

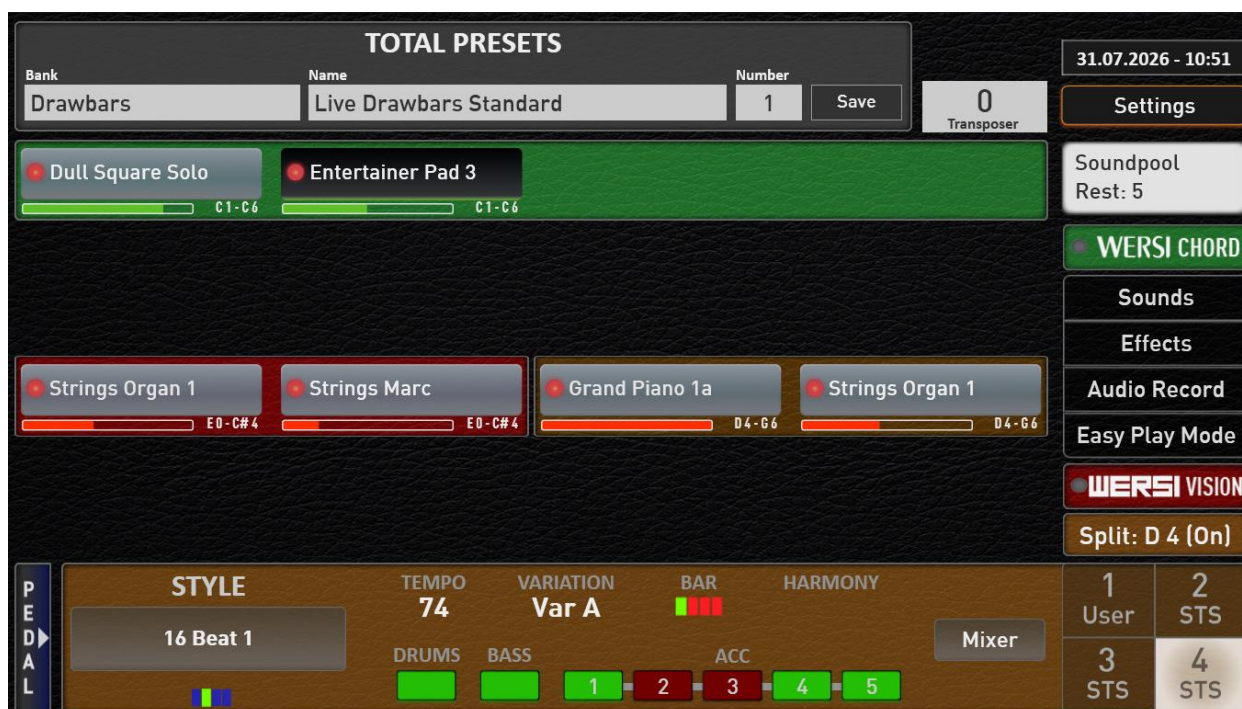


WERSI

Brand Owner and Development
MUSIC STORE
professional

SONIC

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



OAX

OpenArt-Xtended

Programming Manual

Imprint & User Content

Programming Manual for

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

Software version on release:

V3.1

Date: 28. August 2026

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1 Input Mixer



Your instrument has extensive possibilities in the input and output mixing console. There you can change the volume or change the sound via the different equalizers.

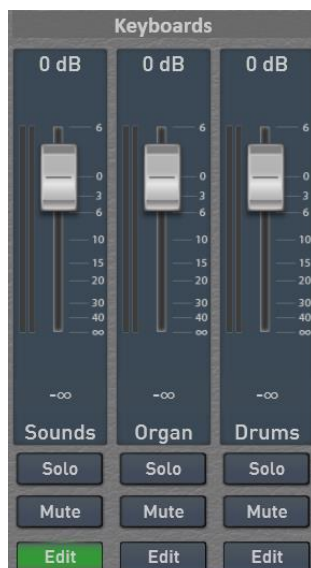
The entrance mixing console is divided into the Organ and Inputs.

1.1 Setting options in the area of organ



Organ area

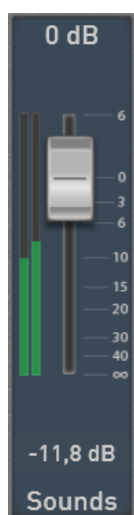
The organ area is once again divided into manuals and accompaniment.



Manuals handles all signals generated by the keyboard.

And Accompaniment all signals generated by styles and MIDI sequences.

A 5-band equalizer is available for each input in the organ section.

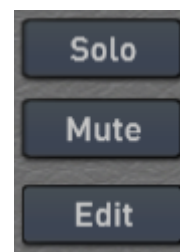


The slider allows you to adjust the volume of the channel.

The stereo control indicator always shows you the actual volume. A full rash always means 0 dB. And digital technology is not louder than 0 dB!

The peak indicator always gives you the highest volume so far. You can reset the peak display at any time by simply pressing the corresponding display surface once.

For each channel, the FUNCTIONS SOLO, MUTE and EDIT are available in addition to the volume.



SOLO causes all other channels to be muted. Only one channel can be switched to SOLO. SOLO is not saved into a preset.

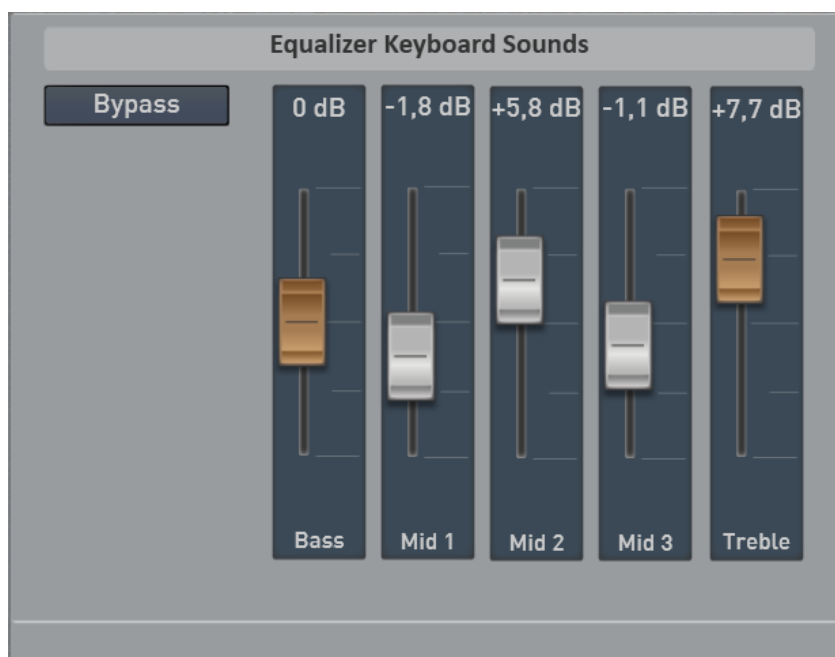


MUTE allows you to mute one or more channels. The setting is saved into a preset.



Using EDIT, you can call up a 5-fold equalizer for the six organ inputs.

Once you have pressed the EDIT display buttons under the desired input, you can set the sound for the corresponding input on the right.



The 5-fold equalizer has areas bass, middle 1, 2 and 3 and a treble channel. The ranges can be changed +/- 12 dB.

1.2 Setting options for the inputs area

As soon as you have selected the area inputs, you will see the following audio inputs:

Line -> Stereo input on the back

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

Micro -> Microphone connector on the back

For these three inputs, in addition to the equalizer, there is also a page on which you can set insert and send effects.



By swiping or pressing the two small squares, you can switch between the two areas equalizer and effects.



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

There is a send effect and an insert effect for the line-in and the wave input.

A total of 52 effect types are available, ranging from different reverb and echo effects to filters, phasers or distortions or a multiband compressor.

In chapter 1.3 „Explanations of insert and send effects “ the differences are explained.

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

1.2.1 Information for the microphone and line input



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

For more information, refer to the OAX user instructions.

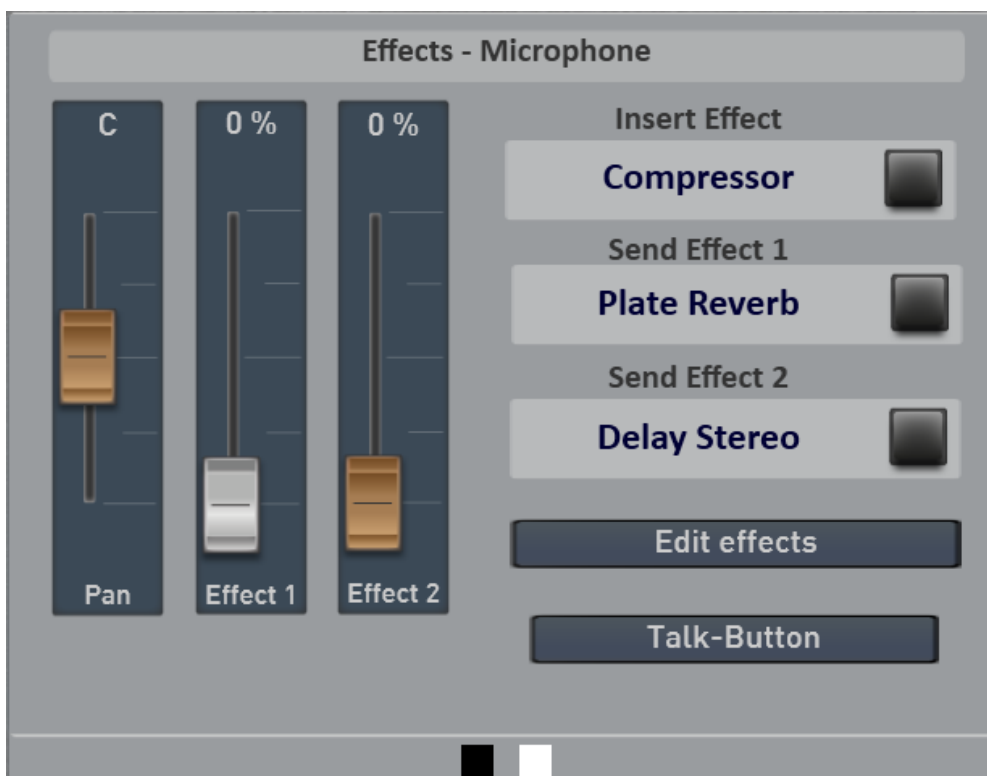
Special features Microphone input:

Microphones must be adjusted with the microphone preamplifier. To do this, you can set the pre-reinforcement from 0 to 60 dB. The value is not stored in the mixer preset, but directly in the factory settings.

The volume of the microphone can be adjusted with the keyboard OAX1 via a pull bar and for the organs via a rotary poti. The optical controller in the display is also coupled to this.

Tip: You should always save the presets for the input mixer with the microphone input closed.

1.2.2 Set microphone effects



The Pan slider controls whether the microphone is playing more left or right in the stereo area.

The Effect 1 and Effect 2 slider controls how strongly the two send effects are addressed.

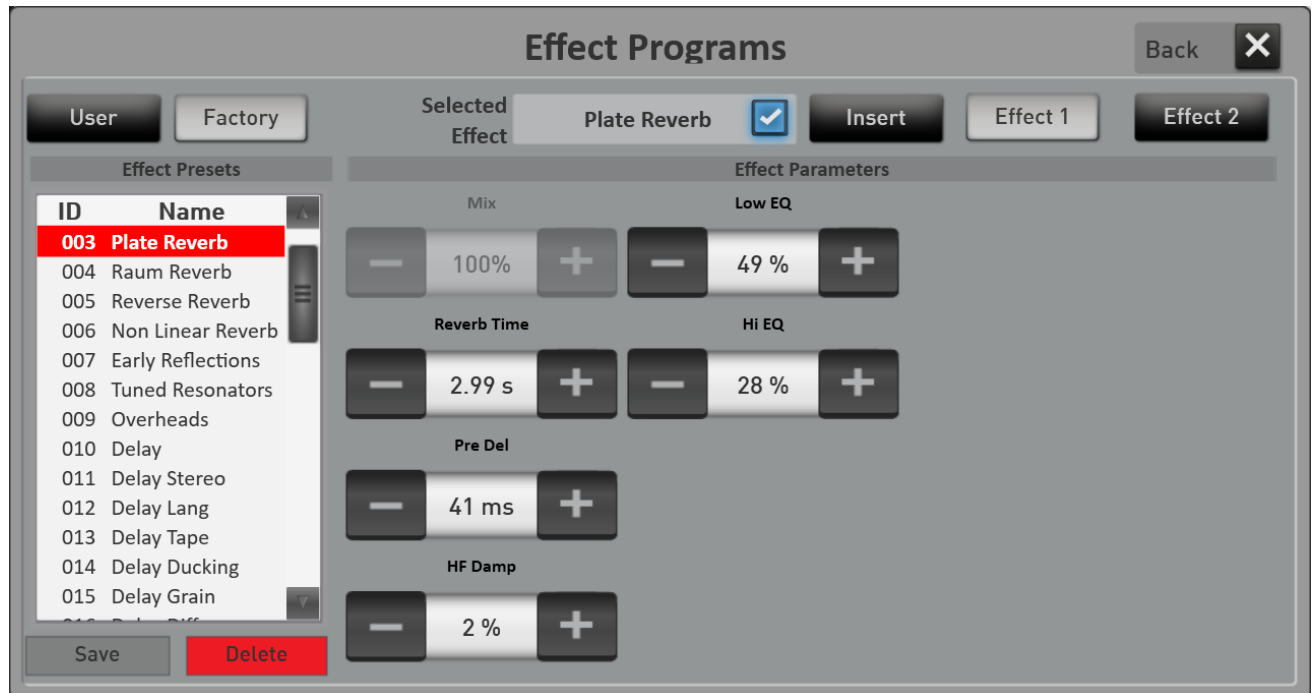
To the right of the sliders, you can see which effects are set in the Insert and Send effects areas. Each effect can be switched on or off with the adjacent switch.

Talk Button

The microphone input also has the TALK function, which allows you to switch off all effects at the touch of a button. The setting is also saved with in the mixer preset.

1.2.3 Set effects for Microphone, Line In and Wave

To adjust the effects, select **Edit Effects** and the following display will open:



The Insert, Effect 1 and Effect 2 display switches allow you to switch between the three effect areas. The Line and Wave inputs have only one insert and one effect at a time.

In the **Effect Type** display box, you can see which effect is currently loaded for the selected area.

Depending on which range is selected and which effect is loaded there, you will see the settings for the effect type. You can see which effects are available with which settings in the OAX Data List chapter 8 "Effect for Input Mixer".

At least one factory preset is stored for each effect type. Of course, you can also create your own effects programs and save them under USER.

1.3 Explanations of insert and send effects

Insert effect:

The whole signal goes through the INSERT effect and from there directly to the outputs. The effect is thus inserted into the signal flow. That's why we're talking about an insert effect.

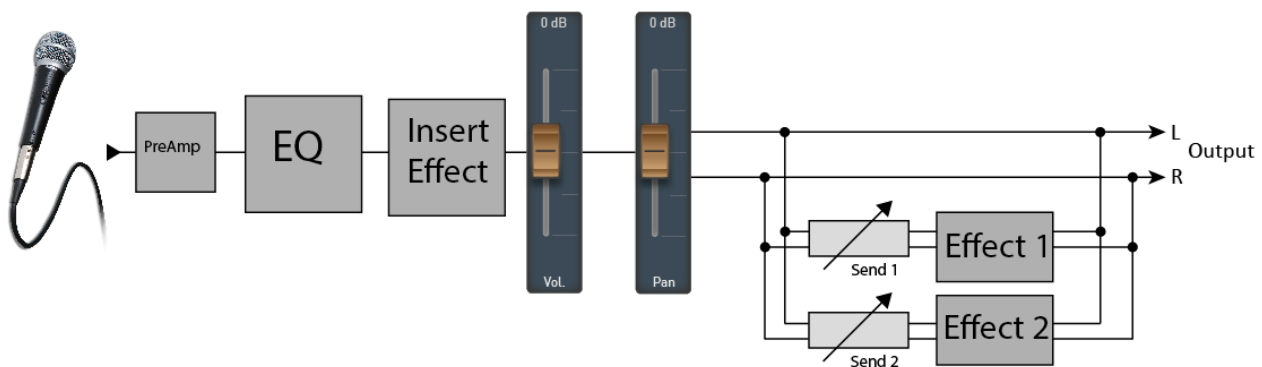
Insert effects are usually filter, compressor, limiter or chorus.

Send-Effect:

At part of the signal is sent to a send effect. How much does the EFFECT slider determine. The original signal remains untouched and the outputs of the send effects are added to the output. The outputs of the effects contain only the effect portion and no longer the original signal.

Send effects are usually Reverb or Echo programs.

1.3.1 The audio signal microphone and the effect

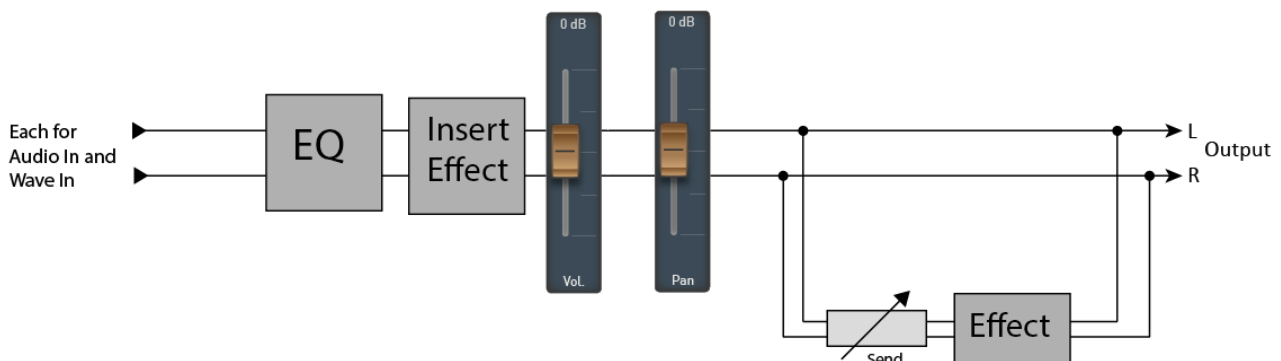


For the microphone, the preamplifier adjusts the basic volume. In the OAX mixer, this is the MicroPreGain setting.

Then comes the equalizer and then the insert effect.

After that, the Effect 1 and Effect 2 sliders adjust the volume of the Send effects. So e.g. how much reverb and echo can be heard.

1.3.2 The audio signals Line In/Wave and the effects



1.4 Load preset for the input mixer



Now let's look at the "Preset for the input mixer" area. Here you can select factory presets or your own presets. Own presets can be saved under USER.

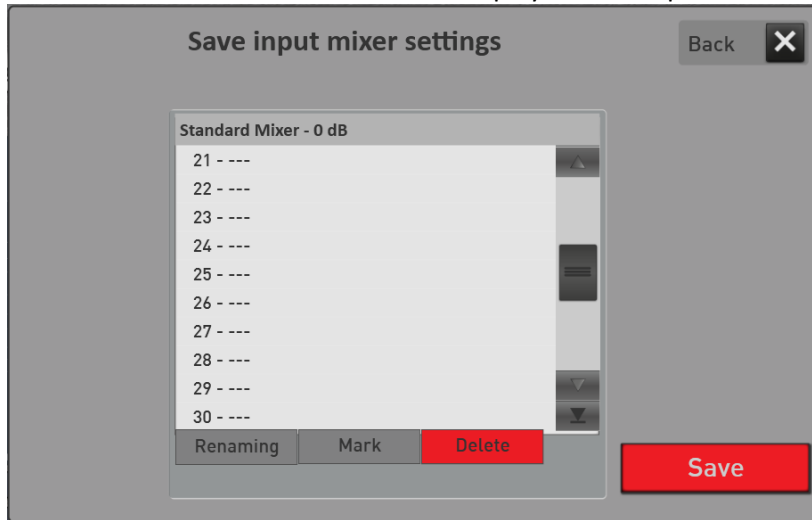
1. To load an "input mixer preset," simply press the area where the name of the current preset is displayed. In this case, "F01 Standard Mixer - 0dB (STD)". The "Load input mixer preset" window opens and the current preset is selected.
2. Use the **Factory** or **User** buttons to switch the list between the factory presets and your own presets.
3. Now select the desired preset and confirm with **LOAD**.



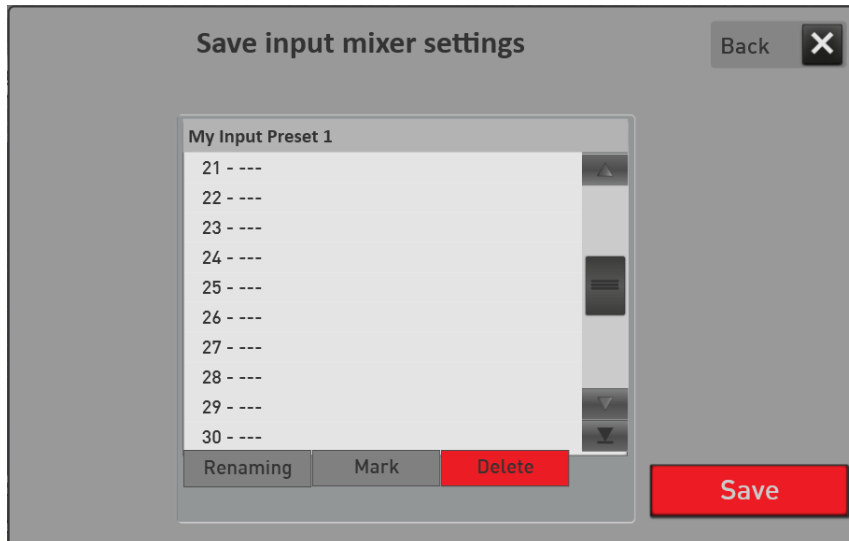
1.5 Save preset for the input mixer

After you re-set the input mixer, you can save your settings to your own presets.

1. Press the "SAVE" surface on the main display of the output mixer. The following display opens:



2. Select a space in the list.
3. If you want to give the preset a new name, press the display area of the preset name.
4. The display keyboard opens on which you can change the name. Here in the example "My Input Preset 1".



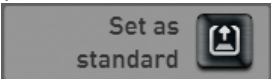
5. Save the preset with SAVE.

1.6 Set a preset as default or global

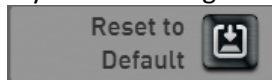
Set a preset as a "Standard preset"



You can set a preset as its standard preset. Whenever you do not include a special input mixer preset in a Total Preset, the Total Preset automatically selects your standard preset.

1. First, select the input preset, which you want to set as the Standard.
2. Then press the display button once . The current input mixer preset is marked with the addition (STD) the next time you select it.

If you have changed a preset, the values can be re-entered at any time with the display button



to the previously saved values.

Set a preset as a "Global Preset"



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 mixer presets in Total Presets.

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

1.7 Rename or delete your own preset for the input mixer

If you have saved your own mixer presets, you can rename them or delete them again. To do this, do the following:

1. Press the area where the name of the current preset appears. The "Load input mixer presets" window opens and the current preset is selected.
2. Go to User.
3. Select the preset you want to delete or change by name.
4. Rename or delete?
 - a. Press Rename and the display keyboard will open on which you can make the changes and confirm on the display keyboard with ENTER.
 - b. To delete, press DELETE and confirm the security query.

2 Output Mixer



In the output mixer, you can adjust the respective channels right and left separately in the volume for both outputs and the headphones. And there is a separate 5-band equalizer available for each output.



2.1 The adjustment options in the output mixing console



You can use the slider to adjust the volume of the desired channel.



The LINK button allows you to connect the two sliders of an output. Then you can control right and left together with one slider.

The control indicator always shows you the actual volume. A full rash always means 0 dB. There is no more than 0 dB in digital technology!

The peak indicator always gives you information about the highest volume so far. You can reset the peak display at any time by simply pressing the corresponding display surface once.



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



SOLO causes all other channels to be muted. Only one channel can be switched to SOLO. SOLO is not saved into a preset.



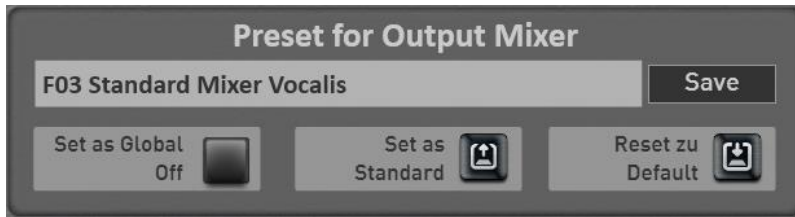
MUTE allows you to mute one or more channels. The setting is saved to the preset.



A separate 5-fold equalizer is available for each output. This can be selected and set separately for each output via the EQ display surfaces. With BYPASS, you can turn off the equalizer.

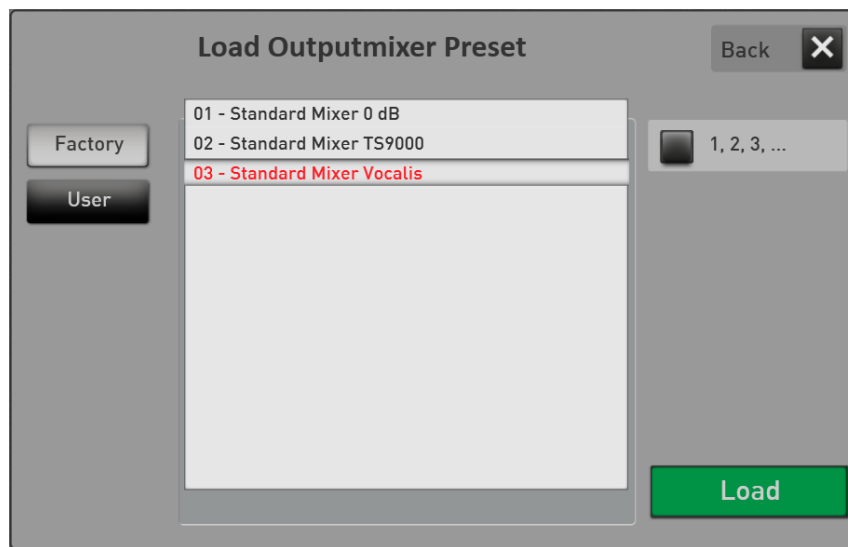


2.2 Load preset for output mixer



Now let's look at the "Preset for the output mixer" area. Here you can select factory presets or your own presets. Own presets are saved under USER.

1. To load an "output mixer preset," simply press the area where the name of the current preset is displayed. In this case, "F03 Standard Vocalis".
The "Load input mixer preset " window opens and the current preset is selected.
2. Use the **Factory** or **User** buttons to switch the list between the factory presets and your own presets.

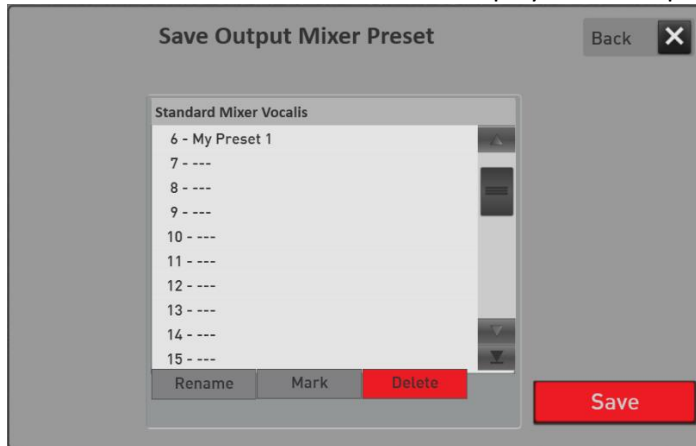


3. Now select the desired preset and confirm with **LOAD**.

2.3 Save preset for the output mixer

After you have set the output mixer according to your wishes, you can save your settings in your own presets.

1. Press the "SAVE" surface on the main display of the output mixer. The following display opens:



2. Select a space in the list.
3. If you want to give the preset a new name, press the display area of the preset name.
4. The display keyboard opens on which you can change the name. Here in the example "My Preset 2".



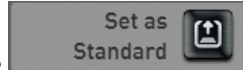
5. Save the preset with **SAVE**.

2.4 Set a preset as default or global

Set a preset as a "Standard preset"

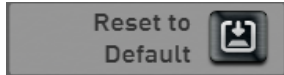
You can set a preset as its standard preset. Whenever you do not include a special input mixer preset in a Total Preset, the Total Preset automatically selects your standard preset.

- First, select the input preset, which you want to set as the Standard.



- Then press the display button once. The current output mixer preset is marked with the addition (STD) the next time you select it.

If you have changed a preset, the values can be re-entered at any time with the display button



to the previously saved values.

Set a preset as a "Global Preset"

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 mixer presets in Total Presets.

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

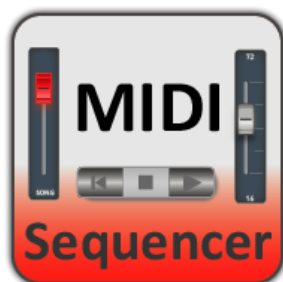
2.5 Rename or delete your own preset for the out mixer

If you have saved your own mixer presets, you can rename them or delete them again. To do this, do the following:

- Press the area where the name of the current preset appears. The "Load input mixer presets" window opens and the current preset is selected.
- Go to User
- Select the preset you want to delete or change by name.
- Rename or delete?
 - Press Rename and the display keyboard will open on which you can make the changes and confirm on the display keyboard with ENTER.
 - To delete, press DELETE and confirm the security query.

3 Sequencer

3.1 Editing MIDI-sequences



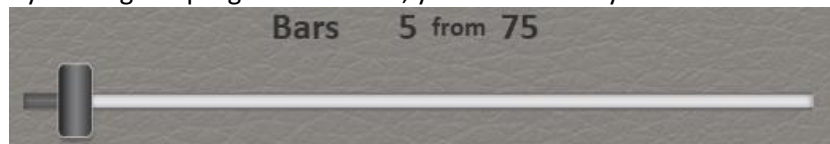
To access the settings page, you have two options. Select a MIDI sequence and press the **SETTINGS** in the main display, and then press **MIDI-Seq EDIT**.

