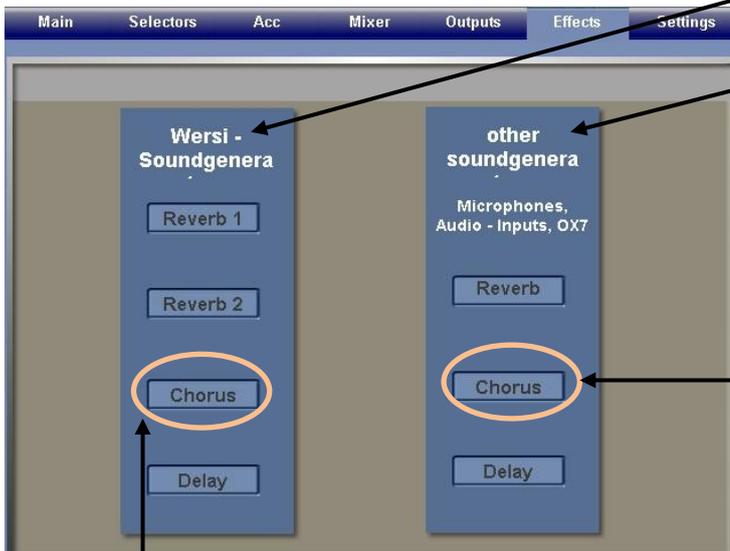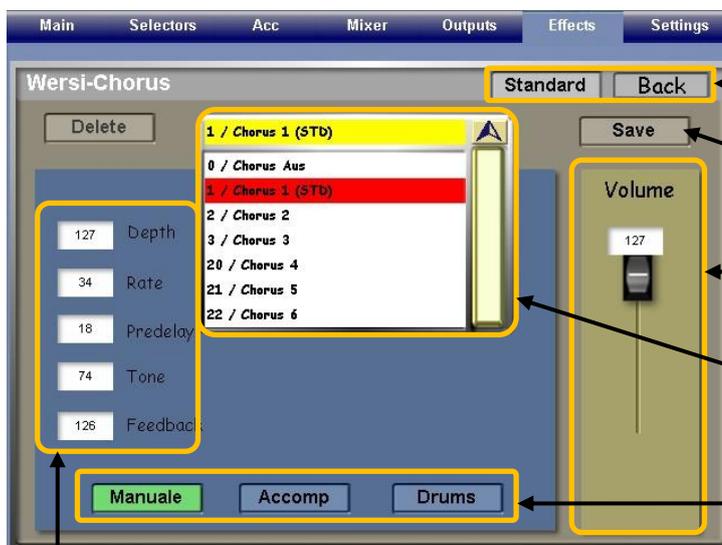# New to OAS-7?

Article 11 : The Sub-Presets - Chorus

In this article we shall be looking at the Chorus Sub-Presets in both the **Wersi Soundgenera**(tion) list and the **other soundgenera**(tion) list.

Touching this button opens up the screen shown on page 2.

Touching this button opens up the screen below.

Standard and **Back** apply their usual functions (see Article 10 in this series)

Save and **Delete** are as usual

Volume sets the overall amount of Chorus effect to be applied, 127 being the maximum

In this panel you can select the Chorus Sub-Preset to apply. User Sub-Presets start at number 20

Manuale, **Accomp** and **Drums** : These allow different Chorus Sub-Presets to be allocated to the Manuals, Accompaniment and Drums within the currently selected Total Preset

Depth, **Rate**, **Predelay**, **Tone** and **Feedback** are the parameters (in addition to Volume) whose values characterize each Chorus Sub-Preset. You can change them and save the results as a new User Chorus Sub-preset. Each of these parameters is explained separately below.

Depth

This will provide either a maximum amount of Chorus (127), reducing to zero Chorus (0). To test the effect of all the parameters in this panel it is advisable to set Depth to 127 and Volume also to 127. Headphones provide a useful of hearing the subtle differences obtainable.

Rate

This is more noticeable on sustained sounds like strings. High values introduce a warbling sound and this Rate control affects the amount of that effect which is heard. Values above around 60 sound rather peculiar when the Depth control is at maximum.

Predelay

This is quite difficult to determine. On the face of it the name would suggest higher values delay the onset of the Chorus effect. It probably has a different result depending upon the sound used.

Tone

This provides a treble cut (low value) and boost (high value) to the Chorus effect. If you raise the Rate value to 127 on strings and then adjust this Tone value you will hear the change in tone within the warbling effect.

Feedback

This sends the Chorus effect back on itself as is usual with any feedback effect. Listen to it on strings with Rate set at maximum and the warbling will show how increasing the value of Feedback increases the Chorus effect.

Other Soundgeneration sources

Use the OX7 software to experiment with this part. Here is the screen which appears upon touching the Chorus button in the right-hand other soundgenera(tion) panel.

The basic structure of this screen is the same as on the previous page. There are an additional two Factory Chorus Sub-Presets available from the drop-down list (not shown here because it obscures the Chorus-Settings panel). You can also set up your own User Chorus Sub-Presets differently from those you have produced for the Wersi Sound Genera(tion) Chorus button.

There are also three different Chorus-Settings parameters, only Modulation-Depth and Feedback being the same as before.

Set Volume to 0dB (maximum) for experimenting with the Chorus-Setting parameters and use headphones if you can to hear the effects, though any differences totally elude me!

Modulation-Depth

This has the same effect as **Depth** before.

Speed

This has a range from 0 Hz (no effect) to 20 Hz.

Phase

This has a range from -180° out of phase to +180° out of phase. 0° means the Chorus effect is exactly in phase with the original sound.

Crossfade

This is either ON or OFF. It has the effect of rotating the Chorus effect between the left and right channels, though it is difficult, even with headphones, to hear this happening.

Feedback

This has the same effect as before though difficult to hear.

It may be that the Chorus effect is highly specific to different sounds, differing considerably in how it presents itself. Or there may be some other explanation. I should be interested to hear from anyone who can shed some more light on this phenomenon.

In the next article in this series we shall complete our look at the Sub-Presets by considering the **Delay Sub-Presets**.

Colin
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