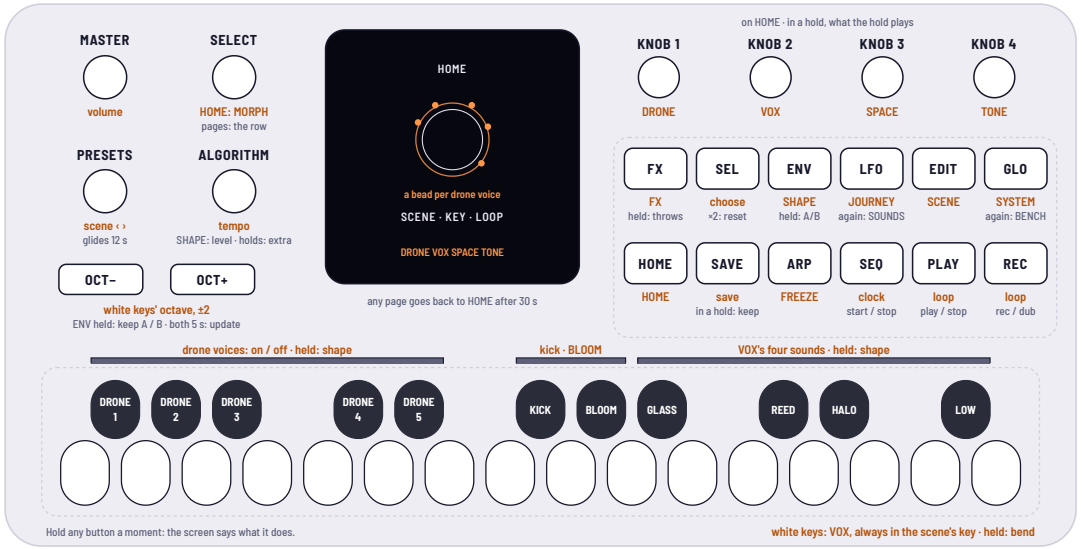
PENUMBRA

1.2 · a space-drone instrument for the M-VAVE FM-1 · cheat sheet



THE HOLDS: HOLD ONE, THE KNOBS PLAY IT

HOLD	K1	K2	K3	K4	ALSO
Drone b1–5	LEVEL	TONE	DETUNE	OCTAVE	ALGO: HELD/SWELL
VOX sound b8–11	BRIGHT	WAVE	FILTER	RELEASE	
BLOOM b7	LEVEL	LENGTH	HEIGHT	FIFTH	
FX	SHIMMER	FEEDBACK	FREEZE	DIP ±	ALGO: WARP
White key	BRIGHT	VIBRATO	SHIMMER	RELEASE	ALGO: PITCH
ENV (A/B)	OCT– keeps the sound as A · OCT+ as B · SELECT blends A ↔ B, gliding				

Key holds stay as set, and ENV then opens that part's page. Throws and bends ease back when you let go; **SAVE while holding** keeps them. DIP: left low-pass, right high-pass.

SHAPE (ENV): FOUR KNOBS A PAGE · ALGO THE PART'S LEVEL

PAGE	K1	K2	K3	K4
DRONE	FILTER	BODY	SWARM	WAVE
DRONE 2	RATE	SWEEP	WIDTH	DRIFT
VOX	BRIGHT	ATTACK	RELEASE	SHIMMER
VOX 2	WAVE	FILTER	RESO	GLIDE
VOX 3	DETUNE	B OCT	B MIX	ENV
PULSE	DROP	DECAY	CLICK	SPACE
TEXTURE	COLOUR	SWEEP	RATE	WIDTH
TIDES	RATE	DRONE	SPACE	VOX
PAN	DRONE	VOX	PULSE	TEXTURE

ENV again or SELECT: the next page. **SEL twice**: the page back as made. TIDES: one slow swell under it all (ALGO: even .. wandering). PAN: each part's place (ALGO: RATE, the tide or 60 s .. 0.5 s). PAN 2: how far each sways (ALGO: OFFSET, in sync .. mirrored).

THE LOOPER: VOX, KICK AND BLOOM, ON THE CLOCK

REC	record · again: close the loop
REC while it plays	overdub a layer · again: keep it
PLAY	stop the loop, or play it from its start
PLAY held, let go	undo the last layer
PLAY held + ALGO	½ speed · as played · 2×
REC + PLAY	clear the loop

Up to 16 bars, 8 layers. It follows the scene's key, and is saved with the journey.

MOVING THROUGH IT

- **SEQ** starts and stops the clock; the drone swells in and fades out with it.
- **PRESETS**: the next scene. Drone notes move one voice at a time.
- **SELECT on HOME**: MORPH by hand; halfway, the key changes.
- **ARP**: FREEZE what you hold; again to let it ring out.
- **Black 6** the kick, **black 7** BLOOM, **8–11** GLASS · REED · HALO · LOW.

PAGES

FX	REVERB: DECAY SIZE SHIMMER TONE · REVERB 2: MOTION LOW CUT INTERVAL LEVEL · DELAY: TIME FEEDBACK TONE WEAR · DELAY 2: LEVEL LOW CUT PING-PONG WARP
EDIT	SCENE: SELECT field, K1 scene, K2–K4 value; ROOM, HALO its space · SEL stores
LFO	JOURNEY: 6 presets, 8 user slots · SEL opens · SAVE stores · again: SOUNDS, 8 sounds without scenes (SAVE stores the sound, SEL glides it in)
GLO	SYSTEM: clock, MIDI, bend range, SLEEP, RESET SOUND · again: BENCH
HOME	the corona, the scene, the loop, the macros

GOOD TO KNOW

- It saves itself once the sound rests; **SAVE** saves now.
- A dot in the header: not saved yet.
- **SLEEP** (SYSTEM): everything lets go over 20–90 min.
- MIDI (channel 1): VOX's notes, clock and song position, CCs and program changes both ways; the black keys on channel 2 (the manual's MIDI section).
- Leave space: the silence is part of it.

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