



Operating Instructions - Capri Theatre
Record and Play and Commands only version

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Based on Uniflex 2000 version 400W for Windows 98SE
(incorporating new tab layout changes from Feb 2002)

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Recording and Playback

RECORDING AND PLAYBACK COMMAND LINE PROCEDURES

Type **R** (and Enter).

This will set up the recording by allocating it a TRACK position. The actual number will show on the large button at the top of the Uniflex screen.

Actual recording won't start until you press the first key. This gives you time to set up your stops and adjust the swell shutters.



Once recording is actually started, the computer takes a "picture" of all the stops, notes their position, and writes that information to the disk. The recording time clock will begin to run. The Meter, Measure and Beat displays will activate and what you do at the console will be recorded.

Play the organ as you would normally for a piece. When you finish the song, press the GENERAL CANCEL and cancel all the stops on the organ (good practice but not entirely necessary).

Type **F** (and Enter). F is short for FINISH. This stops the recording and closes the T disk file. Song status will indicate —Idle— status and the recording will be stopped.

2. Type **DIR** (and Enter) You will see a new addition to the directory. T1 will appear after the last combination file. No name is assigned to the recording. Press the Esc key and the RUN screen will reappear.

3. Type **P1** (and Enter). P is for **Play** plus the number 1. The Song status will briefly change from Idle to Playing. T1 will appear in the Play button to let you know you are in fact playing Track 1. If you were playing track 3 for example it would of course show 3 as in this screen shot.



If you would like to record the piece again you may do one of two things. You may type **R** (and Enter) and the Uniflex will automatically allocate the next free number to record the track on to. Again, this number will show in the top button marked Record.

Alternatively, you may decide that the first recording (we'll call it T1) is not worth keeping so you may record over it straight away by typing **R T1** (and Enter).

That's all there is to simple record and playback. Give it a try sometime. It's good fun being able to walk around and listen to yourself play the organ!

For playing back a sequence of tracks or multitrack recording see the page titled "Advanced Recording and Playback"

Giving your recordings a title

To name a track use the command **Title**

To title Track 1 for example to "On a Clear Day" you would type:

Title T1 "On a Clear Day" You must enclose the new name in inverted commas.

You will receive a message at the bottom of the screen confirming that the file title has been changed.

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To check it has been named do the same as with the combination files – either type **DIR** (and Enter) to see all the files or type **DIR T** (and Enter) to see just your tracks. I'll type **DIR T** and as you can see the track T1 has the title "On a Clear Day".

Uniflex 2000 Organ Relay System - [Directory list for D:\UNIFLEX\Bertram*. *]				
File	Cancel	AlphaKeys	Window	Help
T1	32,789		2:47	On a Clear Day

Changing the speed on playback

You may like to change the tempo when you play a piece back to see if it is better a bit faster or slower. Easy. The nominal tempo that the Uniflex is set to internally is 120 beats per minute (BPM). When you play back it plays at the same rate so it is as you played the piece. To change the speed you use the TEMPO command.

Type **TEMPO 130** (and Enter) to speed up the playback. A message at the bottom of the screen will tell you it has been changed.

Type say **TEMPO 110** (and Enter) to slow down the playback. Again, you will receive a message at the bottom.

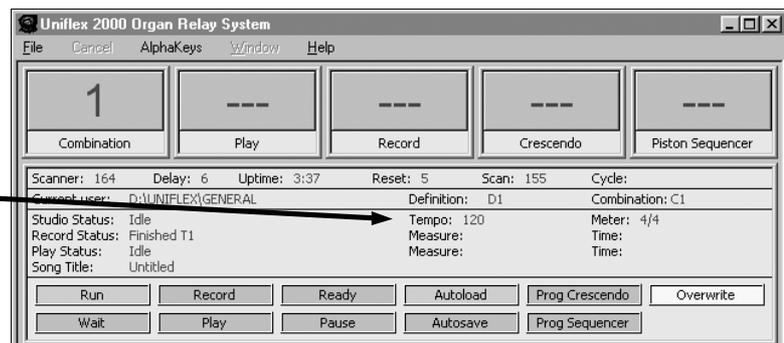
To return it to normal (which you should always do before doing any more recording) just type **TEMPO** (and Enter).

You can change the tempo in increments of 1, not just 10 as in my examples. You can always check what the tempo is by looking at the Uniflex screen here.

NOTE:

Even when you change the playback tempo, as soon as the track has finished playing, the system will change back to 120

automatically. This is so it is always set at its default tempo for recording or playing back most tracks as they will have been recorded and will want to be played back at the normal setting.



