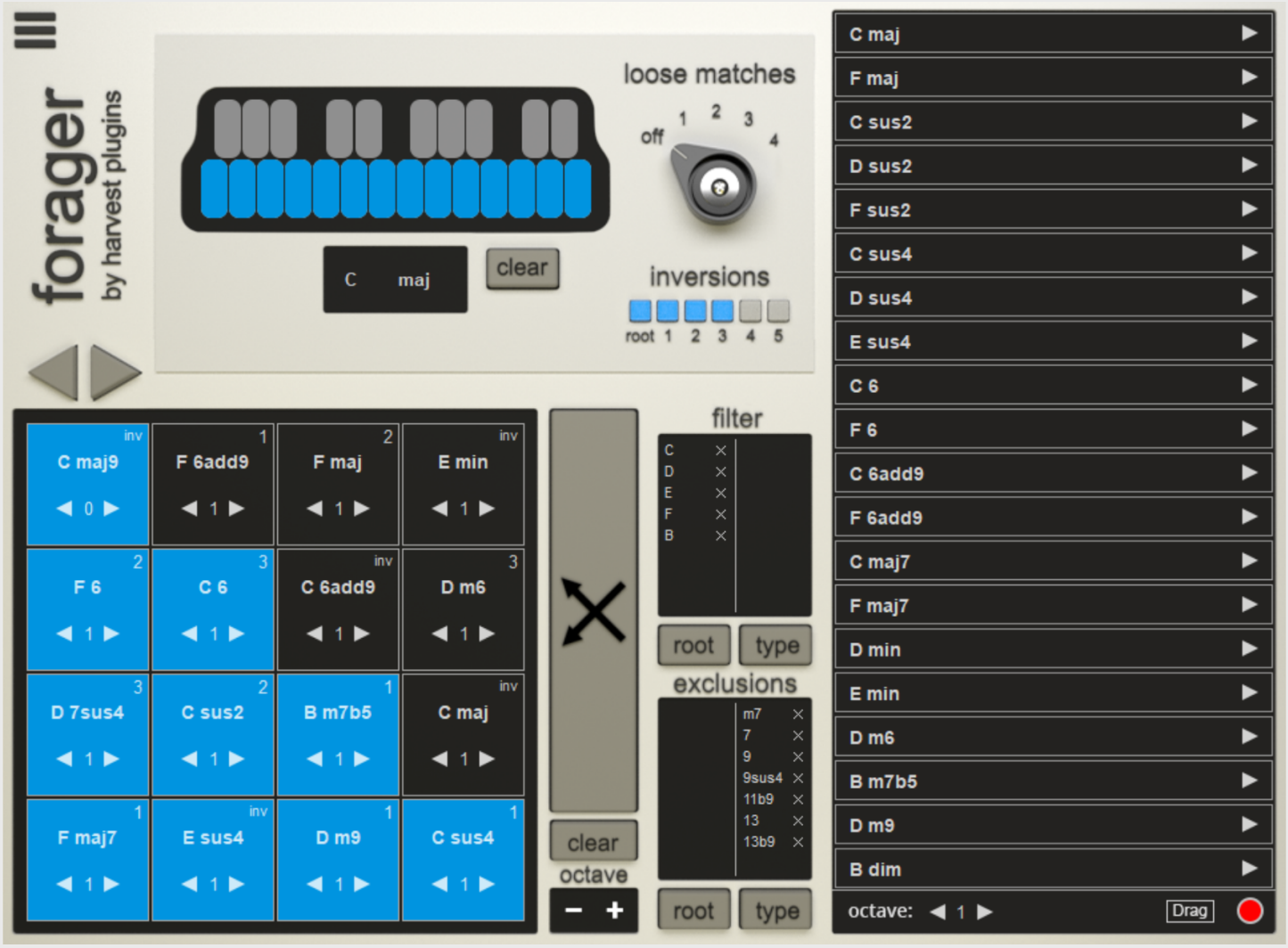
HARVEST
PLUGINS

Forager

v 1.4.0



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1. Forager Description

Forager is a music making tool. It's a plugin that allows the user to generate a list of every chord that fits within certain parameters, then map these chords to a grid for intuitive playability.

Select notes on the note selection keyboard, and on the right appears a list of every possible chord within that note selection. If you select all white keys (C major), then you will receive only chords using all white keys, meaning all chords in the list are in C major.

From there, randomizing the grid populates it with chords in random order. This allows you to surprise yourself by juxtaposing different chords from your selection.

By using loose matches, locked chords, required notes, filter and exclusions, Forager allows for a powerful workflow in doing what it was designed to do: finding great chords that work together.

2. System Requirements

Windows:

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:

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

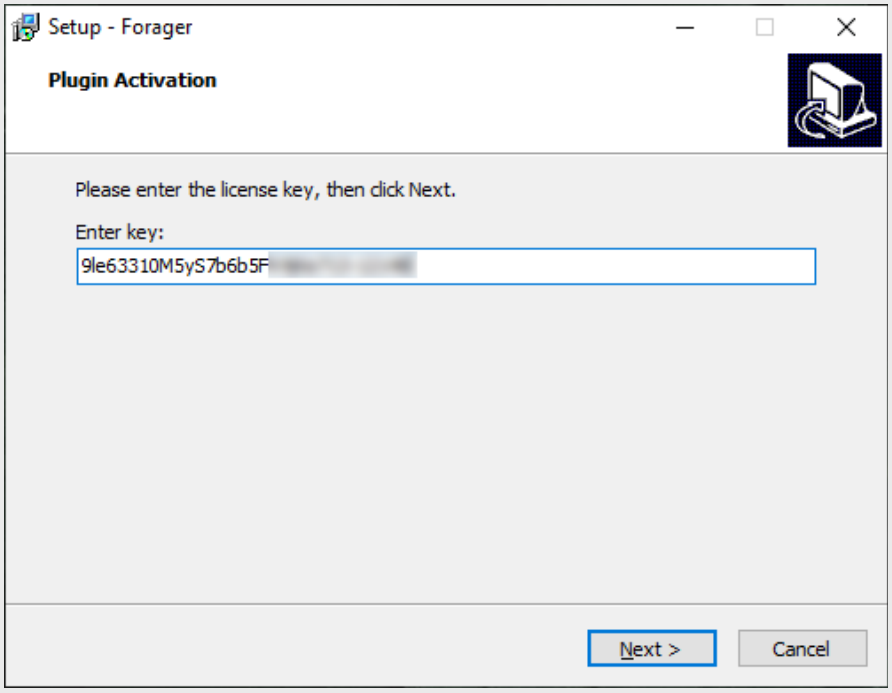
In order to activate Forager during installation, Windows requires a networking protocol called TLS 1.2.
Windows 7 does not support beyond TLS 1.1 and requires update KB3140245 in order to support TLS 1.2. Therefore, you may need to update your system to activate properly.
More information can be found here.

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.
- When activating Forager, it may seem impossible to paste the activation code into the activation field. If this occurs, it is most likely pasting correctly, but is followed by a new line, causing it to appear as though nothing was pasted. Please press backspace to reveal the code pasted as intended.

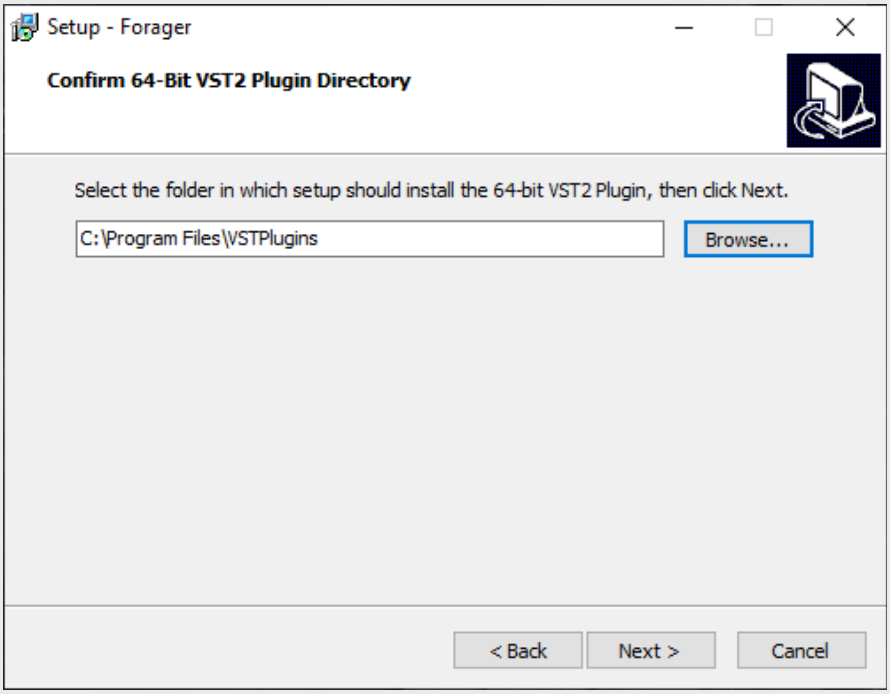
4. How to Install Forager

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

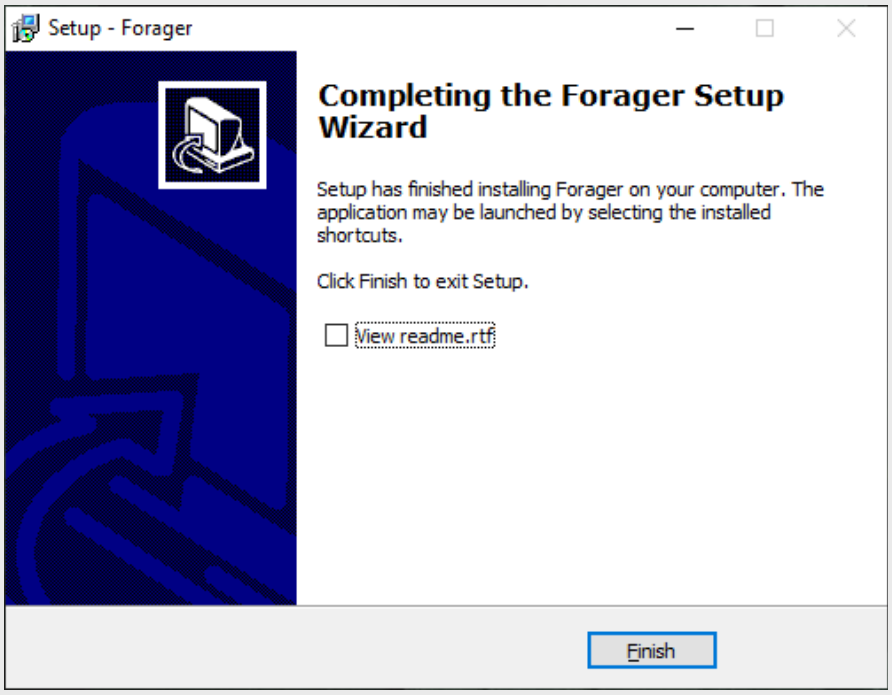


Step 2: Read and accept the license agreement. Select “I accept the agreement” and press Next.

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.



