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rev 2026.10

hermod+

_travelers guide
_for talking to machines

16 tracks · 8 cv + 8 midi | **16** sequences / project | **8+4** fx · mod lanes / track

`[ step ]` press `[ step ]` hold turn / push `[ encoder ]` `[ pad ]` 1 of 16
`[ tr 1 ]`–`[ tr 8 ]` track switches › then

modes: [step] · [effects] · [track] · [seq] · on air

effects › **[note fx]** : arpeggiator · chance · echo · euclid · glide · harmonizer · hold* · randomizer · ratchet · register* · scale · swing **[cv fx]** : envelope · lfo **[converters]** : mod to note · note to cc **[note or cv]** : bernoulli* · filter · midi output* * = new in os 3.0

red = hold

01 anywhere — hrm_01

`[ tr 1–8 ]`	select track
`[ play ]`	start / stop (stop returns to top)
`[ seq ]` + `[ pad ]`	launch that sequence
`[ seq ]` + `[ play ]`	restart every pattern player
`[ step ]` + `[ rec ]`	**on air**: pads become a keyboard
`[ play ]`	**bpm menu**: turn `[ encoder ]` for tempo, tap `[ rec ]` to tap tempo, sync input inside
`[ rec ]`	**record settings**
`[ step ]` `[ effects ]` …	hold any mode button to peek, release to return

02 recording — hrm_02

`[ rec ]`	arm overdub (default) on the selected track; starts with `[ play ]` or live while playing
`[ x ]` + `[ rec ]`	hard rec: overwrites old notes *
`[ y ]` + `[ rec ]`	looper rec: length set when you stop *
`[ x ]` `[ y ]` + `[ rec ]`	multitrack rec: all routed tracks *

* factory defaults. reassign: record settings › shortcut x / y / x+y – hard rec, multitrack, looper, punch-in or nothing.

03 power-on — hrm_03

`[ step ]` at boot	skip autoload, start a fresh project
`[ x ]` at boot	calibrate `[ cv 1–8 ]` outputs (voltmeter; `[ tr ]` picks voice, `[ x ]` saves)
`[ y ]` at boot	auto-calibrate `[ cv a–d ]` inputs from `[ cv 1 ]` (do outputs first)

__fig.01 : pad matrix

indexed 01–16

01	02	03	04
05	06	07	08
09	10	11	12
13	14	15	16

■ red = modmatrix attenuverter pads ([effects] › [y]) · [pad] n = sequence n (seq) or step n (step)

04 step · length / view — hrm_04

`[ x ]` / `[ y ]`	page right / left (pauses follow-playhead until you leave step)
`[ x ]` + turn `[ encoder ]`	zoom: /4, /2, 2/3, ×1, 3/2, ×2, ×4, ×8
`[ y ]` + turn `[ encoder ]`	pattern length, 16–256 steps
`[ y ]` + push+turn `[ encoder ]`	length in single 1/16 steps (polymeter)
`[ x ]` `[ y ]` + turn `[ encoder ]`	double / halve length
hold + turn `[ encoder ]`	rotate all events left / right

05 step · notes — hrm_05

`[ pad ]`	add / delete a note
turn `[ encoder ]`	set pitch for the next note
`[ pad ]` + turn `[ encoder ]`	edit note; push `[ encoder ]` cycles pitch › length › velocity
`[ pad ]` + push+turn `[ encoder ]`	fast scroll (pitch jumps octaves)
`[ pad ]` `[ pad ]`	hold several to edit a range together
`[ pad ]` + `[ pad ]`	copy a step, paste onto another
`[ pad ]` + `[ tr 1–8 ]`	quick note length
`[ step ]` + turn → `[ encoder ]`	**row edit** on (one pitch per row); turn ← exits
`[ step ]` in row edit	cycle through pitches used in the pattern
`[ midi ]` / on air chord	play it, then `[ pad ]` drops the whole chord in (note learn)

06 step · mod / gate — hrm_06

`[ step ]`	toggle mod / gate tab
`[ step ]` + turn `[ encoder ]`	switch mod value ← → interpolation (off, lin, s, log, exp)
`[ pad ]` + turn `[ encoder ]`	offset that mod value / gate length
`[ tr ]` again	multi-voice layout: opens that voice's gate view

07 step · analyzer — hrm_07

hold `[ step ]` and press a track switch to show and edit that event lane:

`[ tr 1 ]`	`[ tr 2 ]`	`[ tr 3 ]`	`[ tr 4 ]`
notes	**pitchbend**	**aftertouch**	**sustain**
`[ tr 5 ]`	`[ tr 6 ]`	`[ tr 7 ]`	`[ tr 8 ]`
mod	**mod 2**	**mod 3**	**mod 4**

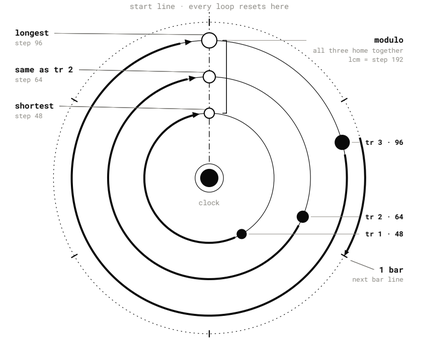
`[ step ]` + `[ x ]`	erase the shown lane in this pattern (row only, in row edit)
`[ step ]` + `[ y ]`	randomize the shown lane

