

Φ Physis - The Editor



Voices Map

SECTION :

STOP :

VOICE :

ACTIVE :



Reference Manual - EN

Editor v1.2

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Overview

PHYSIS - THE EDITOR

A Unico organ presents exceptional capabilities on its own, making it a unique organ and a good choice for any organist, any church and any studio. But to obtain the best from your organ, Viscount created "Physis - The Editor".

The Editor, is the only application software able to provide the finest instrument tuning and voicing, from every voice parameter, to the organ overall settings and routing.

The Editor is easy-to-use, it is lightweight, runs on every PC and laptop satisfying very low system requirements, allowing, e.g. to record your organ performance in the meanwhile.

The Editor gives access to four different panels:

- Parameters Edit: editing of voice settings, including physical model parameters, windchest, etc.
- Level and Pitch Edit: provides fine editing of level and pitch of any note for any voice, and enables you to save your presets to file.
- Voices Map: provides an intuitive view of all the voices loaded into your organ, and enables to move, load, swap, select, activate and deactivate them.
- Setup: provides editing of organ parameters such as Reverb, Output Routing, Tremulants setup, Equalizing, etc.

PHYSIS USB STICK

The Editor is provided in a distinctive USB key, containing the installation files and much space for you to store your organ presets and recordings!

The Editor can run only with the Physis USB Key plugged into your PC, to avoid illegal software piracy. It is recommended, then, to bring your Physis USB stick with you every time you may want to edit your organ with The Editor. Nonetheless, after first installation The Editor will be placed into your PC and will be ready to use in a glimpse. If you don't want to waste the organ internal memory (although there's plenty), you will be able to store your presets to the Physis USB stick, or any other storage facility, like your local hard drive or any other USB stick.



System Requirements

The Editor is a lightweight application and will run on most of the PCs, even aged ones. Anyway, before installing it, make sure your system is up to the requirements detailed below.

HARDWARE & SOFTWARE

CPU: Pentium II or higher

Hard Drive: approx. 22MB free

RAM: at least 128MB

Ports: 2 standard USB ports

Screen Resolution: 1024 x 768 min.

Operating system: Windows XP*, Windows Vista*, Windows 7*

ACCESSORIES NEEDED

— Physis USB stick

USB cable (not provided). The USB cable should not be longer than 3 meters and should be a “Type A” Male to “Type B” Male. See picture below.



Type A
connector

Type B
connector

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Installation Guide

For a correct installation of The Editor, it is required that you follow the steps provided hereby and you read carefully all the information given by this guide. Should something go wrong, refer to the last section of this manual, "Troubleshooting".

PRIOR TO INSTALL

Before installing The Editor, please make sure that:

- your PC meets the minimum system requirements
- your PC is not connected to the organ

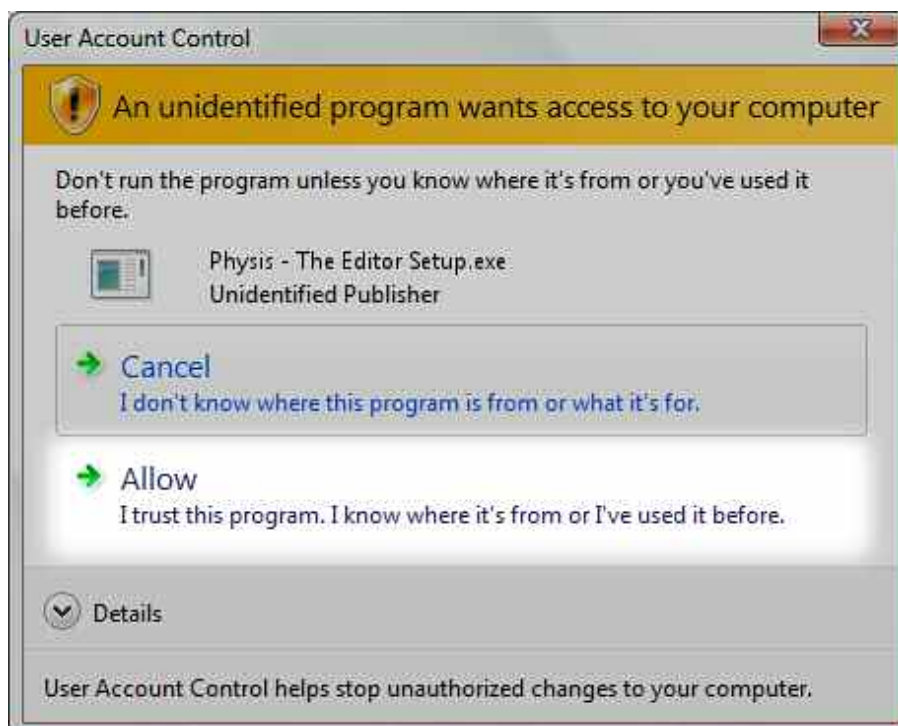
It is recommended that you read the "Readme" file and the "License Agreement" before proceeding further. You can find these files inside the "Physis - The Editor Setup" folder inside the Physis USB Stick.

Please note that although the following installation guide is valid for any Windows* XP*, Vista*, 7* system, the steps and the screenshots provided hereby could slightly differ in some cases.

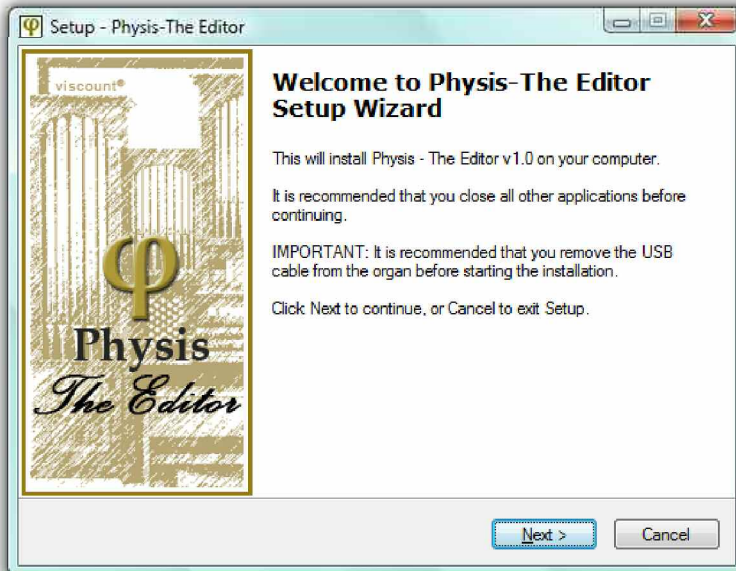
INSTALLING THE EDITOR

Plug the Physis USB stick to your PC and wait for it to be recognized by Windows. Open "My Computer" folder and look for the Physis removable device. Enter the "Physis - The Editor Setup" folder and look for the setup ".exe" file, called "Physis - The Editor Setup.exe". Double click it to begin installation.

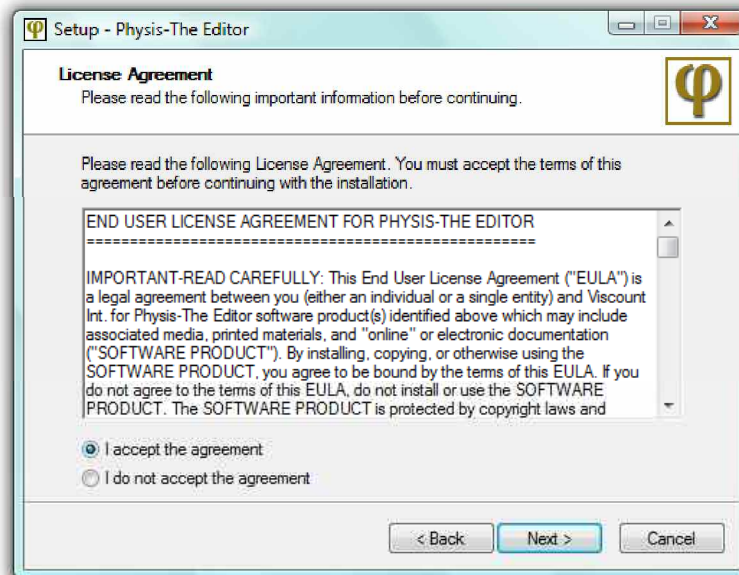
If a warning screen like this pops up, click Allow to continue installation.



The installation wizard will open.

