Special Feature : Murry Bubar's Review of OAS-7.1 Revision 35

OAS 7.1 Version 35 additions

25 new voices have been added. See the table below for descriptions.

8 new Effect Groups have been added. These are essentially the existing Effect sounds, as far as I can tell, but have been grouped according to types. They include:
General; Latin; Traditional; Western ; Sacred;   "Sontiges" ("Others); Vocal; and "Pauken" (Kettle drums or Timpani). The sounds, when loaded, are found at the top octave of the keyboard, from C5. The groups can be mapped to the "Effects" voice button just as any other voice can be mapped.

There are 20 MP3 files giving demos of the Franz Lambert software. They are very good, albeit short, and can be accessed as follows:

1. Touch Quickload from the main screen.
2. Touch MP 3
3. Scroll down to the FL-Demos. Touch the one you wish to play
4. Touch Load
5. Press Start/Stop on the Rhythm panel. The volume of the sound is controlled by the "Song" slider at the far left of the slider group.

Here is the full list of all 25 voices, together with my own description of them and my own mapping.

Voices - R35	Comments	Location - Level
Clarinet Swing	Very reedy sounding clarinet with delayed vibrato	Clarinet - 2
Classical Large Strings	Full body string section with slow attack	String 1 - 2
Classical Small Strings	Brighter strings with slow attack	String 1 - 2
E-Gitarre Ricky	Nice bright guitar with slow decay	Electric Guitar - 3
Flugel Klassik	Sounds about the same as the original Grand Piano	Piano - 4
Flute	There are two flutes in the sound file with the same name. The new flute (called Querflöte in German) is the first of the two in the listing. It has a natural flute sound and is very pleasant. The vib rate is slow at the bass end of the keyboard but normally wouldn't be played this low anyway.	Jazz Flute - 3
Jazz-Guitar Django	Gypsy Jazz guitar (Banjo/guitar sound) - sharp attack with short decay	Acoustic Guitar - 3
Kontrabass Ensemble	Beautiful string ensemble. The top 8 notes are all the same pitch but they wouldn't be used for this sound anyway.	Violin - 2
Marimba Repeat.	Marimba reiterates any two notes at a time. Well done.	Vibes - 4
Mouth Organ Blues	A convincing Harmonica with the classic wah wah. Sounds great with country songs like "Release Me"	Mouth Organ - 2

Voices - R35	Comments	Location - Level
Natural Guitar Slide	3 levels of guitar sound for each key. When played lightly the sound is mellow. When the key is hit harder the sound becomes bright. When hit fast the sound "slides" up to pitch.	Acoustic Guitar - 3
Pedal Steel Guitar	Good steel guitar sound. Makes good Hawaii guitar sound using the pitch wheel.	Electric Guitar - 4
Pedal Steel Slide Guitar	Same as Pedal Steel Guitar except when key is hit fast the sound "slides" up.	Electric Guitar - 4
Sax Tenor Live	Authentic Tenor Sax voice. Volume of note drops quickly when note is held, making it more real sounding.	Tenor Sax - 2
Solo-Trumpet 2	A convincing bright trumpet with smooth delayed vibrato.	Trumpet - 3
Stratocaster without Vib.	Good sounding Strat with no vib.	Electric Guitar - 4
Tenor Sax Legato	Breathy Sax - very good in the normal sax range.	Tenor Sax - 2
Trompete Live	Good trumpet. Use modulation wheel for vibrato.	Trumpet - 3
Trompete Marichi	Bright energetic trumpet sound. Great for classical trumpet tunes	Trumpet - 3
Trompeten Ensemble	A full classical trumpet with no trem	Trumpet - 3
Violine Zigeuner	A robust gypsy violin	Violin - 2
Vocals Aah	Boys and girls singing Aah	Vocal - 2
Vocals Aah Woman	Just the girls singing Aah. Synth sounding.	Vocal - 2
Vocals Ooh Woman	A more mellow female vocal - rather artifical sounding	Vocal - 2
Vocals Opera	More Aahs with heavier vib.	Vocal - 2

Mapping Voices Refresher

There may be more than one way to map voices, but this is the method I use.

1. From the Main screen, touch **SETTINGS**.
2. Touch **OAS Database**
3. Touch **Sound Button Mapping**
4. Select the sound group that you want to map, such as Piano, or Clarinet etc. When you select the sound group, the screen should change to reflect the sound group selected.
5. With the Temp/Data wheel, scan down to the sound you want to map, then touch the sound to turn it red.
6. Select a map level you want the sound to be mapped to, then touch one of the empty yellow sound map boxes. The box should turn red. Touch it again to turn it back to yellow with the sound name in it.
7. Touch **Save**. Then touch **Overwrite Mapping**. Answer **Yes** to the blue box question that appears. (Note: It is not necessary to save at this point if you are going to map more sounds to this level for this voice group. However, when done in this group level, do Save).
8. It may be necessary to touch **Back** in the upper right corner to get back to the sound listing screen.
9. Repeat steps 5-8 for the rest of the sounds you wish to Map.
10. Return to the main screen by touching **Back** as required then try out the new mapping additions.

Murry Bubar
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