

Fender[®] MOTION 32

32-Pad Production and Performance Controller



OWNER'S MANUAL

Version 1

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Introduction

Thank you for purchasing the Fender® Motion 32 production and performance pad controller! Fender Motion Controllers put expressive, professional-grade control in your hands, with unrivaled integration for Fender Studio Pro that keeps creativity flowing from first idea to final performance. Smart, context-aware pads adapt seamlessly between drums, melodies, and chords, while navigation arrows and illuminated encoders provide hands-on control over playback, editing, and mixing—eliminating the need to hunt through menus or reach for a mouse.

While Motion unlocks unique workflows for Fender Studio Pro users, its dynamic FATAR® pads deliver unmatched playability and touch responsiveness, and vibrant illuminated encoders elevate the experience for every creator. Like a true instrument, Motion invites you to improvise with intelligent scales, explore 30 iconic chord progressions, shape sound through expressive touch strips, and stay fully immersed in the creative flow. Built for musicians, beatmakers, and producers, Motion is a flexible MIDI controller for songwriting, beatmaking, finger drumming, sequencing, and more—empowering you to break through creative blocks and bring ideas to life.

About this manual: We suggest that you use this manual to familiarize yourself with the features of your Motion 32 before trying to connect it to your computer. This will help you to get better performances and faster results.

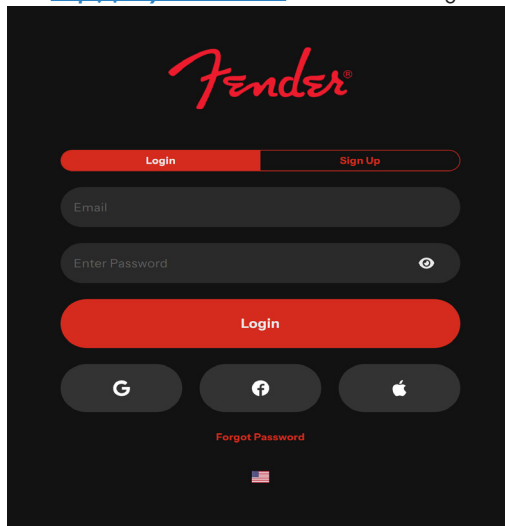
Getting Started

To ensure you've registered your device, connected to Universal Control and taken advantage of all of the MyFender downloads, please follow the steps detailed in the sections below.

Product Registration

Before connecting to a computer, please visit my.fender.com and follow these steps to register your Motion:

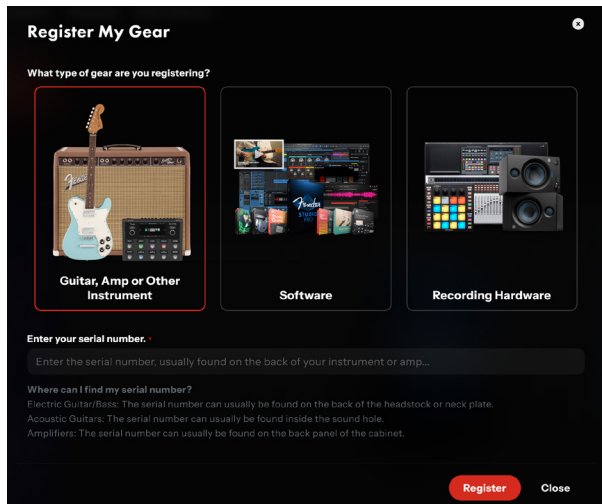
1. Visit <http://my.fender.com> and create or log into your user account.



2. At the top of your MyFender homepage, click onto the "Register Products" button:



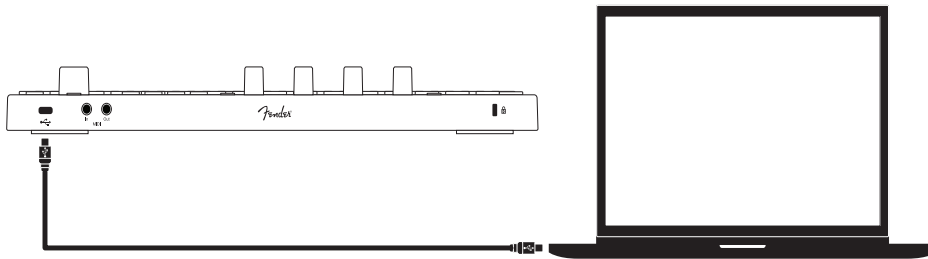
- After clicking, a dialog window will appear. From the dialog window, specify the date you purchased your Motion 32 and the serial number on your device. After you're done, click "Register":



- After clicking Register, another dialog window will appear where you can initiate your Fender Studio Pro downloads.
- To download Universal Control, navigate to the Motion 32 product page from your MyFender homepage. The Universal Control download link will be located directly underneath the Motion 32 product picture.

