K SOUNDS

OrgAnimation Krome

B3 Organ Voice Bank

User Guide

Getting Started

Introduction

Thank you for purchasing K-Sounds' Organimation for the Korg Krome! We believe you will astounded by the realism of this B3 organ sound set. You'll find dozens of organs crafted from authentic recreations of vintage tonewheel drawbars – plus stunning rotary speaker simulations comparable to those on dedicated organ keyboards.

Two distinct rotary speaker simulations are provided for every drawbar setting. Rotary speaker 1 has a very smooth sound and a wide stereo image. Rotary speaker 2 provides the thickest Doppler effect.

Each sound has been designed for maximum real-time control and versatility. To get the most out of this product, be sure to read the Real-Time Control section of this document.

Loading

After unzipping the product download file, use your computer to copy the file ORG_KROM.PCG to your SD card. Connect the SD card to your Krome and enter Media mode.

Before loading, we recommend you save a PCG file of all program and combination banks to avoid permanently losing any important sounds.

To load, select the file and touch "Load." We recommend loading "all" PCG contents. With this setting, factory preset and Organimation programs load to bank F, and Organimation combinations load to bank D.

Programs

Programs 096-107

Programs 096 through 107 are "component" sounds that are not intended to be played by themselves. Instead, they are used in Combination mode to create complex organs with up to nine drawbars.

Programs 108-113

Organimation provides a small number of programs that are "performance" organs designed to be played as they are. These include Bright Rock, Gospel, and Full B3 tones. Each tonal variation is presented in both rotary speaker settings.

Combinations

Organimation makes extensive use of Combination mode to recreate many different drawbar settings and tones. Each of the following tones and drawbar settings are presented with two rotary speaker variations.

Knob Drawbars – Bright organ with full 4-way knob control over the drawbar setting.
808000000
808000008
008800008
688000000
688000000 with Distortion
688000008
868000000
688600000
500770008
800000008
800000444
088840000
008805005
808800005
000005678
688886446
808844446
788844446
788400777
808808088
800880066
Jazz Split – Right hand drawbar setting is 888000000. Left is 868000000. SW2 activates percussion.
Gospel Split - Right hand drawbar setting is 808002578. Left hand is 868000000.

For those who would like to connect a second keyboard for 2-manual operation, all Combination mode organs (except those labeled "Split") include three additional independent drawbars assigned to MIDI Channel 2 and set to provide an appropriate tone for comping and bass lines. "Split" organs simulate 2-manual functionality by splitting the keyboard.

Real-Time Control

Organimation offers a significant amount of real-time control to make each organ as versatile as possible.

Left Hand Controller Section:
Joystick+Y – Toggles rotary speaker speed between slow and fast. Default speed is slow.
SW1 – Enables C3 chorus.
SW2 – Enables percussion.

Assignable Knobs provide real-time drawbar control for every combination. They are almost always assigned to the same drawbars. Note that a knob will only change the sound if the drawbar(s) it controls is (are) active in the combination you select.

Assignable 1 – Decreases the volume of the 1st drawbar (16') only. In a small number of combinations that do not use the 1st drawbar, this knob decreases the volume of the 3rd drawbar (8') only.
Assignable 2 – Decreases the volume of the 2nd drawbar (5 1/3') only.
Assignable 3 – Decreases the volume of the 4th drawbar (4') only.
Assignable 4 – Decreases the volume of drawbars 5 through 9, holding their relative volumes balanced. This allows easy control over the brightness of the organ.

Changing the Percussion Harmonic – *Combination mode only*
Combinations provide optional percussion via SW2. By default, the 3rd harmonic is selected. To select the 2nd harmonic instead, view the "Prog. Select" onscreen tab, highlight the program assignment that begins with "3rdHarm," and decrement by one program. If you have loaded Organimation programs to their default locations, 2nd harmonic percussion is at location F-106, and 3rd harmonic percussion is at location F-107.

Managing Effects in Multi-Timbral Use

Organimation makes extensive use of the Krome's effects processors to create the best organs the Krome allows. When you use Organimation in a multi-timbral context, you may need to allocate some of the effects resources to other sounds. Here are suggested guidelines:

[User Guide provided with full purchased product continues.]