JIANT FM · CONTROLS

every button, knob, layer, combo and page

firmware V10 · 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

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 patterns (PHRASES, OCT+ loads); GEN the genre. 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 + G5 CLR STEP · SAVE + C5 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 patterns (PHRASES); GEN: the genre. 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 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: ECO · BEING · GEN). **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 | GEN: GEN 1 · GEN 2 · GEN 3	MENU
EDIT	SOUND: EDIT 1 · EDIT 2 | TONE: FILTER · MORPH · RETRIG · ROTOR · VOICE · VOICE 2 · WORDS | FOCUS (FM6: … OPERATOR: OPERATOR · OP ENV · OPERATOR 2; DRUM: KIT: KIT · KIT 2 · KIT 3 | SOUND: SOUND 1–4 | LEVELS 1–2 | TONE: X-MOD · FILTER · STEREO · VOICE)	INIT · RECALL sound mutes
SEQ	STEP | LENGTH: LENGTH · TRACK | EUCLID: EUCLID · MODES · MUTATE | PLAYHEADS | STRETCH | COMP: COMP · COMP 2 | AUTO: AUTOMATION · AUTO LIST	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 | MASTER · TAPE · EQ	PUNCH-IN FX
GLO	LIVE: MANO · RIELES | MIX: MIXER · SENDS | GLOBAL | SYSTEM | COMPS (at power-on GLO opens MIXER)	MUTE · SOLO · LEVEL · TAP
ENV	TRACKS: TRACKS · TRACKS DEST | ENV: ENV · ENV DEST | STAGE	…
LFO	MOD | LFO: LFO · LFO DEST | MSEQ: MSEQ · MSEQ 2	MACROS M1–M4 (stay latched)
SCL	KEY | CHORD | SCENE	ROOT by key
ARP	ARP: ARP · ARP 2	…
SAVE	SONG: TIMELINE · SECTIONS | PROJECT: PROJECTS · ARRANGE · TOOLS | SOUND: USER · PRESETS (from outside, USER / SECTIONS come armed)	SONG layer · C5 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. 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 (par5). With REC armed and playing they record into the section's lane; G5 clears it.

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

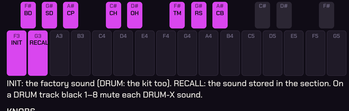


PLAY A–D on the next bar (several in one hold: a quick chain), STORE the section into A–D. OCT+ stores the playing section, OCT– recalls it. C5 renames (USER, SECTIONS, PROJECTS). On the SONG page KNOB 4 stores a scene.

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 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 C4 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	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 (AUTO LIST: 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: skins (AIR · COLORS · BOTTOM · HUD), SCOPE on the EDIT pages, palettes, knob accel, FX latch, hold time, USB level, animation…

EVERY PAGE · KNOB 1 – 4

ENV

ENV	ATK	DEC	SUS	REL
ENV DEST	FILTER	PITCH	SHAPE	LOOP
STAGE	STAGE	VALUE	LOOP	·

LFO

LFO	RATE	WAVE	PHASE	FADE
LFO DEST	PITCH	FILTER	SHAPE	AMP
MOD	SLOT	SRC	DEST	AMT
PROX (BT)	SRC PROX: the phone's distance · MENU › SYSTEM › BT, OCT+: OCT– FAR, OCT+ NEAR			
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

FX	DIST	CHORUS	DLY	REV
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	·	·
REVERB	TYPE	SIZE	DAMP	PRE/AIR
REVERB 2	MOD	RATE	FILT	WIDE
CHORUS	RATE	DEPTH	STEREO	·
PUNCH	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
WORDS	LANG LYRIC POS (OCT+ TYPE)			
RETRIG	RTRG	·	·	·
OPERATOR	OP	RATIO	FINE	LEVEL
OP ENV	OP	STAGE	RATE	LEVEL
OPERATOR 2	OP	MODE	DETUNE	VEL
FILTER	TYPE	CUT	RES	DRIVE
VOICE	VOICE	GLIDE	MODE	PRIO
VOICE 2	ALLOC	DETUNE	·	·
FOCUS	PARAM	VALUE	SRC	AMT
KIT 3	BP	FEEDBK	HANDS	·
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	PMTYPE	DRIVE
SOUND 4	SOUND	LAYER	FEEDBK	SEND
STEREO	IMAGE	·	·	·

SEQ

PATTERN	LEN	DIV	SWING	GATE
STRETCH	x/+	REPEAT	NUDGE	ROTATE
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
BAR	BAR	LEN	·	·
STEP	STEP	NOTE	TIME	VEL
STEP · DRUM	STEP	LANE	HIT	ACC
NOTE	FOCUS	PITCH	MOVE	MICRO
AUTOMATION	PLAY	EVENT	LOCK	CLEAR
AUTO LIST	ROW	STEP	PARAM	VALUE
COMP	STEP	TYPE	VAL	EVERY
COMP 2	STEP	TYPE	VAL	EVERY

GLO · SAVE

MANO	RATE LOOP THIN DJ FILT (the keys: live modifiers)			
RIELES	PISTAS	RATE	CORTE	DENS
MIXER	LEVEL PAN REV DJ FILT			
GLOBAL	BPM	SWING	CLOCK	TUNE
SYSTEM	TRACKS	LOAD	ROUTE	CPU
PRESETS	No. ENG FAV LIST · OCT+ keep, OCT– back			
USER	SLOT	LOAD	ERASE	SAVE
PROJECTS	PROJECT	SECT	LOAD	SAVE
SECTIONS	SECT	ERASE	LOAD	SAVE
ARRANGE	ROW SECT BARS SCENE (OCT+ adds a row, OCT– deletes the one picked)			
TIMELINE	ROW LANE · SEC: SECT BARS · T1–T6: FROM VAR			
TOOLS	K1 SCOPE (TRACK SOUND SONG SYSTEM) · K2 the action · hold OCT+ a second			