

Fender[®] MOTION 32

Studio Pro Integration



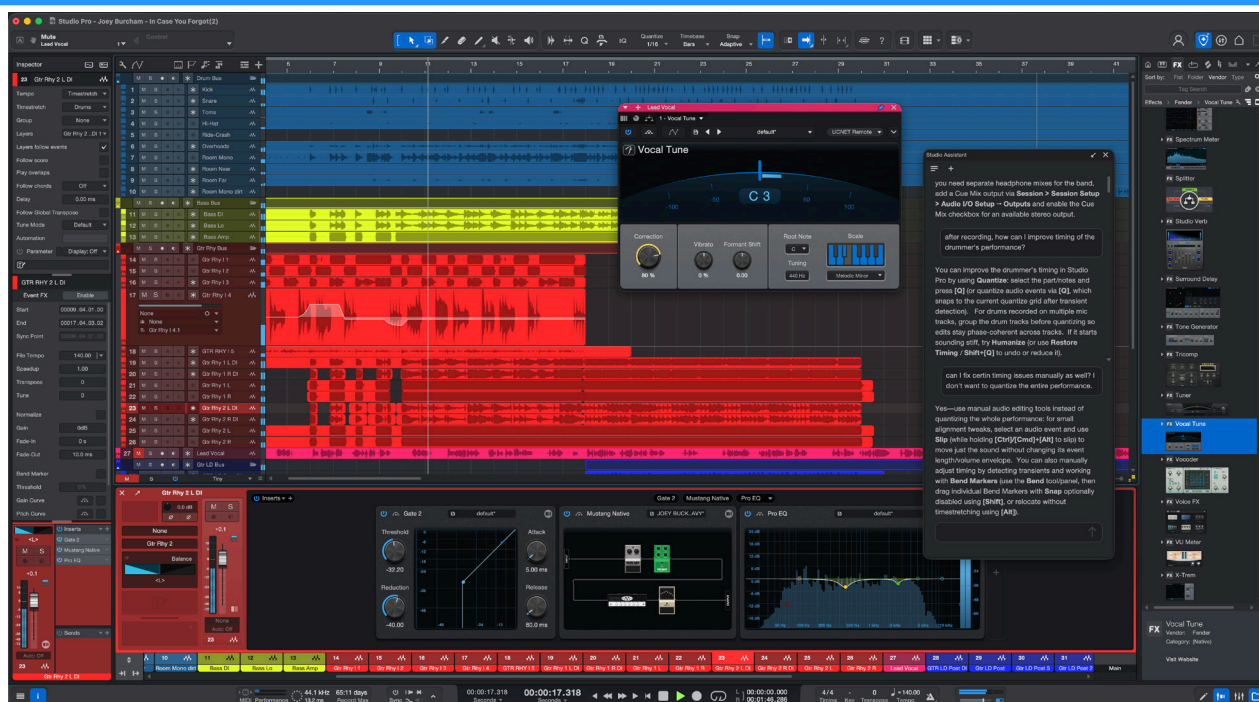
USER MANUAL

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 32 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.

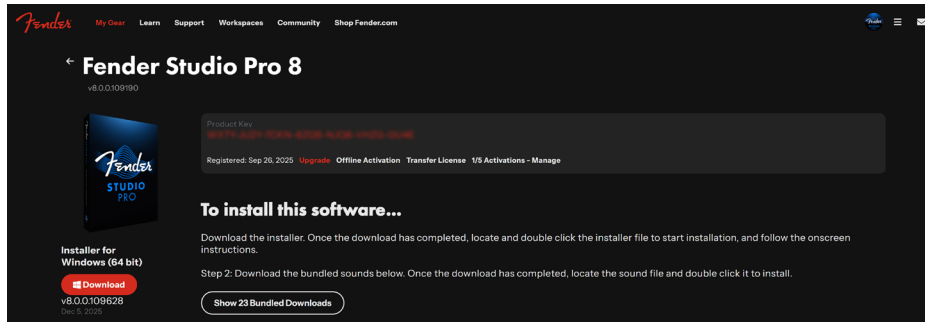
Installation and Authorization

Once you have followed the installation guidelines detailed in the Fender Motion 32 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.

