



## **Useful Uniflex Commands**

by  
**Wayne Bertram**

### **Revision 1E**

April, 2006

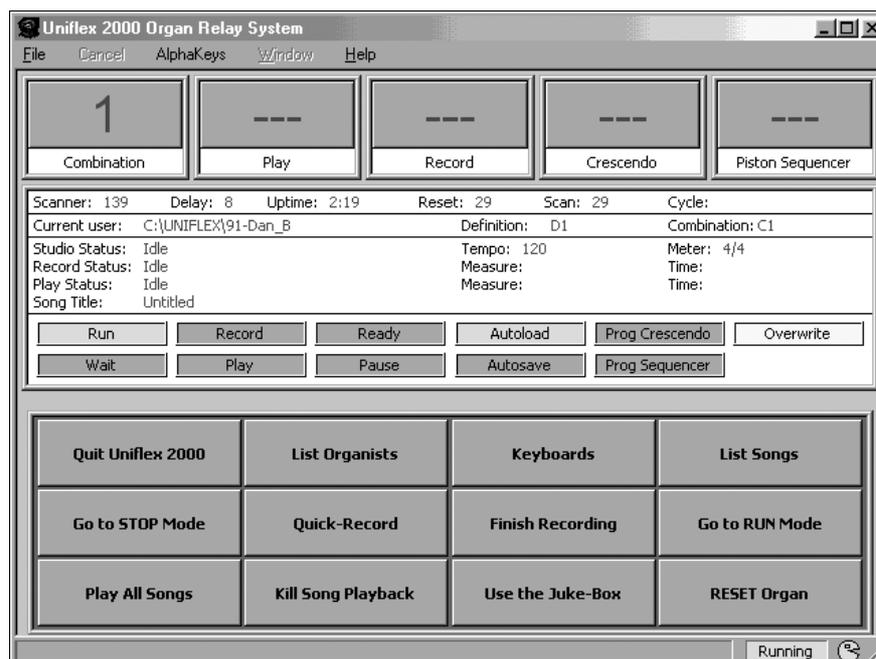
**Based on Uniflex 2000 version 400W for Windows 98SE  
(incorporating new tab layout changes from Feb 2002)**

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# Quickstart - Method 1

Finally after a few more seconds the following screen will appear and the organ will be running.



Note that some of the boxes at the bottom of the screen may have different labels on them. That doesn't matter at the moment.

There are two ways to load your settings which equates to when you used to put your own disk in to the Devtronix. (The organ is actually playable but no pistons are loaded until the next step.

## Method 1. If you don't want to use the computer mouse.

Every player now has a unique name to identify them. I expect there will be a list near the Uniflex with your user name listed on it. For example, suppose I am going to play. I look up my name **Wayne Bertram** on the list and see that my user name is **Bertram**

All I have to do is type **Bertram** on the computer keyboard and press the **Enter** key.

As soon as you start to type, a box will pop up in the middle of the screen like this so you don't have to worry about where to type.

