

SEMPRA 2.0

Installation and playing instructions



SIDELINE

SEMPRA Sideline (for SEMPRA 2.0 instruments) - Installation and playing instructions

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This is the Sideline

The **Sideline** app adds an easy-to-use but versatile recording function to SEMPRA. You can record your playing including accompaniment (style, playback or arpeggiator) over up to **6 tracks** and then play it back. The recordings you are creating with this app are called "sidelines". During playback of a sideline, you can also play along with it, if you switch off individual tracks (manuals or ranges) during playback and "take over" these yourself.

The Sideline app is not a rigid audio recorder, but rather records the notes and panel actions as MIDI events that are then played back by the Sideline. This means that the Sideline "plays" the SEMPRA during playback, just as you did during recording.

By switching off tracks during recording or later during playback, you can determine what is recorded or played back. You can take over tracks that have been switched off during playback and add them to the sideline.

It would even be possible to create a sideline that only contains the panel actions, i.e. preset changes, style functions, changing volume or drawbar settings, etc. You would then only need to play the keyboards during playback: You would then only need to play the keyboards during playback, and the Sideline would take care of everything else.

Or simply switch off the upper manual with the melody guide in the sideline and play this yourself to your sideline orchestra.

Hence the name "**Sideline**" for this app: The sidelines will be at your side and plays along "with you", just the way you like it!

6 tracks

The following 6 tracks are available for recording/playback:

- **Solo manual** (SE60/S100/600SE)
- **Upper** (Upper manual)
- **Lower left** (Lower manual left)
- **Lower right** (lower manual right)
- **Pedal**
- **Panel** (panel actions like buttons, sliders, SONG and preset changes while playing)

On these 6 tracks the playing on the keyboards resp. keyboard areas as well as the panel actions made during the playing (SONG resp. selection, changes on sliders or drawbars, button functions, etc.) are recorded - starting from the 1st preset within the SONG in which the recording is started. Attention: Only preset or SONG calls are recorded in the display, but no other display actions!

When the sideline is used later, the associated SONG or its topmost preset is always called up automatically as the start setting. From here on, the sideline "plays" exactly the previously recorded actions on the keyboards or the panel as performed during the recording.

The sideline functions are operated via a separate display page in the extended basic screen of the SEMPRA. You can access this page using the [**Page - / Page +**] buttons to the right of the display or by tapping the corresponding "tab" in the display.

Attention: Calling up the sideline functions is not possible when the "Basic Song" is called up, as no sideline is provided for this SONG. Likewise, no sidelines can be created with SONGs from a possibly activated USB SONG bank! In these cases, the sideline screen will not be accessible, and a message will be displayed.

So first call up an internal firm or user song for which you want to create a recording. You can then access the sideline display page.

The 6 tracks can be selected or deselected using the right 6 **[F buttons]** in the sideline display. This allows you to specify which of the 6 tracks are actually to be recorded before starting the recording. In the default setting, all 6 tracks are initially activated for recording. If tracks are switched off before recording starts, no recording is made on these tracks.

The tracks can also be switched on and off on the playback side, i.e. when playing with the recorded sideline. Here, too, the **F-buttons** in the sideline display are used to switch the sideline on or off.

The screenshot shows the SEMPRA Sideline interface with the following callout boxes:

- Top Left Callout:** Name of the current sideline (corresponds to the SONG name). New Sideline? = no sideline available yet. Name in gray: Sideline inactive. Name in black: Sideline activated. Tap on the name to activate/deactivate it.
- Top Right Callout:** Call the sideline display page.
- Global recording Callout:** Switch recording standby on/off. The number shows the current quarter position during recording/playback.
- Edit Callout:** Calling up the editing functions (deleting track areas).
- Delete latest recording Callout:** Deleting the last recording. The number indicates the number of existing recording levels.
- Bottom Callout:** Switching the 6 tracks on/off. red: track active for recording or playback. white: track inactive for recording or playback.