You can also call the MIDI sequence editing under **MIXER** and there with **SEQ EDIT**.

With the MIDI sequence, you can then change the sounds and their effect portions, and then resave the sequence at the end.



By moving the progress indicator, you can start any bar within the sequence.

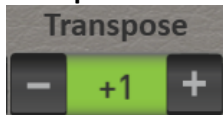


The sequence can be started and stopped via the Start/Stop panel button and also via the display. With the left control button, the sequence returns to the beginning.



Important: The MIDI values such as volume, sounds and effect volumes are always displayed up-to-date to the running sequence. If, for example, the volume from bar 20 becomes quieter on a track, then this will also be displayed and only this current MIDI value can then be changed!

Transpose whole sequence



With Transpose, all tracks are transposed at the same time. Drum tracks are excluded.

Quickly change a sound

Press the sound displayed above the corresponding track and the list of sounds that you already know will open. Choose a new sound and confirm with **LOAD**.

Change the volume and effect sends



The **EDIT** display button allows you to open the appropriate EDIT window for each track. There you can change the volume (same value as on the main page), the panorama the available effects and the octave position of the track. You can also change the sounds again.

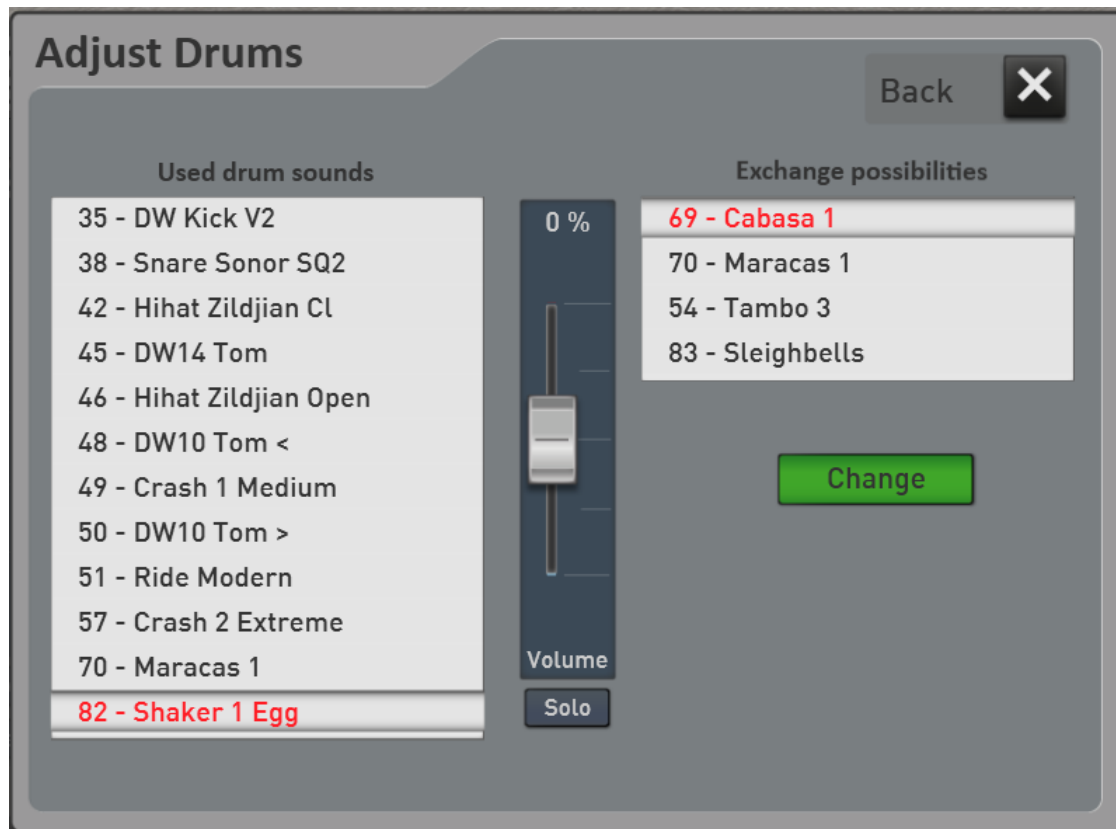
Edit the drum track

With MIDI files, on the drum track 10, individual drum sounds can be made louder or quieter, and on the other hand drum sounds can be exchanged against each other. For example, each drum set has three bass drums or four snares. If you use Snare 1 in one sequence, you can now swap it for one of the other three snares. This allows you to adapt the drum accompaniment to your wishes.

Go to track 10 within a MIDI sequence. There you will see the **adjust drums** display button in the lower right corner.



After you press the **Adjust Drums** display button, a display opens on which the changes can be made.



In this example sequence, a total of twelve drum sounds are used. You can see them on the left. Before each drum sound, you will see the corresponding MIDI note number.

After you select a drum sound in the left list, the display appears in the middle of the display whether this sound has been adjusted in the volume. The range can be set between -50% - 0% and +50%.

With the Solo function, you can **filter out** the selected drum sound and listen to it alone.

With the minus percent, the sound becomes quieter and with the plus percent the sound becomes louder. These settings are saved into the sequence and can be adjusted again at any time.

Attention 1: This adjustment changes the applied velocity values (dynamics). Midi Velocity works with values between 1 and 127. For example, if the snare is already recorded with a Velocity 110, the snare with the values +1% to +50% only gets louder between 111 and 127. 127 is the maximum volume to be reached and in our example the snare would only become slightly louder.

Attention 2: Many of the drum sounds also change the sound with the velocity value (dynamics). This means that a different sample is played at low velocity than a higher velocity value. So not only the volume changes, but also the sound.

On the right side you can see if there is a possibility to exchange for the drum sound selected on the left. With the snare selected in the example on the MIDI note 34 with the name **Shaker 1 Egg**, there are the four exchange options **Cabasa 1**, **Maracas 1**, **Tambo 2** and **Sleighbells**.

If an instrument was exchanged using the display key **Change**, the Undo display key appears, which can be used to undo the exchange.

Exchange options are available in the areas of bass drum, snare, ride-cymbal, crash cymbal, conga-bongo, shakers and percussion.

With Back, you can close the **Customize Drums** window.

Save MIDI Sequence

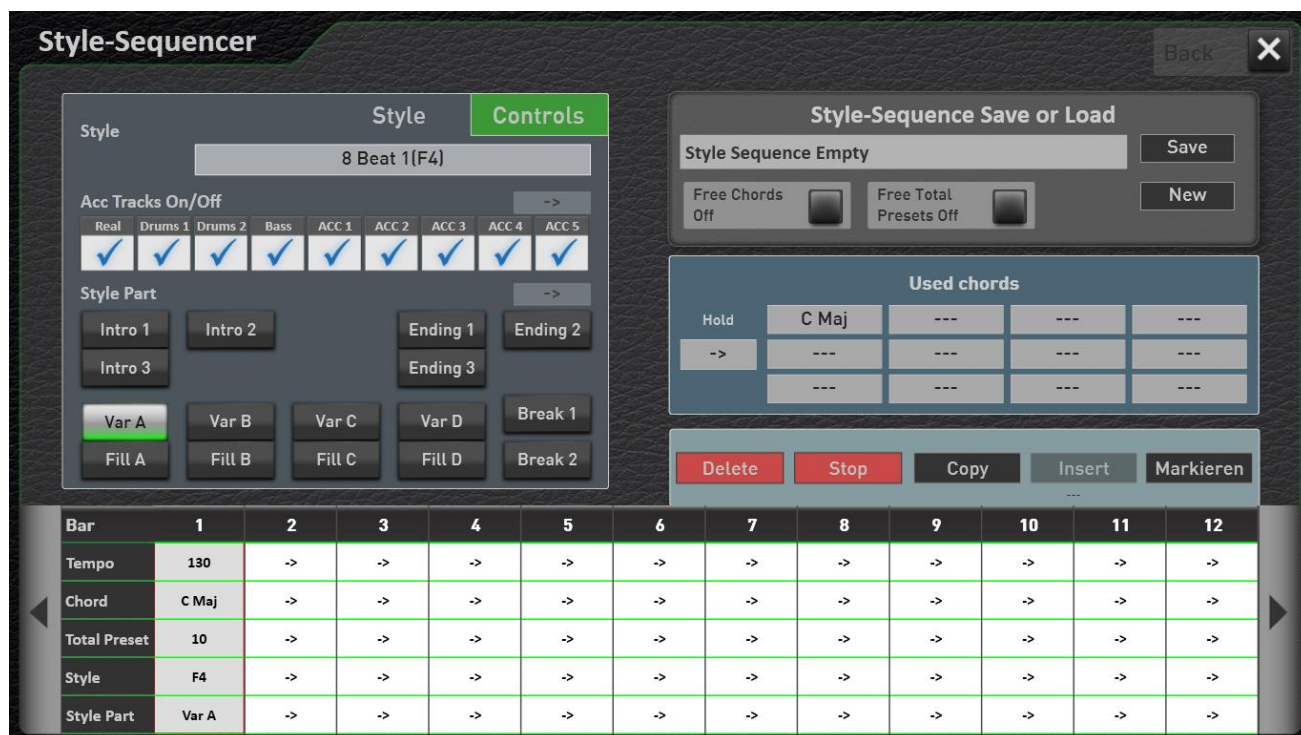
After you have made the desired adjustments, you can save the MIDI sequence as usual via the display button Save.

3.2 Style-Sequences



With a style sequence, you can create a virtual sequence that controls the accompaniment and the selection of total presets.

So you can concentrate on playing and everything else is set automatically.



You can start creating a style sequence with a sheet of music or from memory. You do not need to import anything for this process. The process is conveniently entered on the display.

3.2.1 Examples already saved

We have stored some examples in the factory area. These are based on the notes stored in the factory area, so that you can try out the examples directly.

The following titles are available:

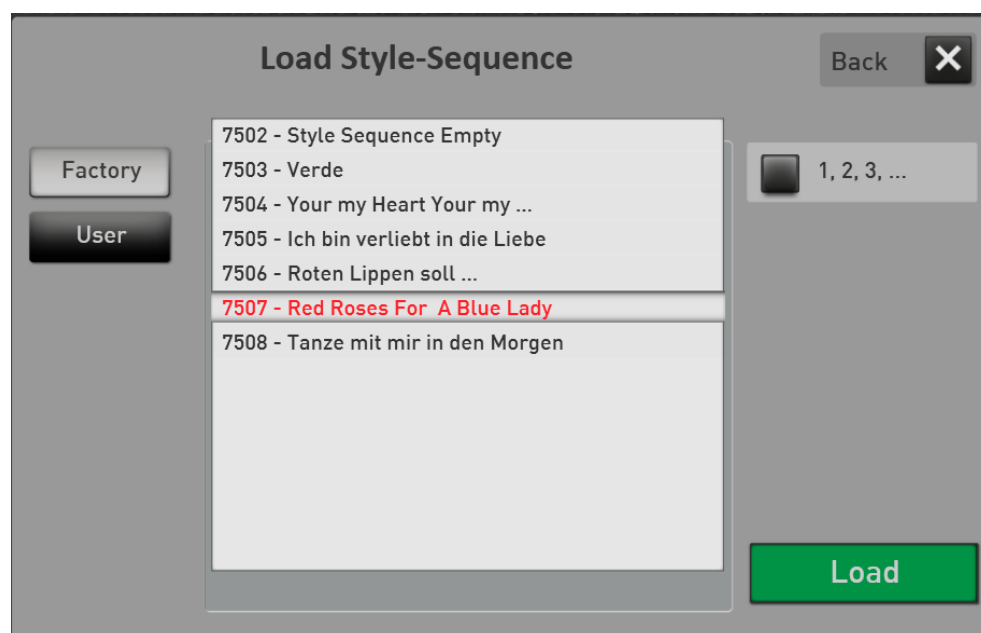
Name	Factory Total Preset	Tape Sequenz
Verde	181	7502
You're My Heart Your My Soul	182	7503
Ich bin verliebt in die Liebe	183	7504
Red Roses for a blue Lady	184	7505
Rote Lippen soll man küssen	185	7506
Tanze mit mir in den Morgen	186	7507

3.2.2 Load or save style sequence



3.2.2.1 Load style sequence

To load an existing "style sequence", simply press on the area in which the name of the current style sequence is displayed. The "Load Style Sequence" window opens.



Now select the desired style-sequence and confirm with LOAD.

3.2.2.2 Save style-sequence

The corresponding display is opened with the "Save" display key. Select a new storage location before saving or overwrite the existing sequence. Confirm with the display area "Save".

3.2.2.3 Create a new style-sequence

An empty standard style-sequence is loaded with the "New" button. You should start from this template if you want to save a new piece of music as a style sequence.

3.2.3 Playback parameters for style-sequences

Two play parameters can be changed in the area Load and Save.

Free chords: If the setting is activated, the chords already saved in the style sequence are not sent to the automatic accompaniment and you have to pick up the chords yourself.

Free total presets: If the setting is activated, the changes in total presets already saved in the style sequence are not evaluated.

3.2.4 Create a style-sequence

Before you create a music title as a style-sequence, you should be well informed about its process. What harmonies are used. Which style do you want to use and which total presets.

Start the programming process by pressing the NEW display key to select an empty style-sequence anlegen.

3.2.4.1 The clock bar

At the bottom of the display you can see the sequence of measures. This area can be moved via the touch display or with the two arrows on the right and left side.

With our style sequence NEW, everything is empty for now. Some standard settings were only made in measure 1.

Bar	1	2	3	4	5	6	7	8	9	10	11	12
Tempo	130	->	->	->	->	->	->	->	->	->	->	->
Chord	C Maj	->	->	->	->	->	->	->	->	->	->	->
Total Preset	10	->	->	->	->	->	->	->	->	->	->	->
Style	F4	->	->	->	->	->	->	->	->	->	->	->
Style Part	Var A	->	->	->	->	->	->	->	->	->	->	->

Let's take a closer look at everything:

For each measure you see the areas of tempo, chord, total presets, style and style parts (variations, fills, etc.).

No changes can be made directly in this bar. One measure can be marked at a time. The settings for the selected measure are then transferred in the Style and Controls areas and can be changed there.

Important 1: The arrow "->" indicates that nothing changes there in the corresponding measure. If you e.g. later entered chords, style or part change, the arrow is replaced with the corresponding value.

Important 2: The preset in the first bar is not entered in the style sequence. Rather, it is always your start total preset.

3.2.4.2 The display style

You can set three functions under Style:



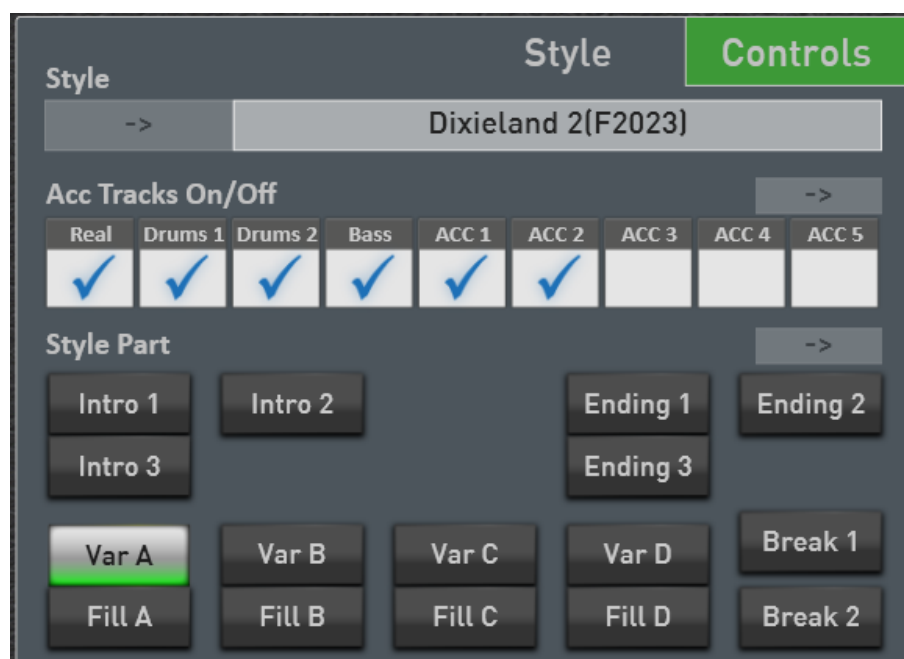
Style: You can use the gray area with the style name to select another style from the style list.

ACC tracks On/Off: You can switch ACC tracks on or off per measure.

Style Part: Here you select which style part should play at the previously selected measure. So maybe seven bars 8 beat 1 and in the eight bar the break would be stopped.

Important: In the display shown above, all values are somewhat gray. Only the arrows -> are correctly visible. There is no style change in the currently selected bar, no ACC tracks are switched on or off and no new style part is selected.

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



After the example has been entered, the display looks like this. In the bar, the corresponding bar was filled with the corresponding data.

9
->
->
->
F2023
Var B

Remove an input made

Now the arrows come into play. If you e.g. want to remove the change of variation, simply press the arrow -> in the Style Part area. The entire Style Part field turns gray again and the change of variation has been removed. You can do the same with the ACC tracks and the change of style.

3.2.4.3 The Display Controls

Under Controls you can set three more values for the currently selected cycle:

Total Presets: Here you can enter a total preset change per measure. You can freely determine the bar quarter in which the total preset change should be triggered.

Chord change: A new chord can be entered here for every quarter of a bar. As described in chapter 3.2.4.4 “Enter the chords”.

Tempo change: Here you can enter Ritardando or an Accelerando.

Important: In the display shown above, all values are somewhat gray. Only the arrows -> are correctly visible. In the currently selected bar, there is no change of the total preset, there are no new chords for the automatic accompaniment and there is no change of tempo.

Example: We want to insert a total preset change for the current measure and enter two chord changes. The pace remains unaffected.

After the example has been entered, the display looks like this. In the bar, the corresponding bar was filled with the corresponding data.

10
->
Gsus4
39
->
->

Remove an input made

Now the arrows come into play again. If you e.g. want to remove the change of the total preset, simply press the arrow -> in the Total Preset area. The entire Total Preset field turns gray again and the preset change is deleted.

3.2.4.4 Enter the chords

As soon as you press a quarter in the chord change area in the green Controls field, the chord selection appears.

Select the basic harmony and then one of the 12 specified chord types. The result is shown below. With ACCEPT the chord is transferred to the previously selected quarters and in the time bar.

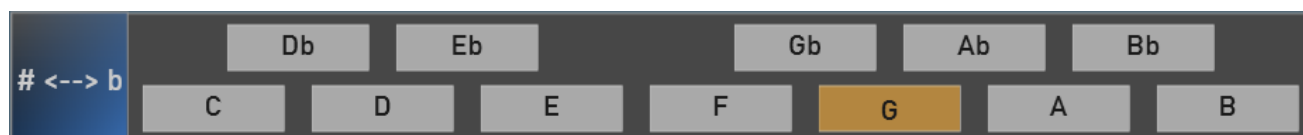
Further setting options in the chord selection:



As with all other values, you can delete the current chord change with the arrow.



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



Normal

With this button you can switch between simple chords (normal) and complex chords (expert). If you cannot find the chord you are looking for under Normal, look under Expert.

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

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

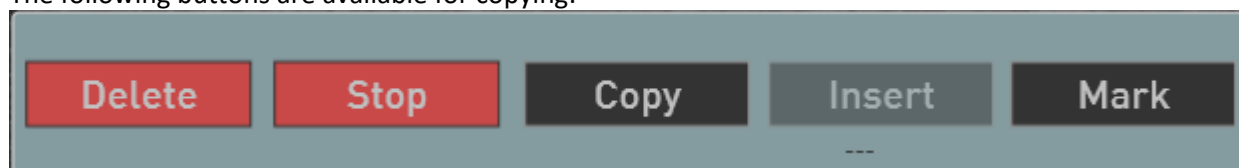
Note: All chords ever used in the style sequence are collected. So you always have an overview of which chords have already been entered.

Used chords				
Hold	C7	Cdim	fm	D7
->	am	em	dm	A7
	E7	B7	C Maj	G7

3.2.4.5 Copy in the bar

Already finished sections of a music title can be copied and pasted again. Repeating sections such as verse and refrain can be copied and do not need to be entered multiple times.

The following buttons are available for copying:



First of all we have to mark the measures we want to copy

1. Press Mark. The button turns red.
2. Now press all the bars you want to copy one after the other.
3. Then press Copy. The Paste button turns black and under the button you can see the bars copied to the clipboard. In our example, we copied 8 bars from bars 2 to 9.

C		Fill D	Break 2	Delete Stop Copy Insert Mark						Bar: 8, 7, 6, 5	
3	4	5	6	7	8	9	10	11	12		
->	->	->	->	->	->	->	->	->	->		
->	B7	->	E7	->	A7	->	dm	G7	em		
->	->	->	->	->	->	->	->	->	->		
->	->	->	->	->	->	->	->	->	->		
->	->	->	->	->	->	Fill 1	->	->	->		

4. End marking by pressing the Mark button again.
5. Now select the measure after the measures of the clipboard are to be inserted.
6. Then press INSERT and the measures will be inserted at the desired position.

3.2.4.6 Delete in the clock bar

If you want to delete several bars, proceed as follows.

1. Press Mark. The button turns red.
2. Now press all the bars you want to delete one after the other.

Break 2		Delete	
	5	6	7
->	->	->	->
->	->	E7	->
->	->	->	->
->	->	->	->
->	->	->	->

3. Then press Delete and the previously selected measures are deleted.

3.2.4.7 Move the stop point

The end of a style sequence is marked with the red stop. If you want to shorten a style sequence, select the first bar in the bar that you no longer want to hear.



Then press  and the style-sequence has been shortened

4 Settings

4.1 The Effect Sounds

The "Effect Sounds" panel buttons can be used with many different effect sounds such as crash cymbals and applause and many other sound effects and stored in effect sounds presets. The instruments OAX1, OAX500, OAX600 and OAX700 have six control panel buttons and the instruments OAX800 and the PERGAMAON OAX1000 have ten display buttons.



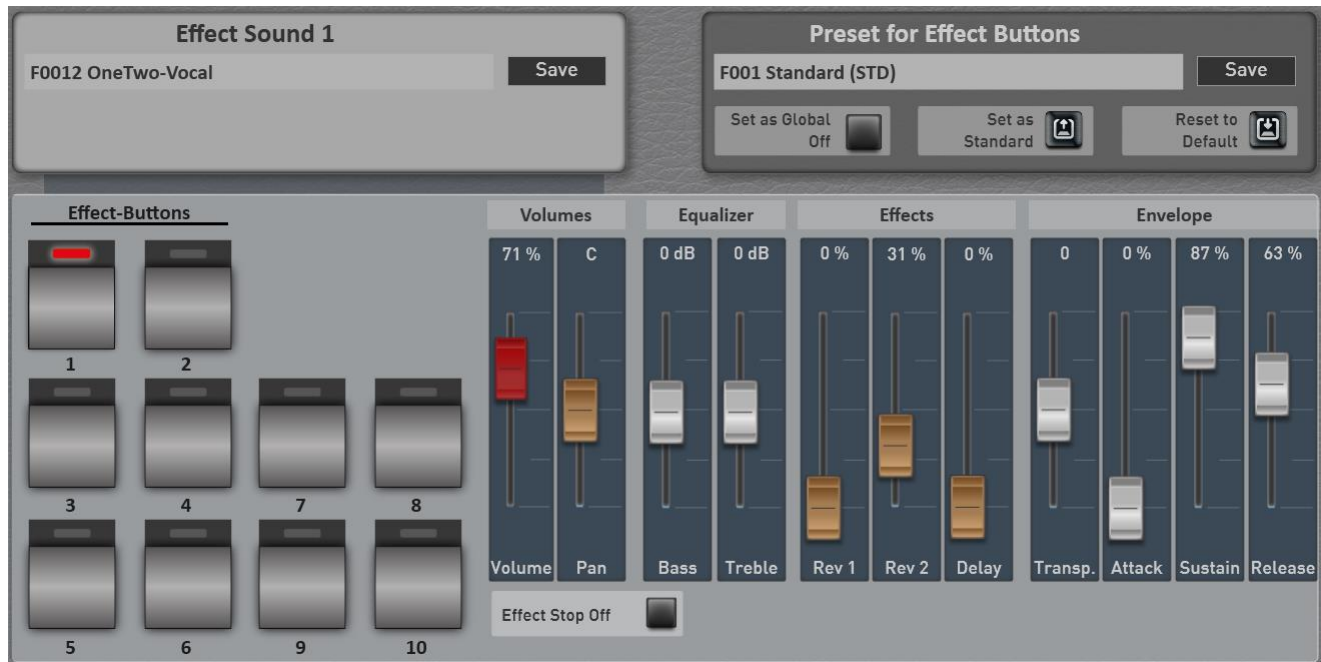
To access the settings page for the effect sounds, press the **SETTINGS** box in the main display, and then click **EDIT EFFECT SOUNDS**.

The following display appears:

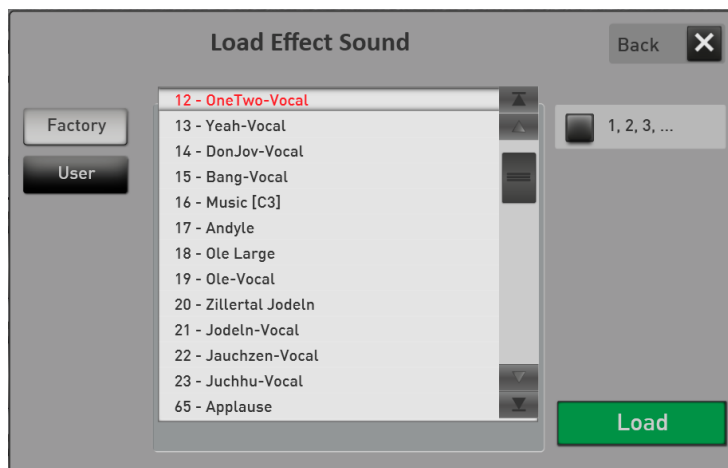


4.1.1 Use effect sound buttons with other effects

The effect sound buttons can be applied to many different effect sounds. A list of factory sounds is available for this purpose.

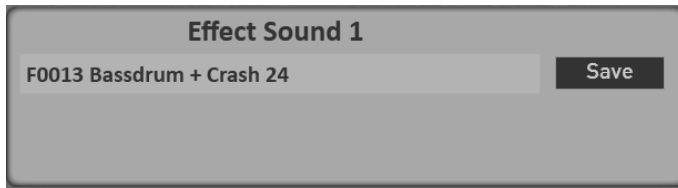


1. First, choose which button you want to assign to a different effect sound. This is done either by pressing the corresponding control panel buttons or by using the display buttons. In our example, the button 1 is selected.
2. To load a new effect sound, simply press the area where the name of the current effect sound appears. In this case "F0012 OneTwo-Vocal".
3. The load Sound effect window opens.



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

- The new effect sound is loaded and displayed.



- You can assign different effect sounds to all keys one after the other.

Save the assignment of the effect sound buttons

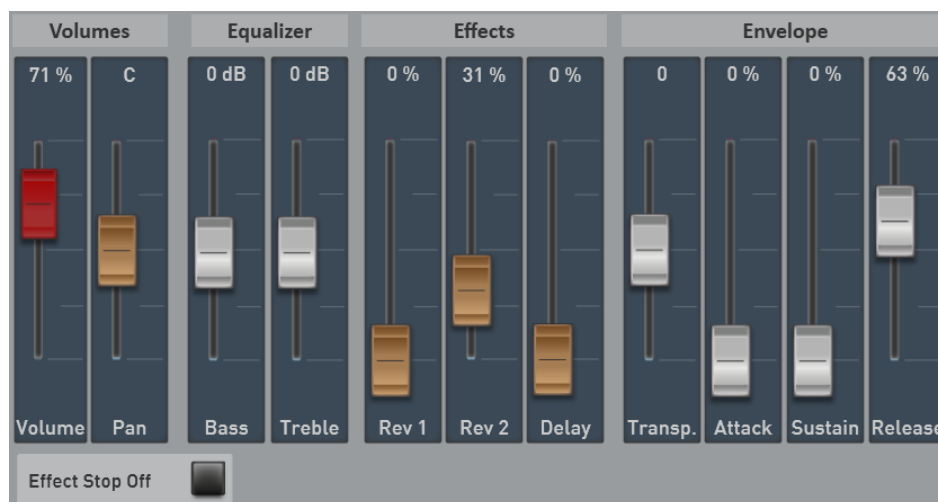
After you have assigned new effects to the desired buttons, you can save your settings in two different ways:

- You save your own preset for the effect sounds and can use these settings in other Total presets. See chapter 4.1.4 "Save Effect Sound Preset".
- Or you can save the new assignments of the effect buttons directly into a total preset without intermediate step by leaving the programming and saving the total preset in the EASY or PROFi MODE.

4.1.2 Edit effect sound

You can change the loaded effect with different values in the sound.

First, choose which effect sound you want to change. This is done either by pressing the corresponding control panel button or by using the display buttons.



Volume

Here you can adjust the volume and the stereo panorama right <-> left.

Equalizer

Adjust the bass and treble for the currently active effect sound.

Effects

Here, the reverb sends from the two standard reverb programs as well as the echo sends is set.

Transpose/Envelope

Transpose lets you change the pitch effect by +/- 36 semitones. Keep in mind that with positive values, the sound becomes higher and shorter, and with negative values the sound becomes deeper and longer.

Attack, Sustain, and Release affect the envelope of the effect sound. A higher attack makes the sound slowly louder. With Sustain, you keep the sound in the flow at full volume and release determines the decay behavior.

Information: The effect sounds are usually samples that contain a natural ending and no loop point. For this reason, you cannot extend a short sample with a value of Sustain.

Effect Stop On/Off

The effect sounds are different lengths. Short effect sounds such as a crash should be played completely. Here the value "Effect Stop" is set to OFF. In these settings, you can also hit the sound several times in quick succession.