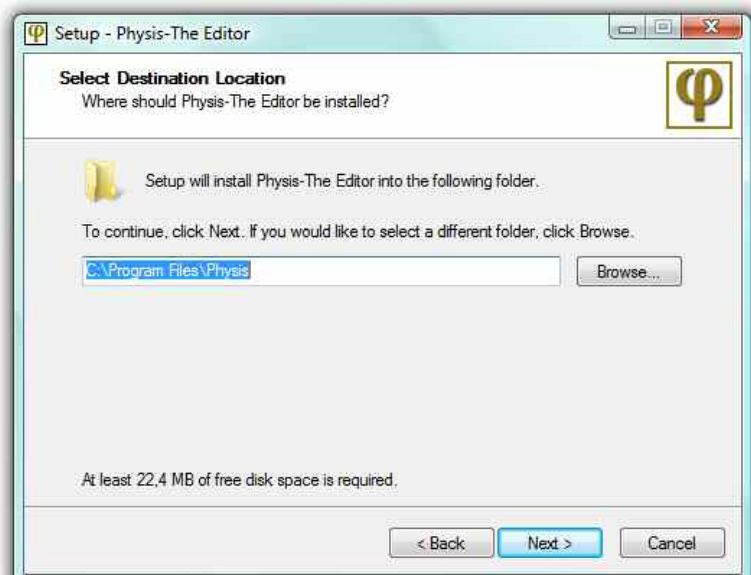


Click Next to continue installation.

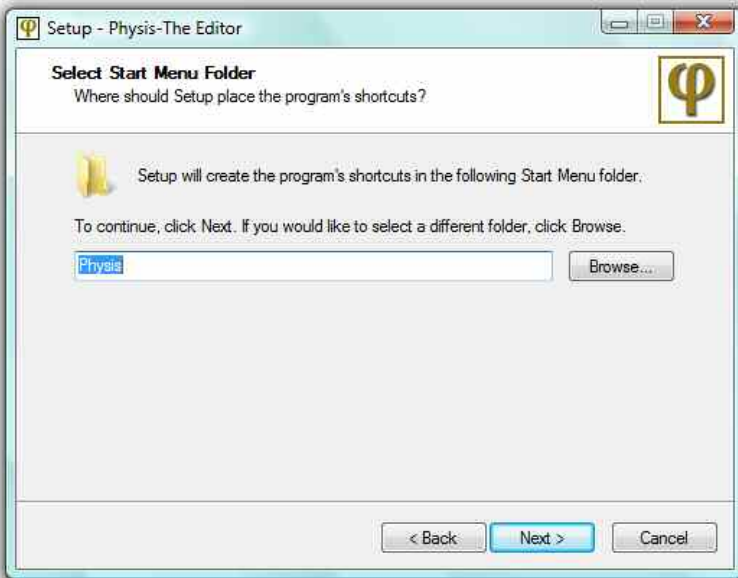


You must read and accept the license agreement to continue installation.

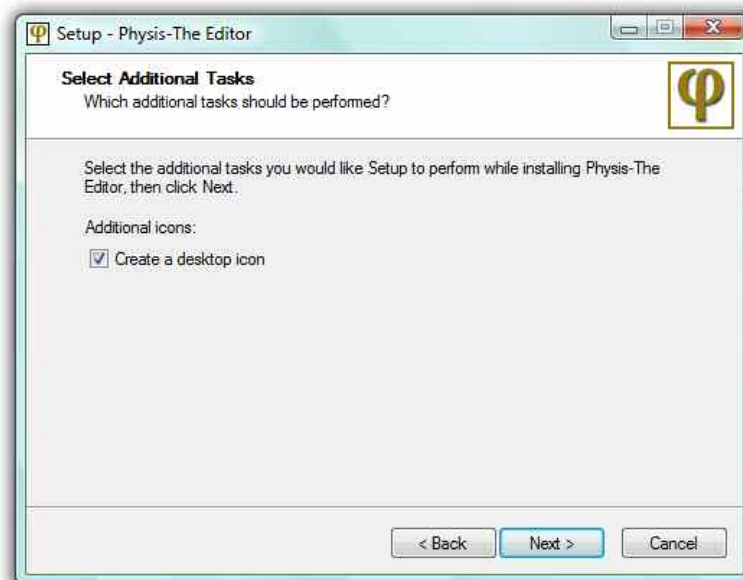
Now choose the folder for The Editor to be installed and click Next. The path already specified in the dialog is suited to most users.



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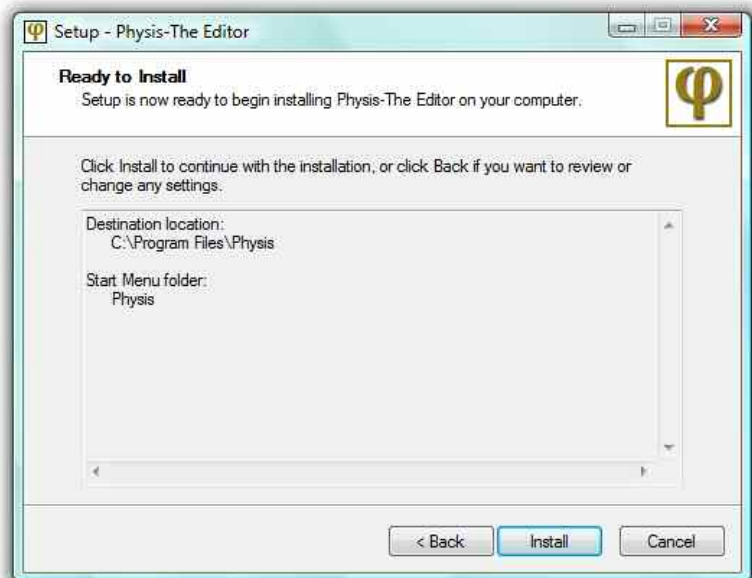


Then Choose a name for the Start Menu shortcut and click Next

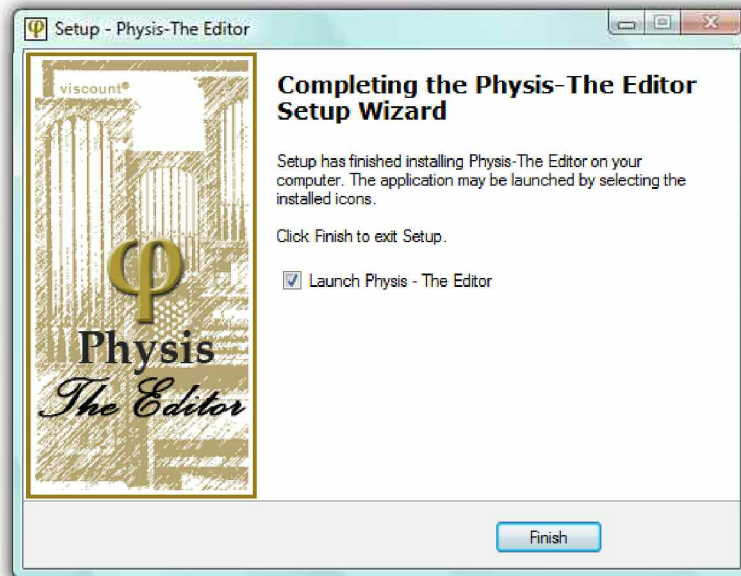


If you want to create a desktop icon check the box. Click Next.

The setup wizard is now ready to install The Editor. Click Install to start installation and wait until it has been completed.



