



Editing Styles - 1 : Analog Ballad (Wersi F0018)

This article is based upon editing this Style within the OAA Style Editor.

Drumsets

This Wersi Style has two Drumsets playing:

DRM1 is 26 Analog XG [094-000-025] ; DRM2 is 01 Standard 1 XG [094-000-000].

I wanted to reduce the effect of the bass drum which, to my ear, is a little intrusive. This is contained within DRM1, the Analog XG set. Its factory level is 127 so I've adjusted it to between 107 and 114 in all the style sections.

Bass

The automatic bass is provided by GM036 Fretless Bass* [089-000-035]. Its factory level is 127. Bearing in mind that this means it will sound at the same volume as the pedalboard is set under **Selectors**, I wanted to lower this as well. I rarely play with automatic bass as I find it often is too loud, therefore needing editing each time. While editing User Styles obtained via the OAA allows a resaving in the same place, to save edited Factory Styles uses up valuable User Styles space when saving. Hence I do it rarely.

In this instance, I left the instrument as the original but reduced its level to 100 in each Style section.

ACC 1

This is set as GM005 E-Piano 1* [089-000-004].

It is not playing in Var A (Main A) but is contributing to all the other sections. Its effect is quite pleasant so I've given it a level of 112 compared with the factory 108.

ACC 2

This is set as GM026 Steel Guitar* [089-000-025].

It is not playing in Var A (Main A) or Var B (Main B) but is contributing to all the other sections. Its default value is 100 and I've left it at that.

ACC 3

This is set as GM028 Electric Guitar* [089-000-027].

It is not playing in Var A (Main A) or Fill/Break 1 but is contributing to all the other sections. Its default value is 101. I decided to give this part to different instruments in different sections. This will be available only to those with the OAA. Touching the name of this instrument on the screen changes the screen to the "Select Sound" screen, though this is actually labelled "Klangfarbe auswählen" (all the labels on this screen are in German). By touching each sound in the list in turn while only the chosen accompaniment is playing, the effect of a change of instrument can be heard immediately. Using the "Klanggruppe" (Sound Group) panel to change the group, I selected:

Var B (Main B) : Fantasy Rhodes* [091-000-095]
Var C (Main C) : GM018 Perc. Organ* [089-000-017]
Var D (Main D) : Western Guitar* [090-000-080]
Fill/Break 2 : Echo Drops [091-000-059]
Intro 1 : Chimey Tubular Bells [081-000-060]
Intro 2 : Rich Stereo Vibes [081-000-050]
End 1 : Soft Chimey Bells [081-000-067]
End 2 : Dreaming* [090-000-041]

It's a little more difficult auditioning for the Fills/Breaks, Intros/Endings as they don't play continuously and so have to be continually re-started.

ACC 4

This is set as GM092 Space Vocal* [089-000-091].

It contributes to all sections, playing essentially whatever chord is played on the Lower Manual. In Intro 2 and Ending 2 it has a larger part to play. It provides a satisfactory background but I've raised its level from the factory 61 to 70 for all Variations and Fills/Breaks. It stays at 61 for Intro and End 1 but is raised to 74 for Intro and End 2.

ACC 5

This is set as GM011 Music Box* [089-000-010].

It plays a 3-note arpeggio in only Var D (Main D) and Ending 1, but provides a similar though more extensive contribution to Intro and Ending 2. Its factory level is 70.

In Var D it's changed to Hold Bell Layer [081-000-062] at a level of 66.

In Ending 1 it's changed to Melody Bells [081-000-061] at a level of 64.

In Intro and Ending 2 it's changed to Synth Voice [090-000-125] at a level of 127.

When using this Style in a Total Preset, the levels of each accompaniment can be reduced using the Acc 1 to Acc 4 sliders if certain sounds are too intrusive.

This is only a starting point. There is no end to the process of editing. This edited style is available from our Downloads > Styles page.

Colin
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