Universal Control Installation

Connect your Motion to an available USB-C port and launch the installer.



The Universal Control installer will take you through each step of the installation process. Please read each message carefully. It is recommended that you quit all applications before you start the installation. Universal Control installs any necessary firmware updates, so it is highly recommended that you install this application.

Note for macOS users: When the installation is complete, you will find the Universal Control application in your Applications folder. It is recommended that you place this in your Dock for easy access.

What's in your MyFender Account

Once you register your Motion 32, you will be able to download the following:



Fender Studio Pro recording software and content



Universal Control (necessary for firmware updates)

Firmware Updates

Fender is committed to constant product improvement. As part of this commitment, we offer periodic firmware updates that add features, improve functionality, and resolve issues that are discovered in the field. Because of this, it is highly recommended that you download Universal Control from your MyFender account after registering your Motion 32. During installation, you will be given the option to install various Fender audio drivers. No driver installation is required to use the Motion 32.

Once installed, connect your Motion 32 to your computer. Your Motion 32 is entirely bus powered.

Universal Control will alert you if there is new firmware available for your Motion 32. Clicking on the "Update Firmware" button will begin the update process. When the firmware update is complete, your Motion 32 will reboot automatically.

Note: At the time of this manual's publication, a firmware update is required for full functionality of your Motion 32. You must download and install Universal Control and run the firmware update on your unit.

Hardware Features

The following section provides an overview of the top and back panel connections and controls for the Fender Motion 32.

Note: Motion controllers are deeply integrated with Fender Studio Pro. Some of these integrations will be mentioned in this Owner's Manual, but if you would like a deeper dive into how you can best use the Fender Motion 32 in Studio Pro, **please refer to the "Motion 32 Studio Pro Integration User Manual."**

Top Panel



Touch Strips

The Motion 32 has two touch strips. Each strip allows you to control hardware or software parameters, like Pitch Bend or Modulation, with touch gestures instead of having to use a wheel, fader, or knob.

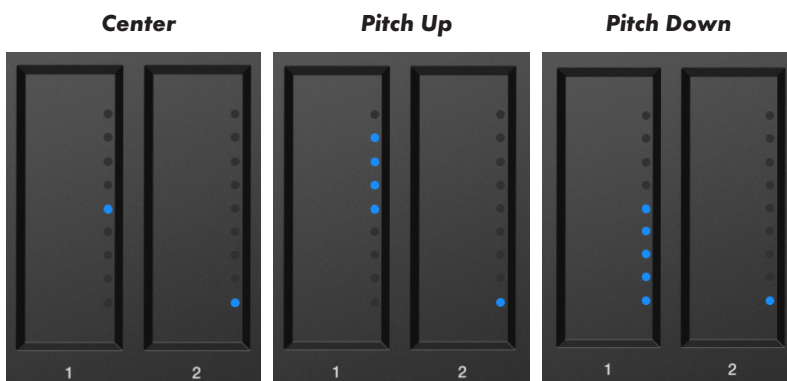
These are the default assignments for the Motion 32 touch strips:

- **Pitch Bend (Strip 1):** This touch strip is used to modify the pitch of sounds being played on a given channel (sound). When in the center position (middle LED), there is no effect on pitch. When all lower LEDs are illuminated (min), the maximum negative swing is achieved. When all upper LEDs are illuminated (max), the maximum positive swing is achieved.
- **Modulation Wheel (Strip 2):** This touch strip is used to change (modulate) different sound parameters on a given channel (sound). When only the bottom LED is illuminated (min), there is no effect on sound (CC value of zero). When all LEDs are illuminated (max), the value of the assigned parameter is at 100% (CC value of 127).

The position of the touch strip is indicated by LED direction (up or down) or how many LEDs are illuminated.

