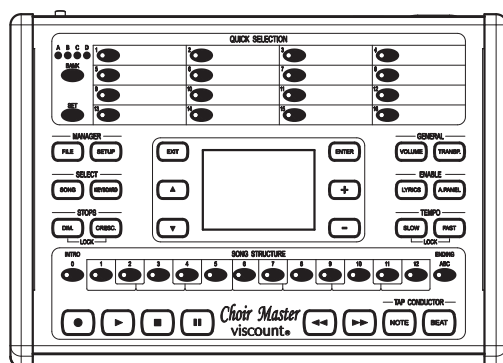


viscount

Choir Master



Manuale d'Uso - IT
User Manual - EN
Guide de l'utilisateur - FR

Ver. 1.1

IMPORTANT SAFETY INSTRUCTIONS

WARNING: READ THIS FIRST!

AVIS IMPORTANT!



This symbol is intended to alert the user to the presence of uninsulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.

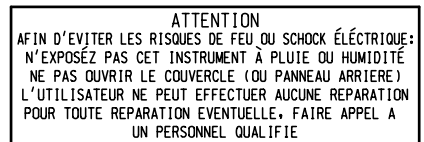
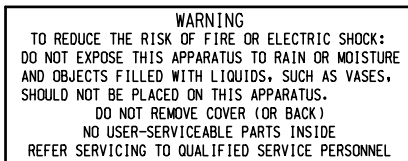


Ce symbole sert pour avertir l'utilisateur qu'à l'intérieur de ce produit sont présents éléments non isolés soumis à "tensions dangereuses" suffisants à créer un risque d'électrocution.

This symbol is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the appliance.



Ce symbole sert pour avertir l'utilisateur qu'à l'intérieur de la documentation de l'appareil sont présentes importantes instructions pour l'utilisation correcte et la manutention de l'appareil.



"INSTRUCTIONS PERTAINING TO A RISK OF FIRE, ELECTRIC SHOCK, OR INJURY TO PERSONS"

WARNING:

- 1) Read these instructions.
- 2) Keep these instructions.
- 3) Heed all warnings.
- 4) Follow all instructions.
- 5) Do not use this apparatus near water.
- 6) Clean only with dry cloth.
- 7) Do not block any ventilation openings. Install in accordance with the manufacturer's instructions.
- 8) Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
- 9) Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wider blade or the third prong are provided for your safety. If the provided plug does not fit in to your outlet, consult an electrician for replacement of the obsolete outlet.
- 10) Protect the power cord from being walked on or pinched, particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
- 11) Only use attachments/accessories specified by the manufacturer.
- 12) Use only with the cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with the apparatus.
When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over.
- 13) Unplug this apparatus during lightning storms or when unused for long periods of time.
- 14) Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.

NOTE: The socket-outlet shall be installed near the equipment and shall be easily accessible.



SAVE THESE INSTRUCTIONS

INSTRUCTIONS À CONSERVER

INDEX

1. Important notes	69
1.1 Looking after the product	69
1.2 Notes about the manual	70
2. Introduction	71
3. Connections and controls	72
3.1 Front panel	72
3.2 Rear panel	75
4. Finding and loading a song	77
4.1 Song Select function	77
4.2 Searching by digits	80
4.3 Searching by notes	81
5. Playing a song	83
5.1 Main video page and play	83
5.2 Tap Conductor advancement	85
5.3 Adjusting the play speed	89
5.4 Adjusting volume and transposition	90
5.5 Controlling the organ stops	91
5.6 Song lyrics display	93
6. Quick Selection locations	96
7. Recorder	98
7.1 First recording	99
7.2 Overdubbing	100
8. File Manager	103
8.1 Copying files or folders	105
8.2 Moving files or folders	107

8.3 Deleting files or folders	110
8.4 Rename files or folders	111
8.5 Create folders	113
9. General settings	115
9.1 Selectiong MIDI channels	116
9.2 Locking Quick Selection	117
9.3 Pedal settings	117
9.4 Setting display contrast	119
9.5 Selecting the numerical panel transmission mode.....	120
9.6 Selecting TV signal - PAL or NTSC	121
9.7 Upgrading operating system.....	121

1. IMPORTANT NOTES

1.1 LOOKING AFTER THE PRODUCT

- Do not apply excessive force to the product's structures or the controls (knobs, connectors, push-buttons, etc.).
- When possible, do not place the instrument close to units which generate strong interference, such as radios, TVs, computer videos, etc.
- Do not place the product close to heat sources, in damp or dusty places or in the vicinity of strong magnetic fields.
- Do not expose the product to direct sunlight.
- Never insert foreign bodies inside the product or pour liquids of any kind into it.
- For cleaning, use only a soft brush or compressed air; never use detergents, solvents or alcohol.
- Always use good quality screened cables for connection to amplification or diffusion systems. When disconnecting cables from sockets, always take hold of the connector and not the cable itself; when winding cables, do not knot or twist them.
- Before making the connections ensure that the other units (especially amplification and diffusion systems) you are about to connect are switched off. This will prevent noisy or even dangerous signal peaks.
- Connect the net cable to an earthed socket.
- Check that the voltage corresponds to the voltage shown on the serial number plate of the product.

- If the product is to be out of use for lengthy periods, disconnect the plug from the power socket.

1.2 NOTES ABOUT THE MANUAL

- Take good care of this manual.
- This manual is an integral part of the product. The descriptions and illustrations in this publication are not binding.
- While the product's essential characteristics remain the same, the manufacturer reserves the right to make any modifications to parts, details or accessories considered appropriate to improve the product or for requirements of a constructional or commercial nature, at any time and without undertaking to update this publication immediately.
- All rights reserved; the reproduction of any part of this manual, in any form, without the manufacturer's specific written permission is forbidden.
- All the trademarks referred to in this manual are the property of the respective manufacturers.
- Read all the information carefully in order to obtain the best performances from your product and waste no time.
- The codes or numbers in square brackets ([]) indicate the names of the buttons, sliders, trimmers and connectors on the product. For example, [ENTER] refers to the ENTER button.
- Illustrations and screens showed are for information purposes only and may differ from your product.

2. INTRUDUCTION

The *Choir Master* is a music player for compatible MIDI instruments.

In addition to all the common functions of a hardware sequencer, it also has peculiar features allowing users without a musical training to play songs with the flexibility of an organ/piano player.

Particular features are:

- play only certain parts of the (verses can be selected, intro and ending can be activated/deactivated);
- real time advancement control of each music beat via button or pedal (Beat Advance);
- real time advancement control of each syllable of the lyrics via button or pedal (Note Advance);
- select the stops used to play the song as an expert organist would do, with just two buttons.
- adjust the song's tempo without modifying the coherence of the track, even in the case of tempo variations in the same track.

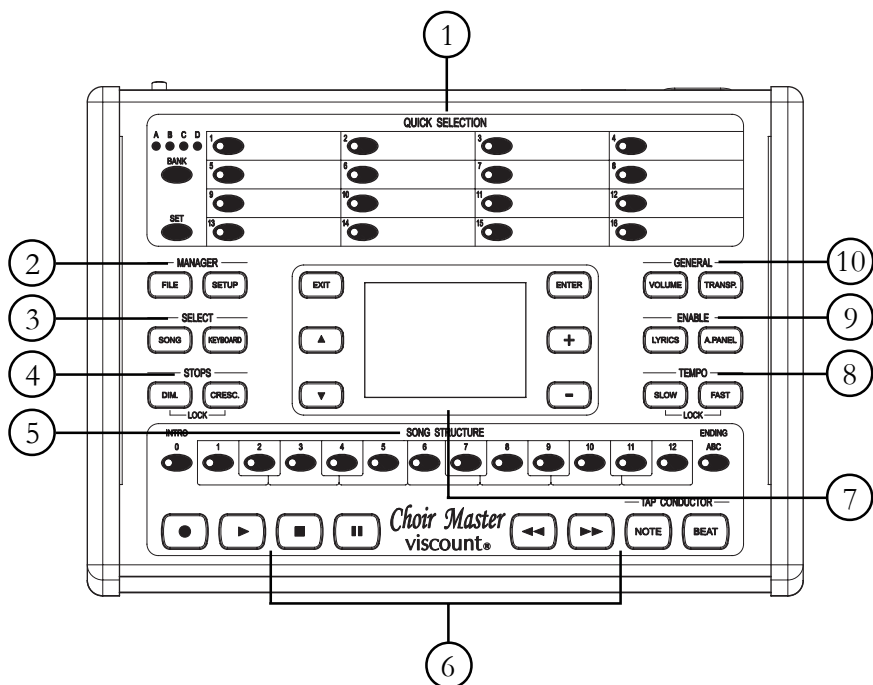
Furthermore, it is possible to:

