

Fender[®] MOTION 16

Studio Pro Integration



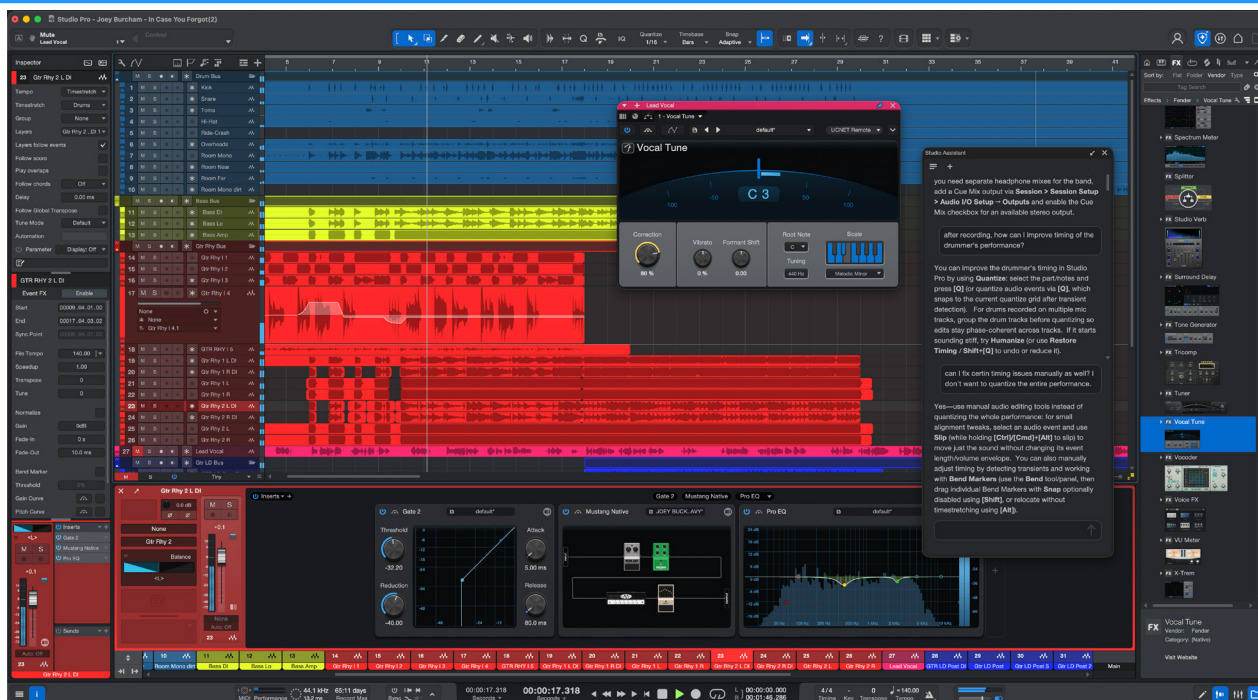
USER MANUAL

Version 1

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Introduction



Fender Studio Pro contains everything you need to jump start your recordings and production. Featuring a fast, flow-oriented, drag-and-drop interface, Fender Studio Pro was built by creative people for creative music production and nowhere is this more apparent than while working with Motion Controllers and Fender Studio Pro.

We suggest that you use this manual to familiarize yourself with Fender Studio Pro before trying to use it with your Motion controller. This guide assumes that you have followed the installation and connection procedures described in the "Fender Motion 16 Owner's Manual."

The information in this manual covers Fender Studio Pro installation, a basic overview of Fender Studio Pro features and an in-depth explanation of Motion Integration. Complete information on all aspects of Fender Studio Pro is available in the Fender Studio Pro User Manual located within the Fender Studio Pro help menu.

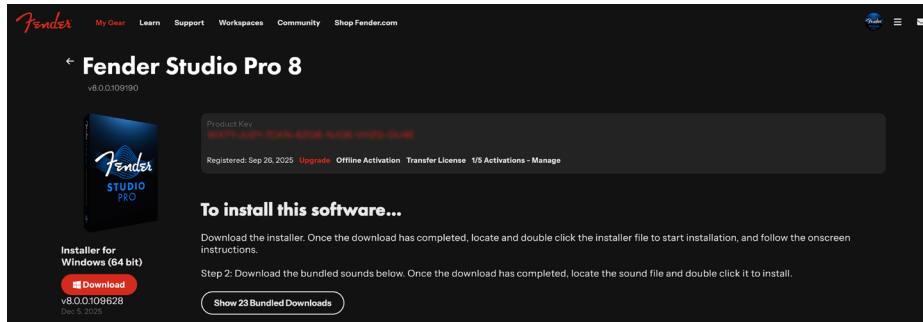
Installation and Authorization

Once you have followed the installation guidelines detailed in the Fender Motion 16 Owner's Manual and connected your Motion to the computer, you can use the included Fender Studio Pro music-production software to begin recording, mixing, and producing your music.

To install Fender Studio Pro, log into your MyFender account and register your Motion. Your product key for Fender Studio Pro will automatically be registered to your MyFender account with your hardware registration.

Downloading and Running the Fender Studio Pro Installer

To install Fender Studio Pro, download the Fender Studio Pro installer from your MyFender account to the computer on which you will use it.



Windows users: Launch the Fender Studio Pro installer and follow the onscreen instructions.

Mac users: Drag the Fender Studio Pro application into the Applications folder on your Mac hard drive.

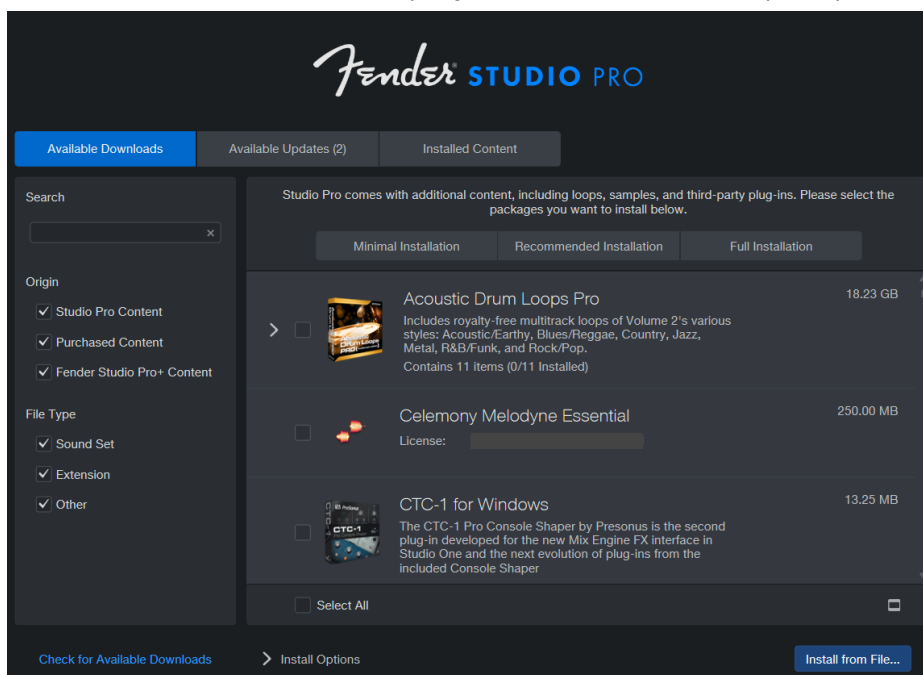
Authorizing Fender Studio Pro

When Fender Studio Pro is launched for the first time on your computer, it will connect to your MyFender account and verify your registration. To ensure a seamless authorization process, make sure to download your installer to the computer on which you will be using it and make sure that your computer is connected to the Internet when you launch the application for the first time.

