RIDDIM

Your first guide: switch it on, play the kit, build a one drop and dub it — step by step, no rush.

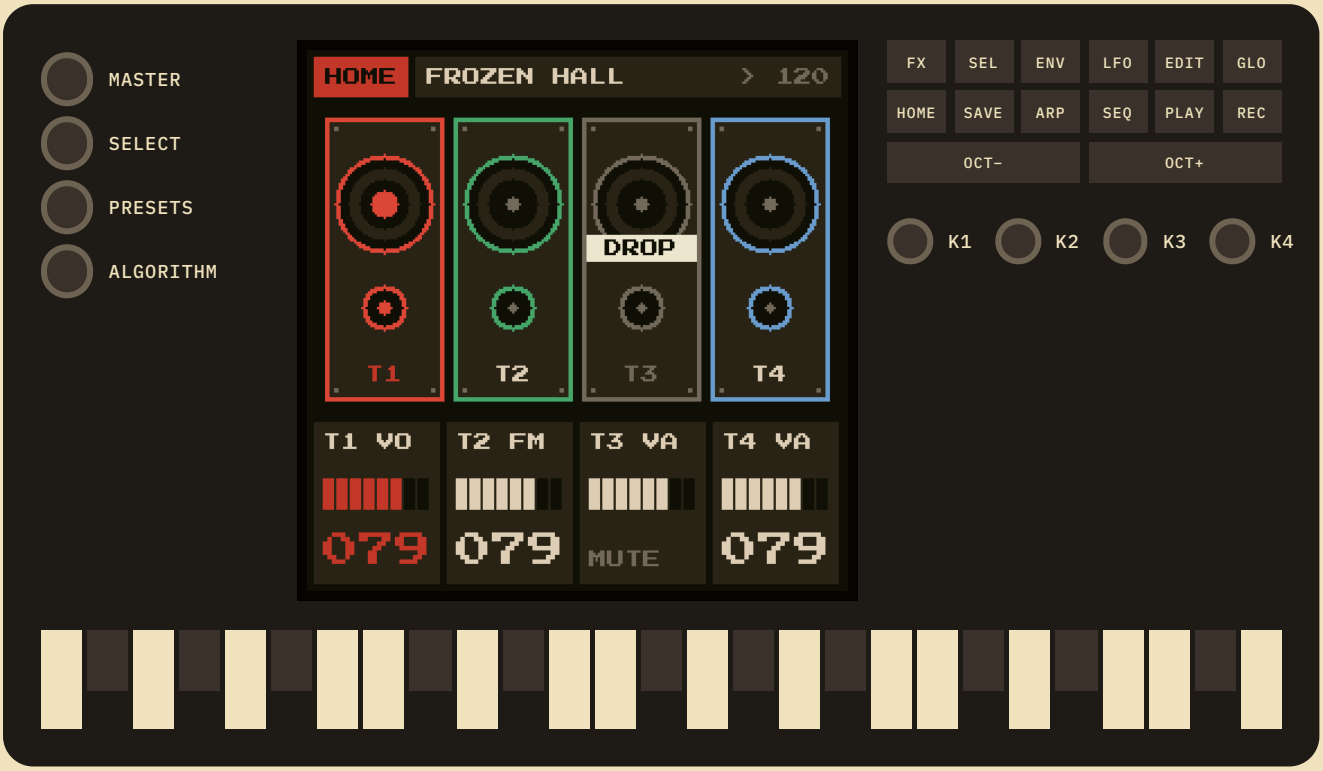
Roots reggae firmware for the M-VAVE FM-1 · version 0.1 (in development: the drums are here, the band and the dub desk are next)