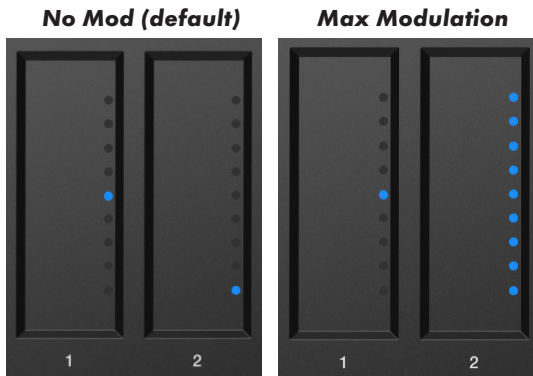
When using pitch bend on touch strip 1:

1. Pitch bend's starting position is always center (LED in center).
2. Slide up or down from center to affect pitch up or down (the LEDs will follow your finger).
3. Jump to a new pitch position by touching a point above or below center (the LEDs will jump to your finger).
4. Pitch bend will always return to center upon release.



When using modulation on touch strip 2:

1. Modulation's starting position is always the bottom LED.
2. Slide up or down to modulate up or down (the LEDs will follow your finger).
3. Jump to a new modulation position by touching a point above the bottom LED (the LEDs will jump to your finger).
4. Modulation will stay at the last position your finger was in.

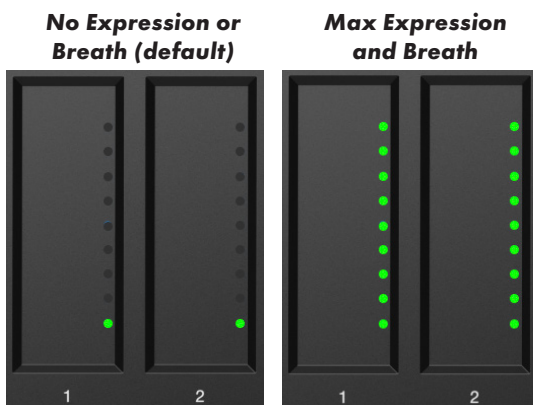


Secondary Assignments

The Touch Strips also have secondary assignments when the Shift button is held. When the Shift button is held, the Pitch Bend touch strip changes to the MIDI Expression parameter and the Modulation touch strip changes to the MIDI Breath parameter. The LEDs will change to green, reflecting the active parameters' position.

When using either expression or breath on touch strips 1 and 2:

1. The starting position is always the bottom LED.
2. Slide up or down (the LEDs will follow your finger).
3. Jump to a new position by touching a point above the bottom LED (the LEDs will jump to your finger).
4. Expression and Breath will stay at the last position your finger was in.



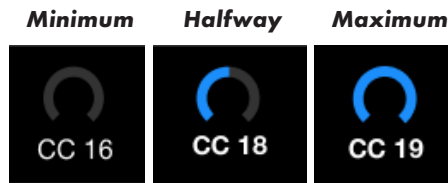
Control Encoders

The Motion 32 has eight, capacitive touch encoders with light halos. Each Control Encoder is used to change an assigned hardware or software parameter's value and position.

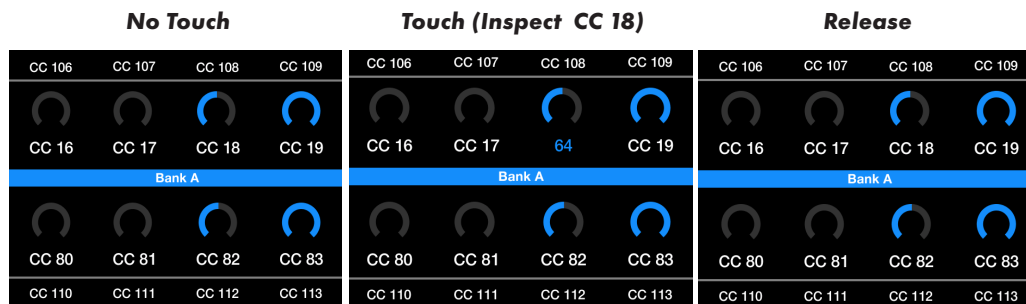


Control Encoders send a MIDI CC message with a value range of 0-127 dependent on the “position” of the encoder. The default position (or minimum value) is 0. As an encoder is turned clockwise, the value increases in steps to a maximum value of 127. When turned counterclockwise, the value decreases in steps to a minimum value of 0.

