Great new Capitol organ updates! (Terry's been working hard!) (January 2008)

1. There is a new, larger (easier to read!) LCD screen permanently mounted on the curved panel under the Solo stops. It displays memory level, Crescendo level, Transposer level (see #2) and Piano volume level (see #3).
2. There is now a transposer for those who like to cheat. :-) Turn the black knob to the left of the LCD until the LCD displays the number of half steps you want to transpose. The transposition will not happen though, until you engage it via a lighted piston in the right drawer. This allows you to set up the transpose level ahead of time and toggle it on only when needed. It can even be toggled on by a general piston, if so desired. General Cancel will turn it off (unless you un-map it from the cancel piston) so it's unlikely it will get left on by mistake. One thing to note; if you transpose down, notes will drop out at the bottom. Many systems will "double back" so notes will play an octave higher, but due to the way I'm implementing the transposer in the relay, it has to be this way for now.
3. The knob to the right of the LCD screen adjusts the overall volume of the piano. The vacuum pump in the piano has 5 stages of expression, and this feature will eventually be implemented. The controls are there, but it's not hooked up yet. I had intended to have the piano expression available on a swell shoe, but it made the relay code programming EXTREMELY complex, and we need as little as possible slowing down the processors!
4. The stops have changed around a little on the Accompaniment manual. The 4' Solo String tab was removed and a new tab for 8' Spitz Flute was added. A few stops were moved around to get this 8' stop in its proper location, before the 4' stops. The Spitz Flute (and its celeste, which is always on unless the Flute Celeste Off lighted piston in engaged) is digital (for now) and still needs a little work. It's just a little loud and has an ugly buzz in certain ranges. I'm working on it, so use it at your own risk! :-)
5. Several toe stud sound effects were enabled digitally through the Sound Engine, hopefully temporarily until real instruments can be added. They are Chinese Gong, Slide Whistle and Crash Cymbal.
6. Vibra Harp dampers enabled via a lighted piston in the right drawer. Try it, you'll like it!! An engraved Vibra Harp tab was installed in place of the formerly blank white at the end of the Solo stops.
7. New nameplates were added for new features mentioned above, and for the indicator lights on the nameboard (Crescendo, Trems On, etc.)
8. Accompaniment 2nd touch stops were slightly rearranged to get the Chimes tab in its proper position, next to the Chrysoglott.
9. Lots of code changes in the relay to simplify the definition and lighten the load on the processors. Several processors were added as well, which makes things more complicated for me, but should spread out the processing power a little better. Hopefully we'll see some speed improvements in terms of response times.
10. There are now 8 memory levels. They are all currently completely blank, due to the relay changes. I found the "cheat sheets" that we made last time the relay underwent big changes, and those combinations can be put back in by hand, as time permits.

That's it for now. If anyone has any questions on any of the above, feel free to ask.

Terry

Stoptab mapping problems?

To set the mapping, after you turn on all the stops you want to be affected by a certain piston, you need to first press and hold the map button, then press and hold the set button, then press the piston(s) that you want to be assigned to that group of stops. Remember, you have to hold BOTH the map and set pistons to actually set the mapping. If you only hold the map piston when you press a piston, it will turn on all stops associated with (mapped to) that piston. You can use this method to check what's mapped where. Remember, the lighted pistons in the drawers can be mapped to any piston as well.