If you want to be able to cancel the playing of the effect (meaningful for long effects such as applause or bell ringing), this can be controlled by stopping the corresponding button. In this case, set the value to "Stop On effect".

Save Settings

After you change an effect sound, you can save the effect sound under User Sounds to use this changing effect sound in other presets later. To do this, use the **Save** display button next to the name of the effect sound.

Furthermore, these changes are also automatically saved into a total preset or an effect sound preset. So save a total presets by leaving programming and saving the Total Preset in easy or PROFi MODE or save an effect sound preset.

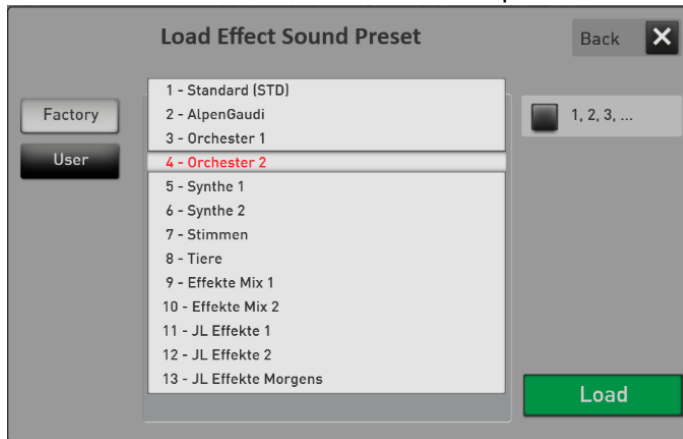
4.1.3 Load preset for effect sound buttons



Now let's look at the "Preset for Effect Sound Buttons" section. Here you can load a factory presets or own presets and save your own presets. A preset for the effect sound buttons stores the assignment of the effect sound buttons.

1. To load an "Effect Sound Button Preset," simply press the area where the name of the current preset appears. In this case "F01 Standard (STD)".

The "Load Effect Sound Preset" window opens and the current preset is selected.

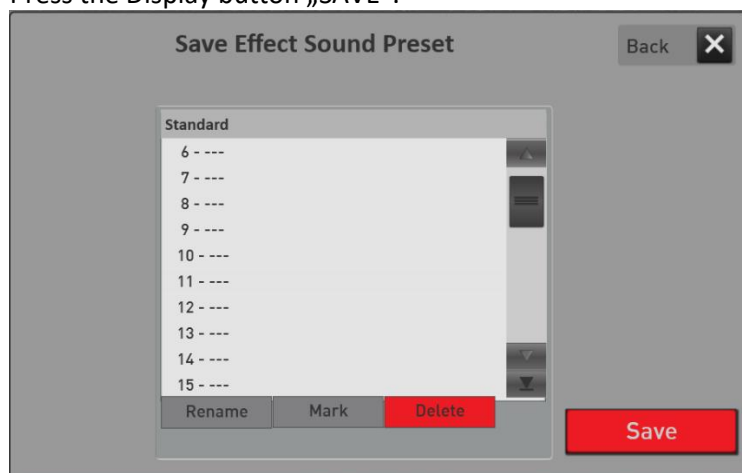


2. Use the Factory or User buttons to switch the list between the factory presets and your own presets.
3. Now select the desired preset and confirm with **LOAD**.

4.1.4 Save Effect Sound Preset

After re-occupying the effect sound buttons (see chapter 4.1.1 “Use effect sound buttons with other effects”), you can save your settings to an effect sound preset.

1. Press the Display button „SAVE“.



2. Select free space from the list or overwrite an existing preset.
3. If you want to give the preset a new name ("not saved here"), press the area of the preset name.
4. The display keyboard opens on which you can change the name. Here in the example "My Effects 1".



5. Save the preset with SAVE.

4.1.5 Set an effect sound preset as default or global

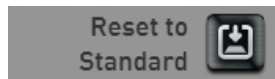
Set a preset as a "default preset"



You can set an effect sound preset as the default preset. Whenever you don't include a special effect sound preset in a Total Preset, the Total Preset automatically selects your default preset.

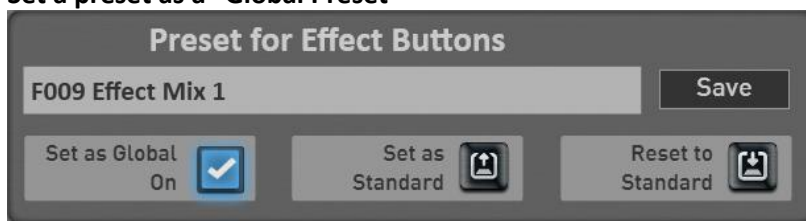
1. First, select the effect sound preset that you want to set as the default.

2. Then press the display button  once. The desired foot switch preset is marked with the addition (STD) the next time you select it.



With the display button "Reset to Standard" you can load the preset currently set as standard (STD) at any time.

Set a preset as a "Global Preset"



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 effect sounds in Total Presets. This setting is maintained even after switching off and on until this setting is switched off again by hand.

4.1.6 Rename or delete your own preset for effect sound buttons

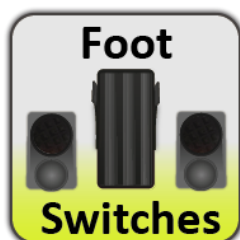
If you have saved your own effect sound presets, you can rename or delete them. To do this, do the following:

1. Press the area where the name of the current preset appears. The "Load Effect Sound Preset" window opens and the current preset is selected.
2. Go to User Presets.
3. Select the preset you want to delete or change the name.
4. Rename or delete?
 - a. Press RENAME and the display keyboard will open on which you can make the changes and confirm on the display keyboard with ENTER.
 - b. To delete, press DELETE and confirm the security query.

4.2 Footswitches

Your OAX instrument is equipped with several foot switches, which you can assign with a wide variety of functions and store in footswitch presets.

1. The OAX500 has two footswitches on the expression pedal.
2. The OAX600 has two footswitches on the expression pedal, five Pistons and a classic piano pedal. This is located to the right of the sill and is connected to the Piston 5.
3. OAX700, OAX800 and OAX1000 Pergamon have two footswitches on the expression pedal and five Pistons.



To access the settings page for the foot switches, press the **SETTINGS** box in the main display, and then press **Footswitch Settings**. The following display appears:



Important! After re-occupying the foot switches, you can save your own settings in two different ways:

- A. You save your own preset for the foot switches and can use these settings in other total presets. See chapter 4.2.3 "Save footswitch preset".
- B. Or you can save the settings directly into a Total Preset without intermediate shot by leaving the programming and saving the Total Preset with a hook at foot switch in the EASY or PROFi MODE. In this type of storage, the note "Not saved or set from Total Preset" appears in the area where the footswitch preset name is normally located.

What does the "Not Saved or Set from Total Preset" note mean?

There are two situations where you see this message:

1. As long as an unmodified footswitch preset is active, the name of the footswitch preset is in the name field. If a foot switch is now assigned with a new function, the name will switch to "Not saved or set from Total Preset". So it shows you that these footswitch settings have not yet been saved in a footswitch preset.
2. If a total preset is called, where a special assignment of the foot switches has been stored and no footswitch preset is selected, this message is also displayed.

4.2.1 Occupying foot switches with other functions

The foot switches can be assigned with many different functions.

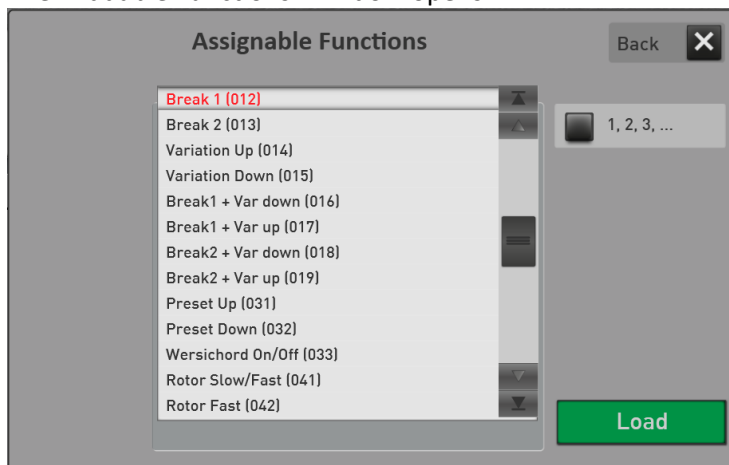


1. First, select which foot switch you want to add a new function to. This is done by pressing the appropriate foot switch on the display.

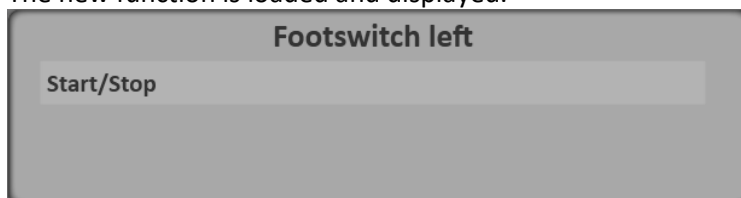
In our example above, the left foot switch on the expression pedal is selected.

2. To use a different function with this foot switch, simply press the area where the name of the current function is displayed. In this case, "Sustain Upper".

3. The "Addable Functions" window opens.



4. Now select the function you want from the list, and then press **LOAD**.
5. The new function is loaded and displayed.



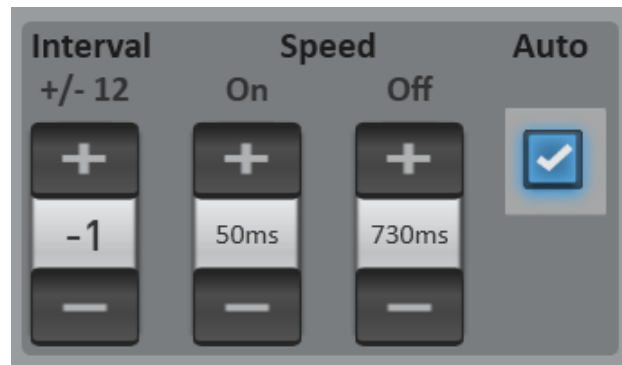
This allows you to re-occupy foot switches one after the other.

4.2.2 Glide-Effect (Hawaii)

The three new entries Glide Effect Upper, Lower and Solo Manual are also found under the foot switch functions.

When the corresponding foot switch is pressed (On), the pitch changes up or down depending on the set interval.

When the footswitch is released (off), playback will revert to normal pitch.



Interval: Determines the range of the pitch change in semitone steps. Positive values shift the pitch up and negative values shift the pitch up.

On: Determines the speed in milliseconds at which the pitch changes when the pedal is pressed.

Off: Determines the speed in milliseconds at which the pitch changes when the pedal is released.

With the foot switch factory presets "07 - Glide Effect", the Hawaii effect is placed on the upper manual with the right foot switch on the expression pedal.

Or try the glide effect using the factory total preset "Pedal Steel Guitar" on the "Guitars" bank (total preset number 37).

Which selectors does the glide effect have an effect on?

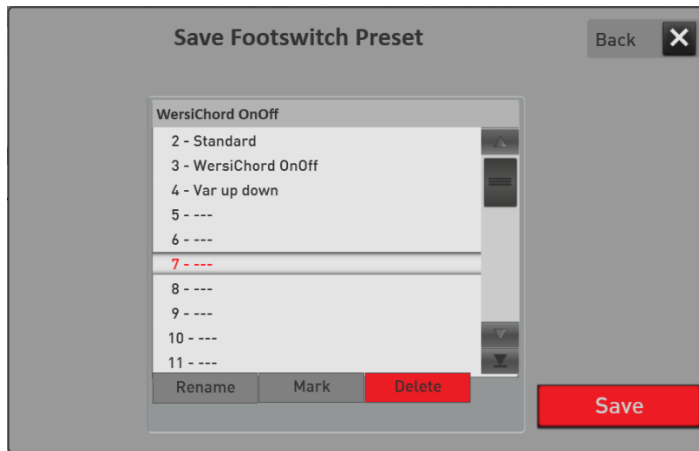
You can determine which selectors the effect has an effect on. Here is an example: You have split the lower manual and the glide effect is on the lower manual. Now you want the glide effect to only affect the sounds to the right of the split point.

By double-clicking on the desired selector on the left, the "PROFI Manual Controller" display is opened. There you can set the "Pitch Wheel" button to Off.

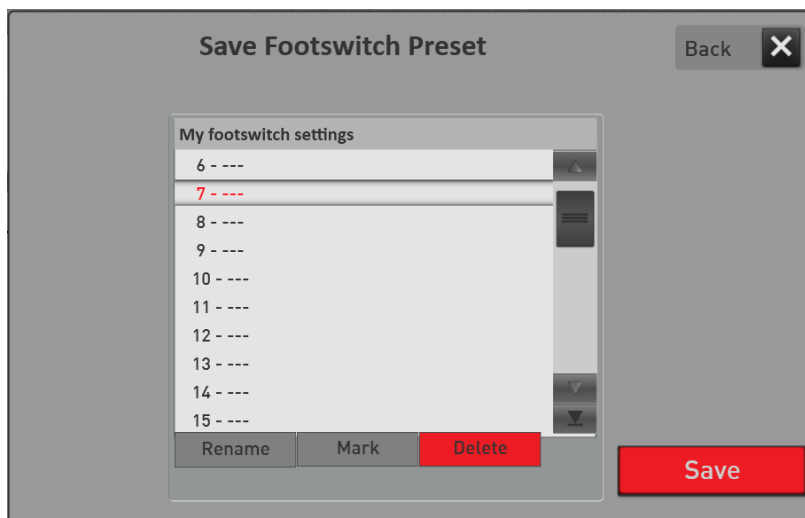
4.2.3 Save footswitch preset

After you have reassigned the foot switches (see chapter 4.2.1 “Occupying foot switches with other functions”), you can save your settings in a foot switch preset.

1. Press the "SAVE" button.



2. Select a location number from the list.
3. If you want to give the preset a new name, press the surface of the preset name.
4. The virtual keyboard opens where you can change the name. Here in the example "My footswitch settings".



5. Save the preset with SAVE.

4.2.4 Load preset for footswitches



Here you can load factory or your own presets.

1. To load a "foot switch preset", simply press on the area in which the name of the current preset is displayed. In this case "F01 Wersi Standard". The "Load footswitch preset" window opens and the current preset is highlighted.
2. Use the "Factory" and "User" buttons to switch the list between the factory presets and your own presets.
3. Now select the desired preset and confirm with LOAD.



Factory Presets

	Preset 1	Preset 2	Preset 3	Preset 4	Preset 5
	Standard	Styles	Presets	Transpose	Effect Sounds
Expression Left	Sustain Upper	Variation down	Total Preset down	Transpose down	Sustain Upper
Expression Right	Sustain Lower	Variation up	Total Preset up	Transpose up	Sustain Lower
Piston 1	Start/Stop	Start/Stop	Start/Stop	Start/Stop	Effect Sound 1
Piston 2	Break 1	Break 1	Break 1	Break 1	Effect Sound 2
Piston 3	Break 2	Break 2	Break 2	Break 2	Effect Sound 3
Piston 4	Ending 1	Ending 1	Ending 1	Ending 1	Effect Sound 4
Piston 5	Rotor slow/fast	Rotor slow/fast	Rotor slow/fast	Rotor slow/fast	Effect Sound 5

	Preset 6	Preset 7
	UJ	Glide Obermanual
Expression Left	Sustain all Manuals	Sustain Upper
Expression Right	Break2	Glide Effect
Piston 1	Effect Sound 1	Start/Stop
Piston 2	Effect Sound 2	Break 1
Piston 3	Effect Sound 3	Break 2
Piston 4	Effect Sound 4	Ending 1
Piston 5	Effect Sound 5	Rotor slow/fast

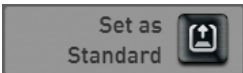
4.2.5 Set a foot switch preset as standard or global

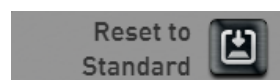
Set a preset as a "default preset"



You can set an effect sound preset as the default preset. Whenever you don't include a special effect sound preset in a Total Preset, the Total Preset automatically selects your default preset.

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

- Then press the display button  once. The desired foot switch preset is marked with the addition (STD) the next time you select it.



With the display button "Reset to Standard" you can load the preset currently set as standard (STD) at any time.

Set a preset as a "Global Preset"



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 effect sounds in Total Presets.

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

4.2.6 Rename or delete your own footswitch preset

If you have saved your own effect sound presets, you can rename or delete them. To do this, do the following:

1. Press the area where the name of the current preset appears. The "Load Footswitch Preset" window opens and the current preset is selected.
2. Go to User Presets.
3. Select the preset you want to delete or change the name.
4. Rename or delete?
 - a. Press RENAME and the display keyboard will open on which you can make the changes and confirm on the display keyboard with ENTER.
 - b. To delete, press DELETE and confirm the security query.

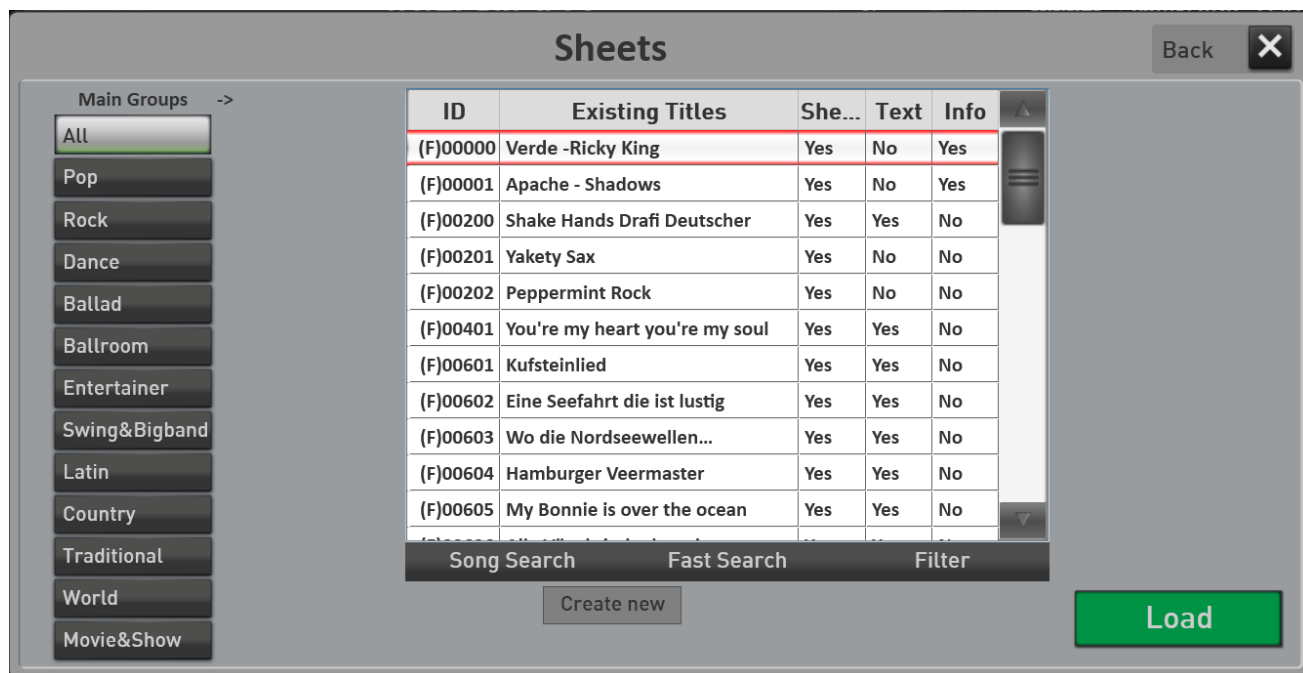
4.3 Show sheets on the display

Your OAX system can show sheets and texts on the display.



To access the page for the sheets, press on the **SETTINGS** field in the main display and then on **Sheet Music**.

The following display appears:

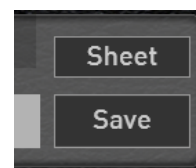


As you already know from the Accompaniment area, the notes are assigned to different musical styles.

With the button **ALL** all existing notes of the list are displayed. You can find a list of all integrated factory grades in the OAX data list.

Select the desired song and then press **LOAD**.

The main display is now shown again. Now press **Sheet** in the Total Presets area and the sheet of music is shown on the display.



With a swipe from bottom to top, you can "leaf through" the sheet of music.

Depending on the song, there can be three areas: sheet (Noten), lyrics (text) and info. In the example below there are the sheets and the lyrics. An info is not available.



Use the **SCHLIEßEN** display key to close the sheet of music again.

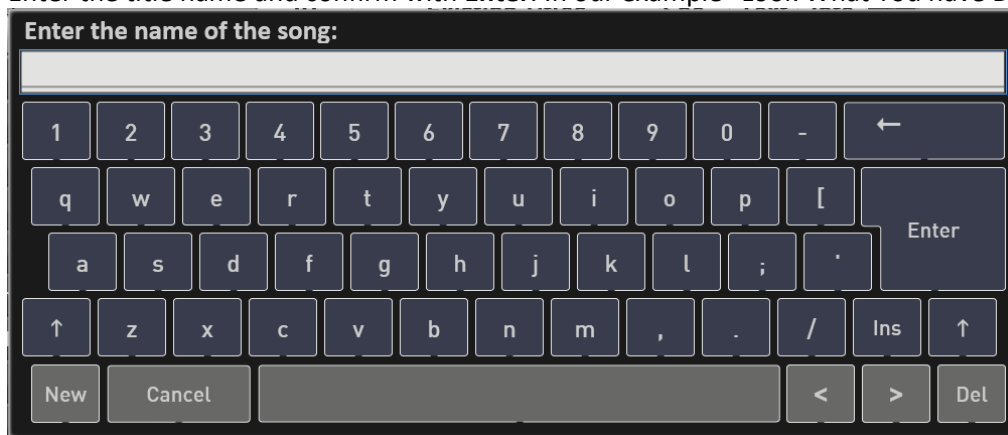
4.3.1 Load your own sheets

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

1. The individual note pages of the title and, if necessary, the text pages must be on a USB stick. The formats PNG, JPG, TIF, GIF or BMP can be used.

In our example, we create the notes for the title "Look What You've Done to Me". The notes consist of four A4 sheets

2. Connect the USB stick with the sheet pages to the organ.
3. Press the  button at the bottom of the list. The display typewriter opens.
4. Enter the title name and confirm with **Enter**. In our example "Look What You have Done".

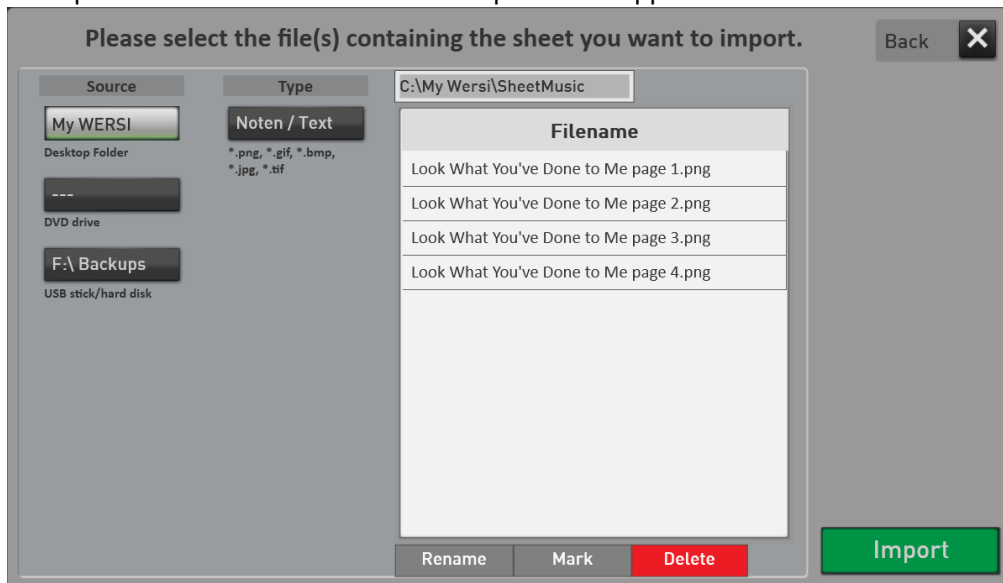


5. The new sheet title now appears in the list **(U) 00000** and we can now load the sheet music or text sheets.

ID	Existing Titles	She...	Text	Info
(F)02391	Yesterday - Beatles	Yes	Yes	No
(F)02392	Yo te quiero mucho Maria - Jack...	Yes	Yes	No
(F)02393	You drive me crazy - Shakin Stev...	Yes	Yes	No
(F)02394	You'll never walk alone - Ireen S...	Yes	Yes	No
(F)02395	Zerbrich mein Herz - Cagey Strings	Yes	Yes	No
(F)02396	Zillertaler Hochzeitsmarsch - M...	Yes	Yes	No
(F)02397	Zuerst kommst du - Teddy Parker	Yes	Yes	No
(F)02398	Zwei Gitarren und das Meer - Fr...	Yes	Yes	No
(F)02399	Zwei kleine Italiener - Conny Fro...	Yes	Yes	No
(F)02400	1000 mal an dich gedacht	Yes	Yes	No
(U)00000	Look what you have done	No	No	No

Song Search		Fast Search		Filter
Rename	Create new	Load Sheets	Mark	
Edit Sheet		Load Text	Delete	

6. Then press **Load Sheets** and Explorer will appear.



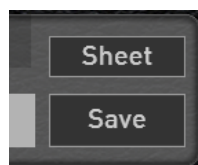
7. Select USB stick / hard disk and the existing image files are displayed in the file list.
8. Select the MARK button and then select pages 1 to 4 one after the other. You can change the order of the pages later. See the chapter 4.3.2 "Edit your own sheets".
9. Confirm with IMPORT.
10. The display shows that sheet pages have been load to the title " Look What You've Done to Me ".

(U)00000	Look what you have done	Yes	No	No
----------	-------------------------	-----	----	----

11. You can also load texts according to the same pattern. To do this, use the LOAD TEXT button.

If you want to check the result in the main display now, load the title via LOAD.

Exit the sheet management with BACK and you are back in the main display.



The SHEET button can now be seen there. Press this and the currently imported notes appear in the display.

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

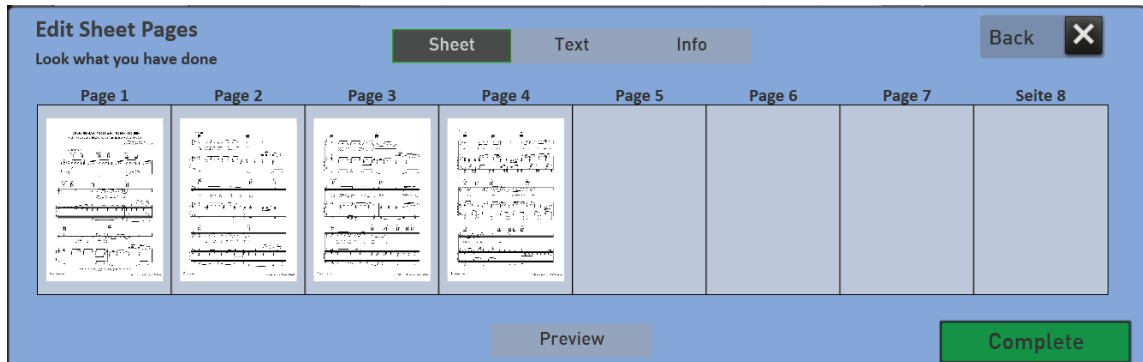
Rename	Create new	Load Sheets	Mark
Edit Sheet	Load Text	Delete	

Rename	The name of the sheet can be changed here.
Create new	Start here to create a whole new sheet. Enter the name and later load the desired pages with LOAD SHEET and LOAD TEXT.
Load Sheets	Here you can load up to 8 DIN A4 image files for the sheet page
Load Text	Here you can invite up to 8 A4 image files for the text page.
Edit Sheet	With EDIT SHEET you can sort already loaded sheet music in the order and enter an information text for the title. See Chapter 4.3.2 "Edit your own sheets".
Mark	Here you can mark multiple sheets to delete them.
Delete	Herewith own sheets can be deleted.

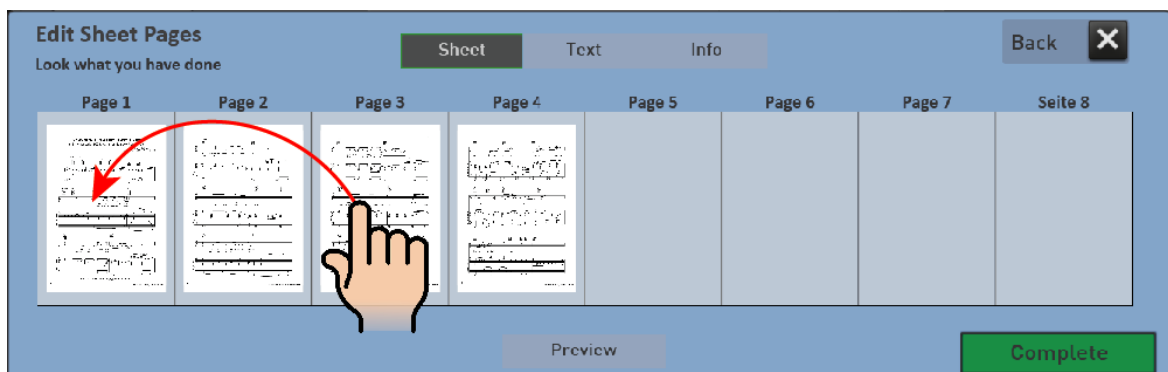
4.3.2 Edit your own sheets

You can use the EDIT NOTES function to change the order of the note pages or text pages later. You can also leave a short information text for each title.

