FRASIL — QUICK SHEET

FIRMWARE 3.4 · M-VAVE SMK-37

TAP · HOLD · A + B: HOLD A, THEN PRESS B

frasilsynth.com

THE GUIDE · PLAY IT IN THE BROWSER

PITCH — LEAD — ±2 SEMITONES

MOD — FILTER — LEAD: VIBRATO

ON SCREEN, A SETTING WEARS ITS CONTROL'S MARK

6 5 7 1 2 3 4

BOTTOM ROW: THE CPU LINE

OCTAVE — BOTH: ANCHOR



KNOB BANK · FADER BANK

NEXT TRACK · NOTES LATCH

< > PAGE BEFORE · AFTER

OCTAVE − · OCTAVE +

K1 K2 K3 K4 K5 K6 K7 K8

THE PAGE'S FOUR SETTINGS

PRESET — THE TRACK'S

TRACK — TIMBRE · BRIGHT · FILTER

MASTER

1	2	3	4	5	6	7	8
CANCEL BT: LOAD	OK BT: SAVE				LFO 1 + K: ROUTE	LFO 2 + K: ROUTE	LFO 3 + K: ROUTE
9 DRONE	10 GLINT	11 BASS	12 LEAD	13 MIDI	14	15	16 + K: AMOUNT

TRACK · AGAIN: ITS PARA PAGES

LET ITS NOTES GO

FADER 1 — DRONE

FADER 2 — BASS

FADER 3 — GLINT

FADER 4 — LEAD

THE MIXER'S LEVELS · EACH ACTS ONCE IT MOVES

ARP	NOTE REPEAT	SCALE	CHORD	GLOBE	BT
ARPEGGIO · LATCH · NOT ON DRONE, LEAD	LFO 1 · 2 · 3 + K: ROUTE	HARMONY + KEY: 1 NOTE + K: AMOUNT	ENVELOPE · SWELL	GLOBAL + CC: LEARN	LOAD · SAVE + KEY: LOAD + SEQ REC: STORE
PATCH	**PARA**	**FX**	**SEQ**	**SEQ PLAY**	**SEQ REC**
PLAY PAGE · HELP	SOUND · KEY MAP	GENERATIVE FX · FREEZE	SEQUENCE · STACK · NOT ON LEAD	START · STOP · RELEASE ALL	RECORD · METRONOME · LIVE · STEP · OFF

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

NOTES ONLY — PLAY · THE PAGES' KEYS · NO PRESSURE: HOLD CHORD TO SWELL · BT HELD + A NUMBERED KEY: ITS SCENE — NOTES ONLY

PAGES

PATCH	SOUND · KEYS · MIXER K4 LEAD · CLOUD SEND · TRACKS LINK
PARA	DRONE TONE · DRONE MOTION · CHOIR ×3 · PARTIALS ×2 · BREATH ×2
PARA	GLINT I · II · DELAY · BASS I · II · TONE · LEAD I · II · III · DELAY
CHORD	DRONE SHAPE *or* GLINT ADSR *or* BASS ADSR *or* LEAD ADSR · LEAD FILTER
NOTE REPEAT	LFO 1 · LFO 1 TARGETS · LFO 2 · LFO 2 TARGETS · LFO 3 · LFO 3 TARGETS
ARP	GLINT · BASS · MIDI ARP ON · OFF · ARP II · DRONE · LEAD none
SEQ	SEQ ON · OFF · SEQ II the steps · SEQ III · LEAD none
FX	GENERATIVE FX · CLOUD · CLOUD II · CLOUD III K4 LEVEL · MASTER FILTER · LOFI TAPE ×2 · PUMP · PUMP II
GLOBE	GLOBAL TEMPO (EXT) · ARP SNAP · MIDI ×2 · MASTERING · MASTER EQ ×2 · ROUTING · SCREEN · RECORD TUNE A4
BT	LOAD › SCENES *or* SAVE › WHAT · INTO · NAME IT · SCALE HARMONY

THE FIVE TRACKS

K6 6 *or* 9 – 13

PARA · CHORD · ARP · SEQ · SEQ REC act on the track

DRONE — 6 1 9

TAP it stays · ANOTHER in its place · AGAIN it fades

CHORD HELD it swells

LAYERS 1 CHOIR 2 PARTIALS 3 BREATH

mixed on PATCH SOUND · SEQ: its chords · no ARP

GLINT — 6 2 10

HOLD notes, through ARP

ARP or SEQ: one on, the other off · 32 steps

BASS — 6 3 11

TAP a low note · ANOTHER it glides · AGAIN it lets go

ARP or SEQ: one on, the other off · 32 steps

LEAD — 6 4 12

HOLD it sounds · LET GO it fades · MOD vibrato

MONO glides · POLY chords · PITCH ±2

MIDI — keys out · 7 RETURN — 6 5 13

HOLD, THEN

OCTAVE− + 6	keys play another track, the screen stays
OCTAVE− + 5	a preset unheard
GLOBE + 7	master filter's CUTOFF
OCTAVE− + PARA	COMPARE: the scene as saved
OCTAVE− + SEQ REC	CLEAR the sequence, on SEQ
PARA HELD	F♯ G♯ A♯: the track's pages
NOTE REPEAT + K	that setting onto an LFO
SCALE + KEY	a single note
OCTAVE− + K1	ATTACK SHAPE: LINE or CURVE
PAGE + 6	its pages, one a detent

SCENES · PRESETS — BT

1 LOAD · 16 slots · K1 picks · 2 loads

2 SAVE · K1 WHAT: scene or preset · K2 INTO

NAME IT · BT stores · FX back · BT lit: changed

< > cursor · K1 A–Z · K2 0–9 · K3 space · K4 clear

PLAY

SEQ PLAY	sequences and arpeggios STOP, or START from the top · drones play on
IN SILENCE	the whole SCENE plays
SEQ PLAY TWICE	RELEASE ALL
SEQ PLAY HELD	RELEASE ALL, drones too · again: RESTORE
OCTAVE− + SEQ PLAY	CUT: silence at once, tails too
OCTAVE− + OCTAVE+	ANCHOR · again: glides back · hold: at once

MIDI — 1 DRONES 2 GLINT 3 BASS — GLOBE › MIDI