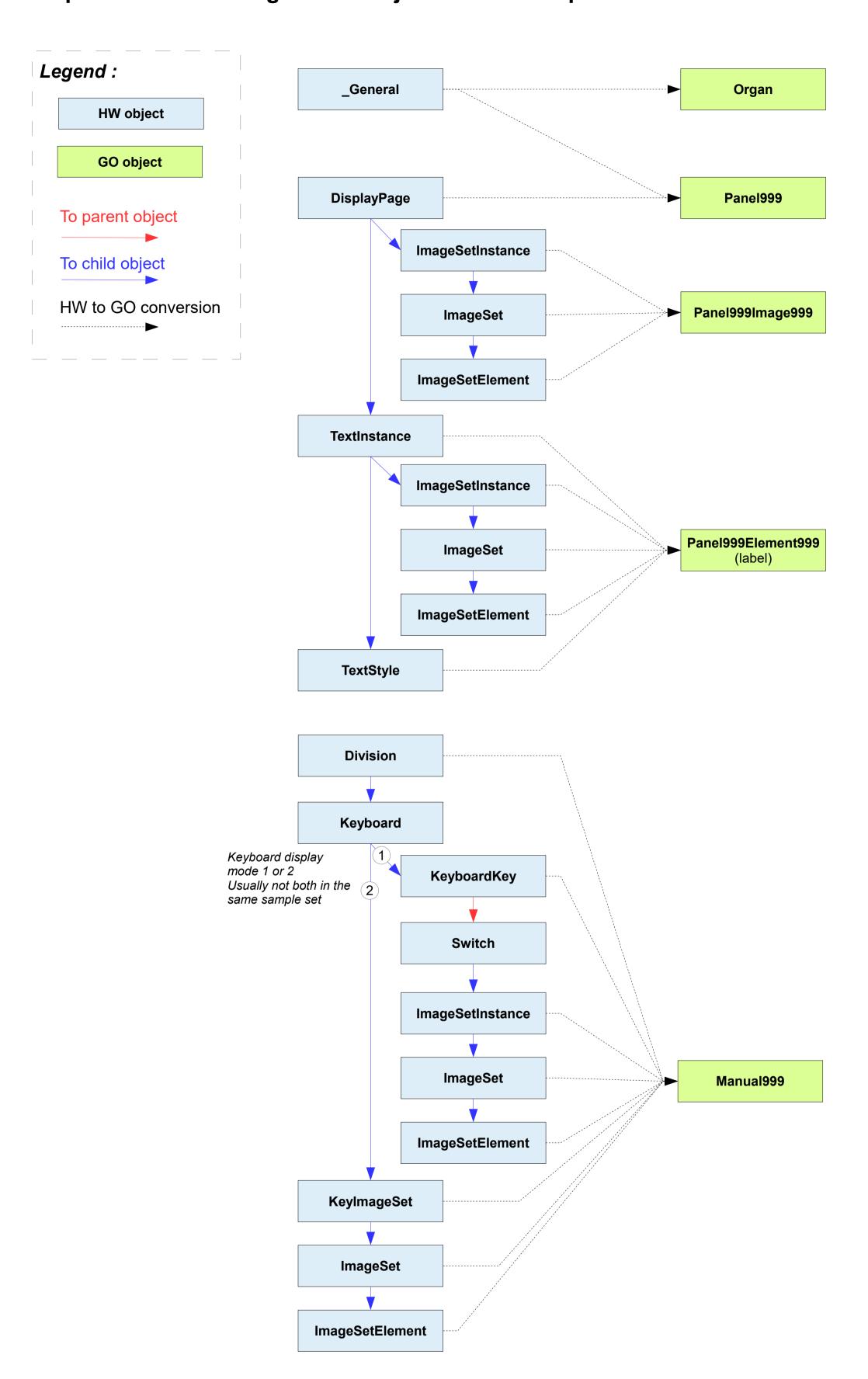
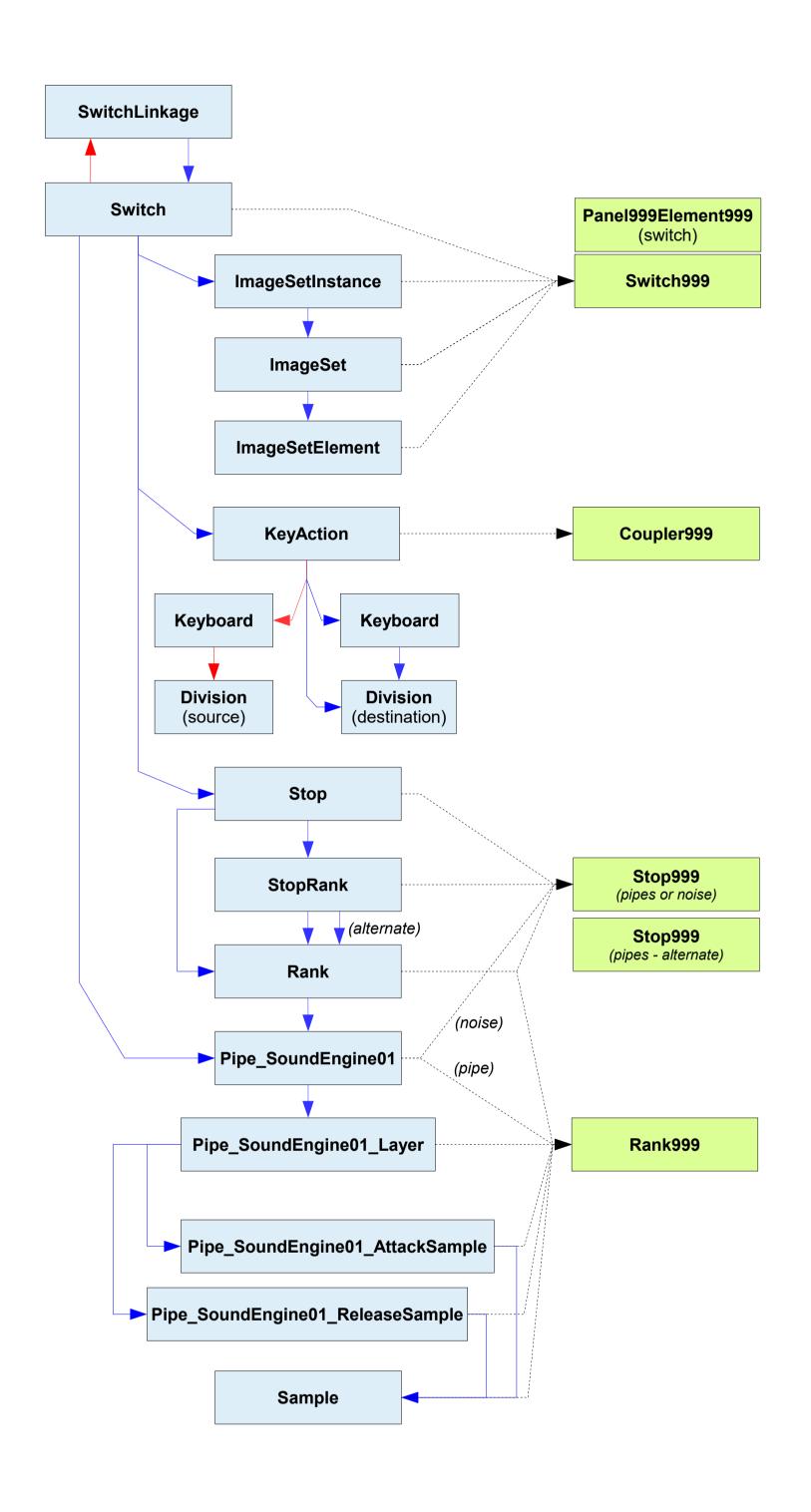
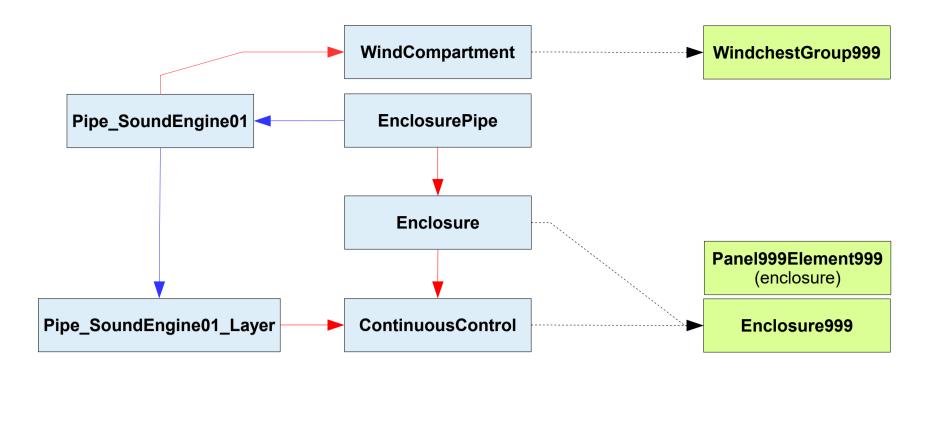
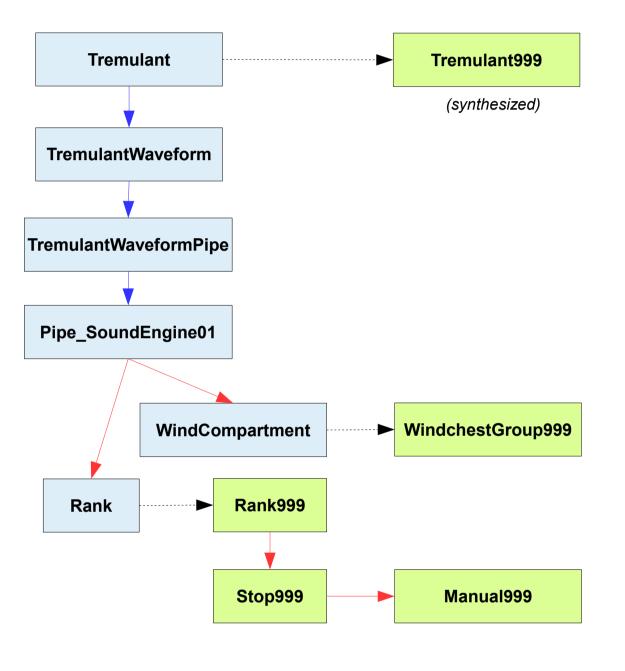
## Hauptwerk ODF objects relationship chart TextInstance RequiredInstallationPackage { TextInstanceID } TextStyle { InstallationPackageID } \_General TextStyleID Manufacturer... { StyleID } Font\_... { Sys\_ObjectID } DisplayPageID Legend: Identification\_UniqueOrganID OrganInfo\_InstallationPackageID Text Colour\_.. **XPosPixels** ..AlignmentCode YposPixels **Object Type** Display ConsoleScreenWidth... AttachedToAnImageSetInstance Display\_ConsoleScreenHeight... AttachedToImageSetInstanceID DisplayPage SpecialObjects\_DefaultDisplayPageID SpecialObjects\_MasterCaptureSwitchID { object ID } **ThreePositionSwitchImage** { PageID } ??? IternateConsoleScreenLayout. Display AlternateConsoleScreenLayout... Parent object ID ImageSetInstance { ImageSetInstanceID } ImageSet (owner or controller) DisplayPageID { ImageSetID } Keyboard InstallationPackageID ImageSetID **ImageSetElement** { KeyboardID } ImageWidthPixels LeftXPosPixels KeyGen DisplayPageID **TopYPosPixels** ImageHeightPixels Child object ID ImageIndexWithinSet KeyGen\_KeyImageSetID AlternateScreenLayout.. ClickableArea. BitmapFilename (member or controlled) ReversiblePiston KeyGen\_GenerateKeysAuto DefaultImageIndexWithinSet TransparencyMaskFilename ??? KeyGen\_NumberOfKeys KeyGen LeftXPos KeyGen\_TopYPos