

MASTER SELECT A
VOLUME KEYS
PRESETS ALGORITHM B C
PRESET BODY
OCT - OCT +
OCTAVE -3 ... +2 · BOTH: -1

MIST · D MINOR [DRONE -1]
F3 G2
CHOIR 68
PARTIALS 70
BREATH 25
WADTH 14
A KEYS DRONE B PRESET CUSTOM C BODY 100
ON SCREEN, A SETTING WEARS ITS KNOB'S BADGE
A B C 1 2 3 4
LEFT K1-K4

K1 1 K2 2 K3 3 K4 4

THE PAGE'S FOUR SETTINGS

FX FREEZE HARMONY + KEY: 1 NOTE ENV DRONE SHAPE SWELL LFO DRONE MOTION + K: ROUTE EDIT DRONE PARAMS COMPARE GLO GLOBAL + CC: LEARN

HOME SAVE ARP SEQ PLAY REC
PLAY PAGE HELP SCENES + REC: STORE + KEY: LOAD GLINT LATCH BASS START · STOP RELEASE ALL RECORD METRONOME

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
PRESSURE: THE 20 LOWEST KEYS · HOLD ONE AND PRESS IN THE TOP 7: NO PRESSURE

[DRONE] DRONE [HOME] · SELECT A LEFT

TAP lights a note or chord; it stays.
TAP AGAIN it fades over **RELEASE**.
PRESS IN it swells and opens.
[SEL] + KEY a single note over a chord.
[ENV] HELD SWELL: every voice at once.
[PLAY] HELD **RELEASE ALL**; again: **RESTORE**. Held, or starting: the beat restarts.
KEY MODE GLOBAL, K4: LATCH or HOLD.

[GLINT] GLINT [ARP] · SELECT A MIDDLE

KEY an icy FM bell; it rings out.
PRESS IN louder; a wiggle: **VIBRATO**.
[SEQ] OFF, ARP, or SEQ (32 steps): GLINT I, K2.
[ARP] HELD LATCH (on: [SEQ] on [ARP]): plays on.
[REC] records LIVE into the sequence; again: off; held: metronome.
[SEQ], KEY transposed, from step 1 on the beat; on its [SEQ] pages, a glint.

[BASS] BASS [SEQ] · SELECT A RIGHT

TAP holds one note, **OCTAVE** down.
OTHER KEY it glides there (GLIDE).
ITS KEY it lets go.
PRESS IN louder; its filter opens.
IT STAYS till [PLAY] is held.
PULSE struck again on the grid.
MODEL SINE, TRIANGLE, SQUARE, SAW, REESE, SUB, ORGAN, FM.
SEQUENCE 16 steps; [REC]: as you play.

SCENES 16 SLOTS · 1-8 FACTORY · NEW SHARD: START FRESH [SAVE]

[SAVE] SCENES: K1 or A the slot, K2 MORPH, K3 LOAD.
[SAVE] + [REC] STORE, in K1's slot on SCENES, else in the current scene.
NAME IT then, 16 characters: OCT- OCT+ the cursor, K4 letters, K3 digits; [SEL] stores it, [FX] cancels.
[SAVE] + KEY loads: the 16 white keys are the 16 slots. On SCENES: [PLAY].
MORPH CUT (at power-on), or 1 S to 2:00: the sound glides into the scene.
LOAD SND+NOTES: all let go, its notes play. SND ONLY: the sound alone, what plays goes on.
[EDIT] HELD COMPARE: the scene as saved. [SAVE] lit: it has CHANGED.

USEFUL TIPS

PAGE + A Hold a page button + turn SELECT: cycle pages.
[LFO] + K Hold [LFO] + turn a K knob to map an LFO target.
[HOME] HELD The help: what every button does.

THE RIVER

river.frasilsynth.com

Back up over USB, in Chrome or Edge: each slot a card, a *shard*. Download them all or a few, put them back whole or slot by slot; the FM-1 asks first: [SEL] yes, [FX] no.

