **Import** button allows you to import your own styles, MIDI-Sequences or Multimedia-Files into your instrument and save them permanently.



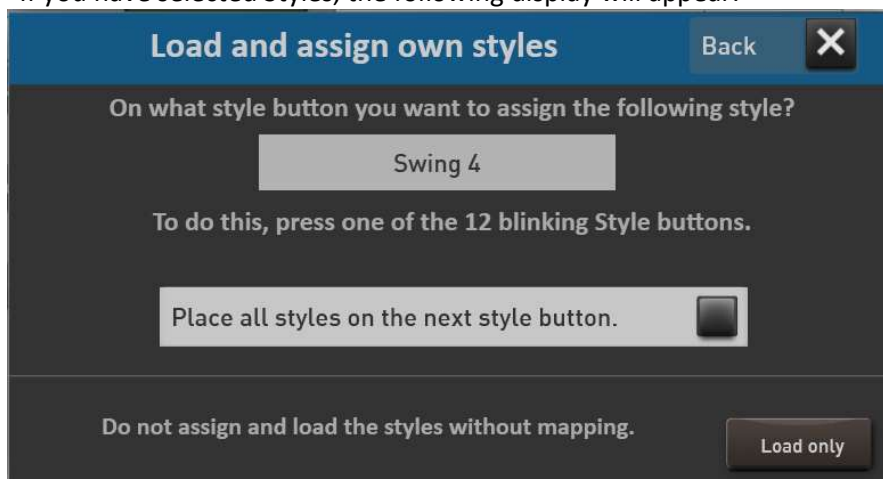
1. Press the **IMPORT** button and the file manager will open.
2. Under **SOURCE**, first decide from which media (My WERSI, DVD drive, or USB stick) you want to load the file.
  - a. *My WERSI* -> This folder is located on the WINDOWS desktop folder of your instrument
  - b. *DVD-Laufwerk* -> Contents of CD's or DVD's.
  - c. *USB-Stick/ Festplatte* -> Connected USB sticks or USB hard drives. If several USB storage media are connected, only the first connected media will appear.
3. Then, under the **HEADING TYP**, decide whether you want to import styles, MIDI-Sequences or Multimedia-Files.
4. The list shows all files of the selected type.
  - a. Folders are marked with a folder icon and can be opened by short and snagged.
  - b. If you are in a subdirectory, the button appears above the list
 
 , with which you can get back one step.
5. Now select the file you want, or select multiple files by **activating** the MARK feature beforehand.
6. After you have selected the files you want, press **IMPORT**.



7. Now the first free space of the ACC list appears. Accept it or select a different storage space.



8. Confirm with **SAVE**. For MIDI-Sequences and Multimedia-Files, the files are invited directly and the loading process is complete.
9. If you have selected Styles, the following display will appear:



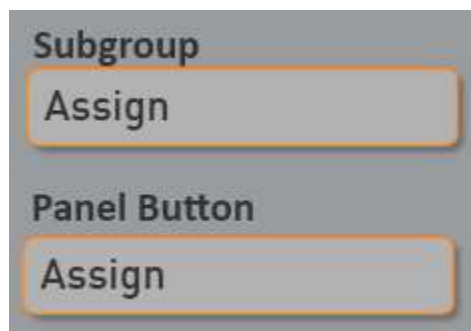
10. On the display, the first name of the imported style is displayed and the 12 style buttons flash. After you have pressed the desired 12 Style buttons on the panel for the displayed style, the next style appears in the display and the next map starts until all styles are mapped.
- With the activation of the function **To set All Styles to the next style button**, all previously unassigned styles are placed on the style button, which is pressed next. This is useful if you have only selected POP styles to load and want to place them all on the POP panel button.
  - Load only:** The selected styles are loaded and are only visible under the USER button. There is no additional mapping to the 12 style buttons.
11. After you assign the styles, you are back in the list of accompaniments. There you can find the newly invited style under **Main Groups -> USER**.

**Subsequent change of mapping:** Learn in chapter 10.7.2 „Assign your own styles to the 12 style groups or change the existing assignment” how to change an existing mapping.

**Note on the desktop folder "My WERSI":** Only the desktop folder "My WERSI" is available for import and export on your instrument. No more directories/folders can be selected on the internal hard drive.

## 10.7 Sort your own accompaniments

There are two different ways of sorting your own styles or MIDI-Sequences and Multimedia-Files.



On the one hand, you can sort in the ACC list. Up to eight subgroups are available for this. These are initially empty and marked with three dashes. You can also find these up to eight subgroups under the USER control panel button.

As a second option, you can also assign newly loaded styles to the twelve style buttons. You can therefore place a Samba you have loaded yourself on the LATIN control panel button. And that regardless of the sorting in the subgroups.

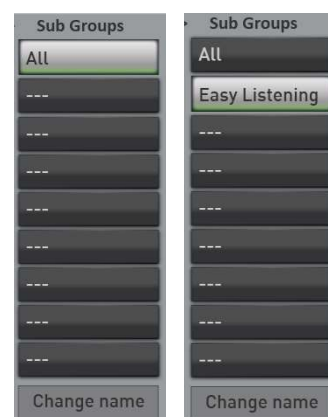
### 10.7.1 Sort your own accompaniments on the eight USER subgroups

For each of the USER (Styles), MIDI-Sequence and Multimedia-Files areas, there are eight subgroups to help you sort the accompaniments more finely. By the way, these eight groups appear not only in the list, but also in the "normal" selection of accompaniments with the control panel buttons USER, MIDI or AUDIO.

Before you begin mapping, you must label the subgroups you want. Otherwise, no mapping is possible.

#### Labeling subgroups

1. Select **User** or **MIDI** or **AUDIO** under **Main Group**.
2. Mark the desired subgroup.
3. Select **Change Name**.
4. The display keyboard appears, over which you can enter a name.
5. Confirm with **Enter**. The selected subgroup is now relabeled. In our example, called "Easy Listening."



#### Assign styles, MIDI-Sequences or Multimedia-Files to the subgroups

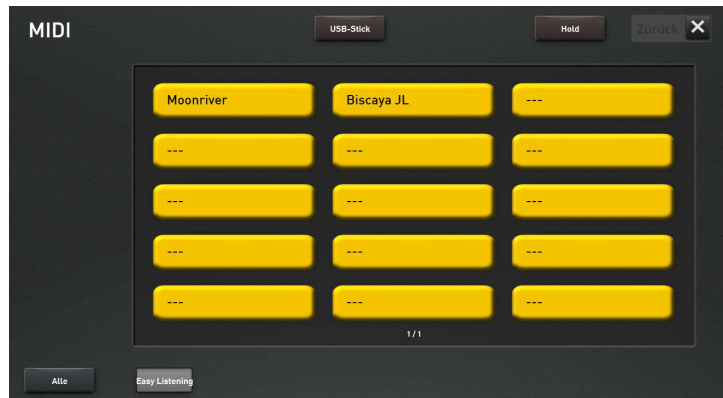
1. Within each list, select which file you want to associate.
2. Select **Select Mark** if you want to map multiple files at the same time.
3. Now, for subgroup, press **Subgroup Assign**. The display switch switches to **Assign Active**.
4. Now press the desired subgroup. You will receive a confirmation that the selected files have been mapped.
5. Turn off the **Assign Active** function.

**Important:** The Assign function remains active until you turn it off again on the display. This allows you to quickly assign multiple MIDI-Sequences to different groups in succession.

The result now looks like this:



*In the Accompaniment List*



*In the normal selection via the control panel button MIDI.*

### Remove accompaniment from a Subgroup

Just as you have assigned an accompaniment to a group, you can cancel membership of a group.

1. Select the accompaniments in the desired group.
2. For **subgroup**, enable assignment with the Map display button. The button switches to **Assign Active**.
3. Now change the mapping by pressing the **All** button.
4. Confirm the message with Yes and the file has been removed from the subgroup.
5. Stop the assignment by pressing the **Assign Active** display button again.

### 10.7.2 Assign your own styles to the 12 style groups or change the existing assignment

Even during the import, you will be asked if you want to assign the self-loaded styles to the 12 style groups/control panel keys.

In general, this gives you a better overview of the styles you load yourself (not for MIDI-Sequences or Multimedia-Files).

If your own style is not yet associated, or if you want to change an existing map, do the following:

1. Within the USER style list, select which file you want to associate.
2. Select **Select Mark** if you want to map multiple files at the same time.
3. Now press Panel Button **Assign**. The display switches to **Assign Active**.
4. Now press one of the twelve desired style main group.
5. Confirm the display message with OK and the function **Assign Active** turn off automatically.

## 10.8 Rename accompaniments

For all self-loaded styles, MIDI-Sequences and Multimedia-Files, you can change the name afterwards. Please proceed as follows:

1. Within the USER style list or MIDI and AUDIO, choose which file you want to rename.
2. Press **Rename** and the display keyboard will appear.
3. Enter the name you want.
4. Confirm with **ENTER**.

## 10.9 Exporting accompaniments

Even loaded styles, MIDI-Sequences and Multimedia-Files can be written to the internal hard drive or a USB stick using the Export command. Please proceed as follows:

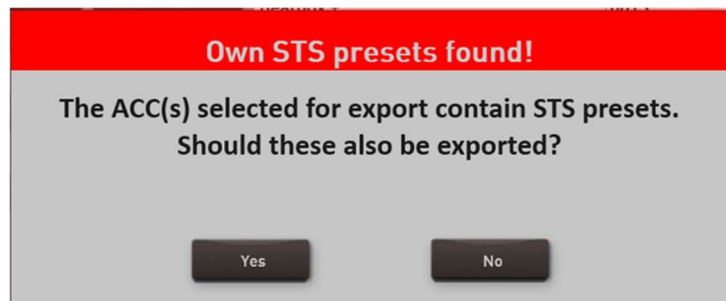
**Note:** If you want to use a USB device, you should connect it to a USB jack beforehand.

1. Within the USER style list or MIDI and AUDIO, choose which file you want to export.
2. Select **Select Mark** if you want to export multiple files at the same time.
3. Now press the Display button **Export**. The file manager appears.
4. In the Target area, you now choose between:
  - a. MY WERSI on the internal hard drive
  - b. USB Stick/Hard Drive
5. In the list, select the folder you want.
6. Confirm with **Export**.

## 10.10 Exporting and importing accompaniments with USER-STs presets

When you export a style, a MIDI sequence or a multimedia file, the USER-STs presets can also be exported.

If the export of an accompaniment with USER-STs presets is started, the following message appears. Here you can decide whether you want to export the USER-STs presets as well.



If the relevant accompaniment is loaded again, the USER-STs presets are also loaded..

### Important note!

If an accompaniment including USER-STs presets is exported, up to five files are created.

Firstly, the accompaniment itself. In other words, the style MIDI or multimedia file. And then up to four preset files, which are derived from the name of the accompaniment.

If the style is called 'Happy Beat' and four USER-STs presets are saved for this style, the USER-STs preset files are created -> Happy Beat.stw\_STS0.sts - Happy Beat.stw\_STS1.sts - Happy Beat.stw\_STS2.sts - Happy Beat.stw\_STS4.sts

The names of these four USER-STs presets must not be changed. Otherwise it will no longer be possible to load an Accompaniment including USER-STs presets correctly.

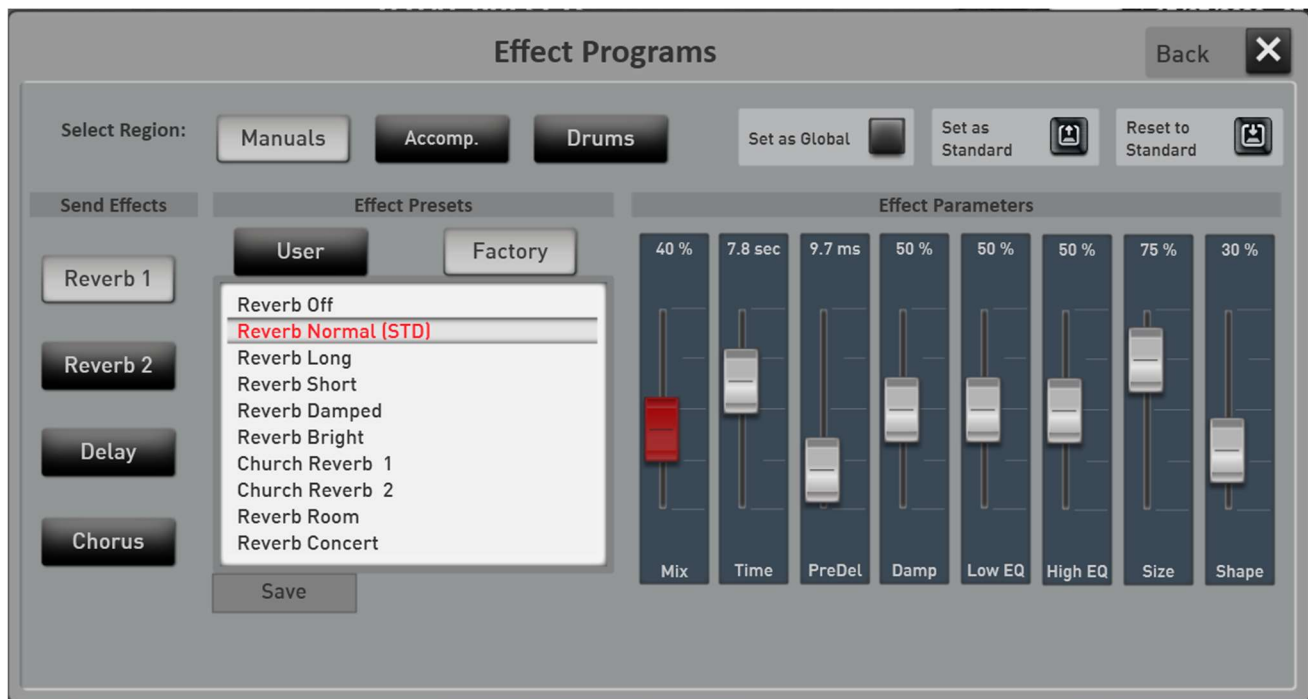
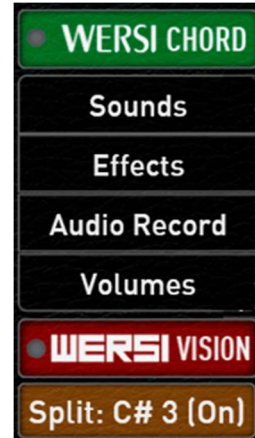
## 11 Effects

This function is opened via the variable function bar by pressing the Sound List button. Information on the variable function bar can be found in chapter 8.10 „Variable function bar“.

The SONIC has four SEND effects Reverb 1, Reverb 2, Chorus and Echo, and that each for the areas manuals, accompaniment (styles/sequences) and drums.

In the AREA of EFFECTS, you have enough adjustment options to find your optimal sound.

In PROFI mode, tap the **EFFECTS** button in the right display to open the following window:



**Description SEND effects:** Since we can adjust the effect programs and the respective volume of the effect on the display below, there are still places from which "send" can be.

For the **Manuals**, this is done via the manual controller selectors (see the chapters 7.2 für den EASY-Modus and 8.4.1 for the PROFI-Mode).

For the **ACCOMPANIMENT** and **DRUMS** areas in the Style Editor (see **Programming Manual SONIC**)

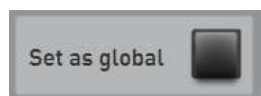
## 11.1 Set an effect preset as default or global

---



### Set an effect preset as a "default preset"

In the selected manuals, accompaniment or drums area, you can set an effect preset as your default preset. Whenever you use a Factory Total Preset, the Total Preset automatically selects this default effect preset.



### Set an effect preset as a Global Preset

You've probably noticed the "Set as Global" function in other areas. If a preset is marked as GLOBAL in one of the manuals, accompaniment or drums, this selection is preserved in **all** total presets, even if you have saved different settings in Total Presets.

This setting is maintained even after switching the instrument off and on until this setting is switched off again by hand.

## 11.2 General operation of effect programming

---

1. First, select **manuals**, accompaniment or drums area. This determines the area for which you want to make the changes.
2. Then, on the left, choose which effect you want to adjust. So **Reverb 1**, **Reverb 2**, **Chorus** or **Echo**.
3. Select the desired effect program in the list.
4. Use the **MIX** slider to adjust the volume of the effect (return) according to your wishes.
5. Exit the effect display via **BACK**.
6. Now remember to save your changes to the current Total Preset. Otherwise, selecting the next Total Preset will overwrite the settings that are just made.



You can also easily perform the settings described above using the quick operation of the effects. See chapter 4.6.3.2 "Fast operation".

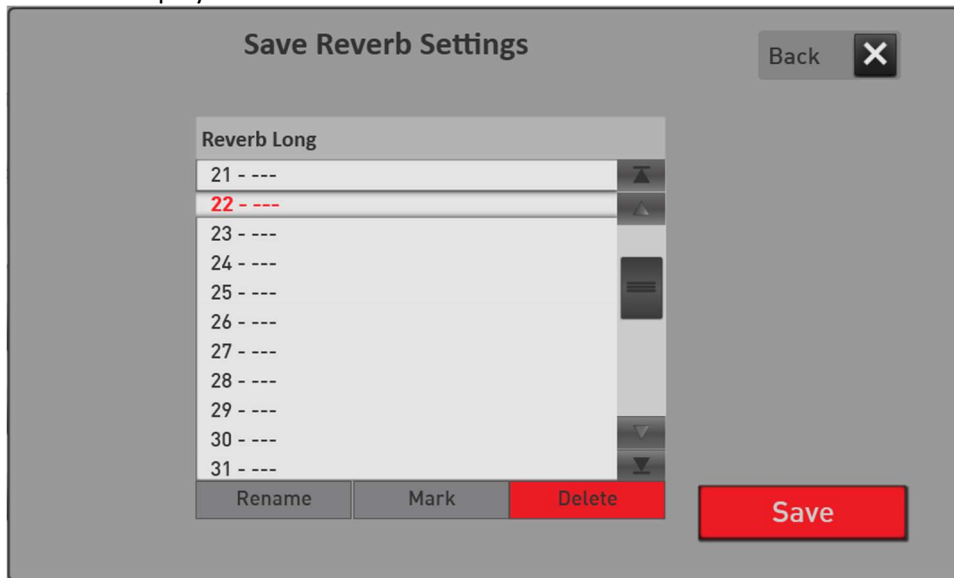


## 11.3 Set and save your own effects presets

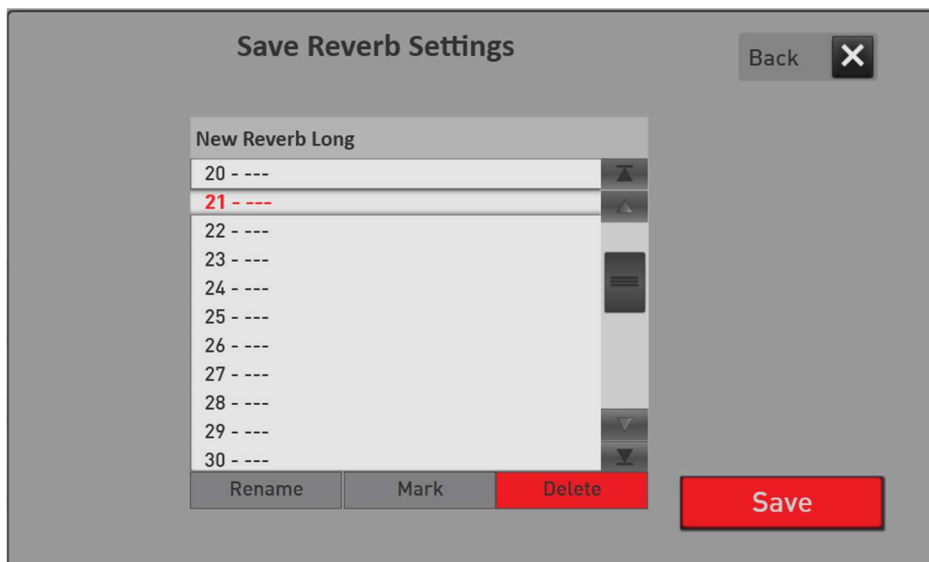
Be creative and save your own effects program. This chapter will show you which parameters are available to you 11.3.1, 11.3.2 and 11.3.3.

After you find your desired setting, you need to save the new effect program.

1. Press the display button "SAVE".



2. Select a space in the list.
3. If you want to give the effect preset a new name (currently "Reverb Long"), press the area of the preset name.
4. The display keyboard opens on which you can change the name. Here in the example we changed the name to "New Reverb Long".



5. Save the preset with SAVE.

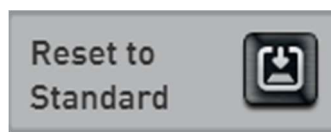
You will find your own effects program in the corresponding List Reverb, Chorus or Echo when you switch the list to User.

### 11.3.1 The Reverb 1 and Reverb 2 programs

The Reverb effect creates a spatial sound. You can set up the room from a small basement room to a large church. There are 14 preset Reverb programs available. You can set and save more yourself.



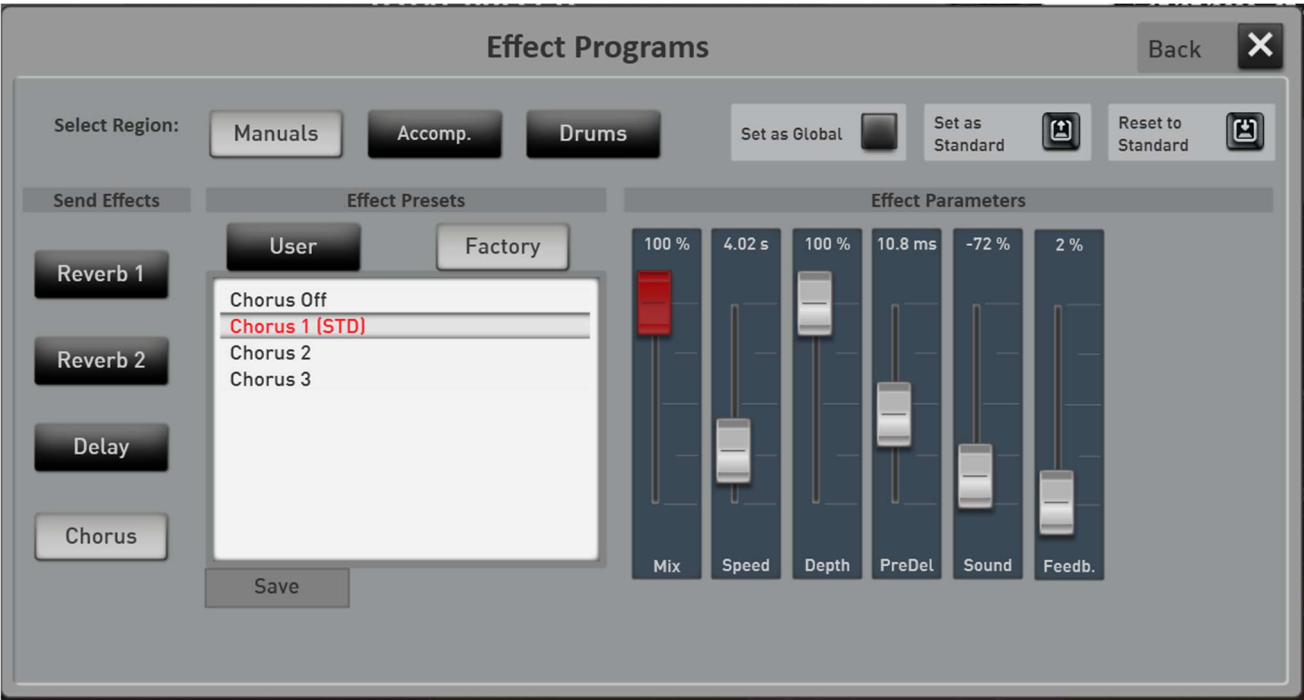
<b>Mix</b>	Here the volume of the reverberation part is set. The identical setting can also be found in the quick operation of the effects in the chapter 4.6.3.2 "Fast operation".
<b>Time</b>	Here, the reverberation time can be set to up to 30 seconds.
<b>Predelay</b>	Setting the predelay of up to 250ms.
<b>Damp</b>	Determines the attenuation of the high frequencies in the time of fading.
<b>LowEQ</b>	Equalizer setting for low frequencies.
<b>HighEQ</b>	Equalizer setting for high frequencies.
<b>Size</b>	Determines the room size in which the reverb is generated.
<b>Shape</b>	Determines the Attack Envelope of the reverb that is inserted after the pre-delay.



