

morphagene

travelers guide for navigating wormholes

2.9

min per reel

300

splices per reel

32

reels per card

[rec] press [rec] hold 3 s = keep holding > then 12:00 = knob straight up ♦ = options.txt only

s.o.s. = sound on sound · tla = time lag accumulation · eosg = end of splice / gene

max reel length = 2.9_min | 174_sec · 48_khz · 32-bit_float · stereo_.wav

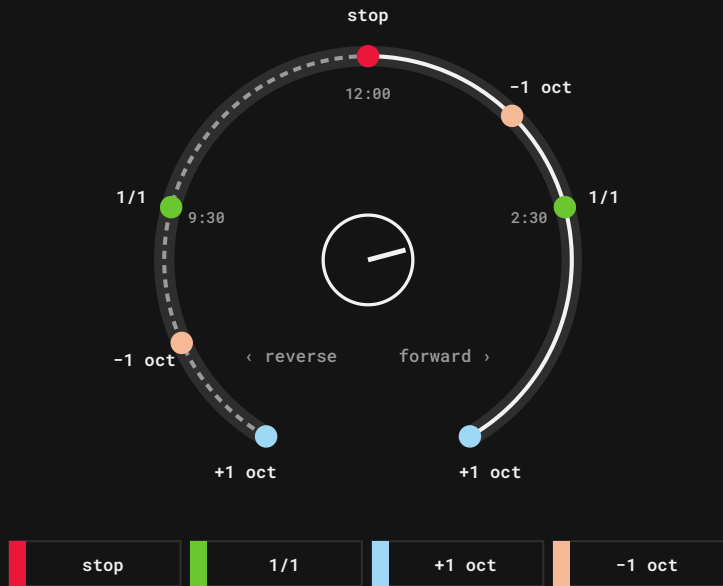
yellow = hold

01	buttons	mg_01
[rec]	record into this splice · press again to stop. empty reel = new splice	
[rec] + [splice]	record into a new splice at the end of the reel > [rec] stops	
[splice]	drop a splice marker at the playhead (works while recording)	
[shift]	next splice · also mounts the microsd card	
release	single presses act on release (except rec stop), so combos never misfire	
[rec] LED	lit while recording · strobes while it waits for a clock	
[rec] ♦ rsop 1	swapped: a plain press starts a new splice, [rec] + [splice] records into this one	

02	vari-speed	mg_02
turn [vari-speed]	12:00 = stop · cw = forward · ccw = reverse, faster the further you go	
1/1 green	original speed at ~2:30 forward / ~9:30 reverse	
[vari-speed] cv	±4 v through the attenuverter	
playback only	recording is never sped up: set it back to green to hear it as captured	
[vari-speed] cv ♦ vsop 1 / 2	1 = 1v/oct both ways · 2 = forward-only 1v/oct, stop at full ccw	

_fig.01 : vari-speed

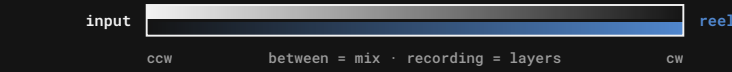
activity window colors



range about +12 / -26 semitones · finest near 12:00 · window colors

03	delete	mg_03
[shift] + [splice]	delete marker: this splice merges with the next	
[shift] + [splice] 3 s	delete all markers: one big splice, audio kept	
[shift] + [rec]	delete this splice's audio	
[shift] + [rec] 3 s	clear the reel: every marker and all audio	
splice window	flashes to confirm any erase · wait for [shift] to stop flashing	
* no deleting with a clock patched to play.		