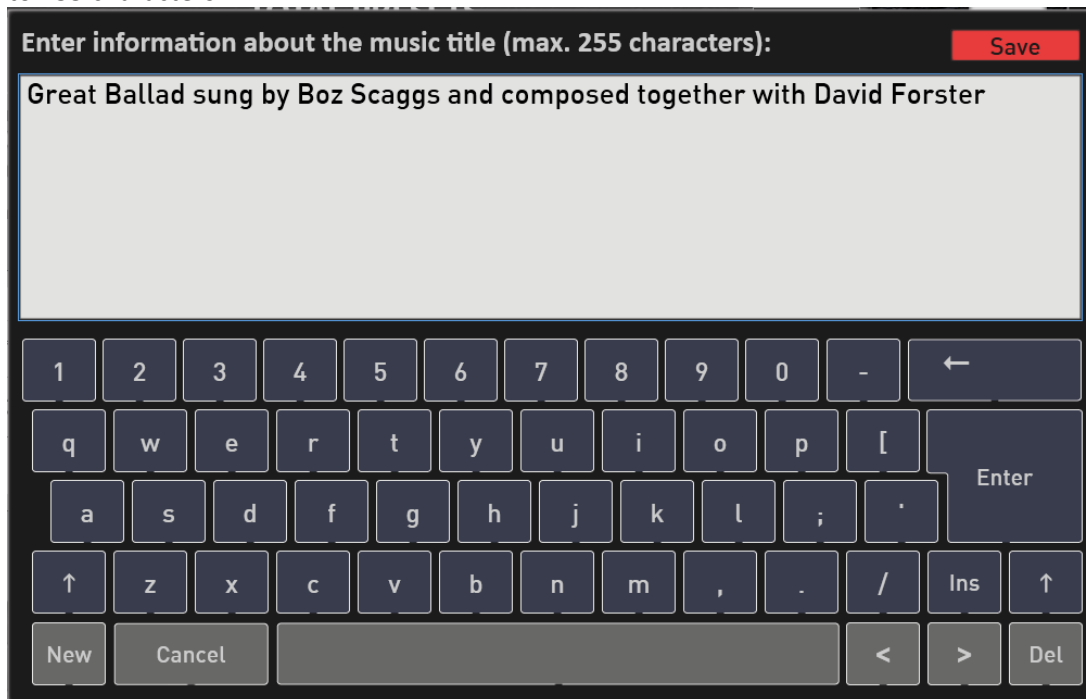
1. Once you have loaded the files for sheet music and text, select the title in the list and press EDIT NOTES. The following display appears:



2. In the upper area of the display you can select the areas SHEET, TEXT and INFO. In the SHEET and TEXT areas we can change the rows of sheet music. Appears e.g. first side 2 and then side 1, slide side 2 onto side 1.



3. As soon as you switch to INFO, the display keyboard appears, via which you can enter a text with up to 255 characters.



Enter information about the music title (max. 255 characters): Save

Great Ballad sung by Boz Scaggs and composed together with David Forster

1 2 3 4 5 6 7 8 9 0 - ←

q w e r t y u i o p [Enter

a s d f g h j k l ; ' .

↑ z x c v b n m , . / Ins ↑

New Cancel < > Del

4. Enter the text and confirm with SAVE:
5. You can use the PREVIEW button to view the result of your work.
6. Use COMPLETE to leave the EDIT SHEET area and you are back in the list of sheets.

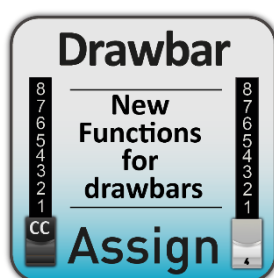
4.4 Assignment of CC and drawbars with other functions

With this extension, new functions can be assigned to the CC controller on the left and the drawbars on the right.

Examples:

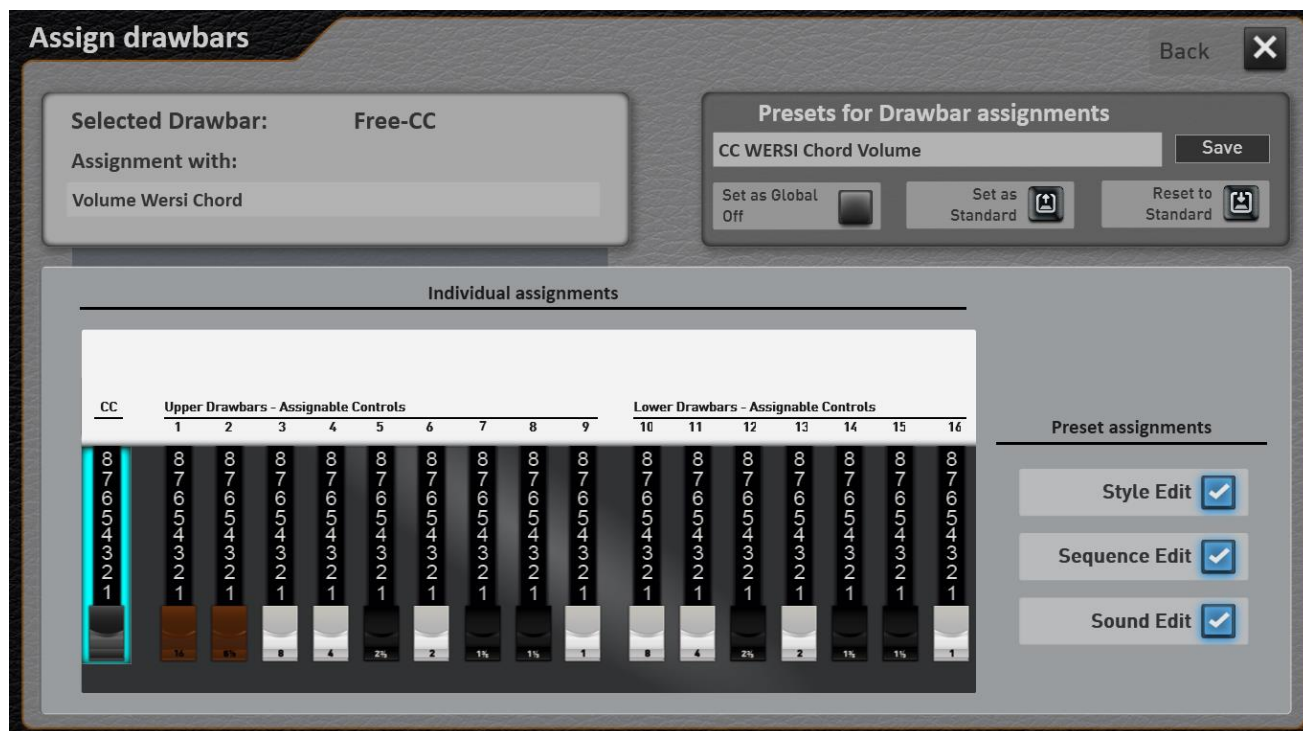
- Assign functions such as "WERSI Chord Volume" to the drawbar CC on the left or control the effects for the microphone with this drawbar.
- The sine drawbars are labeled with the numbers 1 to 16. Do you need e.g. not the drawbars for the lower manual (10 to 16), you can control the percussion for the upper manual here.
- If you are editing a MIDI sequence, you can also use the drawbars 1 to 16 for the volumes of the 16 sequencer tracks.

As with the sound effects and foot switches, all settings can be saved in SubPresets.



To call up the settings page, press on the **SETTINGS** field in the main display and then on **ASSIGN Drawbars**.

The following display appears:



4.4.1 Factory presets

OAX1 – OAX500 - OAX600 - OAX700

1	CC WersiChord Volume	Here the CC drawbar is assigned with the volume for the WERSI Chord sound.
2	CC Send Effects Microphone	Here the CC drawbar is assigned with the send effects for the microphone input.
3	Volumes Sequencer	The upper and lower manual drawbars are placed on the sixteen tracks of the sequencer.
4	Volumes Styles	The drawbars for the upper manual control the volumes of the nine style tracks.
5	Percussion upper manual	The drawbars for the lower manual control the percussion of the OX7-2 organ.
6	Micophone	Microphone effects 1 and 2 as well as equalizer

OAX800

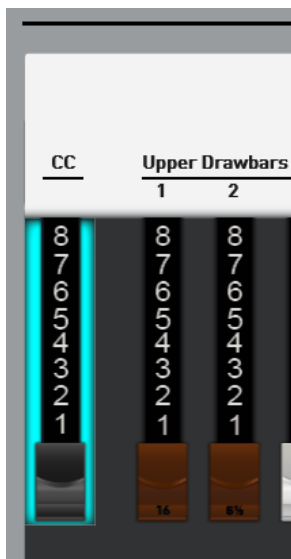
1	CC Send Effects Microphone	Here the CC drawbar is assigned with the send effects for the microphone input.
2	Volumes Sequencer	The upper and lower manual drawbars are placed on the sixteen tracks of the sequencer.
3	Volumes Styles	The drawbars for the upper manual control the volumes of the nine style tracks.
4	Micophone	Microphone effects 1 and 2 as well as equalizer

PERGAMON OAX1000

1	CC WersiChord Volume	Here the CC drawbar is assigned with the volume for the WERSI Chord sound.
2	CC Send Effects Microphone	Here the CC drawbar is assigned with the send effects for the microphone input.
3	Volumes Sequencer	The upper and lower manual drawbars are placed on the sixteen tracks of the sequencer.
4	Volumes Styles	The drawbars for the upper manual control the volumes of the nine style tracks.
5	Micophone	Microphone effects 1 and 2 as well as equalizer

Note: You can find out which functions are available and how the factory presets are assigned in the “OAX data list” instructions.

4.4.2 Define your own assignments



To assign a new function to a drawbar, move the corresponding drawbar once.

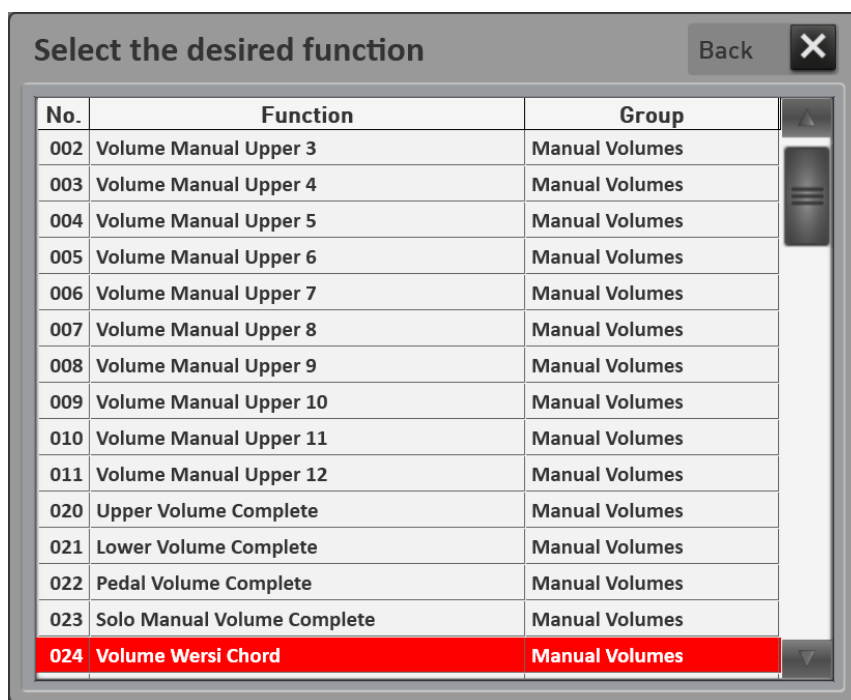
Or press the corresponding drawbar on the touch display.

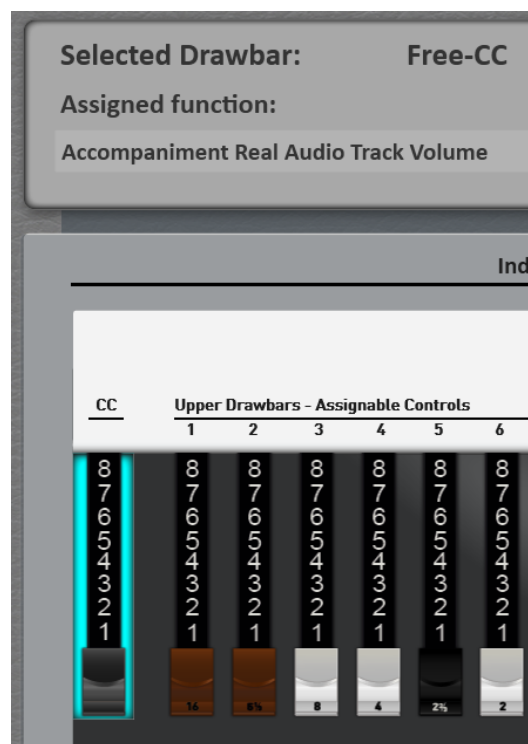
The display shows that the drawbar is ready for programming. In our example, the drawbar CC is selected on the left.

Now press on the display field below "Assigned function".

The selection field opens with all the functions that are available.

Select the function you want from the list.





The display jumps back to the previous page and the selected function is shown.

In our example we have set the volume of the real drums to the CC drawbar.

You can find a detailed list of which functions are available in the "Data list" instructions.

If desired, you can now assign new functions to other drawbars.

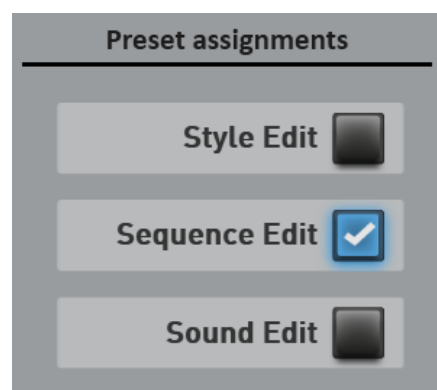
You are already familiar with saving such presets from the areas of "Assigning foot switches" or "Assigning effect buttons".

4.4.3 Using the drawbars while editing

D These temporary occupancies are special.

Within the editors for "Styles" (Chapter 6 Programming Instructions) and "Sequences" (Chapter 3.1 Programming Instructions) you can use the drawbars to set the volume and then save them later.

In the "Edit Sound" editor (Chapter 5 Programming Instructions), you can control the values in the Standard Controller and Sound Controller areas while programming.



Note: These values are not saved in the preset for the foot switches or a total preset. Choose here once whether you want to use the drawbars in the editors or not.

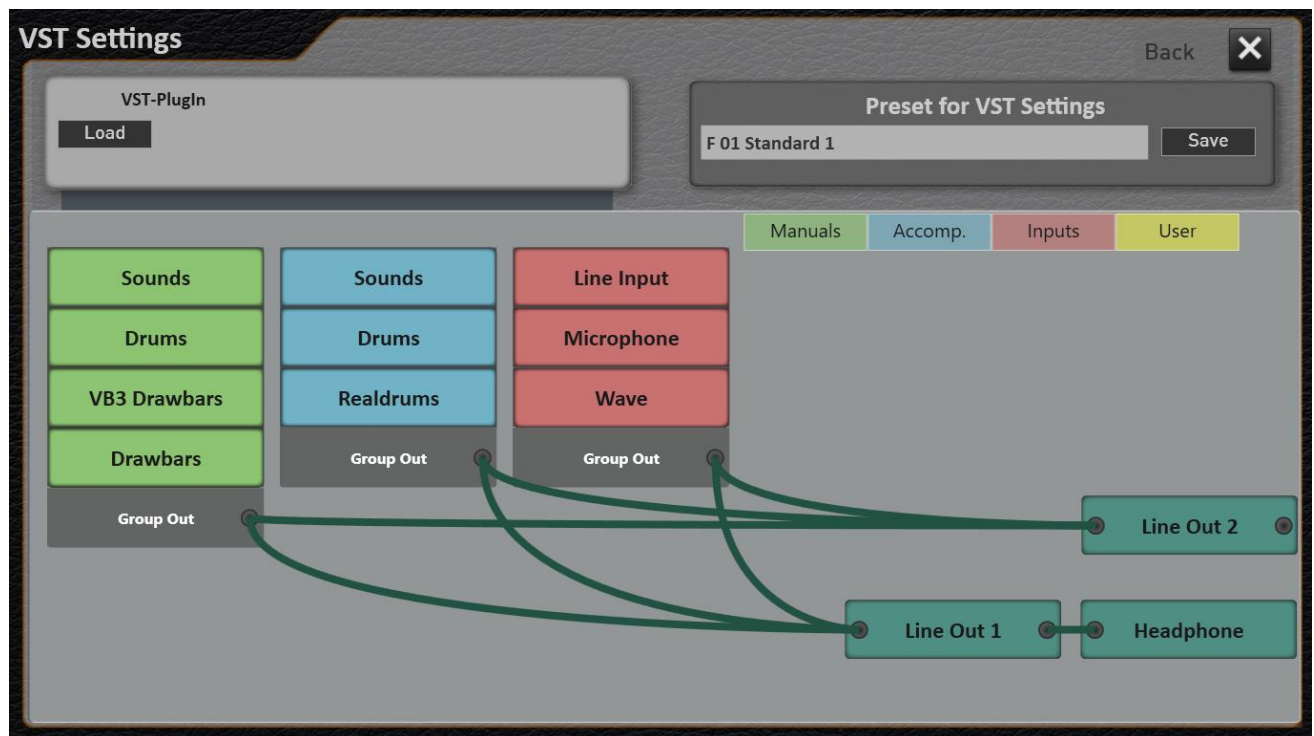
4.5 VST-Settings

The center of the system is the VST host, which manages all sound generators and AUDIO inputs and outputs. Here the modules are connected to the outputs or the headphones. This offers a maximum of flexibility.

Factory modules are included in the delivery to ensure the functionality of the instrument. In chapter 4.5.2 "The factory VST modules" the modules are described.



To access the settings page for the VST settings, press the SETTINGS field in the main display, go to page 3 of 3 and then select VST settings.



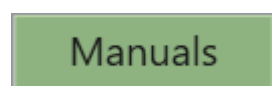
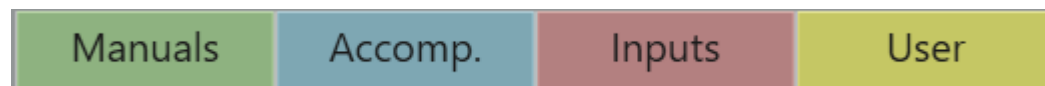
Note! Dealing with VST plug-ins requires knowledge of the topics of VST host and VST plug-ins. In our operating instructions, we give you information on how the plug-ins will be integrated into the OAX system. For all further information, please refer to the associated operating instructions for the VST plug-ins and the associated specialist literature.

4.5.1 General overview of the VST host

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

So to the WERSI sound generation, which you can "rewire" according to your own wishes.

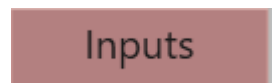
To give you a better overview, we have divided the plugins into four areas that can be switched on or off by pressing the following display keys.



Shows the sound generation for the manuals.



Shows the sound generation for the automatic accompaniment.



Displays the existing inputs.



The VST plug-ins you have loaded appear here.

4.5.2 The factory VST modules

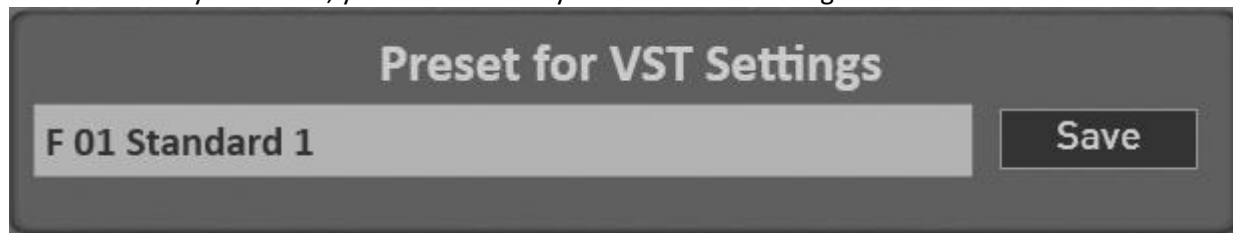
The standard configuration already contains the VST modules that are necessary for the “normal” operation of your instrument. This includes:

VST-Module	Description
Sounds	Sound generation for the manuals and the pedal
Drums	Sound generation for drum sounds that are played on the manuals or the pedal.
VB3 Drawbars	VB3 organ module
OX7 Drawbars	WERSI organ module
Sounds	Sound generation for the accompaniment
Drums	Sound generation for the accompaniment drums
Realdrums	The module creates the real drums for the accompaniment
Wave	Audio input for all audio signals generated by WINDOWS.
Inpute	Stereo input that comes in via the LINE IN inputs on your instrument.
Microfon	Mono input for the microphone
Line Out 1	Line Out 1 on your instrument and on instruments with built-in speakers, this controls the speakers in the lower part.
Line Out 2	Line Out 2 on your instrument and on instruments with built-in loudspeakers, this controls the loudspeakers in the upper part of the organ housing.
Headphone	Output for the headphone connection on the instrument.

Attention: Any changes to the factory modules can impair the functionality of your instrument. However, the factory state can be restored at any time by loading an overall configuration.

4.5.3 Load and save preset for VST settings

An overall configuration stores all current modules and connections. Standard configurations are supplied from the factory. As a user, you can also save your own overall configurations.



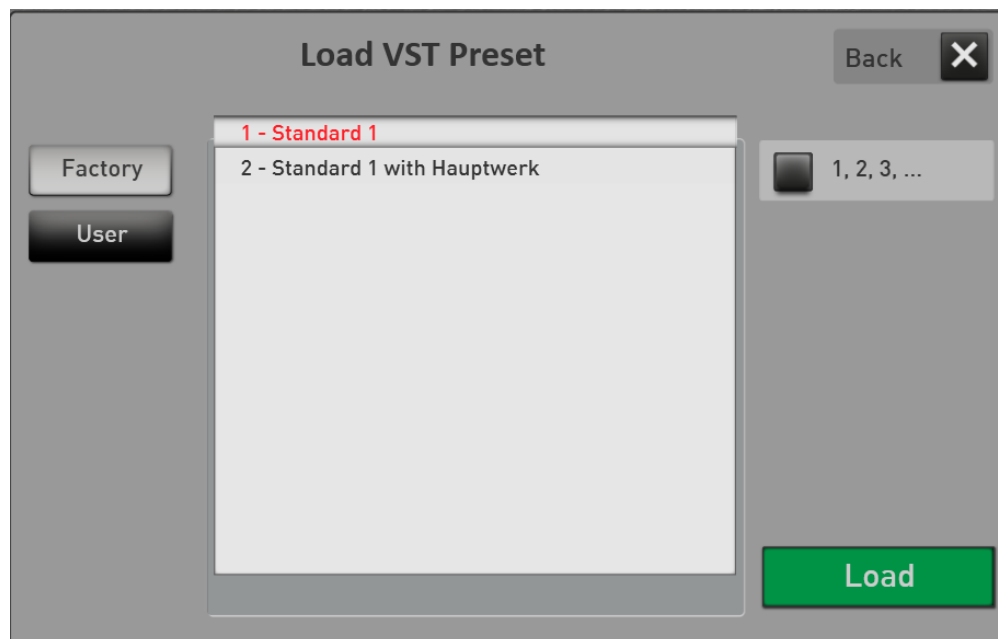
No.	Overall configuration	Description
0	Standard 1	Complete factory configuration with all settings
1	Standard 1 with Hauptwerk	Complete factory configuration and the sacred organ module HAUPTWERK. Further information can be found in the chapter 4.5.10 „Sacral organ module HAUPTWERK“.

Load preset for VST settings

An existing overall configuration can be loaded via this display button. The overall configurations supplied can be seen in the list above.

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

The "Invite effect sound preset" window opens and the current preset is highlighted.

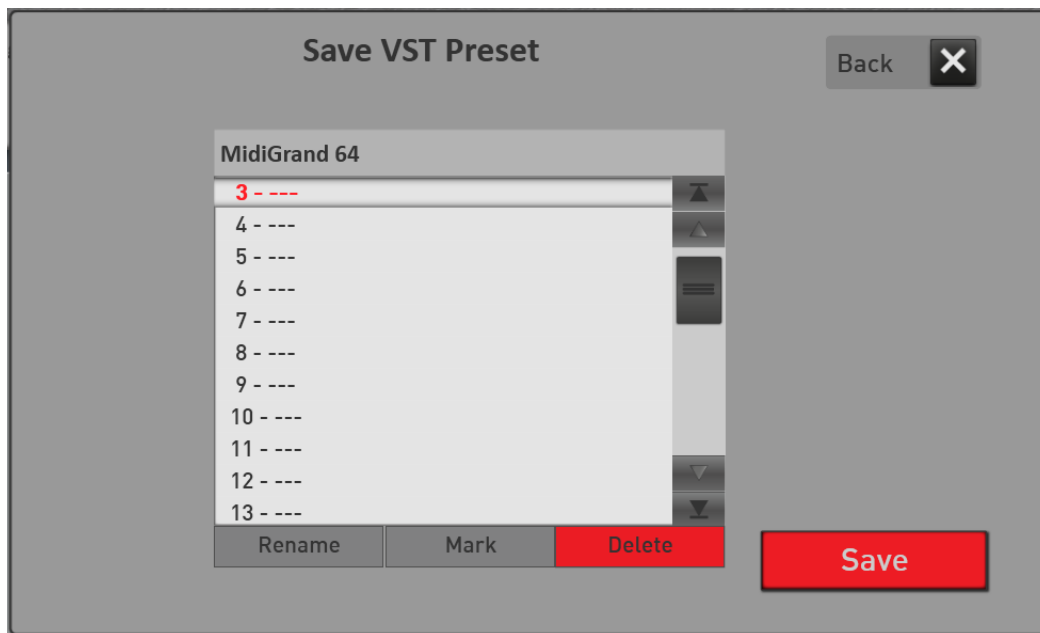


2. Use the "Factory" and "User" buttons to switch the list between the factory presets and your own presets.
3. Now select the desired preset and confirm with LOAD.

Save your own VST preset

You can save your own VST configurations using the SAVE display key.

1. Press the "SAVE" button.



2. Select a location from the list.
3. If you want to give the preset a new name, press the surface of the preset name.
4. The display keyboard opens where you can change the name.
5. Save the preset with SAVE.

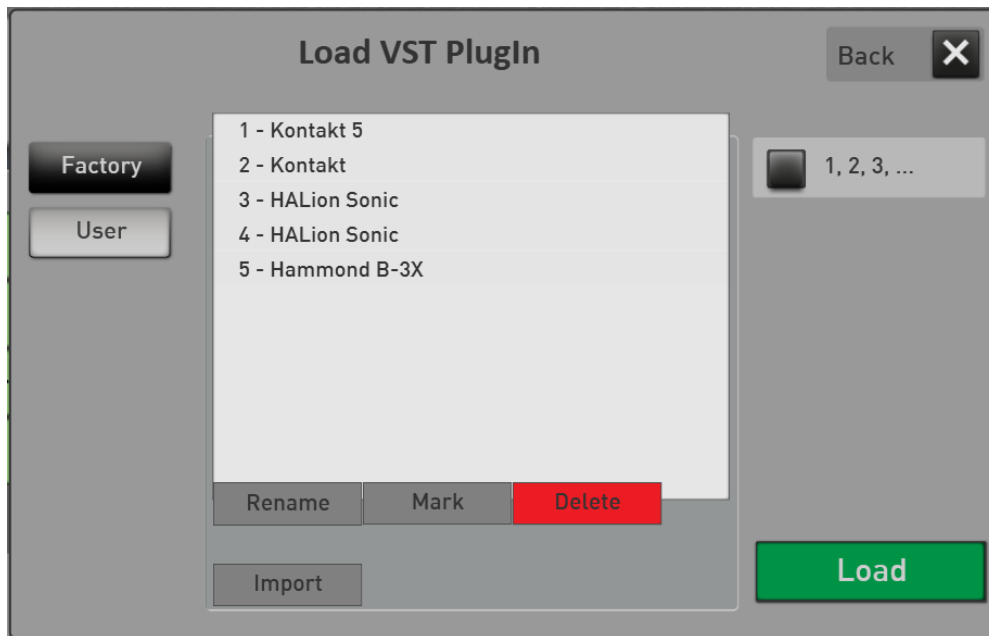
4.5.4 Integrate new plug-in into the system

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

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

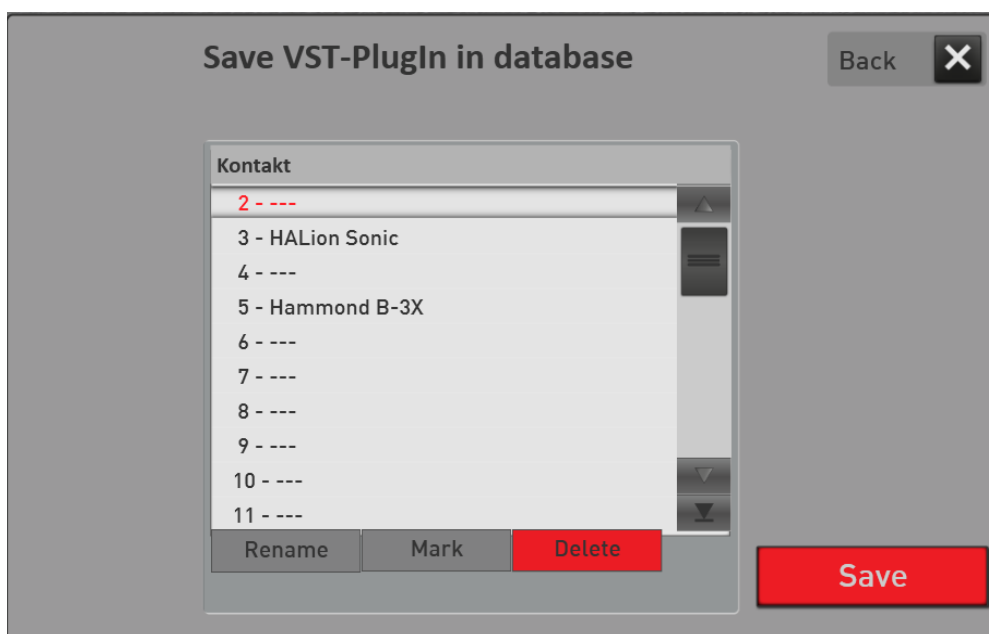
1. Install the desired VST plug-in with the associated operating instructions. During the installation process you will be asked where to save the VST DLL. Keep this path so that you can find the file again later. For a better overview, you should install the PlugIn-Dll under c: \Wersi\Plugins.