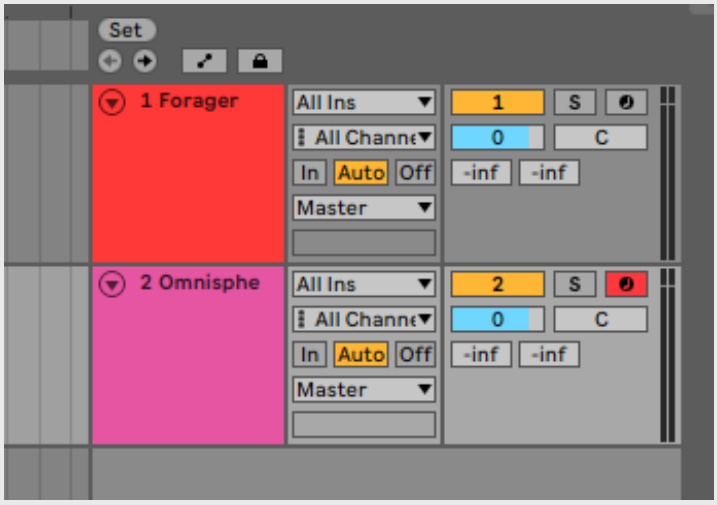
Installation is complete. The plugin has been placed in the directory specified in step 3. In some cases, it is necessary to restart your computer in order for your DAW to read the plugin.

5. How to Set Up Forager

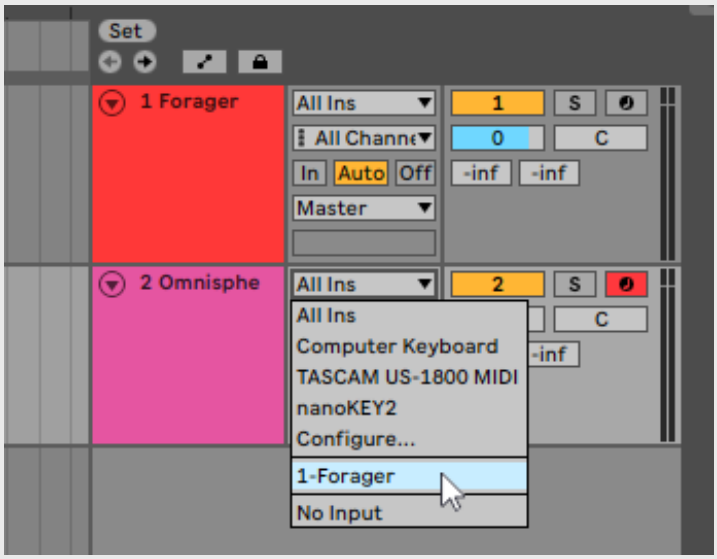
All instructions below assume the plugin has been correctly installed and is being detected by your DAW.

a. Ableton Live

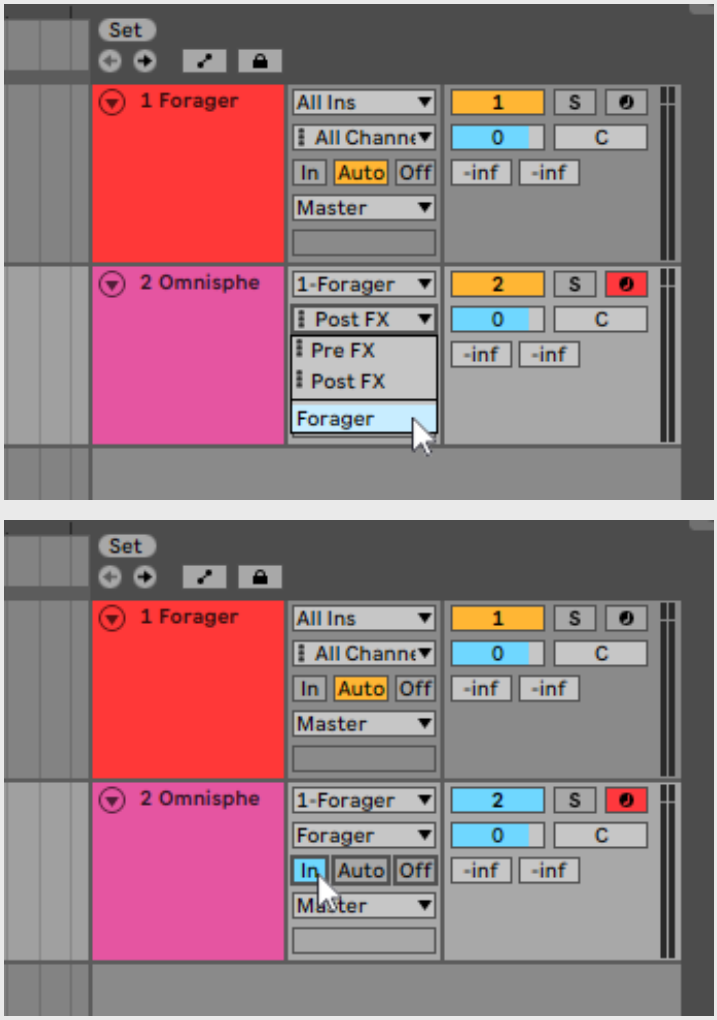
Step 1: Make two new MIDI tracks. Apply the Forager plugin onto one track and apply a MIDI instrument to the other.



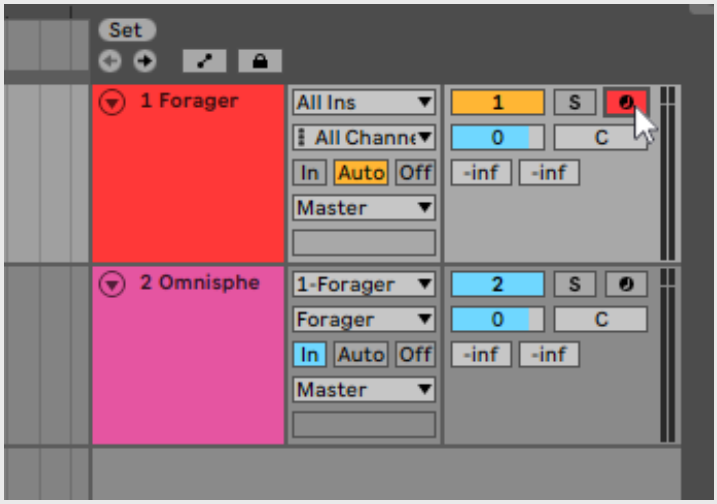
Step 2: On the “Midi From” drop down on your instrument track, change from “All Ins” and select the MIDI track that Forager is on.



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



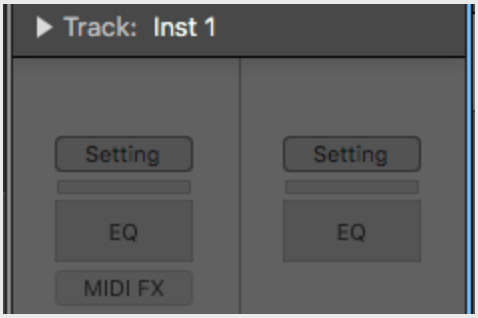
Step 4: Arm the Forager track for recording.



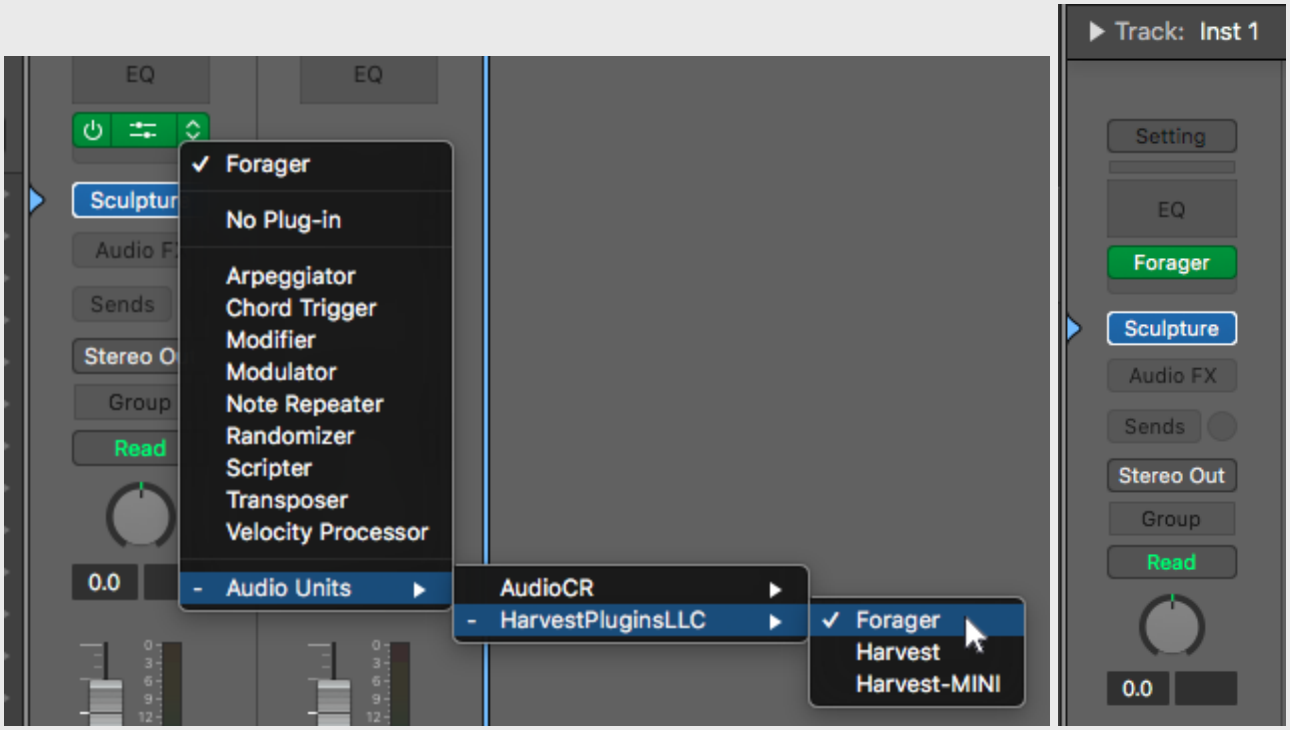
Forager is now ready for use in Ableton Live.

b. Logic Pro X

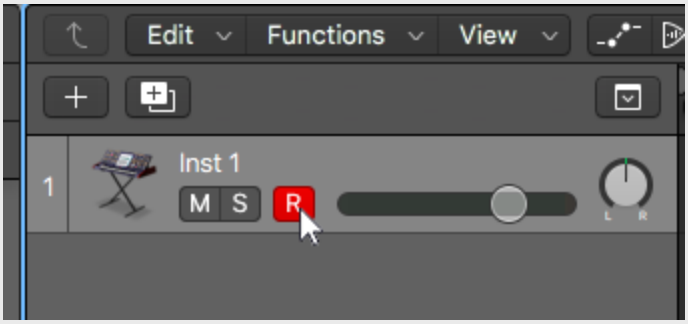
Step 1: Create a track and select an instrument.



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



Step 3: Be sure the instrument track is armed

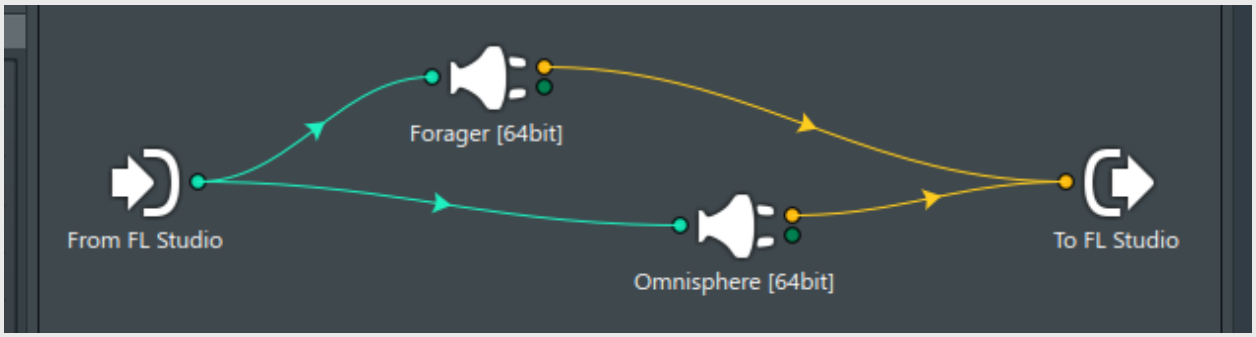


Forager is now ready for use in Logic Pro X.

