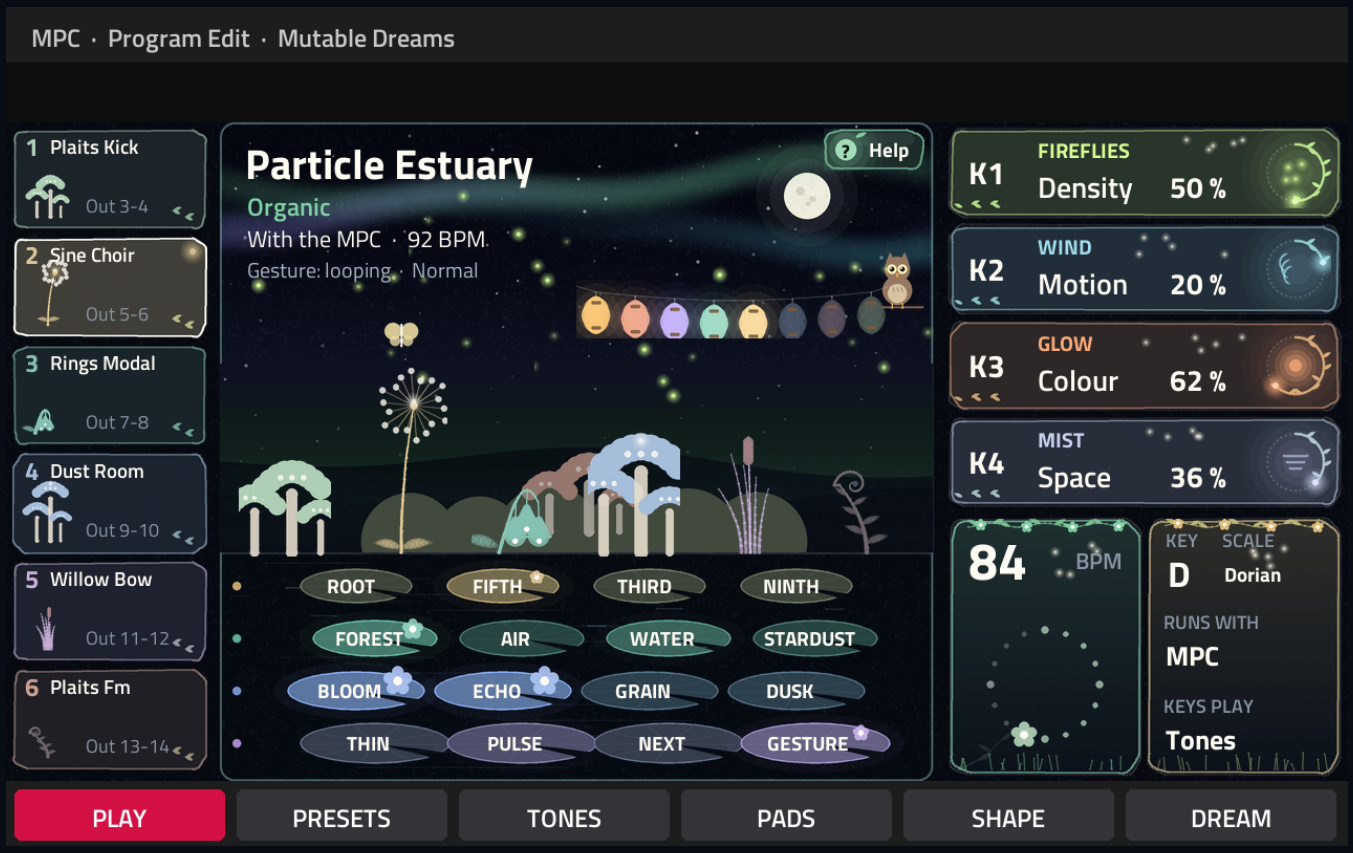
Mutable Dreams for MPC

A garden you can play.

PRODUCT PREVIEW / DEVELOPMENT BUILD 0.9.13



Software-rendered preview of the built plugin skin. This is not a photograph or capture from an MPC.

Choose a world, play a melody, open a texture with a pad, then let the piece grow. This guide explains the 0.9.13 preview, its controls and a practical path from first sound to a recorded performance.

271 Biomes	Six-track musical starting points, grouped into 19 families.
48 Worlds	Curated scenes with their own sound, behaviour and story.
121 programs	Garden + 48 Worlds + 48 Gardens + 16 Keys + 8 instrument programs.
Gen 2 target	Tested and approved by Kid Bunka on his Gen 2 MPC. Older MPC model compatibility is still being investigated.

Read this first

Product preview

This guide accompanies a product preview of the MPC edition. A public release and download will be announced separately. The tested development build remains identified as 0.9.13-preview.

What this edition is

Mutable Dreams for MPC is an external instrument plugin. It is not a firmware replacement for the MPC. The FM-1 firmware, VIBE FM Performance Garden and MPC edition are separate packages: never exchange their installers or files.

Preview status and evidence

The 0.9.13 package has Mac-side core, skin, control and host tests. Kid Bunka has also confirmed that 0.9.13 was tested and approved on his Gen 2 MPC (14 November 2026). That approval applies to his tested device; it is not a claim that every Gen 2 model and OS combination has been tested.

Gen 2 MPC models are the intended target. Do not infer older-model support from the presence of a 32-bit binary. Confirm the exact model and MPC OS before installation.

How to use this guide

First follow the quick start and pad setup. Then use the illustrated page tour as a reference. The final sections cover complete performance workflows, project state, routing, troubleshooting and the parameter index.

Current limits

- One active Mutable Dreams instance per MPC; a second instance remains silent and reports the limit.
- No hardware pad-LED control is claimed. The onscreen pad pond is a visual mirror.
- The screenshots and demo videos are software previews. Actual MPC rendering may vary with the host and model.
- Some older help text still says 113 programs. The checked 0.9.13 program manifest contains 121.

Guide map

Follow the first-sound path, or jump straight to a page while you play. PDF bookmarks provide the same shortcuts on your phone.

First sound / pp. 4-6	Install, keep a way back, hear the first notes and learn the six function-key groups.
Page tour / pp. 7-22	All sixteen interface pages, each with a screenshot, controls and a practical listening step.
Pads / p. 23	The complete A01-A16 map and Pad Learn walkthrough.
Perform / pp. 24-25	Build a piece from a World, then shape an instrument and its effects.
Record / p. 26	The stereo master and all six dry stereo track pairs.
Save / p. 27	MPC project state, Moments, programs and older work.
Troubleshoot / p. 28	No sound, pad routing, chords, CPU, freeze and model compatibility.
Test / p. 29	The actual-device acceptance checklist.
Parameters / pp. 30-36	Every automatable entry, UI actions, choices and manifest defaults.
Status / p. 37	The animated meters, texts, library selectors and input displays.
Credits / p. 38	Licences, public project links and the version record.

Suggested route

Quick start PLAY PRESETS Pad Learn GESTURE save a project. Then explore TONES / PLAITS, LOGIC / SYNTH and MODULES / CLOUDS at your own pace.

Install, verify, keep a way back

01 Save your current MPC project. Keep a copy of the previous Mutable Dreams plugin folder and its matching project.

02 Use the 0.9.13 package confirmed for your model. The documented test environment is MPC OS 3.10.1; this is not a guarantee for every later version.

03 In MPC Preferences, open Enhancements (Beta) and enable the documented Enhancements / External Plugin Support options. Follow the MPC's own prompts.

04 Extract the ZIP. Copy the whole "Kid Bunka - VST - Mutable Dreams" folder into "VST2 Plugins" on the MPC drive, SD card or USB drive. Preserve its skins and other files.

05 Load Mutable Dreams on a plugin track. Choose the CUSTOM editor if the host offers that view. Open PLAY, lower the listening level and press the MPC's Play.

06 If the plugin fails to load, stop, remove the new folder and restore the previous complete plugin folder. Reopen the earlier project copy. Do not overwrite your only known-good project.

Package identity

Version: 0.9.13-preview. Package: mutable-dreams-0.9.13-mpc.zip. The ZIP has 501 entries in the supplied package manifest.

SHA-256
3a757f7b7a4673658d5a8d0178f7d902d13dfb2f185c29
ce7bb9f660891a57df

If the MPC becomes unresponsive

Remove the external media containing the plugin, or disable External Plugin Support using the host's supported recovery procedure. Reopen a saved project without the plugin if necessary. Do not install unrelated firmware as a plugin troubleshooting step.

Your first five minutes

01 Choose a quiet listening level and load a Garden preset. Press MPC Play. “Runs With: MPC” follows the host tempo and transport.

02 Turn Density slowly: notice how much the six tracks say. Turn Motion: listen for movement. Colour changes the tonal balance; Space opens the room.

03 Open PRESETS and try Felt Observatory, then Tiny Constellation. Let each play for several bars instead of switching every beat.

04 Open TONES. Select a track on PLAY first if you want the keyboard to play a particular Dream voice. Select Plays: Tones for a six-voice engine instrument, or Plays: Plaits for POLY.

05 Set up the hardware pads using Pad Learn on PADS. Then hold BLOOM or WATER while you play notes.

06 Save a new MPC project copy. Stop and reopen it to check that the chosen state returns before beginning an important session.

An instrument, not only an autopilot

A Dream can continue generating while you play a selected track. You can also rest the Dream and play chords yourself in Tones or Plaits mode. Worlds, Radio and Long Dream are optional directions, not a requirement for making music.

Use one change at a time

Start with one World, one playable voice and one effect. Record an idea before adding another generator. This makes it much easier to hear what each control contributes.

Find your way through the garden

PLAY key	PLAY HELP
PRESETS key	PRESETS WORLDS BIOMES
TONES key	TONES PLAITS LOGIC SYNTH
PADS key	PADS GESTURE
SHAPE key	SHAPE TOOLS MODULES CLOUDS
DREAM key	DREAM

Press a function key again to move through its pages. The 16 pages share a visual language: panels hold related controls, the upper labels identify the section, and ? Help explains the current page.

Touch and Q-Links

Tap a control to select it for adjustment. The skin provides Q-Link mappings; confirm the host is using the relevant screen / plugin control mode. A value shown in the generic MPC parameter view may be the same control under a shorter name.

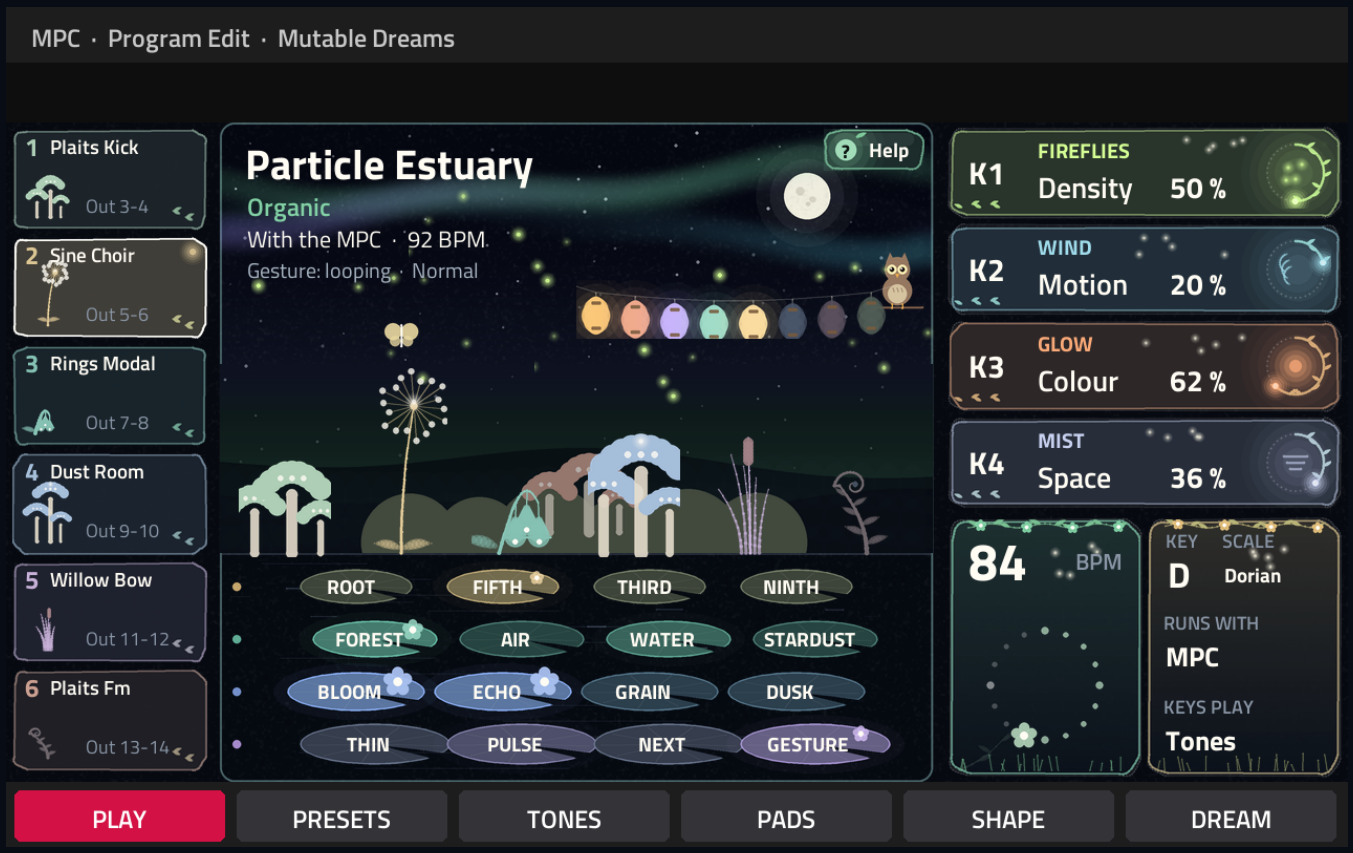
Live controls and status displays

Not every moving picture is an editable parameter. Plant levels, pad lights, beat displays and text are status outputs. The built manifest has 338 parameter entries; 171 are marked automatable. That number also includes action and selection controls and must not be read as 338 independent sound knobs.

