EDITING THE CODF OF BASILICA ORGANS

Myco and Basilica both create CODF of new custom organs.
CODF means **C**ustom **O**rgan **D**efinition **F**ile and are text files. They are written in XML language but they are text file.
So you can edit these CODF and make very nice things that Myco or Basilica do not make directly.

CREATING A CELESTE VOICE

Basilica offers to the organists a Celeste 8' and a Undamaris already detuned, ready to use, but you may want to create your own Celeste voice.
With basilica you can create easily a celeste voice :
To get a celeste 8' choose a gamba or salicional when you create the organ.
Then create the CODF and open it with a text editor (notepad for exemple) or better, with an XML editor like the freeware XML Marker.

CAUTION : Please notice that a XML line is always in the form :

<definition> *value* </definition>

Do not forget a < or a > in a <definition > and the / in the closing </definition>

There are two things to edit : the **pitch** and the displayed **name** of the new stop.

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TO CHANGE THE PITCH :

In the section **<ObjectList ObjectType="rank">**, find the <rank> code relative to your gamba (or salicional).

Notice and remember that in our exemple, the RankID is **34**.

You will have to edit 2 lines : one for the bass notes, one for the hight notes.
So change the following 2 lines in bold : replace **0** by **10**. (value between 8 and 13 are also possible).

This will create a small detune of the rank. Usualy the two value should be the same, but with celeste pipes you may want low notes to be less detuned than hi notes. In this case, set **Pitch_PipeMIDINoteNum036** smaller than **Pitch_PipeMIDINoteNum096**

<rank>
<RankID>**34**</RankID>
<Name>34 Gambe 8</Name>
<NumberOfPipes>61</NumberOfPipes>
<MIDINoteNumberOfFirstPipe>36</MIDINoteNumberOfFirstPipe>
<IsPercussive>N</IsPercussive>
<Samples_InstallationPackageID>001512</Samples_InstallationPackageID>
<Samples_MainSampleFileFolder>Manuals/Gambe_8</Samples_MainSampleFileFolder>
<Samples_SamplesAreProtected>N</Samples_SamplesAreProtected>

