

MOVEMENT

hgsounds.com

Changelog

1.03

- Added 80 New Presets

1.02

- FIX – Access Violation Errors in FL Studio when loading Presets/Randomizing

1.01

- FIX – Slight Error on Cutoff for Synth C
- FIX – Pitch Correction for Synth B
- FIX – Lofi XY could not be recorded unless Lofi Enabled

1.0 – Initial Release

- FIX: Play Buttons did not load correctly when loading preset
- FIX: Error with the Bitrate/Samplerate Reduction calculations
- NEW: Added Lofi Enable Buttons
- NEW: Added Randomize/Default for Play Buttons
- NEW: Added Toggle Lofi Enables ON/OFF (Top Left (L))
- NEW: Added Randomize Lofi Enables (Top Left (L))
- Manual Complete

Beta Released

MOVEMENT

L S < >

D R

R R R R R

FREEZE HOLD

TRANSPOSE 0

BEND 2

VOL >

L R
W F

Preset Loaded: | Dull'd Out

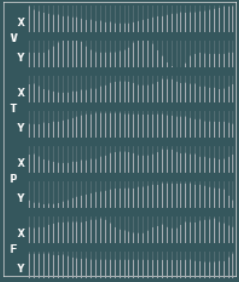
MAIN FX

SIMPLE -> R

A
S
D
R
W
F

BANK PCM
WAVE 051 E Tom
FILTER TYPE Pro S2 LP
LFO DEST OFF
LFO SHAPE Square

LOFI
SYNC

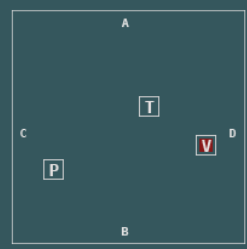


ALL MOTION -> D R

ALL PLAYS -> D R

MOTION CONTROLS D R

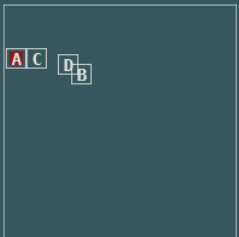
| V | T | P | REC | PLAY | FREQ | AMT |
|---|---|---|-----|------|------|-----|
| | | | REC | PLAY | 27 | |
| | | | REC | PLAY | 7 | 13 |
| | | | REC | PLAY | 20 | 94 |



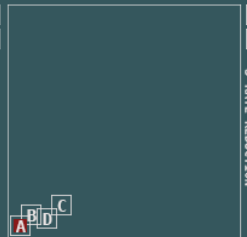
B
S
D
R
W
F

BANK FM 2
WAVE 087 Wave15 1
FILTER TYPE Pro S2 LP
LFO DEST OFF
LFO SHAPE Custom 09

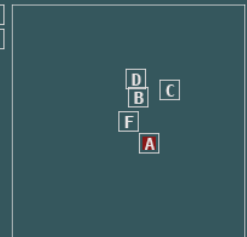
LOFI
SYNC



VOLUME



S RATE REDUCTION

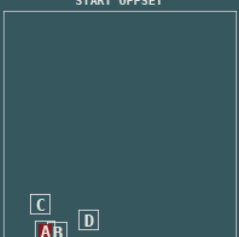


RESONANCE

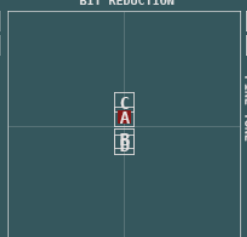
C
S
D
R
W
F

BANK HITS
WAVE 039 Add 039
FILTER TYPE Pro S2 LP
LFO DEST OFF
LFO SHAPE Custom 18

LOFI
SYNC



ATTACK



FINE TUNE



LFO DEPTH

D
S
D
R
W
F

BANK PCM
WAVE 021 Guitar Gut
FILTER TYPE Pro S2 LP
LFO DEST OFF
LFO SHAPE Custom 18

LOFI
SYNC



RELEASE

SEMITONES

LFO FREQUENCY

General

Sliders and Knobs are moved by left clicking and dragging up and down, holding the ALT key will allow fine control.



Buttons are simply On or Off.



Value Edits are used by clicking on them and dragging up or down to change the value, you can also click on the up and down arrows which appear when you hover over them.



These are the Global Random and Default Buttons. Global Randomize will randomize most parameters. Default loads the Default file to reset the synth to its default state. You can overwrite the default file with your own by using Save Default in the Browser section.



These are Section Random and Default, Randomize will Randomize a selection of parameters in the section. Default will set the section to the default file.