Help can be closed safely

Tap ? Help for the overlay, then tap to close it. The intended behaviour is that controls underneath do not change while the overlay is open. Confirm this again when qualifying another MPC model or OS.

Your performance home

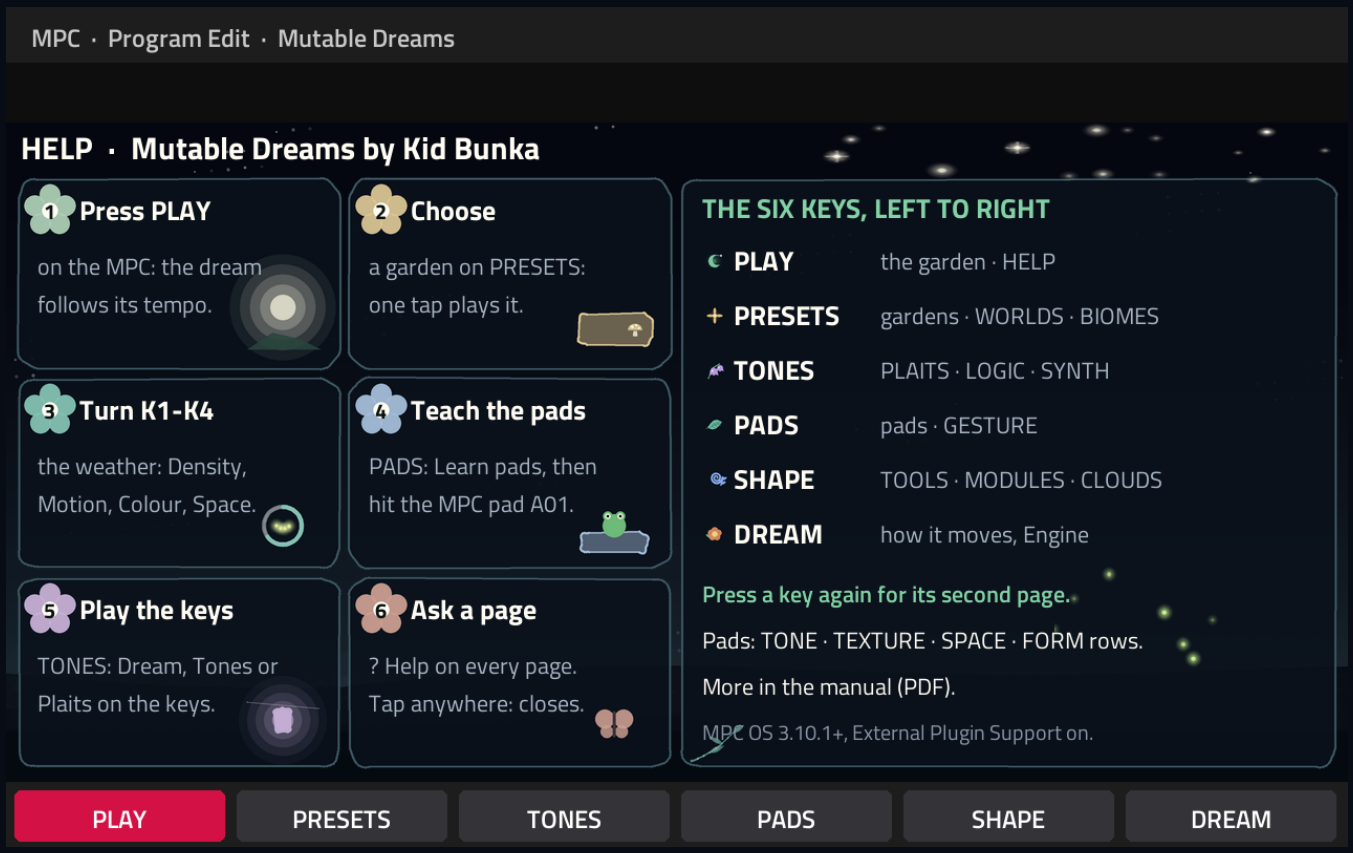


0.9.13 built skin, rendered on the Mac. Device rendering may vary with the host.

Six track plants	The left cards represent Dream tracks T1-T6. Tap a card to choose the track played by the keys in Dream mode. Growth and blooms show activity.
Weather K1-K4	Density sets activity; Motion varies movement; Colour shapes brightness / tone; Space controls spatial depth.
Garden and pond	The landscape follows the Biome family. The pond mirrors the 16 performance pads; lanterns and the seed ring show voices and the bar.
Keys play	Dream, Tones or Plaits determines whether keys join the Dream or play an independent polyphonic instrument.

Try this: select T3, play a short phrase, then raise Space a little while the Dream continues.

A guide inside the instrument

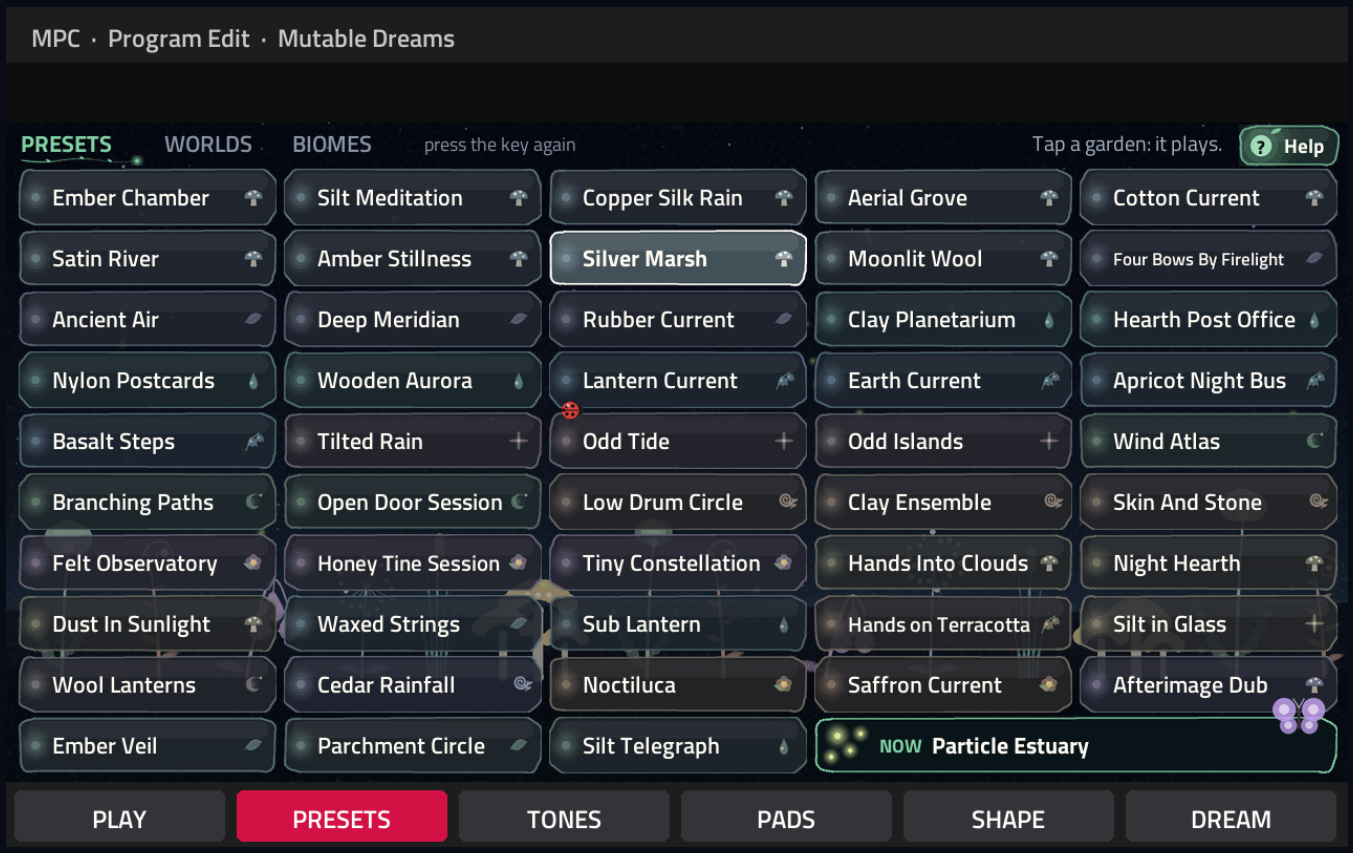


0.9.13 built skin, rendered on the Mac. Device rendering may vary with the host.

First steps	The HELP page summarises transport, preset choice, Q-Links, pads, key playing and saving a performance.
Navigation	The six function-key groups are shown in order. Repeated presses reveal their subpages.
Context overlay	? Help on each page provides local explanations. Close it before adjusting a value.
Version note	Some legacy text refers to 113 programs. The 0.9.13 manifest contains 121 programs.

Try this: open help from PLAY, PADS and TONES; close it and verify that your sound settings stayed put.

One tap to a complete starting point

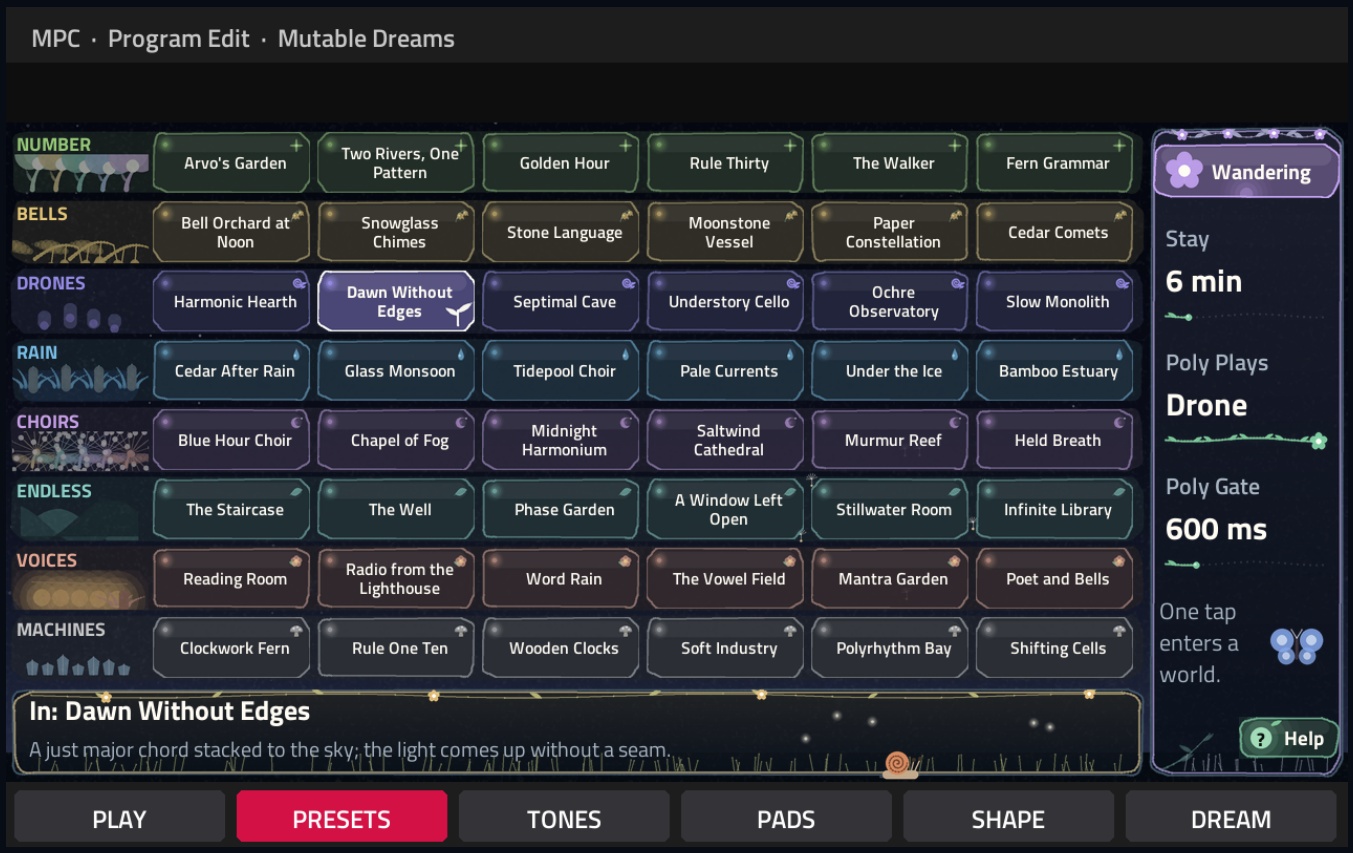


0.9.13 built skin, rendered on the Mac. Device rendering may vary with the host.

