JIANT FM · CONTROLS

every button, knob, layer, combo and page

firmware V10.7.22 · M-VAVE FM-1 · juanjiant-bit.github.io/JIANT

NAVIGATION · SIX RULES

1 · SELECT WALKS THE PAGES

Every page of the section in one chain, a page a detent, stopping at both ends. No levels, no zoom.

FX: SENDS → DIST → AUTO PAN → BUSES → DLY → DLY 2 → … → PUNCH IN

2 · THE BUTTON: IN, OR ON

From another section: the page you were last on there. Already inside: the first page of the next group (round).

FX › DLY 2: FX → REVERB · EDIT › FILTER: EDIT → FOCUS

3 · PRESETS LOADS PRESETS

Always: the track's sounds; SEQ the step; GEN too (its genre: KNOB 1). Never a page, a track or a module.

FX › DLY: PRESETS ▶ the next sound

4 · KNOB 1 PICKS

The step, the bar, the slot, the stage, the operator, the kit's sound, the row. The track: always ALGORITHM.

SEQ › STEP: K1 = all 64 steps · SEQ › BAR: K1 = the bar

5 · HOLD = THE LAYER

Held + SELECT: HOME GEN · EDIT SEQ LFO FX their dice · GLO the tempo · ENV SCL ARP SAVE their chain.

SEQ + GS CLR STEP · SAVE + CS NAME

6 · THE SCREEN SAYS WHERE

Tabs on top: the section's groups, the one shown lit, a dot a page. Footer: SECTION · GROUP · page and n/N.

FX · DELAY · DLY 2 6/16

THE PANEL

KNOBS AND TRANSPORT

MASTER	Master volume.
SELECT	**Walks the section's pages**, a page a detent, stopping at the ends (the MENU: every row). Held with a button: HOME **GEN**; EDIT · SEQ · LFO · FX their **dice** (OK keeps, CANCEL back); GLO the tempo; ENV · SCL · ARP · SAVE their chain.
PRESETS	**Always presets**: the sounds (factory and user) on every page; SEQ: the step; GEN too (the genre is GEN 1 KNOB 1). Nothing in the MENU or with a button held, except **EDIT** (V10.7): the first sound of the next / previous engine.
ALGORITHM	Selects the track from any page: T1–T4, or T1–T6 with TRACKS 6. MENU: the tabs. A layer held: MAP · KNOBS · STATE.
KNOB 1–4	The four columns on screen; KNOB 1 picks (step, bar, slot, row). Fast sweeps the whole range, slow fine-tunes. With a layer held: the layer's.
OCT– · OCT+	The keyboard's octave (both together: back to 0); on DRUM the kit stays put: +1/+2/+3 ratchet x2/x4/x8, –1 SHORT, –2 GHOST, –3 FLAM, each sound its own (grid KNOB 3 NIT). On action pages and dialogs: back / confirm.
PLAY	Start / stop. GLO + PLAY: restart from the top.
REC	Arms live recording on the selected track (notes and knob moves, overdub).
HOME	Tap: HOME (on HOME the next group: ECO · BEING · GENE). **Hold: the MENU.**
KEYS	27 keys play the selected track in its scale; with a layer held they become that layer's.

