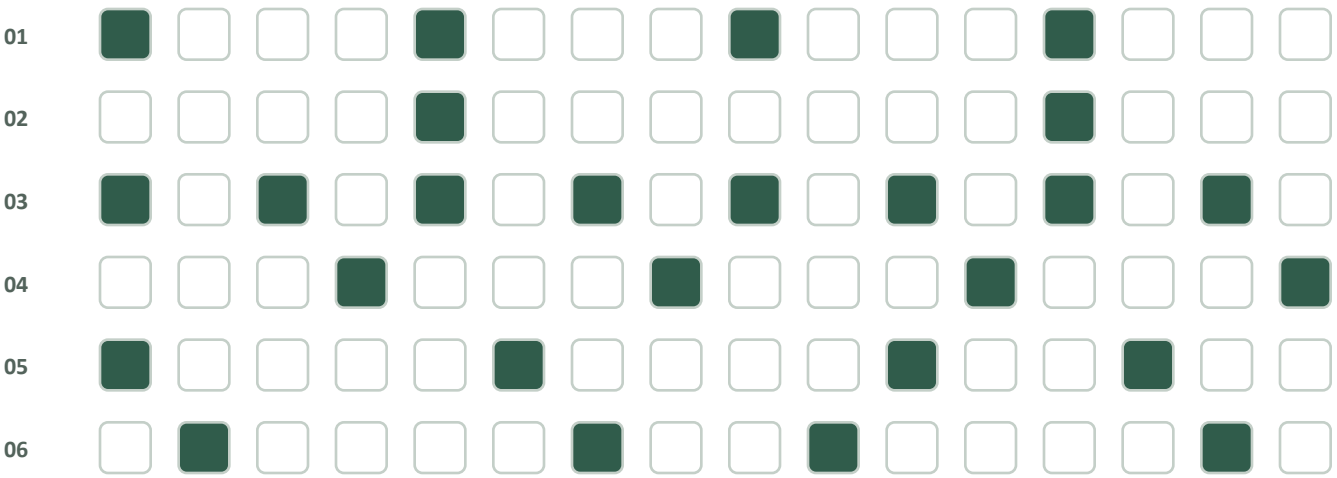
MODEL:CYCLES / USER MANUAL

SUPERMODEL

Make it yours.

Sounds • sequencing • performance • control

RELEASE 3.05



A practical guide to the current controls and workflows.

English • Full / Lite / Machine Optional

4 NOVEMBER 2026

START HERE

Contents & conventions

A practical reference for Supermodel 3.05 on Model:Cycles.

Use the chapter list below for a complete walkthrough, or turn to the shortcut reference when you need a particular gesture. The machine chapters describe the Full library. Machine Optional controls are grouped in their own chapter.

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Buttons & editions

Read gestures consistently and find the chapters that apply to your build.

Notation	Meaning
TRACK + RETRIG	Hold the first button while pressing the second.
TRACK + turn TIME	Keep TRACK held while turning the TIME knob.
Tap / hold	Tap means press and release promptly. Hold means keep the button pressed.
TRIG / track pad	TRIG means one of the 16 step keys. Track pad means T1–T6.
DATA	The LEVEL/DATA encoder. “Click DATA” means press it.
Global > FX	Navigate to Global, then the FX row.
Parameter lock	A value stored on a step. Hold that step and adjust the relevant control.

Editions

Full includes the full machine library and the shared performance, effects, filter, modulation and MIDI functions. **Lite** uses the six Model:Cycles audio machines with the shared functions. **Machine Optional** lets you choose the machines you want; the relevant chapters apply when those machines are enabled.

This manual focuses on Supermodel’s controls and workflows. Model:Cycles’ normal pattern, sound and configuration operations remain part of everyday use.

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GETTING STARTED

Your first session

Build a small pattern, shape it, and save the result.

A simple starting workflow

01. Choose an audio track with a track pad. To select its machine, press **MACHINES**, then turn **DATA**.

02. Create or load a pattern using the normal recording controls. For note-by-note entry while stopped, press **REC twice** to enter Step Recorder.

03. Play notes to enter steps. **PLAY** advances one step; **STOP** moves back. **FUNC + TRACK > KBT** shifts the trig keyboard; +/-12 semitones moves an octave. Press **REC** again to leave Step Recorder.

04. Adjust the machine's sound controls. For the track filter, hold **MACHINES** and turn **SWEEP** for cutoff or **CONTOUR** for resonance.

05. Add an effect with the track's **REVERB SEND** or **DELAY SEND**. To choose an effect, hold **TRACK** and turn **SIZE** or **TIME**; release TRACK to apply.

06. Use **Save Project** to preserve the project and its pattern-specific settings. Stop playback and allow saving to finish before switching off.

Open Mod Setup

Tap **SETTINGS + TRACK** and release both buttons. Choose **Global**, **Track** or **Song**. Turn DATA to select a row; click to edit, turn to change the value, and click again to finish. BACK leaves editing before returning to the previous level.

> **Tap and hold do different jobs**
> A quick SETTINGS + TRACK tap opens Mod Setup. Holding the same combination runs SCRAMBLE once. With a step held, a quick tap toggles that step's Scramble mark.

A useful habit

Keep track pads and TRIG keys distinct. For example, **TRACK + TRIG 1–6** changes Control All participation; it uses the step keys, not the six track pads.

SETTINGS

Global preferences

Tap SETTINGS + TRACK, choose Global, then select a row.

Row	Choices and operation
Pad	Stk: a pad selects and plays. SIL: a pad selects silently; TRACK + pad selects and plays. Default: Stk.
Mac	Sil: browse silently, then click DATA to commit. Stk: apply while browsing. Saved globally.
USB	2ch: stereo mix to the computer. 6ch: six separate mono tracks. Stop playback before changing. Default: 2ch.
Num	Off or On. On displays numeric volume and pan values as you adjust them. Default: Off.
Mute	Stk: momentary mute controls. LTC: TRACK + tap FUNC latches mute mode. Default: Stk.
Dly	Stk: normal Delay Time. Div: musical divisions, including dotted and triplet positions. Default: Stk.
DX	Off or On. Enables SETTINGS + BACK for the live CPU monitor. Default: Off.
QntM	Enable quantized mute/solo and choose its time division. Default: Off.
Grv	Groove On/Off and Type, plus CHORD Strum. Swing sets groove strength.
LFOs	Choose 1, 2, 3 or 4 audio LFOs per track. Default: 2.
FX	MST shares effect selection. TRK follows the selected track for light effects; heavy effects stay shared.
ACID	A: amp envelope. F: filter envelope. AF: both. Applies to every ACID track when ACID is installed. Default: F.
JUMP	Off / On. With On, PATTERN then FUNC + TRIG jumps immediately and keeps playback position. Default: Off. Saves globally.
GOV	Lod (default) / Trk. Voice-cut ordering; saves globally. See CPU monitor.

