SOLID STATE

Organist Palette Guide

November 2015

Contents

Background

The Organist Palette was conceived as a way to provide sophisticated control in an easy to understand format without taking up large spaces on the console. We designed the Palette to be used to set up the organ before playing and to provide some useful feedback during the performance. It is not intended to replace critical controls on the console used when playing.

Although the Palette offers a large choice of controls, almost all of the settings are available on the console without it. Many artists said to us during the design reviews that they must be able to play the organ if the Palette got left at home. You can.

When a console only had a few memory levels it was easy to keep track of what was where and access it. With more memory came the sticky notes "levels 51-63 reserved for visitors" etc.

It was time to do something so we created libraries and divided them up into books and then made space for sequences within the books that could be recalled by name. The memory levels are still there but to make it easier to navigate each library has its own set.

Some Technical Stuff:

The Organist Palette currently uses Apple iPads and iPods. The Palette App is stored in the 1602 MiniServer and may be downloaded onto new devices if you wish. The iPad communicates with the Palette server using a wireless network. Nothing is stored on the iPad, all the changes you make are immediately stored in the organ processor.

The security of this system is based on the wireless network password. Other people will be able to see the wireless network but without the password will not be able to control the organ. Call us if we can help change the password or if you lose it.

If the iPad loses wireless connection a red warning message will appear. Please don't install other wireless network access on the iPad used for the Palette as it can hop onto that network and you will lose control of the organ until the link is re-established.

Installation - MUCAP Upgrade

MUCAP PROCESSOR - If a new MUCAP processor has been supplied please remove the original processor and replace it with the new one. Place the old processor in an anti-static bag and return it to SSOS.

Installation - Connecting the Network Translator for MUCAP
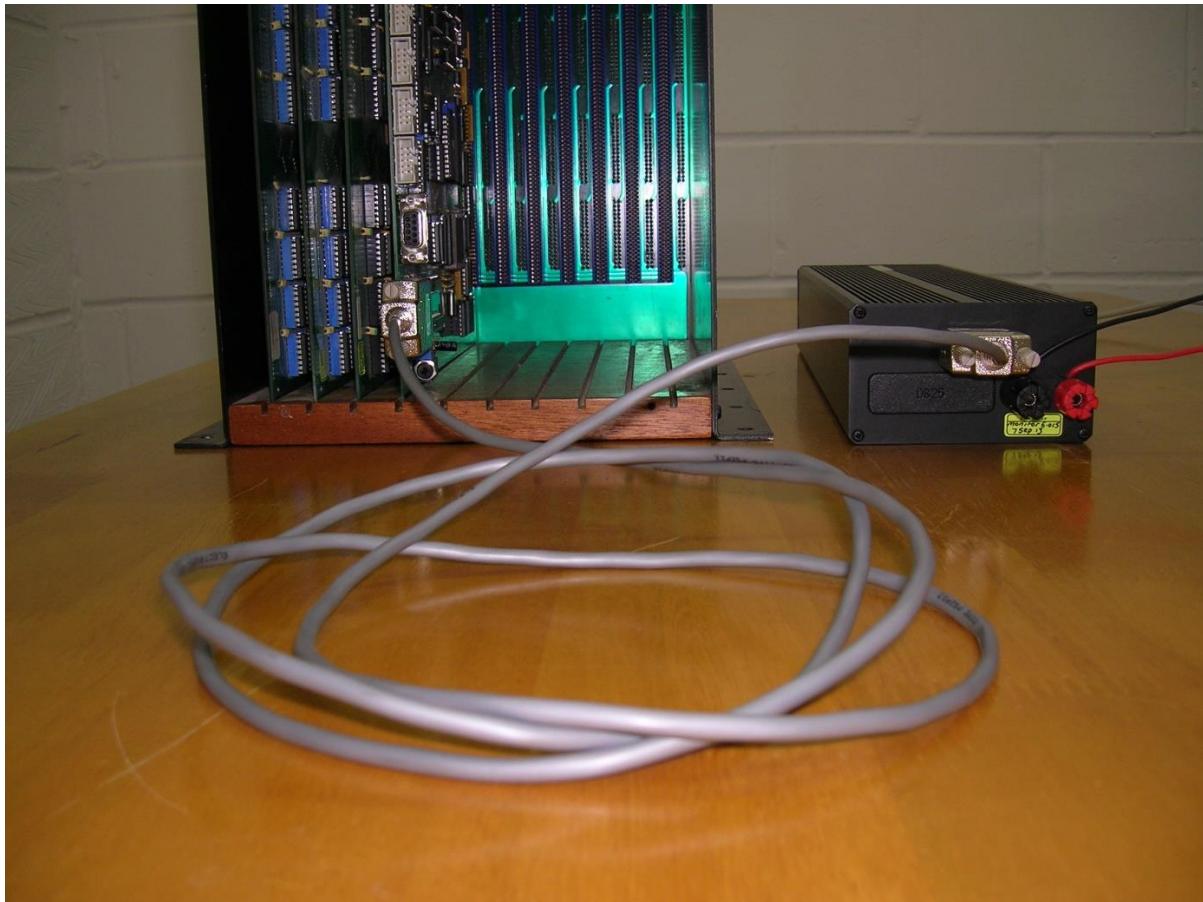
POWER - Connect 12-24V DC power to the red and black terminals of the Network Translator.

