ADDENDUM
Renaissance™ Console Controller Guide
May, 2003

This addendum applies to any Allen Renaissance™ or Heritage™ organ with operating software Version 2.03 (or later). The Console Controller™ LCD will display the software version of the organ for a brief moment after turning on the organ.

```
       VERSION 2.03
PLEASE WAIT...
```

Functions displayed selectively:

When paging through the Console Controller™ window functions using the "SET" and "R" pistons on the console, only functions available for a given model will be displayed. Non-applicable function screens will be omitted.

Version 2.03 Functions:

1. 22/50 Step Crescendo B Sequence and Tutti B / Ventils

Renaissance™ and Heritage™ organs will have either a 22 or 50 step Crescendo B sequence and Tutti I/II that are programmable by the user. Some larger models will also have programmable Ventils.

Advance to the "**SET CRESC B AND TUTTI B**" window.

```
  SET CRESC B AND
TUTTI B
```

There are two modes of operation, **SHOW** and **SET.** Toggle between modes by pressing the "→" or "←" buttons on the Console Controller™. The display will change to indicate which mode is activated.

SHOW Mode: Show mode allows the user to view the Crescendo B sequence. Use "↑" or "↓" buttons on the Console Controller™ or the Crescendo Shoe to select a step to be viewed. The "step xxx" indicator will display either "step off" to indicate the Crescendo Shoe off position or "step 1 - 22/50" to indicate a Crescendo B step position. The stops will move to their on/off positions at each selected step.

```
SHOW CRESC B AND
TUTTI B    step xxx
```

SET Mode: Set mode allows the user programming of Crescendo sequences, Tutti I/II, and Ventil pistons.

SET CRESCENDO B SEQUENCE

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Press the "→" or "←" buttons to select SET mode. Use "↑" or "↓" buttons or the Crescendo Shoe to select a step to be programmed.

```
 SET CRESC B AND
TUTTI B    step xxx
```

The "step xxx" indicator will display either "step off" to indicate the Crescendo Shoe off position or "step 1 - 22/50" to indicate a Crescendo B step position. Stop controls associated with a particular step will be moved **while using the Crescendo Shoe only**.

Adjust the stop controls to a suitable registration for the selected step. To program the selected step, press and hold the "SET" piston button and press the "MEM" button on the Console Controller™. The display will briefly flash the word "DONE!!" on the first line to indicate the stops registration has been saved to the selected step. Continue this process for each of the 22/50 steps.

SET TUTTI/VENTIL B REGISTRATION

Advance to the window function "**SET CRESC B AND TUTTI B**". Press a Tutti/Ventil piston. The display will indicate which piston was pressed, automatically enter SET mode, and move the stop controls to show the current registration set for that piston.

```
 SET CRESC B AND
TUTTI B    tutti 1
```

Adjust the stops to the desired registration. Use "SET" and "MEM" to program the selected piston.   "DONE!!" flashes to indicate the piston has been successfully programmed.

2. Piston Sequencer

The Piston Sequencer allows the organist to step through a sequence of registrations using piston/toe studs labeled "+" and "-". Four modes of operation are available.

OFF: The Piston Sequencer is disabled. The "+" and "-" pistons/toe studs do not function.

SIMPLE STEPPER: This mode allows the organist to step sequentially through the available General pistons of a single capture memory level.

ADVANCED STEPPER: This mode allows the organist to step sequentially through the available General pistons of all capture memory levels.

CUSTOM SEQS: This mode allows the organist to step sequentially through a user programmed piston sequence of any available piston and capture memory level. Piston Sequence memory allows 512 steps allocated to a maximum of 99

sequences. **Note**: Custom piston sequence data cannot be saved via an external MIDI recording device.

OFF MODE

To select the OFF mode advance to the "**Piston Sequencer**" window.

```
PISTON SEQUENCER
      OFF
```

Use the "↑" or "↓" buttons on the Console Controller™ to switch to the OFF mode. OFF is the default power up mode. If Piston Sequencer has been enabled previously, the OFF mode may be selected to disable the sequencer.

SIMPLE STEPPER MODE

```
PISTON SEQUENCER
SIMPLE STEPPER
```

To select the SIMPLE STEPPER mode, advance to the "**Piston Sequencer**" window function. Use the "↑" or "↓" buttons on the Console Controller™ to switch to the SIMPLE STEPPER Mode. Return to the Main window display using the "SET" / "CANCEL" pistons. The letters "SS" on the second line after the clock display indicates that the SIMPLE STEPPER has been activated.

```
MEM  1        Gen  1
HH:MM:SS AM   SS   U
```

USING THE SIMPLE STEPPER

The SIMPLE STEPPER's position can be adjusted at any time. The "→" or "←" buttons on the Console Controller™ will move the cursor to either the MEM or Gen XX fields. The "↑" and "↓" buttons adjusts the value in each field. SIMPLE STEPPER will begin from the selected point when either a "+" or "-" piston/toe stud is pressed enabling the stops according to the displayed memory and General piston displayed.