48 Gardens	Curated Biome starting points with a distinctive combination of sound and supporting layers.
NOW	Shows the currently playing selection; this helps distinguish what you are browsing from what you are hearing.
MPC program list	121 programs: Garden, 48 Worlds, 48 Gardens, 16 Keys and eight additional instrument presets.
Level matching	Worlds and Gardens use measured main-output trims to reduce jumps. Dry stems retain their own levels; unusual notes and effects can still change perceived loudness.

Try this: compare Felt Observatory, Tiny Constellation and Clay Ensemble at the same listening level.

Scenes with their own musical behaviour

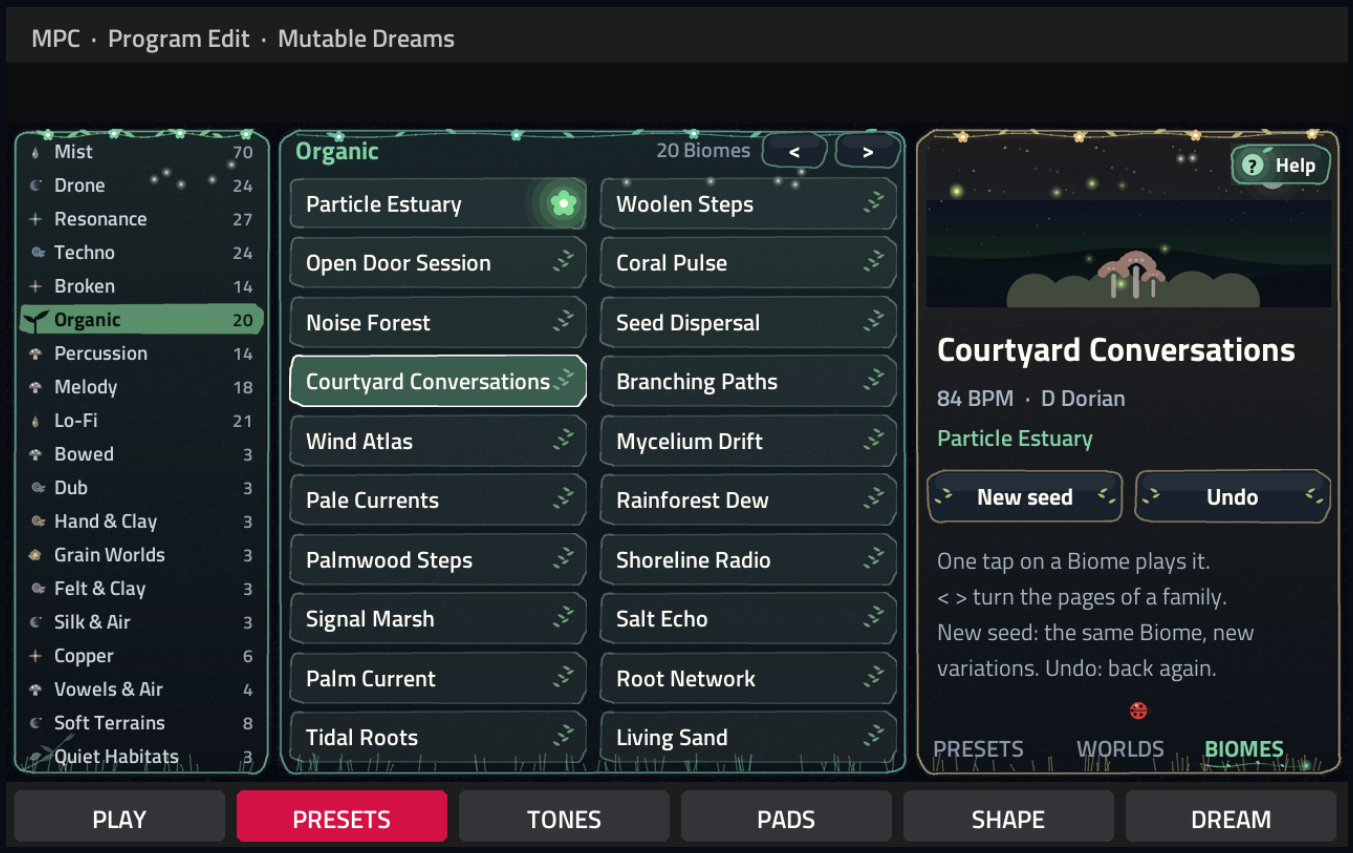


0.9.13 built skin, rendered on the Mac. Device rendering may vary with the host.

World selection	48 Worlds in eight families combine timbre, scene settings and optional LOGIC / SYNTH layers. Read the story before entering.
Enter	Applies the selected World. Browsing a name and hearing a new World are separate ideas in the parameter view.
Wander Worlds / Stay	When enabled, move through the current family after the selected stay time (2-30 minutes). This differs from the separate Gesture-page Wander control.
Poly Plays / Gate	Let the POLY instrument follow T1-T6, the melody, or a drone. Gate sets the length of followed notes.

Try this: enter Arvo's Garden, listen to a phrase, then compare one of the rhythm-oriented Worlds.

Explore all 271 Biomes

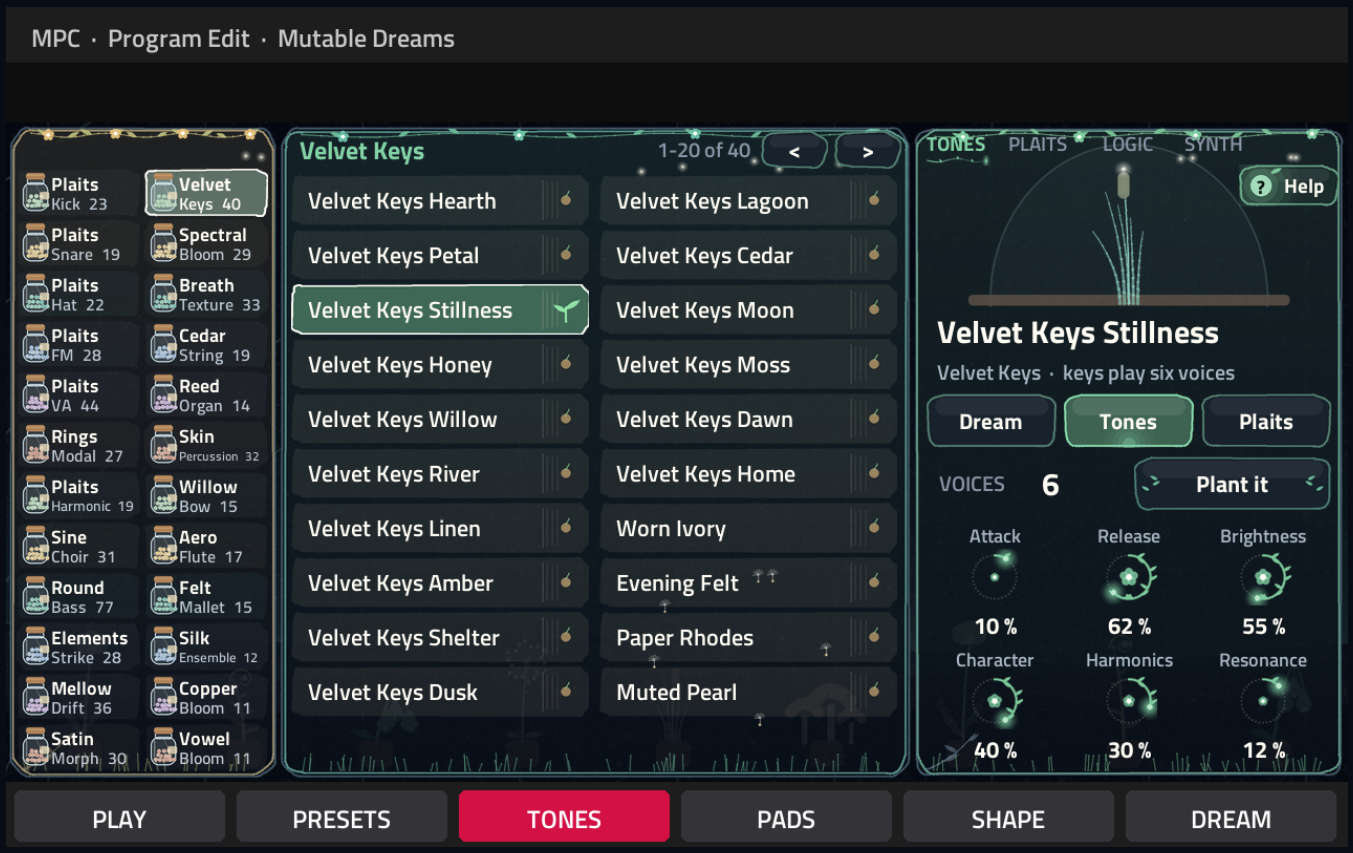


0.9.13 built skin, rendered on the Mac. Device rendering may vary with the host.

Family	Nineteen families organise the library. Biomes combine sounds, patterns, scale and spatial settings.
Biome grid	Choose a Biome from the family grid; arrows move through the available pages. The playing mark and descriptive panel help orient you.
New seed / Undo	New seed varies the current material; Undo returns to the preceding held variation state. It is not an unlimited edit history.
Root and Scale	Choose the tonal centre and one of 13 scales. The selection influences the generative and harmonic material.

Try this: keep the root fixed, compare two families, then use New seed once and Undo to hear the difference.

Play one of 632 engine tones

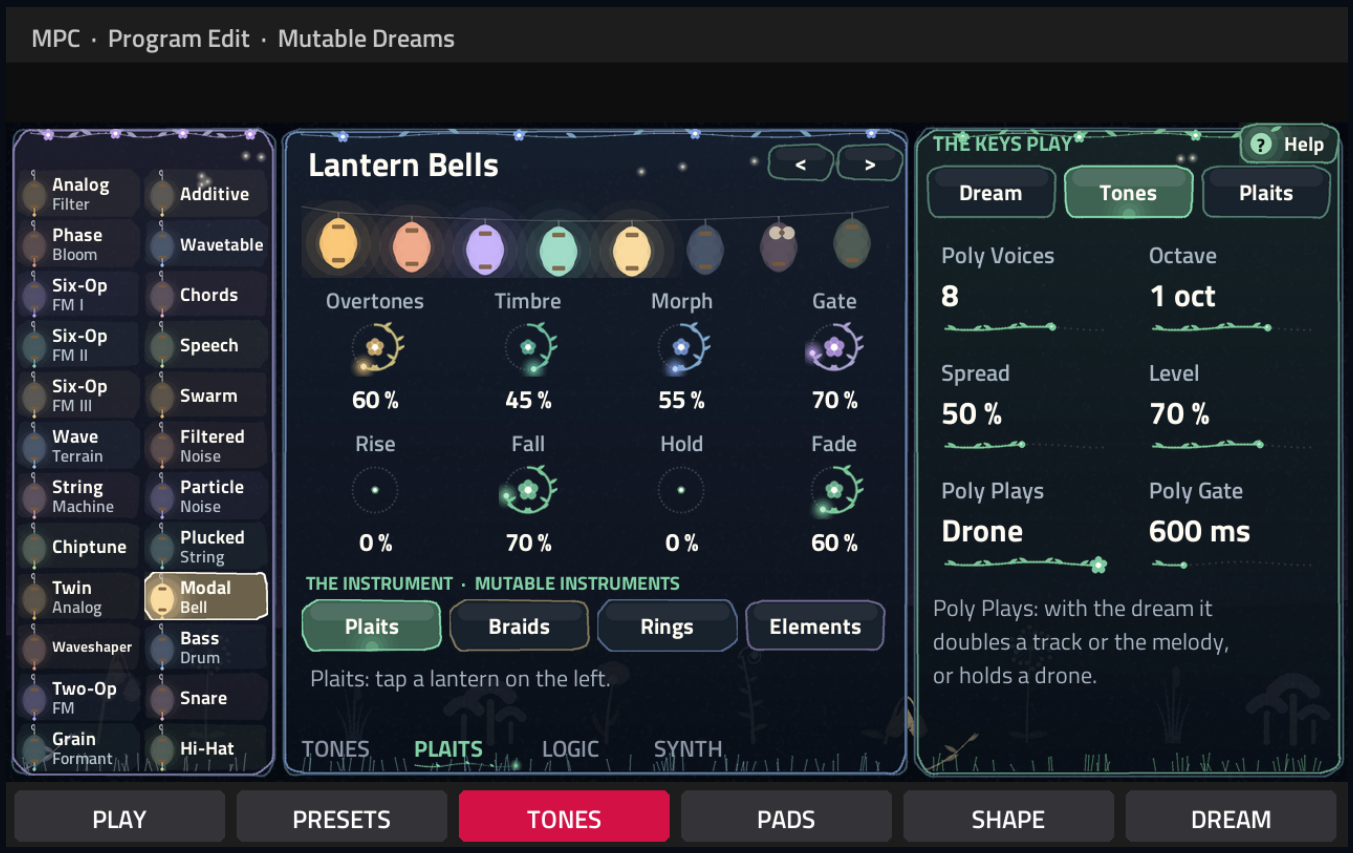


0.9.13 built skin, rendered on the Mac. Device rendering may vary with the host.

Sound / Tone	The model list groups 632 tones across 24 sound models. Select a seed packet for a tone.
Plays: Dream	The keyboard joins the selected Dream track, which is monophonic. Plant it applies a browsed tone to the selected destination.
Plays: Tones	The Dream rests and up to six voices play one engine tone. Voices changes the available voice count.
Tone shape	Attack, Release, Brightness, Character, Harmonics and Resonance shape the engine tone.

