Legend Soul

Legend Soul series
Version History

RELEASE: 1.04 (19/02/2024)
EDITOR: 1.02

- Improved the behavior of the expression pedal and expanded user programming flexibility:
    o two parameters have been introduced to adjust the gain of low and high frequencies with the expression pedal at minimum
    o The values that the minimum expression pedal can assume have been modified: previously it was Mute or Normal, now it can be adjusted from -46dB to -6dB, up to Mute
- MAIN OUTS destination also introduced for the pedal section (same as the MAIN OUTS for the manuals, i.e. it is not processed by the FX effects, but is sent to the Rotary and comes out from the 11-pin connector)
- Introduced a new parameter "Rotary Model" (only via Editor) to select different types of rotary algorithm.
    o For the second Rotary model added (ModelB) the "Studio Rr [R]" Preset is available via the Editor in the Rotary/Amp section
- Functionality introduced (only for the Soul 273 model) whereby with Cancel pressed, by pressing and releasing the Key of a Preset, the drawbar settings automatically return to Cancel, thus obtaining a typical effect of the original tonewheel organ
- Improved percussion handling in fast retrigger situations following percussion decay
- Introduced a new parameter "Click Low Cut Frequency" (only via Editor) to increase the flexibility of Click timbre equalization
- Changed and improved Key Click when releasing the key
- Bug fixing: Fixed Type A vibrato/chorus preset (Vibrato V2 was the same as Vibrato V1)

RELEASE: 1.03 (21/12/2023)
EDITOR: 1.01

- Bug Fixing:
    o Corrected "Random 2" table of the keyboard contact sequence: the middle C of the Upper keyboard is missing a drawbar
    o Fixed lower keyboard scanning error: a note was retriggered on the midi out following the release of another note on the upper part

RELEASE: 1.02 (15/09/2023)
EDITOR: 1.01

- Management of the 9 contacts: to make the setting more understandable and simple, the parameter that regulates the position of the 9th contact has been replaced by a parameter that regulates the distance of the last contact with respect to the first, in other words with this parameter you can adjust the "range" within which all 9 contacts are closed; moving the starting point along the key travel does not change the range and vice versa.
- Activation sequence of the 9 contacts: as occurs in the real electromechanical organ, the activation order of the 9 contacts is not exactly the same for each key of the two keyboards but

can vary from model to model and also depending on the state of maintenance. To simulate this characteristic, the possibility of choosing whether to use a linear sequence (1-2-3-4-5-6-7-8-9) or random sequences was introduced. Furthermore it is also possible for the user to set a CUSTOM sequence, using the Legend Soul Editor, key by key and for each keyboard.

- Overdrive: to allow you to have the typical overdrive effect of the Rotary amplifier available on the 11 Pin output, a new preset has been introduced in the Effect section which replicates this behavior, called "Rotary Pre"
- Percussion: new percussion editing section introduced. In this new menu it is possible to: 1) enable the sound of the drawbar 1" of the upper manual even when the percussion is active, 2) simultaneously enable both the 2nd and 3rd harmonic percussion (Double mode), 3) balance the level between 2nd and 3rd harmonics
- Thud: introduced a new timed mode. With this mode, via the appropriate "Thud Time" parameter it is possible to choose whether the note must remain on for the entire time the pedal is pressed, or whether it must turn off in a timed manner, selecting three possible time lengths
- Pedal To Lower: a new parameter has been added (To Lower Vel.) through which it is possible to establish the Velocity value of the keyboard beyond which the sound of the Pedals section is generated with the Pedals to Lower function. Using this parameter, you can get a thicker bass effect simply by playing the key harder when you want to trigger pedal notes.
- Name customization: You can change the name of custom efx, reverb, vibrato/chorus, rotary/amp and contact order via the Editor
- Key Compression: the effect has been improved by considering the influence of the drawbars even when closed; furthermore, the weight of the various factors that give rise to the phenomenon was recalibrated. Now the characteristic volume reduction (tone wheel volume decreases when multiple key contacts connect to the same tone wheel) provides an improved dynamic and responsive feel, similar to the electromechanical organ
- Backup (SAVE ALL function): now the parameters of the organ models, the parameters of the custom presets of the effects, as well as the custom sequence of the contact order are also saved (i.e. the parameters editable by editor)

- Bug fixing:
  o The "Key Compression" effect is now totally disabled when you set the "Amount" parameter to zero
  o Rare cases of hanging notes and machine freezes have been resolved

RELEASE: 1.01 (20/03/2023)
EDITOR: 1.00

- Rotary Simulation: introduced the feature of stopping the horn and drum rotors in a specific position instead of letting them stop at a random position. A new "BRAKE MODE" parameter allows the choice between "random", "front", "rear", and "auto". Auto indicates that the horn and the drum will stop exactly in the center of their respective mic positions
- Rotary Simulation: added a new "Direct Level" parameter that adjusts the amount of direct signal that does not pass through the simulation
- ToneWheel / Hum noise simulation: as known, in the real tonewheel organ there is a complex background noise at the output, due to the fact that even without playing, a small part of the signal generated by the tonewheels passes through the complex wiring; likewise also a portion of the mains power frequency can be present at the output; this background noise is also caused by aging of the electrical circuit components and can therefore increase over the years. Most people try to remove it, but it's still a signature of the TW organs, so you can control its amount with a new "TW HUM" parameter
- Key Compression simulation: on a real tonewheel organ, when you play many keys at once, the total loudness is less than the sum of all the individual notes, so there's some kind of level stealing going on. The amount of volume each tonewheel puts out is limited, so when you play two notes that use the same tonewheel, you don't just get twice the volume, and this is an

inherent effect of the electrical circuit that reduces the volume of that tonewheel depending on the number of notes accessing the same tonewheel. This phenomenon, which we have called "Key Compression" is not necessarily a fault but, apparently, some volume compression is desirable in order to obtain a more harmonious and less aggressive sound. With the new parameter "TW KEY COMPR". the amount of this loudness reduction can be adjusted
- On the Soul 273 model, you can use the first octave (the "black octave") of the keyboard to play external MIDI devices
- MIDI implementation: added filter on Real Time messages
- Changed the behavior of the "Crosstalk" control on the pedal sound
- Support for the Legend Soul Editor
- Minor bug fixing.

RELEASE: 1.00 (02/02/2023)

- First production release