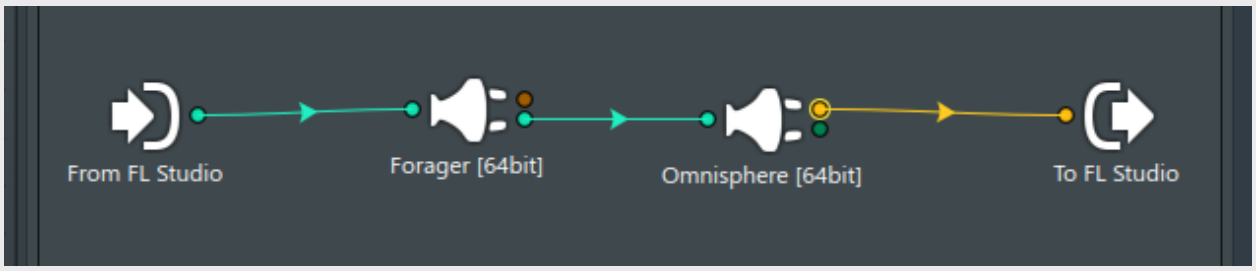
c. FL Studio

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

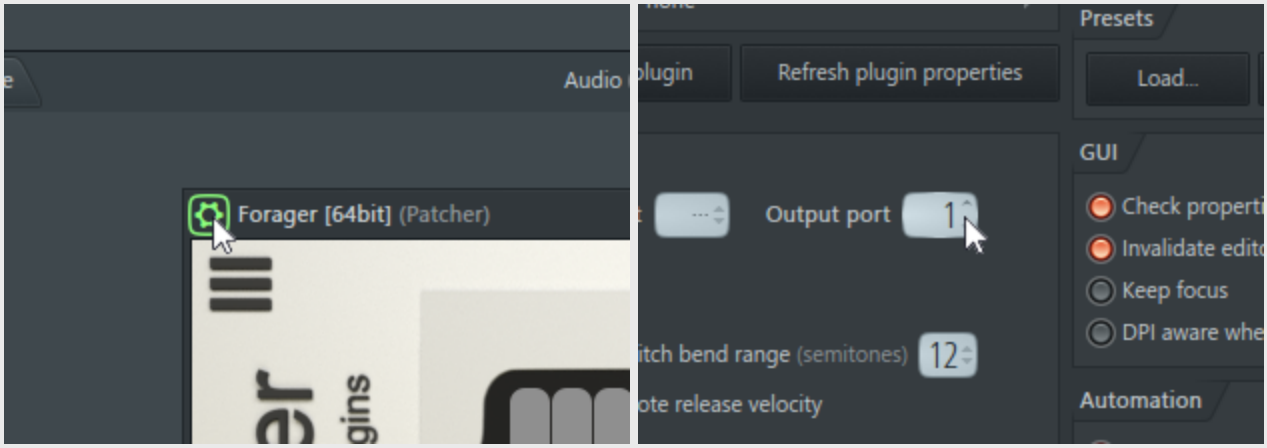
Step 2: In Patcher, right click to insert Forager. Then, right click to insert your instrument of choice



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



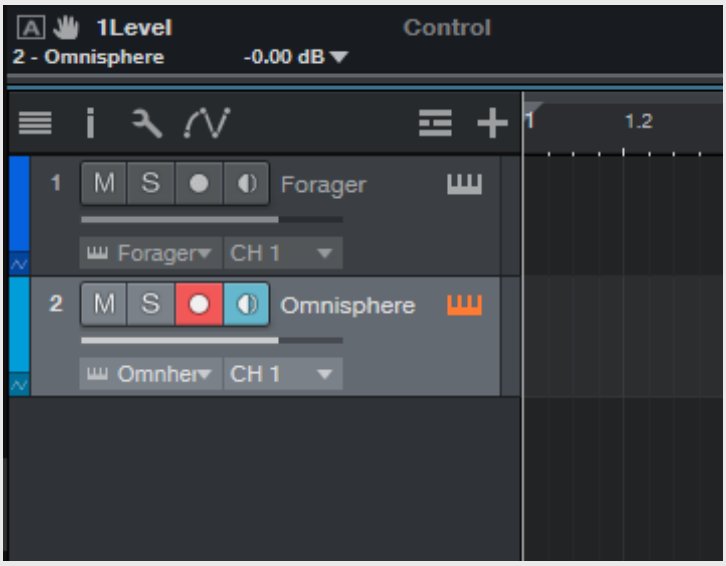
Step 4: Click the Gear icon to open the Settings in Forager's plug-in window. Change the Output Port number to any number.



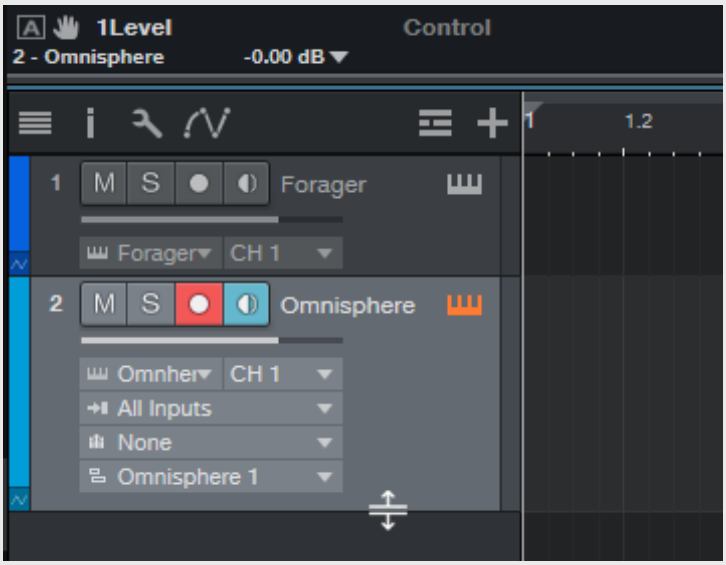
Forager is now ready for use in FL Studio.

d. Studio One

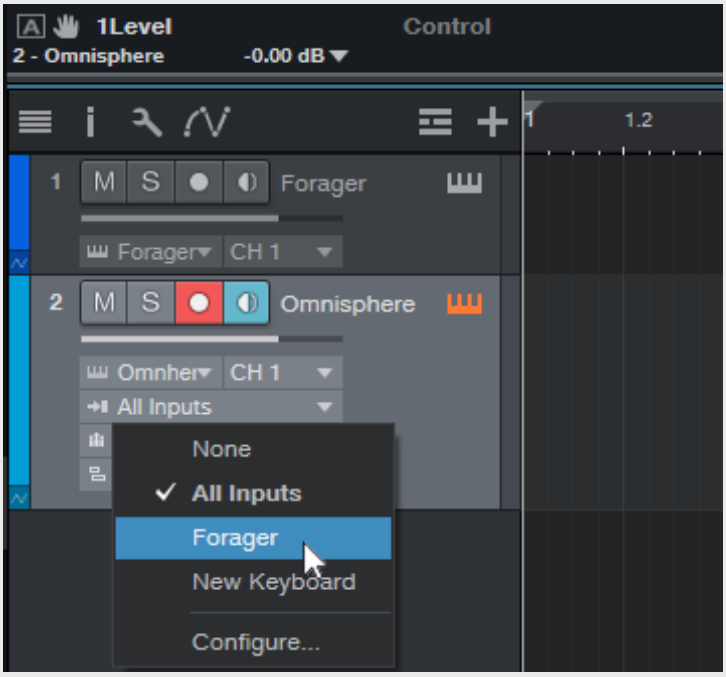
Step 1: Make two new instrument tracks. Apply the Forager plugin onto one track and apply a MIDI instrument to the other.



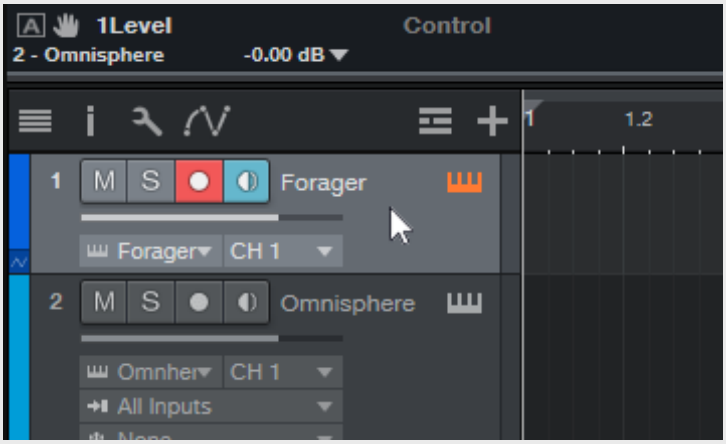
Step 2: On your instrument's track, expand the height of the track to make the Input selector visible.



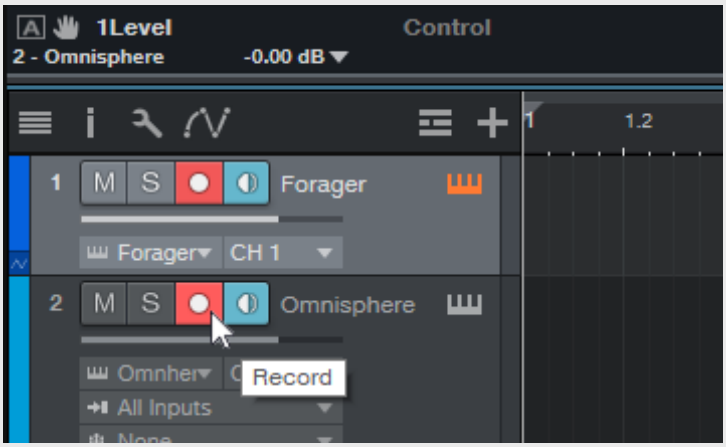
Step 3: Change Input from "All Inputs" to "Forager"



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



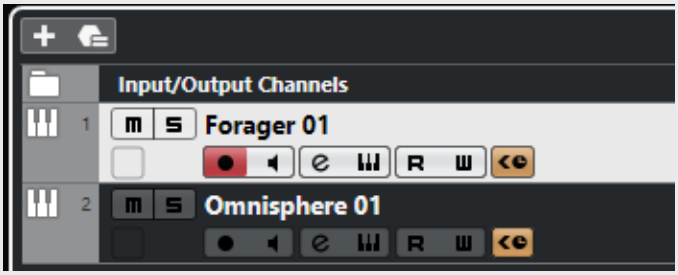
Step 5: Arm the instrument track, ensuring both tracks are armed.