Installing Bundled Content for Fender Studio Pro

Fender Studio Pro comes bundled with an array of demo and tutorial materials, instruments, loops, and samples. The Fender Studio Pro bundle includes all that you need to begin producing music. Make sure to download the content included under the "Recommended Installation" tab, as you will be missing Motion specific Studio Pro capabilities if you only download from the "Minimal Installation."

The first time you launch Fender Studio Pro, you will be prompted to install its companion content. Select the content you wish to add and click "Install." The content will automatically begin to download and install from your MyFender user account.

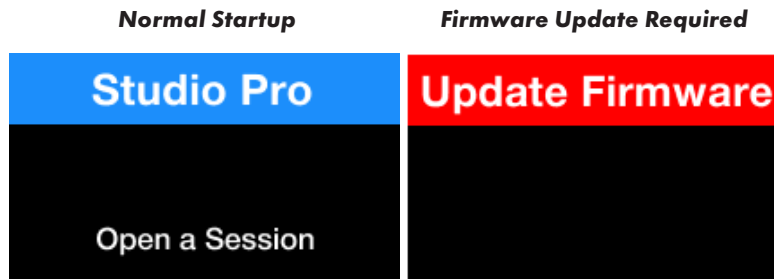


Fender Motion Integration

Once configured to Studio Pro, you can use your Motion to control many common functions in the DAW. In this section, we'll review how to use your Motion controller to bring you closer to creating your own Studio Pro workflow!

Start Page Firmware Updates

When Studio Pro first opens, the Start Page is displayed. While on this page, the mouse and keyboard must be used, and the Motion screen will display one of the following:



If a firmware update is required for Motion, use Universal Control to update its firmware. Click [here](#) to download Universal Control if you haven't done so yet.

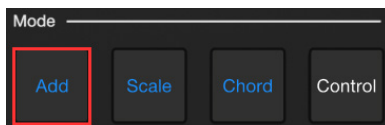
Note: Startup screens will only show at first startup of Studio Pro, not when navigating to the Start Page once in a session.

How to Add a Track

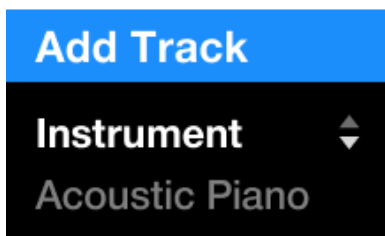
When a Studio Pro session is first opened, there are no tracks, so pad input (note or commands) is not yet possible.

To create a new track with your Motion:

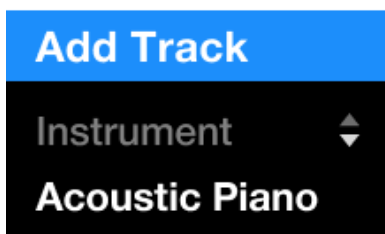
1. Press the Add button:



2. With the category selected, choose Instrument, Effect, Audio, or Note FX by turning the screen encoder:



3. Press the screen encoder to change focus to the types of instruments, audio tracks, effects, and note FX available.
4. Turn the screen encoder to view different instruments, audio tracks, effects, and note fx available:



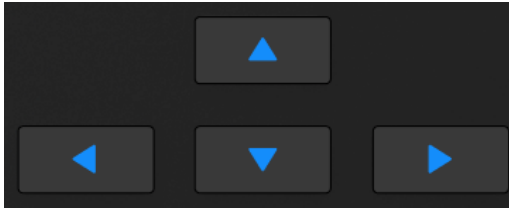
5. Press the "Load" button underneath the screen to create a new track with your choice on it.



6. If there is an existing track that you want to change, press the "Replace" button.

Navigation Arrows

The navigation arrows let you select specific tracks, events, or notes quickly (the function depends on what is currently in focus).



To navigate to a specific track with an instrument or effect:

1. Make sure that there is more than one track in your session.
2. If in the main timeline, press up or down to navigate tracks.
3. If the Console is open in Studio Pro, press left or right to navigate channels / tracks.

Shaping Sound

There are many different ways to shape the perfect sound in Fender Studio Pro. In this section, we'll explore the options you're able to control with your Motion controller.

Solo & Mute

Quickly solo or mute a track by pressing the Solo or Mute buttons on your Motion device.

Note: An instrument track that is muted will not appear muted unless the console is open.

Changing Presets

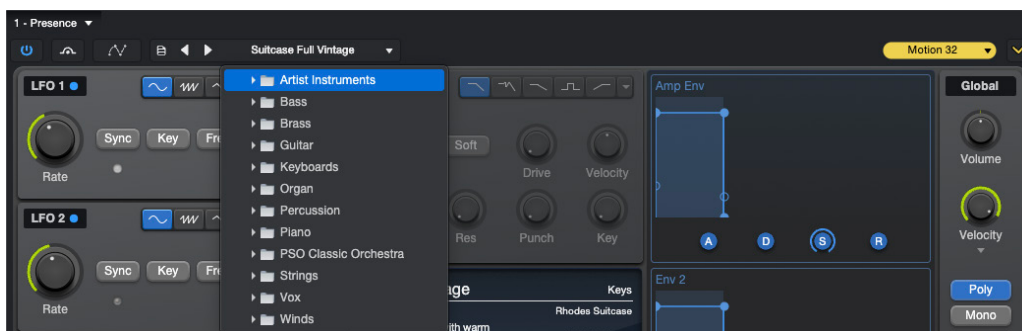
One of the quickest ways to change your sound is by changing the preset of your instrument or effect:

1. With the timeline in focus, use the up or down navigation arrows to navigate to the track with the instrument or effect you'd like to change.
2. Make sure that the instrument or effect you'd like to change is in focus by pressing the Plugin button until the Focus Device button illuminates in the Instrument or Effect header (the Motion button located at the top-right of plugin should turn yellow):



3. Once in focus, use the Preset Up (previous) or Down (next) arrows to find the perfect preset.

Note: The Preset feature works with Studio Pro's "Presets Menu." Some third party plugins have preset systems walled inside the plugin that Studio Pro cannot access through any shortcuts.



Octave Up & Down

These two buttons will transpose all pads either up or down by 1 musical octave (12 MIDI steps) globally. This also affects some Scale and Chord modes. When there is no change to octave, the up and down arrows are blue. If there is a change, then the change is reflected in the color of the arrow that is pressed.



When either octave button is pressed, the screen will temporarily display the change and then go back to the previous screen.

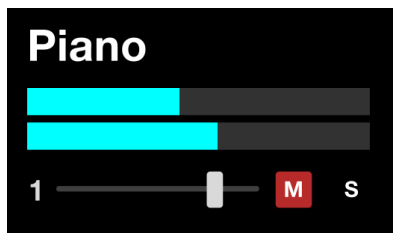
Volume Encoder

If a sound or track is too loud or soft, the far-left encoder is typically assigned to track volume (see exception in the mixer section). This encoder works differently than control encoders 1 - 8.

To adjust a track's volume:

1. Select the track you'd like to adjust with the up or down navigation arrows.
2. Turn the far-left encoder to adjust the track's volume.

While you are adjusting the volume (or just touching the encoder), the screen will temporarily display the channel volume, metering, and solo or mute status:



Control Link

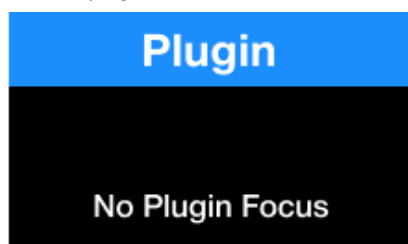
If you have found the perfect preset but want to shape the sound more using an instrument's or effect's parameter controls:

1. With the timeline in focus, use the up or down navigation arrows to navigate to the track with the instrument or effect you'd like to change.
2. Make sure that the instrument or effect you'd like to change is in focus by pressing the Plugin button until the Focus Device button illuminates in the Instrument or Effect header (the Motion button located at the top-right of plugin should turn yellow).
3. Once in focus, the control encoders will remote control parameters in your plugin.

