

# MaschineR

control solution for Reason



## Getting Started Guide

version 1.7.2

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# 1. Installation step by step

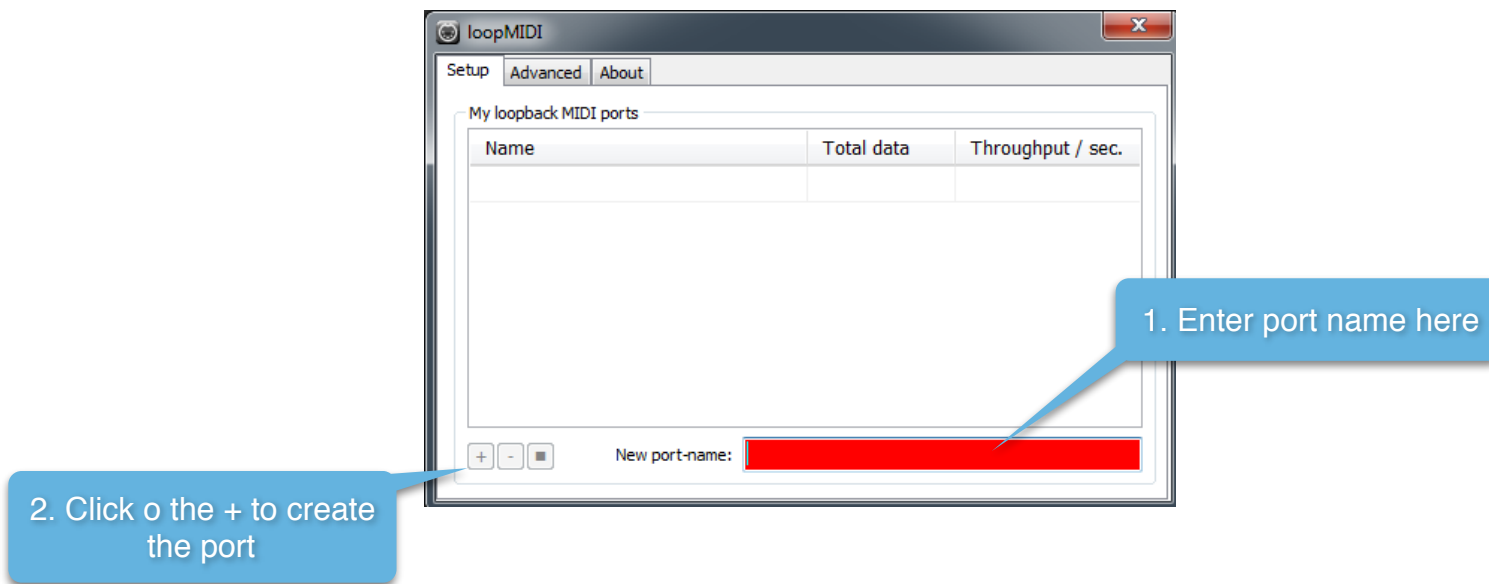
## Step 1: Creating the virtual MIDI ports

### Windows:

Windows users will have to install a third party software to create Virtual MIDI Ports. We recommend using LoopMIDI (<http://www.tobias-erichsen.de/software/loopmidi.html>). For video instructions, please refer to this video [HERE](#).

The following text and graphics also explain how to set up LoopMIDI on your computer.

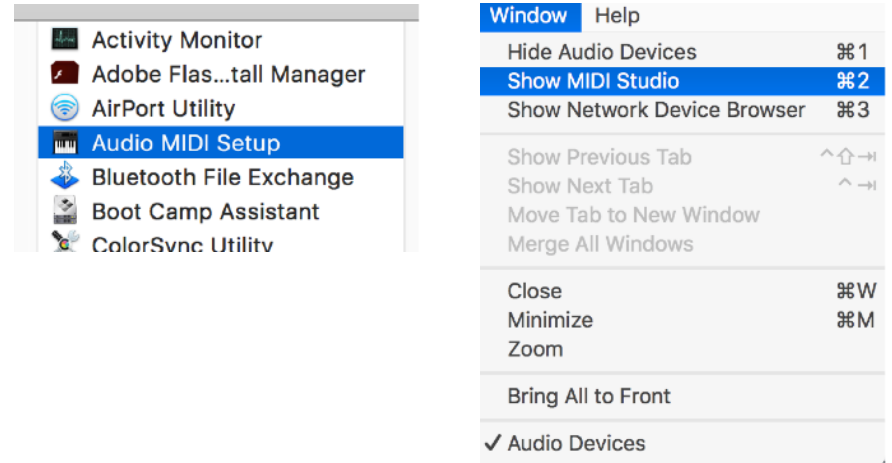
1. Go to the LoopMIDI website, download and install it.
2. Launch the LoopMIDI application. Follow the example below to create the MIDI ports
3. Create 2 MIDI ports: "from MaschineR 1", and "to MaschineR 1"



## Mac:

Mac users can use the native IAC bus to create the necessary ports. Please follow these steps. For video instructions, please refer to this video [HERE](#).

**Step 1:** On your Mac, go to the Applications folders, then open the “Utilities” folder and launch the “Audio MIDI Setup” application. Then from the Window menu, choose “Show MIDI Studio”

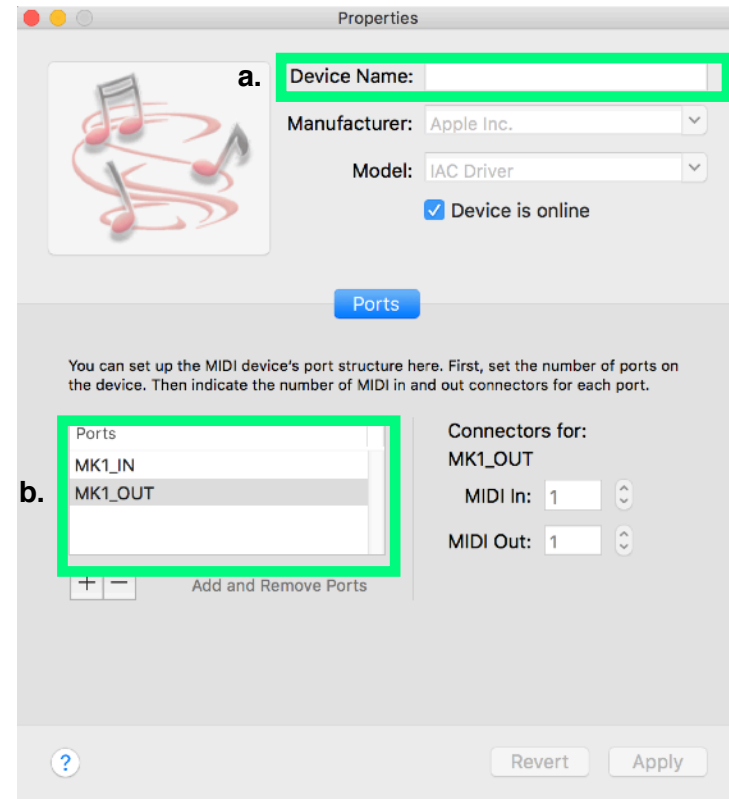


**Step 2:** Double click on the IAC icon to open the set up screen.



**Step 3:**

- a. keep the device name empty
- b. click on the + sign to create 2 ports and and give them the following names "MK1\_IN", "MK1\_OUT"
- c. click on "Apply"