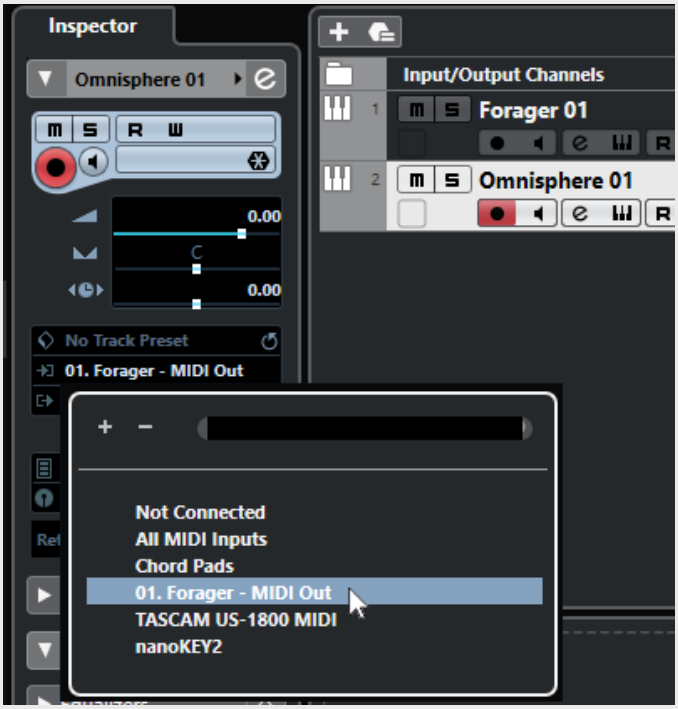
Forager is now ready for use in Studio One.

e. Cubase

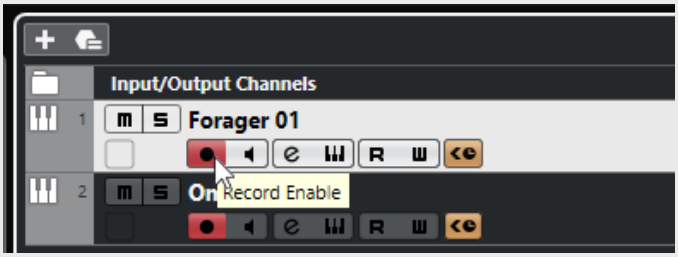
Step 1: Make two new MIDI tracks. Apply the Forager plugin onto one track, and apply your MIDI instrument of choice to the other.



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



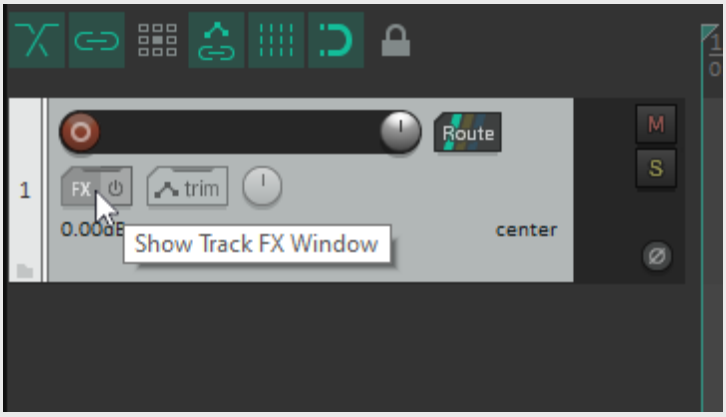
Step 3: Arm the Forager track for recording.



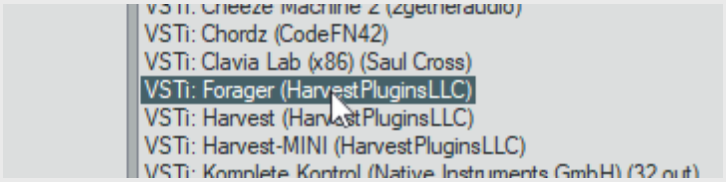
Forager is now ready for use in Cubase.

f. Reaper

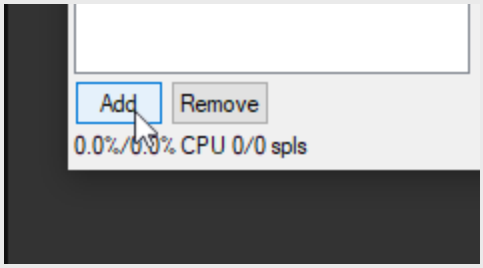
Step 1: On an empty track, click "FX" to open your effects browser.

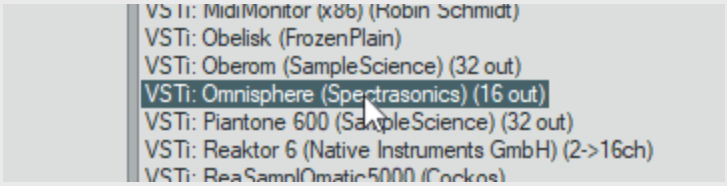


Step 2: Select Forager from your list of effects.



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



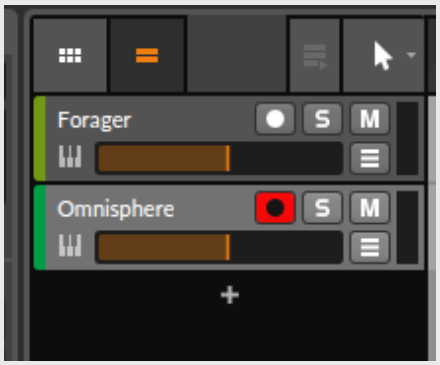


Step 4: Arm your track and enable Record Monitoring.

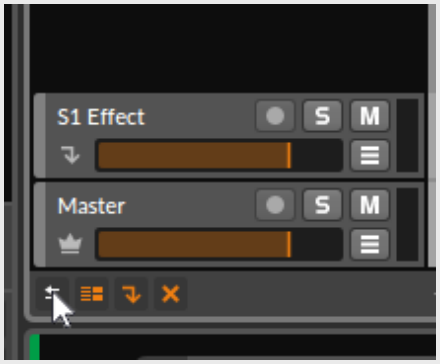
Forager is now ready for use in Reaper.

g. Bitwig

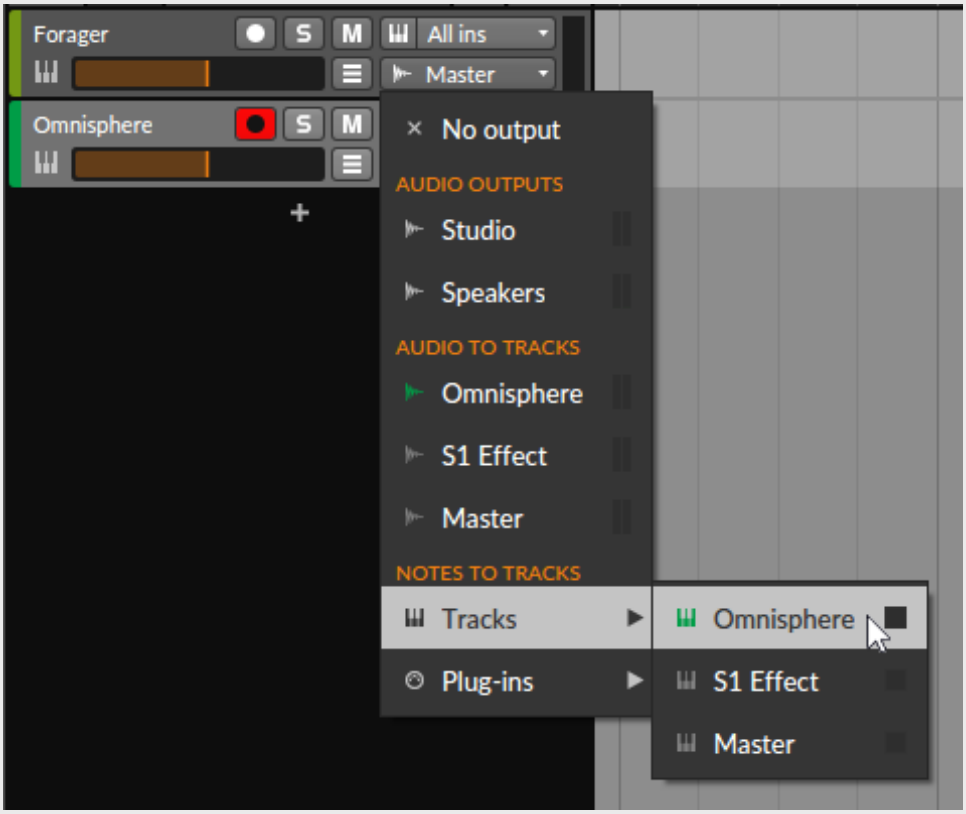
Step 1: Create two new instrument tracks; one with Forager and one with your instrument of choice.



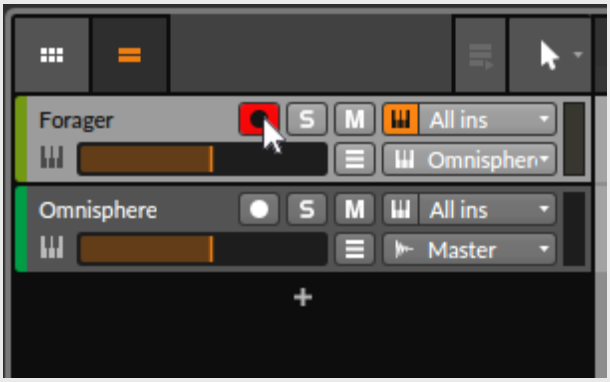
Step 2: Show I/O Routing by clicking the button at the bottom left of the Tracks window.



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



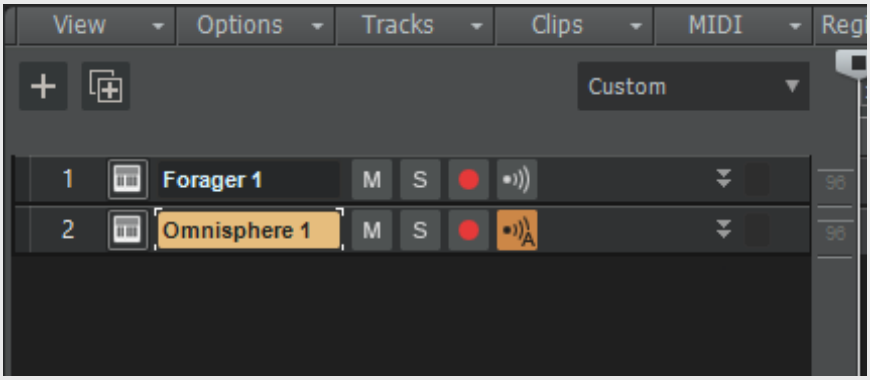
Step 4: Click Forager's track so that it is highlighted.



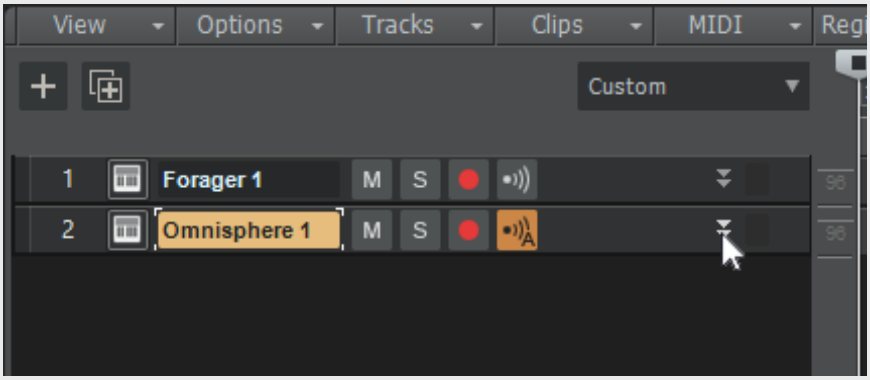
Forager is ready for use in Bitwig.