The SIMPLE STEPPER will step "+" or "-" sequentially through all available General Piston positions, stopping when either extreme is reached. Use the arrow keys to set a new start point or use the "+"/"-" pistons to reach a desired step.

A Manual piston press suspends the SIMPLE STEPPER as indicated by an asterisk.

```
MEM  1        Sw  1*
HH:MM:SS PM   SS   U
```
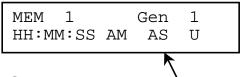
Pressing the "+" or "-" pistons resumes SIMPLE STEPPER mode where it left off and removes the asterisk. **NOTE**: Manual piston presses use the memory level shown in the window.

SELECTING THE ADVANCED STEPPER MODE

To select the ADVANCED STEPPER mode, advance to the "**Piston Sequencer**" window function. Use the "↑" or "↓" buttons on the Console Controller™ to switch to the Advanced Stepper mode. The display will show:

```
PISTON SEQUENCER
ADVANCED STEPPER
```

To activate the ADVANCED STEPPER, return to the Main window function using the "SET" / "CANCEL pistons. The letters "AS" on the second line after the clock display indicates that the ADVANCED STEPPER has been activated.

```
MEM  1      Gen  1
HH:MM:SS AM  AS   U
```
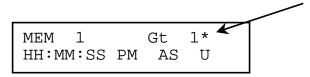
USING THE ADVANCED STEPPER

By default the ADVANCED STEPPER will start at General Piston 1 in whatever memory level was last selected. The ADVANCED STEPPER's position can be adjusted at any time. The "→" or "←" buttons on the Console controller™ will move the cursor to either the MEM or Gen xx fields. The "↑" and "↓" buttons adjust the value in each field.

The ADVANCED STEPPER will begin from the selected point when either a "+" or "-" piston/toe stud is pressed enabling the stops according to the displayed memory and General piston displayed. The ADVANCED STEPPER will step "+" or "-" sequentially through all available General Piston positions and memory levels stopping when either extreme is reached. Use the arrow keys to set a new start point or use the "+"/"-" pistons to set the desired location.

A Manual piston press suspends the ADVANCED STEPPER indicated by an asterisk.

```
MEM  1      Gt  1*
HH:MM:SS PM  AS   U
```

The ADVANCED STEPPER's position remains unchanged in memory. Pressing the "+" or "-" pistons resumes ADVANCED STEPPER mode continuing where it left off and removes the asterisk. **NOTE:** Manual piston presses use the memory level shown in the window.

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SELECTING THE CUSTOM SEQUENCE MODE

To select the CUSTOM SEQUENCE mode, advance to the "**Piston Sequencer**" window function. Use the "↑" or "↓" buttons on the Console Controller™ to select the CUSTOM SEQUENCE mode. The display will show the number of custom piston sequences saved in memory (XX):
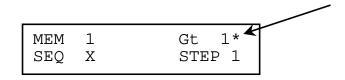
```
PISTON SEQUENCER
CUSTOM SEQS = XX
```

To activate the CUSTOM SEQUENCE mode, return to the Main window function using the "SET" / "CANCEL" pistons. The display will return to the Main window and display Custom Sequence information shown below.

```
MEM   1        Gen   1
SEQ   X        STEP  1
```

The first line displays the programmed selected capture memory level and piston combination for the sequence with the step position shown on the second line. The stop registration will not appear on the stopboard until a "+" or "-" piston is pressed. If there are no Custom Sequences in memory, returning to the Main window function disables the Piston Sequencer (OFF).

A Manual piston press suspends the Custom SEQUENCE mode as indicated by an asterisk placed aside of the "last piston pressed" field.

```
MEM   1        Gt   1*
SEQ   X        STEP  1
```

The CUSTOM SEQUENCE mode position remains unchanged in memory. Pressing the "+" or "-" pistons resumes CUSTOM SEQUENCE mode and continues where it left off also removing the asterisk.
NOTE: Manual piston presses use the memory level shown in the window.

SELECTING A SEQUENCE NUMBER / STEP POSITION

The CUSTOM SEQUENCE mode's position can be adjusted at any time. The "→" or "←" buttons on the Console controller™ will move the cursor to either the SEQ or STEP fields. The "↑" and "↓" buttons adjust the value in each field.

```
MEM   1        Gen   1
SEQ   XX       STEP  1
```

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A Custom Sequence using the "+" or "-" pistons steps through all programmed step positions.   The CUSTOM SEQUENCE mode will step "+" or "-" sequentially through all available positions stopping when either extreme is reached. Use the arrow keys to set a new start point or use the "+"/"-" pistons to set the desired location.

CUSTOM SEQUENCE EDITING FUNCTIONS

Custom Sequences are created/modified in the window following "**Piston Sequencer**" and is only available if Custom Sequence mode is enabled. There are four different editing functions available:

INSERT: Insert allows the organist to enter a new sequence or a new step within an existing piston sequence.

EDIT: Edit allows the organist to make changes to existing programmed steps. Capture memory level, piston division, and piston number may be edited in any step position.
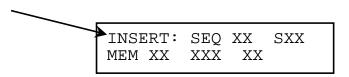
SHOW: Show allows the organist to step through a piston sequence viewing the capture memory level, piston, and stop registration of each step.