Synth Structure

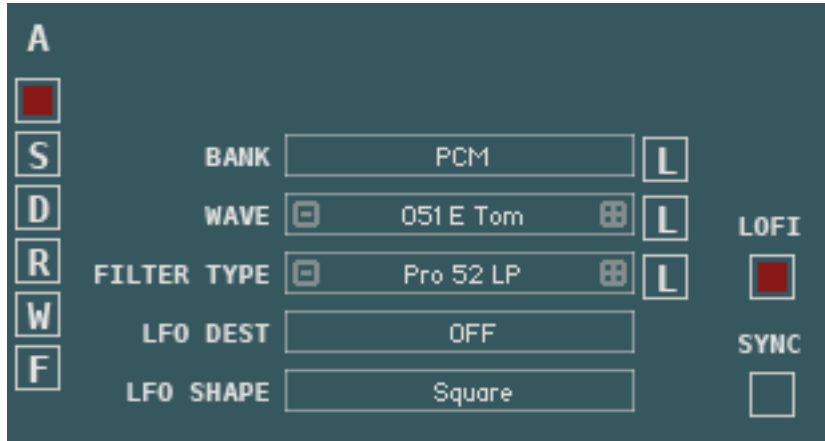
The Movement engine is based on a 4 synthesizer Architecture. Each Synth has a Filter, simple Volume AR Envelope, an LFO with an assignable Destination, and Bit Reduction and Sample rate Reduction. The V XY Motion Sequencer can be used to crossfade between the 4 synths; A,B,C and D.

- **ENABLE**
Switches the Synth on or Off
- **S – Solo**
Solos the Synth making it easier to work on that particular Synth. Note that the V XY Control is also bypassed whilst Solo is engaged
- **D – Default**
Sets the Synth to Default
- **R – Randomize**
Randomizes the Synth
- **W – Randomize Waveform**
Selects a Random Waveform.
- **F – Randomize Filter**
Selects a Random Filter Type



Main Synth Parameters

The left side of the Synth is dedicated to the main Synth Section Controls, one for each of the 4 Synths; A,B C and D.



Each of the 4 Synths uses a single Oscillator. The waveforms are contained in 4 Banks and each Bank has 127 Waveforms available.

- **Bank Selection**
You can select which Bank to use for the sample
- **Wave Selection**
Selects which Waveform from the selected Bank will be used
- **Filter Type**
Selects Filter Type will be used by the Synth section
- **LFO Destination**
Selects which destination will be targeted by the LFO between OFF, Pitch, Volume, Cutoff, Resonance, Bit Reduction and Sample Rate Reduction.
- **LFO Shape**
Selects the Shape used by the Sections LFO.
- **LOFI**
Will enable Lofi (Sample Rate and Bit Reduction) for this Synth. When disabled the XY Parameter will have no effect.
- **SYNC**
Switches the LFO between Free Mode and Tempo Synced.
- **L – Locks**
The L Buttons are Locks so that you can Lock the Bank, Wave and Filter so that they will not be randomized by the Global Randomizers.

XY Pads/Motion Recorders

Altogether there are 7 XY Pads which each control a pair of Parameters for Each Synth Section (A,B,C and D). All of the XY Pads have Motion Sequencers apart for the Envelope Attack and Release XY.

The Motion Sequencers allow either using a sequence from the pre-recorded database (selected when Randomizing) or you can Record your own movements into the 128 step sequencer.

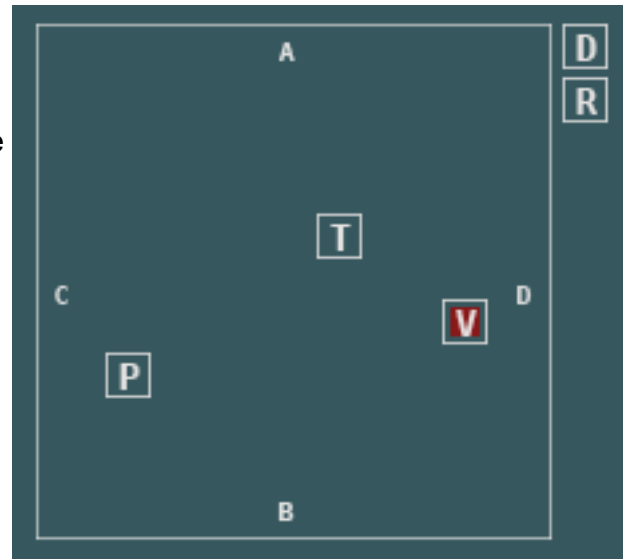
When you click on an XY Pad you will see that the Motion Controls section will show the options for that XY Pad as well as show the XY data itself to the left of the Motion Controls section.