- show the song lyrics on both internal or external (optional) displays. A cursor indicates the current syllable;
- show on the external display (optional) the digits assigned to the current song, or any other code (e.g. the page on which the hymn can be found);
- select a song or playlist just by pressing one of the 16 quick selection buttons. The four memory banks can memorize up to 64 track that can be recalled through quick selection, without browsing files and folder. Therefore, *Choir Master* can be also used by people with little proficiency with electronic devices.

When lacking an organist/pianist, somebody with just some musical experience can use the *Choir Master* to provide an excellent accompaniment while avoiding the usual and too often inadequate backing track. In particular, the *Choir Master* works well as accompanist of choir and solo singing, during religious services.

3. CONNECTIONS AND CONTROLS

3.1 FRONT PANEL



1. **QUICK SELECTION section:** this section contains the buttons for the quick selection of the tracks (see chapt. 6).
 - **[BANK]:** selects one out of four Quick Selection banks
 - **[A] ... [D]:** shows the currently selected Quick Selection bank.
 - **[SET]:** press this button to save a song on a Quick Selection location.
 - **[1] ... [16]:** these buttons recall the 16 Quick Selection locations from the bank indicated by the [A] ... [D] LEDs.

2. **MANAGER section:** use these buttons to select the file management and general settings menus.
 - **[FILE]:** recalls the file management menu. Both for internal and

external (USB drive) memory (chapt. 8).

- **[SETUP]:** *Choir Master* setup options (chapt. 9).

3. SELECT section: use these buttons to browse and load songs (chapt. 4).

- **[SONG]:** shows the content of internal and external (USB drive) memories.
- **[KEYBOARD]:** activates the KEYBOARD function: the [SONG STRUCTURE] buttons simulate a keyboard. If the button is pressed while on the SONG SELECT menu, it activates the SMART HYMN SEARCH function (see par. 4.3). This function recalls a song by playing some of its notes on the SONG STRUCTURE buttons (see point 5).

4. STOPS section: these buttons control the active stops in the current song (par. 5.5).

- **[DIM.]:** decreases the amount of stops and couplers.
- **[CRESC.]:** increases the amount of stops and couplers.

5. SONG STRUCTURE section: contains buttons to skip or activate/deactivate the verses, and the LEDs showing the verses of the song (par. 5.1).

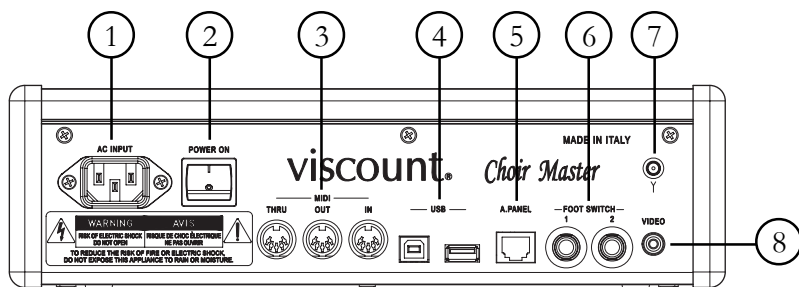
- **[0/INTRO] [ABC / ENDING]:** selects and activates/deactivates the verse.

6. Play and record controls: here you can find the Play (par. 5.1), Record (chapt. 7) and other similar buttons.

- **[●]:** starts the Recorder.
- **[▶]:** plays the current song.
- **[■]:** stops the current song.
- **[||]:** pauses temporarily the song (still).
- **[◀◀]:** rewind.
- **[▶▶]:** fast forward.
- **[NOTE]:** plays the song note by note.
- **[BEAT]:** plays the song beat by beat.

7. **Display:** display with backlight, showing information on the stops, beats and notes graph, and song lyrics (if available). Buttons to navigate menus and screens and to enter data can be found nearby.
 - **[EXIT]:** exit the current screen.
 - **[ENTER]:** access the function or directory highlighted by the cursor. Use this button to read information about the loaded song while on the main screen.
 - **[▲]:** moves the cursor on the field above.
 - **[▼]:** moves the cursor on the field below.
 - **[+]:** increase the value highlighted by the cursor. Use this button to show the beats and notes graph while on the main screen.
 - **[+]:** decrease the value highlighted by the cursor.
8. **TEMPO section:** use these button to adjust the song speed.
 - **[SLOW]:** decrease the metronome time (by percentage).
 - **[FAST]:** increase the metronome time (by percentage).
9. **ENABLE section:** buttons activating the following functions.
 - **[LYRICS]:** show the lyrics of the current song.
 - **[A.PANEL]:** activate the Annunciator Panel. The external (optional) display shows the index of the loaded song, or any digit chosen by the user (read the user manual of the numerical display for further information).
10. **GENERAL section:** general controls of the song.
 - **[VOLUME]:** adjusts the general volume of the instrument connected to the *Choir Master*.
 - **[TRANSP.]:** adjusts transposition.

3.2 REAR PANEL



1. **[AC INPUT] connector:** plug the (included) power cable here.
2. **[POWER ON] switch:** on/off switch.

NB:

Make sure that the switch is set as 0 before connecting the power cable.

3. MIDI connectors:

- **[IN]:** *Choir Master* receives MIDI data from an external unit through this input connector.
 - **[OUT]:** *Choir Master* sends out MIDI data through this connector. the cable plugged in this connector must be connected to the MIDI IN port of the playing instrument.
 - **[THRU]:** transmits the incoming data from the [IN] port to other MIDI devices.
4. **[USB] ports:** plug a USB drive (not included) to the type A connector (the one on the right) to use it as an external memory. Type B connector (on the left) is unused at the moment and will be needed for future software developments.
 5. **[A.PANEL] connector:** the optional external display (Annunciator Panel) should be connected here through an Ethernet RJ45 cable.

6. **[FOOT SWITCH] connectors:** mono jack connectors. Insert here the cable from volume control or foot switch pedals. For further information about the pedal functions, see par. 9.3.
7. **[∇] connector:** connect here the *Choir Master* antenna. Thanks to the antenna, the *Annunciator Panel* can be used without cables.
8. **[VIDEO] connector:** RCA output connector. Connect to video input of a TV set to show the song lyrics.

4. FINDING AND LOADING A SONG

4.1 SONG SELECT FUNCTION

When the *Choir Master* has been switched on (by pressing the [POWER ON] switch on the rear panel), a start page will appear on the display. This page contains information about the current operating system version. After a while, the display will show the SONG SELECT menu (this menu can be accessed from any other page by pressing the [SONG] button).



Use the [▲] and [▼] buttons to place the cursors on the relevant memory unit, then press [ENTER]. The system will show the root directory of that memory unit.



The fields are:

- first line on top (at first access): Parent Directory. Shows the name of the selected directory. INTERNAL / USB means that you are in the root directory, and can go back to the memory selection screen. Press [ENTER] while the cursor is on this field to show the previous screen.

- o : directory, press [ENTER] to access this directory.
- o : .mid, .kar or .cms file (*Choir Master* Song): press [ENTER] on this field to load the song. The display will then return to the main screen.

