



H A R V E S T
P L U G I N S

Harvest

v 1.2.0



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1. Harvest Description

Harvest is a music making tool. It's a plugin that allows the user to creatively leverage randomness to find ideas that they normally wouldn't. In music, improvising is done by simultaneously inventing *which* notes are played, and *when* they're played. Harvest separates these two processes and allows the musician to determine the rhythm of a sequence before ever determining which notes will be used. The opposite can also be done, or a hybrid of techniques is also possible.

Given a note selection and a rhythm, Harvest can generate endless combinations of the two. This means that you are able to listen to the results and decide whether or not it is useful. This is a process of screening musical ideas by how they sound. This is similar to scrolling through samples, but with the benefit of being 100% created by the user and can be edited on the fly.

Harvest is designed to break the user out of their habits; muscle memory, go-tos, and obvious musical ideas. With many additional features added to make the experience truly powerful and unique, Harvest is a great tool to have in your back pocket for whenever a fresh idea is needed.

2. System Requirements

Windows:

64-bit PC with Windows 7 (with SP 1), Windows 8 or Windows 10
DAW with VST or AU Support
Broadband internet connection for installation
20mb free disk space

Mac:

64-bit Intel® Mac with Mac OS X 10.7 – MacOS 10.15
DAW with VST or AU Support
Broadband internet connection for installation
20mb free disk space

3. Compatibility

Windows 7

In order to activate Harvest during installation, Windows requires a networking protocol called TLS 1.2.

Windows 7 does not support beyond TLS 1.1 and requires update KB3140245 in order to support TLS 1.2. Therefore, you may need to update your system to activate properly.

[More information can be found here.](#)

Mac

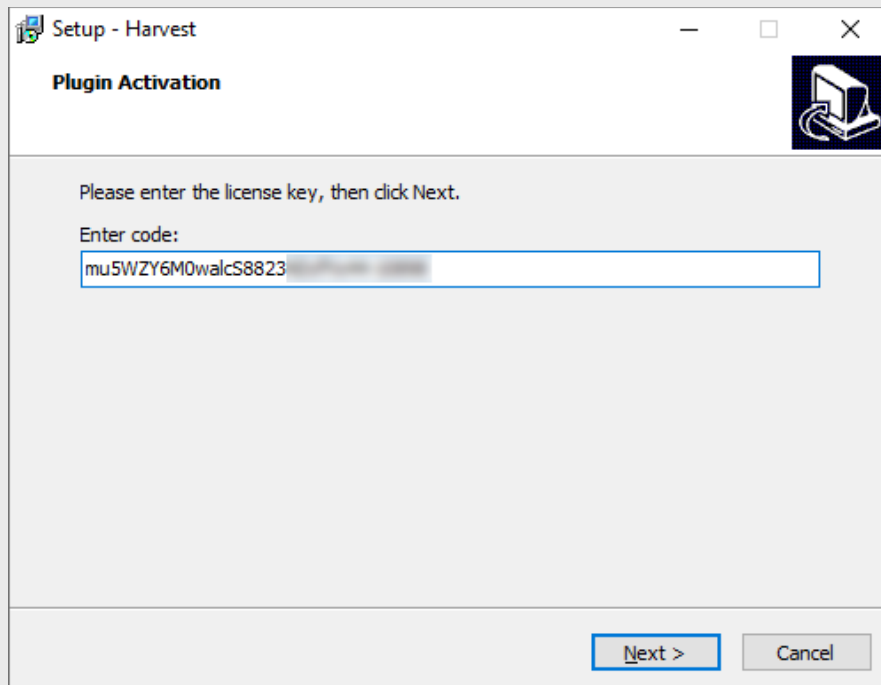
When pasting the activation code on Mac, it is possible for a new line to be pasted after the code. This can create the effect that nothing is being pasted at all. If this happens, the installer will not recognize the code and not activate. When copying your code, make sure to only select the characters, without a new line attached to it.

Other Issues

- Though rare, there are cases where the user cannot install the software for no explicable reason. They may not be able to pass the activation screen, or they run the plugin and receive a “Not Activated” message. These users should contact contact@harvestplugin.com for support.

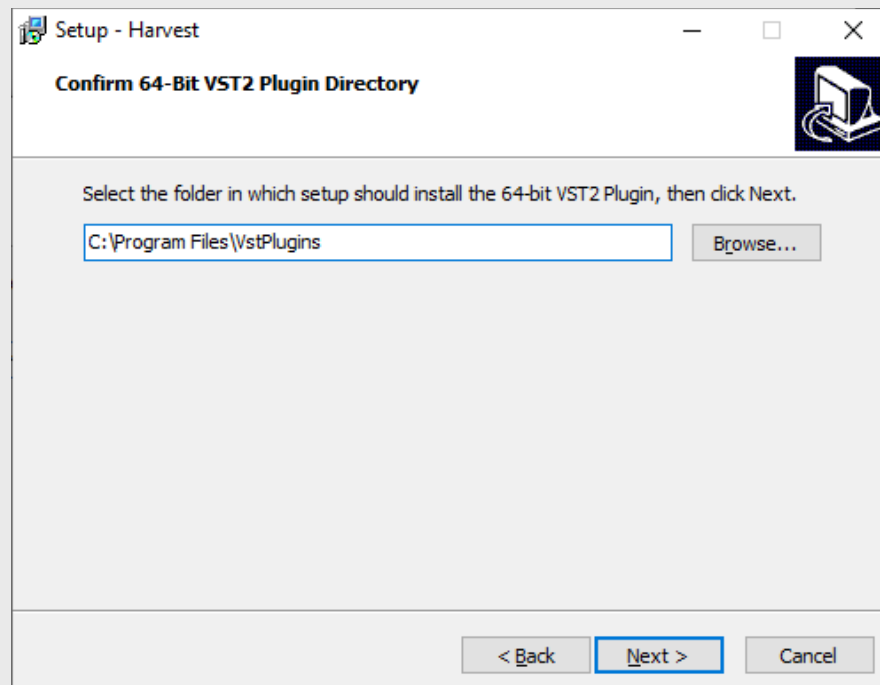
4. How to Install Harvest

Step 1: Enter your License Key into the text field marked “Enter Key” and press Next.



Step 2: Read and accept the license agreement. Select “I accept the agreement” and press Next.

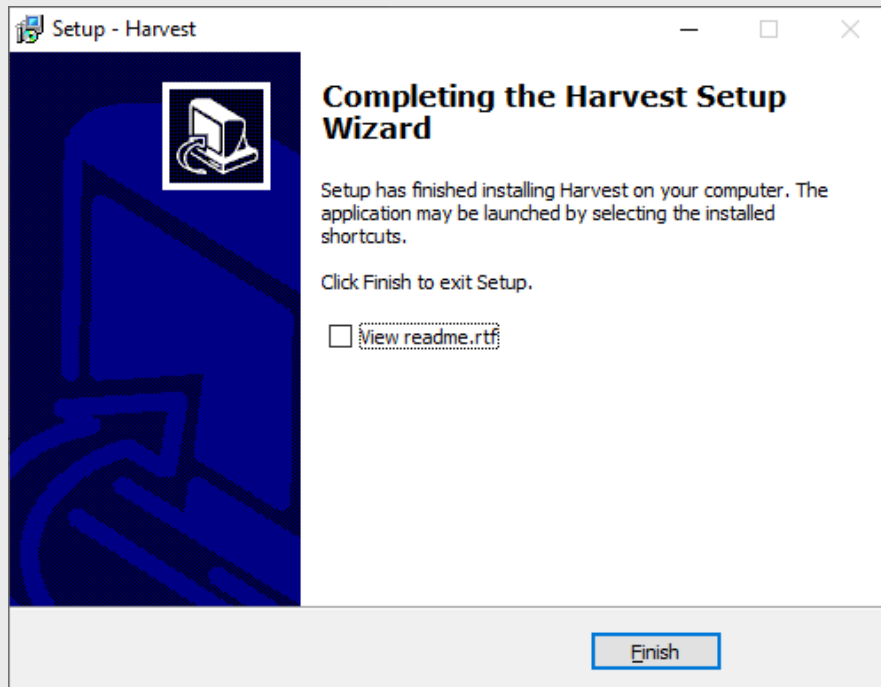
Step 3: Select your destination folder for the plugin. This should be the folder that your DAW looks at for plugins. Read your DAW manual for more info.



Step 4: Click Next on the “Select Components” page.

Step 5: Click Install on the “Ready to Install” page.

Step 6: Click Finish on the final page.



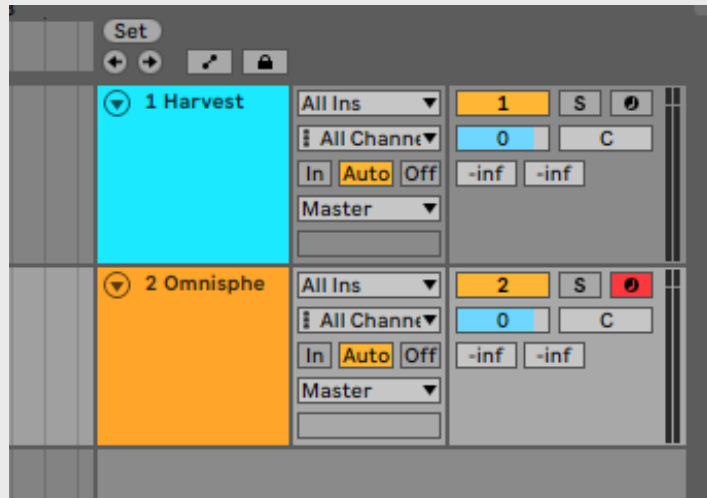
Installation is complete. The plugin has been placed in the directory specified in step 3. In some cases, it is necessary to restart your computer in order for your DAW to read the plugin.

