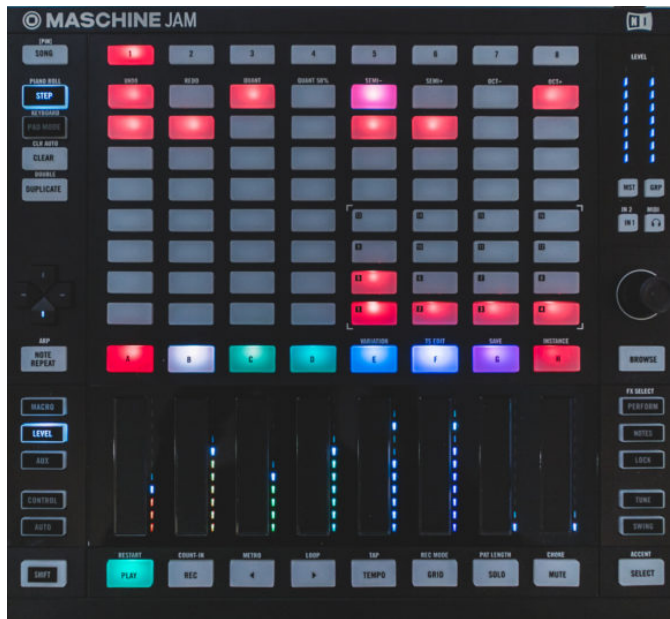


MaschineRJam

control solution for Reason



Getting Started Guide

version 1.0.0

Table of Contents

1. Installation Step by Step	5
Step 1: Installing the Remote files	5
Step 2: Loading the "MaschineRJam" template to your device	6
Step 3: Launching the "MaschineRJam" application	7
Step 4: Creating Control Surfaces in Reason's Preferences	8
Step 5: Locking JamMixer control surface to the Master Section	9
2. Overview	10
3. Matrix Modes	11
A. Generic Device Submode	11
B. Kong Submode	12
C. Dr.Octorex Submode	13
D. Redrum Submode	14
4. Touchstrip Modes	15
A. Macro Button	15
B. Level Button	15
C. Aux Button	17

D. Control Button	18
E. Auto Button	18
F. Perform Button	19
G. Notes Button	19
H. Lock Button	20
I. Tune and Swing Buttons	21
5. Transport Controls	22
6. Data Wheel Modes	25
7. Other controls	28
8. Virtual Display	32
9. Using the Grid64g Rack Extension	34
Appendix	36

1. Installation Step by Step

Step 1: Installing the Remote files

Navigate to the "Remote" folder contained in the "MaschineRJam" download. Double click on the installer files for your operating system. The installer will create "MaschineRJam" folders and copy the Remote files to the following directories on your HD:

OS X:

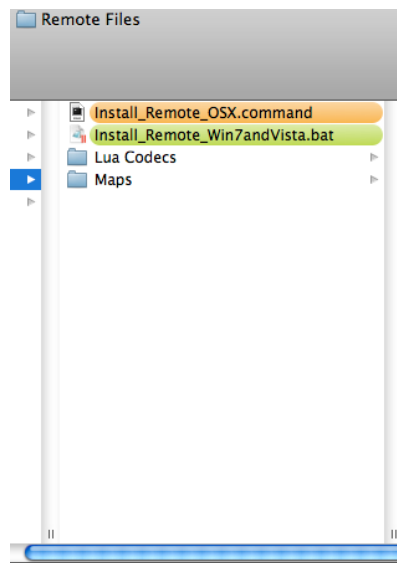
Macintosh HD/Library/Application Support/Propellerhead Software/Remote/Codex/Lua Codex

Macintosh HD/Library/Application Support/Propellerhead Software/Remote/Maps

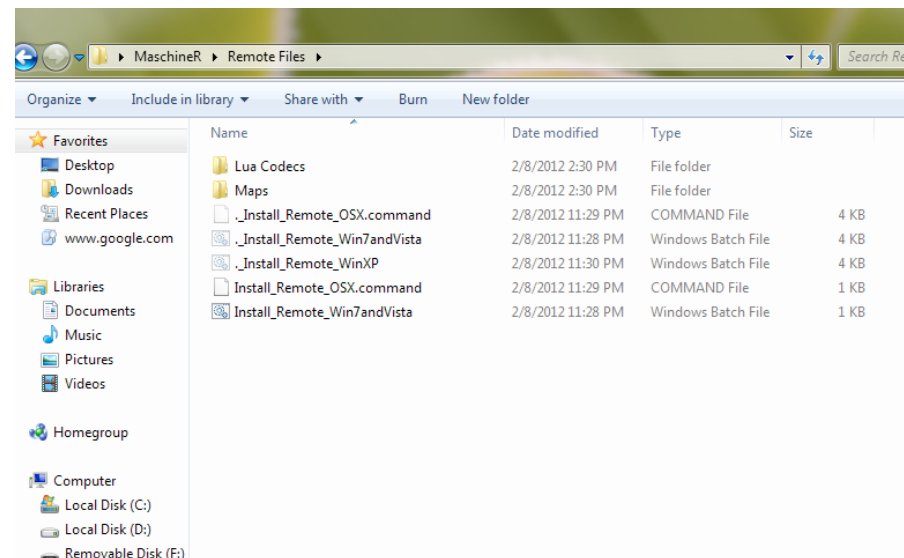
Windows 7/8/10 (choose to "create directory" when the installer prompts you):