QUICK BACKUP

to a file, no account

YOUR RIVER

your shards, online

NAVIGATE

every shard shared

THE PAGES TAP AGAIN, OR + SELECT: THE NEXT *2 TURN TWICE

	PAGE	K1	K2	K3	K4
HOME	SOUND MIXER	CHOIR DRONE	PARTIALS BASS	BREATH GLINT	WARMTH CLOUD
EDIT	DRONE PARAMS	TIMBRE	SPACE	MOTION	BODY
	CHOIR	CHOIR	DETUNE	FILTER	WARMTH
	CHOIR II	SHAPE	INTERVAL	RESONANCE	TYPE
	PARTIALS	PARTIALS	TILT	ODD	STRETCH
	PARTIALS II	EVOLVE	BEAT	FORMANT	PEAK
	BREATH	BREATH	RESONANCE	COLOR	SPREAD
	BREATH II	GRAIN	PITCH	TOPE	AIR
ENV	DRONE SHAPE	ATTACK	RELEASE	PRESSURE	VELOCITY
LFO	DRONE MOTION	MOTION	RATE	TIDE	PERIOD
	LFO 1 · 2 · 3	SHAPE	RATE	DEPTH	POLARITY
	... TARGETS	TARGET 1	TARGET 2	TARGET 3	TARGET 4
SEL	HARMONY	ROOT	SCALE	CHORD	VOICING
ARP	GLINT I	PRESET	SEQ	LEVEL	BRIGHT
	GLINT II	OCTAVE	RATIO	PING	VIBRATO
	GLINT ADSR	ATTACK	DECAY	SUSTAIN	RELEASE
	GLINT DELAY	TIME	FEEDBACK	MIX	SPACE
	GLINT ARP	MODE	RATE	RANGE	CHANCE
	GLINT SEQ	STEP	NOTE	ACCENT	RECORD
	GLINT SEQ II	SEQ LENGTH	RATE	GATE	CHANCE
	GLINT SEQ III	TRANPOSE	CLEAR *2	NEW TAKE *2	UNDO TAKE *2
SEQ	BASS	MODEL	DRIVE	FILTER	RESONANCE
	BASS II	LEVEL	OCTAVE	GLIDE	PULSE
	BASS ADSR	ATTACK	DECAY	SUSTAIN	RELEASE
	BASS SEQ	STEP	NOTE	STEP LENGTH	RECORD
	BASS SEQ II	STEPS	SEQUENCE	CLEAR *2	TRANPOSE
FX	GENERATIVE FX	SWELL	SPARKLE	BLUR	SINK
	CLOUD	SIZE	DECAY	TONE	FREEZE
	CLOUD II	DIFFUSION	MODULATION	PRE-DELAY	WIDTH
	CLOUD III	SHIMMER	INTERVAL	BRIGHT	—
	PUMP	RATE	DRONE	BASS	GLINT
	PUMP II	RELEASE	ATTACK	OFFSET	—
GLO	GLOBAL	TEMPO	LOW CUT	TUNE	KEY MODE *2
	MIDI	DRONE CH	GLINT CH	BASS CH	—
	MASTERING	THRESHOLD	RATIO	RELEASE	GAIN
SAVE	SCENES	SLOT 1-16	MORPH	LOAD	—

After GLINT DELAY, as [SEQ] is set: GLINT ARP (ARP) or GLINT SEQ, II, III (SEQ).

MIDI USB · TRS IN [GLO] *2

1	DRONES	2	GLINT	3	BASS	each OFF, 1-16, OMNI
1	MOTION	16	SINK	71	PARTIALS	77
11	SWELL	17	DRONE	72	BREATH	78
12	BODY	18	GLINT	73	ATTACK	79
13	PRESET	19	BASS	74	TIMBRE	80
14	SPARKLE	64	SUSTAIN	75	RELEASE	91
15	BLUR	70	CHOIR	76	SIZE	120

CCs on the drones' channel; 17-19: MIXER. PROGRAM CHANGE 0-15: scenes 1-16. LEARN: turn a setting, hold [GLO], move a CC.