XY Controllers/Motion Recorders & Vector/Pan/Tune

The most important feature of Motion are the Motion Recorders which allow recording Mouse movements which then playback as part of the Preset. These are available for the following parameters:

- **V – VOLUME**

If you notice the A,B,C,D labels on the XY Pad, the V XY Mixes between the 4 Synths. So when centralized all synths will play at equal volume. If V is moved to the top (A) the A will be full Volume and B will be inaudible.



- **T – TUNE**

This XY Controller offsets the tune of each oscillator and has no effect in the centre, as it moves away from the centre it will detune the Synth pairs in opposite directions. Mostly useful for subtle tunings, it is best used with the Amount set to a low number (see below).

- **P – PAN**

This XY Controller Acts as a spread function between A/B and C/d, so that when central all synth are in the Centre stage, the further that the controller moves away from the centre the more each synth moves towards the Left or Right. A always moves in the opposite direction to B and similarly with C and D.

Motion comes with 200 pre-recorded Sequences built in and using the Randomizer will select random sequences from the database if you do not wish to record your own.

Each Motion Recorder has the following Controls:

- **RECORD**

Make sure no Notes are playing, Press record and then play a Note whilst operating the XY Control and all movement will be recorded. Once the cycle is complete Record will be disabled and the Sequence will begin to play back.

- **PLAY**

Whether the sequence should play back.

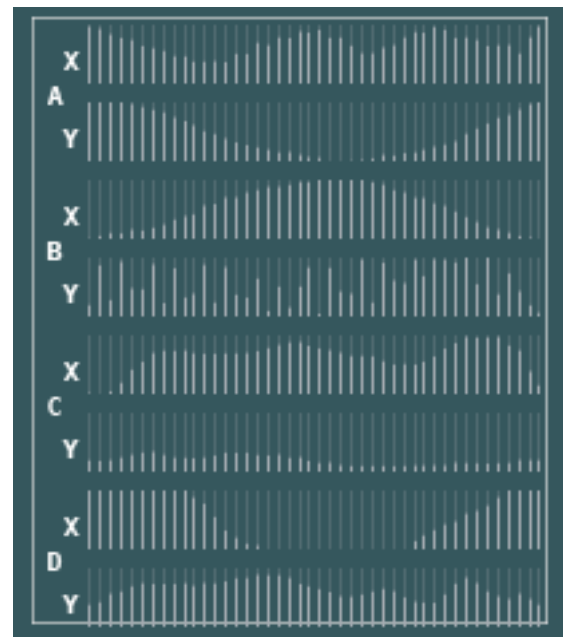
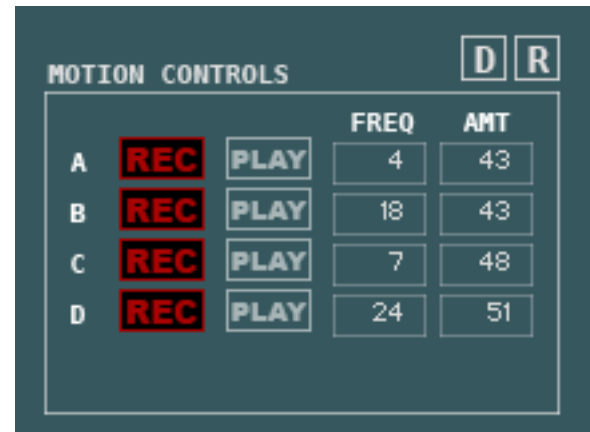
- **FREQUENCY**

The Sequences are 128 steps and the clock operates in 32nds of a bar, so 1 is the fastest speed and will play back at 32nds. The Frequency Control slows down this speed by skipping steps so for instance setting it at 4 means that each step will play every 8th.

- **AMOUNT**

This is the percentage of how much the XY affects the Destination.

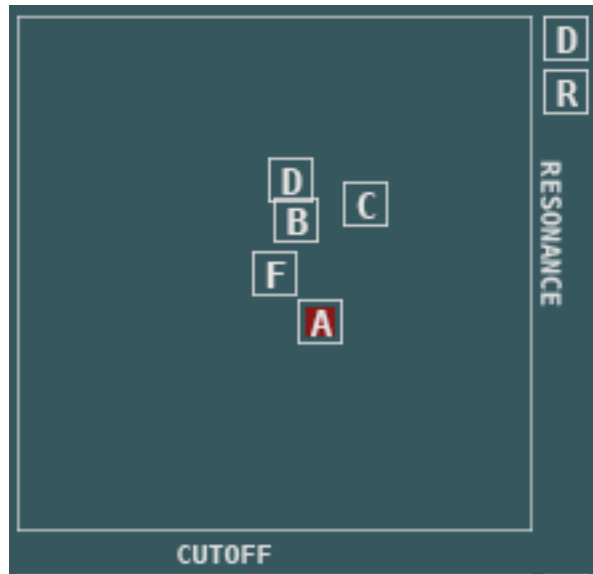
You will notice that when you record you will see the relevant XY Sequencers updating in real-time. It is also possible to draw these by hand if required.