Save global preferences

BACK closes Mod Setup and saves global preferences. If playback is running, the save waits until it stops. Stop playback and allow the save to finish before powering off.

Pattern settings use Save Project
Sidechain, Scramble checklists, FX choices and their pattern-specific controls are saved with the project. Closing Mod Setup alone does not save those project changes.

PERFORMANCE

Tracks, mute & repeat

Select and perform tracks while keeping the controls close at hand.

CTRL-ALL latch
Double-tap TRACK within 350 ms to latch parameter-knob edits across the included tracks. Press TRACK once or quick double-BACK to exit. Single BACK retains native parameter undo. Track/trig selection remains momentary; DATA and effect selection remain physical. The latch starts Off and is not saved.

Mute and solo

Set **Global > Mute > LTC**. Hold **TRACK** and tap **FUNC** to latch mute mode. Tap track pads to mute or unmute them. Tap FUNC again to leave.

While mute mode is latched, hold **FUNC** and press a track pad to solo it. Press that pad again, or leave mute mode, to restore the previous mute state. Tracks that were already muted stay muted.

Global > QntM controls quantized mute and solo. Enable it and choose a time division to place those actions on the selected timing grid.

Choose Control All tracks

Hold **TRACK** and press **TRIG 1–6** to toggle the audio tracks that follow Control All. The selected track always participates. To control filters across those tracks, hold **TRACK + MACHINES** and turn SWEEP or CONTOUR.

Momentary audio beat repeat

01. Hold **TRACK + RETRIG**.

02. Hold a **TRIG 1–16** to choose a repeat division for the included audio tracks.

03. Release the division key or either modifier to stop repeating.

Latch repeat mode

Hold **TRACK** and double-tap **RETRIG**, then release both. Hold a TRIG to repeat; release it to stop. **BACK** exits the mode. PLAY/STOP and temporary save/reload remain available.

Stop the music and tails
One STOP preserves effect tails. Press STOP twice to invoke All Sound Off and clear reverb and delay tails.

WORKFLOW

Track Swap

Exchange two tracks in the current pattern while playback is stopped.

01. Stop playback, then tap **SETTINGS + TRACK** to open Mod Setup.

02. Choose **Track > Swap**. **From** starts at the selected track.

03. Click DATA on **From** or **To**, turn DATA to choose a track, then click again to finish editing.

04. Select **Swap** and press DATA. The two track numbers must be different.

What moves

Sounds, sequences, parameter locks, volume, filter modes, LFO settings and per-track effect assignments move with the track contents. ACID track settings move in editions that include ACID. Optional also moves its ChordKeys settings and MIDI flags; Page Length stays intact.

Keep the connections

Sidechain sources and destinations follow the swapped contents. Song mute references move for rows that use this pattern. Other patterns keep their track contents.

> **Reverse or save**
> Swap the same pair again to reverse the operation. Use **Save Project** to retain the edits. BACK leaves editing or returns to the Track menu.

SEQUENCING

Notes, scales & page length

Use step entry, parameter movement and musical pitch rules.

Task	Controls and behavior
Step Recorder	While stopped, press REC twice. Play notes; PLAY advances and STOP moves back one step. REC leaves the mode.
Preview a step	Hold TRIG + PAGE while stopped or paused. The step plays with its note and parameter locks.
Parameter slide	SETTINGS + TRIG toggles a parameter slide on the step.
Arpeggiator	FUNC + RETRIG opens its settings. Octave 0 cycles through the notes you are holding.
Page length	FUNC + PAGE > Page Len sets 1–16 active steps per page.
Warp	On spreads those active steps across the normal page duration. Off keeps normal step speed. The setting follows PTN or TRK scope and saves with the pattern.

Scale Lock

Open **FUNC + PAGE** and use **Lock**, **Scl** and **Key**. Choose one of 19 whole-semitone scales and a key.

Lock mode	Pitch behavior
Off	Pitch passes without scale locking.
ORGN	Successive input notes map to successive scale degrees.
BRDS	Pitch snaps to the nearest in-scale note. An exact tie chooses the lower note.

Lock mode, scale and key save globally while playback is stopped.

Page length example
With Page Len set to 8, Warp On stretches the eight active steps across the normal page duration. Warp Off plays those eight steps at the normal step speed.

SEQUENCING / LIVE EDITING

Pattern jumps & trig selection

Choose patterns and edit groups of existing steps.

Double-tap **PATTERN** to keep the native pattern selector open without timeout. Select patterns repeatedly; **PATTERN** again or **BACK** exits. A single tap or held press stays native.

Direct Pattern Jump

01. Open Mod Setup with **SETTINGS + TRACK**. Choose **Global > JUMP > On**.

02. Press **PATTERN**, then **FUNC + the pattern TRIG** to jump immediately while keeping playback position.

With JUMP Off, pattern changes use normal timing. The preference saves globally while stopped; Off is the default.

Select trigs without holding them

01. Press **TRACK + PAGE**, then release both buttons.

02. Tap existing note trigs, lock trigs or steps containing parameter locks to select or deselect them. Selected steps blink.

03. Use the usual held-step editing controls on the selection. **PAGE** changes page while keeping the selection.

04. In selection mode, **FUNC + PAGE** selects all eligible trigs or clears the selection. Press **TRACK + PAGE** again to leave and clear it.

> **TRACK is momentary**
> Track selection is active only while TRACK is physically held. Releasing TRACK leaves trig selection available. Empty steps are not created by selecting; steps hidden by Page Len are excluded. Selection mode starts Off after power-up.

SONG / EDITOR

Build a song

An arrangement of patterns, repeats and six track mutes.