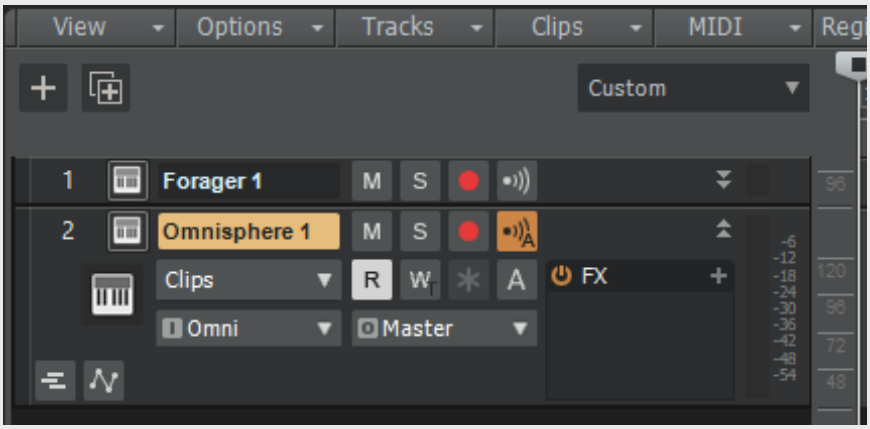
h. Cakewalk

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

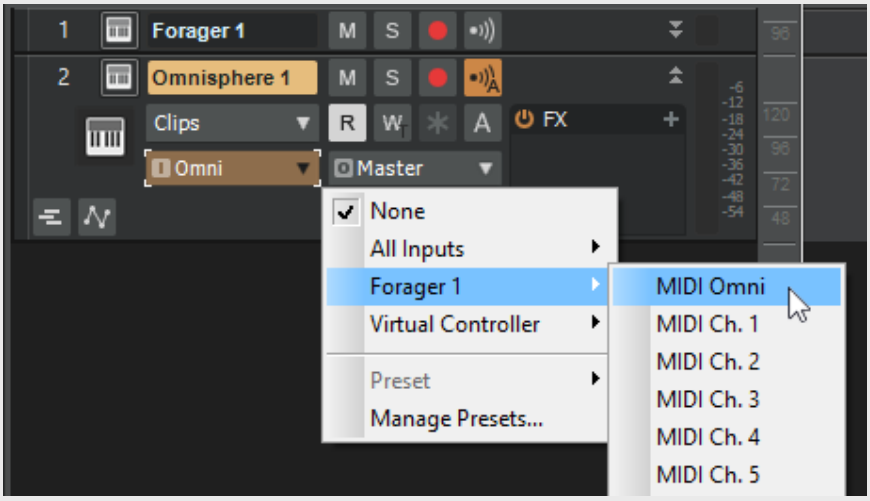


Step 2: Expand the instrument track so that Input options are visible.

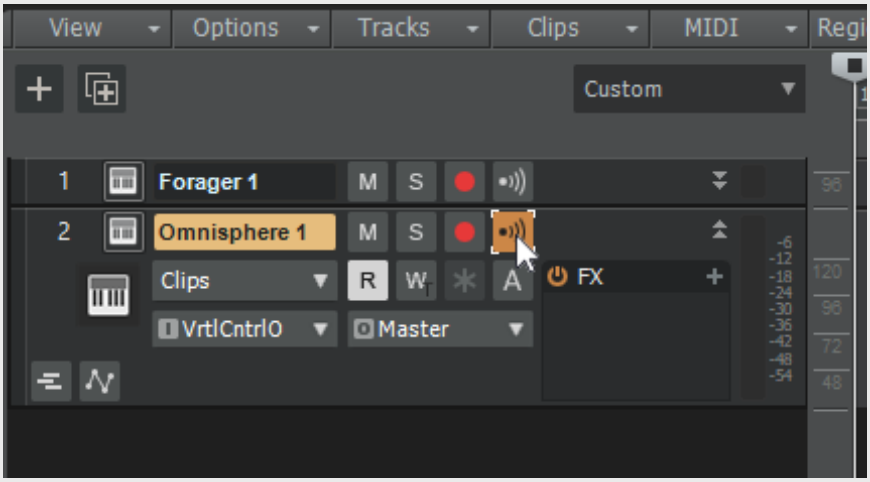




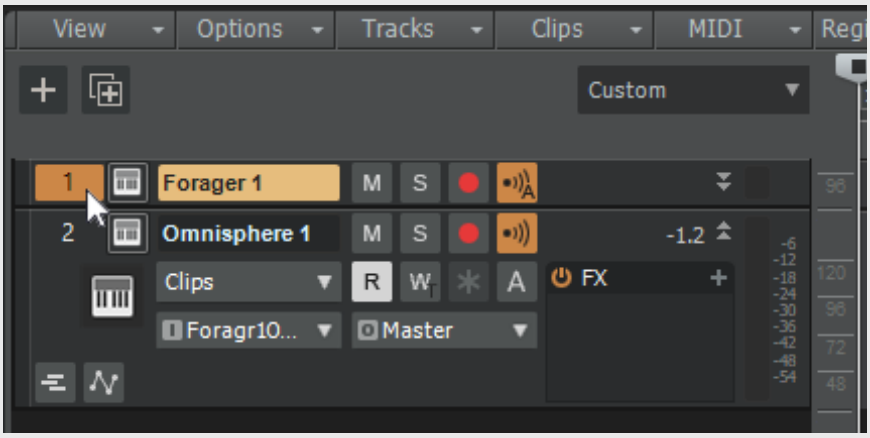
Step 3: Change the instrument's input from "Omni" to "Forager1Omni" by selecting "Forager 1 > MIDI Omni".



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



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

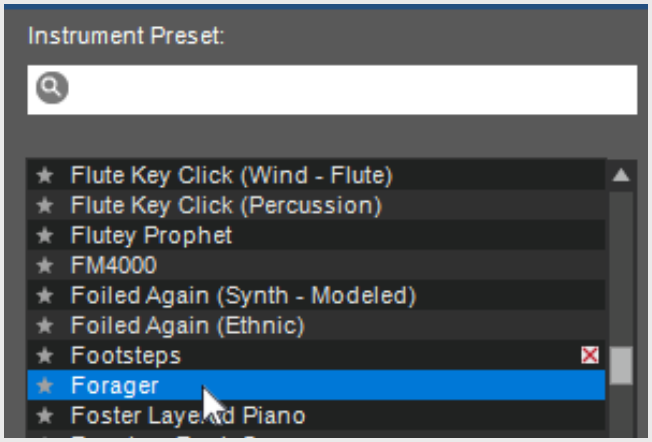


Forager is now ready for use in Cakewalk.

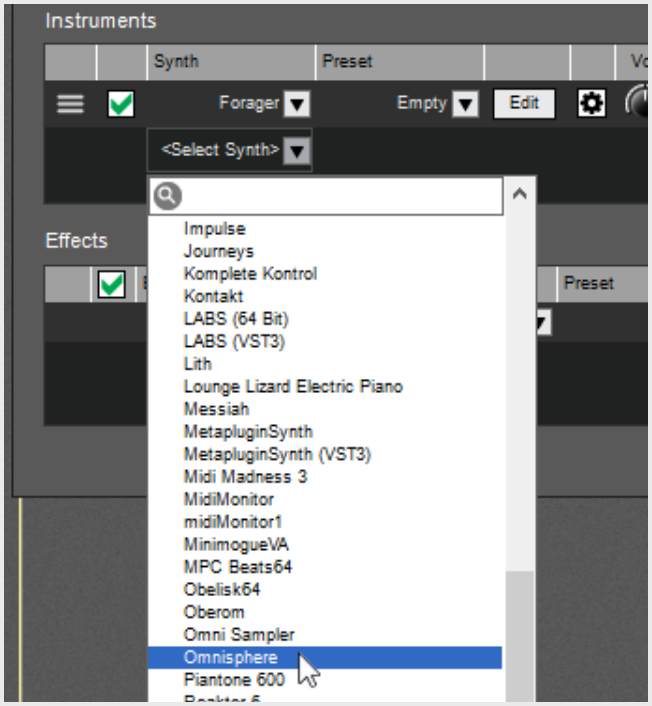
i. Mixcraft

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

Step 2: Select Forager 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.

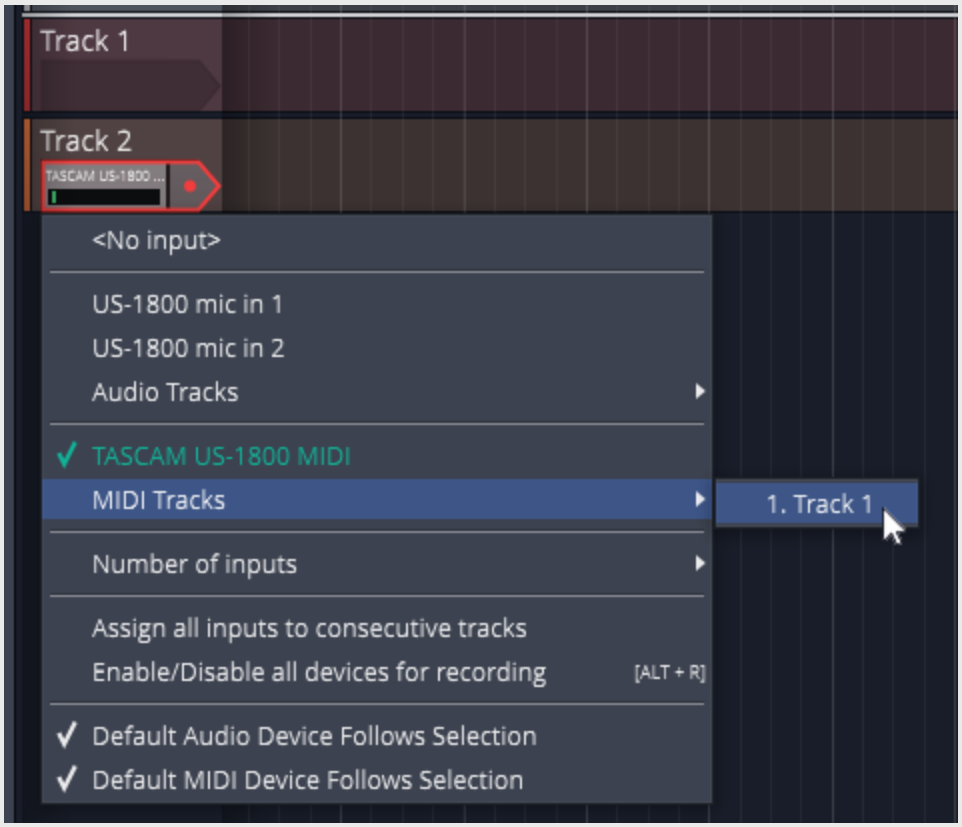


Forager is now ready for use in Mixcraft.

