

Organism

Turns your guitar into an organ, strings, pads, and synths, live.



Overview

Organism listens to your guitar, follows every note you play, chords included, and plays those notes on a synthesized instrument. You keep playing guitar; what comes out is a tonewheel organ, a pipe organ, a string section, a synth, woodwinds, a flute, or a piano. You can blend the instrument with your dry guitar or replace the guitar entirely.

This manual covers Organism 0.4.0, which is in development and not yet available to buy or download. Details can change before release.

Organism comes in these forms. All of them share the same note tracker, instruments, and effects, so the same settings sound the same everywhere.

Form	What it is	How you reach the controls
Mac app	A standalone app that plays through your Mac's audio devices	The Organism window
Audio Unit and VST3	An effect plugin for Logic, GarageBand, and other Mac DAWs	The same window, opened from your DAW
Darkglass Anagram	A block in the Anagram's signal chain	The block's settings pages and the Quick Pot

An iOS version is planned and is not covered here.

Requirements

- **Mac:** macOS 11 or later (the minimum the app declares). Organism has been tested on Apple silicon running a current macOS. You need an audio interface with a guitar (instrument) input, or another input device that carries your guitar.
- **Anagram:** a Darkglass Anagram running KosmOS 1.14 or later for Organism's styled settings screens. Organism is a paid plugin on the Anagram and runs only with a license from the Anagram Marketplace.
- No account is needed for the Mac app.

Use cases

- **Organ in a guitar-only band.** Play rhythm chords and get a tonewheel organ with a Leslie, a left hand in octaves, and a right hand that moves smoothly between chords.
- **Pads under a song.** Pick Synth Pad or Strings with a slow Dynamics setting and long Sustain, and let chords swell in behind your playing.

- **Leads on another instrument.** Use Synth Lead, Flute, or Woodwinds with Play set to Mono, so only your top note sounds, and turn Bends on so the synth follows your string bends.
- **Arpeggios from strummed chords.** Turn on the arpeggiator, sync it to the tempo, and strum a chord once to get a running pattern that slows as the chord fades.
- **Layering with your own tone.** Set Mix below 100 % to keep your guitar in the sound and add an octave-down string section under it.
- **Writing and practice at a Mac.** Run the standalone app with your interface and try voicings and instruments without opening a DAW.
- **Recording in a DAW.** Insert Organism on a guitar track, automate any control, and save the settings with the project.

Getting started

Mac app

1. Connect your audio interface and plug your guitar into its instrument input.
2. In System Settings > Sound, choose the interface as both the input and the output.
Organism uses the Mac's default input and output, and one device for both avoids drift between two clocks.
3. Open Organism.
4. When macOS asks whether Organism can use the microphone, click **Allow**. Organism needs this permission to hear your guitar input; macOS asks once.
5. Play. The IN meter on the left shows your guitar level; aim for the green band.

The footer shows the devices in use, for example `Scarlett 2i2 USB → SMSL USB AUDIO0`. Organism keeps your settings between launches.

Audio Unit and VST3

Insert Organism as an effect on a track that records or monitors your guitar. The plugin opens the same window as the Mac app, without the audio device controls. Your DAW routes the audio, supplies the tempo for the arpeggiator, and saves Organism's settings in the project.

Darkglass Anagram

See [Organism on the Darkglass Anagram](#).

Features

How Organism turns guitar into an instrument

Each note you play passes through these stages, in this order:

1. **Tracker.** A neural note model hears every string you play, including chords. A stereo input is summed to mono first.
2. **Play.** The voicing scheme can rearrange a strummed chord for the instrument, for example into a keyboard player's two hands.
3. **Arpeggiator.** When Arp is on, the held notes play one at a time.
4. **Voice.** The instrument model sounds each note, shaped by Dynamics, Sustain, and the modulation controls.
5. **Reverb and mix.** Hall reverb on the instrument, then the balance with your dry guitar (Mix) and the output Level.