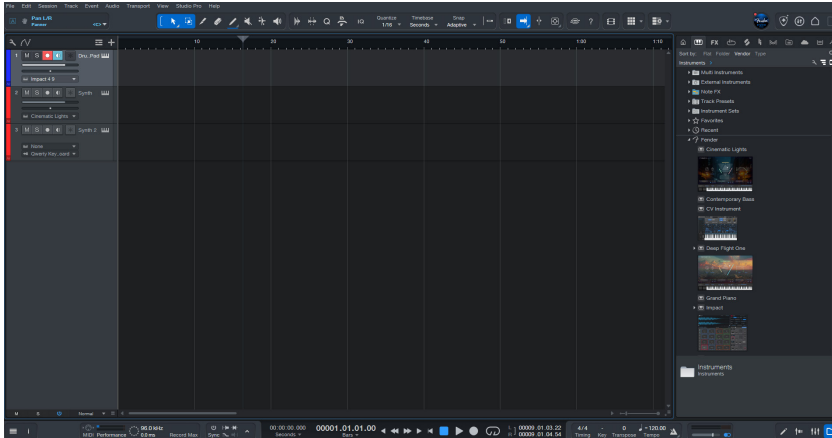
Note: By default, Control Link parameters for Motion 16 are assigned using Fender Studio Pro's Autofill feature. If desired, you can disable the Autofill feature and assign Control Link parameters manually. See the "Disabling Autofill" section below for more details.

No Plugin in Focus

With no plugin selected in Fender Studio Pro, there won't be any plugin information available from the Motion screen.



Additionally, there won't be any open plugin windows on display from Studio Pro:



Instrument in Focus

While an instrument is in focus in Fender Studio Pro, your Motion 16 screen will display eight parameters at a time. To toggle between the available banks, turn the screen encoder.

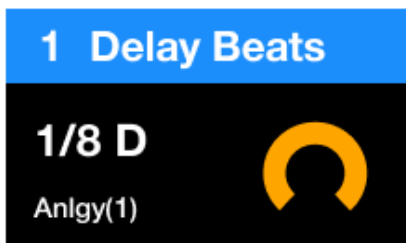


In Studio Pro, the selected Instrument window will be open. Turn your control encoders to remote control parameters in your Instrument plugin:

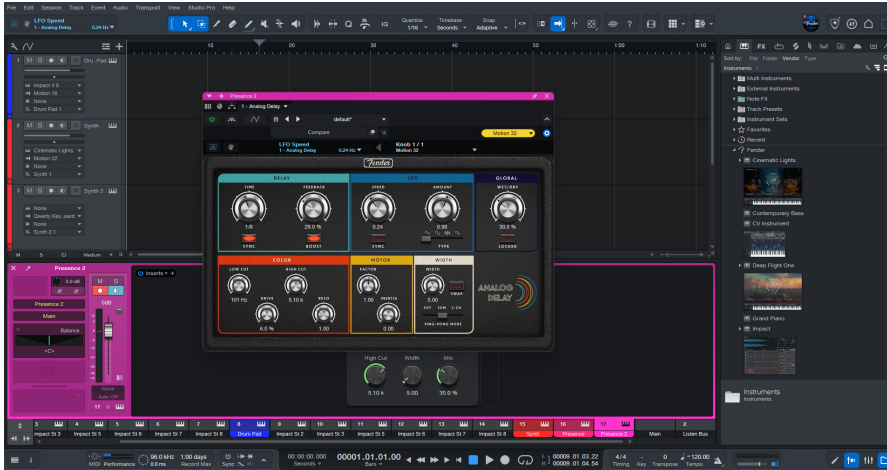


Insert (effect) in focus

Similarly, while an effect insert is in focus in Fender Studio Pro, your Motion screen will display eight parameters at a time:

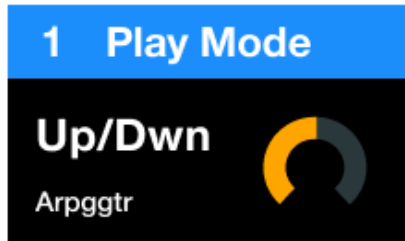


In Studio Pro, the selected insert window will be open. Turn your control encoders to remote control parameters in your insert:



Note FX in focus

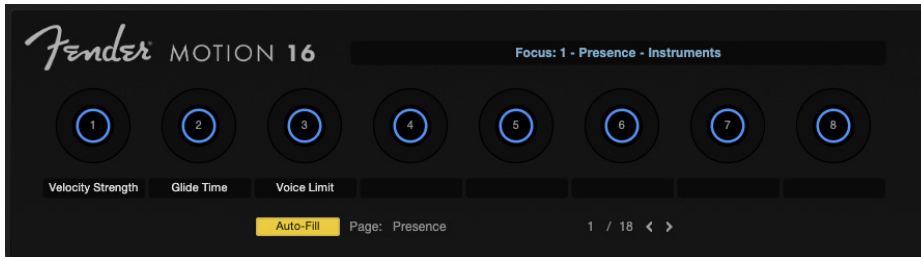
While Note FX is in focus in Fender Studio Pro, your Motion screen will display eight parameters at a time:



In Studio Pro, the selected insert window will be open. Turn your control encoders to remote control parameters in your Note FX:

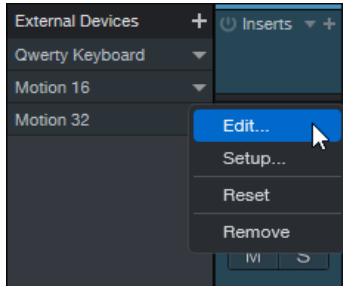


Disabling Autofill



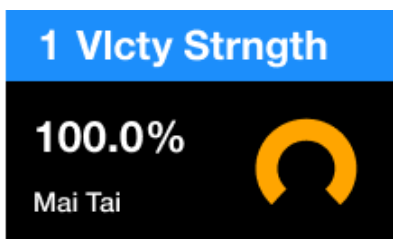
To change which parameters can be remote controlled, follow the directions below:

1. Navigate to the External Device Editor, shown above, for Motion 16 (Console>External Devices column>Motion 16 arrow>Edit):

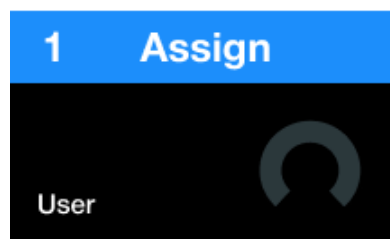


2. Click on "Autofill" button to disable (no longer yellow) the feature.
3. Touch or move a Motion control encoder that you would like to reassign. The display will show the encoder number along with "Assign."
4. With your mouse, right-click on the parameter in your plugin then choose, "Assign ... to ...".

Autofill On

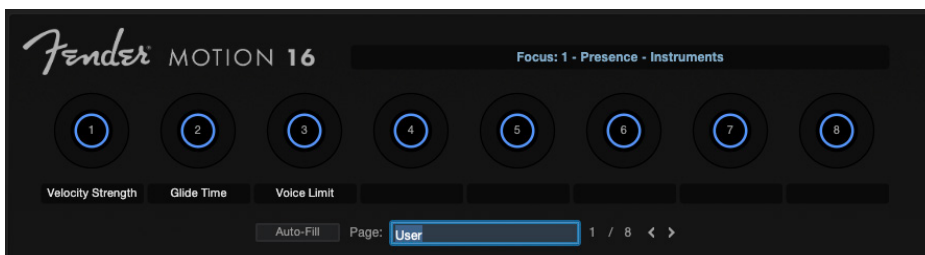


Autofill Off (User Assignment)



User Control Link assignments are saved globally in Fender Studio Pro and are not session specific.