<Samples_ReleaseSamplesStoredInSeparateFilesIfNotPercussive>n</Samples_ReleaseSamplesStoredInSeparateFilesIfNotPercussive>
<Samples_RelSampleFileFolderIfRelSamplesStoredInSeparateFiles></Samples_RelSampleFileFolderIfRelSamplesStoredInSeparateFiles>
<Samples_MIDINoteNumIncrementFromPipesToSamples>0</Samples_MIDINoteNumIncrementFromPipesToSamples>
<Samples_SampleMIDINoteNumOfFirstAvailableSample>36</Samples_SampleMIDINoteNumOfFirstAvailableSample>
<Samples_SampleMIDINoteNumOfLastAvailableSample>97</Samples_SampleMIDINoteNumOfLastAvailableSample>
<Samples_MIDINoteNumIncBetweenSamples>1</Samples_MIDINoteNumIncBetweenSamples>
<Samples_AssumeTunedToConcertPitchAndEqualTemp>Y</Samples_AssumeTunedToConcertPitchAndEqualTemp>
<Samples_RankBasePitch64ftHarmNumIfAssumedTunedToConcertPitch>8</Samples_RankBasePitch64ftHarmNumIfAssumedTunedToConcertPitch>
<Samples_AudioOutOptimalChannelFormatCode>1</Samples_AudioOutOptimalChannelFormatCode>
<Samples_AudioOutOptimalSampleResolutionCode>3</Samples_AudioOutOptimalSampleResolutionCode>
<Position_LayoutOfPipesOnWindchestCode>5</Position_LayoutOfPipesOnWindchestCode>
<Position_RankDistanceFromListenerMetres>1</Position_RankDistanceFromListenerMetres>
<WindSupply_DivisionCodeOfWindchest>3</WindSupply_DivisionCodeOfWindchest>
<WindSupply_MaxFlowRandomisationPct>0,4100536</WindSupply_MaxFlowRandomisationPct>
<Amp_PipeMIDINoteNum036_LevelAdjustDecibels>6</Amp_PipeMIDINoteNum036_LevelAdjustDecibels>
<Amp_PipeMIDINoteNum096_LevelAdjustDecibels>6</Amp_PipeMIDINoteNum096_LevelAdjustDecibels>
<Amp_PipeMIDINoteNum036_WindModelModDepthAdjustDecibels>0</Amp_PipeMIDINoteNum036_WindModelModDepthAdjustDecibels>
<Amp_PipeMIDINoteNum096_WindModelModDepthAdjustDecibels>0</Amp_PipeMIDINoteNum096_WindModelModDepthAdjustDecibels>
<Amp_PipeMIDINoteNum036_TremulantModDepthAdjustDecibels>0</Amp_PipeMIDINoteNum036_TremulantModDepthAdjustDecibels>
<Amp_PipeMIDINoteNum096_TremulantModDepthAdjustDecibels>0</Amp_PipeMIDINoteNum096_TremulantModDepthAdjustDecibels>
<Pitch_RankBaseOutputPitch64ftHarmonicNum>8</Pitch_RankBaseOutputPitch64ftHarmonicNum>
<Pitch_MaxRandomTuningErrorHz>0.25</Pitch_MaxRandomTuningErrorHz>
<Pitch_PipeMIDINoteNum036_TuningAdjustPercentSemitones>0</Pitch_PipeMIDINoteNum036_TuningAdjustPercentSemitones>
<Pitch_PipeMIDINoteNum096_TuningAdjustPercentSemitones>0</Pitch_PipeMIDINoteNum096_TuningAdjustPercentSemitones>
<Pitch_PipeMIDINoteNum036_WindModelModDepthAdjustPercent>95</Pitch_PipeMIDINoteNum036_WindModelModDepthAdjustPercent>
<Pitch_PipeMIDINoteNum096_WindModelModDepthAdjustPercent>80</Pitch_PipeMIDINoteNum096_WindModelModDepthAdjustPercent>
<Pitch_PipeMIDINoteNum036_TremulantModDepthAdjustPercent>100</Pitch_PipeMIDINoteNum036_TremulantModDepthAdjustPercent>
<Pitch_PipeMIDINoteNum096_TremulantModDepthAdjustPercent>100</Pitch_PipeMIDINoteNum096_TremulantModDepthAdjustPercent>
<HarmonicShaping_PipeMIDINoteNum036_3rdAndUpperHarmLvlAdjDb>0</HarmonicShaping_PipeMIDINoteNum036_3rdAndUpperHarmLvlAdjDb>
<HarmonicShaping_PipeMIDINoteNum096_3rdAndUpperHarmLvlAdjDb>0</HarmonicShaping_PipeMIDINoteNum096_3rdAndUpperHarmLvlAdjDb>