2. If you haven't already done so, press Load. The following display appears:



In our example, our own plug-ins have already been integrated. We will now add a plugin.

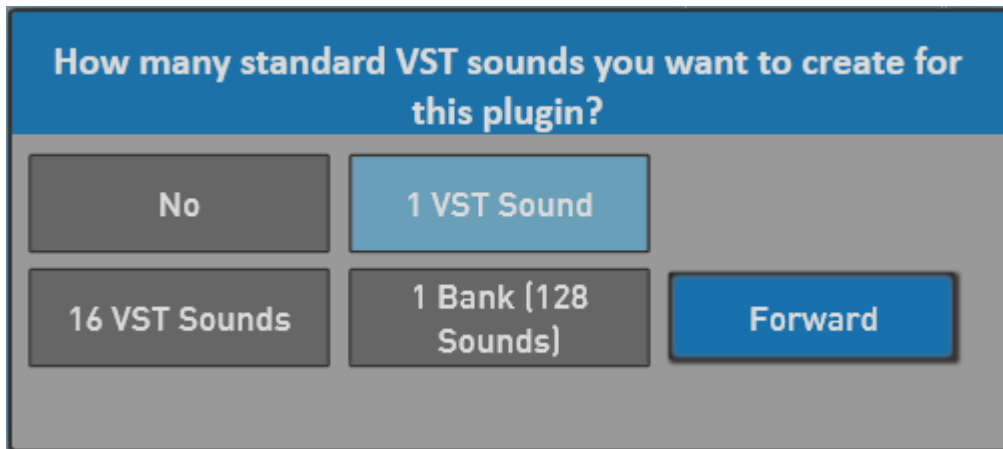
3. Press the Import button and the file manager appears.
4. Change to the folder where the VST DLL file was saved.
5. Select the desired DLL file there and press Import.
6. The list with your own plug-ins (users) now appears. The system automatically selects the next free space. You can give the plug-in its own name using the name field.



7. Now choose SAVE.

8. While saving, you will be asked whether you want to create a sound list for the plug-in. This is required for sound plug-ins so that you can call up the sounds via the selectors, in the MIDI sequencer or in the style editor.

The system offers you the following options:



Select the desired number of tones and confirm with FORWARD.

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

Hint:

- You can find out whether your plug-in can receive PRG change commands at all from the associated operating instructions.
- You can first create a sound and then expand the list of sounds later.
- The created tones are given the name of the plugin. In our example, the sound color Kontakt sound 0 was created.

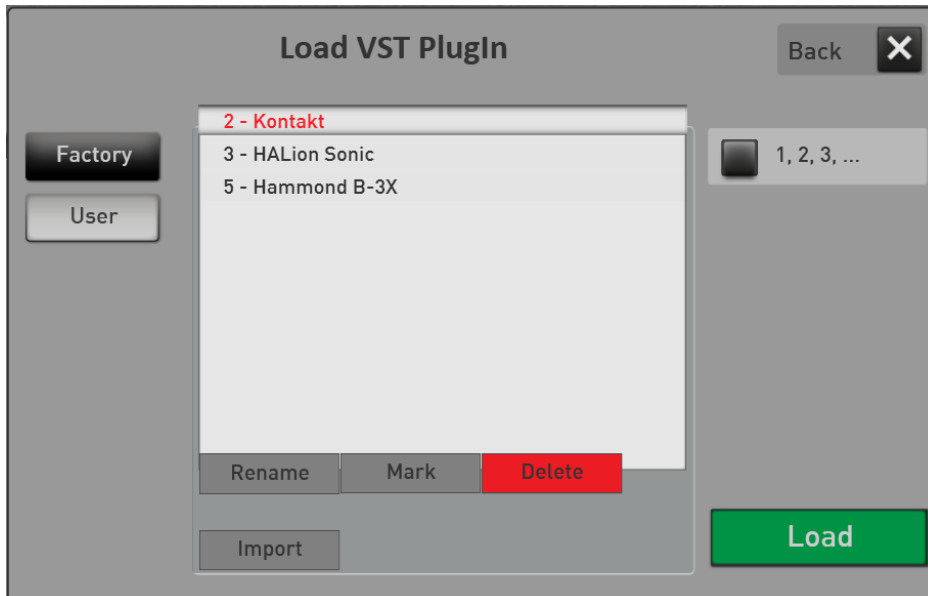
Once the plug-in is integrated in the system, the plug-in can be loaded directly from the list into any overall configuration. See 4.5.5 „Load and connect the VST plug-in “.

4.5.5 Load and connect the VST plug-in

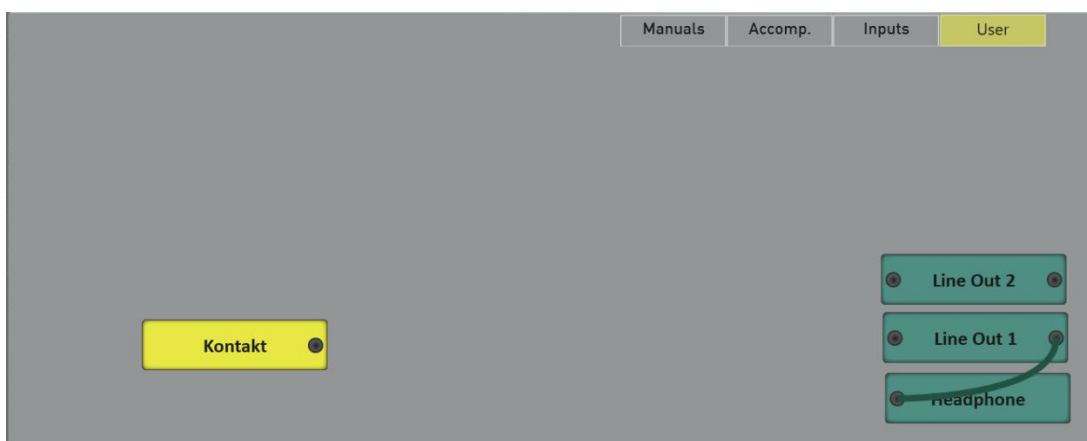
After you press Load PlugIn, the list of all existing plug-ins appears. The factory modules cannot be reloaded. You may have already added your own plug-ins to the system. If not, go to the chapter 4.5.4 „Integrate new plug-in into the system “.

To load a plug-in into the system, please proceed as follows:

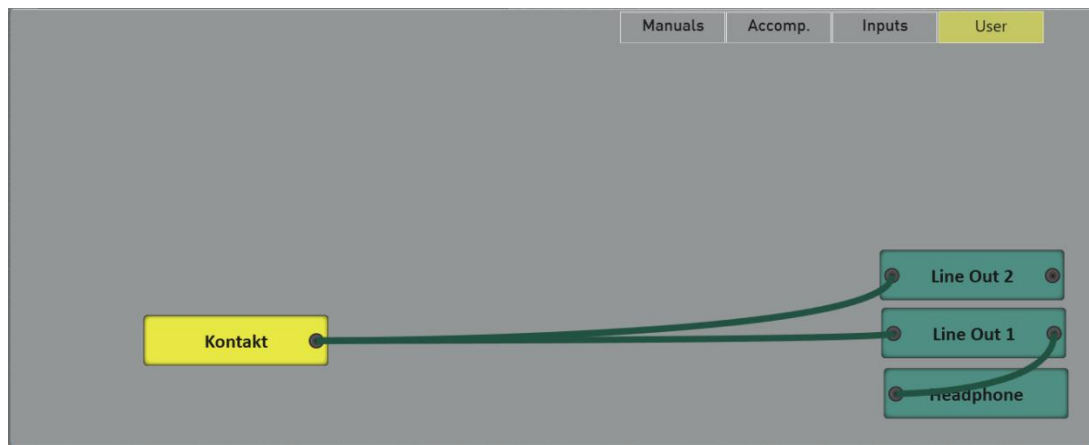
1. If not already done, press LOAD.



2. Select the desired plug-in from the list and confirm with Load. The plug-in is loaded and shown on the display. In our example we load the plug-in Kontakt.
3. Slide the plug-in to the desired position.
4. Now the AUDIO connections have to be established. Depending on the type of VST plug-in you have loaded, the plug-in only has outputs (toner generators) or inputs and outputs (effects).



5. To connect a plug-in output to an output on your instrument, press and hold the output and drag with your finger e.g. to Line Out 1. A connection is shown between the two modules.



CAUTION! Don't forget to save the new overall configuration. See “Save your own VST preset”.

4.5.6 Edit VST Plug-In

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

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



Example Steinberg Halion 2

Note: The user interfaces of the available VST plug-ins are all individually designed and use different window sizes.

As soon as we press an area of the OAX system again, it comes to the foreground.

4.5.7 Set the basic volume and EQ for a VST plug-in

Mixer / EQ

A volume control and an equalizer are available to integrate the plug-in into the OAX system.

Select your own plug-in and then press the MIXER / EQ display button. The following display appears:



Adjust the basic volume and the equalizer here to suit your taste. The settings are saved in the overall VST configuration.

Do not forget to save the overall configuration. See chapter 4.5.3 “Load and save preset for VST settings”.

4.5.8 Connect, edit or remove audio

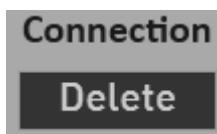
- Important**
- > In the standard configuration, the system has outputs 1 and 2. These are identical to the outputs of the same name on the instrument. The headphones can be connected to output 1 or 2.
 - > Audio connections are always connected from an output to an input.
 - > Connections selected for deletion or editing are shown in red.
 - > With audio connections we always speak of stereo connections.
 - > If a module has several outputs, these can be reconfigured later.

Connect audio between the modules

Example 1: You have loaded a sound generation module and this only has an audio output and no audio input.

Hold your finger on the exit and drag your finger across the display to the desired module and then take your finger off the display. An optical connection is automatically drawn on the display.

Example 2: You have loaded an effects module that has an input and an output. You can switch such an effect module in between at any point. To do this, you must first remove existing connections in order to connect the effect to the desired inputs and outputs.



Remove audio connection

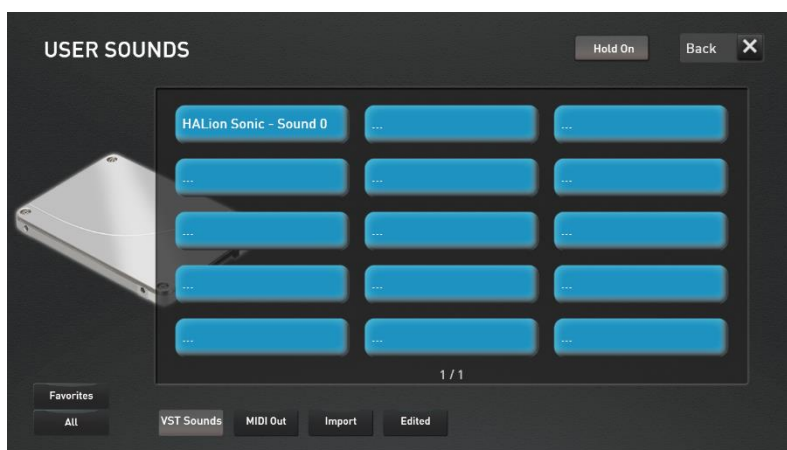
To remove an audio connection, press the desired connection on the display, which will then turn red. Now press Delete.

4.5.9 Place and edit the sounds of the plug-ins on the

By loading the plug-ins, you have also created associated sounds with the name of the plug-in. In this example, we saved the velbet plug-in with one sounds.



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



Something important about VST plug-ins:

VST plug-ins are available in hundreds of versions with a wide variety of sounds and functions. Often these plugins have only one MIDI input channel. This means that as soon as the sound of the plug-in has been selected in upper manual 1, no further sounds are available from the plug-in.

After placing the sound on a selector, you can continue to edit the sounds with controllers. But only if the plug-in also processes the controllers you have set.

Please inform yourself in the corresponding operating instructions.

Double-click on the corresponding selector in the upper or lower manual and special settings for the VST sound appear.



You already know most of the settings such as dynamics or expression pedal from the factory sounds. The Routing, Manual Controller, Sound Controller and Edit Sound areas are new.

Manual Controller and Sound Controller



The volume (CC 7) and the panorama (CC10) are preset here. The volume is regulated by the corresponding volume control on the instrument.

Edit Sound

You can change the VST sound using the EDIT SOUND function. You can freely define up to 14 controllers and save the value in the sound. You can find out which controller your plug-in can receive from the associated operating instructions.

Furthermore, the PRG change and the associated MSB and LSB controllers can be changed.

And of course, you can also change the name of the VST sound to your liking.

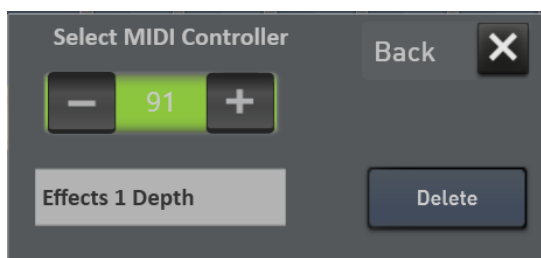
Another important point is MIDI channel routing.

Here are two examples:

We want to add controller 91 "Effect 1 Hall" to the VST sound.

If the plug-in has a reverb effect, we can adjust the amount of reverb with the controller 91.

1. Lay the desired VST sound on the upper manual 1
2. Double-click the selector to open the selector settings
3. Now press EDIT SOUND.
4. Go to the MANUAL CONTROLLER area.
5. Press EDIT CC on the first unassigned controller.
6. Now you can select the desired controller using the plus-minus buttons. In our case, that's the number 91 „Effects 1 Depth“.



7. Use Back to return to the MANUAL CONTROLLER display and the new controller is entered. Before that, you have to confirm a message with YES so that the controller is adopted in the sound.



- Now set the desired reverb volume that should be set as the standard. You can also set a different value later in the total preset.
- Now you can add more controllers to this VST sound.
- As soon as you press EDIT again, the tone can be saved in the identical memory location or as a new VST sound.



We change the PRG change of the VST sound

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



5. Now set the desired PRG including MSB and LSB. With the button **SEND / DON'T SEND** you can set whether the respective value should be sent to the plug-in.

You can send the values as a test directly to the plug-in using the display button **Resend VST sound**.

6. As soon as you press **EDIT** again, the sound can be saved to the identical memory location or as a new VST sound.



Note: The value MIDI CHANNEL still appears in the Routing area. The default value is SYS with a number between 1 and 16. This setting means that the OAX system itself manages the MIDI channels. You can also assign a fixed MIDI channel to a sound.

4.5.10 Sacral organ module HAUPTWERK (Optional)

We offer the HAUPTWERK program for all friends of sacred organ music. The highly specialized sampler is aimed at the perfect simulation of the sound of a pipe organ. The software not only simply reproduces the recorded samples, but also simulates the complex acoustic behavior of pipe organs in various parameters (e.g. the different wind supply). Furthermore HAUPTWERK allows you to play church organs recorded worldwide on your instrument. So you do not play with any sacred colors, but with a complete church organ that has been elaborately removed from the original.

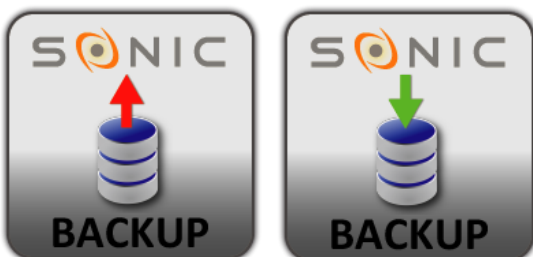
It is operated via the touch display and you can then switch the registers on and off via the touch display, just like with a "real" pipe organ.

Important: The HAUPTWERK VST DLL file must be saved under the path c:\Wersi\Plugins during the HAUPTWERK installation.

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

4.6 Backup your own data

Your self-created data can be easily backed up to the internal hard drive or a USB stick / USB hard drive and then loaded again. ALL user data is saved during a backup. This includes total presets, styles, MIDI files, your own audio recordings, etc.



To access the settings page for the backup, press the **SETTINGS** field in the main display and then go to the second page.

The functions Create and Reload backup are available there.

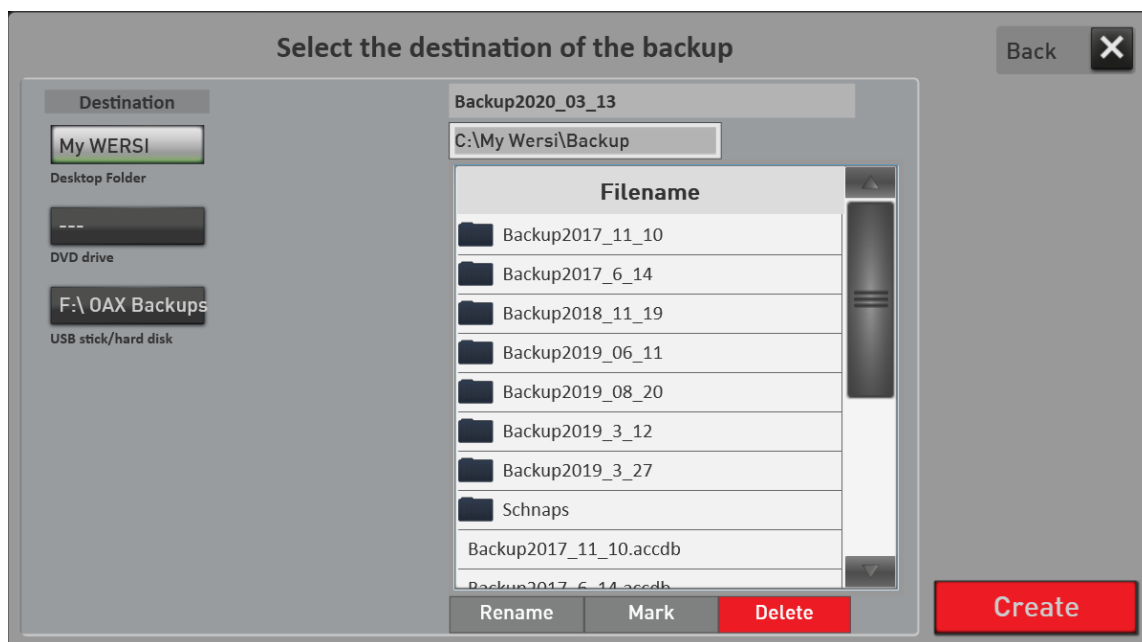
Please be sure to note: If you want to use a USB hard disk or USB stick with a large storage capacity, use one of the rear USB ports directly on the motherboard.

4.6.1 Create Backup

A data backup can either be created on the internal hard disk or on a USB stick / USB hard disk. When using a USB stick, make sure that there is enough storage space available.

To perform a data backup, proceed as follows:

1. If you want to save the data to a USB device, connect the corresponding USB device to your instrument.
2. If you have not already done so, press **SETTINGS** and go to page 2.
3. Now press the **CREATE BACKUP** button and the following screen appears:



In our example, some backups have already been created on the hard disk and the target hard disk is preset. The name backup and the current date in reverse are suggested as the name for the backup.

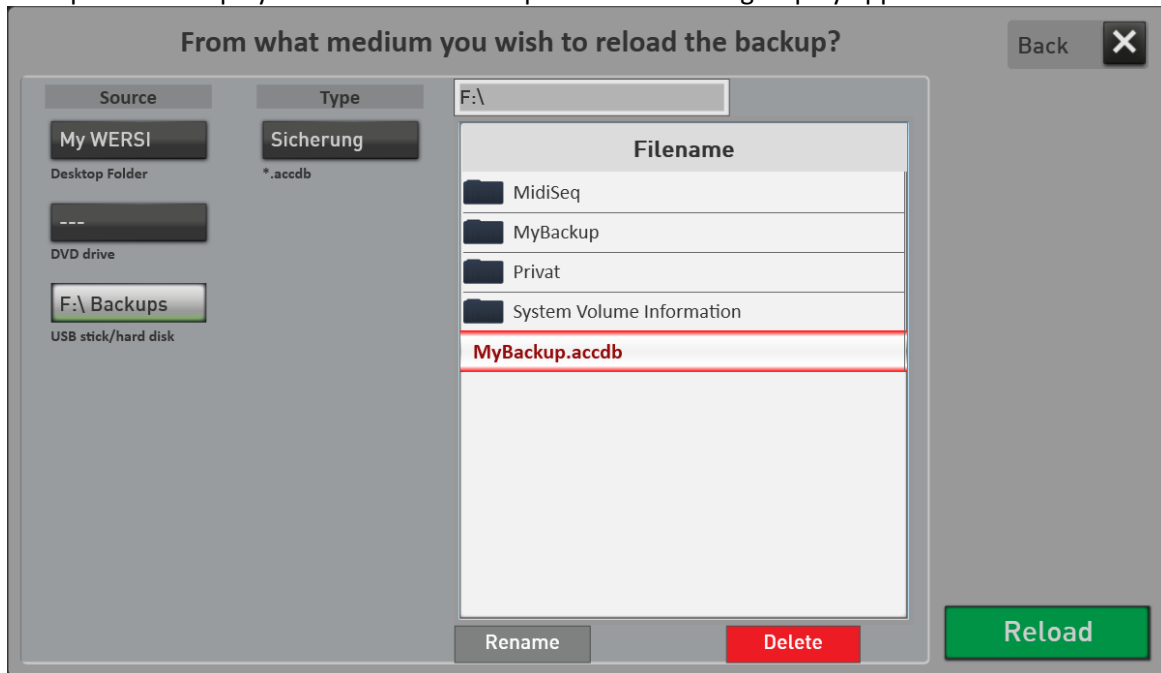
4. If you want to give your backup a name of its own, tap on the suggested name and the virtual keyboard will open.
5. Now start the backup with the display button **Create**.
6. The display shown above disappears. Now wait until the display confirms that the data backup was successfully completed. It can take some time. Confirm the message "The data backup was saved correctly! and the backup is complete.

4.6.2 Reload data backup

A backup can either be reloaded from the internal hard disk or from a USB stick / USB hard disk.

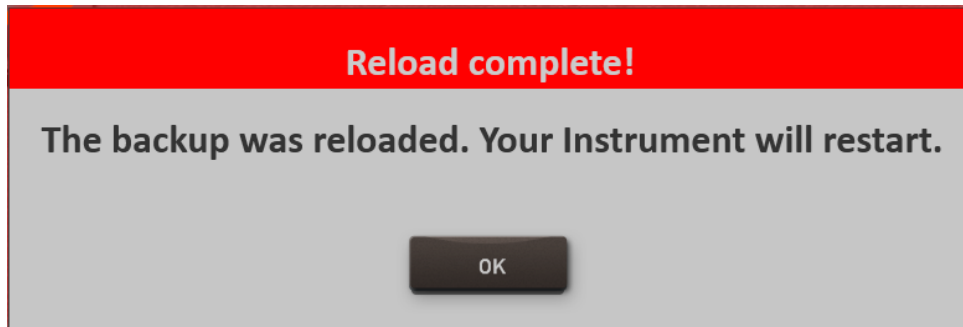
To reload a backup, proceed as follows:

1. If you want to reload the data from a USB device, connect the corresponding USB device to your instrument.
2. If you have not already done so, press the SETTINGS button and go to page 2.
3. Now press the display button Reload Backup and the following display appears:

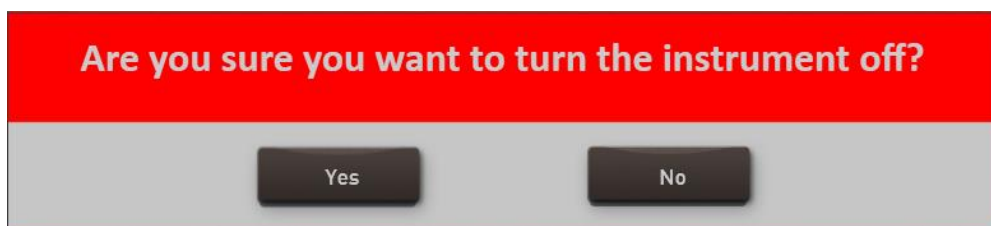


4. Now decide which backup you want to reload. To do this, select the source and then select a backup file with the addition * .acddb.
5. Then start the reload with the display button RELOAD.

6. Now wait until the reload is complete. The following message then appears:



7. After confirming with OK, the instrument must be shut down and restarted.
8. Confirm the following message with YES.

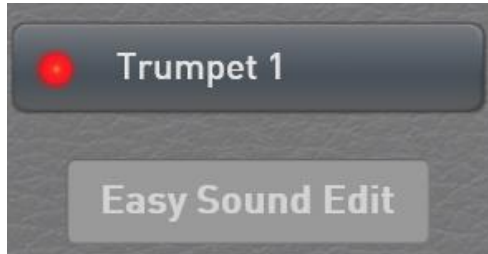


Wait until the instrument has been switched off. After a restart, the new data are available.

5 Edit sounds

The "Easy Sound Editor" is available for editing sounds. With this editor you can adjust the factory sounds and the sounds loaded via the Sound Import to your requirements.

Remember that the sounds of the two live drawbars OAX7 and VB3 cannot be edited.



Opening the Easy Sound Editor: Select the desired tone color for a selector and open the Profi Manual Controls with a double click. Under the name of the tone, you will see the Easy Sound Editor display button, which opens the user interface.

For sounds that have already been saved, the editor can also be opened directly in the sound list with the display button "Easy Sound Edit".



The following setting options are available for imported sounds.

Under Manual Controller you can first set the basic volume and the panorama.

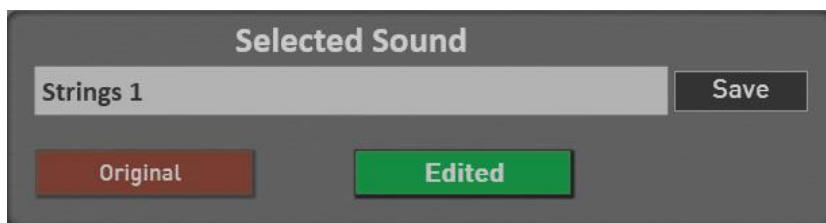
Two important points:

1. Do not confuse the volume setting in the Easy Sound Editor with the normal volume control for the manuals. The volume in the Easy Sound Editor controls the basic volume of the sound.
2. Do not change the preset volume values too far. Too high volume levels lead to distortions in the overall sound when playing later with several sounds on the manuals and with styles or MIDI files.

Then it continues with so-called send effects. So how much of Reverb 1 and Reverb 2 do I put on the sound and how high is the chorus and echo. And attack and release can be changed. Both controls are in the middle and the values can be shortened or extended from there.

The sound controllers are assigned different functions for each sound. Often you will find an equalizer on the first two controllers with which you can change the bass and treble. Additional controllers with a filter or WaveStart, Attack and Release or other values that are important for the currently selected sound.

As soon as you have changed one of the values, the two display keys **Original** and **Edited** appear.



The Edited display button appears green. So you hear the result of your changes. To compare the original sound with your new changes, you can switch to the original with the corresponding display button. The Original display key then appears green.

Save the changed sounds

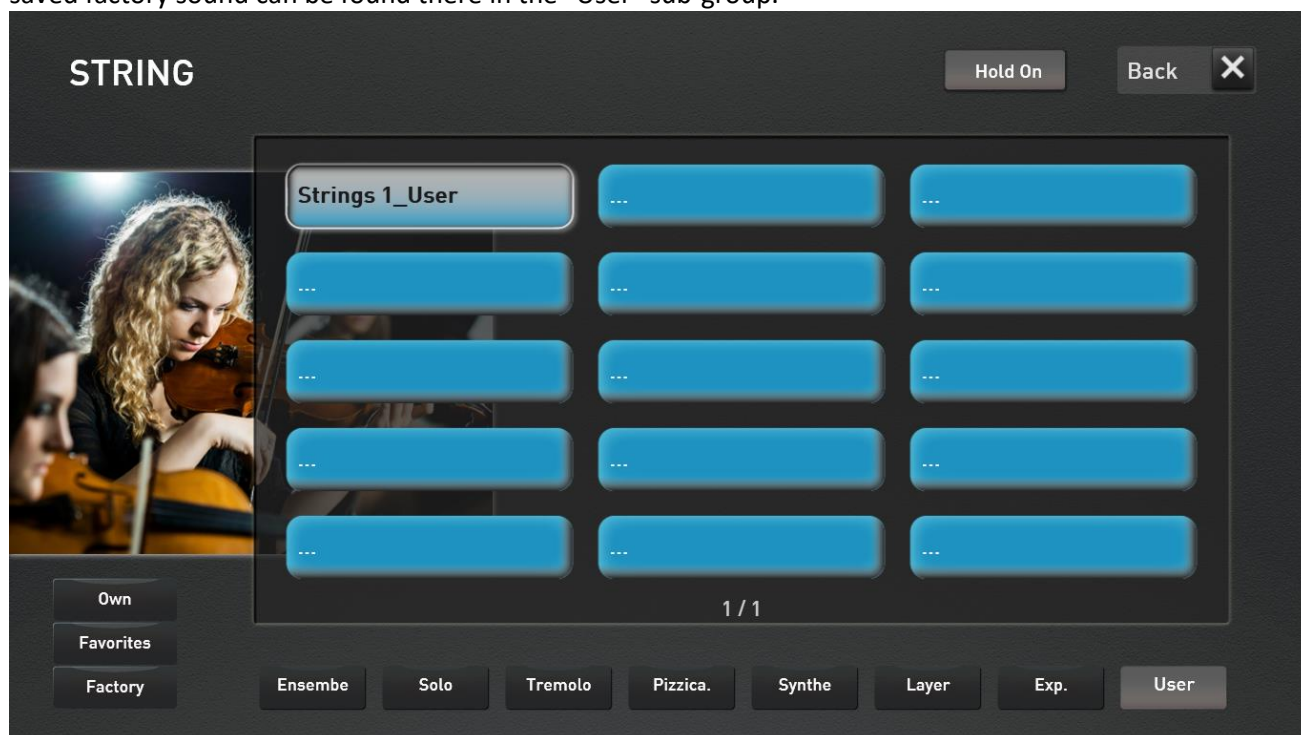
Here we have to differentiate between imported sounds and newly changed factory sounds. If you have changed a previously imported sound, the "old" sound in the available storage space is simply overwritten

Changed factory sounds are saved in a new memory location. The changed factory sound is automatically given an extended name when it is saved. "String 1" becomes "String 1_User". Of course, you can also enter a completely new name during the saving process.