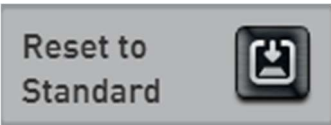
The "Reset to Default" button sets the reverb settings to the values as they are originally stored in the currently selected Total Preset.

11.3.2 The 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. You can set and save more yourself.



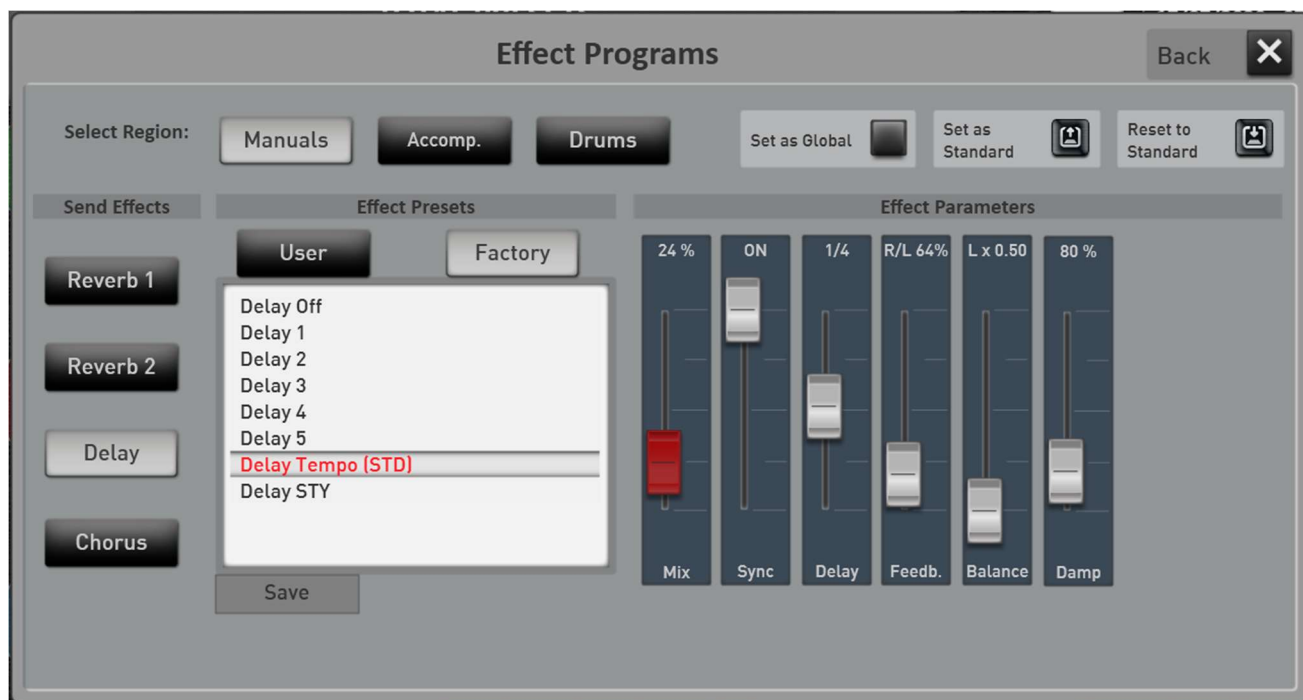
Mix	Here the volume of the chorus part is set. The identical setting can also be found in the quick operation of the effects in the chapter 4.6.3.2 "Fast operation".
Speed	Setting the speed of the chorus up to 20Hz.
Depth	Here the depth of the chorus can be set.
PreDelay	Setting the pre-delay of up to 24ms.
Sound	The Sound setting affects the frequency response of the chorus.
Feedback	Here the portion of the chorus is set, which "flows back" into the chorus as feedback.



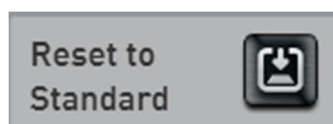
The "Reset to Default" button sets the chorus settings to the values as they are originally stored in the currently selected Total Preset.

### 11.3.3 The delay

The Echo effect causes a "phrase repetition", which is popular with guitar sounds. There are 7 different Echo programs available, which you can use in the three areas manuals, accompaniment and drums. You can set and save more yourself.



<b>Mix</b>	Here the volume of the echo is set. The identical setting can also be found in the quick operation of the effects in the chapter 4.6.3.2 "Fast operation".
<b>Sync</b>	When setting ON, the Echo always has exactly the speed of the currently set tempo.
<b>Delay</b>	When the tempo SYNC is switched off, the delay time from 0 to 1500ms will be set. As soon as the tempo SYNC is switched on, note values can be entered here. If, for example, the value is 1/4, the echoes are generated in 1/4 notes.
<b>Feedback</b>	At center position 0% comes only one echo. The more the setting towards L/R or R/L is set, there will be more and more echoes spread over left/right or right/left.
<b>Balance</b>	Here you can choose whether the echoes will end more on the left or right stereo side.
<b>Damp</b>	The echoes always become a bit duller in the repetitions when the value goes against 100%.



The "Reset to Default" button sets the delay settings to the values as they are originally stored in the currently selected Total Preset.

## 12 CD-Player (not OAX1)

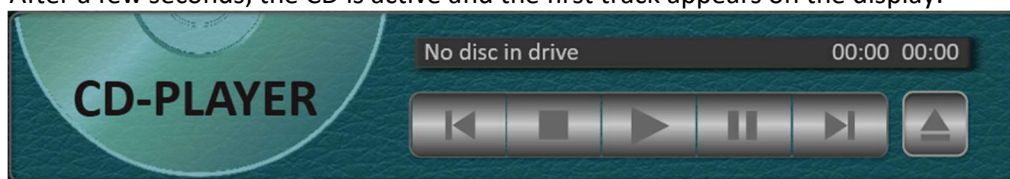
You can play “normal” music CDs on the CD player.








Start the CD player from the **CD-PLAYER** display area.



1. Press the display button **CD-PLAYER**
2. Your SONIC is equipped with an automatic CD slot. Slide the music CD into the bay and from one point on, the CD will be fed automatically.
3. After a few seconds, the CD is active and the first track appears on the display.



4. Functions:

- a.  Title selection forward and fackward
- b.  Play title
- c.  Stop playing
- d.  Pause
- e.  Eject CD

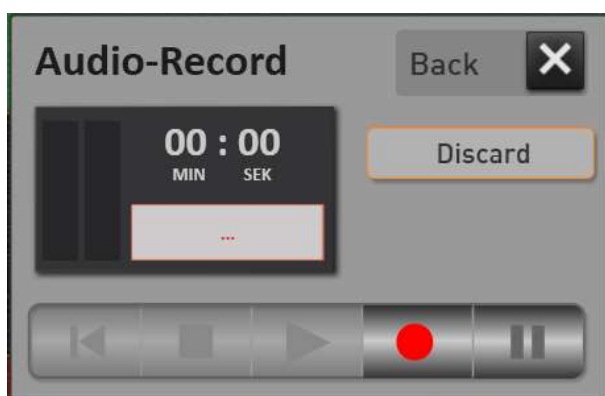
5. Close the CD player by calling up a style, an Multimedia-File or a MIDI-Sequence.

## 13 Audio Recorder


The function is opened via the variable function bar by pressing the Sound List button. Information on the variable function bar can be found in chapter 8.10 „Variable function bar“.

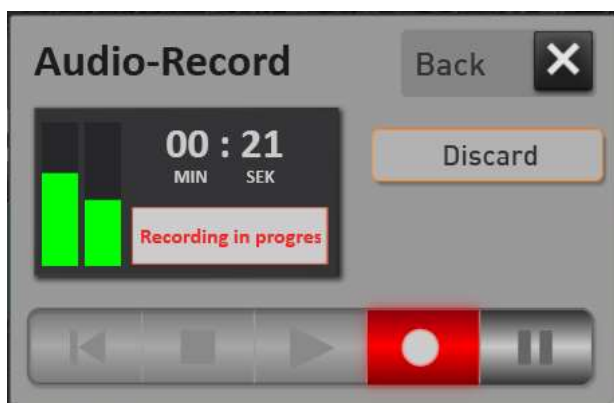
With this feature you can easily save your music as a digital recording.



1. Select the appropriate Total Preset and set an optimal volume.
2. Press the "Audio-Record" display buttons and the following display will appear:

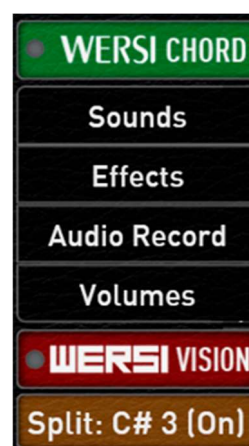


By the way, the display can be positioned anywhere in the display.

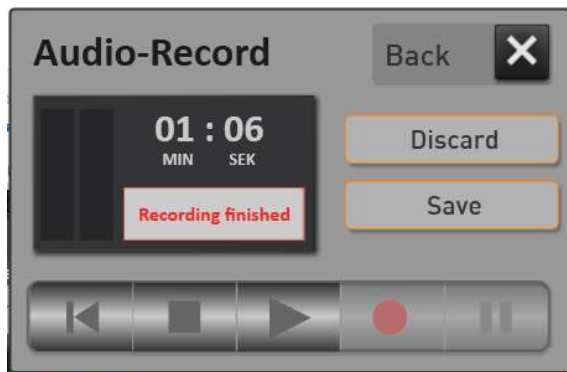
3. You start the recording with the button .






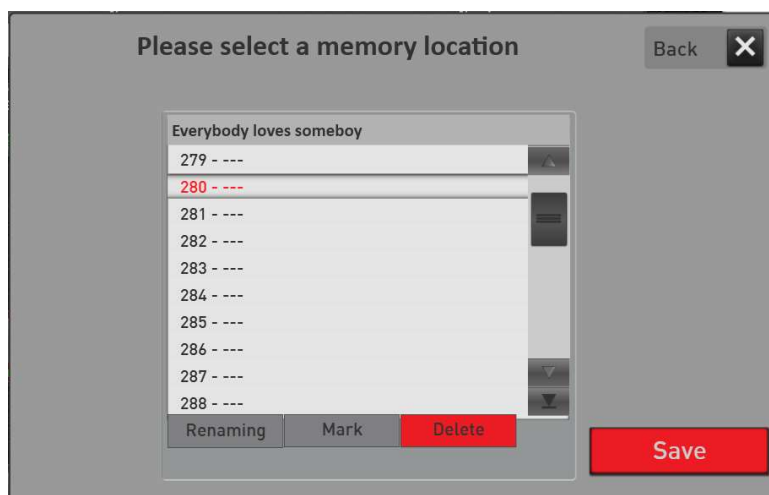
4. With  you can pause recording and press it again, to continue recording.
5. When you finish a recording with , you can listen to the title again before saving it.







6. After a recording, the display surfaces  (back),  (stop) and  (start) are now also active.
7. After recording, you have two options:
  - a. If you do not want to save the recording, press **Discard**, and then start a new recording.
  - b. With the display button **SAVE**, the storage process opens. Enter the name for your recording, and then select the storage space you want.



- c. Save your recording with the display button SAVE.
8. You can find your recording under ACCOMPANIMENT und AUDIO.

#### Tips and hints:

1. Don't play too quietly. This means that the General Volume knob should be in the middle.
2. At the end, the recording is automatically optimized in the volume. However, if you have played too quietly, there may be side noises.
3. The result is a so-called AUDIO file, which cannot be edited later.
4. When playing the recording, the volume is set via the SONG volume band.

## 14 Select and save TOTAL PRESETS

### 14.1 Overview Total Presets

In the upper display area you will receive information about which Total Preset is currently selected. This area is identical in THE EASY and PROFI MODE. In this example, the Total Preset number **30** from the Bank **Strings** is selected with the name **SONIC Orchestra**. You can also select the Total Presets via the ten control panel buttons to the left of the display.



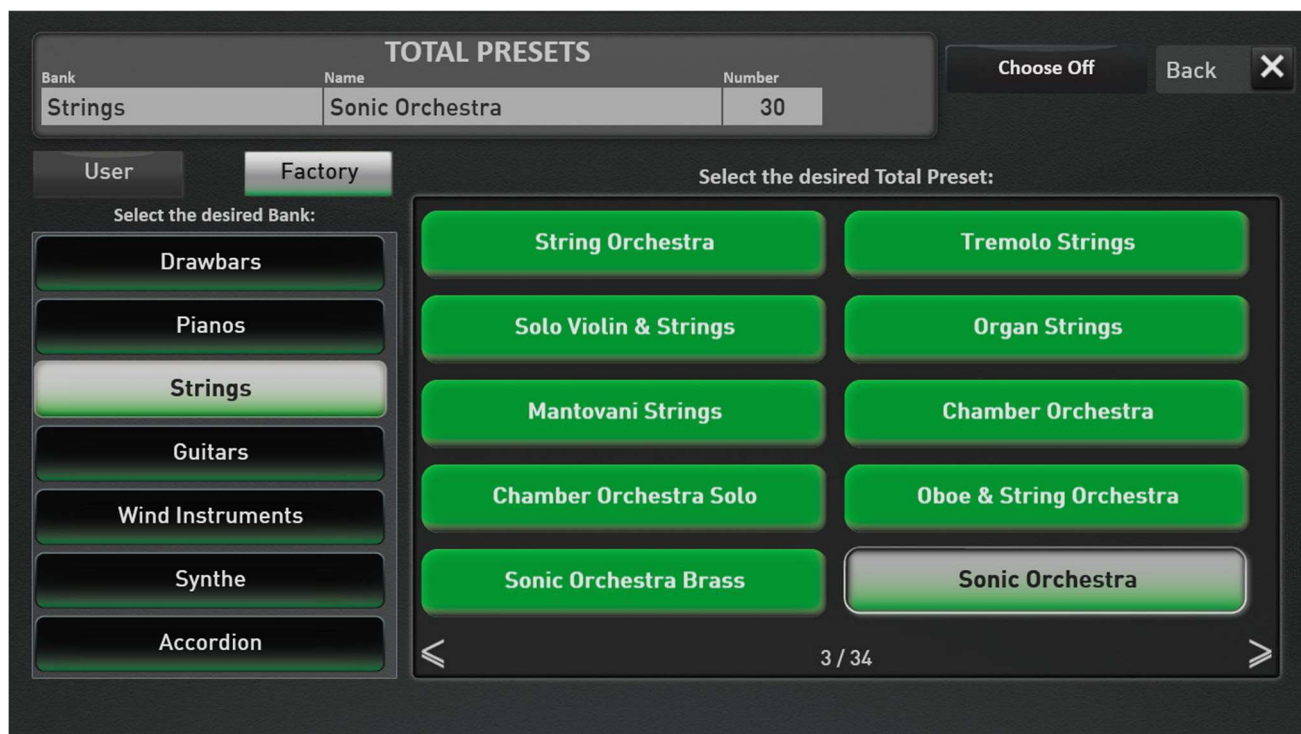
As soon as you press **BANK** or **NAME** on the display surfaces, a display opens to select a Total Presets. Here the total presets are sorted by banks with ten total presets each. See the following chapter 14.1.1 „Select Total Presets via Bank Names“.

Would you rather select the Total Presets from a numeric list? Press the display area **NUMBER**. See the chapter 14.1.2 „Select Total Presets via List“.

#### 14.1.1 Select Total Presets via Bank Names

After you have selected the DISPLAY buttons BANK or NAME, the selection of total presets appears via banks with 10 total presets each.

**Tip:** As with the selection of sounds and styles, the display automatically disappears, when you select a new Total Preset or if you don't type for a few seconds. If you want to try Total Presets one by one, activate **Choose On**.



With the two display buttons USER and FACTORY, you can switch accordingly between the Factory Total Preset and your own User Total Presets.

In the large display area on the right you can always see the 10 total presets of the selected bank, which you can select directly with a tap of the finger.

**Tip:** You can also "wipe" between the banks with the wiping technique.

If you are in the range of your own **User Total Presets**, you can use EDIT to call the following sections:



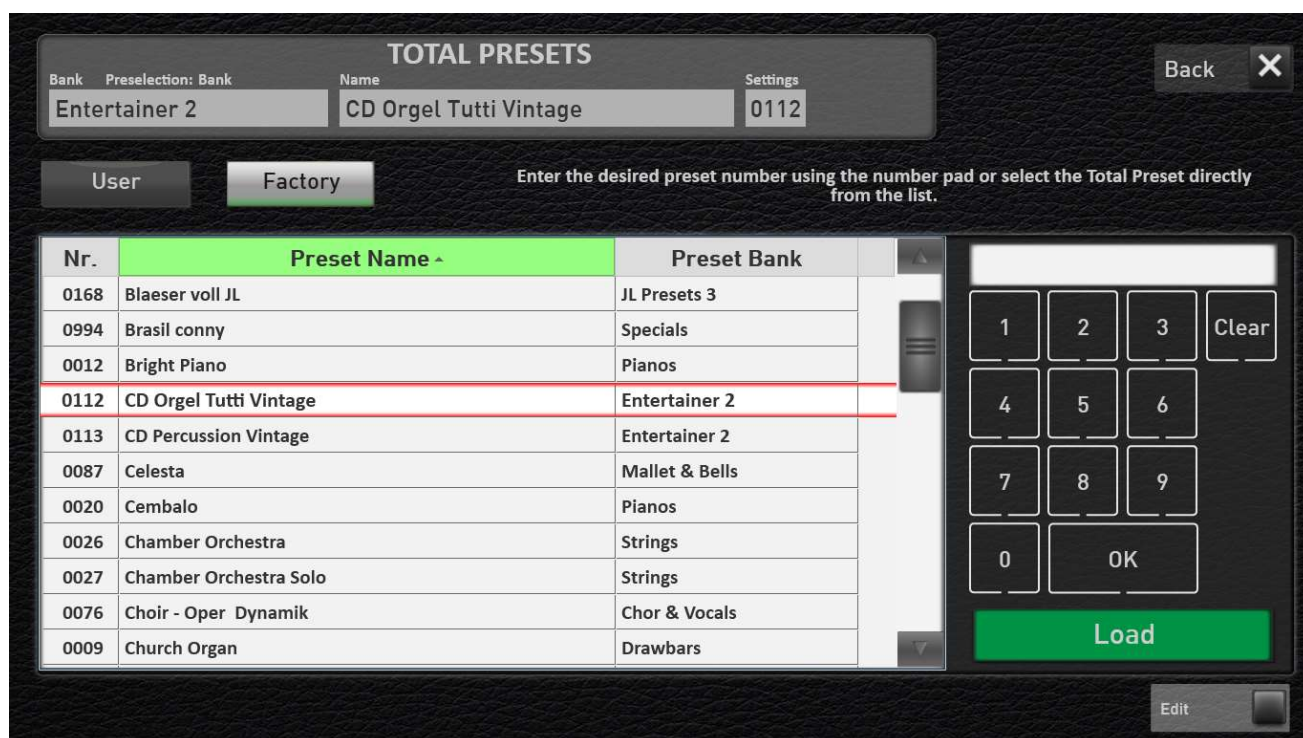
**Change Preset Name** -> The display keyboard opens and you can change the name of the Total preset.

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

**Change bank name** -> The display keyboard opens and the name of the current bank can be changed.

### 14.1.2 Select Total Presets via List

Once you have tapped the number display area, the numerical selection of the Total Presets will appear.



You can use the wiping technique to scroll the list.

The list can be sorted according to the three criteria "Number", "Presetname" and "Presetbank". To do this, press the corresponding labels directly above the list.

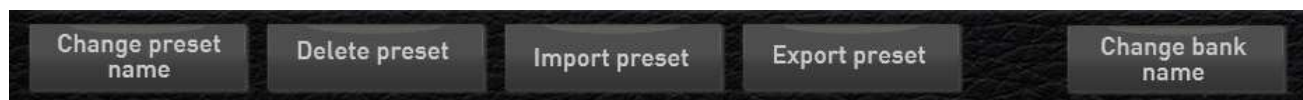
A small arrow next to "Number", "Presetname" and "Presetbank" indicates the current sort. Arrow up -> from A to Z Down arrow -> from Z to A

You can enter a specific number directly using the keyboard with the numbers. Enter the desired number and confirm the number with OK.

With **Load** the selected Total Preset is loaded and the display closes again.



**Edit** allows you to call the following editing functions:



**Change Preset Name** -> The display keyboard opens and you can change the name of the total preset you just selected. Only user Total Presets.

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

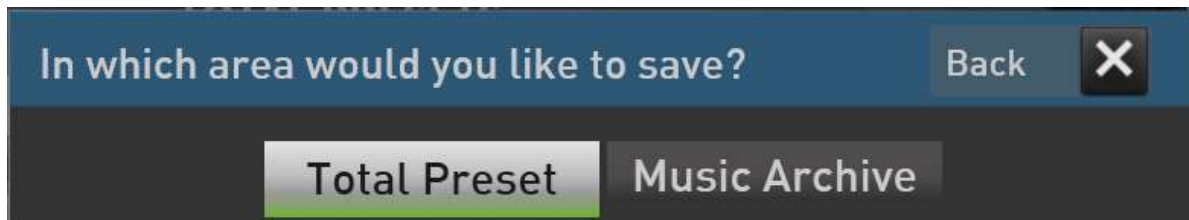
**Import and export preset** -> These two fields allow you to import or export individual total presets.