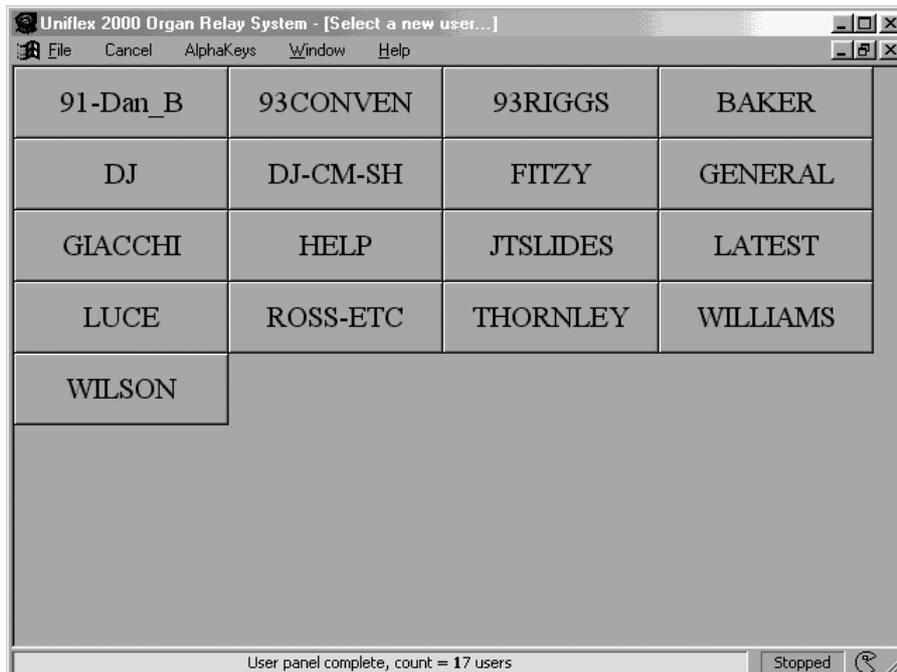


That's it - go and play the organ as normal!

## Quickstart - Method 2

**Method 2. For those used to Windows and would like to use the mouse.**

1. Grab the mouse and click on the screen button labelled **List Organists**
2. A similar screen to the following will come up:



The names on the buttons will be the same as all the user names on the previously mentioned list near the Uniflex PC.

3. Use the mouse to click on your name. The organ will change to your section of the computer as if you had typed your name in by the other method.
4. Go and enjoy the organ.

If there are several of you having a play and you wish to change between each other's settings, all you have to do is go and use either of these two methods to change very quickly for each player.

The Uniflex eliminates having to put the next organist's disk in and reset the Devtronix.

When you change like this, the organ will stop playing for about one second while it loads the next organist's combination and/or definition files, so don't worry. That is normal.

## A Few System Basics

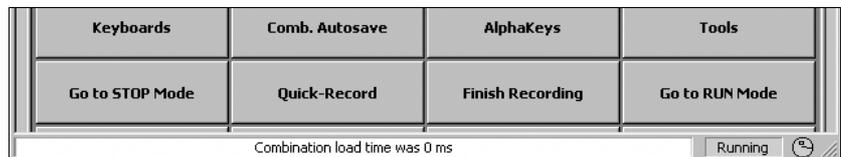
You can use either the old Devtronix way of doing things as you always have or you may take advantage of the Windows environment and use the mouse. It is entirely up to you. Both methods are always available so you may use a combination of the 2.

If you just want to turn the organ on and play, then the previous **Quickstart** pages are what you need to read. If you want to learn a little more about the Uniflex keep on reading here.

This is NOT a full manual on the Uniflex as the system has many commands, most of which are for advanced maintenance and for advanced users who are recording for a CD or whatever. First though - 4 rules to make your life easier.

### RULE Number 1

Read the bottom of the screen. Most times you do something you will receive a message at the bottom of the screen.



### RULE Number 2

All users **must** type their name in before playing to ensure you are in your own part of the computer, you have your own combination set loaded and any changes you make only affect you.

### RULE Number 3

If you have a screen of information come up as a result of doing something and you can't see the main screen, **always** (well 99% of the time) press the **Escape** key (Esc) on the top left of the keyboard (unless Rule No. 4 applies).

If you are typing a command and decide you don't want to continue with it, do the same - press the Esc key. Pressing the Esc key will back you out of wherever you are (unless rule No. 4 applies).

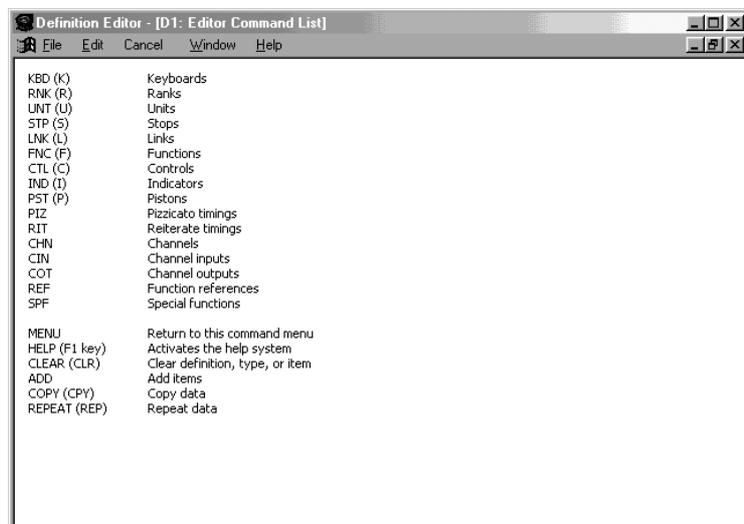
### RULE Number 4

You may be doing something and this screen comes up all of a sudden.

