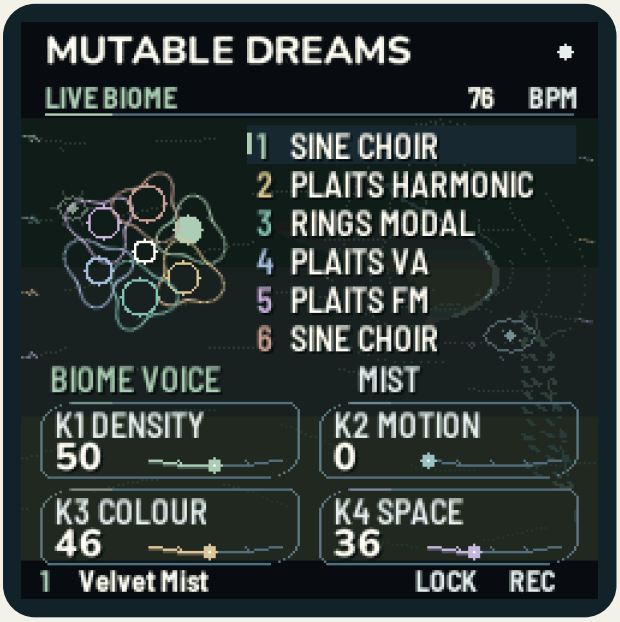
A world to begin with

Six synth tracks, or three synth tracks and a Lo-Fi kit.



Choose a Biome. On HOME, turn PRESET to find a complete world. PLAY starts or stops it. SELECT chooses a track; SEL mutes it. Begin with a comfortable master level.

Shape a track. Open EDIT for sound, filter, envelope and mix pages. The four encoders follow the four labelled controls. You can replace any synth voice without replacing the entire Biome.

Start from empty. Blank is a real starting point. Add a voice, rhythm, sequence and shared effects, then save it to a User Biome.

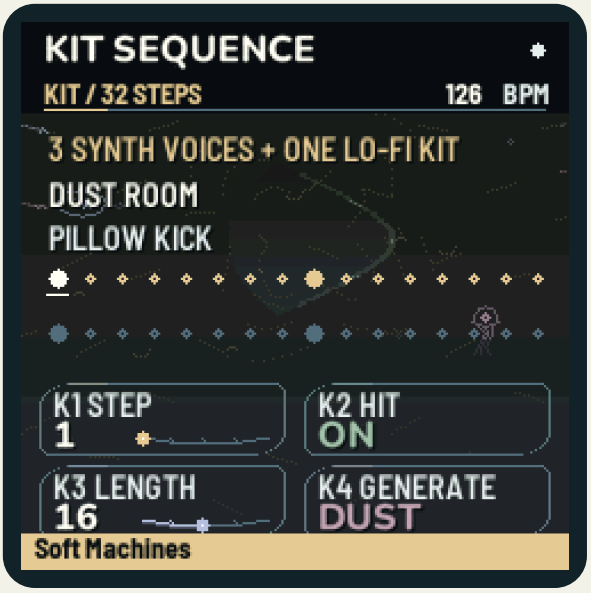
Find help where you are. Hold a function button to see its contextual controls. Release it to return without triggering the button’s short action.

What is new here? Five sample kits, 48 additional tones, 16 new Biomes, two routed LFOs per synth, new sequence journeys, edit protection and a clearer interface. In total: 336 tones and 108 musical Biomes plus Blank.

Dust, rhythm and texture

The kit takes one rack position and leaves three synth tracks available.





GLO → KIT. Turn K1 to change between six synths and three synths plus one kit. K2 chooses one of five original Lo-Fi kits, each with eight samples. K3 selects a pad; K4 adds tape hiss.

