

TR-606 superOS

SHORTCUT GUIDE

BUILD 2026-10-22 · SUPEROS-606 · CUSTOM FIRMWARE FOR THE TR-606
SUPEROS CPU BOARD · STOCK MODE ON BOARD · FIRMWARE 0.6

Every superOS-606 function on one drawing each: the panel, the controls involved, the order to use them, and the LEDs the 606 lights while you do it. The wide drawing is the black sequencer section; the box beside it shows the Instrument and Mode dials set the way the function needs them. Find the function, look at the picture, follow the numbered steps.



READING THE DRAWINGS

- Black ring: press this key or set this control.
- Red ring and red label: hold it while you do the rest.
- - - Blue dashed box: any key in that group.

LEDS

● lit ● blinking ○ off
The step lamps, RUN, and PATTERN GROUP I / II (the group, or while writing a running pattern, the section in view). The dial pointers in the side box show the Instrument and Mode positions.

WORDS

A + B: hold A, then press B. Tap: press and release with nothing else held.
Running: the sequencer is started. Tool n: open it with FUNCTION + step n, in Pattern Write. The header gives the mode and when it works.

CONTENTS

GETTING STARTED

1	Select a Pattern	3
2	Pattern Group I / II	3
3	Clear a Pattern	4
4	Write Steps	4
5	The Accent Track	4
6	Length and Sections	5
7	Tap Write	5
8	Chase Delete	5

THE FUNCTION MENU

9	The Tool Map	6
10	Open and Leave a Tool	6
11	Pattern Length	7
12	Per-Instrument Length	7
13	Global Length	8
14	Scale	8
15	Swing	9
16	Probability: Pick a Step	9
17	Probability: Set the Chance	10
18	Ratchet	10
19	Polymeter and Bar-Reset	11
20	Copy, Paste and Clear	11

21	Transform	12
22	Generate	12

PERFORMANCE

23	Play Patterns	13
24	Chain Patterns	13
25	Mute	14
26	Reslice	14
27	Arpeggiator	15
28	Play Direction	15

TRACKS

29	Write a Track	16
30	Play a Track	16

CONFIG AND SYSTEM

31	The Config Menu	17
32	MIDI Channel	17
33	Switch to Stock Mode	18
34	Playing with USB Connected	18
35	Firmware Update	19

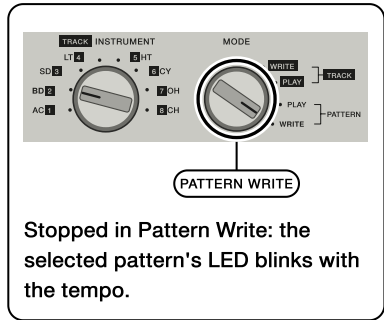
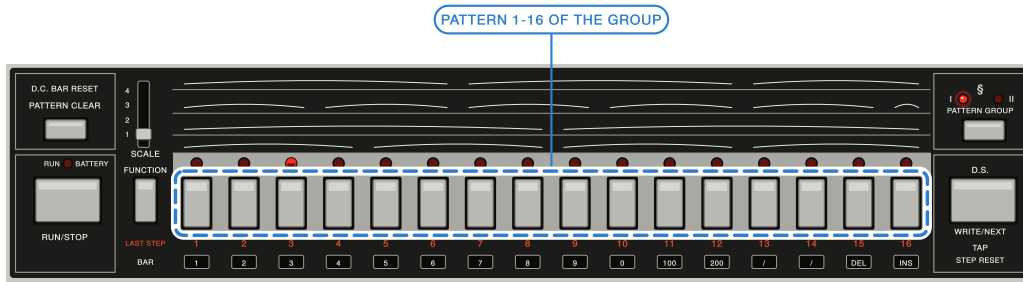
REFERENCE

	MIDI, clock, scale, power-on holds	20
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1 SELECT A PATTERN

PATTERN WRITE

STOPPED



1. Set the Mode Dial to PATTERN WRITE, sequencer stopped.
2. Press a step key 1 to 16 to select that pattern of the current group.
3. Its LED blinks at the tempo.

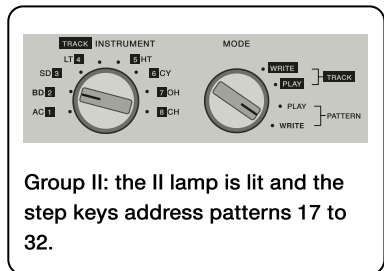
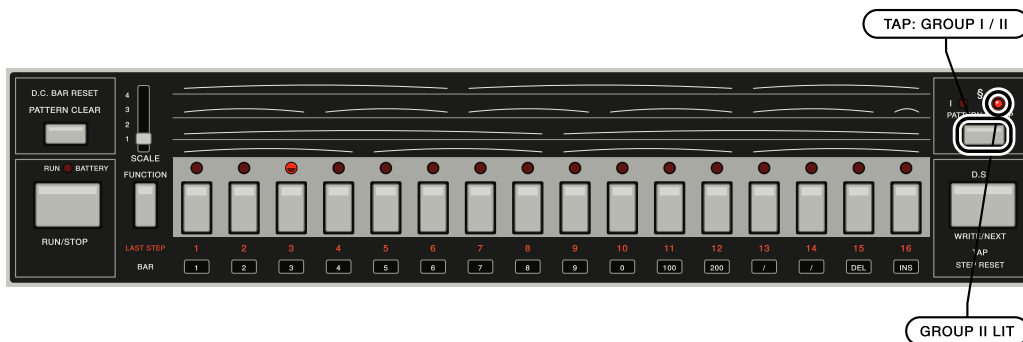
NOTE

32 patterns in two groups of sixteen. With the sequencer stopped the step keys select patterns; running, they write steps.

2 PATTERN GROUP I / II

PATTERN WRITE

STOPPED

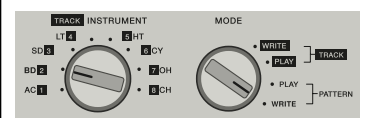
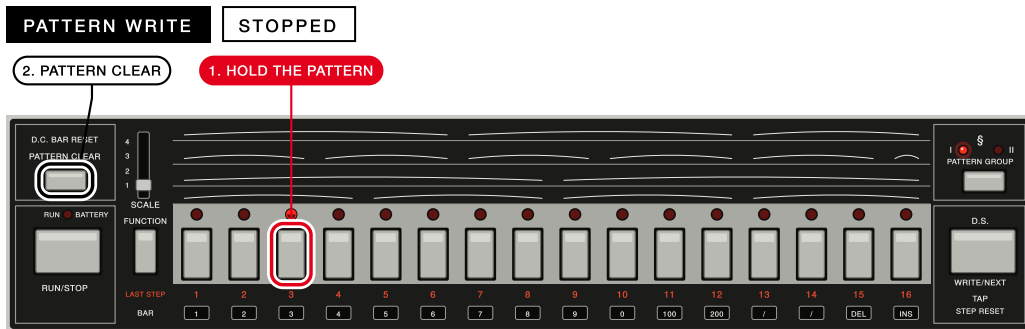


1. Tap PATTERN GROUP to switch between group I (patterns 1-16) and group II (17-32).
2. The I or II lamp shows the group.
3. Then press a step key to select a pattern from that group.

NOTE

Running in Pattern Write, the same key pages the 16-step sections instead (Length and Sections, below).

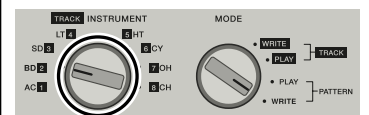
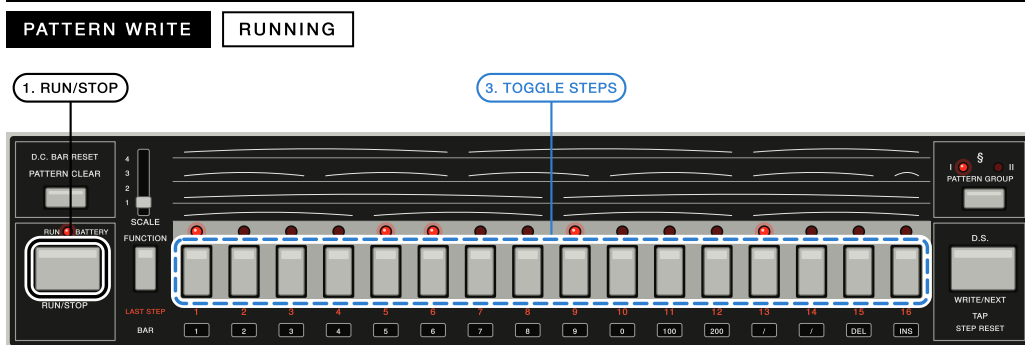
3 CLEAR A PATTERN



Pattern 3 erased; the change is saved to memory.

