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Organ One

? The very first Organ One is in constant development. We plan to release more versions, which all have a different, unique character. You can expect the first version to be more of a "hear what it sounds like" release, but it will evolve in quality as it progresses. ? After we've released the first Organ One, we plan to work on the next version, which will add some more features and increase the quality. ? Currently, there are two versions available: 1. "Organ One A-First Version" (Deluxe version, higher quality) 2. "Organ One B-1st Version" (Free version, lower quality) Please note that, in both versions, the price includes a full money back guarantee. This means that, if you don't like the Organ One and decide to buy it, you can simply use the full refund amount to buy a different VST-Plugin, since it is not available as an upgrade for either version of the Organ One. Here's what you get: "Organ One A-First Version": ? Sound module with 16 voices ? 2 independent oscillators ? 4 independent drawbars per voice ? Several mixing modes including Mod, Cross/Cross Mod, Ring Mod ? LFO with 8 different waveforms (incl. random) ? Several performance-parameters ? 2 FX send/returns ? MIDI-controller output (if MIDI-support is active) "Organ One B-1st Version": ? Sound module with 16 voices ? 2 independent oscillators ? 4 independent drawbars per voice ? Several mixing modes including Mod, Cross/Cross Mod, Ring Mod ? LFO with 8 different waveforms (incl. random) ? Several performance-parameters ? FX send/returns ? 1 MIDI-controller output The Organ One B-1st Version is a "lite" version, which is comparable to 4-voice virtual instruments such as MS-Windows Virtual Organ 1.0 or XOrgans. It is intended to be used as a sample-library, for example to create unique soundscapes. The Organ One B-1st Version is intended to be used with a sampling program (such as "Kontakt", "Stein

Organ One [Mac/Win]

In the last years the PC industry has shifted from being a simple commodity product to a consumer product with a marketing and a design-orientated philosophy. This orientation has a large impact on the software-industry, but also on the development of organs and synths. The traditional 8 or 16 voice virtual organs are often not enough for the needs of a typical organist and as a result the used sound libraries are pretty poor. This is where Organ One fits in. It is designed to be a 16 voice organ that can be used on every platform that supports the VST-standard (Windows, Mac, Linux). In addition, Organ One has a large number of patches and effects with which you can modulate and develop your own unique sound design-style. Organ One was designed as a "recording-device" and not as a synthesizer or a "real instrument". It doesn't offer a simulator of an instrument, but a real, recording quality-sound-library. Requirements: ? VST Host System ? 16 voices (8 or 16) ? 3 oscillators (0-16) ? 9 draw-bars (0-16) ? Mixing modes (Cross-Mode and Ringmodulation) ? S-parameters ? MIDI-controllers Organ One in action: See all the demo-videos and play with some of the samples in the demo-section. Organ One Interface: More of the "grand-slam-idea" of the Organ One-interface can be found in this YouTube-video: Organ One in action: ? Walkthrough: ? Samples in action: ? Demo-videos: Music used in the demos: Copyright 1977-2020 by Dieter Brandenburg (de) (77a5ca646e

In a research project, and because I wanted to give the project a proper name, I came up with the name "Organ One". I was never much of a musician, so I had only a basic understanding of the key ingredients of what makes an organ sound like it does. I made this "Plug in" and was instantly hooked. It was really fun to get an organ to sound exactly like a real one. This plug in is a simulated instrument. It is not hardware. What I achieved: This plug in organ has achieved a high level of realism. For example, in a real organ, the draw bars do not produce a continuous sound. They produce different tones when played. With this plug in, it also does this. I wanted to get a good result as fast as possible, so I did not spend time to implement all this. Therefore, it is quite limited. It does have some features for you to enhance the sound (LFO, Distortion and so on). But if you use it for church, you will probably notice that it lacks some qualities that a real organ has. The first thing is that the draw bars produce an emmitating sound. Another one is that the draw bars are not weighted with a weighting. If you want to apply a weighting, I strongly suggest you to use another instrument, which also has a weighting. I have included a very simple weighting with the preset. I have also implemented a string controller. I have not finished the string controller, so it is very basic at the moment. If you want to see a video, please visit this website: Forum: Note: This instrument is not limited to a VST version. I can also offer you an Audio Units version, if you want to get a version with ASIO support. Changes: v.1.1: - Support for AU - Updated documentation - Added a preset list - Updated the performance parameters v.1.0: - Only a basic release, with 1 voice and no distortion - No random drawbar behaviour - No LFO - No weighting - No string controller - No drawbar control Zoho Home Zoho Home Digital lifestyle

What's New In?

? 16 voice polyphony VST organ for the PC. ? 16x16 pixel Art. ? Importable.WAV samples. ? Stereo FX, Ring modulation, LFO, Performance parameters, random, etc. ? MIDI In/Out ? MIDI Learn. ? Stereo FX and MIDI effects are routed through the audio output. ? An easy to use, yet powerful PC VST organ. ? Some of the standard organ voices are also available as standalone, non-VST packages, suitable for all operating systems. ? All necessary parameters are saved so that you can easily recreate the sounds. ? Bass is not a standard organ instrument, it is a normal voice. ? Organ One can be used as stand-alone or with other organs (for example, Organ One, Piano & Organ). ? Soundfont format (.WAV or.SF2) is not supported for bass. You can still use the Standalone organ modes for bass. ? You can always try the Organ One in Standalone mode for free. ? The sample-rates of the different VST-Voices are set to 44.1 khz by default. ? Organ One has been designed for a 50 kHz system. All of the samples are 44.1 khz by default. ? Organ One uses the new ES1-System. You can find more information on the ES1-System on the ES1 Forum on the Organ One website. ? If you're interested in ES1-System: ? Download the ES1-System: Description: Organ One was designed to be a 16 voice virtual organ for the PC VST platform. Simple to use, but capable of producing a large variety of high quality organ-sounds. Here are some key features of "Organ One": ? Beautiful, easy to use interface ? 16 voice polyphony ? 2 oscillators/9 draw bars in each voice ? Several mixing modes including Ringmodulation ? LFO with 8 different waveforms (incl. random) ? Stereo FX ? Performance parameters ? Several MIDI-controllers implemented. Requirements: ? VST Host System Description: ? 16 voice polyphony VST organ for the PC.

System Requirements For Organ One:

Minimum OS: Windows 10, Windows 8.1, Windows 7 (32-bit or 64-bit) Processor: Intel Core i5-5200U 2.7 GHz (Dual Core), Intel Core i3-2310 (Dual Core) or better Memory: 2 GB RAM Graphics: NVIDIA GeForce GTX 850M or better or AMD Radeon R9 M290X or better DirectX: Version 11 Network: Broadband Internet connection Storage: 32 GB available space Additional Notes: 4 GB of available

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