

The logo for K SOUNDS, featuring a stylized white 'K' followed by the word 'SOUNDS' in a white, sans-serif font. The background is a blue gradient with a faint image of a keyboard.

**K SOUNDS**

# **OrgAnimation MOX**

**Tonewheel Organ Library**

# **User Guide**

# About Organization

Thank you for purchasing Organization! This collection of B3 organ sounds was created to make your MOX a more accurate and more flexible B3 emulator than ever before. Taking a few minutes to browse this documentation will help you get the very most out of your purchase.

Organization offers organ sounds in two modes of operation: Voice mode and Performance mode.

## Voice Mode

In Voice mode, Organization offers "solo voices" and "component voices." The first 68 voices are solo voices, designed to be used independently in performance or sequences. Simply select the voice and play. The next 60 voices are component voices. These are designed for use in Performance mode, where they can be combined with other voices to create new organ sounds not possible in Voice mode. For example, many component voices consist of a single drawbar with optional chorus. Combining four of these in a performance produces a thick, stereo-enhanced organ sound not possible in Voice mode. Other component voices include two-drawbar settings, multiple drawbar settings, single-trigger percussion, and leakage.

The 60 component voices consist of 30 unique voices presented with two distinct rotary speaker emulations. Compared to Rotor 1, Rotor 2 has a subtle difference in tonality, a slightly faster "chorale" setting for the horn, different acceleration and deceleration times for both rotor and horn, and an overall smoother character.

## Performance Mode

Organization also offers 41 performances. A few of them combine solo voices into rich, overdriven organs. Most, however, use component voices to create extra-thick organs not possible in Voice mode. These performances allow up to three-way drawbar adjustment if you enter Edit mode (see Sounds and Controls chart below), plus real-time options of chorus via the AF2 switch and optional overdrive via the Master Effect switch. Some offer single-trigger percussion via AF1.

Most performances are presented in pairs: identical drawbar settings featuring two different rotary speaker simulations. This allows you to select the rotary speaker that best fits your music. Additional control over the rotary speaker simulation is available via the Assign 1 and Assign 2 knobs, active when the top row of knobs is set to Tone 3 control. These adjust the character of the low and high rotors, respectively. Offsets made with these knobs can be saved with each performance.

# Loading

**Before loading, we recommend you save your current settings as an “all” type file.**

To load Organization in its entirety, connect your MOX to a USB storage device containing the file “ORG\_MOX.X4A.” Select this file and load as an “all” file type. Organization voices will occupy the entire USER 2 voice bank. Performances will occupy the first 41 memory locations in the USER 1 performance bank.

You may choose to load individual voices and performances. For details about these operations, see the File mode section in the MOX Owner’s Manual. Keep in mind that performances will not sound correctly unless the voices they require are also loaded to the correct locations.

## Naming Conventions and Real Time Control

Sounds are named either by drawbar setting or descriptively by tone quality / musical genre. Many sounds can be used for a variety of styles, so feel free to experiment beyond the styles suggested by the sound names.

### General Naming Conventions

**OD** – These sounds implement overdrive.

**XMo** – Stands for “extra motion.” These sounds implement special programming beyond that of the effects processors to add extra motion to the rotary effect, especially at the fast (tremolo) speed.

**Mono** – These sounds are presented in mono, resulting in a narrow, focused rotary effect.

**Drawbars / Dbars** – These voices allow you to change the drawbar settings if you enter Edit mode.

**Dbar** – Indicates a single drawbar used in a component voice. For example, Dbar1 refers to the 16’ drawbar.

### General Real Time Controls

**Mod Wheel** – Rotary speed. Down position is slow (chorale). Up position is fast (tremolo). This control applies to all sounds.

**Assign 1 Knob** – Low rotor drive. Applies to most sounds. This influences the depth, timbre, and thickness of the low rotor.

**Assign 2 Knob** – Horn (upper rotor) drive. Applies to most sounds. This influences the depth, timbre, and thickness of the horn.

**AF1 Switch** – Activates percussion on select sounds.

**AF2 Switch** – Activates chorus on select sounds. Increases overdrive gain on other select sounds.

**Master Effect Switch** – Activates overdrive for most organs in Performance mode.

For documentation on the specific real time controls available for each sound, see the Sounds and Controls chart below.