1. Hold the pattern's step key.
2. Press PATTERN CLEAR: the slot is erased and saved.
3. Hold several step keys together to clear more than one at once.

4 WRITE STEPS



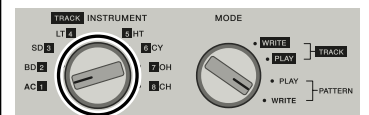
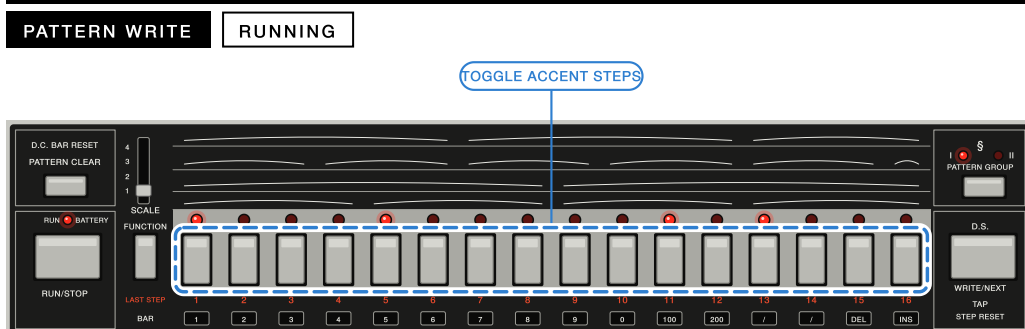
Running: the bass drum's steps are lit; the chase light rides over them.

1. Press RUN/STOP to start the pattern looping.
2. Turn the Instrument Dial to the voice you want to program.
3. Press step keys to turn that voice's steps on and off. Turn the dial to layer another voice.

NOTE

Everything is heard as you write it. To start from silence, clear the pattern first, then run it and toggle steps.

5 THE ACCENT TRACK



Instrument Dial on AC: the steps shown are the global accent track.

1. Turn the Instrument Dial to AC.
2. Toggle steps as for a voice: an accented step boosts every drum that fires on it.
3. The panel's ACCENT knob sets how strong.

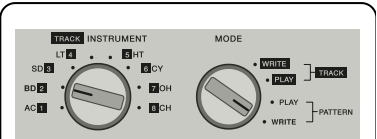
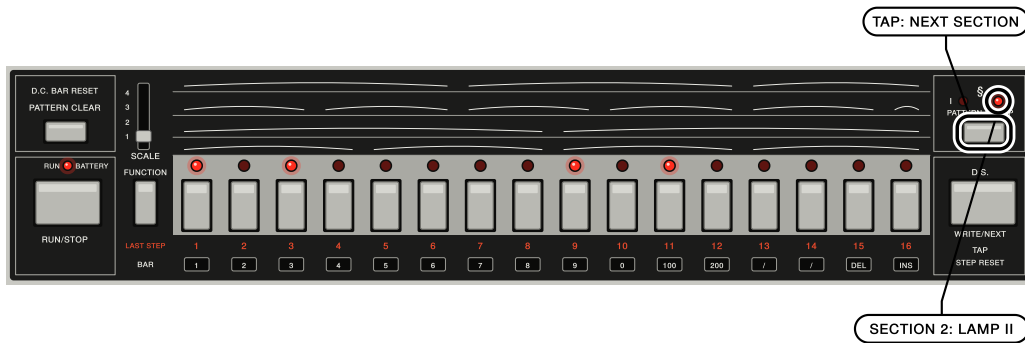
NOTE

Accent is per step, not per voice: one accent bus is shared by the whole hit, as on the stock 606.

6 LENGTH AND SECTIONS

PATTERN WRITE

RUNNING, LONGER THAN 16 STEPS



Section 2 (steps 17-32) in view: lamp II steady. Sections 3 and 4 add a short blip to the other lamp.

1. Run a pattern longer than 16 steps.
2. Tap PATTERN GROUP to page to the next 16-step section; the step keys now show and edit it.
3. Lamp I steady = section 1, II steady = 2, I with a blip of II = 3, II with a blip of I = 4.

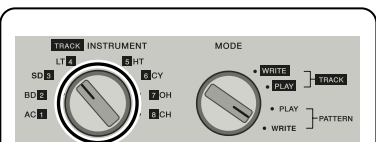
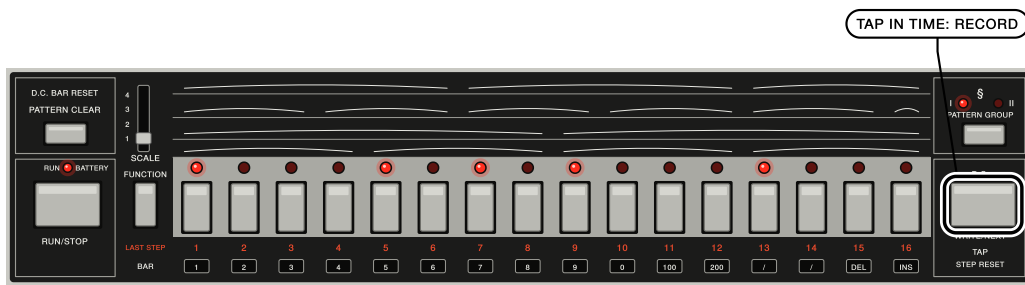
NOTE

You can only page as far as the selected voice plays. Steps past its length are hidden but kept: shorten the pattern and grow it again and they come back. Set the length in the Length tool.

7 TAP WRITE

PATTERN WRITE

RUNNING



THE VOICE TO RECORD

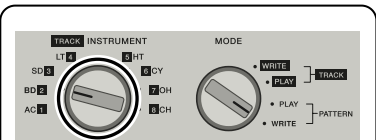
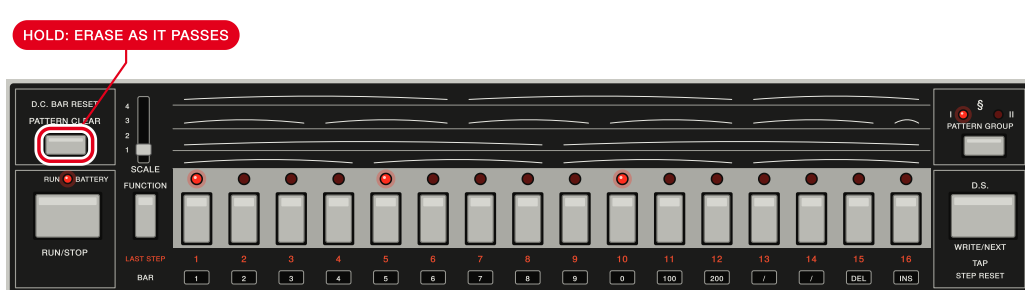
Each TAP records the selected voice on the step that is playing.

1. Run the pattern and pick the voice on the Instrument Dial.
2. Press WRITE/NEXT (TAP) in time with the music.
3. Each press records the voice onto whichever step is playing at that instant.