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

Where can you find the changed factory sounds?

Let's stick to our example "Strings 1". The factory sound "String 1" is on the String control panel. The newly saved factory sound can be found there in the "User" sub-group.



You will also find the new sound under the "User" button on the control panel.

6 Edit styles

You can change styles on your instrument very quickly and easily. The spectrum ranges from simply changing sounds, volumes or effects settings to complex changes in styles. You can use the MIDI import and export function to edit styles with sequencer programs such as CUBASE.



There are two ways to open the Style Editor. Select a style and press on the SETTINGS field in the main display and then on STYLE EDIT.

You can also call up the style edit under MIXER and there with STYLE EDIT.



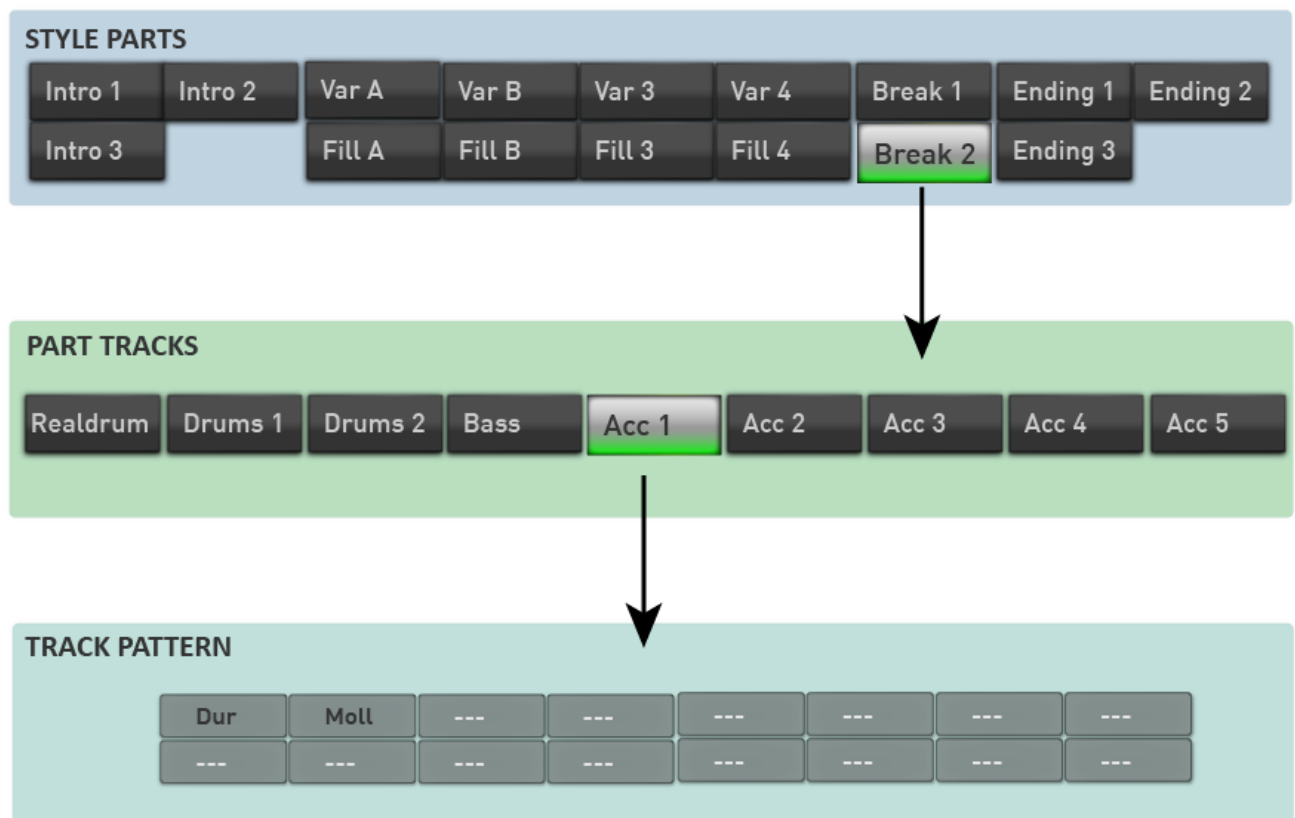
6.1 The structure of a style

A style consists of a different number of style parts. This is a maximum of 16 parts when all possibilities are fully exhausted. So three intros, four variations with four associated fills, two breaks and three endings.

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

Each track can be filled with up to 16 patterns. Different chords can be assigned to the individual patterns, so that e.g. the bass track on one pattern can contain the bass notes for a major chord and on the next pattern a special bass run for the minor chords. This assignment is then made in Pattern Edit -> Settings.

The Realdrums track has no track patterns. These are audio files that can be imported in recycle format for each style part.



In this example the style has a major and a minor pattern in the BREAK part, on the ACC1 track.

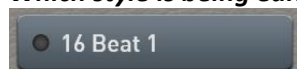
6.2 Overview functions

The main parameters of the style can be set on the main page of the style editing.

Let's go through the areas one by one:

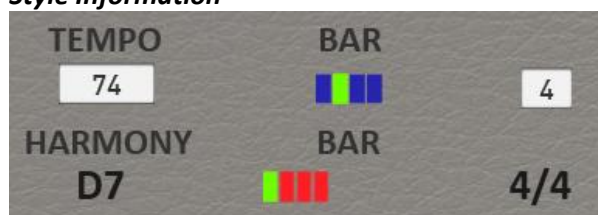
6.2.1 Basic functions

Which style is being edited



This display shows the currently selected style that is currently loaded for editing in the StyleEditor. This is always the style that is currently active in normal play mode.

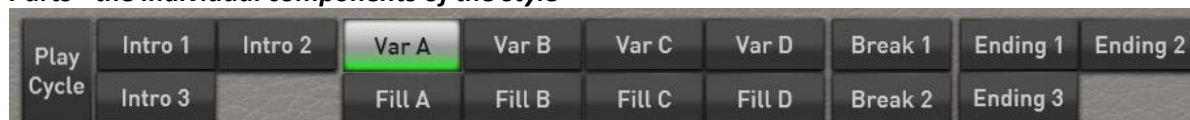
Style Information



Under Style Info you will find information about the style, such as:

- The current tempo of the style, which can also be changed here.
- The length of the currently selected Style Part (VAR A, BREAK 1, Ending 1) in a continuous LED display and in numbers.
- The just grasped harmony in which the style is played.
- The bar in LED form and in number form.

Parts - the individual components of the style



Each style can consist of up to 16 parts. This does not mean that all available styles fully utilize the maximum number. There are styles with only two intros and endings or just one break.

The parts can either be selected via the display or via the control panel buttons of the same name.

If PLAY CYCLE is switched off, the selected part is only played once via START and then stopped.

If the PLAY CYCLE function is switched on, each part is played in cycle mode (continuous loop). The normal operation of the automatic accompaniment is overridden and a selected intro, ending, break or fill runs in a continuous loop. So you can optimally set each part.

Volumes and sounds



For the currently selected part, the sound and volumes belonging to the tracks are displayed here. Since not every part uses all tracks, these appeared a little paler and cannot be selected.

With **SOLO** and **MUTE** a track is switched to SOLO and with MUTE one or more tracks can be muted.

General: The volume of the entire style is adjusted using the GENERAL control. If you find the style too loud or too quiet in relation to other styles, you can make an adjustment here. Note, however, that the new value will only take effect once you have stopped the style and restarted it.

Edit All Parts: If this function is activated, all changed values are transferred directly to all parts. So if you want to change the track volume or reverb for ACC2 in all parts at the same time, first press Edit All Parts and then go to the edit page for ACC2.



To quickly change a sound for a track, you can directly press the corresponding sound display for each track.

The sound can also be selected under EDIT.

Remember that! If the EDIT ALL PARTS function is switched off, the change in sounds only affects the currently selected part.

6.2.2 Displaybutton EDIT per track

Edit

The EDIT button can be used to set additional values for the selected track.



This includes:

1. Volume (identical to the main page)
2. Panorama
3. Reverb 1
4. Reverb 2
5. Chorus
6. Delay
7. Octave position -> Please note that the octave position does not take effect immediately, but during the next part run.
8. Change of sound

6.2.3 Edit drum tracks

The two drum tracks have the **Adjust drums** display button under EDIT.

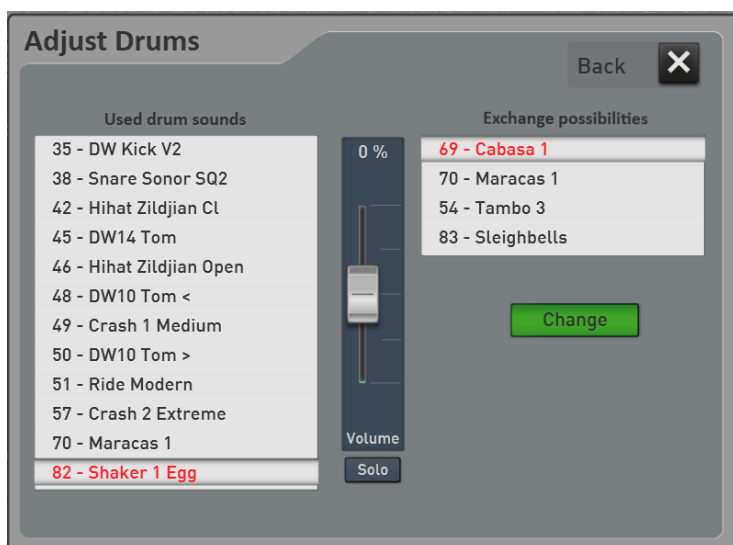
On the one hand, individual drum sounds can be made louder or quieter, and on the other hand drum sounds can be exchanged for one another. For example, each drum set has three bass drums or four snares. If snare 1 is used in a style, you can now exchange it for one of the other three snares. So you have an easy possibility to adapt the drum accompaniment to your wishes.

In the style editing, go to Edit for the Drum 1 or Drum 2 track. There you can see the Adjust Drums display button at the bottom right.

IMPORTANT: If you have activated the Edit All Parts function, the changes affect the entire style. If Edit All Part is switched off, only the currently selected Style Part is changed.



After you press the **Adjust Drums** display button, a display opens on which the changes can be made.



In this example sequence, a total of twelve drum sounds are used. You can see them on the left. Before each drum sound, you will see the corresponding MIDI note number.

After you select a drum sound in the left list, the display appears in the middle of the display whether this sound has been adjusted in the volume. The range can be set between -50% - 0% and +50%. With the Solo function, you can **filter out** the selected drum sound and listen to it alone.

With the minus percent, the sound becomes quieter and with the plus percent the sound becomes louder. These settings are saved into the sequence and can be adjusted again at any time.

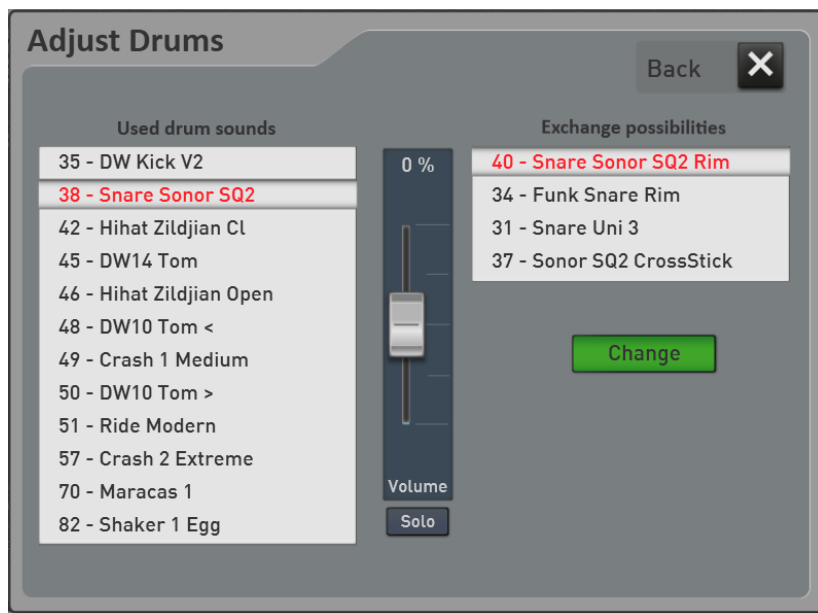
Attention 1: This adjustment changes the applied velocity values (dynamics). Midi Velocity works with values between 1 and 127. For example, if the snare is already recorded with a Velocity 110, the snare with the values +1% to +50% only gets louder between 111 and 127. 127 is the maximum volume to be reached and in our example the snare would only become slightly louder.

Attention 2: Many of the drum sounds also change the sound with the velocity value (dynamics). This means that a different sample is played at low velocity than a higher velocity value. So not only the volume changes, but also the sound.

On the right side you can see if there is a possibility to exchange for the drum sound selected on the left. With the snare selected in the example on the MIDI note 34 with the name **Shaker 1 Egg**, there are the four exchange options **Cabasa 1**, **Maracas 1**, **Tambo 2** and **Sleighbells**.

If an instrument was exchanged using the display key **Change**, the Undo display key appears, which can be used to undo the exchange.

Here is another example where the Snare Sonor SQ2 can be exchanged for Snare Sonor SQ2 Rim, Funk Snare Rim, Funk Snare Rim, Snare Uni or Sonor SQ2 Cross Stick.



Exchange options are available in the areas of bass drum, snare, ride-cymbal, crash cymbal, conga-bongo, shakers and percussion.

6.3 Professional functions in Style Edit



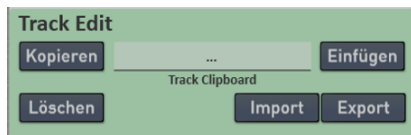
Part Edit

Under Part Edit you can copy, paste and delete individual Style Parts.

Examples of use:

1. You would also like to copy the Part VAR C to VAR D in order to change the instruments and volume there.
2. You want to use intro 1 from style XY in a style other than intro 2. To do this, first load the style with the Intro 1 into the editor, select Intro 1 and press Copy in Part Edit. Then load the other style into the editor, go to Intro 2 and press Paste.

Furthermore, a complete part can be saved as a MIDI file with Export or imported again with Import. See also the chapter 6.4 „Edit or create styles on the computer“.



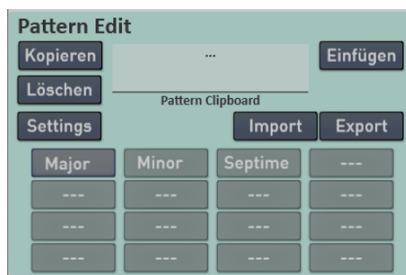
Track Edit

Under Track Edit you can copy a track from the selected part, insert it from the clipboard or delete it.

Examples of use:

1. You also want to use the bass track from variation D in break 2. Since the variation is longer than the break, the notes are cut off after one bar.
2. You can also insert the bass track in another style at the desired position.

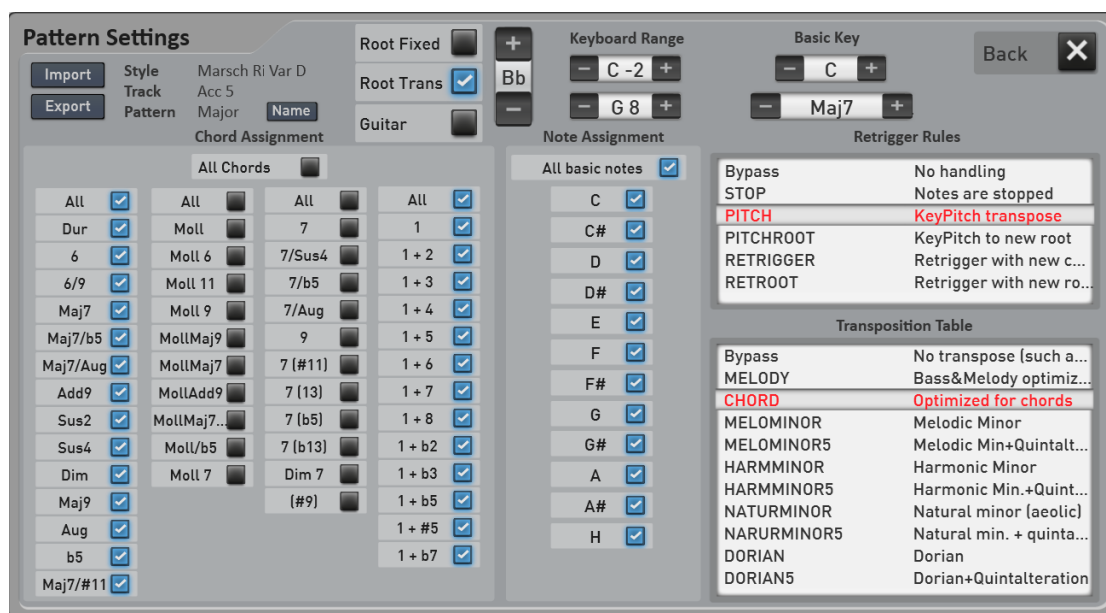
Furthermore, a track can be saved as a MIDI file with Export or imported with Import. See also the chapter 6.4 „Edit or create styles on the computer“.



Pattern Edit

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

Settings The settings for each pattern can be changed using the SETTINGS button. The conditions under which the pattern is played are defined here.



Pattern Settings

Import Export Style Track Pattern Marsch Ri Var D Acc 5 Major Name

Chord Assignment

All Chords			
All	☒	All	☒
Dur	☒	Moll	☒
6	☒	Moll 6	☒
6/9	☒	Moll 11	☒
Maj7	☒	Moll 9	☒
Maj7/b5	☒	MollMaj9	☒
Maj7/Aug	☒	MollMaj7	☒
Add9	☒	MollAdd9	☒
Sus2	☒	MollMaj7...	☒
Sus4	☒	Moll/b5	☒
Dim	☒	Moll 7	☒
Maj9	☒	Dim 7	☒
Aug	☒	(#9)	☒
b5	☒		☒
Maj7/#11	☒		☒

Root Fixed ☐ Root Trans ☒ Guitar ☐

Keyboard Range: C -2 + Bb - G 8 +

Note Assignment: All basic notes ☒

C	☒
C#	☒
D	☒
D#	☒
E	☒
F	☒
F#	☒
G	☒
G#	☒
A	☒
A#	☒
H	☒

Basic Key: C Maj7

Retrigger Rules

Bypass	No handling
STOP	Notes are stopped
PITCH	KeyPitch transpose
PITCHROOT	KeyPitch to new root
RETRIGGER	Retrigger with new c...
RETROOT	Retrigger with new ro...

Transposition Table

Bypass	No transpose (such a...
MELODY	Bass&Melody optimiz...
CHORD	Optimized for chords
MELOMINOR	Melodic Minor
MELOMINOR5	Melodic Min+Quintalt...
HARMMINOR	Harmonic Minor
HARMMINOR5	Harmonic Min.+Quint...
NATURMINOR	Natural minor (aeolic)
NARURMINOR5	Natural min. + quinta...
DORIAN	Dorian
DORIAN5	Dorian+Quintalteration

Pattern Information

In the upper left area you can see the pattern information:

Which Style and which Part	16 Beat 1 Var D or Samba 3 Break 1
Which Track	Acc1 or Drums1
Pattern Name	Shows the name the programmer gave the pattern. You can change the name at any time using the NAME button.

The IMPORT and EXPORT buttons are identical to the function of the same name on the Style Edit main page in the Pattern area.

Root Fixed und Root Trans

Root Fixed	The notes are kept as close as possible to the original range of notes. Example: the notes C3, E3 and G3 in key C become keys G, H2, D3 and G3. Use this setting for channels with chord parts.
Root Trans	When the root note is transposed, the pitch relationship between the notes is preserved. Example: Notes C3, E3 and G3 of scale C become G3, H3 and D4 when the scale is transposed to G. Use this setting for channels that contain melody lines. The root setting is also used for Root Trans.
Root note for Root Trans	If the pattern plays with root trans, the key note can be used to set the note from which the octave break occurs. Example: The root note is set to G. Then the notes C3, E3 and G3 for the keys C, C #, D, D #, E, F and G are transposed higher and higher. With G # there is an octave break by one octave down and with A, A #, B and H it goes up again.

Keyboard Range

The key Range determines the lowest and highest note for the sounds. With a suitable setting, you can ensure that no notes sound outside the natural range (e.g. bass note too high or notes of a piccolo too low). To change the play area, press the corresponding display area and then enter the lowest and highest tone for the play area on the sub-manual.

Basic Key

Here it is determined with which key the input material was imported. Mostly this is C Maj7. You should not make any changes here afterwards.

Chord Assignment

With the chord assignment you determine the chords for which the pattern is to be played.

All chords: The pattern is played for all chord types.

Furthermore, there are subdivisions into the area of major chords, minor chords, seventh chords and one / two-part chords.

Example: You have recorded three bass tracks for major, minor and seventh. Then the major pattern would have the areas major and one / two-part chords set to ALL. Minor and seventh chords are OFF. In the minor pattern, only minor stands for ALL and in the seventh pattern only ALL for seventh.

Note assignment

Here you can exclude some basic notes for the pattern.

Example: If you want a certain melody insert to sound only at F, B and C. Only activate these corresponding basic notes.

Retrigger-Rules

Bypass	No change (e.g. for drums and percussion)
Stop	Running notes are stopped when the chord is changed and no longer started in the new harmony. Particularly suitable for short notes, e.g. on a rhythm guitar.
Pitch	KeyPitch-Transpose
Pitch Root	KeyPitch to the new root note
Retrigger	Running notes are stopped when the chord changes and immediately restarted in the new harmony. Particularly suitable for long-lasting notes, e.g. for pad sounds.
Ret Rout	Running notes are stopped when the chord changes and immediately started again with the new root.

Transposition-Table

Bypass	No changes
Melody	Suitable for transposing melody lines
Chord	Suitable for transposing chord parts
MeloMinor	Use this option for melodies that only respond to major and minor chords. Such as. Intros and endings. If the chord played changes from a major chord to a minor chord or vice versa, this table is used to decrease or increase the third interval of the scale by a semitone. All other notes remain unchanged.
MeloMinor5	In addition to the MeloMinor transposition (see above), excessive and diminished chords affect the fifth of the source pattern.
HarmMinor	Use this option for chord channels that only respond to major / minor chords, such as intros and endings. If the chord being played changes from a major chord to a minor chord or vice versa, you can use this table to decrease the third and sixth interval of the scale by a semitone or increase it by a semitone. All other notes remain unchanged.
HarmMinor5	In addition to the harmonic minor transposition (see above), excessive and diminished chords affect the fifth of the source pattern.
NaturMinor	Use this option for petter chord channels that only respond to major / minor chords, such as intros and endings. If the chord played changes from a major chord to a minor chord or vice versa, this table decreases or increases the third, sixth and seventh of the scale by one semitone. All other notes remain unchanged.
NaturMinor5	In addition to the "NaturMinor" transposition (see above), excessive and diminished chords affect the fifth of the source pattern.
Dorian	Use this option for pattern chord channels that only respond to major / minor chords, such as intros and endings. If the chord played changes from a major chord to a minor chord or vice versa, this table decreases or increases the third and seventh of the scale by one semitone. All other notes remain unchanged.
Dorian5	In addition to the Dorian transposition (see above), excessive and diminished chords affect the fifth of the source pattern.

6.4 Edit or create styles on the computer

One word in advance: The creation of styles is a very complex matter and can no longer be compared to programming rhythms on older instruments. In addition to deep musical knowledge, experience in the computer area and in operating a sequencer such as Cubase is required.

Note: The MIDI files created by the export can also be played in the MIDI sequencer. You hear the individual parts of the style one after the other mostly in the key of C. Some tracks sound twice, because they were recorded for major and minor. So listening doesn't make any particular sense musically. The export of styles or individual parts of the style is used for editing with a sequencer program such as Cubase.

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

6.4.1 These export and import options are available to you



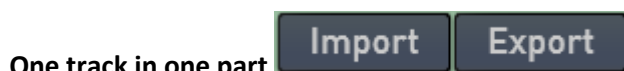
Here the entire style is exported to MIDI format. The style can thus be completely edited in the sequencer program, changed and imported again later.

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



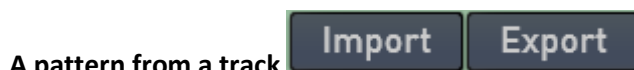
There is also an import and export button in the Part Edit display area. The currently selected part, i.e. intro 3, break 2 or variation D, is exported here. This part can be imported in the same style or in a completely different style.

The MIDI file is given the name of the style and part: 16 Beat 1 + Var D.mid



In the Track Edit display area there is also an import and export button. Here the currently selected track is exported from the currently selected part, i.e. Intro 3, Break 2 or Variation D. This track can be imported in the same style or in a completely different style.

The MIDI file is given the name of the style, part and track: 16 Beat 1 + Var D + Acc 3.mid



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

As a reminder, a track can contain up to 16 patterns. This serves e.g. to save different bass courses for major, minor or seventh on a track.

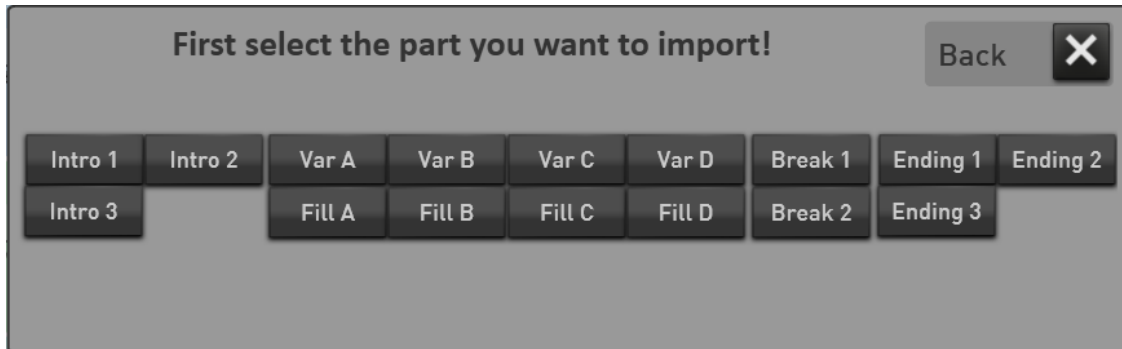
The MIDI file is given the name of the style, the track and the pattern name: 16 Beat 1 Acc 3_Dur.mid

6.4.2 Import individual parts, tracks or patterns from a complete MIDI file

You can also import individual parts from a completely exported style later.

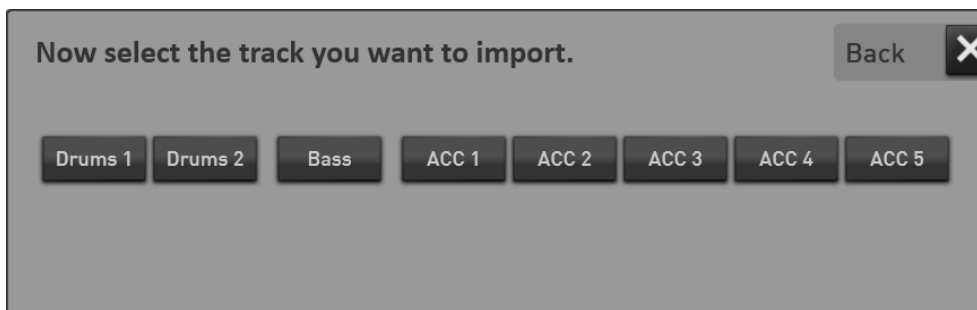
You only want to import a part (Var A or Break 1) from a complete MIDI export.

1. Select the part in which you want to insert the new part. So e.g. Break 1.
2. Press IMPORT in the PART EDIT area.
3. Select the desired MIDI file. Now you are asked which part you want to import from the complete file.



4. Choose e.g. Var A to import this part to the previously selected location (here break 1).

You can also import a track for a specific part from an entire file or a part file. The first step is the query from which part you want to import the track (see figure above). You will then be asked which track you want to import.



It is identical if you import a pattern from a complete or also part or track file. A further intermediate step appears in which you can select the desired pattern.

6.4.3 Format of an exported style in MIDI format

Important note: The exported style contains header information and the actual notes. Of course, you can also change the header information in the MIDI file. However, we recommend that you change this data within SONIC using the corresponding display fields.

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

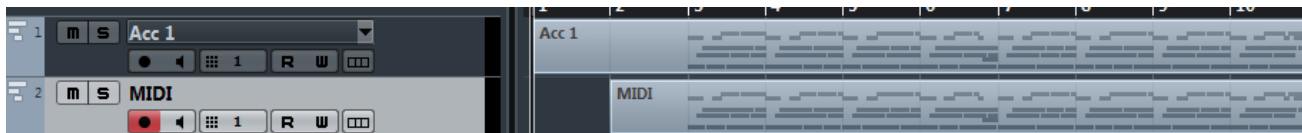


Illustration of an ACC track, which is divided into two pattern major / minor and separate seventh.

All initialization parameters are saved in the first bar. First of all, the part name, the part length and values for octavelage and velocity appear. Furthermore, the sound, volume and panorama used, the effects reverb, chorus, echo and other controllers.

