



New to OAS-7?

Article 3 : The "Selectors" screen – "Advanced" Button

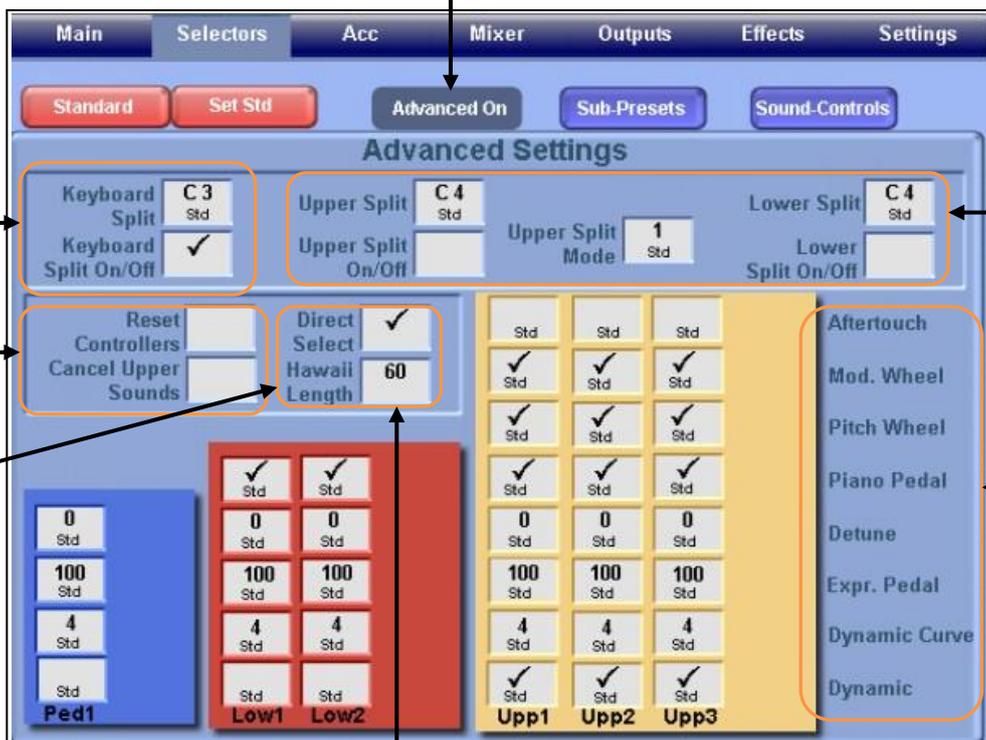
The **Selectors** screen contains a button labelled **Advanced**. Touch this and the following screen appears.

The **Advanced** button now indicates **On** and has changed colour.

This section applies to single keyboard instruments only.

See below*.

When **Direct Select** is ticked, any sound button responds immediately and the sound changes. If unticked, pressing a sound button changes the 9-sounds display on the Main screen but the sound does not change until one of those 9-sounds is touched.



This section allows you to select a split and decide where it will occur. It is also possible to do this from the Main screen though this panel also shows the previously set split.

This list of features is explained below**. **Aftertouch**, **Modulation Wheel**, **Pitch Wheel** and **Piano Pedal** are available only on the Upper Manual. **Piano Pedal** is not available on the Pedalboard.

Hawaii Length (length of the Hawaii effect) is in 1/100 second. Values can be set here from 30 (0.3s) to 300 (3s). The Hawaii effect is selectable for either of the footswitches which then trigger the effect.

***Reset Controllers**

This can be (is?) a little confusing. What **Controllers** refers to is the settings in the columns of values in the two screens under **Selectors**. There is a default set of values which lie within the **Standard** setting. In the above screen-shot, all the values in the columns Upp1, Upp2 etc are the factory Standard values. The user can change what these Standard values are but, whatever they are, they are still the Standard values for your instrument.

If you change any of these values while setting up a Total Preset, the result is a non-Standard value for the particular sound in the particular Manual Layer (Upp1, Upp2 etc). If you then change that sound, do you want all the values you set for the previous sound to remain or do you want them to revert to the Standard set so you can start again making adjustments to those values for your newly chosen sound?

If **Reset Controllers** is ticked, changing a sound will cause the values to revert to Standard when that sound is **On**. Unticking **Reset Controllers** leaves the values as they are whenever you change a sound.

*Cancel Upper Sounds

If this is ticked, whenever a new sound is selected for Upper Manual 1 Layer all other Upper Manual Layers will be switched off. If not ticked, they will remain on. In the Manual this is referred to as "Turn off UM Sounds" on P 7-5.