5. How to Set Up Harvest

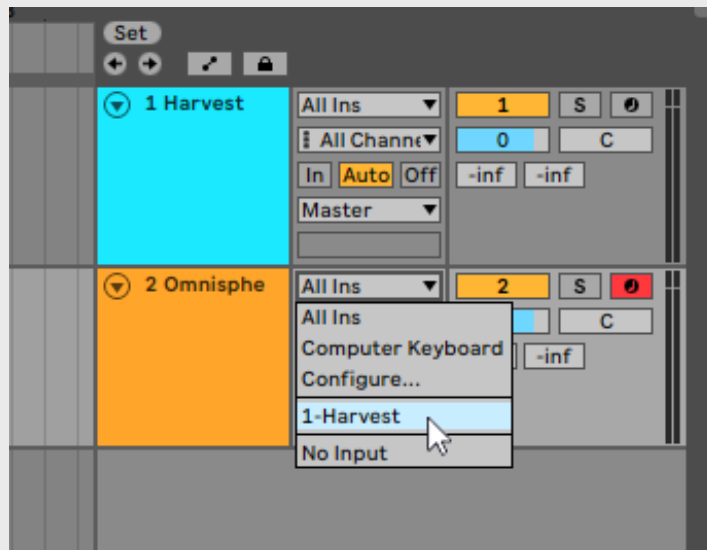
All instructions below assume the plugin has been correctly installed and is being detected by your DAW.

a. Ableton Live

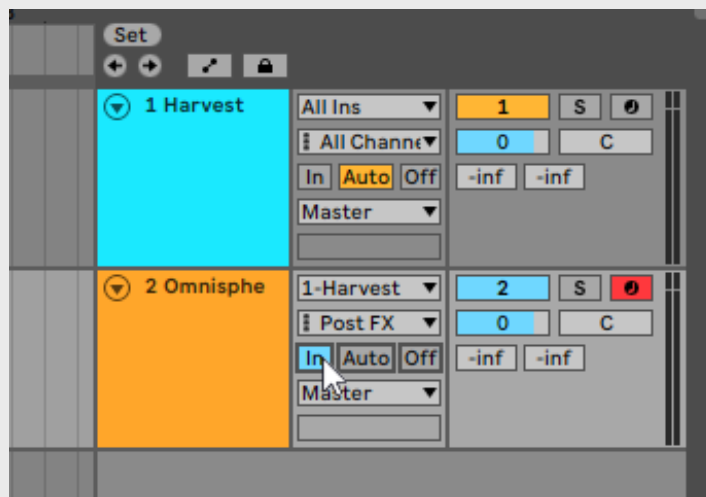
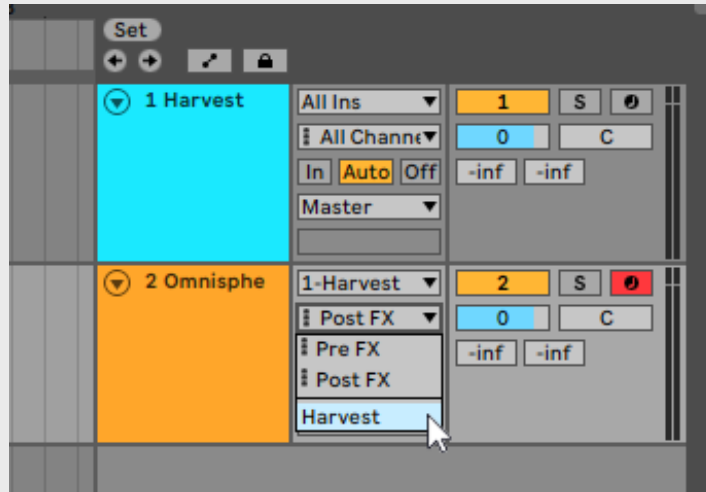
Step 1: Make two new MIDI tracks. Apply the Harvest plugin onto one track and apply a MIDI instrument to the other.



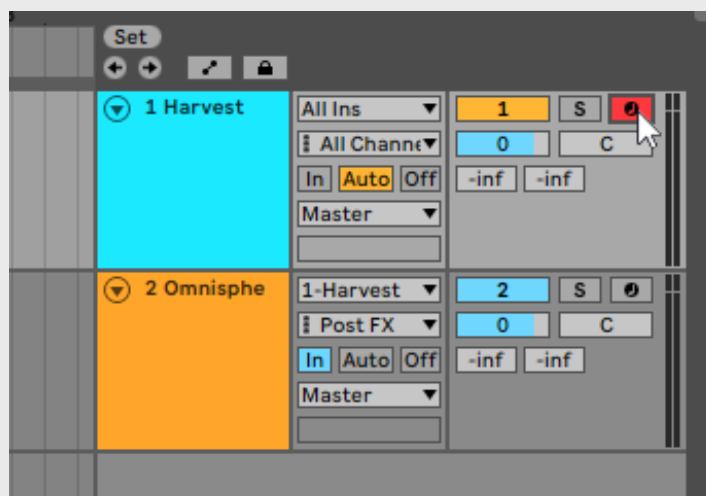
Step 2: On the “Midi From” drop down on your instrument track, change from “All Ins” and select the MIDI track that Harvest is on.



Step 3: Still on the instrument track, change the dropdown that says "Post FX" to "Harvest". Then, change the "Monitor" setting from "Auto" to "In".



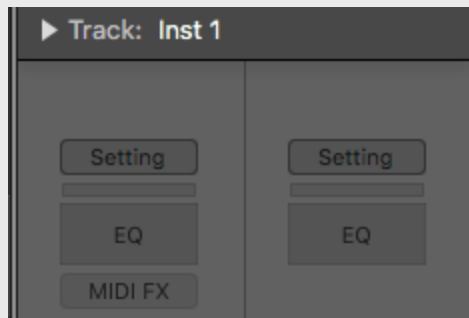
Step 4: Arm the Harvest for recording.



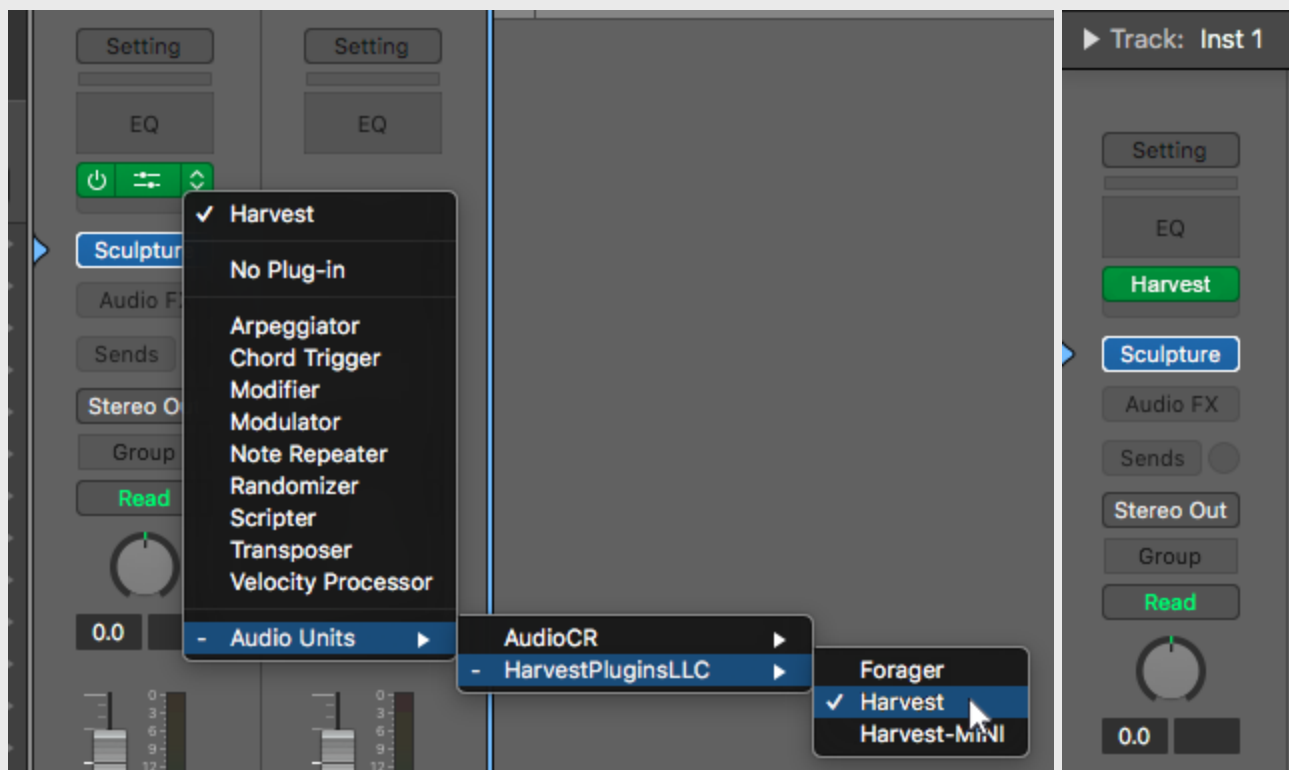
Harvest is now ready for use in Ableton Live.

b. Logic Pro X

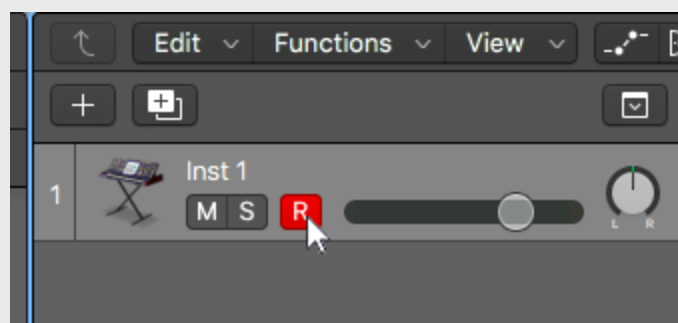
Step 1: Create a track and select an instrument.



Step 2: In the inspector of your instrument track, click MIDI FX, and select Audio Units > HarvestPluginsLLC > Harvest



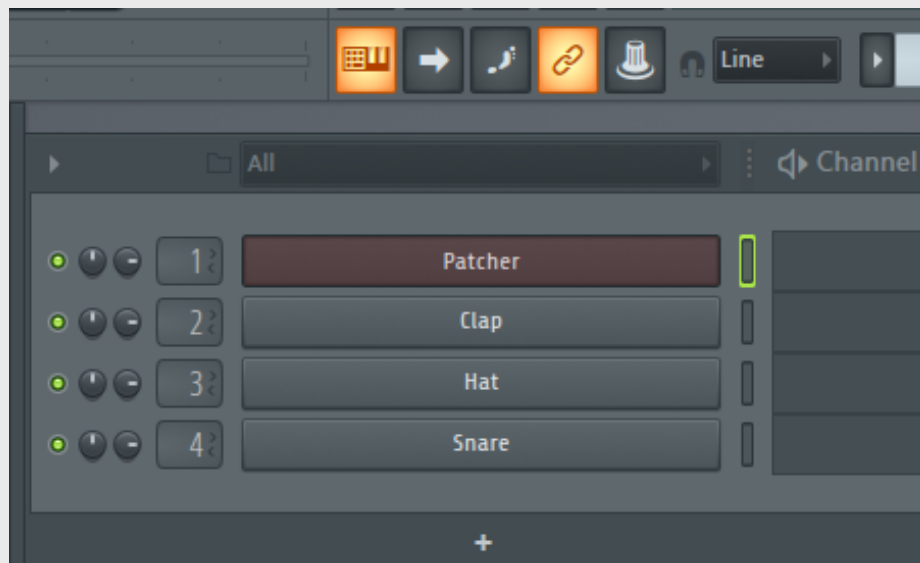
Step 3: Be sure the instrument track is armed