The LEDs of the [▲] and [▼] buttons indicate the presence of further fields (files or directories) before or after (respectively) the fields currently on screen. Press [EXIT] to immediately place the cursor on the Parent Directory. While the cursor is on the Parent Directory, press [EXIT] to return to the main screen.

N.B.:

- *Selecting the USB MEMORY field without connecting a USB drive will produce the following message:*



“USB key not present”. To access a USB drive, connect one to the [USB] connector in the rear panel. Then wait a few seconds, before trying to access it. Should the pen drive be already connected, try disconnecting it and inserting it again; then, check that the USB drive is working and using the right file system.

- *After the first access, the SONG SELECT menu will always start showing the directory that has been selected during the previous access. In case this directory was inside an USB drive that has been removed, the screen will show the SOURCE SELECT video page.*
- *The system can read up to 512 elements, either files or directories.*
- *Only use USB drives with file system FAT or FAT32 (not NTFS).*

- *The transfer speed of the USB drive might affect the time needed to show its content on screen. Should the system take time to load the content of the drive, this message will appear:*



- *It is not possible to access the drive (for the first time) while playing a song. Should you try, the following message will appear:*

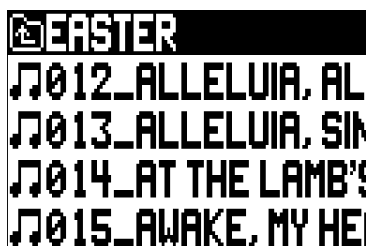


If necessary, to access the USB drive while playing a song, be sure to access it for the first time (after connection) before anything else. Then, you will be able to access the USB drive at any time, even while playing a song, as long as the drive is connected. Please keep in mind that navigating through USB drives and directories with large amount of data might interfere with a correct reproduction of the song.

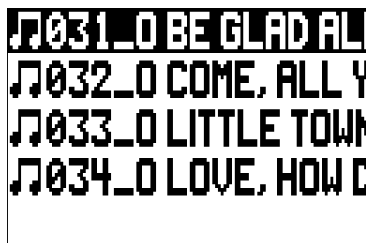
4.2 SEARCHING BY DIGITS

While showing the content of a memory unit or folder, the SONG STRUCTURE LEDs will turn on, according to the first digit of the filename. If no file has a digit as first character, only the [ABC] led will be on.

It is also possible to load and select songs through these buttons: press a SONG STRUCTURE button for the first digit, then again for the second and then a third time for the third digit. For example, pressing the SONG STRUCTURE [0] button will show on display only the files whose first character is “0”:



pressing [3] afterwards, the display will show filenames beginning in “03”:



After that, you might already be able to find the file you are looking for. To load it, follow the procedure describe in the previous paragraph. Pressing a third button will automatically load the file beginning with these three digits. To cancel the process, press [EXIT].

N.B.:

If two files whose name begins with the same three digits are in the same folder, this method will only load the first one.

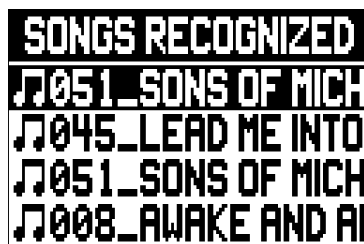
4.3 SEARCHING BY NOTES

Press the [KEYBOARD] button to use the SONG STRUCTURE buttons as if they were a musical keyboard.

Pressing the [KEYBOARD] button while searching a song will activate the SMART HYMN SEARCH function.



To find a song, play part of its melody on the SONG STRUCTURE buttons and press [ENTER] thereafter. The system will find four similar songs on the internal memory.



Up to 16 notes of the melody can be played at once. When the 16th note is played, the system will start searching the song as if the [ENTER] button were pressed.

Use the [▲], [▼] and [ENTER] buttons to select and load a track.

If the song you are looking for is not in the list, press [EXIT] to cancel.

N.B.:

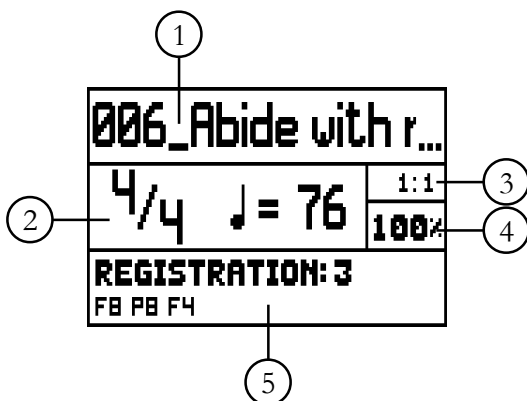
- *The SMART HYMN SEARCH function searches only files saved in the internal memory containing notes on the MIDI channel n. 5.*
- *The system cannot play songs while using the SMART HYMN SEARCH function. Attempting to access the function while playing a song, or start playing a song while using the SMART HYMN SEARCH function generates an error message:*



5. PLAYING A SONG

5.1 MAIN VIDEO PAGE AND PLAY

When a track has been successfully loaded, the display shows the main video page containing general information about the current track.



In detail:

- 1) Filename of the track. Press [ENTER] to read the full name and further information such as song key, author, year of composition, etc.

Key: Eb
Abide with Me!
Text: Henry
Francis Lyte,

Use the [+] and [-] buttons to increase or decrease the character size. Press [EXIT] instead to return to the main video page.

- 2) Time signature and metronome tempo.
- 3) Current bar and beat.
- 4) Percentage variation from standard tempo. Adjustable through the TEMPO section buttons. (see par. 5.2).
- 5) Organ stops level, adjust through the STOPS section buttons (see par. 5.3).

The SONG STRUCTURE section LEDs show the verse of the current song. While playing, the blinking led shows the verse currently played. A verse can be set as “mute”, also while playing the song. A mute verse will not be played. To do so, just press the corresponding button. This will turn on the red LED. To unmute the verse, press the same button again. The Led will change to green. Please remember that the SONG STRUCTURE buttons represent only verses and not choruses; all choruses except the first one are considered part of each verse. If a song begins with a chorus, there will be no blinking led. To avoid playing the first chorus, skip to the first verse.

To skip to another verse, press and hold the corresponding SONG STRUCTURE button. After doing this, the screen will show:



Pressing the [KEYBOARD] button, the SONG STRUCTURE LEDs will activate, showing the key chord (also keeping track of the transposition). The red led indicates the chord root.

When the Keyboard function is active, the SONG STRUCTURE buttons work as a music keyboard. The white outline will help you identify the notes.

When played, the keyboard sends out the signal to a receiving instrument. [0] and [ABC] buttons also work as octave transposers. When pressed, the led light will change according to this rules:

- [0] red light: - 2 octaves
- [0] green light: -1 octave

- [0] and [ABC] no light: no transposition.
- [ABC] green light: +1 octave.
- [ABC] red light: +2 octaves

To turn off the KEYBOARD function and return to the song structure option press [KEYBOARD].

Press the [▶] button to play the song.

Press [⏏] to pause. Press [▶] to resume playing from the same bar.

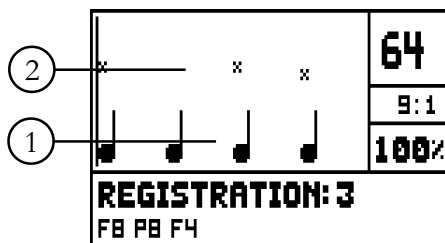
To stop completely press [■]. Doing so will place the music player at the beginning of the song.

Use the [⏩] button to move fast forward while in stop, play or pause. To rewind instead, press the[⏪] button.

5.2 TAP CONDUCTOR ADVANCEMENT

Thanks to this function, you can control the tempo and rhythm of a song. This is particularly useful when using the *Choir Master* together with a singer or solo instrument. Indeed a common pre-recorded track, no matter how good, is always inadequate to these situations, as it cannot interact with musicians. Thanks to the TAP CONDUCTOR function, anyone with just a hint of musical knowledge can be as fine an accompanist (either to the choir, the congregation or a musician) as a good organist would be.