Try this: choose Velvet Keys, switch to Tones and play a chord. Return to Dream to recover the Biome performance.

POLY instruments for chords and layers

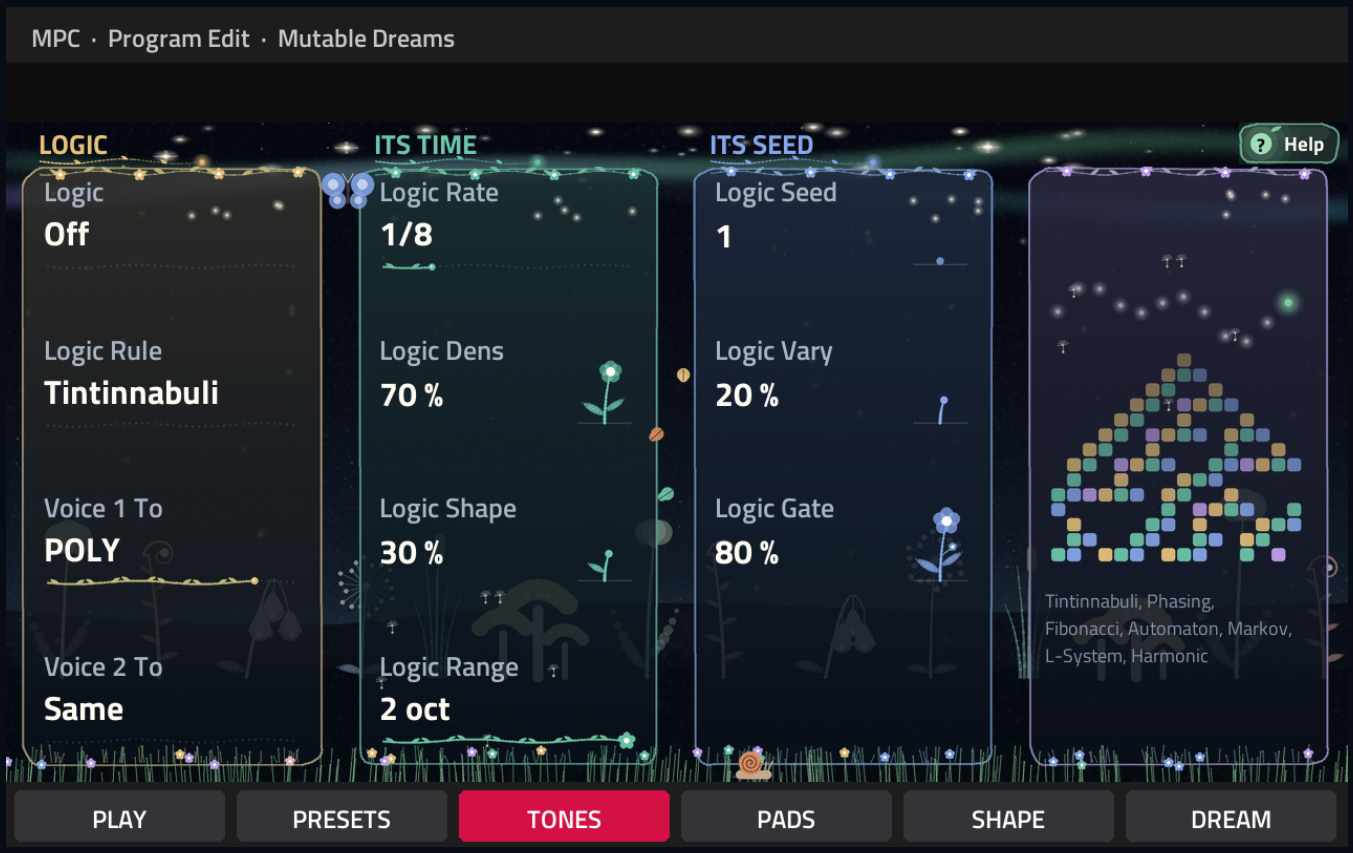


0.9.13 built skin, rendered on the Mac. Device rendering may vary with the host.

Instrument	Choose Plaits, Braids, Rings or Elements. The shared controls have instrument-dependent meanings.
Models and envelope	Plaits has 24 models; Braids exposes 47 shapes. Overtones, Timbre, Morph, Gate and Rise / Fall / Hold / Fade shape the voice.
Voices and expression	Plaits supports up to 12 voices, subject to model and load limits. Sustain pedal, mod wheel and ±2-semitone pitch bend support playing. Rings and Elements use their own voice behaviour.
Alongside the Dream	Poly Plays follows a track, melody or drone; Off leaves it to manual playing. Spread and Level place the layer in the mix.

Try this: play Night Chords with a long Fade, then use Poly Plays: Melody at a lower Level.

A musical rule becomes two voices

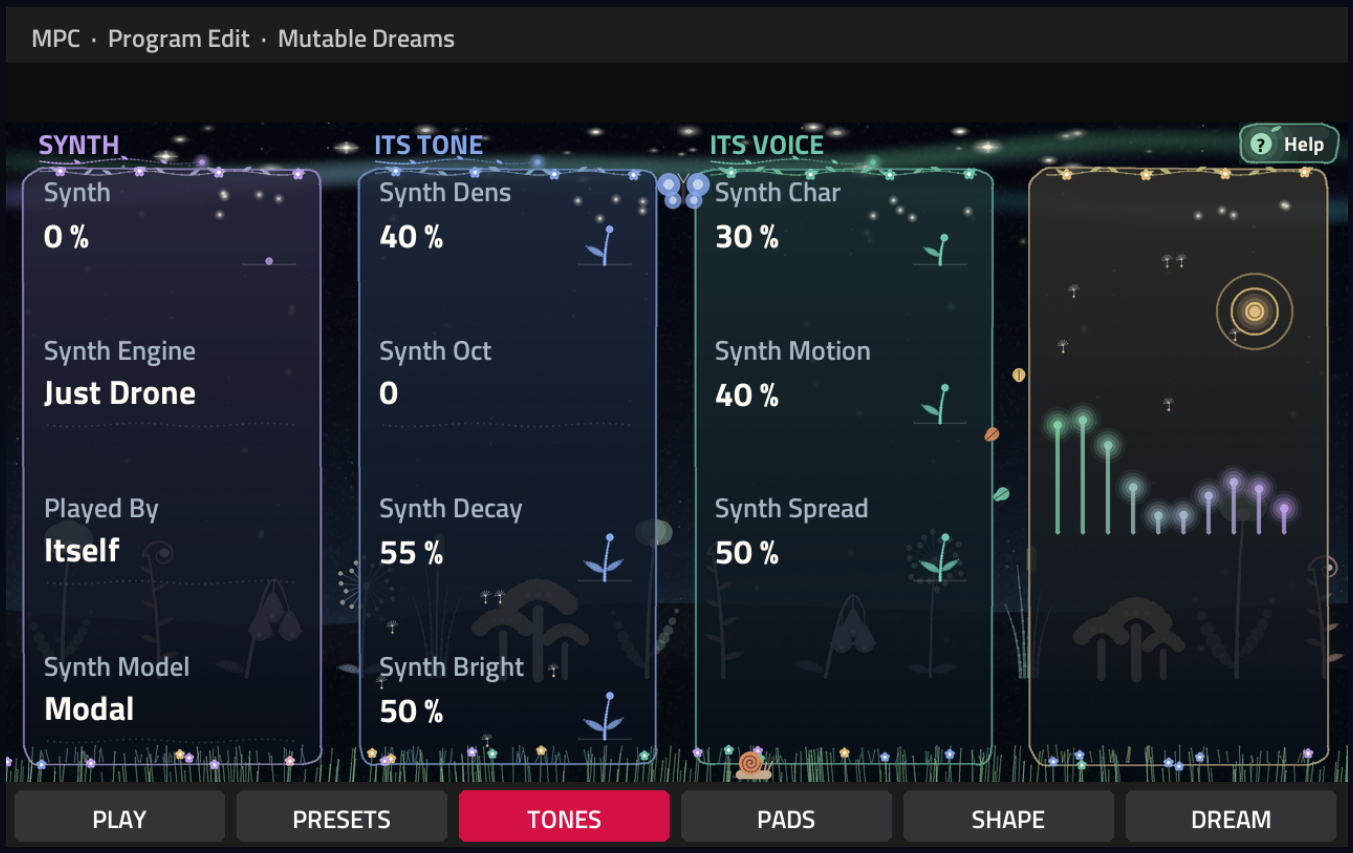


0.9.13 built skin, rendered on the Mac. Device rendering may vary with the host.

Seven rules	Tintinnabuli, Phasing, Fibonacci, Automaton, Markov, L-System and Harmonic each shape note movement differently.
Targets	Voice 1 To and Voice 2 To address T1-T6, POLY or SYNTH. “Same” uses the first voice’s destination.
Time and shape	Rate, Density, Shape, Range and Gate set pace, rests, contour, compass and note length.
Seed and Vary	Seed makes a rule’s initial choices repeatable. Vary lets behaviour drift. For a clean comparison, keep seed and other controls fixed while switching rules.

Try this: send Voice 1 to POLY and Voice 2 to SYNTH, then compare Tintinnabuli with Fibonacci.

Eight additional instruments

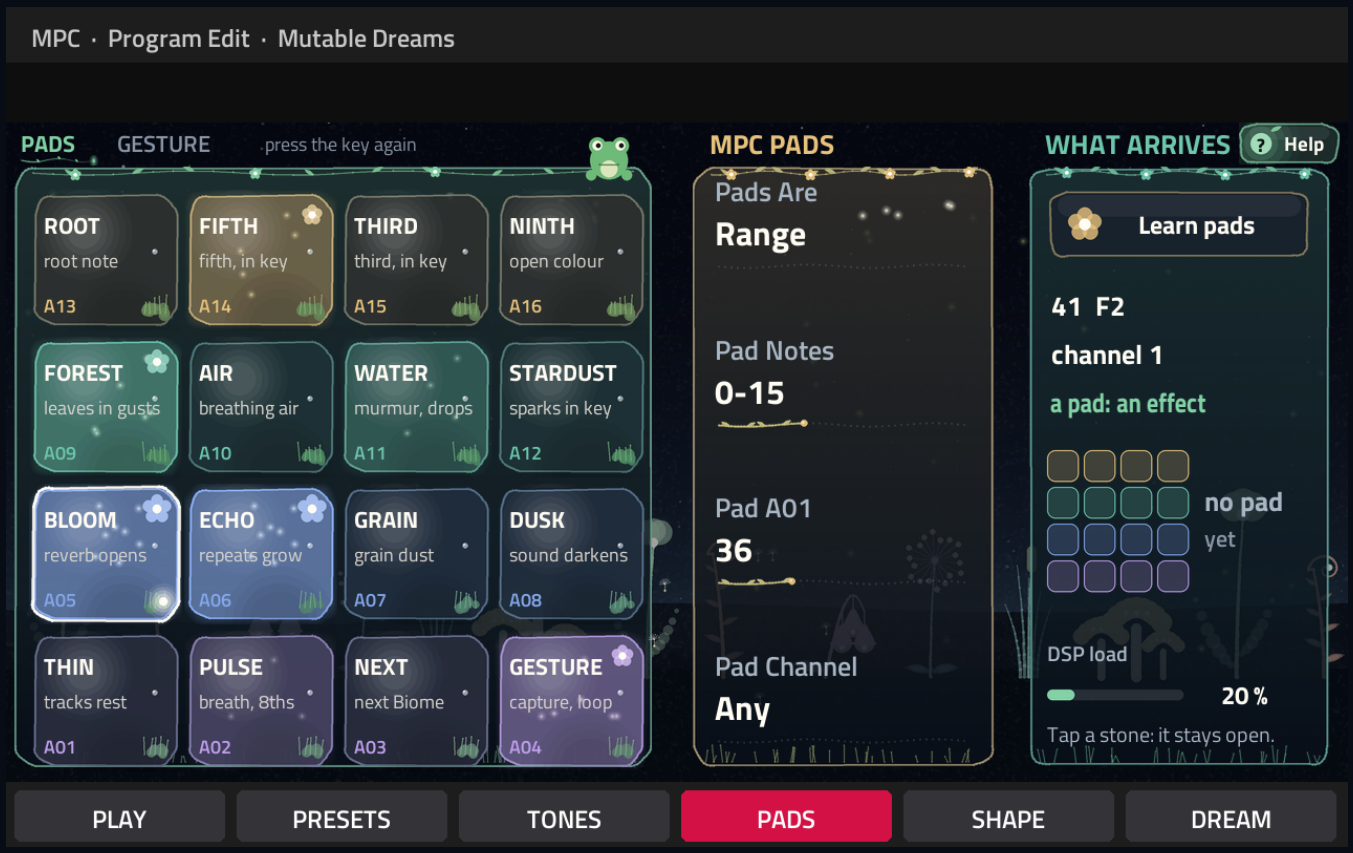


0.9.13 built skin, rendered on the Mac. Device rendering may vary with the host.

Engine	Just Drone, Modal Garden, Shepard, Karplus Rain, Golden Bells, Formant Choir, Rings and Elements.
Played By	Itself supplies autonomous activity; Logic accepts the LOGIC voices; T1-T6 follows Dream-track hits. SYNTH rests with a stopped MPC.
Tonal controls	Density, Octave, Decay, Brightness, Character, Motion and Spread shape its behaviour and sound.
Model	The resonator model selector is relevant to the engine that uses it. Raise Synth from zero to hear the layer.