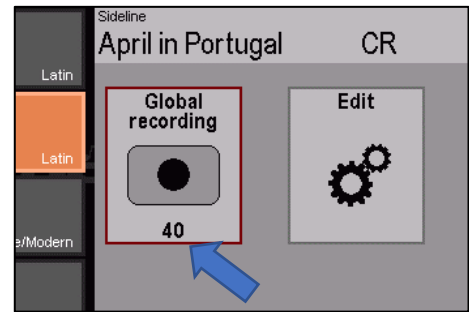
The interface itself displays the song name 'April in Portugal CR' and various controls including 'Global recording' (40), 'Edit', 'Delete latest recording' (1), and track status indicators (Solo, Upper, Lower left, Lower right, Pedal, Panel).

Position display (quarter notes)

During recording or playback, a counter in the **Global recording** field of the sideline display counts the number of quarter beats.

You can see here at any time which quarter position you are currently at, or how many quarters the complete sideline contains.

Note: This quarter count is **independent of the time signature of the sideline** (i.e., whether the sideline was recorded with a 4/4 or a 3/4 style). So, if you want to know the bar position, you only need to divide the displayed quarter number by 3 (3/4 bar) or 4 (4/4 bar).



Relationship Sidelines and SONGS

The **sideline is always linked to the SONG in which the recording was started**. You first select the SONG in which you want to start recording and then start recording.

Recording **always starts with the topmost preset in the SONG**. The sideline "remembers" this position and automatically jumps to this position after ending the recording or when selecting the sideline in the future. This is important so that all operations performed during recording, and thus all setting changes, start from the correct reference point.

During playback, the sideline processes exactly the same events that occurred during recording from the start setting during recording: i.e. all notes played on the manual(s) and, if applicable, the pedal, and all inputs made via the controls, such as preset or also SONG changes, knob or button actions (also e.g. foot switches and swell pedal movements). In order for everything to work exactly as it did during recording, the Sideline must start with the exact same setting that was set when recording began. This is ensured by the automatic selection of the start SONG/preset.

Sidelines are therefore always stored together with the SONG in which the recording was started. The sidelines take the bank and position numbers as well as the category (style type) from the SONG to which they belong. So, for example, if you record a Sideline to a SONG in User SONG Bank 1 Position 5, the Sideline will also be stored to User Sideline Bank 1 Position 5 when you save. This also applies to the Firm banks - Sidelines are then stored as "modified" Firm data on these banks.

Subsequent preset changes in SONGs with Sideline

If the contents of the SONG presets used by a sideline are subsequently changed, **this will of course also affect the playback of the sideline**. It will then sound with the changed settings of these presets. If the SONGs, presets or styles involved are no longer available because they have been deleted in the meantime, the current data will be used for playback.

During recording, you can also switch to other SONGs and select presets there. However, please note here as well: The SONG change always calls up the topmost preset in the newly selected SONG first. This also applies during recording! You should therefore arrange the presets in your SONGs in such a way that the correct preset changes always take place, even when changing SONGs.

