# jOrgan “Christie” User Notes

## TOSA-QLD Kelvin Grove Brisbane Australia

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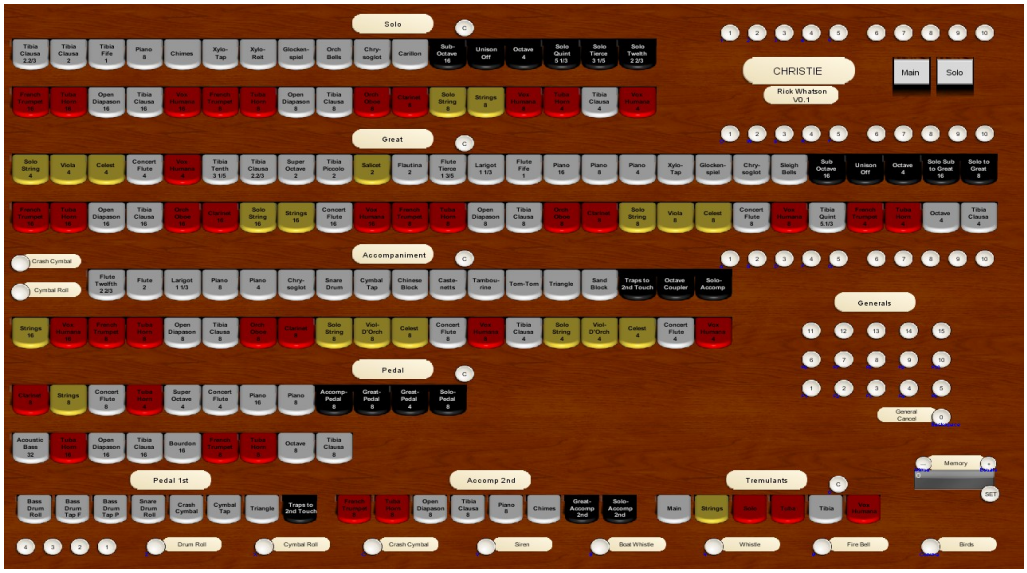
This documentation is to assist with using the customised features of this jOrgan disposition file. There is also a second document aimed at assisting with the installation of the Christie jOrgan V3.7 disposition. This disposition is an attempt to create a Virtual Organ replication of the TOSA-QLD “Christie” Unit Orchestra, housed in the school hall at Kelvin Grove (Brisbane) Queensland Australia. www.tosa-qld.org

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## Acknowledgements

I would like to acknowledge Sven Meier for the creation and continued development of jOrgan. This software is not just a Virtual Organ, it allows the creation of any organ you know of to replicate, or could dream up as a specification. http://jorgan.sourceforge.net/

The main digital sound file used in this disposition was created by Bruce Miles http://milestones.me.uk/ and is used with permission. I have also learned the majority of how to build this jOrgan disposition from a help document written by Bruce and from dissecting a couple of Bruce's jOrgan dispositions.

There is also a GM (General Midi) Soundfont file used from http://www.personalcopy.com/sfarkfonts1.htm offering free Soundfont files for non commercial use.

Further support and inspiration has come from the jOrgan (Forum) mailing list http://sourceforge.net/mailarchive/forum.php?forum_name=jorgan-user

## Introduction

This document does not intend to be a tutorial for jOrgan software. It is only to assist in using the uniquely programmed features in the "Christie" disposition. You will however find the principles involved translate to other disposition files for jOrgan. This disposition is written for jOrgan Version 3.7 and requires a complete and functioning installation of that program on your computer.

For assistance with installing and using the jOrgan software see the following links
http://billskeesrecordingartist.com/jOrganBegUMvol-1.pdf
http://billskeesrecordingartist.com/jOrganBegUMvol-2.pdf