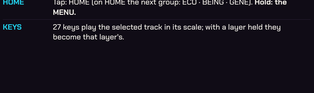
SECTIONS

BUTTON · GROUPS (A TAP: THE NEXT) · PAGES (SELECT)		HOLD
HOME	ECO: ECO · MACROS | BEING: BEING · ROUTES | GENE: GENE 1 · GENE 2 · GENE 3	MENU
EDIT	SOUND: EDIT 1 · EDIT 2 | TONE: FILTER · MORPH · RETRIG · ROTOR · WORDS · SWARM · SWARM 2 | FOCUS | PLAY: PLAY · PLAY 2 (sax) · EXT: EDIT 1 / 2 are EXT and SHAPE. PMS: SOUND (ALGO · PATCH) | TONE: FILTER | OPERATOR: OPERATOR · OP ENV · OPERATOR 2 | PLAY, DRUM: KIT: KIT · KIT 2 · KIT 3 · KIT 4 | SOUND: SOUND 1–4 | LEVELS 1–2 | TONE: X-MOD · FILTER · STEREO | PLAY	INIT · RECALL · sound mutes
SEQ	STEP | PATTERN: LENGTH · RHYTHM · TRACK | EUCLID: EUCLID · MODES · MUTATE | PLAYHEADS | STRETCH | COMP: COMP · COMP 2 | AUTO: AUTOMATION · AUTO LIST · LYRIC STEP | TRACK GEN	SEQ TOOLS
FX	TRACK: SENDS · DIST · AUTO PAN | BUSES | DELAY: DLY 1–3 | REVERB 1–2 | CHORUS | SLICER: SLICER · SL BUS 1–2 · SL PITCH | PUNCH IN | MASTER · TAPE · EQ	PUNCH-IN FX
GLO	LIVE: KEYS · RAILS | MIX: MIXER · SENDS | G.COMP: G.COMP · G.COMP 2 | SETUP: GLOBAL · SYSTEM · SYSTEM 2 · KEY SPLIT 1–2 (at power-on GLO opens MIXER)	MUTE · SOLO · LEVEL · TAP
ENV	ENV: ENV · ENV DEST · ENV 2 | STAGE | TRACKS (the six)	–
LFO	MOD | LFO: LFO · LFO 2 · LFO DEST | MSEQ: MSEQ · MSEQ 2	MACROS M1–M4 (stay latched)
SCL	KEY | CHORD | SCENE	ROOT by key
ARP	ARP: ARP · ARP 2	–
SAVE	TOOLS: TOOLS (CLEAR PROJECT first) | SONG: TIMELINE · ARRANGE · PARTS · CLIPS | PROJECT: PART SLOTS · PROJECTS (pick · LOAD · ERASE · SAVE; NAME: K3 SONG / LOOP) | SOUND: USER · PRESETS (from outside, USER / PART SLOTS come armed)	SONG layer · CS NAME
REC	(transport)	CLEAR · CLICK · held alone: UNDO

BUTTON from elsewhere: the page last shown; inside: the next group. SELECT walks every page of the section.

LAYERS · HOLD A BUTTON

FX · PUNCH-IN EFFECTS

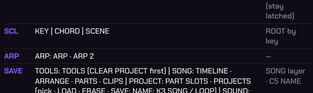


A key plugs its effect while held (MENU FX LATCH ON: toggles); hold FX and let go untouched: **LOCKED** open, FX again unlocks; OCT– all off. In on the next 1/16. Black 1–6 mute T1–T6. A#4 picks which tracks the MIDI ones touch (all · synths · drums). G#4 C#5 D#5 loop the last 3 / 5 / 7 steps; F#5 **GLITCH** skips on the 1/16 grid, its cycle locked to the bar (par8). With REC armed and playing they record into the section's lane; G5 clears it.

KNOBS

FILTER	CRUSH	THROW	DEPTH

GLO · MIX



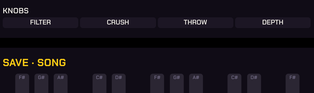
Black 1–8 mute T1–T8 (latched), 7–10 the DRUM-X groups. White: solo while held, E4 unmutes all, F4 tap tempo, G4 **UNDO** the last big change (again: redo; V10.7: also REC held alone and let go). SELECT: the tempo. PLAY: restart.

KNOBS

LEVEL T1	LEVEL T2	LEVEL T3	LEVEL T4

T5 or T8 selected: the knobs are T3–T6.

SAVE · SONG



PLAY A–D on the next bar (several in one hold: a quick chain). STORE the part into A–D. OCT+ stores the playing part, OCT– recalls it. C5 renames (USER, PART SLOTS, PROJECTS). On the SONG page KNOB 4 stores a scene.

KNOBS

SONG 1–8	–	–	–

EDIT · SOUND



INIT: the factory sound (DRUM: the kit too). RECALL: the sound stored in the section. On a DRUM track black 1–8 mute each DRUM-X sound.

KNOBS

EDIT 1	EDIT 2	EDIT 3	EDIT 4

LFO · MACROS

Knobs M1–M4; they stay latched when let go (LFO again: off). F3 rolls new.

KNOBS

M1	M2	M3	M4

SCL · SCALE

Any key sets the ROOT. ROOT and SCALE are every melodic track's (and RESO's).

KNOBS

ROOT	SCL	OFS	PIT

SEQ · TOOLS

On the SEQ pages: F3 CLEAR · G3 REVERSE · A3 R3 SHIFT · F4 CLR AUTO (the automation) · G5 CLR STEP (AUTO LIST: the record). DRUM: G4 CLR · A4 REV · B4 FILL the lane (black 1–8 pick it).