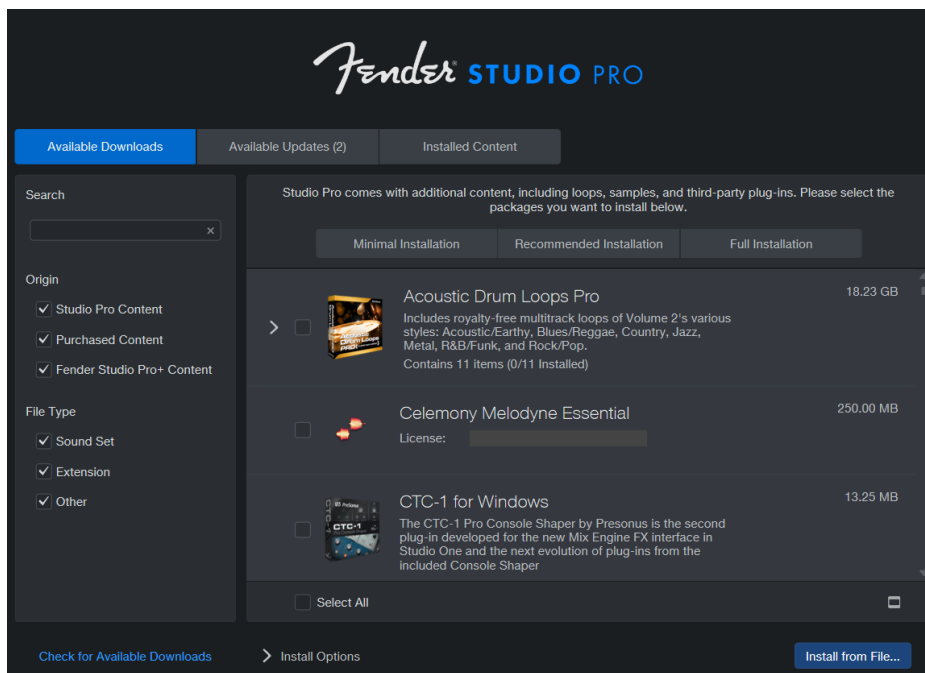
Authorizing Fender Studio Pro

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.

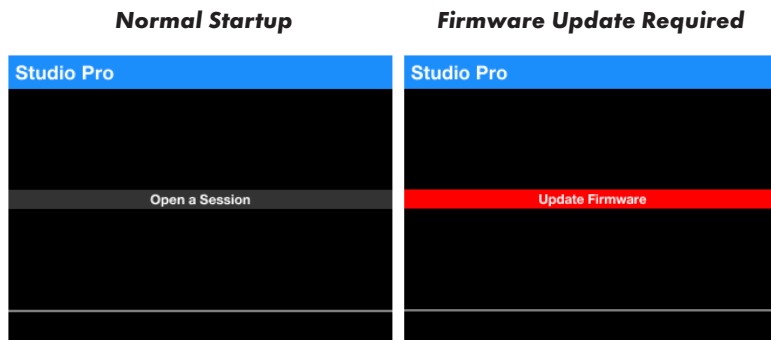


Fender Motion Integration

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.

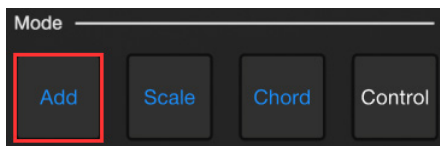
Note: Startup screens will only show at first startup of Studio Pro, not when navigating to the Start Page once in a session.

How to Add a Track

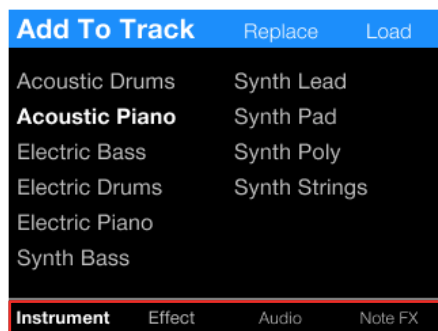
When a Studio Pro session is first opened, there are no tracks, so pad input (note or commands) is not yet possible.

To create a new track with your Motion:

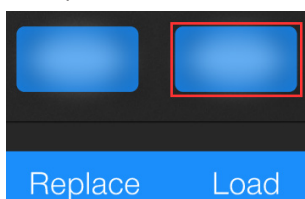
1. Press the Add button:



2. Choose Instrument, Effect, Note FX, or Audio by pressing the corresponding button below the name:



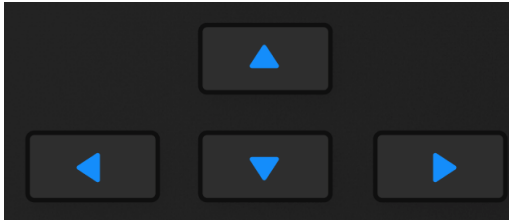
3. Turn the screen encoder to view the different instrument, audio track, effect, and note fx options available.
4. Once you find the desired track option, press the button above the "Load" option to create a new track:



5. If a track is selected and already has an instrument on it, press the button above the "Replace" option to replace the existing instrument (Replace is only available for instruments).

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.

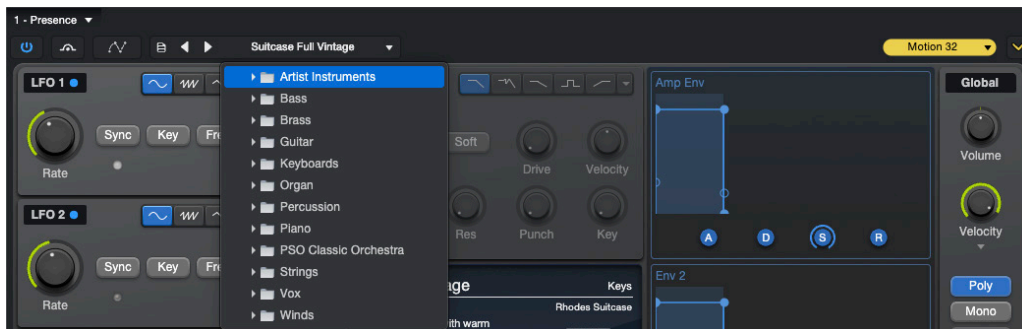
Note: An instrument track that is muted will not appear muted unless the console is open.

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 first pressing the Plugin button, and then, press the Control button to view the Control Focus menu. Then, use the bottom screen buttons to select Instrument, Inserts, or Note FX.
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.

