FM-1 · BEGINNER'S GUIDE

# COQUÍ

Your first guide: how to use the device, play the rhythms and load the sounds — step by step, no rush.

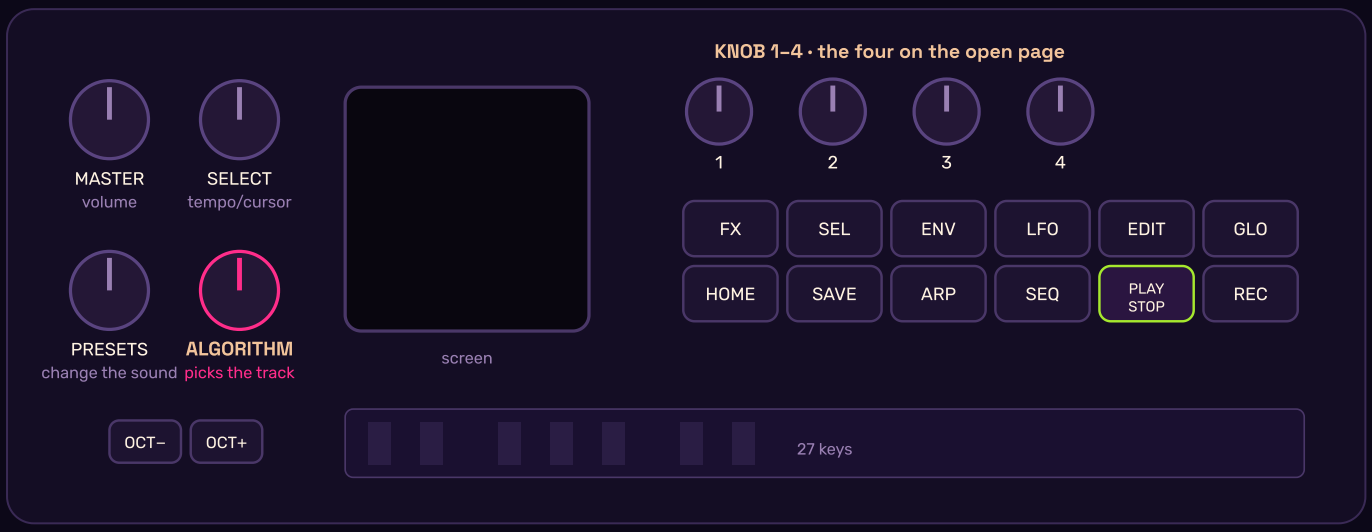



Latin and Caribbean firmware for the M-VAVE FM-1 · version 1.1

THE DEVICE AT A GLANCE

# Where everything is

The FM-1 has 4 knobs on the left, 4 knobs on top, a grid of buttons on the right and 27 keys. On COQUÍ, they do this:




### THE 4 ON THE LEFT

**MASTER** is the overall volume. **SELECT** sets the tempo (BPM) and the cursor. **PRESETS** changes the track's sound. **ALGORITHM** picks which of the 4 tracks you're playing.

### THE 4 ON TOP

**KNOB 1 to 4** control the four things the open page shows on screen (their names appear under each knob).

### THE BUTTONS

Each button opens a page on screen. One tap opens it; tapping again moves to the next. Some have a **hold** function. `PLAY/STOP` starts and stops the rhythm.

FIRST STEPS

# Power on and play in 1 minute

Connect the FM-1 to a USB source or to headphones/a speaker. It powers on showing the coquí frog under the moon.

1. **Sound and volume.** Turn `MASTER` to a comfortable level. Press a key: you already hear the selected track.
2. **Pick the track.** Turn `ALGORITHM` to move between **T1, T2, T3 and T4**. COQUÍ has four tracks that play together — think of four instruments.
3. **Change the sound.** Turn `PRESETS`: each click loads a factory sound into the track (bass, piano, percussion…). Turn until you find one you like.
4. **Back to HOME.** Press `HOME` any time to see the four tracks, each one's volume, and the frog singing along with the music.