C:/ProgramData/Propellerhead Software/Remote/Codex/Lua Codex

C:/ProgramData/Propellerhead Software/Remote/Maps



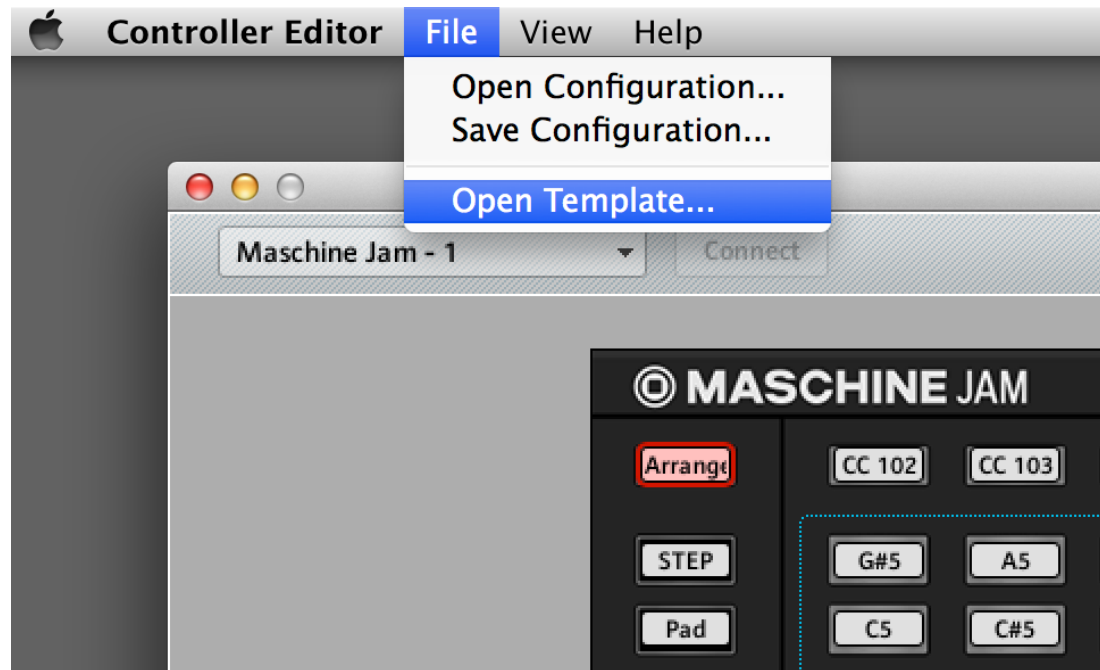
Installer Mac



Installer Windows

Step 2: Loading the “MaschineRJam” template to your device

Connect Maschine to the computer. Launch the NI Controller Editor. Go to “File” and select “Open Template”. Now navigate to the download and go to the “Template” folder. In there you will find “MaschineRJam.ncmj”. Open it and it will load on your device. This is the template you will be using with MaschineR.

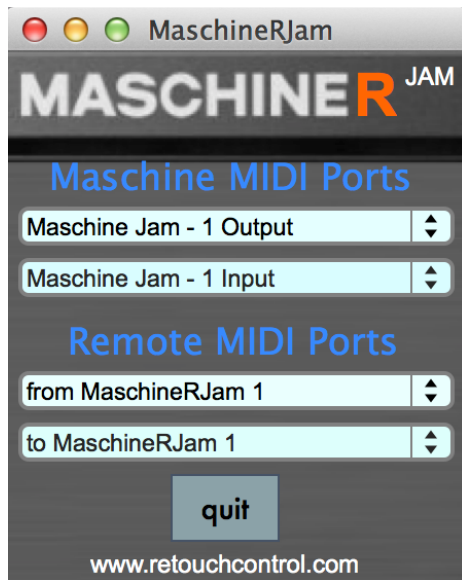


“Open Template” in Controller Editor

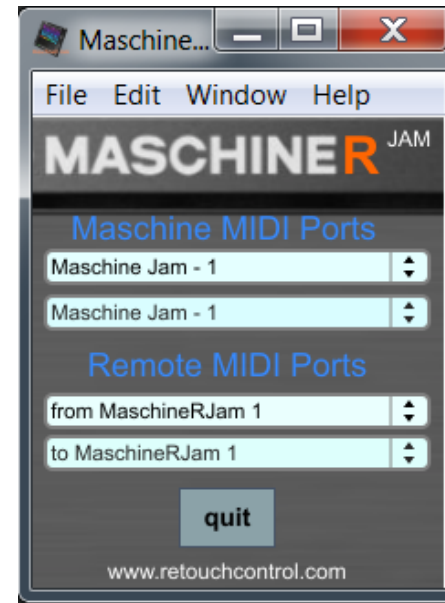
Step 3: Launching the “MaschineRJam” application

ATTENTION WINDOWS USERS: you need LoopMidi installed and configured on your computer before proceeding with this step. Create in LoopMidi two MIDI ports named “from MaschineRJam 1” and “to MaschineRJam 1”. See the appendix for details.

Navigate to the “Max app” folder in the download. Select the folder for your operating system and open it. If you are on a Mac, double click on the file called “MaschineR” (drag this file on the dock for easier launching). If you are on Windows, double click on the file named “MaschineR.exe” (pin it to the desktop for easier launching). After launching the application, it will look like the images below.



