SOLID STATE

MLC-02 with Scope
Operation Guide

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MLC - 02 Operating Instructions

This organ is fitted with the latest technology in MultiLevel Capture Systems, if you have used capture systems from Solid State before please read the sections in these instructions marked with a line in the right hand margin.

Solid State specialise in producing products that are easy to understand and you should be able to operate this system with little reference to this booklet. However, we strongly suggest you read it through at least once if you wish to use this system to its fullest extent.

Contents

Summary of features

The MLC - 02 installed in your instrument will allow you the maximum possible versatility. The following notes highlight the features available to you when playing the instrument.

2 complete levels of memory.

24 pistons & reversers that may assigned in any way to Generals or Divisional pistons.

32 stops

General cancel

Set

Adjustable hold time (300mS / 900mS)

Test mode - moves every stop on & then off in sequence. Allows all stop connections to be verified.

Player Configurable - all pistons can be configured to effect any number of stops i.e. generals, divisional, great reeds etc.

Each piston can also be configured to act as a reverser for any stop.

SCOPE input allows the organist to change the Scope (effected stops) of any piston.

SCOPE input allows any stops to be neutralised on any piston.

Lock switch - can be used to prohibit access to second level, or to prohibit use of SET switch.

The following features may also be available.

• Great and Pedal pistons coupled
• Generals on Swell toe pistons
• Pedal on Swell pistons
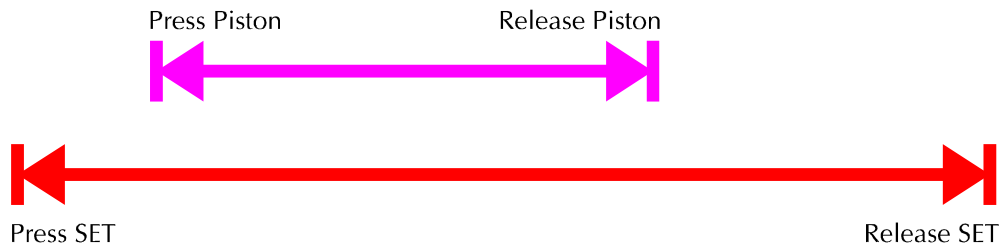
Summary of Controls

The MLC - 02 is able to memorise the stop settings on the organ using the pistons fitted under the keys. As each organ is built individually it is difficult when writing instructions to be precise about the layout of the pistons.

The MLC - 02 has three master controls in addition to your pistons. First let us look at the functions of the master controls.

Set

Normally mounted on your left hand side at the bottom is a piston marked SET. This piston always works in conjunction with another piston. On its own it does nothing.

The SET piston is pushed when the Divisional or General pistons are to be updated, and it must remain pushed throughout the operation.

Press Piston   Release Piston

Press SET   Release SET

In normal operation the SET piston is pushed, held, and a divisional or General piston pushed. The stops drawn will then be stored.
The exact sequence is as follows:

To set a General Piston 1.

Select the stops that are required
Push and hold SET
Push General Piston 1 and release
Release SET.

To set a General Piston 1, 2 and 3 with the same stops.

Select the stops that are required
Push and hold SET
Push General Piston 1 and release
Push General Piston 2 and release
Push General Piston 3 and release
Release SET.

To set a Divisional Piston, number 1.

Select the stops that are required in the division, it is not necessary to clear stops that are not in the division.
Push and hold SET
Push Divisional Piston 1 and release
Release SET.

General Cancel

General Cancel is usually positioned below the bottom keyboard and at the extreme right hand side.

General Cancel, as the name implies will cancel all stops drawn.

It does not clear the memories from the pistons.

Scope

If this piston is available on your system, it will usually be located next to the SET piston, below the bottom keyboard.

The Scope piston adds a new degree of flexibility to your capture system, allowing you to   adjust the "Scope" each piston operates over.

If this sounds a little complex, consider the difference between a general and a divisional piston. The general piston will alter all of the stops. A great divisional piston will only affect the stops on the Great, therefore the scope of the great piston is only the stops on the Great. Until now the scope of the pistons was fixed by the manufacturer, but advances in technology have allowed SSL to introduce this feature on the MLC - 02.

How to use the Scope piston	
To Set the Scope of a piston	Select all the stops to on, that are required to be in the Scope of that piston. Push and hold Scope. Push and hold Set. Push the piston to be set. Release Set and Scope in any sequence.
To check to Scope of a piston:	Push General Cancel. Push Scope and hold. Push the piston and check which stops come on.
To set a piston as a reverser.	Set the Scope of that piston to be only the stop required to be reversed. The system will interpret a one Scope piston as a reverser.
To set more than one Piston with the same Scope. (Setting up a Division)	Select all the stops to on, that are required to be in the Scope of the pistons. Push and hold Scope. Push and hold Set. Push the pistons to be set, one at a time. Release Set and Scope in any sequence.

Memory Levels

This system has two Memory Levels. Memory Levels can be likened to the levels in a multi-story car park. Each one is exactly the same, when one is full you can proceed up to the next one and start again.

When moving to level two, all of the settings are again available to you. Any changes made on level two will not affect the settings on level one and vice versa.

Memory Level Chart. - Memory Level One			
	Stop 1	Stop 2	Stop 3
Great Piston 1	SET	NOT SET	NOT SET
Great Piston 2	SET	NOT SET	SET
Great Piston 3	SET	SET	SET

Memory Level Chart. - Memory Level Two			
	Stop 1	Stop 2	Stop 3
Great Piston 1	SET	NOT SET	NOT SET
Great Piston 2	NOT SET	NOT SET	SET
Great Piston 3	SET	NOT SET	SET

The Memory switch is often located in the stop jam and will have two positions. The Organ Builder may have labelled the memory switch A-B or 1-2.

If the memory switch does not appear to function it may be that the Organ Builder has wired the lock switch to prevent settings being changed in the second memory level. If this is the case there should be a lamp to indicate that memory level two has been selected and this will not be lit.

Lock Switch

If the organ is fitted with a lock switch it will normally be in the stop jam. The lock switch allows you to prevent changes being made to either selected memories or the whole organ.

The Organ Builder will have marked up in the last section of this book a sheet that will tell you how this organ has been configured.

This page is reserved for your organ builder to make notes of the features installed with this system.

Settings Chart for ..			
Lock Switch	Locks all levels	Only Locks Level 2	Not fitted
Scope Piston	Fitted with Lock	Not fitted with Lock	Not fitted on Console