### HOW IT'S ORGANIZED

COQUÍ is a **groovebox**: 4 tracks playing together at the same tempo. One can be the **percussion**, another the **bass**, another the **piano/harmony**, another a **lead**. Each track has its own sound, volume, effects and pattern.




The **HOME** screen: the night sky with the moon and stars, the coquí (it sings on a loud hit and sleeps in the silence) and **one conga per track**, with a flame that rises with the sound. Below, the 4 tracks and their volumes.

### GOLDEN TIP

Lost in a page? `HOME` always takes you back. And COQUÍ **saves on its own** when you stop and leave it untouched for a few seconds — power it on again and everything is as you left it.

PLAY A RHYTHM

# Let the percussion play itself (GROOVE)

The fastest way to feel COQUÍ: load a percussion kit with a ready-made rhythm and press PLAY.

1. Pick a track with `ALGORITHM` (e.g. T1).
2. Turn `PRESETS` to a percussion kit: **SALSA DURA**, **PERREO 2004**, **DEMBOW**, **CUMBIA**… (the PERC category). Each kit already comes with the right rhythm.
3. Press `PLAY/STOP`. The rhythm plays on its own.
4. Turn `SELECT` on HOME to change the **tempo** (BPM). Press `PLAY/STOP` again to stop.




The **GROOVE** page shows one row per drum and the column of the step that's playing.

## WANT TO TWEAK THE RHYTHM? THE GROOVE PAGE

On a percussion track, press `EDIT` until you reach the **GROOVE** page. Its four knobs are:

| Knob | Does | What it changes |
|---|---|---|
| 1 | STYLE | Picks the rhythm: OFF or one of the 14 styles (salsa, dembow, bomba…). |
| 2 | PARTS | Which drums play: everything, just the kit, just the hands (congas/bongos) or just the bells. |
| 3 | FILL | A fill at the end of every 2, 4 or 8 bars. |
| 4 | FEEL | The swing. 0 is the style's own natural feel. |

On the **SOUND** page (the first EDIT) there's also **HUMAN**: it makes each hit a little "off", like a real hand. A touch of HUMAN takes away the machine feel.

BUILD A SCENE

# Rhythm + bass + piano: an orchestra in 4 tracks

The classic salsa recipe, using all four tracks. It takes about two minutes.

1. **T1 — the percussion.** With `ALGORITHM` on T1, turn `PRESETS` to **SALSA DURA**. It comes with the salsa groove.
2. **T2 — the bass.** `ALGORITHM` on T2, `PRESETS` to **TUMBAO BASS**. This sound switches the tumbao line on by itself.
3. **T3 — the piano.** `ALGORITHM` on T3, `PRESETS` to **MONTUNO PIANO**. It switches the montuno on.
4. **Play and hold a chord.** Press `PLAY/STOP`. On T2 or T3, **hold a key** (or three, for a chord): the bass and piano play the line on their own. Change the key to change the chord.

### SHORTCUT: THE DEMO SCENE

Want to hear it all ready? Press `SAVE` twice to open the **PROJECTS** page, turn the action to **DEMO**, press `OCT+` and then `PLAY/STOP`. A dembow/perreo orchestra loads across the 4 tracks. (The **NEW** action, next to it, starts a blank project already with a COQUÍ sound.)

### ONE KEY IS ENOUGH

On the lines (tumbao, montuno…), **a single key** already becomes a major chord. Three keys build whatever chord you want.

### THE OCTAVE

The `OCT-` and `OCT+` buttons move the keys' range up and down — handy for the bass (lower) and the lead (higher).