Organism follows your playing level: softer picking gives softer notes. When your input stays at its noise floor for 150 ms, every note is released. A note that starts below -45 dBFS at the input is ignored, so handling noise does not trigger chords.

The Mac window



The Organism window with the Tonewheel voice, as it starts.

The window has these areas:

- **Selector rows:** Voice, Octave, and Play, then Arp with the Bends switch, and Sync with the Arp Decay switch. Buttons that the current voice can't use are dimmed.
- **Dials:** Dry / Wet, Tone, Dynamics, Sustain, Reverb, and Level on the top row; Arp Speed, Arp Mix, Mod Type, Mod Rate, Mod Depth, and Mod Delay on the bottom row. The version number is in the lower-right corner of the dial area.
- **Meters:** IN on the left edge, OUT on the right edge. See [Level meters](#).
- **Footer** (Mac app only): **Reconnect audio**, the devices in use, and the effect on/off switch, which reads **ON** or **BYPASSED**.
- **Endogen logo:** click it to open the About box with the version number.

To use a dial:

- Drag up or down to change it. Hold Shift while dragging for fine changes.
- Scroll over it to nudge it.
- Double-click it to return it to its default.

Voice

Voice picks the instrument: Tonewheel, Pipe Organ, Strings, Synth Pad, Synth Lead, Orchestra, Woodwinds, Flute, or Piano.

Each voice remembers its own Dynamics, Sustain, Mod Type, Bends, and Play settings, and limits the settings the real instrument can't do. When you switch voices, Organism moves those controls to the voice's settings. The first time you pick a voice, it starts with the settings in this table.

Voice	Starts with (Dynamics, Sustain, Mod Type, Play)	Limits
Tonewheel	Medium, 20 s, Leslie, Keys	No Flanger; no bends; Octave fixed at 0 (the left hand plays octaves)
Pipe Organ	Medium, 20 s, Off, Keys	Dynamics Punch to Slow; Mod Type Off or Voice (tremulant); no bends; Octave fixed at +1
Strings	Gentle, 8 s, Voice, Spread	Mod Type Off, Voice, Vibrato, Chorus; notes below G3 play an octave up
Synth Pad	Swell, 8 s, Chorus, Keys	Octave fixed at 0 (the left hand plays octaves)
Synth Lead	Medium, 8 s, Voice, Mono	None
Orchestra	Gentle, 8 s, Voice, Spread	Mod Type Off, Voice, Vibrato, Chorus; Octave fixed at 0 and +1, and its cellos add the octave below; chord Play schemes only
Woodwinds	Gentle, 8 s, Voice, Shell	Sustain up to 8 s; Mod Type Off, Voice, Vibrato
Flute	Gentle, 8 s, Voice, Mono	Sustain up to 8 s; Mod Type Off, Voice, Vibrato; Play As played, Mono, or Duet
Piano	Medium, 8 s, Off, Keys	Dynamics Strike to Soft; Mod Type Off, Voice, Phase Shifter, Chorus; no bends; Octave fixed at 0

The Piano's strike level follows how hard you pick.



Strings with the arpeggiator on: Octave -1 and 0, Play Spread, Bends and Arp Decay on.

Octave

Octave sets which octaves sound, from -2 to +2, in any combination. Each note you play sounds once in every octave that is on.

1. Click an octave button to turn it on or off. The last octave that is on stays on.
2. To double a part, turn on two or more octaves, for example -1 and 0.

Tonewheel, Pipe Organ, Synth Pad, Orchestra, and Piano set their own octaves, so the Octave buttons are dimmed for them.

Play: voicing schemes

Play decides how a strummed chord (three or more different notes) is arranged for the instrument. Single notes and two-note shapes pass through as played, except under Mono and Duet. On the Mac, Play is a pop-up menu right of the Octave row; schemes the current voice can't use are dimmed in the menu.