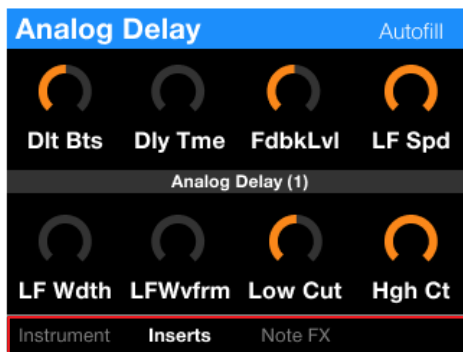


When either octave button is pressed, the screen will temporarily display the change and then go back to the previous screen.

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. Choose Instrument, Inserts, or Note FX by pressing the corresponding button below the name (a plugin type will only appear if that type is present on a track).

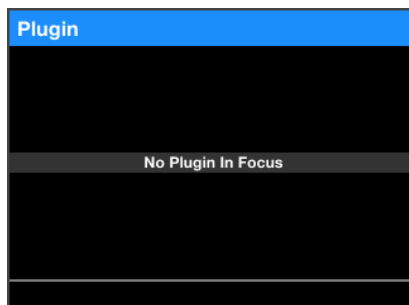


3. Once in focus, the control encoders will remote control parameters in your plugin. To navigate between pages (or "banks") displayed on the screen, use the screen encoder located next to the screen.

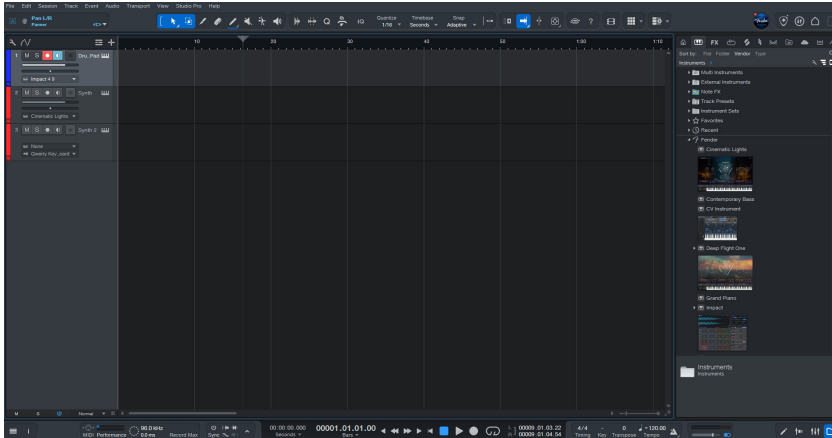
Note: By default, Control Link parameters are assigned using Fender Studio Pro's Autofill feature. If desired, you can disable the Autofill feature and assign Control Link parameters manually. See the "Disabling Autofill" section below for more details.

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 32 screen will display eight parameters at a time. To toggle between the available banks, turn the screen encoder.

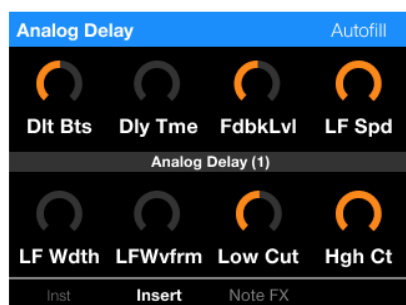


In Studio Pro, the selected Instrument window will be open. Turn your control encoders to remote control parameters in your Instrument plugin:

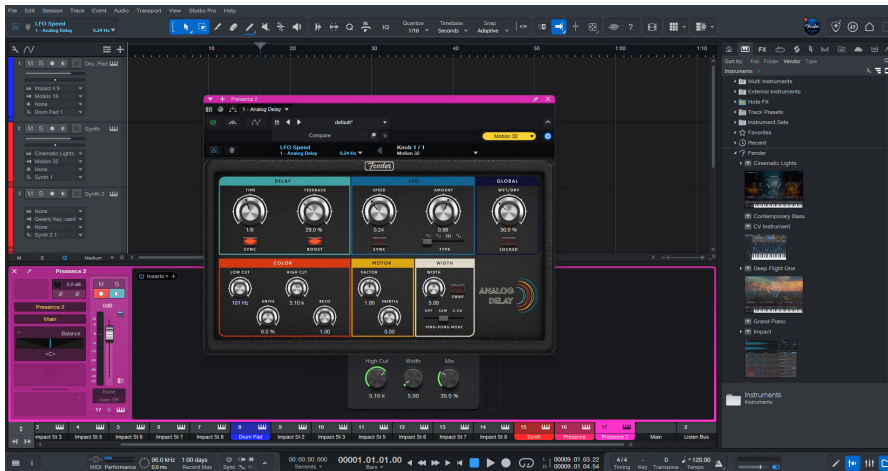


Insert (effect) in focus

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

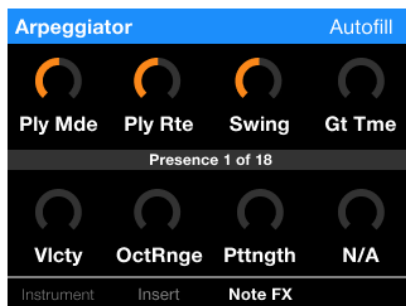


In Studio Pro, the selected insert window will be open. Turn your control encoders to remote control parameters in your insert:



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:

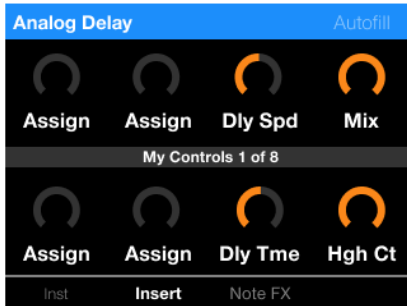


Disabling Autofill

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

1. Press the button above "Autofill" to disable autofill.
2. Touch or move a Motion control encoder that you would like to reassign.
3. With your mouse, right-click on the parameter in your plugin then choose, "Assign ... to ...".

