

'57 DRAWBAR ORGAN

USER'S GUIDE



The information in this document is subject to change without notice and does not represent a commitment on the part of NATIVE INSTRUMENTS GmbH. The software described by this document is subject to a License Agreement and may not be copied to other media. No part of this publication may be copied, reproduced or otherwise transmitted or recorded, for any purpose, without prior written permission by NATIVE INSTRUMENTS GmbH, hereinafter referred to as NATIVE INSTRUMENTS. All product and company names are TM or ® trademarks of their respective owners.

Furthermore, the fact that you are reading this text means you are the owner of a legal version rather than an illegal, pirated copy. It is only through the loyalty and honesty of people like yourself that NATIVE INSTRUMENTS GmbH can continue to develop and create innovative audio software. On behalf of the entire company, thank you very much.

Users Guide written by NATIVE INSTRUMENTS
Version: 1.0 (October 2007)

Special thanks to the Beta Test Team, who were invaluable not just in tracking down bugs, but in making this a better product.

Germany

NATIVE INSTRUMENTS GmbH
Schlesische Str. 28
D-10997 Berlin
Germany
info@native-instruments.de
www.native-instruments.de

USA

NATIVE INSTRUMENTS North America, Inc.
5631 Hollywood Boulevard
Los Angeles, CA 90028
USA
sales@native-instruments.com
www.native-instruments.com

MASSIVE was designed and developed entirely by Native Instruments GmbH. Solely the name Massive is a registered trademark of Massive Audio Inc, USA.



© Native Instruments GmbH, 2007. All rights reserved.

1. Welcome to the '57 DRAWBAR ORGAN!

Thank you very much for purchasing the '57 DRAWBAR ORGAN. This KoreSound Pack adds 10 new sounds to your collection of instantly usable KoreSounds. They have been designed to integrate seamlessly into your KoreSound database, making them easily accessible. Also, like the KORE 2 factory content, all KoreSound Packs make use of KORE 2's Integrated Engines: You only need KORE 2 to make full use of their sonic capabilities. Furthermore, the sounds have been equipped with dedicated Control Page assignments, putting the musically most important parameters directly at your fingertips. Individual Sound Variations have been created for each KoreSound of this product, adding to the number of preconfigured sounds.

This documentation will help you use your KoreSound Pack. If you want to start immediately, proceed to the Installation and Activation section. Please read that chapter carefully and entirely, as it explains all steps required to integrate the KoreSound Pack into KORE 2. Following the Installation chapter is an explanation of how to use the KoreSounds within KORE 2. If you are already familiar with KORE 2, this will be straightforward, but it might be worth a look nonetheless. Finally, the last section of this documentation adds some more details about the sounds that come with the '57 DRAWBAR ORGAN.

On behalf of the entire NATIVE INSTRUMENTS team, we hope that this product will truly inspire you.

2. What is the '57 DRAWBAR ORGAN?

The '57 DRAWBAR ORGAN is an instrument based on an authentic drawbar organ built in 1957. The individual drawbars, as well as several drawbar combinations, have been sampled note-for-note, with respect to the instrument's distinctive personality. The KONTAKT Integrated Engine is used for sample playback, allowing for precise control of instrument's parameters like percussion, key click and so forth.

Ten KoreSounds are included with this KoreSound Pack. Nine KoreSounds are based on drawbar combinations with the option of adding additional drawbars to the sound. You'll find the drawbar setting in the comment field, with the letter "X" denoting the additional user-definable drawbars—for example, "88-808X-0X0":

Name	▲ Bank	Comment
'57 Drawbar	'57 Drawbar Organ	XX-XXXX-XXX
Blue For You	'57 Drawbar Organ	85-2002-XX1
Bubble Gum	'57 Drawbar Organ	00-8080-XX4
Chord Wizard	'57 Drawbar Organ	00-8X8X-004
In Da House	'57 Drawbar Organ	88-8000-0XX
Real Book	'57 Drawbar Organ	88-80XX-000
Reverend	'57 Drawbar Organ	X0-808X-004
Seventies	'57 Drawbar Organ	88-808X-0X0
Soul Finger	'57 Drawbar Organ	85-2XX2-001
Tonewheel Rebel	'57 Drawbar Organ	88-880X-X00

Finally, the KoreSound '57 Drawbar gives you complete control of all nine drawbars, allowing you to create any organ sound you want. And, yes, using the Sound Variations, you can quickly save any drawbar combination and switch between them instantly.

