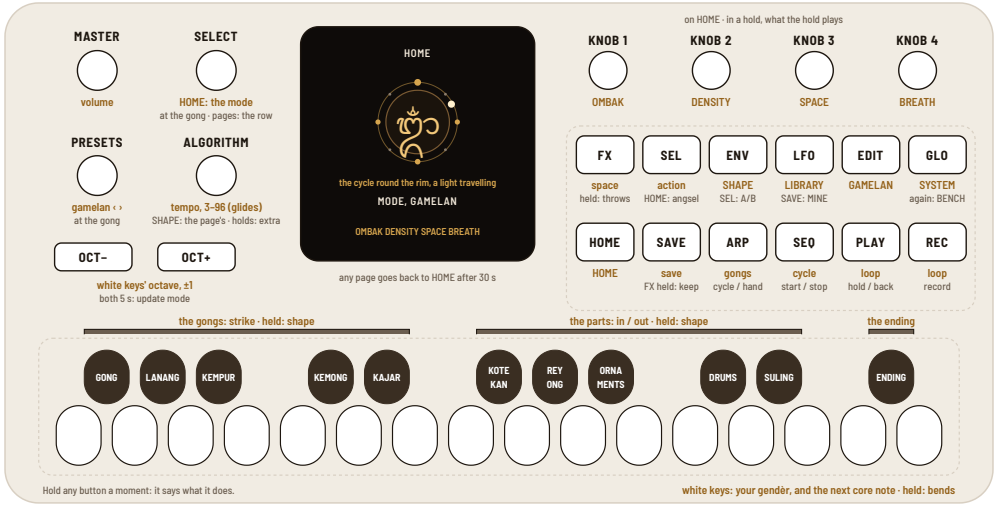
OMBAK

1.2 · a gamelan-inspired instrument for the M-VAVE FM-1 · cheat sheet



THE HOLDS: HOLD ONE, THE KNOBS PLAY IT

HOLD	K1	K2	K3	K4	ALGO
Gong b1–5	LEVEL	TONE	HUM	RING	PLACES
Kotekan b6	DENSITY	REGISTER	TURN	SPARSE	level
Reyong b7	RATE	REGISTER	TURN	SPARSE	level
Ornaments b8	PICKUP	OCTAVES	REGISTER	SPARSE	level
Drums b9	KENDANG	CENG-CENG	BUSY	SLAP	
Suling b10	BREATH	VIBRATO	REGISTER	GLIDE	level
Ending b11	AFTER	SLOWING	THINNING	GLIDE	
White key	SHIMMER	OMBAK	PLACE	SWELL	
FX (throws)	SHIMMER	FREEZE	DIP ±	HUSH	OMBAK

Gongs, parts and the ending keep what you set; a part held to shape it does not switch. Bends and throws drift back when you let go; **SAVE while holding FX** keeps the throws. A gong key strikes as you press it.

SHAPE (ENV): FOUR KNOBS A PAGE

PAGE	K1	K2	K3	K4	ALGO
ENSEMBLE	CORE	KOTEKAN	REYONG	GONGS	GENDÈR
GENDÈR	BRIGHT	RING	BLOOM	DAMP	level
BARS	BRIGHT	RING	MALLET	BLOOM	core
REYONG	BRIGHT	RING	MALLET		level
GONGS	HUM	SWELL	BODY	OMBAK	level
DRUMS	KENDANG	CENG-CENG	BUSY	SLAP	
SULING	BREATH	VIBRATO	REGISTER	GLIDE	level
TIDES	RATE	SPACE	SWELL	OMBAK	SHAPE
PAN	GENDÈR	CORE	KOTEKAN	GONGS	RATE
PAN 2	the same four's sway				OFFSET

ENV again or SELECT: the next page. **SEL** on SHAPE: A/B (two shapes, this session's).

PLAYING

- **SEQ** starts the cycle with the gong; again, it stops and rings out.
- **White keys** lead: the core lands on the note at the next beat, the parts turn toward it.
- **ALGO** on HOME: the tempo, the ensemble gliding to it · **black 11**: the ending, closing on the gong.
- **SEL on HOME**: an **angsel**, the next beat breaks into accented strokes.
- **ARP**: the gongs by the cycle or by your hand (black 1–5).
- **Black 6–10**: kotekan, reyong, ornaments, drums, suling in or out.

THE LOOP: THE CORE, FOR YOU

REC	record the core from the next cycle · again: cancel
PLAY	hold the loop (you lead) · again: back
PLAY held, or **REC + PLAY**	clear it

SLOW AND STILL

- **STILL**: a note every ten seconds, the suling's long breath.
- **ALGO down**: as far as a note every 20 s.
- **FX held**: FREEZE the space, HUSH the ensemble away.
- **SLEEP** (SYSTEM): the ending on its own, after 20–90 min.

PAGES

FX	SPACE: DECAY SIZE SHIMMER TONE · SPACE 2: MOTION INTERVAL LOW CUT LEVEL
EDIT	GAMELAN: tuning, mode, form, cycle, the gongs, core and kotekan instruments, kotekan style, parts in / out
LFO	LIBRARY: SEL opens · MINE 1–4: SAVE keeps the work there
GLO	SYSTEM: HOME, SLEEP, MIDI, output, RESET SOUND · again: BENCH

THE GAMELAN (PRESETS)

- **GENDER WAYANG** · **SEMAR PEGULINGAN** · **ANGKLUNG**
- **STILL** (Ombak's own) · **GONG GEDE** · **GILAK**
- **LADRANG** (Java) · **GONG KEBYAR** · **SELONDING** (iron)
- Forms: FREE, gilak, lancaran, ketawang, ladrang · kotekan: circling, norot, nyog cag, empat

GOOD TO KNOW

- It saves itself once the sound rests; **SAVE** saves now.
- MIDI (channel 1): notes from middle C, black keys the gongs, CC 20–25, clock both ways.
- Eleven measured tunings; the names and sources are in the manual.

Ombak by Lunar Eclipse Forge · GPL-3.0 · github.com/MadMooneyham/Ombak · inspired by gamelan, with gratitude to the musicians of Bali and Java

Built on Penumbra, XOX (Charles Vestal) and Felucca (Hügelton Instruments). M-VAVE and FM-1 are trademarks of their owners.