

# Jeux d'Orgues d'Trois Claviers

## Version 1.2

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When Graham Goode released the Hauptwerk 3 version of Joseph Basquin's "Jeux d'Orgues" Stiehr-Mockers organ, the organ community had an excellent free (assuming one already owns Hauptwerk, of course) 19<sup>th</sup> century organ. The only problem is that it is a two-manual organ. Not to say there is anything wrong with two-manual instruments – but my home console has three and I don't like to see keyboards going to waste!

You can find and download the "Jeux d'Orgues" Stiehr-Mockers organ at

<http://www.jeuxdorgues.com/en/home.php>

You will need to do this before loading my instrument.

I embarked on this project to create a three-manual version of the Stiehr-Mockers organ. As in all of my organ design projects, I am not trying to recreate any specific instrument. Instead, I am creating satisfying instruments of important styles that I can use for my own enjoyment. This organ is created using Hauptwerk's CODM and I make the source code available to others so they can see what I have done and maybe improve upon it.

I call this organ "Jeux d'Orgues d'Trois Claviers" which is French (I believe) for "Organ stops on three manuals" or something close!

The specification is as follows:

Pedal	Positif	Grand Orgue	Swell (Expressed)
32' Subasse	8' Bourdon	16' Bourdon	8' Bourdon
16' Subasse	4' Flute	8' Montre	8' Salicional
16' Bourdon (Gt)	2' Octave	8' Bourdon	8' Celeste
8' Octave	Cymbal III	4' Octave	4' Prestant
8' Flute	Cornet (Mid. C)	4' Flute	2 2/3' Nazard
4' Prestant	8' Musette	2' Doublette	2' Doublette
16' Bombarde	Tremulant	Fourniture III	1 3/5' Tierce
16' Bason (Sw)	16' Pos to Pos	8' Trompette	16' Bason
8' Trompette	Pos Unison Off	4' GO to GO	8' Trompet
4' Clairon	4' Pos to Pos	16' Swell to GO	8' Hautbois
8' GO to Pedal	16' Swell to Positif	8' Swell to GO	Tremulant
4' GO to Pedal	8' Swell to Positif	4' Swell to GO	16' Swell to Swell
8' Swell to Pedal	4' Swell to Positif	16' Positif to GO	Swell Unison Off
4' Swell to Pedal		8' Positif to GO	4' Swell to Swell
8' Positif to Pedal		4' Positif to GO	
4' Positif to Pedal			

I used most of the Grand Orgue from the Stiehr-Mockers organ intact. Only the Salicional and Cornet were removed so they could be used on the other manuals.

The Positif uses the Stiehr-Mockers Swell Bourdon as its foundation. The 4' Flute is a quieter version of the Grand Orgue 4' Flute. The 2' Octave uses the top four octaves of the Stiehr-Mockers Grand Orgue 4' Prestant, voiced a bit brighter. The low octave comes from the Stiehr-Mockers Grand Orgue 2' Doublette, voiced to match the rest of the rank. The Cymbal and Cornet are unchanged. The Musette uses the samples from the Stiehr-Mockers Grand Orgue Trompette, greatly brightened and softened.

The Swell 8' Flute is a brightened, softer version of the Stiehr-Mockers Grand Orgue 8' Flute. The Salicional is original, but I softened it a bit to blend with this division. I used its samples a second time (still softer) to create the Celeste. The upperwork is all from the Stiehr-Mockers unchanged – although I softened the Tierce a bit for my own taste.

The Bason uses the Stiehr-Mockers Hautbois samples for the top four octaves and the Pedal 16' Bombarde for the low octave. I brightened the Bombarde and matched the volume of the two ranks.