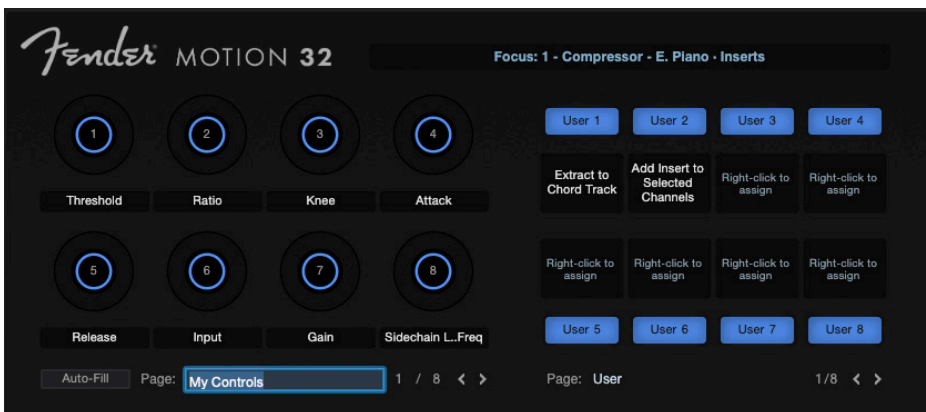
The display will show the encoder label as "Assign" when there is not a current assignment:



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. To do so:

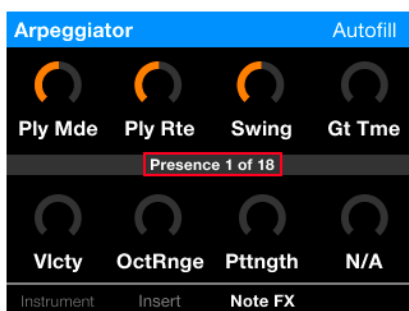
1. Navigate to the External Device Editor, as shown below (Console>External Devices column>Motion 32 arrow>Edit).
2. Double-click the page name to edit:



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:

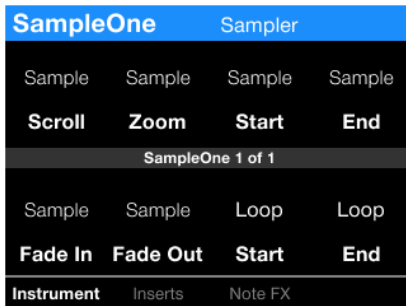
1. With the plugin in focus, turn the screen encoder clockwise for the next page or counterclockwise for the previous page.
2. The current page is noted in the middle of the screen:



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.



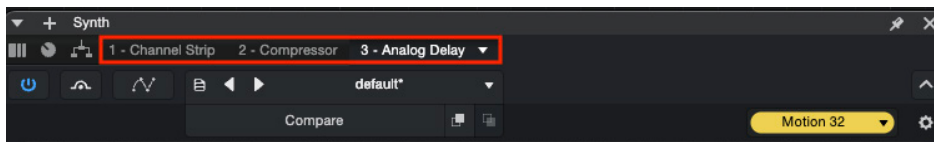
Sampler Mode Controls:

- **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. Press the screen encoder.
2. The currently selected insert will be shown in the plugin header:



3. Turn the screen encoder to select the next or previous insert.
4. 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 32 has two touch strips. Touch strip 1 (on the left) is assigned as Pitch Bend, while touch strip 2 (on the right) is assigned as Mod Wheel.

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 touch strip 1 in the center and slide your finger up/down.
- Or touch a spot on the touch strip somewhere above/below center to jump to that position.

Mod Wheel

Touch strip 2 is used as a modulation wheel for an instrument. The bottom position (LED), is neutral with no modulation. Touch and slide your finger up/down to adjust the modulation.

Alternate Touch Strip Messages

The two touch strips are set to Pitch Bend and Mod Wheel by default, but the assignment can be changed to Expression and Breath Control.

To switch between Pitch/Mod and Expression/Breath:

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

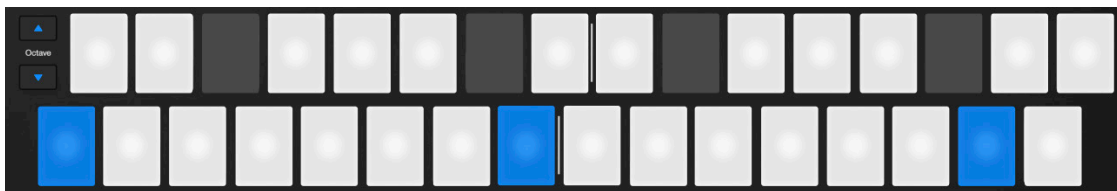
The touch strip LEDs will cycle between either pitch bend and mod wheel (both illuminated blue) to Expression and Breath Control (both illuminated amber):

Pitch/Modulation Expression/Breath



Note Layout

By default, the pads represent the “chromatic” scale laid out similarly to how a piano is laid out with white keys on the bottom row and black keys on the top row (where there are no black keys on a piano the LED is turned off).