ContinuousControllmageSetStage Other interresting KeyGen\_AlternateScreenLayout... KeylmageSet ImageSetID attributes ImageSetIndex { KeylmageSetID } KeyShapeImageSetID ImageIndexWithinImageSets\_ SwitchLinkage HorizSpacingPixels . SwitchExclusiveSelectGroup ConditionSwitchID { GroupID } SourceSwitchID ContinuousControl DestSwitchID ContinuousControlDoubleLinkage KeyboardKey { ControlID } KeyAction FirstSourceControl ID based on KeyboardID ImageSetInstanceID SecondSourceControl\_ID SourceKeyboardID KeyAction SwitchID Clickable DestControl\_ID DestKeyboardID NormalMIDINoteNumber **SwitchExclusiveSelectGroupElement** DestDivisionID GroupID ConditionSwitchID SwitchID **Switch** ActionTypeCode { SwitchID } ActionEffectCode Latching NumberOfKeys ContinuousControlLinkage Clickable SourceControllD Disp\_ImageSetInstanceID Disp\_ImageSetIndex.. DestControlID **Enclosure DivisionInput ConditionSwitchID** { EnclosureID } DivisionID **Division** LinkTypeCode ${f ShutterPositionContinuousControllE}$ SwitchID { DivisionID } NormalMIDINoteNumber ContinuousControlStageSwitch ContinuousControlID ControlledSwitchID **EnclosurePipe** EnclosureID { StopID } PipeID CombinationElement ControllingSwitchID CombinationElementID } Combination Hint PrimaryAssociatedRankID CombinationID { CombinaisonID } ControlledSwitchID ActivatingSwitchID CapturedSwitchID CombinationTypeCode MemorySwitchID StopRank StopID Pipe\_SoundEngine01 RankID { PipeID } ExternalRankID