The position of the encoders as well as the associated MIDI CC number is shown on the screen when the screen is in Control focus mode:

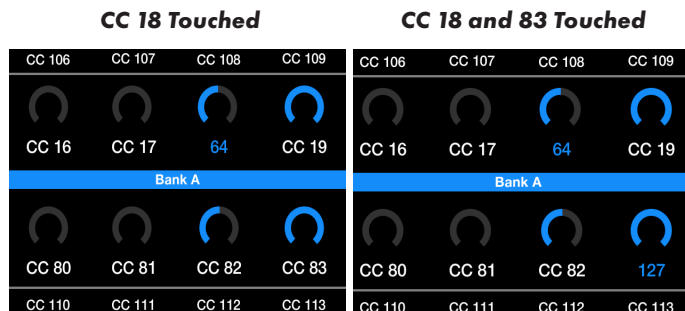


When an encoder is touched or turned, the encoder label will change to show the value momentarily then returns to showing the label when released (while in Control focus mode):



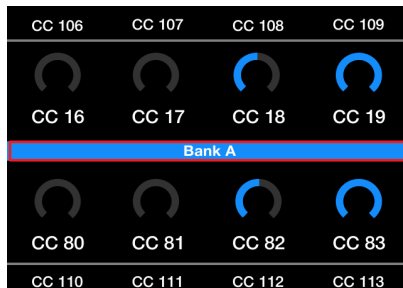
If a different screen mode such as Scale or Chord is active, simply touching a Control Encoder will temporarily change the screen to display all encoders. This allows quick access to “inspect” encoder assignments and positions when in different menus.

If two or more encoders are touched at the same time, the encoder’s values will be shown on screen.



Control Encoder Banks

On the screen, you will see that the Control Encoders have 2 separate banks: A and B. With access to two separate banks, you can add an additional 8 assignable controls to your encoders.



To change to either Bank A or B:

1. Turn the screen encoder counterclockwise for Bank A (blue encoders)
2. Turn the screen encoder clockwise for Bank B (green encoders)

16-Velocity Button



16-velocity mode takes a single note and copies it across all pads each with a different, fixed velocity. This is useful when recording hi-hats or snare drums and you want to “accent” a note every once in a while.

When in 16-velocity mode, the top lane of pads becomes Bank A (1 - 16), and this is where a note is “selected.” Any note selected from the top lane will be copied across all pads in the bottom lane with different fixed velocities applied.

When 16-velocity is on:

1. Select a bank using the A - H buttons (A is the default bank).
2. Select a note from the top lane (the note will sound and the pad will turn white when selected).
3. The selected note will now be copied to all pads in the lower lane with each fixed velocity value.
4. The most dim pad (Pad 1) is the softest sound and the most bright pad (Pad 16) is the loudest.
5. To select a different note, choose a different note or bank from the top lane.

Pressing the 16 button again will return to the last known pad note layout (piano or block drum) with normal velocities.

Note: 16- and Fixed-velocity modes cannot be used at the same time.

Fixed Button

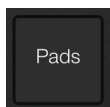


When active (red), striking a pad will only send a fixed MIDI velocity value, such as 127. This is useful when a pad has a loop or other musical sample assigned to it and it needs to be played back at full volume.

If the button is continuously held, the Screen will display the current Fixed Value. Turning the Screen Encoder will allow the Fixed value to be changed. When the button is released, the new Fixed Value will be saved.

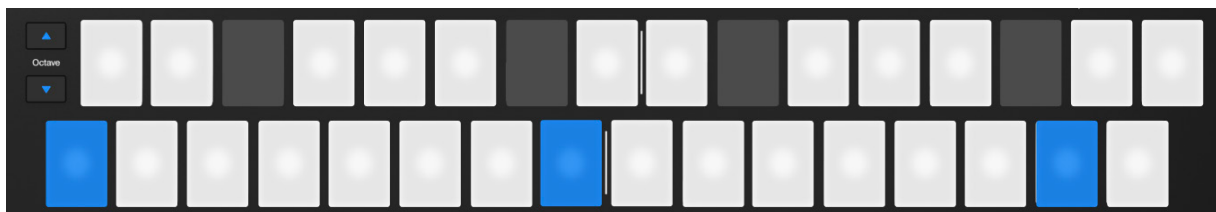
Fixed On or Off				Fixed Held	Release			
CC 106	CC 107	CC 108	CC 109	Fixed 127	CC 106	CC 107	CC 108	CC 109
CC 16	CC 17	CC 18	CC 19		CC 16	CC 17	CC 18	CC 19
Bank A					Bank A			
CC 80	CC 81	CC 82	CC 83		CC 80	CC 81	CC 82	CC 83
CC 110	CC 111	CC 112	CC 113		CC 110	CC 111	CC 112	CC 113

