Ksounds

Organimation M50

B3 Organ Voice Bank

User Guide

Getting Started

Introduction

Thank you for purchasing K-Sounds' Organimation for the Korg M50! 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 (page 4).

Loading

After unzipping the product download file, use your computer to copy the file ORG_M50.PCG to your SD card. Connect the SD card to your M50 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 E, 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.

688000000 with Distortion

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 1^{st} drawbar (16') only. In a small number of combinations that do not use the 1^{st} drawbar, this knob decreases the volume of the 3^{rd} drawbar (8') only.

Assignable 2 – Decreases the volume of the 2^{nd} drawbar (5 1/3') only.

Assignable 3 – Decreases the volume of the 4^{th} 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 E-106, and 3rd harmonic percussion is at location E-107.

Managing Effects in Multi-Timbral Use

Organimation makes extensive use of the M50's effects processors to create the best organs the M50 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 included with full product continues.]