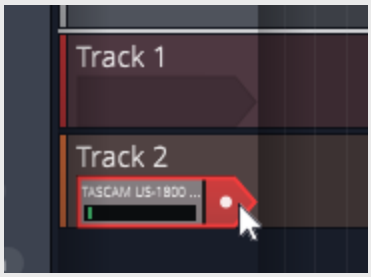
j. Waveform

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



Forager 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

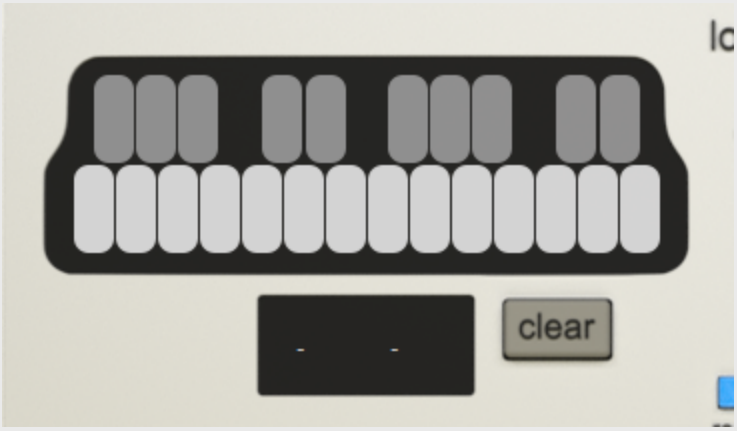
Step 3: Insert Forager in the rack's first slot.

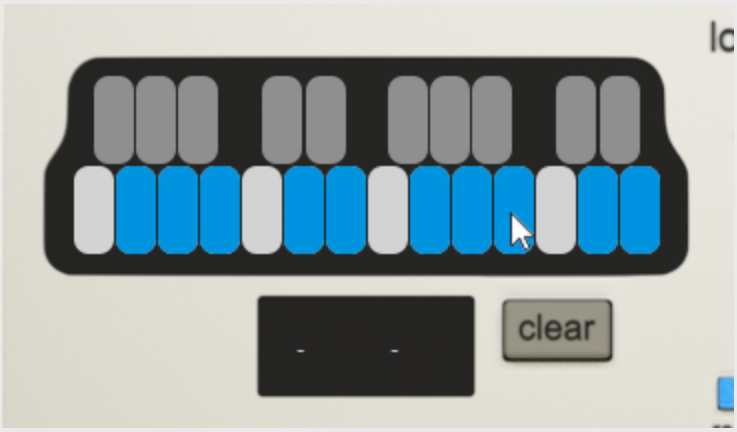
Forager is now ready for use in MuLab.

6. How to Use Forager

a. Making a Chord Progression

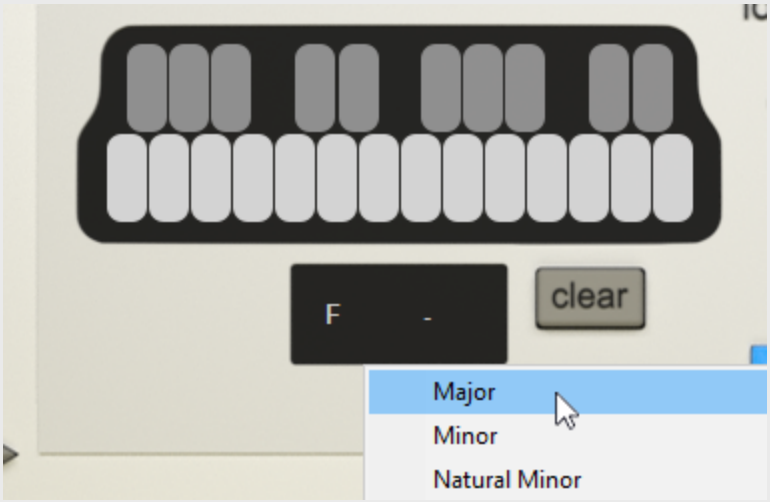
Step 1: To get a list of chords, a note selection is required. Use the keyboard in the upper left to select notes.



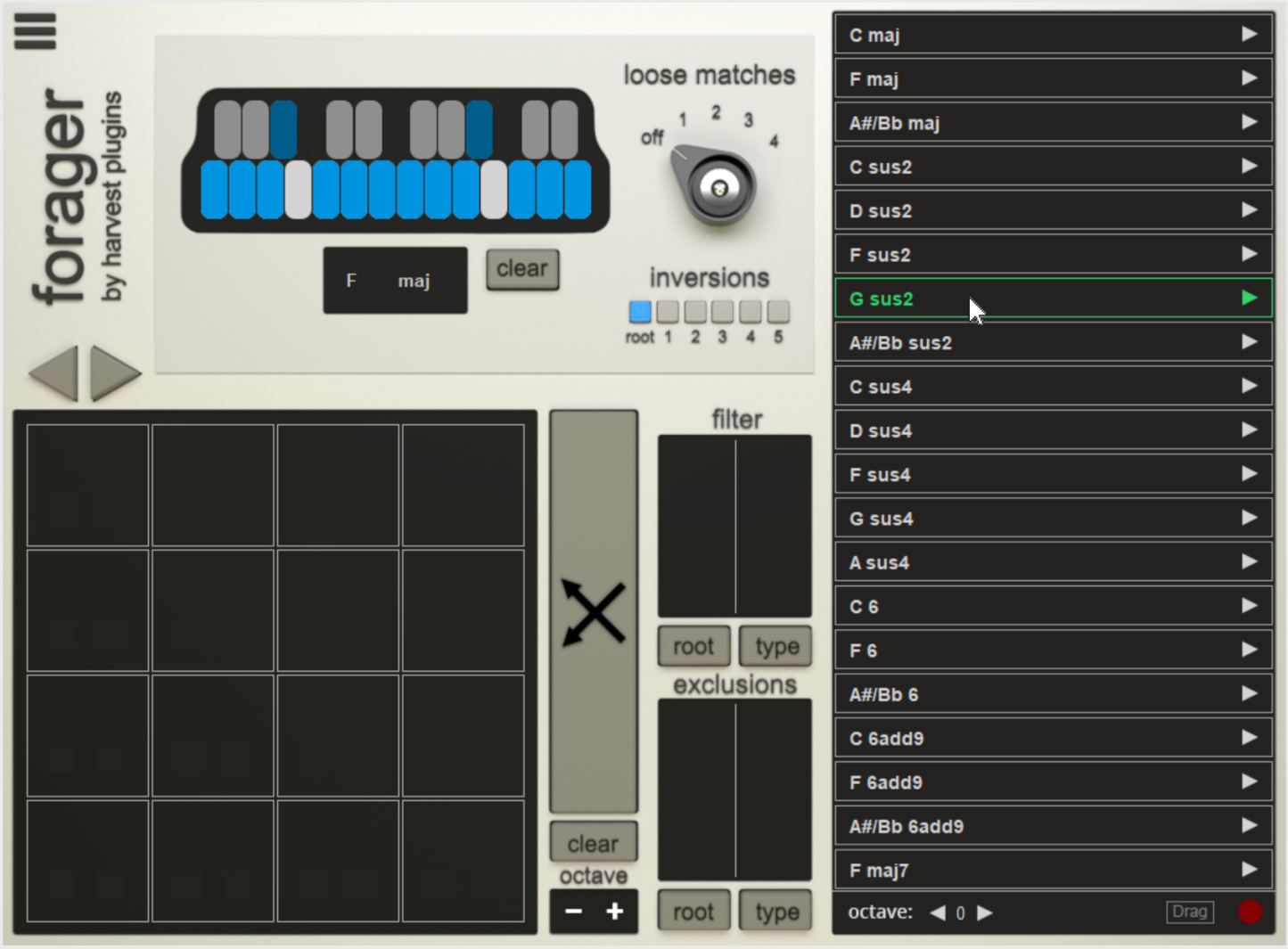


When enough notes are selected, chords will begin to appear on the chord list, on the right hand side of the plugin.

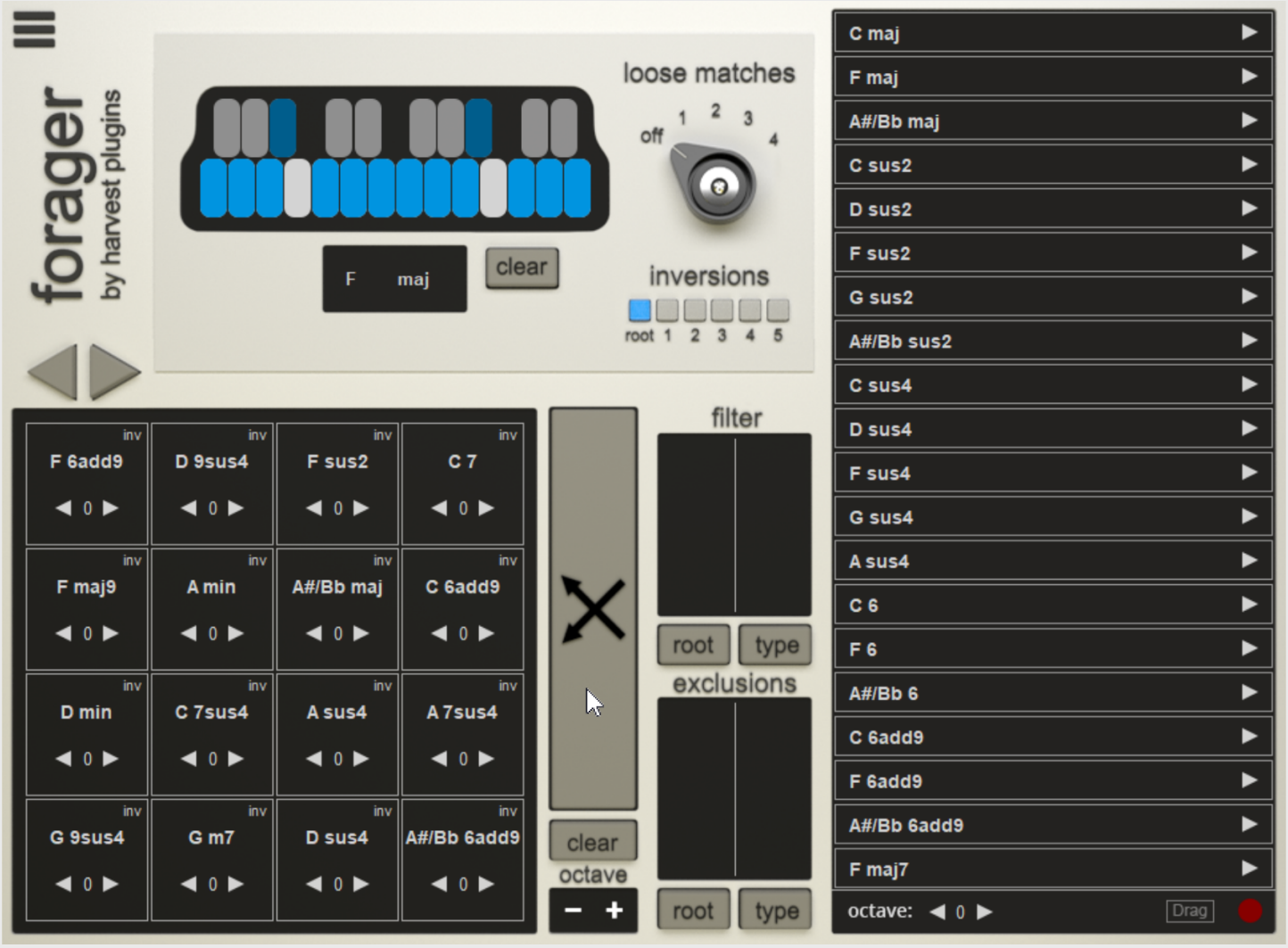
Step 1b: Alternatively, you can select a scale from the dropdown below the keyboard. Select the key followed by the scale and the notes will automatically populate the keyboard.