Pads Button

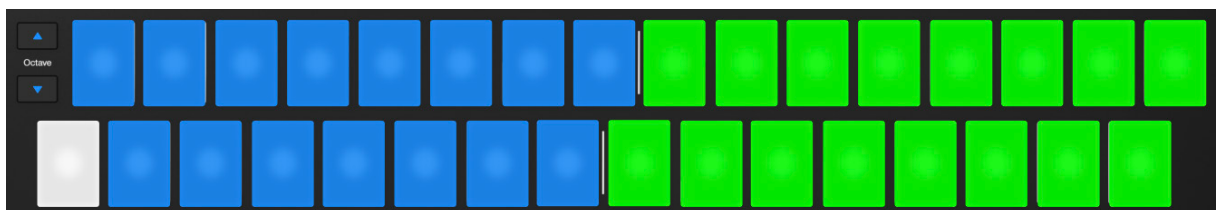


Pressing the pads button toggles between two different note layouts:

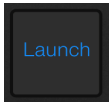
Keys (default) - Follows the layout of a piano, with white keys on the bottom lane and black keys on the top lane. Certain pads in the top lane will be off to maintain the correct relationship between white and black keys.



Blocks - Follows a left-right split drum bank configuration where the left-side pads are one bank and the right-side pads are the next bank (for example, Bank A on the left and Bank B on the right).

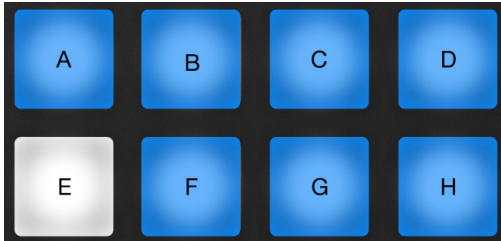


Launch Button



This button is used exclusively in Studio Pro and has no function when not connected to Studio Pro.

A-H Buttons



Piano Range

In Keys mode (also used in Scale and Simple chord modes), the A - H buttons move the musical root note right or left on the piano.

To change where the root note is located on the piano:

1. Bank "E" will be selected and Pad 1 will be assigned to the root note.
2. To move the root note farther to the right on the piano, use the Bank F, G, and H buttons.
3. To move the root note farther to the left on the piano, use the Bank D, C, B, and A buttons.

This is what the piano range looks like by default with the E Button selected:



This is what the piano range looks like with the F Button selected (+1 to the right):



This is what the piano range looks like with the D Button selected (-1 to the left):



Drum Bank

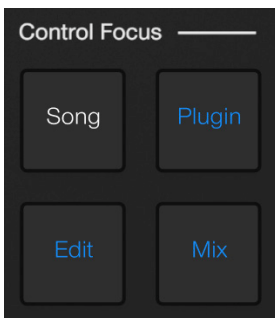
In Drum Blocks mode, the A - H buttons select which drum banks are represented on the pads.

While in Drum Blocks mode:

1. Banks A + B are shown at the same time.
2. When pressing an A - H button, the button pressed will be the first bank (left side) and the next bank in sequence will follow (ex., B + C, C + D, ..., G + H).



Control Focus Buttons



All of the Control Focus buttons are used exclusively in Studio Pro and have no function when not connected to Studio Pro. If you would like more information, please see the "Motion 32 Studio Pro Integration User Manual."

Solo & Mute Buttons



These two buttons are used in Studio Pro as Solo and Mute.

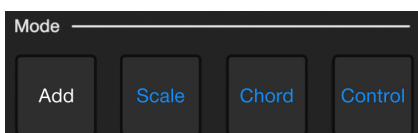
When NOT in Studio Pro, each button sends its own MIDI CC message that can be used for different hardware or software functions.

Display Buttons

The 8 Display Buttons (4 above and 4 below) the screen are used to either send MIDI messages when in Control focus or navigate Scale and Chord menus.