Filter XY

Each Synth has a single Filter which can be selected from a selection of 39 Filter types as well as being disabled altogether.

The Cutoff and Resonance for all Synths is controlled by the 2nd XY Pad so that Motion Recorders can be used to Modulate them which forms a large part of the character of Motion's sound.

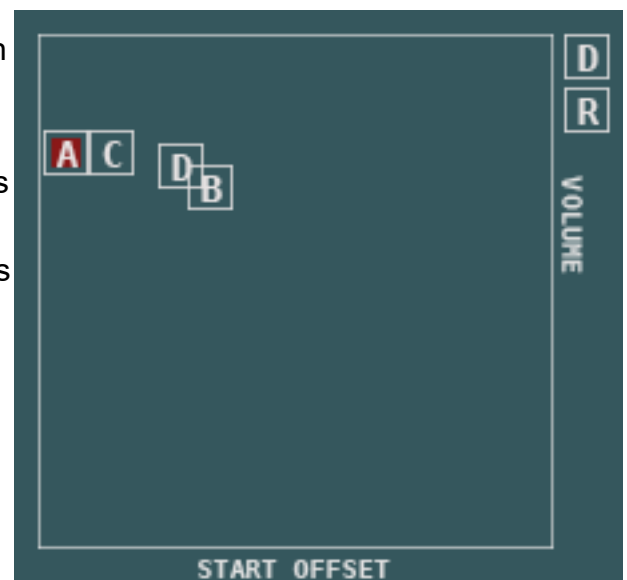


A,B,C and D control the Cutoff and Resonance of each Synth Respectively.

F – This acts as a Global Offset for all Filters so for example it is moved downwards then it will reduce the Resonance of all 4 Synths equally.

Volume/Offset XY

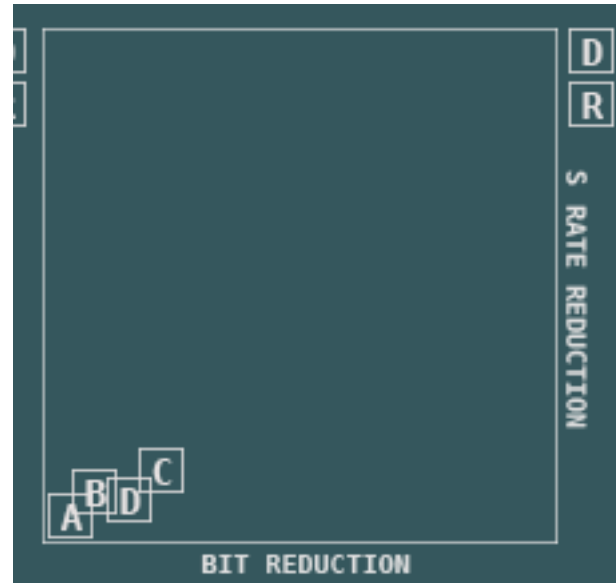
This XY allows controlling the Volume of each Synth as well as the start position Offset. These may also use the Motion sequencers. Even though it may seem strange to have volume sequencing as well as the Vector sequencing, it can be used as an alternative. Also if used in conjunction with V it means that sounds can have a very complex nature which will always be changing over time.