## Step 2: Installing the Remote files

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

### macOS:

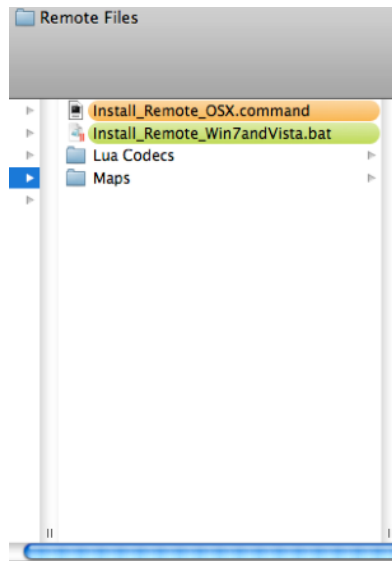
*Macintosh HD/Library/Application Support/Propellerhead Software/Remote/Codex/Lua Codex*

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

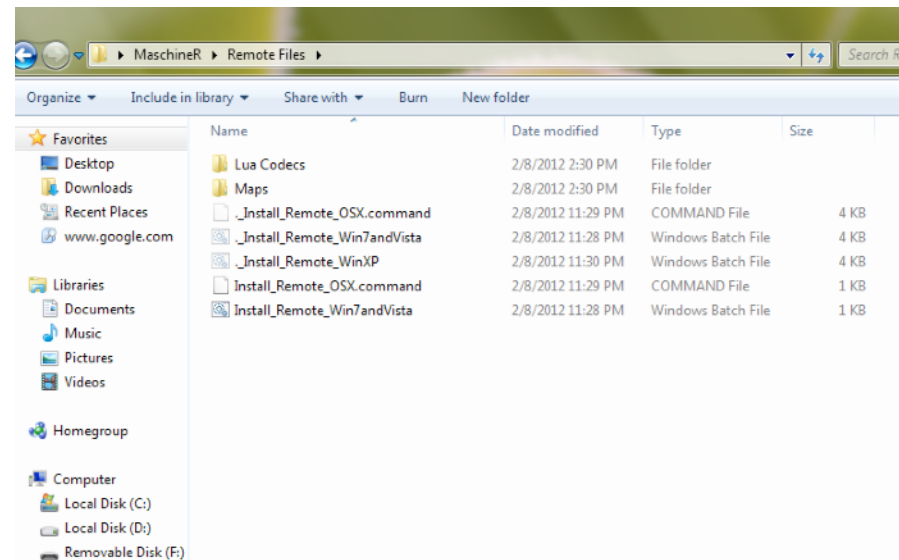
### Windows (choose to "create directory" when the installer prompts you):

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

*C:/ProgramData/Propellerhead Software/Remote/Maps*



**Installer Mac**



**Installer Windows**

### Step 3: Loading the “MaschineR” template to your device

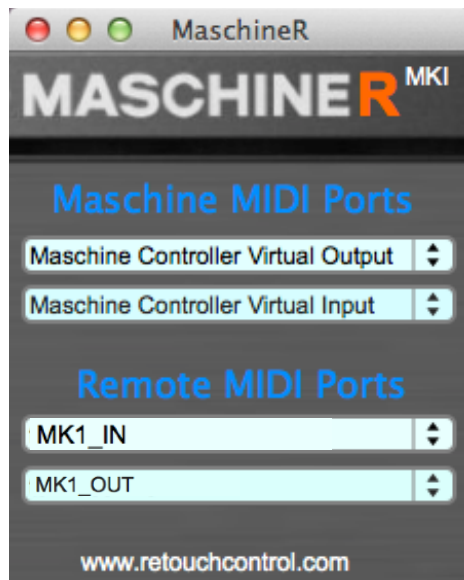
Connect Maschine to the computer. Launch the Controller Editor. Go to “File” and select “Open Template”. Now navigate to the download and go to the “Template” folder. In there you will find “MaschineR.ncm”. Open it and it will load on your device. This is the template you will be using with MaschineR.



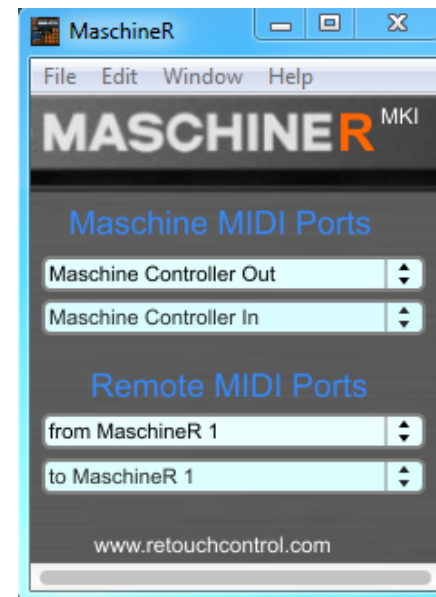
**Open Template from the Controller Editor**

## Step 4: Launching the “MaschineR” application

Navigate to the “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. If you have the Maschine connected, you will see an initialization message on the LCD.



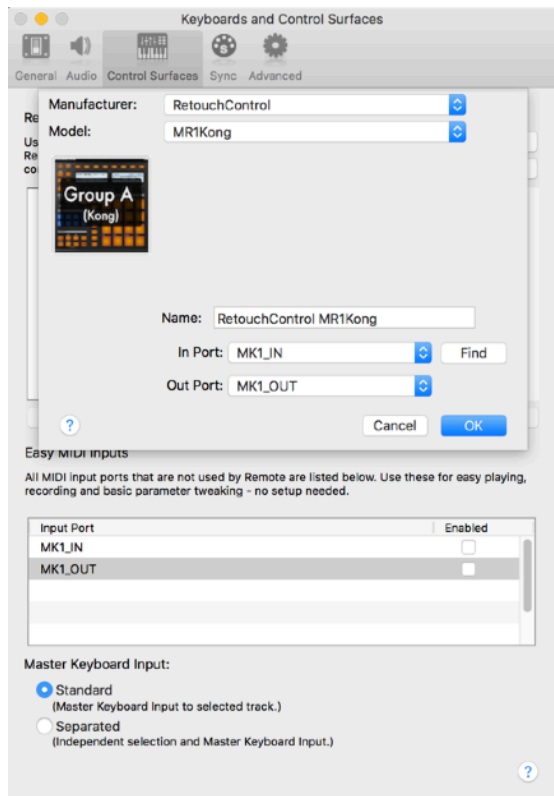
**MaschineR app on Mac**



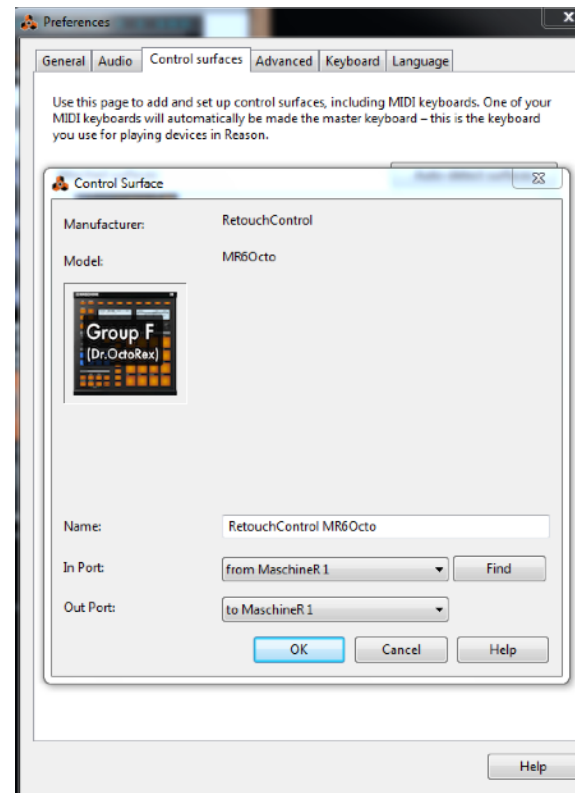
**MaschineR app on Win with LoopMIDI**

## Step 5: 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 of 10 control surfaces that you need to create. These are "MR1Kong", "MR2Kong", "MR3Kong", "MR4Kong", "MR5Octo", "MR6Octo", "MR7ReDrum", "MRMixer", "MRDevices" and "MRTransport". Add "MRTransport" first and make it the master keyboard. After you add more than one 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: MK1\_IN**  
**OUT port: MK1\_OUT**