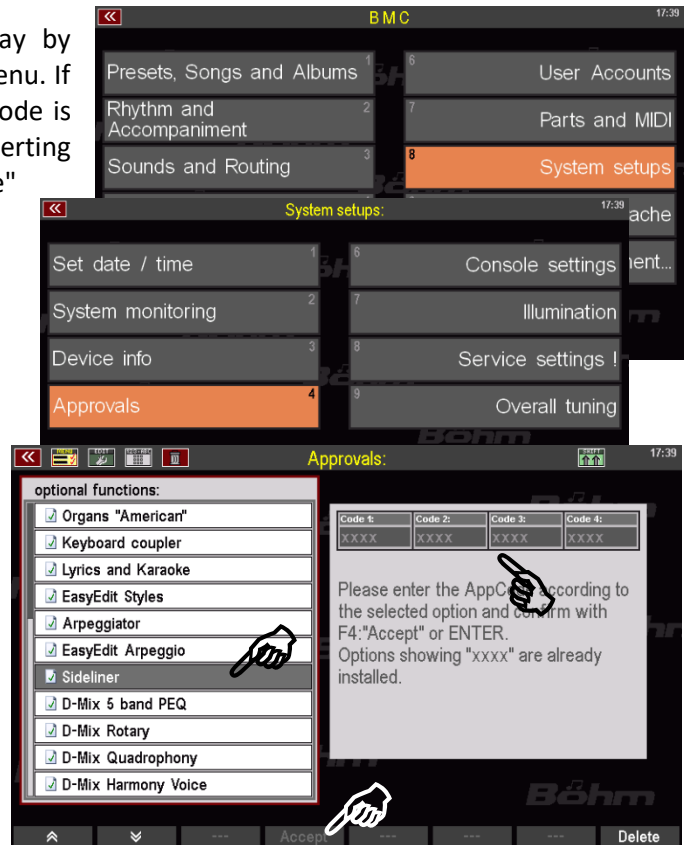
Install Sideline App

The Sideline app is activated in the familiar way by entering an activation code in the BMC "Shares" menu. If you get the activation code on an USB stick, the code is automatically recognized by the SEMPRA after inserting the stick and read into the corresponding "Sideline" line in the menu "Approvals".

With the F-button function **Take over** and subsequent restart the function is activated.

If you receive the code e.g., on the invoice, please enter it manually in the corresponding fields in the release menu, then press the F-button function takeover and follow the further display instructions for the system restart.

The Sideline app is now activated and can be used.

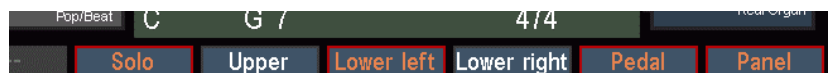


How to record a Sideline

- We assume that you have selected a SONG for which you now want to record a sideline. If you have not already done so, first select the desired SONG as usual.
- Now switch to the page with the sideline functions in the basic display.
- The **recording standby** is activated by tapping on the **Global recording** field in the sideline display. The field is now displayed in red to indicate that recording standby has been activated. For even faster access, you can also activate or deactivate the overall recording via the left **[F button]**.



- Using the 6 right **[F-buttons]** below the display, you can select which of the 6 tracks are to be recorded. Initially, all 6 tracks are active (red indicated). If you switch off individual tracks here before recording, they will not be recorded during the following recording (white indicated).



Start/stop recording

Start the **recording** itself by starting the style or playback player via **[Start/Stop]** or **[Sync. Start]** or an **intro**. **A tip: Always start the recording via [Sync Start]** on the chord manual, so that the correct key for accompaniment and/or arpeggio is set from the beginning!

Attention: If you want to start the recording with a certain pattern, e.g. an **Intro**, this must be defined in the start preset (see main SEMPRA manual).

- So, start recording and play through your piece of music as usual.
- The Sideline Recorder records your playing on the manuals/pedal, preset or SONG changes while playing, and other panel actions such as knob changes, button functions, swell pedal and foot switch actions, etc. The recordings are made on the corresponding tracks.
- At the end of your track, end the recording by **[Start/Stop]**, **[Ritardando]**, an **Ending** or by **[Sync Stop]**.
- After the stop, the sideline display jumps back to the start SONG or preset with which the recording was started.
- Playback of the sideline can now be started via **[Start/Stop]**.

Recording is **only done while the Style or Playback Player is running!** If - e.g. when recording classical pieces of music - you want to record without an audible accompaniment, the accompaniment groups **Drums...Combo3** and, if necessary, the **Arpeggiator** must be **muted** via the corresponding **Mute buttons**.

You should then also store this assignment in the associated SONG preset(s) to be used for the sideline. For example, if you only want to open a song with an introduction without accompaniment, simply store the MUTE functions in the first, e.g. "Intro" SONG preset, if the song is to begin with an introduction without rhythm.

Stop functions

The recording is ended as described above by **[Start/Stop]**, **[Ritardando]**, an **Ending** or by **[Sync Stop]**.

Attention! The stop itself is only included as an event in the sideline if it is triggered by the **[Sync Stop]** function or by triggering a style ending in the recording! In these cases, playback will also be stopped at the corresponding point when the sideline is played back later.

This automatic stop is important e.g. if corresponding Sidelines are used later in **ALBUMs** and the Songplayer functions are to be used here: In this case, an automatic stop **must be** made so that the next SONG in the album is called up! If the stop button is pressed, the playback of the whole song list in the album would be finished! So you should include the **[Sync Stop]** or an **Ending** as an action in Sidelines that are to be used later in the albums or the song player there!