01. Tap **SETTINGS + TRACK** to open Mod Setup.

02. Choose **Song** beside Global and Track, then press **DATA**.

03. While stopped, turn **DATA** to select a row in the four-row grid.

Control	Action
PITCH	Choose the row pattern, A01-F16.
DECAY	Set the row repeats, 1-64.
TRIG 1-6	Toggle each track mute for the selected row.
PAGE	Insert a copy after the selected row.
FUNC + PAGE	Delete the selected row; at least one row remains.
Click DATA	Choose STOP or LOOP at the end. FUNC + DATA also works.
BACK	Leave the Song editor.

Stop before editing
Row changes are available while playback is stopped and Song is inactive. If a song is active or paused, press STOP twice to cancel it before editing. Song is not inside Global.

SONG / PLAYBACK

Play and save a song

Use native pattern-chain playback for the arrangement.

A simple arrangement

Set row 1 to **A01 x4**. Press PAGE to insert a copy, then set row 2 to **A02 x2**. Set row 3 to **A03 x2**. These rows use eight expanded pattern plays.

01. Choose **STOP** to end after the last row, or **LOOP** to repeat the arrangement.

02. Press **PLAY from the Song editor** to begin at the highlighted row. The display follows the playing row.

03. Press **STOP** to pause using native transport. Press PLAY while stopped to start from the highlighted row. **STOP twice** cancels Song and clears reverb/delay tails.

04. Use **Save Project** to preserve the arrangement and the six tracks ACID glide/legato settings.

Length and mutes

The complete arrangement must fit **64 expanded pattern plays**: add the repeats across all rows. For example, four rows repeated 16 times each use the limit. A song that exceeds it does not start and shows the 64-play limit.

Song mutes combine with existing track mutes. A track muted outside Song remains muted when the row permits it. Choosing a pattern chain manually cancels Song playback.

> **Pattern length matters**
> Song follows each pattern native chain timing. An infinite chain length can hold a row indefinitely. Set a finite chain length when you want the song to advance.

PATTERN DESIGN

Generate, Scramble & Humanize

Three ways to shape a pattern with different amounts of control.

Sequence Genie

Press **SETTINGS + PAGE** to open the generator for the selected track. Use DATA to navigate. Choose **Generate** to generate, or **Queue** to schedule generation. Set **Loop/Page** timing to choose when queued generation occurs.

Set the Scramble checklist

01. Select a track and tap **SETTINGS + TRACK**.

02. Open **Track > SCRM**.

03. Use DATA to toggle Pitch, Decay, Color, Shape, Sweep and Contour. Pitch/Decay default Off; the four sound controls default On.

Each pattern keeps six track checklists. Use **Save Project** to keep them after reloading. For Sample Wizard, Scramble can use Pitch and Decay; the sample and playback-mode controls are outside its checklist.

Scramble a sound or step

Hold **SETTINGS + TRACK** to randomize the checked parameters once. Keeping the combination held does not keep rerolling the sound.

To mark a step, hold its **TRIG** and quickly tap **SETTINGS + TRACK**. Marked steps use the track's checklist without changing the base sound. Deleting the trig clears its mark and locks.

Humanize Apply / Undo

Open **Track > Human**. Choose a track or **All**, set **Tim** and **Vel** from 0–100, then stop playback and choose **Apply**. The timing and velocity changes are written into the pattern. **Undo** restores the previous values.

> **Controlled variation**
> Use a short checklist when the basic sound should remain recognizable. For timing variation, Humanize writes a result into the pattern; it does not reroll notes during playback.

RHYTHM & DYNAMICS

Groove, Strum & Sidechain

Shape rhythmic feel and let one track control the level of others.

Groove and CHORD Strum

Open **Global > Grv**. Enable Groove, then choose **Boom Bap, Disco, Reggae, Bongo, Caixixi, Highlife** or **Kuduro**. **SWING** controls its strength. With Groove Off, SWING uses the normal swing behavior and the selected groove type is remembered.

Str spaces CHORD voices from **–80 to +80 ms**. The sign reverses strum direction; 0 plays the voices together. Strum works independently of Groove On/Off. Four voices spaced 80 ms apart span 240 ms.

Set up Sidechain

01. Select the source track whose trigs will drive the ducking.

02. Tap **SETTINGS + TRACK**, then open **Track > S.Chn**.

03. Check destination tracks and/or **Rev.** and **Del.** to duck effect returns. Click DATA to toggle a target.

04. Scroll below the targets and set Depth, Attack, Hold and Release. Save the project.

Control	Range and role
Dpt	Depth: 0–100%, in 16 levels.
Atk	Attack: 0–160 ms.
Hld	Hold: 0–120 ms.
Rel	Release: 10 ms–3 s.
Mute	On: mute or solo exclusion blocks sequencer triggers; manual pad/TRIG hits still drive the full envelope. Off: muted sequencer triggers also drive Sidechain. Default: Off.

All checked targets use the source’s settings. Multiple sources apply the deepest duck on each destination. Untick every target to disable a source. Routing and controls save per source and pattern.

Starting point
Use a four-on-the-floor source, Depth 60%, Attack 0 ms, Hold 0 ms and Release 150 ms. Sidechain routing and the DUCK delay are separate controls.

SOUND SHAPING

Filters & attack

Shape a track, or apply the same gesture across your Control All selection.

Track filter

Gesture	Parameter
MACHINES + SWEEP	Filter cutoff on the selected audio track.
MACHINES + CONTOUR	Filter resonance on the selected audio track.
TRACK + MACHINES + SWEEP / CONTOUR	Cutoff or resonance across the included Control All audio tracks.
SETTINGS, then MACHINES + turn SWEEP	Choose HIGH, LOW, BAND or LO/HI. Release the modifiers to apply the filter type.
MACHINES + DECAY	Attack on supported machines.

Choose a filter for the job

LOW reduces high frequencies as you lower cutoff. **HIGH** removes low frequencies. **BAND** emphasizes a band around cutoff. **LO/HI** provides the combined low/high response. Use resonance to emphasize the area around the cutoff.

A cleared or freshly initialized sound starts at LOW, cutoff 127 and resonance 0. Filter modes save with each pattern/project; save the project before switching off. Sample Wizard uses its own internal filter.