**Change bank name** -> The display keyboard opens and the name of the current bank can be changed.

### 14.1.3 Save your own Total Presets

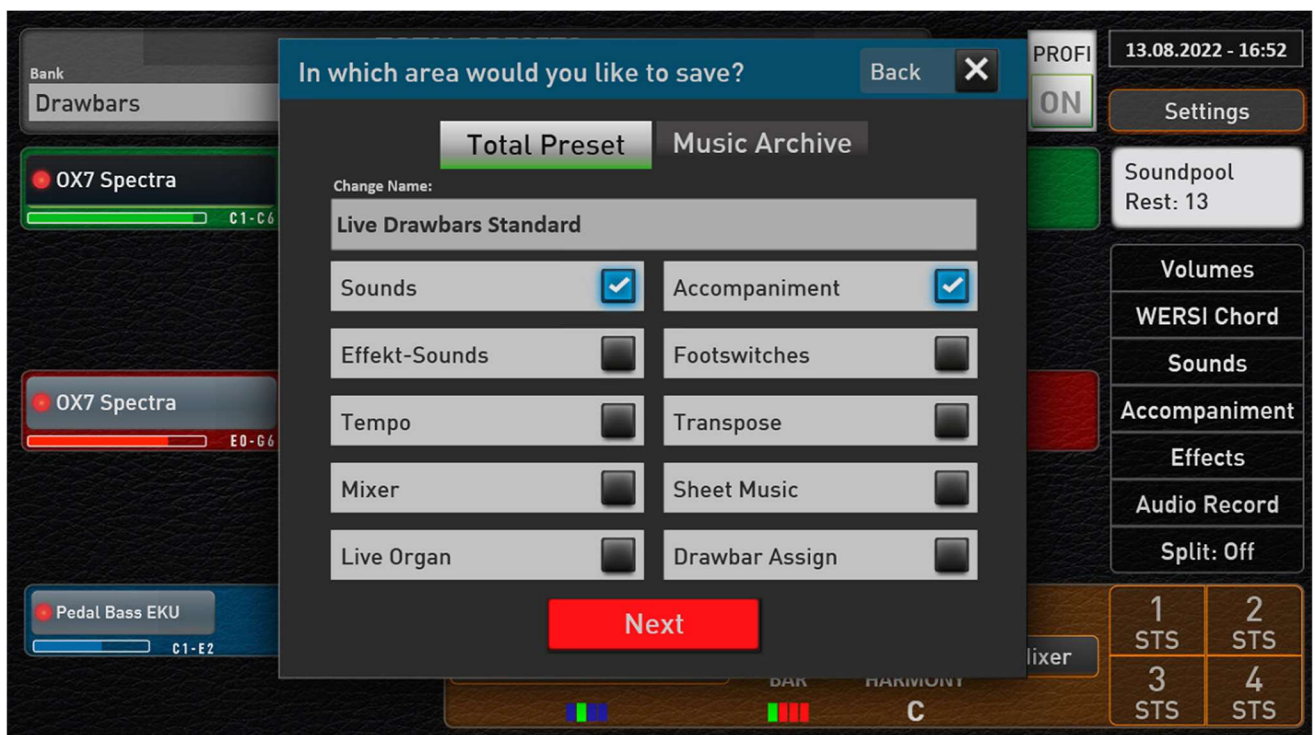
After you have filled all the manuals with sounds according to your wishes and tuned everything, you can save your settings in a Total Preset or in the Music Archive.

1. Press the **SAVE** display button or the **SAVE** panel button on the OAX800, OAX900 and OAX1000 models and the memory options will appear.
2. First, choose whether you want to save your settings as a "normal" **Total Preset** or include them in the **Music Archive**.



**Note:** In our example, we select the Total Preset area. For information about storing your own tracks in the Music Archive, see the chapter 14.2.5.

Here you can specify which data should be stored in the Total Preset and you can customize the name of the Total Preset to be saved.



3. Now choose which data you want to save. An explanation can be found below.
4. Press the preset name and the display keyboard will appear to enter a new name.
5. Confirm your selection with **NEXT**.
6. Now select the storage space you want. To do this, you can move freely in the preset banks or create a new bank using the "Create new bank" button.



**TOTAL PRESETS**

Bank: Latin Presets    Name: Half a minute    Number: 241    Back X

Select the desired Bank:

- My own presets 4
- My own presets 5
- My own presets 6
- Christmas 1
- Christmas 2
- Party Songs
- Love Songs

Select the desired memory:

19 / 19

Change bank name    Create new bank    Options

7. The Total Preset is finally saved by pressing an empty space within a bank or overwriting an existing preset. you can also cancel the save operation with **BACK**



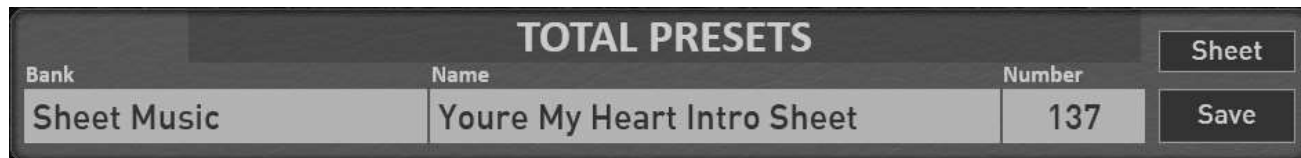
**What options do you have when saving a Total Preset?**

<b>Option</b>	<b>What happens if this option is saved with.</b>	<b>What happens if this option is not selected.</b>
<b>Sounds</b>	Saves all selectors with their sounds and settings on all manuals.	When you select this total preset, the complete selectors on all manuals of the previous Total Preset are preserved.
<b>Accompaniment</b>	Saves the current style or the current MultiMedia or MIDI song with all the volume and settings.	When you select this Total Preset, the complete settings in the Accompaniment section of the previous Total Preset are preserved.
<b>Effect-Sounds</b>	The current settings for the effect sounds are saved into the Total Preset.	When you select this total preset, the effect sounds are set to the default preset you selected.
<b>Footswitches</b>	The current foot switches-settings are saved into the Total Preset.	When selecting this total preset, the foot switch assignment is set to the standard preset you have selected.
<b>Tempo</b>	The current tempo is saved into the Total Preset.	When you select this total preset, the tempo from the previous Total Preset is maintained.
<b>Transpose</b>	The transposer is saved to the Total Preset with the current setting.	When you select this total preset, the transposer is retained from the previous Total Preset.
<b>Mixer</b>	The presets for the input and output mixer are stored in the Total Preset.	When you select this total preset, the preset for the input and output mixer is set to the default preset you have chosen.
<b>Sheets</b>	If a sheet of music has been loaded, it is saved to the Total Preset.	Selecting this total preset removes a possibly loaded sheet of music from the display.
<b>Live Drawbars</b>	If you have loaded an OX7 or VB3 sound on one of the manuals, then the drawbar settings and the control panel buttons in the organ area are saved into the preset. With the LOWREY, all functions are saved in the total preset.	The settings made on the surface or the drawbars are not saved in the Total Preset. When selecting the total preset, the original OX7, VB3 or LOWREY sound is adopted.
<b>Drawbar Assign</b>	The current settings for the drawbar assignments are also saved in the total preset.	When you select the total preset, the drawbar assignments are set to the standard preset you have selected.

### 14.1.4 Save sheets in Total Preset

In a Total Preset, you can save sheets to play them directly from the display, not "From the Sheet". More than 50 sheets have already been integrated. Further are to be purchased as note packages.

As soon as a note is stored in the Total Preset or a note has been selected manually, the SHEET button appears in the Total Preset area.



Press the SHEET button and the loaded sheet of music will open.

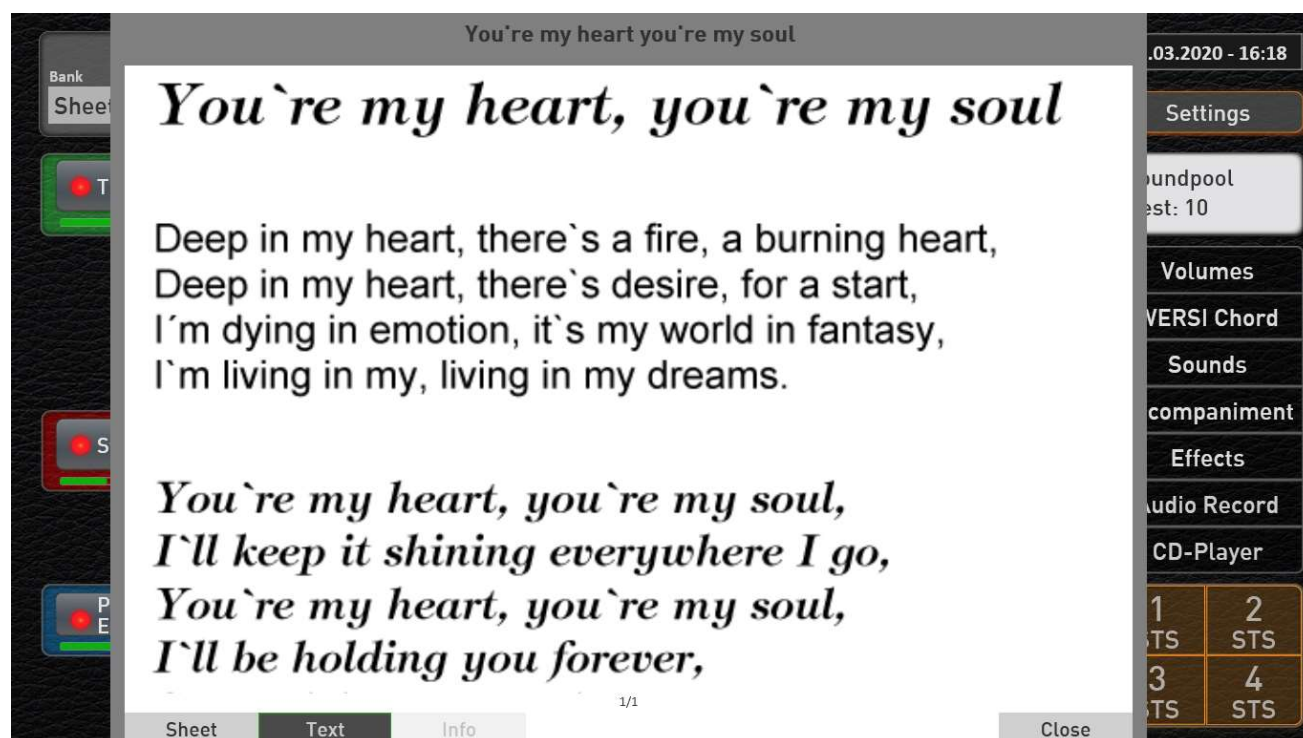
**General:** The sheet window can be moved freely and changed freely in size. If you have connected a second screen, you can also slide the window onto the second display.

If you own an iPad or Android tablet, you can also place the karaoke window on your tablet with the XDisplay add-on program (chargeable) and a USB cable corresponding to the tablet. If you have any questions, please contact your WERSI partner.

Three sections can be selected for a song.

**Sheet:** Here the sheet of music appears as shown above. The touch display allows you to move the sheet of music from bottom to top or up with swipes.

**Text:** Here the text for the song appears.



**Information:** A short information text can be stored here.

If the sheets, text or info buttons are gray, no data is stored.

Test the new function with the new demo factory presets 131 to 140.

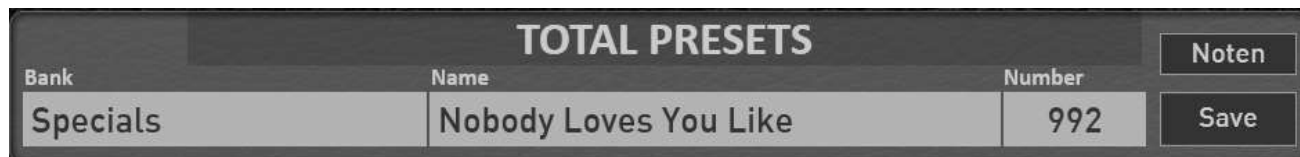
You can also integrate your own sheets. The individual sheet music pages must be in an image format such as PNG or JPG. See in **Programming Manual SONIC**.

### 14.1.5 Total Preset Live-Settings

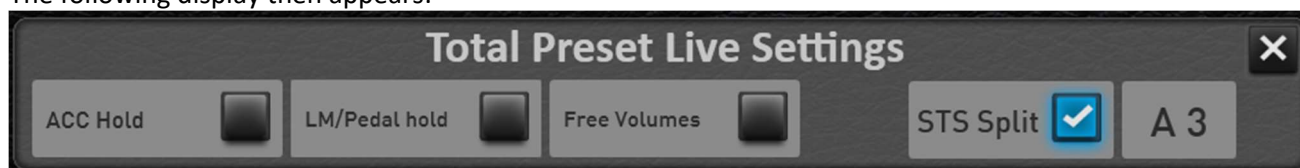
Under the term Total Preset Live Settings, there are three functions that can make it easier for you to work with Total Presets.

**ATTENTION:** As the label says, these are live settings that need to be reactivated after powering off.

The "Total Preset Live Settings" display can be reached by pressing the "TOTAL PRESETS" heading for one second.



The following display then appears:



#### ACC Hold

If this setting is activated, the currently selected accompaniment style, MIDI-Sequence or Multimedia-File incl. the volume remains "frozen". Even if you select a new Total Preset by actually saving another accompaniment, everything remains the same.

#### LM/Pedal hold

Normally, by selecting a total preset, the sounds on all manuals and the foot pedal are reassigned. If the "Keep Lower manual/pedal" function is activated, only the upper manual is assigned to the upper hand with of the newly selected total presets when selecting new Total Presets.

The lower manual and pedal are not changed by the Total Preset. So you can "freeze" the "current" setting there and select other total presets to your heart's content.

#### Free Volumes

The "Free Volume" function does not evaluate the manual volumes stored in the Total Presets. The volume levels therefore remain the same as the volume drawbars are currently pulled.

You will also find two settings for the sub-manual split point for STS presets. See Chapter "18 Sound To Style (STS)"

## 14.2 The Music Archive

The Music Archive is a list of total presets in which the correct sounds are stored on the manuals and the style at the right tempo for a given title.

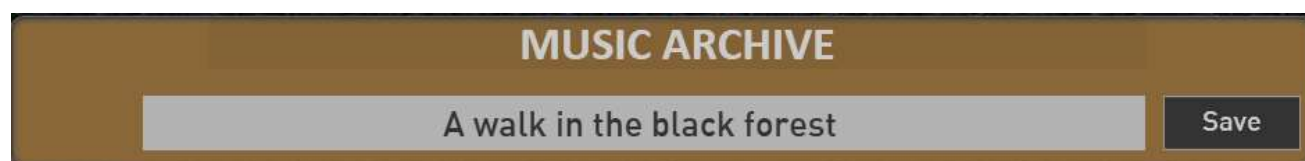
The list is divided into the areas WORLD with 600 titles and German with 300 titles (as of version May 2019).

In the OWN section, you can even add your own favorite songs to the music archive. See chapter 14.2.5.

In the FAV1 and FAV2 columns, you can select your favorites in two lists and access the titles quickly. See chapter 14.2.4.

### 14.2.1 Open and close the music archive

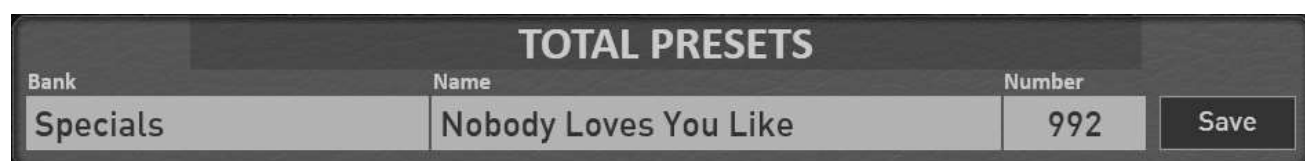
Tap the word TOTAL PRESETS to open the music archive.



*Music Archive*

To get back to the Total Presets, tap MUSIC ARCHIVE.

If you switch back and forth between the Total Presets and the Music Archive, the last used entry is selected.



*Total Presets*

**Note:** In MUSIC ARCHIVE mode, the ten Total Preset buttons and two arrow buttons on the control panel and between the manuals are out of function.

To get to the list of saved titles, tap the title name. In our example illustration, the "Ladies night" would be.





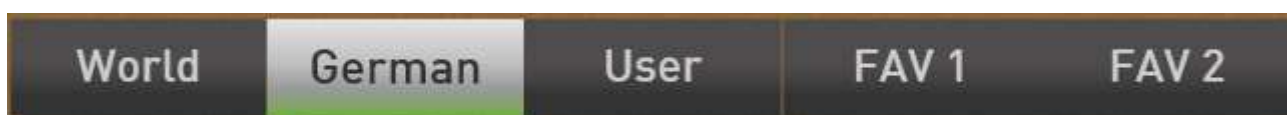
If you have closed the Music Archive with the **Back** display button, you are back in "normal" mode and the last used title of the music archive remains called.

**Important information:** In each title, the lower manual is split and from C4 it is covered with a suitable sound.

### 14.2.2 Choosing a title

In the upper area you can switch between the five areas German, World, Own and the favorite lists FAV 1 and FAV 2.

To determine your favorites, see the chapter 14.2.4.



Now select the area you want and the list below will show you the music title stored there.

The list shows you the names of the titles in alphabetical order in the first column. In the next three columns you will find out which style is used at what tempo and the time signature of the styles.

In the two areas Favorites 1 and 2 (FAV 1 + FAV2) it is indicated whether the title has been added to one of the two favorite lists. To make a title one of your favorites, see Chapter 14.2.4.

As usual, you can go through the list with a swipe on the touchscreen. Or use the scroll bar on the right.

After selecting a title, you can activate the settings for that title by clicking LOAD. The display remains in the music archive.

If the **Select & CLOSE** function is activated, the Music Archive closes after you have select LOAD and you see the "normal" display displays the sounds and style for that title.



### Sort the list

You can sort the list in the SONG TITLE, STYLE, Tempo, and Beat ranges from A to Z, or from lowest to highest tempo. To do this, select the area you want. The TITLE section is selected directly after you have opened the Music Archive. A small arrow next to the range name shows you the current sort.

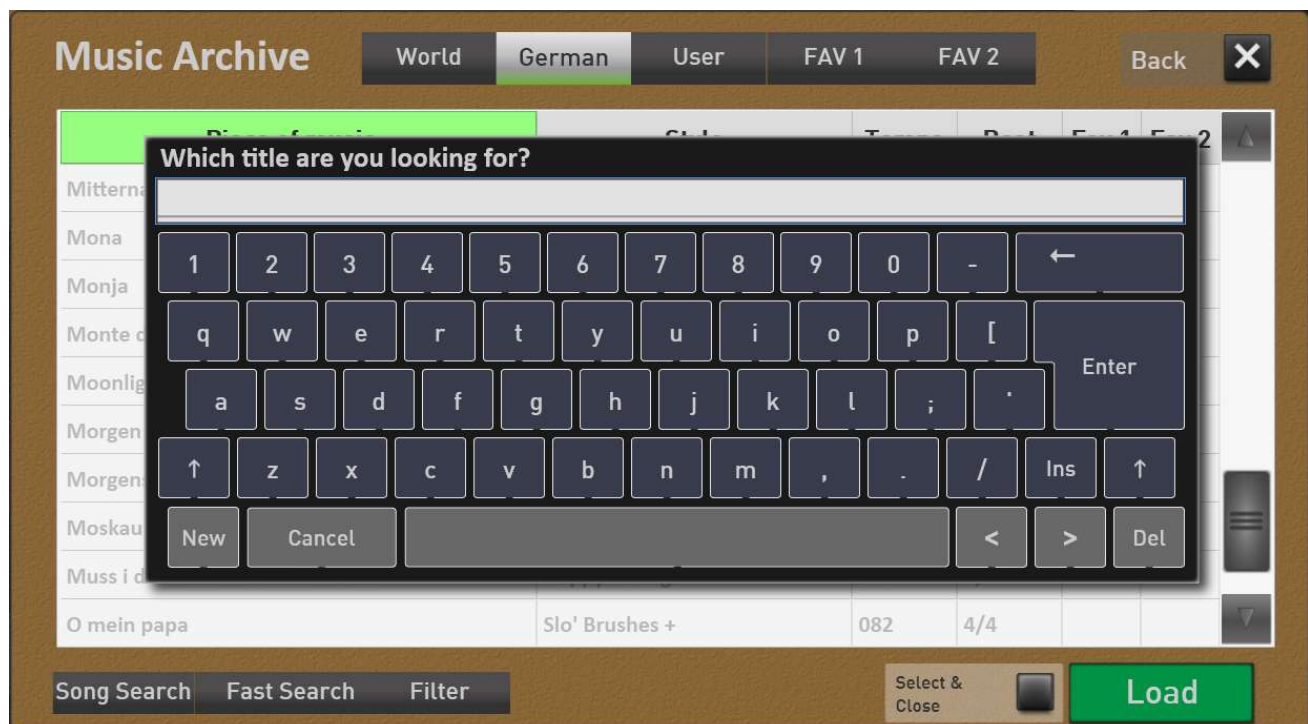
- Arrow up** -> Sort from A to Z or at tempo from slow to fast  
**Down arrow** -> Sort in reverse order from Z to A or at tempo from slow to fast

### 14.2.3 Find specific titles

You can use the **Search Song**, **Fast Search** and **Filter** functions to find the desired title in the Music Archive.

#### Search Song

Select the column Piece of music and just enter the first letters of the song you are looking for here and then confirm with **Enter**. Upper case or lowercase letters do not play a role here.

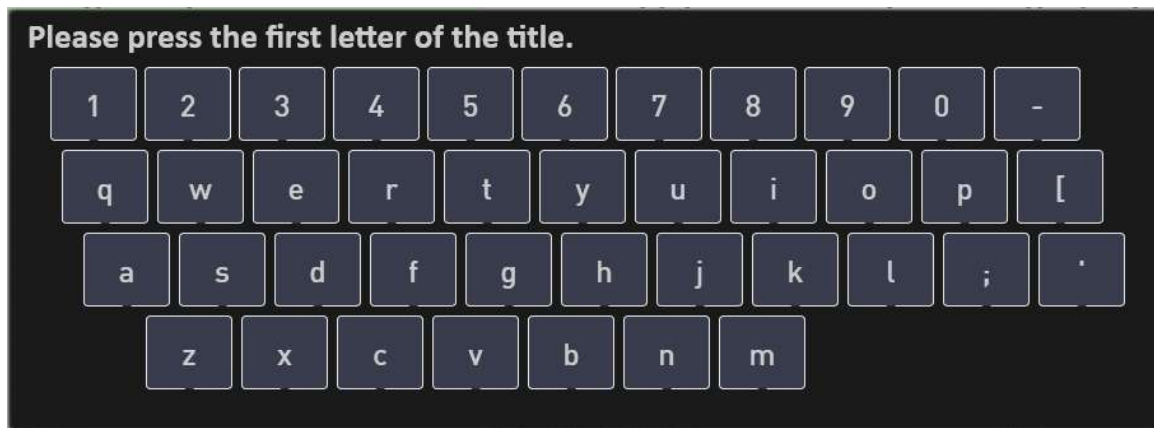


**Special feature:** As soon as a combination of letters is only available once, the keyboard is closed and the recognized title is selected directly. Here is an example:

You search for the title "Mack the knife" and enter the letters **mack**. Since there is only one title with these initial letters, the keyboard is closed and the title is selected directly.

### Fast Search

Here you have the "only" the initial letters available. For example, you can jump to the first song with the initial letter **S** very fast.



### Filter

You can use the Filter function to search for different words in the list. Press Filter and the keyboard will appear. For example, type the word **love**. After pressing Enter, the list shows all titles that contain the word **Love**.



To stop filtering, press **Filter**, and then press **Enter** directly without typing letters.

### Find all songs that use a specific style.

Select the STYLE column and go to Title Search. For example, enter the word Swing and confirm with Enter. In the list, you can now see all songs that use a style that starts with the word swing. For example, Swing Shuffle, Swing It or Swing Sinatra.

