

CI - Harmonium

for Ableton Live Suite 9.7

The harmonium or known as 'pump organ' is a kind of free-reed organ. It generates its sound as air flows past a vibrating a reed. This is done by pumping two foot pedals. The harmonium is a simple instrument, it is limited in volume and tonal range, but has a strong organic organ character.



MAIN CONTROL

Attack:

Manipulates the Global Attack parameter of Sampler / OCS.

Organic:

Manipulates the Mid-range EQ section and opens the Dry/Wet values of a Multiband compression. This highlights the performance noises produced when playing the pump system of the Harmonium.

Bass:

Manipulates the Low end EQ and rices the Low Dynamics of the Compressor. This enables a layer which is tuned one octave down which create a deeper sound.

Reverb:

Manipulates the Dry/Wet and Decay Time parameters of the overall Reverb.

Arpeggio:

Enables and disables the Arpeggiator module.

OSC Volume:

Manipulates the overall volume of the Samplers' oscillator.

Glide:

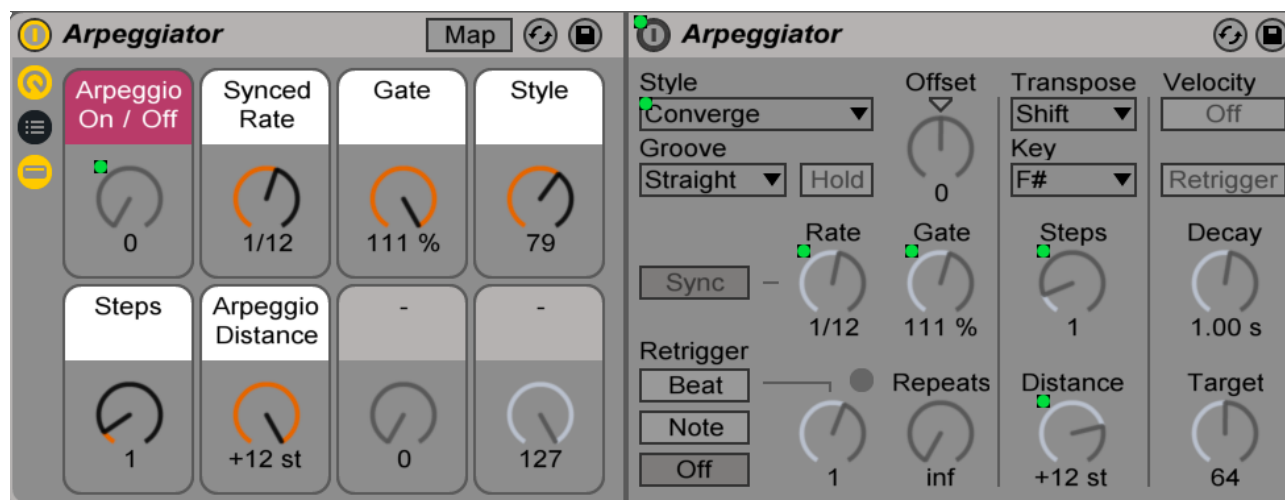
Manipulates the Glide Type and Glide Time parameters of the Sampler.

Delay:

Manipulates the Dry/Wet and Feedback amount of the overall Delay.

MODULES

Arpeggiator



- Up
- Down
- UpDown
- DownUp
- Up & Down
- Down & Up
- Converge
- Diverge
- Con & Diverge
- Pinky Up
- Pinky UpDown
- Thumb Up
- Thumb UpDown
- Play Order
- Chord Trigger
- Random
- Random Other
- Random Once

Arpeggio On / Off:

Enables and disables the Arpeggiator Device.

Synced Rate:

Set the Rate control for the Arpeggiator in beat-time.

Gate:

Controls the length of notes in the pattern. Settings larger than 100% will result in legato playing.

Style:

Selects the sequence for the Arpeggiators' rhythmic pattern.

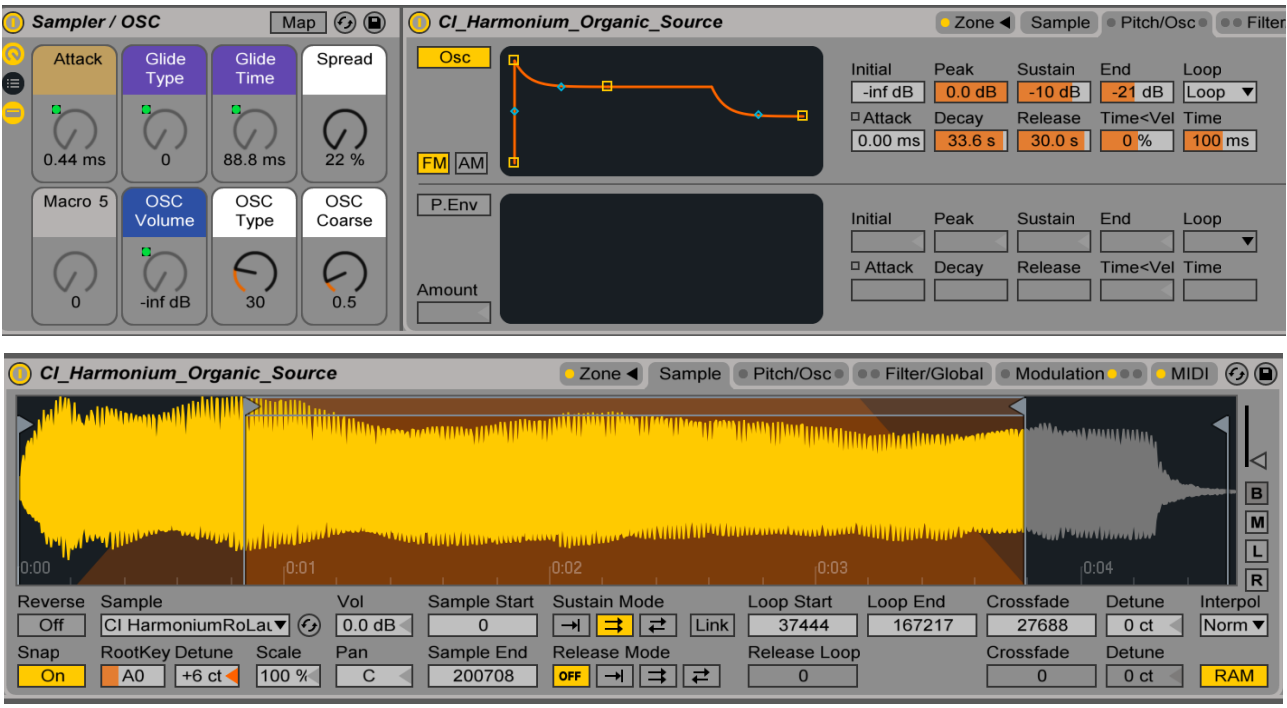
Steps:

