



K SOUNDS

**OrgAnimation
Montage**

Tonewheel Organ Library

Getting Started

Thank you for purchasing Organimation for the Yamaha Montage! We believe you will love the new musical potential Organimation brings to your keyboard. At the heart of Organimation are long-looped samples of true vintage tonewheels, capturing their signature complexity, key click, and leakage. We carefully recreated all nine drawbars, constantly referring to the original, so that any drawbar setting you choose will sound authentic. We've also included detailed percussion samples, allowing you to select between 2nd and 3rd harmonics and fast or slow decay. Many performances include an incredible, adjustable C3 chorus emulation that does not consume polyphony, and our custom rotary speaker effects programming is outstanding! For those who need an aggressive edge, several performances feature optional warm overdrive.

40 Performances are provided. Most offer drawbar control with up to eight independent drawbars. Move the sliders to adjust the drawbars yourself, or move the super knob to fade between multiple useful drawbar settings.

Loading:

After unzipping the product download file, use your computer to copy the entire unzipped contents to the root directory of your USB flash drive. Connect the USB media to the Montage. In Utility mode, touch the Contents tab, touch the Load sub-tab, and set Content Type to Library File. Touch the icon for your flash drive to open it, and touch the file Organimation.X7L. Your Montage needs 220Mb available sample memory to load this library.

To browse the sounds, use either Category Search or Live Set mode:

Category Search: Press the Category Search button. On the screen, touch the Bank / Favorite parameter and choose the Organimation bank. (You can also cycle through banks by repeatedly pressing the Category Search button.) Touch the Organ category. All 40 Organimation performances will appear in the search results.

Live Set: Press the Live Set button. On the screen, touch the downward arrow beside the Bank parameter at the top of the screen until the Organimation bank is selected. (You can also cycle through banks by repeatedly pressing the Live Set button.)

Organimation's 5 live sets suggest sounds for different applications. To see them, touch the arrows beside the Page parameter at the top of the screen. Live sets include:

1. Drawbar Control
2. Full or Jazz
3. Rock or Ballad
4. Gospel or Layers
5. Single Part Organs

Many performances can be used for a variety of styles, so feel free to experiment beyond the styles suggested by some of the performance names.

Performance List

Default order is shown. To see the performances in alphabetical order on your Montage, touch Name as the Sort method at the bottom of the Category Search screen.

1. **1 Part 9 Drawbars** – Offers 8-way drawbar control.
2. **1 Part Jazz AF's**
3. **1 Part Ballad** – Offers 5-way drawbar control.
4. **1 Part Full**
5. **1 Part Gospel**
6. **1 Part Rock** – Offers 5-way drawbar control.
7. **9 Bars Close AF1** – Offers 8-way drawbar control.
8. **9 Bars Semi-Close** – Offers 8-way drawbar control.
9. **Smooth 9 Bars** – Offers 8-way drawbar control.
10. **Warm Drive Bars AF2** – Offers 8-way drawbar control.
11. **Drawbars `n Drive** – Offers 8-way drawbar control.
12. **Drawbars `n Drive 2** – Offers 8-way drawbar control.
13. **Ready to Rock** – Offers 5-way drawbar control.
14. **9 Bars Chorus Drive** – Offers 8-way drawbar control.
15. **Not Quite Clean** – Offers 8-way drawbar control.
16. **Smooth Bars & Drive** – Offers 8-way drawbar control.
17. **Full Close AF1**
18. **SK Filter Drawbars**
19. **Full SK Tone**
20. **Full Drive AF2**
21. **Full Drive 2 AF2**
22. **Medium Drive**
23. **Full Smooth AF1**
24. **Sweet Hymns** – Offers 5-way drawbar control.
25. **Gospel Truth** – Offers 6-way drawbar control.
26. **Gospel Split**
27. **Classy Glass AF1** – Offers 4-way drawbar control.
28. **Jazz Split** – Offers 6-way drawbar control.
29. **Clean Close Jazz AF1** – Offers 8-way drawbar control.
30. **Jazz Long Percussion** – Offers 8-way drawbar control.
31. **Ballad Bars SK** – Offers 5-way drawbar control.
32. **Ballad Drive Delay** – Offers 5-way drawbar control.
33. **Delayed When Played** – Offers 8-way drawbar control.
34. **SK Octave Morph** – Offers 5-way drawbar control.
35. **Flutey B AF1** – Offers 3-way drawbar control.
36. **Top Rotor Only** – Offers 8-way drawbar control.
37. **Organ and Brass SK**
38. **9 Bars & Pad Scenes** – Offers 8-way drawbar control.
39. **9 Bars Assign Out AF** – Offers 8-way drawbar control. Use an Assignable output with external rotary speaker / effects.
40. **1 Part 9 Bars AsOut** – Offers 8-way drawbar control. Use an Assignable output with external rotary speaker / effects.