This screen is for system changes and it **won't** go away by pressing Esc.

What you have done is accidentally pressed the **Tab** key (usually next to the "Q" key).

To get rid of this screen just push the **Tab** key again.



## A Few System Basics

Some terms:

**Definition file:** This is a file that holds all the information about how the organ is wired to the computer. It tells the computer where each organ keyboard note is connected, each organ stop, each pipe in the chambers, etc.

It is programmed to ensure that when an 8' Trumpet tab is turned on for, say the Solo Manual, then when you push say middle C on the Solo Keyboard, the middle C pipe of the trumpet will play in the chamber.

Any tab on the organ can be told to do anything by changing the Definition file. Definition files must be named D1, D2 etc. You may have as many as you like and can switch between them in a second or so with the Uniflex. Changing a Definition file is outside the scope of this booklet but if you want to learn about it come and speak to me.

**Combination file:** This file as its name suggests holds all the information for your combination pistons. Because of the versatility of the Uniflex, any piston can control as many or as few of the organ tabs as you desire. All of this information is also held in the Combination file. For more details see the section on the using the combination action elsewhere in this booklet.

Combination files must be named C1, C2 etc. As with the Definition files, you may have as many as you like and switch them when you like. Unlike the Definition files, you may alter the settings of combination files and save them as you wish.

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When you first turn the system on and the run screen comes up, the organ will be ready to play with a standard Definition file. That means all stops on the organ will do as they are marked. There will be nothing non standard - the organ will work "as advertised".

There will also be a blank combination file. That means there will be no combinations set. That's why you need to type your user name in before you begin to play.

At any stage, to see what files you have on the computer you may type DIR (and Enter). If there are more than fit on the screen use the Page Up and Page Down buttons to go up and down through the list.

To see just your combination files type DIR C (and Enter).  
To see your definition files type Dir D (and Enter). Get the idea?

If you start to type a command and don't want to go ahead, simply press the **Esc** key (most top left key on keyboard). This will also get you back to the main screen of the Uniflex if you just listed say your C files.

# Setting and Using Combination Files

The Uniflex combination action works exactly the same as the Devtronix so you don't have to learn anything new to set and change pistons. You will have to learn how to save and maybe name them. That is slightly different.

## SETTING AND SAVING PISTONS

The Uniflex has an advanced system of assigning pistons called RANGING which is a very powerful system but it can be a little confusing until you grasp what it can do.

What it means is that ANY piston may be set up to control ANY tab. e.g. A piston on the ACCOMP may be used to set the SOLO or GREAT or if you wish THE WHOLE ORGAN! When used to set the whole organ, that piston is usually called a GENERAL PISTON.

Every piston may (if you set it up as such) change every manual and pedals. As I said - very powerful. The main crux of the system is that you tell the system just what RANGE of tabs you wish to be affected by a piston and it will do it.

If you wish to set the organ up with each set of pistons only acting on their respective manual, you may do so easily.

If you have trouble setting up initially ask Paul Fitzgerald, Graham Ward, myself or anyone else who has already set some pistons up.

The main thing you will have to get used to is the use of the new piston button under the ACCOMP manual engraved RANGE.

