

FM-KICK · CHEAT SHEET

FM-KICK at a glance

For FM-KICK 0.5.1 on the M-VAVE FM-1

A kick drum synthesizer with a sequencer of up to 32 steps: seven kinds of kick and 48 parameters, p-locks of any parameter on any step, step conditions and chance, nine generators, four LFOs, live and final effects with a hall reverb, three pattern banks, four projects and six themes.

FM-KICK is beta software. Use it at your own risk: it can have bugs and fail, and installing it or restoring a backup writes to the FM-1's flash. Save what matters first and never unplug the USB cable while it writes. It is provided "as is", without warranty (MPL-2.0, sections 6 and 7); the author is not responsible for any damage to your FM-1, your data or anything connected to it.

`BUTTON` a button, key or encoder of the FM-1 · tap, hold, turn · `A` + `B` hold A while you use B · K1-K4 are the four knobs, in the order of the screen footer · the white keys are the steps, the black keys play the kick

Getting around

`SEQ` `ARP` `EDIT` `LFO` `FX` `GLO`	The modes. A press goes to the mode, on the page you left; pressed again, the next page (round). `ENV` does nothing for now.
`SELECT` turn	The page inside the mode.
`KNOB 1` - `KNOB 4`	The four parameters named at the foot of the screen. Each click shows the new value big for half a second; a knob of a few choices moves to the next one.
`OCT-` + any encoder	Faster.
`PLAY`	Start or stop.
`SEL`	Steps 1-16 or 17-32 on the white keys.
`SAVE`	Save now. It also saves by itself, stopped, 1.5 s after a change.
`HOME`	The boxing glove: it punches with every hit.

Steps

`STEP KEY` tap	The 16 white keys are the steps: off, on, accent.
`ALGORITHM` turn	On SEQ and the EDIT pages: picks a step (its key blinks). Stopped, you hear it if it has a trig. On ARP the generator, on FX the effect the knobs edit, on PATTERNS the pattern.
`STEP KEY` hold + knobs on ARP	The step's pitch (-24..+24), ratchet (x1-x4), slide and reversed sweep.
`STEP KEY` hold + knobs on EDIT or SEQ	A p-lock of that parameter on the step.
`OCT+` hold + knobs on EDIT	A p-lock on the step `ALGORITHM` picked.
`STEP KEY` hold + `PRESETS`	Another kick on that step (a p-lock), or back to the pattern's.
`STEP KEY` hold + `REC`	The step's p-locks cleared.
P-locks	Up to 16 on a step, 74 in a pattern. On EDIT, each page marks the steps with locks of its own four parameters.
`OCT-` + `STEP KEY` hold on SEQ	Repeat: that many steps (key 1 = one, 16 = sixteen) round and round while held; let go and it carries on.

Sequencer pages

`SEQ` KICK	The picked step's TYPE, TUNE, ATTACK and DECAY, as p-locks.
`SEQ` KICK 2	K1 COND: 1:2 ... 4:4 (the X-th pass of every Y), 1ST, !1ST, PRE, !PRE. K2 PROB, the step's chance (5% a click, 1% with `OCT-`).
`ARP` GENERATE	`ALGORITHM` picks MANUAL, EUCLID, POLY, METRIC, SYNCOPA, BOUNCE, MIRROR, FRACTAL, BITS or ROLLS; the knobs shape it. `OCT-` + `SAVE` prints its steps into the TRIG lane.
`ARP` TRIG	LENGTH (1-32), DIVISION, DIRECTION (FWD, REV, PING, RAND, WANDER), NUDGE (the whole sequence a step a click, locks with it).
`ARP` FEEL	TEMPO, PROB, HUMANIZE, SWING.
`LFO`	Four LFOs; each press the next one, `SELECT` its two pages. Each moves one parameter: length, division, direction, shape (MANUAL, RAMP UP, RAMP DN, TRI, SINE, SQUARE, RANDOM, MEANDER), depth, smoothing, seed.