<HarmonicShaping_PipeMIDINoteNum036_WindModelModDepthAdjDb>0</HarmonicShaping_PipeMIDINoteNum036_WindModelModDepthAdjDb>
<HarmonicShaping_PipeMIDINoteNum096_WindModelModDepthAdjDb>0.5</HarmonicShaping_PipeMIDINoteNum096_WindModelModDepthAdjDb>
<HarmonicShaping_PipeMIDINoteNum036_TremulantModDepthAdjDb>0</HarmonicShaping_PipeMIDINoteNum036_TremulantModDepthAdjDb>
<HarmonicShaping_PipeMIDINoteNum096_TremulantModDepthAdjDb>0</HarmonicShaping_PipeMIDINoteNum096_TremulantModDepthAdjDb>
<Encl_IsEnclosed>N</Encl_IsEnclosed>
<Encl_EnclosureCode></Encl_EnclosureCode>
<Encl_FiltParamWhenClsdForPipeMIDINoteNum036_OverallAttnDb>0</Encl_FiltParamWhenClsdForPipeMIDINoteNum036_OverallAttnDb>
<Encl_FiltParamWhenClsdForPipeMIDINoteNum036_MaxFreqHz>0</Encl_FiltParamWhenClsdForPipeMIDINoteNum036_MaxFreqHz>
<Encl_FiltParamWhenClsdForPipeMIDINoteNum036_MinFreqHz>0</Encl_FiltParamWhenClsdForPipeMIDINoteNum036_MinFreqHz>
<Encl_FiltParamWhenClsdForPipeMIDINoteNum036_ExtraAttnAtMinDb>0</Encl_FiltParamWhenClsdForPipeMIDINoteNum036_ExtraAttnAtMinDb>
<Encl_FiltParamWhenOpenForPipeMIDINoteNum036_MaxFreqHz>0</Encl_FiltParamWhenOpenForPipeMIDINoteNum036_MaxFreqHz>
<Encl_FiltParamWhenOpenForPipeMIDINoteNum036_MinFreqHz>0</Encl_FiltParamWhenOpenForPipeMIDINoteNum036_MinFreqHz>
<Encl_FiltParamWhenClsdForPipeMIDINoteNum096_OverallAttnDb>0</Encl_FiltParamWhenClsdForPipeMIDINoteNum096_OverallAttnDb>
<Encl_FiltParamWhenClsdForPipeMIDINoteNum096_MaxFreqHz>0</Encl_FiltParamWhenClsdForPipeMIDINoteNum096_MaxFreqHz>
<Encl_FiltParamWhenClsdForPipeMIDINoteNum096_MinFreqHz>0</Encl_FiltParamWhenClsdForPipeMIDINoteNum096_MinFreqHz>
<Encl_FiltParamWhenClsdForPipeMIDINoteNum096_ExtraAttnAtMinDb>0</Encl_FiltParamWhenClsdForPipeMIDINoteNum096_ExtraAttnAtMinDb>
<Encl_FiltParamWhenOpenForPipeMIDINoteNum096_MaxFreqHz>0</Encl_FiltParamWhenOpenForPipeMIDINoteNum096_MaxFreqHz>
<Encl_FiltParamWhenOpenForPipeMIDINoteNum096_MinFreqHz>0</Encl_FiltParamWhenOpenForPipeMIDINoteNum096_MinFreqHz>
<Encl_MIDINoteNumOfFirstEnclosedPipeIfWholeRankNotEnclosed>0</Encl_MIDINoteNumOfFirstEnclosedPipeIfWholeRankNotEnclosed>
<Encl_MIDINoteNumOfLastEnclosedPipeIfWholeRankNotEnclosed>0</Encl_MIDINoteNumOfLastEnclosedPipeIfWholeRankNotEnclosed>
<Trem_HasTremulant>N</Trem_HasTremulant>
<Trem_TremulantCode></Trem_TremulantCode>
<Trem_SampleInstallationPackageID></Trem_SampleInstallationPackageID>
<Trem_WaveformSampleFileFolder></Trem_WaveformSampleFileFolder>
<Trem_SamplesAreProtected>N</Trem_SamplesAreProtected>
<Trem_MIDINoteNumIncrementFromPipesToTremSamples>0</Trem_MIDINoteNumIncrementFromPipesToTremSamples>
<Trem_SampleMIDINoteNumberOfFirstAvailableTremSample>0</Trem_SampleMIDINoteNumberOfFirstAvailableTremSample>
<Trem_SampleMIDINoteNumberOfLastAvailableTremSample>0</Trem_SampleMIDINoteNumberOfLastAvailableTremSample>
<Trem_MIDINoteNumIncBetweenTremSamples>0</Trem_MIDINoteNumIncBetweenTremSamples>
<Trem_MaxDepthRandomisationPct>0</Trem_MaxDepthRandomisationPct>
<Trem_MIDINoteNumOfFirstTremmedPipeIfWholeRankNotTremmed>0</Trem_MIDINoteNumOfFirst

TremmedPipeIfWholeRankNotTremmed>
<Trem_MIDINoteNumOfLastTremmedPipeIfWholeRankNotTremmed>0</Trem_MIDINoteNumOfLast
TremmedPipeIfWholeRankNotTremmed>
<ReverbTailTruncation_ModeCode>1</ReverbTailTruncation_ModeCode>
<ReverbTailTruncation_DecayLengthAsMsForMiddleCOn8FtStop>0</ReverbTailTruncation_DecayLen
gthAsMsForMiddleCOn8FtStop>
</rank>

In the section **<ObjectList ObjectType="stoprank">**, search for a stop rank having the same RankID
(34 for our exemple)
 You have nothing to change here. Just read and remember that the StopCode is 2244.

