JIANT BYTE · CONTROLS

every button, knob, layer, combo and page

firmware v0.14 · M-VAVE FM-1 · juanjiant-bit.github.io/JIANT-BYTE

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 → DELAY → DELAY 2 → … → EQ

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 + DELAY 2: FX → REVERB · EDIT › FILTER: EDIT → AUTO KNOBS

3 · PRESETS LOADS SOUNDS

Always the track's sounds, by a list: the first turn opens it, PRESETS scrolls, OCT+ loads, OCT− for a few seconds) closes. K1 track · K2 engine · K3 FACTORY/USER/FAVORITE · K4 type. The SEQ step: SEQ held + PRESETS.

FX › DELAY › PRESETS ▶ PRESETS ▶ OCT+

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. HOME + OCT+ HELP, a line of the page's keys.

FX · DELAY · DELAY 2 6/17

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** (DK keeps, CANCEL back); GLO the tempo; ENV · SCL · ARP · SAVE their chain.
PRESETS	**Always sounds, by a list** on every page: the first turn opens it, PRESETS scrolls, **OCT+ loads**, OCT− or a few seconds untouched close it. K1 the track; K2 the next engine, K3 FACTORY · USER · FAVORITE. K4 the type [BASS LEAD PAD …]. REC a favourite; **+** the sound edited, not saved. Held with a button: **EDIT** the next engine's first sound, **SEQ** the step (its number large), **HOME** the menu.
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's own (grid KNOB 3 HIT). 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: LIFE · MACROS · LIVE MIX · TRACKS · TIMELINE · ARRANGE · PARTS · GEN). **Hold: the MENU.** + OCT+: HELP on / off. + PRESETS: the tempo.
KEYS	27 keys play the selected track in its scale; with a layer held they become that layer's.

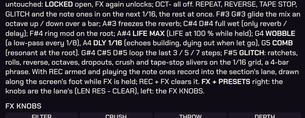
SECTIONS

BUTTON	GROUPS (A TAP: THE NEXT) · PAGES [SELECT]	HOLD
HOME	LIFE (the voices alive, the tracks moving each other) | MACROS (M1–M4 over the beings) | LIVE MIX FILTER · SPACE · CLIP · DUCK on the mix) | TRACKS (every track a lane: K1 track, LEVEL PAN REV; GLO + black key mute, + white key solo) | TIMELINE | ARRANGE | PARTS (tracks + parts: a head the part, a cell the track) | GEN 1 · GEN 2 · GEN 3	MENU
EDIT	SOUND: EDIT 1 · EDIT 2 [FORM: STATES · RULES, then TIMBRE · HARMONY · LAYERS · CLOCK] | TONE: FILTER · FILTER 2 · TONE | VOICES: VOICES · VOICES 2 · VOICES 3 | AUTO KNOBS (last). DRUM KIT: KIT · KIT 2 · KIT 3 · KIT 4 | SOUND: SOUND 1–4 | LEVELS 1–2 | TONE: KIT LFO · FILTER · STEREO · VOICES	INIT · RECALL · sound mutes
SEQ	STEP | PATTERN: LENGTH · RHYTHM · TRACK | EUCLID: EUCLID · MODES · MUTATE | PLAYHEADS | STRETCH | STEP COND: STEP COND · COND 2 | LOCKS: LOCKS · LYRICS | TRACK GEN	SEQ TOOLS
FX	TRACK: SENDS · DIST · AUTO PAN | BUSES | DELAY: DELAY 1–3 | REVERB 1–2 | CHORUS | SLICER: SLICER · SLICER IN 1–2 · SL PITCH | MASTER · TAPE · EQ · BALANCE	PUNCH-IN FX · the lane at the foot
GLO	MIX: MIXER · BUS SENDS | COMP: COMP · COMP 2 | SETUP: GLOBAL · SYSTEM · PORTS (at power-on GLO opens MIXER)	MUTE · SOLO · LEVEL · TAP
ENV	ENV: ENV · ENV DEST · ENV 2	…
LFO	LFO: LFO · LFO 2 · LFO DEST | STEP MOD: STEP MOD · STEP MOD 2 | MATRIX	MACROS M1–M4 (stay latched)
SCL	SCALE | CHORD | SCENE	ROOT by key
ARP	ARP: ARP · ARP 2	…
SAVE	TOOLS (CLEAR PROJECT first) | PROJECTS (pick · LOAD · ERASE · SAVE; NAME: K3 SONG / LOOP; where SAVE opens) | PART SLOTS | 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 plays its effect while held (MENU FX LATCH ON: toggles); hold FX and let go untouched: **LOCKED** open, FX again unlocks; OCT− all off. REPEAT, REVERSE, TAPE STOP, GLITCH and the note ones in on the next 1/16, the rest at once. F#3 G#3 glide the mix an octave up / down over a bar; A#3 freezes the reverb; C#4 D#4 full wet (only reverb / delay); F#4 ring mod on the root; A#4 **LPF MAX** (LPF, at 100 % while held); G4 **WOBBLE** (a low-pass every 1/8), A4 **DLY 1/16** (echoes building, dying out when let go), G5 **COMB** (resonant at the root). G#4 C#5 D#5 loop the last 3 / 5 / 7 steps; F#5 **GLITCH**: ratchets, rolls, reverse, octaves, dropouts, crush and tape-stop slivers on the 1/16 grid, a 6-bar phrase. With REC armed and playing the note ones record into the section's lane, drawn along the screen's foot while FX is held; REC + FX clears it. **FX + PRESETS** right: the knobs are the lane's (LEN RES − CLEAR), left: the FX KNOBS.