The "open end" of the sideline (i.e., without a recorded **[Sync Stop]**, **[Ritardando]** or **Ending**), on the other hand, is important for recording the sideline step by step, overdubbing (adding more recordings) individual sections later, etc. It can therefore be useful to record the sideline without a sync stop or ending and add these actions later as part of an overdub.

Listening to the recording

You can now listen to the newly recorded sideline immediately:

- Press **[Start/Stop]** again. Playback starts and you can hear your previously recorded sideline. You can also follow the sequence of panel actions that occurred during the recording.
- You can use the 6 **F-buttons** to switch the tracks involved on or off. ATTENTION: If you switch off the Panel track, of course, no more control panel actions will be performed.



If you are satisfied, you could save the new sideline directly. But let's look at the other possibilities first:

Add recordings

After a recording has been made, **you can add further recordings - as overdubbing, so to speak.**

- To do this, activate the recording standby again via the "**Global recording**" button.

- If a recording already exists, the display asks whether a **new overall recording should be made** (to confirm with **[ESC]**, in this case the existing data will be deleted!) or whether a recording should be made in **addition to the existing recording** (to confirm with **[Enter]**).



- Make your selection and start the recording via **[Start/Stop]** or **[Sync. start]** or an **Intro**.

- Play the recordings to be added on the desired track(s) and stop the recording with **[Start/Stop]**. The existing sideline does not have to run to the end, you can also end the recording beforehand with **[Start/Stop]**. If the original recording has already been ended with **[Sync.Stop]**, **[Ritardando]** or an **Ending**, the recording will also be ended automatically at the end when you add the sideline

In this way, you can record on tracks that already contain data, or add tracks that were not recorded in the first recording pass (you may have to activate the track(s) that were switched off in the first recording pass before the next recording pass using the corresponding **[F buttons]**! Subsequent control panel actions can also be added in this way.

Delete last recording

Each recording pass when creating a sideline is recorded on its own recording level. This makes it possible to delete the last recording without also deleting previous recordings.

The number of existing recording levels is shown in the **Delete last recording** button in the sideline display.

With each recording, the level counter counts plus 1; when a recording is deleted, the level count is reduced by 1.



The most recent recording can be deleted via the Delete last recording button or alternatively via the **[F button] "<=="** (2nd button from the left) in the sideline display.



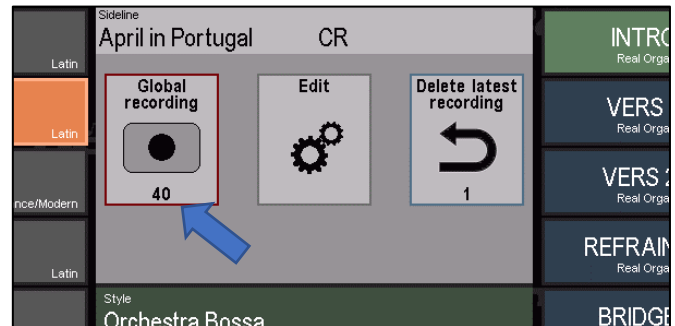
If the last recording was an overall recording, the recording data of **all** tracks involved will be deleted, since the data of all tracks are located in the same recording layer!

If it was a supplementary recording that was added to an existing recording, only this last supplementary recording is deleted. In this case, it is located on its own exposure layer, since it was created as a new exposure.

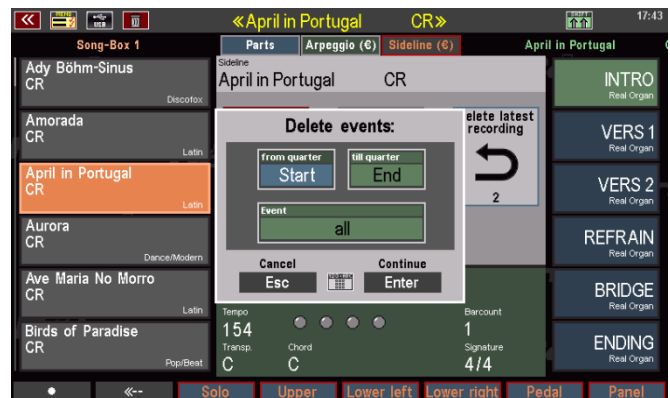
Edit recordings

In order to remove e.g. playing errors (notes) or also certain events and to re-record the affected passages if necessary, notes - track-specific or for all tracks - or also certain events can be subsequently deleted from the sideline. To do this, use the "**Edit**" button in the sideline display.

