

COMBINATION ACTION TUTORIAL

On a traditional combination action there are certain pistons that are used as Divisional Pistons and others that are used as General Pistons. Divisional Pistons affect only the stops of a certain division (such as the Great) while General Pistons affect all stops on the organ. In these older systems you were bound by the design of the organ builder and could not change the position or function of these pistons. With the Artisan system, any piston on the organ can be anything you desire. It can be a Divisional, a General, or even only affect a small group of stops such as the reeds or couplers. It's all up to you and the way you program the system.

First things first! Let's learn how to tell the system how we want to use the pistons. In order to do this we need to MAP the pistons to define their function (region of influence).

Here's how we do this:

1 Select the memory level you wish to use.

2 Turn on all stops you want a particular piston to affect. (We are not setting the pistons at this time so be sure that every possible stops you might need to set on this piston is turned on.)

3 Hold the MAP button and simultaneously press the SET button.

4 Now while holding those two buttons in, with your other hand press each numbered piston you want to use with these particular stops. You only need to hold each piston in for a brief second.

5 Release the MAP and the SET buttons.

6 You have now defined the function of those pistons to operate that set of stops which were turned on in step #2.

To check the stops that are currently mapped to a given piston, press and hold the MAP button, then press the desired piston that you want to check. All of the stops that are mapped to that piston will turn on to show that they are assigned to that piston.

At any time in the future you can change this mapping to accommodate additional divisional or general pistons anywhere on the organ. When I play music that requires a lot of piston changes from the entire organ I will often turn every piston into a General Piston and then remap (or restore) them back afterward.

Now that we have Mapped the pistons it's time to actually set them to remember the different combinations of stops we actually use to play. This is a very simple procedure and is accomplished much the same way that we learned with traditional systems.

1 Turn on the stops to be remembered.

2 Press and hold the SET button.

3 Touch the numbered piston or toe stud desired.

4 Release the SET button

Your combination is now remembered and can be recalled by pressing that number piston again (without the SET button).

Set all pistons and toes studs in this simple manner.