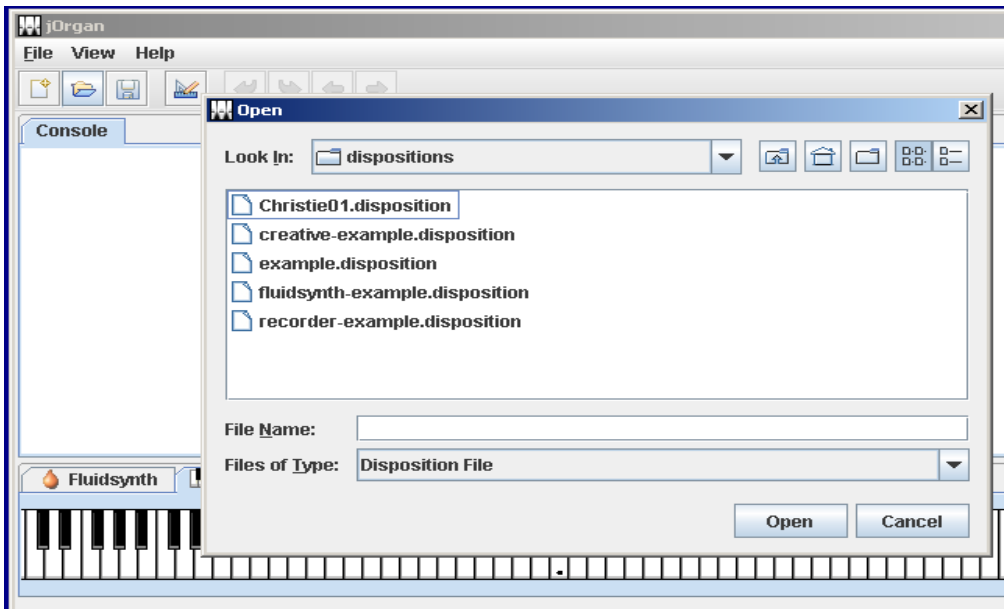
There is a further document written to assist in installing the "Christie" disposition. Its aim is to outline the specific files and their positions in the Christie disposition as well as Customising the Midi input. http://www.tosa-qld.org/vtpo/docs/Christie01_install_instructions_091006.pdf

### *File Positions*

Copy across the "Christie01alpha.disposition", "corg_c111.sf2", and "PCLite.sf2" files.

Place all three of these files in your active jOrgan V3.7 "dispositions" folder.

(For more detail see the installing document.)




### *Find and Open the Christie disposition*

Click the "Open" folder icon, or go to "File" then "Open"

That will bring up the find file dialogue box as seen above.

With a "first time" installation is is most likely that this find file dialogue box will be looking at your "My Documents" folder by default.

Click the down arrow to the right of the "Look in:" window, and navigate your way to where jOrgan was installed. Most likely "C:\Program Files\jOrgan". (This "Open" dialogue box will remember this position once you get there the first time.)

Once you get to the "dispositions" folder you will see the file "Christie01alpha.disposition"

Either double click on this file, or single click on it then click the "Open" button at the bottom right of this dialogue box.

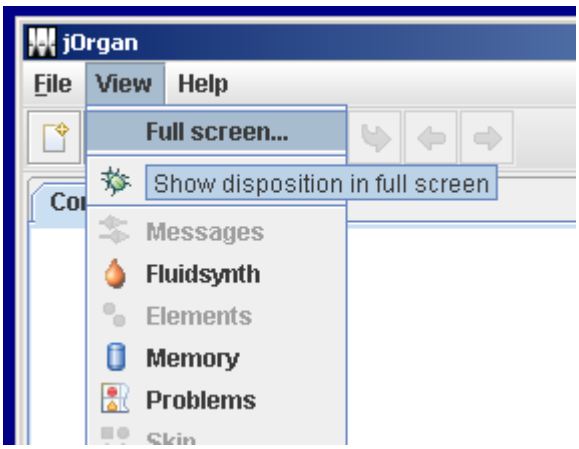
The Christie disposition should now open. (It may take a some time as it loads the Soundfont files into RAM). You should see part of the console come up on your screen.