The figure of 120 doesn't mean much unless you are using the organ to run a metronome. The figure of 120 is simply a base figure and you may speed up or slow down from there, the amount of change being relative to 120. e.g. changing to 60 on playback will give you a playback of half the speed it was played at.

TIP: You may set a track to always play back at a different speed by typing the following command: **Tempo T? xxx** (and Enter) where ? is the track number and xxx is the new tempo figure.

After running this command the track will automatically play at the new speed each time it is played. At the end of the track the system will reset back to 120 until either changed of another track is played with a different tempo set within.

Advanced Recording and Playback

For the more adventurous, there are other possibilities when recording on the Uniflex. Unless you are going to be doing serious recording including multi track recordings you may skip the next 2 pages.

Multitrack Recording

You may compile as many tracks as you like with parts of a piece of music and then play them back all together if you wish. Follow these steps.

1. Record the first track you need. This may be a base track of the piece with melody all the way or the first of a percussion track to make up a rhythm track. Keep in mind that you only have to play back as many or few tracks as you want to at the end.

2. When you are happy with the first track, you go into record as usual but before you start to record you begin to play back the first track you recorded.

e.g. **R** (and Enter) will begin recording the next track with the first available number.

P5 (and Enter) will begin playback of previously recorded Track 5

While Track 5 is playing you may play along with it on the organ as if playing a duet with yourself.

At the end of recording press **F** (and Enter) to finish recording.

Press **F** (and Enter) again, to finish the playback (although depending on how much was at the end of the track, it may have already stopped).

Say the second track you recorded was Track 6 and you weren't happy with it you may simply record it again by repeating the above steps except that you would type **R6** (and Enter) and this will record OVER the previous Track 6 you weren't happy with.

You repeat these steps as many times as you like for as many times and tracks as you like until you have built up your multitrack song.

Important - as you build up tracks you may like to hear a few tracks played back together as you record another track. The command to do that is:

Multitrack Playback

P (3,4,6,9-11) (and Enter). This will play tracks 3,4,6,9,10 and 11 back together. For a multitrack playback you must enter the required tracks in the bracket () with commas between tracks or a range like 9-11.

To play a series of tracks or songs you may enter as many as you like but with commas in between and with multitrack pieces in brackets - unless you have already converted them to Song files as described in the next section.

e.g. **P 4,8,2,(5-7),S2, 11** (and Enter) will play track 4, then 8, then 2, then a multitrack consisting of tracks 5,6,7. Song S2 will then be played and finally track 11. To stop any particular song, use the **F** (and Enter) command to finish the currently playing item or **K** (and Enter) to Kill the lot.

Advanced Recording and Playback

Merging Several Tracks into One “Song”

The Uniflex makes life easier for those recording multitrack pieces of music by introducing a new file format called a **SONG** file. As with other Uniflex files these are simply designated a **S** and a number.

You may have a multitrack made up of several tracks and you want to make them into a Song. The command to do this is called **MERGE** and it works as following:

Merge t1,t4,t5,t6 into S1 (and Enter) will merge tracks 1,4,5,6 into Song S1.

To see what is in a particular Song file use the INFO command:

Info S1 (and Enter) will bring up a window with a list of the tracks in S1.

You may erase a track within S1 by using the Erasetrack command:

Erasetrack S1<4> (and Enter) will erase Track 4 from S1

Erasetrack S1<4-6> (and Enter) will erase Tracks 4,5 and 6 from S1

You may also re-title Tracks within Song files with the following syntax:

Title S1<4> (and Enter) “The best played music” will title Track 4 in Song 1 to “The best played music”

You **MUST** enter the name in inverted commas for this command.

You may also copy a Track from one song file to another (maybe a rhythm track):

Copy S2<5> S7 (and Enter) will copy Track 5 from Song 2 to Song 7

Copy S2<1,4, 6-9> S7 (and Enter) will copy Tracks 1,4,6,7,8 and 9 from Song 2 to Song 7

The above copy commands are not as quick as most commands to execute so be patient before you type your next command. It may look like nothing is happening for a few seconds.

You can see that the way you enter a Song and Track number is the same in all instances. The only thing to remember is the inverted commas when entering a title whether for Songs or Tracks within Song files.

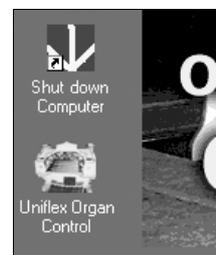
Resetting playback speed

As described under normal recording instructions, you may permanently change the speed at which a piece plays back by using the following command:

Tempo S1 135 (and enter). This will set the starting tempo of S1 to 135.