RankID Rank AlternateRankID ControllingPalletSwitchID { RankID } WindCompartmentLinkage SwitchIDToSwitchToAlternateRank NormalMIDINoteNumber SoundEngine01\_LayerxDesc FirstWindCompartmentID Tremulant RankTypeCode WindSupply SourceWindCompartmentID SecondWindCompartmentID ActionTypeCode { TremulantID } WindSupply\_OutputWindCompartmentID ValveControllingSwitchID ControllingSwitchID ActionEffectCode PhaseAngleOutputContinuousControlID ValveControlTypeCode NumberOfMappedDivisionInputNodes MIDINoteNumOfFirstMappedDivisionInputNode ValveControllingContinuousControllD ExternalRank { Index }? Pipe\_SoundEngine01\_Layer ??? { LayerID } WindCompartment PipeLayerNumber { WindCompartmentID } **TremulantWaveform** ExternalPipe Main AttackSelCriteria ContinuousControlID | PressureOutputContinuousControlID { TremulantWaveformID } Main ReleaseSelCriteria ContinuousControlID ??? Name TremulantID AmpLvl ScalingContinuousControlID PitchAndFundamentalWaveformSampleID ThirdHarmonicWaveformSampleID PitchOutputContinuousControlID Pipe\_SoundEngine01\_AttackSample Pipe SoundEngine01 ReleaseSample { UniqueID } { UniqueID } LayerID LayerID SampleID SampleID LoadSampleRange\_StartPosition. LoadSampleRange\_StartPosition... LoadSampleRange EndPosition.. LoadSampleRange EndPosition.. AttackSelCriteria .. ReleaseSelCriteria . **TremulantWaveformPipe** TremulantWaveformID PipeID Sample { SampleID } InstallationPackageID SampleFilename Pitch\_...