Scheme	What you hear
As played	Your notes unchanged
Keys	The left hand plays the root in octaves; the right hand plays a close chord that moves smoothly between chords
Mono	Only your highest note
Spread	Root in the bass, upper notes opened out, like a string section
Shell	Root, 3rd, and 7th (3rd and 5th on a plain triad)
Lush	Adds extensions: 6/9 on major chords, m9 on minor, maj9 on major 7th, 9 and 13 on dominant 7th
Quartal	Stacked 4ths on major and minor chords; other chords play as Keys
Sus	The 3rd becomes a 2nd, or a 4th on 7th chords
Fifths	Root, 5th, and octave only
Locked hands	Your top note as the melody, doubled an octave below, with the chord packed between; no bass
Duet	Your top note plus a harmony a 3rd or 6th below, taken from the chord you hold or the last one you played
Pedal	Keys over a bass that holds the first chord's root until you stop playing

Mono and Duet turn the arpeggiator off, and its buttons are dimmed while either is selected. If you switch to a voice that can't take the current scheme, the voice uses its own starting scheme.



Synth Lead with Play set to Mono: the Arp and Sync buttons are dimmed.

Tone, Dynamics, Sustain, and Level

- **Tone** sets the brightness. On the organs it changes the registration.
- **Dynamics** sets how each note starts, from Strike (percussive and brighter) through Punch, Medium, Gentle, Soft, Swell, and Bloom to Slow (a 2-second fade-in). Each instrument has its own version: organ click, pipe chiff, bow accents, breath, or a piano hammer.
- **Sustain** sets how long notes trail off after your guitar decays, and how long they ring after the note ends. At its lowest setting, **Follow**, the instrument follows your guitar's own decay, and muting the strings silences it quickly.
- **Level** sets the output level, from -40 dB to +12 dB.

Mix

Mix (labeled **Dry / Wet** in the Mac window) sets the balance between your dry guitar and the instrument. At 100 % you hear only the instrument. On the Anagram, the Quick Pot under the Organism block turns Mix.

Modulation

- **Mod Type** picks the effect: Off, Voice (the instrument's own modulation, such as the organ's Leslie, the pipe organ's tremulant, or a string ensemble), Vibrato, Phase Shifter, Chorus, Flanger, or Leslie.
- **Mod Rate** sets the speed of the Leslie, ensemble, or modulation.
- **Mod Depth** sets the amount. At 0 it reads **Off** and turns the modulation off.
- **Mod Delay** holds the modulation off for up to 5 seconds after you start playing, then fades it in over 0.5 seconds.

Reverb

Reverb adds a hall reverb to the instrument only, not to your dry guitar. The knob sets the decay time, up to 10 seconds; at 0 it reads **Off**.

Arpeggiator

The arpeggiator plays the notes of the chord you hold one at a time.

1. Set **Arp** to Up, Down, Up-Down, or Random.
2. Set **Sync** to Free to use the **Arp Speed** dial (1 to 20 notes per second), or to 1/4, 1/8, 1/8T, 1/16, or 1/16T to follow the tempo.
3. Turn on **Arp Decay** if you want the pattern to slow down as the chord fades, down to a quarter of its speed when your guitar is 30 dB quieter than the strum.
4. Use **Arp Mix** to blend the held chord under the arpeggio. At 100 % you hear only the arpeggio.

The tempo comes from your DAW or the Anagram. The standalone Mac app has no tempo input and uses 120 BPM. Arp Decay is dimmed while Arp is Off.

Bends

Turn on Bends to make the instrument follow string bends on single notes and double-stops. Pitch moves under 0.4 semitone, such as light vibrato, are ignored. Tonewheel, Pipe Organ, and Piano don't bend, like the real instruments, so the switch is dimmed for them.

Level meters

The IN and OUT meters show -60 to 0 dBFS. Aim for the green band, about -18 to -6 dBFS. The meter blends to red as the level nears clipping, and **CLIP** lights above the meter for 1.5 seconds after a peak at or above -1 dBFS. Clipped input tracks worse, so lower your interface gain if IN clips.