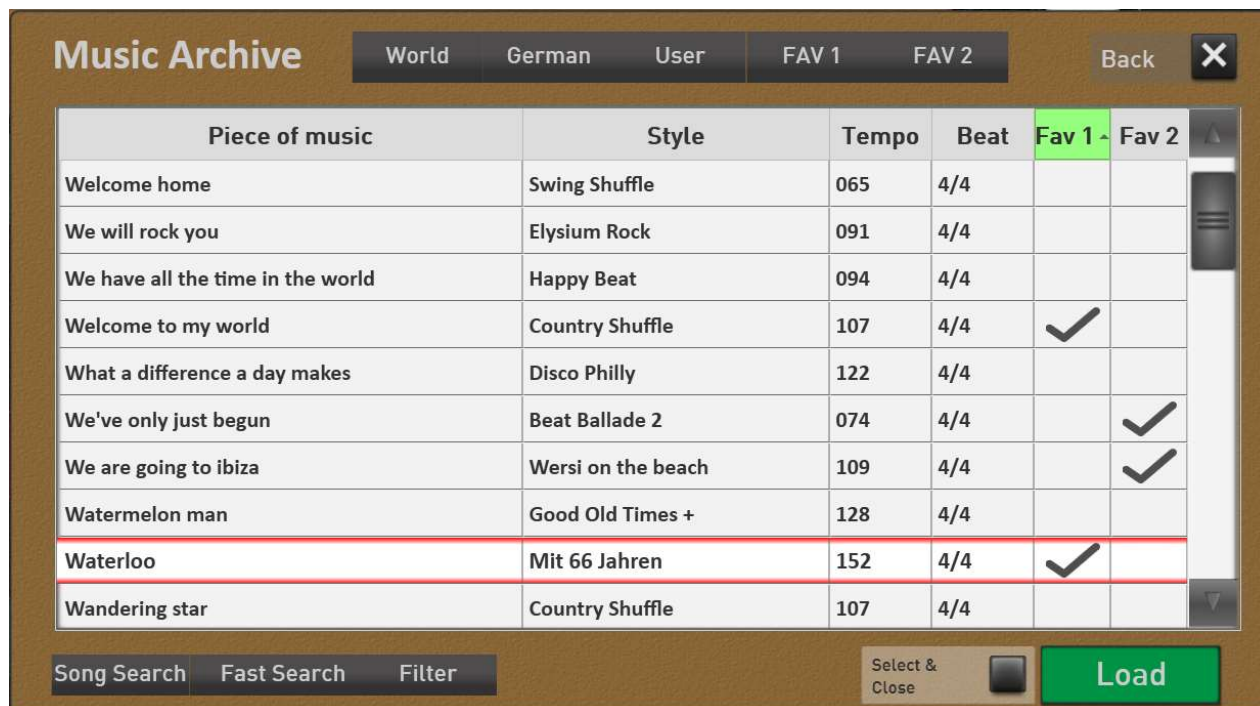
Of course, you can also use Quick Search. Enter B there and the list starts with a style like Ballad Forever and other styles like Beat etc. are displayed.

Or, of course, the Filter function. Enter Beat there, the list shows all style that contain the word Beat. So 8 Beat, Happy Beat or 16 Beat.

### 14.2.4 Creating favorites

Make your songs a favorite. The areas FAV1 and 2 are available. So you can combine the songs you like to play into two separate lists. Go through the list and mark the desired entries with Fav 1 or Fav 2.

To do this, select the desired entry with a touch of a button. The entry is flagged. Pressing the key again in the Fav1 or Fav2 column will mark the entry.



**Music Archive** World German User **FAV 1** FAV 2 Back X

Piece of music	Style	Tempo	Beat	Fav 1	Fav 2
Welcome home	Swing Shuffle	065	4/4		
We will rock you	Elysium Rock	091	4/4		
We have all the time in the world	Happy Beat	094	4/4		
Welcome to my world	Country Shuffle	107	4/4	✓	
What a difference a day makes	Disco Philly	122	4/4		
We've only just begun	Beat Ballade 2	074	4/4		✓
We are going to ibiza	Wersi on the beach	109	4/4		✓
Watermelon man	Good Old Times +	128	4/4		
Waterloo	Mit 66 Jahren	152	4/4	✓	
Wandering star	Country Shuffle	107	4/4		

Song Search Fast Search Filter Select & Close Load

If you now only want to see the favorites 1, press FAV1 in the sort.



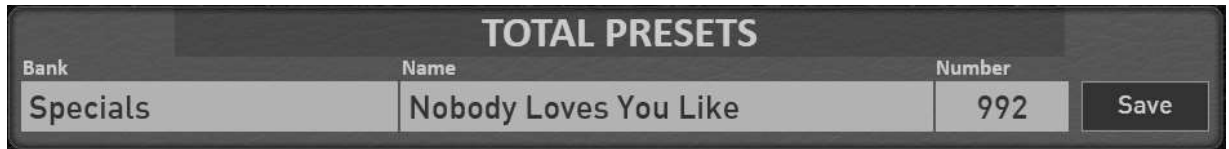
**Music Archive** World German User **FAV 1** FAV 2 Back X

Piece of music	Style	Tempo	Beat	Fav 1	Fav 2
Welcome to my world	Country Shuffle	107	4/4	✓	
Waterloo	Mit 66 Jahren	152	4/4	✓	

### 14.2.5 Add your own songs to the music archive

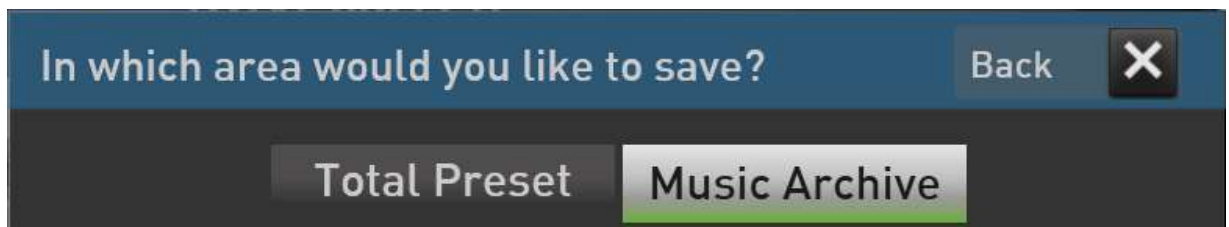
Storing your own songs in the music archive is very easy. The music archive must be closed and you are in the area of Total Presets.

1. As you are used to when saving Total Presets, assemble all the sounds for the song and choose the right style at the right tempo. You can also save a sheet to your song.
2. Press **SAVE**.

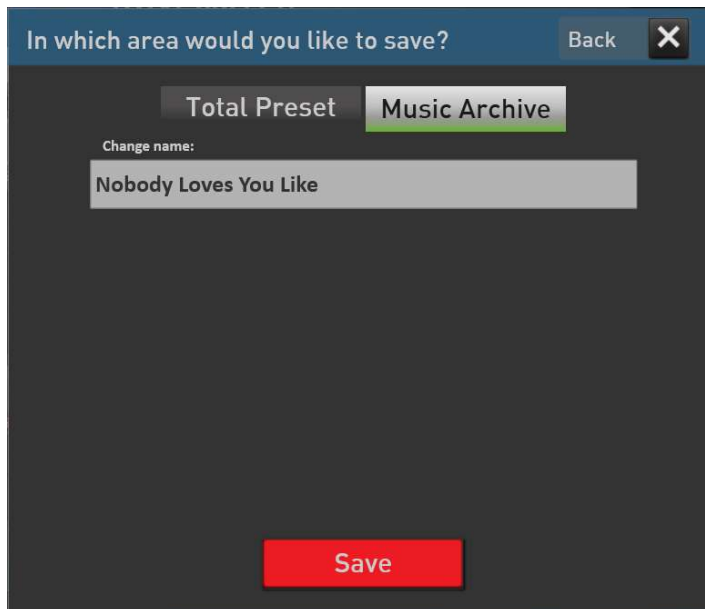


Bank	Name	Number	
Specials	Nobody Loves You Like	992	Save

3. The display now shows you the choice whether you want to save the Total Preset "normal" in the Total Presets area or in the Music Archive. Tap MUSIC ARCHIV.



4. When saving to the music archive, there is no selection of storage locations. If you have also selected a sheet to the title before saving, you can choose whether you really want to save the sheet in the music archive.



If you have also selected a sheet of music, you can decide whether the sheet of music should also be saved in the music archive.

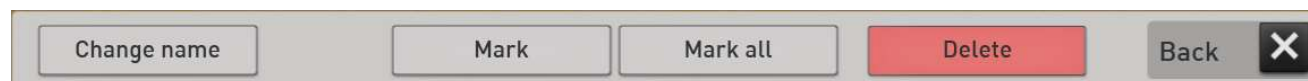
5. Tap **SAVE** and your Total Preset will automatically become an entry in the Music Archive.

### 14.2.6 Edit your own Total Presets in the Music Archive.

---

Your own entries in the Music Archive can be renamed or deleted.

If the User section is selected, the own Total Presets stored in the Music Archive appear and under the list the display buttons **Edit**. Press Edit and the following display will appear:



#### Change name

To change the name of a total preset, select the desired entry from the list, and then press **Change Name**. The display keyboard appears and the name can be changed.

#### Delete individual entry

Select the entry and press **Delete**. Confirm the security query with YES.

#### Delete multiple entries

Press **Select** and select the titles you want in the list. Then press Delete. Confirm the security query with YES.

#### Delete all entries

Press **All Mark**, and then click Delete. Confirm the security query with YES.

## 15 WERSI Vision

### 15.1 What can the WERSI Vision do?

Are you looking for a guitarist or piano player to accompany you live? Then the new WERSI Vision is just right for you.

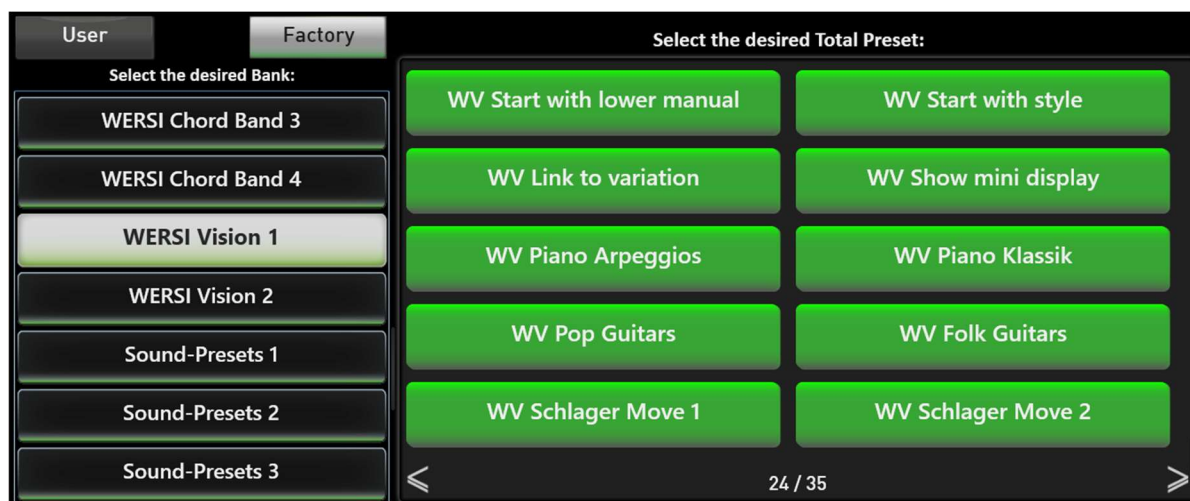
You may recognise the name 'WERSI Vision'. In analogue organs such as the HELIOS or GALAXIS, this name was used for what is now a very simple arpeggiator. At that time still very rudimentary, the WERSI Vision provided an arpeggio that could also be used without a running rhythm.

You can still conjure up an arpeggio from the new WERSI Vision. Today, however, we are 50 years ahead in terms of development, and the musicality and functionality has expanded in many ways.

If required, you can also control the function of WERSI Vision during live playing via the mini display.

#### Important note

Some examples of how you can use WERSI Vision are stored in the factory area of the Total Presets.





## 15.2 Operation

The WERSI VISION display button is located on the professional display.



The display button has three functions:

1. By pressing the LED, you switch the effect on or off.
2. Double-clicking on the centre of the display button opens the WERSI Vision interface.
3. To change the volume, press the right-hand area of the display button. A volume control opens, which disappears again after a few seconds.

After you have opened WERSI Vision, the following display appears.

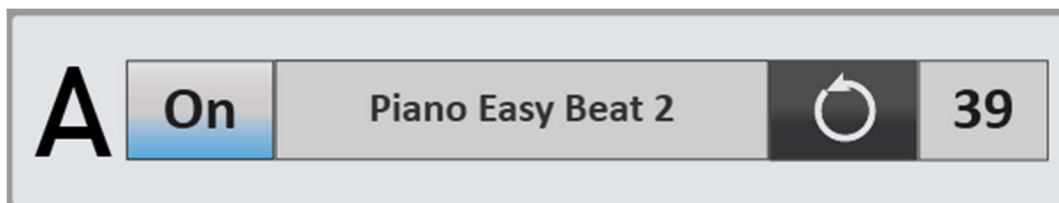


The **WERSI Vision On/Off** display button is identical to the function on the main display

The **Start/Stop** display button starts the switched-on patterns.

### 15.2.1 The four patterns A, B, C and D

Up to four patterns can play simultaneously. These are labelled with the letters A, B, C and D.



You can switch the playback of the respective pattern on or off via **On/Off**.

If the name of the pattern is highlighted in blue, you can select a new pattern on the right-hand side. See chapter 15.3.2 'Assigning a new pattern to A, B, C and D'.

If the pattern is on the **circle symbol**, it is played permanently. If you only want to hear the pattern once after starting WERSI Vision, set the playback to the **arrow symbol**

The volume of the pattern is set on the right-hand side.

### 15.2.2 Assign new pattern to A, B, C and D

First select the pattern that is to be reassigned.

When you select it, the pattern is highlighted in blue and the list on the right-hand side shows you the following information:

- Does the pattern come from the factory area or is it an edited pattern from the OWN area.
- Which instrument range the pattern comes from.
- In the list itself, you can see the pattern name, the memory location number and the original tempo of the pattern.

Factory	Pattern Name	Nr. ^	Tempo
User	Ac-Beat 2	0062	130
	Ac-Beat 3	0063	130
Piano	Ac-Beat 4	0064	130
Acoustic Guitar	Ac-Beat 5	0065	130
Electric Guitar	Ac-Beat 6	0066	130
Strings-Harp	Ac-Beat 7	0067	130
Synthe	Ac-Up Beat 1	0068	130
Other	Ac-Up Beat 2	0069	130
	Ac-Up Beat 3	0070	130
Edit Pattern	Rename	Mark	Delete

**Note on the specified tempo:** If you want to play a title with a tempo of 150, a pattern with the original tempo of 75 will not fit. You should not change the pattern by more than +/- 20 units.

You can sort the list according to your wishes by touching the **Pattern name**, **Number** or **Tempo** headings.

You can see which patterns are available in the factory area in the data list.

### 15.2.3 Special functions

If the **Start with style** function is switched on, the activated patterns start as soon as you start a style using the Start/Stop control panel button. Intros and endings contain harmony sequences. For this reason, the patterns are not played when intros or endings are running.

If the **Start with UM** function is switched on, WERSI Vision starts as soon as you play a chord on the sub-manual. A style does not have to be playing. As soon as you start a style while WERSI Vision is running, WERSI Vision is synchronised with the style.

With **Link to variation**, the patterns A, B, C and D change with the variations of the same name in the style. If a style is running in variation A, pattern A runs from WERSI Vision. Patterns B, C and D are switched off. If you then switch to variation C, pattern C also plays from WERSI Vision and patterns A, B and D are switched off.

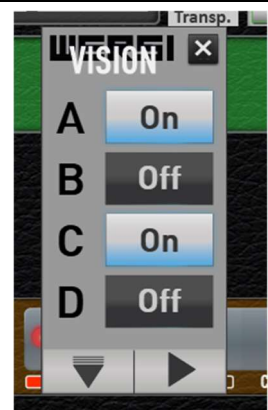
You can use the **Expression Pedal On/Off** function to determine whether the volume of the four WERSI Vision patterns is controlled by the sill.

### 15.2.4 Show Mini Display

As soon as **Show Mini Display is activated**, a small WERSI Vision display appears in the main display. There you can switch patterns on or off while playing live.

There is also a Start/Stop button and Start with sub-manual.

You can place the Mini Display anywhere on the main screen.



## 15.3 Edit and save Pattern

If you want to change the sound of a pattern, press **Edit pattern**.



You can use the **Start/Stop** button to start the pattern so that you can hear the changes directly.

Use the **Save** display button to save the changed pattern in the Custom area.

In the **Sound** area, you can see the tone colour used. If you want to change the sound of the pattern, press the currently set tone colour and the tone colour list will open. Select the desired tone colour there.

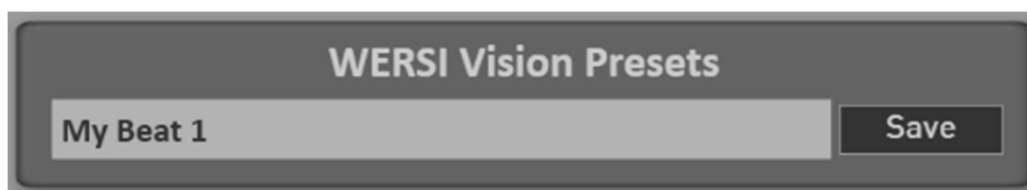
Use **Octave** to change the octave position with a range of +/- two octaves.

Note: The sound and/or octave cannot be changed for all patterns. This is always the case if the pattern requires a very special sound that only exists once in the sound list.

You can also change the **Manual** and **sound controllers**. You are already familiar with both areas from the sound editing in the selectors.

## 15.4 WERSI Vision Presets

You can call up factory presets or your own WERSI Vision presets here. Do not confuse the WERSI Vision presets with the Total presets.



### 15.4.1 Wersi Vision Presets in the factory area

These presets give you a small impression of what you can do with the WERSI Vision.

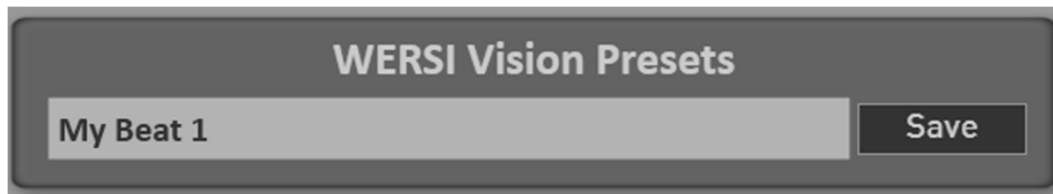
Nr.	Name
1	Empty Start Preset
2	Start with lower manual
3	Start with style
4	Link to variation
5	Show Mini Display
11	Pop Guitars 1
12	Pop Guitars 2
16	Folk Guitars 1
21	Schlager Move 1
22	Schlager Move 2
31	Boogie Woogie 1
32	Boogie Woogie 2
41	Samba 1
42	Samba 2
43	Slow Latin 1
44	Slow Latin 2
61	Piano Arpeggios
62	Piano Classical
70	Swing 1
71	Swing 2
81	Synthe 1
82	Synthe 2

### 15.4.2 Save WERSI Vision Preset

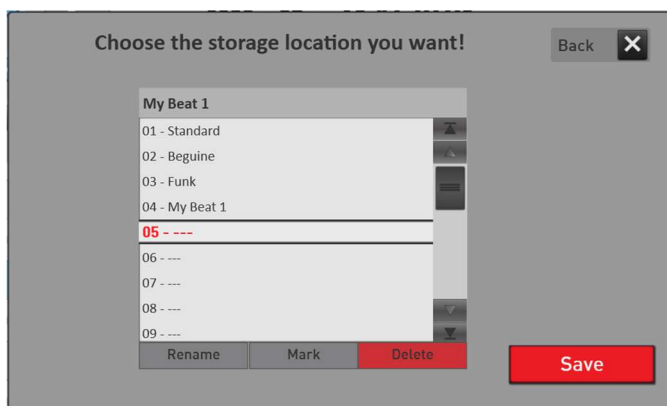
Of course, you can also save your own WERSI Vision presets. Select an existing WERSI Vision preset in the factory area and change the assignment of the four patterns A, B, C and D, for example.

You are already familiar with this process from other areas in the OAX system.

1. Press the **Save** button.



2. Select the desired memory location in the list.



The preset you have changed takes on the name of the preset you started with. In this example, the name is 'My Beat 1'.

3. If you want to give the preset a new name, press the preset name area and the display keyboard will open, allowing you to change the name. In this example, the name is 'My Beat 2'.



4. Press the Save display button to save the WERSI Vision preset and it is now in the list under User.





## 16 WERSI Chord

### 16.1 What can the WERSI Chord

The **WERSI Chord Band** is an add-on package that is subject to a charge. If you have any questions about activation, please contact WERSI or your WERSI dealer.

The WERSI Chord function is a musically very appealing way of making a melody played in one voice sound polyphonic by adding harmonies.

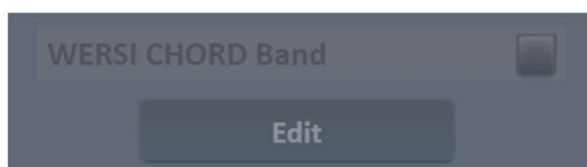
WERSI Chord first requires a melody that you play on the upper manual. Then the information about the harmony played on the lower manual is required. This is also the case with a style. The software then calculates a polyphonic chord based on the set chord type, e.g. duet, big band and the many other types.

We have been familiar with this function in WERSI instruments for many years.

With the new WERSI Chord Band, you can transform your OAX instrument into a real big band or orchestra.



**Note:** If the WERSI Chord Band extension package is not activated, this function cannot be activated.



**Important information:** The WERSI Chord provides a band in the background when playing with one finger. The WERSI Chord is not intended to be played without the actual melody. One sound must therefore always be switched on in the upper manual.

## 16.2 Operation

You will find the WERSI Chord display button in the Profi display. The display button has three functions:



1. The WERSI Chord is switched on or off by pressing the LED.

You can also use the control panel button of the same name to switch it on or off.

2. Double-clicking on the centre of the display button opens the WERSI Chord interface. With the OAX800 to OAX1000 models, you can also open the interface using the WERSI Chord EDIT control panel button.
3. To change the volume of the WERSI Chord, tap the centre of the display button once. A volume control opens, which disappears again after a few seconds.

The OAX800 and OAX900 models have their own volume drawbar for the volume of the WERSI chord. On the OAX1, OAX500, OAX600 and OAX700 models, the volume of the WERSI chord is assigned to the CC drawbar.

### WERSI Chord Control

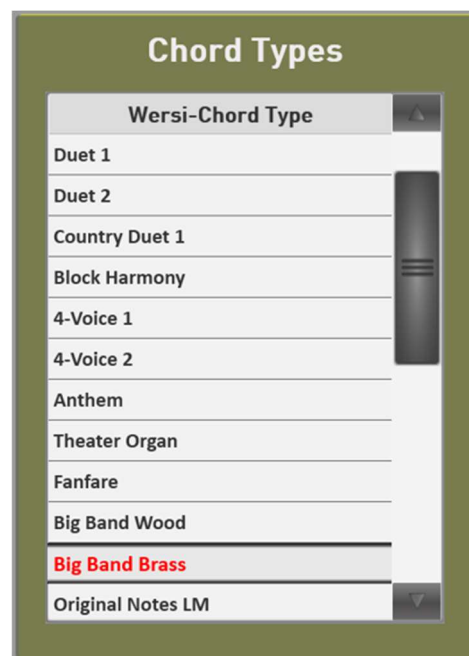


Use the **Volume from Total Preset** to set the volume of the generated chords. This is independent of the other tones that you have registered on the upper manual. This volume is saved in the Total Preset and not in the WERSI Chord Preset.

The **SOLO** button switches off all Sound of the upper manual. When Solo is activated, you will only hear the WERSI Chord. This allows you to better judge the sound of the WERSI Chord. The function is not saved in the WERSI Chord preset.