**Adding control surfaces on Win with LoopMIDI**  
**IN port: from MaschineR 1**  
**OUT port: to MaschineR 1**

## Step 5: Locking Control Surfaces to devices in Reason

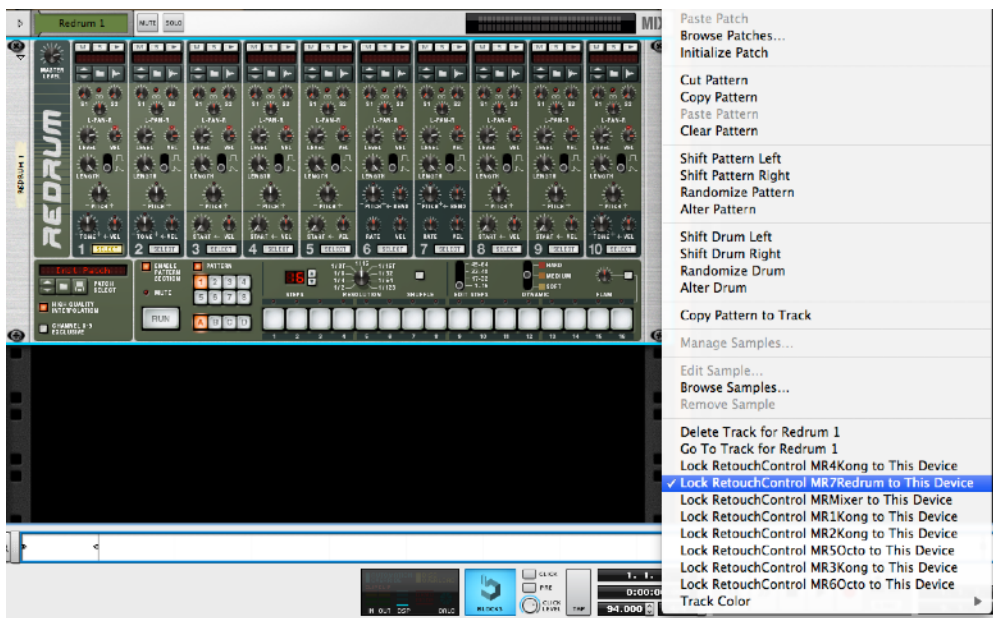
You can control multiple Reason devices at once in MaschineR if you lock control surfaces to them. Take a look at the file in the “Reason Template” folder. This has 4 Kong devices, 2 Dr.OctoRex’s and 1 Redrum. You should consider creating a template file which resembles this one and then lock control surfaces to the devices as shown below. When you re-open the file or create a new one, the “locking” will be remembered by Reason. “MRTransport” is the master keyboard and doesn’t need to be locked. Also, “MRDevices” should be left unlocked so that you can control whichever device has keyboard focus.



Locking “MR1Kong” to the 1st Kong



Locking “MR5Octo” to the 1st Dr.OctoRex



**Locking "MR7ReDrum" to ReDrum**



**Locking "MRMixer" to the Master Section**

**Attention!** please disable all Maschine and MaschineR ports in the Easy MIDI Input field under Control Surfaces in order to avoid getting unwanted note triggers when pressing pads and touching the encoders.

## 2. Common Controls

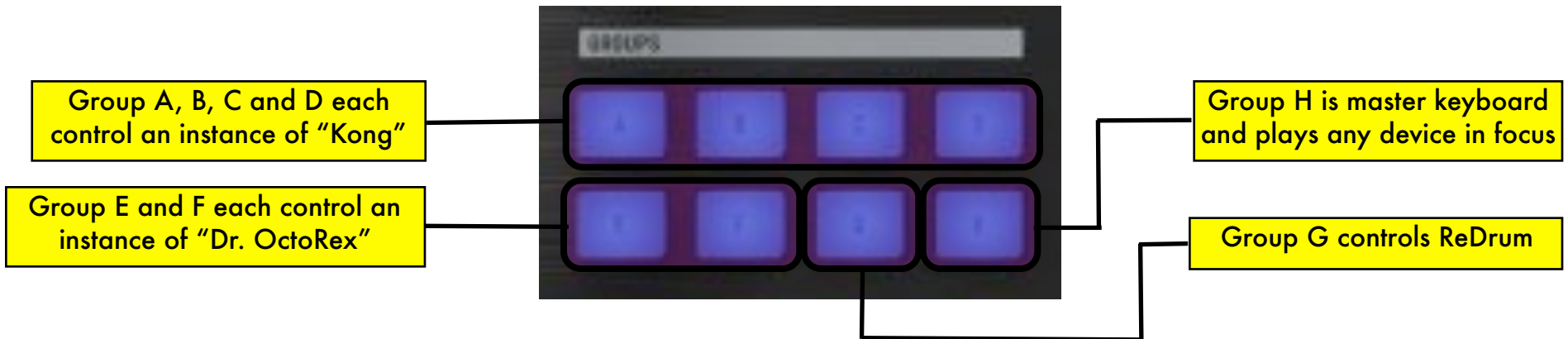
### A. Overview

1. select group/device
2. Reason transport
3. play selected device or other function (depends on pad function selection)
4. pad function select buttons: set how the pads will behave (play device or other function)
5. navigate through the Knob control pages
6. Knob control pages: specific to each device (Kong, Dr.OctoRex, etc)
7. functions as a "Shift" button to access additional controls
8. Volume, Tempo, Track & Patch navigation, L & R locators, Note Repeat controls
9. Sequencer "New Alt" and "New Dub" buttons
10. Switch between "Song/Block" and "Arrange/Edit"
11. Browse patches for highlighted device (opens Tool Window with "Duplicate" pressed) & Sampling (active only if selected device has sampling capability)