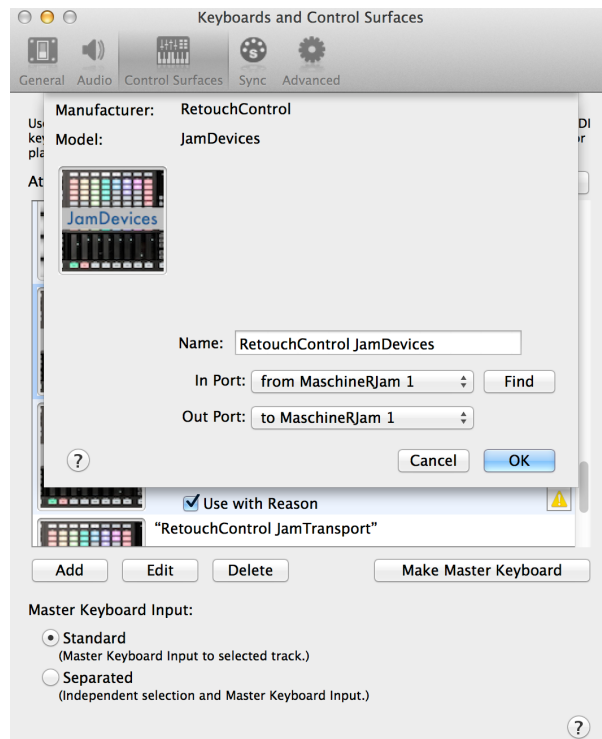
MaschineR app on Mac



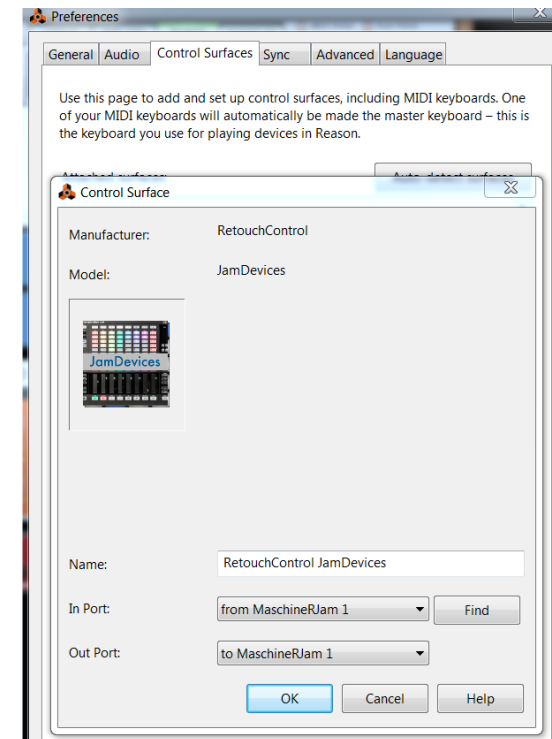
MaschineR app on Win with LoopMIDI

Step 4: Creating Control Surfaces in Reason's Preferences

It's time to launch Reason. Go to "Preferences" and select "Control Surfaces". Then click on "Add". In the window that pops up, select "RetouchControl" from the Manufacturer's drop down menu. Then select one of the available control surfaces from the Model menu. There are a total 3 control surfaces that you need to create. These are "JamDevices", "JamTransport", and "JamMixer". Add "JamTransport" first and make it the master keyboard. When you add the second control surface, Reason will issue a warning in the form of a yellow triangle. Simply ignore it as it won't affect anything. This is Reason telling you that more than one control surface are using the same MIDI ports.



Adding control surfaces on Mac
IN port: "from MaschineRJam 1"
OUT port: "to MaschineRJam 1"



Adding control surfaces on Win with LoopMIDI
IN port: "from MaschineRJam 1"
OUT port: "to MaschineRJam 1"

Step 5: Locking JamMixer control surface to the Master Section

The last step in the set up is a simple one. We need to lock the JamMixer control surface to the Master Section in order to control the mixer board.

To do this, go to the Reason rack, scroll all the way to the top, select the Master Section device and right click on it. From the context menu, choose "Lock this device to Retouch Control JamMixer".

If you now save your song as a template, the locking will be remembered by Reason every time you create a new song, so you won't have to repeat the last step every time you open a document!

That's it, you are done and ready to use MaschineRJam. Read on to find out all the neat things that you can do with it!



2. Overview

The MaschineRJam application was designed to adapt the hardware controls to the currently selected device in the Reason sequencer. In particular, the matrix of buttons will change layout based on whether you are controlling Kong, Redrum, Dr.Octorex or a synth. Here is a general overview of the controls which will be described in more details in the following pages.

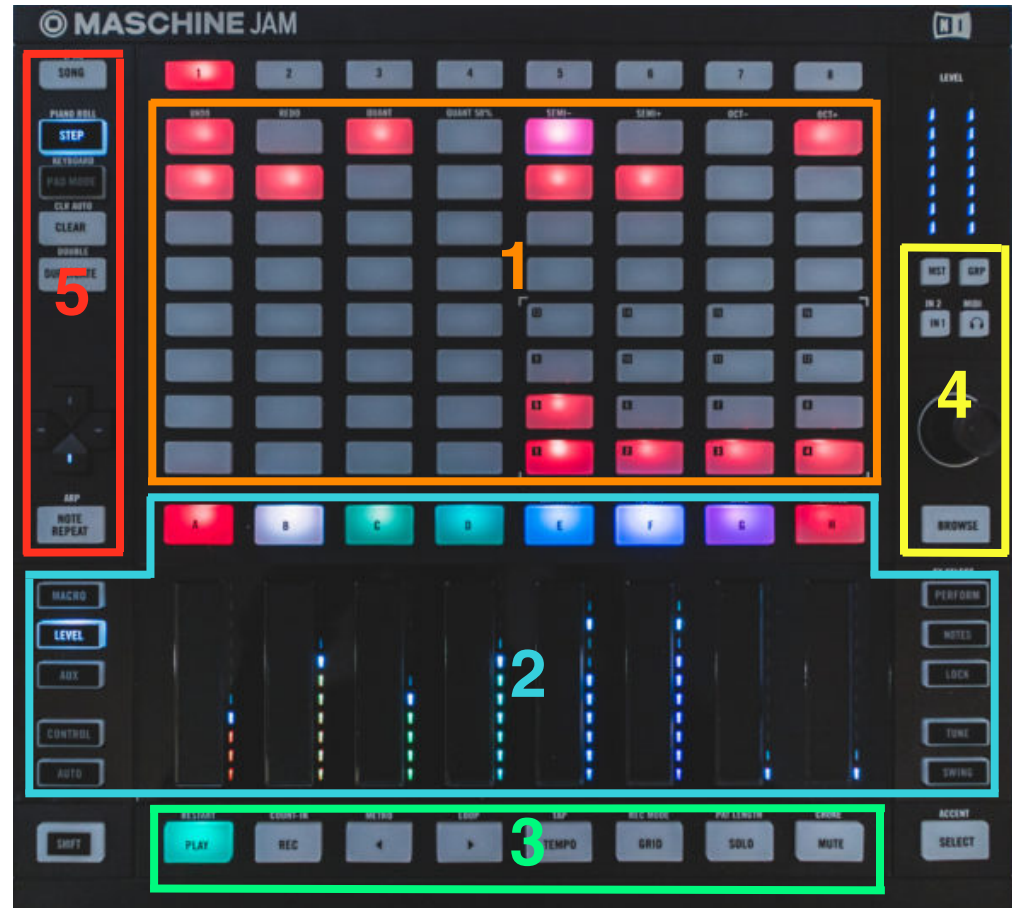
1. Matrix Modes: the layout of the top matrix of buttons will change based on the device controlled. The various layouts are describe in the “*Matrix Modes*” chapter.