# Sounds and Controls

Mode Number	Name	Drawbars*	AF1=Perc	AF2=Chorus	Notes	
Perf.	1	Full B3 Rotor 1	3		Yes	Master FX = Overdrive
Perf.	2	Full B3 Rotor 2	3		Yes	Master FX = Overdrive
Perf.	3	Full-Thin B3 Rotor 1	3		Yes	Master FX = Overdrive
Perf.	4	Full-Thin B3 Rotor 2	3		Yes	Master FX = Overdrive
Perf.	5	Mild Dist B3 Rot 1	3		Yes	Master FX = Overdrive
Perf.	6	Mild Dist B3 Rot 2	3		Yes	Master FX = Overdrive
Perf.	7	Warm B3 Rotor 1	3		Yes	Master FX = Overdrive
Perf.	8	Warm B3 Rotor 2	3		Yes	Master FX = Overdrive
Perf.	9	Warm-Thin B3 Rotor 1	3		Yes	Master FX = Overdrive
Perf.	10	Warm-Thin B3 Rotor 2	3		Yes	Master FX = Overdrive
Perf.	11	Ballad B3 1 Rotor 1	3	Single Trig.	Yes	Master FX = Overdrive
Perf.	12	Ballad B3 1 Rotor 2	3	Single Trig.	Yes	Master FX = Overdrive
Perf.	13	Ballad B3 2 Rotor 1	3	Single Trig.	Yes	Master FX = Overdrive
Perf.	14	Ballad B3 2 Rotor 2	3	Single Trig.	Yes	Master FX = Overdrive
Perf.	15	First Four A Rotor 1	2	Single Trig.	Yes	Master FX = Overdrive
Perf.	16	First Four A Rotor 2	2	Single Trig.	Yes	Master FX = Overdrive
Perf.	17	First Four B Rotor 1	3		Yes	Master FX = Overdrive
Perf.	18	First Four B Rotor 2	3		Yes	Master FX = Overdrive
Perf.	19	First 4-Thin Rotor 1	3		Yes	Master FX = Overdrive
Perf.	20	First 4-Thin Rotor 2	3		Yes	Master FX = Overdrive
Perf.	21	First Three Rotor 1	3	Single Trig.	Yes	Master FX = Overdrive
Perf.	22	First Three Rotor 2	3	Single Trig.	Yes	Master FX = Overdrive
Perf.	23	Jazz B3 Rotor 1	2	Single Trig.	Yes	Master FX = Overdrive
Perf.	24	Jazz B3 Rotor 2	2	Single Trig.	Yes	Master FX = Overdrive
Perf.	25	Mellow B3 1 Rotor 1	3	Single Trig.	Yes	Master FX = Overdrive
Perf.	26	Mellow B3 1 Rotor 2	3	Single Trig.	Yes	Master FX = Overdrive
Perf.	27	Mellow B3 2 Rotor 1	2	Single Trig.	Yes	Master FX = Overdrive
Perf.	28	Mellow B3 2 Rotor 2	2	Single Trig.	Yes	Master FX = Overdrive
Perf.	29	Gospel B3 1 Rotor 1	3	Single Trig.	Yes	Master FX = Overdrive
Perf.	30	Gospel B3 1 Rotor 2	3	Single Trig.	Yes	Master FX = Overdrive
Perf.	31	Gospel B3 2 Rotor 1	3		Yes	Master FX = Overdrive
Perf.	32	Gospel B3 2 Rotor 2	3		Yes	Master FX = Overdrive
Perf.	33	Gospel B3 3 Rotor 1	3		Yes	Master FX = Overdrive
Perf.	34	Gospel B3 3 Rotor 2	3		Yes	Master FX = Overdrive
Perf.	35	Gospel Shout B3				AF2=Gain, MFX=Delay
Perf.	36	Bright Overdriven B3		Multiple Trig.		AF2=Gain, MFX=Delay

Mode	Number	Name	Drawbars*	AF1=Perc	AF2=Chorus	Notes
Perf.	37	Dark Overdriven B3		Multiple Trig.		AF2=Gain, MFX=Delay
Perf.	38	High Drawbars Rotor 1	3		Yes	Master FX = Overdrive
Perf.	39	High Drawbars Rotor 2	3		Yes	Master FX = Overdrive
Perf.	40	Full B3 - Ext Rotor	3		Yes	Master FX = Overdrive
Perf.	41	Full-ExtRot RtAsOut	3		Yes	Right Assign Out only

