



Mapping

Article 2 : Using Additional User Mappings in Total Presets

If you now have all your sounds mapped to buttons, you may even have spare compartments within those buttons for further sounds, either more of your own edited sounds or new Optional packages bought from Wersi. There is room for 1710 sounds to be mapped, though you would need to rationalise how you use the Zither and Mouth Organ buttons, for example, because there aren't enough sounds of those instruments to fill whole buttons. The same problem applies to many other buttons as well as the opposite situation where some sounds are too plentiful for the available space in a logically named button.

It's when you come to use the mapped buttons that a particular problem appears. There's no difficulty in using the buttons to place sounds into Total Presets. The problem occurs when you want to change a sound while playing.

Achieving a change of sound while playing the instrument

There are various ways to achieve that. The simplest is probably to use more than one Total Preset for each piece of music. All the sound changes can then be set up in advance and it's just a single button press or a foot switch activation to achieve the change in sound.

While watching the professionals playing, it's clear that they use the Total Preset change a fair bit. But have another look at the Claudia Hirschfeld video available on your Wersi instrument. Notice the occasional reach of the arm to press a sound button. Try that with the basic User 1 - 5 mapping you may have just completed and you will always achieve a change of sound but only to the first sound mapped in Level 1. Two presses of the button will give you the first mapped sound in Level 2, etc. None of the first sounds in any Level of that particular button may be what you want to use. Is there a way of achieving exactly the sound you want from a particular button which you can press once while playing within a single Total Preset?

User Mapping Presets within Individual Total Presets

The answer to the above question is "Yes". To do that you have to produce further User Mapping Presets. So far you have the User 1 - 5 Mapping Presets which are your universal or default ones residing in your sound buttons all the time. For example, open up a Standard Total Preset, touch UM1 panel and press the Vibes sound button. The result is as shown below.

Level 1 mapping of the Vibes button using the default User 1 Mapping Preset



If you want just Vibraphone 1 * every time you press the Vibes button, this is fine. But what if you want Glockenspiel * for example, or a Vibes sound currently in one of the button's other mapping Levels?

Changing the sound in the first compartment of Level 1 of the Vibes button

All you have to do is set up another User Mapping Preset where you have mapped Glockenspiel * where Vibraphone 1 * currently resides. To do that means using the process of changing the mapping described in the first article, so hold the Vibes button down for several seconds until the display changes to the Sound Manager view as before, shown below.

