

1. DRUMS: what the keys play on a drum track; synth tracks have their own strip

DRUMS	KICK	KICK 2	SNARE		HAT	OPEN HAT		RIM	SNARE 2	LOW TOM		CRASH	RIDE		CONGA	
	KICK	KICK 2	SNARE	CLAP	HAT	OPEN HAT	PEDAL	RIM	SNARE 2	LOW TOM	HI TOM	CRASH	RIDE	SHAKER	CONGA	COWBELL

2. SYNTH: what the keys play on a synth track, with octave, transpose, scale and chord settings applied

SYNTH	F#3	G#3	A#3		C#4	D#4		F#4	G#4	A#4		C#5	D#5		F#5	
	F3	G3	A3	B3	C4	D4	E4	F4	G4	A4	B4	C5	D5	E5	F5	G5

3. HOLD FX: what the keys do while you hold FX

HOLD FX	KILL LOW	KILL MID	KILL HIGH		REWIND	OCT UP		FLANGER	AUTO-PAN	FREEZE		LOOP 8T	MONO		FADE OUT	
	LOOP 4	LOOP 8	LOOP 16	LOOP 32	STUTTER	REVERSE	STOP	HALF	LOW	HIGH	PHONE	CRUSH	ALIAS	GATE	ECHO	WOBBLE

50 mm. Measure it: if it is not 50 mm, print again at 100% (Actual size).

Cut out the strip you want and lay it in the gap between the buttons and the keys. Slide it until each name sits over its key: the upper line names the upper row of keys, the lower line the lower row. A blank means the key has no job there.

FM1 Move 0.3.1

Mapped from FM1 Move 0.3.1 (42fc1af), 2026-10-17. The names for each job are Les's own short wording, from Les's control map of this firmware.

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