8 CHASE DELETE

PATTERN WRITE

RUNNING

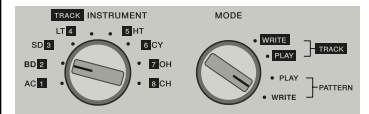
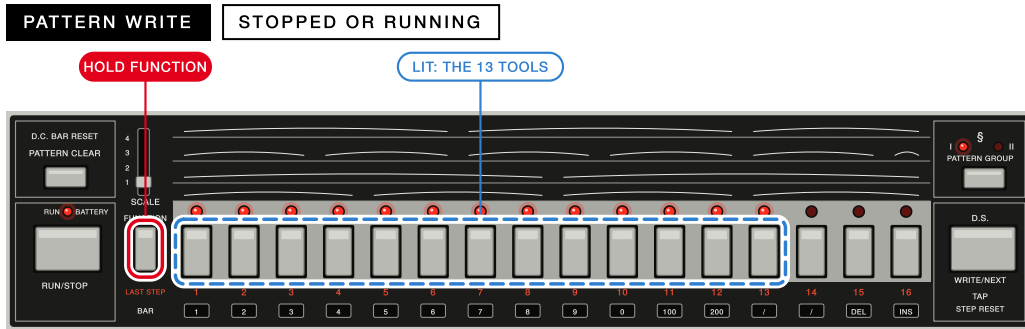


THE VOICE TO ERASE

The chase light erases the selected voice's steps as it passes, while CLEAR is held.

1. Run the pattern and pick the voice to erase.
2. Hold PATTERN CLEAR: the voice's steps are erased one by one as the chase passes over them.
3. Release when the part sounds right. Other voices are untouched.

9 THE TOOL MAP



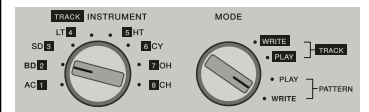
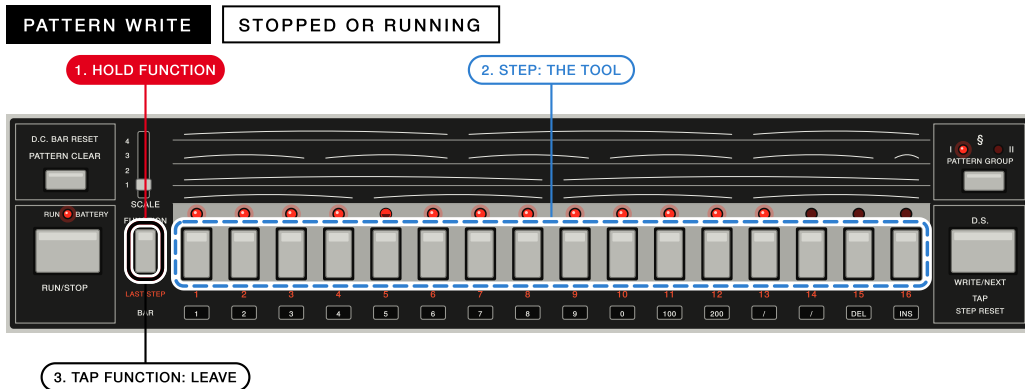
FUNCTION held: steps 1-13 light as the tool map; the tool you are in blinks.

1. In Pattern Write, hold FUNCTION.
2. The step LEDs light as a map of the tools: 1 Length, 2 Scale/Swing, 3 Copy, 4 Transform, 5 Probability, 6 Ratchet, 7 Poly, 8 Mute, 9 Reslice, 10 Arp, 11 Direction, 12 Generate. Step 13 (Save) lights but does nothing yet; saving is automatic.
3. The open tool's LED blinks.

NOTE

The FUNCTION menu works only in Pattern Write; in the Play and Track modes FUNCTION keeps its own job.

10 OPEN AND LEAVE A TOOL



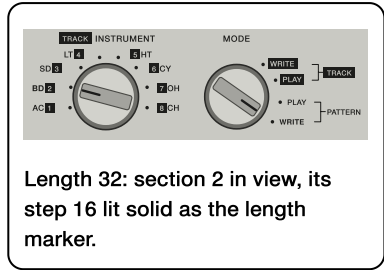
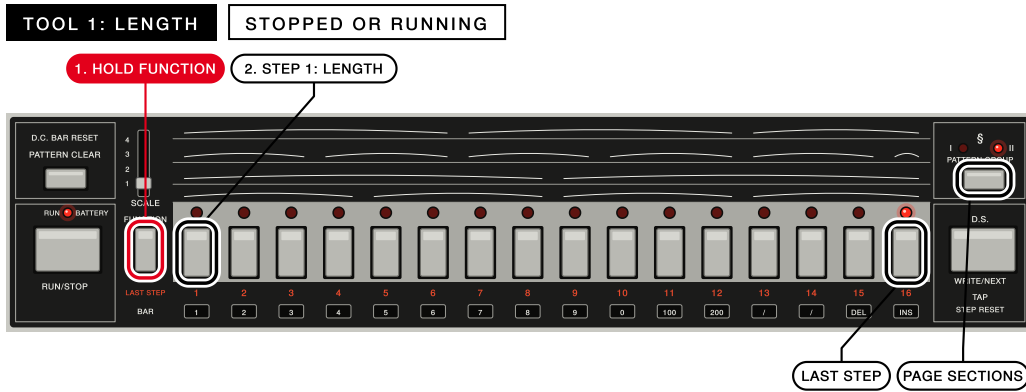
Tool 5 open: its LED blinks in the map.

1. Hold FUNCTION and press a step key: that tool opens.
2. Release FUNCTION: the step keys now operate the tool.
3. Tap FUNCTION alone to leave the tool. Turning the Mode Dial also leaves it.

NOTE

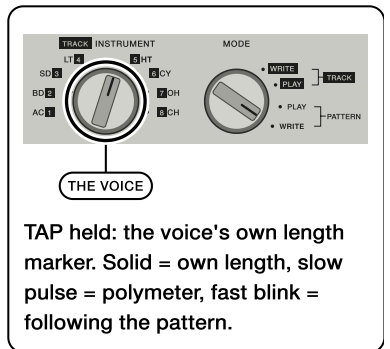
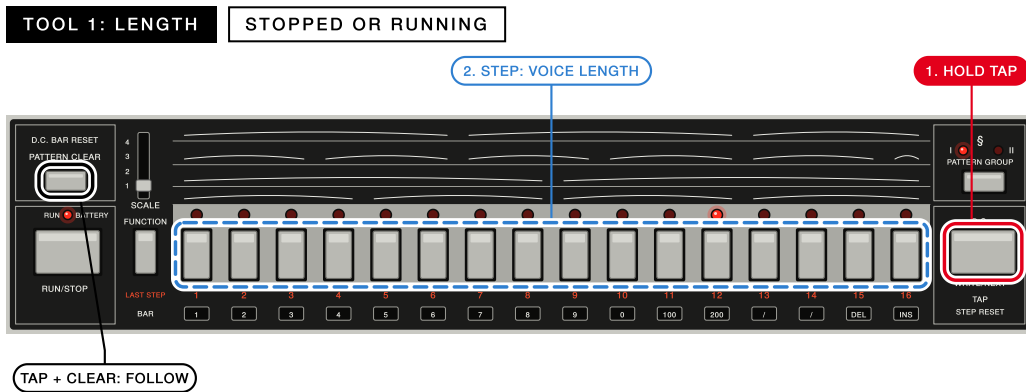
Scale / Swing only reacts to the SCALE switch once you move it after opening the tool. Transform and Generate read its current position as the density.

11 PATTERN LENGTH



1. Open the Length tool: FUNCTION + step 1. It opens on the section holding the length.
2. Tap PATTERN GROUP to page sections.
3. Press the step for the last step you want: section 3, step 16 = 48 steps. Up to 64.

12 PER-INSTRUMENT LENGTH



1. In the Length tool, pick the voice on the Instrument Dial.
2. Hold WRITE/NEXT (TAP) and press a step: that voice now loops its own length.
3. Hold TAP and press PATTERN CLEAR to make it follow the pattern length again.