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

In the next bar you will see the information about the name of the first pattern and the conditions under which the pattern is playing. As already written, it is better to change these values on your instrument and not in the MIDI file.

```

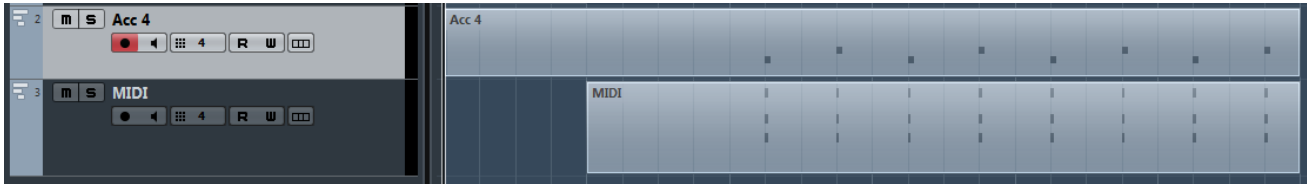
Pattern Nr=0
Pattern Name=Gtr
Enabled Notes=All
Enabled Chords=Major:Exclude(0,1,2,3,4,5,6,7,28,32,33);Minor:All;Seventh:Exclude(19,20,21,22,23,24,25,26,27,29);Single:Exclude(30,31)
Low Limit=57
High Limit=68
NTR=0
NTT=0
RTR=4
High Key=5
Source Chord=8
Source Root=0

```

View tracks and patterns

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

In a MIDI file, these additional subtracks (if available) are displayed directly below the first pattern. As in the example below, where the first pattern is on the Acc 4 track and the second pattern is on the MIDI track. As you can see, the second pattern lacks the first header bar with the details of the sound and the other sound controllers. In theory, the first track Acc4 with pattern 1 could have a further 15 sub-tracks. Of course, only if that made sense musically.

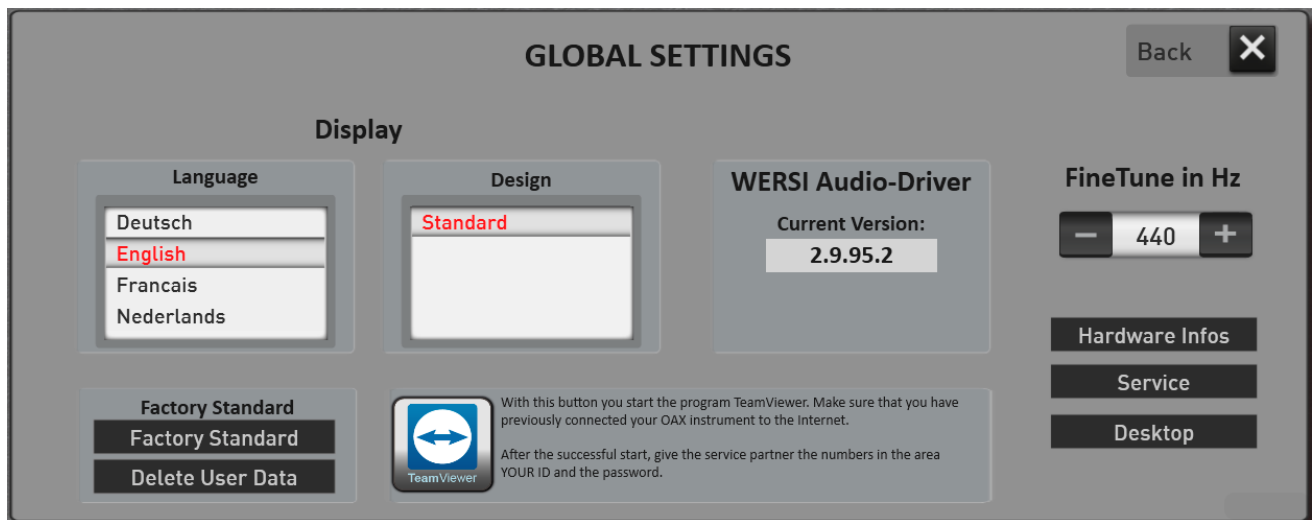


ATTENTION: When playing a part you have to make sure that you have to switch off a pattern that may not match (mute). If you play a major melody on one pattern and a minor melody on a next pattern, you have to mute one of the two patterns when listening.

7 Global Settings



You can change some standard parameters under “Global settings”.



7.1 Set the display language

Here you can choose between the display languages German, English, French and Dutch.

7.2 Tuning

The standard tuning is set to 440Hz. To change, press the currently set tuning and then use the wheel to set the new tuning you want. Or use the display buttons Plus and Minus to change.

7.3 Audio Driver – Factory Standard - Hardware Informationen

Audio Driver

Here you can see which audio driver is installed on your instrument.

Factory Standard

Resets functions such as the input, output mixer or foot switch settings to the factory standard.

Delete your own data

This will delete all of your own data such as total presets, styles and sequences.

7.4 Service

Hardware Information

A text field appears here in which you can see some technical information about your instrument. Since this function was only filled with information from autumn 2020, information is not yet available for all instruments.

Service

This display button is used to close the OAX software and start a service program. Please only use this program in consultation with a WERSI employee.

Desktop

This takes you to the Windows desktop without closing the OAX software.

7.5 Remote diagnosis via TeamViewer

Using the TeamViewer software program, our service staff can connect to your instrument over the Internet. In this way, settings, errors in the OAX operating system or operating errors can be quickly remedied.

The TeamViewer program is free of charge.

Internet connection

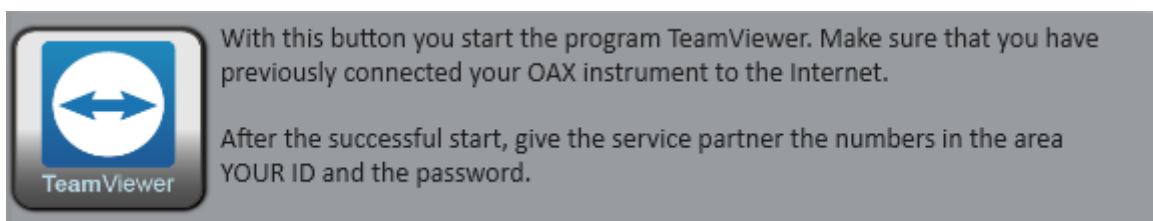
You can connect to the Internet in two ways:

- A. Connect the instrument to your internet router using a network cable. You are then directly connected to the Internet.
- B. Use a USB WiFi stick and log in to your WiFi network. From autumn 2016, a WiFi USB stick will be included with every instrument.

Important note: Your instrument should not be permanently connected to the internet. After the TeamViewer has been used, remove the network cable or the USB WLAN stick.

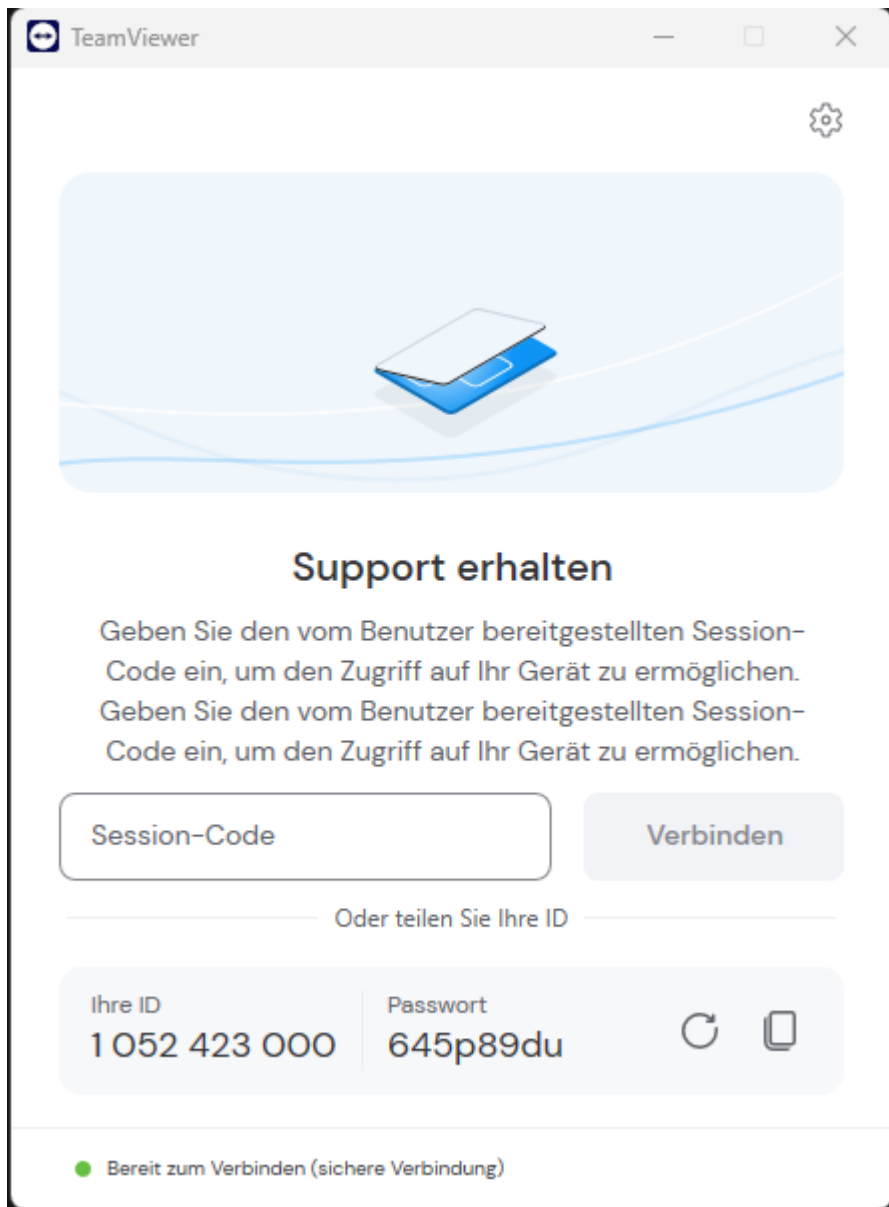
Start TeamViewer

1. Press **SETTINGS**.
2. Go to page 2 of 3 and press **GLOBAL SETTINGS**.
3. Start the TeamViewer program by clicking on the **TEAM VIEWER** icon.



4. The TeamViewer is started.
5. Give the service hotline only your ID and password.

In our example that would be



ID 1 052 423 000 and the Password **645p89u**.

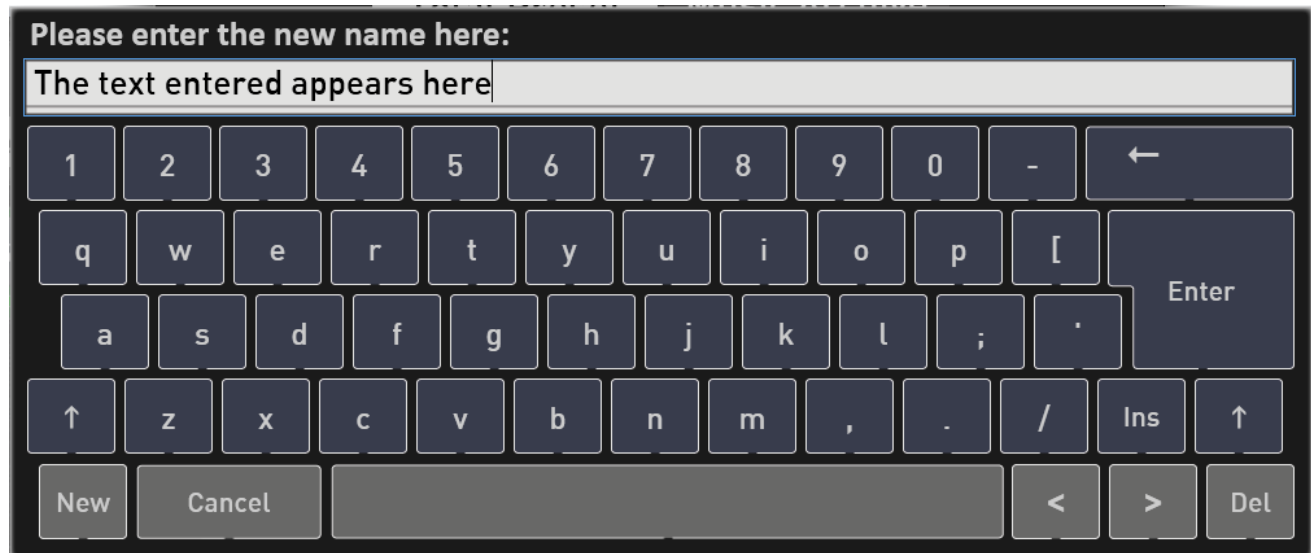
ATTENTION: Your ID remains the same every time you start TeamViewer. However, the password is different each time it is started. So you don't have to worry about someone using the remote control without permission.

6. Our service employee enters this data and connects to your instrument. The connection information is shown at the bottom right of the display.
7. The service employee will then disconnect later.
8. You can then disconnect from the Internet. Remove the network cable or pull the WLAN stick out of the USB socket.

8 Operation of the virtual typewriter

The operation of the virtual typewriter is based on WINDOWS 10 and corresponds (with small differences) to a normal computer / laptop keyboard. Depending on the type of input, a distinction is made between two keyboards. Once the large keyboard with letters and numbers and once a pure number entry.

8.1 Letters and numbers



Lowercase illustration

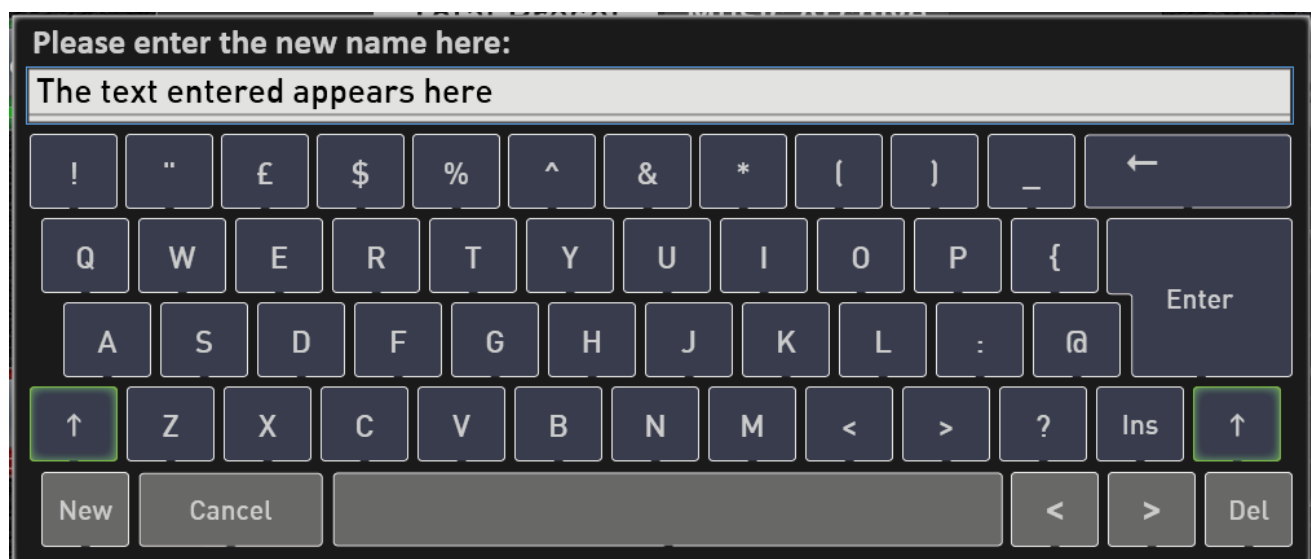


Illustration of capital letters (pressed shift key)

Note this:

Tap once

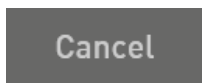
= Switch to upper case or alternate characters.
Tapping this button only affects the next letter



= Moving the write marker (cursor) = vertical line in the text line. Alternatively, you can also place the input cursor (vertical line) on the desired position of the text by tapping in the text field



= Deletes all text.



= Closes the virtual typewriter. The entries made are discarded.



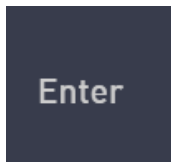
= The Del key deletes the letter in front of the cursor.



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



= Delete the character to the left of the marking



= Completes the input process and the virtual typewriter is closed.



When naming, also take into account that the display can later be shown completely in the selection fields in the main display under Total Preset (although longer names are of course possible, but these are then cut off in your display).



However, the length of the display of your name is not determined by the number of characters, but by which (differently long) letters you used.

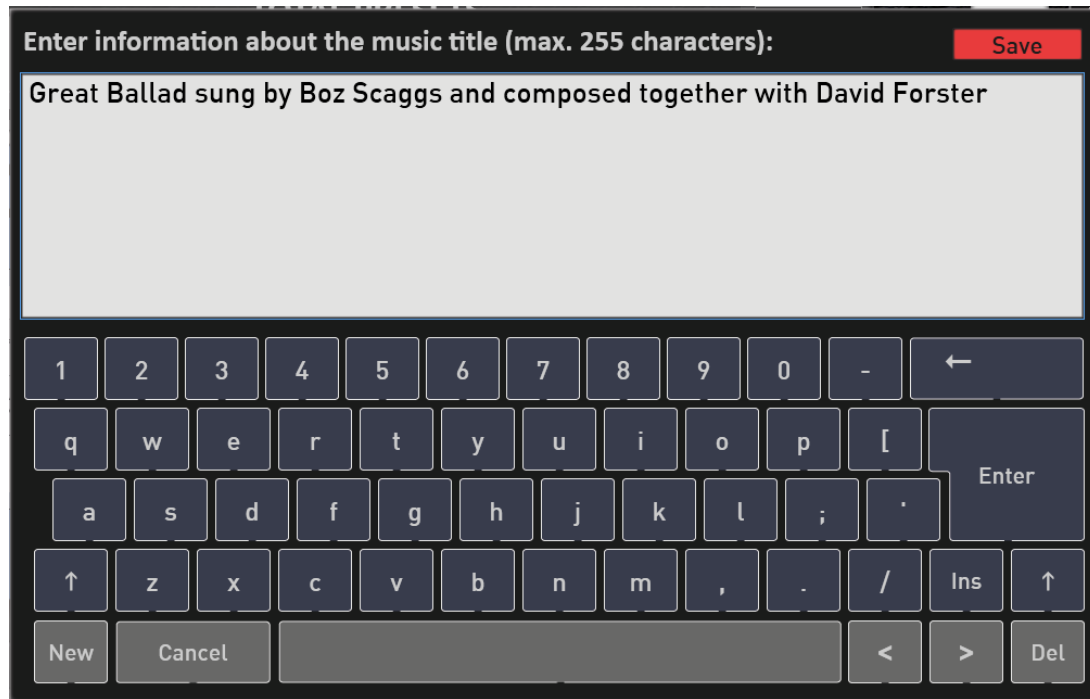
**Some characters are not possible
and are replaced by the other character on this key.**



When using / connecting a PC keyboard, however, you have the option of using all permitted letters and characters.

8.2 Entering quantities of text

A longer text can be entered in some places. In addition, the display keyboard was expanded with the SAVE button and a larger text field.



The screenshot shows a virtual typewriter interface. At the top, a label reads "Enter information about the music title (max. 255 characters):". To the right of this label is a red "Save" button. Below the label is a large, light gray text input field containing the text "Great Ballad sung by Boz Scaggs and composed together with David Forster". Below the text field is a virtual keyboard with the following layout:

- Row 1: Numbers 1-0 with hyphen/underscore, and a left arrow key.
- Row 2: Letters q-p with left bracket, and a large "Enter" key.
- Row 3: Letters a-l with semicolon/apostrophe, and a large "Enter" key.
- Row 4: Up arrow, letters z-m with comma/underscore, forward slash/backslash, "Ins", and another up arrow.
- Row 5: "New", "Cancel", a wide gray button, left arrow, right arrow, and "Del".

9 WERSI OAX Music Workstation

9.1 Update of the WERSI OAX operating software

The WERSI OAX system is constantly being developed and expanded with new functions as well as sounds and and styles. As a customer, you can download and install the new versions from our website. You can find out how it all works in the following sections.

Your ideas for the OAX series

Do you still miss important functions in your OAX instrument or do you have any ideas for the further development of the OAX system? Then send us an email to oax@wersi.net.

To update your OAX instrument to the latest software version, WERSI provides an installation programme.

The installation consists of six files. The total **size of these files** has reached approx. 9 GigaByte.

Before the installation programme starts working, it checks which files are required. If these files are not on your USB stick, you will be informed which files are missing. You must then download these files and copy them to the USB stick or USB hard drive.

If files are missing, the installation process is terminated and the OAX software is restarted **without making any changes**.

You can use the following links to download the files to your private computer. Then copy the files to a USB data carrier.

[WersiInstall.exe](#)
[OAX Software](#)
[OAX Sounds A](#)
[OAX Sounds B](#)
[OAX Sounds C](#)
[OAX Styles](#)

ATTENTION: If you have already carried out OAX updates a long time ago, these five files may still be in the download folder of your private computer.

If so, Windows will add a number to the names of the new files.

For example, **WersiInstall.exe** then becomes **WersiInstall(2).exe** and then **WersiInstall(3).exe** for the next download.

Of course, these files cannot be processed by the OAX instrument.

You should therefore delete any older installation files before downloading.

```
WersiInstall.exe
software.7zip
wersiplugins_a.7zip
wersiplugins_b.7zip
wersiplugins_c.7zip
wersistyles.7zip
```

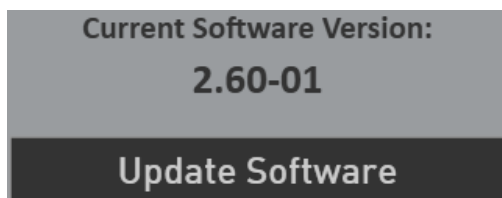
A basic distinction is made between two types of installation:

New installation: The OAX operating software is completely reinstalled. This involves deleting all customised storage such as total presets or styles. Any existing activations are retained.

Update: The installation checks all areas of your instrument and only replaces obsolete files.

No personal data is lost during an update. This is the preferred type of installation. It therefore makes no sense to perform a new installation and then restore one of your backups.

1. You have downloaded the files to your computer. Now copy them to the root directory (ROOT) on a USB data carrier.
2. Start the instrument and wait until the instrument is ready for operation.
3. Press the **SETTINGS** display button and you will see information on the status of the currently installed software at the bottom of the display.

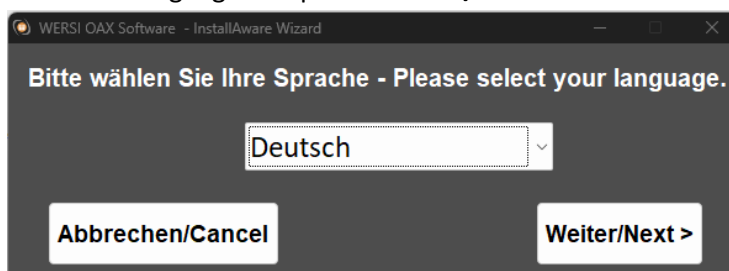


the picture is exemplary

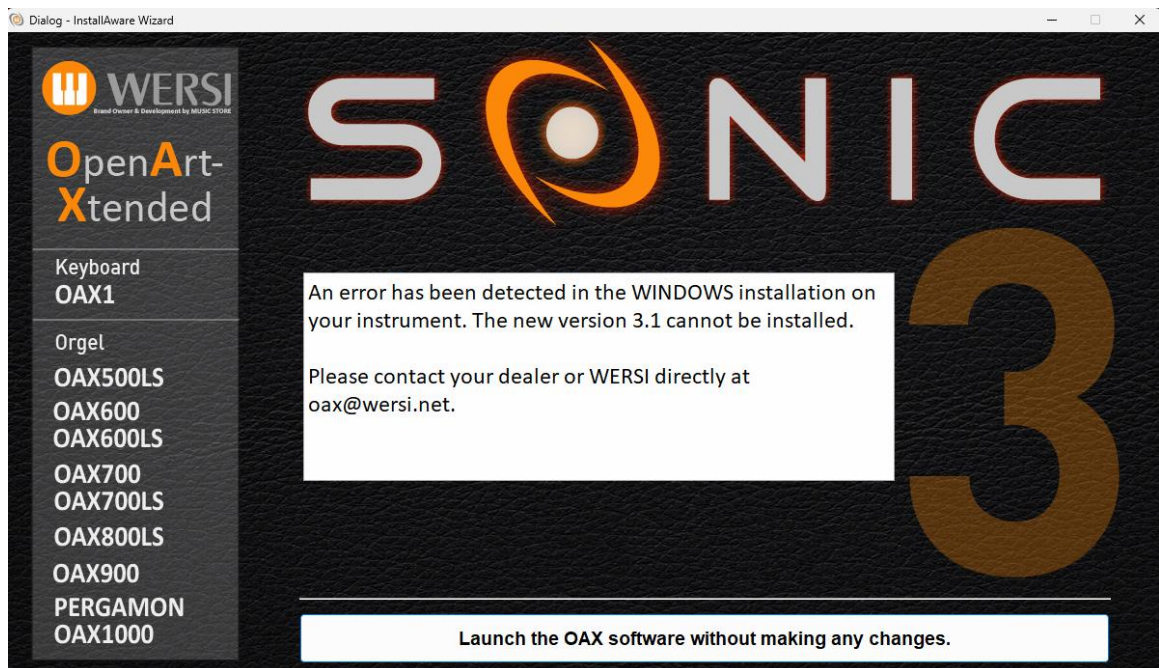
4. Now press the Update software button. A new information appears, that you need to connect the USB-Stick that contains the installation software to a USB port.



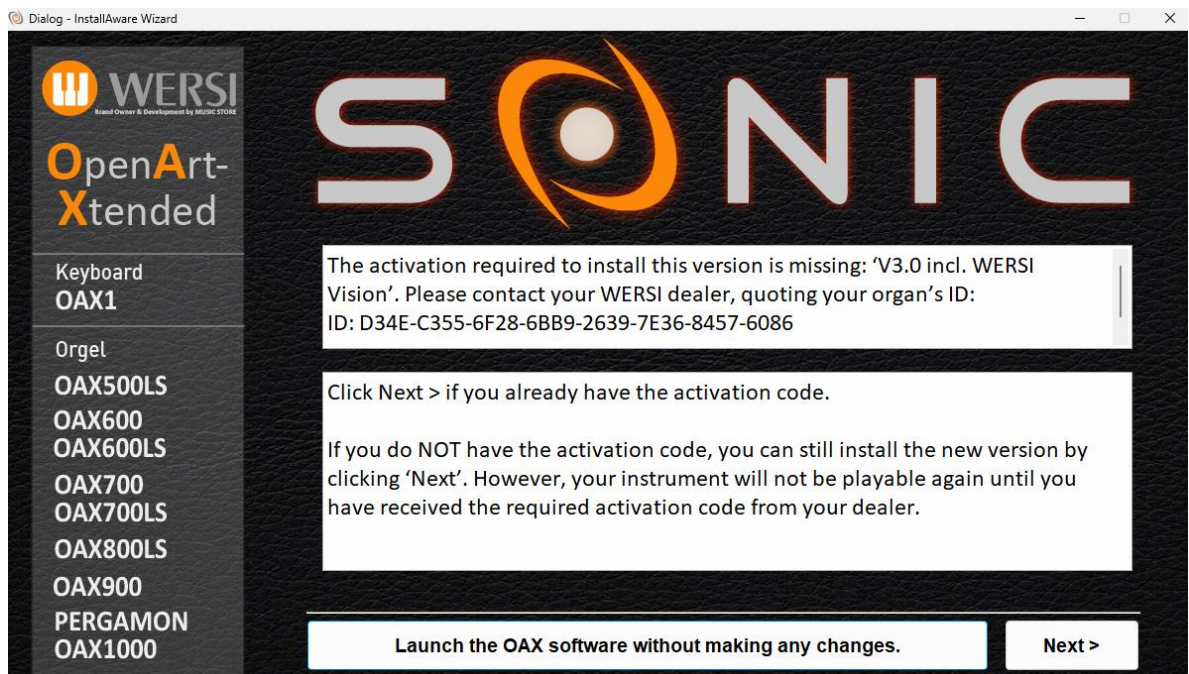
5. Wait a few seconds that the system recognizes the USB flash drive and click OK to confirm. The music software is stopped and then the installer starts automatically.
6. Select the language und press **WEITER/NEXT>**



7. If there are any issues with your instrument's Windows settings, you will see a message to that effect. Click on 'Launch the OAX software without making any changes' and contact your dealer or WERSI directly at oax@wersi.net.

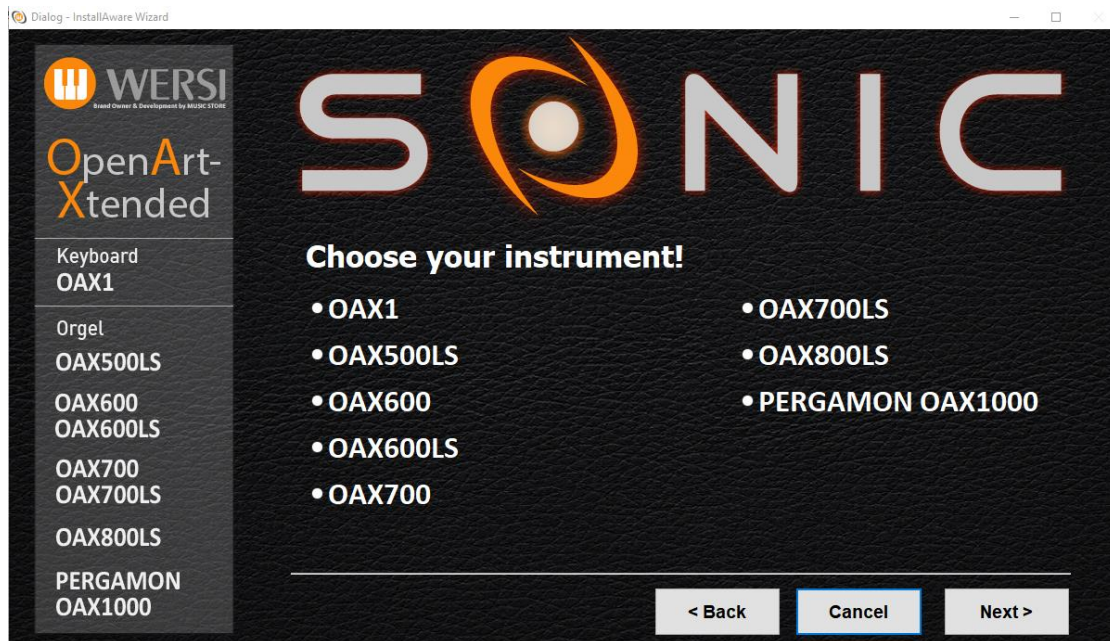


8. OAX Version V3.1 can only be installed if the 'OAX Software Extension V3.0 incl. WERSI Vision' extension pack is activated. If the extension pack is not activated, you will see this warning message.