- Listen to the sideline and first determine the relevant quarter positions within the sideline using the counter in the **Global Recording** field:
 - the quarter pos. from which to delete...
 - and the position up to which you want to delete.



- Now tap on "**Edit**" in the sideline display. The corresponding input box opens.
- Enter the previously determined start and end positions (quarter numbers) for the range to be deleted in the fields "**from quarter**" and "**till quarter**". If you enter "**Start**" or "**End**", deletes from the beginning or until the end of the sideline respectively.



- In the lower field **Event** you now select what is to be deleted.
all, Upper, Lower left/right, Pedal, Solo
If you select one of these entries, you can delete all data (select **All**) or only the notes on the selected track (select **Upper, Lower Li/Re, Pedal, Solomaneal**) in the defined quarter range.
In the example on the right, quarters 17-35 are deleted for the "Lower right" track.



Other events you can select:

- Songchange: changes to other SONGs recorded during recording. (registrations)
- Buttons: All button actions recorded in the defined range
- Slider/Drawb.: All slider or drawbar changes recorded in the defined range
- Swelpedal: All foot sill movements recorded in the defined area

- If you confirm with [**Enter**], the corresponding deletion is performed.

Save sideline internally

Saving a sideline is only possible when the sideline display is selected. The sideline is always stored with the SONG in which the recording is started. It takes over from the SONG the bank and position number within the (user sideline) banks and also the accompaniment category of the SONG. Let's save our example sideline for "April in Portugal" once now:

- Press the **[Store]** button to store the currently selected sideline with its associated SONG.
- The display asks whether the sideline should be saved together with the SONG.
- Press **[Enter]** to confirm. Saving now takes place.



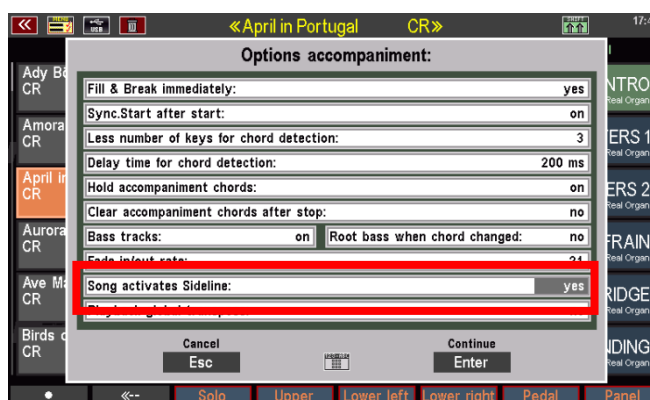
Selecting internally stored sidelines

...via the SONG

The selection of the Sidelines takes place on the one hand via the selection of a corresponding SONG, for which a Sideline is deposited. In our example this means: Whenever you call up the SONG "April in Portugal CR" in the future, the Sideline will also be called up in the background. But maybe you don't want to play the song always with the sideline? No problem:

In the **accompaniment options** (hold down the **[ACC on]** button), you can globally specify in the line **"SONG activates Sideline"**, whether the sidelines linked to the respective SONGs should be automatically activated for playback when the SONG is called up.

- If **"yes"** is set here, the sideline will start when **[Start/Stop]** or **[Sync.Start]** is pressed.
- If **"no"** is set, the sideline is also called up, but in this case it is initially deactivated. So the SONG can be played with the normal style or playback accompaniment.



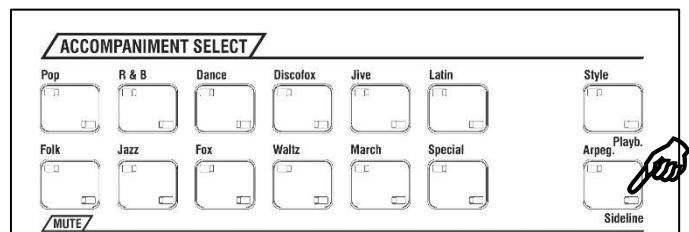
- If the sideline is to be used, it must first be activated by tapping on the field with the sideline name at the top of the display page. The font changes from gray (Sideline inactive) to black (Sideline active). If the player is started now, the sideline will sound.
- By tapping on the name again, the sideline can be switched back to inactive in order to play the SONG with the normal style or playback accompaniment



The selection in the accompaniment options is automatically saved as a global setting in the SEMPRA setup.