When Autofill is disabled, User Control Link parameter page names can be customized in the External Device Editor. Double-click the page name to edit:



Pages (Banks)

If there are additional “Pages” (aka banks) of parameters, you can easily access them with your Motion controller. To toggle between the available pages:

1. With the plugin in focus, turn the screen encoder clockwise for the next page or counterclockwise for the previous page.
2. The current page is noted at the bottom-left of the screen:

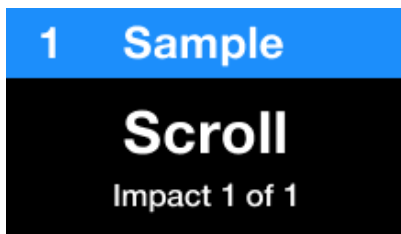


Impact and SampleOne Sampler Mode

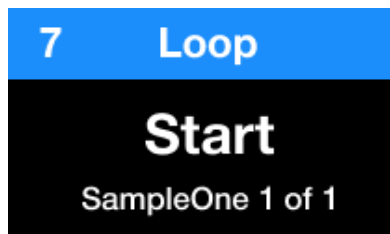
Both Impact and SampleOne have a unique Sampler Mode that allows for more granular control over a sample itself versus Control Link assignments.

By default, Sampler Mode is active when either Impact or SampleOne come into focus.

Impact Example (Encoder 1)



SampleOne Example (Encoder 7)



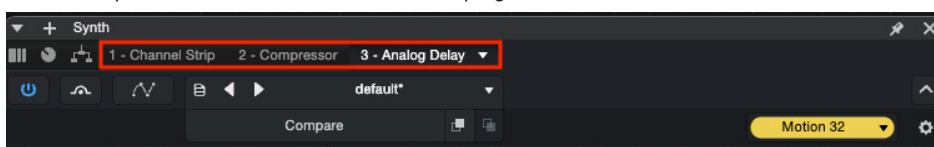
Available Sampler Mode controls include:

- **Sample Scroll:** When zoomed in on a sample, scrolls the sample window left or right.
- **Sample Zoom:** Zooms in or out horizontally on the sample window.
- **Sample Start:** Moves the sample start marker.
- **Sample End:** Moves the sample end marker.
- **Fade In:** Sets the fade in time for the sample.
- **Fade Out:** Sets the fade out time for the sample.
- **Loop Start (SampleOne only):** If Loop is enabled, this moves the loop start marker.
- **Loop End (SampleOne only):** If Loop is enabled, this moves the loop end marker.

Selecting Different Inserts

If there is more than one insert on a track:

1. Make sure that the instrument or effect you’d like to change is in focus by pressing the Plugin button until the Focus Device button illuminates in the Instrument or Effect header (the Motion button located at the top-right of plugin should turn yellow).
2. Press the screen encoder.
3. The currently selected insert will be shown in the plugin header:



4. Turn the screen encoder to select the next or previous insert.
5. Press the screen encoder again to Control Link focus on the selected insert.

Close Floating Windows

To quickly close all floating windows, use the pad command “Windows” (Pad 12) by pressing and holding Shift, then tap Pad 12.

To close the plugin that is currently in focus, press and hold Shift, then press the Plugin control focus button.

Touch Strips

The Motion 16 has one Touch Strip with both Pitch Bend and Mod Wheel capabilities. Follow the directions below to access all of the Touch Strip features.

To toggle between Pitch Bend and Mod Wheel:

1. Press and hold Shift.
2. Tap the touch strip.

When toggling between touch strip modes, the touch strip LEDs will cycle between Pitch Bend (illuminated blue) to Mod Wheel (illuminated amber).

Pitch Bend

Pitch bend lets you “bend” the pitch of an instrument’s sound. The center position (LED), is neutral with no pitch change.

To pitch bend:

- Touch the touch strip in the center and slide your finger to the left/right.
- Or touch a spot on the touch strip somewhere to the left/right of center to jump to that position.

Mod Wheel

You’ll need to toggle from the Pitch Bend touch strip assignment to the Mod Wheel (see instructions above). The far left position (LED) is neutral with no modulation. Touch and slide your finger left/right to adjust the modulation.

Note Layout

By default, the pads represent the “chromatic” scale laid out sequentially from pads 1 through 16 (C, C#, D, D#, ...)

Scale Mode

To enter the Scale Mode, press the Scale button. By default, the scale will be set to Cmaj. To deactivate Scale Mode (and revert to the Chromatic layout), press the button again.

For 7-note scales (like major, minor, etc.), the first 7 notes correspond to Pads 1 - 7 and Pad 8 starts the next octave.

For example, here is how C Major scale is arranged:

13 A3	14 B3	15 C4	16 D4
9 D3	10 E3	11 F3	12 G3
5 G2	6 A2	7 B2	8 C3
1 C2	2 D2	3 E2	4 F2

For 5-note scales (like pentatonic), the first 5 notes correspond to Pads 1 - 5 and Pad 6 starts the next octave.

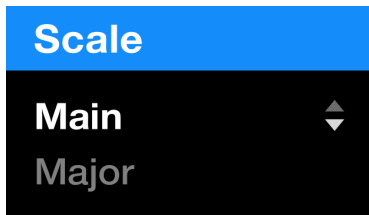
For example, here is how the C Major Pentatonic scale is arranged:

13 E4	14 G4	15 A4	16 C5
9 G3	10 A3	11 C4	12 D4
5 A2	6 C3	7 D3	8 E3
1 C2	2 D2	3 E2	4 G2

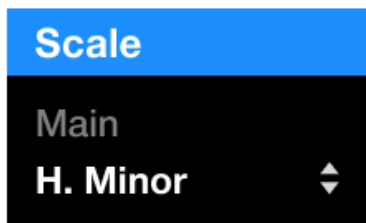
How to Change a Scale

To change your scale:

1. Follow the directions above to enter Scale Mode.
2. With the upper row selected, turn the screen encoder and find "Main":



3. Press the screen encoder to switch focus to the scale name:

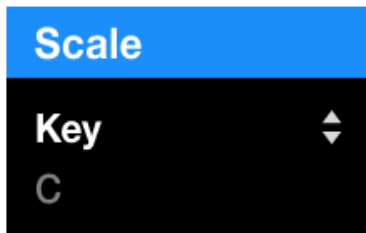


4. Turn the screen encoder to select a different scale. Changes happen in real time as the screen encoder is turned.

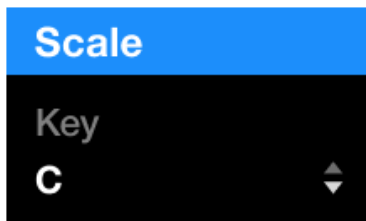
How to Change to a Different Key

To change your key:

1. With the upper row selected, turn the screen encoder and find "Key":



2. Press the screen encoder to switch focus to the key:

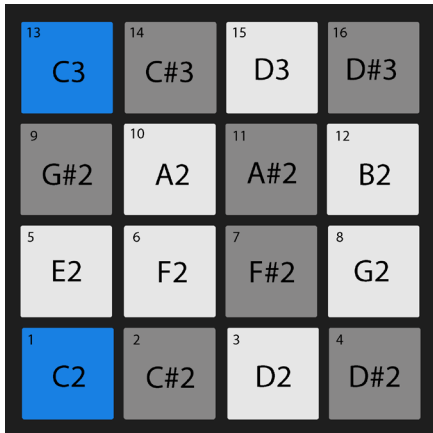


3. Turn the screen encoder to select a different key. Changes happen in real time as the screen encoder is turned.

Lock and Guide Layouts

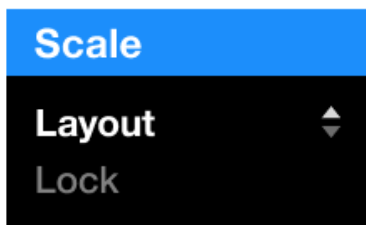
Scales are displayed on the pads in "Lock" layout when first turned on, meaning that only notes within the selected scale and key can be played, and it is impossible to play "wrong" notes.

