SILLAGE V3

Get started & build your sequence

8 TRACKS / 64 STEPS PER TRACK / 448 FACTORY PRESETS

01 Find your way around

ALGORITHM: select track T1-T8. **SELECT:** browse pages within a section. **PRESETS:** browse sounds on HOME or select a step in the sequencer. **K1-K4:** adjust the four parameters shown at the top. **PLAY/STOP:** start or stop. **REC:** enable recording.

02 Choose a sound

On **HOME**, select a track with ALGORITHM and turn PRESETS. Sounds are grouped by instrument family: basses, pads, leads, keyboards and more. Use **EDIT** for engine parameters, **ENV** for envelopes, **LFO** for modulation and **FX** for effects. DRUM and DRUM-X offer editable drum instruments.

03 Edit notes & bars

In **SEQ**, use PRESETS to select a step. On melodic tracks, the displayed controls edit pitch, start, length and velocity. Use the keyboard to add or remove notes at the selected step.

For whole bars, stop playback and open **SEQ > BAR**. **K1:** source bar. **K2:** COPY, PASTE, DUPLICATE, CLEAR or DELETE. **K3:** paste destination. **K4:** drum instrument or whole kit, where available. **OCT+:** execute; confirm again when prompted.
CLEAR empties a bar without removing it. **DELETE** removes it and shifts later bars. **DUPLICATE** inserts a copy within the 64-step limit.

04 Groove & automation

SEQ > GROOVE: raise HUMAN, then adjust accent, timing and velocity variation. **GROOVE 2** adds decay variation. Start with small amounts. HUMAN at zero neutralizes humanization without erasing notes.

To record supported parameter movements, enable REC during playback and turn the controls. Use **SEQ > AUTOMATION** to review events. Not every parameter can be recorded; pitch-bend wheel recording is not included.

05 Chain patterns in SONG

Open **SEQ > SONG**. For example, assign entries **A to pattern 01, B to 02, C to 03**, set repeats and enable SONG. ONCE plays the chain once. Each track has its own chain: use ALGORITHM to configure the other tracks involved.

SILLAGE V3

Explore the new V3 creative tools

SOUND DESIGN / EVOLVE / LIVE TRANSPOSE

06 Create a sound from an engine

Open **EDIT** and browse to **PRESET INIT**. Select the engine with **K1**, then press **EDIT** to enter the creation workflow. Use SELECT or repeated EDIT presses to browse engine pages; K1-K4 sculpt the sound.

The dedicated screen colour identifies sound creation. A **star** marks a modified sound. At the end of the workflow, open **SAVE SOUND** and press **OCT+** to reach the user slots. Choose the destination, then follow the naming and confirmation screens with OCT+. Save with playback stopped.

07 Grow a melody with EVOLVE

Open **SEQ > EVOLVE**, after FEEL, and select a track with ALGORITHM.
K1: progressively add notes into empty steps.
K3: choose the octave for future additions: **-1, 0 or +1**.
K4: set added-note length, as a percentage of one step.
OCT-: RESET TRACK. **OCT+:** RESET ALL.

Added notes follow the selected scale. Original notes remain intact. Changing the octave keeps earlier additions and affects the next ones. Try adding a few notes at octave 0, then choose +1 and raise K1 further.

During playback, changes take effect at the next start of that track's loop. Drum tracks are excluded. **EVOLVE is temporary:** its added notes are not stored in the project; resetting restores the original phrase.

08 Transpose live

Hold ENV to open TRANSPOSE.
K1 or ALGORITHM: choose a track. **K2:** include or exclude it.
K3: choose NOW, 1/8, 1/4, 1/2 or BAR.
Use the keyboard to request a transposition. **F4 is the zero reference**: press it to return to the original pitch.

A pending key flashes until the change is applied, then stays lit. Drum engines are automatically excluded. Leaving this page keeps the current transposition, so return to F4 when needed. **Transposition is not saved in the project.**

Sound saving and project saving are different

SAVE SOUND / SAVE > USER stores an individual sound. **SAVE > PROJECT** stores the piece and its settings. An edited sound is not automatically saved just because you leave EDIT.

SILLAGE V3

Perform, mix & save

FX HOLD / FILL / PERFORMANCE LOOP / WEB EDITOR

09 Quantized live effects & FILL

Hold FX to keep the live-effects page open. **K1:** FILTER, independent of reverb/delay returns. **K2:** QUANTIZE, from NOW up to two bars. **K3:** THROW. **K4:** DEPTH, depending on the effect. Use the labelled keys to trigger effects. Both start and stop follow the grid. Choose **1 BAR** to return without the live effect on a bar boundary.

To prepare a Fill, open **SEQ > FEEL**, select a step with PRESETS and turn **K1 CHANCE past 100% to FILL**. In FX HOLD, hold the last **E key marked FILL**; release to return to normal. !FILL does the opposite. **The condition applies to the entire step**, including all drum hits on it. The FILL key is momentary, even when FX HOLD is latched.

10 Mutes, solos & Performance Loop

Hold GLO for live SOLO/MUTE controls; follow the keyboard labels on screen. **Hold ARP** to open PERFORM. Select a track with ALGORITHM, choose launch timing with SELECT, and use the keys to call its patterns. K1-K4 control timbre, reverb, delay and volume. Values stay where you leave them. **OCT+** restores the selected track's reference values in this mode.

11 Track effects & shared buses

FX > EQ GAIN: K1-K4 adjust the four bands from low to high. **EQ FREQ:** adjust their frequencies. **INSERT FX > JUNO CHORUS:** K2 selects I/II and K3 sets the mix. Other pages include SLICER and DUCK.

GLO > MIXER: level, pan, reverb send and delay send. Pages marked **BUS GLOBAL** control effects shared by the tracks, including reverb and delay.
GLO > FINAL MASTER: K1 LOUD, K2 CEILING (output ceiling), K3 WIDTH (stereo width), K4 MASTER FX on/off. HOME shows MASTER ON/OFF.

12 Web editor & final save

Open lelacnoir-lab.github.io/Sillage/editor.html in a desktop browser with Web MIDI support, such as Chrome or Edge. Connect the FM-1 by USB, select its MIDI ports and allow the connection. Explore grouped controls, sound families and A/B comparison. **A/B never saves automatically.**

On the FM-1, stop playback and open **SAVE > USER** for a sound or **SAVE > PROJECT** for the piece. Choose the slot, select SAVE if needed, and follow the OCT+ naming and confirmation prompts. **Always save explicitly before switching off.**