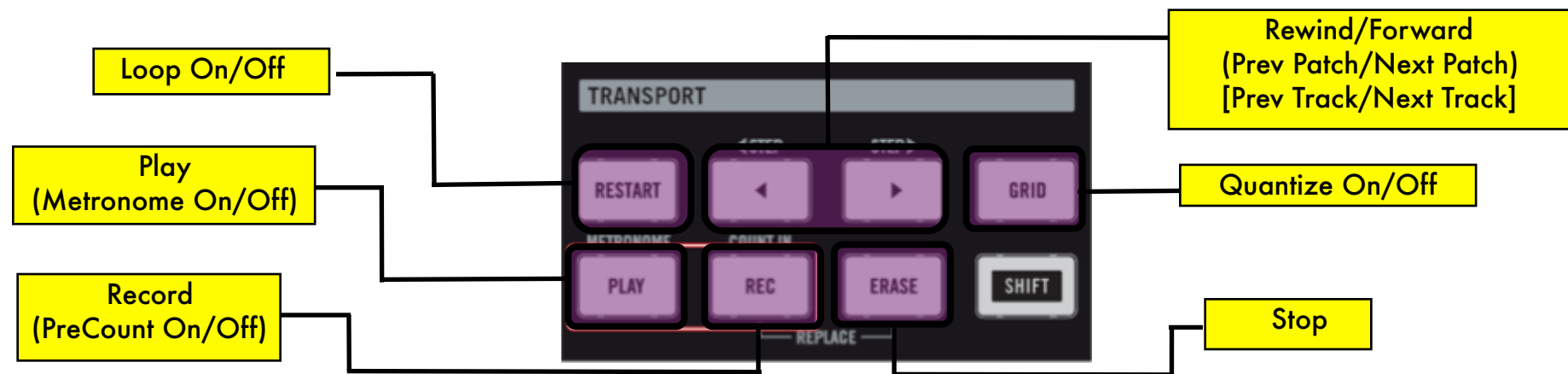
## B. Group/Device Selection

With control surfaces locked to Reason devices as described on page 9, it is possible to quickly switch to control a specific device by pressing one of the group buttons. When a group is activated, the LCD screen will update to show the "name" and the "patch" for the corresponding device.



## C. Transport Controls

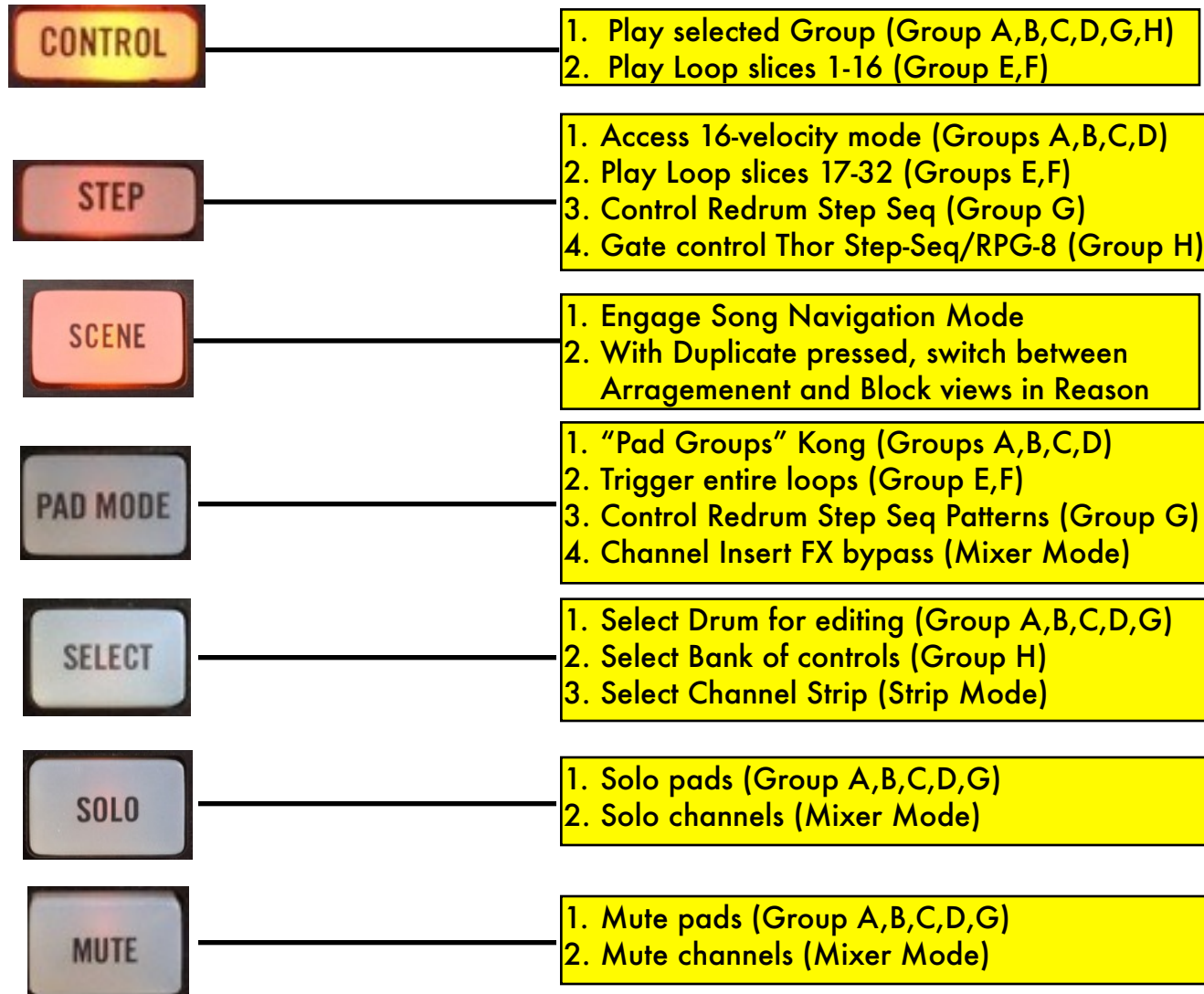
Pressing "Duplicate" accesses controls indicated in round "(") parentheses, while pressing "Navigate" accesses controls indicated by square brackets "[]"





## D. Pad Function Selection

The “Pad Function” Select buttons change how the pads will behave. The type of functions that these buttons assign to the pads are dependent on the “Group” which is currently selected. Make sure to read the following chapters for more details pertaining to each group.

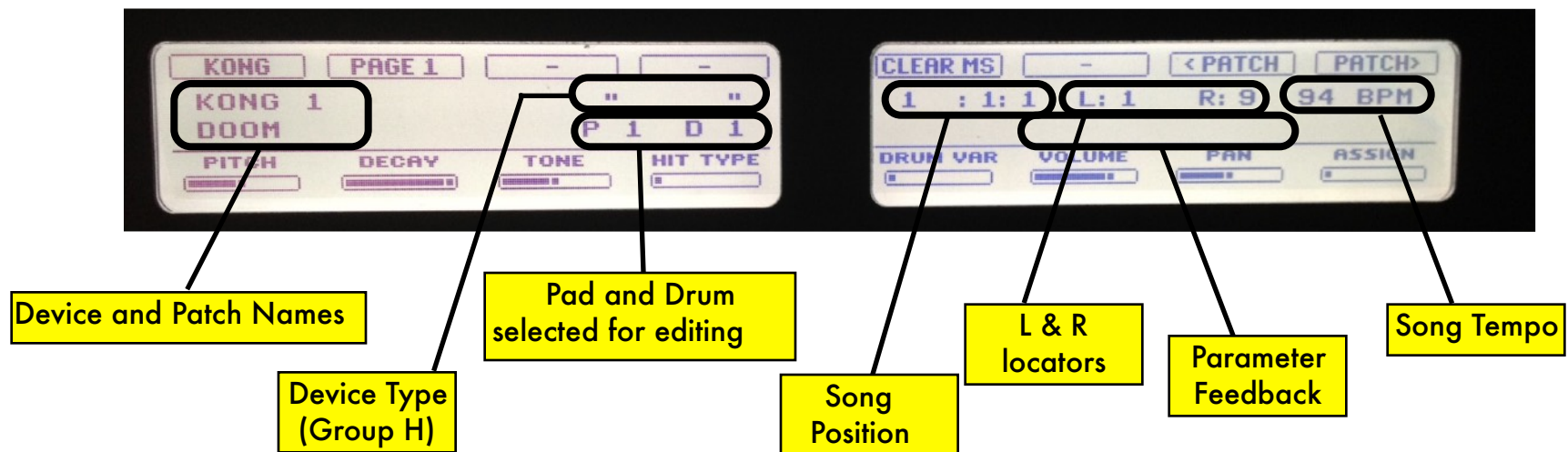


## E. Volume, Tempo, Track Selection, Loop Locators and Note Repeat

Pressing "Duplicate" accesses controls indicated in round "(" parentheses, while "Navigate" accesses those in "[" brackets.