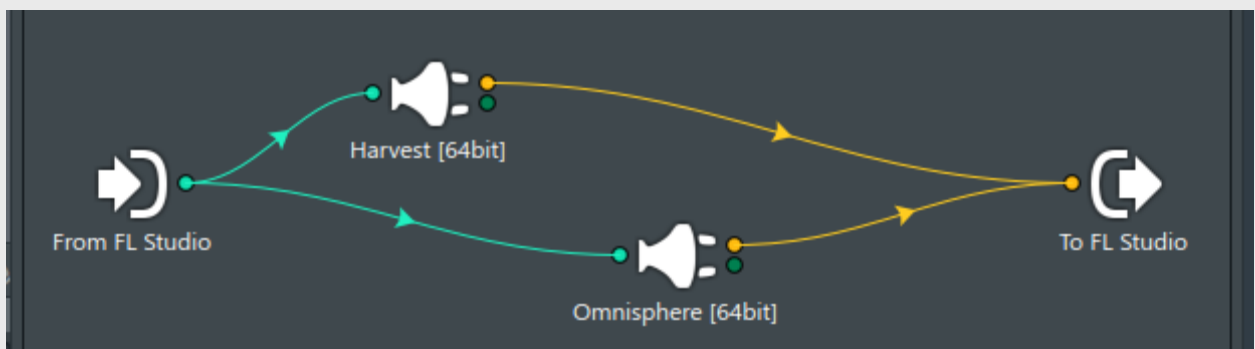
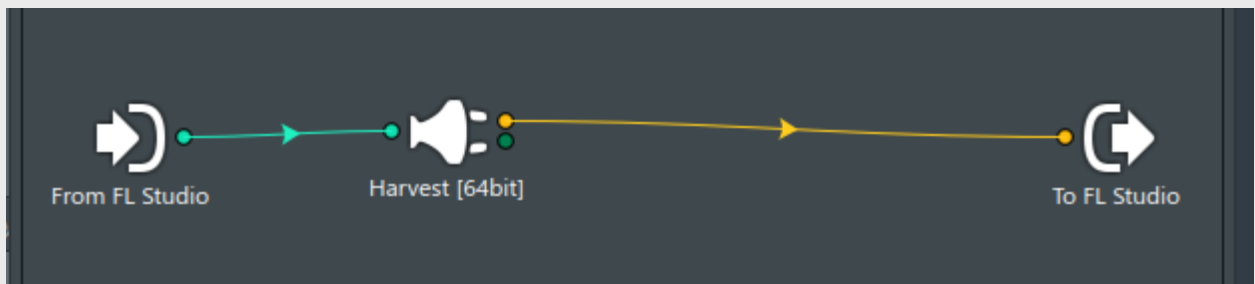
Harvest is now ready for use in Logic Pro X.

c. FL Studio

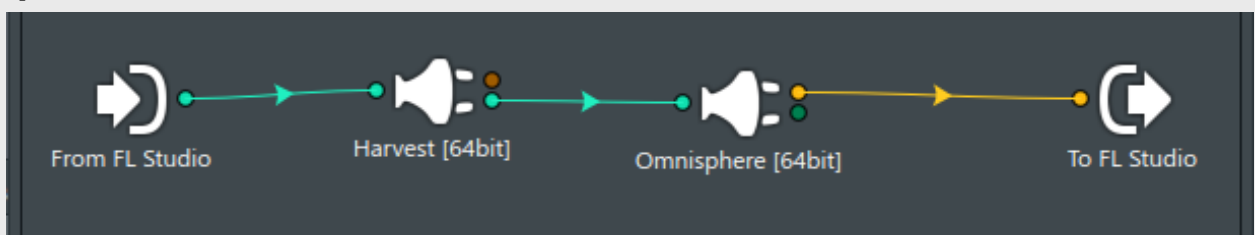
Step 1: Insert FL Studio's Patcher plugin into a track.



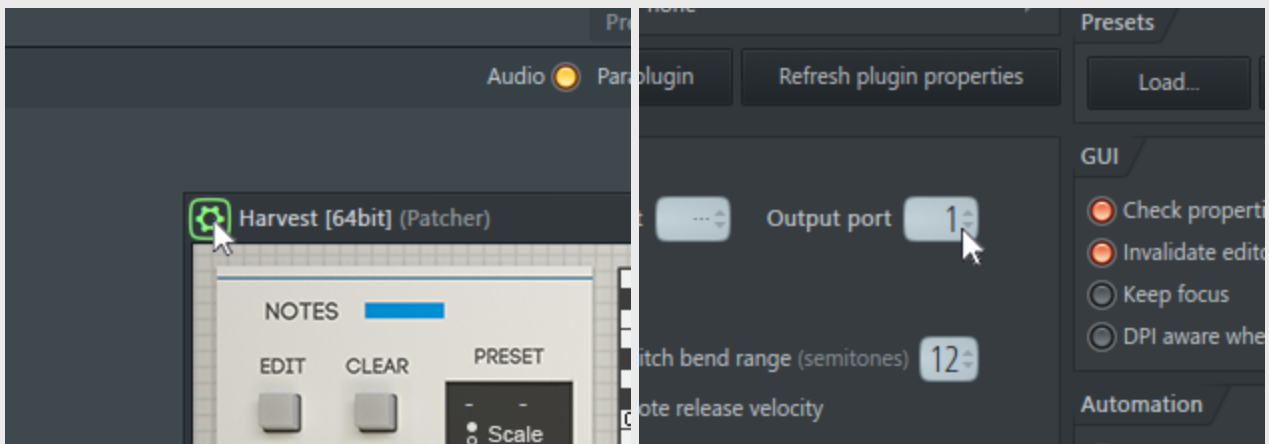
Step 2: In Patcher, right click to insert Harvest. Then, right click to insert your instrument of choice



Step 3: Connect From FL Studio > Harvest > Instrument > To FL Studio.



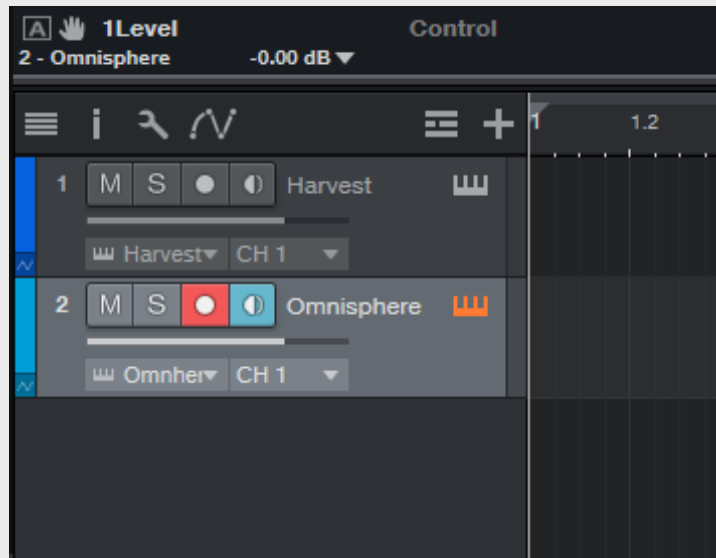
Step 4: Click the Gear icon to open the Settings in Harvest's plug-in window. Change the Output Port number to any number.



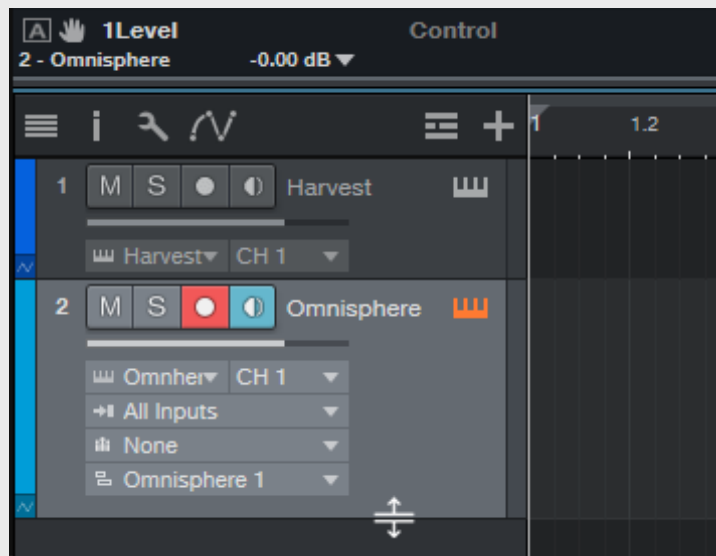
Harvest is now ready for use in FL Studio.

d. Studio One

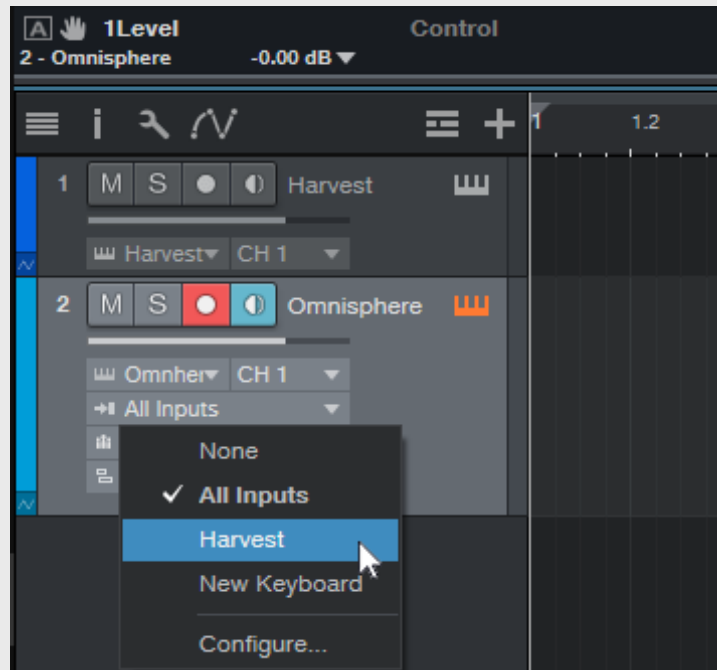
Step 1: Make two new instrument tracks. Apply the Harvest plugin onto one track and apply a MIDI instrument to the other.



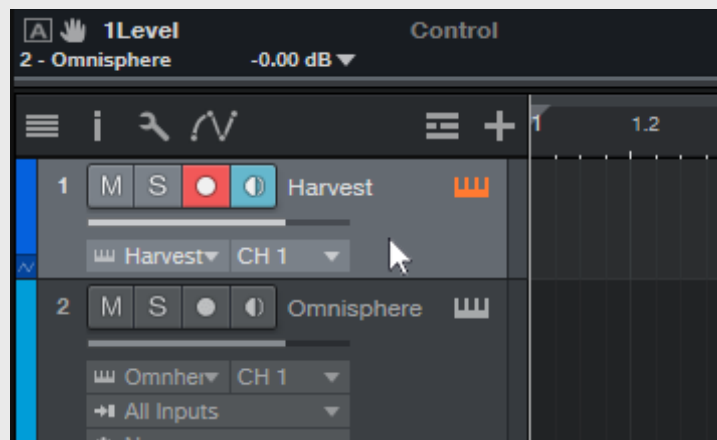
Step 2: On your instrument's track, expand the height of the track to make the Input selector visible.