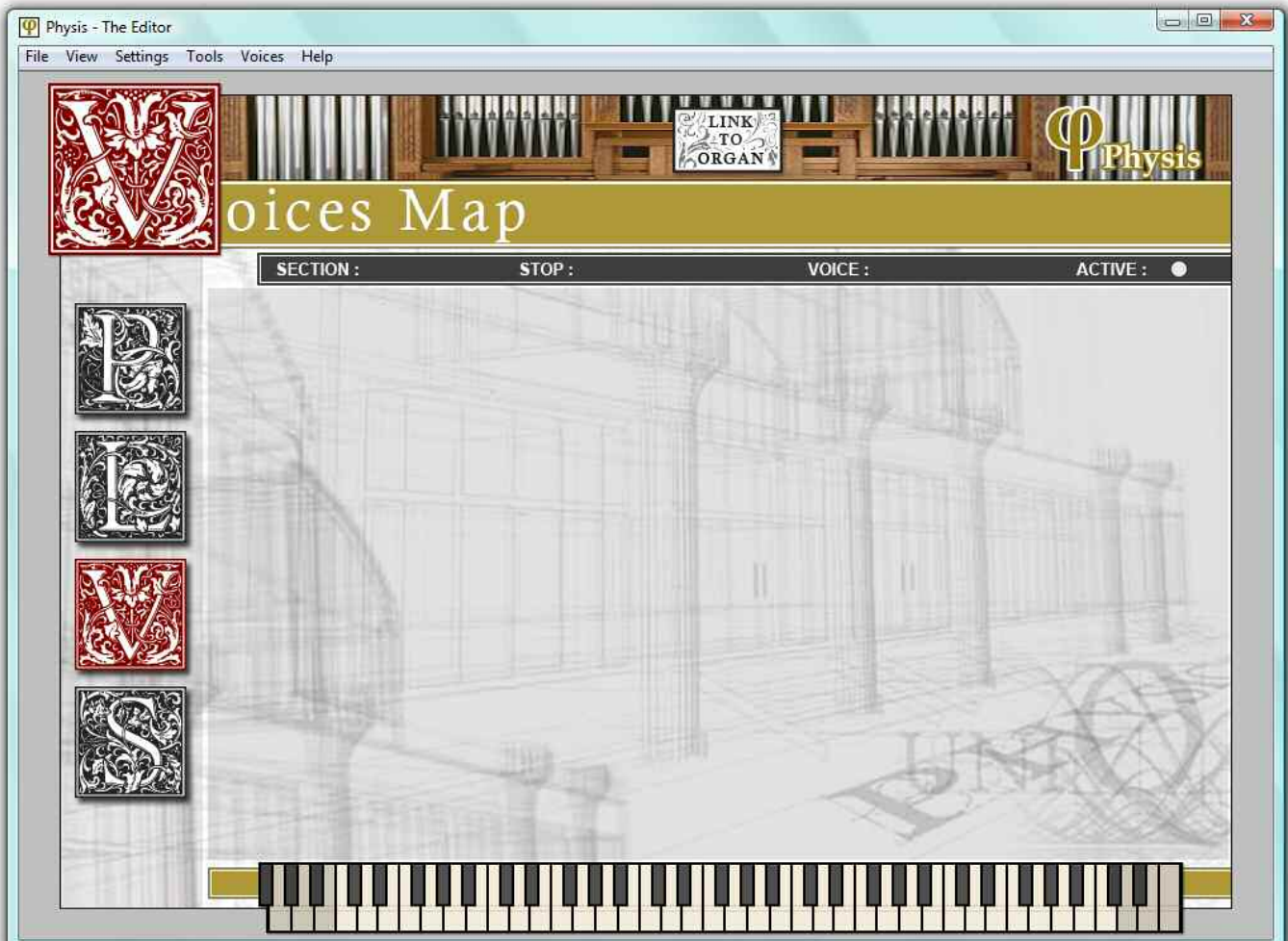
When the install procedure is completed the following screen is displayed.



Click Finish to launch Physis - The Editor.

PLEASE NOTE THAT THE EDITOR IS NOT READY TO USE YET. FOLLOW THE NEXT STEPS FOR THE FIRST-TIME CONNECTION TO THE ORGAN.

As soon as The Editor is launched, you will get an empty screen, because there is no connection to your Unico organ. Follow the next steps to complete the setup.



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NOTE: if your operating system is Windows XP, the following dialog may appear. Click Cancel.



The following dialog will appear. Confirm by clicking Yes.

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Organ Connection Setup

The first time you will connect the organ a wizard procedure will ask to install the drivers for Unico organs. Follow the next steps to complete this procedure.

For Windows XP, Vista and Seven, there are small differences in the procedure, shown in separate figures below. Vista and Seven shows little or no difference, hence only one of them will be depicted in the figures.

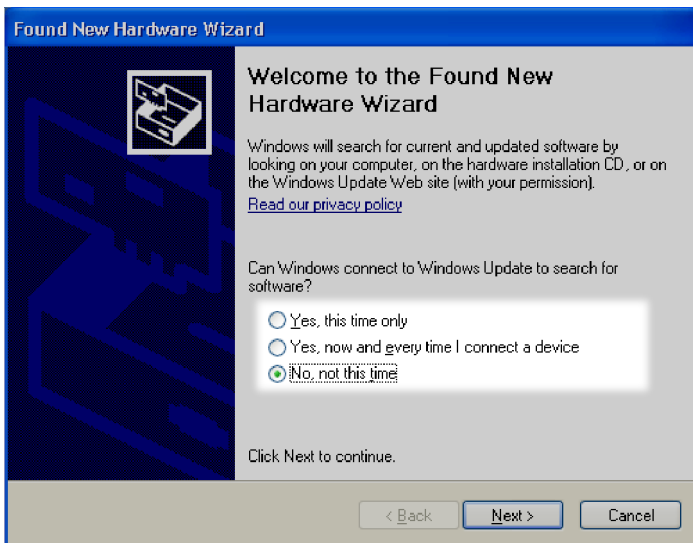
Before connecting the organ with your PC, turn on the organ and wait until it is ready.

Connect the organ to the PC. "Type A" connector of the cable goes to one of the USB ports and the "Type B" connector to the proper USB connector on the organ. Wait until a pop up message on the PC asks you for the driver installation.

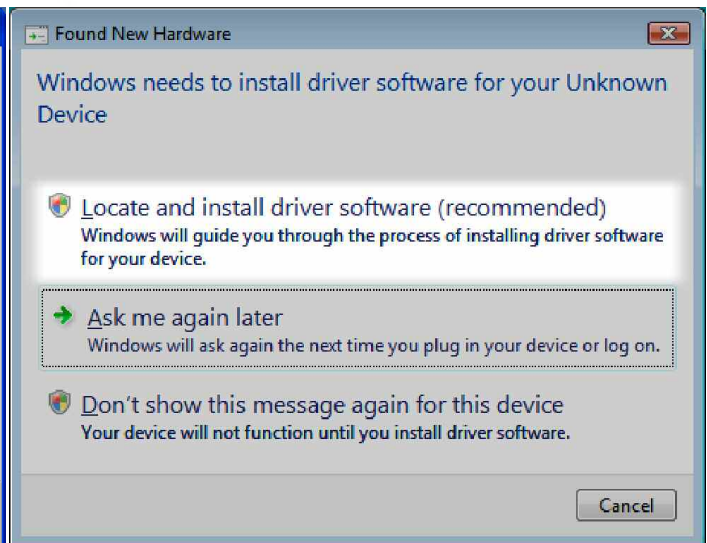
Vista/7: Click "Locate and Install Driver Software".

XP: select "Not now" and click Next.

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XP

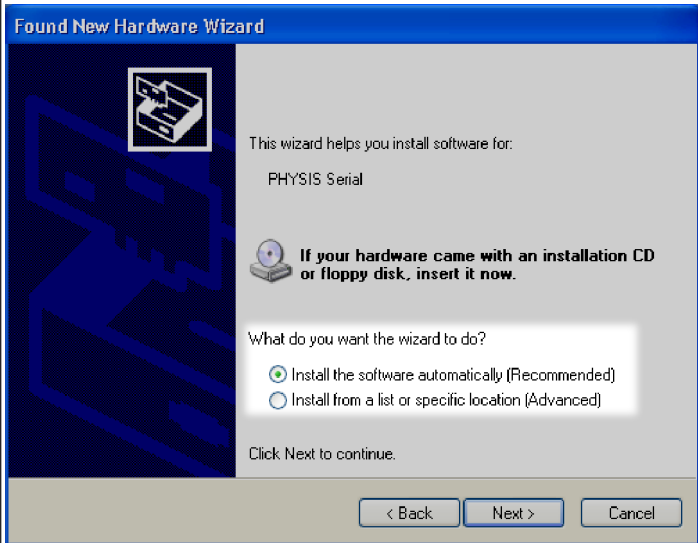


Vista / Windows 7

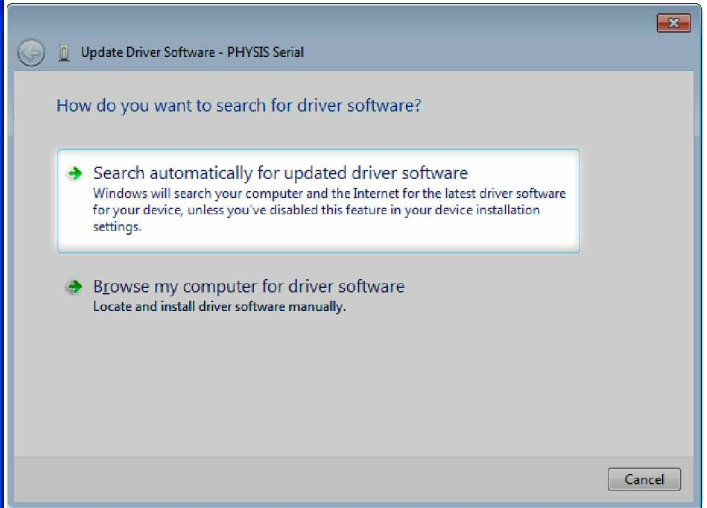
Now you will be asked to choose where to look for the drivers.