DATA - Using the data cable supplied connect the Network Translator to the MUCAP Processor. Connect one end to the D-connector on the Network Translator and the other end to the MIDI connector on the bottom of the MUCAP Processor Card. The cable must be connected the right way round and is marked accordingly.

Installation - Connecting the 1602MiniServer

POWER - Connect the included power supply to the back of the MiniServer. The 1602 MiniServer can be powered permanently or with the organ. The MiniServer takes up to 2 minutes to start up and the Palette will not be available until the MiniServer has booted.

NETWORK - Using the network cable supplied connect the LAN port 1 on the back of the MiniServer to the network switch for the MultiSystem II Network as shown in the photo above.

The Internet connection is not used. Be careful not to plug the network cable into this socket.

If you are connecting to a MUCAP then a network switch is not required and you can connect directly to the Network Translator.

ANTENNA / AERIALS - Connect both the included antenna/aerials to the back of the MiniServer. Tilt the antenna/aerials out at about 45 degrees as shown in the picture above.

iPad

The software for the iPad is pre-installed and the iPad set up to operate on the network. There is an icon on the screen called Palette which runs the app.

The MiniServer

The MiniServer does not require any special start or stop procedures. Once power has been applied the lamps will flash for about 2 minutes.

What the lights mean; D-Link DIR-825 version

From the left on the above picture. There are 6 lights lit and 4 that are not.

1. D-Link logo powers up and stays lit. Means very little.
2. The power symbol flashes orange until the MiniServer is running and then goes solid blue.
3. 2.4GHz and 5Ghz symbols show that the wireless channels are running. These will light up during start up.
4. The LAN 1 light will light when the cable from the MultiSystem switch is connected. The lamp will flash at times as data is transferred.
5. On the right there is a light telling us that the USB memory is connected. This must be lit.

Libraries – how to access 10,000 levels

The Palette system accesses the capture system from Libraries. A Library can have any number of memory levels and this is allocated by the system manager. Typically a Library has between 50 and 500 memory levels, beyond that navigation becomes more of a challenge.

The Libraries are named in whatever way makes sense to your organization, maybe names of artists or events. There is always a Public Library which is accessed when the organ is switched on. Although the Public Library cannot be locked all the other Libraries have access using a PIN number typed in on the general pistons.

Library number and PIN.
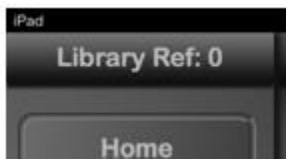
Although the Libraries have friendly names the system assigns each one a number between 1 and 99. 0 is reserved for the Public Library as shown in the screen shot beside. Each Library has a preassigned PIN number of 3 digits. The number is shown on the Palette screen in the pull out menu bar for each Library.