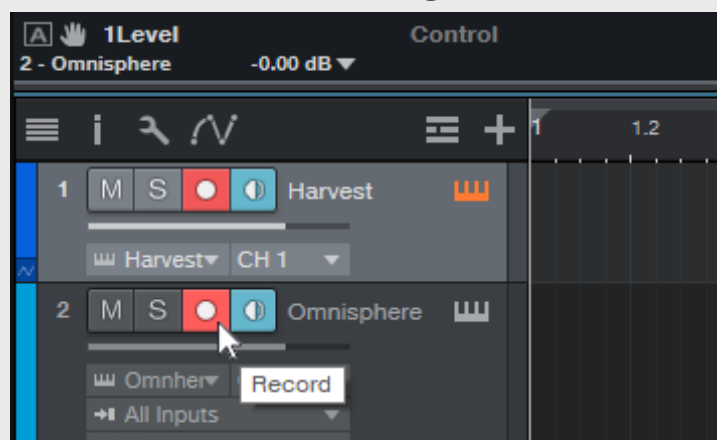
Step 3: Change Input from "All Inputs" to "Harvest"



Step 4: Select the Harvest track so it's highlighted and armed



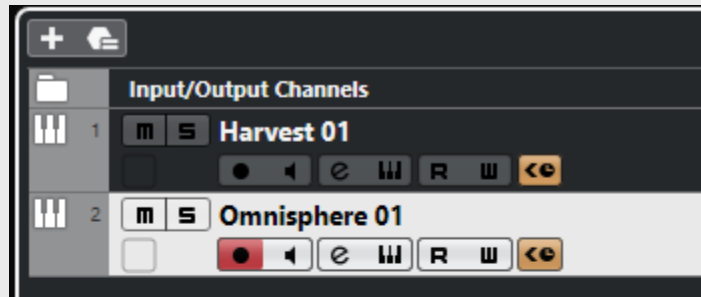
Step 5: Arm the instrument track, ensuring both tracks are armed.



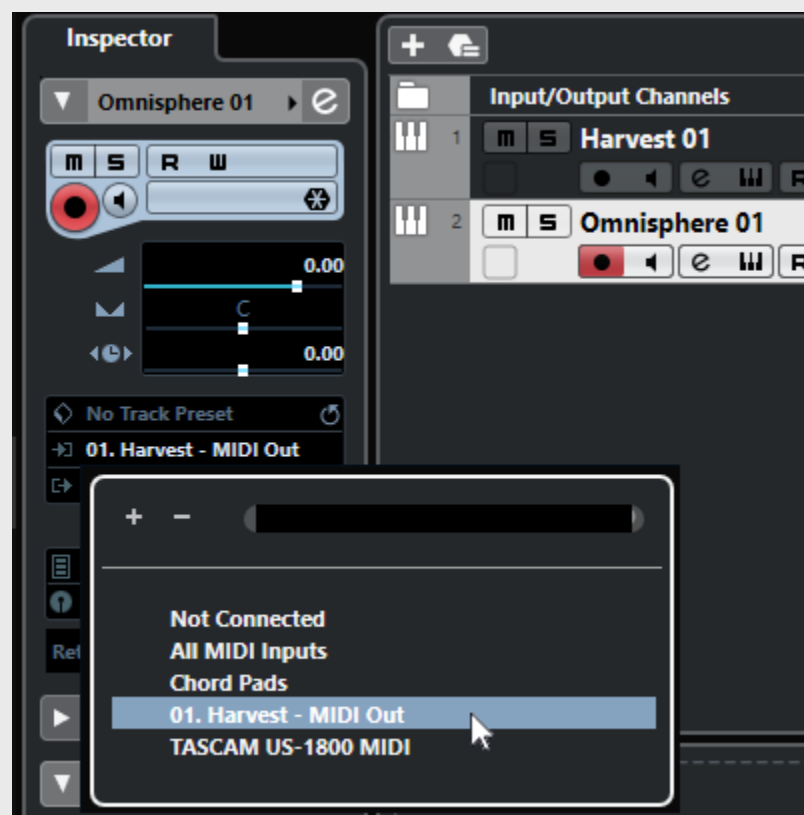
Harvest is now ready for use in Studio One.

e. Cubase

Step 1: Make two new MIDI tracks. Apply the Harvest plugin onto one track, and apply your MIDI instrument of choice to the other.



Step 2: On the "Midi From" drop down on your instrument track, change from "All Ins" and select the MIDI track that Harvest is on.



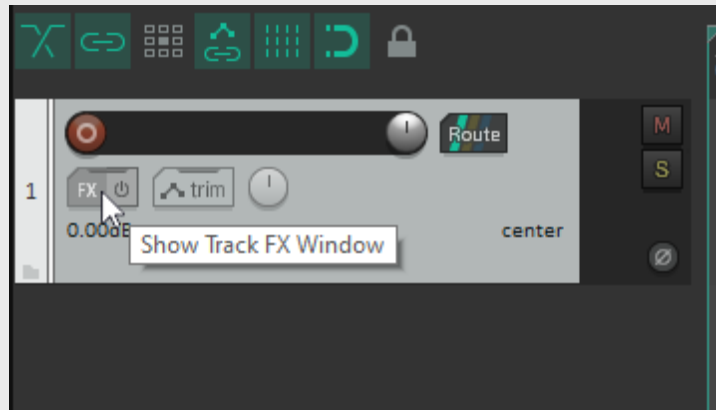
Step 3: Arm the Harvest track for recording.



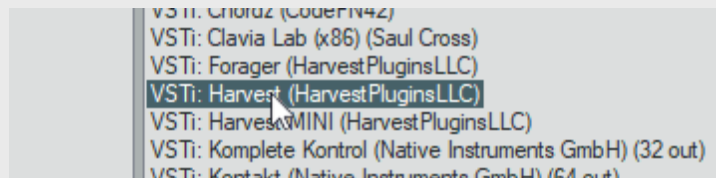
Harvest is now ready for use in Cubase.

f. Reaper

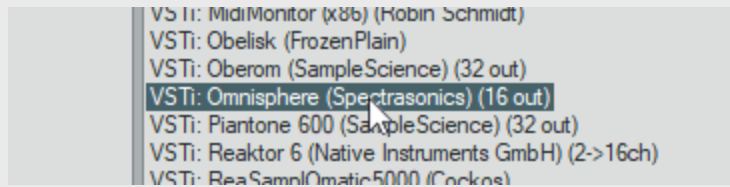
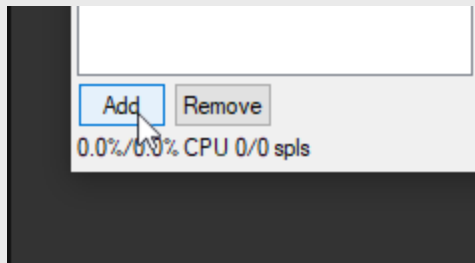
Step 1: On an empty track, click "FX" to open your effects browser.



Step 2: Select Harvest from your list of effects.



Step 3: Click "Add..." from your effects window to add your instrument of choice.



Step 4: Arm your track and enable Record Monitoring.



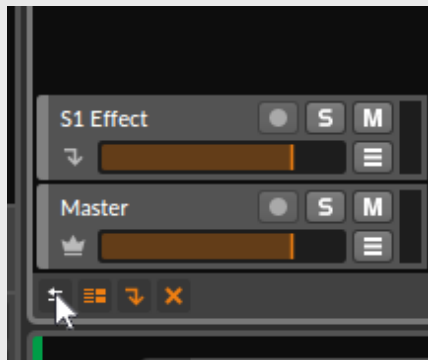
Harvest is now ready for use in Reaper.

g. Bitwig

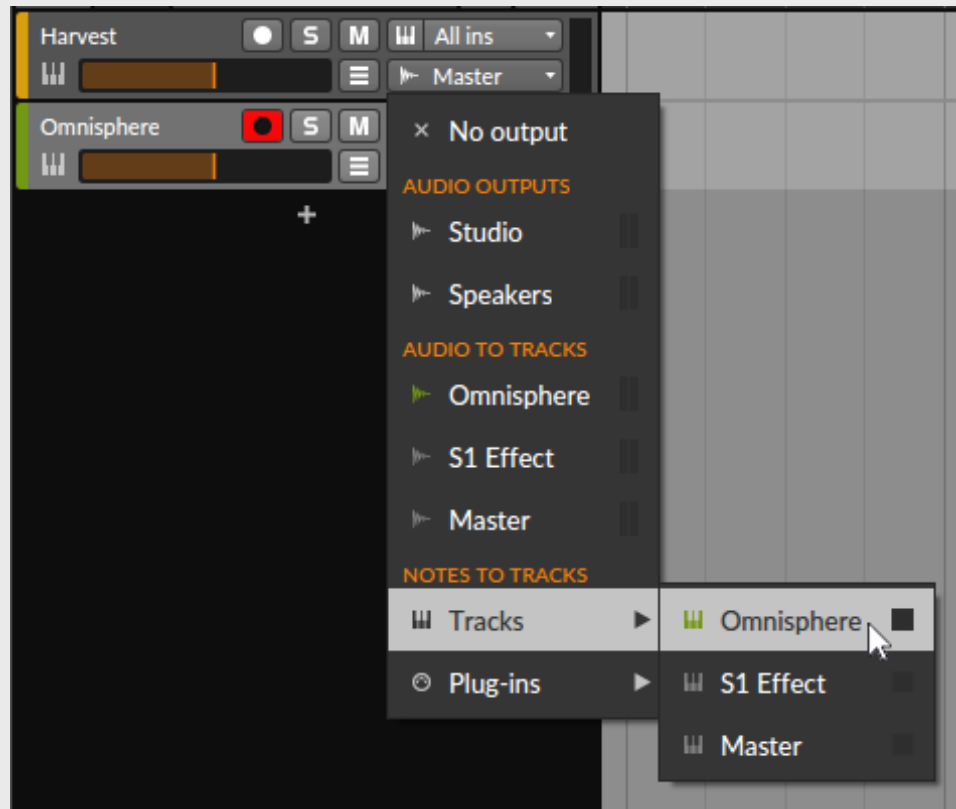
Step 1: Create two new instrument tracks; one with Forager and one with your instrument of choice.



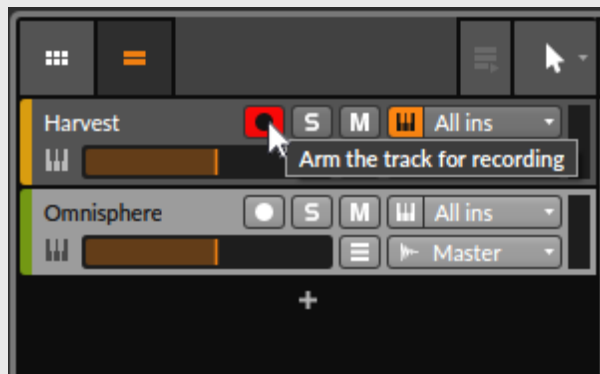
Step 2: Show I/O Routing by clicking the button at the bottom left of the Tracks window.