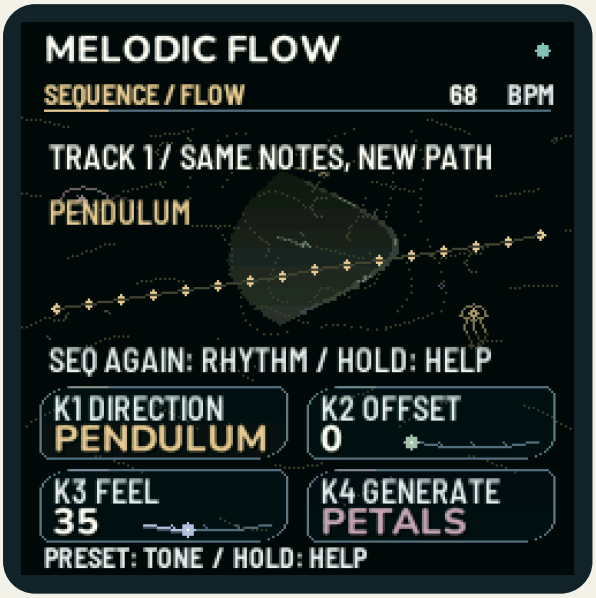
KIT PAD. Tune the selected pad, set its level, soften it with the filter and adjust its tail. KIT SEND controls grain, delay and room sends. Noise and grit can blend with the shared granular tape.

KIT STEPS. Each pad has its own 32-step lane. Select a step, toggle a hit, set length or generate a pattern. REC lets you enter hits from the keyboard; live mode follows the running beat.

Keep the balance. Soft kicks, brushes, clicks, wood, air and crackles are meant to sit under the synth voices. Start with lower kit and grain levels, then build the space gradually. The kits are fixed factory assets; arbitrary WAV import is not part of 1.3.

Let the phrase wander

Sequences and chords can move without rewriting the notes you saved.



SEQ → MELODIC FLOW. Choose Forward, Reverse, Pendulum, Orbit or Seeded. K2 offsets the path; K3 adds subtle velocity variation. The stored steps stay intact while you explore.

Generate with intention. K4 chooses one of eight generators. Generating replaces the selected track's phrase. ENV restores the previous variation. Stop and save the Biome when you like the result.

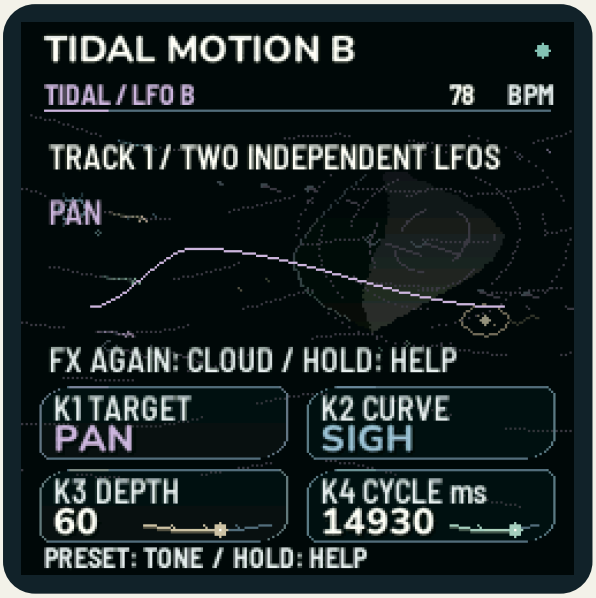
Step entry and recording. SEQ → SEQUENCE gives up to 32 steps, notes/rests, velocity, gate and chance. STEP recording follows keyboard or USB MIDI note entry. LIVE is a monophonic overdub per track.