Bit Reduction/Sample Rate Reduction

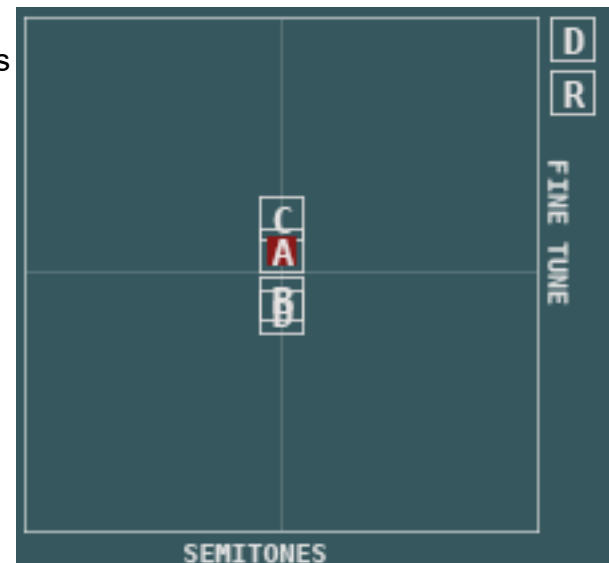
This XY controls the amounts of Bit and Samplerate Reduction. They can be sequenced/Recorded allowing for some interesting gritty soundscapes. Probably more than any other XY Sequencer the Amount make a big difference here, and possibly most of the time using a lower Amount is preferable. The Randomizers tend to use a max of 50%

Note: The amount is in the Motion Controls section when the XY is selected.



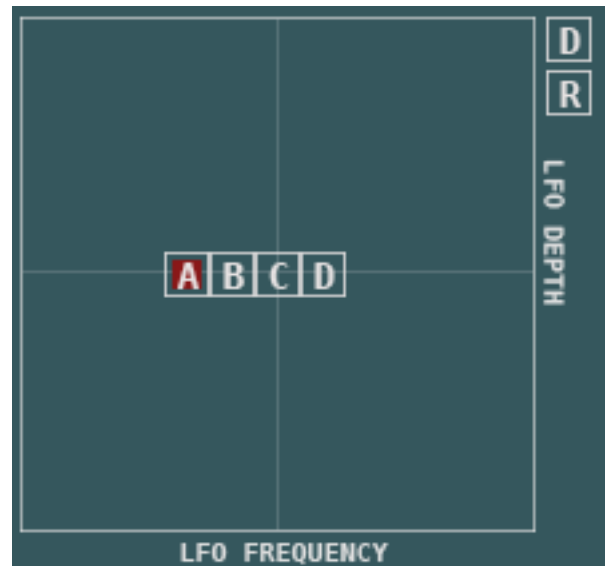
Tuning XY

This XY allows tuning in semitones -12/+12 as well as fine tuning. This can be sequenced and can create some interesting tuning effects.



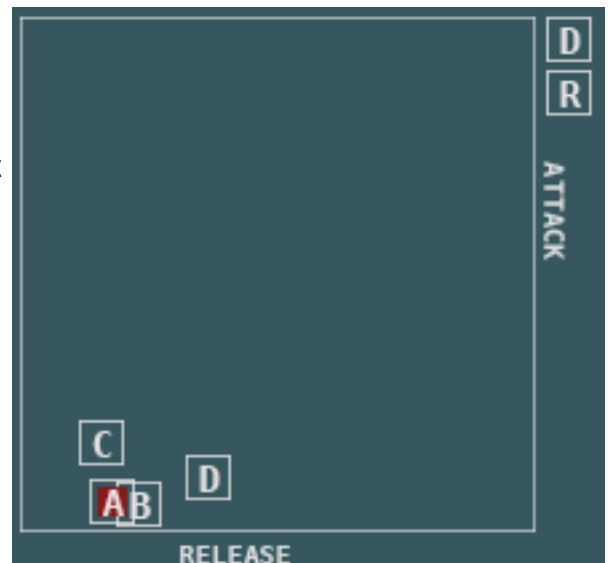
LFO Frequency/Depth

Used to set the LFO Frequency as well as the Amount that is sent to the destination selected in the synth Section. Amount allows setting a positive and also a negative Amount. This can be sequenced for some crazy effects.



Attack/Release XY

This XY allows setting the Attack and Release of each Synth. This is the only XY that doesn't have any sequencers as it doesn't make much sense as it only affects newly triggered notes.



Master Controls

There are a number of controls which are always visible along the top:



- **Freeze**
When this is enabled all Motion Sequencers will stop playing except for V. Can be useful for isolating an interesting part of a preset.
- **Limit**
The limiter Prevents the output from overloading and helps to equalize the volume.
- **Transpose**
This will transpose the entire instrument by +/- 24 Semitones.
- **Bend**
Pitch Bend Range
- **HOLD**
This enables a special hands free mode so that any keys played will be held until more keys are played. The Sustain Pedal also switches this on or off.
- **Volume**
This is the Master volume for the whole Synth.