Recording

`REC`	Recording on or off. The 27 keys become a keyboard (C4 = the kick's note); keys and MIDI notes go into the steps: playing, the nearest step; stopped, the selected step and then the next.
`REC` on + knobs on SEQ or EDIT	The knobs recorded as p-locks. Playing: on the step of the kick sounding, carrying on from where the knob stood (a sweep over several kicks). Stopped: on the step REC wrote last. `OCT-` held: fast.
`OCT-` + `REC`	LISTEN: the keys play the kick, nothing is recorded.
`OCT+` + `REC`	Metronome on or off.
Black keys	Play the kick a semitone apart (`OCT+` held: accented).

The kick (EDIT)

12 pages, then STORE	KICK (TYPE, TUNE, DECAY, LEVEL), CHARACTER, PITCH, SWEEP, AMP, CLICK, SUB, NOISE, DIST, FILTER, EQ, OUTPUT: 48 parameters.
TYPE	808, 909, 606, ANALOG, FM, WSHAPER, THUNDER; each has its own four CHARACTER knobs.
STORE	32 user kicks with a name of 8 letters: K1 slot, K2 cursor, K3 letter, K4 right saves, left loads. 18 factory kicks.
`PRESETS` turn	The pattern's kick from the presets.
`OCT-` + `GLO` on EDIT	The kick moved a little.
`OCT+` + `GLO` on EDIT	A new kick at random; the steps stay.

Effects (FX)

LIVE: `STEP KEY` hold	On only while held: DISTORT, CRUSH, FILTER, RING MOD, CHORUS, PHASER, FLANGER, DELAY, REVERB, STUTTER, GATE, WIDTH. The knobs set the last one played.
`OCT-` + `STEP KEY` on LIVE	That effect left on, until `OCT-` + the key again.
`OCT+` + `STEP KEY`	That effect picked for the knobs, nothing played.
`OCT+` alone	Every effect off.
FINAL: keys 1-5	The master chain on or off: TRANSIENT, COMP, EQ, DISTORTION, LIMITER.
DELAY	TIME, FEEDBACK, MIX, FILTER (middle open, left low-pass, right high-pass, on the echoes).
REVERB	A hall: DECAY (0.6-8 s), DAMP, MIX, PRE (0-100 ms). Below 90 Hz stays dry.

Random and reset

`OCT-` + `GLO`	Random kick parameters and trigs (p-locks too). Never the tempo, the LFOs or the effects. Any random keeps CLICK's LEVEL at 4 or less and no LFO on CLICK.
`OCT+` + `GLO`	The same, and the four LFOs.
`OCT-` + `LFO`	The LFOs at random, gently.
`OCT+` + `LFO`	The LFOs at random, wildly.
`OCT-` + `HOME`	The page you are on back to its start (on SEQ, the sequence cleared too).
`OCT+` + `HOME`	The whole pattern as new (other patterns, user kicks and settings stay).

Patterns and projects (GLO)

PATTERNS	Black keys 1-3: banks A, B, C (shown; the pattern playing goes on). White keys: the 16 patterns; playing, a pick starts at the end of the bar. ACTION: PLAY, COPY, PASTE, CLEAR, INIT, RANDOM; DO IT does it.
PROJECTS	4 slots: the 3 banks, tempo and effects. K1 slot, K2 LOAD, SAVE or CLEAR, K4 DO IT (turn twice within 3 s). Stopped only.
Other pages	MIDI, THEMES (6 themes: EMBER, NIGHT, ICE, ACID, MONO, PAPER; dials or bars, ring or grid), POPUPS (solid or clear), AUDIO (USB, jack, speaker), SYSTEM (load, xruns, flash, version, cores).

Computer and MIDI

MIDI	In: any note plays the kick (36 = its own tune). Out: each hit as a note, and the clock. CLOCK = MIDI follows an incoming clock.
Screen mirror	The screen and panel over USB (Chrome or Edge): Render Audio to WAV, projects and backups.
Play in the browser	The firmware itself, running in a web page.
Leave FM-KICK	Install another firmware with The Firmware Hub or M-UPGRADE. Identity: FM-1_222.

Community-made for the M-VAVE FM-1; not affiliated with or endorsed by M-VAVE. Everything on the screen is in English. FM-KICK is open source under the MPL-2.0: github.com/davidamomusic/fm-kick. All product names belong to their owners.