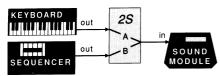
# **2S MIDI SELECTOR**

### Low-cost accessory



The high quality three position slide switch in the **2S** has three positions - marked 'A', 'O' and 'B'. In position 'A' the centre socket is connected to the left hand one. The centre position ('o') is the off position, in which none of the sockets is linked. Position 'B' links the centre and right hand sockets.

The case of the **2S** is very compact 58mm  $\times$  69mm  $\times$  23mm - the same as our **V3**.



The **2S MIDI Selector** can be used as a source or destination selector.

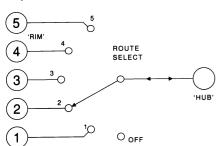
# **5S MIDI SELECTOR**



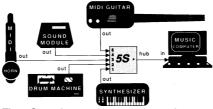
#### Simple MIDI routing switch

The useful **5S** is simply a passive rotary selector switch in a box. Like all our MIDI Selectors, it requires no external power, so you don't have to bother with batteries or mains leads and supplies.

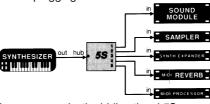
There are five DIN sockets for the 'rim' connection, and one for the 'hub' connections. The rotary selector switch has six positions - which can link the 'hub' to any one of the 'rim' connectors, or the special off position.



#### Works in either direction



The **5S** can be used as a source selectorthat is with five inputs and one output. For example, you may use it on the input of your sequencer or music computer, to choose which of your keyboards, drum machines or other controllers is linked through - without the hassle of plugging and unplugging the cables.



Less commonly, the bidirectional **5S** can be used as a destination selector. You could select one of up to five different slave devices from a simple rotary switch next to your keyboard.

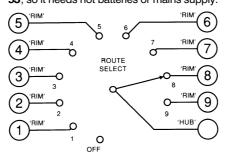
#### Robust enclosure

The **5S** is housed in a sturdy 109mm x 109mm x 40mm black box. The five 'rim' connections are on one side, the 'hub' socket is on the opposite side and the control knob is mounted on the front.

# 9S MIDI SELECTOR

## Big MIDI switch box

The **9S** is like an extended version of the **5S**, so it needs not batteries or mains supply.



There are nine DIN sockets for the 'rim' connections, and one for the 'hub'. The rotary 'route select' switch has ten positions - which can link the 'hub' to any one of the 'rim' connectors, or the off position.

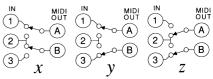


### **3B MIDI SELECTOR**



## Novel MIDI junction box

The *3B* has five MIDI ports. The three on the left hand side are called '1', '2' and '3' and you will normally use them as inputs to the selector. The two ports on the right hand side are marked 'A' and 'B' and normally act as outputs from the selector.

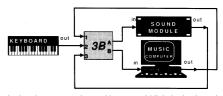


You turn the ROUTE SELECT knob fully clockwise to set the switch to position x. In this position, port 1 is linked to A, port 2 is linked to B, and no link is made to port 3.

When you turn the knob to the centre detent position (y) port 1 is still linked to A, but port 3 is linked or B, and port 2 is disconnected.

Finally, you turn the knob fully anticlockwise to select position *z*, which links ports 2 to A and 3 to B, leaving port 1 unconnected.

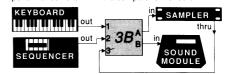
# Example applications of the 3B



In the above example, position x would link the keyboard to the MIDI-in of the computer. The computer MIDI-out would go to the input of the sound module. You may use this when running a sequencer program on the computer.

Position *y* offers you two-way communications between the computer and sound module. You may use this arrangement for patch editing or dumps.

Finally position *z* offers the keyboard direct access to the sound module. This would be useful for an ordinary performance - even with the computer switched off!



The diagram above shows one of the many ways in which the **3B** can be used in conjunction with MIDI-thru connections to provide chain re-routing.

With the selector switch in the x position, the keyboard controls the sampler, and the sequencer controls the sound module. This could be used for live playing along with a recorded sequence.

With the switch in the *y* position, the keyboard controls both the sample and (via the thru on the sampler) the sound module. This would be used for live playing.

With the switch in the z position, the sequencer controls both the sampler and (again via the thru on the sampler) the sound module. This allows for sequence replay.