But what would such an organ be without its cabinet? The GUITAR RIG Integrated Engine gives you the authentic sound of a Leslie cabinet. So for a true organ experience, there's nothing more you need to plug in afterward.

3. Installation and Activation

The following section explains how to install and activate '57 DRAWBAR ORGAN. Although this process is straightforward, please take a minute to read these instructions, as doing so might prevent some common problems.

After downloading the KoreSound Pack, please unzip the compressed archive you received from NATIVE INSTRUMENTS. It contains this documentation as a PDF, as well as an installer application. Run that application by double-clicking on it and following the instructions step-by-step. If you previously installed another product by NATIVE INSTRUMENTS, such as KORE 2, this will be familiar to you.

Please note that the installer automatically places the new files into the folders where KORE 2 expects them to be. The installation folder queried during installation is used for additional files, like the documentation.

When installation is finished, please start the Service Center that has been installed with KORE 2. It will connect your computer to the Internet and activate your installation of the '57 DRAWBAR ORGAN. The process is identical to the KORE 2 activation. Basically, this requires the following steps within the Service Center:

1. Log in: Enter your account name and password on the initial page. This is the same account information you used within the NATIVE INSTRUMENTS Online Shop, where you bought your KoreSound Pack, and for KORE 2 activation.
2. Select products: The Service Center detects all products that have not been activated yet and lists them. You can activate multiple products at once — for example, KORE 2 and your KoreSound Pack, or several KoreSound Packs.
3. Activate: After proceeding to the next page, the Service Center connects to the NATIVE INSTRUMENTS server and activates your products.
4. Download updates: When the server has confirmed the activation, the Service Center automatically displays the Update Manager with a list of all available updates for your installed products. Please make sure that you always use the



Please install KORE 2 before installing this KoreSound Pack! Otherwise, '57 DRAWBAR ORGAN will not work properly.



Activation of KoreSound Packs is optional However, it will give you access to free updates.

latest version of your NATIVE INSTRUMENTS products to ensure proper functioning.

Downloading updates is optional. After activation is complete, you can always quit the Service Center.

Now you are ready to use your '57 DRAWBAR ORGAN. Please start KORE 2 in its standalone version. This will trigger the database update process automatically and integrate the new KoreSounds into KORE 2's database. The next chapter will explain how to use the new sounds in KORE 2.



As a first step (if your KoreSound Pack should not be listed in the Service Center, for instance), please download the latest version of the Service Center from the NATIVE INSTRUMENTS website and install it on your offline computer.

4. How to use '57 DRAWBAR ORGAN

Within KORE 2, the KoreSounds of the '57 DRAWBAR ORGAN are directly integrated into the database. They will show up in the Browser's Search Results List alongside all other sounds that match your specific search criteria — for example, a combination of attributes. Please refer to the KORE 2 manual for detailed information about how to easily find sounds in the Browser.

Because the KoreSound Pack's name is used within the bank name field of all its KoreSounds, you can restrict your search results to your specific Pack's sounds only. The following actions limit the Search Results List to the Pack's KoreSounds:

- ▶ Enter the KoreSound Pack's name into the Quick Search field of the Browser. This entry can also be abbreviated — for example, "57 draw."
- ▶ Activate the **PATH** column within the Attributes Lists, and browse to the location of the KoreSound Pack sounds. To do so, right-click on the Attributes Lists header and activate the Path entry in the upcoming context menu. This will add three columns to the Browser that can be used to browse the file locations of your sounds. Click on the *Factory Sounds* entry to display this folder's content in the next column. There, select the *Libraries* entry. This will show all installed libraries within the third column — among them, your KoreSound Pack. Click on this entry to reduce the Search Results List to sounds contained in this folder.