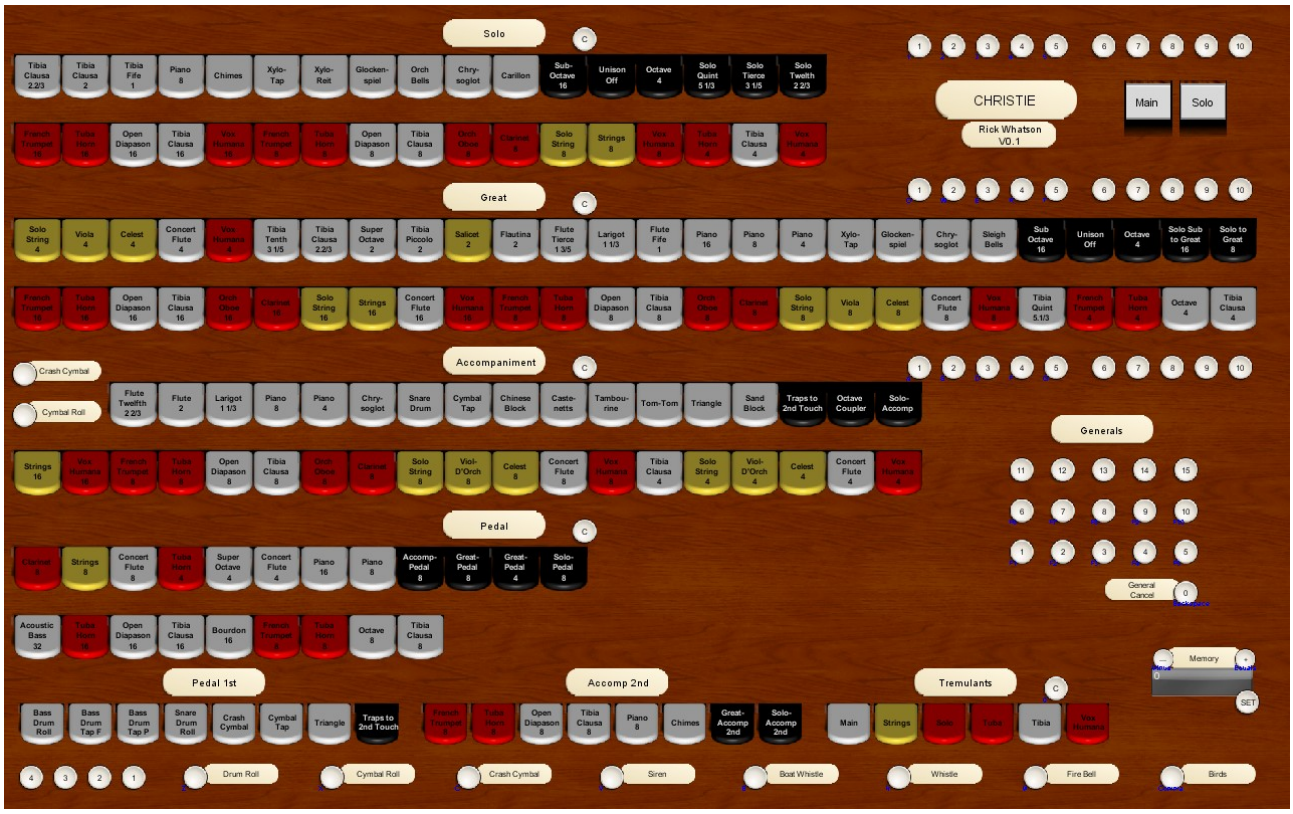
## Start Playing "Christie"

This document assumes you either know how to setup a jOrgan disposition, or have followed the Customisation assistance in the partner document.

### *Full Screen Mode*

I always go straight to full screen mode. Press "f11" or click "View" then scroll down for "Full screen..."




You should now see the full virtual console of the “Christie” Unit Orchestra.

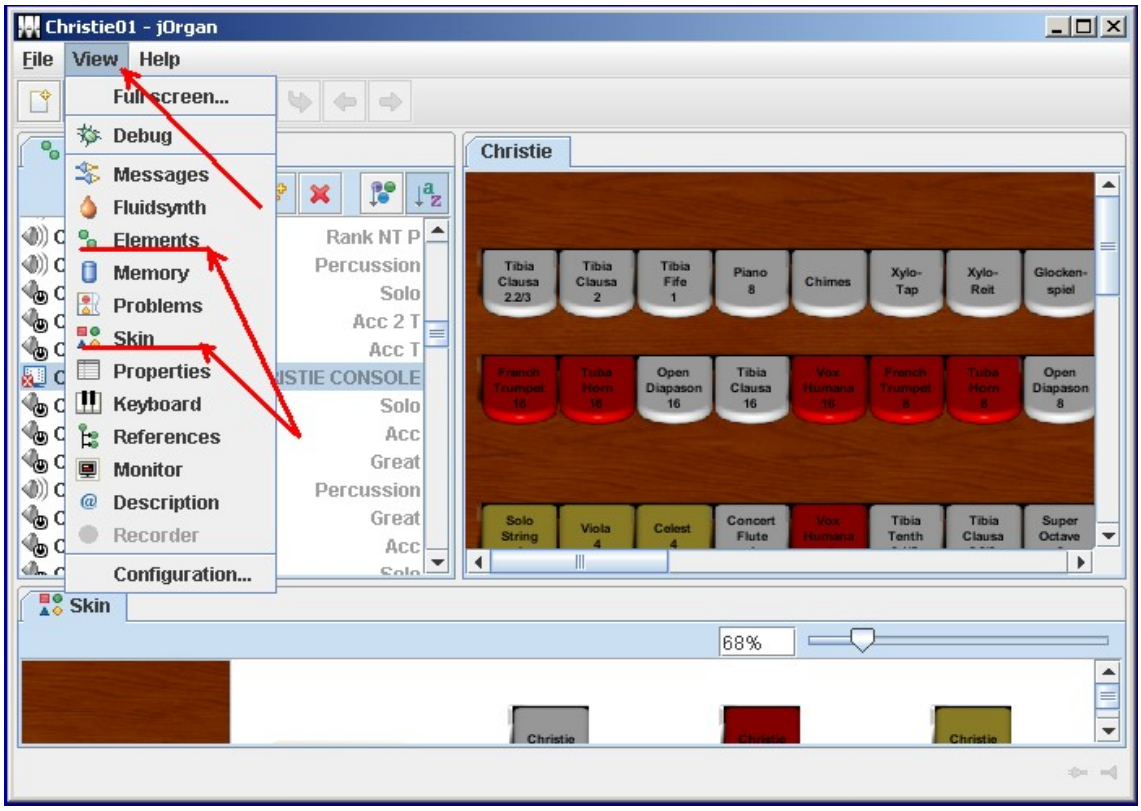
This layout has every aspect of the real console. Every stop tab has the name exactly as seen on the real console, in the same double bolster layout per division.