Vista/7: if this dialog appears, choose “Search automatically for updated driver software”. If not, wait for the system to find the drivers automatically.

XP: Select “Install software automatically” and click Next.



XP



Vista / Windows 7

Please wait until the system finds the proper driver. This may take several minutes.

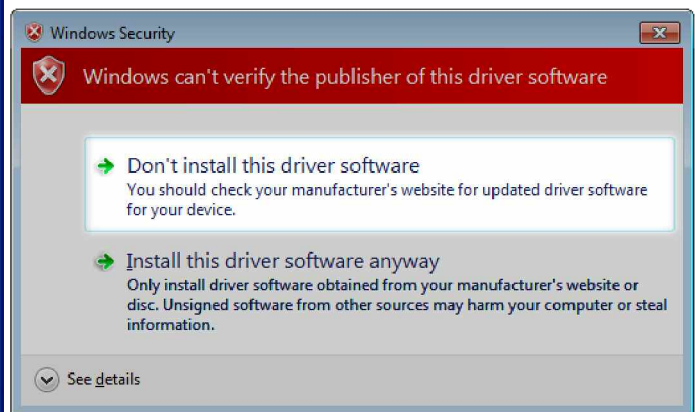
Should the automatic search go wrong, you will be asked to locate manually the drivers. Browse for the folder C:/Windows/system32/drivers, click OK and Next. Now the system should be able to locate the driver.

Vista/7: a warning dialog may appear, asking you to confirm the software installation, click “Install this driver software anyway”. Setup is complete.

XP: a warning dialog may appear, asking you to confirm the software installation, click “Continue Anyway”. A final screen will inform you that the setup procedure is complete. Click Finish.



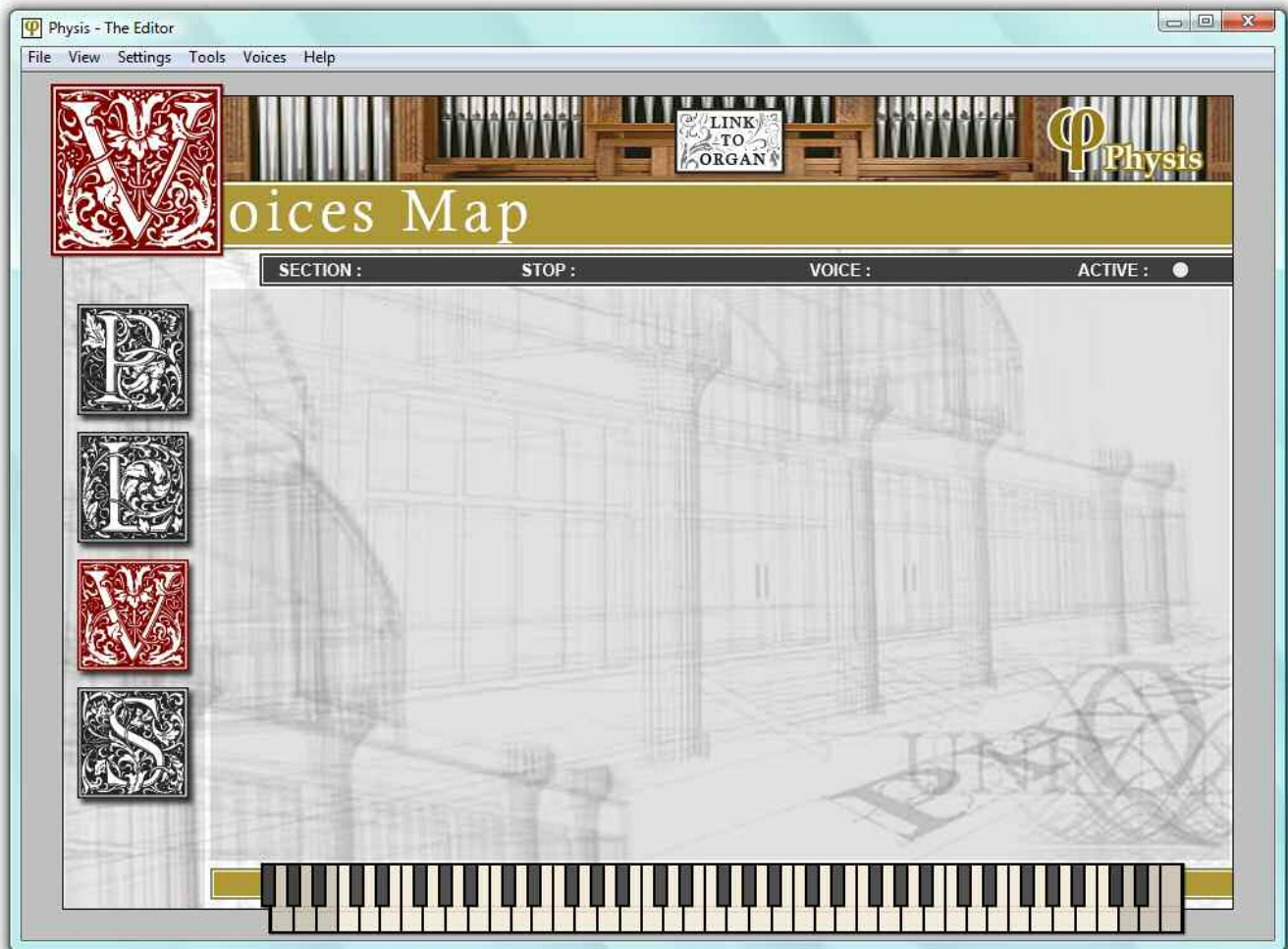
XP



Vista / Windows 7

Launch The Editor

After successfully installing The Editor and the drivers to connect to the organ, you can launch The Editor. You can launch the application from the Start Menu / Physis / Physis - The Editor, or from the desktop icon if it was installed. Once The Editor is running you can click “Link To Organ” to connect to the organ. Please remember to keep the Physis USB stick plugged to your PC in order to run The Editor.



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After clicking “Link to Organ”, The Editor will connect automatically to the organ. After a link between PC and organ is established the organ stops will be loaded into The Editor and shown in the [V]oices Map panel.

If you wish The Editor to connect automatically on startup, open the Settings / Configuration menu, and check the “Auto-link on Startup” box.

In case no link was established, open the Settings / Configuration menu, and change the “COM” Port, then click OK. If the port you choose is not the correct one you will get a “Port Error” message. Try another COM port or refer to the Usage Tips section to know how to find the correct COM port used by The Editor.