## SETTING NORMAL SINGLE MANUAL PISTONS

Say you wish to set up a piston on the GREAT manual just to work on the GREAT tabs. You must turn on all the GREAT tabs and turn OFF ALL OTHER TABS. If you want the TREM tabs to work from the GREAT pistons also, put the TREM tabs down also. Then push the **SET** and **RANGE** buttons and hold them pushed on. Then go through and push each piston button on the GREAT. When you have done that, you may set up your pistons on the GREAT by selecting the tabs you would like to come on (out of the tabs you selected in your RANGE just now), by holding the SET button in and then pressing the piston you want to set. If you wish to leave a tab "Neutral" (not assigned to any piston) leave those tabs OFF when assigning a RANGE.

You must remember to set ALL pistons you have ranged or the ones not set will become CANCELS for that range. If you hit one of those while playing, you will end up with NOTHING all of a rush!

If you don't want to use all pistons on a manual DON'T give them a RANGE and they will then do nothing.

Having done that you may do the same with each other manual and pedals of course.

## SETTING THE CANCEL PISTONS

To set up the cancel buttons for each manual you must put down all the tabs for a particular manual - not forgetting the straight rail - and then hold SET, RANGE and the CANCEL button for the particular manual. Repeat for each manual and pedals and the CANCELS are all set. Even though there are piston buttons labelled CANCEL, as previously mentioned any piston can be set as a CANCEL but it is not generally recommended.

# Setting and Using Combination Files

## SETTING GENERAL PISTONS

Taking the setting of normal pistons one step further, you may give ANY piston on ANY manual a RANGE of ANY tabs for ANY manual or manuals or the whole organ!

For example, you may want a piston on the ACCOMP to change the SOLO. All you do is put all the SOLO tabs down (ALL other tabs up remember) and hold SET, RANGE and whatever number piston on the ACCOMP you want to change the SOLO with. Then just set the combination you require on the SOLO and use SET and that ACCOMP piston and you have it. When you now hit that ACCOMP piston, it will now change the SOLO.

Now it is a simple matter of extending that theory even further to see that you may use ANY piston to control ALL manuals (and Pedal if required). To set a general to change the whole organ it is a simple matter of putting EVERY tab down on the console and holding SET and RANGE and then pushing all the PISTONS you want to be able to change the whole organ. Then you just go through using SET and a piston to set what you want. You MUST remember though that if you set one of these GENERALS to affect say just the SOLO and BOMBARDE and there are any other tabs down on another manual or pedal when you push SET and the piston, those other tabs will be set on that piston (because you ranged ALL tabs to start with). You must keep your wits about you when setting GENERAL pistons.

That's all there is to setting pistons. It may be confusing at first but you can see how powerful it can be now. There are no restrictions at all on how you set your pistons and there is no way to make the pistons any more powerful. The RANGING system was developed by Dick Wilcox I think and is the ultimate piston system for organs.

However you MUST now SAVE your pistons to disk.

Once you are happy with your settings, walk out to the artist's room and go over to the computer keyboard. To save your pistons type:

SAVE C1 (and Enter) (C1 is the default combination file that is loaded automatically each time).

If you wish to save the settings for later but want to keep your existing settings (that came on before you made changes) simply choose another number other than C1.

If power is lost to the organ before you save your combinations, they will be lost and you will have to start again. If there is an actual mains power failure don't worry. The backup power supply you turn on when you start the organ will keep the computer going for a few minutes. If you can make your way to the computer, save your combinations. Once they are saved on disk, they will be there every time you turn the organ on. Then turn the computer and other power switches off as you would normally.

A message will come up on bottom of the screen saying "Combination save time was 0ms" (It may be a different number to 0).

That's it. Your combinations are now saved and are quite safe on the disk. To check it is saved you may like to type **Dir** (and ENTER) to see all files or for just combination files type **Dir C** (and Enter) to see a list of your combination file(s).

# Setting & Using Combination Files

## GIVING YOUR COMBINATION FILES A TITLE

If you have more than one file you may like to give each one a name - eg "Classical combo file" or whatever. You do this by typing at the computer keyboard the following:

**Title C1 "My first combo file"** (and Enter)

Obviously you substitute the number of the C file that you want and you type whatever title you want - you don't have to type the inverted commas though.

A message of the bottom of the screen will say: C1 has been titled "My first combo file" or whatever is applicable to you.

