

MULTILEVEL CAPTURE SYSTEM

MultiLevel Capture System Operating Guide No Scope

MLC - 08

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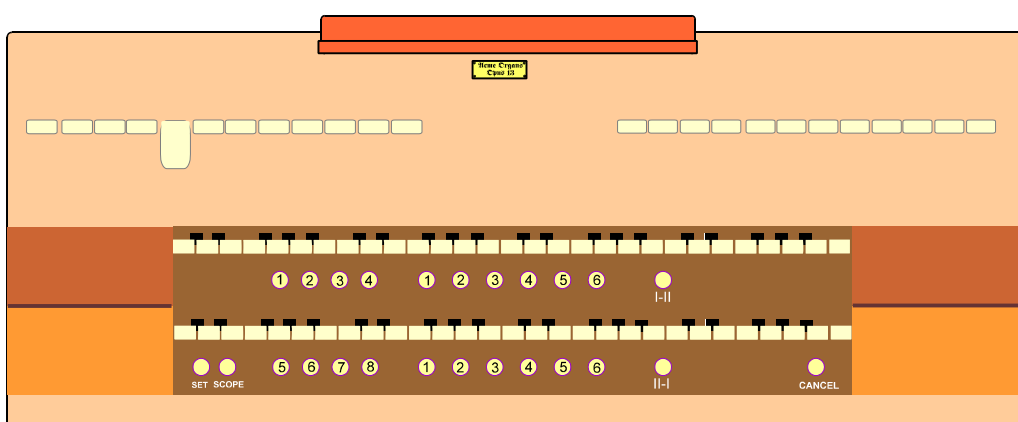
INTRODUCTION

This organ is equipped with a powerful but easy to use capture system from Solid State Organ Systems called MultiLevel Capture or MLC-08 for short.

The Use of Combination Capture Systems

As the name suggests, capture systems are used to capture the stop settings on the console and save them for later use. A capture system allows an organist to make simple or complicated registration changes quickly, with little, or no interruption to the music. There are a number of basic controls that are common to all capture systems, together with some more sophisticated ones that vary in operation from one organ to another.

A simple view of a console is shown below. This picture will be used in the following instructions to explain the setting procedure.



Basic Controls

Stops. Tab stops are used on the picture to illustrate open and closed stops. Currently one stop is open, draw stops follow the same principle.

Pistons. The pistons are used to operate the capture system.

Below each set of keys are grouped a set of pistons, usually marked 1,2,3,4... There may also be similar groups of pistons in other parts of the console. In the example above there are 11 pistons below the top manual and 14 below the bottom manual.

There are six pistons situated centrally under each manual. These pistons are normally used to control the stops associated with the manual above, and are called divisional or departmental pistons.

There are eight pistons at the left side, four under each manual. These pistons normally control all of the stops on the instrument and are called General Pistons.

Each manual has a piston to the right of the six Divisional Pistons that is used to turn a Coupler on and off. These are called Reversibles.

In the bottom left corner is a piston marked Set. The function of this and General Cancel (bottom right of the console) are described later in this guide.

BASIC FUNCTIONS

MLC-08 supports all of the basic capture system functions. As well as set, general cancel, programmable pistons and reversers.

GENERAL CANCEL

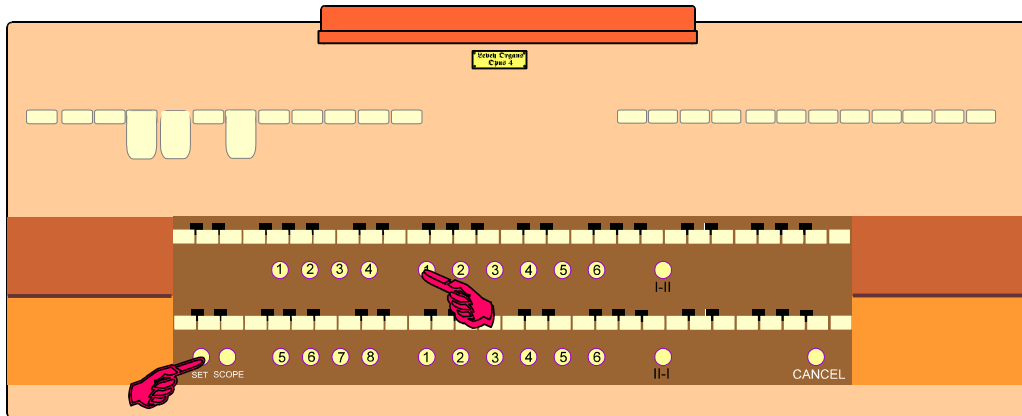
General Cancel is used to turn off all the stops.

When General Cancel is pressed a number of events normally take place:

- ◆ All stops which are drawn at the console will be moved to their off position
- ◆ All reversible tuttis will be cancelled, and their lamps will go off
- ◆ All reversible ventils will be cancelled, and their lamps will go off

Some of the above functions may not cancel with General Cancel, this depends on the configuration of your MLC-08.

SETTING PISTONS



Set is used to program the pistons with their particular combination of stops. in MLC-08.