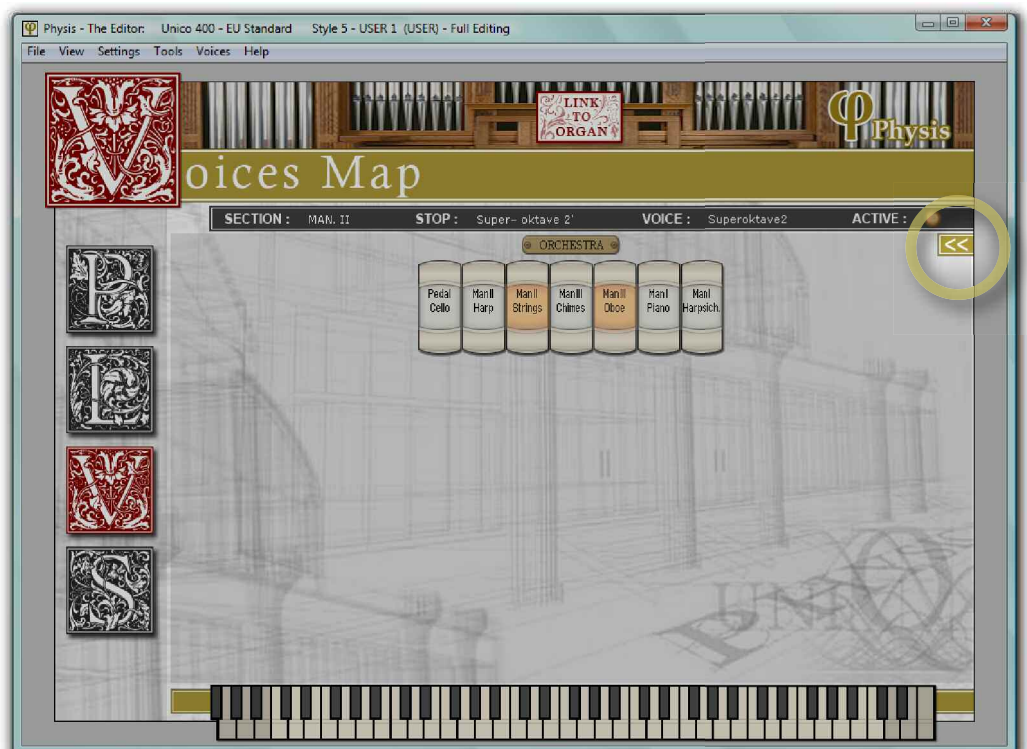
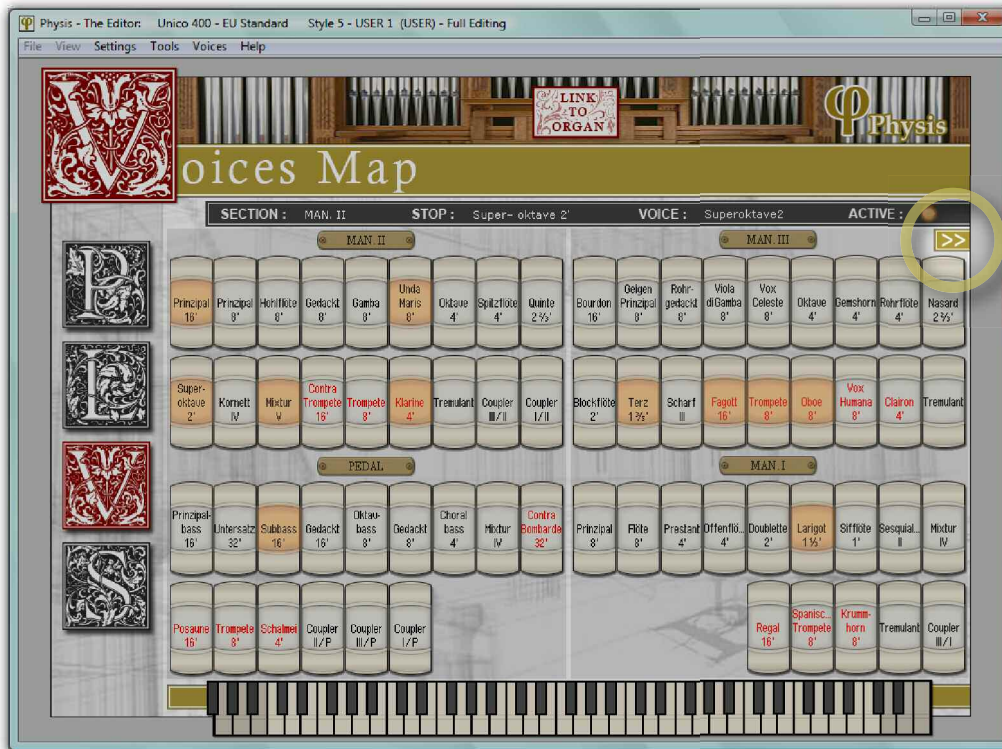
Click “Link To Organ” again to try to connect. If you cannot still connect check the Troubleshooting section to find a possible solution to this problem.

Application Guide

The following section gives full explanation on how to use The Editor and describes all the options provided by the software.

After connecting successfully to the organ, The Editor will show the [V]oices Map panel. This panel shows the list and status of the organ voices. When all the voices cannot be shown on a single page use the arrows button to switch to the next page, as shown in figure.

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There are other three pages or “panels” in The Editor, to access all of the Unico organs special features which are described in brief below.



The [P]arameters Edit provides advanced editing for every individual voice. Such parameters includes important physical modeling characteristics, panning and routing.

The voice to edit is written in the grey bar above the parameters. Any other voice can be selected for editing by clicking on the Voices menu or by switching to the [V]oices Map panel.



The [L]evel and Pitch panel provides advanced editing of Volume level and Pitch over the whole keyboard. These settings are per-voice, as the [P] settings.

The voice to edit is written in the grey bar above the parameters. Any other voice can be selected for editing by clicking on the Voices menu or by switching to the [V]oices Map panel.

The adjustments can be saved or loaded on a file.



The [V]oices Map panel gives information about the organ voices, tremulant and Couplers.

This panel also gives the possibility to remove, add, load and swap them, by right-clicking on the voices.

Voices on the organ can be activated or deactivated from this panel. They can also be selected for further use in the [L] and [P] panels.



The [S]etup panel provides general parameters settings for the organ, including Reverb, Equalizers and output routing.

These parameters are not related to any specific voice, but affect the whole organ.



Parameters Edit

Choose the voice to edit (from the menu Voices, on top). The current parameters values will be shown below.

PLEASE NOTE: every kind of voice is subject to different physical model, routing and windchest parameters, hence the [P] page content can change according to



Parameters Edit

SECTION : MAN. II

STOP : Prinzipal 16'

VOICE : Prinzipal16A

ACTIVE : ●



VOLUME +5

KEYB. LO LEV. 0

KEYB. HI LEV. 0



ATTACK 0

AIR NOISE +4

INT. AMPL. PANNING POLY



CHARACTER -4

HARM. NOISE 0

EXT. OUT ROUTER MODE DOUBLE CUSP



REL. DETUNE 0

FROM 40

TO 30



the voice family. Orchestra voices are editable as well, and have different parameters than that of organ pipes, which will be described afterwards.

Parameters for organ stops (every family is subject to only part of these):

- **VOLUME:** general level of the voice.
- **ATTACK:** adjusts the voice attack time, i.e. the time it takes to reach the maximum volume value, on a scale of 8 values. Set 0 for the minimum attack time and 8 for the maximum time. Note that the scale of 8 values cannot be associated to fixed time values, since this parameter depends on the type of voice being modified and the time tracking of the keyboard, which means that attack times are shorter in the upper than in the lower part.
- **AIR NOISE:** This parameter regulates the amount of noise of the air blowing through the pipe. Note that thanks to the special physical modeling algorithm, the value will not be evenly distributed but will have a more or less noticeable effect on the voice depending on the pipe's footage, its characteristics and the note played.
- **CHARACTER:** this parameter has different effects on different families of stops,

for example in Bourdons, Principals, Strings and Flutes it modifies the level of the harmonics of the selected voice without changing the level of the first harmonic, while in Reeds it also affect the first harmonic with varying effects on bass or treble footages. Changing this value makes the sound more "open" and immediate (positive values) or more "closed" and dark (negative values).

- **HARM. NOISE** (Harmonic Noise): the Harmonic Noise is due to the imperfect oscillation period of the air flow in front of the pipe mouth. When this parameter is set to -4 these imperfections are not present, making the sound pure. Increasing the value, the sound becomes more real.
- **REL. DETUNE** (Release Detune): adjusts the variation in tuning when the note is released compared to the value with the note pressed, on a scale of 8 values. Here again, fixed values of hundredths of a semitone cannot be associated to the values shown on the screen, since the modification depends on the voice and the part of the keyboard being played. Set 0 for the minimum change in tuning and 8 for the maximum change.
- **FREQ. SKEW** (Frequency Skew, only applies to: Reeds): gradual change in the air's pitch during the attack and release phases.
- **DETUNE** (only applies to: Detuned Voices): set the amount of "detuning" to be applied to the voice: the higher the value, the greater the "beating" effect the voice will acquire when used with other voices. With a setting of 0 the voice is perfectly tuned with the other voices and the beating typical of "detuned" voices will therefore not be audible
- **KEYB. LO LEV.** (Keyboard Low Level): regulates the attenuation (negative values) or increase (positive values) of the volume in the low part of the manual.
- **KEYB. HI LEV.** (Keyboard High Level): regulates the attenuation (negative values) or increase (positive values) of the volume in the high part of the manual.
- **INT. AMPL. PANNING** (Internal Amplification Panning): setting of the stereophonic distribution of the stops to the internal amplification system, to simulate different types of windchests. For more information about the panning/windchest options skip to the next subsection.
- **EXT. OUT ROUTER MODE** (External Out Router Mode): regulates the panning/windchest options for the external routing. Every option can be customized further by parameters which differ from option to option, and are shown below the windchest image. For more information about the panning/windchest options skip to the next subsection.

