

CHEAT SHEET

Experimental noise synth for the M-VAVE FM-1

version 1.0.1
github.com/Tentacletunes/abyss
inspired by the APTBS x Death By Audio Synthesizer

CONTROLS

K1–K4	the page's four parameters (the one turned shows big)
SELECT	turn through the 17 pages
ALGORITHM	filter cutoff, on every page
PRESETS	14 factory sounds, then your saved ones (load as you land)
MASTER	output level
HOME	next page
EDIT · ENV	FILTER · ENVELOPE page
LFO	LFO 1 → LFO 2 → RANDOM → ENV MOD
FX	DRIVE → DELAY 1 → DELAY 2 → DELAYS
SAVE	PRESETS page; there K1 picks USER 1–10, SAVE again stores
GLO	performance mode: the value huge
PLAY	DRONE on / off (sounds without a key)
REC	TAP: plays the note while held
OCT– · OCT+	octave; both together: back to 0
Keys	MONO: last note wins · VOICES 2–4: chords

AT POWER-ON, HOLD…

REC	the boot log (any button: on)
OCT– + **OCT+**	3 s countdown, then update mode (black screen) for installers and the rescue tool. Let go early: plays as usual

REMEMBERED

The sound last chosen (as saved, not unsaved edits), MIDI CH, BEND and CLOCK come back at power-on. A changed sound shows **EDITED**.

THE PAGES

	PAGE	K1	K2	K3	K4
1	**OSC 1**	FREQUENCY	WAVE	LEVEL	SUB OSC
2	**OSC 2**	TUNE	WAVE	LEVEL	DETUNE 2/3
3	**OSC 3**	TUNE	WAVE	LEVEL	PULSE WIDTH
4	**NOISE**	LEVEL	TYPE	CHAOS	–
5	**CROSS**	FM 2 › 1	X-MOD 1›3	RING 1×2	SYNC
6	**FILTER**	CUTOFF	RESONANCE	ENV AMOUNT	LP / BP / HP
7	**ENVELOPE**	ATTACK	DECAY	SUSTAIN	RELEASE
8	**DRIVE**	TYPE	DRIVE	TONE	MIX
9	**DELAY 1**	TIME	FEEDBACK	WOBBLE	PAN
10	**DELAY 2**	TIME	FEEDBACK	WOBBLE	PAN
11	**DELAYS**	WET / DRY	X-FEEDBACK	TONE	SERIES / PAR.
12	**LFO 1**	RATE	DEPTH	WAVE	TARGET
13	**LFO 2**	RATE	DEPTH	WAVE	TARGET
14	**RANDOM**	RATE	DEPTH	SMOOTH	TARGET
15	**ENV MOD**	TARGET	AMOUNT ±	VELOCITY	–
16	**VOICE**	MONO / 2–4	SPREAD	GLIDE	–
17	**OUTPUT**	WIDTH	MIDI CH	BEND	CLOCK

Targets (LFO, RANDOM, ENV MOD): pitch · OSC 2 · cutoff · resonance · level · FM · noise · drive · delay time · feedback. **Noise**: white · pink · brown · digital · metal · crackle. **Drive**: soft · hard · fold · fuzz · crush · decimate.

FEEDBACK above 100 % runs away into a roar. **WIDTH** 0 % mono, 50 % normal, 100 % extra wide. **VELOCITY** 0 %: every note full.

CLOCK ON + a MIDI clock: LFO and RANDOM rates become 8 BARS … 1/32 and delay times 1/32 … 1/1 (dotted and triplets too). START restarts the LFOs on the beat; no clock for 0.6 s: back to Hz and ms.

MIDI · TRS (TYPE A) + USB

Notes	with velocity · channel: OUTPUT › MIDI CH
Pitch bend	± BEND semitones (0–24)
Program 0–13	factory 1–14; 14+ your saved sounds
Clock · START	tempo for CLOCK sync
CC 1	LFO 1 depth
CC 5	glide
CC 16–19	K1–K4 of the page shown
CC 64	sustain
CC 70 · 71	drive · resonance
CC 72 · 73	release · attack
CC 74	cutoff
CC 91	delay wet / dry
CC 120 · 123	all sound · notes off

FACTORY SOUNDS

1. INDUSTRIAL DRONE
2. METALLIC MACHINE
3. BROKEN OSC
4. FEEDBACK STORM
5. DARK AMBIENT
6. DIGITAL COLLAPSE
7. NOISE BURST
8. RADIO INT
9. SUBHARMONIC
10. CHAOTIC MACHINE
11. GHOST CHOIR 4 voices
12. ACID TUNNEL glide
13. BROKEN CHORDS 3 voices
14. FM BELLS 4 voices

SAVING A SOUND

SAVE → turn K1 to a USER slot (EMPTY or REPLACES) → SAVE. The sound then appears after the factory ones on the PRESETS knob.