While in Guide Layout, notes within the scale are white and notes outside of the scale (wrong notes) are dim white. For example, this is how Guide Layout is illuminated:

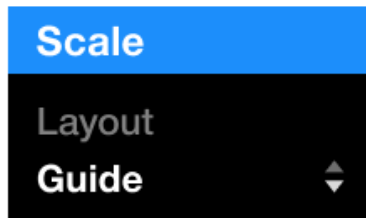


To switch between Lock and Guide pad layouts:

1. With the upper row selected, turn the screen encoder and find "Layout":



2. Press the screen encoder to switch focus to the layout type.
3. Turn the screen encoder to select "Guide":



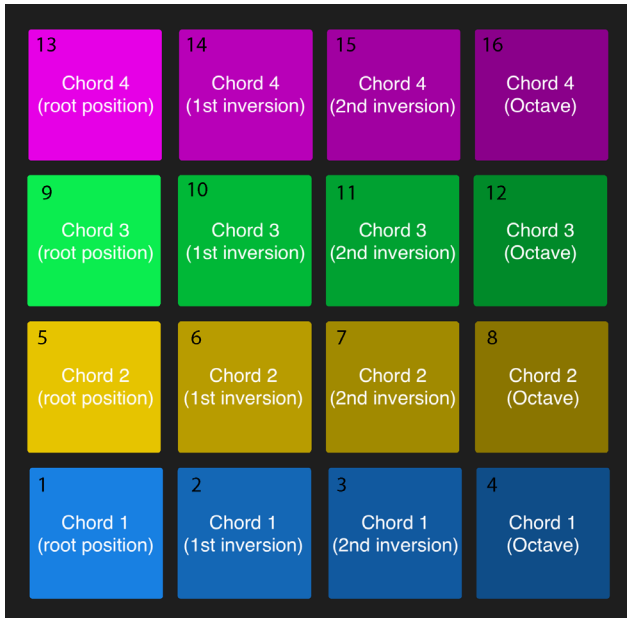
Chord Mode

Pressing the Chord button will immediately activate (Famous mode, default) or deactivate (revert to chromatic) chord mode.

Famous Chords

Famous Chord mode takes chord progressions from popular songs throughout history and makes them playable with the press of a single pad.

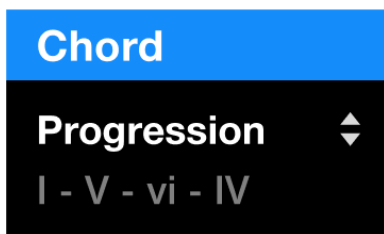
The colors of the pads will change as soon as Chord Mode is activated:



Note: Each chord has three inversions lit with the same color as the starting chord ("root position"). Each inversion (1st, 2nd, or octave) gets progressively more dim in color with "octave" being the most dim.

To change to a chord progression:

1. With the upper row selected, turn the screen encoder and find "Progression":

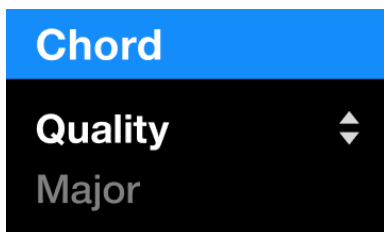


2. Press the screen encoder to switch focus to the progression.
3. Turn the screen encoder to select a different progression.

Chords progressions are grouped into major (default) or minor chord progressions.

To change between major or minor chord progressions:

1. With the upper row selected, turn the screen encoder and find "Quality":



2. Press the screen encoder to switch focus to quality.
3. Turn the screen encoder to select minor or major.

Note Layout



The key of the chord progression can also be changed.

To change to a different key:

1. With the upper row selected, turn the screen encoder and find the "Key" category:

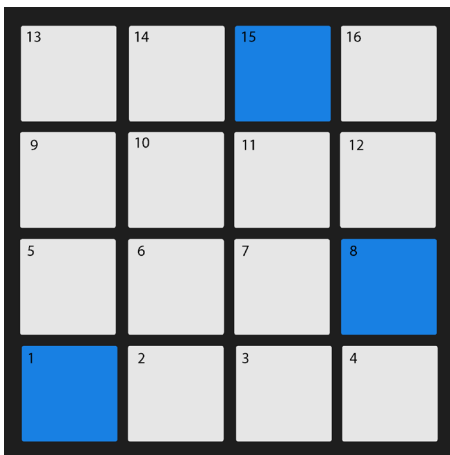


2. Press the screen encoder to switch focus to the key.
3. Turn the screen encoder to select a different key.

Simple Chords

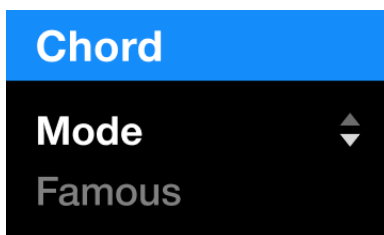
Simple chord mode takes a selected scale and adds diatonic chords (in key chords) or intervals (in key notes) to each pad.

The colors of the pads will change as soon as simple chord mode is activated and follows the same colors as if Scale was turned on:



To change from Famous to Simple chord mode:

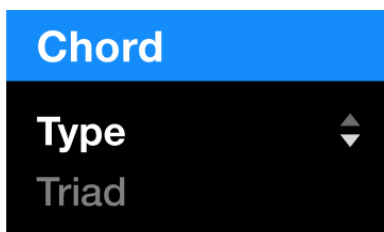
1. With the upper row selected, turn the screen encoder and find "Mode."



2. Press the screen encoder to switch focus to the mode.
3. Turn the screen encoder to select Simple.

To change the type of chord or interval used:

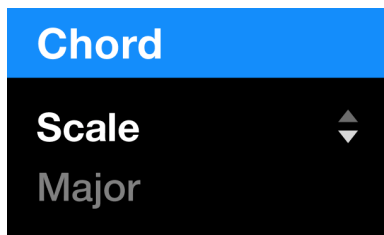
1. With the upper row selected, turn the screen encoder and find "Type":



2. Press the screen encoder to switch focus to the type of chord or interval.
3. Turn the screen encoder to select a different chord or interval.

To change the underlying scale the chords are based on:

1. With the upper row selected, turn the screen encoder and find "Scale":



2. Press the screen encoder to switch focus to scale.
3. Turn the screen encoder to select a different scale.

To change to a different key:

1. With the upper row selected, turn the screen encoder and find "Key":

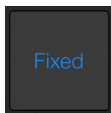


2. Press the screen encoder to switch focus to the key.
3. Turn the screen encoder to select a different key.

Alternate Input Modes

All pad notes and chords react to how hard or soft you strike a pad. The harder you strike, the louder the note or chord (and vice versa). There are 2 exceptions to this rule.

Fixed Mode



To only send a "fixed" velocity (always the same loudness), press the Fixed button. When active (red), all notes or chords will send a MIDI velocity value of 127 (maximum loudness).

This mode is useful when triggering samples or loops that you'd like to always be at the same loudness.

Adjusting Fixed Velocity Value

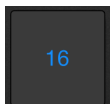
By default, the fixed velocity value is set to 127.

To change this value:

1. Press and hold the Fixed button.
2. The screen will display the current value.
3. Turn the screen encoder to change the value.
4. Release the Fixed button.

Now, anytime the Fixed button is active, the pads will be set to the new value.

