

MultiSystem

The control system that's as agile as an organ builder's mind.

Straight ranks. Extensions. Units. Derivations. Some of everything. Integrated consoles. Distant consoles. Two or three consoles. One-place organs. Remote divisions. Spread-about monsters. No two organs are the same.

MultiSystems take that on board. SSOS's software-based switching systems are programmed in advance to any organ's design and supplied ready to wire up. You'll find them all over the World.

Their capabilities are as diverse and far-flung as the places they've gone.



How it fits in an organ

In simple terms, MultiSystem is a series of specially designed digital processors linked together as one. Setting them to control a particular organ is just a matter of supplying a specification to SSOS.

If you need to make last-minute changes, don't panic. You can. MultiSystems are configured with computers instead of wires, so just call.

CFM, MIDI and TFM can also be fitted to order. We'll add the hardware and tell the system it's there.

- *Links consoles, divisions and units with simple cables*

- *Can be changed and augmented later*

- *Proven over 10 years*

- *Light and compact*

- *Available with MIDI, CFM, Piston Sequencer, Transposer and Tuning for MultiSystem*

- *Krone connectors for quick wiring*

Rather than blind you with science, we'll just help you build brilliant organs.





A MultiSystem's offerings

Fast Installation

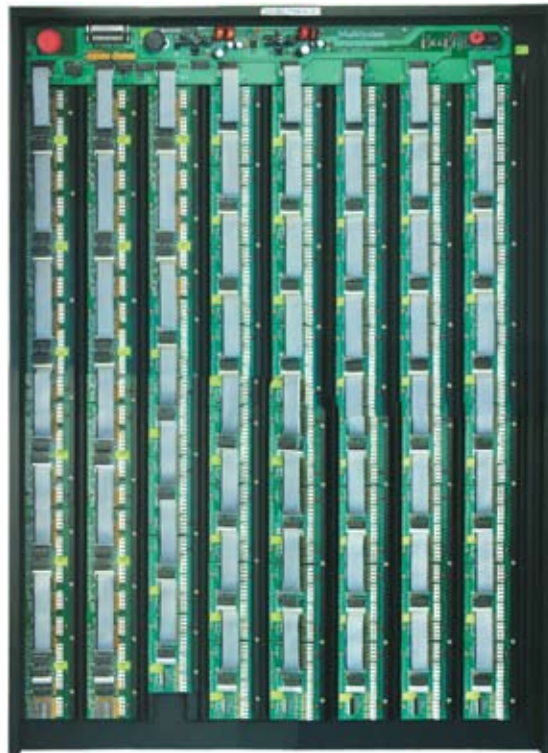
Yes, MultiSystem's processors are a bit technical. But SSOS have done the hard bit. All you have to do is wire the site cables to the system with its terminals, plugs and Krone connectors. There aren't any fearsome circuit boards bristling with solder tags.

Durability

In many ways, MultiSystems are more adaptable than humans. Now matter how simple or complex the project, the system won't complain or be any trickier to install.

Things to add

SSOS make accessories that work directly with MultiSystems without extra interfaces, changes or headaches. CFM is a capture system with up to 300 memory levels that can be shared between consoles. And MFM converts a system to full MIDI operation, including console record and playback.



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