



New to OAS-7?

Article 2 : The "Selectors" screen

The second tab along the top of the Main screen is labelled **Selectors**. Here you can make changes to many sounds settings in a Total Preset. There are two such screens, the second being found by pressing the button **Advanced**. That will be the subject of the next article in this series. For now we'll stay with the first screen.

Here is a screenshot of the **Selectors** first screen, labelled with short explanations some of which are expanded further in page 2.

The screenshot shows the 'Selectors' screen with the following callouts:

- Standard / Set Std**: See Standard Settings below
- Advanced**: This button takes you to the second Selectors screen, the subject of Article 3 in this series
- Sub-Presets**: This button takes you to the Sub-Presets screen which will be the subject of a later article in this series
- Sound-Controls**: This button takes you to the Sound Controls screen. This is covered in a separate series of articles available from our **Articles > Sounds Editing page**
- WersiChord 4-Way Close 1**: Here is where you select the format of WersiChord you require. See **WersiChord** below
- On/Off**: Shows by a tick if the Manual Layer is on.
- Volume**: Volume level of Manual Layer
- Reverb**: Reverb 1 value of Manual Layer
- Reverb 2**: Reverb 2 value of Manual Layer
- Chorus**: Chorus value of Manual Layer
- Delay**: Delay value of Manual Layer
- Octave**: Octave (Footage or Pitch) of Manual Layer
- Panorama**: Panorama (stereo position) of Manual Layer
- Mapping**: Current selected Manual Layer in red
- Ped1**: Space for additional Manual Layers on the Scala and Louvre
- Low1 Low2**: Space for additional Manual Layers on the Scala and Louvre
- Upp1 Upp2 Upp3**: Space for additional Manual Layers on the Scala and Louvre
- Std Mono**: Select whether the PedalBoard is to be Monophonic or Polyphonic
- Standard**: See Standard Settings below

Standard Settings

The values in the above screenshot are those set by the factory for the Standard Preset. That Standard Preset appears in each Total Preset slot which you have not filled with your own Total Preset. If you wish to change any value so that the new value will apply to all your Total Presets, you can touch the **Standard** button once. A warning panel appears, saying that you are about to change all your Total Presets, with a Yes/No opportunity. Touch **Yes**, the panel turns red (as a final warning!), touch Standard again and your changes are stored.

The **Set Std** button will return you to the factory Standard Preset settings.

On/Off

If ticked, it indicates that Manual Layer is currently selected to play, ie its sounds will be heard when a key is pressed. These boxes have the same function as the physical "On" buttons in the panel to the left of the screen. Note that here is the only place where you can deselect the first Manual Layer of each keyboard. Accidentally doing that can have you puzzled later!

Volume

The maximum value here is 127. This volume value is best adjusted initially by moving the physical slider on the organ, making fine adjustments here with the Transpose buttons. The relevant box should also be touched to highlight it. There are some conditions where to do other than this causes the set value not to be retained, despite your leaving the value you require in the relevant box.

Reverb, Reverb 2, Chorus and Delay

These have a default setting of **Inst** (with **Std** below it though that is not essential as Inst alone will do). **Inst** is short for **Instrument** and provides the value for each parameter as set for each individual sound. These values can be found by going into **Settings > Edit Long Waves**. Before changing any **Inst** value it is advisable to follow that pathway and make a note of the values. Then, back in **Selectors**, touch the box whose value you wish to change (it becomes highlighted) and use the **Tempo/Data Wheel** to set it to that found in **Edit Long Waves**. Now it will have exactly the same value as **Inst** but you can change it and hear the difference.

Wersichord

This feature plays the same chord as you are playing on the Lower Manual but using Upper Manual Layer 3 sound. It therefore provides chords on the Upper Manual while you play just single notes on that Manual. It works best with sustained sounds having a slowish Attack (see the **Sounds Editing** articles). Upper 3 sound should be switched off.

There are many formats on offer (I find the one in the screenshot particularly effective). Touching the down arrow to the right of the box showing the currently selected format provides a drop-down list of all the formats. Touching the one you want places it in the selector box. Touching the empty white box to the right of the drop-down arrow enters a tick in that box and Wersichord is now activated. This is the same as pressing the Wersichord button in the panel to the left of the screen on the organ.

Octave

This sets the pitch for the sound, the default being **8'**, shown as **0**. **4'** is represented by **1**, **2'** by **2**, **16'** by **-1** and **32'** by **-2**. Touch the box whose value you wish to change and use the Tempo/Data Wheel or the Transpose buttons to effect a change. Alternatively you can cycle through these settings using the appropriate Octave button in the left panel on the organ.

Panorama

This sets the position of the sound in the stereo spread, **64** being the **Std** central position. For a full explanation of using this feature, see the article **Using the Panorama Feature** on our Sounds Editing page.

Happy playing!

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