16-Velocity Mode

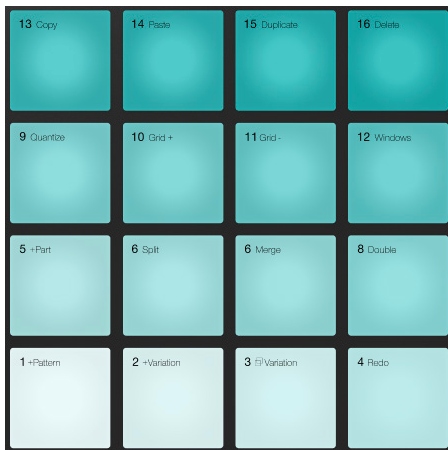


16-Velocity mode takes a selected note and copies that specific note to all pads with each pad being a different "fixed" velocity.

To use 16-Velocity mode:

1. Make sure that neither Scale or Chord modes are active.
2. Tap the pad you'd like to select for 16-Velocity mode.
3. Press the 16 button.

All pads will change to the selected track's color with a different gradient color with 127 (Pad 16) being the strongest color and 8 (Pad 1) being white:



To select a different note:

1. Exit 16-Velocity mode by pressing the 16 or Pads buttons.
2. Tap a different pad while in normal note mode.
3. Press the 16 button again and repeat the first steps.

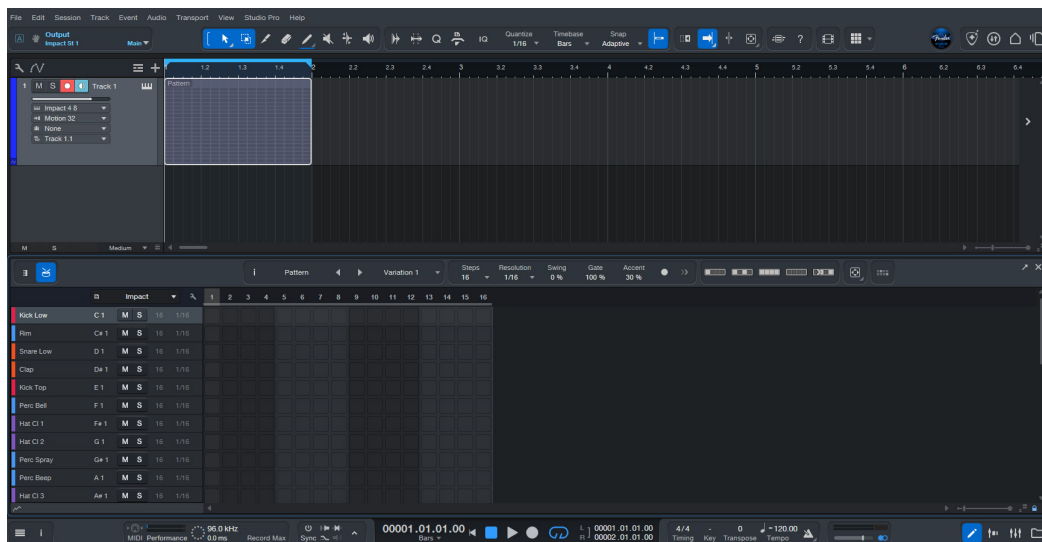
Pattern Input (Step Sequencer)

In addition to capturing what you play in real-time, Motion can also be used to “program” a sequence using Studio Pro’s pattern event.

How to Add a Pattern

To create a pattern at the current cursor location:

1. Press and hold the Shift button to enter pad command mode.
2. Tap the pad labeled “+Pattern” (Pad 1).
3. A 1-bar pattern will be placed at the cursor in the timeline in Studio Pro:



How to Edit a Pattern

When editing a pattern, **only chromatic (default note assignments) mode is available**. If scale or chord modes are active prior to editing a pattern, it will deactivate and go back to the default note assignments (chromatic).

To edit (or “program”) a pattern:

1. Select the pattern event you want to edit using the left or right navigation arrows.
2. Press the Edit button on your Motion controller.
3. The editor will open in Studio Pro, the pad layout will change to sequencing mode, and the control encoders will be focused on pattern functions.

Pads have 4 color states while in pattern mode:

- **Fully Dim:** A note will not trigger at that moment in time (a step).
- **Less Dim:** The current cursor position (in steps).
- **Fully Bright:** A note will trigger at that moment in time (a step).
- **Bright and slightly white:** An active step has “Accent” turned on.

Motion 16 in Pattern Mode:



You can select a sound to program two different ways. Before you enter pattern edit mode, the last pad you pressed becomes the selected lane when you enter pattern edit mode. Or, if you are already in pattern edit mode, you can use the navigation up and down arrows to navigate pattern “lanes”.

To begin programming notes:

1. Tap a pad to change it from dim (not active step) to bright (active step).
2. To create a “tied” note across multiple steps, tap and hold a pad, then tap another pad later in time (for example, press and hold pad 1 and then press pad 5).
3. Press the Fixed button to activate “Accent” mode . When Fixed is active, tapping an active step will add an accent to it or tapping an inactive step will add a step already with an accent.
4. If there are more than 16 steps in your pattern, use the navigation left and right arrows to page (aka bank) in steps of 16 (16, 32, etc.) or the encoder labeled “Steps Bank” on page 1.

Variations

Oftentimes, it can be faster to duplicate a sequence and edit that sequence versus creating a new sequence from nothing.

Once you’ve created a sequence that you like and want to create a variation of that sequence:

1. Press and hold the Shift button to enter pad command mode.
2. Tap Pad 3, labelled with the following icon:

3 Variation

3. A duplicate copy of the sequence will be made and labeled Variation “x” (these can be renamed within Studio Pro).
4. Change a pattern sequence by using the Variation control encoder (mentioned below).

To create a new, empty sequence (variation):

1. Press and hold the Shift button to enter pad command mode.
2. Tap Pad 2, labelled with the following icon:

2 +Variation

3. An empty sequence will be made and labeled Variation “x” (these can be renamed within Studio Pro).

Pattern Options and Navigation

The 8 control encoders let you change pattern options across the entire pattern (page 1) or for a single lane in the pattern (page 2).

Pattern Page

Encoder 1	Encoder 2	Encoder 3	Encoder 4
1 Transport	2 Editor	3 Steps	4 Resolution
Position Pattern 1 of 2	Zoom Pattern 1 of 2	16 Pattern 1 of 2	1/16 Pattern 1 of 2
Encoder 5	Encoder 6	Encoder 7	Encoder 8
5 Steps	6 Variation	7 Swing	8 Gate
Bank Pattern 1 of 2	myVariation Pattern 1 of 2	0% Pattern 1 of 2	100% Pattern 1 of 2

Pattern Page options include:

- **Transport:** Moves the cursor forward or backwards in the timeline.
- **Editor Zoom:** Zooms in or out horizontally at the cursor's position in the editor window.
- **Steps:** Changes the total amount of steps in a pattern.
- **Resolution:** Changes the resolution of the pattern.
- **Steps Bank:** Selects the next bank of 16 steps (which is shown on the pads).
- **Variation:** Shows the current variation name and navigates to the next or previous variation (if any are available).
- **Swing:** Applies "swing" to the pattern.
- **Gate:** "Gates" (shortens or lengthens) all note durations in the pattern.

Lane Page

Encoder 1	Encoder 2	Encoder 3	Encoder 4
1 Step	2 Lane	3 Steps	4 Resolution
Select Pattern 2 of 2	myLane Pattern 2 of 2	16 Pattern 2 of 2	1/16 Pattern 2 of 2
Encoder 5	Encoder 6	Encoder 7	Encoder 8
5 Velocity	6 Repeat	7 Delay	8 Prob
60% Pattern 2 of 2	0 Pattern 2 of 2	0% Pattern 2 of 2	100% Pattern 2 of 2

Lane Page options include:

- **Step Number*:** Shows the current step selected in the pattern (tied to transport position).
- **Lane Name:** Shows the current lane name and navigates to the next or previous lane.
- **Lane Steps:** Changes the amount of steps in a lane.
- **Lane Resolution:** Changes the resolution of a lane.
- **Step Velocity*:** Changes the velocity for the currently selected step / lane.
- **Step Repeat*:** Changes the repeat value for the currently selected step / lane.
- **Step Delay*:** Changes the delay value for the currently selected step / lane.
- **Step Probability*:** Changes the probability for the currently selected step / lane.