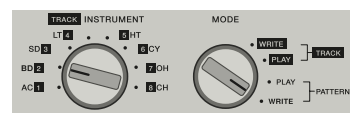
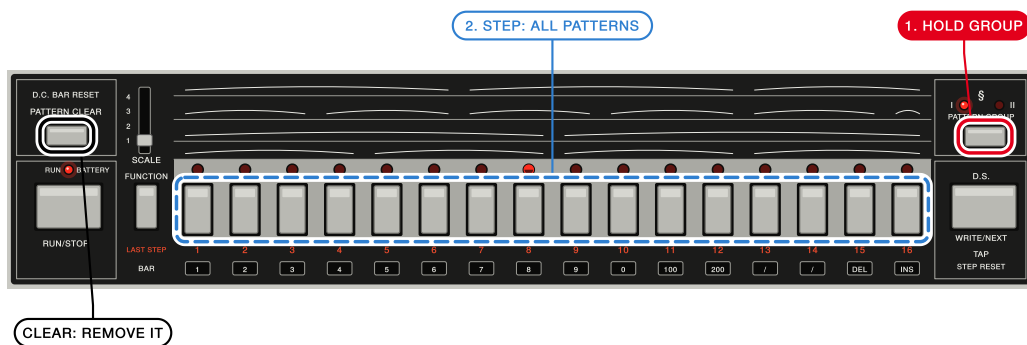
NOTE

How a shorter loop behaves, realigning every bar or free-running, is set in the Poly tool.

13 GLOBAL LENGTH

TOOL 1: LENGTH

STOPPED OR RUNNING



A global length is set: its marker blinks.

1. In the Length tool, hold PATTERN GROUP and press a step.
2. That length is forced on every pattern at once, as a live override.
3. Press PATTERN CLEAR to remove it; each pattern uses its own length again.

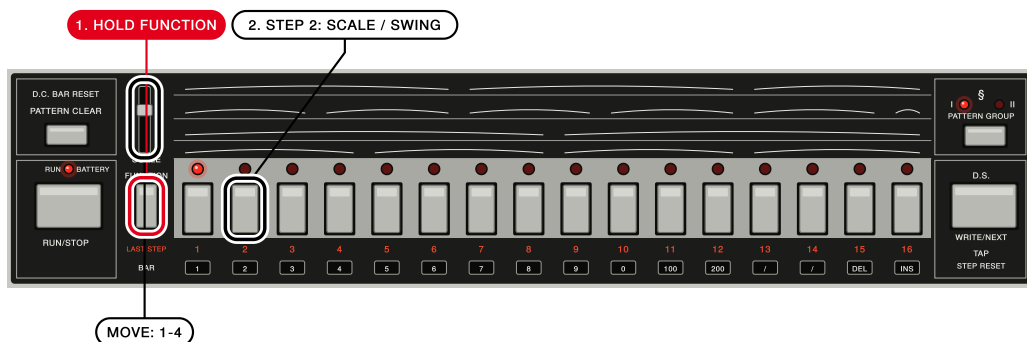
NOTE

The global length is not kept after power-off.

14 SCALE

TOOL 2: SCALE / SWING

STOPPED OR RUNNING



Scale 3 (eighth-note triplets) on the switch.

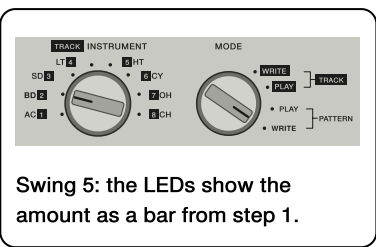
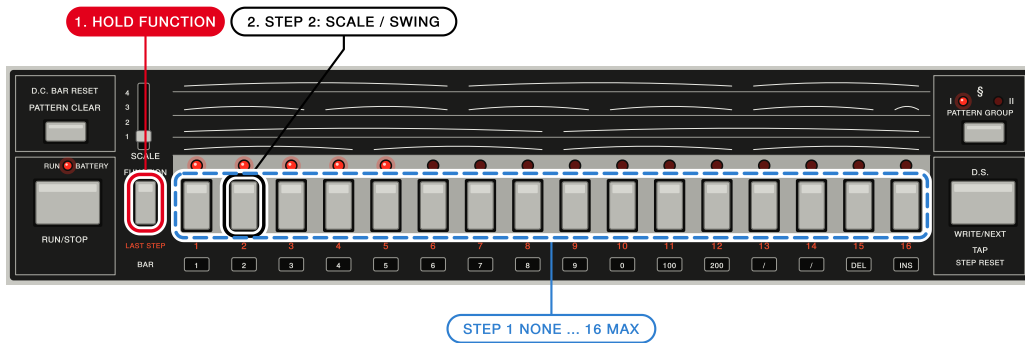
1. Open Scale / Swing: FUNCTION + step 2.
2. Move the SCALE switch: 1 sixteenths, 2 thirty-seconds, 3 eighth triplets, 4 sixteenth triplets.
3. The new scale takes effect when the pattern next loops (immediately when stopped).

NOTE

Each pattern stores its own scale.

15 SWING

TOOL 2: SCALE / SWING STOPPED OR RUNNING



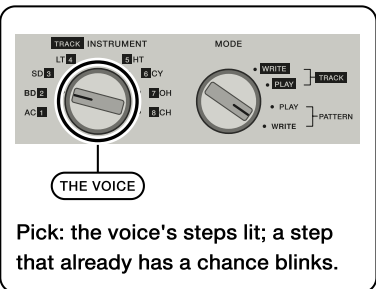
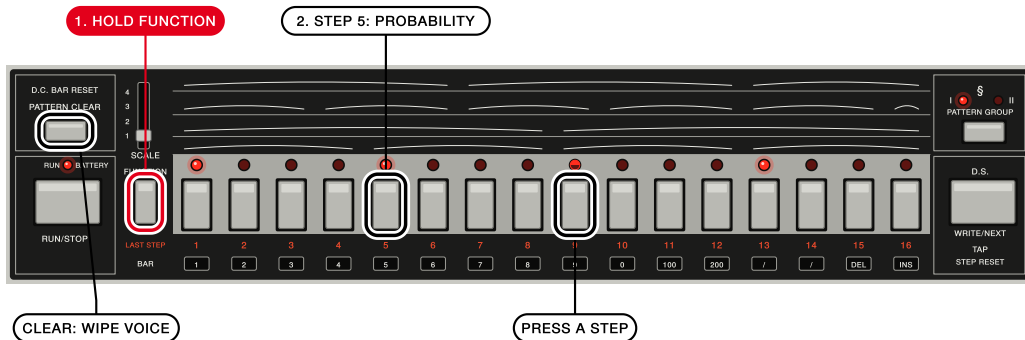
1. Open Scale / Swing: FUNCTION + step 2.
2. Press a step: 1 = no swing, up to 16 for the most.
3. Swing delays the off-beat steps and keeps the tempo steady; it is stored with the pattern.

NOTE

Works on the internal clock and under MIDI or DIN sync.

16 PROBABILITY: PICK A STEP

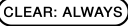
TOOL 5: PROBABILITY STOPPED OR RUNNING



1. Open Probability: FUNCTION + step 5. Pick the voice on the Instrument Dial.
2. Press one of its steps to select it; PATTERN GROUP pages sections.
3. PATTERN CLEAR here removes every chance on the voice.

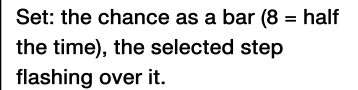
17

A STEP SELECTED



1. With a step selected, press step 1 to 16: it plays that many sixteenths of the time.
2. Step 1 is rare, 8 is half the time, 16 is always.
3. PATTERN CLEAR returns it to always. Either takes you back to picking.

Every hit rolls independently. A chance on the AC row thins the accent on that step.



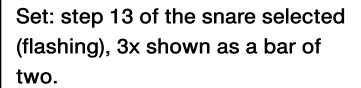
18

STOPPED OR RUNNING



1. Open Ratchet: FUNCTION + step 6. Pick the voice; press one of its steps (ratcheted steps blink).
2. Press step 1 for 2x, step 2 for 3x, steps 3 to 16 for 4x: the step retriggers inside its own length.
3. PATTERN CLEAR on a selected step = single hit; while picking it clears the whole voice.

