

Hello my friends,

I just want to share this with you since it is new for me.

I found the way to make the gliding effect automatically depending of the note "touch" function, want to try it?

Since we have not a pitch wheel on our organs, if we want to make a glide effect on a wind breathy instrument such a sax or trombone voice, we would have to make it by using the knee lever (which I hate to make gliding) but I found this other option:

I used an edited sound I made, ALG HORN 7, but it doesn't matter if it is edited or not.

- 1) select your sound flute, brass, sax or any "glideable" sound
- 2) Press SOUND EDIT button.
- 3) Press GENERAL EDIT



- 4) Press A&T



5) On ON/OFF select TOUCH (there is the "secret") on DEPTH assign 14 or 15 or whatever sounds good to you also assign the desired SPEED not that this is a BEND UP type.



Some other variations



Now another effect that sounds nice on some wind instruments, notice that this is a BEND DELAY-UP effect:





I hope you find it useful

Armando