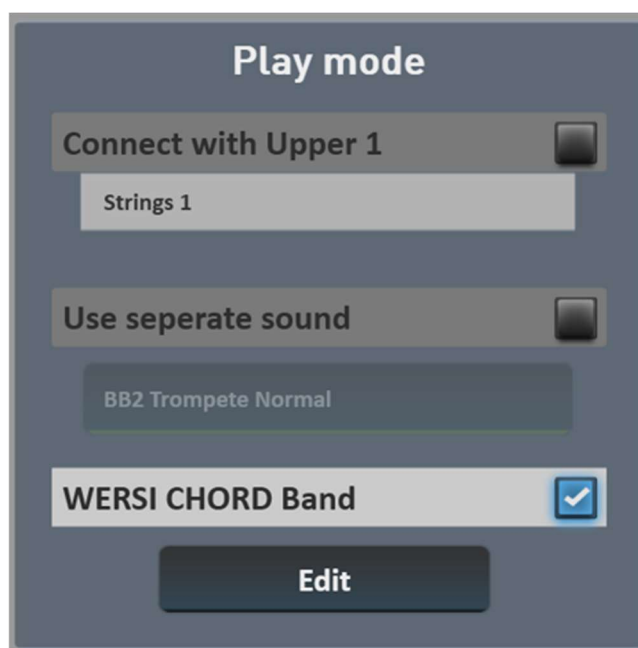
The **Chord types** list shows many ways in which a chord can be created. You will find a description of the types in the chapter 16.3 „WERSI Chord Types“.

You can choose between three types in the **Play mode** area. Information on the first two types can be found in chapter 16.4 „Normal WERSI Chord“.





You can use **Velocity Start** to set the dynamic value from which the chords should be played. This allows you to play a solo melody and fade in the chords with a stronger touch.



You can choose between three types in the **Play mode** area. Information on the first two types can be found in chapter 16.4 „Normal WERSI Chord“.

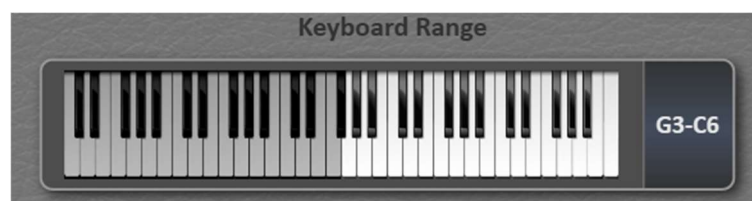
Information on the WERSI Cord Band can be found in chapter 16.5 “WERSI Chord Band”.

### Setting the keyboard range for the WERSI Chord

The WERSI Chord normally plays on the entire upper manual. However, if you set a playing range for upper manual selector 1, the WERSI chord will only sound in this keyboard range.

This is interesting if you have distributed several sounds to different playing ranges on the upper manual.

In the following example, the WERSI Chord plays in the playing range G3 to C6. You can assign other sounds to the ranges below G3.



## 16.3 WERSI Chord Types

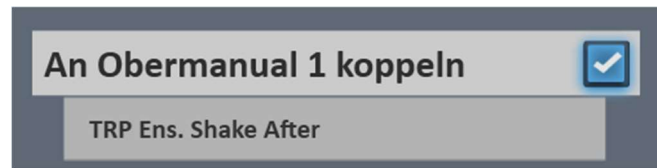
Nr.	Name	Description	Complete chord	Advanced voices
1	Standard Trio	Standard Trio Chords	3	2
2	Big Band	Polyphonic addition - very 'jazz-heavy' with lots of sixth chords	4	1
3	Duet 1	2 voices with thirds or sixths below	2	3
4	Duet 2	2 voices with sixths and fifths underneath	2	3
5	Country Duet 2	2 voices with thirds, fourths and fifths above	2	3
6	Block harmonie	Up to 4-part supplement. The lowest note is always the sub-octave of the melody note.	5	-
7	4-Voices close 1	Similar effect to BLOCK, but always in four voices in the narrow position	4	1
8	4-Voices close 2	Also 4 voices in the narrow location. However, this type also adds "jazzy sixth".	4	1
9	Hymne	Typical hymn set	4	2
10	Theatre	Chord set for typical theater organ music	3	1
11	Fanfare	Typical fanfare set	3	2
12	BB-Wood	Big band set for woodwinds	5	-
13	BB-Brass	Big band set for brass	4	1
14	Original	The notes / chords played on the lower manual are reproduced as they are gripped and without changes by the harmony detection.	Depending on the sub-manual, maximum 5	
15	Solo	Only the highest note of the chord played in the upper manual is reproduced as a sound as a solo voice. Not with WERSI Chord Band	2	3
16	Country Duet 2	Second version in 2 voices with overlying thirds, fourths and fifths	2	3
17	Country Trio	Creates two additional voices in country style	3	2
18	Rock Duet	Creates another voice in rock style	2	3
19	Full Chord	Three-part chord with normal playing style.	4	1
20	4-Voices close 3	Third version 4-part in the close register.	4	1
21	4-Voices close 4	Fourth version 4-part in the close register.	4	1
22	4-Voices wide 1	First version for 4 voices in a wide register. Notes are not played close together.	4	1
23	4-Voices wide 2	Second version for 4 voices in a wide register. Notes are not played close together.	4	1
24	Octave	Plays the note one octave lower	2	3
25	"1-5"	Plays the note a fourth lower	2	3

## 16.4 Normal WERSI Chord

With the normal WERSI Chord, you can choose between two modes.

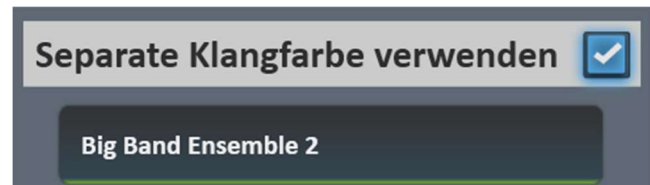
### Connect to Upper 1

The WERSI Chord uses the sound first upper manual selector. You can see which sound is set there in the lower display field. In our example, it is TRP Ens. Shake After. This sound can only be changed on upper manual 1.



### Use a separate sound

Independently of the upper manual selector 1, you can set your own sound for the chords. In our example, the 'Big Band Ensemble 2' sound is selected.



To change the sound, click on the name of the tone colour and the normal tone colour list will open.

Double-click on the name of the sound to open an edit interface where you can adjust the sound to your liking.



You can see which values these are in the chapter 16.5.4 „Adjusting the sounds of the band“.

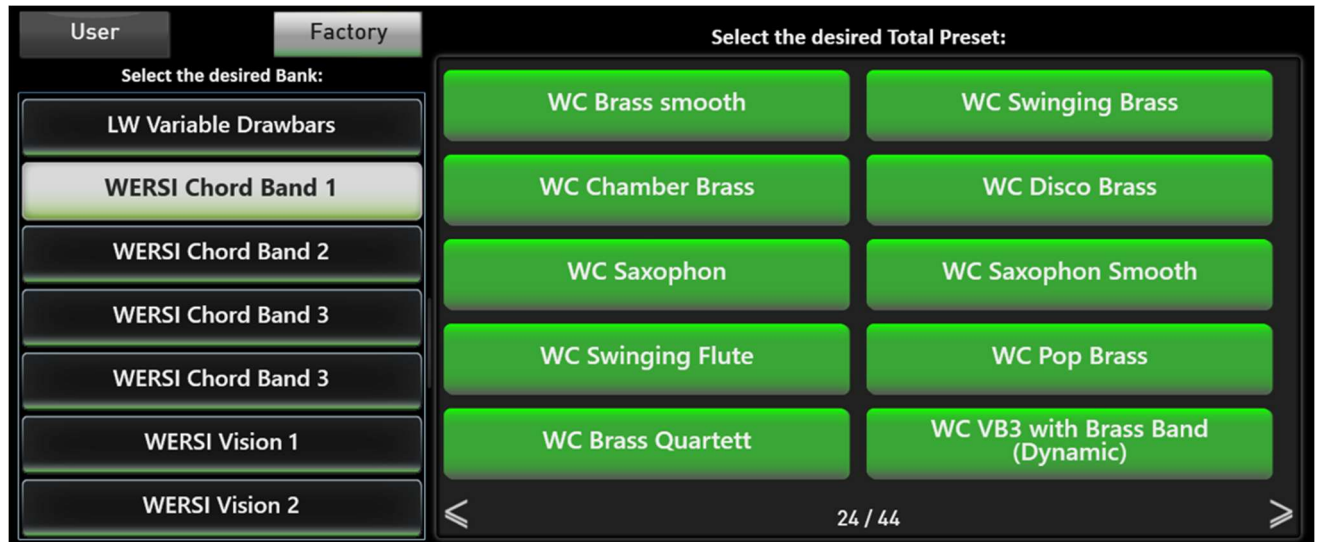
## 16.5 WERSI Chord Band

The WERSI Chord Band feature is an extension package that is subject to a charge. The extension package requires OAX version 3.0 to be activated.

### 16.5.1 Total Presets inclusive WERSI Chord Band

Our musicians have already put together many bands for you. You can select these via the Total Presets.

If you have activated the WERSI Chord Band expansion package, you will find 40 total presets in the factory area with which you can experience the fantastic possibilities of the WERSI Chord Band.







### 16.5.2 How does the band work?

The new WERSI Chord Band function is a fantastic way of transforming a melody played with one finger into a big band or orchestra.

With the previous WERSI Chord, the generated notes were played with only one sound. This playing style does not correspond to that of a big band or an orchestra. WERSI Chord Band distributes the individual sounds trumpet, trombone and saxophone to the individual voices of a chord.

In a chamber orchestra, the individual instruments violins, violas, cellos and bass play different parts.

The WERSI Chord Band can also be used for other instruments. For example, on a guitar, where only the third voice is played with a synthesised sound.

The volume, Standard and Sound Controls of each individual voice can be adjusted by controllers.

### What does the 1st voice do?

The 1st voice is not generated by the WERSI Chord. It is the note that you play on the manual. However, this 1st voice is routed via the range function and therefore does not play in the entire note range of the keyboard.

### 16.5.3 Putting together sounds for the band



#### Loading new sounds onto one of the voices

As soon as you press the name of the sound within a voice, the familiar sound list opens.

#### Solo

The **Solo** display button mutes all other voices. You will therefore only hear a single note generated by the WERSI Chord.

**Important note:** This note does not correspond to the pitch played on the manual. You will hear one of the voices generated by the WERSI Chord. This solo mode is not suitable for playing.

#### Edit

Press the **Edit** display button to open a new control panel with which you can adjust the sound on the corresponding voice.

### Advanced

The WERSI Chord plays up to four voices, not all of which are always used, depending on the chord type. The first voice/melody is always available.

If a WERSI Chord Type does not use all of these five voices, the voices that are not required are covered. If the Advanced function is switched on, these normally unused voices are assigned to other voices.

There is Duet with one note, Trio with two notes, Four way with three notes and Block with four notes. In Advance mode, the free notes are linked to other notes.

In duet mode, you can use three additional sounds for the 2nd voice and in standard trio mode, you can assign sounds to the 2nd and 3rd voices again.

	Melody	Notes generated by the WERSI Chord			
	1. Voice	2.	3.	4.	5.
four notes are generated, e.g. Block					
three notes are generated, e.g. 4 way open					2. Voice
two notes are generated, e.g. Standard Trio				2. Voice	3. Voice
one note are generated, e.g. Duet			2. Voice	2. Voice	2. Voice

## 16.5.4 Adjusting the sounds of the band

Press the **Edit** button for the desired voice.

**Important note:** The changes made must be saved in a WERSI Chord preset. See chapter 16.6 „Saving WERSI Chord settings“



You are already familiar with most of the setting options from the selector settings.

The setting options for the **playing range** are a special feature. An instrument playing the melody or a solo utilises the full range of the respective instrument type. The band in the background, however, plays in the middle range. It would be unnatural for the band to follow the solo in pitch and play higher or lower.

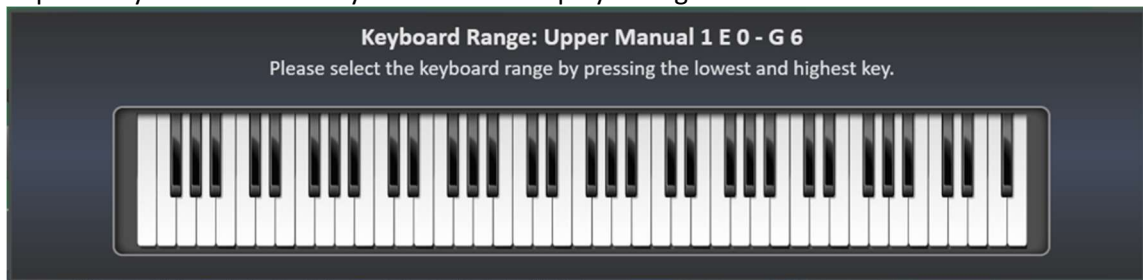
To ensure that the notes of the WERSI Chord only move within the natural playing range, it is possible to set the lowest and highest note.

### General information on the playing range of musical instruments

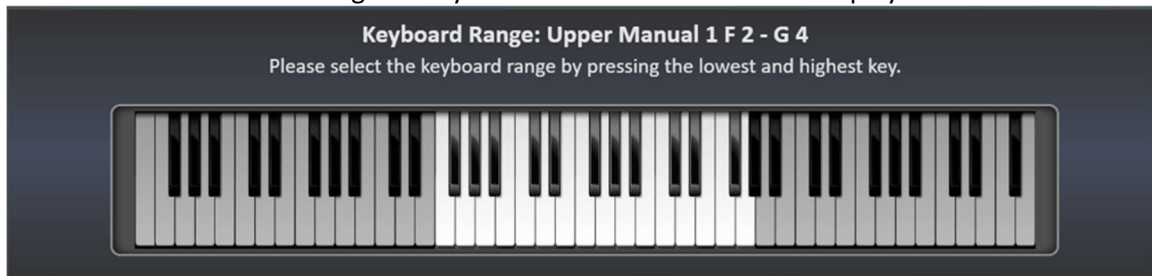
Every musical instrument has a natural playing range. For a piano, this is 88 notes. A trumpet has a completely different range. A professional can play about 26 notes. A beginner can play about 20 notes. On a keyboard with 61 keys (5 octaves), more than half of the notes are outside the playing range and therefore sound unnatural. Firstly because our hearing is not used to such high or low notes on a trumpet. In addition, there are no templates for these notes outside the natural playing range, which is why these notes have to be produced artificially.

### Set playing range

1. Tap the keyboard and the keyboard will be displayed larger.



2. Now select the lowest and highest key in which the instrument should play.



3. After a short time, the display of the large keypad ends and the play area is set.

### 16.5.5 Special brass sounds for the Big Band

51 new brass sounds have been developed for the WERSI Chord Band. Of course, you can also use these sounds for playing on the manuals. You will find them on the BRASS control panel button in mapping 6 to 10.

Nr.	Klangname
1	BB1 Full Mix
2	BB1 Full Mix Smooth
3	BB1 Full Mix Sharp
4	BB1 Mix Trumpets 1+2
5	BB1 Mix Trumpets 1+2 Smooth
6	BB1 Mix Trumpet-Trombone
7	BB1 Mix Trumpet-Trombone Smooth
8	BB1 Mix Trumpet-Saxophon
9	BB1 Mix Trumpet-Saxophon Smooth
10	BB1 Mix Sax-Trombone
11	BB1 Mix Sax-Trombone Smooth
12	BB1 Trumpet 1 normal
13	BB1 Trumpet 1 Smooth
14	BB1 Trumpet 1 Sharp
15	BB1 Trumpet 2 normal
16	BB1 Trumpet 2 Smooth
17	BB1 Trumpet 2 Sharp
18	BB1 Trombone
19	BB1 Trombone Smooth
20	BB1 Trombone Sharp
21	BB1 Saxophon
22	BB1 Saxophon smooth
23	BB1 Saxophon Sharp
24	BB2 Full Mix Normal
25	BB2 Full Mix Smooth

26	BB2 Full Mix Sharp
27	BB2 Mix AltSax TenorSax Clarinet
28	BB2 Mix AltSax TenorSax
29	BB2 Mix AltSax TenorSax Smooth
30	BB2 Mix Trumpet Altsax
31	BB2 Mix Trumpet Altsax Smooth
32	BB2 Mix Trombone TenorSax
33	BB2 Mix Trumpet Trombone
34	BB2 Mix Trumpet Trombone Smooth
35	BB2 Trompeten Normal
36	BB2 Trompeten Smooth
37	BB2 Trombone Normal
38	BB2 Trombone Smooth
39	BB2 AltSax Normal
40	BB2 AltSax Normal Stac
41	BB2 AltSax Smooth
42	BB2 TenorSax Normal
43	BB2 TenorSax Normal Stac
44	BB2 TenorSax Smooth
45	BB2 Clarinets Normal
46	BB2 Clarinets Smooth
47	BB More Trumpet
48	BB More Trombones
49	BB More AltSax
50	BB More TenorSax
51	BB More Alt + TenorSax

**Here's a tip!** The new brass sounds have interesting sound controllers. For example, the volume of the individual instruments can be controlled on a mix wind instrument.

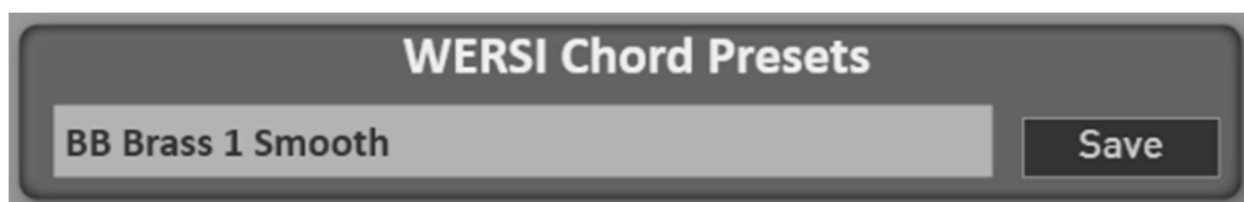


## 16.6 Saving WERSI Chord settings

Here you can call up factory presets or your own WERSI Chord presets and save your own WERSI Chord presets. Do not confuse the WERSI Chord Presets with the Total Presets. There are two ways to save your WERSI Chord settings.

**Option A:** You save a Total Preset and all WERSI Chord settings are automatically saved in the Total Preset.

**Option B:** You can also save your settings in a separate WERSI Chord preset in the user area. This procedure is advantageous if you also want to use the settings in other Total Presets. If you later save or change a new total preset, you only need to select the WERSI Chord preset with your settings and save the total preset again.



### 16.6.1 Wersi Chord Presets Factory Area

These 100 presets show you the possibilities of what you can do with the WERSI Chord. From number 11 onwards, these are presets for the WERSI Chord Band.

No.	Name		
1	Connect to Upper 1	31	Disco Brass
2	Brass 1	32	Modern Brass
3	Brass 2	33	Flute + Brass JL
4	Saxophone	36	Chamber Brass
5	E-Guitar	37	Brass Quartet
6	Strings	38	Fanfare
7	Accordion	39	Hymne Brass
8	Jazz Vocals	40	Hymne Brass + Drums
9	Theatre Orgel	51	String Orchestra 1
10	Synthesizer	52	String Orchestra 2
11	BB Brass 1	55	Strings Legato
12	BB Brass 2	57	Strings Sustain
13	BB Brass 3	60	Chamber Orchestra 1
14	BB Brass 4	61	Chamber Orchestra 2
15	BB Brass 5	62	Chamber Orchestra 3
16	Swinging Brass	65	Strings Filmmusik 1
17	Swinging Brass Velocity	66	Strings Film Music 2
18	BB Brass 1 Smooth	67	Strings Filmmusik Mix 1
19	BB Brass 2 Smooth	68	Strings Filmmusik Mix 2
20	BB Brass Group Small	70	Country Western Violine
21	BB Saxophon	71	Jazz Choir
22	BB Saxophon 1 Smooth	76	Women's Choir
23	BB Saxophon 2 Smooth	77	Aah Choir
26	Brass + Flute 1	81	Church Choir 1
27	Brass + Flute 2	82	Church Choir 2
		83	Church Choir 3



91	Duet Accordion+Trumpet	138	Jazz Guitar Trio
92	Duet Trumpet + Accordion	140	Jazz Guitar + Brass
93	Trio Accordion + Trumpet + Trombone	142	Country Guitar 1
94	Folk music Brass	143	Country Guitar 1 Advanced
95	Folk music Brass smooth	144	Pedalsteel Guitar 1
96	Folk music Brass Diatonisch	145	Pedalsteel Guitar 2
97	Folk music Brass Clarinet	146	Mandolin
100	Accordion	148	Schlager Guitar WERSI
101	Musette	151	Organ WERSI Nostalgie
102	Musette + Strings	152	Helios
105	Zither 1	156	CD Organ
106	Zither 2	157	Analog Organ
111	Synthesizer 1	160	Organ plus Brass
112	Synthesizer 2	161	Theatre Organ + Bells
113	Synthesizer 3	162	Theatre Organ 1
114	Synthesizer 4	163	Theatre Organ2
115	Synthe Lead Warm	171	Grand Piano
116	Synthesizer Kurz	172	Piano Synthe
117	Popcorn Synthe	175	Honky Tonk
118	Synthe Sustain	181	E-Piano
131	Acoustic Guitar Duet	186	E-Piano Synthe
132	Acoustic Guitar Trio	191	CD-Line Synthe
134	E-Guitar Rockn Roll	192	Galaxy 2. Voice
135	E-Guitar Warm	193	CD-Line Jazz Guitar Synthe
136	Rock Guitar	194	Pan Flute

### 16.6.2 Save WERSI Chord Preset

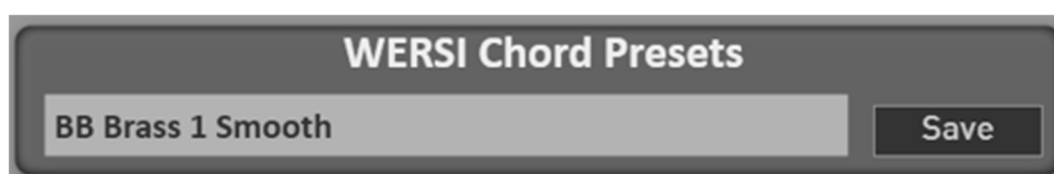
Of course, you can also save your own WERSI Chord presets.

Such a preset includes all settings from the chord type to the sounds of the WERSI Chord Band and their settings.

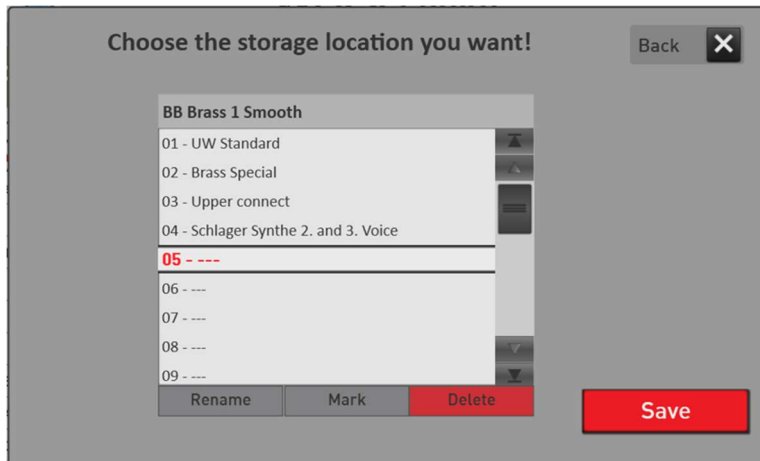
Or select an existing WERSI Chord preset in the factory area and change the sound assignment of the voices, for example, or set a different chord type.

Once you have created a new WERSI Chord Preset, you can save your settings in your own WERSI Chord Preset. You are already familiar with this process from other areas of the OAX system.