Typically, MIDI notes start at MIDI note 0 and end at 127. Starting at a MIDI note of 0 would be an extremely low note. So, similar to a smaller keyboard controller, Motion pads start at musical note C2 (but the starting note of the piano can be changed, see below).

Scale Mode

To enter the Scale Mode, press the Scale button. By default, the scale will be set to C Major. 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 the C Major scale is arranged:



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:



How to Change a Scale

To change your scale:

1. Select either Scale or Modes:

Scales		Guide
Major	Blues	
Melodic Minor	Dorian	
Harmonic Minor	Phrygian	
Natural Minor	Lydian	
Major Pentatonic	Mixolydian	
Minor Pentatonic	Locrian	
Scale	Modes	Key

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

How to Change to a Different Key

To change your key:

1. Press the button below "Key":

Scales		Guide
Major	Blues	
Melodic Minor	Dorian	
Harmonic Minor	Phrygian	
Natural Minor	Lydian	
Major Pentatonic	Mixolydian	
Minor Pentatonic	Locrian	
Scale	Modes	Key

2. Use the screen encoder to choose a Key:

Scales		Guide
C	F# / Gb	
C# / Db	G	
D	G# / Ab	
D# / Eb	A	
E	A# / Bb	
F	B	
Scale		Key

3. Changes happen in real time as the screen encoder is turned.

Lock and Guide Layouts

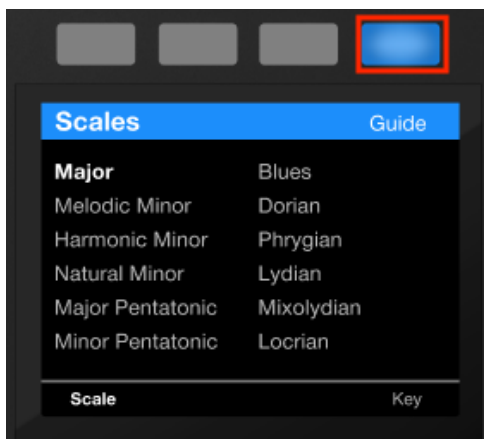
Scales are displayed on the pads in "Lock" layout when first turned on, meaning that only notes within the selected scale and key can be played, and it is impossible to play "wrong" notes.

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 when set to the Cmaj scale (notes added to provide context):



To switch between Lock and Guide pad layouts:

1. Press the button above "Lock" (or "Guide"):



2. The pad layout will instantly change.

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.

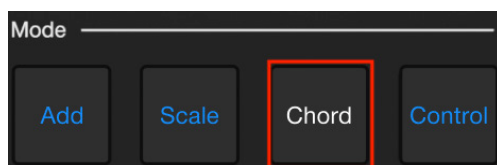
The colors of the pads will change as soon as Chord Mode is activated.



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

To change to a chord progression:

1. Press the Chord button.

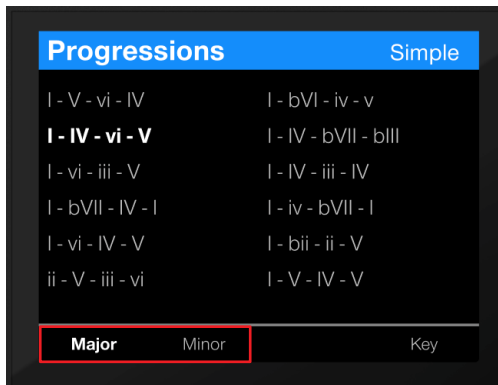


2. Use the screen encoder to choose a progression.
3. Changes happen in real time as the screen encoder is turned.

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

To change between major or minor chord progressions:

1. Press the button below "Major" or "Minor":

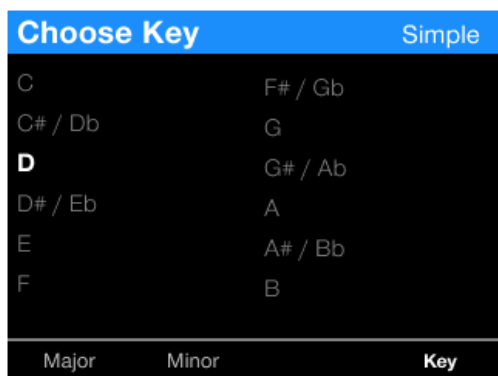


2. Use the screen encoder to choose a Progression.
3. Changes happen in real time as the screen encoder is turned.

The key of the chord progression can also be changed.

To change to a different key:

1. Press the button below "Key."
2. Use the screen encoder to choose a Key:

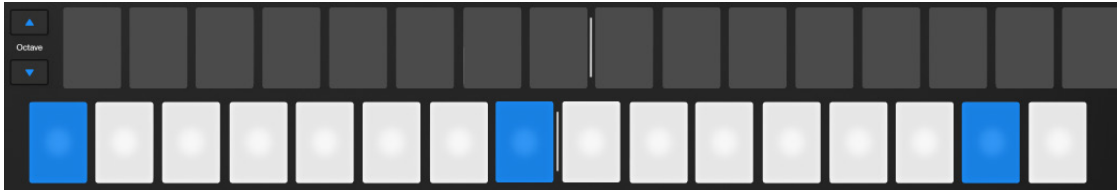


3. Changes happen in real time as the screen encoder is turned.

Simple Chords

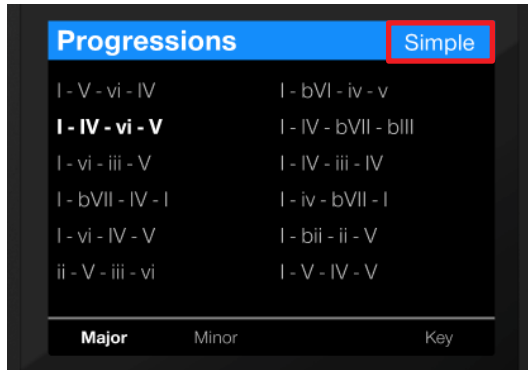
Simple chord mode takes a selected scale and adds diatonic chords (in key chords) or intervals (in key notes) to each pad.

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. Press the button above "Simple":



2. The pad layout will instantly change and the screen will show either progressions or chords and intervals.

To change the type of chord or interval used:

1. Use the screen encoder to choose a chord or interval:



2. Changes happen to the layout in real time as the screen encoder is turned.

To change the underlying scale the chords are based on:

1. Depending on the scale you'd like, press the button below "Major," "H. Minor," or "N. Minor":



2. Use the screen encoder to choose a chord or interval.
3. Changes happen to the layout in real time as the screen encoder is turned.

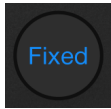
To change to a different key:

1. Press the button below "Key."
2. Use the screen encoder to choose a Key.
3. Changes happen to the layout in real time as the screen encoder is turned.

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

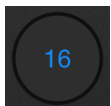
By default, the fixed velocity value is set to 127.

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:



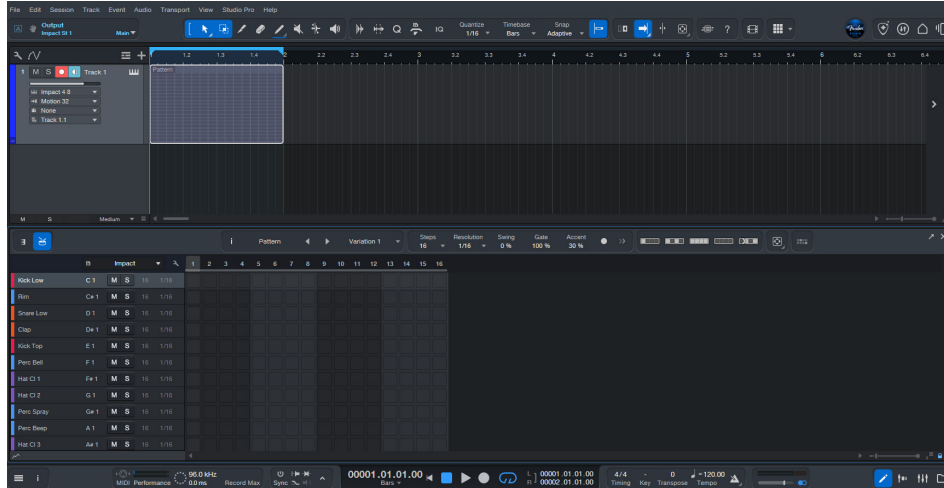
Pattern Input (Step Sequencer)

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 and then the Control 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 32 in Pattern Mode:



You can select a sound to program by tapping on any pad in the top lane.

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 (example, press and hold pad 1 the 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

Edit Pattern			
Transport	Editor	Steps	Resolution
Position	Zoom	16	1/16
Pattern 1 of 2			
Steps	Variation	Swing	Gate
Bank	Vrtn 1	0 %	100%

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

Edit Pattern			
Step	Lane	Steps	Resolution
1	Kick Donk	16	1/16
Lane 2 of 2			
Velocity	Repeat	Delay	Prob
60%	0	0 %	100%

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.

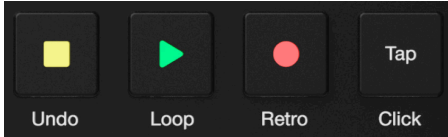
Options marked with "*" only appear when a step is selected using Encoder 1 (step select).

Recording and Playback

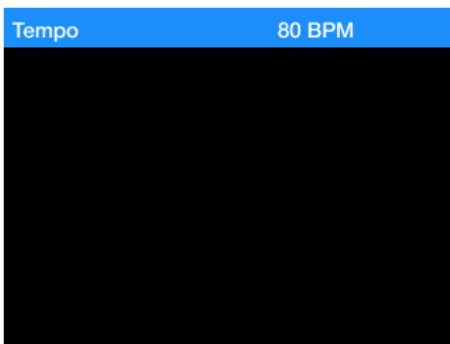
Once you have selected a virtual instrument, shaped your sound, and chosen which note layout to use, you can start recording your performance in Studio Pro.

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:



Playback / Recording Commands

During recording or playback, there are a few additional commands that can be useful. To use these commands, press and hold the Shift button then press the Stop, Play, or Tap 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 and hold the Shift button, then press the Record 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 Session 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

Timeline			
Transport	Timeline	Loop	Loop
Position	Zoom	Start	End
Song 1 of 1			
Track	Event	Event	Event
myTrack	Nudge	Start	End

- **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:** Adjusts loop’s (cycle) starting point.
- **Loop End:** Adjusts loop’s (cycle) ending point.
- **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.