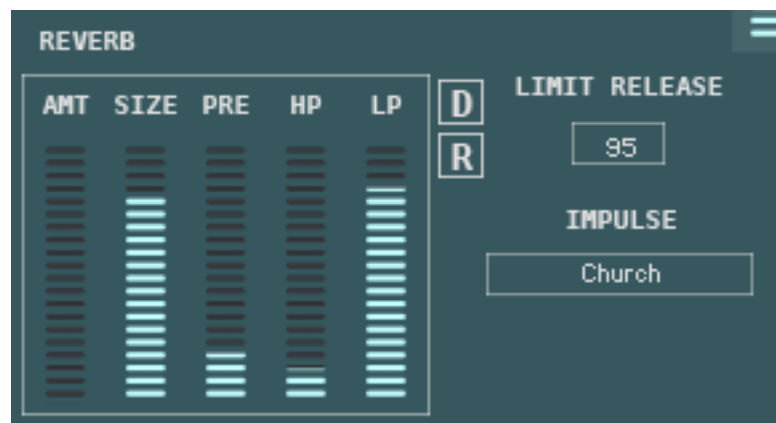
- **L – Load Preset**
This is a replica of the Load Preset Button next to the Browser
- **S – Save Preset**
This is a replica of the Save Preset Button so that it is always available.
- **< >**
Preset Left and right arrows – Please note that in order for these to work a preset must be loaded using the Browser First.
- **D – Global Default**
This reset the entire Synth to a default State. You can save your own by using the Save default Button above the Preset Brower
- **R – Global Randomize**
This Randomizes the Preset. There are several Randomize Modes on the FX Panel and you can assign any of them to this Button. The other 5 Random Buttons offer different Modes ranging from Ordered to Chaos. If you have Info enabled in Kontakt you will see more details when hovering over each of them.
- **Simple Randomize**
Switches off Lofi and will only use V and P for Motion Sequences.
- **L – Toggle Lofi**
Will toggle between all Lofi Enables On/Off
- **R – Randomize Lofi**
Randomizes the Lofi Enables between On/Off
- **W – Random Wave**
Randomizes the Banks/Waveforms of All Synths
- **F – Random Filter type**
Randomizes the Filter Types of all Synths



Reverb

The Reverb uses Impulse Responses from a selection of 51 using the menu. You can use the +/- buttons and the randomize button.

- **SIZE**
The Size of the Reverb Decay
- **AMT**
The Amount of Reverb between 100% dry and 100% Wet.
- **Pre Delay**
Sets the Pre Delay time of the Impulse Response.
- **HP**
The Reverb High Pass Filter
- **LP**
The Reverb Low Pass Filter



Reverb Impulses

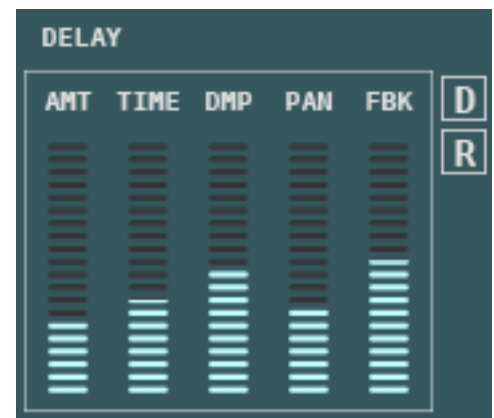
- Assembly
- Bright 1
- Bright 2"
- Cathedral
- Cavern 1
- Cavern 2
- Cavern 3
- Cavern 4
- Cavern 5
- Chamber 1
- Chamber 2
- Chamber 3
- Chorus
- Church
- Concert Hall
- Concrete
- Early Reflect
- Echo Room
- Echoes 1
- Echoes 2
- Hall 1
- Hall 2
- Hall 3

- Hall 4
- Hall 5
- Hall 6
- Hall 7
- Hall 8
- Hall 9
- Large Church
- Long Hall
- Piano Hall
- Plate 1
- Plate 2
- Plate 3
- Plate 4
- Plate 5
- Reflection
- Rich Verb
- Ringer
- Room 1
- Room 2
- Room 3
- Room 4
- Small Hall 1
- Small Hall 2
- Spring
- Stage
- Subdue
- Universe
- Wide

Delay

The Delay is Tempo locked.

- AMT**
The Amount of Delay between 100% dry and 100% Wet.
- TIME**
The Delay Time
- DMP**
Damp Amount dampens the delay feedback Path
- PAN**
Fades between Mono and full L/R Separation.



■ **FDBK**

The Feedback Level of the Delay

Modulator (Chorus/Flanger/Phaser)

Chorus can be switched between Chorus, Flanger or Phaser by Clicking on it's name which produces a menu. The FX Order is Modulator→Delay→Reverb.