<stoprank>
<Name>34 Gambe 8</Name>
<StopCode>**2244**</StopCode>
<RankTypeCode>1</RankTypeCode>
<RankID>34</RankID>
<ExternalRankID></ExternalRankID>
<MIDINoteNumIncrementFromDivisionToRank>0</MIDINoteNumIncrementFromDivisionToRank>
<MIDINoteNumOfFirstMappedDivisionKey>36</MIDINoteNumOfFirstMappedDivisionKey>
<NumberOfMappedDivisionKeys>61</NumberOfMappedDivisionKeys>
<ActionTypeCode>1</ActionTypeCode>
<ActionEffectCode>1</ActionEffectCode>
<PipeMIDINoteNum036_PizzOrReitPeriodMs>0</PipeMIDINoteNum036_PizzOrReitPeriodMs>
<PipeMIDINoteNum096_PizzOrReitPeriodMs>0</PipeMIDINoteNum096_PizzOrReitPeriodMs>
<StopCodeToSwitchToAlternateRank></StopCodeToSwitchToAlternateRank>
<RetriggerNotesWhenSwitchingBetweenNormalAndAlternateRanks>N</RetriggerNotesWhenSwitching
BetweenNormalAndAlternateRanks>
<AlternateRankID></AlternateRankID>
<AlternateExternalRankID></AlternateExternalRankID>
</stoprank>

CHANGING THE DISPLAYED NAME

In the section **<ObjectList ObjectType="stop">** find the stop having the StopCode 2244,
Now you have to change the names that will be displayed.
The name of the stop is displayed in two pages, so you will have to replace twice **Gamba 8** by **Celeste 8**.

<stop>
<StopCode>**2244**</StopCode>
<Name>34 Gambe 8</Name>
<DisplayName>34 Gambe 8</DisplayName>
<DefaultToEngaged>N</DefaultToEngaged>
<SwitchIsLatching>Y</SwitchIsLatching>
<StoreInDivisionalCombinations>Y</StoreInDivisionalCombinations>
<StoreInGeneralCombinations>Y</StoreInGeneralCombinations>
<AccessibleForMIDIInputAndOutput>Y</AccessibleForMIDIInputAndOutput>
<OverrideSourceDivisionToSpecifiedDivisionCode></OverrideSourceDivisionToSpecifiedDivisionCode
>
<StopCodeFromWhichToCopyState></StopCodeFromWhichToCopyState>
<PercussiveEngagingSoundEffect_RankID></PercussiveEngagingSoundEffect_RankID>

```
<PercussiveEngagingSoundEffect_MIDINoteNumber>0</PercussiveEngagingSoundEffect_MIDINoteNumber>
<PercussiveDisengagingSoundEffect_RankID></PercussiveDisengagingSoundEffect_RankID>
<PercussiveDisengagingSoundEffect_MIDINoteNumber>0</PercussiveDisengagingSoundEffect_MIDINoteNumber>
<SustainingSoundEffect_RankID></SustainingSoundEffect_RankID>
<SustainingSoundEffect_MIDINoteNumber>0</SustainingSoundEffect_MIDINoteNumber>
<CustomDisplay1_DisplayPageID>1</CustomDisplay1_DisplayPageID>
<CustomDisplay1_Text>Gamba 8</CustomDisplay1_Text>
<CustomDisplay1_ControlStyleID>5</CustomDisplay1_ControlStyleID>
<CustomDisplay1_PosPixels_X>380</CustomDisplay1_PosPixels_X>
<CustomDisplay1_PosPixels_Y>234</CustomDisplay1_PosPixels_Y>
<CustomDisplay2_DisplayPageID>2</CustomDisplay2_DisplayPageID>
<CustomDisplay2_Text>Gamba 8</CustomDisplay2_Text>
<CustomDisplay2_ControlStyleID>8</CustomDisplay2_ControlStyleID>
<CustomDisplay2_PosPixels_X>666</CustomDisplay2_PosPixels_X>
<CustomDisplay2_PosPixels_Y>480</CustomDisplay2_PosPixels_Y>
</stop>
```