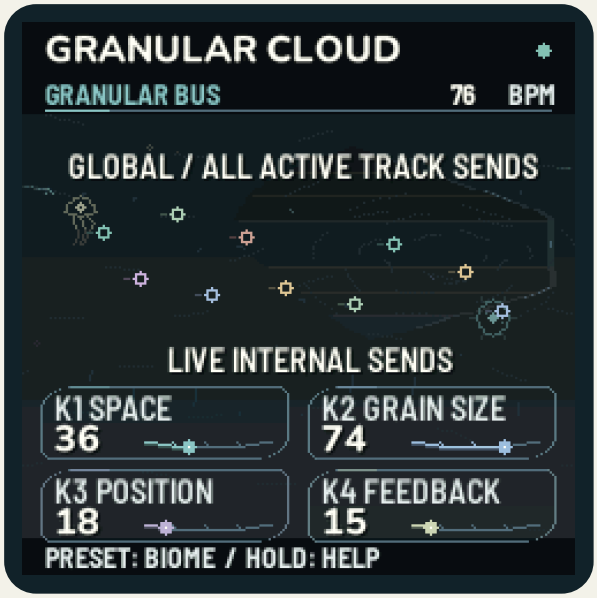
GLO → CHORD JOURNEY. Eight journeys can guide selected tracks for 1–16 bars per chord. Nearby roots reduce big transposition jumps. Harmony sets the scale and tonic. This is harmonic movement, not full polyphonic voice leading.

Make it musical. Start with a short phrase, one following bass or pad, and a slow chord pace. Let other tracks stay still. A little variation leaves space for the sound design.

Two tides, one shared cloud

Slow movement adds life while the original sound stays within reach.





FX → TIDAL MOTION A / B. Each synth track has two independent LFOs. Choose a target, one of four curves, a depth and a 0.5–20 second cycle. Targets include filter, colour, pan, grain send, effect sends, Warps blend and soft amplitude swell.

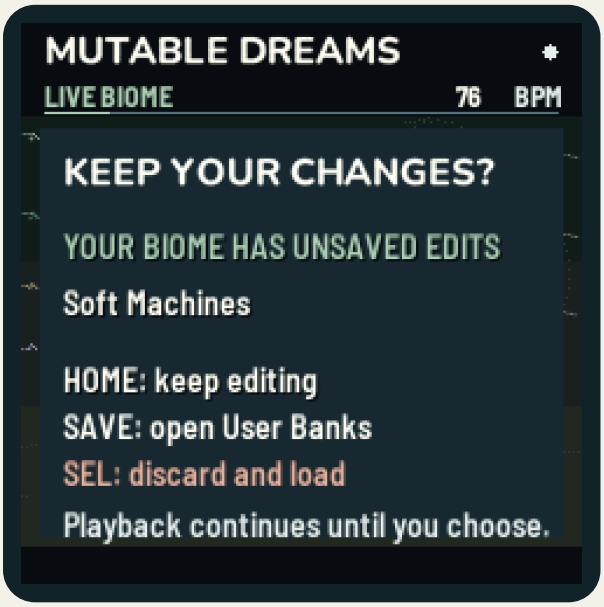
Keep the original tone. Depth zero removes that LFO's motion. The LFOs run while the voice is active and are stored in a complete Biome; they do not follow MIDI clock. In kit mode there are six routed LFOs across the three synth tracks.

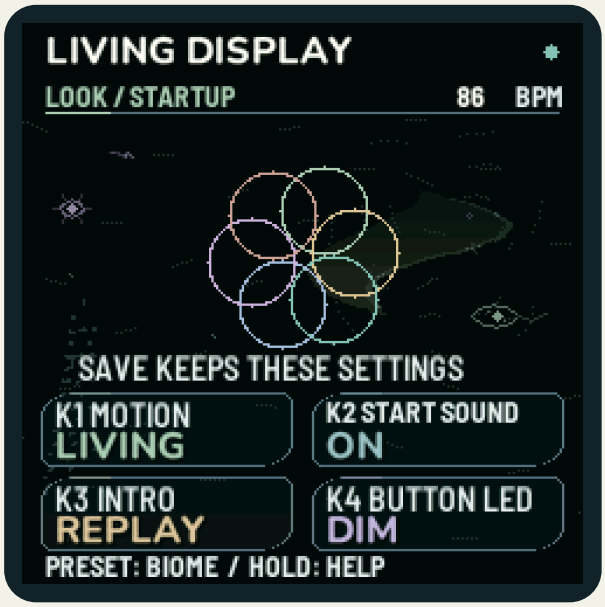
Granular is shared. Grain Size, tape motion, freeze and the return belong to one global cloud. Track sends remain independent, so changing a global grain setting can affect several tracks. Granular audio is temporary and is not saved in bank backups.