To check that it has been named, type **DIR C** (and Enter) and you will see on the right hand side the title of the file you have just titled. In this command by using the letter C you will list all C files that you have.

### **\*\* Re-saving combination files - Difference from the Devtronix. \*\***

Re-saving combination files is less forgiving than the Devtronix.

When you go to save C1 for example and you type **Save C1** (and press Enter) it is saved instantly - no questions asked like the Devtronix.

The reason is that I've enabled the feature to allow this. The alternative would be to get a small message at the bottom of the screen and then have to type **Overwrite** (and Enter), and then retype **Save C1**. From then until the computer was turned off it would save with no questions asked. I figure it is better to be aware of it doing this all the time rather than have to remember whether it is on or off.

I think players are intelligent enough to remember what they are doing. Remember that if you don't want to go over C1 then simply type **Save C2** (and Enter) for example.

### **You've just saved changes to C1 and you didn't mean to.**

If you have just accidentally saved say C1 and you didn't mean to go over the original C1 **DON'T PANIC**. There is a way out but do it immediately. If you want to keep the new C1 with the changes you made you **must** first rename the new C1 to something else - say C5. The procedure is simple but make sure you don't have a C5 that you want to keep! Just substitute the numbers you require.

**Step 1** - Rename the file.

### **The Rename Command. (Effectively equivalent to the Devtronix MOVE command)**

Type this to rename C1:      **Rename C1 to C5** (and Enter)

This will make the newer saved C1 become C5 (You can use any number you haven't used between C2 and C99).

**Step 2** - Restore the original C1

You must use the **Restore** command.

Type **Restore C1** (and Enter).

## Setting & Using Combination Files

C1 will be restored and all will be back as it was.

To use it right now you must load it, since the changes you made are still being used by the computer. To load C1 again simply type:

**Load C1** (and Enter)

However if you simply want the original C1 back and aren't worried about the new one you saved by mistake, simply use step 2 above.

### Changing piston settings while playing the organ

While you are playing you may of course make changes to any piston at any time. You may do this for a piece you want to play at the time but you may not want to keep the changes. Just don't save the changes to disk as described in the above sections and your pistons will be as they were BEFORE you made any changes, when you play next time. If you want the changed pistons to stay for next time, just remember to save them and you'll be right.

### Loading your pistons to play after someone else.

If you are playing after someone else, especially at a clubnight, you must load your own set of pistons before playing. When the other organist has finished playing - NOT BEFORE or they'll end up with YOUR combinations and the organ will stop for a second or so while they are playing - type your **User name** (and Enter) . The computer will change to your part of the disk and load your C1 file. The organ is now ready for you.

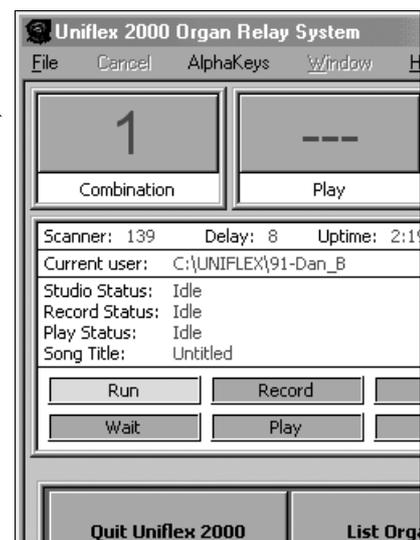
If you want other than C1 after it has changed to you just load the one you want. Say C4:

**Load C4** (and Enter). You can always see which number combination file you have loaded here:

You may always check and see who the current user is by looking at the computer screen here.

The part after C:\Uniflex\ is the user name.

In my case it would read C:\Uniflex\Bertram



# Features You May Not Know About

## Crescendo Pedal

The CRESCENDO pedal has been improved and now affects the GREAT as well as the ACCOMP and PEDAL.

You use it simply by using the right hand swell pedal. A row of lights on the organ console straight rail will indicate if the Crescendo pedal is on at all.

If you see any of the Crescendo indicator lights on, be aware that the Crescendo pedal has moved and is in operation. This means that extra ranks will be activated that you may not be expecting.