Effect on/off

The switch in the lower-right corner turns Organism on or off. When off, it reads **BYPASSED** and passes your guitar through unchanged. In the Mac app you can also choose Audio > Bypass (Command-B).

Menu bar, keyboard, and accessibility (Mac app)

Menu	Items
Organism	About Organism, Services, Hide, Hide Others, Show All, Quit Organism (Command-Q)
Audio	Bypass (Command-B), Reconnect Audio (Command-R)
Window	Minimize, Zoom, Close, Bring All to Front

- Press Tab and Shift-Tab to move between controls in reading order; press Escape to hide the focus ring.
- Press the arrow keys to change the focused control. On Octave and Sync, the arrows move between buttons and Space presses one.
- On a dial, Shift-arrow makes fine steps, Page Up and Page Down make large ones, and Delete resets it.
- On Play, press Space to open the menu.
- VoiceOver reads every control. Organism follows the Increase Contrast and Differentiate Without Color settings in System Settings > Accessibility.

Organism on the Darkglass Anagram

On the Anagram, Organism is a block in your signal chain. It has no window of its own; you set it from the block's settings pages and the Quick Pot.

The screens in this section are simulations, not photos of a device. They are built from Organism's own Anagram artwork (the images the Anagram loads for the block's settings) on the 1424 × 280 screen layout from Darkglass's developer examples. The top bar (close, block name, on/off, remove, swap, and more buttons) is a neutral stand-in, because Organism styles only the block name there; the real top bar follows the Anagram's own look.

Get Organism

Organism is planned for the Anagram Marketplace and is not available yet. After you buy it there, it runs only on an Anagram with a valid Marketplace license. Install it the way the Anagram installs Marketplace plugins.

In the Anagram’s plugin list, Organism is in the Modulation & Pitch category, with the abbreviation `ORG`.

Where it goes in the chain

Organism needs to hear your dry guitar. Put it before any reverb, delay, modulation, or cabinet blocks; drive also belongs after it. Effects in front of Organism change what the tracker hears: a stereo effect before it, for example, makes tracking much less reliable and can turn clicks into notes.



Diagram, not an Anagram screen: Organism first in the chain, so it hears the dry guitar.

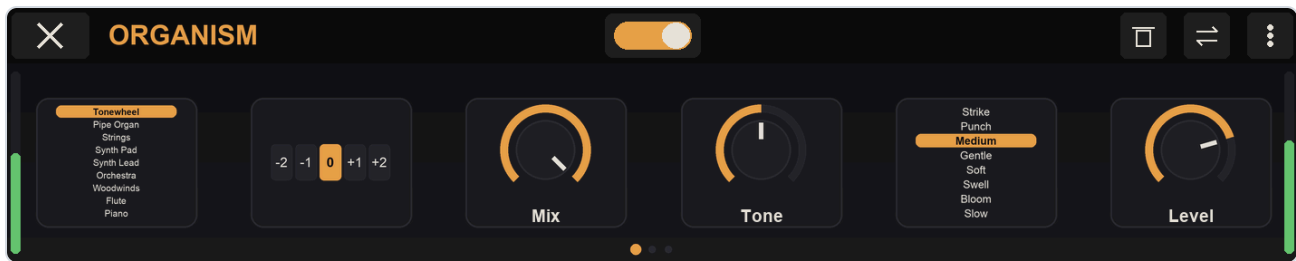
Blocks after Organism process the dry guitar and the instrument together. To keep your guitar out of those effects, set Mix to 100 %.