CREATING A NEW STOP

Now, to create a new stop from an existing one , it is similar.
For exemple, create a gamba 16' or gamba 4' from gamba 8'

Change the pitch in section <rank>
For a Gamba 4', a value of 1200 will raise one octave up
For a Gamba 16 a negative value of -1200 will make the pitch 1 octave lower.

```
<Pitch_PipeMIDINoteNum036_TuningAdjustPercentSemitones>1200</Pitch_PipeMIDINoteNum036_TuningAdjustPercentSemitones>
<Pitch_PipeMIDINoteNum096_TuningAdjustPercentSemitones>1200</Pitch_PipeMIDINoteNum096_TuningAdjustPercentSemitones>
```

In the section <rank> you can also change the volume if you need.
There are 2 lines to edit, one for bass notes, one for hi notes. Normally the values should be the same.

In our exemple, the level of the rank is set to +6 dB. You can increase or reduce theses values.

```
<Amp_PipeMIDINoteNum036_LevelAdjustDecibels>6</Amp_PipeMIDINoteNum036_LevelAdjustDecibels>
<Amp_PipeMIDINoteNum096_LevelAdjustDecibels>6</Amp_PipeMIDINoteNum096_LevelAdjustDecibels>
```

Now, in the STOP section change the name :

```
<CustomDisplay1_Text>Gamba 4</CustomDisplay1_Text>
<CustomDisplay1_ControlStyleID>5</CustomDisplay1_ControlStyleID>
<CustomDisplay1_PosPixels_X>380</CustomDisplay1_PosPixels_X>
<CustomDisplay1_PosPixels_Y>234</CustomDisplay1_PosPixels_Y>
<CustomDisplay2_DisplayPageID>2</CustomDisplay2_DisplayPageID>
<CustomDisplay2_Text>Gamba 4</CustomDisplay2_Text>.
```

CHANGING THE NAME OF THE MANUALS

The name of a manual is store in the section **<ObjectList ObjectType="customdisplaylabel">** in an object called **Label**. The line you must edit if you want to change the name is in bold. The text you can replace is in red.

<customdisplaylabel>
<Name>Label 1</Name>
<CustomDisplay1_DisplayPageID>2</CustomDisplay1_DisplayPageID>
<CustomDisplay1_Text>MAN. 1</CustomDisplay1_Text>
<CustomDisplay1_ControlStyleID>13</CustomDisplay1_ControlStyleID>
<CustomDisplay1_PosPixels_X>334</CustomDisplay1_PosPixels_X>
<CustomDisplay1_PosPixels_Y>18</CustomDisplay1_PosPixels_Y>
<CustomDisplay1_AlternateLayout1_ControlStyleID></CustomDisplay1_AlternateLayout1_ControlStyleID>
<CustomDisplay1_AlternateLayout1_PosPixels_X>0</CustomDisplay1_AlternateLayout1_PosPixels_X>
<CustomDisplay1_AlternateLayout1_PosPixels_Y>0</CustomDisplay1_AlternateLayout1_PosPixels_Y>
<CustomDisplay2_DisplayPageID></CustomDisplay2_DisplayPageID>
<CustomDisplay2_Text></CustomDisplay2_Text>
<CustomDisplay2_ControlStyleID></CustomDisplay2_ControlStyleID>
<CustomDisplay2_PosPixels_X>0</CustomDisplay2_PosPixels_X>
<CustomDisplay2_PosPixels_Y>0</CustomDisplay2_PosPixels_Y>
<CustomDisplay2_AlternateLayout1_ControlStyleID></CustomDisplay2_AlternateLayout1_ControlStyleID>
<CustomDisplay2_AlternateLayout1_PosPixels_X>0</CustomDisplay2_AlternateLayout1_PosPixels_X>
<CustomDisplay2_AlternateLayout1_PosPixels_Y>0</CustomDisplay2_AlternateLayout1_PosPixels_Y>
</customdisplaylabel>