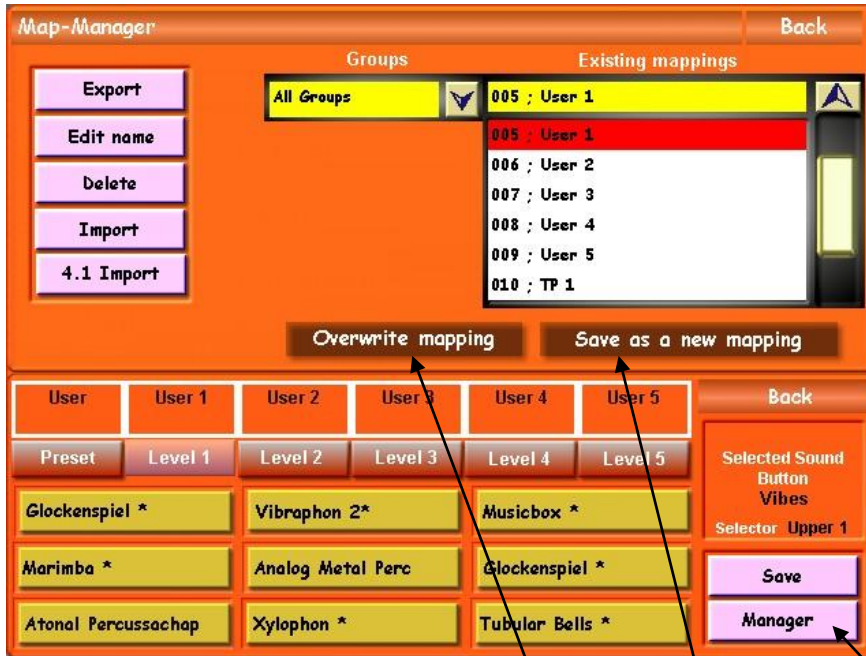


Touch the Vibraphone 1 * compartment so it goes red. From the **Sounds** list at the top of the screen select Glockenspiel * and immediately that sound will appear in the first compartment instead of Vibraphone 1 *. You'll notice you now have Glockenspiel * twice, once in compartment 1 and once in compartment 6 where it was mapped originally. If you don't like that, you could repeat the above procedure and place Vibraphone 1 * in compartment 6, but it's not really necessary for our purposes here as we're really attending to compartment 1 of Level 1 only. Therefore the display will now appear as below where Glockenspiel * has replaced Vibraphone 1 *.



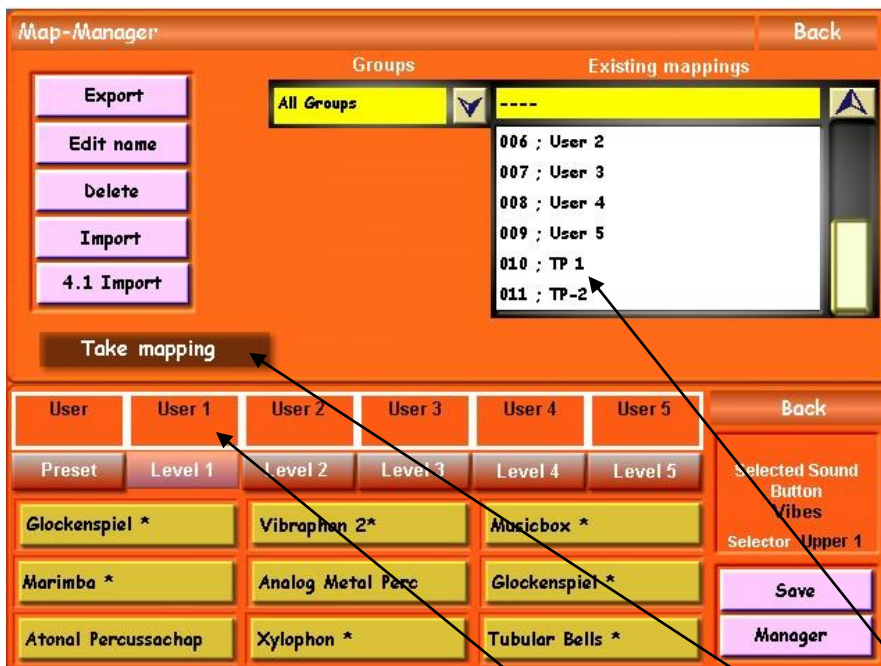
The Save screen of Map-Manager

The next step is to save this as a new mapping. Touch the **Save** button in the lower right side of the above screen. The display changes to one form of the Map-Manager screen:



Save as new mapping

Previously at this stage we selected "**Overwrite mapping**" because we were adjusting the whole of User 1 mapping. Now we need to select "**Save as a new mapping**" because we want a different mapping preset than User 1. Remember that "Overwrite mapping" is like "Save..." on a computer while "Save as a new mapping" is like "Save As...". Therefore, touch "**Save as a new mapping**" and the display changes to the virtual typewriter screen. Type in a suitable name for this new Mapping Preset. I have chosen to call them TP 1, TP 2 etc, though I've not been consistent about the punctuation as TP 2 became TP-2: never mind. Once you've typed in the name, touch the "**Enter**" button on the typewriter screen to return to the previous screen above. Now touch the "**Manager**" button and the following Map-Manager screen appears:



If you look at the **Existing mappings** panel you'll see that the new TP 1 and TP-2 mappings are listed. TP 1 is one I did earlier and TP-2 is the one I've produced for this article. There is a total of 50 mapping slots available for the User.

You will notice a new button has appeared on this Map-Manager screen - "**Take mapping**". If you touch this, the currently selected mapping in the **Existing mappings** panel (you have to touch one of the names to select one) will appear in the selected Level "Preset Label" position, as shown below.