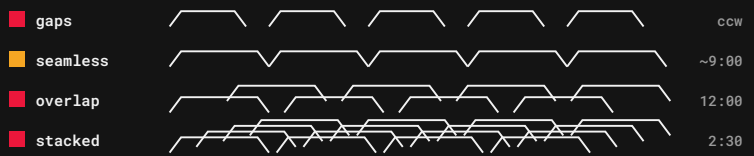
04	sound on sound	mg_04
turn [s.o.s.]	ccw = live input · cw = reel only · between = mix	
[rec] on a loop	time lag accumulation: records over the splice as it loops, s.o.s. sets how much old audio survives	
[s.o.s.] cv	0–8 v, normalised to +8 v · knob turns into its attenuator	
no input	acts as a vca for the loop, or a crossfader between live and loop	
tla drift	every pass is re-pitched: off 1/1 (or morph past 2:30) walks out of range	
[rec] on a loop ♦ inop 1	records the input only: tla becomes a single-repeat delay	



05	organize · reels	mg_05
turn [organize]	pick the next splice: evenly spread, lands when this splice / gene ends	
[splice] + [rec]	reel mode in / out (card mounted, reel window flashes)	
in reel mode	[organize] picks a reel · s.o.s. cw = preview · [splice] + [rec] loads · [shift] + [rec] deletes it	
[organize] / [shift] ♦ omod 1	jump right away instead of waiting (may click)	



06	microsound	mg_06
turn [gene-size]	ccw = whole splice · cw = tiny genes (grains). never destructive	
turn [slide]	travel through the splice: scrubs and moves the play start point	
turn [morph]	gaps > seamless > overlaps > stacked genes with pitch & pan	
cv	gene-size 0–8 v, attenuator · slide 0–8 v, attenuverter · morph 0–5 v	
genes ♦ gnsm 1	stronger windowing, fades at small gene sizes	

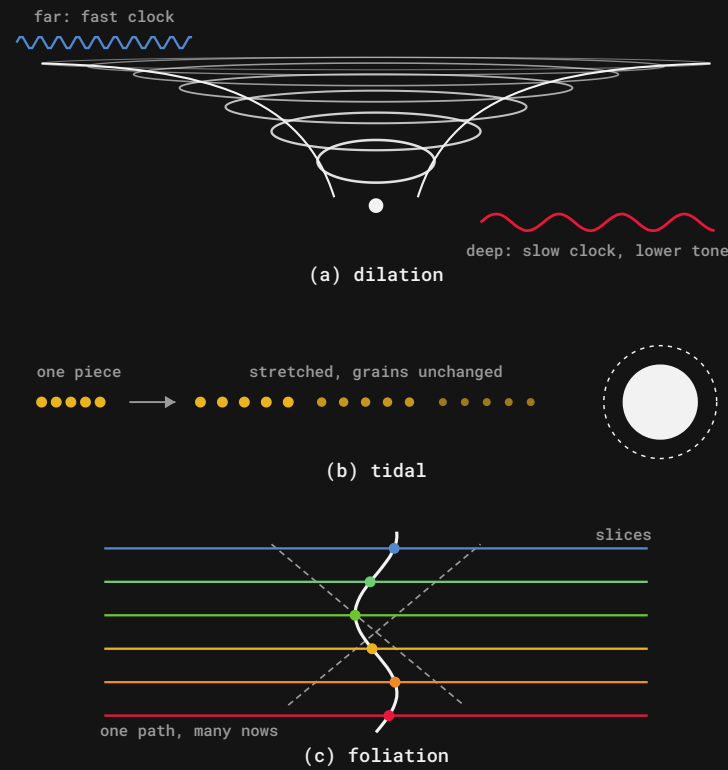


07	input gain	mg_07 · mg203+
[rec] + [shift]	step through four input gain settings:	
ccw [s.o.s.]	hear the input only while you set it · inputs are ac coupled, line to modular	