## *Re-Size the Screen*

You may want or need to re-size this layout to suit your screen. It has been setup to suit the semi-widescreen layout of my laptop with a resolution of 1280 x 800. You may wish to enlarge it to make the tabs easier to read, in which case the console will automatically slide to give you access to areas you are moving the mouse toward, or shrink it to suit your screen width. There is a “zoom slider” in “Construct Organ” mode to allow you to do this.

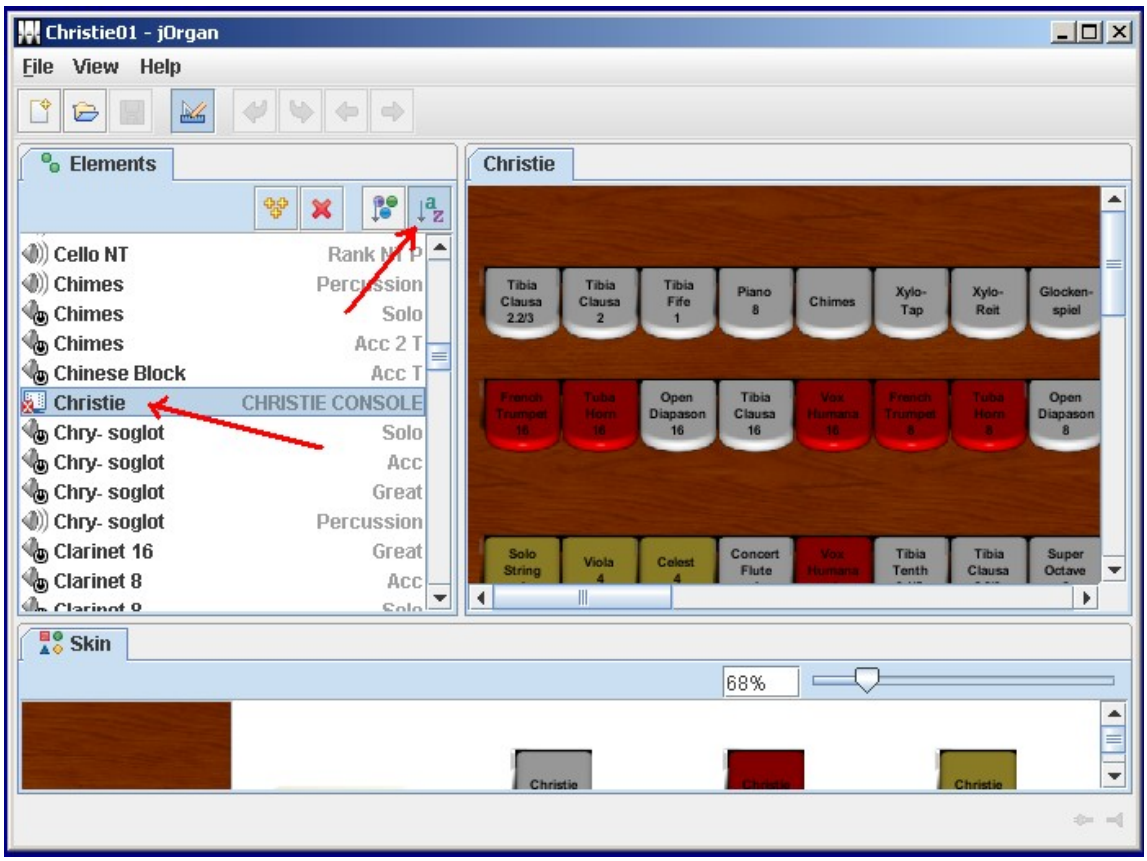
Click the “Construct Organ” icon.


Next you will see:




Once in “Construct Mode” you will need to select a couple of specific aspects to view to get to the “Zoom Slider”. Click “View” and select “Elements” and then go back and select “Skin”.

