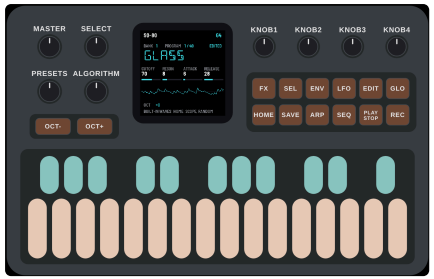
CHEAT SHEET

SQ-80 0.14.2 for the M-VAVE FM-1 · the controls, the editor's pages and their four knobs

THE PANEL



PRESETS	next / previous program
SELECT	next / previous bank (1–8)
ALGORITHM	next / previous page of the screen you are on
KNOB 1–4	the four values along the middle of the screen
MASTER	volume
OCT− **OCT+**	the keys' octave
HOME	back to playing · on the playing screen: the scope, then RANDOM
SEL **ENV** **LFO** **EDIT**	edit the sound (right)
FX	the effects
SAVE	store the program
ARP	tap: on / off · hold: its pages
SEQ	the step sequencer · hold: the keys are steps
PLAY **REC**	start / stop · record
GLO	settings and the CPU load

PLAYING

K1–K4 **CUTOFF** **RESON** **ATTACK** **RELEASE**

The program's own filter, and ENV 4's attack (T1) and release (T4). A CYAN name has unsaved changes. The last note played shows top right.

HOME: SCOPE · RANDOM

HOME on the playing screen: the **scope** (the waveform, large), again: **RANDOM**, again: back.

RANDOM **AMOUNT** **PARTS** **NEW** **STORED**

AMOUNT 5–100 % (how far values move) · PARTS: ALL, OSC, FILTER, ENV, LFO, MOD · NEW: right a new program, left the one before (8 kept) · STORED: back to the program as stored. Named RND001…; keep one with **SAVE**.

EDITING: FOUR BUTTONS, ALGORITHM TURNS THE PAGES

PAGE	K1	K2	K3	K4
SEL · OSC 1 → 2 → 3 (PRESS AGAIN)				
PITCH	**OCT**	**SEMI**	**FINE**	**WAVE**
PITCH MOD	**MOD 1**	**DEPTH 1**	**MOD 2**	**DEPTH 2**
DCA	**LEVEL**	**OUTPUT**	**MOD 1**	**DEPTH 1**
DCA MOD 2	**MOD 2**	**DEPTH 2**		
ENV · ENV 1 → 4 (ENV 4 IS THE VOLUME)				
LEVELS	**L1**	**L2**	**L3**	**LV**
TIMES	**T1**	**T2**	**T3**	**T4**
KEY	**T1V**	**TK**	**R2**	
LFO · LFO 1 → 3				
WAVE	**FREQ**	**WAVE**	**L1**	**L2**
MORE	**DELAY**	**MOD**	**HUMAN**	**RESET**
EDIT · THE PROGRAM				
FILTER	**FREQ**	**RES**	**KEYBD**	
FILTER MOD	**MOD 1**	**DEPTH 1**	**MOD 2**	**DEPTH 2**
OUTPUT	**FINAL**	**PAN**	**PAN MOD**	**DEPTH**
MODES	**SYNC**	**AM**	**MONO**	**GLIDE**
RESTART	**VC**	**ENV RS**	**OSC RS**	**CYC**
NAME 1–4 · 5–6	**one letter per knob**			
SPLIT/LAYER	**LAYER**	**SPLIT**	**SPL LYR**	**SPL KEY**

Modulation sources: LFO1–3, ENV1–4, VEL, VELX, KBD, KBD2, WHEEL, PEDAL, XCTRL, PRESS, OFF. LV / T1V: velocity on levels / attack · TK: keys shorten times · R2: second release. SPLIT/LAYER partners are programs of the same bank, by place (OFF: none); all share the eight voices. **HOME** leaves with the changes kept, not saved.