DELETE: Delete allows the user to remove an existing sequence or step within a sequence.

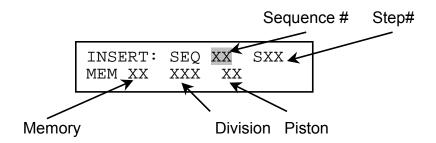## INSERT--CREATING A NEW CUSTOM SEQUENCE OR STEP

Advance to the "**Piston Sequencer**" window function.   Select CUSTOM SEQUENCE mode. Advance to the next window to enter the Editing window.

If the organ has no custom sequences in memory, the editing window will default to INSERT mode. If sequences exist, enter the INSERT mode using the "→" or "←" buttons on the Console Controller™ to move the cursor to the edit function field and use the "↑" or "↓" buttons to change the editing mode to "**INSERT**".

```
INSERT: SEQ XX   SXX
MEM XX   XXX   XX
```

Use the "→" or "←" buttons on the Console Controller™ to move the cursor to the desired field and the "↑" or "↓" buttons to select desired values. Blank positions indicate the specified Sequence and Step have no programmed contents. Enter values for the Seq #, Step #, memory, division and piston fields. Use the "SET" and "MEM" buttons to save the specified data. "DONE!!" flashes to indicate the current step has been successfully saved to memory. Continue adding steps and sequences as desired.

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Sequence #   Step#

```
INSERT:  SEQ XX   SXX
MEM XX   XXX   XX
```

Memory   Division Piston

Steps can be inserted into an existing sequence.   Select an existing piston sequence and step number that you want to insert as the new step position. If the step counter is on the last step, no further increase is accepted. Using the "→" or "←" and "↑" or "↓" buttons on the Console Controller™, move the cursor to the second line and note that the fields show blanks. Select the desired values for the memory, division and piston. Use the "SET" and "MEM" buttons to save the specified data. "DONE!!" flashes to indicate the data has been saved to memory. Saving the new step position moves all subsequent steps in memory up one position.

EDITING AN EXISTING STEP POSITION
Advance to the "**Piston Sequencer**" window function. Make sure that the CUSTOM SEQUENCE mode is selected. Advance to the next window to enter the Editing window.
Use the "↑" or "↓" buttons on the Console Controller™ to change the editing mode to "**EDIT**". The display will show:

```
 EDIT:  SEQ XX   SXX
MEM XX   XXX   XX
```

Select the piston sequence number and step that is to be changed using the "→" or "←" and "↑" or "↓" buttons on the Console Controller™. Move the cursor to the second line and select the desired capture memory level, division and piston data. Use the "SET" and "MEM" buttons to save the new data into the specified step.   "DONE!!" flashes to indicate the data has been saved to memory.

DELETING A SEQUENCE OR SINGLE STEP POSITION
Advance to the "**Piston Sequencer**" window function. Make sure that the CUSTOM SEQUENCE mode is selected. Advance to the next window function to enter the Editing window. Enter the DELETE editing mode using the "→" or "←" and "↑" or "↓" buttons on the Console Controller™.

```
DELETE:  SEQ XX   SXX
MEM XX   XXX   XX
```

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Position cursor and select the piston sequence number and/or step that is to be deleted. If a sequence is to be deleted leave the cursor over the sequence number field. If a step of a sequence is to be deleted after selecting both the sequence and step leave the cursor over the step field.

NOTE: The cursor position determines whether a single step or an entire sequence is deleted. If the cursor is positioned on the sequence field then the specified sequence number is deleted. If the cursor is positioned on the step field then the specified step number of the selected sequence is deleted.

Delete item. **Check the CURSOR POSITION!!** Use the "SET" and "MEM" buttons to delete the selected data. "DONE!!" flashes to indicate that the step position has been deleted from memory. Deleting a step position in the middle of a piston sequence will cause all subsequent steps to shift down by one position. Empty step positions are not allowed.

NOTE: Deleting all piston sequences from memory will cause the organ to automatically enter the INSERT mode while in the editing window.

SHOWING A PISTON SEQUENCE
Advance to the "**Piston Sequencer**" window function. Make sure that the CUSTOM SEQUENCE mode is selected. Advance to the next window to enter the Editing window. Enter Show mode by using the "→" or "←" and "↑" or "↓" buttons on the Console Controller™.

```
 SHOW: SEQ XX   SXX
MEM XX   XXX   XX
```

Select the piston sequence number and step to be viewed. Use the "↑" or "↓" buttons on the Console Controller™ to change the step number. As the step counter changes the selected step position's programmed data will appear in the display and be reflected on the organ's stop controls.

The Show mode is provided as a "shortcut". Instead of exiting out of the editing window to view a piston sequence, the contents of sequences can be viewed from within the edit window. The Show mode displays step positions and program data in the display. Stop controls operate showing the registration saved for each step. The user can toggle back and forth between the editing modes by using the "→" or "←" and "↑" or "↓" buttons on the Console Controller™ to make changes to the piston sequence.