PLEASE NOTE: all the parameters in the [P] page are intended exclusively for the voice under editing.

Orchestra voices are controlled by different parameters:

- **VOLUME:** general level of the voice.
- **BRILLIANCE:** sets the brilliance of the voice. Higher values give a brighter and cleaner sound, negative values give a darker sound.
- **OCTAVE SHIFT:** allows to transpose the sound +/-1 octave.
- **SUSTAIN PEDAL:** activates (yes) or deactivates (no) the use of sustain pedal with the selected orchestra voice.

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WINDCHEST/PANNING OPTIONS» **Cusp**

In this configuration, the tallest, broadest pipes are located in the centre, so the voice's lowest notes are played by the most central speakers. As the pitch rises the signal is gradually distributed further and further to the outside, in alternation; in other words, C will sound on the right and C# on the left.

» **Double Wing**

This configuration is the opposite of the previous one; in this mode, the tallest, broadest pipes are on the outside, so the lowest notes are played on the outermost speakers, again in alternation. As the pitch rises the notes are played closer and closer to the centre.

» **Double Cusp**

This configuration makes use of two cusps, one left, one right.

» **Left Wing**

The tallest, broadest pipes are installed on the left, so the lowest notes are played by the speakers furthest to the left. As the pitch rises the notes are played more and more to the right.

» **Right Wing**

This layout is the reverse of the previous one, so the lowest notes sound on the right and the highest on the left.

» **C - C# or C# - C (Alternate Keys)**

In this mode, the notes are sent in alternate semitones to two outputs (or a position midway between two outputs). This means, for example, that C can always be made to sound on output 1 and C# on output 4.

» **Mono - Left - Right - Poly**

This setting allows the sound of a voice to be sent to a single output (Left, Right), a position midway between two outputs (Mono), or to either speakers (Poly). This means that regardless of the point on the keyboard, the voice always sounds from the same position.

Additional options for the EXT. OUT ROUTER MODE parameter:

- **FROM - TO**: select the limits of the area, within which the wind-chest is to be located. The value is set as *[output number - position between two outputs]*, bearing in mind that there are four positions between one output and the next. For example a value of 40 means that the end of the range (FROM or TO) is exactly on output [4], while a value of 82 means that the FROM or TO point is between output [8] and [9], close to [8] since it is in the first fifth of the area between output [8] and output [9]. The image shown in The Editor [P] page gives a visual hint.
- **POSITION**: used for MONO routing. It is a number expressing the position of the audio image with a convention similar to the FROM-TO value: e.g. a value of 12 is between output [1] and [2], but closer to [1].
- **C and C#**: these two indicators are used for the C-C# routing mode and express the position of the alternate keys following C and C# expressed by the same notation as the POSITION indicator, e.g. a value of 12 for C means that C and the following whole step keys are routed between output [1] and [2], closer to [1].

PLEASE NOTE: to adjust the **panning for Orchestra** voices see the description for EXT. OUT ROUTER - ORCHESTRAL VOICES under the [S]etup section.



Level and Pitch Edit

Choose the voice to edit (from the menu Voices, on top).

PLEASE NOTE: all the adjustments in the [L] page are intended exclusively for the voice under editing.

PLEASE NOTE: Level and Pitch Edit is not available for Orchestra voices.

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In the middle of the editor window, you'll find the areas dedicated to the Level and Pitch compensation.















Each area consists of a bar-graph where each column represents a note and the bar represents the amount of the parameter (Level or Pitch) that you can change note-by-note by clicking on it.

To change, for example, the Pitch value of the middle C, proceed as follows:

- Locate the Middle C on the editor's keyboard and, proceeding upward, locate the corresponding column on the Pitch area.
- Left click on the column. Now, holding down the mouse button and moving it up and down you may set the desired pitch for the note you choose.

Following this procedure you will be able to edit the pitch of each note for any voice. Same procedure stands for the LEVEL COMPENSATION to edit the Volume Note-by-note.

Between the two bar graphs there are some useful editing "tools" to speed up the editing procedure:

-  **ARROW** (default): Use this tool to change the value of each single bar. Click on the bar, and holding down the button, move the mouse up and down to change the bar's value.
-  **PENCIL** This tool allow a free hand drawing across the column of level or pitch area.
-  **LINE**: Use this tool to draw a line on the selected area. Left click on the starting column (note) and, holding down the button, move the mouse to reach the destination column (note). A line will be created and all the columns in between will reach the line's value.
-  **CURVE 1**: This tool draws a curve faced down between two columns (defining a keyboard range). This tool works similarly to the Line tool.
-  **CURVE 2**: As above, but the shape created will be a curve faced up
-  **FACTOR** Tool. Use this tool to move all the bars together up or down. You can increase or decrease all the notes pitch (or level) by maintaining the shape you created. Just click on a bar at random and holding down the button, move the mouse up or down.
-  **COMPRESS** Tool.: Once a Pitch or Level " shape" across the keyboard has been created you can use this tool to "compress" or "expand" it (changing the "influence" that the shape gives to parameters). Use this tool as described above.
-  **VERTICAL MIRROR**. By clicking on a column, the entire shape you created will be mirrored by the Y axis.
-  **HORIZONTAL MIRROR**: By clicking on a column the entire pitch or level shape will be mirrored by the x axis.
-  **ERASE** tool. Use this tool to delete the shape (zeroes all the bars) you created.
-  **COPY** button: Use this tool to copy the shape you created, on other voices. Select a column with the arrow tool, press the copy button and the shape will be stored on your computer clipboard.
-  **PASTE** button: Use this tool to paste the shape you copied previously on the current area. Select a column with the arrow tool and press the paste button: the shape in the clipboard will be restored
-  **OPEN PRESET**: use this tool to open an existing preset located inside your computer Hard Disk or the Physis USB Stick. When you press the icon button, you have to choose whether you want to look for Level or a Pitch presets. In order to do so, click on the Level bar graph or the Pitch one. A dialog will appear to let you look for a preset file. Note: Level adjustment files have the ".plc" extension, while Pitch adjustment files have the ".ppc" extension.
-  **SAVE PRESET**: use this tool to save the current Level OR Pitch preset. Level and Pitch presets must be saved to different files: ".plc" for Level adjustments, ".ppc" for Pitch Adjustments. When you press the icon button, you have to choose whether you want to save the current Level or Pitch preset. In order to do so, click on the Level bar graph or the Pitch one. A dialog will appear to let you save the preset file. You can save it in your local Hard Disk or to the Physis USB stick.

NOTE: If the voice is not active, click on the ACTIVE indicator to activate the voice and hear the editing results.



Voices Map

This is default panel shown when turning on The Editor. When the connection to the organ is established this panel shows all the organ stops. If all the stops cannot be shown in a single page the arrow button on top right switches to the second page.

The screenshot shows the Voices Map interface with the following details:

- SECTION:** MAN, II
- STOP:** Prinzipal 16'
- VOICE:** Prinzipal16A
- ACTIVE:** (Indicator light)

The organ stops are organized into four sections:

- MAN II:** Prinzipal 16', Prinzipal 8', Hohlfloete 8', Gedackt 8', Gamba 8', Unda Maris 8', Oktaue 4', Spitzfloete 4', Quinte 2 3/4'
- MAN III:** Bourdon 16', Geigen Prinzipal 8', Rohr-gedackt 8', Viola di Gamba 8', Vox Celeste 8', Oktaue 4', Gemshorn/Rohrfloete 4', Nasard 2 3/4'
- PEDAL:** Prinzipal-bass 16', Untersatz 32', Subbass 16', Gedackt 16', Oktaue-bass 8', Gedackt 8', Choral-bass 4', Mixtur IV, Kontra Bombarde 32'
- MAN I:** Prinzipal 8', Flöte 8', Prestant 4', Offenflöte 4', Doublette 2', Larigot 1 1/2', Siffloete 1', Sesquialter II, Mixtur IV

Additional stops shown in red text include: Kontra Trompete 16', Trompete 8', Klarine 4', Blockflöte 2', Terz 1 3/4', Scharf III, Fagott 16', Trompete 8', Oboe 8', Vox Humana 8', Clairon 4', Posaune 16', Trompete 8', Schalmel 4', Coupler II/P, Coupler III/P, Coupler I/P, Regal 16', Spanisc... Trompete 8', Krummhorn 8', Tremulant, and Coupler III/I.