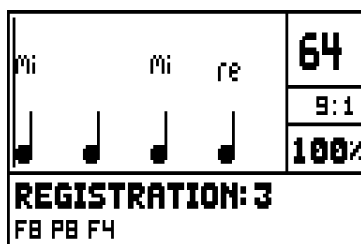
To help the user with the TAP CONDUCTOR function, a sort of music sheet can be shown on the display. Once the desired track has been selected, press the [+] button.



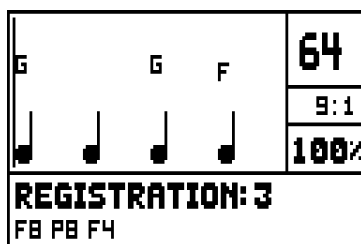
the graph (1 on the picture) represents the beats of each bar of the song with note symbols. The note type represents the length of each beat.

For example, two crotchets (quarter notes) indicate a 2/4 tempo; three minims (half notes) stand for 3/2 etc. Above (2), the little “x” symbols indicate the notes of the melody. Their horizontal position corresponds to their exact time location inside the music bar. Furthermore, the vertical position reflects the actual note played.

Press the [+] button again to turn the “x” into the syllables of latin solmisation (do re mi etc.)



Press the [+] button again to convert the syllables into english notes (A, B, C, D, E, F, G).



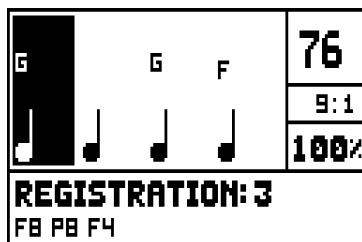
N.B.:

Thanks to the advanced functions of the Choir Master, accidentals (sharp and flat) are always coherent throughout the song. If the song is transposed, the Choir Master informs about altered notes. Solmisation syllables are, of course, unaffected by transposition.

Press the [-] button to return to the previous mode and to the main video page. Now you can use the TAP CONDUCTOR mode.

Use the [BEAT] button to play the song controlling the beats. Please keep in mind that each time the button is pressed, the beat is played at the speed indicated on the top right of the display (3 in the picture above).

A progress bar,



shows the current position on the bar.

When pressed, the [BEAT] button turns green. At the end of the beat, the button turns yellow. Press it again to play the song at the given tempo.

The tempo is calculated as the time gap between the last two times the button has been pressed. Pressing the [BEAT] button while green, i.e. while the current beat is being played, will cause the system to skip to the next beat. Doing this will force an accelerando. A sharp accelerando will leave a black stripe (white, in the picture below) on the progress bar.



which means that part of the music bar has been omitted. When the [BEAT] button light is yellow it means that the song is being slowed down. The system is waiting for you to press the button and play the next bar.

Briefly: press the [BEAT] button to advance through the song. Just as an orchestra director does, you can decide the tempo of the song. Each time the

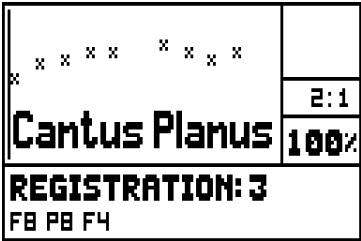
button is pressed, the system moves to the next beat and starts playing it. The tempo is determined by the frequency with which the [BEAT] button is pressed. However, holding the [BEAT] button for a short while will cause the next beat (and only the next) to be played at standard speed (if the current tempo percentage is not 100%) This function can be helpful in case a song reaches a fermata sign and must start at the original tempo afterwards. In this case, when marking the beat ending with a fermata sign, hold the [BEAT] button pressed.

N.B.:

Sometimes it might be helpful to shift the tempo by a certain percentage. To do so, use the [SLOW] and [FAST] (standard value is 100%). For example, in case the congregation tends to slow down, the tempo can be increased, to keep up more easily. On the other hand, the tempo can be slowed down at the end of the song to achieve an elegant rallentando.

The [NOTE] button works with a similar rationale as the [BEAT] button. The difference is, the [NOTE] button controls the advancement in terms of notes. The user can choose each time the mode that best suits his needs. Often, the [BEAT] mode is the most adequate. The [NOTE] mode is especially helpful to switch the tempo (such as in a rallentando) with precision, one syllable at a time.

However, there is one case when only the [NOTE] mode can be used. When a song's structure is not based on beats, such as in a Gregorian chant, the *Choir Master* does not show measures or beats; instead, the display shows the words "Cantus Planus" .



The [BEAT] button will be off and the corresponding function not available. The song can be played by pinpointing each syllable in time (or, in presence of melisma, each note). When using “Cantus Planus” mode, the music score on display is useful to control the progression of the song.

Press [PLAY] at any moment to reproduce the song in standard mode.

N.B.:

The [NOTE] button can be only used with Registration type songs (see par. 5.5).

5.3 ADJUSTING THE PLAYING SPEED

The [SLOW] and [FAST] buttons can be found to the right of the display. These buttons change the song’s tempo. Using these buttons adjusts the tempo by percentage. The current value is shown on screen. The original tempo, multiplied by percent time makes the absolute time. A 100% tempo corresponds to the original tempo of the song. If the value is below 100%, the [SLOW] button glows green, meaning that the song is slowed down; if the value is above 100%, the [FAST] button will glow green, meaning that the song tempo has been increased.

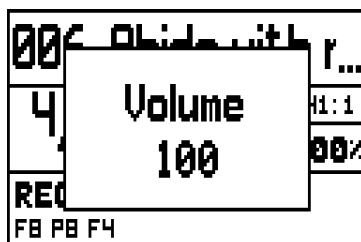
Pressing the [SLOW] and [FAST] buttons at the same time will “lock” the tempo. On the display, between the time signature and absolute tempo, a lock will appear instead of the “=” symbol.

006_Abide with r...		
4/4	♩ 76	1:1
		100%
REGISTRATION: 3		
FB PB F4		

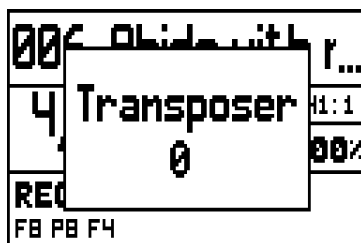
Also, both buttons will turn red. The song will be played at the tempo shown on display. Tempo variations of the song itself will not be taken into account. The [SLOW] and [FAST] buttons can be used at any time to change the tempo. To unlock the tempo, press the two buttons at the same time again. They will return to their standard colour.

5.4 ADJUSTING VOLUME AND TRANSPOSITION

To adjust the volume of a song - hence the volume of the instrument used as output - press the [VOLUME] button.



use the [+] and [-] buttons to adjust the volume by percentage. Press [EXIT] or [VOLUME] to save the new value and return to the main video page. To transpose a song to a different key from the original, press the [TRANSP.] button. The display will show the current transposition (by semitones).

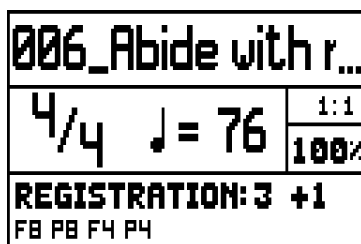


Again, use the [+] and [-] buttons to adjust the value. Press [EXIT] or [TRANSP.] to save the value and return to the main video page. When the transposition value is anything but 0, the [TRANSP.] button glows red, indicating that the function is active.

5.5 CONTROLLING THE ORGAN STOPS

The [DIM.] and [CRESC.] buttons can be found on the left of the *Choir Master*. Use these buttons to change the organ stop used for the current song. There are three different working options:

- 1) Each song has a organ stops level, shown on the bottom of the screen, under the “REGISTRATION” field. The level can be any number between 1 and 9. Pressing [CRESC.] a “+1” will appear:



This means that the song level will be increased by 1. Therefore, a song with level 3 will be played with level 4. The actual level is the sum of the two numbers. Keep in mind that the minimum level is 1 and maximum is 9. The button lights shows that the register level has been modified.