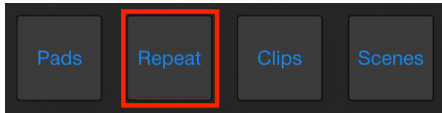
Options marked with "*" only appear when a step is selected using Encoder 1 (step select).

Note Repeat

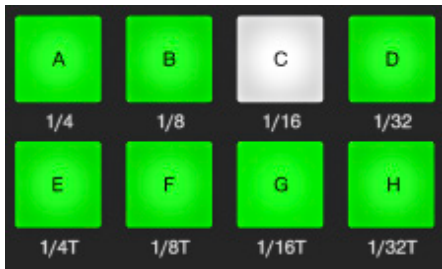
When Note Repeat is active, any pressed note will repeat in time with the metronome at a set rate. This is useful for playing repeating hi-hat rhythms or snare rolls.

To use Repeat mode:

1. Press the Repeat button in any note mode (default chromatic, scale, or chord):



2. The A - H buttons turn green and now control repeat rate instead of pad bank.
3. Select a repeat rate (pad will turn white):



4. When a note or notes are played, they will repeat at the selected rate.

To exit repeat mode, press the Repeat button.

Recording and Playback

Once you have selected a virtual instrument, shaped your sound, and chosen which note layout to use, you can start recording your performance in Studio Pro.

Transport

Motion's transport section makes it easy to start, stop, record, or change the tempo of your song.



- **Stop icon:** Stops the song from playing.
- **Play icon:** Starts playing the song from the cursor.
- **Record icon:** Starts recording on the selected and record enabled track(s) from the cursor.
- **TAP (tap tempo):** Tap the button at least 5 times in the tempo you would like to change Studio Pro's tempo.
- **Change Tempo:** To manually change the Session tempo by BPM, press and hold the Tap button, then use the screen encoder to change the BPM:

Tap Button Held	Tempo Changed
Tempo	Tempo
120 BPM	80 BPM

Playback / Recording Commands

During recording or playback, there are a few additional commands that can be useful. Just above the Transport controls, you'll find the following buttons:



- **Undo:** Press to undo the last recording or command.
- **Loop:** After setting a loop range using the control encoders (see above), turns loop (cycle) on or off.
- **Retro:** Press to recover something you played but didn't record. See "Retrospective Record" below for more information.
- **Click:** Turns the metronome on or off.

Retrospective Record

Before the actual record button is pressed, Studio Pro is paying attention to what is happening on Motion. So, if you played something you really like but were not recording, you can press the Retro button and Studio Pro will commit what you played to the timeline.

Retrospective Record works in two different ways:

1. Transport playing (but not recording): Captured events are stored with the correct Song location and Input Quantize is applied (if that feature is active).
2. Transport stopped: Captured events are stored with times relative to each other.

Song Navigation

When Motion's control focus mode is set to Song, the 8 control encoders help to navigate the timeline for recording or playback.

Navigation Controls

Encoder 1	Encoder 2	Encoder 3	Encoder 4
1 Transport Position Song 1 of 1	2 Timeline Zoom Song 1 of 1	3 Loop Start Song 1 of 1	4 Loop End Song 1 of 1
Encoder 5	Encoder 6	Encoder 7	Encoder 8
5 Track myTrack Song 1 of 1	6 Event Nudge Song 1 of 1	7 Event Start Song 1 of 1	8 Event End Song 1 of 1

- **Transport Position:** Moves the cursor forward or backwards in the timeline.
- **Timeline Zoom:** Zooms in or out horizontally at the cursor's position in the editor window.
- **Loop Start:** Sets the loop start position in the timeline.
- **Loop End:** Sets the loop end position in the timeline.
- **Track Select:** Select the next or previous track (track name is displayed so long as there is a track in the session).
- **Event Nudge:** Moves the starting point of an event(s) in time.
- **Event Start:** Changes an event's length by moving its starting point forward or backwards in the timeline.
- **Event End:** Changes an event's length by moving its ending point forward or backwards in the timeline.

You can simply touch any encoder without moving it, to show what it is assigned to. The last touched or turned encoder will show on screen so long as Control is active.



Mixing

While recording or listening to playback, adjustments to volume levels of certain tracks on the fly may be needed to get to a “rough mix.”

When Motion’s control focus mode is set to Mix, the 8 control encoders will control the volume of 8 tracks / channels at a time (in banks of 8).

To change a channel’s volume:

1. Make sure that the Mix Control Focus button is selected.
2. Touch an encoder to focus the screen on a channel (track name, metering, fader position, channel number, and solo & mute status shown):



3. Turn an encoder to adjust the level (fader position).
4. Turn the screen encoder to access additional channels (if more than 8).

To Solo or Mute a channel:

1. Make sure that the Mix Control Focus button is selected.
2. Press the Solo or Mute buttons to change the state of the currently selected channel.

Editing a Performance

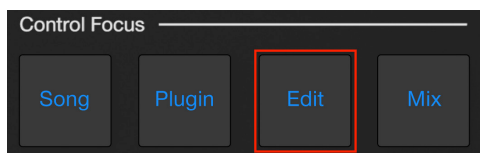
After a performance has been recorded, some edits may be needed. Editing on Motion can be used to complement editing with a mouse and keyboard.

Editing Notes and Audio

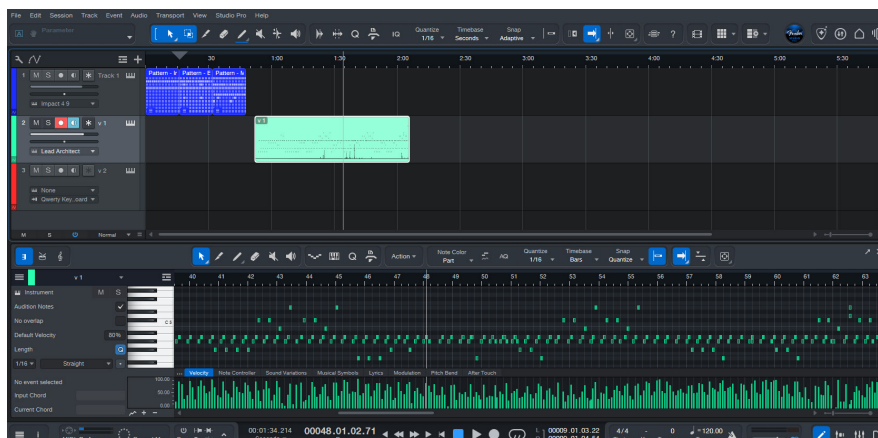
The 8 control encoders can be used for certain actions while Studio Pro’s editor is open.

To open Studio Pro’s editor:

1. Select the event(s) in the timeline to edit using the navigation arrows (or mouse).
2. Press the Edit Control Focus button:



3. Studio Pro’s editor will show and the encoders will be focused on editing actions for the selected type of event.



Part Editing Controls

Encoder 1	Encoder 2	Encoder 3	Encoder 4
1 Transport	2 Editor	3 Note	4 Note
Position Part 1 of 1	Zoom Part 1 of 1	Start Part 1 of 1	End Part 1 of 1
Encoder 5	Encoder 6	Encoder 7	Encoder 8
5 Note	6 Pitch	7 Velocity	8 Grid
Select Part 1 of 1	C3 Part 1 of 1	64 Part 1 of 1	1/16 Part 1 of 1

Part Editing controls include the following:

- **Transport:** Moves the cursor forward or backwards in the timeline.
- **Editor Zoom:** Zooms in or out horizontally at the cursor's position in the editor window.
- **Note Start:** Moves the starting point of the selected note(s) in time.
- **Note End:** Changes how long a note sounds.
- **Note Select:** Select the next or previous note.
- **Pitch Select:** Transposes the selected note up or down in steps.
- **Velocity Select:** Changes the velocity of the selected note.
- **Grid:** Changes the quantization grid for the editor.

