K SOUNDS

OrgAnimation XS

B3 Organ Voice Bank

User Guide

About Organimation XS

Thank you for purchasing Organimation XS! This collection of organ sounds was created to make your Motif XS a more accurate and more flexible B3 emulator than ever before. Organimation XS offers sounds in three modes of operation: Master mode, Voice mode, and Performance mode.

Master Mode

Perhaps the most exciting feature of Organimation XS is its Master mode organs. These four sounds are designed for maximum real-time control. They offer 8 fully independent drawbars, optional percussion via AF1, optional chorus via AF2, and for three of the organs, optional overdrive via the Master Effect – all within a single Master setup! Choose from 2 different rotary speaker simulations, or use your own external rotary speaker via the Main or Assignable Right outputs. Overdrive is not available for the assignable output.

Special Notes:

After selecting a Master mode organ, you will need to move each of the sliders to make each drawbar active.

These sounds consume polyphony more than a typical voice or performance: When first selected, each Master organ uses 8 voices per note – 1 for each drawbar, regardless of its position. When selected, chorus and percussion both consume additional polyphony. Depending on the musical gesture, it is possible to consume the entire 128 voices of polyphony offered by the Motif XS. This can cause noticeable lag with gestures such as fast glissandi that span the entire keyboard.

Voice Mode

In Voice mode, Organimation XS offers "solo voices" and "component voices." The first 68 voices are solo voices, designed for independent use in performance or recording. Simply select a voice and play, using real-time controls as needed. In addition to the controls specified in the voice names, you can use the AS1 and AS2 knobs to adjust the character of the low and high rotors, respectively. Offsets made with these knobs can be saved with each voice. Also note that if Organimation XS is loaded as "all" in File mode, the Master Effect button adds overdrive to any Voice mode organ.

The last 60 voices are component voices. These are designed for use in Performance mode, where they are combined with other voices to create rich, stereo-enhanced organ sounds not possible in Voice mode. Some component voices consist of a single drawbar with selectable chorus. Others 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 aptly named Rotor 1 and Rotor 2. 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

Organimation XS also offers 41 performances. A few of them combine solo voices into rich, overdriven organs not designed for drawbar manipulation. Most, however, use component voices to create extra-thick organs not possible in Voice mode. These performances allow up to four-way drawbar control (see the Sounds and Controls chart below), complete with optional 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. Once you select the rotary speaker that best fits your music, you can fine-tune it using the Assign 1 and Assign 2 knobs above sliders 7 and 8. These adjust the character of the low and high rotors, respectively. Offsets made with these knobs can be saved with each performance.

When playing an Organimation XS performance, be sure to check the names of the component voices used. They often indicate the real-time controls available.

Be sure to revisit organ-based factory performances. Many of them have been edited to use an Organimation XS voice instead of a factory organ. (These performances are not counted among the 41 official performances for this product.)

Loading

Before loading, please save your current settings as an "all" type file.

To load Organimation XS in its entirety, connect your Motif XS to either a USB storage device or a networked computer containing the file "Organimation XS.X0A." Select this file and load as an "all" type file. Organimation XS voices will be found in the entire USER 2 voice bank. Performances will occupy the first 41 memory locations in the USER 1 performance bank. Master Mode organs will occupy the first four Master locations.

If you want to keep your system settings, you may load "all without system." This will still load everything except the selectable distortion for Voice mode organs.

You may choose to load individual voices and performances. For details about these operations, see the section called "Load a file" in the Motif XS Owner's Manual beginning at page 280. Keep in mind that performances will not sound correctly unless the voices they require are also loaded to the correct locations.