The PIN number provides access to the system without the Palette. This relies on either a Library piston if fitted or sometimes this is linked to the General Cancel. To access a Library without the Palette hold in the Library piston or General Cancel piston and press the Library number followed by its PIN to access a new Library. The memory level display on the console will respond with a brief message saying LIB 03 or the appropriate number. If you get the PIN wrong the system will return the Public Library.

Library Structure

Each Library is divided into as many books as you wish to choose, the books are mainly used to store piston sequences by useful subgroups.

To keep compatibility with the console controls the sequences use memory levels and general pistons. The palette has a duplicate of the memory level display to allow you to keep track. The Palette keeps track of the sequences for you, for example a sequence on levels 11-17 can be named and then recalled so there is no need to keep a bunch of yellow sticky notes on the console. Sequences always start on general 1 of a level.

Palette Screens

Home Screen

The Home Screen provides quick access to features through small panels called Modules. The choice of modules is defined by your organ builder to suit the design of the organ.

Some of the modules operate directly from this screen such as the Transposer or the Pedal Divide. However, some modules only have a quick access version on the home screen. For more features press the menu button (|||) on the toolbar to pull in the menu.
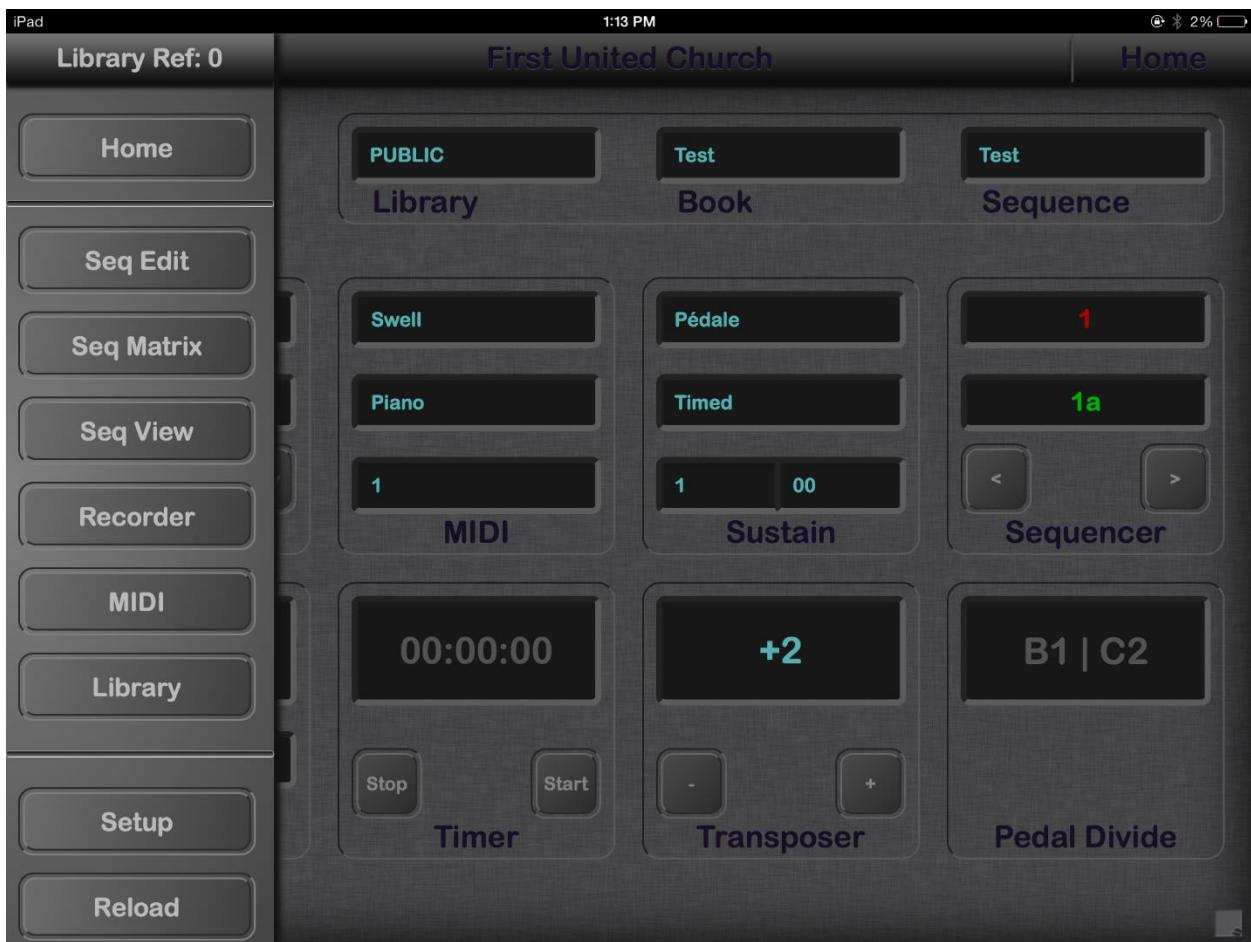
At the top left of the screen is a menu button (|||) that allows you to display any of the Palette Screens.

