

OrgNG3.0 **- pipe organ key and stop action driver** **a system integrating up to four consoles and any number of instruments** **using wired and wireless data transmission**

OrgNG3.x is an electronic system which controls key and stop action of pipe organs. It enables playing and controlling any number of separate instruments with up to four consoles and allows their integration into one complex ensemble. OrgNG3.x can be embedded in an electropneumatic or tracker action organ and it uses optionally wired or wireless linkage in order to enable the use of mobile consoles and mobile instruments. In terms of stop action, it replaces widely used traditional combination memory systems and enables reciprocal communication between all consoles, providing registration data exchange. In terms of key action it allows several musicians to play the instrument(s) simultaneously and introduces many easements and features enriching both player's and recipient's experiences.

The software of the system allows the use of several features and facilities such as:

key action:

- coupling any instrument division to whichever keyboard, with any chosen offset (interval),
- increase of sound heaviness through the use of the additional super- and suboctave couplings,
- transposer with range of 12 semitones downwards and 12 semitones upwards,
- support for multiplex stops,
- remote swellbox driver,
- floating divisions (freely configurable keyboards),

stop action:

- easy memory organization, easy bank access,
- "hold" function key, which latches current registration, allowing succeeding combination to be prepared with stop switches and to be triggered in one moment; this can also be used to preview chosen memorized combination without necessity to evoke it,
- redefinable reed stops (or "anches"),
- redefinable "tutti",
- disabling speech of particular stops,
- a stop which is engaged by its switch but disabled (not speaking) is indicated with a separate LED color, unlike in common, widely used systems, where an engaged stop elimination is not indicated at all,
- programmable crescendo set,
- a piston, the function of which can be selected from a TFT screen menu.

Moreover, a OrgNG3.x console is equipped with:

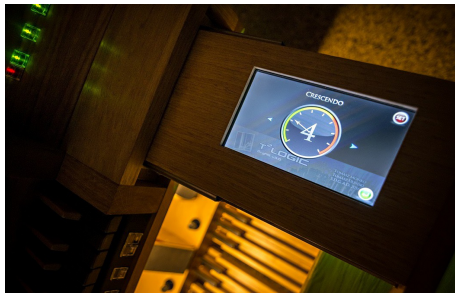
- LCD screen, which displays current bank and combination number, blowers indicators, crescendo and swellbox gauges, transposition interval, piston function and real-time clock,
- TFT color touchscreen which provides easy intuitive menu used for setting such parameters as: transposition, programmable couplers, crescendo memory, piston function, real-time clock.

Thanks to the modular structure of the system, it is possible to implement other, non-standard features, according to the needs.

OrgNG3.0 – example:



A console equipped with OrgNG3.0 system
- handy LCD screen



A console equipped with OrgNG3.0 system
- TFT touchscreen,
crescendo memory programming menu



A console equipped with OrgNG3.0 system
- TFT touchscreen,
custom couplers configuration



A part of the mobile, wireless pipe organ
equipped with OrgNG3.0 system
- division driver with a wireless transmission module