Try this: select Golden Bells, set Played By to Logic and bring Synth in gradually under a sparse World.

Tone, texture, space and form

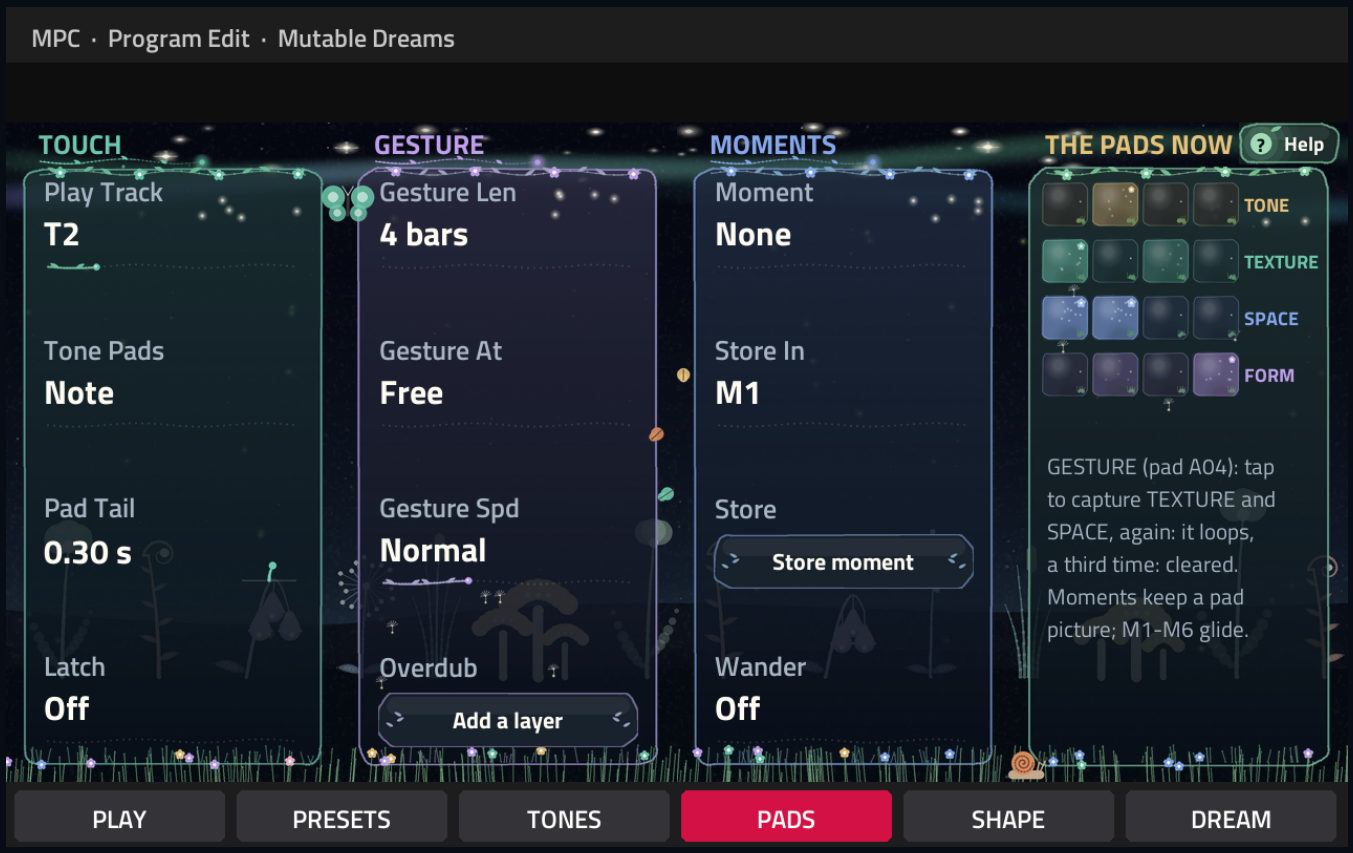


0.9.13 built skin, rendered on the Mac. Device rendering may vary with the host.

Four rows	TONE adds harmonic notes; TEXTURE adds natural / dust layers; SPACE opens effects; FORM changes arrangement or controls Gesture.
Pad mapping	Learn pads: hit A01 once. Its note becomes the start of a consecutive 16-note range, and its MIDI channel is learned. This is not 16 independent note assignments.
What arrives	Last note, channel, pad/key classification, the pad map and DSP load make routing visible.
Touch vs hardware	Screen stones latch at a fixed strength. Physical pads can supply velocity and pressure when the host and model deliver those messages. NEXT and GESTURE act once per tap.

Try this: learn A01, verify A01 and A16, hold a keyboard chord and check that pad hits do not create unintended extra notes.

Capture the movement of your hands

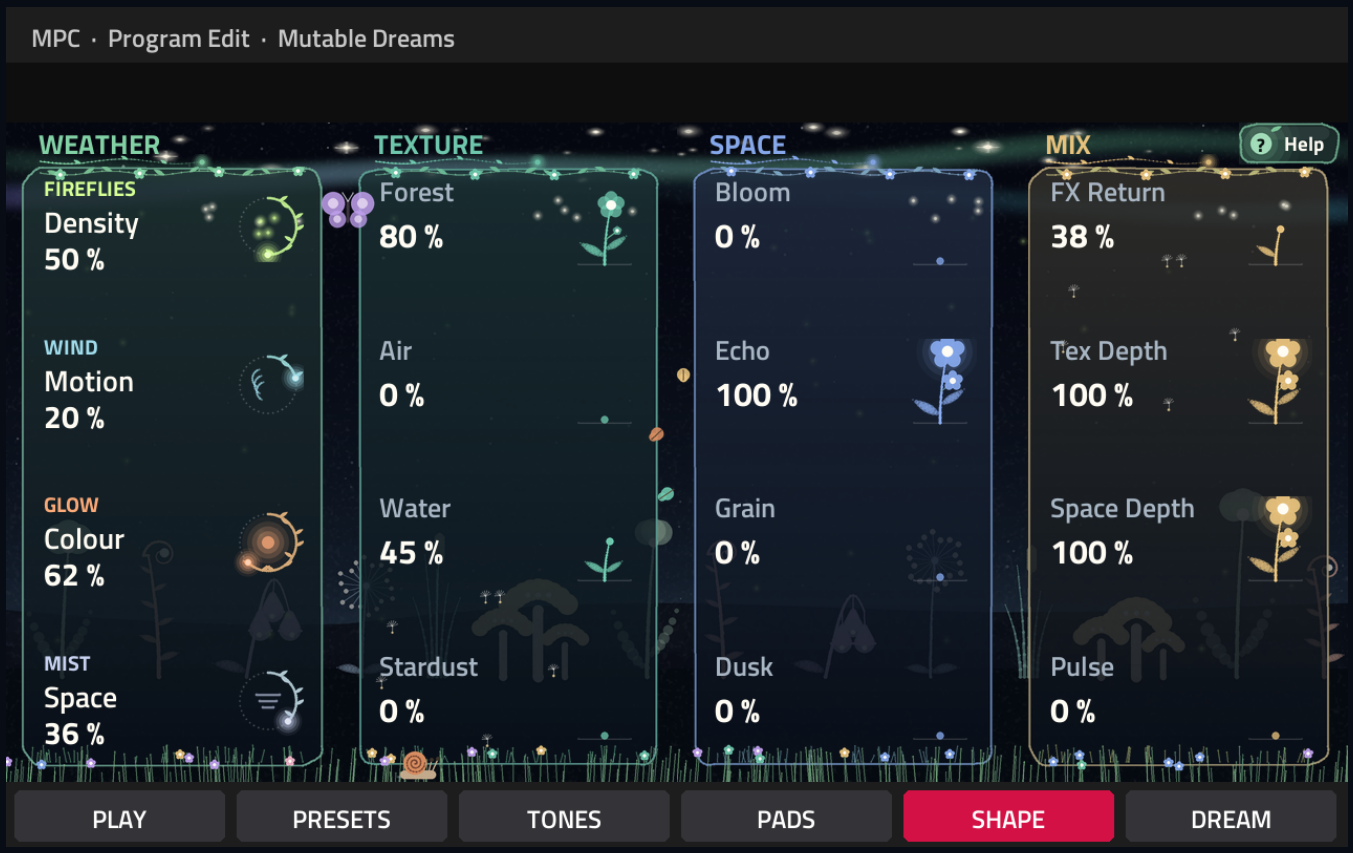


0.9.13 built skin, rendered on the Mac. Device rendering may vary with the host.

Record / loop	Pad A04 cycles the Gesture recorder. Capture TEXTURE and SPACE lanes, then loop them beneath your live playing. A later tap stops the loop; start a fresh capture when needed.
Length and start	Gesture Len selects 4 or 8 bars. Gesture At can be free or armed for the next bar.
Speed / overdub	Half, Normal, Double and Reverse change playback. Overdub adds another pass, keeping the stronger lane value.
Moments	Store In chooses M1-M6; Store remembers the pad-layer picture. Moment glides to it. Latch holds pad actions; Wander introduces hands-free performance changes.

Try this: record WATER and BLOOM over four bars, loop it, then play keys and recall a stored Moment.

Hold the weather without holding a pad

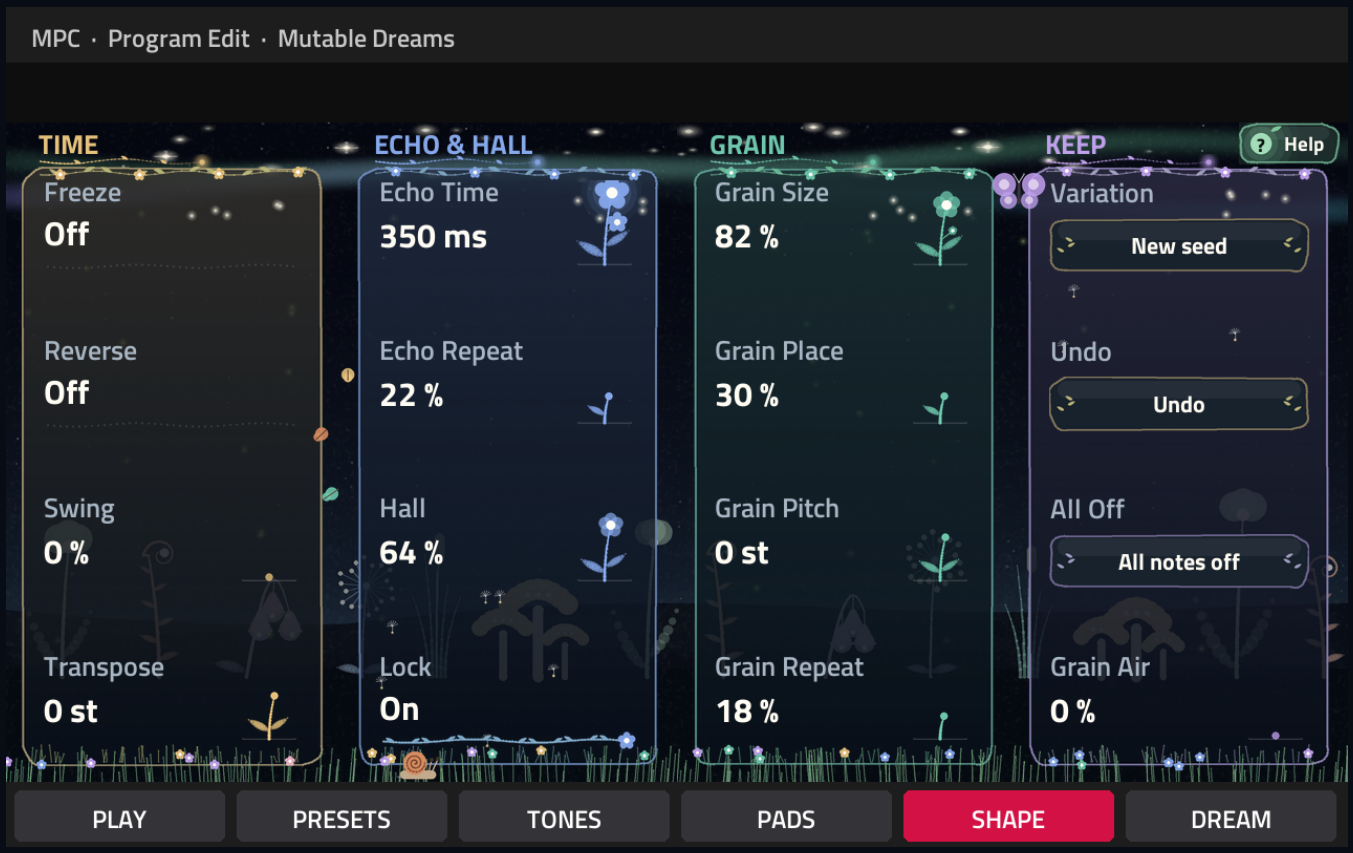


0.9.13 built skin, rendered on the Mac. Device rendering may vary with the host.

Weather	Density, Motion, Colour and Space are the same main macros as on PLAY.
Textures	Forest, Air, Water and Stardust can be raised as continuous layers.
Space	Bloom, Echo, Grain and Dusk can remain open without holding their pads.
Mix	FX Return balances the performance effect return. Tex Depth and Space Depth scale their groups; Pulse adds rhythmic breathing.

Try this: start with only Water, then compare the sound with a low Space Depth and a higher Bloom setting.