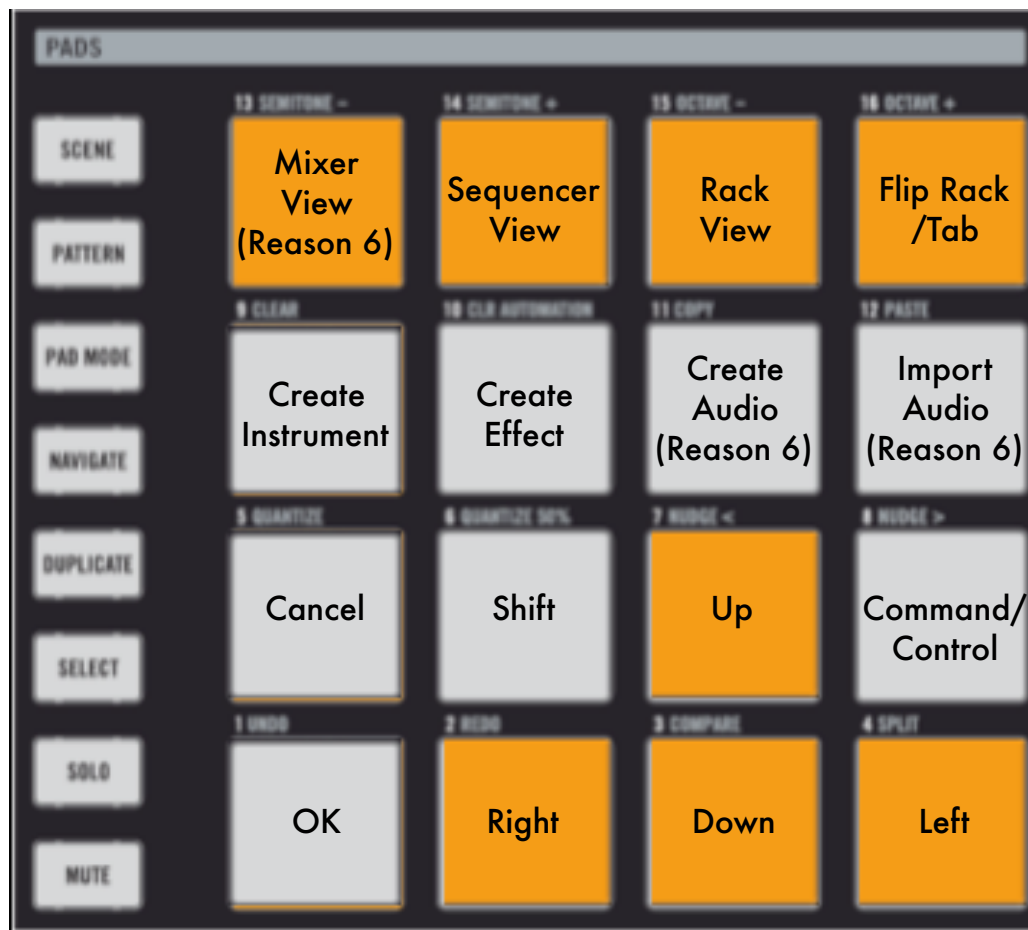


## F. LCD Display



## G. Navigate “Pad” Controls

The following controls are accessed by pressing the “Navigate” button



## H. Duplicate "Pad" controls

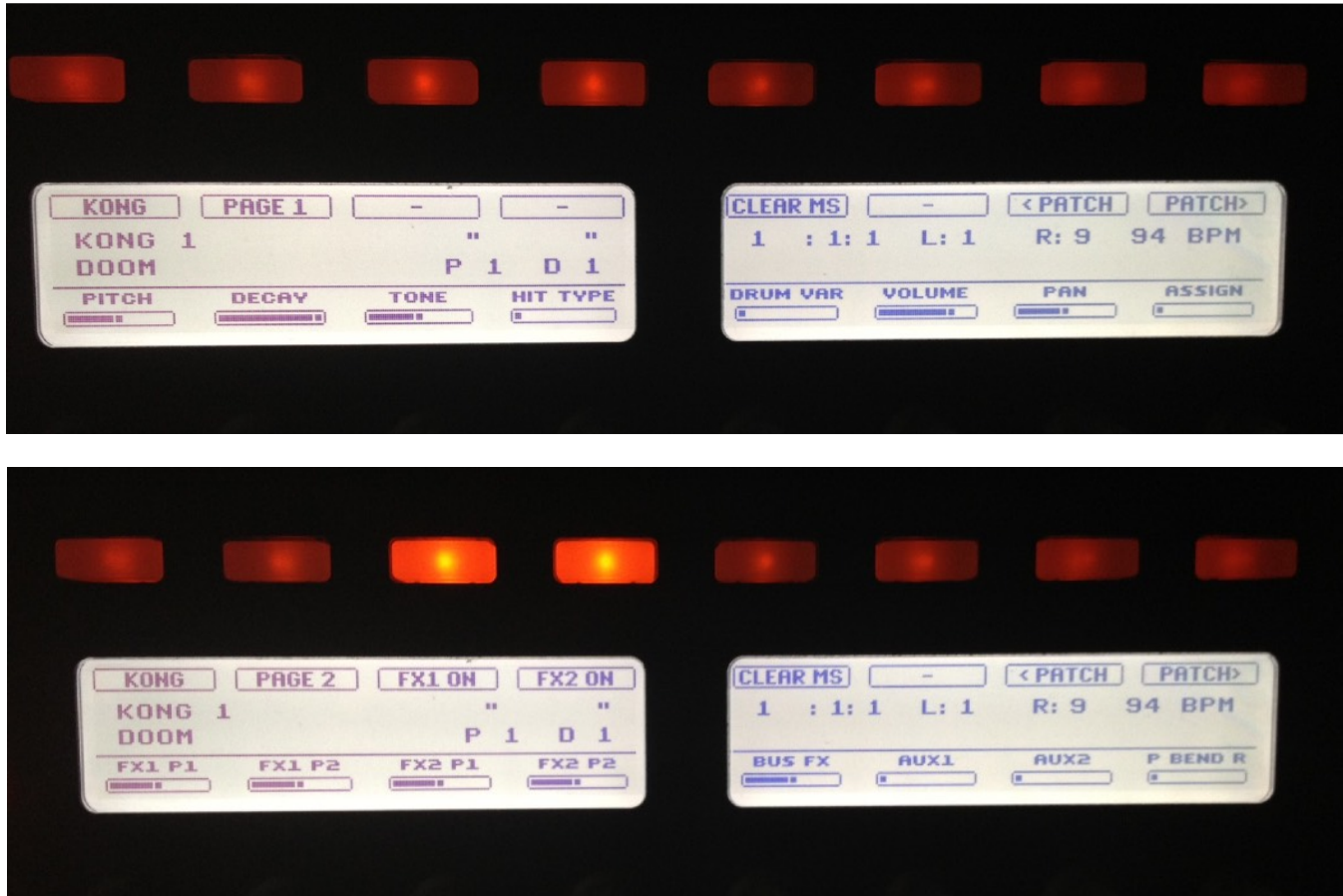
The following controls are accessed by pressing the "Duplicate" button



## 2. Kong Controls (Groups A, B, C, and D)

### A. Knob Control Pages

There are two Knob control pages dedicated to Kong. You navigate to them by pressing the page navigate buttons. The controls on each page will update whenever you change groups A thru D to control different instances of Kong.