The active stops can be found on the bottom of the screen, and so the nine registration levels. This table shows the correspondence between symbols and stops:

LEVEL	SYMBOL	MANUAL STOPS	PEDALBOARD STOPS
1	F8	Flute and/or Bourdon 8'	Subbass 16' and/or Bourdon 16'
2	P8	Principal 8'	Principal 16'
3	F4	Flutes 4'	Bourdon 8'
4	P4	Principals 4'	Principal 8'
5	P2	Principals and/or Flutes 2'	Principals and/or Flutes 4'
6	Mix	Mixturs	Mixture
7	P16	Labials 16'	—
8	T8	Reeds 8' (except regals)	Reeds 16'
9	T16	Reeds 16'	Reeds 8' and 4'

- 2) A song contains information on single stops (whether they are on or off) and not on registration levels. The word “STOPS” will appear on the bottom screen. The display indicates stops that are active on the Great manual. Currently inactive stops can be activated and vice versa.

001_menuet		
4/4	♩ = 120	1:3
		100%
STOPS		
FB PB	P4 P2 MIX	P16 RB R16

- 3) In either REGISTRATION or STOPS mode, press the [?] button to switch to COMBINATION mode.

006_Abide with r...		
4/4	♩ = 76	1:1
		100%
COMBINATION: 1		
SWELL SOLO TIERCE AND NASARD		

A Combination is a different registration that can replace the current one. A short text describes it briefly. The [DIM.] and [CRESC.] buttons blink. Press both buttons at the same time to activate the chosen combination. Combinations can be activated at any moment. After activating a combination, the [DIM.] and [CRESC.] buttons turn red. This means that any stop variation of the song will be ignored. Therefore, in a way, the Combination mode is always “lock” mode, as the registration can only be modified by the user. Press the [▲] button to return to the previous mode (STOPS or REGISTRATION).

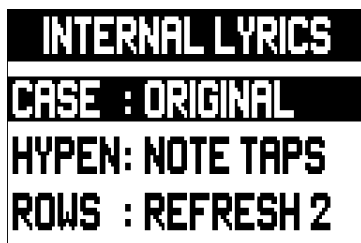
Press and hold both buttons to restore the original registration of the song; any modification will be undone and the system will return to standard mode.

5.6 SONG LYRICS DISPLAY

Press the [LYRICS] button to show the song lyrics, if available. When pressed, the button turns green and the internal display only shows lyrics. The syllable being sung is highlighted by a cursor (i.e. it appears black on white background). If the song has no lyrics, the button has no effect. There are different options to show the lyrics. These can be selected through a menu. To access the menu, press and hold for a second the [LYRICS] button.



First, you can choose whether to modify lyrics options of the *Choir Master* display (INTERNAL LCD) or of the external screen (EXTERNAL VIDEO). Select the appropriate field with the arrow buttons and press [ENTER]. More options will appear:



- **CASE:** the lyrics can be visualized in the original format (ORIGINAL) or all upper case (UPPER).
- **HYPEN:** select how to show the syllables:
 - **PLAIN TEXT:** the lyrics are shown as plain text; melismas are omitted; this is how the lyrics are normally written.
 - **REMOVE:** there are no hyphens separating syllables; melismas appear as repeated syllables.

- **ORIGINAL:** the text is shown in its original format; usually, melismas are hyphenated.
- **AUTOMATIC:** each syllable is separated by a hyphen, melismas included.
- **NOTE TAPS** (not available for External Video): each syllable comes in square brackets; useful when working in [NOTE] mode as it highlights the syllables activated by pressing the [NOTE] button.

For example: if the current song has these lyrics:

A-	a-	a-	al	le	lu	ia!				
A-	a-	al	le	lu	ia-	a!	Al	le	lu	ia!
Al	le-	e	lu	ia!	Al	le	lu	ia!		

(vertical bars “|” are used here only to highlight the syllables)

shown as PLAIN TEXT:

Alleluia!

Alleluia! Alleluia!

Alleluia! Alleluia!

Alleluia! Alleluia!

shown as REMOVE:

Aaaalleluia!

Aaalleluiaa! Alleluia!

Alleluia! Alleluia!

Aaalleluia! Alleluia!

shown as ORIGINAL:

A-a-a-alleluia!
A-a-alleluia-a! Allelu
ia!
Alle-eluia! Alleluia!

shown as AUTOMATIC:

A-a-a-al-le-lu-ia!
A-a-al-le-lu-ia-a! Al-
le-lu-ia!
Al-le-e-lu-ia! Al-le-lu-

shown as NOTE TAPS:

[A][a][a][a][l][e][l][u][i][a]!
[A][a][a][l][e][l][u][i][a][a]]
[A][l][e][l][u][i][a]!
[A][l][e][e][l][u][i][a]! [A][l][e]

- **ROWS:** set the number of text lines updating at the same time.
REFRESH1: one row at a time, REFRESH2: two rows at the same time.

6. QUICK SELECTION LOCATIONS

Choir Master has 64 memory locations. Songs saved in these locations can be recalled pressing a QUICK SELECTION button on the front panel.

This saves time, as it is not necessary to look for the songs in the internal or external memory. Songs can be saved in the Quick Selection locations, together with their STOPS, TEMPO, TRANSPOSER and MUTE settings.

As already explained in par. 3.1, to select a song saved in a Quick Selection slot, just press the [1] to [16] buttons.

Use the [BANK] button to select one out of 4 available memory banks.

The [A], [B], [C] and [D] LEDs show the current memory bank.

Songs can be saved in a quick selection slot using the [SET] button. To save a song, load it and then press and hold the [SET] button. Then, press one of the 16 quick buttons. A pop-up message asks to confirm the operation. Release the [SET] button to cancel the operation; press the Quick Selection button again to confirm.

As described in par. 9.2, quick slots can be locked; locking a slot prevents its content from being erased or modified. Pressing the [SET] button will light the locked slots' LEDs. Attempting to overwrite a locked slot will produce the following message:



N.B.:

- *The Quick Selection slot does not contain the song itself, only the path (memory bank, folder etc.) to it. If a Quick Selection slot is assigned to a song saved in a USB key, and the key itself is removed, the song cannot be loaded. Therefore, the system will produce the message:*



- *Attempting to load a deleted, moved or renamed file, either from internal or external memory, will produce message:*



- *If no song has been saved in the selected slot, the system will show this message:*



7. RECORDER

Choir Master includes a MIDI recorder. The recorder memorizes inputs from the MIDI [IN] port on the rear panel. The recorder can also overdub tracks previously recorded and songs stored in the internal memory and USB pen. Recorded tracks can be saved in a USB drive or internal memory as MIDI files (Standard MIDI files, format 1, 125 bpm, 384 ticks per quarter note).

Press the [●] button to activate the recorder. This video page will appear:



Select:

- **RECORD NEW SONG:** to record a new song.
- **OVERDUB SONG:** to overdub the currently loaded song. The loaded song is displayed on the main video page.

N.B.:

If no song has been loaded, recalling the Recorder function will not produce the video page above. Instead, you will see “record new song” page (see par. 7.1).

To select a recording mode use the [▲] and [▼] buttons, then press [ENTER]. To return to the main video page, press [EXIT] or [●].

7.1 FIRST RECORDING

To record a new song, enter the Recorder main page and select the RECORD NEW SONG field.



Press [▶] to start recording. The input from the MIDI [IN] port will be saved on a temporary memory. Eventually, the recordings can be saved in the internal or external memory. Press [●] or [EXIT] to leave the recorder and return to the main video page.

To stop recording, press [■]. The display will show:



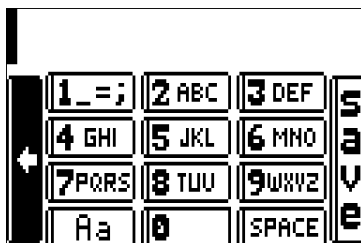
These are the options:

- **REPLAY:** listen to the recording. It will not be saved yet.
- **OVERDUB:** start overdubbing the current recording.
- **SAVE:** save the recorded MIDI data.
- **DISCARD & EXIT:** discard all acquired data.