If you wish to program a stop combination onto a piston:

1. Set up the required registration on the console as shown above
2. Hold in set (left hand)
3. Press the piston (right hand)
4. Press General Cancel
5. Press the piston to confirm your selection is correctly set

The set piston is not operational on a locked level.

USING PISTONS

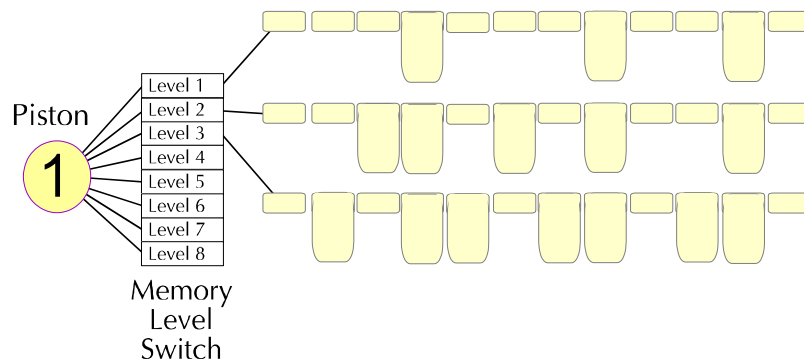
When a registration is set to a piston it remains in MLC-08 until changed. To recall the registration, push the piston at the required time when playing.

If you push another piston MLC-08 will override the previous one and any stops not set as part of the new registration will move off.

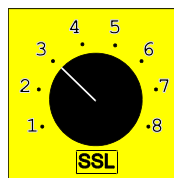
MEMORY FUNCTIONS

So far we have discussed a capture system with each piston controlling the stops set. To increase the flexibility of the system even further we use a system of memory levels.

This allows each piston to be re-usable for each level selected. Each level contains a completely independent setting for each of the pistons.



Individual levels are selected by means of a rotary switch fitted onto the console.



LOCKING AND UNLOCKING A LEVEL

If a lock switch has been provided with this system, then individual levels may be locked.

When a level is locked the pistons and blind functions on that level may not have their setting changed. Pistons and blind functions already set on that level will still be available for use.

An optional key switch may have been provided to lock individual levels. An indicator lamp will light on any level that is locked.

While a level is locked the locked lamp will light.

To lock a level:

1. Select the level to be locked
2. Turn and release the key switch
3. The locked lamp will light to show the level is locked

To unlock a level:

1. Select the locked level
2. Turn and release the key switch
3. The locked lamp will go out showing that the level is no longer locked

Please note: A memory level with no piston setting cannot be locked.

CLEARING A LEVEL

If the piston settings on a level are no longer required, and you wish to use the level with completely different settings it may be appropriate to clear the level.

Clearing a level removes all of the piston settings from that level. Settings of blind functions (ventils, tuttis etc.) are unaffected.

A level may be cleared using the following procedure.

1. Select the level to be cleared.
2. Hold in set and press the clear button
3. The clear lamp will light to indicate the level has been cleared

The pistons on a locked level may be used, but they may not be changed.

COPYING LEVELS

Sometimes it is desirable to base the piston settings of one level on those already defined on another level. This can save a lot of time by avoiding the need to create a level from the beginning.

Copying a level is a two stage process.

- The first stage is to take a copy of the required level
- The second stage is to put that copy into the new level

Stage One.

- A. Select the level to be copied
- B. If the copy lamp is lit then press the copy button once to extinguish it
- C. Hold in set and press the copy button. The copy lamp will light indicating that a copy has been taken

Stage Two.

- D. Select the new level
- E. Hold in set and press the copy button again. The lamp will extinguish, indicating the copy has been used

HINT: To use the copy again press the copy button, the lamp will light. Now repeat Stage Two.

BLIND FUNCTIONS

MLC-08 supports numerous blind functions, all of which are programmable by the organ builder. Blind functions are those which operate stops at the organ without moving them at the console. Blind functions include:

- ◆ Ventils
- ◆ Tuttis & Sforzandos

You are able to change the stops which are turned on or off by the blind function.

For Example: you are able to change which stops the inclusive tutti brings on. Your organ builder will be able to set this for you.

BLIND CHECK

Blind check is a facility that allows the settings of blind functions to be viewed and changed.

The Blind Check switch is a reversible which toggles MLC-08 in and out of blind check mode. The Blind Check lamp will light when the system is in blind check mode.

When the system is in Blind Check mode, all of the blind functions act as ordinary pistons. This allows the setting of blind functions to be changed in much the same way as that of normal pistons.

When the system is in blind check mode, all pistons act as general pistons. This is necessary for correctly viewing the stops set on blind functions.

VIEWING BLIND FUNCTIONS

The stops associated with blind functions can only be viewed when the system is in Blind Check mode

Setting an Inclusive Tutti

1. Turn on blind check
2. Turn on those stops which are to be brought on by the tutti
3. Set the blind function

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2. Turn on those stops which are to be brought on by the tutti
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Setting a ventil

1. Turn on blind check
2. Press the ventil's piston
3. This will turn on all stops that are to be affected by the ventil, and turn off all stops which the ventil will not cancel
4. Adjust the stops according to the change you want to make
5. Set the ventil