If you don't want to limit the results to the KoreSound Pack but do want to have the display grouped by Pack, you can show the bank name within the Search Results List and sort the list according to this entry. To do so, right-click on the Search Results List's header row and activate the *Bank* entry in the upcoming context menu. This will show each sound's Bank name in a new column of

the Search Results List. Now, click on the **BANK** column's header to sort the list according to this specification. This will group the results.

After you have located a sound, load it by double-clicking on the entry within the Search Results List. Alternatively, you can drag it onto the Global Controller, which represents the KORE 2 Controller. Both actions replace the currently focused sound — if it is the first KoreSound you load after start-up, it will replace an “empty” sound. If you want to place it into a specific Channel Insert within the Edit Area (instead of loading the sound into the focused one), you can also drag it directly into the Sound Matrix.

When loaded, the sound will automatically be focused so that its Control Pages are directly mapped onto the Global Controller and, thus, onto the KORE 2 Controller. Normally, you have access to its User Pages, which are preassigned to the sound's most important parameters. You then also have immediate control of the sound's Variations. Please refer to the KORE 2 manual for details about Control Pages and Sound Variations. If these terms are completely new to you, chapter 3.1 of the KORE 2 manual will give you guidance, and chapter 3.1.4 covers the Control Page system and Sound Variations.

If you have the full version of the Integrated Engine installed, you can also open the engine itself. Just click on the **PLUG-IN EDITOR ICON** within the Global Controller, or double-click on the Channel Insert within the Sound Matrix. This will give you full access to all parameters of the sound, exceeding the options in KORE 2's Control Pages. Note, however, that this will change the status of the KoreSound: When you open a sound's plug-in editor once, it will always require the plug-in's full installation and license to be working. (Of course, this does not affect the saved copy of the sound, only the loaded one, which you might want to save later as a different file.) If you do not use the editor throughout your editing process, instead using only the Control Pages and the Sound Variations, the sound will again be loadable without the full license available.

When you have tweaked the sound to your liking, you can save it to the User Sounds content by dragging it back onto the Search Results List — just the



You can also load a KoreSound from the Search Results List with your KORE 2 Controller hardware. Refer to the KORE 2 manual for details.

opposite of the loading process. Within the Save List, you can edit the KoreSound's name, enter your name as the sound's author and so on. When finished, click on the DONE button to save the sound into the database. It is now available for each project you are working on.

Alternatively, the sound and all changes you made are also saved when you store the Performance of KORE 2. However, the KoreSound is not automatically added to the Browser's database. The same happens if you use KORE 2 as a plug-in: Saving the host's project saves all settings of all incorporated plug-ins (like KORE 2) and thus all changes you made to the loaded sound.

5. Content Description

A drawbar organ uses tonewheels, or small rotating metal plates with pickups, for generating sound. Any note played on the instrument is made up of a maximum number of nine tones, which correspond to the harmonic series:

- ▶ Subharmonic Fundamental (one octave below): 16'
- ▶ Subharmonic 3rd Harmonic (one fifth above): 5 1/3'
- ▶ Fundamental: 8'
- ▶ 2nd Harmonic (one octave above): 4'
- ▶ 3rd Harmonic (one octave and a fifth): 2 2/3'
- ▶ 4th Harmonic (two octaves): 2'
- ▶ 5th Harmonic (two octaves and a major third above): 1 3/5'
- ▶ 6th Harmonic: (two octaves and a fifth) 1 1/3'
- ▶ 8th Harmonic: 1' (three octaves above)

On the original drawbar organ, the loudness of each harmonic can be set with nine drawbars. The volume of each drawbar is divided into nine steps, with 0 being silent and 8 being the loudest setting.

It is customary to notate a specific drawbar registration with numbers from 0 to 8 and with the drawbars from left to right as they appear on the organ. So a drawbar setting with only the 16' at maximum would be written as "80-0000-000," and a sound with the 8' and 2' at maximum would be "00-8008-000."