Modulate filter or attack

On an LFO page, hold **LFO + MACHINES** and turn **DECAY**, **SWEEP** or **CONTOUR** to select Attack, Filter or Resonance as the destination.

> **If a track is unexpectedly quiet**
> Check mute and solo state, volume, filter type and cutoff, then the machine's own controls. A high-pass setting with a high cutoff can remove much of a bass sound.

MODULATION

Audio LFOs

Each audio track can use up to four LFOs.

Choose how many LFOs are active

Open **Global > LFOs** and choose **1, 2, 3** or **4**. The default is 2. Press **LFO** repeatedly to cycle through the enabled pages. LFO3 and LFO4 use the same control layout as LFO2. Disabled LFOs stop running and keep their settings.

Assign a destination quickly

01. Open the LFO page you want to edit.

02. Hold **LFO** and turn the knob for the destination.

03. For Attack, Filter or Resonance, also hold **MACHINES** and turn DECAY, SWEEP or CONTOUR.

Polarity and trigger mode

Setting	Operation
Bi	Bipolar modulation, moving to both sides of the destination’s base value.
Uni	Unipolar modulation, following the sign of Depth.
Mode	Choose FRE, TRG, HLD, ONE or HLF in the LFO menu.

All enabled LFO banks participate in sound copy, sound clear and sound Undo.

Keep your modulation

Save Project preserves the pattern and track LFO settings, including the complete LFO2 setup and the LFO3/4 banks. Stop playback and allow saving to finish before powering off.

> **Sound exports and project storage**
> Ordinary Elektron sound and SysEx exports do not carry every LFO bank setting. Use Save Project for the complete pattern setup.

MIDI tracks

MIDI Out has its own two LFOs that send MIDI CC values. Their destinations and editing workflow are described in the MIDI chapters.

EFFECTS

Choose & route effects

Each pattern has a reverb slot and a delay slot. Track sends set how much signal reaches them.

Choose an effect

01. Hold **TRACK** and turn **REVERB SIZE** for the reverb slot, or **DELAY TIME** for the delay slot.

02. Turn left to move up the list; turn right to move down. Browse while keeping TRACK held.

03. Release **TRACK** to apply the highlighted choice. Press **BACK** to cancel.

Reverb slot	Delay slot
GATED	PHASER
HALL	DUCK
ROOM	DUB
PS1	POTS
REVERB	PING PONG
CHORUS 1	DELAY
CHORUS 2	CRUSH 1
RING MOD	CRUSH 2

MST and TRK

Open **Global > FX**. **MST** uses shared effect selection. **TRK** lets the same selection gestures follow the selected track for light effects. Heavy reverbs and delays remain shared, including POTS. Use each track's SEND to set its amount.

Save the pattern's effects

Use **Save Project** to keep selected types, effect controls and extra sends. Blank patterns use standard Reverb and Delay. A queued pattern applies its effect choices when it begins playing.

Track send controls support parameter locks. Effect-specific controls do not all have parameter-lock or LFO destinations; use the track sends when you need per-step effect amounts.

> **Tails**
> One STOP leaves tails playing. Double STOP clears reverb and delay tails, including PS1 and POTS.

EFFECTS / REVERB SLOT

Reverb, chorus & ring modulation

Use REVERB SEND for the amount from each track.

Effect	SIZE	FUNC + SIZE
REVERB	Size; INF at maximum	Tone: −64 to +63
GATED	Gate time	Pre-delay
HALL	Decay	Tone
ROOM	Decay	Tone
PS1	Decay	Tone
CHORUS 1 / 2	Speed	Depth
RING MOD	Frequency	Depth

Choose a space

REVERB provides the standard size and tone controls, with INF at maximum Size. **HALL** has a wide stereo tail with long reflections. **ROOM** gives compact stereo ambience. **PS1** has a dark, grainy, PlayStation-inspired character.

GATED

SIZE sets a gate time of about **40 ms–6.7 s** after the input falls quiet. **FUNC + SIZE** sets pre-delay from **0–568 ms**; **SETTINGS + SIZE** sets tone. For a snare, try gate time 16–32 and pre-delay around 25–40 ms.

Chorus and Ring Mod

CHORUS 1 and **CHORUS 2** use Speed and Depth from 0–127. **RING MOD** gives metallic sine-wave ring modulation. Its Frequency and Depth are shared by tracks in the pattern; automate track amounts with REVERB SEND locks.

> **Another way to reach tone**
> For HALL, ROOM, PS1 and RING MOD, SETTINGS + SIZE also accesses the secondary control. GATED uses SETTINGS + SIZE specifically for Tone.

EFFECTS / DELAY SLOT

Delay, phaser & crusher

Use DELAY SEND for the track amount; Time and its modifier control the selected effect.

Effect	TIME	FUNC + TIME
DELAY	Time	Feedback
PING PONG	Time	Feedback
DUB	Time	Feedback
POTS	Time	Feedback
DUCK	Time	Feedback
PHASER	Rate	Depth
CRUSH 1 / 2	Rate: 0–127	Bits: 2–16

Echo character

DELAY is the standard delay. **PING PONG** alternates echoes left and right; listen through both outputs or headphones. **DUB** produces strongly filtered stereo echoes that narrow progressively in the feedback loop.

POTS produces telephone-style mono echoes on both output channels. Use Time, Feedback and the track's Delay Send normally. It is one shared delay in MST and TRK. Save Project keeps the selection; double STOP clears its tail.

DUCK

The wet signal ducks while the send input plays and swells back afterward. Hold **FUNC first, then TRACK**: TIME sets **Amount** and DELAY SEND sets **Release**. Try Amount 127 and Release 32–64 on sparse notes. Amount 0 gives standard Delay behavior.

Phaser and crushers

PHASER is a two-stage stereo phaser. TIME sets Rate; FUNC + TIME sets Depth. For Feedback, hold **FUNC first, then TRACK + TIME**, or use **SETTINGS + TIME**.

CRUSH 1 leaves direct sound clean. **CRUSH 2** blends direct clean and crushed sound. DELAY SEND becomes Crush Send; these modes produce no delay echoes. Lower Rate or Bits makes the texture rougher. Rate spans about 750 Hz–48 kHz.