The new Mapping Preset displayed in the Map-Manager screen



The new Mapping Preset called TP-2 has now replaced the User 1 Mapping Preset in Level 1 of the Vibes button, for the currently selected Total Preset only.

Saving the current Total Preset now will "embed" the new TP-2 Mapping Preset in the Level 1 position of the Vibes button and provide the Glockenspiel * sound whenever the Vibes button is pushed once, in whatever Sound Layer (Selector) it is required within this Total Preset, or any other Total Preset where TP-2 Mapping Preset has been taken and inserted into one of the five Level positions. Here's what the Main Screen will now look like just prior to saving the Total Preset:

The Main Screen with the new Vibes Level 1 mapping being that of the new Mapping Preset TP-2



Yes, I cheated a bit and used the same screenshot from the first article as the first screenshot in this article. The above screenshot was taken specially for this article and shows I now have Selector Plus activated. The next step from the above screen is to save the Total Preset and you could then test out the presence of Glockenspiel * as the first sound in Level 1 of the Vibes sound button within this Total Preset only.

We need to take stock now of what we've actually done and its significance. The paragraph between these last two screenshots contains a sentence which needs a bit more explaining.

By doing all this we've changed just one sound in compartment one of Level 1 of the Vibes button and that is the only difference between the User 1 Mapping Preset and the TP-2 Mapping Preset. Now this is just the start, really, because User 1 is a Mapping Preset and occurs in all the sound buttons. We could take the new TP-2 Mapping Preset and change the sound in the first compartment of all the buttons and still not have to save a new Mapping Preset. That would be a process whereby we'd overwrite the TP-2 Preset each time we changed the sound mapping. In fact, that would be a very sensible thing to do in order to save space and not use up our 50 available Mapping Preset slots too quickly.

There's just one consideration to be borne in mind. Once you've changed all the compartment one sounds in TP-2 they will stay together whenever you put TP-2 into a Total Preset. Let's say you've changed the Strings 1 button in TP-2 from Strings1 Soft * to Strings Mantovani *; in the Grand Piano button you've changed Grand Piano * to Piano Dreams *; in the Orchestra button, Orchestra * has been changed to Bright Orchestra etc. So long as those sounds are the ones you want to change to while playing, TP-2 will be fine. But if you wanted all of the TP-2 changes except, perhaps, Strings Vocal * in Strings 1 button instead, a new Mapping Preset, based on TP-2 to start with, would need to be produced and saved. Perhaps it may be called TP-3?

Therefore, it's worth having a look at your Total Presets and doing a bit of planning before embarking on increasing the number of your Mapping Presets. We all have our favourite sounds so try to think of where the Total Preset is starting from and what changes of sound you want to achieve while playing so as to ensure that your favourite sounds are packaged together in your new Mapping Presets in the most usable way and that each new Mapping Preset is suitable for use in other Total Presets.

What about the other Levels in each Sound button? Each of these has a different Mapping Preset, but you could have TP-2 in more than one Level in a Total Preset. Alternatively, you could have five different Mapping Presets, one for each Level. In either case you would have to remember to press the relevant sound button the correct number of times to provide the first sound in a different Level than Level 1. Pressing a sound button once is fine, twice possibly, but beyond that I suspect it becomes less reliable and more difficult to achieve a satisfactory result - try counting to five while playing in Common Time. It would possibly work if playing "Take Five"!

The important points to remember are:

1. We're dealing with the first sound compartment only as that is the one which is selected when pressing a sound button.
2. Each Sound Mapping Level within a Total Preset can have its own Mapping Preset. These Mapping Presets are available to use in any Total Preset and there can be up to the maximum of 50 Mapping Presets allowed by Wersi.

It would be very interesting to hear from Members about ways in which they may have exploited Mapping Presets differently from those described in these two articles. Essentially, it all depends upon whether the desired objective is worth the amount of work needed to achieve that result, as mapping is quite time-consuming. What I've described in these two articles is, in my view, worth the effort but I, personally, would not go beyond that. Pre-planning what you do is essential.

Happy mapping.

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