REFERENCE

# The buttons, one by one

One tap opens the page; tapping again moves to the next. "Hold" is the extra function.

| Button | One tap opens | Hold |
|---|---|---|
| EDIT | The track's sound (SOUND) and the SOURCE page (changes the sound engine). On a PERC track: SOUND → GROOVE → SOURCE. | With OCT-/OCT+: undo / redo. |
| HOME | Volume, filter (CUTOFF, RESONANCE) and the track's effect sends. Next taps: mixer and PAN. | SYSTEM: color, MIDI channel, tuning, screen. |
| SEL | SCALE and CHORD (chord type). | Toggles the track's chord mode. |
| ENV | Envelope: attack, decay, sustain, release. | — |
| LFO | An LFO that modulates pitch, volume, pan or a knob. | — |
| ARP | The arpeggiator and the **lines** (tumbao, montuno…): MODE, RATE, OCTAVES, GATE. | Toggles the track's ARP. |
| SEQ | The step sequencer (GRID) and the pattern settings (STEPS, DIVISION, SWING). | With the keys: clear, randomize, copy… the pattern. |
| FX | The effects: TAPE, GRAIN, DELAY, SPACE and **AMBIENTE** (ready-made scenes). | PERFORM: live effects while you hold the keys. |
| GLO | SONG: chains the A–D slots into a song. | With keys 1–4: mute; 5–8: solo the tracks. |
| SAVE | SOUNDS (save sounds) → PROJECTS (slots A–D; LOAD/SAVE/ERASE/NEW/DEMO). | With the keys: recall/save slots A–D. |
| PLAY/STOP | Starts and stops the rhythm and all 4 tracks' sequences. | — |
| REC | Records: stopped, step by step; playing, live. | ~1 s: clears the track's pattern. |

REFERENCE

# The knobs and how to change sounds

### THE 4 ON THE LEFT (always apply)

| | |
|---|---|
| **MASTER** | the device's overall volume |
| **SELECT** | the tempo (BPM) on HOME; the cursor in the sequencer |
| **PRESETS** | changes the track's sound (or the tempo, on the SEQ pages) |
| **ALGORITHM** | picks the active track (T1–T4) |

### THE 4 ON TOP (change per page)

**KNOB 1–4** control what the open page shows. Examples:

| | |
|---|---|
| **HOME** | VOLUME • CUTOFF • RESONANCE • FX |
| **SOUND (PERC)** | KIT • TUNE • DECAY • HUMAN |
| **GROOVE** | STYLE • PARTS • FILL • FEEL |
| **ARP** | MODE • RATE • OCTAVES • GATE |

### CHANGE THE SOUND WITH PRESETS

Turning `PRESETS` steps through the sounds of the track's **category**, loading each one as you go. First come the 40+ factory sounds (by name), then your saved ones; past the end, the next category. To jump to a category, use the `SOUNDS` page (the SAVE button).

| Category | Some sounds |
|---|---|
| `PERC` | SALSA DURA, PERREO 2004, BOMBA SICA, PLENA CALLE, MERENGUE, CUMBIA, MAMBO, BACHATA, DEMBOW, BARRIL LENTO |
| `BASS` | TUMBAO BASS, BABY BASS, MERENGUE BASS, BACHATA BASS, 808 BOOM, SALSA UPRIGHT |
| `KEYS` | MONTUNO PIANO, SALON PIANO, GUAJEO PIANO, BOLERO EP |
| `CUERDAS` | CUATRO, CUATRO GUAJEO, TRES CUBANO, REQUINTO, BACHATA GUITAR |
| `BRASS` | MAMBO BRASS, TROMBONE SALSA, TRUMPET STAB, SAX MERENGUE |
| `LEAD · PAD · ORGAN · OTHER` | TROPICAL SYNTH, NOCHE PAD, SALSA ORGAN, STEEL PAN, MARIMBA, FLAUTA CHARANGA… |

THE RHYTHMS

# The 14 GROOVE styles

On the STYLE knob of the GROOVE page (on a PERC track). Each one is two bars long.