Use the buttons [▲],[▼] and [ENTER] to select an option.

Press [●] or [EXIT] to leave the Recorder and return to the main video page.

To save the file select the SAVE field and assign the file a name:



For further information about this page see par. 8.4.

7.2 OVERDUBBING

Overdubbing means overlapping the data received from the MIDI [IN] port to the currently loaded song (or recording). To do so, load a song, then from this video page:



Select the OVERDUB SONG field.

Otherwise, if you wish to overdub the track just recorded, in this page:



select the OVERDUB field. In both cases, this page will appear:



Now press [▶] to start overdubbing.

Press [●] to leave the recorder and return to the main video page. Press [EXIT] instead to return to the previous video page. To stop recording, press [■].

The display will show:



These are the options:

- o **REPLAY:** listen to the recording. It will not be saved yet.
- o **ACCEPT:** accept and save the recording.
- o **DISCARD:** discard the recording and delete all acquired data.

Use the buttons [▲], [▼] and [ENTER] to select a field.

Press [●] to leave the Recorder and return to the main video page. Press [EXIT] to return to the previous page instead.

When accepting the current recording, the display will show the video page described in the next page.



For further information on this video page, read the previous paragraph.

N.B.:

- *Keep in mind that Combinations are not recorded. This means that if a song is loaded and a Combination is selected, overdubbing will not affect the original Registration and the voices after the overdub are still those of the Registration and not those of the Combination selected.*
- *To record MIDI tracks with organs that are not produced by viscount, set the MIDI IN channels (see par. 9.1) as following:
Pedal: 1
Great: 2
Swell: 3
Choir: 4*
- *The stops level of Registration type songs cannot be modified while overdubbing. Neither STOPS buttons nor incoming MIDI messages will affect the stops level.*

8. FILE MANAGER

All the necessary options for managing the file system and the memory banks can be found under the FILE MANAGER menu.

To access this menu, press the [FILE] button in the MANAGER section on the front panel. The menu consists of these video pages:



And contains these functions:

- o **COPY:** copy files or folders.
- o **MOVE:** move files or folders.
- o **DELETE:** delete files or folders.
- o **RENAME:** rename files or folders.
- o **CREATE DIR:** create folder.

To use a function, simply place the cursor on the corresponding field using the [▲] and [▼] buttons, then press [ENTER] Press [EXIT] or [FILE] to return to the main video page.

N.B.:

- *Only use USB keys formatted with FAT or FAT32 file system (not NTFS).*
- *We recommend to format your USB drive using utilities designed by the producer (usually on CD-ROM or on the producer's website).*

N.B.:

- *Selecting the USB MEMORY field without connecting a USB drive will produce the following message:*



To access a USB drive, connect one to the [USB] connector in the rear panel. Should the pen drive be already connected, try disconnecting it and inserting it again; then, check that the USB drive is working and using the right file system.

- *After connecting the USB pen, wait a few seconds before browsing it. The performances of the USB drive might affect the browsing speed. While loading the memory content, the system shows this message:*



- *The system can read up to 512 elements, either files or directories.*

N.B.:

- *The system cannot play songs while using the FILE MANAGER functions. Attempting to access the functions while playing a song, or start playing a song in the FILE MANAGER generates an error message:*

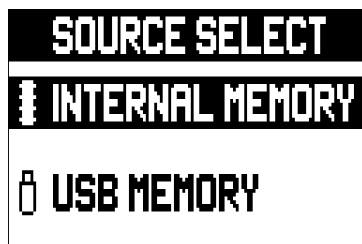


8.1 COPYING FILES OR FOLDERS

Use the COPY function to copy files or folders (content included, such as file and sub-folders). Files and folders can be copied to a different memory (e.g. internal to external) or to different folders within the same memory.

Copy a file or a folder involves making a duplicate and pasting it into a different directory. It works as the Copy-Paste function of the computers.

Select the COPY field under the FILE MANAGER menu, then select the memory unit containing the data you wish to copy.



Select the memory type with the [▲] and [▼] buttons, then press enter.

The content of the root folder appears on screen.



To see the content of a folder, locate the cursor on it using the [▲] and [▼] buttons, then press [ENTER]. Press [EXIT] to quit the current folder.

There is a bracketed field in the second line of the screen showing the copy option in use. To modify the copy option, place the cursor on this field and press the [+] and [-] button. The options are:

- [COPY DIRECTORY]: copies the selected folder with all its sub-folders.
- [COPY FILES]: copy all the files contained in the selected folder but not sub-folders.

Select the proper option and press [ENTER].

To copy a file, locate the cursor on it and press [ENTER].

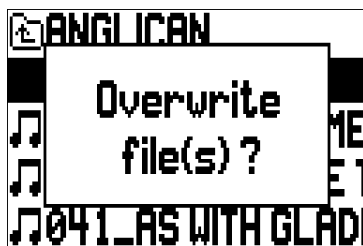
The system will show this message:



Asking where to copy the selected data. Press [ENTER] to select the directory where the data will be copied or press [EXIT] to leave the folder.

Enter a folder and place the cursor on [PASTE HERE], then press [ENTER] to copy the data. During the process, a “PLEASE WAIT” message appears.

If the target folder contains files with the same name of the files you wish to copy there, this message will appear:



asking if you wish to overwrite the original files. Press [ENTER] to overwrite or [EXIT] to cancel.

Once the copy is successfully finished, the system automatically returns to the FILE MANAGER menu.

8.2 MOVING FILES OR FOLDERS

Moving differs from copying as the former deletes the files from their original position after writing them to a new location. It works exactly as the Cut-Paste function available in computers. To move a file, enter the FILE MANAGER menu and select the MOVE field.



The procedure is the same as with the copy function; after selecting a memory, the display shows the content of the root folder (see next page).



Now select the file or folder you wish to move. To see the content of a folder, locate the cursor on it using the [▲] and [▼] buttons, then press [ENTER]. Press [EXIT] to quit the current folder.

On the second line from the top of the display there is a bracketed field. Again, use the [+] and [-] buttons to switch between these options:

- **[MOVE DIRECTORY]:** moves the selected folders with all its sub-folders.
- **[MOVE FILES]:** moves all the files contained in the selected folder but not sub-folders.

Select the proper option and press [ENTER].

To move a single file, locate the cursor on it and press [ENTER].

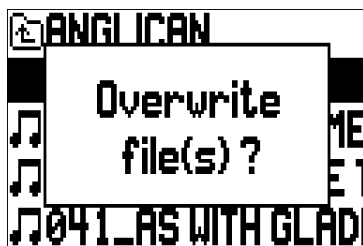
The system will show this message:



Asking where to move the selected data. Press [ENTER] to select the directory where the data will be copied or press [EXIT] to leave the folder.

Enter a folder and place the cursor on [PASTE HERE], then press [ENTER] to write the data. During the process, a “PLEASE WAIT” message appears.

If the target folder contains files with the same name of the files you wish to move there, this message will appear:

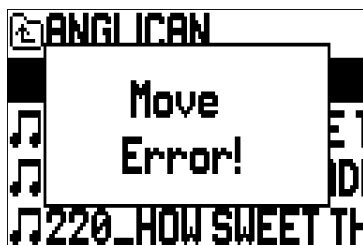


asking if you wish to overwrite the original files. Press [ENTER] to overwrite or [EXIT] to cancel.

Once the procedure is over, the display shows the FILE MANAGER menu.