You should now see something like this:

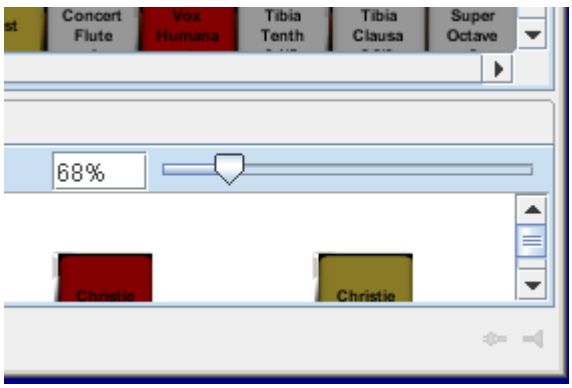



(My Christie Console element showing here has a small red x indicating a problem. This is because my USB Midi device is not currently plugged in.)

In the “Elements” section click the “A-Z” button.

Scroll down the list till you find the element named “Christie” and click on it to highlight it.

Now in the bottom right of the jOrgan window you should see the “Zoom Slider”.




Adjust this by an estimated amount in the direction you want to go then check your setting by using “f11”. (remember you are still in “Construct Mode” so the organ won't play.) Alternate back and forth from “Full Screen” to get the setting where it best suits you.

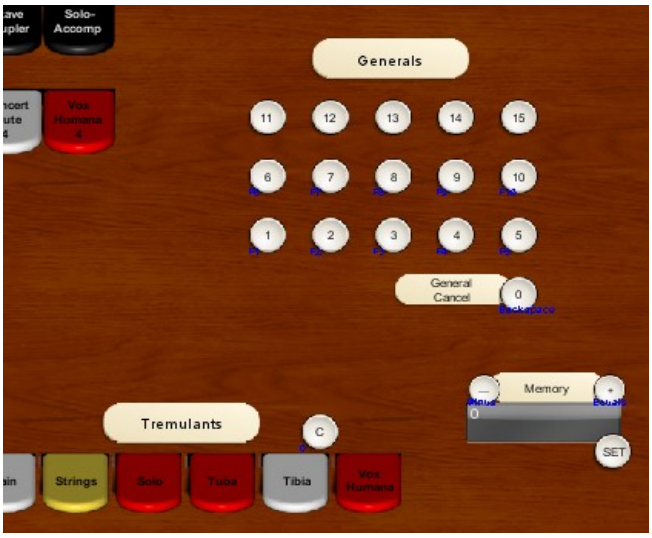
Keep in mind that every individual visual element on the console has the ability to be individually sized. Ensure you have the “Christie Console” element selected before making adjustments. Don't just slide the “Zoom Slider” if it is there as the program may be focused on a different element.

# Pistons

The pistons are set with 15 as Generals, 10 per division as Divisionals, and 4 pedal Pistons.

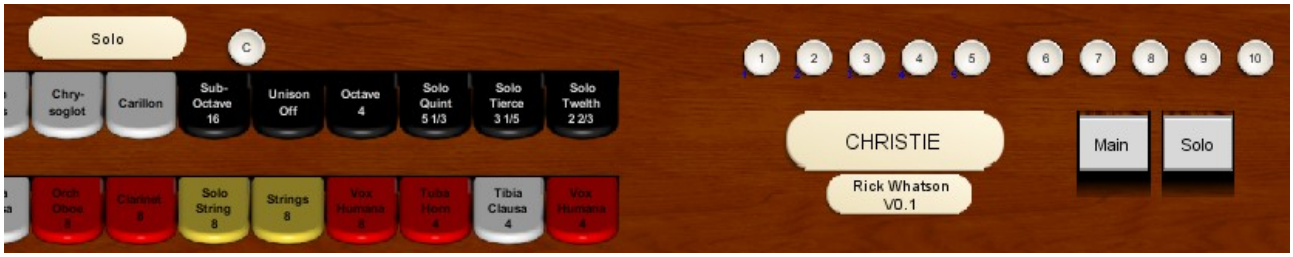
The real console allows programmable “Ranging” (or “Mapping”) of the pistons for divisional or general function. To my knowledge the jOrgan software requires this to be configured into the “Element” properties, so whilst it is constructable, it is not easily “Ranged” by a user on the virtual console. Hence the above listed settings.