1. Press the **Save** button.

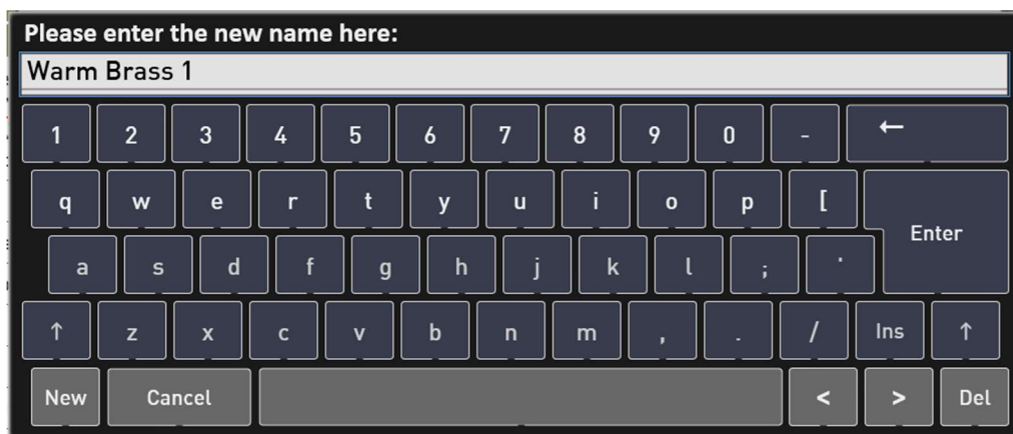


2. Select the desired memory location in the list.

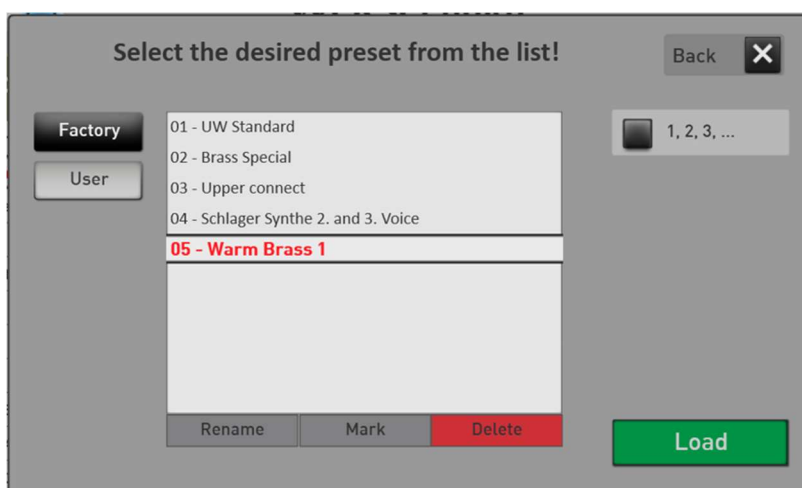


The preset you have changed takes on the name of the preset you started with. In this example, the name is 'BB Brass 1 Smooth'.

3. If you would like to give the preset a new name, press the preset name area and the display keyboard will open, allowing you to change the name. In this example, the new name is 'Warm Brass 1'. Confirm the new name with **ENTER**.



4. Press the Save display button to save the WERSI Chord preset and it is now in the list under USER.



## 17 Changing mapping for sounds and accompaniment

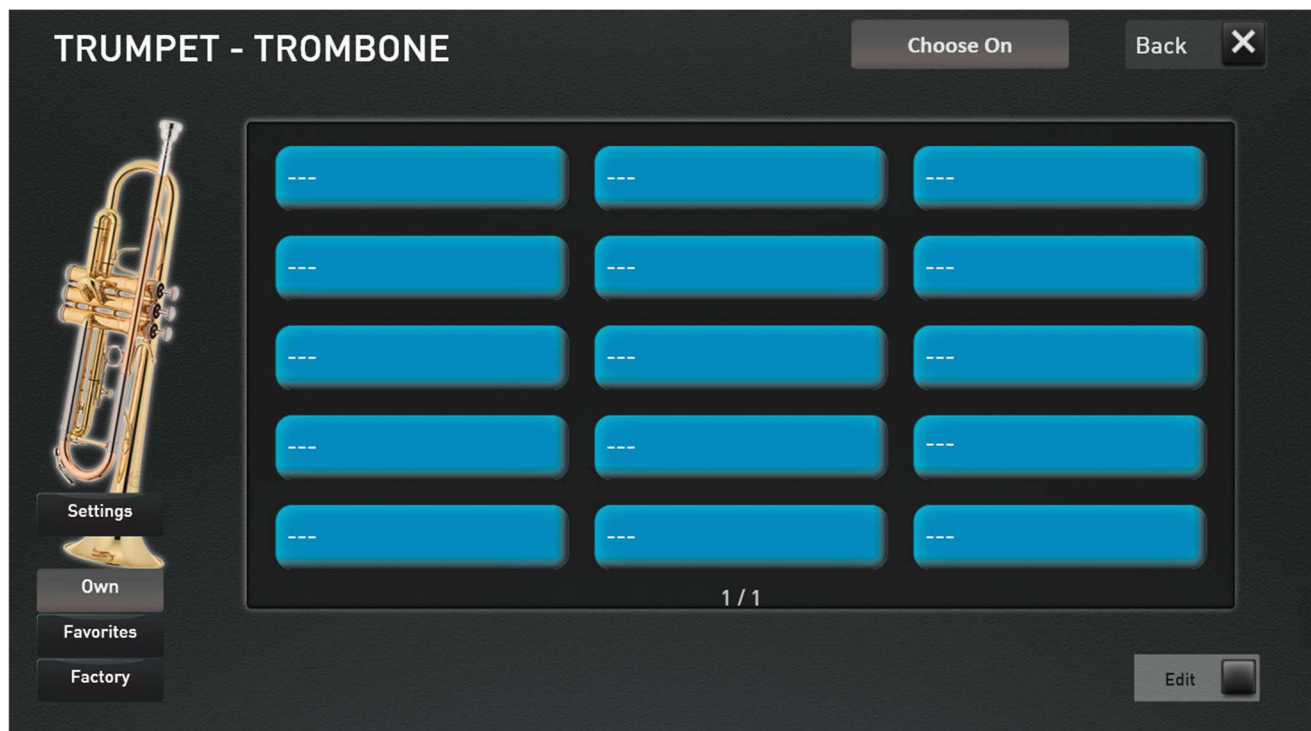
### 17.1 Create or edit your own mapping

In the two areas of Sounds and Accompaniment, you can create your own mapping for each panel button. The own mapping can consist of up to 15 levels with 15 sounds each. Sounds and styles from the factory area and of course your own sounds, styles as well as MIDI-Sequences and Multimedia-Files can be transferred to your own mapping.

**Note:** The panel button for the live organ models has a separate mapping. See chapter 17.2 "Create your own mapping for the live drawbars".

Select the desired control panel button in the Sound or Accompaniment area and press **Choose On**.

Then select the mapping **OWN**. In our example, this is the "Trumpet-Trombone" sounds button. The mapping is still empty.



Activate the EDIT function and some new functions will appear in the lower display area.

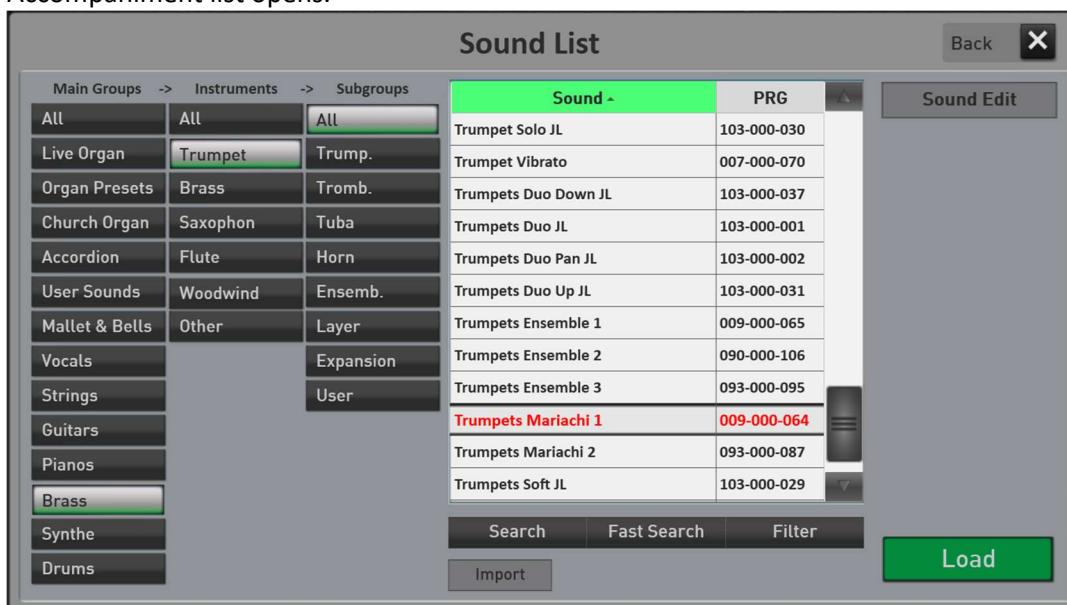


### 17.1.1 Map a Sound or Accompaniment

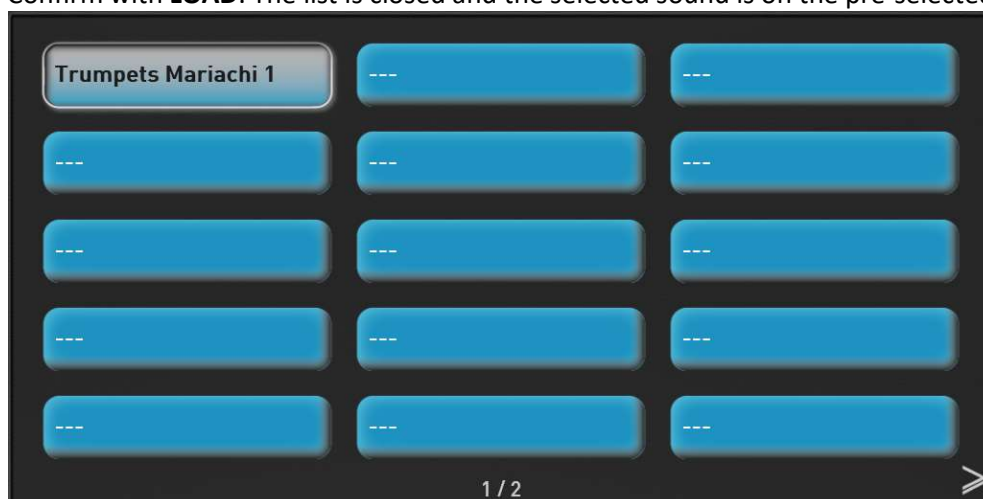
1. Press the desired display button on which you want to map the sound/acc.



2. Press the DISPLAY button **MAPPEN** and the sound list will open. When you edit the ACC mapping, the Accompaniment list opens.



3. Now select the desired sound or Style/MIDI/audio from the list. In our example we choose the sound "Trumpet Mariachi 1".
4. Confirm with **LOAD**. The list is closed and the selected sound is on the pre-selected display button.



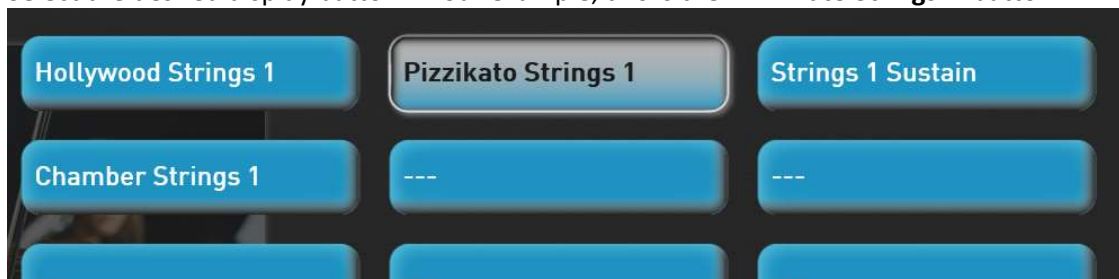
5. This allows you to map additional display buttons according to your wishes.
6. With the display button **NEW LEVEL** you can add additional levels to your own mapping.

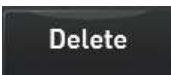
### 17.1.2 Delete individual mapping

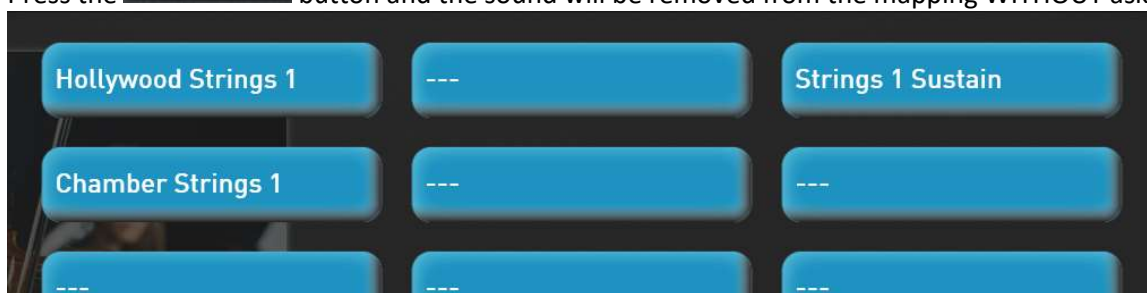
The **DELETE** function allows you to delete a sound/style from a mapping.


1. The  function must be switched on.

2. Select the desired display button. In our example, this is the "**Pizzikato Strings 1**" button.



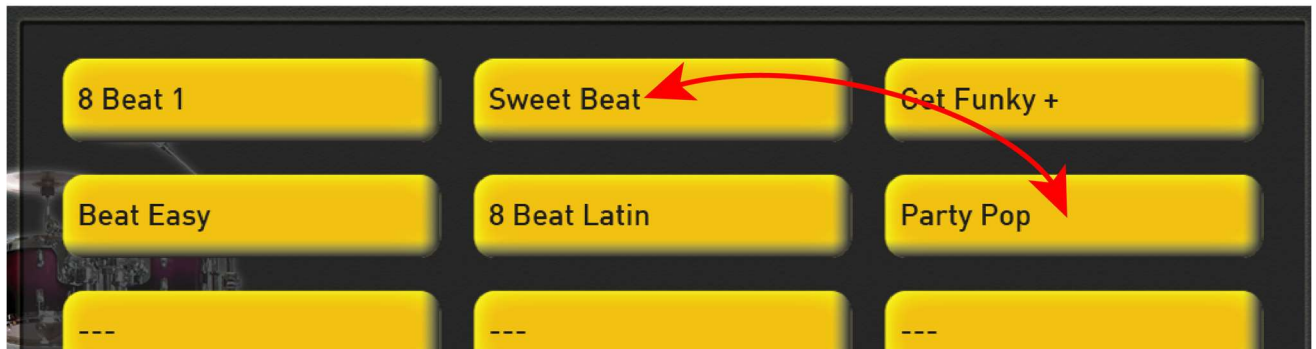
3. Press the  button and the sound will be removed from the mapping WITHOUT asking.

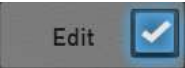



4. At the end, don't forget to turn off the  function again.


### 17.1.3 Swap mapping places

The Exchange function allows you to swap the assignment of two buttons against each other. In our example, we exchange the style "Party Pop" with the style "Sweet Beat".




1. The  function must be switched on.
2. Then simply select the sound "Party Pop".
3. Press  the display button.
4. Now press the sound "Sweet Beat" and both sounds are exchanged and the function Exchange is switched off again.

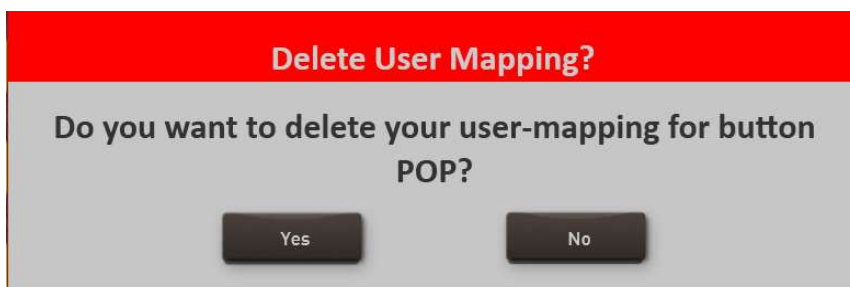


5. At the end, don't forget to turn off the  function again.

### 17.1.4 Delete Mapping for a button

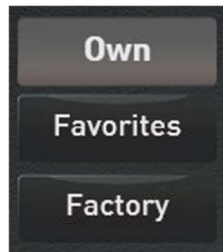


The function  deletes all elements on the selected button.





## 17.2 Create your own mapping for the live drawbars



You can also create your own mapping for the Drawbars Live panel button.

This gives you the option of storing the drawbar sounds you use most for all organ models under **Own** (mapping).

### How can you make good use of these opportunities?

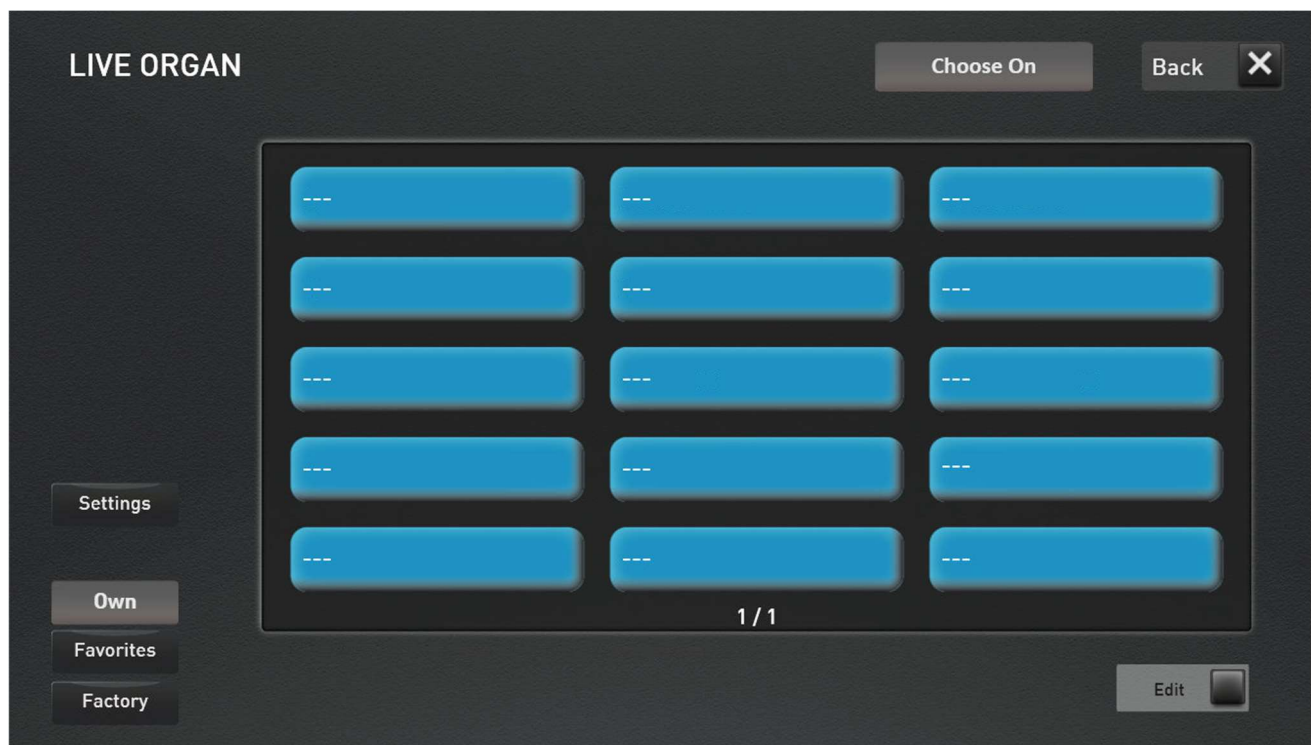
We assume that you do not always need all the sounds of all organ models while playing. If you like three sounds from the OX7 and two sounds from the VB3, you can place these five sounds on the **Own (mapping)**.

Select the **Drawbars Live** panel button.

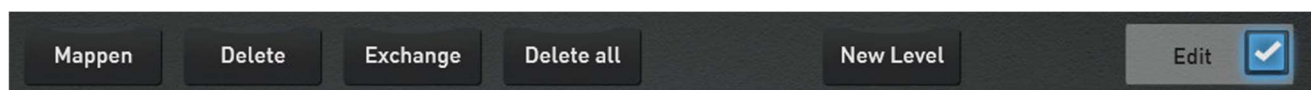
If the large main display of an organ opens, press the **Mapping** display button.



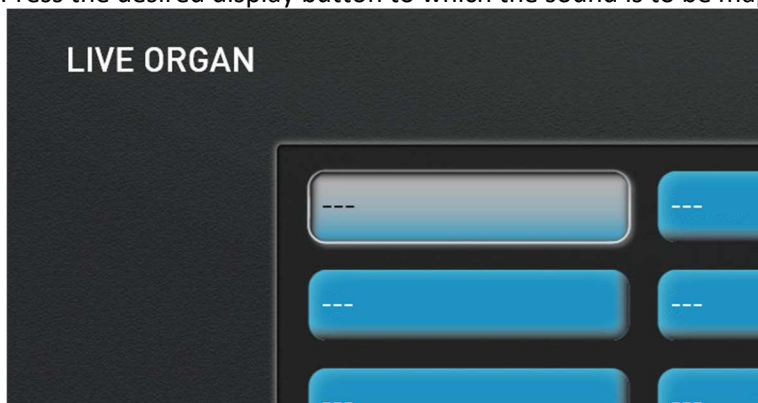
Then select the **Own** mapping. The mapping is initially empty.



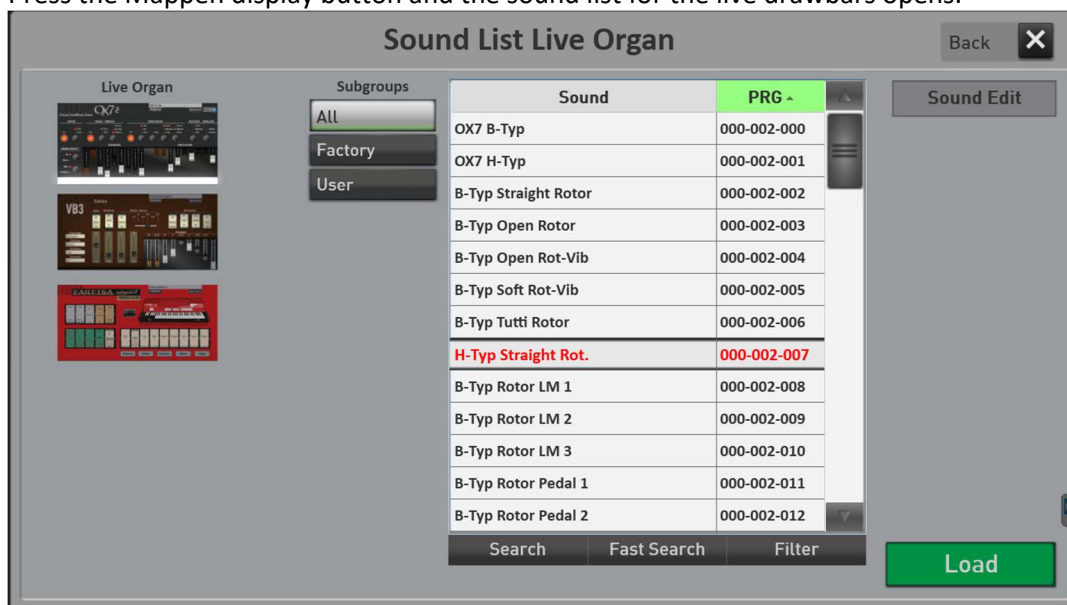
Activate the **Edit** function at the bottom right and some new functions will appear in the lower part of the display.



