USERS MANUAL – MENU/PLAYER PISTON

This piston accesses a menu for the list of features described below. Once accessed by the piston, the lowest 8 keys on the Great Division keyboard are used to negotiate the choices. It is best to use a consistent hand position to make learning and using these keys as easy as possible. Using the left hand, place the thumb on key 8, second finger on key 3, third finger on key 2, fourth finger on key 1 or low C, and the fifth finger on the wood keyboard cheek for stability. The functions of the keys is:

Great Key 8: The **enter** key
Great Key 3: *Increment* of choices
Great Key 2: *Decrement* of choices
> **Note: Increment is used throughout this documentation.** Decrement is implied when *Increment* is used.
Great Key 1: *Escape*

PLAYER/RECORDER

There is internal memory for record/playback of 32 blocks or pieces of music. This capability is enhanced by allowing the organist to accompany this playback of recorded music (track one) with additional notes that use the same or different stops (track two). The data that is recorded is permanently held until it is deleted. This recorded data can be sent to an external storage device by using a MIDI format file transfer. This feature is not visible when **MO** (MIDI ON or IN) is enabled.

PLAY

> **Note:** This option will not be visible when **MO** is enabled.
1. Select the **'Menu/player'** piston.
2. *Increment* to **PLAY** on 4th line of the LCD.
3. *Enter* and the 4th line on the LCD will now read **PLAY B1**.
4. *Increment* to select the block of memory.
5. *Enter* to start the playback of this block. The LCD will return to the normal ML1 screen with a **P** in the upper left of the LCD. This indicates that the stored music is being played. When this music has finished the **P** will disappear indicating that it is finished. If you want to stop the music before it is finished, hit the player piston to cancel the **P** and stop the playback. At anytime during this playback you can accompany it by playing notes on the stops that are selected.
   > Exception: Hitting Great key 7 instead of **Enter** will start the PLAY ALL feature which is an endless play loop of all of the blocks that have been recorded to. To turn off the PLAY ALL feature, simply hit the **'Menu/player'** piston.

RECORD

> **Note:** This option will not be visible when **MO** is enabled.
1. Select the **'Menu/player '** piston.
2. *Increment* to **RECORD** on 4th line of the LCD.
3. *Enter* and the 4th line of the LCD will now read **RECORD   Bxx.**

The xx will be a number from 1 to 32 indicating the lowest block that is empty and that all numbers higher up to 32 are empty as well.

4. **Enter** to start recording. The LCD will return to the normal ML1 screen with a **Rxx** in the upper left of the LCD. The **xx** is a percentage indicating the amount of memory space used and will increase as the recording takes place. To stop the recording hit the **'Menu/player'** piston and the **Rxx** will disappear from the LCD.

SAVE
SAVE: Player
> **Note**: This option will not be visible when **MO** is enabled.
1. Select the **'Menu/Player'** piston.
2. **Increment** to **SAVE** on the 4th line of the LCD.
3. **Enter** and the 4th line of the LCD will now read **SAVE: Player**.
4. **Enter** and the 4th line of the LCD will now read **SAVE: Player Bxx**. The **xx** will be a number from 1-32 indicating the lowest block that has been recorded to.
5. **Increment** to the block of choice, only block numbers that have been recorded to will be available.
6. **Enter** to start transmission to the MIDI OUT port. Please have the external device ready to receive the data. The LCD screen will return to ML1 after transmission is complete.

SAVE
SAVE: C. Action
1. Select the **'Menu/Player'** piston.
2. **Increment** to **SAVE** on the 4th line of the LCD.
3. **Enter** and the 4th line will now read **SAVE: Player**.
4. **Increment** to **SAVE: C. Action** on the 4th line.
5. **Enter** and the 4th line will now read **SAVE: ML1-xxx**.
6. **Increment** the low number of memory levels to save.
7. Enter
8. **Increment** the high number of memory levels to save.
9. **Enter** to start transmission to the MIDI OUT port. Please have the external device ready to receive the data. The LCD screen will return to ML1 after transmission is complete.

