

USERS MANUAL – PLAYER/MENU 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 Gt key 8, second finger on Gt key 3, third finger on Gt key 2, fourth finger on Gt key 1 or low C, and the fifth finger on the wood keyboard cheek for stability. The functions of these keys are:

Great Key 8: **Enter**

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

A Flash Drive must be inserted in the USB port for the play/record/delete functions. This capability of record/playback is enhanced by allowing the organist to accompany the playback of recorded music (track one) with additional notes that use the same or different stops (track two). This feature is not visible when **MO** (MIDI ON) or **MI** (MIDI IN) is enabled.

PLAY

1. Select the '**Player/Menu**' piston.
2. **Increment** to **PLAY** on 4th line of the LCD.
3. **Enter** and the 2nd line on the LCD will now read **dir:<root>**
4. **Increment** to select the directory.
5. **Enter** and any available file names will appear on the bottom line of the LCD. If there are none, either the **Enter** key or the Player/Menu piston will escape.
6. **Increment** to select the filename.
7. **Enter** to accept this filename and the prompt '**Start:K8**' will appear on the LCD.
8. **Enter** to accept and start playback. The LCD will return to the normal ML1 screen with a **P** in the upper left of the LCD. To stop the playback at any time, hit the '**Player/Menu**' piston and the **P** will disappear from the LCD. This **P** will also disappear when the playback has finished by itself.

RECORD

1. Select the '**Player/Menu**' piston.
2. **Increment** to **RECORD** on 4th line of the LCD.
3. **Enter** and the 2nd line on the LCD will now read **dir:<root>**.
4. **Increment** to select the directory.
5. **Enter**. If **<root>** or an existing directory was chosen, then proceed to #9 below. If **<new directory>** was chosen, then the blinking cursor will be at the first character position.
6. **Increment** to select the character.
7. **Enter** to accept this character and move to the next character.

8. **Enter and Hold** to accept this new directory name, **Filename:** will appear next on the LCD.
9. **Increment** to the filename of choice.
10. **Enter.** If an existing directory was chosen, then proceed to #14 below. If **<new filename>** was chosen, then the blinking cursor will be at the first character position.
11. **Increment** to select the character.
12. **Enter** to accept this character and move to the next character.
13. **Enter and Hold** to accept this new file name. The prompt **'Start:'** will appear on the LCD, and when **Enter** is released, the prompt will finish with **'Start:K8'**.
14. **Enter** to start recording. The LCD will return to the normal ML1 screen with a **R** in the upper left of the LCD. To stop the recording, hit the **'Player/Menu'** piston and the **R** will disappear from the LCD.

DELETE Recording

1. Select the **'Player/Menu'** piston.
2. **Increment** to **DELETE Recording** on 4th line of the LCD.
3. **Enter** and the 2nd line on the LCD will now read **dir:<root>**
4. **Increment** to select the directory.
5. **Enter** and any available file names will appear on the bottom line of the LCD. If there are none, either the **Enter** key or the **Player/Menu** piston will escape.
6. **Increment** to select the filename.
7. **Enter** to choose this filename and the two prompts will appear, **'K1:ESC'** and **'K8:Delete'**.
8. **Enter** to accept and Delete or **Escape** to reject and NOT Delete. When delete is complete, 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.

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**.