While in Control focus mode, each button sends a MIDI CC message labeled in the top or bottom parts of the screen.

Mode Buttons

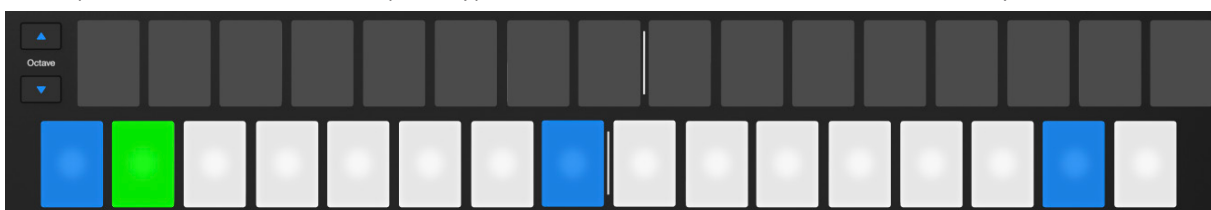


Add Button

This button is used exclusively in Studio Pro and has no function when not connected to Studio Pro.

Scale Button

The Scale mode makes it easy to explore melodies in a set key without “wrong” notes. When the Scale button is active (white), the bottom pads (1 - 16) are “locked” to a specific type of scale and can also start on different root notes (keys).



To change the type of Scale:

1. Select either Main or Modes in the bottom navigation bar.
2. Turn the screen encoder to select a new scale (changes are made instantly).

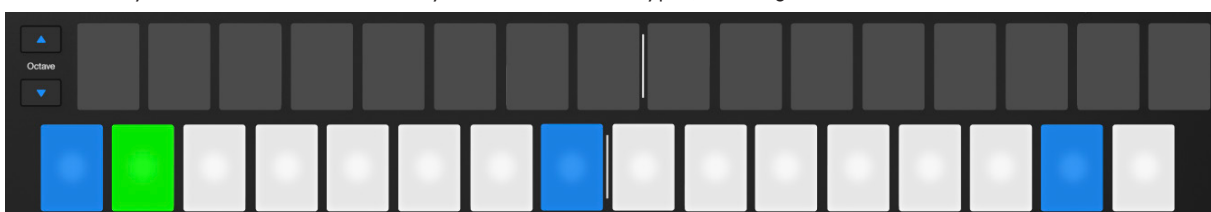
To change the Key, or root note of a scale:

1. Select “Key” in the bottom navigation bar.
2. Turn the screen encoder to select a new key (changes are made instantly).

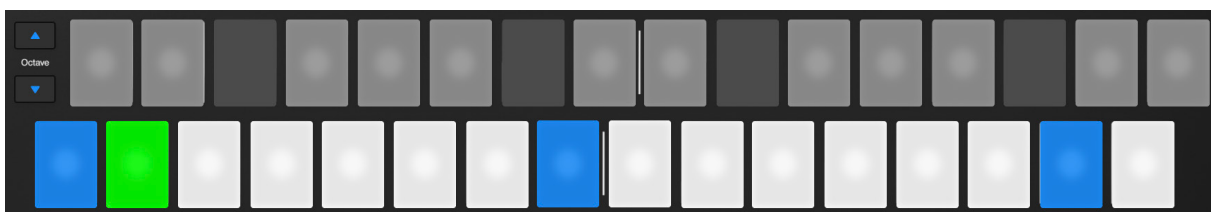
To change how a scale is mapped to pads:

1. Press the button labeled Guide in the upper-right of the title bar.
2. The layout will change immediately and the button will now display Locked (to indicate what happens when you press the button again).

Locked: Only allows notes that are in the key of the current Scale Type (no wrong, out of scale notes).



Guide: Allows all notes (full piano) but provides a guide, or suggests, the correct notes in a scale. In scale notes will be bright white and the root note will be blue. Any notes not in scale will be dim white.



To exit Scale mode, press the Scale buttons again (changes to blue).

Note: Octave up / down as well as the Range option on the A - H buttons work while in Scale mode.

Chord Button

Chord mode makes it easy to play a chord with the press of a single pad. When the Chord button is active (white), pressing a single pad will trigger a 2-, 3-, or 4-note chord.

Note: Chord and Scale modes cannot be active at the same time.