LOAD
LOAD: Player
> **Note**: This option will not be visible when **MO** is enabled.
1. Select the **'Menu/Player'** piston.
2. **Increment** to **LOAD** on the 4th line of the LCD.
3. **Enter** and the 4th line will now read LOAD: Player.
4. **Enter** and the 4th line will now read **LOAD: Player Bxx**. The **xx** will be the lowest block number that is empty.
5. **Enter** to start the reception, the LCD will now read **LOADING**. You have 8 seconds to begin the transmission from the external storage device. If data format is wrong or corrupt or you take too long the 4th line will say **LOAD: Rejected**. Hit the **'Menu'Player'** piston to return to **ML1**. If good the LCD will return to **ML1**.

LOAD
LOAD: C. Action
1. Select the **'Menu'Player'** piston.
2. **Increment** to **LOAD** on the 4th line of the LCD.
3. **Enter** and the 4th line will now read **LOAD: Player**.

4. **Increment** to **LOAD: C. Action** on the 4th line.
5. **Enter** and the 4th line will now read **LOADING ML's.** You have 8 seconds to begin the transmission from the external storage device. If data format is wrong or corrupt or you take too long the 4th line will say **LOAD: Rejected.** Hit the **'Menu/Player'** piston to return to ML1. If good the LCD will return to **ML1**.

MIDI
  See the **MIDI User's Manual.** All of the key strokes are applicable.
      Note: This option will not be visible if MIDI functions have not been installed and programmed by the organ builder.

COPY
  COPY: MIDI Stops
      Note: This option will not be visible if MIDI stops have not been installed.
1. Select the **'Menu/Player'** piston.
2. **Increment** to **COPY** on the 4th line of the LCD.
3. **Enter** and the 4th line on the LCD will read **COPY: MIDI Stops.**
4. **Enter** and the LCD will completely change for this copy choice.
5. **Increment** the from number and **enter**.
6. **Increment** the to--low number and **enter**.
7. **Increment** the to--high number and **enter**. The 3rd line will say **COPYING** and when complete the LCD will return to **ML1**.

COPY
  COPY: Fortissimo
1. Select the **'Menu/Player'** piston.
2. **Increment** to **COPY** on the 4th line of the LCD.
3. **Enter** and the 4th line will read **COPY: MIDI Stops.**
4. **Increment** to **COPY: Fortissimo** on the 4th line.
5. **Enter** and the LCD will completely change for this copy choice.
6. **Increment** the from number and **enter**.
7. **Increment** the to--low number and **enter**.
8. **Increment** the to--high number and **enter**. The 3rd line will say **COPYING** and when complete the LCD will return to **ML1**.

COPY
  COPY: Crescendo
1. Select the **'Menu/Player'** piston.
2. **Increment** to **COPY** on the 4th line of the LCD.
3. **Enter** and the 4th line will read **COPY: MIDI Stops.**
4. **Increment** to **COPY: Crescendo** on the 4th line.
5. **Enter** and the LCD will completely change for this copy choice.
6. **Increment** the from number and **enter**.
7. **Increment** the to--low number and **enter**.
8. **Increment** the to--high number and **enter**. The 3rd line will say **COPYING** and when complete the LCD will return to **ML1**.

DELETE
      Note: This option is not visible when **MO** is enabled.
  DEL: Player Block
1. Select the **'Menu/Player'** piston.
2. **Increment** to **DEL:Player Block** on the 4th line of the LCD.
3. **Enter** and the 4th line will read **DEL:Player Bxx.** The **xx** indicates the block number.
4. **Increment** the **xx** to the desired block number.
5. **Enter** to delete and LCD will read **Deleted: Bxx** when complete.

6. *Increment* to next choice or hit **'Menu/Player'** piston to escape.

PISTON SEQUENCE TYPE
> **Note:** This option will not be visible if there are no pistons programmed for this function.

1. Select the **'Menu/Player'** piston.
2. *Increment* to **Piston Seq. Type** on the 4th line of the LCD.
3. *Enter* and the 4th line will display the current piston sequence type. Choices are: **'Record Piston Hits'**, **'Extra Generals'**, **'Next General'**, **'Piston Sequencer OFF'**.
4. *Increment* as desired and enter. The LCD will return to **ML1**.