OR—1 User Manual

Organismi Instruments

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Version 1.0.0 | Organismi Instruments | https://www.organismi-instruments.com

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1. Installation

OR—1 ships as a notarized .dmg disk image containing all four plugin formats and this manual.

Step 1. Double-click the downloaded `OR-1-v1.0.0.dmg` file to mount it. A Finder window opens showing the OR—1 folder.

Step 2. Drag each bundle you want to install to the corresponding path:

Format	Drag to
OR-1.component	`~/Library/Audio/Plug-Ins/Components/`
OR-1.vst3	`~/Library/Audio/Plug-Ins/VST3/`
OR-1.clap	`~/Library/Audio/Plug-Ins/CLAP/`
OR-1.app	`/Applications/` (or anywhere you prefer)

You do not need to install all formats — install only the format(s) your DAW uses.

Step 3. Eject the .dmg and restart your DAW. Scan for new plugins if your DAW requires it.

Gatekeeper note. OR—1 is code-signed with a Developer ID Application certificate and notarized by Apple. macOS verifies the signature automatically. No Gatekeeper warning is expected. If macOS asks for permission on first launch, right-click the bundle and choose Open.

System requirement. OR—1 v1.0.0 is a Universal Binary that runs natively on both Apple Silicon (ARM64) and Intel (x86_64) Macs running macOS 10.13 or later.

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2. Quick Start

A first session from empty project to evolving music in under five minutes. OR—1 generates the notes; the instrument you route it into makes the sound:

1. In your DAW, create a MIDI track (or Software Instrument track in Logic Pro).
2. Insert OR—1 as a MIDI Effect (VST3/CLAP) or as an Audio Unit (AU, Logic Pro).
3. Insert a software instrument on the same track or a track routed to receive OR—1′s MIDI output. This instrument is what you will hear — OR—1 itself produces no audio.

4. Press Play in your DAW. OR—1 begins sequencing immediately using its default pattern, sending MIDI to the instrument you inserted. You will hear notes triggered by Voice 1. The visualizer begins animating.
5. On Voice 1, adjust **Steps** and **Pulses** to change the Euclidean rhythm. More pulses means more hits per cycle; fewer pulses means sparser, more syncopated patterns.
6. Turn up the **Drift** knob slightly. The pattern will begin to evolve on each loop — pitch and timing shift within the bounds you set. The loop no longer repeats exactly.
7. Click **Temp** in the header bar to snapshot the current state. Dial in a variation — change a pattern, add a voice, raise the drift. Click **Temp** again to restore the snapshot. This is the performance workflow OR—1 is designed around.

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3. The Interface

The OR—1 editor window is 1184×744 pixels (fixed size, high-density). It is divided into three main zones:

Header bar (top band) Contains the play/pause button, BPM display (active in Standalone mode; shows host BPM in plugin mode), the **Temp** toggle, and the **Random** button. Temp snapshots and restores all parameters. Random applies a one-shot stochastic roll across voice parameters.

Voice strips (centre) Four voice strips run left-to-right across the centre of the editor. Each strip controls one independent sequencer voice and the MIDI it generates: its Euclidean pattern (Beats and Steps), playback Speed, Mode (Euclidean / Stochastic / Arpeggiator / Chord), Drift (enable + amount), the per-voice note controls (MIDI Channel, base Pitch, Velocity, Gate), Mute, and the per-voice modulation routing selectors — Pitch, Steps, Beats, Drift, Velocity, Gate, and Speed can each be routed to Off / M1 / M2 / M3. The three modulators (M1 / M2 / M3) and the scale/chord harmony controls are global and shared across all voices, not per-voice. Voices 3 and 4 are activated by enabling them in their strip.

Visualizer (bottom) A large op-art visualization — overlapping fans of thin triangles rendered as a black moiré on the electric-lime ground, blended so the figures interfere where they cross. It reflects all active voices at once: each voice drives one region of the artwork, where its Euclidean pattern sets how densely that region fills in and its Drift gently rotates it, so the moiré shifts as the voices evolve. Muted voices drop out; the image is still when the transport is stopped. The visualizer redraws at 60Hz. It is the primary feedback mechanism for sensing how the voices relate to each other rhythmically — watching it while adjusting parameters is the intended workflow.

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4. Parameter Reference

All parameters listed below are MIDI-Learnable (right-click → MIDI Learn) and automatable in your DAW.

OR—1 exposes 95 automatable parameters: per-voice note and pattern controls for each of the four voices, three shared modulators, and a set of global harmony and performance controls.

Per-Voice Parameters (Voices 1–4)

These shape the MIDI each voice generates. OR—1 produces no audio — the sound comes from the downstream instrument you route each voice into.