2. TouchStrips Modes: the 8 buttons on both sides of the touchstrips determine what function the strips will have. There are modes for controlling devices in the rack, the Mixer board, and also some other fun modes, like a notes or chord mode. These are described in the “*TouchStrip Modes*” chapter.

3. Transport Controls: general transport controls for the Reason sequencer. Additional functions can be accessed with the “Shift” and “Select” modifier buttons. These are described in the “*Transport Controls*” chapter.

4. Data Wheel Modes: like the touchstrips, the data wheel has several modes from adjusting master or device volumes, to moving the playhead and left and right loop locators. These are described in the “*Data Wheel Modes*” chapter.

5. Other controls: there are other controls for things like Note Repeat, track and patch navigation, switching views in Reason. These are described in the “*Other Controls*” chapter.



3. Matrix Modes

A. Generic Device Submode

When a device like a synth or sampler is selected, the buttons matrix layout changes to an isomorphic keyboard which will allow you to play the device in focus. The keys layout can be configured in several ways, as shown below:



1. Scale: engage the “PadMode” button, then rotate the Data Wheel to change the currently selected scale. There are 25 scales types to choose from, including Major, Minor, the Greek modes, Pentatonic, Blues and a variety of other more exotic scales

2. Layout: engage the “PadMode” button, press “Shift” then rotate the Data Wheel to change the layout type. The 4 layout types determine how the notes are distributed over the matrix. These are 4th up, 4th sideways, 3rd up and 3rd sideways

3. Key: press “Shift” then press either the “SEMI-“ or the “SEMI+” buttons to change the key for the selected scale type

4. InKey vs Chromatic: press “Shift” then press the PadMode button to switch between “InKey” and “Chromatic” modes. In “Chromatic” mode all notes are displayed but only the ones in the scale are lit.

5. Pad Mode: press “Select” then press the PadMode button to enter pad mode which is a 16 pad layout to trigger drums starting with note C1. This is useful when controlling sampler instruments with drum sounds, drum machine REs or VSTs.

6. Alt Note mode: press “Step” to control the gates of the step sequencer in Thor, the RPG-8, and other devices (depending on the Remote mapping)

B. Kong Submode

When Kong is selected in the sequencer, the layout updates as follows:

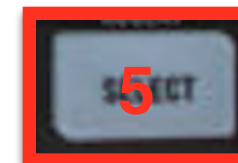
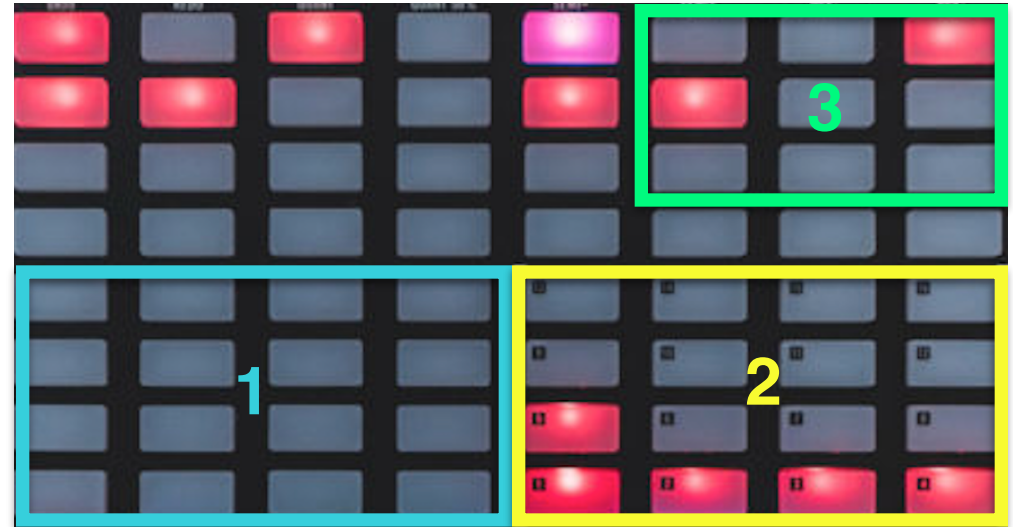
1. Play the 16 pads in Kong. Pads will light up in response to notes being played in the sequencer. If the Mute button is engaged, the pads act like mute switches. Similarly if the Solo button is engaged, the pads act like solo switches. If the Select button is pressed, hitting a pad will select its associated drum for editing. Also, it will select it for 16 velocity levels (see below)

2. Play the selected drum at 16 velocity levels. The pad at the lower left plays the lowest velocity while the one at the top right plays the highest velocity

3. Set the pad group for the selected pad. The top row assigns the pad to the "Mute" groups, the second row assigns the pad to the "Link" groups while the third row assigns the pad to the "Alt" groups

4. If Mute is engaged, pressing a pad in (1) will mute it. If "Shift" is pressed, pressing the Mute button will clear all muted pads. If Solo is engaged, pressing a pad in (1) will solo it. If "Shift" is pressed, pressing the Solo button will clear all soloed pads.