Voice	1	Full 8 Drawbars	8			
Voice	2	Full 8 Drawbars 2	8			
Voice	3	Full 8 Dbars XMo	8			
Voice	4	Full 8 Dbars OD XMo	8			AF2=OD Gain
Voice	5	Ballad B3 - 8 Dbars	8			
Voice	6	Gospel B3 - 8 Dbars	8			
Voice	7	Gospel2 B3 - 8 Dbars	8			
Voice	8	Gospel3 B3 - 8 Dbars	8			
Voice	9	Gospel4 B3 - 8 Dbars	8			
Voice	10	Gospel5 B3 - 8 Dbars	8			
Voice	11	Gospel6 B3 - 8 Dbars	8			
Voice	12	Gspl OD1-8 Dbars XMo	8			AF2=OD Gain
Voice	13	Gspl OD2-8 Dbars XMo	8			AF2=OD Gain
Voice	14	Live Bars 1 AF1 Perc	4	Single Trig.		
Voice	15	Live Bars 2 AF1 Perc	6	Single Trig.		
Voice	16	Live Full Dark AF1	4	Single Trig.		
Voice	17	Full B3 XMo		Multiple Trig.		
Voice	18	Full B3 AF1&2		Multiple Trig.	Yes	
Voice	19	Dark Full B3 XMo		Multiple Trig.		
Voice	20	Stadium Rock B3 XMo		Multiple Trig.		AF2=OD Gain
Voice	21	Crisp Rock B3 AF1		Single Trig.		
Voice	22	Dark Rock B3 AF1		Single Trig.		
Voice	23	Ballad B3 AF1 Perc		Single Trig.		
Voice	24	1st 4 Bars AF2 Chors		Multiple Trig.	Yes	
Voice	25	Gritty Ballad B3 AF2		Multiple Trig.	Yes	
Voice	26	Roomy Ballad B3 AF1		Single Trig.		
Voice	27	Fast Ballad B3 AF1		Single Trig.		Quick accel. & decel.
Voice	28	First Four Dbars XMo		Multiple Trig.		
Voice	29	Ballad B3 XMo		Multiple Trig.		
Voice	30	OD Ballad AF2 XMo		Multiple Trig.		AF2=OD Gain
Voice	31	Ballad B3 2 XMo				
Voice	32	OD Ballad B3 2 XMo				AF2=OD Gain
Voice	33	Jazz AF1=PRC AF2=chr		Single Trig.	Yes	Has best percussion
Voice	34	Jazz AF1=prc AF2=CHR		Multiple Trig.	Yes	Has best chorus
Voice	35	Jazz B3 AF1 XMo		Multiple Trig.		
Voice	36	OD Jazz B3 AF1&2 XMo		Multiple Trig.		AF2=OD Gain
Voice	37	Crisp Jazz B3 AF1&2		Multiple Trig.	Yes	
Voice	38	Roomy Jazz B3 AF1		Single Trig.		
Voice	39	OD Medium B3 XMo		Multiple Trig.		AF2=OD Gain
Voice	40	OD Medium B3 2 XMo		Multiple Trig.		AF2=OD Gain
Voice	41	Medium B3 3 XMo		Multiple Trig.		

Mode	Number	Name	Drawbars*	AF1=Perc	AF2=Chorus	Notes
Voice	42	OD Dark B3 XMo				AF2=OD Gain
Voice	43	OD Dark B3 2 XMo		Multiple Trig.		AF2=OD Gain
Voice	44	OD Dark B3 3 XMo		Multiple Trig.		AF2=OD Gain
Voice	45	OD Flutey B3 XMo		Multiple Trig.		AF2=OD Gain
Voice	46	OD Flutey B3 2 XMo		Multiple Trig.		AF2=OD Gain
Voice	47	OD Mellow B3 XMo		Multiple Trig.		AF2=OD Gain
Voice	48	Gospel B3 1 AF1&2		Multiple Trig.	Yes	
Voice	49	Gospel B3 2 AF1&2		Multiple Trig.	Yes	
Voice	50	Gospel B3 3 AF1&2		Multiple Trig.	Yes	
Voice	51	Gospel B3 4 AF1&2		Multiple Trig.	Yes	
Voice	52	Gospel B3 5 AF1&2		Multiple Trig.	Yes	
Voice	53	Gospel B3 6 AF1&2		Multiple Trig.	Yes	Chorus = synthesized
Voice	54	Gospel B3 6b AF1&2		Single Trig.	Yes	Chorus = sampled
Voice	55	Gospel B3 7 AF1&2		Multiple Trig.	Yes	
Voice	56	Gospel B3 8 OD XMo		Multiple Trig.		AF2=OD Gain
Voice	57	Gospel B3 9 XMo		Multiple Trig.		
Voice	58	Gospel B3 10 OD XMo		Multiple Trig.		AF2=OD Gain
Voice	59	Gospel B3 11 OD XMo		Multiple Trig.		AF2=OD Gain
Voice	60	Gospel B3 12 OD XMo		Multiple Trig.		AF2=OD Gain
Voice	61	000008888 OD XMo				
Voice	62	Mono Ballad B3 OD				AF2=OD Gain
Voice	63	Mono Med Ballad OD		Multiple Trig.		AF2=OD Gain
Voice	64	Mono Rock B3 OD		Multiple Trig.		AF2=OD Gain
Voice	65	Mono Bright Rock OD		Multiple Trig.		AF2=OD Gain
Voice	66	Mono Bluesy B3 OD		Multiple Trig.		AF2=OD Gain
Voice	67	Mono Gospel B3 OD		Multiple Trig.		AF2=OD Gain
Voice	68	Mono Full B3 OD		Multiple Trig.		AF2=OD Gain
Voice	69	Dbar1 Rotary1 AF2=Ch			Yes	
Voice	70	Dbar2 Rotary1 AF2=Ch			Yes	
Voice	71	Dbar3 Rotary1 AF2=Ch			Yes	
Voice	72	Dbar4 Rotary1 AF2=Ch			Yes	
Voice	73	Dbar5 Rotary1 AF2=Ch			Yes	
Voice	74	Dbar6 Rotary1 AF2=Ch			Yes	
Voice	75	Dbar7 Rotary1 AF2=Ch			Yes	
Voice	76	Dbar8 Rotary1 AF2=Ch			Yes	
Voice	77	Dbar9 Rotary1 AF2=Ch			Yes	
Voice	78	80800000a Ro1 AF2Ch			Yes	
Voice	79	80800000b Ro1 AF2Ch			Yes	
Voice	80	804000000 Rot1 AF2Ch			Yes	
Voice	81	408000000 Rot1 AF2Ch			Yes	
Voice	82	080800000a Ro1 AF2Ch			Yes	
Voice	83	080800000b Ro1 AF2Ch			Yes	
Voice	84	080400000 Rot1 AF2Ch			Yes	
Voice	85	000088000 Rot1 AF2Ch			Yes	
Voice	86	000084000 Rot1 AF2Ch			Yes	
Voice	87	000000808 Rot1 AF2Ch			Yes	
Voice	88	000000088 Rot1 AF2Ch			Yes	