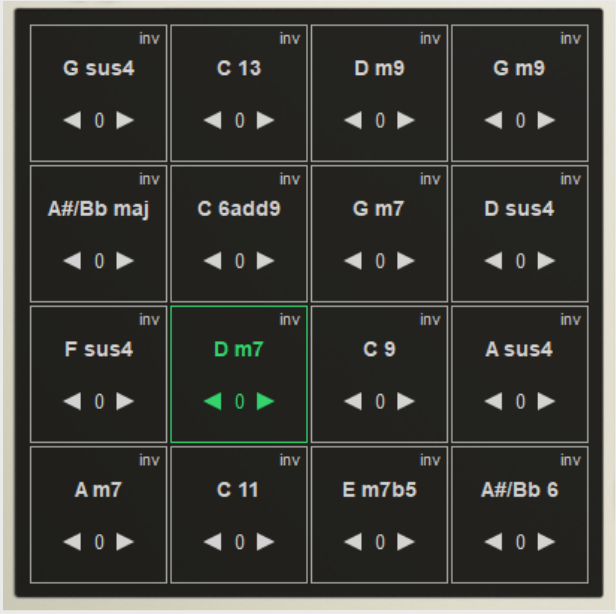
Step 2: Once you have a chord list, you can click the chords to trigger them.



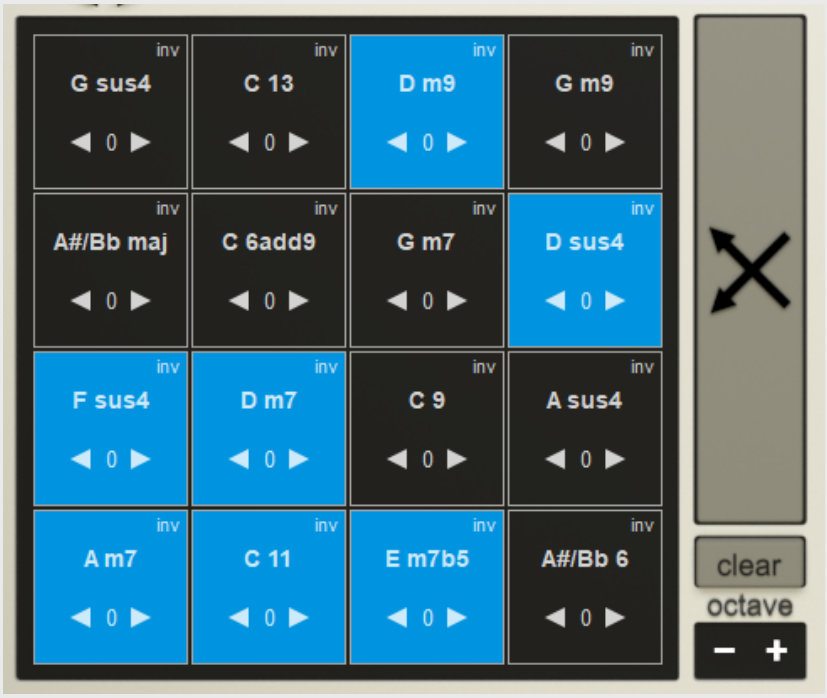
Step 3: Click Randomize Grid. This will randomly populate the grid on the left side with chords from the Chord List.

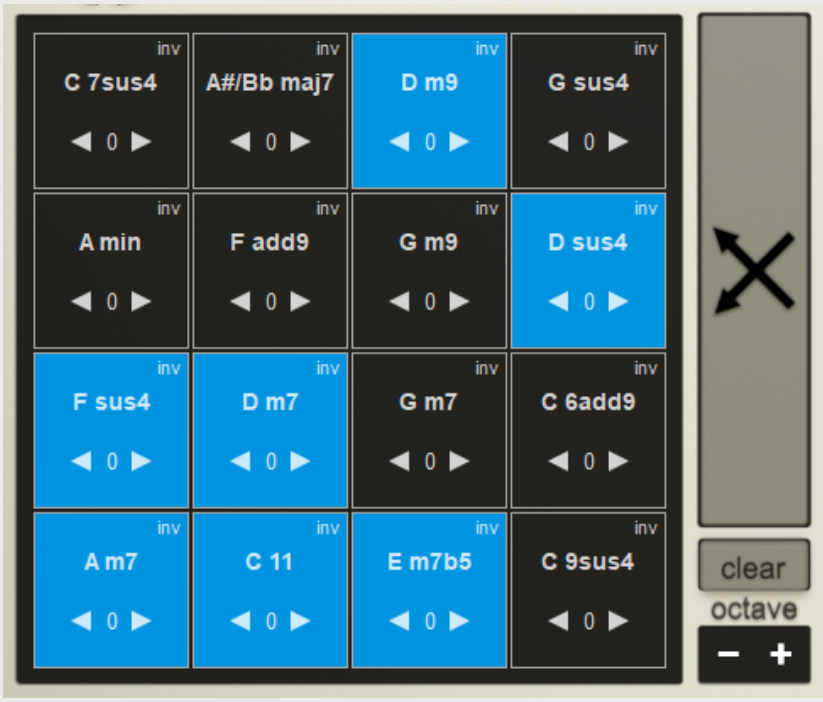


Step 4: These chords can be triggered by any incoming MIDI between C1-D#2, depending on the DAW. At this point, you are able to start jamming and creating chord progressions musically with your MIDI instrument.



Step 5: When you have found chords you'd like to keep, right click them to lock them. Next, press Randomize Grid in order to re-randomize the rest of the chords. Chords that are locked will remain in place, and unlocked chords get switched out. This allows for more exploration while keeping your progress.



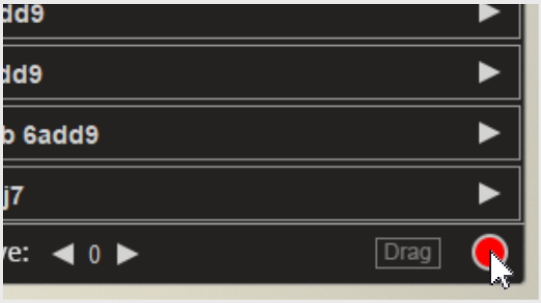


This is the basic workflow of Forager. There are more features, but the general concept remains the same. Note selection creates a list of chords, and the list creates a grid of chords to trigger.

b. Getting the MIDI into the DAW

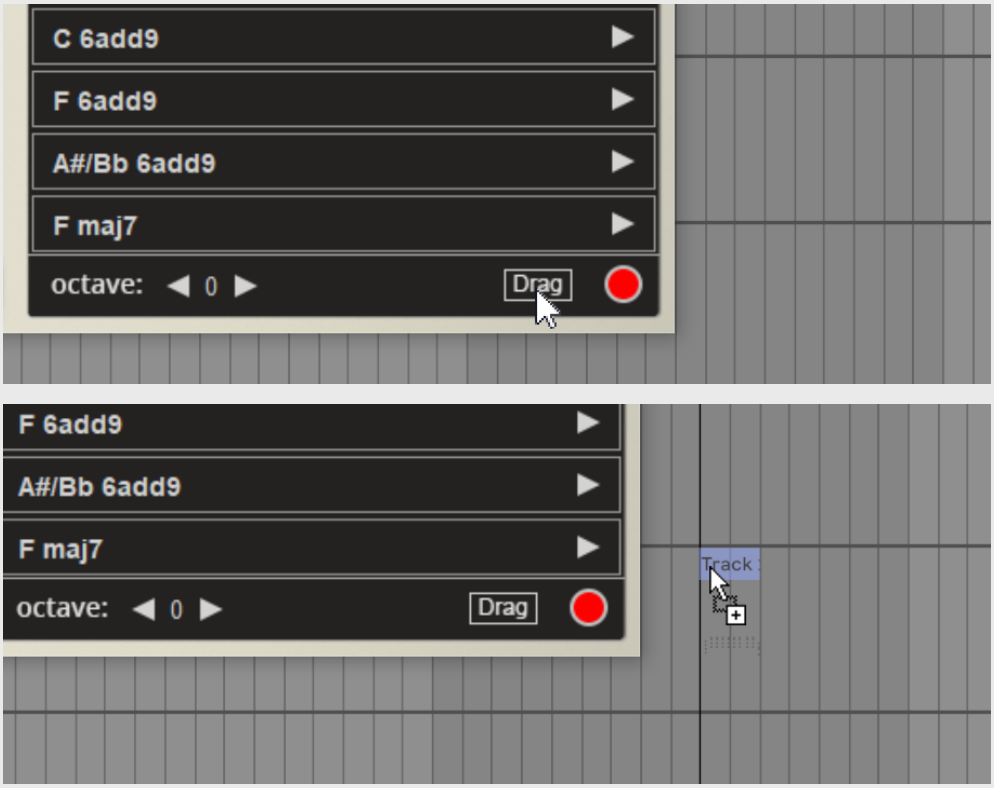
Once you have a chord progression that you like, you will likely want to bring it into the DAW so that it can be edited and manipulated.

Drag and Drop: When you have a sequence you want to save, Arm Forager for recording. This is done by clicking the record symbol on the bottom right.



In this state, **Forager will only record chords performed while the DAW is playing.** Press play in the DAW and perform your chord sequence in Forager; either by clicking, tapping with MIDI, or using the MIDI track to trigger chords. When performed correctly, the Drag button next to the record

button will light up, meaning there is something that can be dragged. Click and drag from this button into your DAW to place your recorded MIDI.



This recorded result is stored within Forager until it is overwritten. The next time a chord is triggered while the DAW is playing, a new sequence will begin recording and the old one will be lost if it was not dragged to the DAW.

Recording:

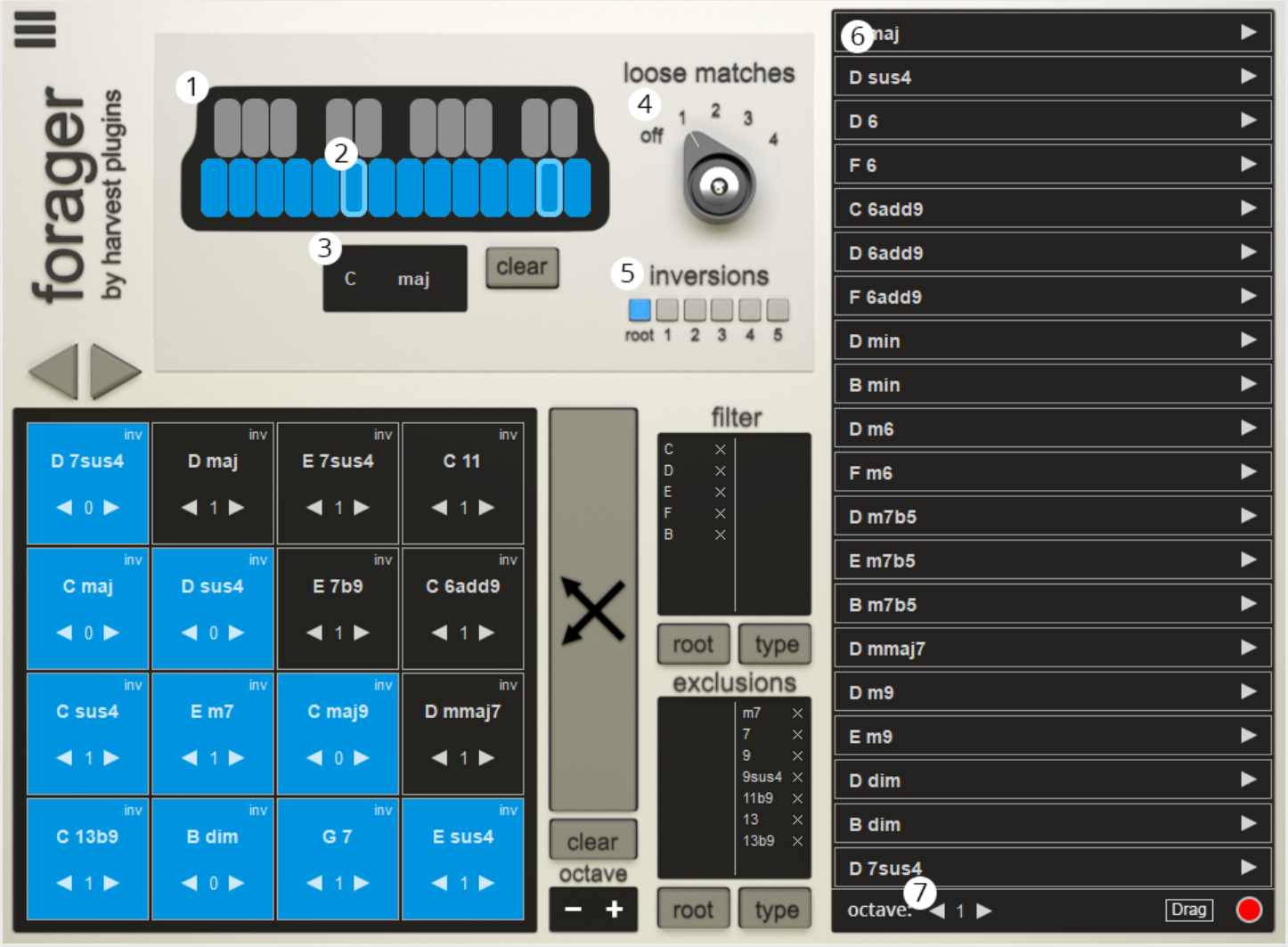
Another way to do this is to record the instrument track. This method can be even more convenient than Drag and Drop, but is not an option in many DAWs.