N.B.:

A folder cannot be moved inside itself. If attempting to do so, the following error message will appear:

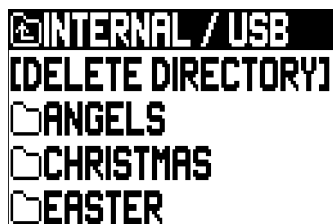


8.3 DELETING FILES OR FOLDERS

To delete one or more files or folders from a memory unit, select the DELETE field under the FILE MANAGER menu. First, select the memory unit containing the data you wish to delete:



The display shows the content of the root directory:



To see the content of a folder, locate the cursor on it using the [▲] and [▼] buttons, then press [ENTER]. Press [EXIT] to quit the current folder. On the second line from the top of the display there is a bracketed field. Again, use the [+] and [-] buttons to switch between these options:

- **[DELETE DIRECTORY]:** deletes the selected folder and all its sub-folders.
- **[DELETE FILES]:** deletes all files in the selected folder but not its sub-folders.

Select the proper option and press [ENTER].

To delete a file, locate the cursor on it and press [ENTER].

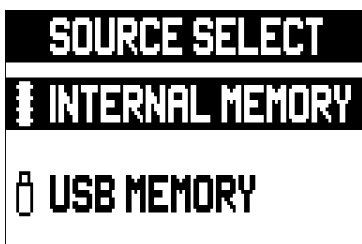
To avoid mistakes causing data loss, the system asks for a confirmation:



Press [ENTER] to delete or [EXIT] to abort the operation.

8.4 RENAME FILES OR FOLDERS

To rename a file or a folder, enter the FILE MANAGER menu and select the RENAME field:

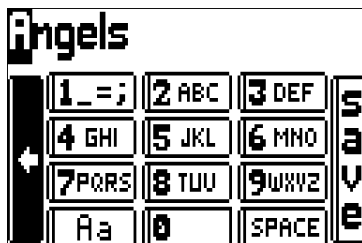


The display shows the content of the root directory:



To see the content of a folder, locate the cursor on it using the [▲] and [▼] buttons, then press [ENTER]. Press [EXIT] to quit the current folder.

To rename a folder, enter it and move the cursor on the [RENAME DIRECTORY] field. To rename a file, locate the cursor on it and press [ENTER]. In both cases, this page will appear:



Here you can modify the filename. To move the cursor, use the [+] and [-] buttons.

On the screen bottom you will find a keyboard, resembling that of a mobile phone. To move the cursor on the keyboard use the [▲] and [▼] buttons.

Place the cursor on the chosen key, then press [ENTER]. The first character assigned to that key will appear to the left of the cursor. Press the button again immediately to choose the following character assigned to the same key.

This works in cycle: to return to the first character, press [ENTER] again. Waiting a second after pressing [ENTER] will “fix” the character.

Some buttons have different functions:

- [↩]: deletes the character to the left of the cursor.
- [Aa]: switches between lower and upper case:
 - [Aa]: Only the first letter of the first word is upper case.
 - [Aa Aa]: First letter of each word is upper case.
 - [123]: digits only.
 - [aa]: all lower case.
 - [AA]: all upper case.
- [SPACE]: inserts a blank space.
- [SAVE]: saves the new filename.

To abort the operation and return to the FILE MANAGER menu press [EXIT].

N.B.:

- *The filename of the standard songs created by Viscount and saved in the internal memory all begin with three digits. This is necessary for the Selection ([SONG STRUCTURE] buttons) and to visualize the song number on the optional digit panel. Please keep this in mind while renaming the files.*
- *Two files in the same folder cannot share the same name. Should you attempt this, the following message will appear:*



Press [EXIT] or [ENTER] to modify the filename.

8.5 CREATE FOLDERS

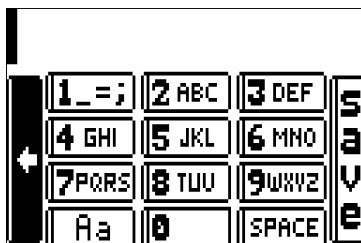
To create a new folder in a memory unit, access the FILE MANAGER menu and select the CREATE DIR field. Next, you must indicate in which memory unit you wish to create your directory.



The display shows the content of the root directory (see next page):



To enter a directory, place the cursor on the relevant field using the [▲] and [▼] buttons, then press [ENTER]. Press [EXIT] to quit the current folder. Enter the directory in which you wish to create a new directory, then locate the cursor on the [CREATE HERE] field and press [ENTER]:



Now you need to enter a name for your directory (see instructions in par. 8.4).

N.B.:

You cannot give the new directory a name that has already been assigned to another directory. Should you attempt this, the following message will appear:



Press [EXIT] or [ENTER] to modify the filename.

9. GENERAL SETTINGS

All the general configurations of *Choir Master* can be found under the SETUP menu. To access the menu, press the [SETUP] button, which can be found in the MANAGER section, on the front panel. The display shows all the available functions:



- **MIDI CHANNELS:** links MIDI channel to organ sections.
- **QUICK SELECTION:** sets the Quick Selection locations.
- **FOOTSWITCHES:** sets the functions performed by the pedals. Pedals must be connected to the FOOTSWITCH connectors on the rear panel.
- **LCD CONTRAST:** adjusts LCD display contrast.
- **A.PANEL LINK MODE:** selects the data transmission protocol to the [A.PANEL] connector.
- **TV SYSTEM:** selects the type of TV signal sent out from the [VIDEO] connector.
- **OP. SYS. UPGRADE:** upgrades the operating system.

To use a function, simply place the cursor on the corresponding field using the [▲] and [▼] buttons, then press [ENTER]. Press [EXIT] or [SETUP] to return to the main video page and save the settings.

9.1 SELECTING MIDI CHANNELS

MIDI channels are not fixed to organ sections. The association can also be affected by the settings of the receiving instrument, and so MIDI channels must be selected manually. **Choir Master** can communicate with Viscount organs using these standard settings: Pedalboard channel 4, Great channel 2, Swell channel 1, Choir channel 3.

Channel settings might be different in the receiving/transmitting instrument. This will cause the notes to be transmitted to the wrong sections. Should this happen, modify the **Choir Master** settings to match the instrument's.

To set the **Choir Master** channels, enter the SETUP menu and select the MIDI CHANNELS field. This page will appear:

MIDI CHANNELS	
PEDAL :	4
GREAT :	2
SWELL :	1
CHOIR :	3

Use the [▲] and [▼] buttons to move the cursor; press [+] and [-] to select the channel. Press [EXIT] to leave the page and save the new settings.

NB:

- *It is not possible to assign the same MIDI channel to two or more organ's sections.*
- *MIDI 16 channel cannot be selected since it is the system channel used for the exchange of internal codes between Viscount instruments.*
- *The channel settings of this function are not applied with GENERIC songs. In this case, MIDI data are transmitted on the channels described in the MIDI file.*

9.2 LOCKING QUICK SELECTIONS

Locking a Quick Selection slot means preventing songs from being saved in the said slot. To activate this function, enter the **SETUP** menu and select the **QUICK SELECTION** field. After a short while, the **QUICK SELECTION** LEDs show the slot's state:

- blinking LED: slot contains a song, and can be locked
- LED on: slot contains a song and is locked
- LED off: slot is empty and cannot be locked

To lock/unlock a slot just press its **QUICK SELECTION** button. Press **[EXIT]** to save changes and quit the function.