Global > Dly > Div shows musical divisions for Delay, including dotted and triplet values. Matching positions follow exact tempo divisions; other positions retain their continuous timing.

MACHINES

Machine library

Press MACHINES, turn DATA to browse, then click DATA to commit in Sil mode.

Machine	Sound and purpose
KICK / SNARE / METAL / PERC / TONE / CHORD	The six Model:Cycles audio machines.
Sample Wizard	Sample playback, slicing, granular, stretch, pluck and wavetable modes.
SD Vintage	Tunable snare with a metallic body.
Clap Vintage	Clap synthesis with body and attack spacing.
SY Toy	Tuned percussion with impact and evolving partials.
SY Bits	Digital oscillators, detune and rate/bit reduction.
Swarm	Three detuned saws for leads and basses.
MACRO	47 synthesis models, from classic tones to textures.
ACID	Resonant bass synthesis with envelope and drive.
WAVE	Wavetable scanning and custom table import.
Feral	Ten synthesis models for characterful electronic sounds.
ELDER	Chip-style synthesis for melodies, basses and percussion.
TINY	52 synthesis models with Tone, Mod and Excite.
Shadow	Pulsar/noise synthesis with Grain, Density, Spread and Chaos.
SPEAK	128-word speech synthesis.
RETROSYN	Six chip oscillator styles, fixed arpeggios and four-bit PUNCH.
PUNCH	Twelve FM percussion models.
ESTUS	Eight drum engines with sound-shaping and advanced controls.
MIDI Out	Notes, chords, CC controls and two MIDI LFOs for external instruments.

Full includes this library. Lite uses the six Model:Cycles audio machines and the shared performance, effects and modulation functions. Machine Optional follows your enabled machine selection.

Numeric sound controls commonly span 0–127, with 64 as the midpoint. PITCH and FINE are centered: displayed 0 means no pitch offset. Model selectors and ratio controls use their own scales.

MACHINES / MULTI-MODEL

MACRO

Explore 47 synthesis models with four sound controls, fine tuning and Lo-Fi.

Choose MACRO in MACHINES, then turn **SHAPE** to select a model from **0–46**. The screen shows the model name and number. Model choice supports step parameter locks.

Panel knob	Displayed function	Use
COLOR	Timbre	Sets the model’s principal timbre parameter.
SHAPE	Model	Chooses one of the 47 synthesis models.
SWEEP	Color	Sets the model’s second sound parameter.
CONTOUR	Env Timbre	Sets the amount of envelope movement applied to Timbre. At 0, this envelope amount is zero.

Pitch and envelope

Use PITCH and note entry to tune the sound. Hold **SETTINGS + turn PITCH** for fine pitch. DECAY, Gate and PUNCH are available for shaping the note.

Lo-Fi

Hold **FUNC + turn PITCH**. The center position is **OFF**. Turn left to reduce sample rate, or right to reduce bit depth. Choose the side according to the texture you want.

A useful way to explore

01. Pick a model with SHAPE.

02. Keep CONTOUR low while exploring COLOR and SWEEP.

03. Raise CONTOUR and adjust DECAY to hear envelope movement in the timbre.

04. Use Lo-Fi for rate or bit-depth texture, then add track filter or effects as needed.

> **Model behavior**
> Different models use their timbre parameters differently. A knob’s minimum position is not a universal neutral setting.

MACHINES / SYNTHESIS

ACID & WAVE

Resonant bass synthesis and wavetable motion.

ACID

Knob	Function
COLOR	Cutoff
SHAPE	Resonance
SWEEP	Envelope modulation amount
CONTOUR	Drive
DECAY	Envelope decay

In **Global > ACID**, choose **A** for amp envelope, **F** for filter envelope, or **AF** for both. This one setting applies to every ACID track and saves globally; F is the default. With A/AF, Gate Off allows amp decay during a held note; Gate On sustains until note-off.

Velocities **97–127** add progressive filter and level accent. Velocities 0–96 use the unaccented response. Velocity also controls note volume.

PUNCH selects the oscillator waveform: Off is saw, On is square. Overlapping note lengths link ordinary notes according to the track glide and legato settings. See ACID articulation for the physical controls.

WAVE

AV-WAVE-Morph supplies 16 morphable frames as a starting table. **COLOR** selects table position; **SHAPE** adds envelope movement. Import custom tables for individual tracks. In the browser, BACK goes up one folder; at **/Wavetables**, BACK closes the selector.

MACHINES / ACID

ACID articulation

Separate pitch glide, legato and envelope destination.

Set the selected track

Gesture	Setting
SETTINGS + PITCH	Glide: OFF, or values 1-127 for approximately 50-360 ms. Default is about 50 ms.
SETTINGS + DECAY	Legato: left OFF, right ON. Default ON.

These settings apply only to the selected ACID track and save with the project. They are track settings, not per-step parameter locks. Release SETTINGS after editing.

Link notes with LEN

Set a note length so it overlaps the following note. With legato On, the envelope continues across those ordinary linked notes. Glide controls how quickly pitch moves. With glide Off and legato On, pitch changes immediately without an envelope restart.

With legato Off, ordinary notes restart the envelope. Glide can still be active. Detached notes restart the envelope regardless of legato.

Choose the envelope destination

Global > ACID selects **A** for amp, **F** for filter or **AF** for both. This choice applies to all ACID tracks and saves globally; F is the default. In A/AF, Gate Off permits amp decay during a held note; Gate On sustains until note-off.

> **Arpeggiator and retrig**
> Each arpeggiator/retrig note restarts the selected A/F/AF envelope, including when note lengths overlap. Ordinary linked notes still follow the track glide/legato settings.

MACHINES / CHARACTER

ELDER, TINY, Shadow & Feral

Choose a model or texture, then shape its movement.

Machine	COLOR	SHAPE	SWEEP	CONTOUR
ELDER	Wave	Warp	Noise	Motion
TINY	Tone	Model 0–51	Mod	Excite
Shadow	Grain	Density	Spread	Chaos

ELDER

A chip-style synth inspired by Junior by Fors. Pitch, Fine, Decay, PUNCH and Gate are available. A simple starting point is Wave 0, Warp 0, Noise 0, Motion 0 and Decay 50.

