KID BUNKA / M-VAVE FM-1

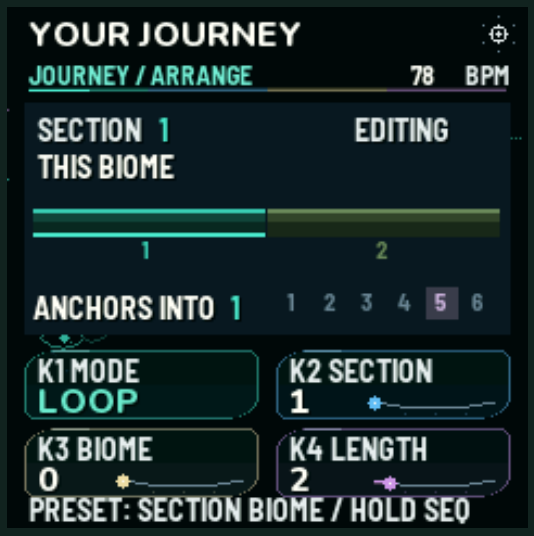
Mutable Dreams 2.1

An illustrated walkthrough

Choose a Biome, play a pattern, carry it across sections and record it. Follow along on the FM-1 or start with the browser instrument.



Pearl Fern / Live Atlas



Pearl Fern / Journey Arrange

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ONLINE TOUR AND BROWSER INSTRUMENT

PLAY

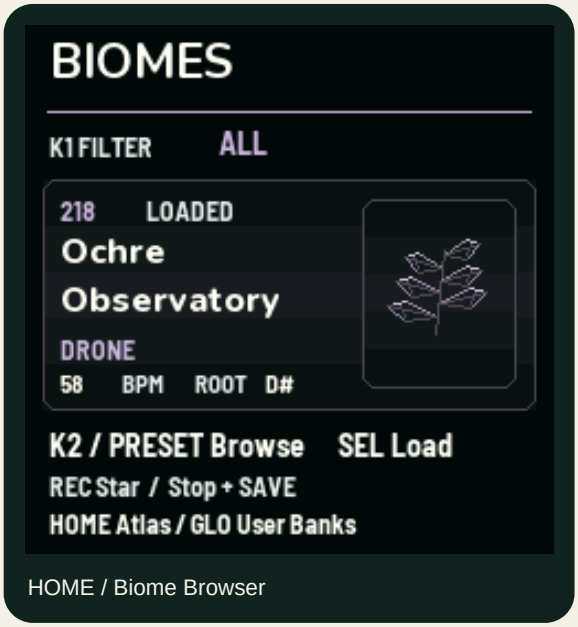
Choose and shape a Biome

A Biome brings the whole instrument together: sounds, patterns, mix, effects and modulation.

1. **Open the Biome Browser.**
   Tap HOME until BIOMES appears. K1 filters the list. K2 or PRESET browses and SEL loads the selected Biome.

2. **Play it.**
   Press PLAY. Try Pearl Fern for felt and cedar or Saltglass Drift for a slower texture. Tap HOME to cycle through Live Atlas, Tracks and Biomes.

3. **Shape the sound.**
   On Live Atlas, use K1 Density, K2 Motion, K3 Colour and K4 Space. In the Tracks view, SELECT chooses a track and SEL mutes it.



HOME / Biome Browser

Keep a favorite
Press REC in the Biome Browser, then stop and SAVE to keep the Favorites list.

Play in the browser
Open the browser instrument and press Start instrument. Its audio and browser banks are available without the FM-1.

Find the controls while you play
Hold a function key to see help for the current screen. The instrument shows the controls you can use there.

Open the project site

SEQUENCE

Write and record a pattern

Start with a melodic line and a second pattern of a different length. Listen to how their accents cross.

1 **Open the six-track grid.**
Tap SEQ through its pages to Sequencer / Grid. K1 selects a track, K2 selects a step, K3 sets its note and K4 sets the pattern length.

2 **Make the lengths different.**
Try 12 steps on one track and 16 on another. On the grid, SEL opens the selected track sequence. Use REC there to cycle through step entry, live overdub and Off.

3 **Add a variation.**
Continue to Phrase Tools. Choose a step or phrase, set the amount, choose an action such as Transpose or Accents and press SEL. ENV undoes the edit.



SEQ / Six-track grid

One-bar fills
On Step Rules, assign a step to Fill. Press SEL while playing on that page to queue the next bar. Press SEL again before the bar to cancel.

Chord-following voices
In GLO, open Chord Journey. Pick a progression and its duration, then set Follow or Stay for the selected track.

Make a copy before changing worlds
Save the pattern inside your own User Biome. If you load another Biome with unsaved edits, the change guard asks before discarding them.