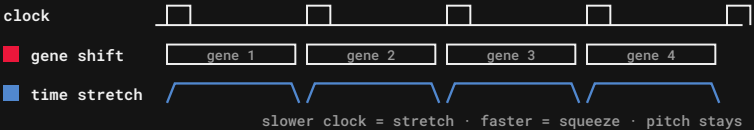


_fig.02 : the well

mm_03



08	clock	mg_08
[clk] + morph ccw of 11:00	gene shift (red): every clock jumps to the next gene	
[clk] + morph 11:00 +	time stretch (blue): clock sets the pace, vari-speed is pitch only	
needs	gene-size below a full splice · a clock at least every 3.5 s · tops out ~18 hz	
[clk] + [rec] ♦ ckop 1 / 2	rec strobes, then starts and stops on the next clock 1 = gene shift only · 2 = time stretch only	



09	gates · cv	mg_09
[play]	high = loop · low = stop at the end · rising edge = restart from slide. unpatched = loops	
[rec] [splice] [shift]	gate inputs: remote buttons (2.5 v +)	
[eosg]	gate at the end of every splice / gene: fires faster with gene-size & morph	
[cv out]	envelope follower, 0–8 v	
[play] ♦ pmod 1 / 2	1 = momentary (plays while high) · 2 = trigger loop	
[cv out] ♦ cvop 1	a ramp timed to the gene	
[in] r ♦ pmin 1	phase-modulates the reel when the left input is empty	

10	microsd	mg_10
[shift] LED	on = card mounted · flashing = busy, don't pull the card	
copy a reel	load it > pull the card > wait for shift to go dark > reinsert > [shift]	
options.txt	made on mount · edit it, reinsert, [shift]	
max reel length	2.9 min 174 sec · 48 khz, 32-bit float, stereo .wav	

_fig.03 : front panel

01–10 = sections · 12–22 = hardware

[01] _rec : record · tla · stop
[02] _vari-speed : speed & direction
[03] _splice : marker · eos light
[04] _s.o.s. : input / reel blend
[05] _organize : next splice · reel
[06] _gene-size : grain length
[07] _in : audio in l (mono) / r
[08] _clk : shift · stretch · rec sync
[09] _play : gate · retrigger
[10] _microsd : reels on fat32

[12] _shift : next splice · mount
[13] _out : audio out l (mono) / r
[14] _morph : gene overlap
[15] _slide : travel · start point
[16] _windows : speed · morph colors
[17] _reel : reel color · clock
[18] _eosg : end of splice / gene
[19] _cv out : envelope · window
[20] _cv ins : every knob has one
[21] _splice window : splice color
[22] _gate ins : rec · splice · shift



_where things hide

11 · mg_11

options.txt

card root · edit the number, re-mount

- vsop 0 classic · 1 1v/oct · 2 forward-only 1v/oct
- inop 0 record the s.o.s. mix · 1 input only
- pmin 1 = right input phase-mods the reel
- omod 0 wait for the end · 1 jump now
- gnsm 0 classic · 1 smooth gene windows
- rsop 1 = swap rec / rec + splice
- pmod 0 classic · 1 momentary · 2 trigger loop
- ckop 0 hybrid · 1 gene shift · 2 time stretch
- cvop 0 envelope · 1 gene ramp
- mcr1–3 mg203+: chord ratios for genes 2–4 at high morph · 0.0625–16 · minus = reverse · 1 = unison

microsd card

- format fat32 · up to 32 reels in the root
- reels .wav, 48 khz 32-bit float stereo · 2.9 min max
- splices up to 300 per reel · markers live inside the .wav
- no card one reel only, no reel mode
- morpmarker m4l device for ableton live: writes splice markers into a reel

home position

plain 1/1 loop playback

s.o.s. cw gene-size ccw vari-speed 2:30 morph 9:00

window colors

reels & splices cycle in this order, then repeat

reel · splice	1 2 3 4 5 6 7 8	morph	gaps · overlaps · seamless · time stretch · gene shift
vari-speed	stop 1/1 +1 oct -1 oct	reel	pink / white = new reel · flashing = reel mode · clock in
gain	-3 db modular +6 db +12 db	LEDs	shift on = mounted · flashing = busy · splice = end of splice / gene