■ **FREQ**

The Frequency of the Modulators LFO

■ **AMT**

The Amount of Chorus between 100% dry and 100% Wet.

■ **DPTH**

The depth of the Modulation

■ **PHASE**

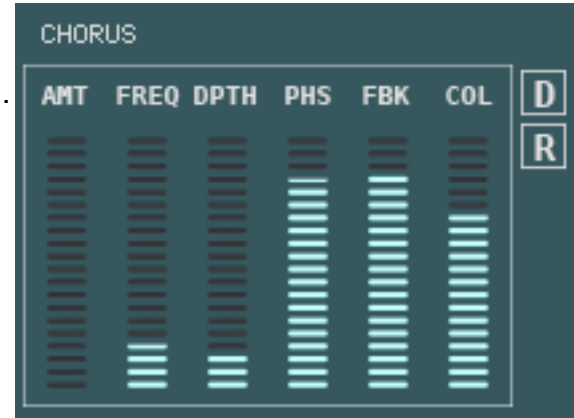
Stereo Phase Offset of the effect

■ **FDBK**

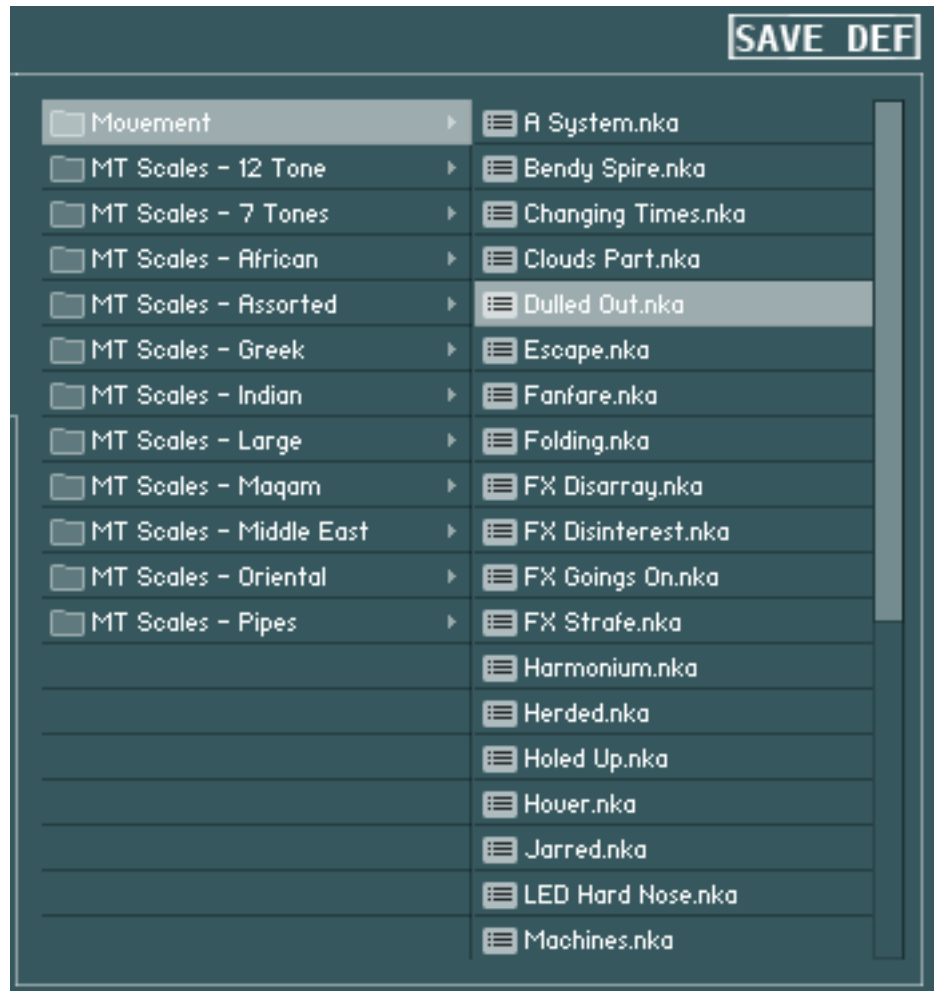
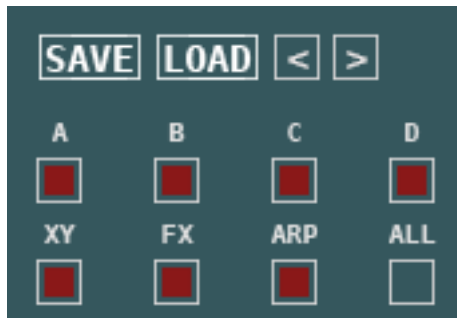
The Feedback Level of the Flanger and Phaser.