JOURNEY

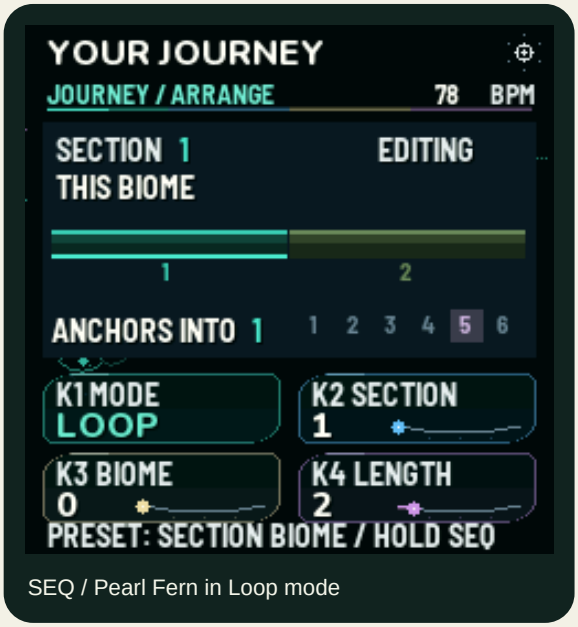
Build a Journey

Arrange up to eight sections. A carried voice keeps its sound and pattern through a transition.

1. **Start with a factory loop.**
   Load Pearl Fern and press PLAY. After three bars, Hands Into Clouds enters while track 5 carries the bass. After the second section the loop returns to Pearl Fern.

2. **Set up your own sections.**
   Stop playback. Tap SEQ to reach Journey / Arrange. K1 chooses Off, Once or Loop. K2 selects a section, K3 chooses its source and K4 sets the section count.

3. **Set timing and anchors.**
   Press SEQ again for Timing. K2 sets bars and K3 repeats. Press SEQ again for Anchors. Use K2 for the track and K3 to carry it into the selected section.



SEQ / Pearl Fern in Loop mode

Three arranged factory Biomes
Pearl Fern, Chapel of Fog and Copper Step load with Loop. The other 269 factory Biomes, including Blank, load with Off.

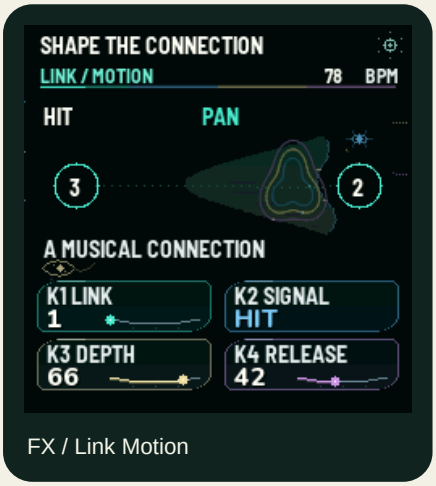
Your choice stays with your Biome
Choose Off to keep playing generatively. The sections remain available. Save to a User Biome to remember the mode and edits.

Play from the start
PLAY starts the first section. Once stops after the final section. Loop returns to the first. Stop playback before editing the arrangement.

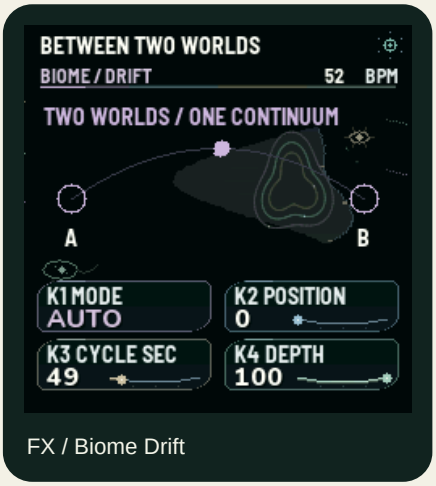
MOTION

Add motion and MIDI control

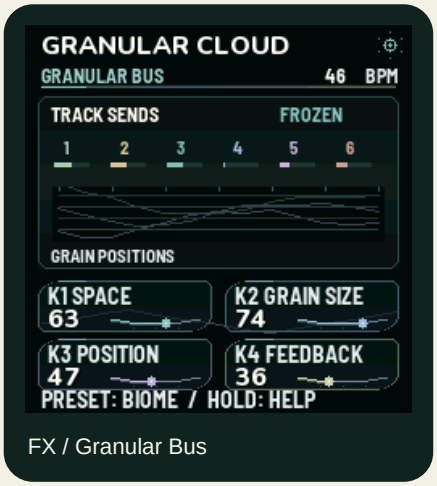
Start with one small movement. It is easier to hear what changed when the rest of the Biome stays still.



FX / Link Motion



FX / Biome Drift



FX / Granular Bus

Living Links
Tap FX to Living / Links. Choose source, destination and target. On Link / Motion choose Hit and raise depth from zero. Try a percussion hit moving the pan of a sustained voice.

Biome Drift
Set Drift to Off. On Drift / Scenes capture A with K1, change a sound setting, then capture B with K2. Return to Biome Drift and use Manual with K2 or choose Auto.