Parameter	Range / Options	Description
Beats	1–16	Number of pulses (hits) distributed across the steps
Steps	1–32	Total number of steps in the Euclidean cycle for this voice
MIDI Channel	1–16	Output MIDI channel for this voice; route to a downstream instrument
Pitch	0–127 (default 60)	Base MIDI note for this voice
Velocity	1–127 (default 100)	MIDI velocity for generated notes
Gate	0.01–2.0 (default 0.5)	Note length as a fraction of the step
Speed	×0.25–×4 (default ×1)	Playback speed multiplier relative to host BPM
Mode	EUC / STO / ARP / CHO	Sequencing mode — Euclidean, Stochastic, Arpeggiator, or Chord
Mute	On / Off	Mutes MIDI output for this voice
Drift	On / Off	Enables the stochastic drift engine for this voice
Drift Amount	0.0–1.0	Drift amount; higher values = more calibrated randomness per loop
Pitch Mod	Off / M1 / M2 / M3	Routes a shared modulator to this voice's pitch
Steps Mod	Off / M1 / M2 / M3	Routes a shared modulator to this voice's step count
Beats Mod	Off / M1 / M2 / M3	Routes a shared modulator to this voice's beat count
Drift Mod	Off / M1 / M2 / M3	Routes a shared modulator to this voice's drift amount
Velocity Mod	Off / M1 / M2 / M3	Routes a shared modulator to this voice's velocity
Gate Mod	Off / M1 / M2 / M3	Routes a shared modulator to this voice's gate
Speed Mod	Off / M1 / M2 / M3	Routes a shared modulator to this voice's speed

Shared Modulators (M1, M2, M3)

The three modulators are global (shared across all voices), not per-voice. Route them to per-voice targets using the per-voice Mod selectors above — this is OR—1′s modulation bus.

Parameter	Range / Options	Description
Type	LFO / S&H	LFO (continuous) or Sample-and-Hold (stepped random)
Rate	4 bars … 1/8 note	Synced rate, expressed in note divisions (used when Sync = Synced)
Level	0.0–1.0	Modulation depth applied to the routed targets
Sync	Synced / Free	Synced: locked to host BPM via the Rate divisions; Free: uses Rate Hz
Rate Hz	0.05–20 Hz	Free-mode rate in Hz (used when Sync = Free)

Global Parameters

Parameter	Range / Options	Description
Scale Type	14 scales (incl. Chromatic)	Constrains generated notes to the selected scale
Scale Root	C–B	Root note of the active scale
Chord Degree	Off / I–VII	Global chord degree; Off = no chord, I–VII = diatonic chord on that degree
Chord Expanded	Basic / Expanded	Chord voicing density
Chord Degree Mod	Off / M1 / M2 / M3	Routes a shared modulator to the global chord degree
BPM (Standalone)	20–300 BPM	Master tempo; only active in Standalone mode; shows host BPM when running as a plugin
Temp	Toggle	Snapshot all 95 parameters on first press; restore snapshot on second press
Random	Button	One-shot stochastic randomisation across voice parameters

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5. MIDI Learn

Every knob, button, and toggle in OR—1 supports MIDI Learn:

1. Right-click any parameter control. A context menu appears with a **MIDI Learn** option.
2. Click MIDI Learn. The control enters learn mode (highlighted).
3. Move a knob or fader on your hardware MIDI controller. The CC is assigned immediately.
4. The assignment persists with the preset and the plugin session.

To remove a MIDI Learn assignment, right-click the control and choose **Clear MIDI Learn**.

MIDI CC bindings are per-parameter and survive DAW session saves. Multiple parameters can share the same CC (they will all respond to the same controller movement).

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6. DAW-Specific Notes

See `compatibility.md` (included in the release package) for the full routing guide per DAW. Brief summary:

- **Logic Pro (AU):** Insert on a Software Instrument track; route MIDI output to a downstream instrument. Logic 10.7.7+ recommended.
- **Ableton Live (VST3):** Use as a MIDI Effect on a MIDI track. MIDI output routes downstream automatically.
- **Bitwig Studio (CLAP):** Insert in the Note FX slot. OR—1 is classified as `note-effect`.
- **Reaper (VST3 or CLAP):** Insert on a MIDI track; MIDI output routes to the next instrument in the FX chain.

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7. Known Limitations (v1.0.0)

- **macOS only** — Windows support is planned for a future release.
- **macOS Intel supported** — OR—1 v1.0.0 is a Universal Binary (arm64 + x86_64); runs natively on Apple Silicon and Intel Macs. Primary testing was on Apple Silicon.
- **No license key or activation required** — OR—1 v1.0.0 is a trust-based release. Please support independent instrument development at https://www.organismi-instruments.com.
- **Pro Tools / AAX not supported** — not planned for v1.0.0; may be considered in a future release.
- **AU requires MIDI Processor-capable host** — Logic Pro and GarageBand support this; some other AU hosts may not route MIDI from a MIDI Processor AU to downstream instruments.

Questions? hello@organismi-instruments.com https://www.organismi-instruments.com