KNOBS

LEN	DIV	SWING	GATE

REC · RECORD

F3 CLEAR the track (at once; GLO + G4 undoes it). G3 the metronome CLICK.

KNOBS

CLICK	–	–	–

COMBOS

BUTTONS TOGETHER

HOME + SELECT	GENE, the song generator (HOME's last pages).
EDIT · SEQ · LFO · FX + SELECT	Their dice: sound · sequence · LFO · effects (KEEP? OK / CANCEL).
ENV · SCL · ARP · SAVE + SELECT	Into that section and along its chain.
SEQ + GS	CLR STEP: the cursor step and its locks (AUTO LIST: deletes the record).
SAVE + CS	NAME: rename the slot, the section, the project.
REC + FX · EDIT · ENV · LFO · SCL · ARP · GLO	Clear that part's automation on the selected track (FX: the punch-in lane too).
SEQ + REC	CLEAR ALL SEQUENCES? (OCT+ confirms).
SAVE + OCT+ / OCT–	Store / recall the playing section.
GLO + PLAY	Restart from the top.
GLO + SELECT	Tempo (from any page).
STEP HELD + KNOB	A parameter lock on that step (roll, grid).
HOME held	MENU, four tabs: DISPLAY · CONTROL · AUDIO · SYSTEM (ALGORITHM the tab, PRESETS the row, OCT–/+ the value; each knob its card): skins (AIR · COLORS); SCOPE: the seven palettes (JIANT SEUVA CONTRAST BRASA ABISAL HUESO NEON), knob accel, FX latch, hold time, USB level; SYSTEM › USB: AUDIO · STEREO · STEMS · IN•OUT · STEMS•IN · **HOST** (a USB-MIDI keyboard or a USB audio interface, on a powered hub; never saved); SYSTEM › BLUETOOTH: OFF · ON (MIDI, app JIANT FM-1) · AIR (PROX and SWARM from the devices around), OCT+ the PROX page (FAR / NEAR from 2.5 s, HOLD ST1&2), CONTROL › **VELOCITY** · VEL MIN · **AFTERTOUCH** · VEL LEARN (V10.6:Z, F3..C5); AUDIO › **OCT BEND** (a note held + OCT– vibrato, OCT+ bend).

EVERY PAGE · KNOB 1 – 4

ENV

ENV	ATK	DEC	SUS	REL	
ENV DEST	FILTER	PITCH	SHAPE	LOOP	
ENV 2	ATK	DEC	SUS	REL	
ENV 2 →	a second ADSR: MOD SRC ENV2, any DEST (V10.22)				
STAGE	STAGE	VALUE	LOOP	–	

LFO

LFO	RATE	WAVE	MODE	FADE
LFO 2	PHASE			
LFO DEST	PITCH	FILTER	SHAPE	AMP
MOD	SLOT	SRC	DEST	AMT
PROX (BT)	SRC PROX: the phone's distance (AIR: a hand, no phone) · MENU › SYSTEM › BLUETOOTH, OCT+: OCT– FAR, OCT+ NEAR; K1 MIN, K2 MAX, K3 SPD (V10.81)			
FOLLOW	SRC FOLLOW: the audio input's envelope (EXT, V10.54), any track, any DEST			
MSEQ	STEP	LEVEL	LEN	SLEW
MSEQ 2	DIV	–	–	–

SCL · ARP

SCL	ROOT SCALE QUANT ALL TR			
CHORD	CHORD	VOICING	STRUM	–
SCENE	ON	TRACK	ROLE	CHORD
ARP	MODE	RATE	OCT	GATE
ARP 2	SWING	PROB	HOLD	ORDER

FX

SENDS	CHORUS	DLY	REV	
BUSES	DLY	REV	CHO	SLC
DIST	DIST	TYPE	TONE	–
AUTO PAN	DEPTH	RATE	SYNC	WAVE
SLICER	MODE	PAT	RATE	DEPTH
SL BUS	T1	T2	T3	T4
SL BUS 2	T5	T6	FX	
SL PITCH	STEP	PITCH	LEN	QUANT
DLY	TIME	FEEDBK	TONE	MIX
DLY 2	WIDE	PITCH	SPRAY	MOD
DLY 3	TYPE	PING	DRIVE	R TIME
REVERB	TYPE	SIZE	DAMP	PRE/AIR
REVERB 2	MOD	RATE	FILT	WIDE
CHORUS	RATE	DEPTH	STEREO	
PUNCH IN	LEN	RES	REC	CLEAR
MASTER	CLIP	PUNCH	DUCK	REL
TAPE	TAPE	WOW	–	
EQ	LOW	LO MID	HI MID	HIGH