The Home Screen gives you quick access to useful Palette controls.

The Sequencer Edit Screen has all the controls you need for adding and editing sequences.

The Sequencer Matrix Screen gives you quick access to any setting in any sequence.

The Sequence View Screen allows you to view and rename your books and sequences.

The MIDI and Recorder modules have additional screens which are accessed from here.

Setup allows you to configure and add Modules on the Home Screen and choose the language.

Reload provides a way to restart the palette link if you go out of wireless range.

Sequence Editor

The Editor Screen

Tap the menu button when you want to change screens.
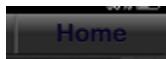
Tapping the Home button takes you straight to the Home Screen

Tap the Library display to choose which Library to work from. The default library (Public) is accessible to anybody. Other libraries may be protected by a PIN.
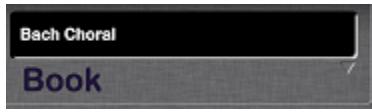
Each Book allows you to store a number of related Sequences. Tap the Book display to select the Book you want to work with or choose Add Book.
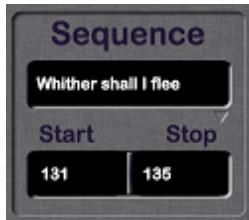
Tap on the sequence display to choose the Sequence you want to use. If you want to create a new sequence choose Add Sequence.

Start and Stop are the Memory Levels where the Pistons will reside. Each level contains the same number of general Pistons as you have on the console. The sequence will start with the first piston on the Start Memory Level and can continue up to the last piston on the Stop Memory Level. Start and Stop can be adjusted by tapping their display.

The memory display is a duplicate of the console display and shows the current memory level and the last piston that was used.

The Piston Selector carousel allows you to activate any piston in the sequence. Tap on the piston and the stops will move on the console. Spin the carousel left or right to access pistons that are not visible. There is a blue progress bar underneath to show you where you are in the sequence. As you play and press next the carousel will rotate keeping the current piston in view. Each piston shows both the piston number and the memory level.

The Next and Previous buttons allow you to step through the pistons in the sequence. These buttons are duplicates of the Next and Previous pistons on the console.

We have provided a local setter. Don't hold this set button in though, just tap Set, then a piston to store the stops in the piston. Tap set each time you need to use it.

Tap Insert to insert a new piston in the Sequence:

The inserted piston can be set using the palette and will move the stops when stepping through the sequence. It is not accessible directly from the console as it does not have a physical piston.
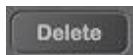
The Delete button can be used to remove pistons from the sequence. If an inserted piston is deleted (e.g. 12a) it will be removed completely. If a normal piston is deleted then it will be bypassed when using Next and Previous. The piston will be greyed out on the carousel.
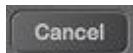
Tapping Cancel will turn off all the stops and reset the sequencer to 1.