## *Generals*



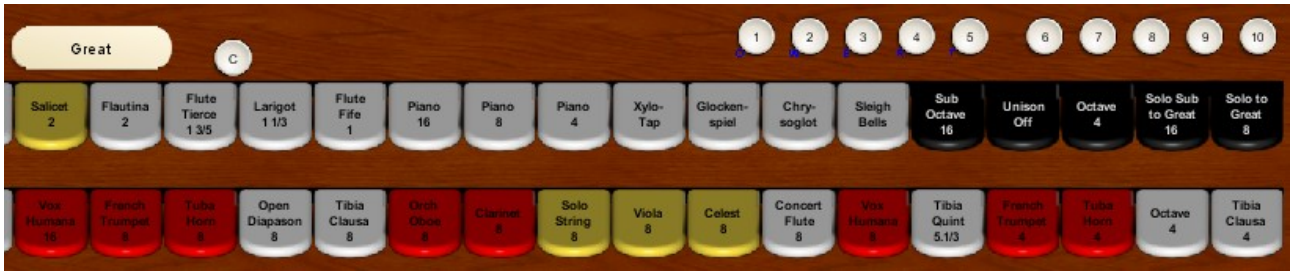

The image on the page before shows the group of General Pistons, the General Cancel Piston, the Tremulant tabs and the Trem Cancel button. (We will cover the Memory level system later)

## *Divisonals – Solo*



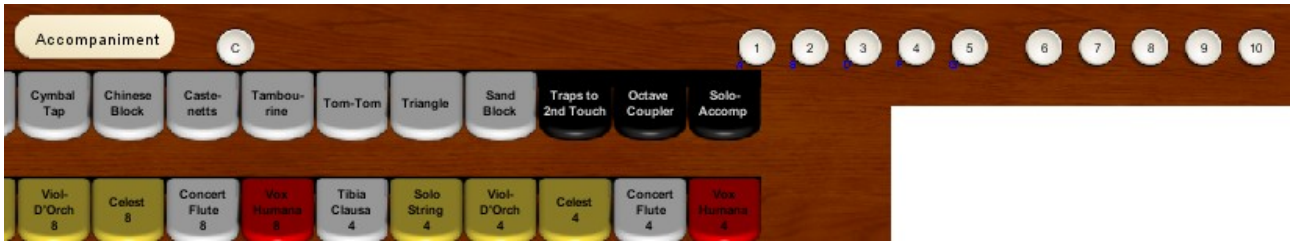

This image above shows the Solo Divisional Pistons, the Solo Divisional Cancel, and the Swell indicators.

## *Divisionals – Great*



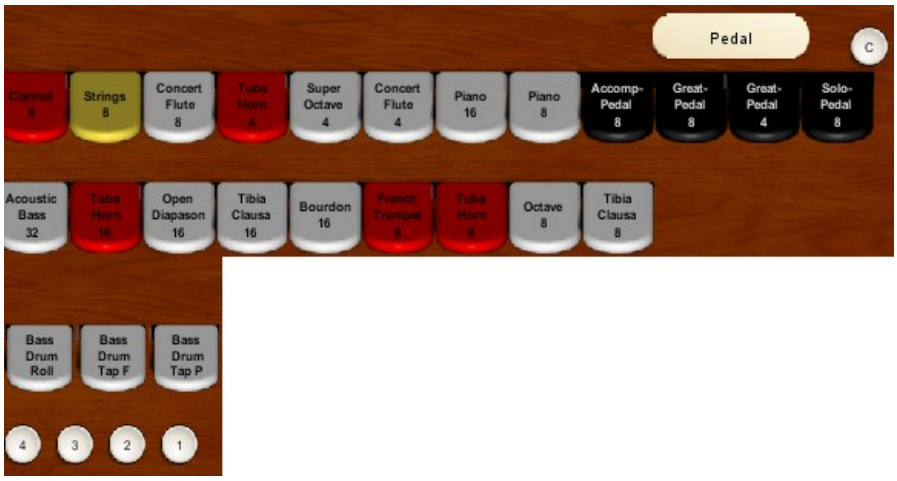

This image above shows the Great Divisionals,and the Great Divisional Cancel.

## *Divisionals – Accompaniment*




This image above shows the Accompaniment Divisionals, and the Accompaniment Divisional Cancel.

## *Divisionals – Pedal*




This image above shows the Pedal Divisionals, and the Pedal Divisional Cancel.

## *Midi Input for Pistons*

Using Generic Console Midi output, this disposition is configured to trigger the first 12 General Pistons from PC or Program Change messages.

Midi codes:

HEX “C0” Channel 1, “CF” Channel 16

DECimal “192” Channel 1 or “207” Channel 16.

These messages are currently set to Channel 16, “CF”,“207” but can be reconfigured as you require.

Data 1 = 0 is General 1. Through to, Data 1 = 11 is General 12.

Data 1 = 12 is Trem Cancel

Data 1 = 13 is Memory Level -(minus), Data 1 = 14 is Memory Level +(plus).

Data 1 = 15 through 19 is Solo Divisional 1 through 5.