**"Kong" pages**

## B. Selecting and Editing Drums

In order to select a drum to edit, keep pressed the "Select" button and hit the pad that triggers the drum of interest. The lower right portion of the Left LCD will show the pad that was selected ("P#" where # is the pad number) and the corresponding drum ("D#" where "#" is the drum number) according to the "Pad Drum Assignment" in Reason.

## C. Playing the Drums

Press the "Control" button to use the pads for playing the drums. When "Control" is selected, the pad LEDs will turn on/off in sync with Kong's pads in Reason.

## D. Soloing Drums

Press the "Solo" button to turn the pads into "Solo On/Off" switches. When a pad is soloed, the LED will turn on to reflect that change. To clear all "solos", press the "Clear MS" button in the Knob controls page area.

## E. Muting Drums

Press the "Mute" button to turn the pads into "Mute On/Off" switches. When a pad is muted, the LED will turn on to reflect that change. To clear all "mutes", press the "Clear MS" button in the Knob controls page area.

## F. 16-Velocity Mode

Press the Step button to enter 16-velocity mode. Now the 16 pads will play the selected drum at 16 velocity levels, with pad1 the lowest and pad 16 the highest velocity. You select a drum by pressing "Select" + the pad that triggers the drum of interest.

## G.Pad Group Assignments

Pressing the "Pad Mode" button gives access to the "Pad Group" controls to "Link", "Mute" and "Alt" pads as indicated below. You first must select a pad to edit by keeping pressed the "Select" button and hitting the desired pad. When a "Pad Group" assignment is made, the pad LEDs will turn on to reflect the assignment.



**"Pad Mode"**

### 3. Dr.OctoRex Controls (Group E and F)

#### A. Knob Control Page

There is one Knob control page dedicated to Dr.OctoRex. You navigate to it by pressing the page navigate buttons. The controls on the page will update whenever you change from groups E to F or viceversa to control the two different instances of Dr.OctoRex.



**"Dr.OctoRex" page**

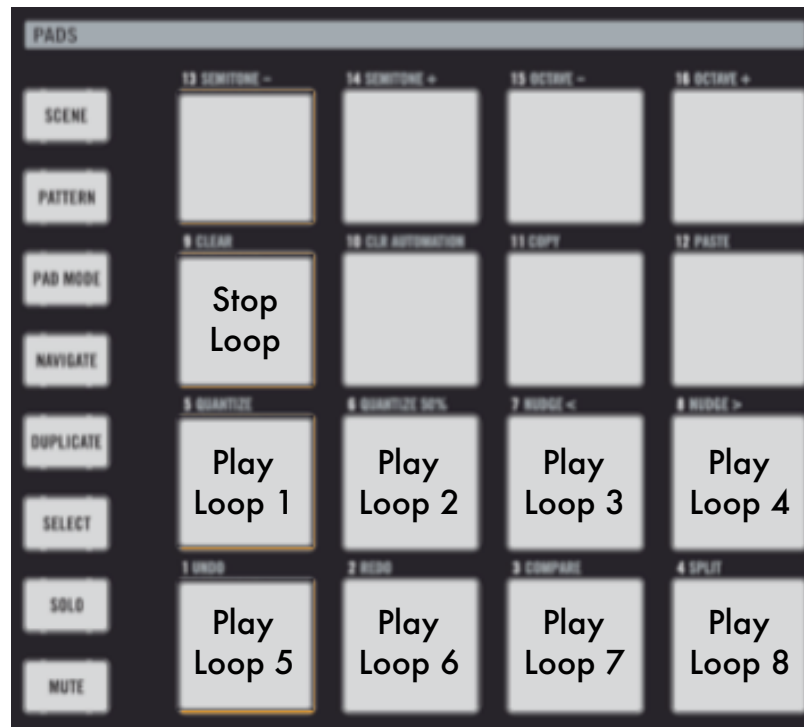


## B. Playing Single Rex Slices

With "Control" selected, the pads play the first 16 slices in the loop. With "Step" selected, the pads play the next 16 slices in the loop. To change which loop is currently being triggered by the pads, use the "Note2Sl." knob.

## C. Triggering entire Loops

With "Pad Mode" selected, the pads will trigger playback of the entire loop as illustrated below. You need to have "Enable Loop Playback" enabled for this to work. You can enable/disable loop playback directly from the hardware. Loops can be triggered at different quantizations. Use the "Trig Set" button to change quantization to "Bar", "Beat" or "16th note".



**"Pad Mode"**

## 4. ReDrum Controls (Group G)

### A. Knob Control Page

There is one Knob control page dedicated to ReDrum. You navigate to it by pressing the page navigate buttons.



**"ReDrum" page 1**

## B. Selecting and Editing Drums

In order to select a drum to edit, keep pressed the "Select" button and hit the pad that triggers the drum of interest. The lower right portion of the Left LCD will show the Drum currently selected for editing.

## C. Playing the Drums

Press the "Control" button to use the pads for playing the drums. When "Control" is selected, the pad LEDs will turn on/off in sync with ReDrum's drum channels in Reason. Note, only pads 1-10 will trigger sounds as there are only 10 drum channels in ReDrum.

## D. Soloing Drums

Press the "Solo" button to turn the pads in "Solo On/Off" switches. When a pad is soloed, the LED will turn on to reflect that change.

## E. Muting Drums

Press the "Mute" button to turn the pads in "Mute On/Off" switches. When a pad is muted, the LED will turn on to reflect that change.

## F. Step Sequencer Control

Starting with Reason 8.2, it is possible to program the step sequencer remotely from a control surface. To start programming the sequencer in MaschineR, press the "Step" button when in Group G. If the step sequencer is active, you will see a running light advancing from pad 1 to pad 16.

In order to control the step sequencer section, including steps selection, accent and flam, a new page has been added specifically for the step sequencer. You navigate to it just like all other pages, by pressing the left - right arrow keys on the left side of the LCD display.

Programming steps is accomplished by following this procedure:

- 1) select the steps you want to edit with the edit knob; the options are 1-16, 17-32, 33-48, 49-64
- 2) select the drum for which you want to program steps: this is done by pressing "Select" and then hitting one of the pads 1 thru 10, each corresponding to drum channels 1 thru 10 respectively
- 3) select the accent type: this is done with the accent knob. A value of 1 corresponds to "Soft", a value of 2 corresponds to "Medium", and a value of "3" corresponds to "Hard". The default value is "Medium"