The settings pages

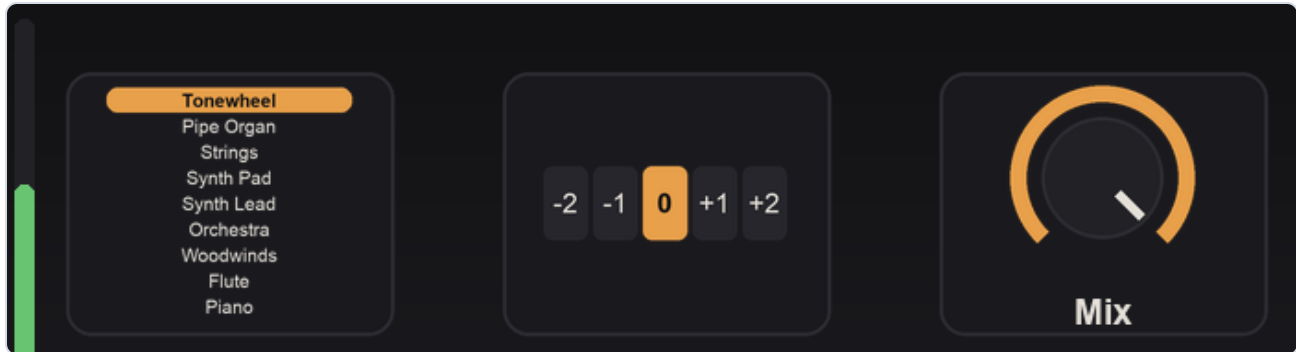
The block’s settings span three pages of six controls, one control under each of the Anagram’s six knobs. An about page follows them. Turn a knob to change the control on the screen under it; the dots at the bottom show which page you are on.

Page	Knob 1	Knob 2	Knob 3	Knob 4	Knob 5	Knob 6
1	Voice	Octave	Mix	Tone	Dynamics	Level
2	Sustain	Mod Type	Mod Rate	Mod Depth	Mod Delay	Reverb
3	Arp Mode	Arp Sync	Arp Speed	Arp Mix	Bends	Play

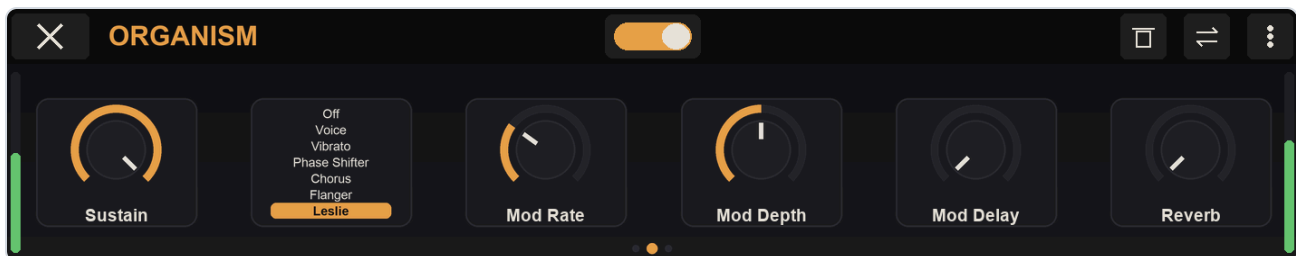
List controls show their choices with the current one highlighted, and dial controls show a ring with the control’s name.



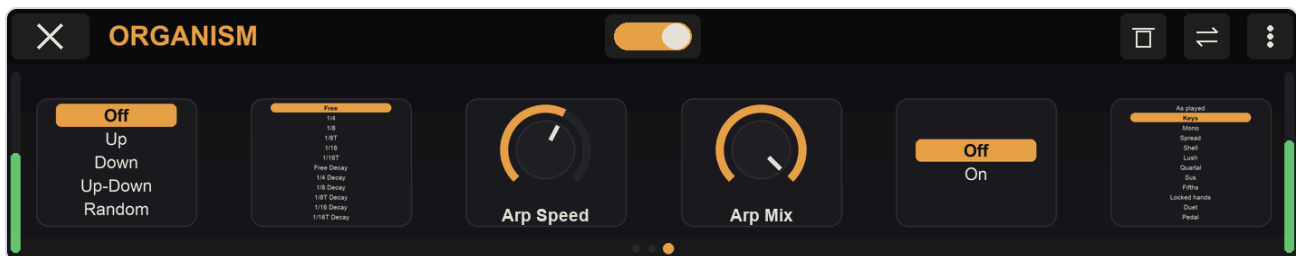
Simulated Anagram screen. Page 1: Voice, Octave, Mix, Tone, Dynamics, Level, with Tonewheel as it starts.