When Chord mode is active, the Octave Up and Down buttons (octave, transpose, or range) are not available for use in famous mode and are limited in use in simple mode (see Simple mode below).

Famous Chord

Famous Chord mode takes chord progressions from famous songs and maps them to pads.

The main voicing (notes) for the progression will be on pads 1 (blue), 5 (yellow), 9 (green), and 13 (magenta) with each group having it's own color. Alternate voicing (chord inversions) are mapped to the next pads in the group (ex., 1 = main, 2 = 1st inversion, 3 = 2nd inversion, 4 = root inversion an octave higher).



To change the chord progression:

1. Select either Major or Minor in the bottom navigation bar to choose a chord quality.
2. Turn the screen encoder to select a new chord progression (changes are made instantly).

To change the key the chord progression is in:

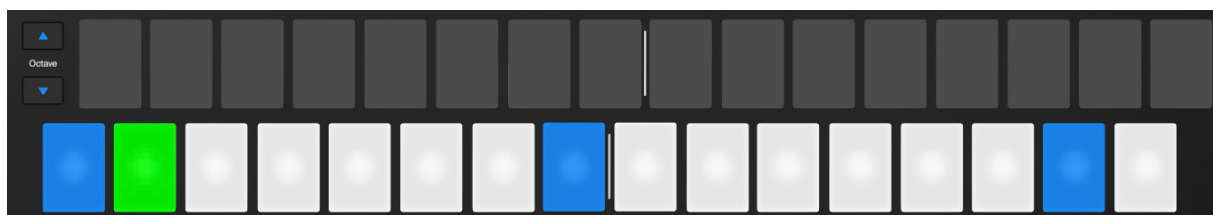
1. Select the "Key" in the bottom navigation bar.
2. Turn the screen encoder to select a new key (changes are made instantly).

Simple Chord

In Simple Chord mode, chords follow a selected scale type (major, minor, etc.) and key (also known as diatonic chords). Each chord type is locked to whichever Key and Scale are selected (diatonic).

To change from Famous to Simple chord mode:

1. Press the button labeled Simple in the upper-right of the title bar.
2. The layout will change immediately and the button will now display Famous (to indicate what happens when you press the button again).



To change the type of chord or interval:

1. Select either Major, H. Minor (Harmonic Minor), or N. Minor (Natural Minor) in the bottom navigation bar to choose a scale quality.
2. Turn the screen encoder to select a new chord or interval (changes are made instantly).

To change the key the chords are in:

1. Select "Key" in the bottom navigation bar.
2. Turn the screen encoder to select a new key (changes are made instantly).
3. To exit Chord mode, press the Chord buttons again (changes to blue).

To change where the scale root is located on the piano:

1. "E" will be selected and Pad 1 will be assigned the scale root.
2. To move the scale root farther to the right on the piano, use the F, G, and H buttons.
3. To move the scale root farther to the left on the piano, use the D, C, B, and A buttons.

While in Simple mode, all pads can be transposed up or down by 3 octaves by using the Octave Up or Down buttons.

Control Button

When selected, the Screen and Navigation Encoder will be focused on all options related to the Control Encoders.

Global Settings Button



Pressing the Settings buttons takes you to the Motion's global settings screen immediately, regardless of which Motion mode you are in.

Turn the navigation encoder to select a different setting. Press the encoder to switch focus to a value for editing (press again to return to navigation):

Setting Selected		Value Selected to Edit	
Global Settings		Global Settings	
Screen	100%	Screen	100%
LEDs	60%	LEDs	100%
DAW Mode	Off	DAW Mode	Off
Pressure	Polyphonic	Pressure	Polyphonic
Pressure Feel	Piano	Pressure Feel	Piano
Pad Curve	Normal	Pad Curve	Normal
Encoder Curve	Normal	Encoder Curve	Normal

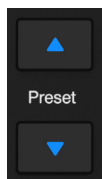
Global Settings include the following:

- **Screen:** Adjusts the overall brightness of the screen from a maximum of 100% to a minimum of 1%.
- **LEDs:** Adjusts the overall brightness of all LEDs from a maximum of 100% to off (0%).
- **DAW Mode:** Changes the transport to work with some third party DAWs.
- **Pressure:** Changes the type of pressure (aftertouch) message sent after the initial strike.
- **Pressure Feel:** Switches between Drum, where the initial aftertouch value matches the strike velocity, and Piano, where it starts at zero and rises with added pressure.
- **Pad Curve:** Changes how pads interpret pad strikes.
- **Encoder Curve:** Changes how much of a multiplier is applied to control encoders when turned.
- **Reset Settings:** To reset all global settings to factory defaults, press the encoder to select Press & Hold, then hold the encoder to reset.
- **Current Firmware:** Displays the current firmware version installed on the device. Useful when troubleshooting alongside the Support team.

