

MultiLevel Capture

The one capture system for more than one player

A good organ attracts many players. So SSOS's Multilevel Capture system lets each one store their personal piston settings without treading on the toes of others.

Multilevel Capture can hold up to 512 levels of memory. Assign any number of these to an individual organist, and they're free to access the organ's memory without frantically searching their own.

Crescendos and stepped sequences, too, can be stored at will.



Capture systems for all organs and organists

No two organs are the same. There again, nor are two organists. It's why SSOS make Multilevel Capture systems in a selection of sizes and specifications. Each one, of course can be added to later. And rest assured, the largest system is as straightforward to install as the most basic.

MLC A, B, C, E and F are based on three microprocessors developed specially by SSOS and proven over decades. As well as providing between 8 and 512 memory levels, they also feature "LIST" - a sequencer that allows organists to pre-arrange every combination in the order they're wanted for a whole performance.

- *Compact and robust*
- *Simple to install with Krone connectors*
- *Can be enlarged and augmented later*
- *Proven over 25 years*
- *All levels and groups completely lockable*
- *Facilities for displays, reversers, piston transfers, sequencing and tutti lamps*
- *Programmable tutti and crescendi available*

Rather than blind you with science, we'll just help you build brilliant organs.



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