FM-1 MIDI Processor

Cheat sheet: buttons, pages and rule-building shortcuts



Opens a page (press again to cycle) · Rule Builder · Action / edit · Monitor search · Unused

Page buttons

HOME	MIDI Monitor
FX	Ch Filter → Msg Filter → Msg Remap → Ch Remap
SEL	Event Triggers (from a trigger's sub-pages: back one level)
EDIT	Knobs Config → Metronome
SEQ	Clock Monitor
SAVE	Patch Select → Sysex Dump
ARP	Live Keys (all 27 keys play notes)
GLO	Rule Builder, from any page. **GLO again** goes back

Press a page button again for the next page in its cycle. Changes apply at once; keep them with SAVE → REC ×2.

Monitor row colours

passed · blocked · remapped · triggered

Patches SAVE

White keys pick slot 1–16. PLAY loads it; REC ×2 saves to it. * in the title = unsaved changes.

Monitor shortcuts (HOME)

Scroll until the message you want is the **bottom row**, then press a key. A key is lit only when it works for that message.

Key	Does	Works for
C#5	Add Message Rule, output = input (or opens the existing rule)	Note CC PC
D#5	Add Channel Rule for its port + channel	Channel msgs
F#5	New trigger on that value, opened. PLAY adds its messages	NON NOF CC PC
F5 ENV	Builder **IN**: port, ch, type, value	Note CC PC
G5 LFO	Builder **OUT**: channel, value	Note CC PC

Search keys: OP1–OP5

OP1	Port	OP2	Channel	OP3	Type
OP4	Data 1	OP5	Data 2 (FROM–TO, INC or EXC)		

- **Tap** to turn a search on or off. Its LED is lit and SRCH shows in the title.
- **Hold** (about 1 s) to open its settings. HOME goes back.
- Searches combine. They only hide rows on screen and never affect MIDI.

Rule Builder (GLO): IN from one msg, OUT from another

1. HOME Select the incoming note. Press F5 to set **IN**.
2. GLO back. Select the target note and press G5 to set **OUT**.
   Or: ARP, play the note, then press LFO.
3. Press REC REC. The rule joins its Message Remap list (ADDED) and the scratchpad clears.

Where IN and OUT come from

Page	IN / OUT	Takes
Monitor	F5 G5 / ENV LFO	Selected row (its own port)
Live Keys	ENV LFO	Last note played or PC sent (port USB)
Knobs Config	ENV LFO	Focused knob's CC (port USB)

On the builder page

- SELECT moves through IN P → CH → TYP → VALUE → OUT CH → VALUE.
  ALGORITHM / OCT± edit; white keys set the focused CH.
- An empty half (`---`) starts at USB, ch 1, NOTE 60.
- **Same type only:** note→note, CC→CC, PC→PC.
- Survives page changes and patch loads; clears at power-off.

Status line

`NEEDS IN/OUT`	one half set	`REC TO ADD`	ready
`TYPE MISMATCH`	REC won't save	`REPLACES A RULE`	same input exists
`LIST FULL (32)`	`PATCH FULL (256)`: no room, so REC does nothing		

Every page

SELECT	Move the focus, or scroll a list
ALGORITHM	Change the focused value
OCT− / +	Step ±1 or scroll (Live Keys: octave)
White keys	Pick channel 1–16 (current is lit)
PLAY	Open / add a rule or trigger; load a patch
REC	Save · delete · clear · send. Losing data takes **2 presses in 5 s**

Rule pages

Message Remap FX

- One list per port + CH + TYP (NOTE, CC, PC).
- PLAY on a rule opens it. On `+ NEW RULE` it adds one.
- REC ×2 deletes (list) or saves (Add Rule).
- NOTE rules also remap Note Off, so notes never hang.

Channel Remap

- Moves a port's whole channel, **after** message rules. PLAY / REC as above.

Event Triggers SEL

- PLAY opens a trigger, or adds one from `+ NEW TRIGGER`.
- Edit Trigger: PLAY opens its messages; REC test-sends them. Edits apply at once.

Pipeline: Channel Filter → Message Filter (per port) → Message Remap → Channel Remap → USB OUT **Limits:** 16 patches · 32 rules per list, 256 per patch · 32 channel rules · 32 triggers · 100-message history