Time, room and grains

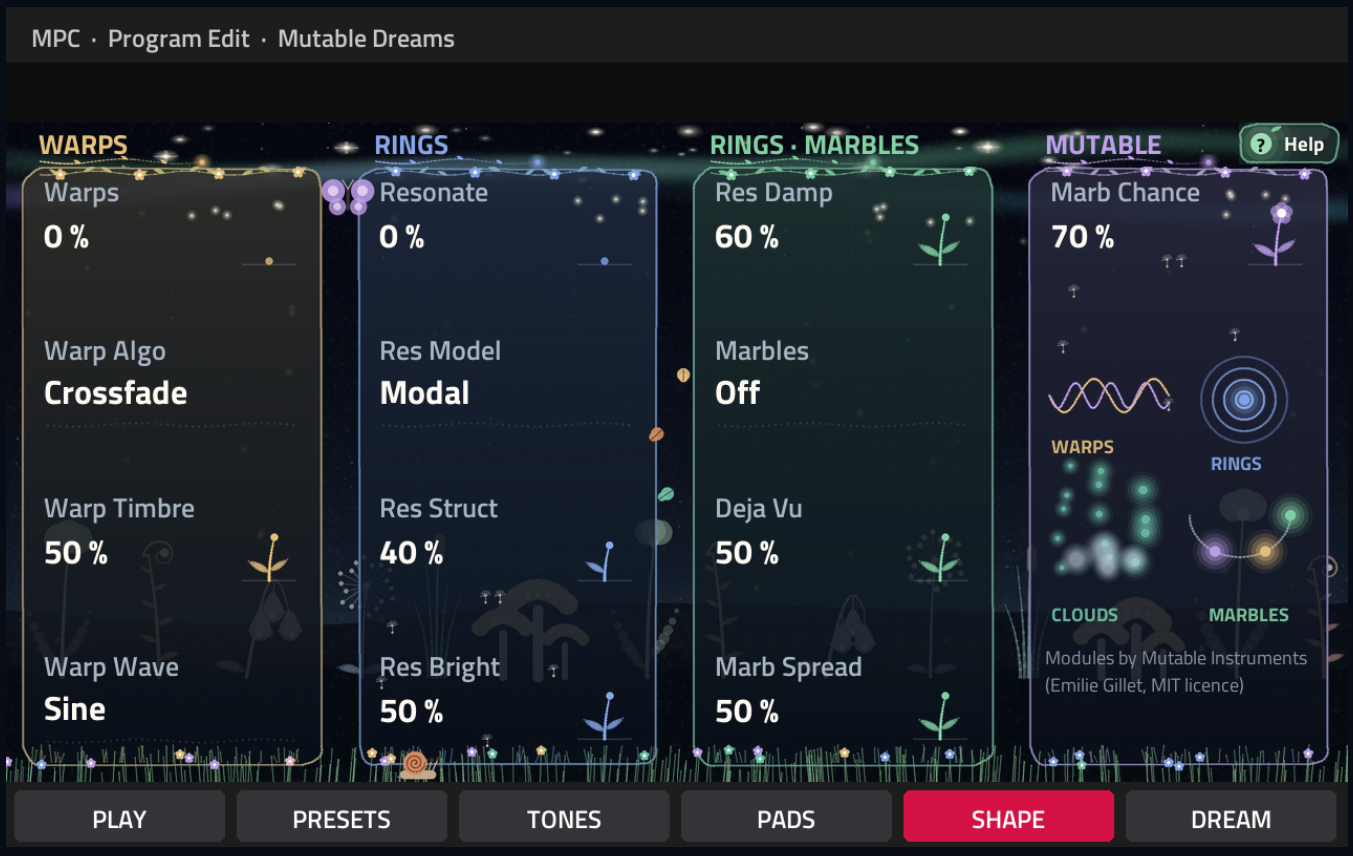


0.9.13 built skin, rendered on the Mac. Device rendering may vary with the host.

Time	Freeze holds the generative state, Reverse changes direction, Swing offsets the pulse and Transpose shifts pitch.
Echo and hall	Echo Time sets delay time, Echo Repeat feedback, and Hall the room amount. Increase feedback carefully.
Grain	Size, Place, Pitch, Repeat and Grain Air shape the engine grain layer. This is separate from the Clouds / Beads module page.
Variation / safety	New seed, Undo and Lock control variation behaviour. All Off releases notes and provides a useful first action if a sound hangs.

Try this: make a sparse phrase, add a modest echo, then a little Grain Air. Keep the effect low enough that the melody stays distinct.

Modulation, resonance and a melody source



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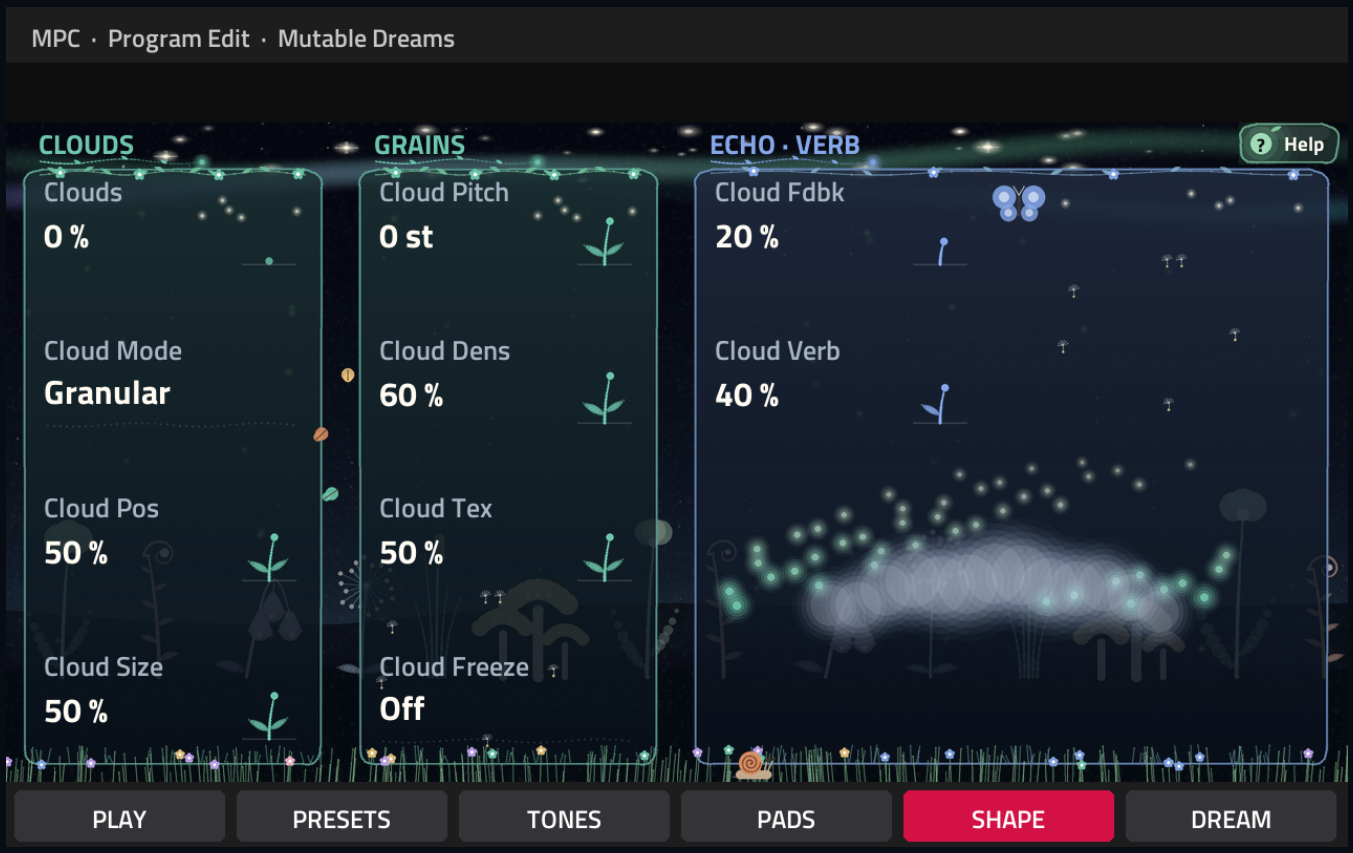
Warps	Raise Warps to mix it in. Choose Crossfade, Fold, Diode, XOR, Compare, Vocoder, Chebyshev or Shift, then adjust Timbre and oscillator Wave.
Rings effect	Resonate mixes a key-tuned resonator. Res Model, Struct, Bright and Damp determine the body and decay.
Marbles	Off, 1/16, 1/8, 1/4 or 1/2 controls note generation for POLY. Deja Vu returns to recent material; Spread widens range and Chance controls rests.
Processing load	Try one module at a time, then watch PADS DSP Load as layers accumulate. Use the device load display when combining expensive layers.

Try this: use a quiet Rings resonator, then let Marbles play a bell-like POLY instrument at 1/4.

Turn the garden into a cloud

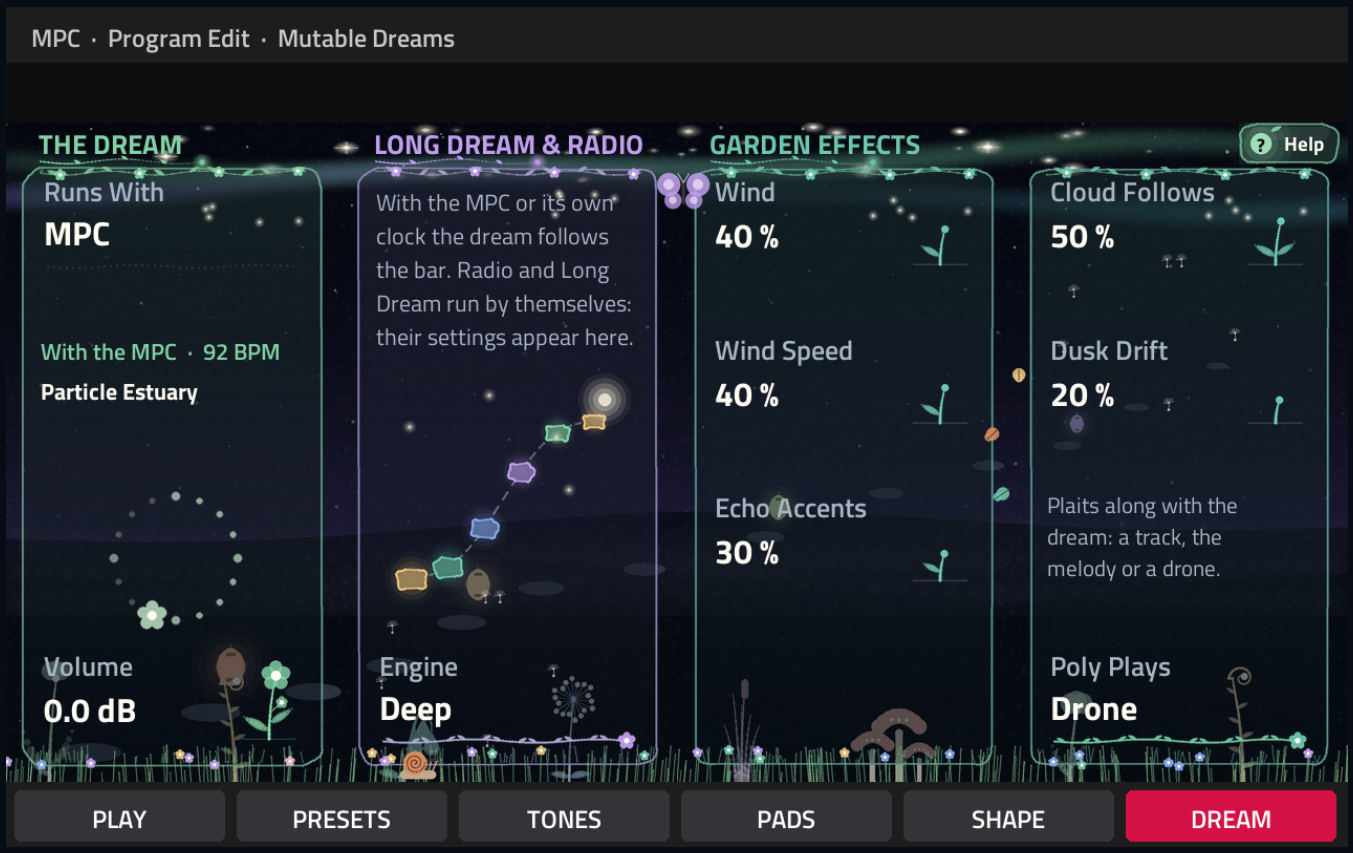


0.9.13 built skin, rendered on the Mac. Device rendering may vary with the host.

Mix and mode	Clouds is the module mix. Modes are Granular, Stretch, Looping, Spectral and Beads.
Grain window	Pos, Size, Pitch, Dens and Tex choose where the cloud reads, how large its grains are and how it distributes them.
Space and feedback	Fdbk recirculates the cloud and Verb adds the module's space. Begin with low feedback.
Cloud Freeze	Holds the module's audio cloud. This is different from TOOLS Freeze, which controls the generative engine state.

Try this: add a little Granular texture, capture a Cloud Freeze, then compare Spectral at a low mix. Watch DSP Load.

Who is conducting the piece?



0.9.13 built skin, rendered on the Mac. Device rendering may vary with the host.