WHERE EVERYTHING IS

The device at a glance

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



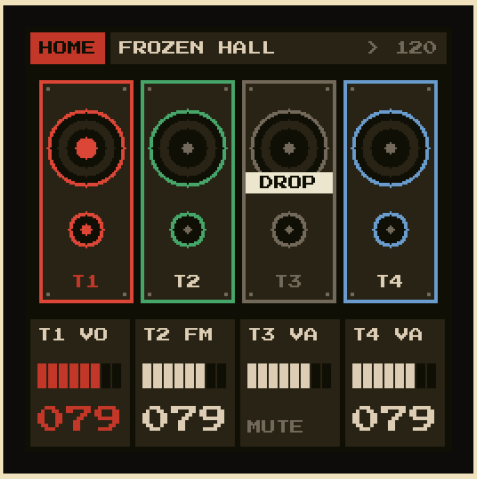
MASTER	the volume
SELECT	the tempo on HOME; the cursor in the sequencer
PRESETS	the next sound (on SEQ: the tempo)
ALGORITHM	picks the track, T1 to T4
KNOB 1–4	the four values at the bottom of the screen
OCT− / OCT+	octave; back / confirm in menus
the buttons	one tap opens a page, another tap the next; hold one for its combo
the 27 keys	play the track; on a DRUM track each key is a drum

First steps

1. Connect the FM-1 to headphones or a speaker and switch it on. A record turns on the screen, the tonearm sets down and the name echoes: that's RIDDIM.
2. Turn **MASTER** to a comfortable level and press a key: you hear the selected track.
3. Turn **ALGORITHM** to move between the four tracks, T1 to T4. HOME shows them as four speaker boxes; the cones push when a track plays.
4. Turn **PRESETS** to change the track's sound. The nine drum kits are in the **DRUMS** category (PRESETS 31 to 39).
5. Turn **SELECT** on HOME to set the tempo. Roots reggae sits around **72–80 BPM**.
6. Don't worry about saving: when you stop and leave it alone for a moment, RIDDIM keeps everything.



BOOT



HOME

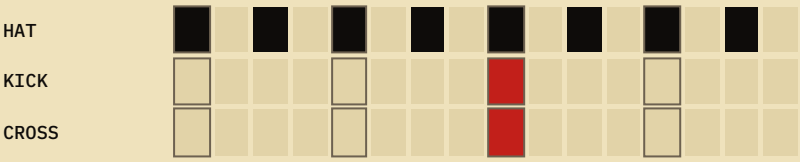
A ROOTS DRUM KIT ON THE KEYS

Play the kit

Turn PRESETS to **ONE DROP KIT**. Now each key is a drum, the same at any octave. The DRUM page (EDIT) draws the kit and lights the piece you hit.



Try the one drop: tap HAT (F#3) on every eighth, and on beat 3 tap KICK (F3) and CROSS (G3) together. Nothing on beat 1: that's the drop.



Or let it play: press **PLAY** and the kit plays its own style by itself, a drummer behind the beat (EDIT › GROOVE: STYLE, PARTS, FILL, FEEL). **EDIT › SOUND:** KIT · TUNE · DECAY · HUMAN.



EDIT › SOUND · DRUM

Build a one drop

A step holds one note per track, so the beat goes on three tracks, each with the ONE DROP KIT. About three minutes.

1. On HOME, SELECT to **76 BPM**. Put the ONE DROP KIT on T1, T2 and T3 (ALGORITHM, then PRESETS).

2. **T1, the hats.** Press **SEQ** (the grid), then **REC**. Press HAT: it writes step 1 and moves to step 2. Turn SELECT one step on, press HAT again; and so on: steps 1, 3, 5 … 15.

3. **T2, the kick.** ALGORITHM to T2. On the grid with REC on, turn SELECT to **step 9** and press KICK.

