

## Rebuilding the Boyd Console

As reported in past issues of the *Vox Humana*, catastrophic failure of the old Trousdale electronic combination capture system has necessitated a complete rebuilding of the Boyd console combination system. A new state-of-the-art Opus-Two Instrument Control System is currently being installed in the Boyd console. Progress to date has all the functions of the organ console wired to the Opus-Two system electronics completed. This required many hours of fabricating wire cables and connecting them between the console stop actions and the Opus-Two electronic components. This alone has required approximately 16,000 feet (3 miles) of special wire. The Opus-Two system must now be connected to the existing Z-Tronics system which transfers the electrical signals from the console to the pipe chambers to be decoded and sent to the proper pipe or other function. (Photo A)



(Photo A) Keith Knox, left and Don Hallam work on the wiring of the Boyd console

The Opus-Two system will initially be programmed to return the console to the former operating configuration which only controls 44 of the Kimball's 66 ranks of pipes. In the next stage of the project a new console specification designed by Simon Gledhill will be installed which will allow the Boyd console to control all 66 ranks. Because the stop rails of the console do not have enough room to hold all of the stop action controls, a special stop control box is being fabricated to contain the remainder of the required stop controls. This box will be on a cable tether so it can be available when the artist is setting piston combinations. Settings on the box can be recalled

with a special stop tab on the console rails for each organ division. The box is hidden away during performances, so the artist must remember what stop settings have been programmed.

A similar box was required for the Master console and is in use during every concert. (Photo B)



(Photo B) Master console showing programmable stop control box in position to select stops for presets.