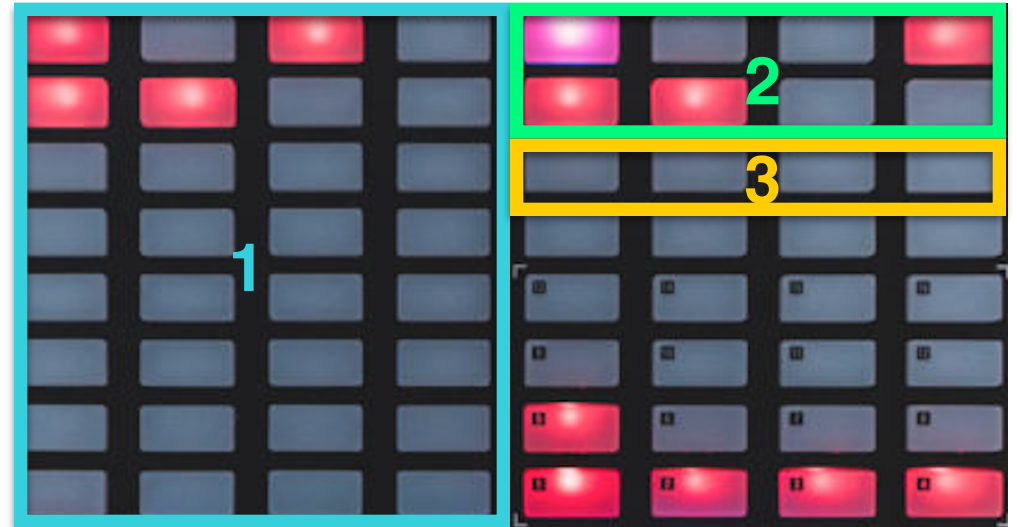
5. If "Select" is pressed, pressing a pad in (1) will select its drum for editing and it will assign the pad for 16 velocity levels (2)



C. Dr.Octorex Submode

When Dr.Octorex is selected in the sequencer, the layout updates as follows:

1. Play the first 32 slices of the selected loop
2. Trigger the loop for the respective slot. The first pad from the top left corresponds to slot1 in Dr.OctoRex and so on. The loop will trigger based on the "TrigNext" setting.
3. Pressing one of these pads will stop the currently playing slot



D. Redrum Submode

1. Play the 10 drums in Redrum. Pads will light up in response to notes being played in the sequencer. If the Mute button is engaged, they will mute a pad if pressed. Similarly if the Solo button is engaged, the pads act like solo switches. If the Select button is pressed, hitting a pad will select its drum for editing. Also, it will select it for 16 velocity levels (see below)

2. Play the selected drum at 16 velocity levels. The pad at the lower left plays the lowest velocity while the one at the top right plays the highest velocity

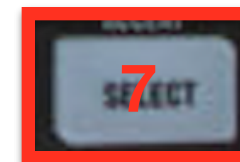
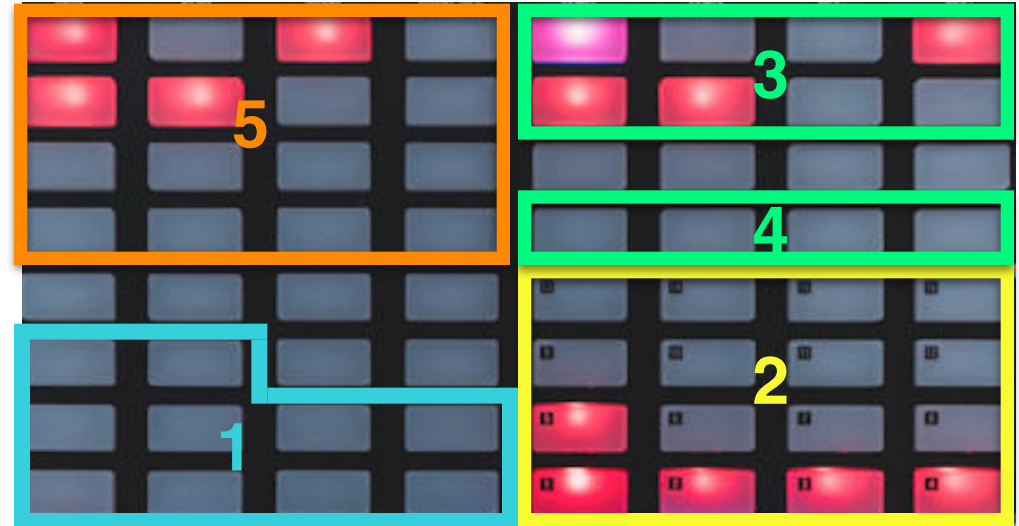
3. Switch patterns 1 to 8 on the step sequencer starting with pattern 1 on the top left

4. Switch patterns banks A thru D on the step sequencer starting with bank A on the left

5. Step Sequencer quadrant: this is activated when the bank of controls is set to “Step” or “Step 2”. A handy shortcut is to press the “Step” button on the Jam to enter step mode. If the sequencer is running, you will see a light advancing from the lower left to the top right of the quadrant. You can edit 16 steps at a time for the selected drum (see 7 for how to select a drum). The “Edit Steps” touchstrip allows you to select to edit steps 1-16, 17-32, 33-48 or 49-64. When entering a step, you can use the touchstrip assigned to “Accent” to select a “Hard”, “Medium” or “Soft” accent.

6. If Mute is engaged, pressing a pad in (1) will mute it. If Solo is engaged, pressing a pad in (1) will solo it.

7. If Select is pressed, pressing a pad in (1) will select its drum for step sequencing (7) and it will assign the pad for 16 velocity levels (2)



4. Touchstrip Modes

The touchstrip modes are changed by engaging one of the 8 buttons on both sides of the strips. In addition to changing the function of the touchstrips, those side buttons also decide what the buttons labelled “A” thru “H” do. Below, you will find an explanation of what each mode does. The virtual display can be useful when changing modes as it will update to reflect what’s assigned to the buttons and the touchstrips.

A. Macro Button



When the “Macro” button is engaged, the touchstrips and the 8 buttons above them are assigned to control the Master Section in Reason. All the relative information about the controls is shown in the Virtual Display. Important! in order to control the mixer, the “JamMixer” control surface needs to be “locked” to the Master Section. Please see page 9 for more details on this.