Note:

- All changes to settings are saved when exiting Global Settings by pressing the Global Settings button again.
- Press and hold the Global Settings button to enter sleep mode.

Preset Up & Down Buttons



These two buttons are used exclusively in Studio Pro to navigate Instrument, Note FX, or FX presets. These buttons have no function when not connected to Studio Pro.

Navigation Arrows

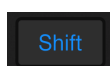


These four buttons can be used to navigate tracks when in Studio Pro. When not in Studio Pro, each button sends its own MIDI CC message that can be used for different hardware or software functions.

Shift Button

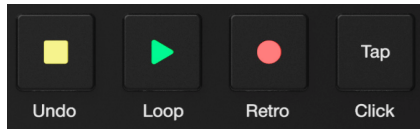
Press and hold the Shift button to temporarily change a control's assignment to its secondary function.

Press and hold Shift to:



- Change the touch strips momentarily to their secondary functions (see Touch Strips above).
- Send secondary button commands for User, Undo, Loop, Retro, and Click in Studio Pro (no function in MIDI mode).

Transport Controls



These four buttons can be used to control Studio Pro's transport or any other supported application's transport when a DAW is selected in Settings (navigate to "DAW Mode").

When **not** in Studio Pro and a DAW Mode is not selected in Settings, each button sends its own MIDI CC message that can be used for different hardware or software functions.

- **Stop Icon:** Stops the transport. Illuminated yellow when the transport is stopped (dimmed transport is playing).
- **Shift + Stop (Studio Pro only):** Undo the last command or action.
- **Play Icon:** Starts playback from the current position. Illuminated green when transport is playing (dimmed when the transport is stopped).
- **Shift + Play (Studio Pro only):** Turns Loop (Cycle) on or off.
- **Record Icon:** Starts recording from the current playback position. Illuminated red when recording (dimmed when not recording).
- **Shift + Record (Studio Pro only):** Turns Retrospective Record on or off.
- **TAP (when a DAW mode is selected):** Turns the click (metronome) on or off. Illuminates blue when the Metronome is On (dimmed when Off).
- **Shift + TAP (Studio Pro only):** Turns the click (metronome) on or off.

Note: A second MIDI port is used to connect to the DAW as a Mackie Control Device. If not using Studio Pro, refer to your DAW's guide on how to setup a Mackie Control controller in order for DAW Mode to connect properly.

Octave Up & Down

These two buttons will transpose all pads either up or down by 1 musical octave (12 MIDI steps) globally regardless of which pad layout is selected (Keys or Drum Blocks) and 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 then go back to the previous screen.

Pads



Motion pads respond to both strikes (velocity) and pressure (aftertouch, mono- or poly-). The pads can change colors which can be used to quickly identify pad banks, scales, and other pad layouts "at-a-glance."

Pad Commands

Commands written on the pads (ex., Copy, Paste, Redo, etc.) are used in Studio Pro exclusively.

Back Panel



USB Type-C Port



Motion uses a USB-C cable (1.5M C to C cable provided) to directly connect to a computer (bus powered). Alternatively, you can connect your Motion controller to a USB-C phone or tablet so long as they supply sufficient power.

Motion can also be powered using a USB-C cable with a 5V power brick (not provided) plugged into an outlet or battery, for use when performing with analog hardware (MIDI Out).

Note: Please refer to your mobile device's guide on using external hardware as powered hubs or other connection kits may be necessary to work with your device.

MIDI I/O



There are two, 3.5 mm, Type-B MIDI ports (adapter not included) on the back of Motion. The In port receives MIDI data and the Out port sends MIDI data.

Kensington Lock



Allows Motion controllers to be secured to a desk or other anchor point.



311 CESSNA CIRCLE • CORONA, CALIF. 92878 • USA
WWW.FENDER.COM

Part# 70-52000621-A

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