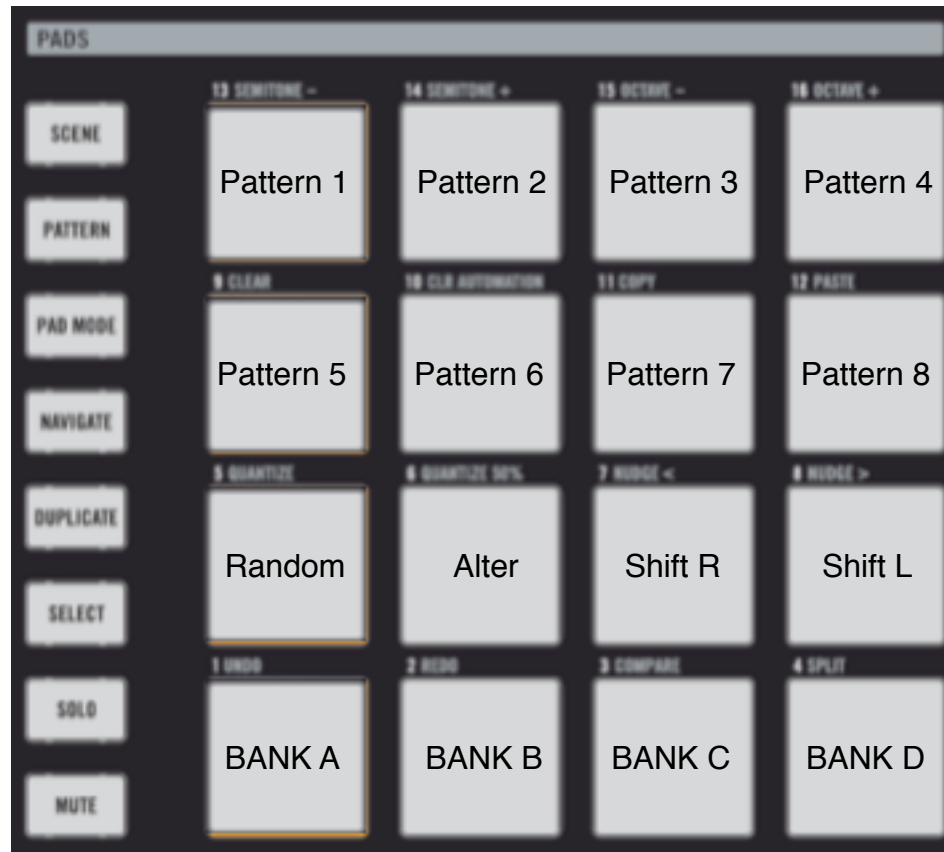
If you want to program steps with Flam, turn the "Flam" knob until it displays 1.



**"ReDrum" page 2**

## G.Step Sequencer Pattern Controls

With "Pad" selected, the pads will control which pattern is played by ReDrum's Step Sequencer. You can enable and trigger pattern playback directly from the hardware. In addition, there are key commands for "Randomizing", "Altering", "Shifting Right" or "Left" the patterns. Please note that for these to work, you need to have the ReDrum device selected in the rack. You can do that from the hardware by using the Navigate button and the "Up" and "Down" functions.



**Sequencer Pattern Control**

## 5. Master Keyboard Control (Group H)

When Group H is selected, the pads will play whichever device has master keyboard focus, including all native devices, fx's, Rack Extensions and VSTs. You could just limit yourself to using this one group and as long as the device has sequencer focus, you will be able to play it and control it. This includes Kong, Redrum and Dr.Octorex! All the submodes illustrated earlier for the other groups work the same in Group H (mute, solo, step sequencer, etc). Group H is really a "super" group!

### A. Knob Control Pages

There is a dedicated page for controlling different aspects of the selected device. You navigate to it by pressing the page navigate buttons. In general, you will be able to control whichever device has master keyboard focus in the sequencer. For FX devices, Reason does not create automatically a sequencer track. In order to control an FX device you either need to create a sequencer track for it from the "Edit" menu, or you can lock "MRDevices" to it. If you proceed with the latter, remember to unlock the control surface from the device if you want to control other devices!

Each device has a number of control banks associated with it. Simple devices might have a few, but complex devices like Thor have up to 24 banks! The name of the currently selected bank is displayed in the lower right side of the left LCD.

To select a different bank, press "Select" and use Encoder 8 to scroll thru the available control banks. Once you see the one you want, press on the corresponding bank button. Banks are named according to the section of the device they control. For example, the bank of controls for Oscillator 1 on Thor is labelled "Osc1" and so on.

Each banks consists of 8 controls associated with the 8 LCD rotary encoders. In order to see the name and value of the parameters being controlled by the encoders on the LCD screen, press "Select" + "Control". To go back to the main screen, press "Select" + "Control" again. Pressing "Navigate" + "Step" will open the "Virtual Display" on the computer screen (make sure the MaschineR app is on the foreground for this to work!). This can serve as an additional aid when controlling devices since it attempts to display more clearly the parameter and bank names.

Device Type

Selected Control Bank



Group H Main page



Press on these buttons to select a different bank of knob controls

Press "Select" to view the available banks  
Use Encoder 8 to scroll thru the banks



**Press "Control" twice to view parameter names and values, press again to return to the main page**



**Virtual Display: press "Navigate" + "Step" to open/close it**



## B. Device and Patch Navigation

You can navigate through devices in the sequencer in two ways:

1. Press the "Navigate" button and turn the "Tempo" encoder left or right to move up or down in the track list
2. Press the "Navigate" button and use the "Rewind" or "Forward" buttons in the Transport area to move up or down the track list

When a new device is selected, the LCD will update to display the device and patch names.

To change patches for the selected device:

1. Press the "Navigate" button and turn the "Swing" encoder left or right to move up or down in the track list
2. Press the "Duplicate" button and use the "Rewind" and "Forward" buttons in the Transport

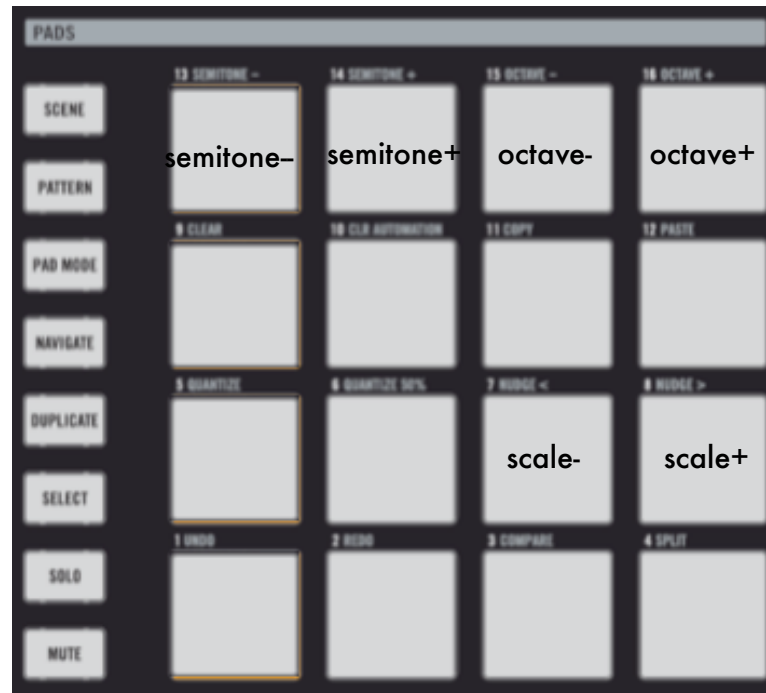
When a new patch is selected, the LCD will update accordingly. Note: you need to be in Group H to see this.

## C. Playing a device

Press “Control” to play the device in master keyboard focus. By default, the pads are configured to send MIDI notes chromatically starting with pad1 sending note C2 and so on. You can shift the pads by semitone or octave and even assign scales as described in the next section.

## D. Pad “Notes” Presets

You can change which notes are sent by the pads by pressing “Pad Mode”. Here you will be able to shift the pads up and down by octave or semitone. It is also possible to assign the pads to send notes according to a specific scale. There are 15 scale types to choose from, and these include Major, Minor, the 7 modes, Pentatonic Major and Minor, Augmented and Diminished.