Step 3: On Harvest's track, change the Output from "Master" to "Tracks > [YOUR INSTRUMENT TRACK NAME]".



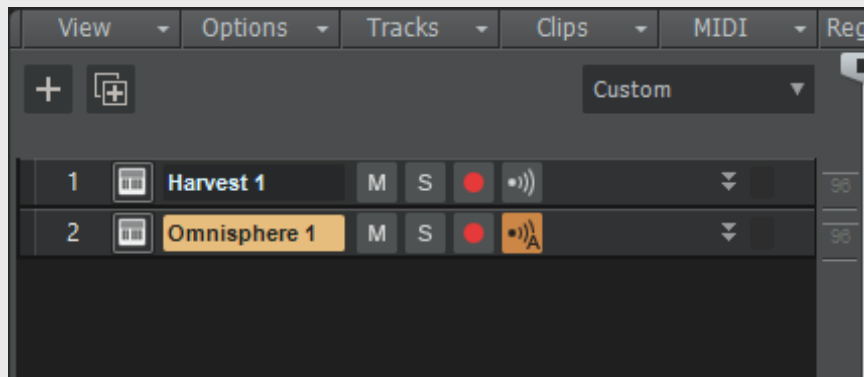
Step 4: Click Harvest's track so that it is highlighted.



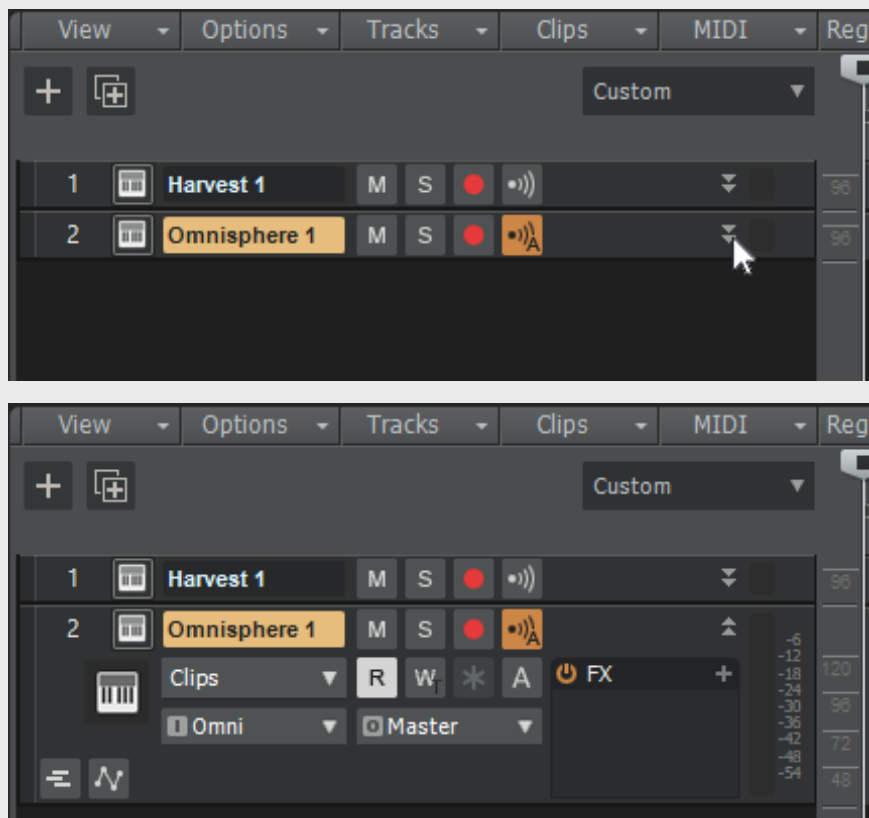
Harvest is ready for use in Bitwig.

h. Cakewalk

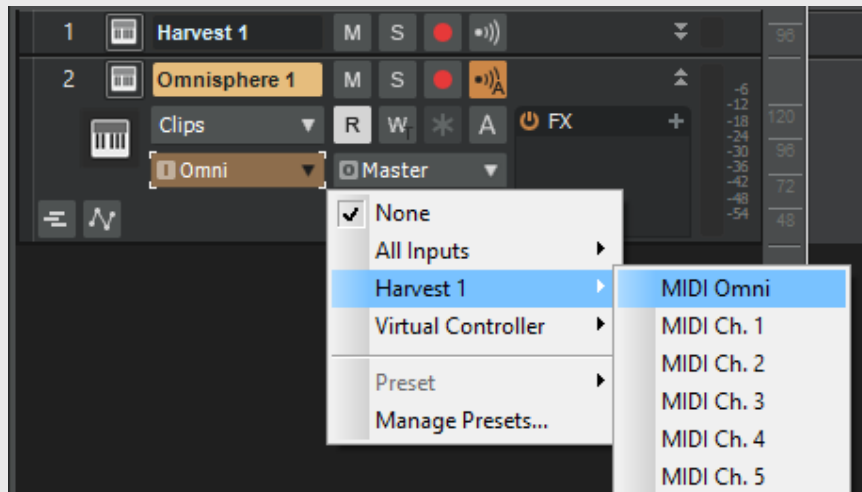
Step 1: Create two tracks: one with Harvest, and one with your instrument.



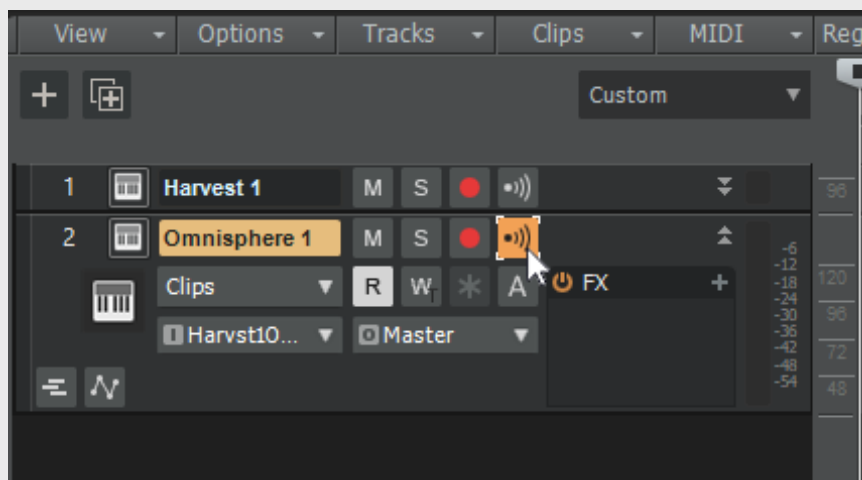
Step 2: Expand the instrument track so that Input options are visible.



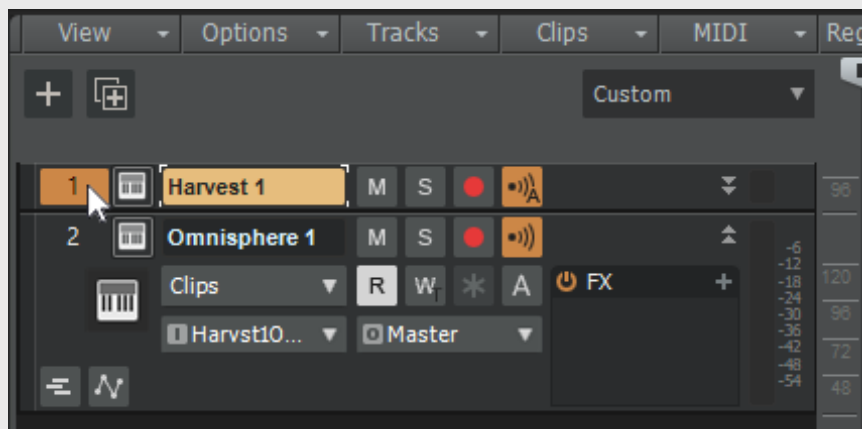
Step 3: Change the instrument's input from "Omni" to "Harvest1Omni" by selecting "Harvest 1 > MIDI Omni".



Step 4: Click "Input Echo" and change the setting from "Auto" to "On".



Step 5: Click Harvest's track to select it.



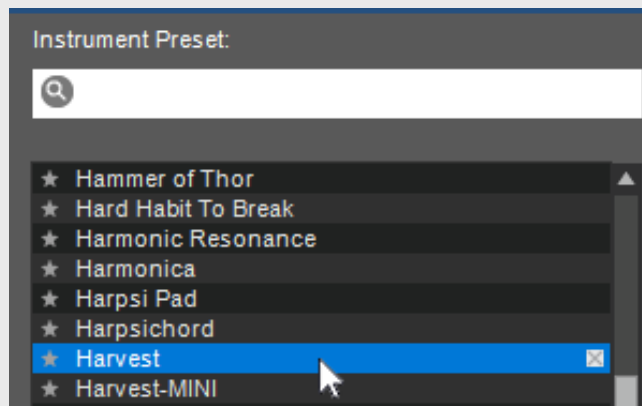
Harvest is now ready for use in Cakewalk.

i. Mixcraft

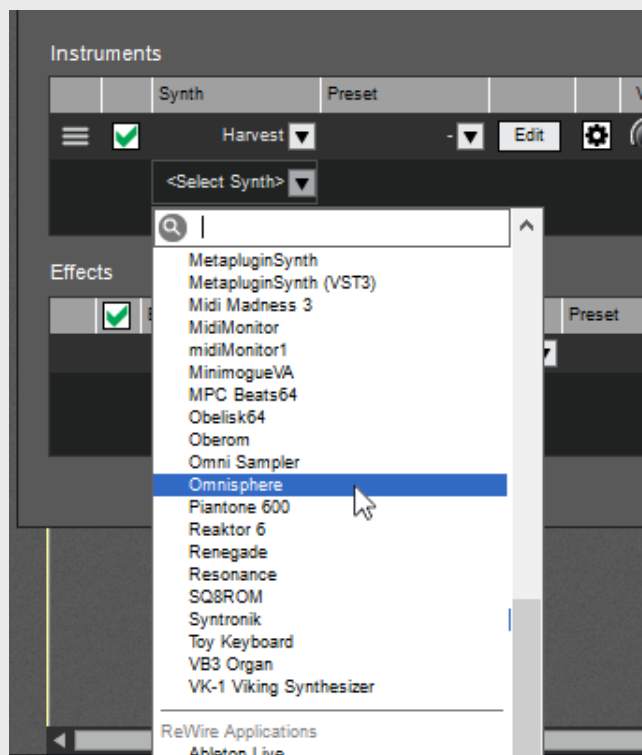
Step 1: On an instrument track, click the Keyboard next to the Mute button.



Step 2: Select Harvest from your list of instruments.