The Pad allows you to save piston settings for use in other parts of the Sequence.

- Select the Piston that has the registration you want to save
- Tap the Store button
- Press OK or type a description into the text box that appears and press OK

To use the registration in another piston:

- Make sure the piston is visible
- Tap the Paste button
- Tap the piston where you wish to store the registration

Sequencer Matrix Screen
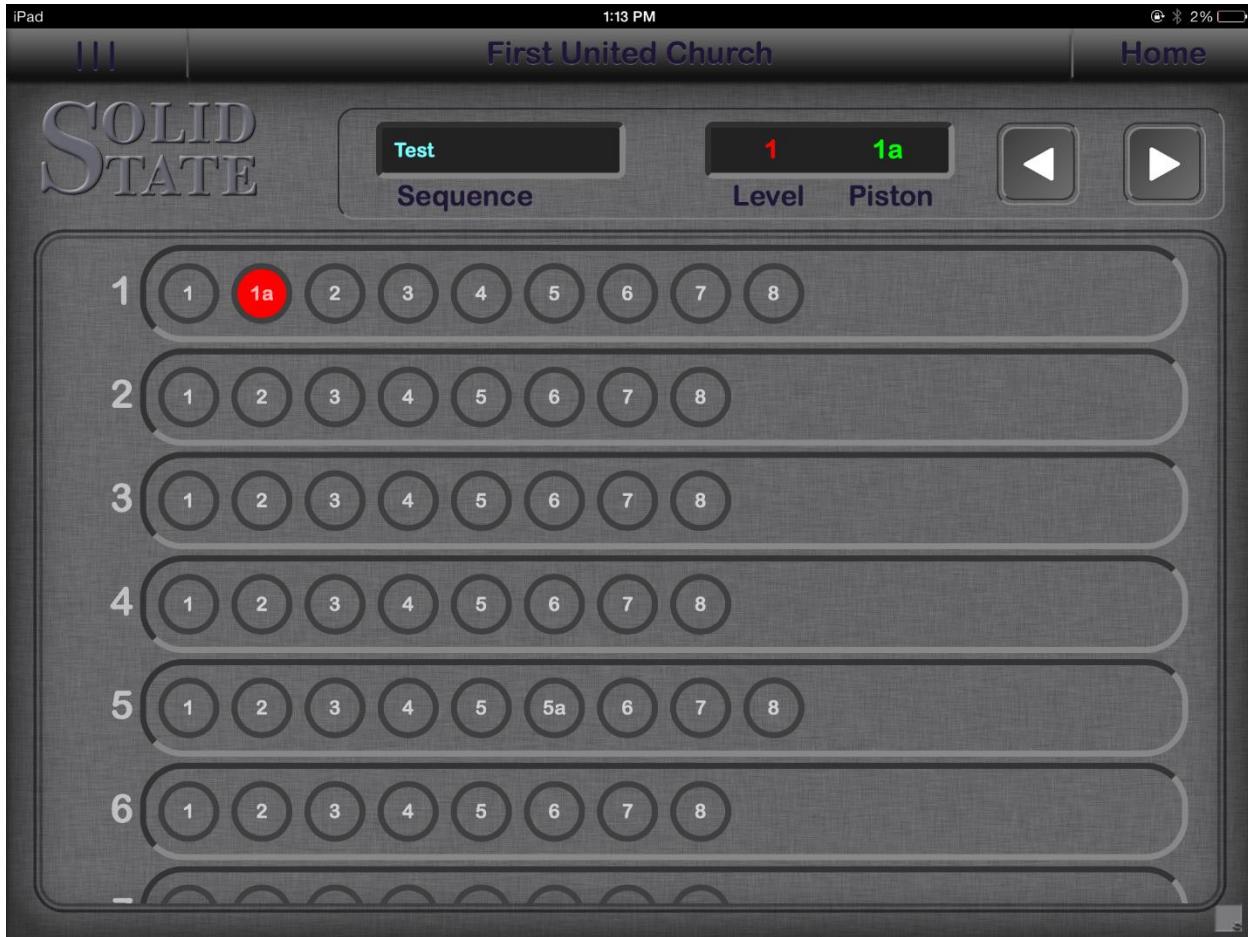
The Sequence Matrix Screen gives you quick access to any point in the current sequence. This can be useful when working with an orchestra and you need to rapidly access a point in the sequence.