EFFECTS: FX, AGAIN OR ALGORITHM FOR EACH

PAGE	K1	K2	K3	K4
LEVELS	**REVERB**	**DELAY**	**CHORUS**	**DRIVE**
REVERB	**TYPE**	**DECAY**	**TONE**	**MIX**
DELAY	**TYPE**	**TIME**	**FEEDBK**	**MIX**
CHORUS	**TYPE**	**DEPTH**	**RATE**	**MIX**
DRIVE	**TYPE**	**TONE**	**OUTPUT**	**GAIN**

Reverb: ROOM, HALL, PLATE, SPRING, CLOUD · Delay: ANALOG, DIGITAL, TAPE, P-PONG, MULTI, SLAP, REVERSE, A-SYNC (in time with the tempo) · Chorus: STEREO, JUNO, MULTI · Drive: SOFT, TUBE.

SAVING

SAVE from any screen · **SELECT** or **K1**: the bank · **PRESETS** or **K2**: the place (the screen shows what you would replace) · **SAVE** again stores · **HOME** cancels.

The bank, program, octave, effects, arpeggiator and sequencer remember themselves a few seconds after a change.

ARPEGGIATOR

ARP tap: on / off · hold the keys to arpeggiate · **hold** **ARP**: its pages.

PATTERN	**MODE**	**RATE**	**OCTAVES**	**GATE**
FEEL	**SWING**	**HOLD**	**ORDER**	**CHANCE**
TEMPO	**TEMPO**	**MIDI CLK**	**ARP**	

MODE: UP, DOWN, UP/DN, RANDOM, ORDER, REPEAT, DN/UP, UP+8, CONV, DIVG, PINKY, THUMB, WALK, CHORD · RATE 1/4…1/32, triplets · OCTAVES 1–4. It follows the sequencer's beat; recording takes its notes.

SEQUENCER: UP TO 64 STEPS

STEP	**STEP**	**NOTE**	**TIME**	**FLAG**
PATTERN	**LENGTH**	**DIV**	**GATE**	**SWING**
TEMPO	**TEMPO**	**MIDI CLK**		
step held	**NOTE**	**VELOCITY**	**RATCHET**	**TYPE**

- **SEQ**: **STEP** entry: play a note or chord (up to 4) into the marked step; let go, the mark moves on. K3: NOTE, TIE, REST · K4: accent, slide.
- **Hold** **SEQ** (or tap it again): the **16 white keys are steps** 1–16; the first 4 black keys (or OCT−/+) choose the page of 16. Press an empty step: the last note · press a full one and let go: clear · hold it and turn K1–K4.
- **PLAY** start / stop (it flashes on the beat) · **REC** while playing: record, layer on layer · **REC** stopped: armed, your first note starts.
- **Hold** **REC** 2 s: clear · **EDIT**+**OCT−** undo · **EDIT**+**OCT+** redo.

GLO

CPU now and **PEAK**, **XRUN** (should stay 0), voices, cores · **GLO** again: peak to 0 · **PLAY** here: all 8 voices, a test.

GLO **CLICK** **MIN VEL**

CLICK: OFF, REC, ON · MIN VEL: the softest the keys play (0–127).

MIDI · THE WEB PAGES

In over **USB**, the **MIDI jack** and **Bluetooth**, any channel: notes, velocity, bend, aftertouch, mod wheel, sustain, program changes, clock. The keys send over USB and Bluetooth.

Install · **Load** (ROM pack, banks) · **Editor** (every value, live) · **Librarian** · **Emulator** · **ROM pack** · **Wave pack** · **Backup** (banks, pattern, settings to a file): Chrome or Edge, FM-1 on USB. 8 banks × 40 programs: bank 1 the factory bank (until you store one there), the rest for your .syx banks; an empty place plays INIT.

On the SMK-37: SCALE = SEL · CHORD = ENV · NOTE REPEAT = LFO · PARA = EDIT · GLOBE = GLO · PATCH = HOME · BT = SAVE · K5–K8 = K1–K4 · pads: programs (SEQ held: steps) · 4 faders × 4 banks · 2 banks of 40.

SQ-80 for the FM-1 is unofficial: not affiliated with M-VAVE or Ensoniq. GPL-3.0.