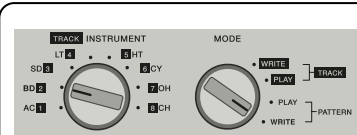
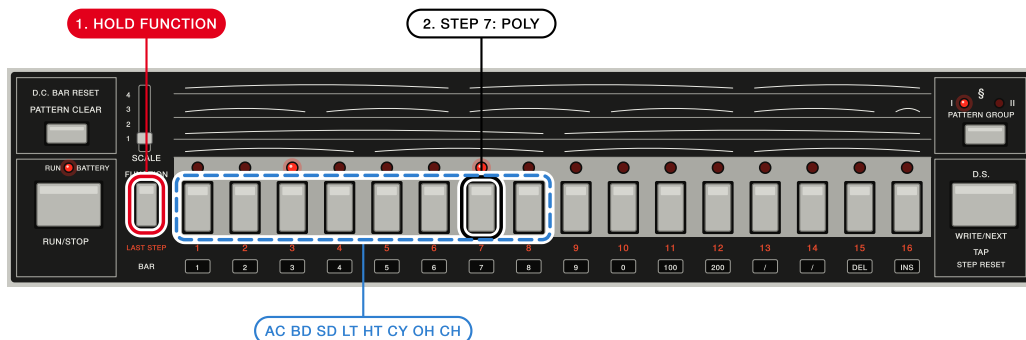
Up to 16 ratchets per pattern, across all voices. They stay locked to the tempo, even with swing.



19 POLYMER AND BAR-RESET

TOOL 7: POLY

STOPPED OR RUNNING



Steps 1-8 are the voices: lit = polymer (SD and OH here), dark = bar-reset.

1. Open Poly: FUNCTION + step 7.
2. Tap a step 1 to 8 to toggle that voice: lit = polymer, dark = bar-reset.
3. Bar-reset restarts the voice's loop every bar; polymer lets it free-run across bars.

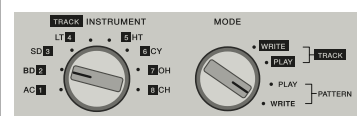
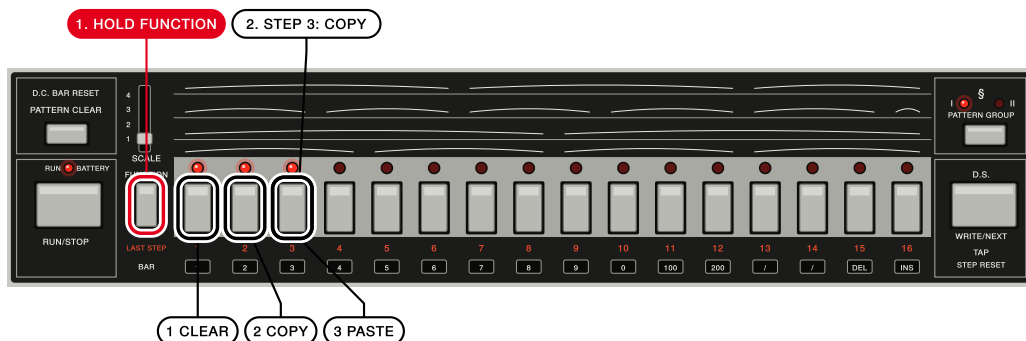
NOTE

Stopped, PATTERN CLEAR makes every voice of every pattern bar-reset and TAP makes them all polymer. Switching a voice back to bar-reset snaps it into place at once.

20 COPY, PASTE AND CLEAR

TOOL 3: COPY

STOPPED OR RUNNING



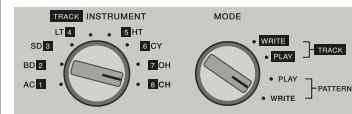
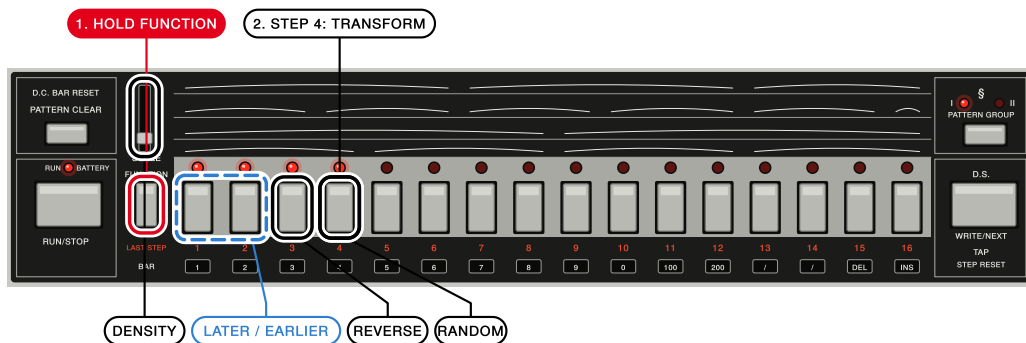
Steps 1, 2 and 3 lit: clear, copy, paste.

1. Open Copy: FUNCTION + step 3.
2. Step 2 copies the whole current pattern to the clipboard; step 3 pastes over it; step 1 clears it.
3. To duplicate: copy, select another pattern, paste.

21 TRANSFORM

TOOL 4: TRANSFORM

STOPPED OR RUNNING



Steps 1-4 lit: shift later, shift earlier, reverse, randomize.

1. Open Transform: FUNCTION + step 4. Pick the voice on the Instrument Dial.
2. Step 1 moves every hit one step later, step 2 one step earlier (wrapping round); 3 reverses.
3. Step 4 randomizes it; the SCALE switch sets how dense.

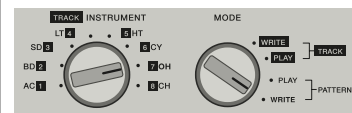
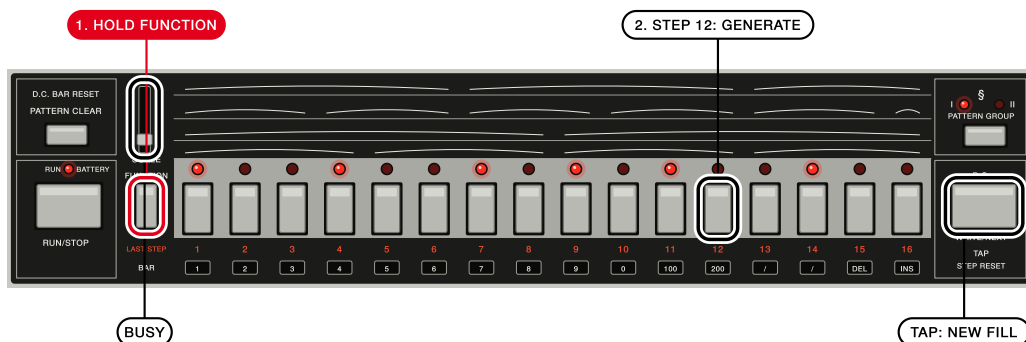
NOTE

Works on the section in view.

22 GENERATE

TOOL 12: GENERATE

STOPPED OR RUNNING



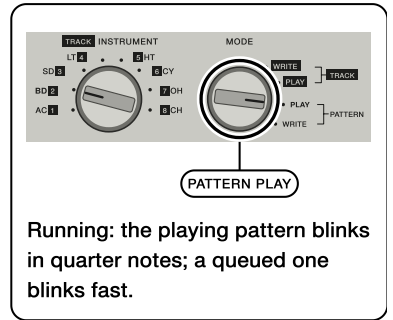
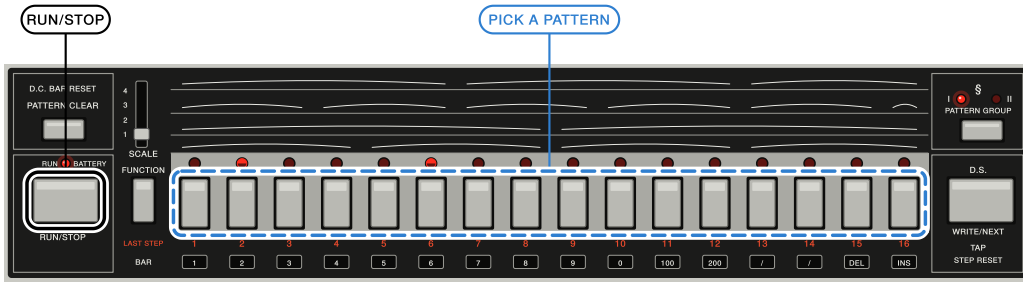
The voice's steps, as in normal writing: a generated fill lands on the LEDs at once.

1. Open Generate: FUNCTION + step 12. Pick the voice.
2. Press WRITE/NEXT (TAP) to fill the voice's section with a fresh random pattern.
3. The SCALE switch sets how busy it is. Tap again for a new variation.