1. Press the desired display button to which the sound is to be mapped.



2. Press the Mappen display button and the sound list for the live drawbars opens.



3. Now select the desired sound from the list. In our example it is the sound "H-Typ Straight Rot.".

4. Confirm with LOAD. The list is closed and the selected sound is on the previously selected button.



5. You can now assign further display buttons according to your wishes.
6. With the display button **NEW LEVEL** you can add further levels to your own mapping.

You can find out more editing options for your own mapping in the following chapters:

- 17.1.2 "Delete individual mapping"
- 17.1.3 "Swap mapping places"
- 17.1.4 "Delete Mapping for a button"

## 17.3 Delete or freeze Favorites



Favorites constantly collect your favorite sounds and accompaniments for each button. This provides you with a quick overview of which sounds and accompaniments you use most often.

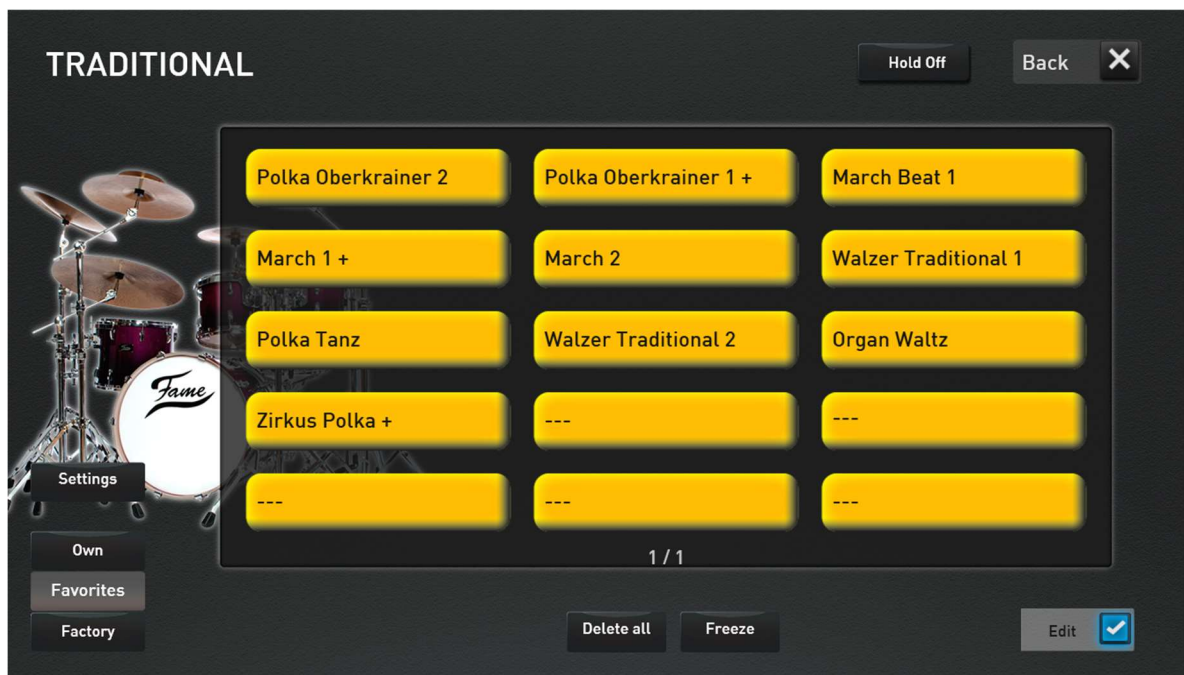
### 17.3.1 Freeze favorites

Your instrument constantly collects which sounds or styles you use from each button. With the **FREEZE** function, you can stop "collecting" separately for each sound and accompaniment key. The current state is "frozen".

In our example, we "freeze" the favorites on the **TRADITIONAL** style button.

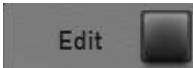
1. Select the Traditional style button.

2. Select .




3. Turn on  the function.

4. Press .


5. At the end of  the day, don't forget to turn off the function again.

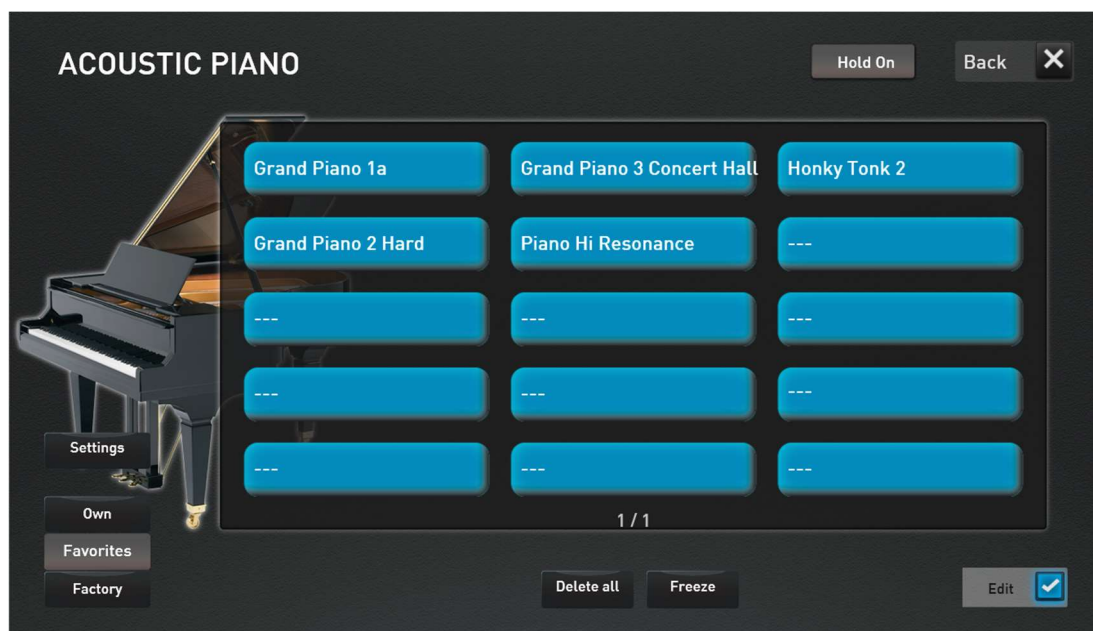
### 17.3.2 Delete favorites for a button

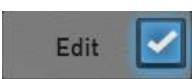

You can also reset the favorites separately for each button in the sound and Accompaniment areas.

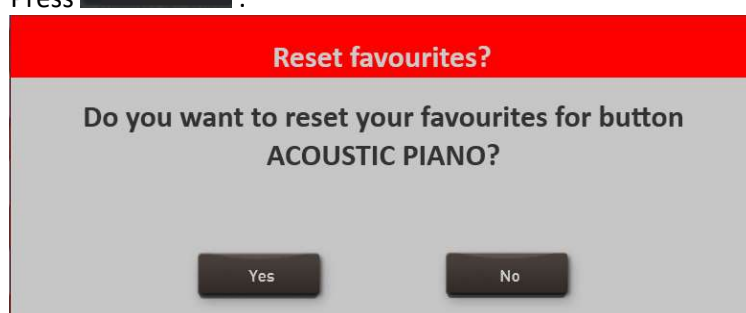
The function  deletes all favorites on the sound or ACC button.

In our example, we want to delete the favorites on the sound button **Acoustic Piano**.

1. Select the sound button Acoustic Piano.
2. Select  .

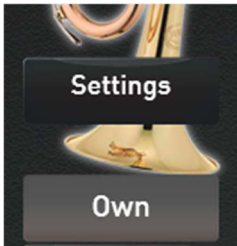


3. Turn on  the function.
4. Press  .



5. Confirm with **YES**.
6. At the end press  to turn off the function again.

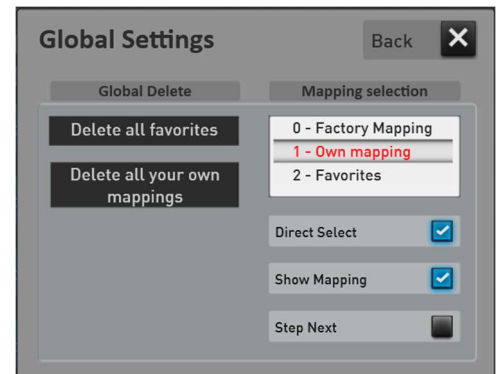
## 17.4 Global mapping an favorite settings



You will find the display button "Settings" on every sound and ACC mapping.

### 17.4.1 Direct select and mapping selection

The "Direct Select" function allows you to set whether a sound or an accompaniment mapping is directly selected when you press a button in the areas of Sounds and Accompaniment. This setting option is available separately for sounds and accompaniment!



**Important:** With "Factory Mapping", "Own Mapping" or "Favorites" you select which of these three mappings is shown in the display when you press a sound or accompaniment button.

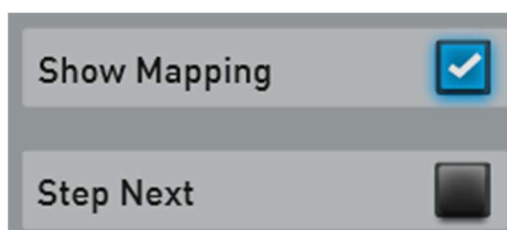


**Direct select off** -> If you press a control panel button in the area Sounds or Accompaniment, the mapping appears as usual. However, no sound and no accompaniment are selected directly.

**Direct select on** -> Here the first sound or the first accompaniment is selected directly on the corresponding control panel button.



If the direct selection function is switched on, the additional display switches "Show mapping" and „Step next“ can be seen.







The "Show mapping" function is switched on in normal operation. Each time you select a sound or ACC button, the corresponding mapping is displayed.

If you have made your own mapping with your own favorite sounds, you may not want the mapping to open every time in live operation. We have given an example of this below.

**Important note:** If the "Show mapping" function is switched off, you can open the mapping again by holding down a sound or ACC button for a longer period of time.



**Step next off** -> If you press a new sound or ACC button, the first sound or the first accompaniment of the mapping is selected directly. When you press the button the second time, the mapping jumps to the next mapping page, but without selecting another sound or accompaniment.

**Step next on** -> Now the sound or accompaniment step to the next sound/ACC by one each time a button is pressed. For example, if you have assigned four trumpet sounds to your own mapping on the trumpet button, you can switch to each sound by pressing the button several times. If you have four sounds or styles on your mapping, you can return to the first mapping position by pressing five times. The "Step next" function therefore runs in a circle.

If a new sound or ACC button is pressed, it always starts again with the first sound or the first accompaniment.

Which combinations result from this:

**Note:** In the following examples we describe the behavior of a tone color button. The same applies, of course, to the buttons in the Accompaniment area.

**With "Show Mapping ON" and "Step next OFF" -> we already know this function**

- a. You press a sound button.
- b. The mapping opens.
- c. The first sound is selected.
- d. Each subsequent keystroke switches the mapping one page forward, but without selecting a sound on the new mapping.

**With "Show mapping ON" and "Step next ON"**

- a. You press a sound button.
- b. The mapping opens.
- c. The first sound is selected directly.
- d. Each subsequent key press selects the next sound on the mapping.

**With "Show mapping OFF" and "Step next OFF"**

- a. You press a sound button.
- b. The mapping does not open.
- c. The first sound is selected.
- d. Any further key press does not change anything.

**With "Show mapping OFF" and "Step next ON"**

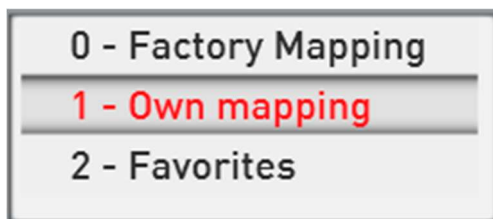
- a. You press a sound button.
- b. The mapping does not open.
- c. The first sound is selected.
- d. Each subsequent key press selects the next sound on the mapping.

**How can you make good use of these new features?**

We assume that you do not always need all the sounds of a sound button for live operation. So if you like to use three guitars from the twenty guitars, for example, you can place these three guitars on the "Own" mapping of the sound button „Guitars“.

If the "Direct select" and "Step next" functions are then activated, simply press the "Guitar" button twice in quick succession in live mode and the second Guitar is selected directly.

If you have switched off the "Show mapping" function, the mapping level is not opened in the display when you press the sound button.



In order to select sounds on your own mapping, "Own mapping" must of course be activated.

You can do the same with the accompaniments.

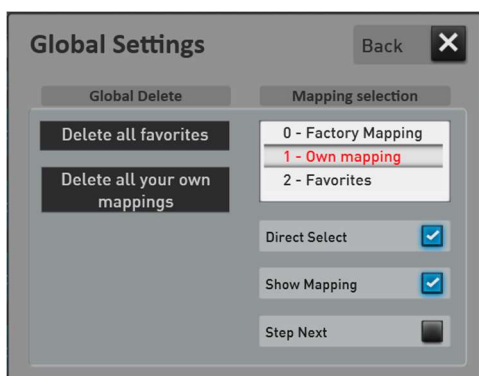
**17.4.2 Delete all favorites**

The "Delete all favorites" function allows you to delete the favorites separately for the Sounds and Accompaniment areas for all buttons in the selected area at once.

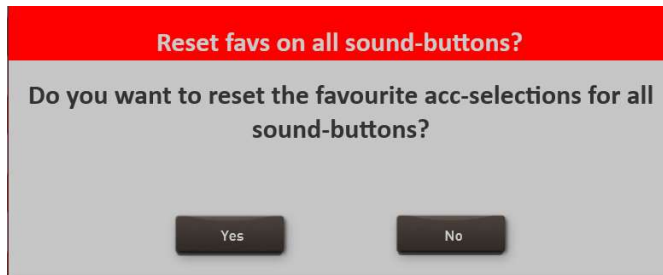
1. Depending on which favorites you want to delete, select any key in the Sound or Accompaniment section. In our example, we take a sound button.

**Settings**

2. Press **Settings** and the following display will appear:



3. Press "Delete all favorites" and the following message will appear:

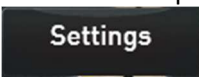


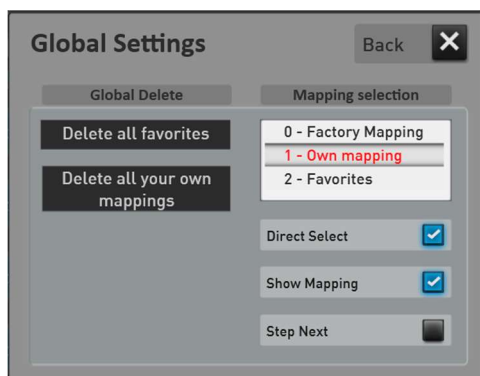
4. **Yes** deletes the favorites on all Sound buttons.

### 17.4.3 Delete all your own mappings

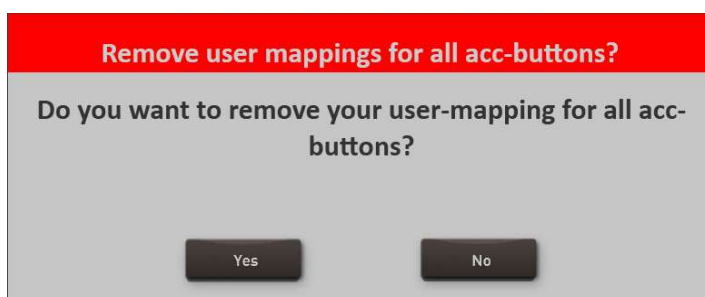
With the "Delete all mappings" function, you can delete your own mappings separately for the Sounds and Accompaniment areas for all keys in the selected area at once.

1. Depending on which mappings you want to delete, select any key in the Sound or Accompaniment section. In our example we take an Accompaniment button.

2. Press  and the following display will appear:



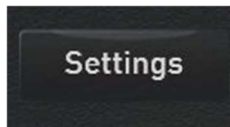
3. Press "Delete all your own mappings" and the following message will appear:



4. **Yes** deletes the favorites on all Accompaniment buttons.

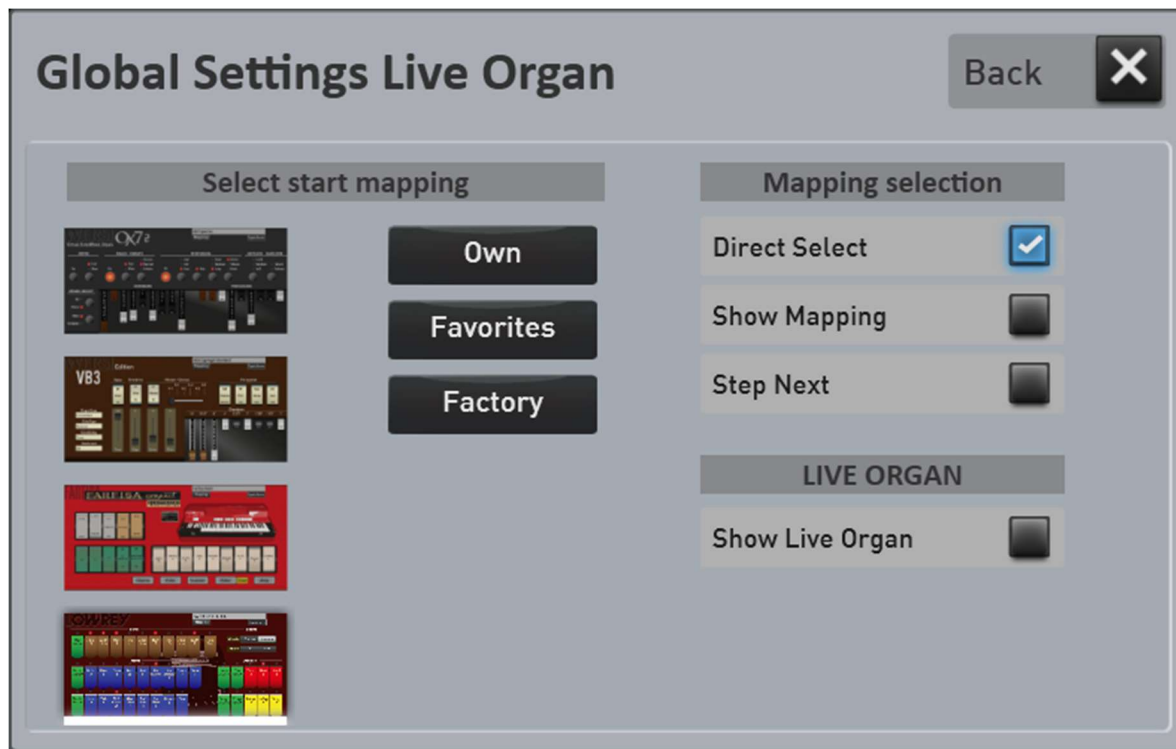
## 17.5 Special Settings for the Live Organ Models

**Note:** Even with the normal sound buttons, there is a Settings button on the mapping page. In the live organ area, the possibilities have been expanded.



On the mapping page of the live organ models, on the left side is the page display button **Settings**.

The "Global Settings Live Organ" display opens.



### 17.5.1 Select start mapping

Here you can specify which mapping is displayed when you press the Drawbars Live panel button coming from a different sound button. Each time you press the panel button multiple times, the next mapping page is displayed. Provided there are multiple mapping pages.

**Factory Mapping ->** The factory compilation of the main sounds of all organ types.

**Favorites ->** The automatically created mapping of your most used drawbar sounds.

**Own mapping ->** your own compilation of the timbres of all organ types.

**Organ Types ->** Depending on the selected organ OX7, VB3 or Farfisa, the respective factory mapping is displayed with all existing sounds of the selected organ.

#### Show live organ

Here you can decide whether the organ interface should appear automatically in the display when you have selected a sound in the mapping.

If this function is set to Off, you will return to the profi display after selecting a sound.

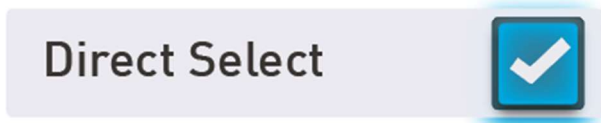
### 17.5.2 Mapping selection

The direct selection function allows you to set whether a sound is selected directly when you select the Drawbars Live control panel button.

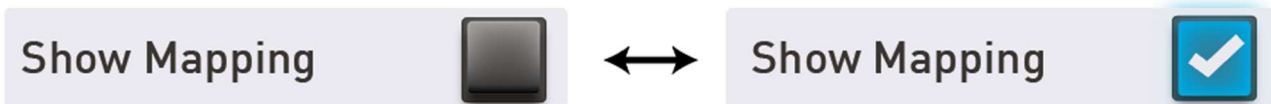
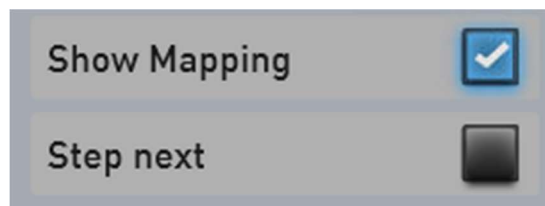


**Direct selection off** -> If you press the panel button Drawbars Live, the mapping appears as usual. However, no sound is selected directly. So you can select in the display which sound you want to play.

**Direct selection on** -> Here the first sound on the previously defined start mapping is selected directly.



If the direct selection function is switched on, the additional display switches "Show mapping" and "Step Next" can be seen, with "Show mapping" already being activated.



**Show mapping off** -> The first sound on the specified mapping is selected. The mapping cannot be seen.

**Show mapping on** -> Each time you select the Drawbar Live panel button, the selected mapping is displayed and the first sound is selected.

**Important note:** If the "Show mapping" function is switched off, press and hold the Drawbars Live panel button for one second. The large organ display opens and you can use the Mapping display button to return to the mapping level.

Step Next



Step Next



**Step Next off** -> If you press the panel button Drawbars Live, the first sound of the mapping is selected directly. The second time you press the button, the mapping jumps to the next mapping page, but without selecting another sound or accompaniment.

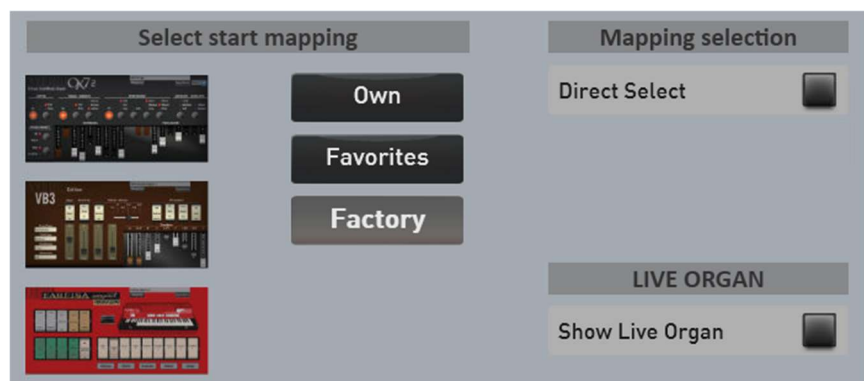
**Step Next on** -> Now the sound advances by one each time you press a button. Do you have your own mapping with e.g. For example, if four sounds are created, you can switch to each sounds by repeatedly pressing the button. With four sounds on your own mapping, pressing five times takes you back to the first mapping place. The function "continue" runs in a circle.

### What combinations result when you press the panel button Drawbars Live!

In connection with the functions **Start mapping**, **Show live organ** and **Direct select**, **Show mapping** and **Step next**, some interesting combinations result. Here are just a few examples:

#### Version 1

You want the factory mapping of all organ types to be shown in the display when you press the **Drawbars Live** panel button. However, a sound is only selected when you select one of the sounds in the display. After selection, the display jumps back to the professional display.