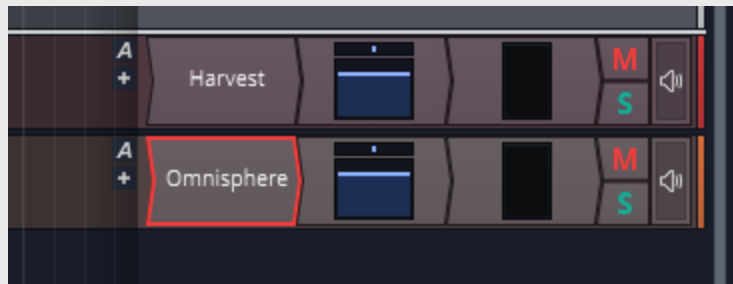
Step 3: In the same window, under instruments, click the down arrow next to the words "Select Synth", and select your instrument of choice.



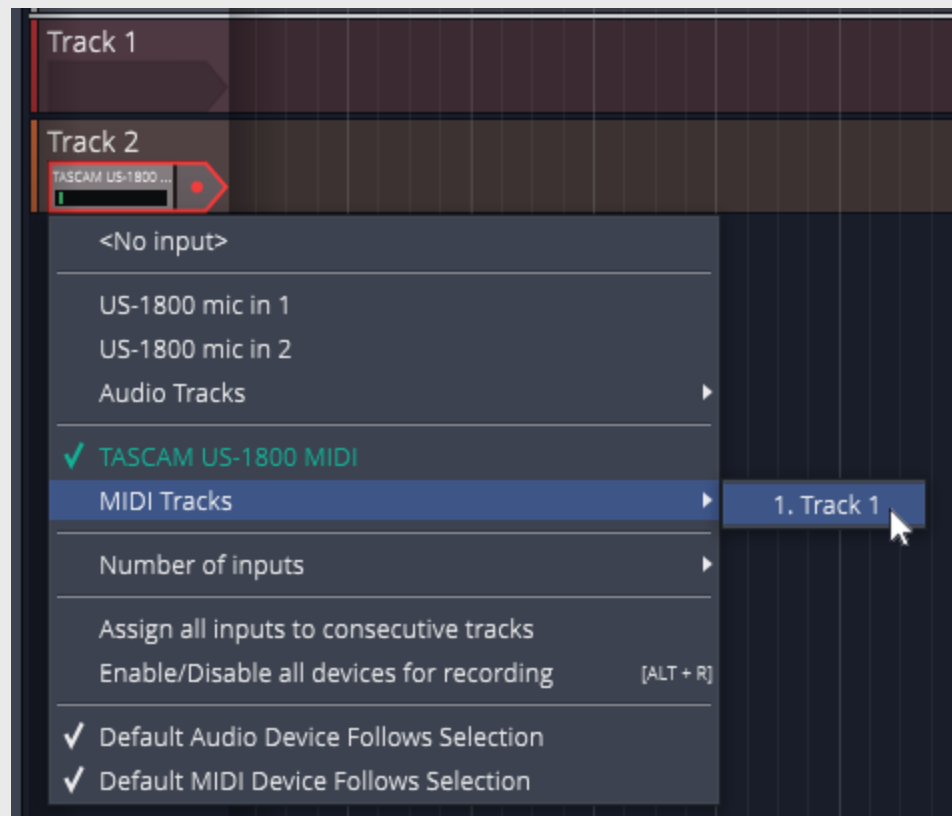
Harvest is now ready for use in Mixcraft.

j. Waveform

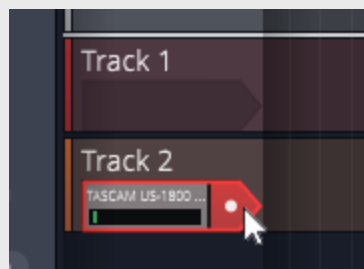
Step 1: Create two new instrument tracks and drag Harvest to Track 1, left of the Volume and Pan controls. Then, drag your instrument to Track 2.



Step 2: Right click on the Input Device Selector on the left of Track 2 and select MIDI Tracks -> Track 1



Step 3: Arm Track 2



Harvest is now ready for use in Waveform.

k. MuLab

Step 1: Create a new project where a Basic Synth track and rack are inserted automatically. (The Basic Synth can be replaced with any other instrument)



Step 2: Drag your instrument to a lower slot in the rack



Step 3: Insert Harvest in the rack's first slot.



Harvest is now ready for use in MuLab.

6. How to Use Harvest

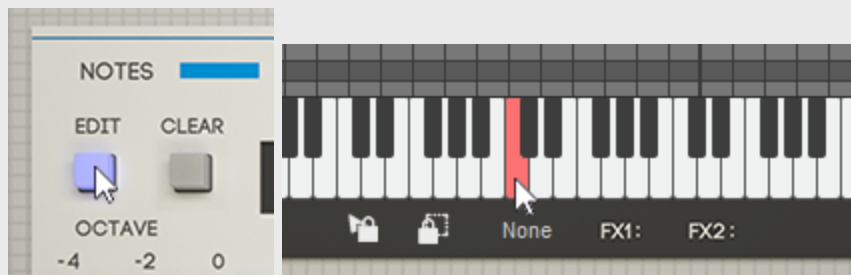
a. Creating a Melody with Harvest

Step 1: Set your BPM in the DAW. Using a metronome or drum loop is recommended for properly timing your rhythm.

Select the number of bars you'd like your loop to be, and set the piano roll zoom to match.



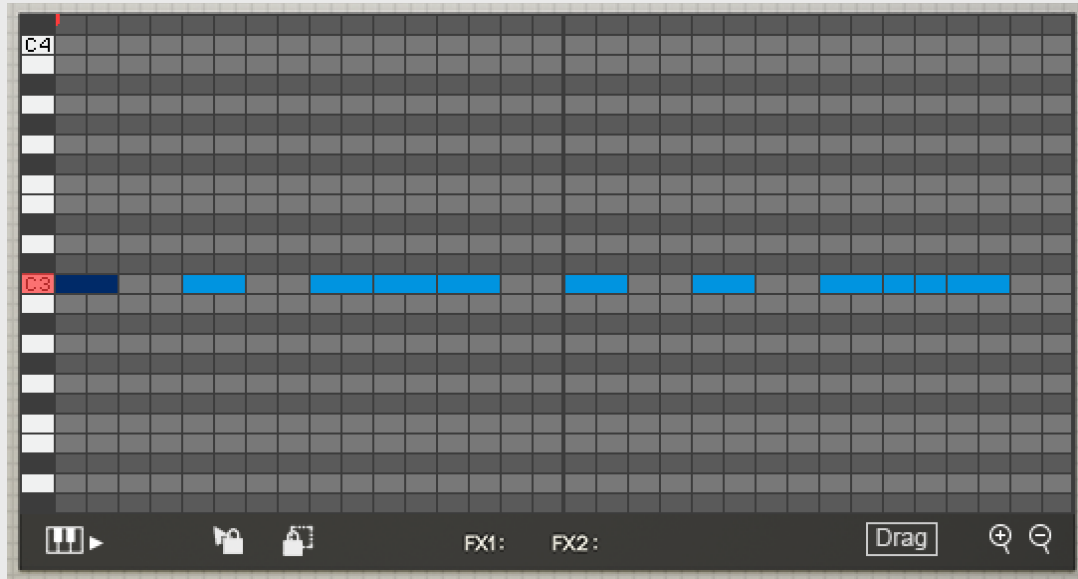
Step 2: Click Edit to select a note pool. For now, we will select only a single note.



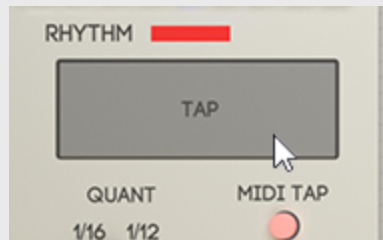
Step 3: Turn on MIDI Tap and set the desired quantize value.



Step 4: Press play in the DAW. To the rhythm, use your MIDI controller to tap notes. As you tap, you will see notes appearing. Use this to create a rhythm you are happy with.

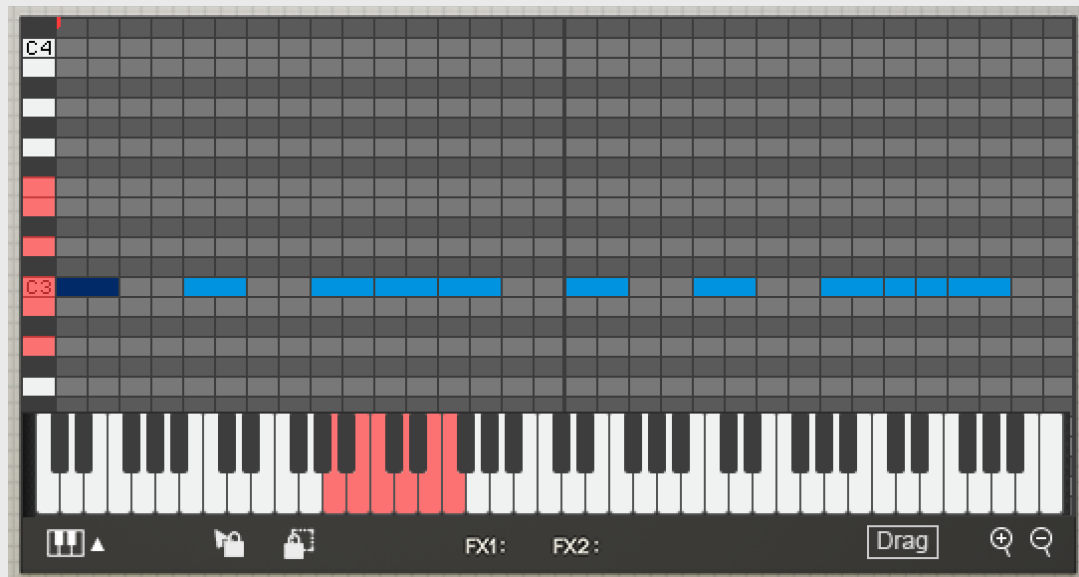


Step 4b: Alternatively, click the Tap button to the rhythm if no MIDI device is available.