The Motif XS does not allow direct loading of a single Master. Master mode settings are loaded only as an entire bank when loading an "all" or "all without system" file. However, there is a workaround to load the Master mode organs without loading everything else:

1. Save your current settings as an "all" file.
2. Load the entire "Organimation XS.X0A" file.
3. Execute a MIDI dump of each of the four Master mode organs as discussed on page 258 of the Motif XS Owner's Manual.
4. Reload the file you saved in step 1.
5. Load each of the four songs in the "Organimation XS.X0A" file to their original locations using the "song" file mode. See page 283 of the Motif XS Owner's Manual for more information.
6. Dump one of the Masters from step 3 back into the Motif XS.
7. Store the Master to the location of your choice.
8. Repeat steps 6 and 7 for each of the three remaining Masters.

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 using the insert effects.
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 – Used in naming voices and Master mode organs. These sounds are designed for real-time drawbar manipulation.
Dbar – Indicates a single drawbar used in a component voice. For example, Dbar1 refers to the 16' drawbar.

When playing an Organimation XS performance, be sure to check the names of the component voices used. They often indicate the real-time controls available.

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. Adjustments you make with this knob may be saved with each performance.
Assign 2 Knob – Horn (upper rotor) drive. Applies to most sounds. This influences the depth, timbre, and thickness of the horn. Adjustments you make with this knob may be saved with each performance.
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 in Voice mode and for most organs in Master and Performance modes.

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
Master	1	Full 8 Dbars Rotor 1	8	Single Trig.	Yes	AF1 disables 1' Dbar, Master FX = OD
Master	2	Full 8 Dbars Rotor 2	8	Single Trig.	Yes	AF1 disables 1' Dbar, Master FX = OD
Master	3	Full 8 Dbars Ext Rot	8	Single Trig.	Yes	For External Rotary, Master FX = OD
Master	4	8Dbr Ext Rot-RtAsOut	8	Single Trig.	Yes	Right Assign Out only
Perf.	1	Full B3 Rotor 1	4		Yes	Master FX = Overdrive
Perf.	2	Full B3 Rotor 2	4		Yes	Master FX = Overdrive
Perf.	3	Full-Thin B3 Rotor 1	4		Yes	Master FX = Overdrive
Perf.	4	Full-Thin B3 Rotor 2	4		Yes	Master FX = Overdrive
Perf.	5	Mild Dist B3 Rot 1	4		Yes	Master FX = Overdrive
Perf.	6	Mild Dist B3 Rot 2	4		Yes	Master FX = Overdrive
Perf.	7	Warm B3 Rotor 1	4		Yes	Master FX = Overdrive
Perf.	8	Warm B3 Rotor 2	4		Yes	Master FX = Overdrive
Perf.	9	Warm-Thin B3 Rotor 1	4		Yes	Master FX = Overdrive
Perf.	10	Warm-Thin B3 Rotor 2	4		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	4		Yes	Master FX = Overdrive
Perf.	18	First Four B Rotor 2	4		Yes	Master FX = Overdrive
Perf.	19	First 4-Thin Rotor 1	4		Yes	Master FX = Overdrive
Perf.	20	First 4-Thin Rotor 2	4		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	4		Yes	Master FX = Overdrive
Perf.	32	Gospel B3 2 Rotor 2	4		Yes	Master FX = Overdrive
Perf.	33	Gospel B3 3 Rotor 1	4		Yes	Master FX = Overdrive
Perf.	34	Gospel B3 3 Rotor 2	4		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	4		Yes	Master FX = Overdrive
Perf.	39	High Drawbars Rotor 2	4		Yes	Master FX = Overdrive
Perf.	40	Full B3 - Ext Rotor	4		Yes	Master FX = Overdrive
Perf.	41	Full-ExtRot RtAsOut	4		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			Yes	
Voice	77	Dbar9 Rotary1			Yes	
Voice	78	808000000a Ro1 AF2Ch			Yes	
Voice	79	808000000b 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 Rotary 1				

Mode	Number	Name	Drawbars	AF1=Perc	AF2=Chorus	Notes
Voice	89	000000888 Rotary 1				
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			Yes	
Voice	107	Dbar9 Rotary2			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 Rotary 2				
Voice	119	000000888 Rotary 2				
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				