Balance first. Begin with low sends and return. Use the shared delay and room to connect the voices. Dense patches may use automatic ECO admission to stay within the FM-1 audio deadline.

Keep what you made

A change of Biome now stops to protect your unsaved edits.





Before changing worlds. If the live Biome has edits, the FM-1 asks whether to keep editing, open User Banks or discard and load. Playback continues while you decide. Factory Biomes remain available.

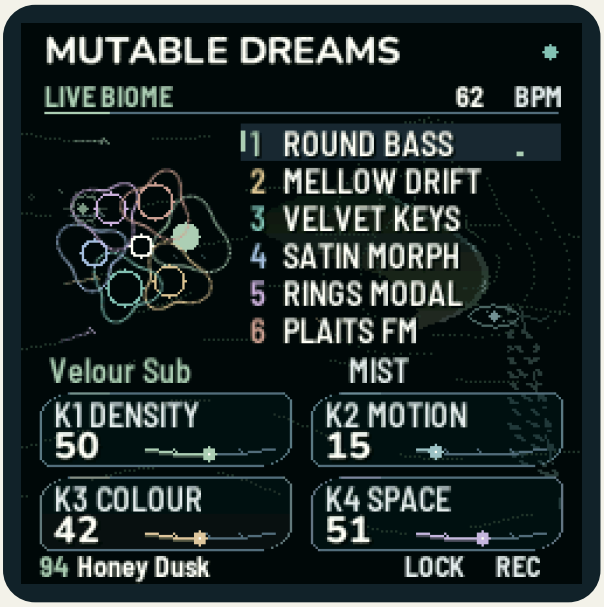
Save your own. GLO → USER BANKS holds 16 named User Biomes and 64 sound slots. Save a complete Biome to retain sequences, kit settings and LFO routing. Browser banks are separate from device banks.

Make the panel readable. GLO → LOOK / STARTUP → K4 sets unselected button LEDs to Off, Dim or Soft. This setting saves with preferences. K1 changes background motion; K2 controls the start sound.

Two different exports. JSON contains one live patch, including unsaved changes. A full .mddb contains the saved project, preferences and User Banks. Back up both when preparing to update; neither contains the temporary granular tape.

Update with care

Stock V15 and V16 are verified starting points for the USB installer.



Before installing. Save your Biome, export a full .mddb bank backup and a separate live JSON, stop playback and disconnect the live editor. Connect only the FM-1 you intend to update. Keep USB and power connected until the installer confirms FM-1_710010300.

Stock routes. The exact 1.3 build was installed from Stock V16. Stock V15 was used in the roundtrip, and the earlier 1.2 → 1.3 update was also tested. Use the included browser or Python installer.

M-UPGRADE limit. The official app successfully updated Stock V15 to Stock V16. It rejected the custom Mutable Dreams package with “File format error”. Do not use it for installing Mutable Dreams 1.3.

Restoring after stock. Returning to manufacturer V15 erases User Banks and preferences. Reinstall Mutable Dreams, then restore the compatible .mddb. Confirm “RESTORE FROM USB?” with physical SEL on the FM-1. Load the separate live JSON afterwards if needed.

Read the complete instructions. Recovery-1.3.txt contains the verified hashes and boundaries. USB MIDI was tested; external TRS MIDI remains unverified. Bluetooth MIDI and user WAV import are not included.

With gratitude to Émilie Gillet, Mutable Instruments and everyone sharing music and feedback. This independent project is not affiliated with or endorsed by Mutable Instruments.

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