Useful Commands

Copy	Copy one or more files. e.g. Copy T2 to T50 (and Enter) will make a copy of T2 called T50 but T2 remains intact. Copy S1<4> to S2 (and Enter) will copy Track 4 in Song S1 to Song S2 Copy S1<6-9> to S2 (and Enter) will copy Tracks 6,7,8, and 9 in Song S1 to Song S2
Dir	List files in the current directory (user area)
Erase	Erase one or more files e.g. Erase T2 (and Enter)
EraseTrack	Erase tracks within a Song e.g. Erasetrack S2<4> (and Enter) erases track 4 from Song 2 Erasetrack S2<3-6> (and Enter) erases tracks 3, 4, 5 and 6 from Song 2
F (or FINISH)	Finish playing or recording a track
Info	Display information about a song. e.g. Info S2 (and Enter) will show what tracks are inside Song S2
Jukebox	Play songs from the Juke-Box panel. Just click on the tracks in the order you wish to hear them play. To skip the track that is playing press F (for Finish) and then ENTER. To stop playing all the tracks still to come as well, press K (for Kill) and ENTER
K (or Kill)	Kill all stacked commands or playback tracks and songs.
Listdir	Create a text file of the contents of the current user (saved in the user directory and called DIR.TXT)
Load	Load a Combination or Definition file e.g. Load d2 (and press Enter) Load C3 (and press Enter)
Merge	Merge song and track files together e.g. Merge T2,T3-T5 into S1 (and press Enter) will make Song file with Tracks 2,3,4,5 built in to it.
NewUser	Add a new user to the system
OW (or Overwrite)	Toggle the file Overwrite indicator on/off
P (or Play)	Play a track or Song e.g. P 2 (and Enter) will play Track 2 P S1 (and Enter) will play Song 1 P (3,4,6,9-11) (and Enter). This will play tracks 3,4,6,9,10 and 11 back together. For a multitrack playback you must enter the required tracks in the bracket () with commas between tracks or a range like 9-11. To play a series of songs in order you must place commas between each track number and any multitracks inside brackets. e.g. P 3,9,2,(4-7),15 will play track 3, then track 9, then track 2, then tracks 4,5,6,7 as a multitrack, and then track 15.
Panic	Emergency shutdown of Uniflex system. If you want to restart the Uniflex program you will need to use the computer mouse and double click on the organ console icon on the computer screen. 
PlayMode (0 or 1) (PM)	Select whether console tabs move on playback (Playmode 1) or not (Playmode 0)
Playtimes	Calculates and holds durations of Tracks and Songs. Times are shown when a DIR is then run.
ProgCres	Program the Crescendo pedal
Pstlst	List the stops on a particular piston e.g. Pstlst 23 (and Enter) will display the tabs on Piston 23 As the Piston numbers are internal numbers you will be shown what the actual piston is when you view the list.



Useful Commands

R (or Record)	Start recording. It will normally record to the next available number but you may force a track number by typing a number after R. e.g. R 3 (and Enter) will record track 3 going over what was there before.
Rename	Renames a file name (as opposed to the file's title) e.g. Rename T3 to T7 (and Enter) changes T3 to T7 but any title previously given to the track remains the same.
Reset	Resets the Uniflex software but keeps running the program. (as opposed to PANIC)
Restore	Restore a file from its backup If you accidentally started to record over T1 but realised you didn't mean to, you would stop the new recording and type Restore T1 (and Enter) and it would restore the original T1
Room	Sets a delay based on how long sound takes to travel. Type Room xxx (and Enter) where xxx is the distance in feet you wish to simulate.
Run	Starts the Uniflex software running the organ. Used only from STOP mode.
Save	Save a Combination or Definition file e.g. Save d2 (and press Enter) SAVE C2 (and press Enter)
Stack	Shows the commands "stacked" ready to go. e.g. you may have pressed several songs in the jukebox mode and running the Stack command will show you what else is to come. The K (or Kill) command will always clear the stack of commands.
Stop	Stops the organ running but doesn't quit the Uniflex program. A large red message comes up on the screen to make sure you know it is in Stop mode. The Run command will restart the organ relay.
T (or Tempo)	Sets the current Record/Playback tempo. More often used to change the playback speed of a Track or Song. Used by typing T xxx (and Enter) where xxx is a number from 1-999. All changes are usually relative to 120 which is the normal default used for recording. At this release of software, if you want to change the playback speed, the tempo must be changed AFTER you start playing back a track unless you follow the next paragraph. A track or Song may be set to always play at a certain tempo by using the command Tempo T2 xxx (and Enter). When that piece is then played it will be at the new tempo and the system will change back to 120 after the playback is finished.
Title	Changes the title on any file (Combination, Definition, Track or Song). e.g. Title T2 "Bertie's Great Tune" (and Enter) will give T2 the title of Bertie's Great Tune which will be seen when you run the Dir command. You must use the inverted commas at each end of the title. Title S1<3> "Mame" (and Enter) will title track 3 in song S1 to Mame. You must enclose the title in inverted commas. The title of S1 will not change and must be changed separately.