Runs With	MPC follows host transport / tempo. Own uses the plugin's Play and Tempo. Radio creates short pieces with changing Biomes. Long Dream runs a chosen extended journey.
Long Dream	Choose one of 14 journeys, then a length of 30 minutes, 1, 2 or 4 hours. Radio Len selects Short, Radio or Long piece lengths.
Engine	Deep adds fuller processing, stereo hall, ensemble and FM / VA unison. Classic retains the earlier character. Older saved projects open in Classic; overload protection may reduce processing.
Garden effects	Wind / Wind Speed sway filters, Echo Accents add phrase emphasis, Cloud Follows reacts to tracks and Dusk Drift moves slowly over four minutes. Volume is the main level.

Try this: begin in MPC mode. Once the performance is familiar, try a short Long Dream without assuming it replaces your normal workflow.

The 16-pad map

This is the intended bank-A layout after learning A01. A01 is bottom left; each row runs left to right. Confirm the incoming note map on your MPC rather than assuming it.

A13 / A14 / A15 / A16	ROOT / FIFTH / THIRD / NINTH: harmonic additions in the chosen key. Tone Pads selects Note, Chord or Arpeggio.
A09 / A10 / A11 / A12	FOREST / AIR / WATER / STARDUST: performance texture layers.
A05 / A06 / A07 / A08	BLOOM / ECHO / GRAIN / DUSK: reverb, delay, grain and darkening gestures.
A01 / A02 / A03 / A04	THIN / PULSE / NEXT / GESTURE: thinning, rhythmic breathing, next Biome and gesture capture control.

Pad Learn, step by step

01 Open PADS. Turn Latch off for the first test. Tap Learn pads.

02 Strike only hardware pad A01. Confirm its note and channel under What arrives.

03 Strike A16. Check that the top-right pad lights. Then play the lowest keyboard note.

04 If keys and pads share both channel and note numbers, separate their note ranges or MIDI channels in the MPC. The plugin cannot distinguish identical MIDI messages.

05 Test a chord while holding BLOOM. Releasing the hardware pad should fade the effect according to Pad Tail.

When mapping changes

Changing pad range, learned base or channel releases held notes and pad states to avoid leaving unintended actions active. Test your mapping before recording a performance.

From a World to your own piece

01 Enter Felt Observatory or a World you enjoy. Keep Runs With at MPC and let the host set the tempo.

02 Listen for eight bars with no changes. Identify which of the six plants carries the melody.

03 Select that track on PLAY and add a short phrase with the keys. Leave rests so the generated material can answer.

04 Move Density modestly over a phrase rather than every note. Open Space near the phrase's end, then return it.

05 Hold FOREST and BLOOM to make a transition. Capture their movement with GESTURE over four bars.

06 Let the gesture loop while you switch your playing to a counter-melody. Store a quiet Moment in M1 and a more open picture in M2.

07 Record the master or available dry pairs in the MPC. Save a new project before trying a new World.

A musical transition

First make room: thin the arrangement, lower Density or let your phrase end. Change one World or Biome, then reintroduce notes and effects gradually. A new preset can replace the current sound and generator settings, so do not treat preset changes as guaranteed seamless audio crossfades.

Make the sound your own

01 Open TONES and choose Plays: Tones. Begin with a soft engine tone and a moderate Voices setting.

02 Compare a short Attack with a slower one. Let Release complete before deciding whether the sound is too quiet.

03 Switch to PLAITS / POLY, choose an instrument and play the same chord. Adjust Overtones, Timbre and Morph one at a time.

04 For a texture beneath a Dream, return to Dream and choose Poly Plays: Melody or Drone. Lower POLY Level so it supports the six tracks.

05 Open MODULES. Mix in Warps or Resonate quietly; then compare the bypassed sound by returning its mix to zero.

06 On CLOUDS, start with Granular and low Fdbk. Freeze only after useful audio has entered the cloud.

07 Use PADS DSP Load to watch the combined cost. Reduce voice count or one expensive layer if necessary; do not compensate for overload by raising the output level.

A useful comparison

Deep and Classic can sound different by design. Compare the same saved state at the same master level, then listen to space, stereo movement and note tails. A Mac render cannot replace this test on the MPC.

Route and record the six tracks

Outputs 1-2	Main stereo mix, including the instrument's main spatial and performance processing.
Outputs 3-4	Dry stereo pair: Dream track T1.
Outputs 5-6	Dry stereo pair: Dream track T2.
Outputs 7-8	Dry stereo pair: Dream track T3.
Outputs 9-10	Dry stereo pair: Dream track T4.
Outputs 11-12	Dry stereo pair: Dream track T5.
Outputs 13-14	Dry stereo pair: Dream track T6.

01 Load one instance and choose a short repeatable passage.

02 In the host's plugin / mixer routing, expose the outputs it supports. Create destination tracks for the stereo pairs you want.

03 Record a short check. Solo each destination and confirm that it contains the expected track rather than the whole main mix.

04 Keep the master if you want the complete performance effects. Dry stems do not reproduce every shared master effect on their own.

05 Save the host project and an exported audio reference. Reopen it and confirm output assignments.

The plugin declares these channels. Availability and exact routing steps depend on the MPC model, OS and host view; check the available routing on your own model. Do not interpret six MIDI channels as six isolated audio recordings.

Save, recall and keep older work

MPC project state

The host saves the plugin state with the project. Save a new project copy first, close it, reopen it and compare the World, Engine, instrument, module amounts, pad mapping and performance settings.

Programs, Biomes and Moments

An MPC program selects a prepared whole-instrument state. A Biome is a six-track starting point inside the instrument. A Moment stores a performance-layer picture for M1-M6; it is not a complete alternate MPC project. Gesture is captured control movement, not a recorded audio file.

Classic and older projects

The state loader treats older projects as Classic rather than silently changing their sound to Deep. Keep the matching earlier plugin and an untouched project copy for comparison. Saving in a newer preview should never overwrite your only old-format copy.

Reproducible comparisons

Note the program, root, scale, tempo, Engine and the LOGIC seed. Vary, generator state, live pads and different incoming notes can make two performances differ even when their preset name is the same.

Before an important session

01 Check that only one instance is active.

02 Confirm pad/key mapping and transport mode.

03 Play a dense passage while watching DSP Load.

04 Save and reload, then make a short audio recording before committing to a long performance.

Troubleshooting

No sound	Check host Play, track monitoring, output pair, Volume, selected mode and active instance. Try All Off, then a known Garden program.
Pads play unwanted notes	Run Pad Learn and inspect What arrives. Separate overlapping key and pad note/channel ranges.
A screen stone stays on	Touch stones intentionally latch. Tap again or use All Off. Hardware pad behaviour also depends on Latch and Pad Tail.
Only one note sounds	Dream plays one note on its selected track. Choose Tones or the POLY instrument for chords.
Tempo will not change	Runs With: MPC follows the host. Choose Own only if you intend to use the plugin clock.
Cloud Freeze is silent	Let useful audio enter the cloud first; check Clouds mix. TOOLS Freeze has a different purpose.
Crackle / high DSP load	Stop adding layers. Reduce polyphony, reduce or bypass expensive Clouds / Beads processing, compare Classic and record a short diagnostic example.
Second instance is silent	One active instance is a current limitation. Bounce the first to audio before using another arrangement.
Text or graphics differ	The software preview approximates the host skin renderer. Record the model, OS, page, screenshot and exact action for the device report.
A newer model / older MPC	Do not assume compatibility. Request a model-qualified build and report the exact model, OS and result.

Acceptance checklist and feedback

Kid Bunka has approved 0.9.13 after testing it on his Gen 2 MPC. Reuse this checklist for another model or OS and for future updates. Mac results and device acceptance are different forms of evidence.

01 Load: confirm the package version and all 16 page names. Check legibility and every ? Help overlay.

02 Pads: record A01, A16 and a keyboard note with their channels. Learn the pad range, then test velocity, pressure if provided, touch latching and one action per NEXT / GESTURE tap.

03 Sound: compare five presets in Deep and Classic; listen to note tails, switching and quiet passages. Note any load-protection change.

04 Instruments: try all four POLY instruments, a chord with long release and the eight additional instrument programs.

05 Generators: compare the seven LOGIC rules and eight SYNTH engines. Check that garden presets clear unwanted supporting layers.

06 Performance: capture and replay a gesture, overdub, change speed and recall Moments.

07 Host: Play / Stop at 70, 120 and 160 BPM; test Q-Links and a short automation pass.

08 Project: save, close and reload. Check the selected instrument, Engine, modules, mapping and output assignments.

09 Routing: solo every exposed dry stereo pair. Confirm that it is a track stem, not the master.

10 Stress: run a dense passage for several minutes and note the host and plugin DSP figures. Report audible problems with a short recording.

Useful report

Model / MPC OS / plugin version / program name / Engine / exact steps / expected result / actual result / screenshot / short audio example. Send reports through the project's public issue route or the contact used for your test package.

Parameter reference

The following index lists every parameter marked automatable in the built manifest, plus the non-automatable pad-learning and touchscreen actions. Repeated library buttons are grouped by range. Index numbers are host parameter indices, starting at zero; they are not MIDI CC assignments.

Choice names are transcribed from the package. Defaults shown are manifest defaults, not promises that every program opens with those values. A preset or saved project can set a different value. Action controls are momentary operations, not continuous sound controls.

0 · Volume	Main output level. Default: 0.0 dB.
1 · Density	Overall generative activity. Default: 50 %.
2 · Motion	Variation / movement macro. Default: 0 %.
3 · Colour	Tonal colour macro. Default: 48 %.
4 · Space	Spatial depth macro. Default: 28 %.
5 · Forest	Continuous amount of the forest texture lane. Default: 0 %.
6 · Air	Continuous amount of the air texture lane. Default: 0 %.
7 · Water	Continuous amount of the water texture lane. Default: 0 %.
8 · Stardust	Continuous amount of the stardust texture lane. Default: 0 %.
9 · Bloom	Continuous amount of the bloom performance space lane. Default: 0 %.
10 · Echo	Continuous amount of the echo performance space lane. Default: 0 %.
11 · Grain	Continuous amount of the grain performance space lane. Default: 0 %.
12 · Dusk	Continuous amount of the dusk performance space lane. Default: 0 %.
13 · FX Return	Performance effect-return level. Default: 38 %.
14 · Tex Depth	Scales the texture pad group. Default: 100 %.
15 · Space Depth	Scales the space pad group. Default: 100 %.
16 · Pulse	Rhythmic breathing amount. Default: 0 %.
17 · Family	Choose a Biome family to browse. Choices: Mist, Drone, Resonance, Techno, Broken, Organic, Percussion, Melody, Lo-Fi, Bowed, Dub, Hand & Clay, Grain Worlds, Felt & Clay, Silk & Air, Copper, Vowels & Air, Soft Terrains, Quiet Habitats. Default: Mist.
18 · Biome	Select a Biome position. Default: Velvet Observatory.

19 · Load	Load the selected Biome. Choices: Tap, OK. Default: Tap.
20 · Root	Musical root note. Choices: C, C♯, D, D♯, E, F, F♯, G, G♯, A, A♯, B. Default: C.
21 · Scale	Scale used by the generative material. Choices: Chromatic, Minor, Major, Dorian, Minor pent, Major pent, Whole tone, Phrygian, Ukr dorian, Harm minor, Dbl harm min, Harm major, Dbl harm maj. Default: Minor pent.
22 · Variation	Create a new variation / seed. Choices: Tap, OK. Default: Tap.
23 · Undo	Return to the previous variation state. Choices: Tap, OK. Default: Tap.
24 · Pad Notes	Legacy fixed pad-note range. Choices: Off, 0-15, 36-51, 37-52. Default: 0-15.
25 · Tone Pads	Harmony-pad playing mode. Choices: Note, Chord, Arpeggio. Default: Note.
26 · Play Track	Dream track played by keys. Choices: T1, T2, T3, T4, T5, T6. Default: T1.
27 · Latch	Keep pad actions held after release. Choices: Off, On. Default: Off.
28 · Pad Tail	Fade time after pad release. Default: 0.30 s.
29 · Gesture Len	Length of captured control movement. Choices: 4 bars, 8 bars. Default: 4 bars.
30 · Gesture At	Free start or next-bar arm. Choices: Free, Next bar. Default: Free.
31 · Gesture Spd	Gesture playback direction / speed. Choices: Half, Normal, Double, Reverse. Default: Normal.
32 · Overdub	Add another gesture pass. Choices: Tap, OK. Default: Tap.
33 · Wander	Hands-free variation of performance layers. Choices: Off, On. Default: Off.
34 · Moment	Recall a stored performance picture. Choices: None, M1, M2, M3, M4, M5, M6. Default: None.
35 · Store In	Destination Moment slot. Choices: M1, M2, M3, M4, M5, M6. Default: M1.
36 · Store	Store the current performance-layer picture. Choices: Tap, OK. Default: Tap.
37 · Runs With	Choose the transport / journey controller. Choices: MPC, Own, Radio, Long Dream. Default: MPC.
38 · Play	Internal play state; host controls it in MPC mode. Choices: Off, On. Default: Off.
39 · Tempo	Internal tempo; host tempo takes priority in MPC mode. Default: 56 BPM.
40 · Long Dream	Journey theme. Choices: Hortus Quietus, Via Siderum, Silva Nocturna, Mare Nebularum, Lumen Primum, Terra Pluvia, Aurora Polaris, Somnus Lenis, Murmur Arenae, Speculum Glaciei, Ignes Errantes, Fungi Lucentes, Terra Resonans, Aer Silens. Default: Hortus Quietus.
41 · Dream Len	Duration of a Long Dream. Choices: 30 min, 1 hour, 2 hours, 4 hours. Default: 1 hour.