TINY

Explore its 52 models with SHAPE. Tone, Mod and Excite shape the selected model. Start with Tone 64, Model 0, Mod 64, Excite 32 and Decay 60, then vary one control at a time.

Shadow

A pulsar/noise synth inspired by Opal Dust by Fors. Grain, Density, Spread and Chaos control its texture. PUNCH adds distortion and a ratcheting attack. Pitch, Fine, Decay and Gate remain available.

Feral

Feral by Glycinate provides ten synthesis models for unusual electronic sounds. Choose a model and use its sound controls to explore its character. Use the track filter, LFOs and sends to shape the result further.

RETROSYN

A chip synth with six SHAPE models, fixed arpeggios and four-bit PUNCH. COLOR, SWEEP and CONTOUR shape the chosen sound. Pitch, Decay and Gate are available.

Starting values
The minimum position is not a universal clean-sound setting. A model selector, a ratio control and a continuous timbre control each have their own meaning.

MACHINES / PERCUSSION

PUNCH, ESTUS & SY Bits

Use dedicated sound engines for tuned percussion, drums and digital textures.

PUNCH

SHAPE chooses **KIK, TOM, BNG, CNG, TAI, TIM, MAR, DJB, BLK, GNG, BUB** or **ZAP**. COLOR controls timbre; SWEEP chooses the ratio, and **FUNC + SWEEP** adjusts between ratios. CONTOUR and DECAY shape the sound.

A starting point: Color 64, KIK, ratio 4:1, Contour 40 and Decay 50.

ESTUS

SHAPE selects **KICK, TOM, PERC, SNARE, CLAP, CL HAT, OP HAT** or **CYMBAL**. The display labels follow the engine.

Engine group	COLOR / SWEEP / CONTOUR
KICK, TOM, PERC	Pitch Amount / Pitch Decay / FM Drive
SNARE	Noise Mix / Noise Tone / Snap
CLAP	Spread / Tone / Claps
CL HAT, OP HAT, CYMBAL	Tune / Noise / Brightness

Hold **SETTINGS** and turn **COLOR / SHAPE / SWEEP / CONTOUR** for **Waveform / FM Ratio / Drive / Transient**. You can edit during playback or hold a step with the same gesture to lock the setting. Some engines do not use every advanced control.

SY Bits

Plain **COLOR** adjusts whole-semitone detune. **FUNC + COLOR** adjusts the fractional part in **0.01-semitone** steps across **–24.00 to +24.00**. These values support sound saving and parameter locks.

SD Vintage, **Clap Vintage** and **SY Toy** offer snare, clap and tuned-percussion starting points. **Swarm** provides three detuned saws for pitched parts.

MACHINES / SAMPLING

Sample Wizard

Audition, lock and transform samples from the track's browser.

Preview and sample locks

01. Press **FUNC + MACHINES** to open sample selection.

02. Highlight a sample. Press the track pad or a keyboard TRIG to audition it; scrolling alone stays silent.

03. To lock it to a step, keep the browser open with the desired sample highlighted, then hold that step's **TRIG + MACHINES**.

Sample locks retain the sample while unlocked parameters follow track edits. Only explicit parameter locks override CTRL-ALL, including during long loops.

Playback modes

SETTINGS + MACHINES selects **One-Shot, Loop, Slice, Granular, Stretch, Pluck** or **Wavetable**. **SETTINGS + PUNCH** opens options for the current mode.

Granular: COLOR = Position; SHAPE = Grain Size; SWEEP = Density; CONTOUR = Spray. **Stretch** uses Speed in place of Position.

Slice editing

Use **FUNC + a step key** to play upper slices. **FUNC + click DATA** removes a slice marker. Marker knobs can snap to zero crossings.

Resample

On a Sample Wizard track, press **SETTINGS + REC** to open Resample. Choose recording options and save the resulting take from that menu.

Read the display

The home screen shows the sample name, waveform, track and duration. Click **DATA** to switch the segment display between volume and left/right pan. Playing pan follows the sounding note and its p-lock. During playback, pitch, start, end and other parameter locks retain priority for the complete sounding note or loop, including empty following steps; CTRL-ALL edits the unlocked base sound.

> **Before locking a sample**
> Open the sample browser first and highlight the exact sample you want. The lock gesture uses the highlighted browser entry.

MACHINES / VOICE

SPEAK

Build phrases from a 128-word library while controlling pitch and delivery.

Control	Function
COLOR	Voice / formant character
SHAPE	Word index 0–127; display shows the word and index
SWEEP	Speed: 64 is normal, lower is slower
CONTOUR	Articulation

Word changes take effect at the next trig. Voice, Speed and Articulation remain live. Pitch changes independently of word speed. Decay, Fine, PUNCH, Gate, Attack, filters and FX sends are available.

Program a phrase

01. Choose SPEAK and begin with **Decay 127** so complete words can play. A useful level starting point is **Vol+Dist 60**, with PUNCH off.

02. Place trigs with enough space for each word. Hold each trig and turn **SHAPE** to lock its word.

03. Lock Pitch and other controls as needed. If words run together, leave more space or increase Speed.

Example sentence

Word	Index
HELLO	31
I	0
AM	62
A	17
ROBOT	113
I	0
LOVE	35
MUSIC	106

Word and the ordinary sound parameters support locks and LFO destinations. COLOR, SHAPE, SWEEP and CONTOUR use MIDI CC 16, 17, 18 and 19. The complete indexed word list appears in the reference pages.

MIDI OUT / NOTES

Connect & sequence MIDI

Use MIDI Out as a silent track for an external instrument.

Set the destination

01. Choose **MIDI Out** in MACHINES.

02. Press **FUNC + TRACK** to open Track Setup.

03. Select a row with DATA, click before editing, turn to change it, then click again. BACK exits.

Setting	Choices
Channel	1–16 or Global. This is the outgoing channel.
Output	Global, Off, USB, DIN or Both.
KbT	Keyboard transpose.
Pad Note	The note sent by the track pad.

Play from an external keyboard

In **CONFIG > MIDI**, enable note reception and use the track receive channel or auto channel. Incoming notes follow the chosen Output. Track Setup's Channel sets the outgoing destination, not the receive channel.