You can choose a sequence by tapping on the Sequence display. There are also Next and Previous buttons so you can step through the sequence.

If a long sequence doesn't fit on the screen then use two fingers to scroll the screen up and down.

Sequencer View Screen

The Sequence View Screen shows you all your books and sequences and allows you to rename and delete them.

To rename a book or sequence tap the name and an editor will pop up.

To delete a book or sequence tap the name and in the editor delete all the letters. Click OK. You will be asked if you want to delete the book/sequence.

If you delete a book then all the sequences within that book will also be deleted.

When you delete books and sequences the pistons still retain their settings. If you wish to also delete the settings then this has to be done one level at a time using the clear button on the console.

Setup Screen

The Setup Screen allows you to choose the layout of the Modules on the Home Screen.

There are 8 panels where you can place modules. Tap on a panel and choose the Module you would like from the list that appears.

Changes are saved automatically.

Editing Sequences

A sequence is a series of General Pistons which can be progressed through when playing the organ. Each Piston can be set with the required registration for the whole organ.

Capture a sequence using the General Pistons
- At the Console choose a level to start on
- Start with Piston 1
- Set the general piston with the required registration
- Each time you require a registration change set the next piston.

- When you have used the last piston on a level move to piston 1 on the next level up. If you are using Set+Next the system will do this for you.

- You can set and advance at the same time by setting the Next piston (press Set and then the Next Piston)

Add the sequence to the palette
- On the Sequence Edit Screen choose the library you wish to add the sequence to
- Choose the Book (or add a new book) to store the sequence in

- Tap in the sequence panel and add a new sequence. Give it a descriptive name
- Set the Start and Stop levels to the first and last level you recorded the sequence in

Capture a sequence using the Sequence Editor

Add a new sequence to the palette
- On the Sequence Edit Screen choose the library you wish to add the sequence to
- Choose the Book (or add a new book) to store the sequence in
- Tap in the sequence panel and add a new sequence. Give it a descriptive name
- Set the Start and Stop levels to the first and last level you recorded the sequence in (these can be changed later)

Capture the sequence
- At the Console choose a level to start on
- Start with Piston 1
- Set the general piston with the required registration
- Each time you require a registration change set the next piston

- When you have used the last piston on a level move to piston 1 on the next level up