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. Turn an encoder to adjust the meters (fader position). Encoder 1 will control channel 1, encoder 2 will control channel 2, etc. Note that the encoder colors match your channel colors in Studio Pro:



3. 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.

To change multiple track states quickly, press and hold the Solo or Mute button and then press a screen button above or below the desired channels.

Editing a Performance

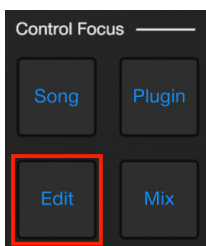
After a performance has been recorded, some edits may be needed. Editing on Motion can be used to complement editing with a mouse and keyboard.

Editing Notes and Audio

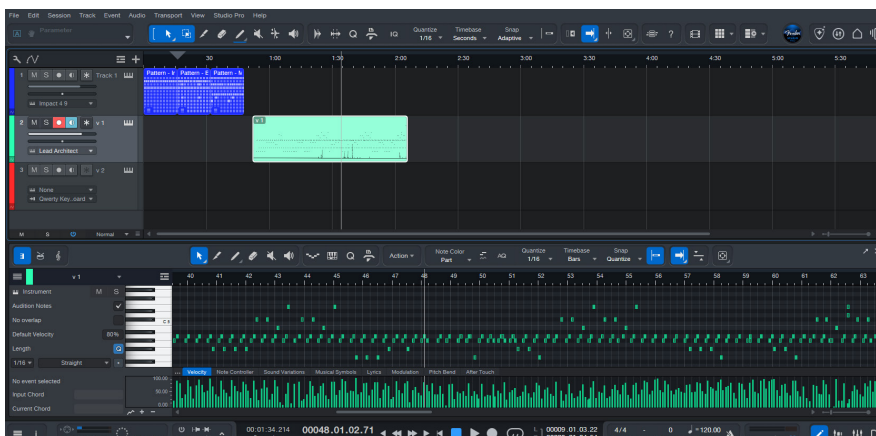
The 8 control encoders can be used for certain actions while Studio Pro’s editor is open.

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

Edit Part			
Transport	Editor	Note	Note
Position	Zoom	Start	End
Part 1 of 1			
Note	Pitch	Velocity	Grid
Select	C2	64	1/16

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

Edit Audio			
Transport	Editor	Fade In	Fade Out
Position	Zoom	0 s	0 s
Audio 1 of 1			
Event	Event	Gain	Event
Select	Transient	0 dB	Slip

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.
- **Event 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.

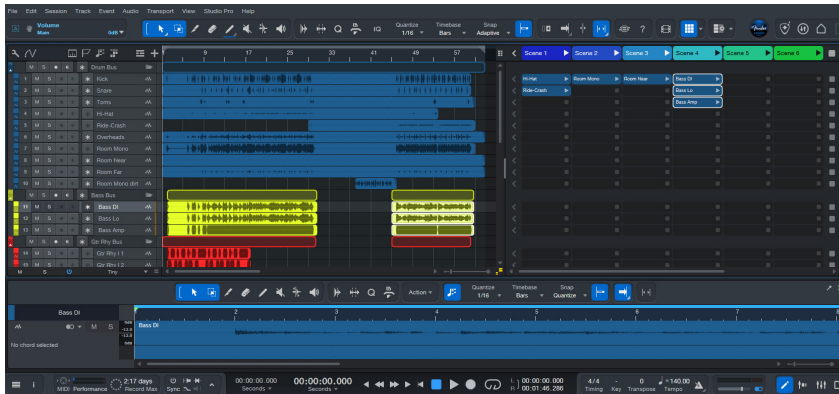
Experimenting and Arranging

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 Launch button.
2. The Launcher will show in Studio Pro and the pads will reflect any clips in the Launcher:



To switch between Clips or Scenes on pads:

1. Press "D" from the A - H buttons for scenes. The Motion pads will illuminate like this when scenes is active:



2. Press "C" from the A - H buttons for clips. The Motion pads will illuminate like this when clips is active:



3. Press the Launch or Pads button to exit the Launcher (also hides the Launcher in Studio Pro).

To stop all clips from playing, press "H" from the A - H buttons.

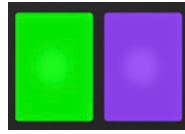
Launching Clips or Scenes

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

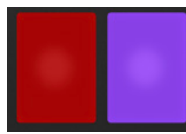
Ready to launch clip
(same as track color)



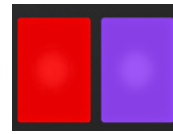
Playing clip
(the green pad will pulse)



Ready to Record Clip
(if track is rec enabled)



Recording clip
(the red pad will pulse)



No Clip
(functions as a stop)



Pulsing vs Blinking

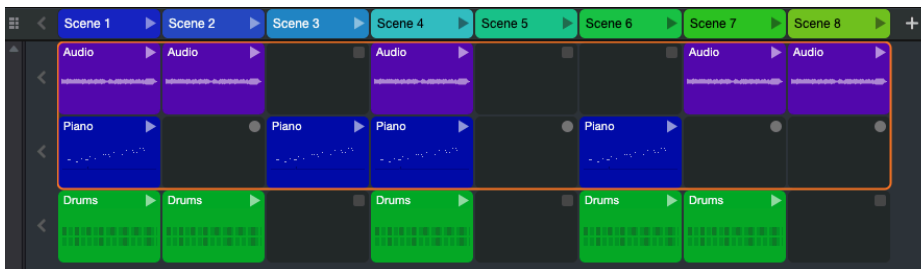
When a pad is pulsing, the light will fade in and fade out and indicates that a clip is currently playing.