■ **COLOR**

The Central Delay time of the Flanger.



Preset Browser



The Preset Browser allows loading Presets from the Motion presets Folder as well as Microtonal Files into the Microtuner. When saving a Preset you must select the Preset Folder in the save dialog and you can make your own Folder if you want, but bear in mind that Kontakt will only update the Browser when the Synth is loaded and so your saved presets will no be visible until then. If you want to load a preset you have save before then you may use the Load Preset button to find it manually.

- **Save**
Saves a Preset
- **Load**
Loads a Preset
- **< >**
Load Previous and next Presets. Note that a Preset must be loaded via the Browser before this will work.
- **FILTERS**
The Load Filters allow loading just certain parts of a Preset instead of the whole Preset. You can choose any combination of Synth A, B, C and D as well as the XY Section, FX and ARP. The All Button will either Select all options or Disable all alternately to make it easy to select All or None.
- **SAVE DEFAULT**
This will replace the Default Preset which is used by all Default buttons.

Mod Wheel/Aftertouch Assignments

| AFTERTOUCH | | D | R | MOD WHEEL | | | D | R |
|------------|--------|------|---|-----------|------|--------|---|---|
| | CUTOFF | RESO | | CUTOFF | RESO | LF02 F | | |
| A | 87 | 33 | | 85 | 25 | 14 | | |
| B | 15 | 17 | | -75 | 62 | 52 | | |
| C | -57 | 84 | | -17 | 11 | 36 | | |
| D | 37 | 21 | | -100 | 87 | 0 | | |

This Section allows assigning the Mod Wheel and Aftertouch to individual Synth Parameters. The destinations are Filter cutoff, Filter Resonance, and LFO 2 Frequency.

| MOTION MW/AFTERTOUCH | | | | | | | | D | R | |
|----------------------|-------------------------------------|--------------------------|-------------------------------------|--------------------------|-------------------------------------|--------------------------|-------------------------------------|-------------------------------------|---|--|
| | V | T | P | F | FA | FB | FC | FD | | |
| | 83 | 83 | 40 | 0 | 23 | 35 | 34 | 11 | | |
| AT | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input checked="" type="checkbox"/> | <input checked="" type="checkbox"/> | | |

This section allows assigning either Mod Wheel or the Aftertouch to the XY Motion Recorder Frequencies. By Default the Modulations are all assigned to Mod Wheel, ticking the AT Box will use the Aftertouch instead.

Note that increasing Aftertouch/Mod Wheel value will slow down the Sequencers, so it is possible with 100% to almost freeze them

Microtuner



Motion includes a fully fledged Microtonal engine with an [online web page](#) to convert Scala files to Motion/Cassetto Format. The system supports the standard x notes over a single octave as well as x notes over multiple octaves. If you don't know anything about Microtonal Scales I suggest you [read this](#) as a primer which provides a good background.

In a nutshell, western music is based on 12 semitones = 1 Octave, a microtuner allows breaking away from this and having different intervals for each note, for example Well Temperament which is a slight modification of Equal Temperament to give a more natural/less sterile sound. Beyond that is the ability to have other tunings for example the Indian Shruti which is 22 notes over 1 Octave. Equal Temperament dominates popular music but there are endless musical scales which exist throughout the musical world.

Cassetto includes a selection of 300+ Scales which are loaded through the preset browser. To add your own, use the web page to convert the .scl file and put it in the preset folder and the next time you load Cassetto it will be visible (Note you can also use the load Button if you want access without reloading).

All Scales are loaded with Middle C (midi Note 60) being the 1st Note of the Scale, and in Normal Mode they will progress chromatically up the keyboard.

One issue with using scale sizes other than 12 notes, means it can be difficult to know where the 1st note of the scale is because keyboards/Midi Controllers are based on the 12 Note Scale. To help with this Cassetto includes a Mapped mode which will remap scales so that the 1st note will always be on a 'C' key, and as a result some keys will not make any sound, as an example for a 7 Note scale only the white notes are used, so black notes will produce no sound. You can see on the Kontakt GUI Keyboard which Notes are being used when in Mapped Mode, they are highlighted in RED. The map mode only works with Scales up to 24 notes in length.

NOTE – when using the online converter, the scales will be stored locally and may be added to the Cassetto collection in future releases. At the time of writing, the Converter is working for about 95% of .scl files, if you find one that doesn't work please email me the Scala file so I can take a look.