- You can set and advance at the same time by setting the Next piston

MIDI
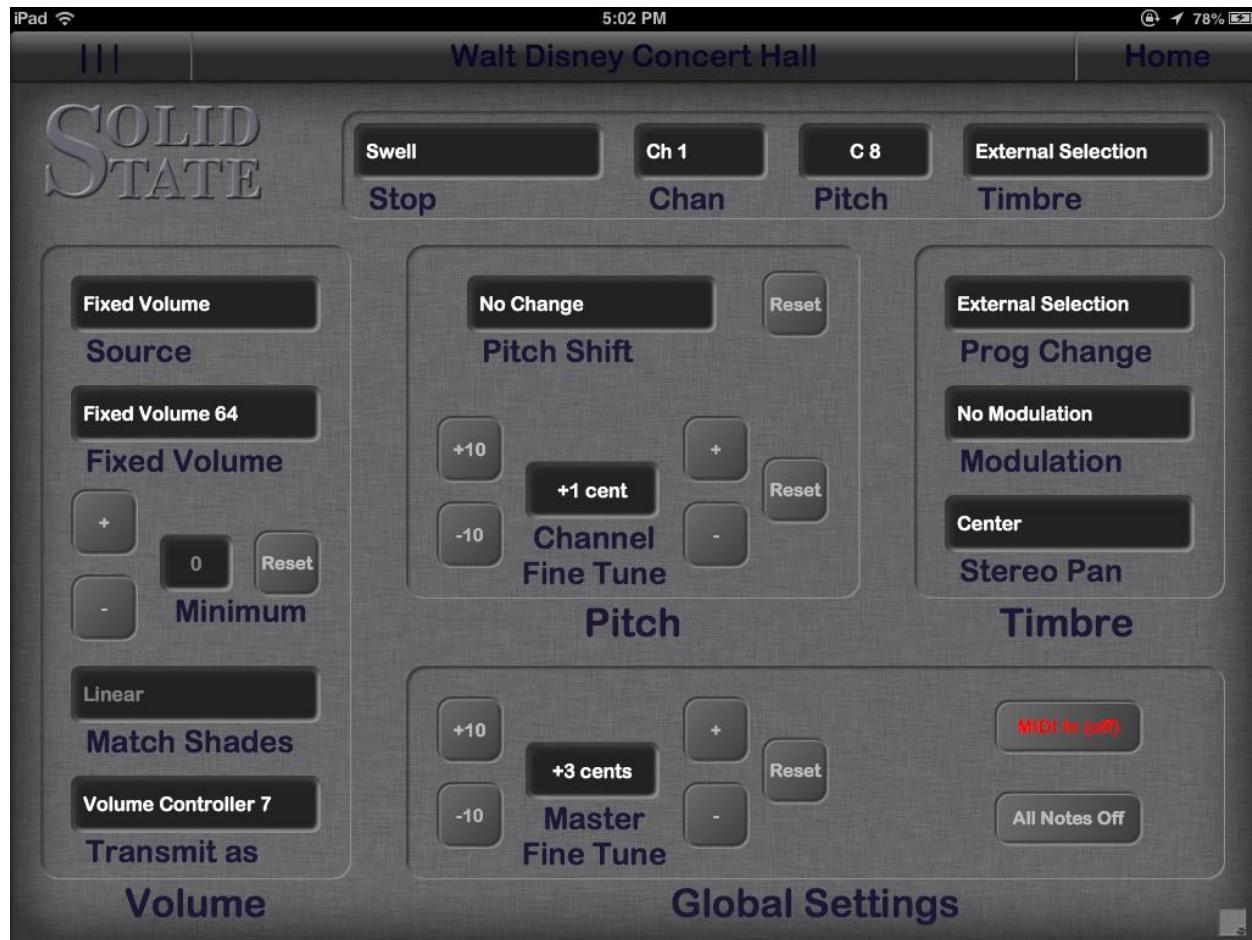
The optional MIDI controller controls the MIDI messages sent by MIDI stops on the console. The Palette displays a full range of MIDI controls associated with the stop chosen in the pulldown Stop window.

If you are using MIDI these controls will look familiar to you. At the top of the screen are the main controls such as MIDI channel number and pitch. The timbre can be controlled by the Palette or left unchanged by choosing External Selection.

Unique to pipe organs is the left side of the screen where the volume of the MIDI voices can be set to match the swell shoe. It is necessary to set a minimum volume as by default when the shoe is closed there will be no MIDI sound which is not true of the organ.

Pitch shift tunes the MIDI to the organ.

MIDI In (off) is an important feature. It is possible to create a loop where the Organ plays notes out to the MIDI device which then sends them back to the organ where they are re-sent to the MIDI. To prevent this you can either unplug the MIDI in cable or select MIDI In to be Off. Remember that if you can't play the organ from a MIDI keyboard this feature may be off.