**Aftertouch

This is available for some sounds in the Upper Manual only. It's a case of try it to see if it's available for the chosen sound and, if so, what the effect is of pushing the key down further while it's being played. There is also a relationship to the Dynamic (Initial Touch) setting: if Dynamic is on and the key is depressed lightly, no Aftertouch may result even though it's available in that particular sound.

**Mod. Wheel

This is available in the Upper Manual only. It is a simple switch for selecting whether the Modulation Wheel is active (box ticked) or inactive (box unticked). It displays a tick alone or a tick with "Std" for the active state. There appears to be no difference between these two displays but if anyone knows differently please let me know.

**Pitch Wheel

This is available in the Upper Manual only. It is a simple switch for selecting whether the Pitch Wheel is active (box ticked) or inactive (box unticked). Again, the two types of ticked display seem identical in result. It also has to be ticked for the Hawaii Effect to operate.

**Piano Pedal

This is available in both Upper and Lower Manuals. It used to be possible to select Piano Pedal (Upper or Lower) for either footswitch on the swell pedal. If this box were not ticked, that footswitch would have no effect. Now, Piano Pedal controls the selection of Sustain on the footswitches. If the Piano Pedal feature is not ticked, selecting Sustain for a footswitch will have no effect.

NB: *The footswitch drop-down list contains items for all Wersi instruments so unless you own a Louvre there will be some items which are not operative in your instrument.*

**Detune

All the remaining **Advanced** features can be applied to any Manual/Pedalboard Layer. **Detune** is obvious. The range of values is ± 50 . The full value results in a half-semitone detune.

**Expr. Pedal

The range of values here is ± 100 . The default (factory standard) setting is +100, shown as just **100**. This allows "normal" swell pedal operation, ie fully down = maximum volume, fully back = no volume. A value of zero causes the swell pedal to have no effect on the volume at all. Values between 0 and 100 progressively allow the pedal to have a greater effect, causing a fully back position to allow some sound to be heard at all values lower than around 95.

The reverse happens with negative values so that -100 causes no sound when the swell pedal is fully depressed and full volume when the pedal is fully back.

As this feature can be applied to individual Manual/Pedalboard Layers separately, it allows the player to bring sounds in and out without switching and to adjust their relative volumes entirely from the swell pedal. It takes a bit of practice to become familiar with this way of playing!

**Dynamic Curve and Dynamic

These two features are related. If **Dynamic** is ticked then the **Dynamic Curve** value is applied – no tick, no Dynamic.

It is therefore the Dynamic Curve feature which offers the versatility of having different types and extents of Dynamic effect. These are Initial Touch effects and can be very useful. The values in the Dynamic Curve box can be from 0 to 14, where 0 also means no Dynamic. The factory standard (default) is **4** and for most purposes this is very effective. If it's too effective, making it difficult to control the sound, then values of **1** to **3** should be tried. A value of **2** demonstrates what is happening: gentle touch provides a louder sound than a value of 4 but heavier (quicker) touch doesn't quite provide the full volume of no Dynamic, against which all values should be compared while experimenting in this area.

Values of **5**, **6** and **7** provide a similar response to light touch, ie give a louder result than a value of 4, but there isn't the same range of in-between states. Sounds tend to be just loud or quiet. A value of **7** can be very effective with some sounds as it's not too difficult to control and sounds are not able to disappear completely when you apply a very gentle touch.

Values of **8** and **9** are very weird to play. They apply a reverse effect to values of 3 and 4 respectively – a light touch produces a louder sound and vice versa. Rather like the use of the swell pedal in reverse, it's making only one sound on the Manual have one of these dynamic values which provides an intriguing playing effect, particularly when using synth sounds. It doesn't work very well with solo sounds!

Values of **10** and **11** are even weirder. Try them – they produce sound under different circumstances with different sounds.

Values of **12** and **13** are described as **Random**. If you select two sounds in the same Manual and set one at a Dynamic of 12 and the other at 13, alternate notes play alternate sounds! It's called a Crossfade.

A value of **14** is described as **Linear**. It provides a similar response to a value of 4 but the range between gentle and heavy touch is aligned differently. Playing gently produces very little sound, easily hidden by other sounds. A sudden heavy touch then brings out that sound very loudly above others. It's very useful for French Horns, for example, when you want to hear them from the left hand for just the occasional phrase in a piece of music.

In the next article we shall look closely at the Acc (Accompaniment) screens. There is a second (Advanced) screen which will be covered in the same article.

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