If you ever see one of those lights on unintentionally, you need to close the Crescendo pedal.

## Sostenuto

The SOSTENUTO is always available on the GREAT. It is activated by a kick switch on the general swell pedal. See Appendix D - Toe Stud Stop List for details

SOSTENUTO works the same as a piano sostenuto. You hold whatever notes you want on the GREAT keyboard and then push and hold the kick switch with your foot. You may then remove your hands from the keyboard but those notes will stay on as long as you have your foot on the kick switch, but the rest of the GREAT manual is still playable.

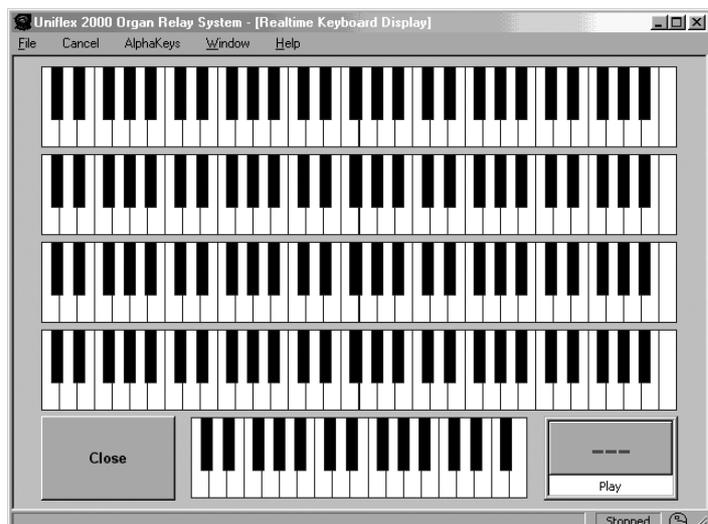
It remains in operation until you release the kick switch.

## Realtime Keyboard Display

If you press the F2 key on the computer keyboard any time you will see this display - as someone is either playing the organ or a track is being played back the notes will light up on this display as they are played.

There are different colours for second touch if it is used. To leave this screen (as usual) press the Esc key.

Note that this will only work if it has been programmed into the specific definition file being used at the time. Some may not have this working but I intend to have it working for everyone eventually.



## Features You May Not Know About

### Moving Console Tabs

If you are playing back a track recorded on the organ and want to see what combinations are being used to achieve a sound (or just want the novelty effect like me), try this.

Type at the computer keyboard: **PlayMode 1** (and Enter)

When playing back a recorded track, the tabs will now move up and down as they would have when the piece was originally played and recorded.

To turn this off type: **PlayMode 0** (and Enter)      That is a zero and not a capital o.

### Simulating a Larger Auditorium

Suppose you have to play somewhere else and there is a small delay (more than the Capri that is) between hitting the note and hearing the sound. It can be very off putting and difficult to play an organ with a delay. The Uniflex has a variable delay built in so if you like you can turn it on and practice on the Capri organ with as much delay as you like to get used to it.

Type at the computer keyboard: **Room xxx** ( and Enter)

Where xxx is a number 1-999. It actually represents distance in feet so if you have a distance problem to compensate for you may put the distance straight in.

Read the message at the bottom of the screen after you press enter and it will tell you the exact delay.

To turn the delay off simply type: **Room** (and Enter)

It will tell you at the bottom of the screen that the delay is turned off.

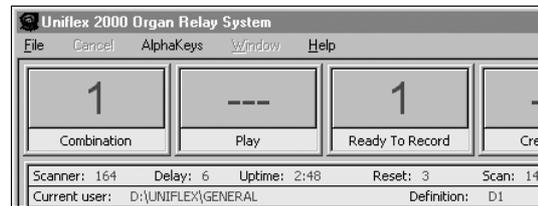
# Recording and Playback

## 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.

# Recording and Playback

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".



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.