08 track — hrm_08

`[ track ]` or turn `[ encoder ]`	flip cv tracks 1–8 ← → midi tracks 1–8
`[ pad ]`	mute track in this pattern
`[ track ]` + `[ pad ]`	mute track in all patterns
`[ x ]`	layout configurator (voices › layout)
`[ y ]`	global settings
push `[ encoder ]`	copy, paste, clear, rename track
`[ tr 1–8 ]`	per-track config (see hrm_12)

__fig.02 : the orrery

mm_01



the first planet home launches it · modulo waits for all three

09 effects — hrm_09

empty `[ pad ]`	jump into "add effect"
filled `[ pad ]`	jump into "edit effect" (any pad exits)
`[ pad ]`	mute effect in this pattern
`[ effects ]` + `[ pad ]`	mute effect in all patterns
`[ effects ]` again	toggle parameter view ← → fx rack
`[ encoder ]` on slot	context menu: edit, copy, paste, delete (paste works track to track)
`[ encoder ]` on param	global value ← → **pattern-only value**
`[ y ]`	**modmatrix**, 4 lanes; `[ pad ]` picks a lane
`[ pad 2 · 6 · 10 · 14 ]`	lane's attenuverter / polarity / offset (fig. 01)

10 seq — hrm_10

`[ pad ]`	launch sequence (waits for sync)
`[ x ]` + `[ pad ]`	append to song chain
`[ x ]` tap	clear the chain
`[ x ]` + turn `[ encoder ]`	sync: modulo, bars, shortest / longest, same as tr; push+turn = step precise
`[ y ]` + turn `[ encoder ]`	run: sync / instant, restart / free
live `[ pad ]` + empty `[ pad ]`	duplicate the playing sequence
turn › push `[ encoder ]`	chain stopped: jump to any chain step
`[ seq ]` `[ seq ]`	straight to project save / load

11 on air — `[ step ]` + `[ rec ]` · hrm_11

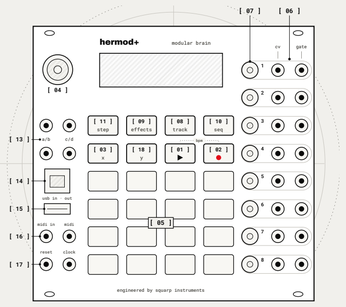
turn `[ encoder ]`	lowest note on the pads
`[ x ]` / `[ y ]`	octave shift
`[ rec ]`	record what you play
mod track	pads become 16 fixed mod values
exit	`[ step ]` or any mode button

__fig.03 : front panel

01–11 = sections · 13–18 = hardware

`[ 01 ]` **__play :** hold = bpm
`[ 02 ]` **__rec :** hold = rec settings
`[ 03 ]` **__x :** zoom, rack, voices, song
`[ 04 ]` **__encoder :** turn / push
`[ 05 ]` **__pad :** matrix, 16 pads
`[ 06 ]` **__cv 1–8 __gate 1–8**
`[ 07 ]` **__tr 1–8 :** track switches
`[ 08 ]` **__track**
`[ 09 ]` **__effects**
`[ 10 ]` **__seq**
`[ 11 ]` **__step**

`[ 13 ]` **__cv a–d :** ins · a/b, c/d
`[ 14 ]` **__usb device :** usb in
`[ 15 ]` **__usb host :** out
`[ 16 ]` **__midi :** in · out
`[ 17 ]` **__reset __clock :** outs
`[ 18 ]` **__y :** length, matrix, settings, run



_where things hide

12 · hrm_12

global settings `[ track ]` › `[ y ]`

- **sync in** clock source, `[ cv a–d ]` reset / play / rec, clock div
- **sync out** clock + transport per port, `[ reset ]` mode, `[ clock ]` rate
- **midi in** active-track port / channel, filters, pc › seq
- **midi thru** port-to-port copies
- **cv/gate in** `[ cv a–d ]` routing, range, pitch offset
- **misc** autoload, leds, hold time, smart overdub, follow playhead
- **rec** same as hold `[ rec ]`
- **tuner** turn `[ encoder ]` to pick `[ cv a–d ]`
- **monitor** cv in › turn right: midi in › jitter
- **custom scales** 16 user scales for the scale effect
- **save** nothing above sticks until you save
- **info** os version, cpu / ram

quick routes

- **rec options** hold `[ rec ]`
- **tempo + sync** hold `[ play ]`
- **modmatrix** `[ effects ]` › `[ y ]`
- **voice layouts** `[ track ]` › `[ x ]`
- **hold threshold** `[ track ]` › `[ y ]` › misc
- **seq copy** `[ seq ]` › push `[ encoder ]` (across projects)

per-track config hold `[ tr 1–8 ]`

- **player** quantize, apply sustain, transpose, mute affects input
- **inputs** midi port + channel, mod cc, `[ cv a–d ]` note / mod in, generator trigs
- **outputs** midi port + channel, mod 1–4 / pitchbend / aftertouch destinations
- **cv** `[ gate ]` retrig, poly allocator, v/oct · 1.2 v · hz/v, finetune, bend range, `[ cv ]` min / max

transpose leader = tr8 midi, always. enable player › transpose on it, then on followers.

pattern edit `[ step ]` › push `[ encoder ]`

- **copy / paste** whole track, or per lane (with page variants)
- **delete** per event lane
- **generator** randomize all, or just pitch / length / velocity
- **gen settings** grid, density, pitch / length / velocity ranges

projects `[ seq ]` › push `[ encoder ]`

- **save load** save, save as, new
- **load** delete lives in here. shortcut: `[ seq ]` `[ seq ]`
- **after load** `[ y ]` take its bpm · `[ x ]` keep current. swaps in sync, no stop.

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