Other actions that don't have specific commands

To change to another user

Type the user name in when the current player has stopped playing. The organ will stop, the system will change to the new user's area and then restart the organ in Run mode. If there is a C1 and D1 file in the new user's area it will be loaded and the organ is ready for the new player. The whole process takes about 1 second!!

Programming and using the Piston Sequencer

The piston sequencer is an advanced function that allows the user to set up a series of pistons in a logical order to play a piece of music, and then have each piston selected, one at a time as the organist pushes **the same button** each time.

This means one handy button can be used to effectively enable any piston on the organ regardless of whether the piston is under the solo keyboard, accomp keyboard or even a pedal piston.

It can be a powerful function but it has one drawback. Once you start playing a piece the order is one piston forward each time so if you hit it in the wrong place there is no going back.

There is some technical setting up to do and users will require someone familiar with changing definition files to do this part of the setup but I have put all the instructions in one place instead of breaking it in to 2 sections, neither complete.

1. Technical setup

Make a FNC 28 with a value of 0. The name by default will be "Piston sequencer start".

Make a FNC 28 with a value of 1. It will become +1 when you press enter.

Assign each FNC to a console button. It may be a couple of pistons that may be sacrificed or whatever but if you use piston buttons make sure you disable the address for the particular pistons where they are defined under PST.

2. User setup

To program the sequencer to use the required pistons in the order you require, use the computer mouse and click on the top right hand side of the screen labelled **Piston Sequencer**.

A new window will come up underneath the row of top buttons on the screen as shown in the screen shot here.

You click on the -1 or +1 buttons to increment the number shown on the right opposite the large Piston Sequencer heading. I have number one selected in this shot and that means that the first position is ready to be programmed. To program it:

Simply press the piston on the console that you wish to use first.

Then click on the Set button with the mouse. The number 1 will now have a hash sign # next to it indicating that it has been set.

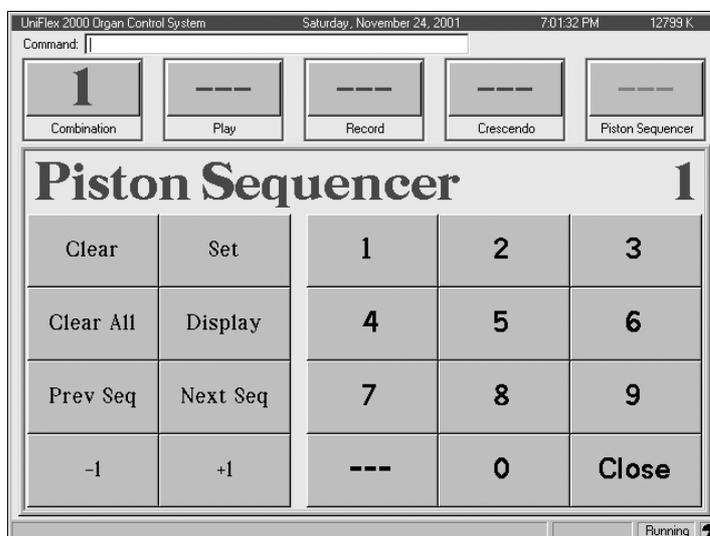
Click on the +1 button again and go to position 2. Press a piston on the console, click on the set button again and the second position will be set. The number will change to #2.

Repeat for as many times as you like.

To check any of the positions, click on the -1 or +1 buttons and at the number you wish to check, click on the Display button. This will move the console tabs as if you hit a piston button and will show you what is set for that position.

When you are finished setting up the sequence, click on the Close button and you will be returned to the run screen.

One final thing to do. **SAVE** your C settings in the usual manner because the piston sequence is stored in the C file. If you don't save the C file you will lose all of your work.



3. Using the sequencer

First, press the console button that has been set up with the first function called **Piston Sequencer Start**. This will reset the sequencer to the beginning. **This should always be done before playing a piece with the sequencer.**

Finally, press the other console button that was set up for you. The first press will give you the piston settings assigned to position 1 and each press will give you the next setting for position 2 etc until all assigned pistons have been used. Hopefully you will have finished playing your music by that stage!!!

If you stop half way during the piece just press the Piston Sequencer Start button on the console again and you are ready to start again.