...via the accompaniment selection

Sidelines can also be selected from the **Sidelines** accompaniment list. To do this, the 12 category buttons of the accompaniment can be switched to the accompaniment type **Sideline** with the **[Arpeggio/Sideline]** button.



On the models 480...600SE without these buttons the switching of the accompaniment type is done via the F-button functions in the display. This is of course also possible with all other models.

The selection list in the display now shows the corresponding sidelines when selecting one of the categories. **Attention:** The group selection is deactivated, because sidelines are always automatically stored in the group "Song".



Of course, the other display functions for the list can also be used via the **F-buttons**. For example, to get a complete list of all sidelines, press **[SHIFT]** and the F-button **all ACCs**.

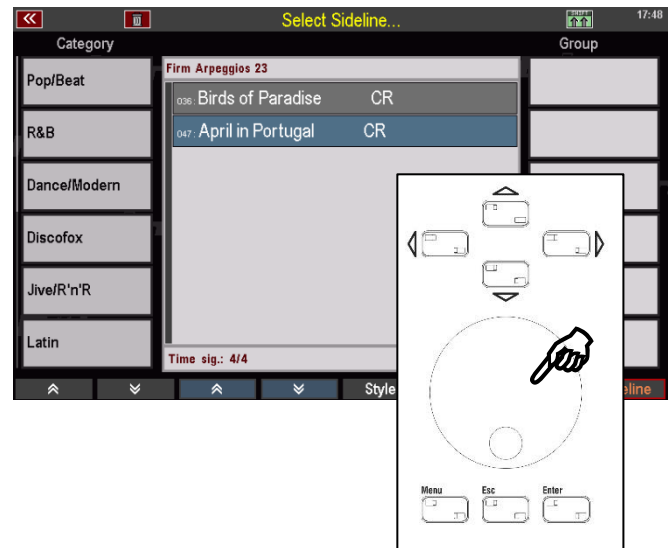
- If a sideline is activated here by tapping, the associated SONG and here the first preset are also called up directly.
- The display returns with the selection of a Sideline directly to the basic screen, in which now the appropriate SONG is called.
- In this case, the sideline is immediately activated for playback and can be played back via **[Start/Stop]** or **[Sync. start]**.

Attention: Playback will only stop at the end of the sideline if the recording was previously stopped with the [Sync Stop] function or a style ending (i.e. one of these functions was recorded as an action). Otherwise, the player continues to run and must be stopped manually. See also the section "Stop Functions" above.

Deleting Sidelines

Sidelines can only be deleted in the selection list for the accompaniment type Sideline via the corresponding **F-button** function! The SONG associated with the sideline will of course be preserved and not deleted.

- Call up the accompaniment list and switch to the list of sidelines here.
- Find the sideline to be deleted and **use the data wheel or the cursor keys** to select the sideline to be deleted (the selected sideline will be highlighted in blue in the list).
Caution: Do not tap on the sideline, as this would select it and the display would return to the basic screen!



- When the sideline to be deleted is marked with the cursor, press **[Shift]** and the **[F-button] 7 Delete**.
- The display asks if the sideline should really be deleted.
- Confirm with **[Enter]** to delete the sideline. You can cancel the deletion process with **[ESC]**.



Sideline SONGS in Albums

SONGS with sidelines can be used in albums in the same way as SONGs that use playback. This means that Sidelines can also be played back automatically via the **Songplayer function** in Albums! So the album switches directly to the next SONG and the next Sideline within the album after the end of a Sideline and starts the playback automatically if necessary.

Attention: for the automatic song change to work, the sidelines to be used here must contain an automatic stop command (**Sync Stop** or a style ending). See also the "Stop Functions" section above.

Playback of mixed albums, i.e. SONGs with sideline or playback is also possible!

For details on the song player functions of the albums, refer to the "**Albums and Themes**" chapter in the main user manual for your SEMBRA.



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