| Style | What it plays |
|---|---|
| **DEMBOW** | Reggaeton: the kick on every beat, the snare's dembow, hats and a clap. |
| **PERREO** | Old-school reggaeton: the 808 boom, the rim's dembow, an open hat. |
| **SALSA 2-3** | Son clave 2-3, cowbell, güiro, the conga's tumbao, the bongó's martillo. |
| **SALSA 3-2** | Clave 3-2 and the timbal's cáscara (the verse feel). |
| **SON** | Son montuno: martillo, maracas, clave, a lighter tumbao. |
| **MAMBO** | The mambo bell, the bongo bell, the full tumbao, a hot kick. |
| **CHACHA** | Cha-cha-chá on the güiro and the bell. |
| **BOMBA SICA** | Bomba sicá: the cuá's sticks, the buleador, the subidor. |
| **BOMBA YUBA** | Bomba yubá in 6/8. |
| **PLENA** | The seguidor, the punteador on the off-beats, the requinto. |
| **MERENGUE** | The güira, the tambora's stick and hand. |
| **BACHATA** | The bongó with its fourth beat, the güira. |
| **CUMBIA** | The guacharaca, the llamador, the tambora. |
| **SOCA** | Four on the floor, the iron, the snare on 2 and 4. |

Tip: put the **same style on two PERC tracks** with different PARTS (e.g. KIT on one, MANOS on another) to give the hands and the bells their own volume, pan and effects.

THE LINES AND THE EFFECTS

# Automatic bass and piano

On the ARP page (hold ARP to switch it on), turn MODE past CHORD. The line plays over the chord you hold.

| Mode | Plays |
|---|---|
| **TUMBAO** | The salsa bass: the fifth on the "2-and", the root anticipated on 4. |
| **MONTUNO** | The piano montuno: off-beat eighths, in octaves. |
| **GUAJEO** | The tres's line: root, third, fifth and octave on the off-beats. |
| **MERENGUE** | The merengue bass: 1 and 3, with a push into the next bar. |
| **BACHATA** | The bachata bass: long notes and its "2-and". |

Shortcut: sounds like **TUMBAO BASS**, **MONTUNO PIANO** and **GUAJEO PIANO** already switch on the right line when loaded. Just hold a chord and press PLAY.

# The effects and AMBIENTE

Under FX there's TAPE, GRAIN, DELAY and SPACE. The last page, **AMBIENTE**, is a single knob that sets everything at once as a "scene".

| Scene | The mood |
|---|---|
| **SECO** | Dry, no room, no echo. |
| **QUINTAL** | A backyard: a short warm room. |
| **CALLE** | The street: an echo off the walls. |
| **PLAYA** | The beach: an open, bright space. |
| **NOCHE** | The night: a long, dark reverb. |
| **DUB** | A long echo feeding back, low and dark. |
| **RADIO AM** | An old radio: band-pass, drive, hiss. |




AMBIENTE on the **DUB** scene. The little boxes show which effects the scene switched on.

SAVING AND THE CHEAT SHEET

# Keep your work

### IT SAVES ITSELF

COQUÍ keeps everything (tracks, mixer, effects, tempo, sequences) on its own when you **stop and leave it ~2.5 s untouched**. Power it on again and it's as you left it. You don't have to do anything.

### THE A–D SLOTS

To keep separate scenes, press `SAVE` twice (the **PROJECTS** page), choose the slot and the **SAVE** action, and confirm with `OCT+`. **LOAD** brings it back; **NEW** starts from scratch; **DEMO** loads the demo scene.

## Cheat sheet

| I want to… | I do |
|---|---|
| Switch tracks | Turn `ALGORITHM` |
| Change the sound | Turn `PRESETS` |
| Change the overall volume | Turn `MASTER` |
| Change the tempo (BPM) | `HOME`, then turn `SELECT` |
| Start/stop the rhythm | `PLAY/STOP` |
| Make the percussion play itself | A PERC sound on the track + `PLAY/STOP` |
| Automatic bass/piano | TUMBAO BASS / MONTUNO PIANO sound + hold a chord |
| Change the keys' octave | `OCT-` / `OCT+` |
| Hear a ready-made scene | `SAVE` ×2 → DEMO → `OCT+` → `PLAY` |
| Undo | Hold `EDIT` + `OCT-` |
| Back to the start | `HOME` |

### TRY IT IN THE BROWSER, WITHOUT THE DEVICE

All of this runs on the **hub**, with the web emulator and editor — the same firmware, no FM-1 needed:

saulofilho.github.io/coqui-fm1