Real-Time Control

Organization offers generous real-time control. Controller assignments are as consistent as possible across all performances. Below are guidelines for adjusting the sounds to your needs.

Tip: Creating your own sound variations is very easy. Simply adjust knobs, sliders, or scene selection and save a new performance.

Left Hand Controller Section

Mod Wheel – Toggles rotary speaker speed between slow and fast. Default speed is slow.

Assign 1 – If lit, this toggles C3 chorus on / off.

Assign 2 – If lit, this toggles overdrive on / off. The one exception is "Gospel Split." For this performance, Assign 2 toggles chorus for the left hand.

Super Knob

Always try the Super Knob to hear what it does. For most performances, it provides drawbar adjustment by scaling the volumes set by the sliders. (To hear the Super Knob drawbar variations we have programmed, keep the sliders in their original programmed positions.) For other performances, the Super Knob either changes the tone or adjusts delay wet / dry or fades between layered sounds.

Sliders

The previous page shows which performances offer drawbar control. For these performances, to control drawbar settings with the *sliders*, keep the *Super Knob* in its *far right position*.

To see which drawbars you can adjust, look at the slider LED's. If an LED is in the lowest position, that drawbar has been turned off to save polyphony, so it will not respond to slider movements. If an LED is *not* in the lowest position, you can move the slider to adjust the corresponding drawbar.

If a performance offers drawbar control with all 8 sliders, one drawbar will usually correspond to one slider *except for* slider 7. Slider 7 usually controls both the 7th and the 8th drawbars (1 3/5 ' and 1 1/3'). The reason for this approach is simple: The Montage has 8 sliders, but a vintage tonewheel organ has 9 drawbars.

Knobs

When the Assign button (beside the Super Knob) is lit, the knob labels on the touchscreen tell what specific knobs do:

Knob 1 – If active, it adjusts depth of either the entire rotary speaker effect or just the low rotor.

Knob 2 – If active, it adjusts depth of either the chorus effect or the high rotor.

Knob 3 – If active, it adjusts either tone, delay level, layer volume, or overdrive amount.

Knob 4 – If active, it adjusts layer volume.

Scenes

Almost all performances containing scenes use them to activate percussion:

Scene 1 – No percussion.

Scene 2 – 2nd harmonic fast.

Scene 3 – 3rd harmonic fast.

Scene 4 – 2nd harmonic slow.

Scene 5 – 3rd harmonic slow.

For the performance “9 Bars & Pad Scenes,” the eight scenes control pad brightness, adjust organ drawbar settings, and enable / disable layers.

Foot Controllers

Foot Controller 1 – Adjusts volume.

Foot Controller 2 – Adjusts the Super Knob.

Multi-Timbral Use

If you want to use Organimation sounds in a multi-timbral song setup or add them to your custom performances, the easiest approach is to use one of the single-part performances.

If you want to add your own layers to the multi-part performances, here are suggested guidelines:

- Note which percussion parts you need. Delete the ones you don't. This will make room for you to add other parts.
- The last part in most performances is named Global Mod 01. *Keep* this part. Do not delete it.
- The Variation effect for the entire performance is a Rotary Speaker. Do not substitute a different effect. If you add a part that does not need a rotary speaker effect, set that part's Variation send level to 0.