23 PLAY PATTERNS

PATTERN PLAY

STOPPED OR RUNNING



1. Set the Mode Dial to PATTERN PLAY and press RUN/STOP.
2. Press a step key to choose a pattern of the current group.
3. Stopped it switches at once; running it queues and takes over at the end of the pattern.

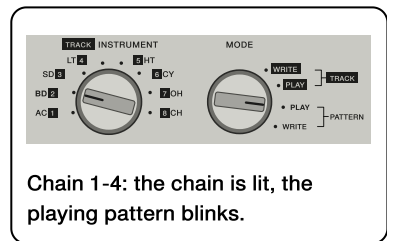
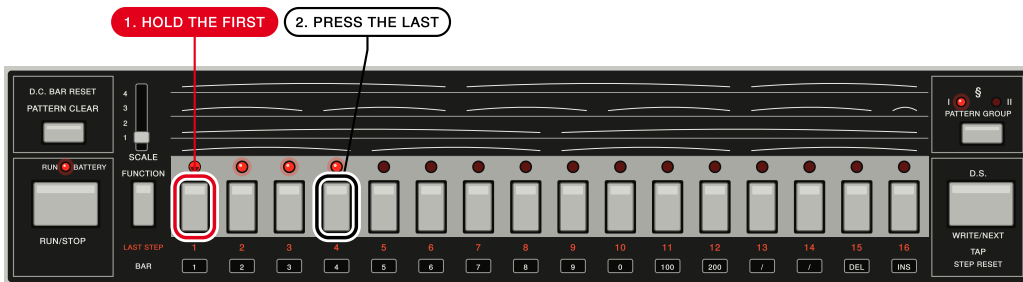
NOTE

PATTERN GROUP switches the display and selection between group I and group II.

24 CHAIN PATTERNS

PATTERN PLAY

STOPPED OR RUNNING



1. Hold the step key of the first pattern.
2. Press the key of the last: every pattern in between plays in order and loops.
3. Select a single pattern again to clear the chain.

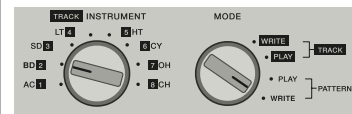
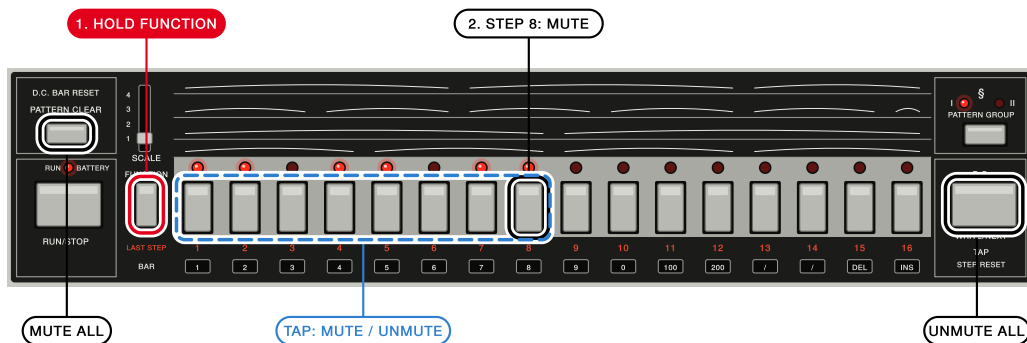
NOTE

Running, the new chain queues and starts once the current pattern or chain has finished.

25 MUTE

TOOL 8: MUTE

RUNNING



Lit = playing, dark = muted (SD and CY muted here).

1. Open Mute: FUNCTION + step 8.
2. Steps 1 to 8 are AC, BD, SD, LT, HT, CY, OH, CH: tap to mute or unmute.
3. PATTERN CLEAR mutes every voice (accent keeps playing); TAP unmutes everything.

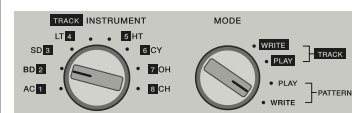
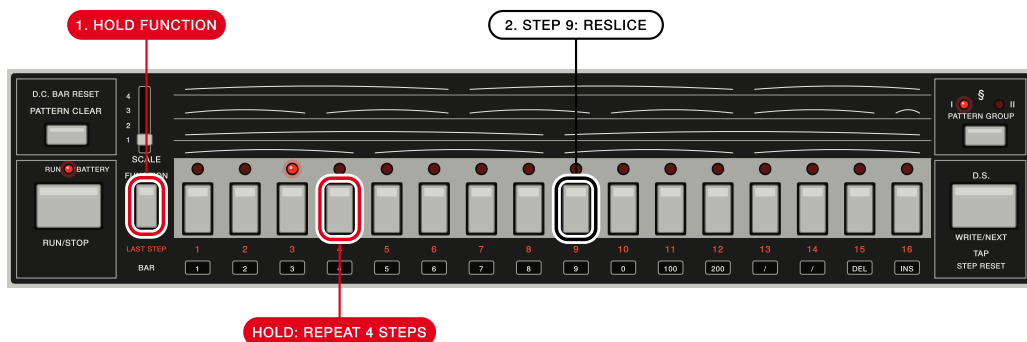
NOTE

Mutes stay on after you leave the tool and apply to every pattern. Not kept after power-off.

26 RESLICE

TOOL 9: RESLICE

RUNNING



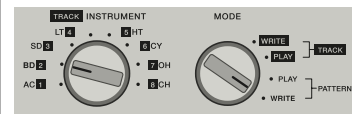
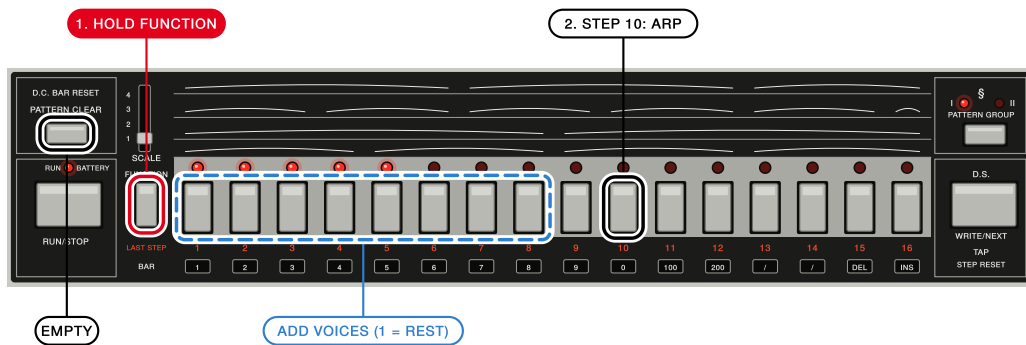
Holding step 4: four steps from where you pressed repeat; the LED follows the playhead.

1. Open Reslice: FUNCTION + step 9.
2. Hold a step key to loop that many steps as a live stutter: step 2 repeats two, step 4 four.
3. Release: the pattern picks up exactly where it would have been, on the beat.

27 ARPEGGIATOR

TOOL 10: ARP

RUNNING



Five notes entered: the LEDs count them.

1. Open Arp: FUNCTION + step 10.
2. Press steps 2 to 8 to add voices in order; step 1 adds a rest.
3. The sequence replaces the pattern while you play. PATTERN CLEAR empties it.

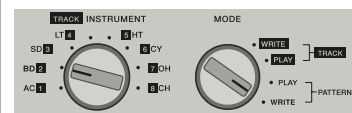
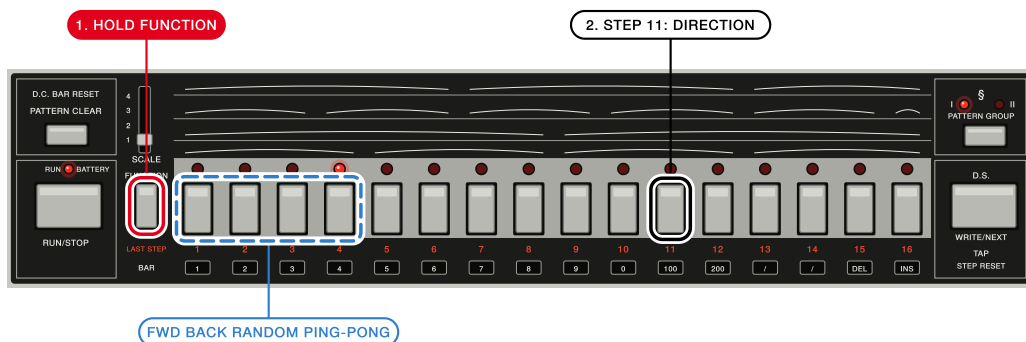
NOTE

Momentary: leave the tool or stop and it clears, and the pattern comes straight back.