Here, the Forager track is armed and is being controlled with a MIDI controller. The instrument track is recording the chord data as it is being sent from Forager.

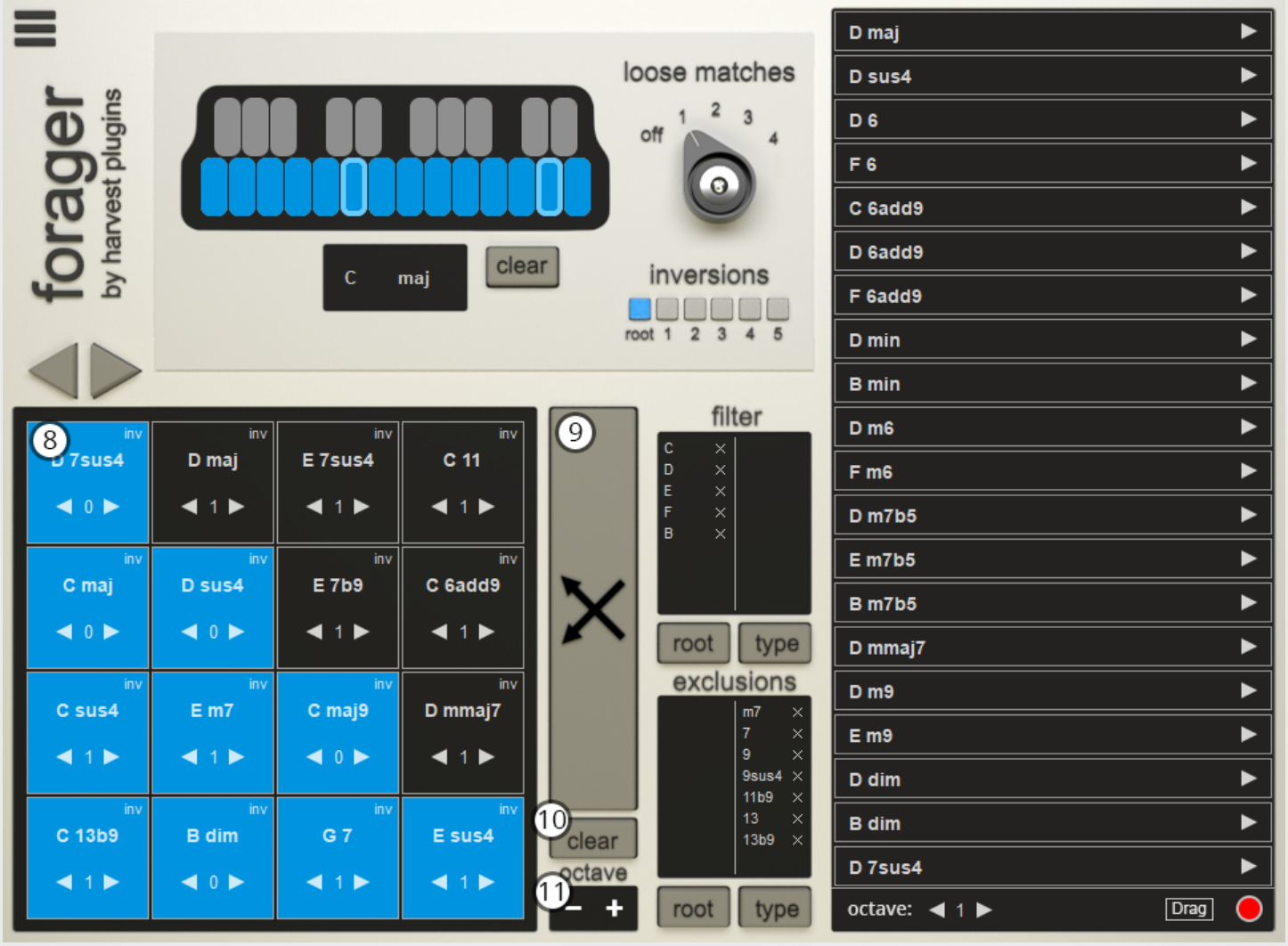
Alternatively you can also pre-arrange the chord triggers, and then record the result.

This method can be achieved in Ableton quite easily by arming one or both tracks 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 this method of recording chord progressions is possible.

7. All Forager Features



1. **Note Selector**
   - Highlighted keys represent all the notes that your chords can comprise of.
2. **Required Notes**
   - If enabled, all chords in your list will contain required notes.
   - Right click desired key to enable.
3. **Scale Selector**
   - Quickly access all scales in all root keys.
4. **Loose Matches Knob**
   - The number of Loose Matches represents the number of notes outside your note selection to be permitted in the chords on the Chord list.
5. **Inversions**
   - Controls what inversion values are permitted onto the grid when randomizing.
6. **Chord List**
   - A list of all chords that fit your parameters
   - Click and Drag chords to Grid
7. **List Octave**
   - Set default octave value for each chord when added to grid

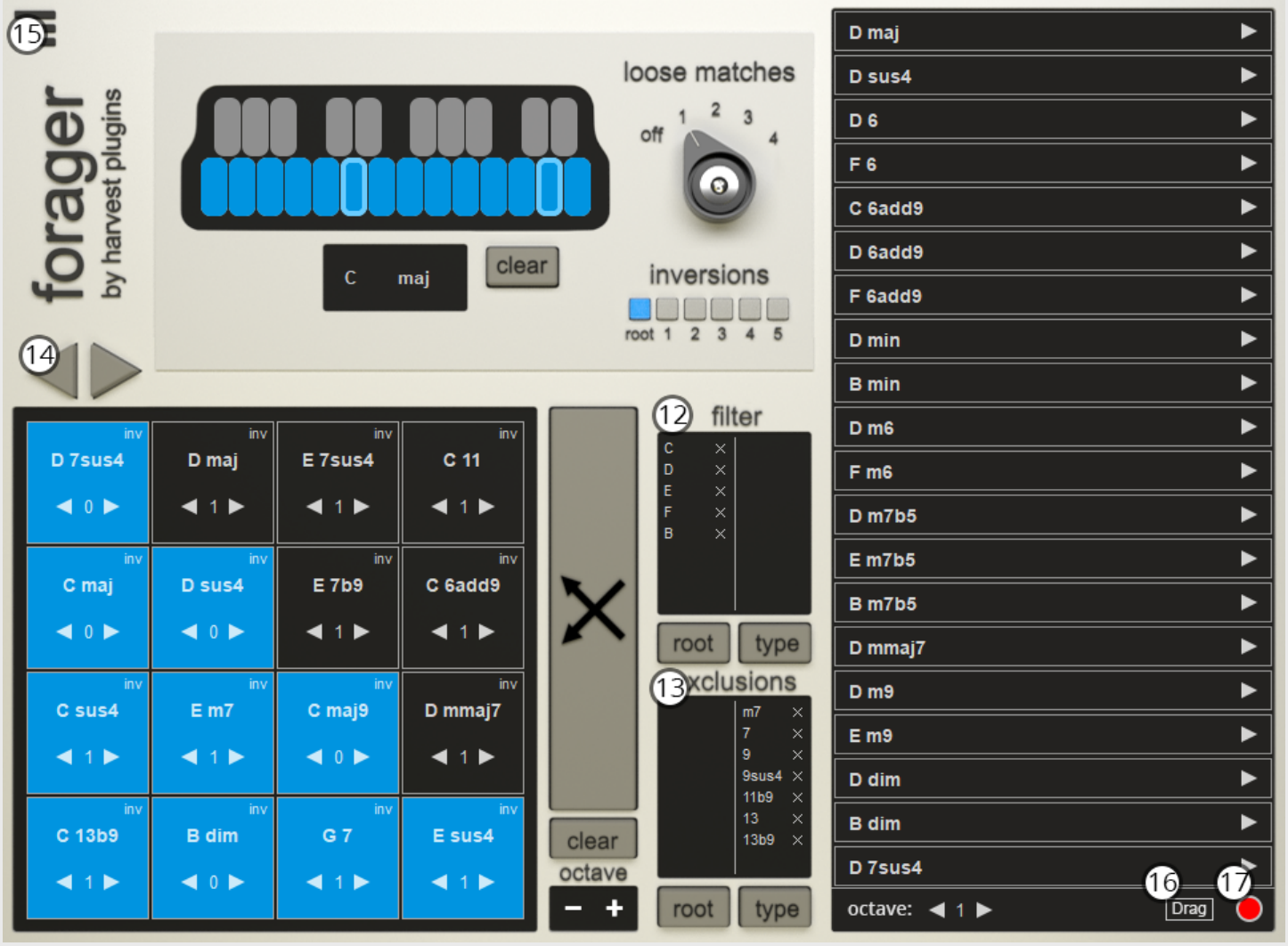


8. **Grid**
   - Your chosen chords. Click to play or use MIDI input of C1-D#2
   - Each item contains octave and inversion settings
   - Chords can be clicked and dragged to other grid spaces
   - Right click = Lock chord in place. Locked chords are not affected by Randomize

9. **Randomize**
   - Randomly selects chords from the chord list and populates each unlocked slot in the grid with a chord

10. **Clear Grid**
    - Clear all chords from grid

11. **Grid Octave**
    - Increases or decreases the octave value for each chord in
    - the grid



12. **Filter Chords**
    - Specify which chords or chord types desired on the chord list
13. **Exclusions**
    - Specify all chords or chord types to be excluded from the chord list
14. **Undo/Redo**
    - Undo and Redo the latest actions performed in the grid
15. **Settings Menu**
    - Additional settings found here
16. **Drag**
    - Click and drag from this point to place recordings into your DAW
17. **Record**
    - When enabled, all chords performed while your DAW is playing will be recorded