Now, load the KoreSound '57 Drawbar. You'll find the drawbar settings on the User Page labeled Drawbars:



(The 1' drawbar can be found on the next Control Page.) The knobs control the drawbar's volume while the buttons above or below the knobs activate the respective drawbars. Because the '57 DRAWBAR ORGAN is a sample-based instrument, each drawbar will make use of one sampler voice; therefore, it's good to completely turn off the drawbars you don't want to use in a particular drawbar setting. Remember, the state of both the buttons and knobs is saved within a Sound Variation, so it's easy to come up with a couple of registrations that only have the drawbars activated, that should contribute to the Sound Variation.

The Page layout of the other KoreSounds in terms of drawbars is somewhat different:



Here, the KoreSound Real Book is loaded. These sounds consist of a sampled drawbar registration, which can't be modified, and two additional drawbars. Again, the knobs control volume, and the buttons activate the drawbars. In the above example, the knob labeled Main controls the sampled drawbar setting (in this case, 88-8000-000), and the other two knobs control the volume of the 2 2/3' and 2' drawbar.

In general, these presets use fewer voices because the original drawbar setting only counts as one voice. So if you're satisfied with one of the sounds and you don't need the extra tweaking possibilities, it's a good idea to use them instead of the KoreSound '57 Drawbar.

The '57 DRAWBAR ORGAN also features a complete percussion implementation. The Percussion on/off switch, the Percussion harmonic selector, the decay time and the volume can be selected from the Organ Page:



Note that the percussion effect is monophonic (again, just like the original). You can change this behavior on the Edit Page (see below).

Here are the other controls of the Organ Page:

- ▶ **SPEED:** changes the Rotator Cabinet Speed from slow to fast.
- ▶ **VIBRATO:** activates a chorus effect with an adjustable amount.
- ▶ **DRIVE:** adjusts the drive amount.
- ▶ **SWELL:** simulates a swell pedal behavior — that is, controls the volume of the entire organ.
- ▶ **REVERB:** adjusts the reverb amount of the spring reverb effect. When turned fully to the left, the effect is bypassed.

The Rotator Speed can also be changed with the Modwheel (CC 1), and the SWELL control also reacts to the expression pedal (MIDI CC 11). This can be changed in the Control Tab of the respective controller:



The second User Page is called Expert and lets you further refine your sound:



The PERC POLY button enables a polyphonic percussion behavior. Although not possible on the original instrument, this might be useful in certain situations—for example, you might want to disable all drawbars and only play with the percussion.

The VELOCITY button sets the instrument's volume to respond to velocity. Again, this is not possible on the original instrument.

The button labeled DIRECT deactivates the cabinet simulation. Switch it on if you want to use a different cabinet chain. (Deactivating the cabinet simulation will also save CPU resources.)

Deactivating the button labeled KEY CLICK will eliminate the famous percussive click from each note. Use this only if you're in for a softer attack, because the key click is what makes this organ distinctive. Be sure to also turn off the percussion if you want that soft sound.

The button labeled **SPLIT** will split the keyboard into two parts: a lower part from C1 to B2 and an upper part from C3 to C6. The upper part is the “normal” sound; the lower part will activate a second manual. The volume of this manual can be set with the knob called **BASS VOLUME**. The intention is to be quickly able to imitate a pedal bass/second manual setting, even with a small 61-note keyboard.

The knobs labeled **HORN** and **ACCEL** relate to the Rotator; **HORN** sets the volume of the upper horn in the cabinet, accentuating high frequencies. **ACCEL** determines the time it takes for the Rotator to change from the slow to fast setting.

RLS VOL is an additional parameter to control the release volume of the key click; increase this to add the “mechanical flavor” of the instrument. **Tune** will detune the instrument in the range of one semitone.

And last but not least, use the **ATTACK**, **DECAY** and **RELEASE** knobs to sculpt the volume envelope of the instrument. Needless to say, this is not possible on the original instrument. Setting the **ATTACK** or **RELEASE TIME** to anything other than minimum will also eliminate the key click at either the beginning or the end of the note. Setting the **DECAY** time to anything other than maximum will set the sustain level to minimum.

Credits

Sound design by: Nicki Marinic

KoreSound Pack Design by: Tobias Menguser