If you need to find something, or see how something is programmed, you should keep the following in mind.

The system identifies elements and objects attached to it by ITEM NAME and item number. The important thing to write down or remember when trying to find or look up something in the system is it s ITEM NUMBER. Everything in this system, be it a stop, key, piston, button etc. is identified by object abbreviation (KBD, RNK, PST, UNT) and its number, NOT by a specific name. Example. Manual 2 of a 3 manual console, is generally called the GREAT manual, however to the system, it is referred to as an programmed object; KBD-2. Stop number one of a specific console may be called the 32' Pedal Bourdon Resultant. To the system it is referred to as a programmed object; STP-1.

To display information about how the system is programmed and learn how things are identified, we call on the console scan routine. To enter the console scan mode you must be at the STOPPED SCREEN, NOT RUN. Type: CONSOLE <enter>. When CONSOLE is called, you cannot run the organ or enter the editor. The only function of the console scan mode is to display information on the computer monitor about the identification and programming of console switches. A pop up window will overlay the normal screen with CONSOLE SCAN TEST appearing in the window header.

Once this screen is on the terminal, any input that is activated or turned on at the console will display it's status. If the status of the input is not defined, the input wiring address will be displayed, followed by UNDEFINED as it's status. For Example, if you turn on a stop, first the wiring address is displayed (1). Next is it's element name and its element number (2), finally followed with the item name assigned by the computer (3). The following is an example:

          AA-A1   STP-1   16' PEDAL HARMONIC TUBA
          (1)   (2)   (3)

Pressing a Combination Action Piston could yield the following result:

          AC-D8   PST-66   BOMBARDE FF
          (1)   (2)   (3)

If you pressing a key, button or stop and nothing appears, there is a problem. Every thing on the console should display its status when in the console scan mode. If not, you have to look at the physical hardware or the wire that connects the switch contact(s) to the input board.   Press the ESC key to exit the console scan mode.

If nothing appears on console scan, suspect that either a wire is broken, or the contact is already on. If a contact is stuck on, the console scan will not be able to detect it, as the system looks for contact status change. If the contact is stuck on, or bent so it makes contact with common ground when the system initializes, a status change is never detected. If you know what the input address of the item is, you can simply unplug the connector on the input board that carries the contact wire. If you remove the plug, then plug it back on the board, you've created a contact status change. If the computer beeps and registers the change, you know you have a contact problem, or possibly a short to ground somewhere in the path of that signal wire.

Another way to check for a stuck (always ON) contact, is to exit the console scan (press the ESC key) and enter the following command: TSTINP <enter>.

This will bring up a screen of addresses that represent all the inputs on an input board. This test is called the TSTINP, or TeST INPut board test. TSTINP always comes up to input board AA. Use the UP and DOWN arrow keys to change the board address you wish to check. If you are simply looking for stuck inputs, you can use the UP arrow to toggle through the ALL the input board address in the system. A "000" appearing next to one of the screen pin indicators indicates that the input is fully turned on. Obviously, if you have stops on they will appear as on when you select the input board that has the stops wired to it. Also, POTENTIOMETER inputs will always indicate status to the input board they are wired to. If the swell and crescendo shoes are closed, the pot reading should be around "000". If the shoes are open, you may see a reading of 089, or any number from 000 to 255. These numbers may be flickering or changing value. This is normal for pots. If you do not see anything displaying in TSTINP other than potentiometers, then you should suspect a broken wire. TSTINP will not run from the RUN mode. You must be in the STOP mode to run TSTINP.

To EXIT the TSTINP screen, press the ESC. key.

If you want to test an output, or go through the rank addresses, you must do so through the system editor.

You can run the editor only from the Stop mode. To do this, you must first know what the rank number you want to test is. You can find this by going into the system definition editor by pressing the TAB key on the terminal keyboard. This will take you into the system editor.

When you first enter the editor, a menu of items you may edit are presented.
To see the RNK list, you type RNK <enter>. Remember that you access elements of the system by their NUMBER. To scroll through the rank listings, use the pg. up and pg. dn. buttons on the terminal keyboard. Once you have found or selected the rnk number, type: /R# <enter> and you will be taken to the rank you have selected. To move into the rank address are, you use the cursor movement arrow keys. Press the Down Arrow to move down past the Rank Name and into the address field. Once you are at C-32', move the cursor arrow over to the first playing note by using the right arrow key. As soon as the arrow is pointing to any address in the address field, the note will play as long as the arrow is pointing to it. If you press or hold the right arrow, the cursor will move across the octaves. Pressing the left arrow will move backwards through the octaves, and will take you back to where you started. Using the Up and Down Arrow keys will allow you to move successively throughout the rank addresses. Be sure to move the arrow back to the command line (using the arrow keys) before you leave the rank. You can move to a new rank by simply pressing the Pg Up or Pg Dn keys. You can return to the edit menu without having to return the arrow to the command line by typing: /menu <enter>. Note the use of the forward slash in front of the word menu.

NOTE! If the arrow is pointing at an address, and you want to leave that address and return to the menu, you can do this two different ways. The easiest way is the press the ESC key. This will remove the arrow from the address field immediately and return you to the command line. Next you type MENU <enter> and you will be taken to the edit general menu.

The second way requires you to type your way out of the address field. You must use the forward slash (/) which is usually located on the ? (question mark) key before the menu command to protect your address data. Example: /MENU <enter> will safely take you back to the edit menu. If you do not precede the menu command with the forward slash, you will change the output address of the note you are pointing at, perhaps without realizing what you have done.