Live recording captures notes, velocity and length. For step entry, stop playback, press **REC twice**, then play and release notes to advance. Normal note/grid controls and **FUNC + PAGE** pattern-length editing are available.

Arpeggiate and change machines

Open **FUNC + RETRIG > Arp**. Enable **A. On**, or hold RETRIG, to arpeggiate incoming notes. When you choose an audio machine, held and sequenced MIDI notes are released on their original channel and port.

> **OUT and THRU together**
> Set CONFIG > MIDI > PORTS > OUT/THRU to THR. FUNC + click DATA toggles the Cycles' own outgoing MIDI while retaining incoming MIDI Thru.

MIDI OUT / CONTROL

CC knobs & MIDI LFOs

Assign nine knobs and two LFOs to MIDI controller numbers.

Assign and record CC controls

01. On MIDI Out, hold **SETTINGS** and turn one of the **nine gray knobs**. Choose **OFF** or **CC 0–127**.

02. Turn the assigned knob alone to send its value, from 0–127.

03. Hold a **TRIG** and turn the assigned knob to store a lock. An empty step becomes lock-only. Live recording captures knob movement.

Every lock retains both its CC number and its value. Chance and Swing keep their usual controls. The LFO Speed knob edits the currently open MIDI LFO.

Edit the two MIDI LFOs

Press **LFO** to cycle through **LFO 1**, **LFO 2** and the track screen. Use DATA to select a field, click to edit, and BACK to leave.

Field order	Controls
1–4	Wav, Mul, Dst, Dep
5–8	Speed, Fade, Phase, Mode

Dst is OFF or CC 0–127. Editing the destination suspends that LFO's output until you leave the field. Other assigned knobs continue sending CC.

Quick LFO assignment

Hold **LFO** and turn an assigned CC knob to choose its destination. Continue turning for depth.

Save

Use the normal project or permanent quick-save operation to preserve MIDI settings and locks. Temporary save/reload is available for performance snapshots.

STORAGE & CONNECTIONS

Saving, USB & diagnostics

Match the save operation to the settings you want to keep.

Operation	What it does
Save Project	Keeps pattern FX, filter modes, Sidechain, Scramble, track LFOs and Optional ChordKeys settings.
Hold FUNC + SETTINGS	Opens the permanent pattern-save action.
Short FUNC + SETTINGS	Stores a temporary pattern snapshot.
FUNC + PATTERN	Reloads the temporary snapshot. Available in latched repeat mode.
BACK from Mod Setup	Saves global preferences; a pending save waits for playback to stop.
Export a recording	Select transfer mode SMP, reopen Elektron Transfer, then download /Resampled/ as 48 kHz WAV. Gain is reduced only to avoid export clipping.

USB audio

In **Global > USB**, choose **2ch** for the stereo mix or **6ch** for six separate mono tracks. The six tracks are sent before pan and without stereo effect returns. Stereo audio from the computer to Cycles is available in either mode.

Stop playback before changing USB mode. The audio device reconnects; select the resulting channel layout in your DAW if needed.

Delay divisions

Global > Dly > Div displays musical divisions for Delay. It includes dotted and triplet values; only matching positions use exact divisions of the tempo.

DX diagnostics

With Global DX On, SETTINGS + BACK opens the live CPU monitor. See the CPU monitor chapter for controls and readings.

> **Before powering off**
> Stop playback, save the project when needed, and allow pending preference saves to finish. Temporary snapshots are for performance recall, not a substitute for a permanent save.

MACHINE OPTIONAL

Optional controls

These controls apply when their corresponding Machine Optional choices are enabled.

LEGACY

A six-operator FM machine using a shared **32-voice bank**. The active bank is shared by all LEGACY tracks.

01. On LEGACY, press **FUNC + MACHINES**.

02. Turn DATA to choose a stored DX7 bank.

03. Click DATA to load it, or press BACK to cancel.

Use the Machine Optional flasher's bank importer to import banks.

ChordKeys

On CHORD, open **FUNC + RETRIG** and set **Keys On**. Outside grid recording, **TRIG 1–16** plays scale-based chord voicings. **TRACK + a track pad** changes track.

In grid recording, hold a **TRIG** and press **T1–T6** to lock harmony. Repeat the same pad to restore the base harmony.

Keys On, harmony and related settings save per pattern/project. Save the project before switching off.

Vinyl

Gesture	Parameter
REVERB SEND	Vinyl amount from the track
SIZE	Crackle
FUNC + SIZE	Warble Amount
Hold FUNC first, then TRACK + SIZE	Warble Speed

Modifier order
For Warble Speed, hold FUNC before TRACK. This keeps the gesture distinct from entering latching mute mode.

MACHINE OPTIONAL / DRUMS

Machinedrum engines

TRX-B2, TRX-SD and TRX-CH are optional machine choices.

Enable the desired engines in Machine Optional and supply your own **Machinedrum UW OS 1.63** file in the flasher. Press MACHINES, then turn DATA to choose an enabled engine. The other Optional choices remain available.

Engine	Panel controls
TRX-B2	Bass drum: PITCH = pitch; DECAY = decay; COLOR = distortion; SHAPE = dirt; SWEEP = pitch ramp; CONTOUR = hold; PUNCH = tick.
TRX-SD	Snare: PITCH = pitch; DECAY = decay; COLOR = snap; SHAPE = tone; SWEEP = bump; CONTOUR = bump envelope; PUNCH = clip.
TRX-CH	Closed hi-hat: PITCH = resonator low-pass/tuning; DECAY = decay; COLOR = metal; SHAPE = high-pass; SWEEP = resonance; CONTOUR = gap.

These controls belong to the installed machine. Shared track filtering, modulation, sends and sequencing remain available. Lite contains the six stock audio machines.

REFERENCE

Everyday shortcuts

Hold the first button while pressing the second button or turning the knob.