Audio Editing Controls

Encoder 1	Encoder 2	Encoder 3	Encoder 4
1 Transport	2 Editor	3 Fade In	4 Fade Out
Position Audio 1 of 1	Zoom Audio 1 of 1	0 s Audio 1 of 1	0 s Audio 1 of 1
Encoder 5	Encoder 6	Encoder 7	Encoder 8
5 Event	6 Locate	7 Gain	8 Event
Select Audio 1 of 1	Transient Audio 1 of 1	0 dB Audio 1 of 1	Slip Audio 1 of 1

Audio Editing controls include the following:

- **Transport:** Moves the cursor forward or backwards in the timeline.
- **Editor Zoom:** Zooms in or out horizontally at the cursor's position in the editor window.
- **Fade In:** Adjusts the fade in time for the audio event.
- **Fade Out:** Adjusts the fade out time for the audio event.
- **Even Select:** Selects the next or previous event in the editor window.
- **Event Transient:** Moves the cursor to the next or previous transient.
- **Gain:** Adjusts the gain curve for the selected audio event.
- **Event Slip:** After editing the start and end points of an audio event, allows the audio to "slip" forwards or backwards in time without adjusting the event start or end points.

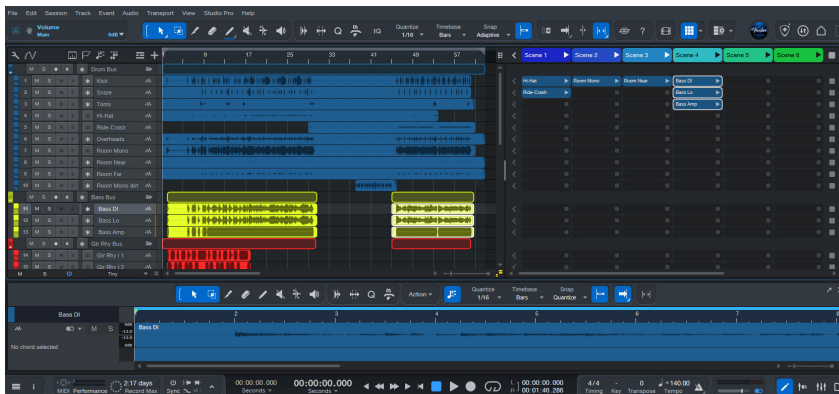
Experimenting and Arranging

Studio Pro's Launcher makes it easy to experiment with different variations of audio files, parts, and patterns. For example, the Launcher gives you the opportunity to try different drum beats or bass lines during different sections of a song. Additionally, the Launcher can prove helpful if you would like to quickly test new Session arrangements without affecting what's within the Timeline.

Launcher Control

To open the Launcher with your Motion controller:

1. Press the either the Clips or Scenes button.
2. The Launcher will show in Studio Pro and the pads will reflect any clips in the Launcher:



Your Motion 16 pads will match the color assigned to clips or scenes in the Launcher (depending on which mode is active):



Launching Clips or Scenes

The LED state on the pads indicate the current state of the launcher:

Ready to launch clip
(same as track color)

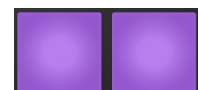
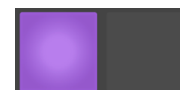
Playing clip
(pulsing green)

Ready to Record Clip
(if track is rec enabled)

Recording clip
(pulsing red)

No Clip
(functions as a stop)

Clip Scheduled to Launch
(blink track color)



Pulsing vs Blinking

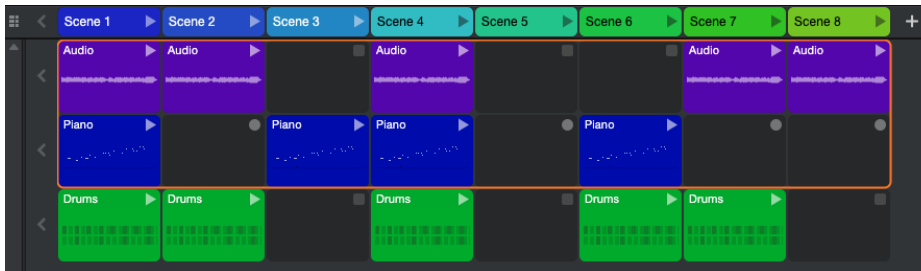
When a pad is pulsing, the light will fade in and fade out and indicates that a clip is currently playing.

When a pad is blinking, the light will turn on and off with no fade and indicates that a clip or scene is "scheduled" to launch (please refer to the "Launcher" section of the Studio Pro Reference Manual for more information about quantize settings).

If Studio Pro playback stops, any currently playing clips or scenes (pulsing) will switch to blinking with the track color.

Navigating the Frame

The “Frame” is a colored outline around clips or scenes. This outline determines which clips or scenes the pads are focused on.



To move the frame to focus on a different area, the A - H buttons become navigation arrows for the frame:

- B is Up.
- F is Down.
- E is Left.
- G is right.

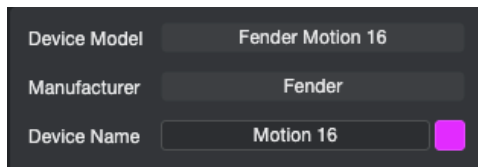
Pressing A will bring the frame back into the “home” position.

Pressing H will stop all cells from playing.

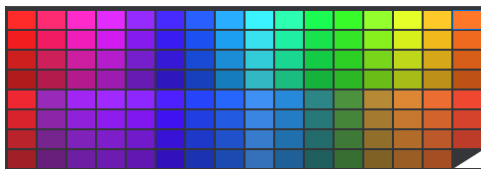
Frame navigation is different from the navigation arrows on Motion, which are used to navigate tracks.

To change the frame color (useful if using multiple controllers):

1. Go to Preferences > External Devices.
2. Double-click Motion.
3. The color picker is located to the right of the Device Name:



4. Choose the frame color you would like from the color palette:



5. Click Ok.

Fixed Assigned Shortcut

Shortcuts can help speed up navigation and workflow. Fortunately, the Motion 16 Pads each have their own fixed pad command.

Fixed Pad Commands

Pads 1 - 16 have unique commands written on them. These commands are fixed and cannot be changed.

To use a command:

1. Press and hold the Shift button (pads will turn white):



2. Tap a pad with the desired command.

Fixed Pad Commands include the following:

1. **+Pattern:** Adds a new pattern at the current playback position.
2. **+Variation:** Adds a new variation in the current pattern.
3. **Duplicate Variation:** Duplicates the current variation to a new variation in the current pattern.
4. **Redo:** Redo the last action or command.
5. **Add Part:** Adds a new part at the current playback position.
6. **Split Event:** Splits the event at the current playback position.
7. **Merge Events:** Merge two or more selected events together.
8. **Double Event:** Double the size of an event.
9. **Quantize:** Quantize notes or audio.
10. **Grid+:** Change the grid to a larger resolution.
11. **Grid-:** Change the grid to a smaller resolution.
12. **Windows:** Close all open floating windows.
13. **Copy:** Copy the selected event(s) or note(s).
14. **Paste:** Paste the selected event(s) or note(s) to the current playback position.
15. **Duplicate:** Duplicate the selected event(s) or note(s) immediately after the selected event or note.
16. **Delete:** Delete the selected event(s) or note(s).



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