Simulated Anagram screen, detail of page 1: the Voice list with Tonewheel highlighted, the Octave boxes with 0 lit, and the Mix knob.



Simulated Anagram screen. Page 2: Sustain, Mod Type (Leslie), Mod Rate, Mod Depth, Mod Delay, Reverb.

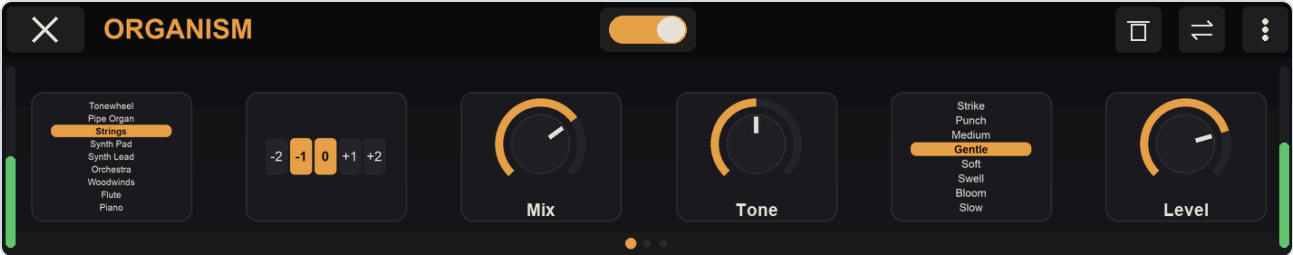


Simulated Anagram screen. Page 3: Arp Mode, Arp Sync, Arp Speed, Arp Mix, Bends, Play.

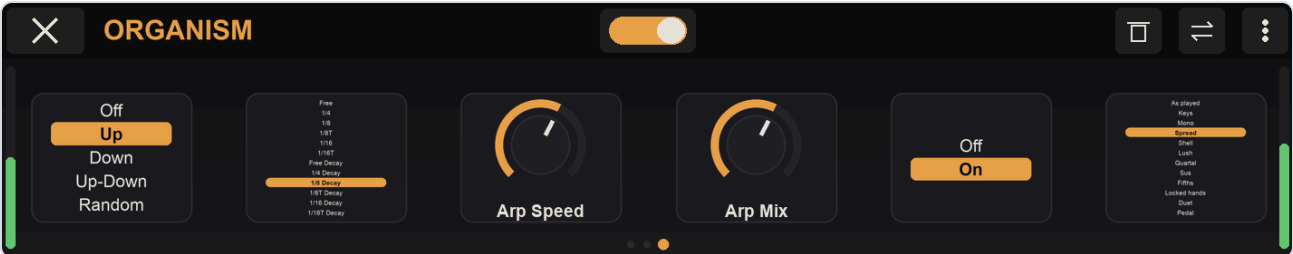
How the Anagram differs from the Mac

- **Octave is one list.** The Anagram has no separate octave buttons, so Octave is a list of all 31 combinations of -2 to +2, shown as five boxes with the octaves that are on lit. Turn knob 2 on page 1 to step through them.
- **Arp Sync includes Decay.** Arp Sync is one list of 12 entries: Free, 1/4, 1/8, 1/8T, 1/16, and 1/16T, then the same six with Decay (for example 1/8 Decay). There is no separate Arp Decay switch.

- **Play is a list** of the 12 schemes, on knob 6 of page 3.
- **Quick Pot.** The knob under the Organism block in the signal chain turns Mix.
- **Tempo.** Synced arpeggios follow the Anagram’s tempo.
- **Scenes.** Every control can change per Scene.
- **Block light.** The amber dot on the Organism block lights up while Organism is holding notes.
- **No meters, keyboard control, VoiceOver, or note log** from Organism itself.