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PLEASE NOTE: depending on the organ that is connected to The Editor, the [V] panel may look different. For example, drawstops organs show drawstops instead of stop tabs (see picture below, left), while custom organs show a different kind of tabs (see picture below, right).

This screenshot shows the Voices Map interface for a drawstop organ. The settings are:

- SECTION:** MAN, II
- STOP:** Gamba 8'
- VOICE:** Gamba 8 A
- ACTIVE:** (Indicator light)

The organ stops are organized into four sections:

- PEDAL:** Coupler I/P, Coupler II/P, Tremulant, Coupler III/P, Clairon 4', Terz 1 3/4', Scharf I, Krummhorn 8', Mixtur IV, Siffloete 1', Choral-bass 4', Gedackt 8', Quinte 2 3/4', Klarine 4', Oboe 8', Gemshorn 4', Sesquialter II, Prinzipal-bass 16', Unda Maris 8', Hohlfloete 8', Gedackt 16', Kontra Bombarde 32', Oktaue 4', Trompete 8', Trompete 8', Rohr-gedackt 8', Vox Celeste 8', Flöte 8', Prinzipal 16', Subbass 16', Prinzipal 8', Prinzipal 16', Bourdon 16'
- MAN II:** Coupler II/P, Mixtur IV, Schalmel 4', Posaune 16', Super Oktaue 2', Spitzfloete 4', Unda Maris 8', Kontra Trompete 16', Prinzipal 8', Prinzipal 16', Untersatz 32', Gamba 8'
- MAN III:** Tremulant, Coupler I/P, Clairon 4', Terz 1 3/4', Scharf I, Krummhorn 8', Mixtur IV, Siffloete 1', Nasard 2 3/4', Blockflöte 2', Larigot 1 1/2', Doublette 2', Offenflöte 4', Prestant 4', Flöte 8', Prinzipal 8'
- MAN I:** Prinzipal 8', Flöte 8', Prestant 4', Offenflöte 4', Doublette 2', Larigot 1 1/2', Siffloete 1', Sesquialter II, Mixtur IV

This screenshot shows the Voices Map interface for a custom organ. The settings are:

- SECTION:** MAN, II
- STOP:** Prinzipal 16'
- VOICE:** Prinzipal16A
- ACTIVE:** (Indicator light)

The organ stops are organized into four sections:

- PEDAL:** Prinzipal-bass 16', Untersatz 32', Subbass 16', Gedackt 16', Oktaue-bass 8', Gedackt 8', Choral-bass 4', Mixtur IV, Kontra Bombarde 32'
- MAN II:** Prinzipal 16', Prinzipal 8', Hohlfloete 8', Gedackt 8', Gamba 8', Unda Maris 8', Oktaue 4', Spitzfloete 4', Quinte 2 3/4'
- MAN III:** Bourdon 16', Geigen Prinzipal 8', Rohr-gedackt 8', Viola di Gamba 8', Vox Celeste 8', Oktaue 4', Gemshorn/Rohrfloete 4', Nasard 2 3/4'
- MAN I:** Prinzipal 8', Flöte 8', Prestant 4', Offenflöte 4', Doublette 2', Larigot 1 1/2', Siffloete 1', Sesquialter II, Mixtur IV

Additional stops shown in red text include: Kontra Trompete 16', Trompete 8', Klarine 4', Blockflöte 2', Terz 1 3/4', Scharf III, Fagott 16', Trompete 8', Oboe 8', Vox Humana 8', Clairon 4', Posaune 16', Trompete 8', Schalmel 4', Coupler II/P, Coupler III/P, Coupler I/P, Regal 16', Spanisc... Trompete 8', Krummhorn 8', Tremulant, and Coupler III/I.

From this panel it is possible to activate and deactivate the organ stops by clicking on the “stop” buttons (for rocker tabs a click on top or bottom of it, switches off or on, like in a real drawstop).

Furthermore all the **voices management functions** are achieved from a drop-down menu, right-clicking any voice.

The drop-down menu has the following options for the organ voices:

- **Select voice:** Allows to associate a new voice to be played with the selected stop.
- **Remove voice:** Allows to select a voice to remove from the drop-down list. This means the selected voice will never be listed anymore hence it won't be possible to use it and associate to an organ stop.
- **Add voice from:** allows to add a voice to the drop-down list from a different Manual or the Pedal. Once added, it will be possible to play this voice with the current Manual/Pedal via the Select voice option.
- **Load voice:** allows to load a new voice from a file on your computer.
- **Swap stop for:** swaps the current stop with a stop from the current Manual, another Manual or the Pedal.
- **Edit Parameters:** jumps to the [P] panel, to edit the selected voice parameters.
- **Edit Level and Pitch:** jumps to the [L] panel, to edit the selected voice levels.

For **orchestra voices** the drop-down will show only the following options:

- **Select voice:** allows to associate a different orchestra voice to be played with the selected stop.
- **Edit Parameters:** jumps to the [P] panel, to edit the selected voice parameters.

PLEASE NOTE: Couplers and Tremulants have no right-click option menu. In order to adjust Tremulant parameters refer to the [S] page description section.

Setup

This panel shows general organ parameters, which affect the behaviour of all the voices and the overall sound.

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PLEASE NOTE: the **1:4**, **5:12**, **13:20** buttons, are shown only on top class models with an output expansion module installed. Other organs may have only the first or the first two buttons. We will describe hereby the most comprehensive case which is the one with all three buttons.

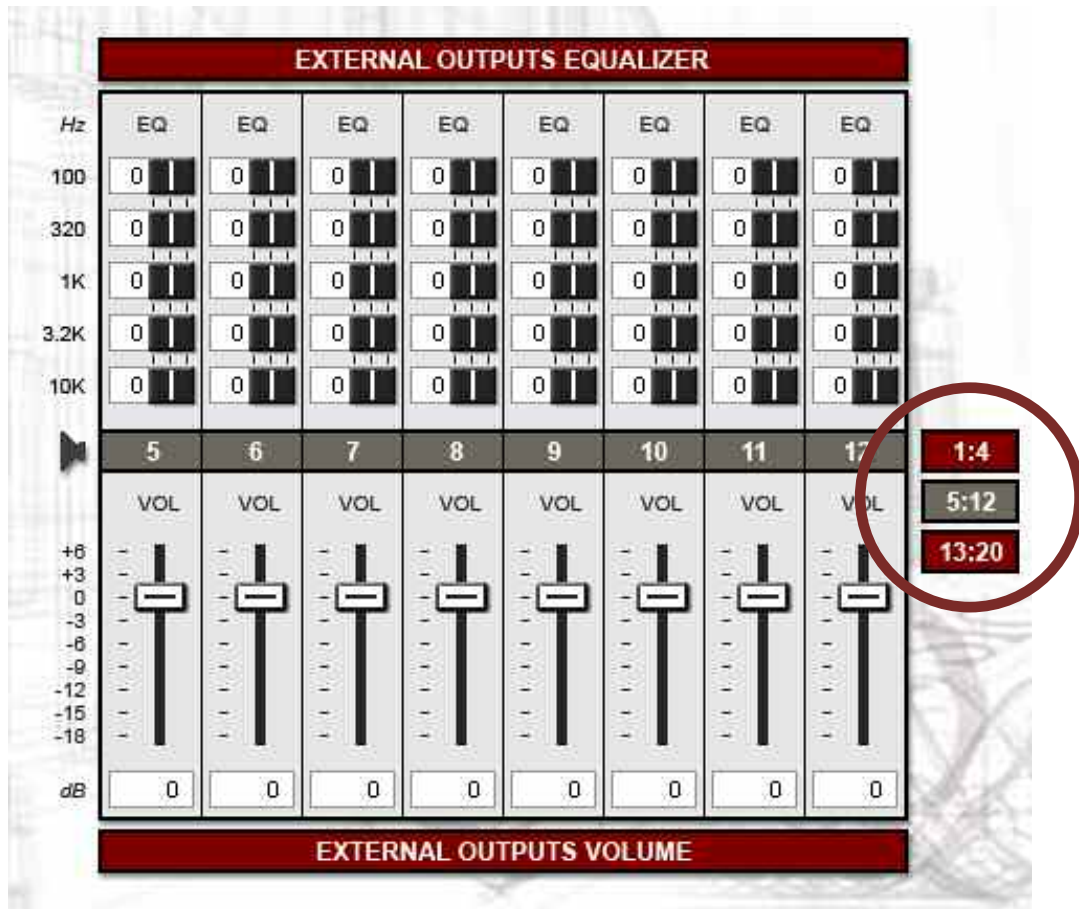
The parameters available to edit are the following:

- **INT. EQ** (Internal Equalizer): a 5-band equalizer, intended for the internal amplification of your organ.
- **TREMULANT**: Depth and Speed adjustment for the Tremulants (one for each manual).
- **EXTERNAL OUTPUTS EQUALIZER** and **EXTERNAL OUTPUTS VOLUME**: a complex equalizer for the output speakers, including SUB speaker and per-channel volume adjustment. For a detailed description jump to next subsection.
- **REVERBERATION**: choose the type of Reverb.
- **ANTIPHONAL OUTS**: allows either to activate the last 4 outputs as Antiphonal outputs, or to use every output as Main output. With organs with only 4 outputs, Antiphonal outputs cannot be used. With organs with 12 or 20 outputs, the last 4 outputs can be used as Antiphonal.
- **EXT. OUT ROUTER - EXTERNAL INPUT**: this panel allows to pan the exter-

nal input among the external speakers. The LEFT input and RIGHT input are spread between the two values inputed in this panel. The convention for the LEFT CHANNEL and RIGHT CHANNEL numbers follows the same as described in the subsection WINDCHEST/PANNING under the Parameters Edit section.

- **EXT. OUT ROUTER - ORCHESTRAL VOICES:** this panel allows to pan the Orchestra voices among the external speakers. The convention for the LEFT CHANNEL and RIGHT CHANNEL numbers follow the same as described in the subsection WINDCHEST/PANNING under the Parameters Edit section.

EXTERNAL OUTPUTS EQUALIZER and EXTERNAL OUTPUTS VOLUME



The external outputs from 1 to 20 are divided in tables. The first table shows the General Volume GEN, the SUB Volume, and the first four outs (1÷4). The next two tables can be activated from the 5:12 and 13:20 buttons, which, in turn, show external outputs from 5 to 12 and from 13 to 20.

The first table allows the General Volume (GEN) adjustment in the range 0÷-60, the SUB Volume in the range +6÷-18, the SUB cutoff frequency 80÷300Hz and the slope of this cutoff frequency between the values 12 (-12dB/oct) or 24 (-24dB/oct). If the value SLOPE is set to “—” no cutoff filter is used.

The first table also allows the editing of the first four external outputs.

As the image above shows, every output has a 5-band equalizer and dedicated volume. To adjust equalizer levels drag the white line right or left. Every band allows for a +8÷-8 adjustment. The volume can be adjusted for any band in the range -18÷+6.

To switch to the next two tables use the 5:12 and 13:20 buttons, highlighted by the

red circle in the figure above. As the image shows, every output has a 5-band equalizer and dedicated volume. To adjust equalizer levels drag the white line right or left. Every band allows for a $+8\div-8$ adjustment. The volume, can be adjusted for any band in the range $-18\div+6$.

The same stands for outputs 13÷20, when available.

The Menu toolbar

The menu toolbar gives access to the following functions:

- File / Export... : exports all the [P] page parameters to a text (.txt) file for the user's convenience.
- File / Exit: quits The Editor.
- View / Parameters Edit, View / Level and Pitch Edit, View / Voices Map, View / Setup: switch to the aforementioned panels.
- Settings / Configuration...: gives access to the COM communication port settings and the Auto-Link On Startup option, which allow to connect The Editor to the organ at the application startup.
- Tools / Link to Organ: links The Editor to the organ.
- Tools / Select Organ Style: allows to choose from the PRESET styles (which are locked to any editing) and from the USER styles (which are fully configurable).
- Tools / Upload to Organ...: this menu allows to upload to the organ an existing Style, Setup, or Combination memory file located in your PC.
- Tools / Download from Organ...: this menu allows to download the current organ Style, Setup or Combination memory and store it to your PC in a file. This will be available as a backup for a future upload to the organ.
- Tools / Update Firmware...: this tool allows to update the organ firmware whenever a new release is provided by Viscount. Attention must be paid not to upload the firmware from another organ, or to interrupt the upload procedure.
- Voices: allows to choose a voice for editing.
- Help / About...: gives information on The Editor application, including version number.
- Help / Organ Info...: gives information on the organ currently connected to The Editor, including model name, version, language and Firmware release. You can also write a short note in the NOTEPAD line which can be useful to you or other users.
- Help / Physis on the Web...: opens a browser window and redirects to the Physis web site. You must be connected to the Internet in order to visit the website.

Usage Tips

To avoid common problems and errors, we suggest to follow these guidelines when using The Editor and connecting a Unico organ to the PC.

- Never unplug the Physis USB stick while running The Editor.
- Always safely remove the Physis USB stick from the PC. In order to do so, click on the Safely Remove Hardware tray icon and click on the Physis USB stick item (if you do not know which one to click, open “My Computer”, and check which drive letter is associated to the Physis USB stick).
- The Editor executable, can NEVER run without the Physis USB stick plugged into the PC.
- If you need to know which COM port is used by The Editor to link to the organ, follow these steps.

WINDOWS XP:

1. Open the Start menu, and click Control Panel
2. Double click System
3. Choose the Hardware tab and select Device Manager
4. Now under the "Ports (COM & LPT)" subsection the "PHYSIS serial (COM xx)" item should be listed, where xx is the COM port number that the system assigned to the PHYSIS Serial port. Remember that number for later use.

VISTA:

1. Open the Start menu, and click Control Panel.
2. Choose the classic view.
3. Double click System.
4. Click on Advanced System Settings.
5. Select Device Manager.
6. Now under the "Ports (COM & LPT)" subsection the "PHYSIS serial (COM xx)" item should be listed, where xx is the COM port number that the system assigned to the PHYSIS Serial port. Remember that number for later use.

Troubleshooting

Common problems or mistakes can be solved easily by reading carefully this guide and the following section. If a solution to your problem cannot be found here, contact our customer support.

When trying to link to the organ I get the error message “Please, Connect USB cable to the organ and retry”.

POSSIBLE CAUSE:

- The organ is turned off
- The USB cable is not connected

SOLUTION:

- Turn on the organ and wait for the boot sequence to be over.
- Check if the cable connects organ and PC, check for cable defects or damages, then try again. Check if the cable is of the correct type. The cable should not be longer than 3 meters.

— The organ driver has not been installed yet

— Go back to the “ORGAN CONNECTION SETUP” paragraph in the Installation Guide and follow the instructions.

When running The Editor I get the error message “No Physis USB Key detected! Please insert Physis USB Key into the USB port and Retry...”

POSSIBLE CAUSE:

— The Physis USB Key has been accidentally unplugged or disconnected via the Safely Remove Hardware function in Windows.
— you do not own a Physis USB key.

SOLUTION:

— Reconnect the key or plug it again, then click Retry.
— contact your local dealer to obtain one or our customer support.

After connecting to the organ, in the [V]oices Map panel, I can't see all my voices. For example, I miss my Unico 400 Orchestral voices.

POSSIBLE CAUSE:

— Your organ voices are too many to be shown in a single page.

SOLUTION:

— Simply press the golden arrow button on top right to switch to the second page.

In the [P] or [L] panel I attempt to change the parameters of my voices but cannot hear any change.

POSSIBLE CAUSE:

— You are editing the wrong voice or a voice which is turned off.
— Too many voices are currently turned on and you cannot hear well the one under editing.

SOLUTION:

— The top grey bar gives information on the voice currently selected: SECTION, STOP, VOICE and ACTIVE. Check whether the current voice is active (the ACTIVE dot is gold-coloured), and whether the current voice is the one you want to change. If that is the case, try to activate or change the stop via the [V] panel.
— Try turning off all the voices besides the one to edit.

I get the following message “The current style of the Organ is a PRESET style (Limited Editing only). Select Organ Styles USER (5 to 8) from Tools menu for Full Editing.

POSSIBLE CAUSE:

— You are selecting or have previously chosen a PRESET style, which includes BAROQUE, ROMANTIC, ENGLISH, SYMPHONIC.

SOLUTION:

— These styles cannot be edited. You can create your own style and modify all the settings by selecting one of the USER styles. For the PRESET styles you can only edit the parameters in the [S] page.

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