Task	Gesture	Result
Mod Setup	Tap SETTINGS + TRACK	Global preferences and track tools
Machine selection	Press MACHINES, then turn DATA	Choose a machine
Step Recorder	Stopped: REC twice	PLAY forward; STOP back; REC exit
Step preview	TRIG + PAGE	Audition with note and locks
Parameter slide	SETTINGS + TRIG	Toggle slide
Sequence Genie	SETTINGS + PAGE	Generate or queue
Scramble sound	Hold SETTINGS + TRACK	Use track checklist
Scramble step	TRIG + quick SETTINGS + TRACK	Toggle step mark
Mute latch	TRACK + tap FUNC	Requires Mute: LTC
Solo	Latched mute: FUNC + track pad	Press again to restore mutes
Control All tracks	TRACK + TRIG 1–6	Toggle participation
Audio repeat	TRACK + RETRIG, then TRIG	Hold the repeat division
Repeat latch	TRACK + double-tap RETRIG	BACK exits
Filter cutoff / resonance	MACHINES + SWEEP / CONTOUR	Add TRACK for Control All
Filter type	SETTINGS, then MACHINES + SWEEP	Release to apply
Attack	MACHINES + DECAY	Supported machines
Reverb / delay choice	TRACK + SIZE / TIME	Release to apply; BACK cancel
LFO destination	LFO + destination knob	Add MACHINES for filter/attack
Arpeggiator	FUNC + RETRIG	Open Arp settings
Scale / page length	FUNC + PAGE	Lock, scale, key, Page Len, Warp
Permanent quick save	Hold FUNC + SETTINGS	Pattern-save action
Temporary save / reload	Short FUNC + SETTINGS / FUNC + PATTERN	Performance snapshot
Silence effect tails	STOP twice	All Sound Off

REFERENCE / SEQUENCING

Song and articulation shortcuts

Physical controls for arrangement and linked notes.

Task	Gesture	Result
Song editor	SETTINGS + TRACK > Song > DATA	Open the arrangement grid.
Song row / pattern / repeats	DATA / PITCH / DECAY	Select row and its contents.
Song row mutes	TRIG 1-6	Toggle track mutes for the row.
Song insert / delete	PAGE / FUNC + PAGE	Copy-insert or delete a row.
Song end behavior	Click DATA	STOP / LOOP.
ACID glide / legato	SETTINGS + PITCH / DECAY	Selected ACID track only.
Trig selection	TRACK + PAGE	Toggle selection mode.
Selection all / none	Selection active: FUNC + PAGE	Select all eligible trigs or clear.
Pattern jump	Global JUMP On; PATTERN then FUNC + TRIG	Jump at the current position.

Use Save Project for the song and per-track ACID settings. JUMP and the ACID A/F/AF envelope destination save globally.

Bug reports: aveycole.github.io/Supermodel/bugs/. Reports and follow-up discussion are collected in the shared inbox.

REFERENCE / SPEAK

Word library

Choose the index with SHAPE, or parameter-lock a word on each step.

#	Word	#	Word	#	Word	#	Word
0	I	32	GOODBYE	64	IS	96	ONE
1	YOU	33	GOOD	65	WAS	97	TWO
2	WE	34	BAD	66	WERE	98	THREE
3	THEY	35	LOVE	67	WILL	99	FOUR
4	HE	36	LIKE	68	CAN	100	FIVE
5	SHE	37	WANT	69	COULD	101	SIX
6	IT	38	NEED	70	HAVE	102	SEVEN
7	ME	39	KNOW	71	HAS	103	EIGHT
8	US	40	THINK	72	HAD	104	NINE
9	THEM	41	FEEL	73	BEEN	105	ZERO
10	MY	42	SEE	74	IN	106	MUSIC
11	YOUR	43	HEAR	75	ON	107	SOUND
12	OUR	44	SAY	76	AT	108	BEAT
13	THIS	45	SPEAK	77	TO	109	RHYTHM
14	THAT	46	TELL	78	FOR	110	BASS
15	THESE	47	ASK	79	FROM	111	DRUM
16	THOSE	48	DO	80	WITH	112	MACHINE
17	A	49	MAKE	81	WITHOUT	113	ROBOT
18	AN	50	PLAY	82	OF	114	HUMAN
19	THE	51	STOP	83	UP	115	TIME
20	AND	52	START	84	DOWN	116	NIGHT
21	OR	53	GO	85	HERE	117	DAY
22	BUT	54	COME	86	THERE	118	WORLD
23	IF	55	STAY	87	NOW	119	FRIEND
24	SO	56	MOVE	88	THEN	120	HAPPY
25	BECAUSE	57	TURN	89	AGAIN	121	SAD
26	YES	58	TAKE	90	ALWAYS	122	NEW
27	NO	59	GIVE	91	NEVER	123	CAREFUL
28	NOT	60	GET	92	ALL	124	CREATURE
29	PLEASE	61	BE	93	SOME	125	LOUD
30	THANK	62	AM	94	MORE	126	DREAM
31	HELLO	63	ARE	95	LESS	127	FUTURE

For speech controls and an example phrase, see the SPEAK chapter.

DIAGNOSTICS

CPU monitor

Monitor complete audio-block load while using the instrument.

Set **Global > DX > On**. Hold **SETTINGS + BACK** to open or close the CPU monitor. **PAGE** changes CPU Load, Recent Cuts and Track Totals pages; press **DATA** to clear counters. Quick double-BACK also exits; the first BACK keeps native undo. Knob turns, transport and trigs work normally while the monitor stays visible. The load page shows current, peak, mean and sustained CPU, overruns and forced cuts. The track page shows six forced-cut counters (99+ at the limit) and recent cuts from all tracks. DX Off disables access.

Readout	Meaning
NOW / PEAK	Latest complete block / highest recorded load, in percent.
MEAN / SUST	Recorded playing-time average / governor sustained estimate.
OVER / CUT	Deadline overruns / forced governor fades.
T1-T6	Forced cuts by track;99+ is a capped count, not normal note-offs.
Recent Cuts	Latest forced cuts across all tracks, with sustained and block load.

Updates four times per second. Screen formatting runs in the UI, outside the audio interrupt. Clearing counters does not reset the sound or governor smoothing. Peak/mean/overrun collection follows the playing-time diagnostic; NOW reads the latest block.

Global > GOV: **Lod** (default) selects the quietest eligible voice. **Trk** selects the lowest-numbered eligible track when a cut is needed. This choice saves globally; eligibility, thresholds and fades stay the same.

Performance status
Long note tails can still be cut on some stock patterns. This release does not claim to resolve voice stealing.

REFERENCE

Find it quickly

An alphabetical guide to the manual.

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