Pedal Divide
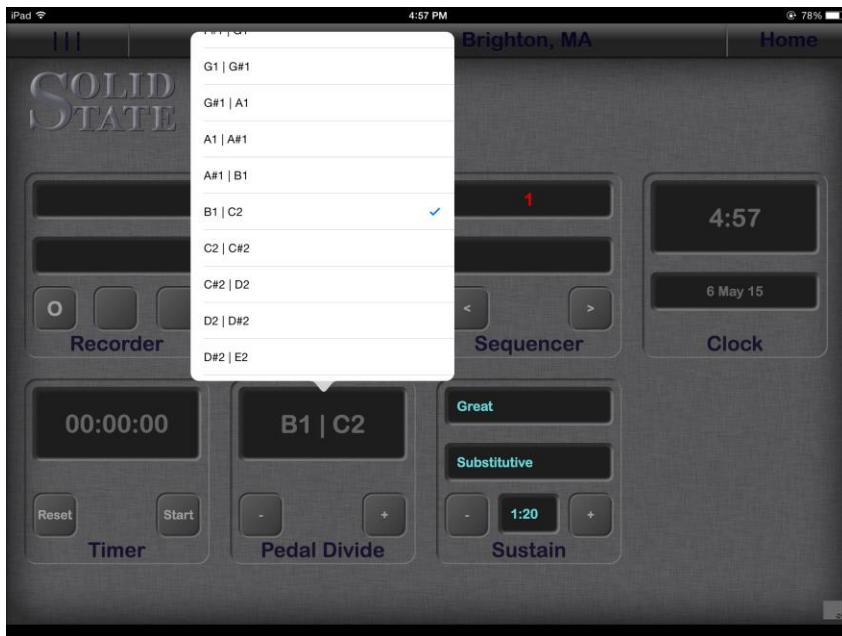
Tapping on the split point window on the Palette screen pops up the chooser to select a different divide point.

Sustain

The Sostenuto module is used to control the sustain time, and the type of sustain for each manual.
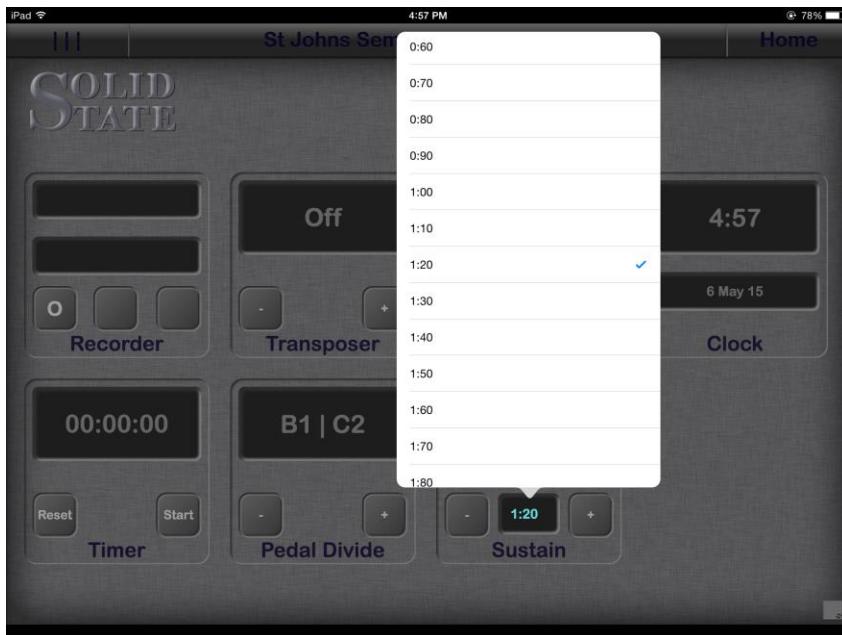
Recorder

The built in organ recorder control is available if the system has an RFM unit. This control panel can work in parallel with the control panel on the console if it is fitted. This option is also available for the iPod. There are more detailed instructions on the recorder operation in the recorder manual.

In this screenshot the recorder has been armed by pressing record once, to prevent accidental over recording of a previously recorded song it is necessary to press record again to start recording. Press stop to exit.

The Console Clock

The clock module follows the time set on the iPad. To change the time use the apple setup app.

Tapping on the screen will activate the time format chooser.