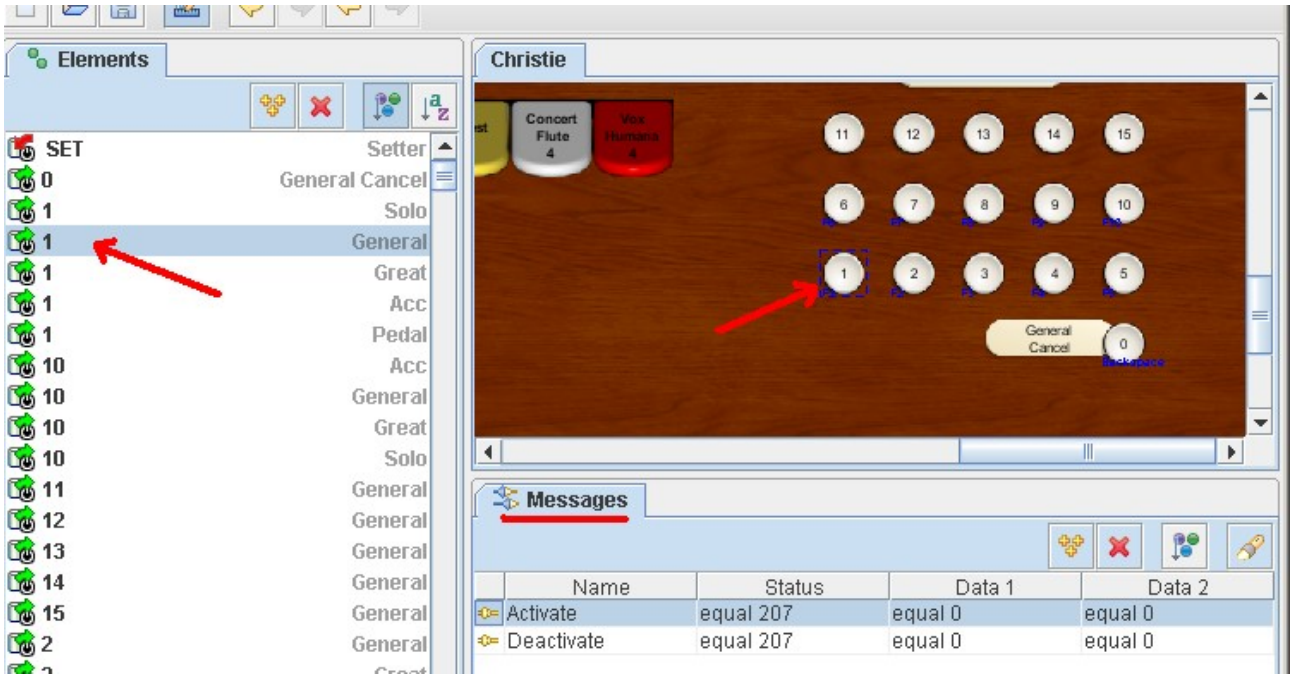
Note – For Midi input to console messages to function, you need to set a Midi Input device the “Console” function in the “Customize” Menu (see the installing Christie disposition document) or manually set the input device in the “Console” Properties in “Construct Mode”.

To change these values and/or add extra external triggers

Go to “Construct Mode”.

From the “View” drop-down menu ensure the “Messages” pane is in view.

Click on the Console Element you want to view or change (it will get a dashed blue box around it) and become highlighted in the “Elements” List. (in this example I will use “Gen 1”)




In the “Messages” pane “Name” column, you will see an “Activate” and “Deactivate” message.

(These messages will only be visible on “Elements” that already have Midi settings configured. I will briefly describe how to add messages later in the document.)

You will see in the “Status” column the entry “equal 207”. This nominates the type of Midi message and the Midi channel. In this case it is a Midi Program Change (PC) message. In HEX this would be “CF” meaning “PC” on channel 16. In DECimal it is 192 +15 (15 being the real Midi channel number because the computer thinks from “0” as = “1”)

You will see in the “Data 1” column “equal 0”. This nominates the first “Program” out of a possible 127 values.

“Data 2” is ignored in this function.

To edit values to suit your console you can either type in values if you know them (or view them in MidiOx) or you can use jOrgan's buily in “Message Recorder”

With the “Activate” message highlighted, click on the “Recorder” icon

You will then get a message to say that the next Midi message detected will be set for this item. You then need to do the same for the “Deactivate” message.

This will automatically detect the type of message (Note On/Off, Program Change, Controller Change) and its value, as well as the Midi Channel it is coming from.

To add this function to a Console Element that does not have Midi message configured.

Highlight the Console Element you to which you wish to configure Midi Triggers.

In the Messages Pane, Click the “Add Message” Icon

Select the Message types from the list. (Use the same type messages as a working element.)

Use the”Recorder” function to enter the values for the external signal you want to use.

## *PC "qwerty" Keyboard triggers for Pistons*

With a close look at the Virtual Console you will see some small lettering in blue. These are the PC "qwerty" key stroke short-cuts. This is for users that may have one or more Midi keyboards but no Midi pistons.