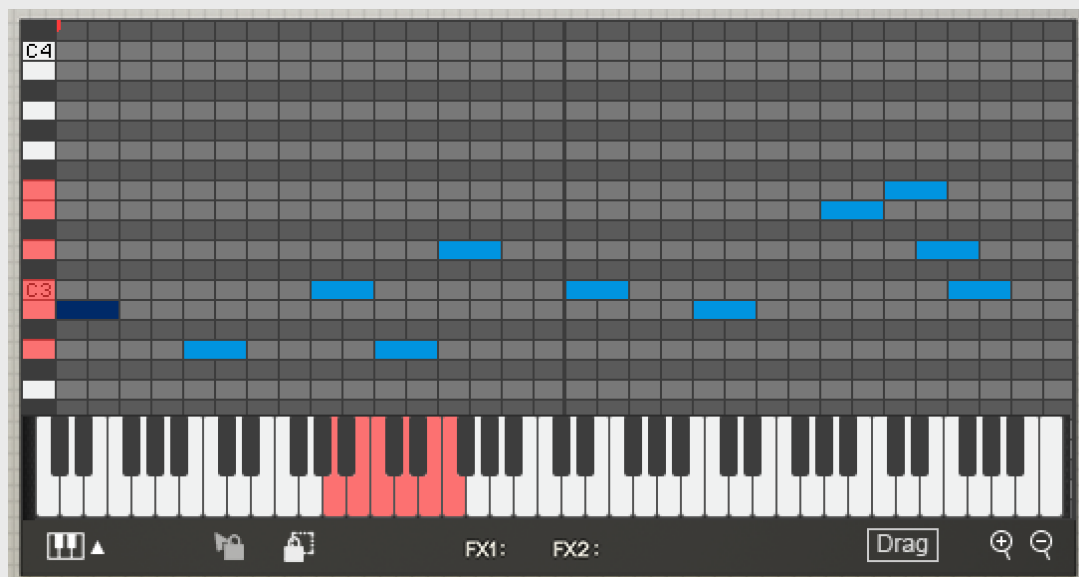
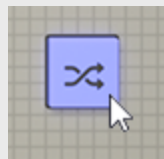


The rhythm Preset window can also be used to insert a regular rhythm. The piano roll can also be edited directly with the mouse, using double click to add or remove notes.

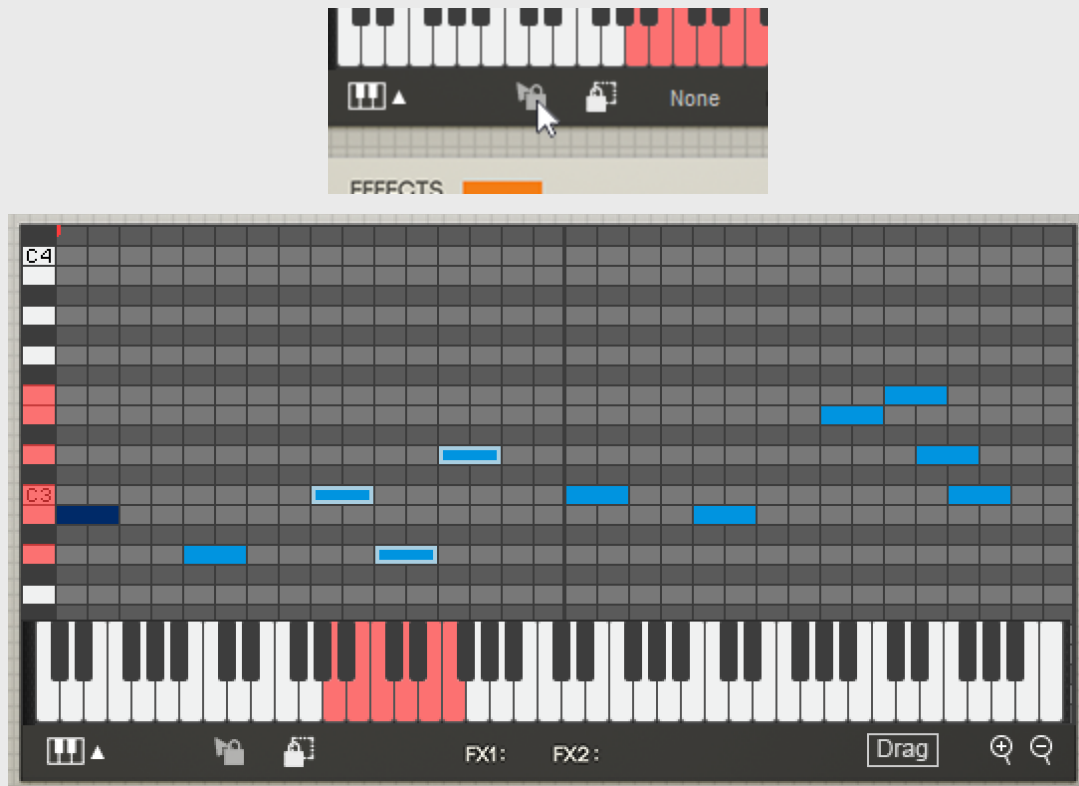
Step 5: Once a rhythm has been decided, select a note pool by clicking “edit” in the top left.



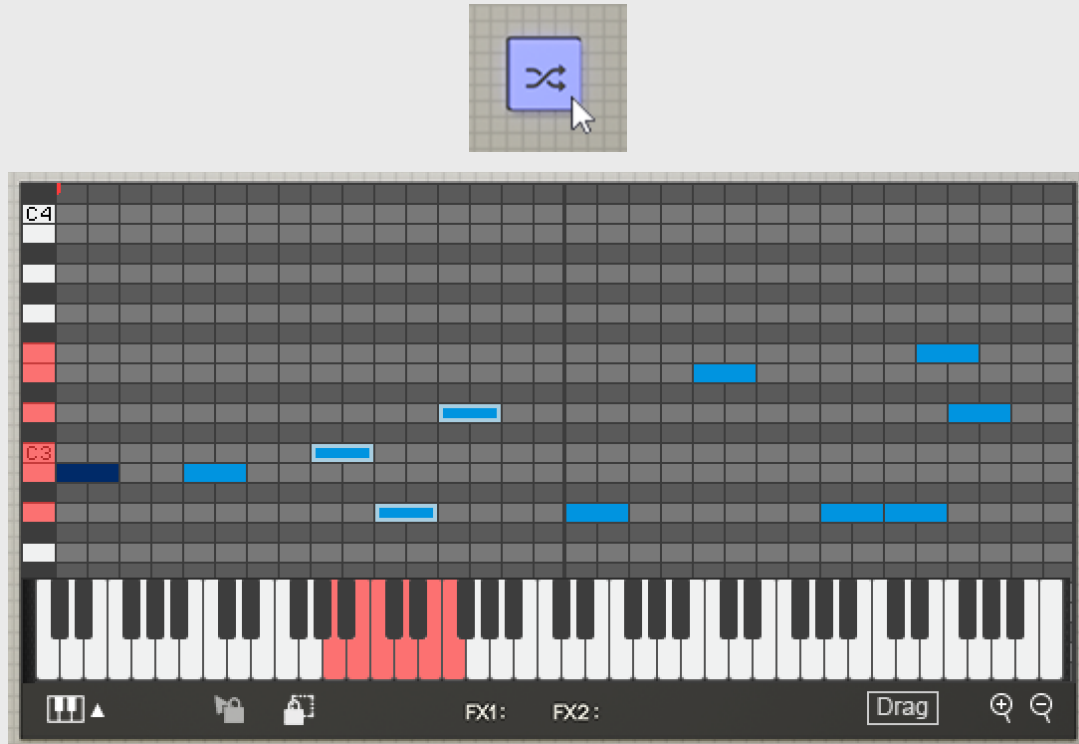
Step 6: Click Regen. The notes get randomly assigned to any of the selected notes. The Regen button can be clicked any number of times, each time giving a unique sequence.



Step 7: Click the lock button. This allows you to lock notes that you want to keep.



Now, when Regen is clicked, the locked notes do not get randomized.

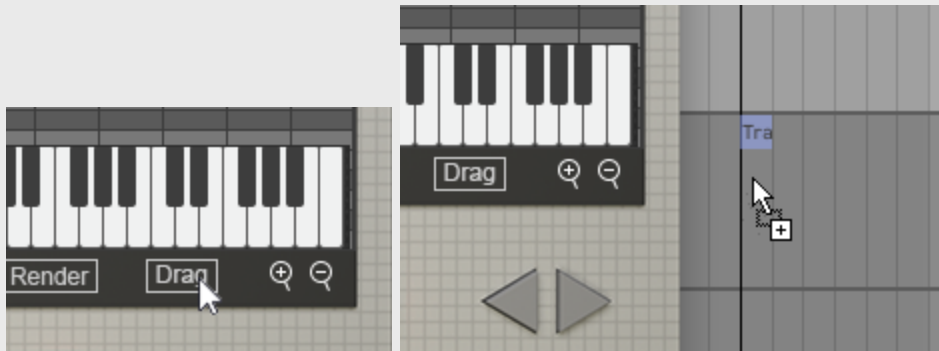


Using this process of locking and randomizing gives you the ability to select the best melodic ideas based solely on how they sound.

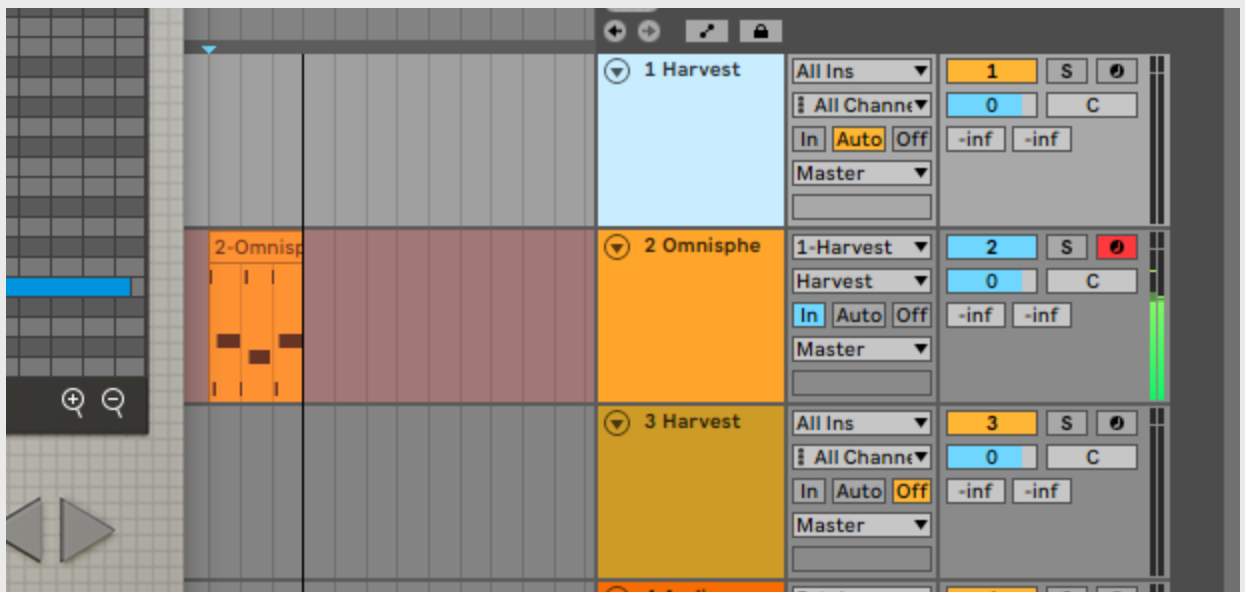
b. Getting the MIDI into the DAW

Once you have a sequence that you like, you will likely want to bring it into the DAW so that it can be edited and manipulated. The MIDI File can be saved by clicking “Save” in the bottom right.

Drag and Drop: By using the Drag feature in the piano roll, getting MIDI into the DAW can be achieved very easily. Simply click and hold the button, move the mouse to your DAW’s timeline and release the mouse. This is the quickest and most convenient way to export Harvest’s MIDI.