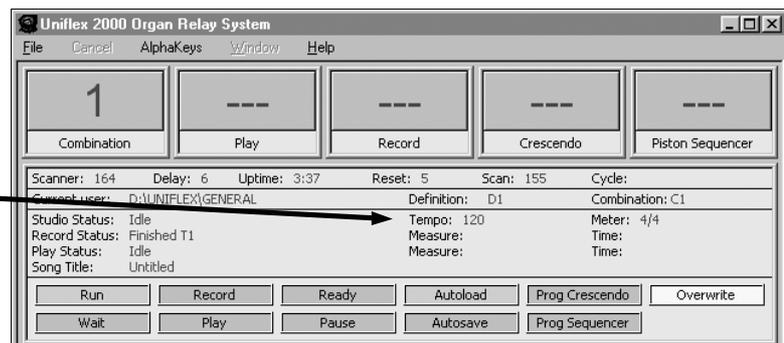
To return it to normal (which you should always do before doing any more recording) just type **TEMPO** (and Enter).

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. <b>Copy T2 to T50</b> (and Enter) will make a copy of T2 called T50 but T2 remains intact. <b>Copy S1&lt;4&gt; to S2</b> (and Enter) will copy Track 4 in Song S1 to Song S2 <b>Copy S1&lt;6-9&gt; to S2</b> (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. <b>Erase T2</b> (and Enter)
EraseTrack	Erase tracks within a Song e.g. <b>Erasetrack S2&lt;4&gt;</b> (and Enter) erases track 4 from Song 2 <b>Erasetrack S2&lt;3-6&gt;</b> (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. <b>Info S2</b> (and Enter) will show what tracks are inside Song S2
Jukebox	Play songs from the Juke-Box panel
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 eg <b>Load d2</b> (and press Enter) <b>Load C3</b> (and press Enter)
Merge	Merge song and track files together e.g. <b>Merge T2,T3-T5 into S1</b> (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. <b>P 2</b> (and Enter) will play Track 2 <b>P S1</b> (and Enter) will play Song 1 <b>P (3,4,6,9-11)</b> (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. <b>P 3,9,2,(4-7),15</b> 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)	Select whether console tabs move on playback (Playmode 1) or not (Playmode 0)
PM	
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. <b>Pstlst 23</b> (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) was there	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. <b>R 3</b> (and Enter) will record track 3 going over what before.
Rename	Renames a file name (as opposed to the file's title) e.g. <b>Rename T3 to T7</b> (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 <b>Restore T1</b> (and Enter) and it would restore the original T1
Room	Sets a delay based on how long sound takes to travel. Type <b>Room xxx</b> (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 eg <b>Save d2</b> (and press Enter) <b>SAVE C2</b> (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 <b>Run</b> 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 <b>T xxx</b> (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 <b>Tempo T2 xxx</b> (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. <b>Title T2 "Bertie's Great Tune"</b> (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 a 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

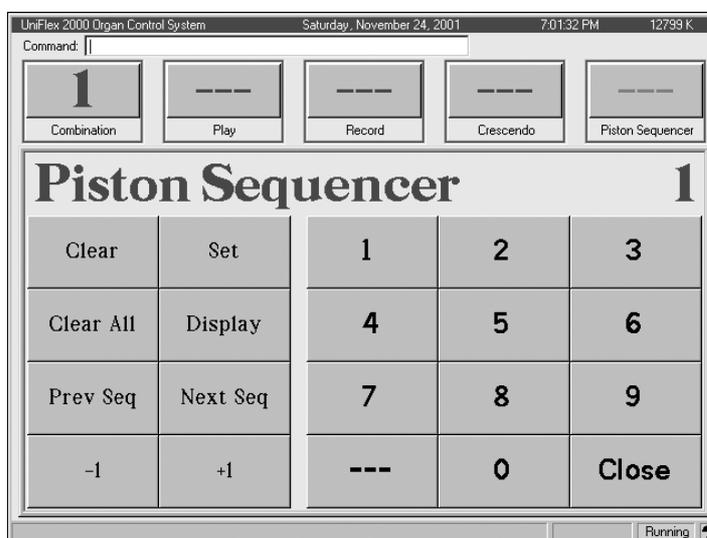
and the second position will be set. The number will change to #2.

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.

# NOTES

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