9. The following display may not be displayed if your organ is already associated with the correct model. If the display appears, select the existing instrument type. Otherwise it continues automatically with point 8.

You can choose from the keyboard OAX1, the OAX500LS, the OAX600 and 700 (in the version with and without speakers, the OAX800LS and the three-manual OAX1000).



10. Neben der neuen Versionsnummer wird auch unter „Aktuelle Version“ die Versionsnummer der momentan installierten Software angezeigt.



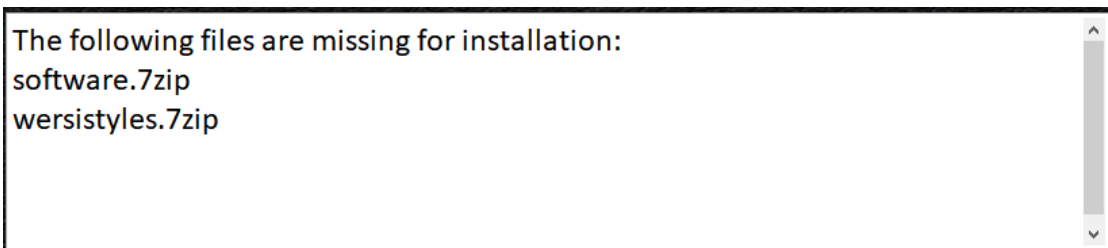
11. Now choose between the following options:

- a. **Complete new installation -> ATTENTION!** Your own data will be completely deleted!
- b. **Update the existing software ->** your own data is retained. This is the preferred type of installation.

12. In our example, we select **Update the existing software**.

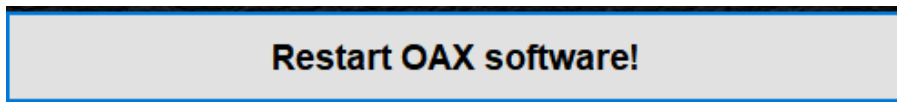
13. Confirm with **Next**.

The installation program now checks whether the required files are on the USB stick. If any files are missing, the following message will appear and you will need to download the files displayed from the WERSI website



Example illustration

In this case, press the following display button and the OAX software will start again without anything being installed.

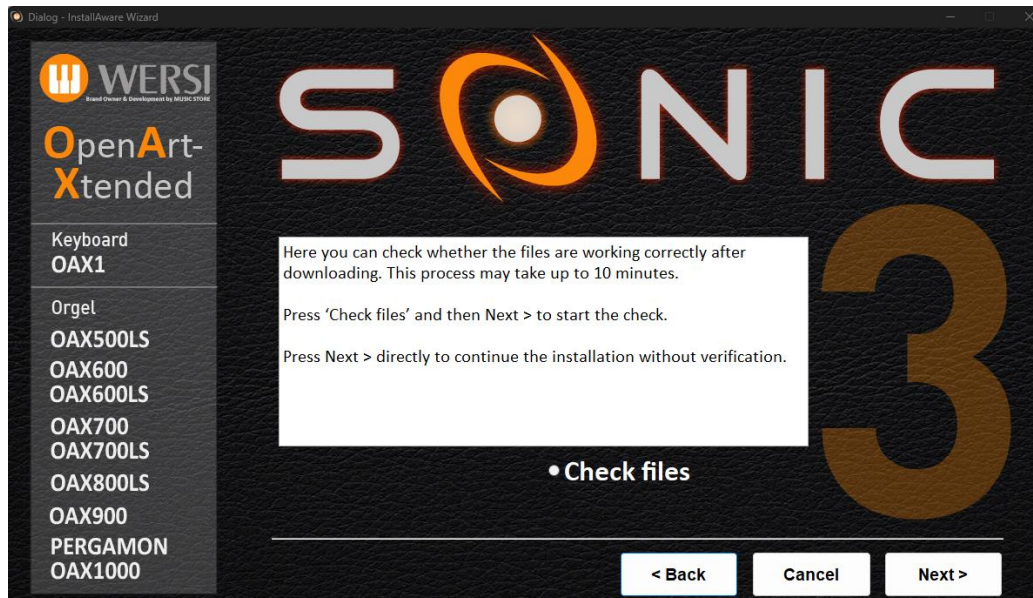


If all files are available, it automatically continues with point 14.

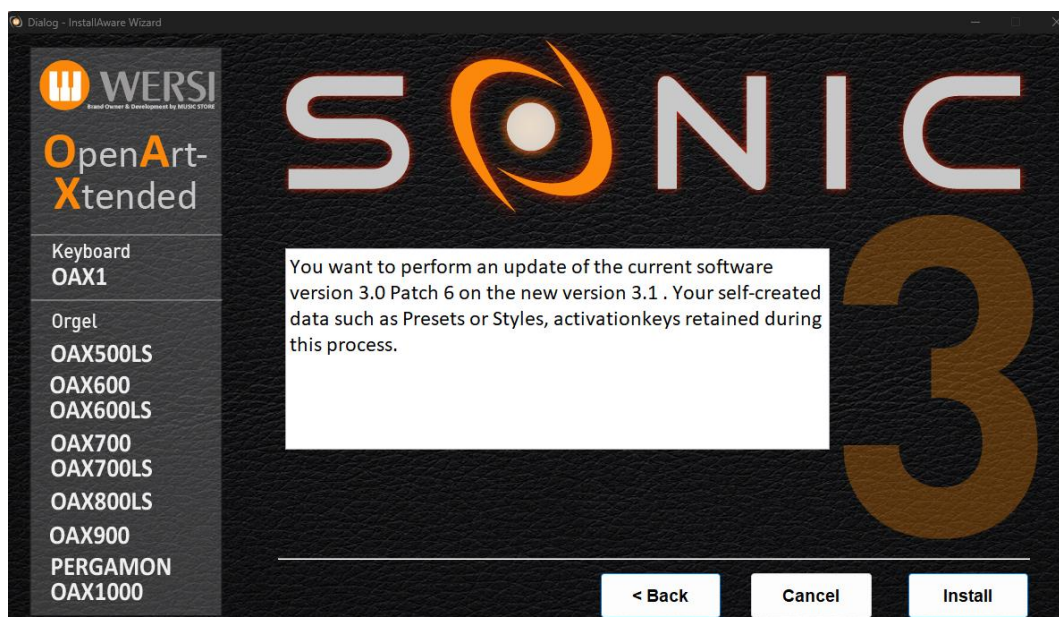
14. At this point, you have the option to check whether the downloaded files are working correctly. This process may take up to 10 minutes.

If you wish to check the files, select 'Check files' and then click 'Next >' to start the check.

If you click 'Next >' straight away, the installation will continue without a check.

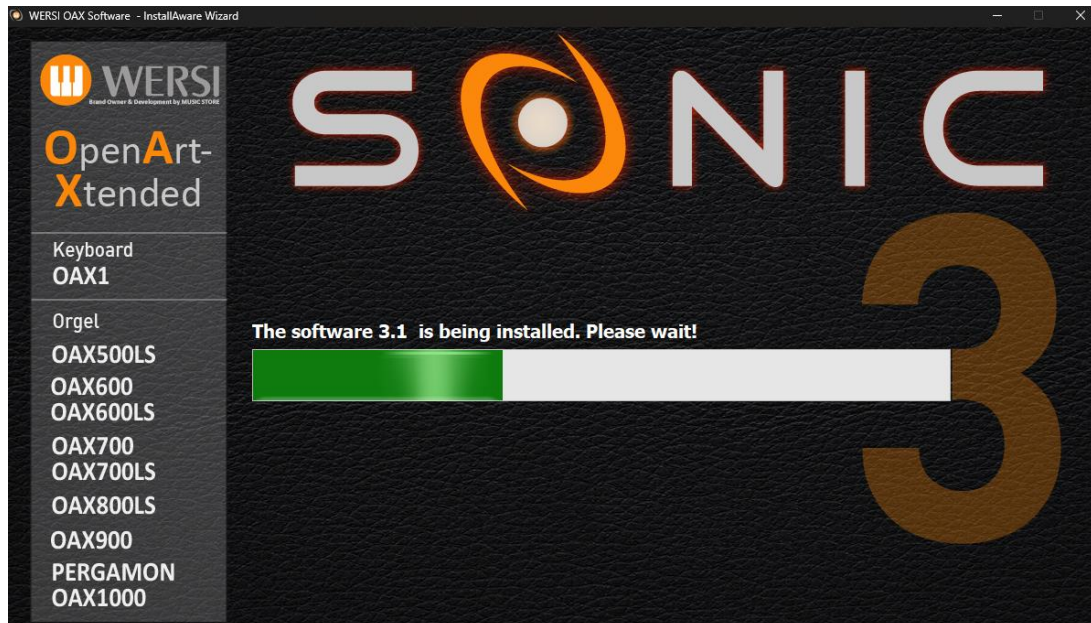


15. An information text appears in the display, informing you once again about your selection and its effects.
16. An information text appears in the display, informing you once again about your selection and its effects.

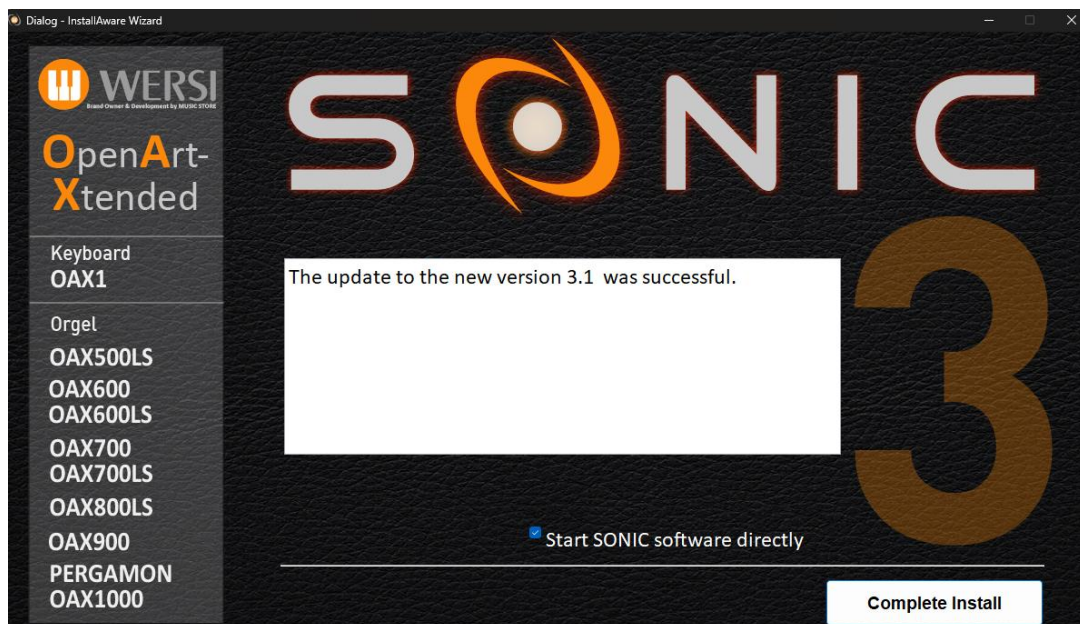


The terms "current software" and "new version" will of course be different for each upcoming update in the future.

17. The installation process is started with **Install**. With **Back** you go back to the selection page and with **Cancel** you can exit the installation program.
18. If you selected Install, the new data will now be copied to the hard disk. Depending on whether you have chosen an update or a new installation, this can take some minutes



After successful installation this message appears at the end:



The term "new version" changes of course with every update.

19. Press COMPLETE INSTALL starts the software immediately.

9.2 Read the operating instructions on the display



You can read the operating instructions directly on the display of the OAX instrument.

To access the operating instructions, press the SETTINGS field in the main display, go to page 2 and then select USER MANUAL or PROGRAMMING MANUAL.

Important instructions:

1. The OAX operating instructions are loaded in the PDF reader, and you can easily move through the operating instructions with the wiping technique.
2. You get a multi-page overview if you pull a page with two fingers smaller.
3. To see a larger page again, tap once on the desired page.
4. To close the view of the operating instructions and return to the OAX, drag once from the top to the bottom of the screen.



Under **Settings** on page 2/3 there is now a Data List in addition to the user and programming manuals.

Here you will find all information on the following points:

1. Sound list
2. Style list
3. Music archive
4. Total Presets
5. List of the factory sheets
6. List WersiChord types
7. Harmony types automatic accompaniment
8. Effects for the inputs
9. Drum sets

9.3 Changes in the different software versions



You can always read what has changed in the software with the different versions.

To do this, press the SETTINGS field in the main display, go to page 2 and then select UPDATE History.

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

To close the view again and return to the OAX, drag once with your finger from the top to the bottom of the screen.

9.4 Problems

Even a system, however well developed, can lead to system crashes due to adverse circumstances. Here are a few tips on how to deal with these problems.

If you have discovered a problem, please send an email to oax@wersi.net.

9.4.1 Generally

A common method of eliminating an error in the system is to reload the OAX operating software with the help of a complete new installation. This rarely leads to success. Because even with the "software update", the OAX operating software is always COMPLETELY reinstalled! Further information can be found in the previous chapter 9.1 "Update of the WERSI OAX operating software".

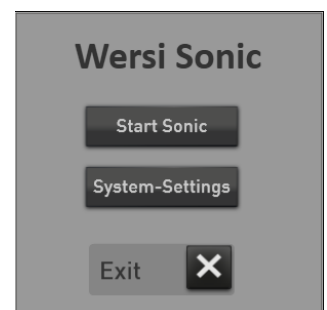
9.4.2 Organ freezes without error message - the instrument can no longer be operated

1. Press and hold the control panel button On/Off until the instrument automatically shuts down.
2. If this does not work, turn off the instrument on the back of the power supply. Wait 20 seconds and switch the instrument on again using the power switch. You can then switch on your instrument as usual.

9.4.3 The instrument shows a display message when starting up

The instrument shows the adjacent display message when starting up
The software did not start completely when it was last switched on. At this point, a technician can now examine some points.

Normally, please press "START SONIC" and the instrument starts as usual.

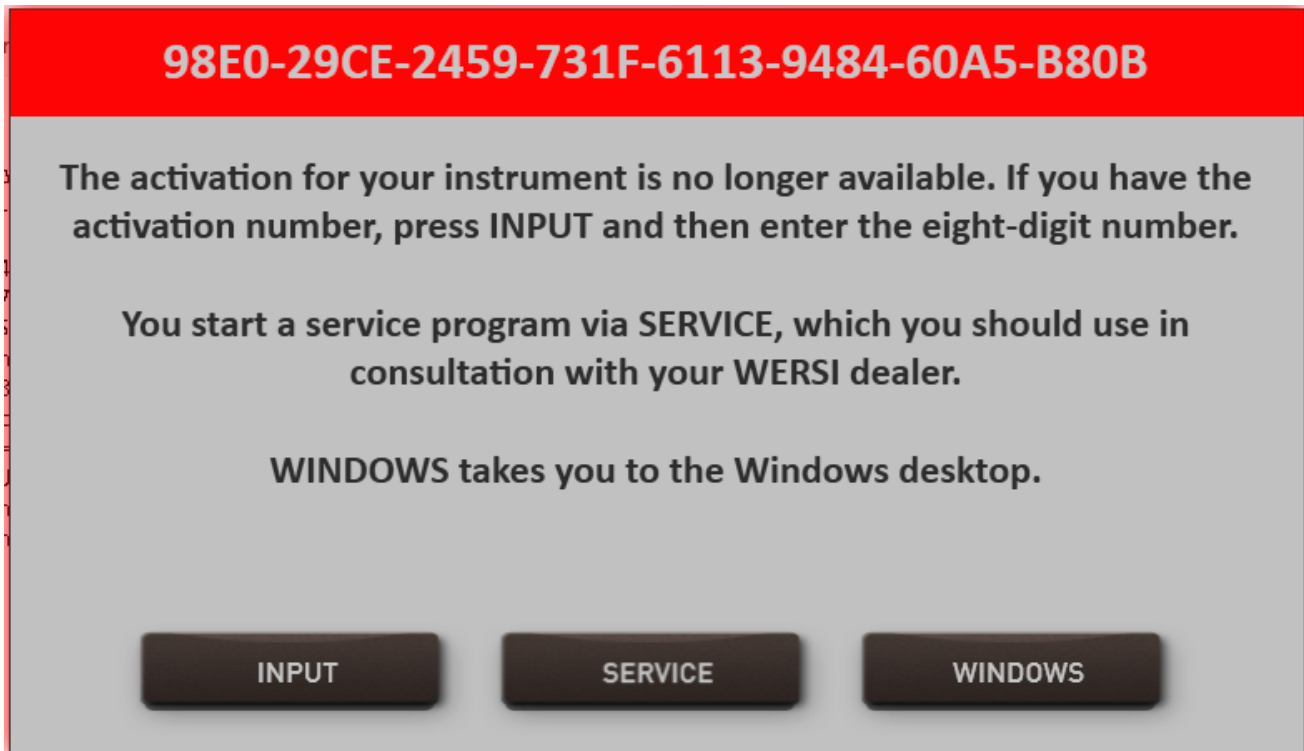


Important: Under SYSTEM SETTINGS you should under no circumstances make your own changes. Please only open this area under the guidance of WERSI service personnel.

Main activation no longer available

9.4.4 Main activation no longer available

If the master activation is lost, the OAX software starts with the following information.



This main activation is calculated from the longer combination of numbers and letters in the red field.

INPUT

Once you have the eight-digit number, press ENTER. The display keyboard appears, with which you can enter the eight-digit number combination.

SERVICE

This opens an OAX service program with which you can "recall" the main activation. You should use this program in consultation with your WERSI dealer.

WINDOWS

This takes you to the WINDOWS desktop. The MICROSOFT operating system WINDOWS

9.5 The MICROSOFT operating system WINDOWS

The OAX software is programmed for the Windows 10 and 11 operating system. New instruments from May 2022 are equipped with Windows 11.

The WERSI SONIC program is closed via SETTINGS and the "Exit SONIC program" button and you get to the WINDOWS © program level.

Working there is not necessary for normal operations and is only intended for experienced WINDOWS® users.

By tapping the WERSI-Sonic desktop icon, the WERSI software is started again and you return to normal play mode.

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

- by installing additional software programs that have not been supplied by WERSI or that have been expressly authorized and approved for use and thus lead to the failure of the operating system due to e.g. B. for the current WINDOWS® version leads so-called "drivers" which are not compatible or not programmed for it
- by installing components that do not work optimally with the WERSI OAX-System
- by installing replacement and additional components that were not supplied by WERSI, the warranty claim expires.

It is therefore essential that you contact WERSI first before planning "Foreign" -Soft- to install.

It is also extremely important for the correct functioning of your instrument that the entire WERSI folder including its subfolders and the WINDOWS folder are not changed on the hard disk. No files and folders may be deleted, moved and no other files may be saved here (except for official software updates).

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

Since in this case your self-created user data may be deleted, always ensure - at appropriate intervals or after larger storage - that you back up your data!

10 The Midi-Interface

10.1 MIDI Out

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

If you want to use an expander, you want to play certain sounds of the expander on the manuals or in the automatic accompaniment / sequencer. With the OAX system you can save the desired sounds of the expander as MIDI sounds directly in your instrument and then call them up at the push of a button or save them mixed with the OAX sounds in a total preset.

There are two MIDI outputs available as MIDI outputs. Some OAX instruments also have a USB-MIDI Out, which can also be controlled with the MIDI sounds.

Caution:

- If no expanders are connected to the instrument, these MIDI sounds cannot be heard.
- If an external expander is used, the MIDI Out External 1 or 2 must be connected to the MIDI In of the expander.
- In order for you to hear something, the audio outputs of the expander must be connected to the AUDIO input of your instrument or an amplifier system.

How is a MIDI out sound stored??

1. Connect the expander by connecting one of the two MIDI OUTs of your instrument to the MIDI IN of the expander. Then connect the expander's AUDIO output. For example with the AUDIO In of your OAX instrument.
2. Select User SOUNDS in the sound list and press MIDI OUT. If you are stored there a MIDI Out sound for the first time, only three MIDI Out sounds are stored there.
3. Select the sound that corresponds to the MIDI Out to which you connected the expander -> Std MIDI Ext1 Ch 1 or Std MIDI Ext2 Ch 1 or Std MIDI Ext-USB Ch 1. The sound is loaded onto the selector.
4. Double-click the selector to open the edit field. Many controls will be familiar to you here.

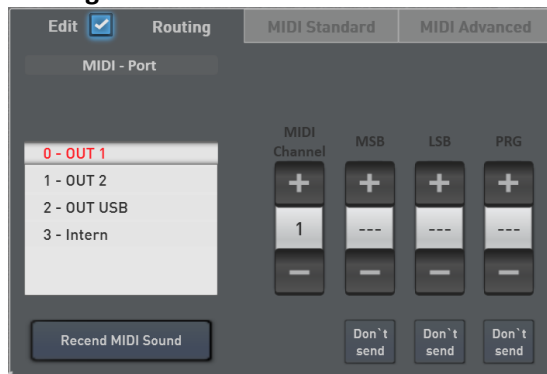


5. Press the "Edit Sound" display area to create a new MIDI Out sound.
6. You can now use the "Routing", "MIDI Standard" and "MIDI Advanced" areas to set the desired sound for the expander. In the list below, you can see the setting options.

- After you have made the desired settings, press "Edit " again and you will be asked whether you want to save the newly created MIDI expander sound.

There you give your new MIDI-Out sound a name so that you can find it again. You can create hundreds of these MIDI Out sounds to get specific tones on your expander.

Routing



MIDI port: here you set the MIDI Out on which the sound should be sent. So MIDI Out 1, MIDI Out 2 or MIDI Out USB. The internal area is not yet in operation.

MIDI Channel: Here you can set the MIDI Out channel to be sent on. Channels 1 to 16 and the (SYS) function are available here. If the MIDI sound is set with SYS, the OAX system manages the MIDI out channel all by itself.

MSB-LSB-PRG: The PRG-Change command is entered here if you want to specifically call up a sound on the expander. Some expanders also include the additional commands MSB and LSB.

Note: You can find out which PRG-Change commands you need for the targeted selection of sounds in the operating instructions of the expander.

As soon as you have made a setting, the corresponding switch "Don't send" jumps to "Send". As an indication that this value is being sent. Press the display key again, the display jumps back to "Don't send" and the value receives the three dashes "---".

With the display key "Resend MIDI Sound", you send all set values again "fresh" to the expander.

MIDI Standard



In the "MIDI Standard" area you can set basic values for the sound. These are the MIDI values Volume, Panorama, the four send effects and Attack and Release.

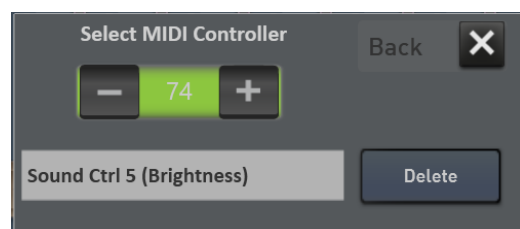
Keep in mind that the connected expander may not be able to receive all controllers.

With Edit CC you can reprogram each controller to another controller.

MIDI Advanced



In the „MIDI Advanced“ area, you can assign eight further controllers to the desired MIDI controllers.



Use the **Edit CC** display buttons to open a new window by assigning a new controller to the slider concerned. Tapping the controller name opens the display keyboard and you can give the controller a different name.

Application A: If you want to control an expander that offers you additional sound on the upper and lower manual and possibly pedal, and still sends the harmonies for the automatic accompaniment to the expander on MIDI channel 2, save three MIDI Out tones, with channels 1, 2 and 3. Then use unique names such as "Expander Upper Manual", "Expander Lower Manual" and "Expander Pedal". If you do not enter any PRG change commands under Routing, the different tones are selected on the expander.

Note on application A: If you want to call up different sounds from the expander, you have to save several MIDI Out sounds for the areas upper and lower manual. The MIDI channel then always remains 1 or 2 for the areas and you then enter different PRG change commands and then save the sounds with the corresponding names.

Application B: Do you want to “only” retrieve sounds on the 16 MIDI channels from an expander. Select the (sys) setting for MIDI Channel and save as many MIDI Out sound as you want. Then of course with the associated PRG change commands.

Controllers that are sent on MIDI Out

The Routing and MIDI Standard send the following data to the expander:

Controller	Name	Information
PRG-Change	PRG-Change	
0	MSB-Controller	Bank-Select
32	LSB-Controller	Bank-Select
10	Panorama	
91	Effect 1	Often the reverb send
92	Effect 2	
93	Effect 3	Often the chorus send
94	Effect 4	
73	Attack	Is in the middle and changes the attack. Values above 63 extend the attack and values below shorten the attack.
72	Release	Is in the middle and changes the release (decay). Values above 63 extend the decay and values below it reduce the release.

The following controllers are also transmitted while playing:

Controller	Name	Information
11	Expression	Expression Pedal
7	Volume	The set volume of the selector.
Pitch Bend		
After Touch		
1	Modulation Wheel	
64	Hold Pedal	depending on the foot switch assignment

You can also freely assign eight controllers.

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

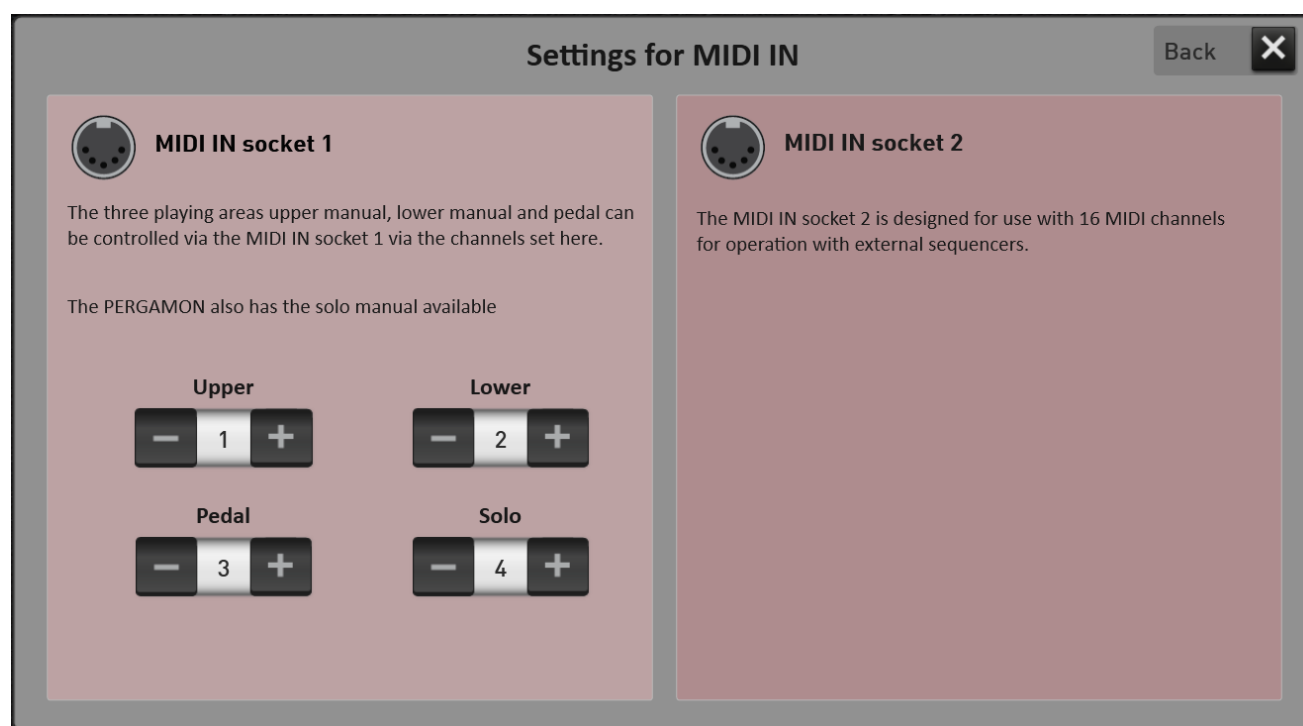
10.2 MIDI IN settings



Under **Settings** on page 3/3 you will find the new item "MIDI IN Settings"

10.2.1 MIDI IN 1 direct

With the new "MIDI IN Direct" function, you can use MIDI IN 1 to control the upper and lower manual, as well as the pedal and, in the case of a PERGAMON, the solo manual. The channels can be set. Your own total presets can also be specifically selected via MIDI IN.



Select your own total presets via MIDI IN

To select your own total preset via MIDI, two controllers and a PRG change are required. These three MIDI commands controller CC0, controller CC32 and the PRG change must be sent directly one after the other.

1. The MSB controller CC0 is always fixed at the value 127
2. A bank with 100 total presets each is preselected with the LSB controller CC32.
3. The total preset is then selected with PRG Change 1 to 100.

Examples Total Preset	MSB	LSB	PRG
42	127	0	42
217	127	2	17
823	127	8	23

10.2.2 MIDI IN 2 16 Track

The MIDI IN 2 is used as an input for connected MIDI sequencers.

10.2.3 Input Controller for MIDI IN 2

Controller	Wert	Information
CC0		
CC32		
PRG		
CC7		
CC10		Panorama
CC11		Expression Pedal
CC72		Release Time
CC73		Attack Time
CC74		Brightness (CuttOff)
CC84		Start Note for Glide
CC91		Reverb 1 (not for Drums)
CC92		Reverb 2
CC93		Chorus (not for Drums)
CC94		Delay (not for Drums)
CC120		All Sounds Off = sound machine is stopped immediately
CC121		Resets all controllers to their original values.
CC123		All Note Off = all notes are switched off.



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