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.

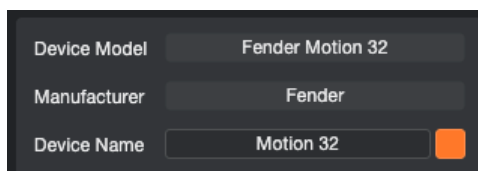
Pressing A will bring the frame back into the “home” position.

Pressing H will stop all cells from playing.

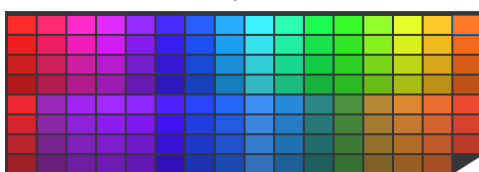
Frame navigation is different from the navigation arrows on Motion, which are used to navigate tracks.

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 and User Assigned Shortcuts

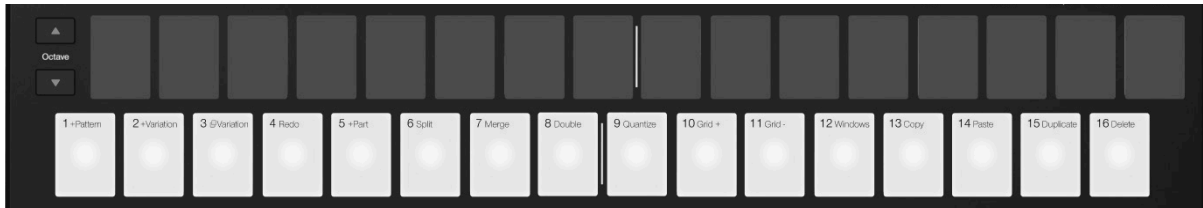
Shortcuts can help speed up navigation and workflow. Motion has two systems for shortcut commands: Fixed Pad Commands and User Commands.

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.



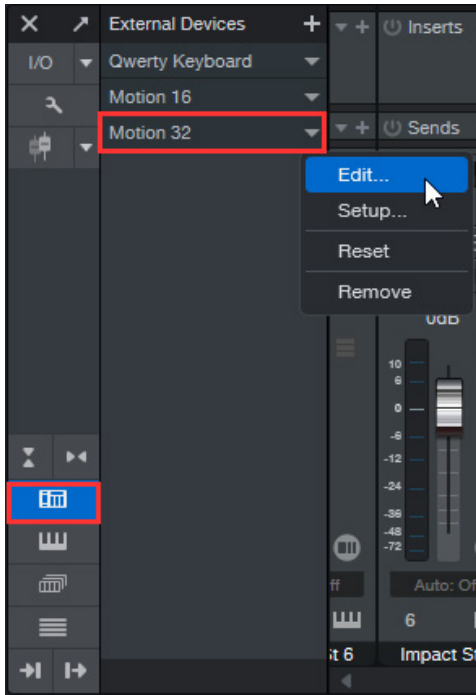
Fixed Pad Commands include the following:

1. **Add Pattern:** Adds a new pattern at the current playback position.
2. **Add 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).

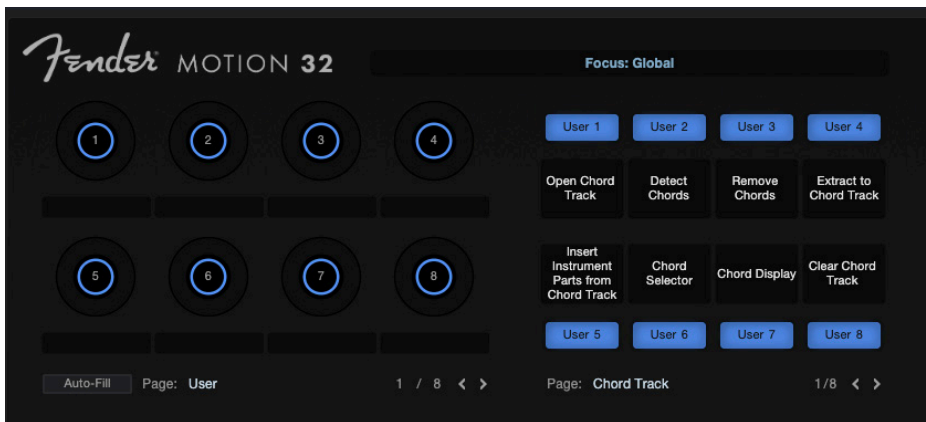
User Commands

Using Studio Pro's keyboard shortcut system (which can include macro commands), unique commands can be assigned to Motion's screen buttons.

By default, some useful assignments have already been made, but these can be replaced using the External Device Editor. To open the Device Editor, navigate to Console>External Devices column>Motion 32 arrow>Edit:



From the Motion 32 External Device Editor, you can easily assign new control functions to your Motion knobs or buttons:



To access user shortcuts on your Motion:

1. Press and hold the Shift button.
2. Press the Control button (labeled User below the button).

Any assignments made in the External Devices Editor will show on Motion's screen.

To use a shortcut:

1. Press the corresponding screen button (above or below the shortcut name) to use the shortcut.
2. Turn the screen encoder to navigate to the next or previous shortcut page (bank).



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