Another way to do this is to record the instrument track. This method has some circumstantial uses, such as recording Live mode.



This method can be achieved in some DAWs quite easily by arming the instrument track and pressing Record, but depending on the DAW this may not be an option. Researching your DAW’s MIDI routing is recommended to learn if it is possible to record Harvest.

7.All Harvest Features



1. Add/Edit

- Use the onscreen keyboard or MIDI input to add or remove notes to be randomized.

2. Clear

- Clear all selected notes

3. Preset

- Pre-existing note selections, broken up into chords and scales.

4. Octave

- Duplicate note selection across upper and lower octaves.

5. Tap

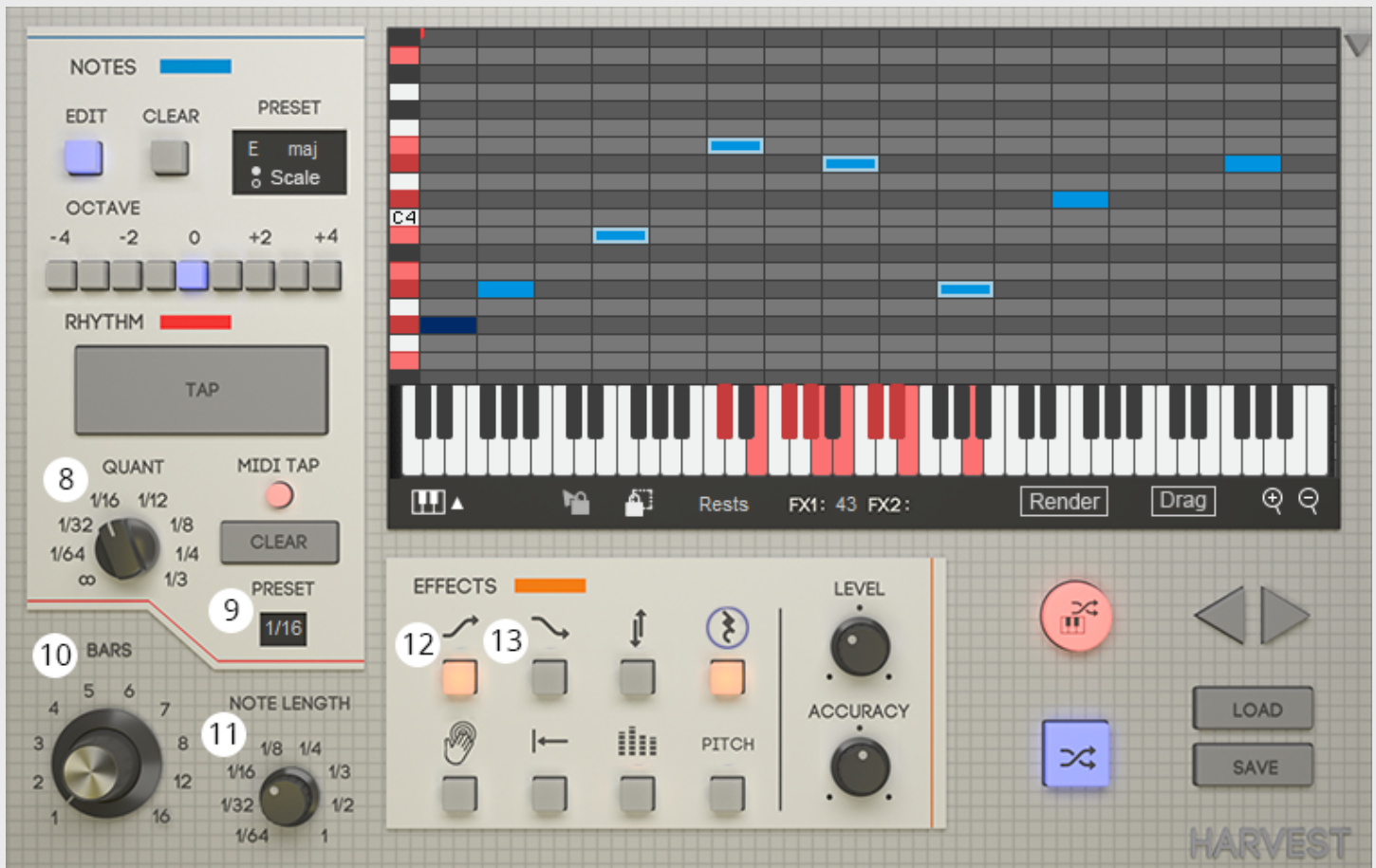
- Tap while host DAW is playing to create rhythmic patterns.

6. MIDI Tap

- Allows use of a MIDI device to tap in rhythms.

7. Clear

- Clears all beats.



8. Quantize

- Limit grid timing to specific intervals.

9. Preset

- Common musical timings.

10. Bars Knob

- The number of measures your sequence will be.

11. Note Length

- The duration of each beat entered.

12. Ascend

- Melodies will trend upwards
- **Level** - Adjusts chance of an upwards sequence.
- **Accuracy** - Adjusts chance of hitting every note on the way up.

13. Descend

- Melodies will trend downwards
- **Level** - Adjusts chance of a downwards sequence.
- **Accuracy** - Adjusts chance of hitting every note on the way down.



14. Chord Spread

- Notes played at the same time will be spread apart
- **Level** - Adjusts how close or far apart the notes will be
- **Accuracy** - Adjusts randomness of the spread

15. Chance of Rest

- Gives the chance of a note being absent. Use this to randomize your rhythms.
- **Level** - Adjusts chance of rests.

16. Render

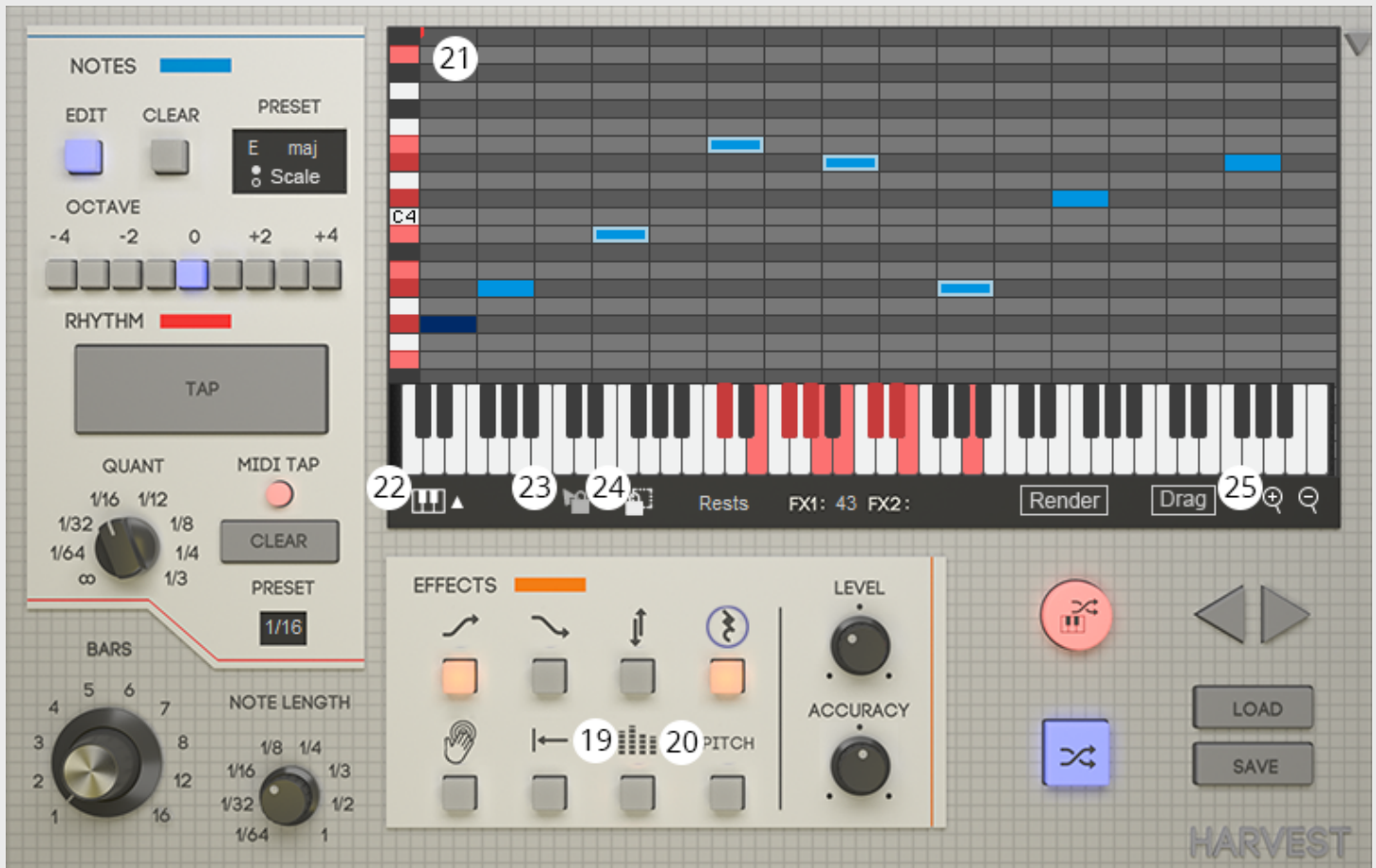
- A rhythm that has been created using the rest effect can be preserved by clicking Render.

17. Humanize

- On click, all notes will randomly shift in timing
- **Level** - Adjust the amount of the spread.

18. Start Point

- While active, any note clicked becomes the first note in a sequence. This changes the starting point of a sequence, by shifting it.



19. Individual Note Probability

- Individual notes can be chosen to increase or decrease their probability
- **Level** - Adjusts chance of note selected appearing
- **Accuracy** - Adjusts chance of note selected being repeated

20. Pitch

- Change pitch of sequence.
- **Level** - Increase or decrease pitch by 1 semitone increments.

21. Piano Roll Grid

- Double click to add a note. Click and drag to move notes. Hold ctrl or cmd to select multiple notes.

22. Piano Toggle

- Toggle visibility of on-screen keyboard.

23. Lock

- Notes that are "locked" will not be affected by regenerating the sequence.

24. Lock All

- Lock all notes.

25. Zoom In/Out

- Adjust the number of bars visible on screen.



26. Drag and Drop/Copy

- Click and Drag to your DAW to export the MIDI to a track.
- See Page 27

27. Live Mode

- Harvest accepts chord data from MIDI device or from the MIDI track, and arpeggiates using the chosen rhythmic pattern.

28. Regen

- Creates a new melody.

29. Undo/Redo

- Navigate up to 30 past melodies.

30. Load

- Import existing MIDI sequences to be reimagined with Harvest. Notes Selected and rhythmic timing are retained.

31. Save

- Save MIDI file to custom directory.

32. Settings

- Edit user preferences.