9.3 PEDAL SETTINGS

All the main functions of you *Choir Master* can be performed through pedals, either foot-switch or expression pedals. As already stated in chap. 3.2 pedals can be connected to the **FOOTSWITCH [1]** and **[2]** connectors of the rear panel. To assign a function to the pedals, enter the **SETUP** menu and select the **FOOTSWITCH** field. This video page will appear:



The field **FSW1** sets the function of the pedal connected to the **FOOTSWITCH [1]** connector. **FSW2** sets the function of the pedal connected to the **FOOTSWITCH [2]** connector. Each field can be assigned one of these functions (see next page):

- **[BEAT]**: plays the song starting manually each beat. Works as the [BEAT] button on the front panel. Best used with foot-switch pedals.
 - **[NOTE]**: plays the song starting manually each note. Works as the [NOTE] button on the front panel. Best used with foot-switch pedals.
 - **[<<]**: Rewind. Works as the [◀] button (front panel). Best used with foot-switch pedals.
 - **[>>]**: Fast forward. Works as the [▶] button (front panel). Best used with foot-switch pedals.
 - **PLAY/STOP**: press once to start playing, press again to stop. Works as the [▶] button (front panel). Best used with foot-switch pedals.
 - **PAUSE/CONT.:** when pressed, pauses the song. Press again to resume playing from where it was stopped. Best used with foot-switch pedals.
 - **[RECORD]**: activates Recorder. Works as the [●] button (front panel). Best used with foot-switch pedals.
 - **[DIM.]**: decreases the amount of stops and couplers in the current song. Works as the [DIM.] button (front panel). Best used with foot-switch pedals.
 - **[CRESC.]**: increases the amount of stops and couplers. Works as [CRESC.] button (front panel). Best used with foot-switch pedals.
 - **[SLOW]**: slows down tempo by percentage. Works as [SLOW] button (front panel). Best used with foot-switch pedals.
 - **[FAST]**: increases tempo by percentage; works as the [FAST] button (front panel). Best used with foot-switch pedals.
 - **TEMPO RESET**: sets the tempo to its standard value. Best used with foot-switch pedals. Produces the same effect of holding the [BEAT] or [NOTE] buttons.
 - **VOLUME**: sets the master volume of the instrument connected to the *Choir Master*. Same function activated by the [VOLUME] button (front panel). Best used with expression pedals.
- At first use, the expression pedal needs calibration. To do so, press [ENTER]:

FSW1 VOL CALIBRATE

UMAX = 127

UMIN = 0

ENTER TO STORE

To calibrate, move the pedal to its maximum position. Then press [q] and set the pedal to its minimum. Press [ENTER] again.

- **INACTIVE:** no function assigned to the pedal. It is best to select this function when no pedal is connected.

Press [EXIT] to save and quit.

N.B.:

*The system can automatically detect the pedal type (open foot switch, closed foot switch, expression pedal), even if the pedal is connected while the **Choir Master** is already on. However, since there is a multitude of different pedals, making self-detection difficult, it is recommended to plug in the pedal(s) while the **Choir Master** is off; after it is on, do not modify the switch's position (on/off).*

9.4 SETTING DISPLAY CONTRAST

To set the display contrast according to the ambient light, enter the SETUP menu and select the LCD CONTRAST field:



Press the [+] and [-] buttons to set the correct value, then press [EXIT] to save and quit.

9.5 SELECTING THE NUMERICAL PANEL TRANSMISSION MODE

The optional numerical panel, indicating the code of the current song, can be connected to the *Choir Master* by cable ([A. PANEL] or [MIDI OUT] ports) or wireless. For further information, read the Annunciator Panel Handbook. Once the panel has been successfully connected, it needs to be activated. To do so, enter the SETUP menu and select the A.PANEL LINK MODE.



Use the [+] and [-] buttons to select the connection mode:

- **RADIO:** connect the panel to *Choir Master* via radio waves (needs an antenna). Moreover, you can find the **CHANNEL** parameter. This parameter sets the radio channel in use: if there are several Viscount instruments with radio devices nearby, set a different channel to avoid interference.
- **SERIAL:** connect the panel via cable through the [A.PANEL] connector.
- **MIDI:** connect the panel via cable through the [MIDI OUT] connector.

Press [EXIT] to save and quit.

9.6 SELECT TV SIGNAL - PAL OR NTSC

Choir Master can be connected to TV screens, either with PAL or NTSC format. To select the correct signal, enter the SETUP menu and access the TV SYSTEM function.



Press the [+] and [-] buttons to set the correct value, then press [EXIT] to save and quit.

9.7 UPDATING THE OPERATING SYSTEM

Each time Viscount releases an operating system update for the *Choir Master*, you need to contact the technical support by email at service@viscount.it, requesting the update file (.ucm extension). The file will be sent by email. Then, copy the .ucm file in the root directory of a USB key.

Inserire quindi la penna nel connettore [USB] del pannello posteriore e richiamare la funzione OP. SYS. UPGRADE del menu SETUP:



In this video page you can find the current operating system version of your

Choir Master. Press [EXIT] to return to the SETUP menu; press [ENTER] to check if there is an update file available. This video page will appear:



showing information about the new available version. Press [ENTER] again to start the procedure, press [EXIT] to abort the update and return to the SETUP menu. After the update, the system will automatically reboots.

N.B.:

- *Pay attention when copying the .ucm file in your USB drive. The file must always be placed in the main directory of the drive and not inside any other folder (the address of the main directory usually appears as D:\ or F:\, not D:\Peter or F:\v_songs; "Peter" and "v_songs" are subfolders and .phy file should not be saved inside these). If the file is not placed correctly, the instrument will not recognize it and will not be able to install the update, showing the error:*



N.B.:

- *An invalid or corrupted update file produces the following message:*



In this case, try copying the file again from the computer to the USB key. Should the error occur a second time, contact the technical assistance at service@viscount.it and request a new update file.

- *The flash drive used to update the organ must be formatted with FAT or FAT32 file system (**not** NTFS), otherwise, the organ will not be able to read from the flash drive.*



Disposal of old Electrical & Electronic Equipment (Applicable throughout the European Union and other European countries with separate collection programs)

Dir. 2002/95/CE, 2002/96/CE e 2003/108/CE

This symbol, found on your product or on its packaging, indicates that this product should not be treated as household waste when you wish to dispose of it. Instead, it should be handed over to an applicable collection point for the recycling of electrical and electronic equipment. By ensuring this product is disposed of correctly, you will help prevent potential negative consequences to the environment and human health, which could otherwise be caused by inappropriate disposal of this product. The recycling of materials will help to conserve natural resources. For more detailed information about the recycling of this product, please contact your local city office, waste disposal service or the retail store where you purchased this product.



This product complies with the requirements of EMC 2004/108/EC and LVD 2006/95/EC.

FCC RULES

NOTE: This equipment has been tested and found to comply with the limits for a **Class B** digital Device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instruction, may cause harmful interference to radio communications. However, there is no guarantee that the interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced Radio/TV technician for help.

The user is cautioned that any changes or modification not expressly approved by the party responsible for compliance could void the user's authority operate the equipment.

INFORMATIONS FCC

NOTE : Cet instrument a été contrôlé et il est garanti pour être en conformité avec les spécifications techniques établies pour les dispositifs numériques de la « **Classe B** » selon les normes de protection contre les interférences avec d'autres dispositifs électroniques environnants. Cet appareil produit et utilise des fréquences radio. S'il n'est pas installé et utilisé selon les instructions contenues dans le mode d'emploi, il peut générer des interférences. L'observation des normes FCC ne garantit pas qu'il y aura aucune interférence. Si cet appareil est la cause d'interférences avec une réception Radio ou TV, il est possible de le vérifier en éteignant puis en allumant l'instrument : Vous pouvez alors résoudre le problème en suivant les procédures suivantes :

- déplacer ou orienter l'antenne de l'appareil avec lequel se manifeste l'interférence.
- déplacer cet instrument ou l'appareil avec lequel se produit l'interférence
- connecter cet instrument à une prise de courant différente afin de mettre les deux appareils sur deux circuits différents.
- consulter le revendeur ou un technicien radio/tv pour d'autres renseignements.

D'éventuelles modifications non approuvées par le constructeur peuvent annuler votre garantie de l'appareil.

CAUTION

This product contains a lithium battery.
Danger of explosion if battery is incorrectly replaced.
Replace only with the same or equivalent type.
The batteries shall not be exposed to excessive heat such as sunshine, fire or the like.
The battery must be replaced by qualified personnel only.

ATTENTION

Ce produit contient une batterie de lithium.
Danger d'explosion si la batterie est inexactement remplacée.
Remplacez seulement avec la même chose ou le type équivalent.
Les batteries ne seront pas exposées à la chaleur excessive telle que le soleil, le feu.
La batterie doit être remplacée par du personnel qualifié seulement.

viscount

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