EDIT

EDIT 1	E1	E2	E3	E4
EDIT 2	E5	E6	E7	E8
EXT	SOURCE	GAIN	GATE	MODE
SHAPE	WIDTH	RING	BITS	RATE
SWARM	SIDE	RATE	MOVE	TONE
SWARM 2	SIDE	NOISE	MOD	NOW
MORPH	MORPH	DRIFT	–	–
ROTOR	DEPTH	DUST	–	–
WORDS	LANG LYRIC CONS (OCT+ TYPE)			
RETRIG	RTRG	–	–	–
OPERATOR	OP	COARSE	FINE	OUTPUT
OP ENV	OP	STAGE	RATE	LEVEL
OPERATOR 2	OP MODE DETUNE KEY VEL			
FILTER	TYPE	CUT	RES	DRIVE
PLAY	POLY GLIDE GL MODE PRIO			
PLAY 2	ALLOC	UNISON	VEL	IMAGE
FOCUS	PARAM	VALUE	SRC	AMT
KIT 3	BP	FEEDBK	HANDS	–
KIT 4	KEY MAP · · ·			
X-MOD	RATE	DEPTH	SHAPE	RAND
LEVELS	KICK	SNARE	CLAP	HATCL
LEVELS 2	HATOP	TOM	RIM	BELL
SOUND	SOUND	SIDE	PITCH	PMOD
SOUND 2	SOUND	DECAY	NOISE	COLOR
SOUND 3	SOUND	MODE	PM.TYPE	DRIVE
SOUND 4	SOUND	LAYER	FEEDBK	SEND
STEREO	IMAGE · · · (DRUM-X; a synth: PLAY 2 IMAGE, in POLY)			

SEQ

LENGTH	LEN	DIV	SWING	GATE
RHYTHM	SPAN	FIT	–	
STRETCH	x/÷	REPEAT	NUDGE	ROTATE
NUDGE	OCT–: blue: the whole sequence by steps · OCT+ red: the cursor step in 64ths (MICRO)			
PLAYHEADS	HEAD	RATE	DIR	INTVL
TRACK	PITCH CHANCE HUMAN REC Q			
EUCLID	HITS	STEPS	ROTATE	VARY
EUCLID · DRUM	HITS	STEPS	ROTATE	LANE
EUCLID · DRUM ALL	DENSITY	STEPS	ROTATE	LANE
MODES	MOTION	HARMONY	OCTAVE	SLIDE
MODES · DRUM	ACCENT	GHOST	RATCHET	VARY
MUTATE	EVERY	AMOUNT	MODE	WHAT
STEP	STEP	NOTE	TIME	VEL
STEP · DRUM	STEP	LANE	HIT	ACC
AUTOMATION	PLAY	EVENT	LOCK	CLEAR
AUTO LIST	ROW	STEP	PARAM	VALUE
COMP	STEP	TYPE	VAL	EVERY
COMP 2	STEP	TYPE	VAL	EVERY

GLO · SAVE

KEYS	RATE LOOP DENS DJ FILT (the keys: live modifiers)			
RAILS	TARGET	RATE	LOOP	DENS
MIXER	LEVEL	PAN	MUTE	BPM
GLOBAL	BPM	SWING	CLOCK	TUNE
G.COMP	ACTION	LENGTH	COND	VALUE
G.COMP 2	the global lane: its TRACKS, MONO / POLY			
SYSTEM	TRACKS	LOAD	ROUTE	CPU
SYSTEM 2	USB	TRS IN	BT	–
PRESETS	No. ENG FAV LIST · OCT+ keep, OCT– back			
USER	SLOT	LOAD	ERASE	SAVE
PROJECTS	PROJECT	LOAD	ERASE	SAVE
PART SLOTS	PART	LOAD	ERASE	SAVE
ARRANGE	ROW PART BARS SCENE (OCT+ adds a row, OCT– deletes the one picked)			
TIMELINE	ROW PART BARS VAR · T1–T6: FROM			
TOOLS	K1 TARGET (PROJECT TRACK SOUND SONG SYSTEM) · K2 the action · hold OCT+ a second; CLEAR PROJECT (SAVE's first page): OCT+ asks, the saved copy kept			

GPL-3.0 · fork of Felucca (Hügelton Instruments) · song mode from SLOOP