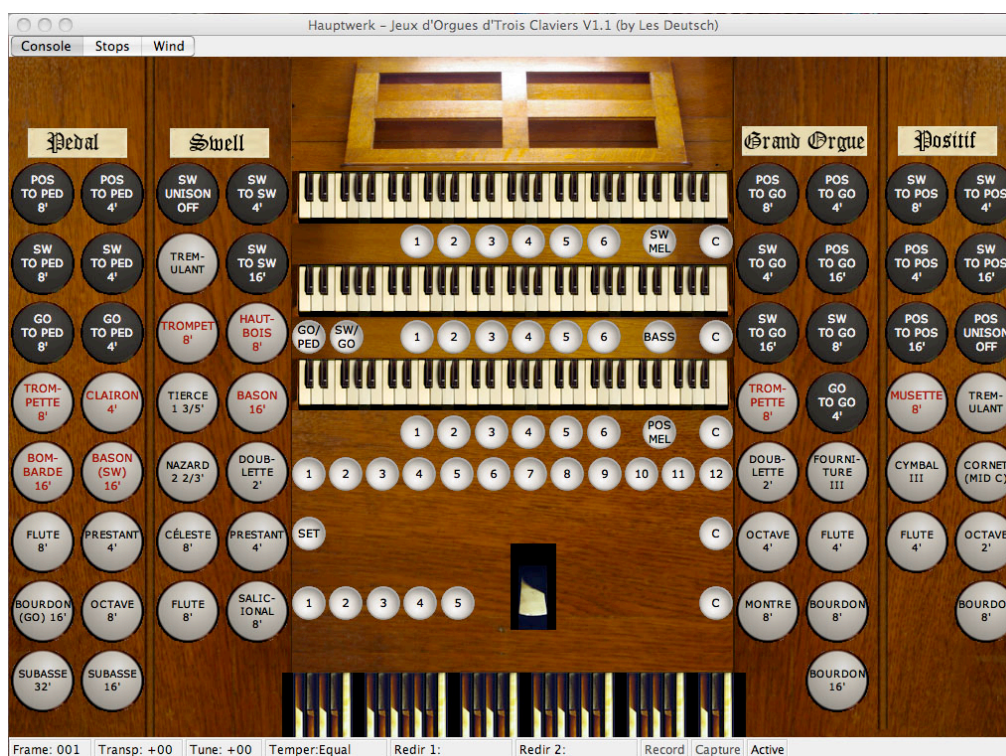
The Pedal is exactly from the Stiehr-Mockers with two added borrowed stops to add to the flexibility of the instrument.

I also added a comprehensive set of couplers – because its easy to do this in the CODM and you can never tell when you'll need them! Finally, I added a combination action to match my Rodger's console.

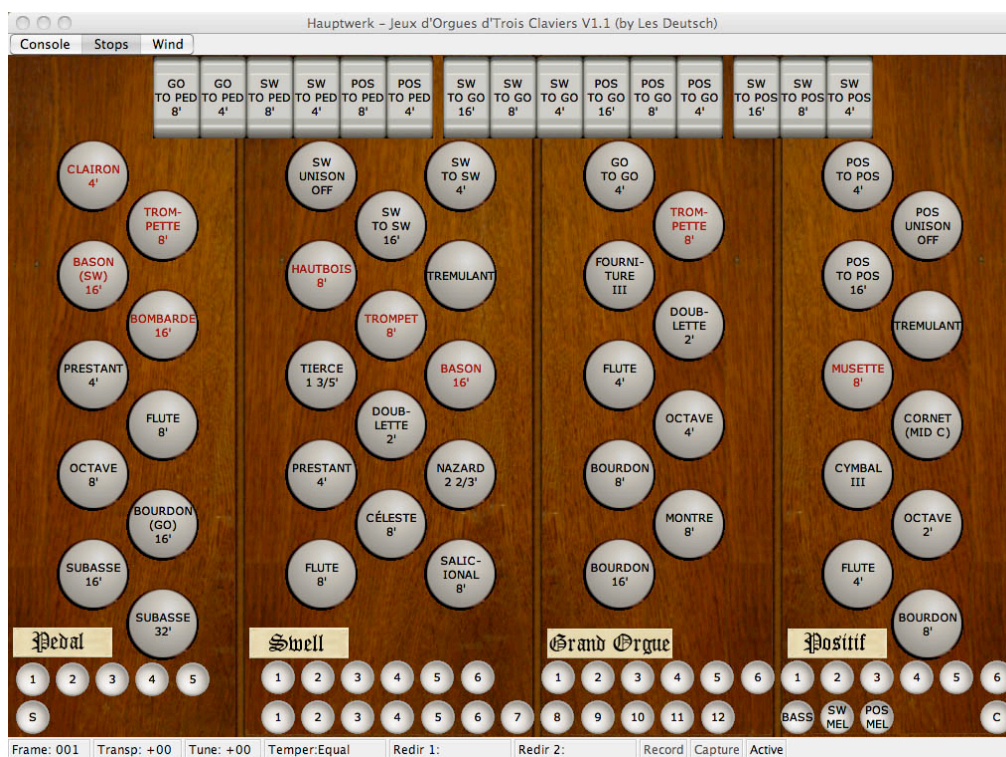
Since my own touch-screen monitor is only 15" (a size which fits nicely above a side-jamb of a typical organ) all my screens are sized to fit. The resolution is 1024 x 768.

Version 1.2 sports a new set of screen backgrounds designed by Graham Goode. In addition, he embarrassed me into renaming the old "Great" division to "Grand Orgue" which makes a lot more sense for this decidedly French instrument. Finally, I have replaced the utilitarian stop buttons with smaller versions of drawknob controls in the Console view.

Here is the console view:



and, here is the “Stops” view:



[http://nightbloomingjazzmen.com/NBJ\\_Organ\\_Software.html](http://nightbloomingjazzmen.com/NBJ_Organ_Software.html)