28 PLAY DIRECTION

TOOL 11: DIRECTION

STOPPED OR RUNNING



Ping-pong selected: one of steps 1-4 is lit.

1. Open Direction: FUNCTION + step 11.
2. Step 1 forward, 2 backward, 3 random, 4 ping-pong.
3. The bar stays locked to the clock: flip mid-bar and the downbeat never wanders.

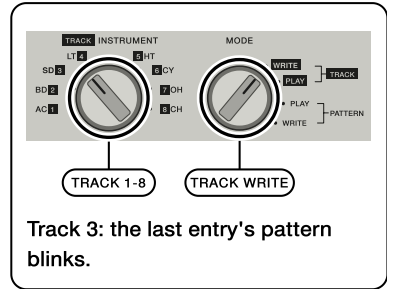
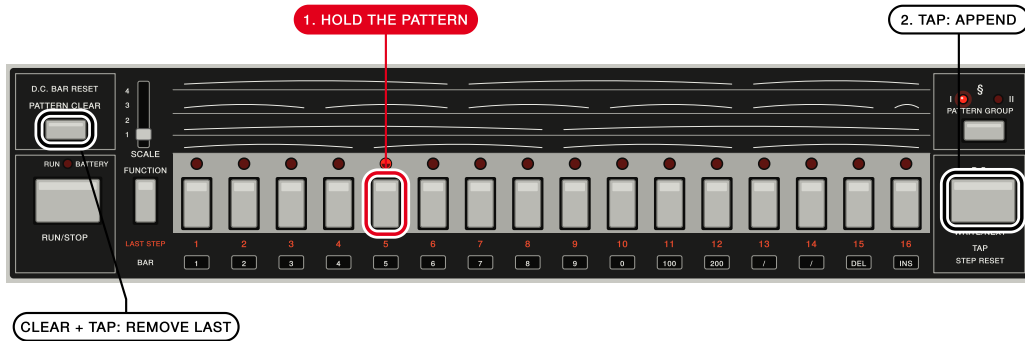
NOTE

Applies to every pattern. Not kept after power-off.

29 WRITE A TRACK

TRACK WRITE

STOPPED



1. Set the Mode Dial to TRACK WRITE; pick the track (1-8) on the Instrument Dial.
2. Pick the group with PATTERN GROUP, hold a pattern's step key and press TAP to append it.
3. Hold PATTERN CLEAR and press TAP to remove the last entry.

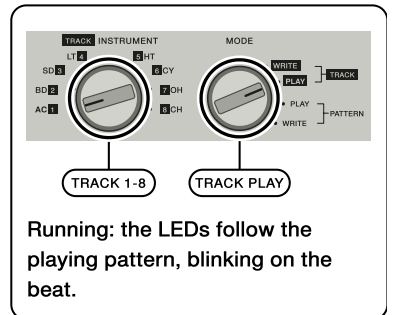
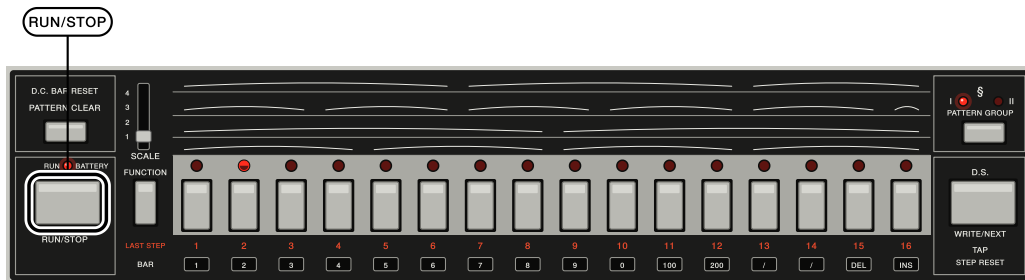
NOTE

A track chains up to 64 patterns. Hold FUNCTION to read how many are written, on the LEDs.

30 PLAY A TRACK

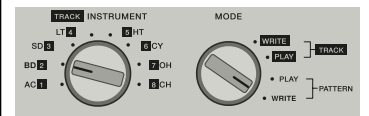
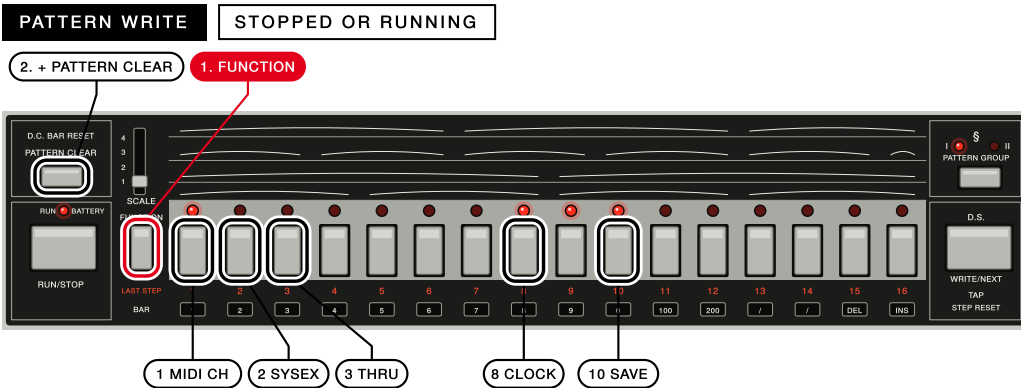
TRACK PLAY

STOPPED OR RUNNING



1. Set the Mode Dial to TRACK PLAY and pick the track on the Instrument Dial.
2. Press RUN/STOP: the patterns play in order, one each time the current one wraps.
3. At the end the track loops back to the start.

31 THE CONFIG MENU



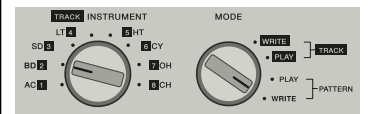
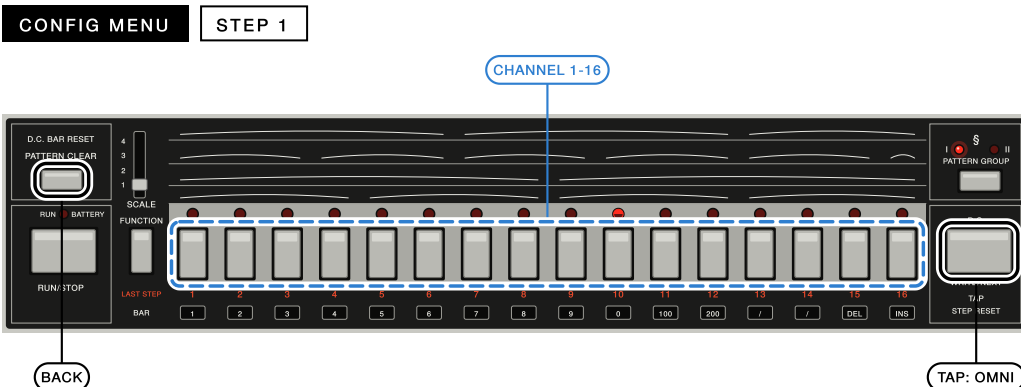
Config page: lit LEDs show settings (clock internal on step 8, superOS running on 9).

1. Press **FUNCTION** and **PATTERN CLEAR** together; the menu stays open.
2. Step 2 = SysEx link (lit = off), 3 = MIDI out THRU, 8 = internal clock, 10 = save all (stopped).
3. **PATTERN CLEAR** backs out a level; **FUNCTION** closes the menu. Settings save on leaving.

NOTE

Stopped: hold step 11 + PATTERN GROUP to clear all tracks, step 12 + PATTERN GROUP to clear all patterns. Neither can be undone.