Simulated Anagram screen. Page 1 with Strings, Octave -1 and 0, and Mix at 70 %.



Setting	What it does	Range	Default
Dynamics	How notes start	Strike, Punch, Medium, Gentle, Soft, Swell, Bloom, Slow	Medium
Sustain	How long notes trail off and ring	Follow (0.05 s) to 20 s	8 s
Level	Output level	-40 to +12 dB	0 dB
Reverb	Hall reverb decay time	Off (0) to 10 s	Off
Mod Type	Modulation effect	Off, Voice, Vibrato, Phase Shifter, Chorus, Flanger, Leslie	Voice
Mod Rate	Modulation speed	0 to 100 %	30 %
Mod Depth	Modulation amount	Off (0) to 100 %	50 %
Mod Delay	Wait before the modulation fades in	0 to 5 s	0 s
Arp (Arp Mode)	Arpeggio pattern	Off, Up, Down, Up-Down, Random	Off
Sync (Arp Sync)	Arpeggio timing	Free, 1/4, 1/8, 1/8T, 1/16, 1/16T	Free
Arp Decay	Slows the arpeggio as the chord fades (part of Arp Sync on the Anagram)	Off, On	Off
Arp Speed	Notes per second when Sync is Free	1 to 20 Hz	6 Hz
Arp Mix	Held chord under the arpeggio	0 to 100 %	100 % (arpeggio only)
Bends	Follows string bends	Off, On	Off
On / Bypassed	Turns the effect on or off	On, Off	On

The defaults are the settings on first launch. The first time you pick each voice, it sets Dynamics, Sustain, Mod Type, and Play to its own starting values.

Troubleshooting

Problem	What to do
The footer reads Allow the microphone in Settings	You denied microphone access. Click the button to open System Settings > Privacy & Security > Microphone, and turn Organism on.
The footer reads Input off. Click to turn on	Click the button to turn on the audio input.

Problem	What to do
The footer reads No audio device	macOS has no default input or output. Connect your interface and choose it in System Settings > Sound.
No sound after you plug in a new interface	Choose the interface in System Settings > Sound, then click Reconnect audio or choose Audio > Reconnect Audio (Command-R).
Latency grows over time, or the sound drifts	Your input and output are on two devices with separate clocks. Use one interface for both, or choose your speakers' device directly as the output instead of a multi-output or aggregate device.
No sound in the Mac app with the Anagram connected as the output	The Anagram's USB playback is not monitored. Choose your speakers or headphones as the output.
Soft notes don't sound	Notes that start below -45 dBFS are ignored. Raise your input gain so normal picking lands in the IN meter's green band.
Wrong or extra notes, or clicks turn into notes	Make sure Organism hears the dry guitar: on the Anagram, put it before effect blocks; on a Mac, before other effects. Lower the input gain if IN shows CLIP .
Fast re-strums of the same chord miss notes	This is a known limit of the current note model.
The synth doesn't follow a bend	Turn Bends on. Tonewheel, Pipe Organ, and Piano don't bend, and moves under 0.4 semitone are ignored.
A button or switch is dimmed	The current voice or Play scheme doesn't support it; see Voice and Play .

If you report a tracking problem from the Mac app, include the note log for that session. Each launch writes one to `~/Library/Logs/Organism`.

Privacy

Organism processes your guitar audio on your Mac or Anagram as you play. It doesn't record your audio, and it contains no code that sends data over the internet.

The Mac app stores two kinds of files on your Mac only:

- Your settings, in `~/Library/Application Support/Organism/settings.txt`.
- A note log for each launch, in `~/Library/Logs/Organism`. It lists the notes Organism detected, control changes, and input levels, not audio.

The plugins in a DAW store their settings in your DAW project. On the Anagram, settings are stored in your presets and Scenes. The microphone permission lets the Mac app hear your guitar input.

For the full policy, see the [Endogen LLC privacy policy](#).

Support

Email support@endogenllc.com, or visit the [Organism page](#).

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