Granular Bus
Send one voice to the shared bus. On Granular Bus raise Space with K1, then try Grain Size on K2 and Position on K3. Press LFO to freeze or unfreeze the buffer.

Map a MIDI controller
Tap GLO to MIDI / Learn. K1 chooses a mapping slot, K2 the target and K3 the track. Turn K4 right, move the controller, then cross the saved value to pick it up.

A useful first mapping
Map a controller knob to a filter cutoff. Stop playback and press SAVE to keep the mappings. MIDI mapping details are on the next GLO page.

RECORD

Record, save and back up

Record the full mix or capture the voices independently. Keep your musical settings in a User Biome.

1. **Connect to your DAW.**
   Select Mutable Dreams FM-1 as the audio input. Use a 44.1 kHz session. Choose stereo inputs 1-2 for the mix, or assign six mono tracks to inputs 3-8.

2. **Set monitoring.**
   Tap GLO until USB Audio opens. Turn K1 left to mute the speaker and headphones while the USB recording continues. Turn it right for local sound.

3. **Save a User Biome.**
   Stop and choose Internal clock. From Home Tracks or Biomes, press GLO for User Banks. K1 picks the slot, K4 moves the name cursor, PRESET changes a letter and SAVE stores it. Turn K3 right to recall.



GLO / USB Audio

USB channel map
1-2 carry the stereo mix and shared effects. 3-8 carry voices 1-6 before pan and shared effects. In kit mode input 6 carries the kit and 7-8 are silent.

Screen Mirror
On desktop Chrome or Edge, open USB Screen Mirror, connect the FM-1 and allow MIDI access. The page mirrors the display. Record the sound in your DAW.

Keep two files
In Live Device Editor, use Back up all device banks for saved work. Export the active patch separately to keep its current edits. Keep both before switching firmware.

INSTALL

Install, update and recover

Use the release page for the current supported firmware paths and the status of newer FM-1 hardware.

1. **Back up your work.**
   Stop the transport. Export saved banks as .mddb and the active Biome separately. Keep the official stock file that works with your unit.

2. **Use the project installer.**
   Open the installer for your chosen version in desktop Chrome or Edge. Connect the FM-1 directly over USB and allow MIDI access. Follow the installer and leave USB connected until the restart is confirmed.

3. **Return to stock if needed.**
   Use Back to the stock firmware in the installer. Choose the official stock file known to work on that unit and wait for it to boot. A stock return can erase saved Mutable Dreams data.

4. **Restore your banks.**
   After reinstalling a compatible Mutable Dreams version, open Live Device Editor, connect over USB and choose Restore device banks. Confirm with SEL on the FM-1 when prompted.

Compatibility status
Check the live release page and GitHub for UC25HQ80 confirmation. Mutable Dreams for SMK-37 is a separate adaptation in development.

Open the project site

Browse the GitHub releases

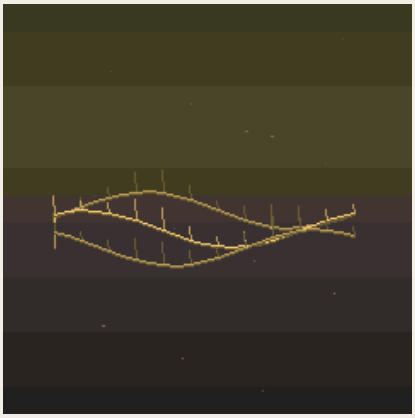
Check the Firmware Hub listing

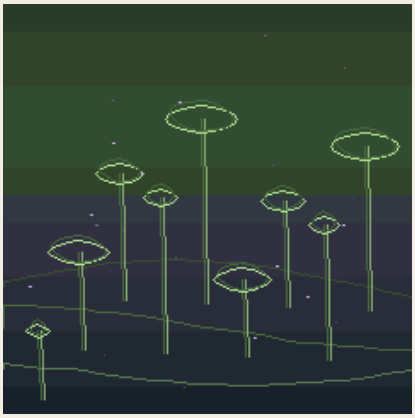
Itinera

A self-playing dream in four chapters. Choose a world, then hear its Biomes change over 30 minutes to four hours.



Dream settings


Aurora Polaris


Fungi Lucentes

1. Open Itinera

Stop the transport and hold **HOME** until **Itinera / Dream Radio** appears.

2. Set the direction

K1 chooses the dream. **K2** sets 30 min, 1 h, 2 h or 4 h. **K3** sets Calm, Flow or Varied. **K4** sets Close, Open or Vast. Press **REC** here to reset the selected dream's settings.

3. Play and watch

Press **PLAY** to start or stop. For animation, go to **GLO** → **LOOK / STARTUP** and set **K1 MOTION** to **LIVING** before starting. Use USB Screen Mirror to capture the FM-1 display.

4. Choose Itinera or Journey

Itinera plays its own Biome itinerary. Journey plays the sections you arrange in a Biome. Use ordinary generative playback by pressing **PLAY** from Home with Journey Off.

The screen images are rendered by the FM-1 simulator.