Sets the number of times the pattern is transposed.

Arpeggio Distance:

Sets the distance between transposition steps.

Sampler / OSC



Attack:
Sets the Attack shape parameter for the Sampler device.

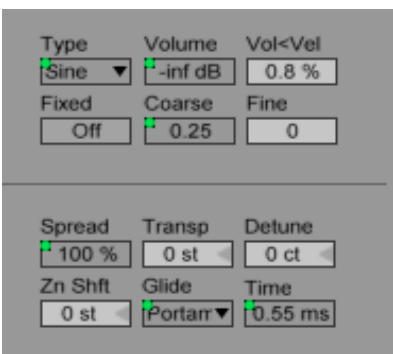
Glide Type:
Sets the Global Glide mode in conjunction with the Time parameter.



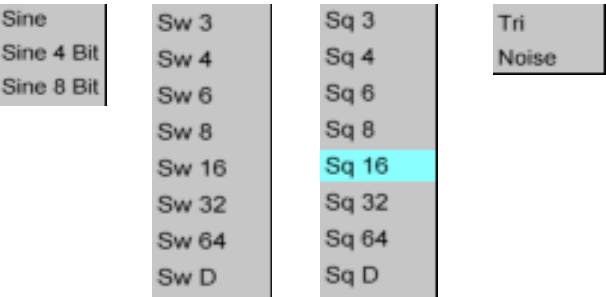
Glide Time:
Sets the length of the smooth transition enabled by the Glide Type.

Spread:
Generates a double detuned voice per note, this creates a wider stereo field.

OSC Volume:
This parameter manipulates the Sampler Oscillation volume. This creates a synthetic layer to the mix.



OSC Type:
This parameter allows you to choose the Mod Oscillation wave between this options.



OSC Coarse:
Manipulates the Course tuning of the Mod Oscillation Frequency from 0.25 to 4. This allows the user to control the wave shape in more detail.

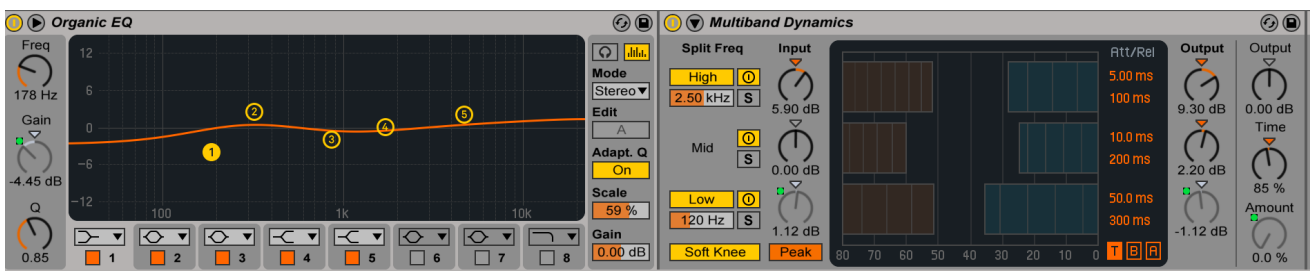
Audio Effects



Organic:

Manipulates the Mid-range section on the EQ Eight device.

Dynamic:



Sets the amount of Multiband Dynamics compression.

Reverb Size:

Sets the amount of time for the Reverb device to diffuse.

Reverb Dry/Wet:

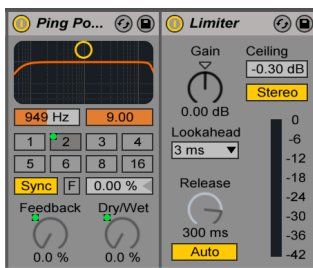
Sets the percentage amount of Reverb device in the mix.

Bass:

Manipulates the Low end EQ and rises the Low Dynamics of the Compressor.

Beat Delay:

Sets the Delay time in 16th notes.



Delay Feed:

Sets the amount of the channels' output that is returned to the input of the delay.

Delay Dry/Wet:

Sets the percentage amount of Ping Pong Delay device in the mix.