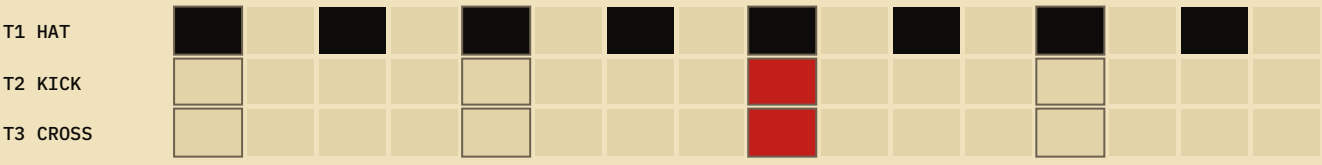
4. **T3, the cross-stick.** ALGORITHM to T3, SELECT to **step 9**, press CROSS. Press REC again to stop recording.

5. Press **PLAY**. That's the one drop. For lilt: SEQ again (PATTERN SETTINGS), turn SWING up a little on each track.

6. Made a mistake? Hold **EDIT** and press **OCT−** to undo.



SEQ › GRID



Dub it

1. **Echo on the cross-stick.** On T3, press HOME twice (MIXER 1), turn SELECT to the DELAY tile and KNOB 1 up.
2. **Shape the echo.** Press FX until DELAY: TIME on a dotted eighth, FEEDBACK past the middle, WEAR for a darker tape.
3. **Throw.** Hold **FX** and hold **A3** (ECHO THROW): everything goes into the echo while you hold; let go and the tail rings on.
4. **Drop the band out.** Hold **GLO** and tap **F3–B3** to mute T1–T4 (C4–F4 to solo). On HOME the muted box wears DROP.
5. **Sweep.** FX until MASTER: TYPE HP or LP, turn CUTOFF slowly. Hold FX + D4 / E4 for a quick filter down / up.
6. Spring reverb, throws on one track and VERSION, the dub that mixes itself, come in the next versions.



HOME › MIXER 1



FX (HOLD) › PERFORM

The buttons

Button	One tap	Hold
HOME	HOME, MIXER 1, MIXER 2	SYSTEM settings
EDIT	SOUND, SOURCE (FM, PHASE: more)	with OCT−/OCT+: undo / redo
SEQ	GRID, PATTERN SETTINGS	+ white key: tools; + SELECT: length
PLAY	start / stop	
REC	record into the pattern	~1 s: clear the track's pattern
FX	TAPE, GRAIN, DELAY, SPACE, MASTER, DRIVE	PERFORM: throws, stutter, filter; GENERATE
SEL	SCALE, CHORD	alone: chord mode; + OCT+: LATCH
ENV / LFO	the track's envelope / LFO	
ARP	the arpeggiator	alone: on / off
SAVE	SOUNDS, PROJECTS	+ C4–F4: save A–D; + F3–B3: recall
GLO	SONG	+ F3–B3: mute T1–T4; + C4–F4: solo

The kit, and the cheat sheet

Key	Drum
F3	**KICK**
F#3	**HAT**
G3	**CROSS**
G#3	**PEDAL HAT**
A3	**SNARE**
A#3	**OPEN HAT**
B3	**RIMSHOT**
C4	**TOM LO**
C#4	**SHAKER**
D4	**TOM MID**
D#4	**COWBELL**
E4	**TOM HI**
F4	**STEP KICK**
F#4	**WOOD**

Key	Drum
G4	**SYNDRUM**
G#4	**SYN HI**
A4	**SYN LO**
A#4	**STICKS**
B4	**SPRING**
C5	**FLOOR TOM**
C#5	**CROSS HI**
D5	**TIMBALE**
D#5	**RIDE**
E5	**CRASH**
F5	**DUB KICK**
F#5	**SNARE HI**
G5	**SPRING HI**

KITS: ONE DROP · ROCKERS · STEPPERS · DUB · RUB-A-DUB · ROCKSTEADY · DEEP ROOTS · TIGHT · BOOMY

It saves itself when you stop and leave it ~2.5 s. Slots A–D: hold SAVE + C4–F4 to save, + F3–B3 to recall.

More: the manual, the editor, the web emulator and the live view at **saulofilho.github.io/riddim-fm1**. Not yet tested on an FM-1: see the README before installing.