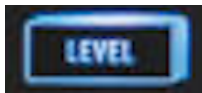
B. Level Button



When the “Level” button is engaged, the touchstrips are used to both change and monitor the levels of the selected 8 channels in the mixer. All the relative information about the controls including channel names is shown in the Virtual Display. Here are some other important functions in this mode:



+



Pans: press “Shift” then press “Level” to make the strips control channel pans, press again the Level button to return to controlling volumes



+



Banks: press “Select” then press the Left or Right D-buttons to change which bank of 8 channels is being controlled



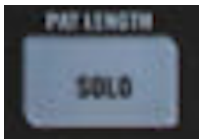
Mutes: pressing one of the A thru H buttons will mute the corresponding channel



Solos: pressing one of the 1 thru 8 buttons will solo the corresponding channel



Mute: clear all mutes (if any)



Solo: clear all solos (if any)

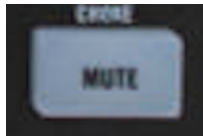
C. Aux Button



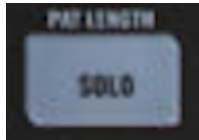
When the Aux button is pressed, the touchstrips will control the complete channel strip, including Compressor, Gate, EQ, Filters, etc for the selected channel. All the relative information about the controls is shown in the Virtual Display. Here are some other important functions in this mode:



Channel Selection: press "Select" then press the Left or Right D-buttons to change which channel is being controlled.



Mute: mutes the currently selected channel



Solo: solos the currently selected channel

D. Control Button

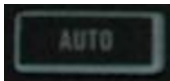


When the Control button is pressed, the touchstrips will control the most important parameters for the selected device. Each device can have up to 24 banks of 8 controls each. Complex devices like Thor, for example, will use all 24 banks of controls. A bank of controls is selected by pressing one of the A thru H buttons. The button corresponding to the currently selected bank is shown with a brighter illumination. All the relative information about the controls is shown in the Virtual Display. Here are some other important functions in this mode:

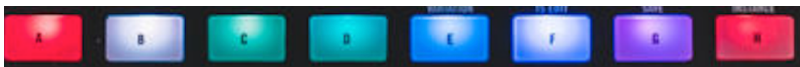


Banks of Controls: press "Select" then press the Left or Right D-buttons to change which of the 8 banks of control is shown (there are 3 banks of 8 for a total of 24 banks)

E. Auto Button



When the Control button is pressed, the A thru H buttons and the touchstrips (touch) have some useful key commands assigned to them. Here are the details:



A: zoom in horizontally
B: zoom out horizontally
C: zoom in vertically
D: zoom out vertically
E: zoom to selection
F: create new instrument
G: create new effect
H: create audio track

Touchstrip 1: snap
Touchstrip 2: follow
Touchstrip 3: select All
Touchstrip 4: copy
Touchstrip 5: paste
Touchstrip 6: NA
Touchstrip 7: shift
Touchstrip 8: ctrl

F. Perform Button

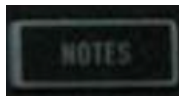


With the Perform button engaged, the A thru H buttons are disabled but the touchstrips will allow you to control Pitchbend, ModWheel, AfterTouch, Expression and change the velocity of the notes being played in the matrix. The mapping is as follows:



Touchstrip 1: Pitch Bend
Touchstrip 2: Mod Wheel
Touchstrip 3: After Touch
Touchstrip 4: Expression
Touchstrip 5: NA
Touchstrip 6: NA
Touchstrip 7: NA
Touchstrip 8: Velocity

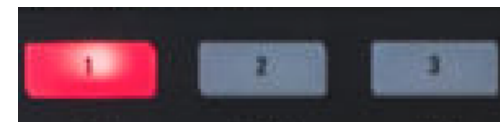
G. Notes Button



When the Notes button is pressed, the touchstrips can be used to play notes from the selected scale. Specifically, the touchstrips will play notes in the middle portion of the currently selected layout. Notes are being triggered by touching the strips anywhere along their lengths. If you slide your finger past the middle position of the strip, several performance parameters can be sent as well. In particular, you can send Mod Wheel, After Touch and Expression (or none of them). Which performance parameter is being sent is determined by the status of buttons 1 thru 3 at the very top. See below for details:

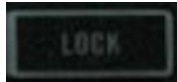


Slide area for performance parameters

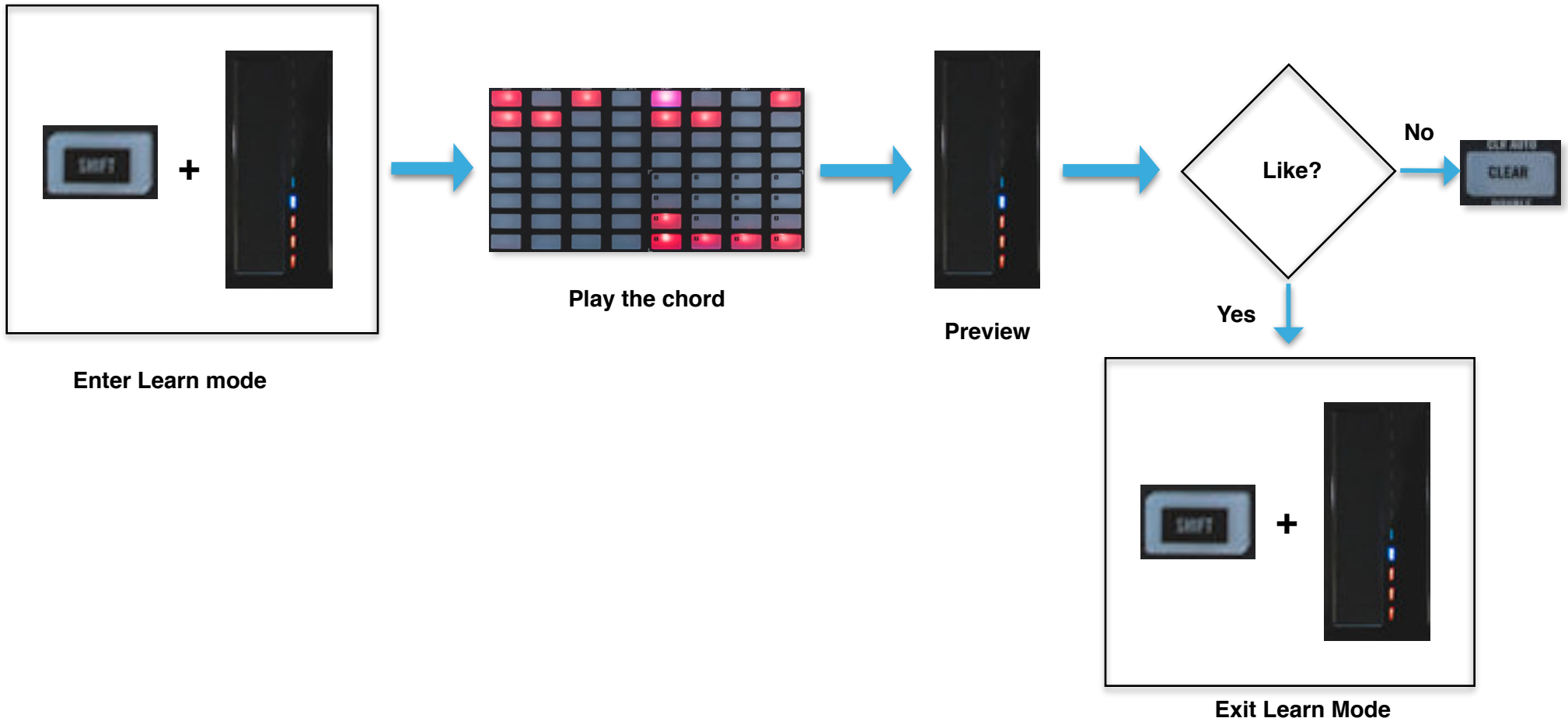


Mod Wheel **AfterTouch** **Expression**
On/Off On/Off On/Off

H. Lock Button



When the Lock button is pressed, the touchstrips can be used to play one-finger chords. Each strip can store and trigger one chord composed of up to 8 notes. To program a chord, with "Shift" depressed, touch the desired touchstrip. This engages learn mode and you will see the LED on the touchstrip move from bottom to top continuously. At this point play your desired chord on the 8x8 matrix and it will be stored in memory. You can audition the chord by tapping on the touchstrip. If you like the chord you programmed, press "Shift" and then tap the touchstrip again to exit learn mode. If you don't like the chord, while still in "learn mode", press the "Clear" button to erase the current chord in memory.



I. Tune and Swing Buttons



When either the Tune or Swing buttons are engaged, the touchstrips are free assignable to control whatever you like in Reason via the “learn” mechanism offered by the program. Basically, the touchstrips act like a regular midi controller which can be assigned to specific parameters on any device or effect in the rack.

5. Transport Controls

There are several commands dedicated to controlling the transport and related functions in Reason. These are located at the bottom of the Jam device and correspond, wherever possible, to the same functions in the Maschine software. Here is a summary of the main transport controls. Please note, some of them are accessed either by pressing the "Shift" or the "Select" buttons. Also, more transport options like changing loop locators are accessed with the data wheel. See the "Data Wheel Modes" chapter for details.



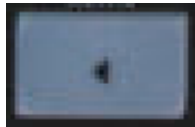
Play/Stop: press "Play" to start the transport. The button will light up green when the transport is active. Press the button again to stop the transport. Press "Shift" + Play to return the transport back to the start of the timeline



Record: press "Rec" to start recording. The button will light up red when recording. Press the button again to stop the recording



Count In: press "Shift" plus "Rec" to activate the count in



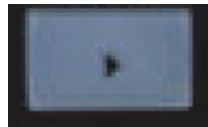
Rewind: press "<" button to rewind the playhead



Metronome On/Off: press "Shift" + "<" button to activate the metronome



Dub Lane: press "Select" + "<" button to create a dub lane for the selected track



Forward: press ">" button to fast forward the playhead



Loop On/Off: press "Shift" + ">" button to activate turn the loop on/off



Alt Lane: press "Select" + ">" button to create an alt lane for the selected track



Tap Tempo: tap in time this button to change to your desired tempo



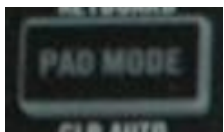
Tempo in BPM: keep the Tempo button pressed while rotating the data wheel to change the tempo in integer BPM increments



Quantize: press the “Grid” button to activate the record quantize in Reason

6. Data Wheel Modes

The data wheel has several functions depending on specific button combinations. Here is a summary:



+



Scale: engage the “PadMode” button, then rotate the Data Wheel to change the currently selected scale. There are 25 scales types to choose from, including Major, Minor, the Greek modes, Pentatonic, Blues and a variety of other more exotic scales



+



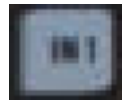
Master Volume: engage the “MST” button, then rotate the Data Wheel to adjust the Master Volume. *Please note, you need to have the “JamMixer” control surface locked to the Master Section for this to work!*



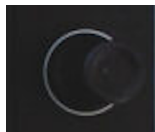
+



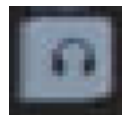
Device Volume/Bypass On-Off: engage the “GRP” button, then rotate the Data Wheel to adjust the volume for the selected instrument. If the selected device is an effect, then rotating the data wheel will change the ByPass on/off button status.