32 MIDI CHANNEL



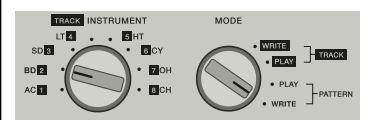
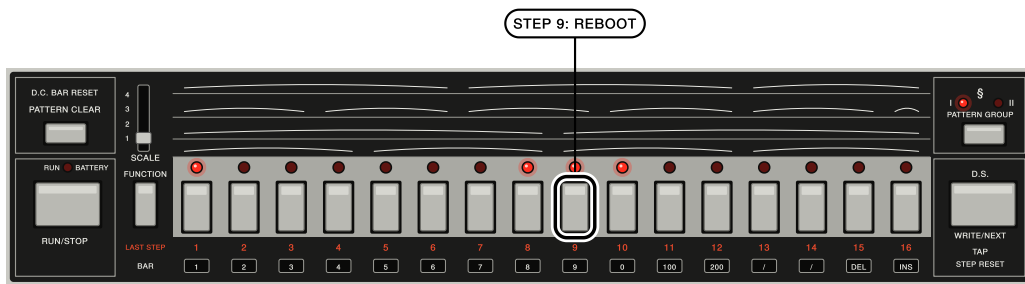
Channel 10: its LED blinks. In omni every LED blinks.

1. In the Config menu press step 1.
2. Press a step key to select that MIDI channel, or TAP for omni.
3. PATTERN CLEAR returns to the Config page; FUNCTION leaves the menu.

33 SWITCH TO STOCK MODE

CONFIG MENU

STEP 9



Step 9 lit = superOS is running; it blinks in stock mode.

1. Open the Config menu and press step 9: the unit saves and restarts as a stock 606.
2. In stock mode, open the same menu (FUNCTION + PATTERN CLEAR) and press step 9 to return.
3. The web editor can switch modes over MIDI too.

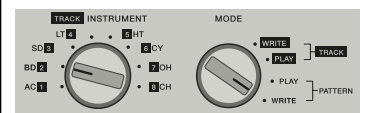
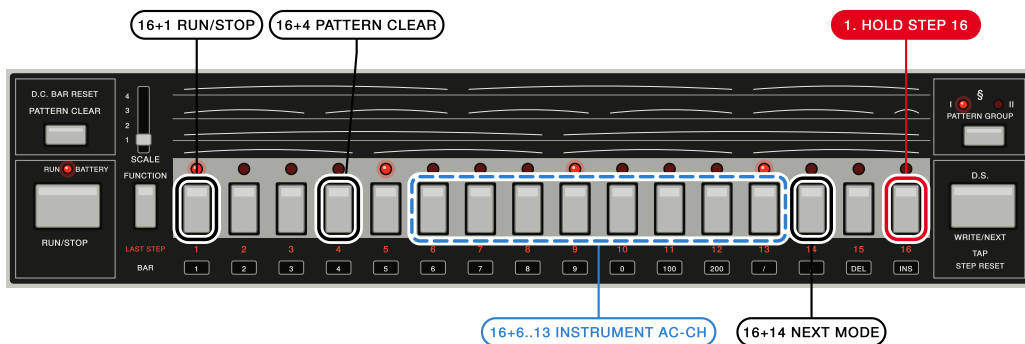
NOTE

Stock mode needs the original program from your own 606, sent once from the web editor; with none stored, steps 1 and 9 blink in turn. Hold PATTERN CLEAR + FUNCTION + PATTERN GROUP while switching on to force superOS.

34 PLAYING WITH USB CONNECTED

USB-C CONNECTED

RUNNING



Cable in: the dials and SCALE switch stay where they were; STEP 16 chords stand in.

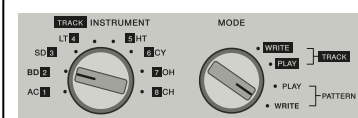
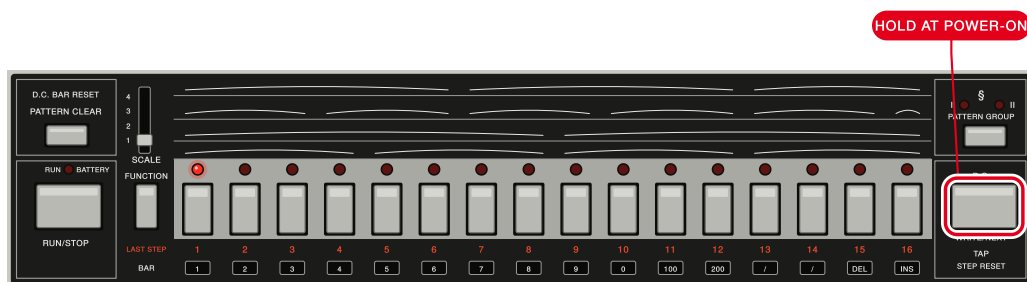
1. While a USB-C cable is in, RUN/STOP, PATTERN CLEAR, both dials and SCALE are not read.
2. Hold step 16 and press: 1 = RUN/STOP, 4 = PATTERN CLEAR, 6 to 13 = instrument (or track) AC to CH, 14 = next mode.
3. A quick tap of step 16 alone is still step 16; FUNCTION + a quick tap of 16 opens the Config menu.

NOTE

WRITE/NEXT, FUNCTION, PATTERN GROUP and the step keys work as usual. Unplug and the panel is normal again.

POWER-ON

SWITCHING ON



Bootloader: step 1 stays lit, waiting for the update.

1. Connect to the MIDI IN jack (not USB). Hold WRITE/NEXT (TAP) while switching on, use the web editor's bootloader button, or send SysEx F0 7D 4A F7: steps 1-4 blink twice, then step 1 stays lit.
2. Send the update .syx from the web editor or a SysEx utility, with a pause between messages. Steps 1-4 cycle while it writes.
3. The 606 restarts when the transfer completes. Patterns and settings are kept.

NOTE

If steps 1-4 keep blinking together, a message was damaged: start again and send slower. F0 7D 02 F7 leaves without flashing. With the SysEx link off, use WRITE/NEXT at power-on.

MIDI OUT NOTES

VOICE	NOTE	VOICE	NOTE
Bass drum	36	High tom	50
Snare drum	38	Cymbal	49
Low tom	45	Open hi-hat	46
		Closed hi-hat	42

Notes go out on channel 1: accented hits at velocity 127, the rest at 96. MIDI OUT also sends clock, Start and Stop. THRU (Config step 3 lit) passes MIDI IN on instead and mutes the 606's own output.

MIDI IN

On the Config channel (default 1, or omni): the notes above play the voices, velocity 100 or more adds accent. Program Change 0-15 selects pattern 1-16; Bank Select LSB (controller 32) 0 or 1 picks group I or II. MIDI works over the MIDI jacks and USB-C.

CLOCK

Clock source MIDI (Config step 8 dark): an incoming MIDI clock slaves the sequencer, with Start, Stop and Continue; it falls back to the TEMPO knob shortly after the clock stops. RUN/STOP and the DAW transport are combined, and a MIDI Stop always stops. Internal (step 8 lit): MIDI clock is ignored; the 606 runs from TEMPO or the rear DIN sync jack and clocks MIDI OUT.

SCALE SWITCH

SCALE	STEP VALUE
1	Sixteenth notes
2	Thirty-second notes
3	Eighth-note triplets
4	Sixteenth-note triplets

The SCALE switch is read only in tool 2 (and as the density in Transform and Generate).

POWER-ON HOLDS

HOLD	RESULT
WRITE/NEXT (TAP)	Bootloader: waits for a firmware update
PATTERN CLEAR + FUNCTION + PATTERN GROUP	Boots superOS, whatever was used last

MEMORY

32 patterns (2 groups of 16), up to 64 steps each; 8 tracks of up to 64 patterns. Saved when the sequencer stops, and kept without power. Config step 10 saves everything by hand.

WEB EDITOR

superos303.com/editor/606 reads and writes every pattern and track over MIDI, edits ratchets and probability, changes the settings, sends the original program for stock mode and updates the firmware.

Details: [superOS-606 Owner's Manual](#), superos303.com/doc/606.