42 · Radio Len	Length class for Radio pieces. Choices: Short, Radio, Long. Default: Radio.
142 · Plays	Keyboard destination: Dream, engine Tones or POLY. Choices: Dream, Tones, Plaits. Default: Dream.
143 · Tone	Engine tone selection. Default: Felt Foot.
144 · Sound	Engine model browser. Choices: Plaits Kick, Plaits Snare, Plaits Hat, Plaits FM, Plaits VA, Rings Modal, Plaits Harmonic, Sine Choir, Round Bass, Elements Strike, Mellow Drift, Satin Morph, Velvet Keys, Spectral Bloom, Breath Texture, Cedar String, Reed Organ, Skin Percussion, Willow Bow, Aero Flute, Felt Mallet, Silk Ensemble, Copper Bloom, Vowel Bloom. Default: Plaits Kick.
145 · Voices	Polyphonic engine-tone voice limit. Default: 6.
146 · Plant It	Apply the browsed tone to its selected destination. Choices: Tap, OK. Default: Tap.
147 · Attack	Engine-tone onset time. Default: 0 %.
148 · Release	Engine-tone tail time. Default: 50 %.
149 · Brightness	Engine-tone spectral brightness. Default: 50 %.
150 · Character	Model-dependent character. Default: 50 %.
151 · Harmonics	Engine-tone harmonic content. Default: 50 %.
152 · Resonance	Engine-tone resonant emphasis. Default: 0 %.
196-215 · Sow 1-20	Tone-grid selection actions. Each applies the corresponding visible tone.
216 · Tones Back	Previous page of tones. Choices: Tap, OK. Default: Tap.
217 · Tones More	Next page of tones. Choices: Tap, OK. Default: Tap.
218 · Freeze	Hold the generative engine state. Choices: Off, On. Default: Off.
219 · Reverse	Reverse engine sequencing direction. Choices: Off, On. Default: Off.
220 · Swing	Timing swing amount. Choices: 61 entries. 0 % to 60 %.. Default: 0 %.
221 · Transpose	Global pitch transposition. Choices: 49 entries. -24 st to 24 st.. Default: 0 st.
222 · Echo Time	Engine delay time. Default: 350 ms.
223 · Echo Repeat	Engine delay feedback. Default: 22 %.
224 · Hall	Engine room / reverb amount. Default: 64 %.
225 · Lock	Protect the engine from variation changes. Choices: Off, On. Default: On.
226 · Grain Size	Engine grain-window size. Default: 82 %.
227 · Grain Place	Position of the engine grain window. Default: 30 %.

228 · Grain Pitch	Engine grain transposition. Choices: 49 entries. -24 st to 24 st.. Default: 0 st.
229 · Grain Repeat	Engine grain feedback. Default: 18 %.
230 · All Off	Release notes and reset active performance actions. Choices: Tap, OK. Default: Tap.
231 · Preset	POLY preset selection. Default: Glass Garden.
232 · Model	Plaits sound model. Choices: Analog Filter, Phase Bloom, Six-Op FM I, Six-Op FM II, Six-Op FM III, Wave Terrain, String Machine, Chiptune, Twin Analog, Waveshaper, Two-Op FM, Grain Formant, Additive, Wavetable, Chords, Speech, Swarm, Filtered Noise, Particle Noise, Plucked String, Modal Bell, Bass Drum, Snare, Hi-Hat. Default: Wavetable.
233 · Overtones	POLY harmonic / structural character. Default: 40 %.
234 · Timbre	POLY timbral control. Default: 55 %.
235 · Morph	POLY morph / excitation control. Default: 30 %.
236 · Gate	POLY gate / colour control. Default: 60 %.
237 · Rise	POLY attack stage. Default: 12 %.
238 · Fall	POLY decay stage. Default: 45 %.
239 · Hold	POLY sustain stage. Default: 60 %.
240 · Fade	POLY release stage. Default: 55 %.
241 · Poly Voices	Requested POLY voice count; instrument and load limits apply. Choices: 1, 2, 3, 4, 6, 8, 10, 12. Default: 8.
242 · Octave	POLY octave offset. Choices: -2 oct, -1 oct, 0 oct, 1 oct, 2 oct. Default: 0 oct.
243 · Spread	POLY stereo spread. Default: 60 %.
244 · Level	POLY layer level. Default: 70 %.
246 · Preset Back	Previous POLY preset. Choices: Tap, OK. Default: Tap.
247 · Preset More	Next POLY preset. Choices: Tap, OK. Default: Tap.
248 · World	Choose a curated World. Choices: 48 entries. See the relevant library / instrument page.. Default: Arvo's Garden.
249 · Enter	Apply the selected World. Choices: Tap, OK. Default: Tap.
250 · Wander Worlds	Automatically progress within a World family. Choices: Off, On. Default: Off.
251 · Stay	Minutes before the next World. Choices: 29 entries. 2 min to 30 min.. Default: 6 min.
254 · Poly Plays	POLY follower source. Choices: Off, T1, T2, T3, T4, T5, T6, Melody, Drone. Default: Off.
255 · Poly Gate	Length of followed POLY notes. Default: 600 ms.

256 · Grain Air	Additional engine-grain air / texture. Default: 0 %.
257 · Pads Are	Fixed range or learned mapping. Choices: Range, Learned. Default: Range.
258 · Learn Pads	Learn A01 note and MIDI channel from the next pad hit. Choices: Tap, OK. Default: Tap.
259 · Pad A01	Base note of the consecutive 16-note mapping. Default: 36.
260 · Pad Channel	Accepted pad channel; Any accepts all. Choices: Any, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16. Default: Any.
265-280 · Touch 1-16	Touchscreen pad switches: fixed-strength latch. NEXT and GESTURE trigger once per tap.
281 · Wind	Independent filter sway depth. Default: 0 %.
282 · Wind Speed	Rate of the filter sway. Default: 40 %.
283 · Echo Accents	Phrase-start echo emphasis. Default: 0 %.
284 · Cloud Follows	Track-reactive grain movement. Default: 0 %.
285 · Dusk Drift	Slow tonal drift over four minutes. Default: 0 %.
286 · Garden Pick	Select one of the 48 Garden programs. Choices: 48 entries. See the relevant library / instrument page.. Default: Ember Chamber.
288 · Engine	Classic / Deep processing mode. Choices: Classic, Deep. Default: Deep.
289 · Instrument	POLY instrument selection. Choices: Plaits, Braids, Rings, Elements. Default: Plaits.
290 · Braids Shape	Braids oscillator shape. Choices: 47 entries. See the relevant library / instrument page.. Default: CS Saw.
291 · Rings Model	POLY Rings resonator model. Choices: Modal, Sympathetic, String, FM Voice, Sym Quantized, String Verb. Default: Modal.
292 · Body	Elements resonator body. Choices: Modal, String, Strings. Default: Modal.
293 · Warps	Warps effect mix. Default: 0 %.
294 · Warp Algo	Warps processing algorithm. Choices: Crossfade, Fold, Diode, XOR, Compare, Vocoder, Chebyshev, Shift. Default: Crossfade.
295 · Warp Timbre	Warps timbre control. Default: 50 %.
296 · Warp Wave	Warps internal oscillator wave. Choices: Sine, Triangle, Saw. Default: Sine.
297 · Resonate	Key-tuned Rings effect mix. Default: 0 %.
298 · Res Model	Rings effect model. Choices: Modal, Sympathetic, String, FM Voice, Sym Quantized, String Verb. Default: Modal.
299 · Res Struct	Resonator structure. Default: 40 %.

300 · Res Bright	Resonator brightness. Default: 50 %.
301 · Res Damp	Resonator damping. Default: 60 %.
302 · Clouds	Clouds / Beads module mix. Default: 0 %.
303 · Cloud Mode	Granular processing mode. Choices: Granular, Stretch, Looping, Spectral, Beads. Default: Granular.
304 · Cloud Pos	Read position. Default: 50 %.
305 · Cloud Size	Grain size. Default: 50 %.
306 · Cloud Pitch	Grain transposition. Choices: 49 entries. -24 st to 24 st.. Default: 0 st.
307 · Cloud Dens	Grain density. Default: 60 %.
308 · Cloud Tex	Grain texture. Default: 50 %.
309 · Cloud Fdbk	Module feedback. Default: 20 %.
310 · Cloud Verb	Module reverb. Default: 40 %.
311 · Cloud Freeze	Freeze module audio, not the engine sequence. Choices: Off, On. Default: Off.
312 · Marbles	POLY note-generator subdivision or Off. Choices: Off, 1/16, 1/8, 1/4, 1/2. Default: Off.
313 · Deja Vu	Return to recent note material. Default: 50 %.
314 · Marb Spread	Generated-note range. Default: 50 %.
315 · Marb Chance	Chance that a note is played. Default: 70 %.
316 · Logic	Enable the rule-based note generator. Choices: Off, On. Default: Off.
317 · Logic Rule	Musical rule. Choices: Tintinnabuli, Phasing, Fibonacci, Automaton, Markov, L-System, Harmonic. Default: Tintinnabuli.
318 · Voice 1 To	First LOGIC voice destination. Choices: T1, T2, T3, T4, T5, T6, POLY, SYNTH. Default: POLY.
319 · Voice 2 To	Second LOGIC voice destination. Choices: Same, T1, T2, T3, T4, T5, T6, POLY, SYNTH. Default: Same.
320 · Logic Rate	Rule clock subdivision. Choices: 1/4, 1/8, 1/8 T, 1/16, 1/16 T, 1/32. Default: 1/8.
321 · Logic Dens	Note density / rests. Default: 70 %.
322 · Logic Shape	Rule-specific contour. Default: 30 %.
323 · Logic Range	Generated note compass. Choices: 1 oct, 2 oct. Default: 2 oct.
324 · Logic Seed	Repeatable initial rule seed. Default: 1.
325 · Logic Vary	Slow variation amount. Default: 20 %.

326 · Logic Gate	Note duration. Default: 80 %.
327 · Synth	SYNTH layer level. Default: 0 %.
328 · Synth Engine	SYNTH sound engine. Choices: Just Drone, Modal Garden, Shepard, Karplus Rain, Golden Bells, Formant Choir, Rings, Elements. Default: Just Drone.
329 · Played By	Autonomous, LOGIC or Dream-track excitation. Choices: Itself, Logic, T1, T2, T3, T4, T5, T6. Default: Itself.
330 · Synth Dens	Autonomous excitation density. Default: 40 %.
331 · Synth Oct	SYNTH octave setting. Default: 0.
332 · Synth Decay	Sound tail. Default: 55 %.
333 · Synth Bright	Spectral brightness. Default: 50 %.
334 · Synth Char	Engine-dependent character. Default: 30 %.
335 · Synth Motion	Internal sound movement. Default: 40 %.
336 · Synth Spread	SYNTH stereo width. Default: 50 %.
337 · Synth Model	Resonator model for the relevant SYNTH engine. Choices: Modal, Sympathetic, String, FM Voice, Sym Quantized, String Verb. Default: Modal.

What the animated status entries mean

These parameters carry the interface’s text, pictures and live meters. They are not additional synthesis engines or independent musical automation lanes.

43-46	Now Playing, Now Family, Dream and Hands status text.
47-62	The sixteen performance pad levels.
63-68 / 69-74	Track names and the six plant-growth frames.
75-79	Garden landscape, beat, BPM, Atlas page and information.
80-99 / 100-119	Visible Biome labels and selection / playing marks.
120-141	Biome picks and previous / next library pages. These are UI actions, not sound modulation lanes.
153-195	Tone information, page, picture, visible tone labels and selection marks.
245	POLY voice-light status.
252-253	Current World and story text.
261-264	Last incoming note, MIDI channel, pad/key classification and plugin DSP load.
287	Last pad identifier.

The interface and generic parameter view may abbreviate names. If a displayed name or value does not update on an MPC, include a screenshot and the exact page in your report; the Mac preview cannot establish whether that host redraw path works.

Credits, links and version record

Mutable Dreams by Kid Bunka. Independent synthesizer software built with the MPC Plugin SDK. Akai Professional and MPC are referenced to identify the intended platform; no affiliation, certification or endorsement is claimed.

The project includes DSP from Mutable Instruments by Emilie Gillet and contributors under the applicable MIT notices, plus other components under their included licences. The host-independent Garden core is marked GPL-3.0-only. Preserve the package's complete licence notices and obtain the corresponding source when redistributing covered binaries. A trademark claim does not replace software licence permissions.

Project and support

Mutable Dreams website
https://kidbee85-beep.github.io/mutable-dreams/

Instagram · @mutabledreams
https://www.instagram.com/mutabledreams/

Kid Bunka on YouTube
https://www.youtube.com/@kidbunka

Voluntary development support
https://www.paypal.com/donate/?business=kidbee85%40gmail.com

Voluntary donations support updates, new firmware and synthesizer-software development.

This guide

Prepared 14 November 2026 for 0.9.13-preview. Checked against the supplied core source, built params.json, TUI skin and latest night25 screens. Uses the current Night Garden design. It corrects the stale 113-program figure to 121; it does not modify the plugin binary.

Device status: Kid Bunka confirmed testing and approval of 0.9.13 on his Gen 2 MPC on 14 November 2026. No per-model performance figures are claimed here. Older-model compatibility remains unconfirmed.