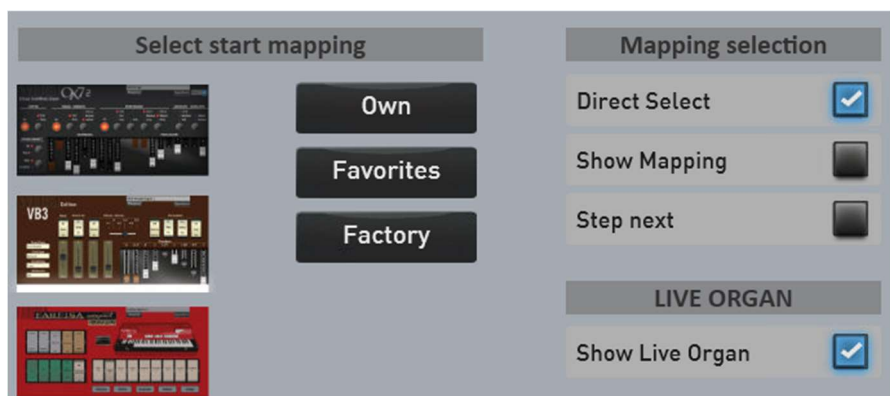


**Factory** is selected under Start Mapping. Show Live Organ and Direct Select are off.

#### Version 2

You want the first VB3 sound to be selected and the large VB3 interface to appear in the display when you press the **Drawbars Live** panel button.

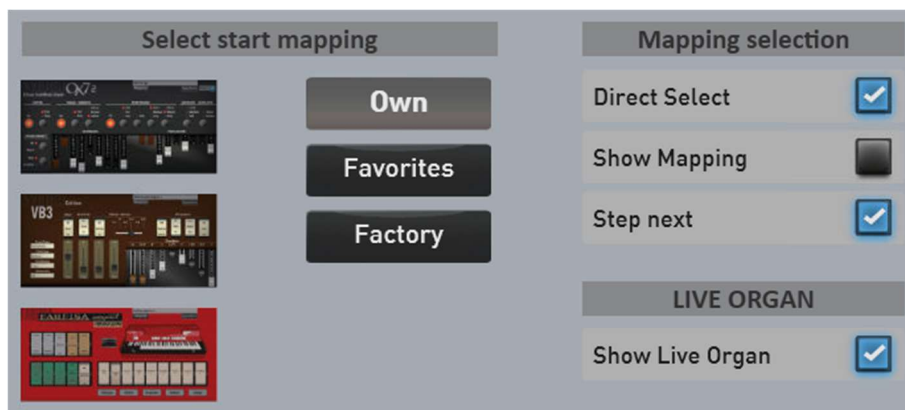
The **VB3** is selected under **Start Mapping** and the **Show Live Organ** and **Direct Select** functions are activated.





**Version 3**

You have put together your **Own** mapping from all organ types and want these sounds to be selected one after the other each time you select the **Drawbars Live** control panel button again. The corresponding surface of the live organ can always be seen.



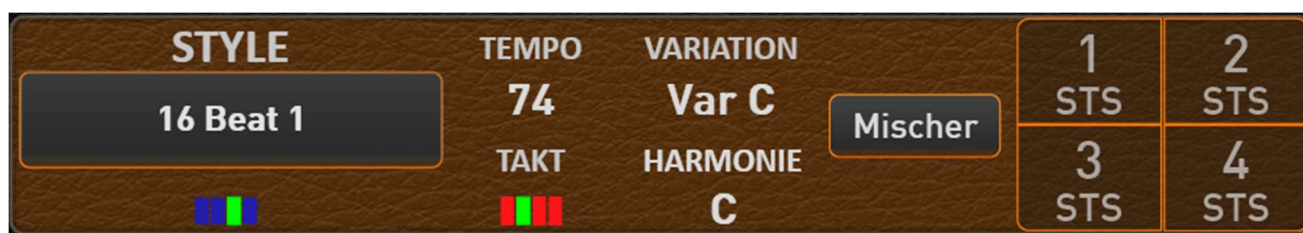
## 18 Sound To Style (STS)

With this function, four matching total presets are called for each factory style. Thus, the instrument always provides you with the appropriate instrumentation for every style. With the factory styles, you can overwrite the four existing STS presets with your own USER STS presets. You can also save four of your own STS presets for all styles, MIDI sequences and multimedia files that you have loaded yourself.

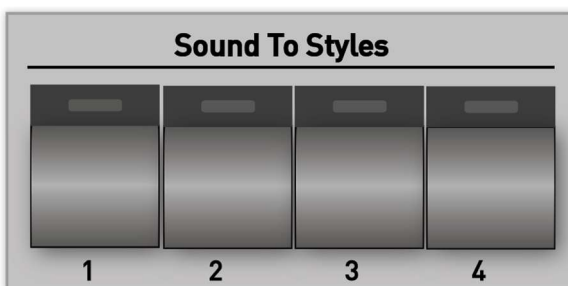
### 18.1 Using STS-Presets

#### 18.1.1 Using STS-Presets without Easy-Split

Choose a factory style you want. Four Total Presets specially tuned for this style are now displayed -> STS 1 to STS 4.



To exit the STS function, simply press a "normal" Total Preset or press the currently active STS preset again and the most recently used Total Preset will be reactivated.



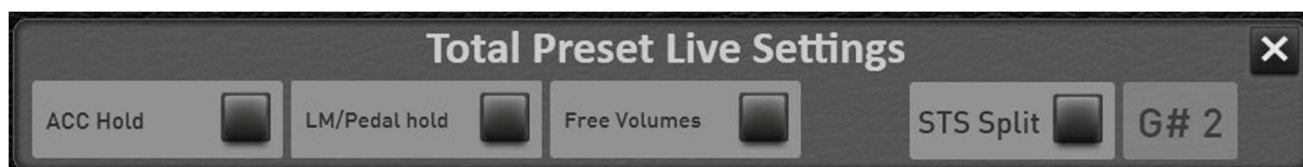
With the instruments OAX500, OAX600 and OAX700 you will find four buttons SOUND TO STYLES on the left control panel in addition to the buttons in the display. These work in parallel with the display buttons.

#### 18.1.2 Play STS-Presets with Easy-Split

All 376 factory styles have received a lower-manual split for the four STS presets. The lower manual sounds remain identical within the four STS presets. You can choose to play the STS presets with or without the split in the lower manual. To turn on the sub-manual split, press the "Total Preset" heading for a second.



The display changes to the "Total Presets Live Settings" display.



On the right side you can see whether the STS split is on or off and what note the split point is on.

### STS split on/off

Press the **STS Split** display key to turn the split on or off.

### Change STS split point

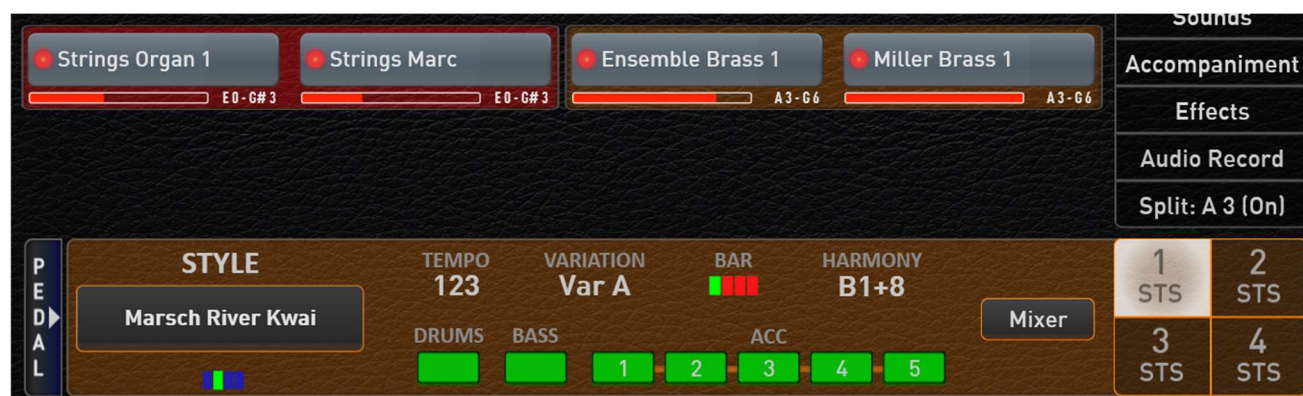
**G# 3**

To change the STS split point, press on the area of the display that shows the current split point. The display keyboard opens. Select the split point by pressing the desired button on the lower manual. In this example we pressed the C3 key.



The display keyboard disappears after a few seconds.

The STS Split display now shows **Split: C 3 (On)** and the lower manual has been split into two sections.



**Note:** Whether the STS split is on or off and which note the STS split is on, is automatically saved.

## 18.2 User-STs Presets

### 18.2.1 User-STs Presets for own Accompaniments

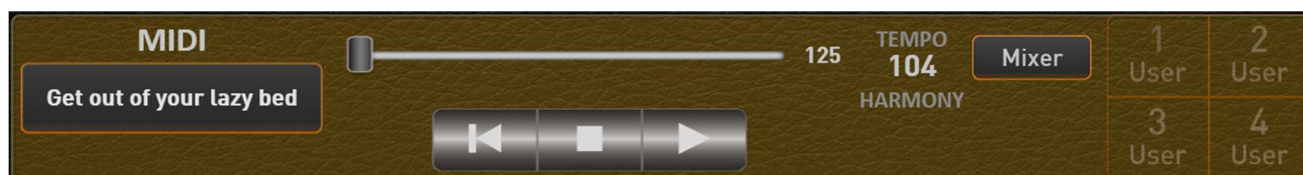
You can save up to four of your own STS presets for all styles, MIDI sequences and multimedia files that you have loaded yourself. This function is only available in Profi Mode.



Example with the User Style "Swinging" and two saved USER-STs 1 and USER-STs 2. The memory locations User-STs 3 and 4 are still empty and are therefore only shown in outline.



Here the USER-STs 1 from the previous example is selected.



The example shows a MIDI sequence in which no STS presets have yet been saved. The complete area of the STS presets can only be recognized in outline.



The example shows a multimedia file in which three USER-STs presets are stored. USER-STs preset 3 is selected and USER-STs 2 is not yet assigned.

### 18.2.2 Own STS Preset for Factory-Styles

With the factory styles, you can overwrite the four existing STS presets with your own USER STS presets.



The example shows a factory style in which the factory STS presets 2 and 4 are assigned their own user STS presets. STS 1 and STS 1 are still assigned the factory STS presets.

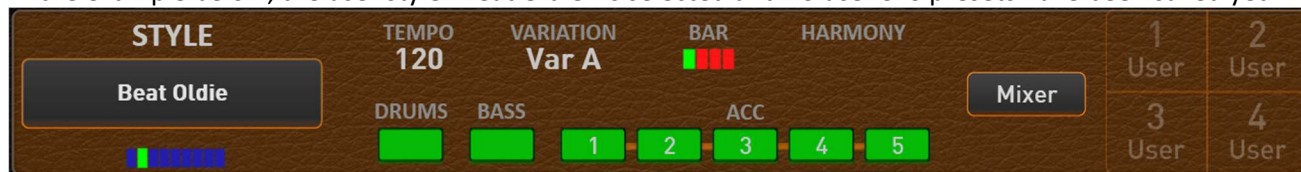
Deleting your own user STS preset reactivates the factory STS preset.



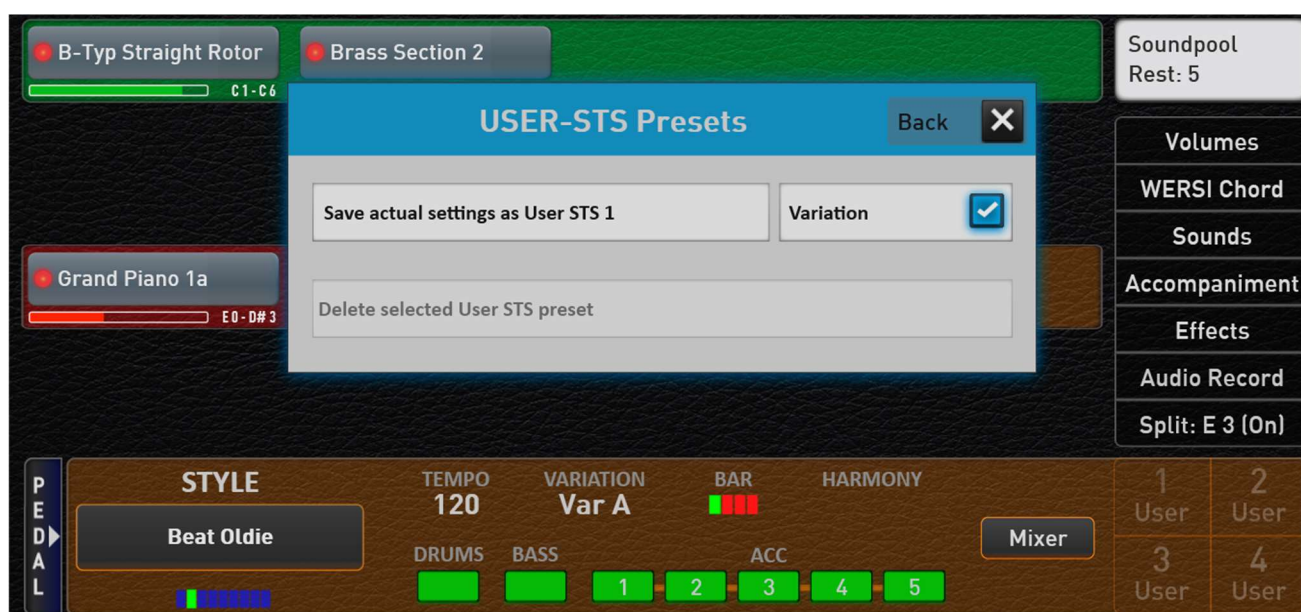
### 18.2.3 Save USER-STS Presets

Saving your own USER-STS presets is very easy. Choose a factory or user style or a MIDI sequence or multimedia file.

In the example below, the user style "Beat Oldie" is selected and no user STS presets have been saved yet.



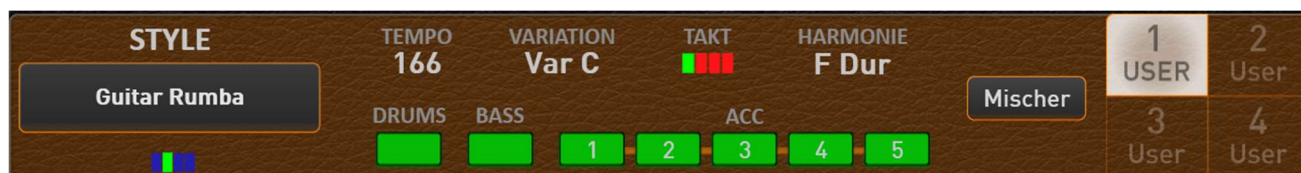
Put together all the sounds for the manuals and other settings such as the volume, a split point or a specific reverb program. So exactly as if you want to save a total preset. Then press and hold the desired STS button and the display for saving a user STS preset will appear. In our example we keep the display button "1 User" pressed.



To finally save the User-STS preset 1, press the display button "Save actual settings to User STS 1".

**Note:** If you want to save the currently selected style variation in the user STS, activate the "Variation" function before saving. In our example, variation A is also saved in user STS 1.

After saving, user STS 1 is selected directly.



Using this procedure, you can now also save the three free user STS.

There are several ways of putting together a user STS preset:

- A. You have previously saved a suitable total preset and would like to use this as a USER-STS preset for an accompaniment.
  - a. Select the appropriate total preset in the user area.
  - b. Select the desired accompaniment (style, MIDI sequence or multimedia file).
  - c. Now press on one of the four USER-STS memory locations in the display and keep the display surface pressed.
  - d. The save interface appears and confirm the save on the display.
- B. With a factory style, you can of course change the desired factory STS preset a bit.
  - a. Select the desired factory style
  - b. Select the STS preset you want to change.
  - c. Make the changes you want.
  - d. Now press the display again on the already selected STS memory location and keep the display surface pressed.
  - e. The save interface will appear, where you can confirm the save.
- C. Of course, you can also start with any factory or USER preset and make all the settings again.

**Note:** Remember that with a USER-STS all functions of a total preset are automatically saved. So the foot switch settings, the input and output mixer, the effect sounds, etc.

#### 18.2.4 Changing already saved USER-STS presets

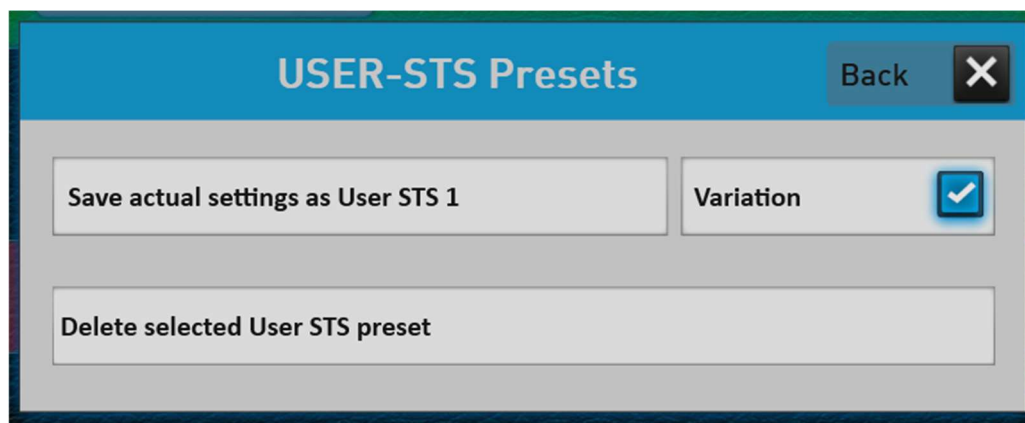
You can change and save a USER-STS that has already been saved at any time. Simply call up the USER-STS preset and make the desired changes.

Then press and hold the STS button of the currently selected USER-STS preset and press the display button "Settings to User STS ? to save".

#### 18.2.5 Deleting USER-STS Presets

To delete an existing USER-STS, press and hold the corresponding display button for two seconds. In the following display select "Delete existing USER-STS preset".

With a factory style, the FACTORY-STS preset is activated again. In the case of a USER-Accompaniment, the corresponding STS area is again shown in outline.

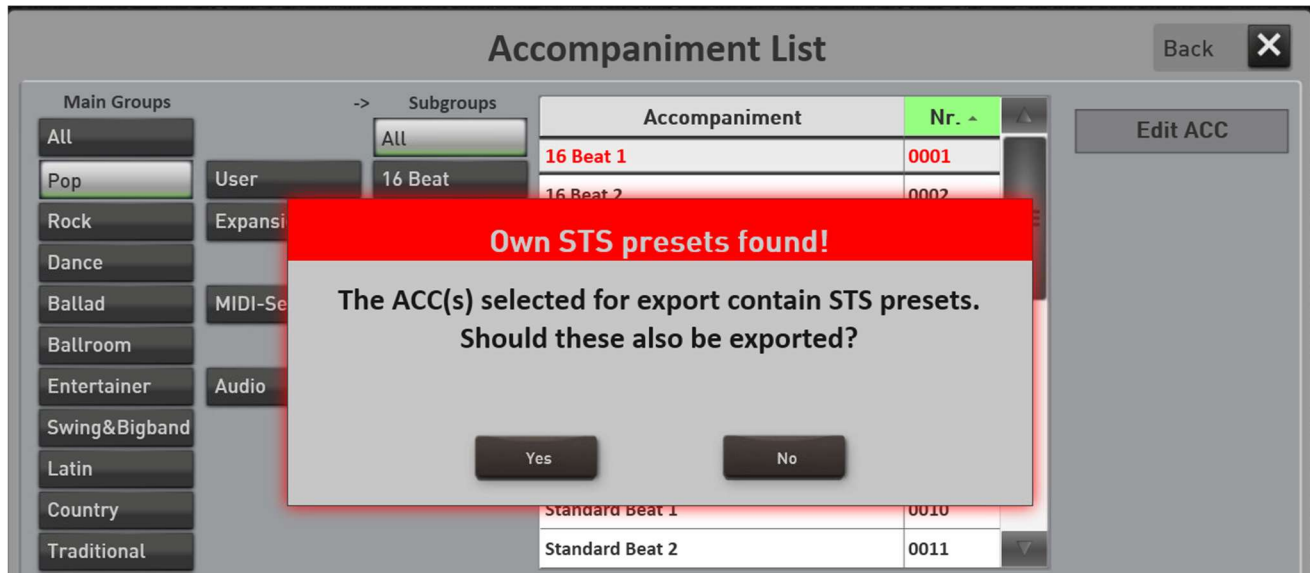




### 18.2.6 Exporting and importing accompaniments with USER-STs presets

If you export a style, a MIDI sequence or an audio file, the USER-STs presets can also be exported.

If the export of an accompaniment with USER-STs presets is started, the following message appears. Here you can decide whether you want to export the USER-STs presets as well.



If the relevant accompaniment is loaded again, the USER-STs presets are also loaded.

#### Important Note!

If an accompaniment including USER-STs presets is exported, up to five files are created.

On the one hand the accompaniment itself. So the style, MIDI or Multimedia file. And also up to four preset files derived from the name of the accompaniment.

If the style is called "Happy Beat" and four USER-STs presets are saved for this style, these USER-STs preset files are created -> Happy Beat.stw\_STS0.sts - Happy Beat.stw\_STS1.sts - Happy Beat.stw\_STS2.sts - Happy Beat.stw\_STS4.sts

The names of these four USER-STs presets must not be changed. Otherwise, the correct loading of an accompaniment including USER-STs presets is no longer possible.

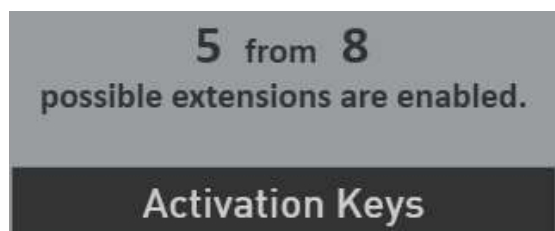
## 19 Activations

The OAX system offers you the possibility to activate expansion packages via so-called activation keys. For this purpose, your instrument is equipped with a security chip. This chip gives your instrument a unique and unmistakable instrument ID in the form of a combination of numbers and letters.

The expansion packages can be sheets, sounds, styles or even special functions.

### Calling the display page Activation Keys

Press **SETTINGS** and select **Activation Keys**.



Now the display page **Activation Keys** appears. The page is constantly expanding so that the following image may not match your instrument.

### The instrument-ID

At the top right you can see your instrument ID. You need this ID for each new activation.

The OAX software has also been activated once. This unlock number is displayed in the ACTIVATION section. Here in our example it is number 10657059.



**How to get an activation key**

Please contact your WERSI dealer. Then have your instrument ID ready.

**Activation groups**

As there will gradually be more and more expansion packages, several groups have been selected. So choose in advance which expansion packages you want to see.

**Test activation**

If you want to get an impression of the possibilities of the desired extension before purchasing, you can request a trial activation. With this trial activation, you can try out the package for 14 instrument launches within 14 days.

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

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**Final activation**

If you have received an activation key number, select the UNLOCK button of the desired package and then enter the activation number.

After you unlock an expansion package, turn the instrument off and on again. This will load all new data.

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**Note:** Each expansion package has its own Operating manual. There you will learn how to use the new extension.

You can find the operating instructions at <http://www.wersi.net/service.html>.

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