FX KNOBS

FILTER	CRUSH	THROW	DEPTH

GLO · MIX



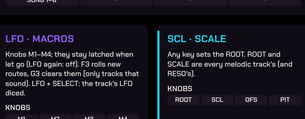
Black 1–6 mute T1–T6 [latched], 7–10 the DRUM-X groups. White: solo while held, E4 unmutes all, F4 tap tempo, G4 **UNDO** the last big change (again: redo; V10.7: also REC held alone and let go), SELECT: the tempo. PLAY: restart.

KNOBS

LEVEL T1	LEVEL T2	LEVEL T3	LEVEL T4

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

SAVE · SONG

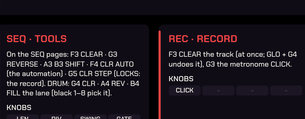


PLAY A–D on the next bar, the sound is stored in the rate. On a DRUM track black 1–8 mute each DRUM-X sound. OCT+ stores the playing part, OCT− recalls it. C5 renames (USER, PART SLOTS, PROJECTS). On the SONG page HOME 4 stores a scene.

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 routes, G3 clears them [only tracks that sound]. LFO + SELECT: the track's LFO diced.

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 B3 SHIFT · F4 CLR AUTO (the automation) · G5 CLR STEP (LOCKS: 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	GEN, 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 + G5	CLR STEP: the cursor step and its locks (LOCKS: deletes the record).
SAVE + C5	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 SELVA 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 (PRDX and SWARM from the devices around), OCT+ the PRDX page (FAR / NEAR from 2.5 s, HOLD STILL). CONTROL › **VELOCITY** · VEL MIN · **AFTERTOUCH** · VEL LEARN (V10.8z7, 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)			

LFO

LFO	RATE	WAVE	MODE	FADE
LFO 2	PHASE	-	-	-
LFO DEST	PITCH	FILTER	SHAPE	AMP
MATRIX	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 [V10.61]			
FOLLOW	SRC FOLLOW: the audio input's envelope (EXT, V10.54), any track, any DEST			
STEP MOD	STEP	LEVEL	LEN	SLEW
STEP MOD 2	DIV	-	-	-

SCL · ARP

SCALE	ROOT SCALE KEY SNAP TRANSP			
CHORD	CHORD	VOICING	STRUM	-
SCENE	ON	TRACK	ROLE	CHORD
ARP	MODE	RATE	OCT	GATE
ARP 2	ARP SWG PROB HOLD ORDER			

FX

SENDS	DIST	CHORUS	DLY	REV
BUSES	DLY	REV	CHO	SLC
DIST	TYPE	TONE	NOISE	
AUTO PAN	DEPTH	RATE	SYNC	WAVE
SLICER	MODE	PAT	RATE	DEPTH
SLICER IN	T1	T2	T3	T4
SLICER IN2	T5	T6	FX	-
SL PITCH	STEP	PITCH	LEN	QUANT
DELAY	TIME	FEEDBK	TONE	MIX
DELAY 2	WIDE	PITCH	SPRAY	MOD
DELAY 3	TYPE	PING	DRIVE	R TIME
REVERB	TYPE	SIZE	DAMP	PRE/AIR
REVERB 2	MOD	RATE	FILT	WIDE
CHORUS	RATE	DEPTH	STEREO	
FX + PRESETS	LEN RES REC CLEAR (the punch-in lane, FX held)			
MASTER	CLIP	PUNCH	DUCK	REL
TAPE	TAPE	WOW	-	-
EQ	LOW	LO MID	HI MID	HIGH
BALANCE	AMOUNT	-	-	-

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
VOICES	POLY GLIDE GL MODE PRIO			
VOICES 2	ALLOC	UNISON	VEL	IMAGE
VOICES 3	CRUSH	LIFE	-	-
AUTO KNOBS	KNOB	VALUE	SRC	AMT
KIT 3	BP	FEEDBK	HANDS	-
KIT 4	KEY MAP · · · ·			
KIT LFO	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	PMTYPE	DRIVE
SOUND 4	SOUND	LAYER	FEEDBK	SEND
STEREO	IMAGE · · · · [DRUM-X: a synth: VOICES 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
LOCKS · TOP	ALL PLAY LOCK REC · OCT+ CLEAR ALL			
LOCKS	ROW STEP PARAM VALUE · LOCK / REC			
STEP COND	STEP	TYPE	VAL	EVERY
COND 2	STEP	TYPE	VAL	EVERY

HOME · GLO · SAVE

LIFE	LIFE FILTER PITCH FX · LIFE 0: still
MACROS	M1 M2 M3 M4 · BPM large · HOME+SELECT dice
TRACKS	TRACK · LEVEL · PAN · REV
LIVE MIX	FILTER · SPACE · CLIP · DUCK
KEYS	RATE LOOP DENS DJ FILT [the keys: live modifiers]
RAILS	TARGET · RATE · LOOP · DENS
MIXER	LEVEL · PAN · MUTE · G.SWING
GLOBAL	BPM · G.SWING · CLOCK · TUNE
COMP	ACTION · LENGTH · COND · VALUE
COMP 2	the global lane: its TRACKS, MONO / POLY
SYSTEM	TRACKS · LOAD · ROUTE · CPU
PORTS	USB · TRS IN · BT · -
PRESETS	TRACK ENG SOURCE TYPE · OCT+ load, OCT− close, REC fav
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
PARTS	TRACK PART ROW LOOP/SONG · OCT+ go, OCT− song / stop
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 · built on JIANT FM, a fork of Felucca (Hägelton Instruments) · song mode from SLOOP