+



Metronome Volume: engage the “IN1” button, then rotate the Data Wheel to adjust the metronome volume



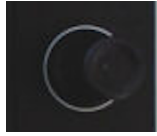
+



Control Room Volume: engage the “headphone” button, then rotate the Data Wheel to adjust the control room volume



+



Playhead (bar): engage the “MST” button, then *push down* and rotate the Data Wheel to move the playhead position in bars



+



Playhead (16th): engage the “GRP” button, then *push down* and rotate the Data Wheel to adjust the playhead position in 16th’s



+



Left Loop Locator: engage the “IN1” button, then *push down* and rotate the Data Wheel to adjust the left loop locator



+



Right Loop Locator: engage the “headphone” button, then *push down* and rotate the Data Wheel to adjust adjust the right loop locator



+



Scroll up/down: engage the “Browse” button. This will open the browser. Then use the data wheel to scroll up and down within the browser window



+



+



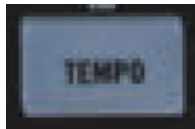
Scroll left/right: engage the “Browse” button. This will open the browser. Then press “Shift” and use the data wheel to scroll left and right within the browser window. This is useful for open and closing folders



+



Open/Close the Virtual Display: press the “Shift” button then *push down* to open or close the virtual display



+



Tempo in BPM: keep the Tempo button pressed while rotating the data wheel to change the tempo in integer BPM increments



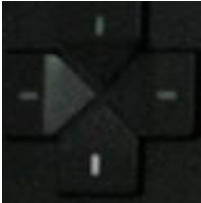
+



Enter: press the “Select” button then *push down* the data wheel to execute the “Enter” key command

7. Other controls

There are several other controls available and these are summarized below:



Track and Patch navigation: use the Up and Down buttons to shift track focus in the sequencer. Use the Left and Right buttons to change the patch for the selected device



+



Up/Down and Left/Right: press “Shift” then press the Up and Down buttons to execute the Up and Down key commands. Similarly, press “Shift” then press the Left and Right buttons to execute the Left and Right key commands



Song/Block modes: press the “Song” button to switch between Song and Block modes in Reason



+



Open/Close the Piano roll: press “Shift” then the “Step” button to open/close the piano roll in the Reason sequencer



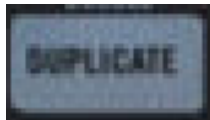
Cancel: press “Clear” to execute the Cancel function in Reason. This is useful when getting out of dialogs or canceling a menu operation



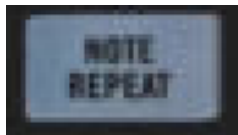
+



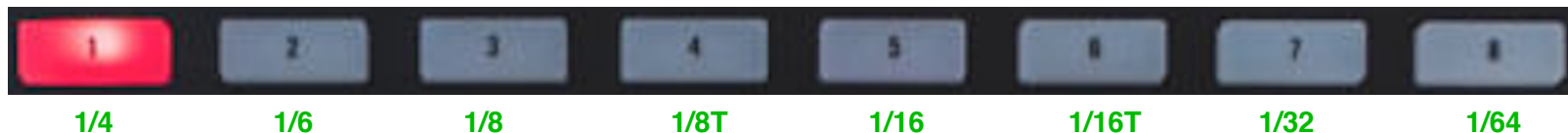
Delete: press “Shift” and the “Clear” to execute the Delete key command.



Duplicate: press the “Duplicate” button to duplicate whatever is currently highlighted, whether a device, a sequencer clip, notes or automation



Note Repeat: press the “Note Repeat” button to activate note repeat. This will work when in the generic device, Kong, Dr.Octorex and Redrum sub modes. When Note Repeat is active, use the top buttons to change the repetitions rate. See below for the details

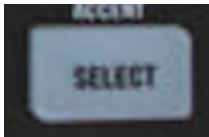




+



View Command: Switch to the Reason rack view



+



View Command: Flip the Reason rack around



+



View Command: Switch to the Reason sequencer view



+



View Command: Switch to the Reason mixer view



+



View Command: Open/close the Spectrum Analyzer



Save: press “Shift” + the “G” button to save the current song



Tool Window: press “Shift” + the “F” button to open/close the Tool Window

8. Virtual Display

Since the Maschine Jam does not have a display, in order to have visual feedback of the important parameters being controlled, MaschineR Jam provides a Virtual Display which can be opened and closed directly from the hardware. In the upper part of the display, the information displayed varies based on the type of Touchstrip mode. The lower part of the display provides information about the currently selected device and patch, the selected scale and key, the playhead, left and right locator position, the tempo in BPM and other temporary feedback based on commands in Reason.



+



Open/Close the Virtual Display: press the “Shift” button then *push down* to open or close the virtual display



Touchstrip Mode : Control

in this mode, the text under the buttons are the bank names. Then further down, you see the currently mapped parameter names and their values.



Touchstrip Mode : Level

in this mode, the text under the buttons are the channel names. Then further down, you see the currently mapped channel levels and their values.



Touchstrip Mode : Aux

in this mode, the text under the buttons are the channel strip bank names. Then further down, you see the currently mapped channel parameters and their values. On the right side in green, you also see the name of the channel which is currently being controlled

9. Using the Grid64g Rack Extension

Maschine Jam is the perfect controller for the Grid64g Rack Extension. In order to use it within the context of MaschineR, you will need first to set up a control surface in Reason. Here are the steps to configure it properly:

1. Download and install the latest Remote Files for Grid64g from our site www.retouchcontrol.com/grid64g
2. If you are on Windows, please create two additional midi ports in LoopMIDI and call them "from MaschineRJam 2" and "to MaschineJam 2". See the Appendix for more info on LoopMIDI.
3. Let's enable the Grid64g in MaschineR Jam. This is done by modifying the "Settings.json" file which is contained in the "Support" folder of the app. If you are on Mac, right click on the app and select "Show Package Contents". From there, you will be able to access the "Support" folder.
4. Find the "Settings.json" file and open it in a text editor of your choice. Go to the line that says "RE_Enabled" and change the number from 0 to 1. Save the file. Make sure you save it with the .json extension and not with a .txt extension!
5. Launch MaschineR Jam and then launch Reason
6. In Reason, go to Preferences/Control Surfaces -> Click on Add and select "RetouchControl" for the Manufacturer and "MaschineRJam_Grid64g" for the model ->
7. For the IN port select "from MaschineRJam 2" and for the OUT port select "to MaschineRJam 2"
8. Create a Grid64g in the rack, and if the control surface was configured properly, you will be able to program it from the Jam!



Appendix

Configuration of LoopMIDI for Windows users

1. Download and install LoopMIDI(<http://www.tobias-erichsen.de/software/loopmidi.html>)
2. Go to the text field on the bottom right and type "from MaschineRJam 1". Then press the + sign on the bottom left side
3. Go again to the text field on the bottom right and type "to MaschineRJam 1". Then press the + sign on the bottom left side