Mode	Number	Name	Drawbars*	AF1=Perc	AF2=Chorus	Notes
Voice	89	000000888 Rot1 AF2Ch			Yes	
Voice	90	608000000 Rot1 AF2Ch			Yes	
Voice	91	Even Bars Rotor 1				
Voice	92	Odd Bars Rotor 1				
Voice	93	888800000 Ro1 AF2Ch			Yes	
Voice	94	Jazz Rotor 1 AF2=Ch			Yes	
Voice	95	888000000 Rotary 1				
Voice	96	688000000 Rotary 1				
Voice	97	Percussion AF1 Rot 1		Single Trig.		Sounds only with AF1
Voice	98	Leakage Rotary 1				
Voice	99	Dbar1 Rotary2 AF2=Ch			Yes	
Voice	100	Dbar2 Rotary2 AF2=Ch			Yes	
Voice	101	Dbar3 Rotary2 AF2=Ch			Yes	
Voice	102	Dbar4 Rotary2 AF2=Ch			Yes	
Voice	103	Dbar5 Rotary2 AF2=Ch			Yes	
Voice	104	Dbar6 Rotary2 AF2=Ch			Yes	
Voice	105	Dbar7 Rotary2 AF2=Ch			Yes	
Voice	106	Dbar8 Rotary2 AF2=Ch			Yes	
Voice	107	Dbar9 Rotary2 AF2=Ch			Yes	
Voice	108	808000000a Ro2 AF2Ch			Yes	
Voice	109	808000000b Ro2 AF2Ch			Yes	
Voice	110	804000000 Rot2 AF2Ch			Yes	
Voice	111	408000000 Rot2 AF2Ch			Yes	
Voice	112	080800000a Ro2 AF2Ch			Yes	
Voice	113	080800000b Ro2 AF2Ch			Yes	
Voice	114	080400000 Rot2 AF2Ch			Yes	
Voice	115	000088000 Rot2 AF2Ch			Yes	
Voice	116	000084000 Rot2 AF2Ch			Yes	
Voice	117	000000808 Rot2 AF2Ch			Yes	
Voice	118	000000088 Rot2 AF2Ch			Yes	
Voice	119	000000888 Rot2 AF2Ch			Yes	
Voice	120	608000000 Rot2 AF2Ch			Yes	
Voice	121	Even Bars Rotor 2				
Voice	122	Odd Bars Rotor 2				
Voice	123	888800000 Ro2 AF2Ch			Yes	
Voice	124	Jazz Rotor 2 AF2=Ch			Yes	
Voice	125	888000000 Rotary 2				
Voice	126	688000000 Rotary 2				
Voice	127	Percussion AF1 Rot 2		Single Trig.		Sounds only with AF1
Voice	128	Leakage Rotary 2				

\* Drawbar adjustment is only possible in Edit mode.