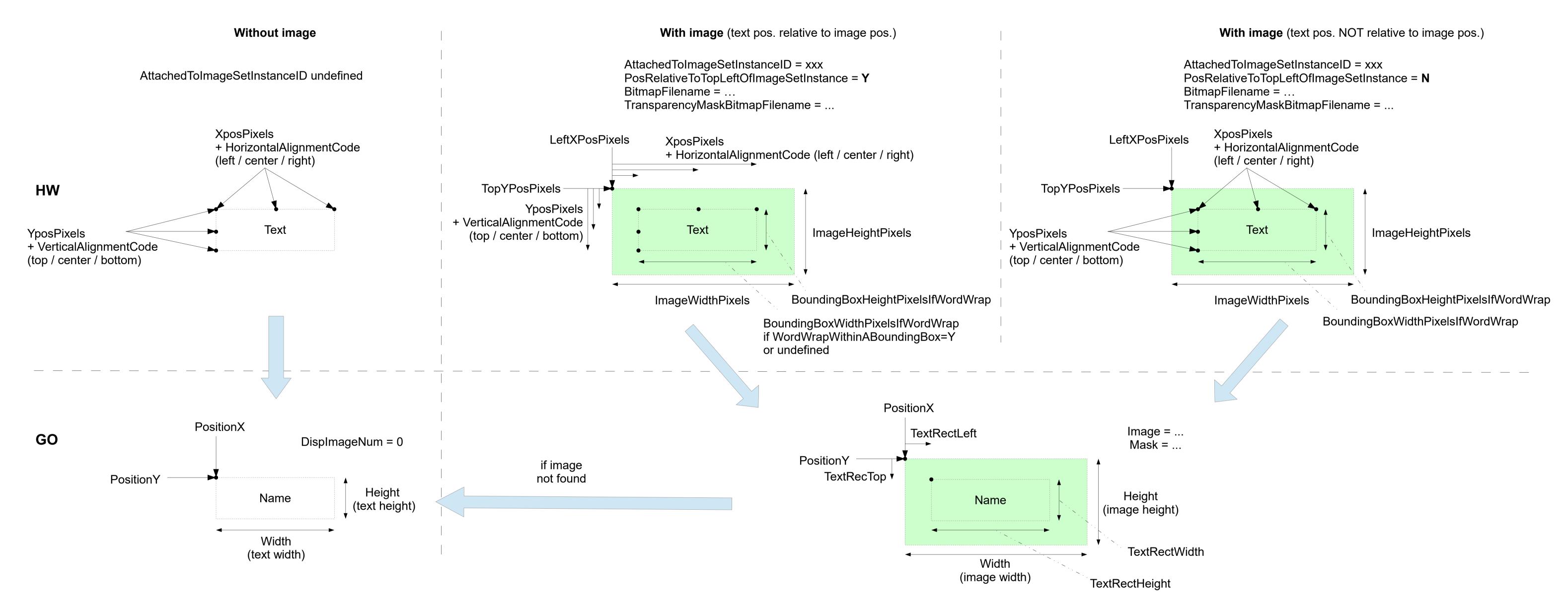
## Hauptwerk to GrandOrgue ODF objects relationship chart











If the PositionX / PositionY of a GO label is within the display rectangle of a GO PanelElement (but Manual and Label), the GO label is not created and its Name attribute is copied in the DispLabelText of the PanelElement and TextRectLeft / TextRectTop are set to place the text in the GO PanelElement