"f1" through "f10" are Generals 1 to 10

"Backspace" is General Cancel

"0" (zero) is Trem Cancel

"-" (minus) is Memory Minus

"+" (plus) is Memory Plus

"1" through "5" are Solo Divisionals 1 to 5

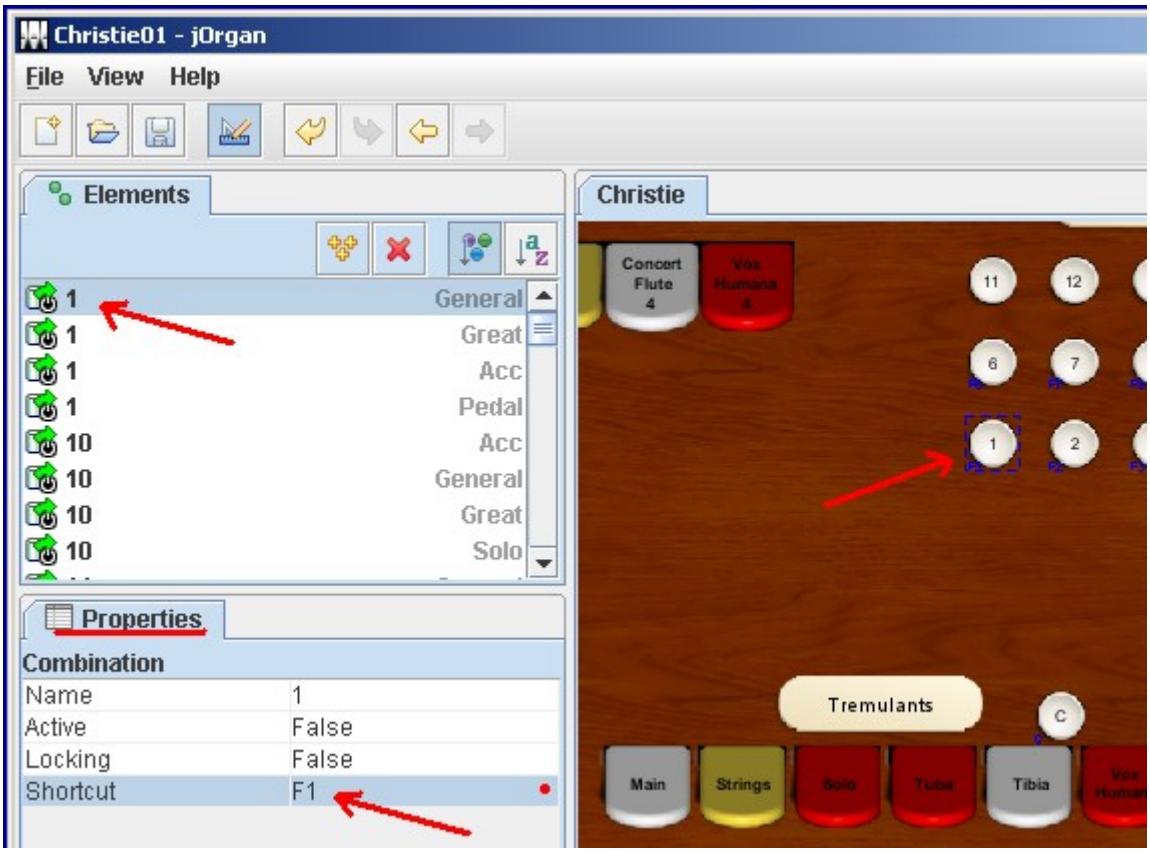
"q" through "t" are Great Divisionals 1 to 5

"a" through "g" are Accompaniment Divisionals 1 to 5

"z" through ","(comma) are the Toys

You can add (or remove) PC keyboard short-cuts very easily.

Go into "Construct Mode"




From the "View" drop down Menu, ensure you have "Properties" visible.

Click on the object on the Console that you wish to set a "Shortcut" for (it will get a dashed blue

box around it) and become highlighted in the “Elements” List. (in this example I will use “Gen 1”)

You will see the bottom Property is “Shortcut”

The existing value (if there is one) will be displayed.

If you wish to modify or enter a value, click to the right of the highlighted line (where I show a red dot) an Arrow will appear. The next key you press will be entered as the “Shortcut” key.

## *Swell Control from External Midi*

You are able to adjust the Swell position of each chamber individually with the mouse. Up is open. Down is closed.

The Swell is configured for control from external Midi commands. The adjustment to these settings is very similar to setting Midi links to Pistons covered earlier.

In this case the Swell signal is set to come in on Midi Channel 1. Some generic consoles may need to change this to Midi Channel 16. Change the Status Column values from “equal 176” and “set 176” to “equal 191” and “set 191”

More detail to come....