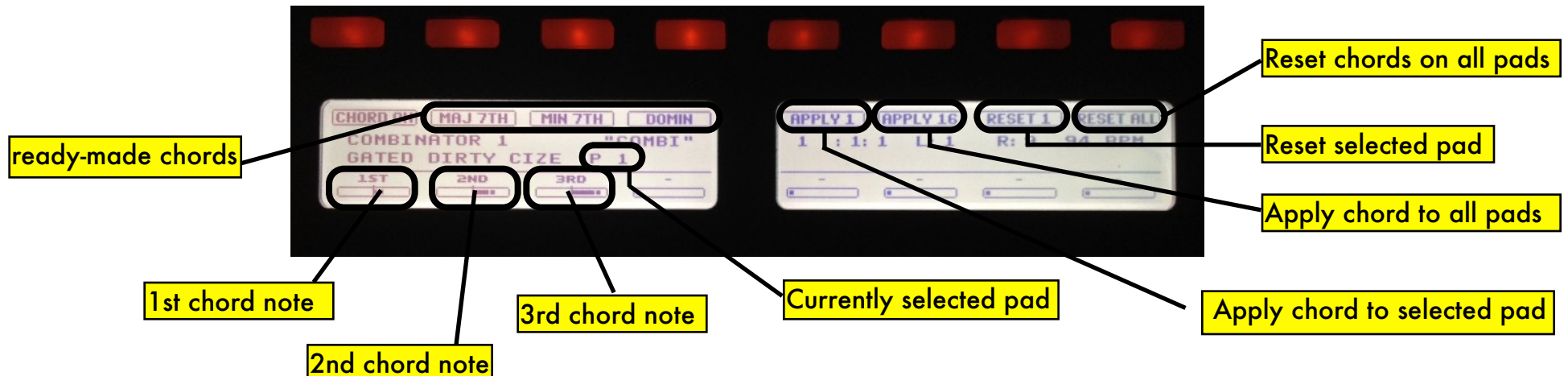


## E. Step Mode

When the "Step" button is pressed, the pads will function as Gate On/Off switches for Thor's Step Sequencer or the RPG-8 device. Note, for this to work you need to have either a Thor or an RPG-8 device selected with master keyboard input. In addition, the Matrix's patterns can also be controlled this way, as long as a Matrix device has master keyboard focus.

## F. Chord Mode

You can program the pads to play "one finger" chords and each pad can have a different chord programmed onto it. Navigate to the "Chord" Knobs control page and press the "Chord On" button. With the top row buttons, you can select a chord type from the ones available. Alternatively, you can program your own chord by using Knob1 for the 1st note in the chord (after the root), Knob2 for the 2nd note in the chord, and Knob3 for the 3rd note in the chord. The chord will be applied to the selected pad only (pad1 is default). To apply the same chord to another pad, press "Select" then hit the pad of interest (the LCD will update to show which pad is currently selected) and then press "Apply 1". To apply the same chord to all the pads at once, press "Apply 16". To reset the chord for the currently selected pad, press "Reset 1". To reset the chord for all the pads at once, press "Reset All".



"Chord" page

## 6. Mixer Controls (SSL Desk)

MaschineR provides extensive controls for the SSL Desk emulation in Reason. You can control not only channel Volumes, Pans, Mutes and Solos, but you have access to most parameters on the channel strip as well. In order to accomplish this, the controls are divided in two modes of operation:

1. Mixer Mode (Main Mixer controls)
2. Strip Mode (Channel Strip controls)

Please remember, you need to lock "MRMixer" to the Master Section in Reason in order to control the SSL desk!

### A. Mixer Mode

In Mixer Mode, it possible to use the endless encoders to control channel volumes and pans, while the pads can be used as "Mute", "Solo" or "Insert FX" switches. To activate "Mixer Mode", navigate to the "Mixer" control page using the page navigate buttons, and then press on the "Mix/Vol" button or the "Mix/Pan" depending on whether you want the endless encoders to control "Volumes" or "Pans". When you activate "Mixer Mode", the channel names will appear on the LDC screen right above the encoders.

The encoders control the first 8 channels starting from the channel which is set as "Remote Base" (for more information on setting the "Remote Base" channel, consult the Reason manual). To access additional channels, press the "Prev 8" or the "Next 8" buttons. Please note, these will change which channel is set as "Remote Base" so keep that in mind.

When in "Mixer Mode":

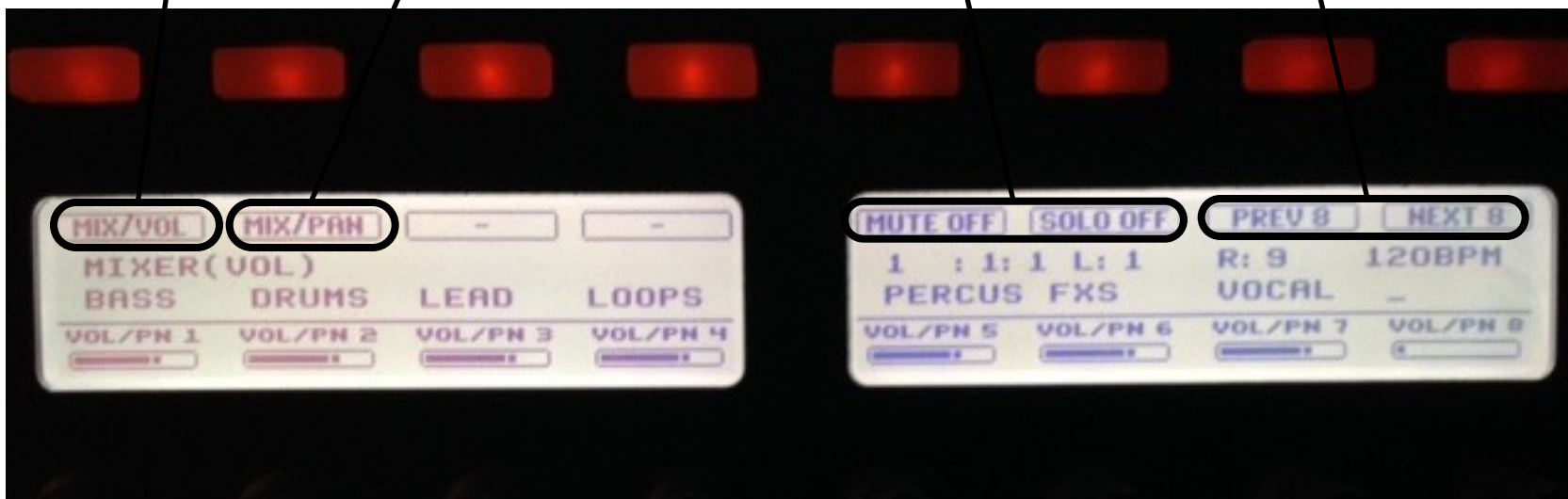
1. Pressing the "Solo" button turns the pads into channel solo switches with pad 1 controlling channel 1 and so on
2. Pressing the "Mute" button turns the pads into channel mute switches. To clear "Mutes" or "Solos", press the "Mute OFF" or the "Solo OFF" buttons in the Knobs control area
3. Pressing the "Pad Mode" button turns the pads into "bypass" switches for the channel insert FXs with pad 1 controlling channel 1 bypass and so on.

Enables "Mixer Mode"  
Encoders control channel Volumes

Clear all channel Mutes or Solos

Enables "Mixer Mode" -  
Encoders control channel Pans

Change the "Remote Base" channel

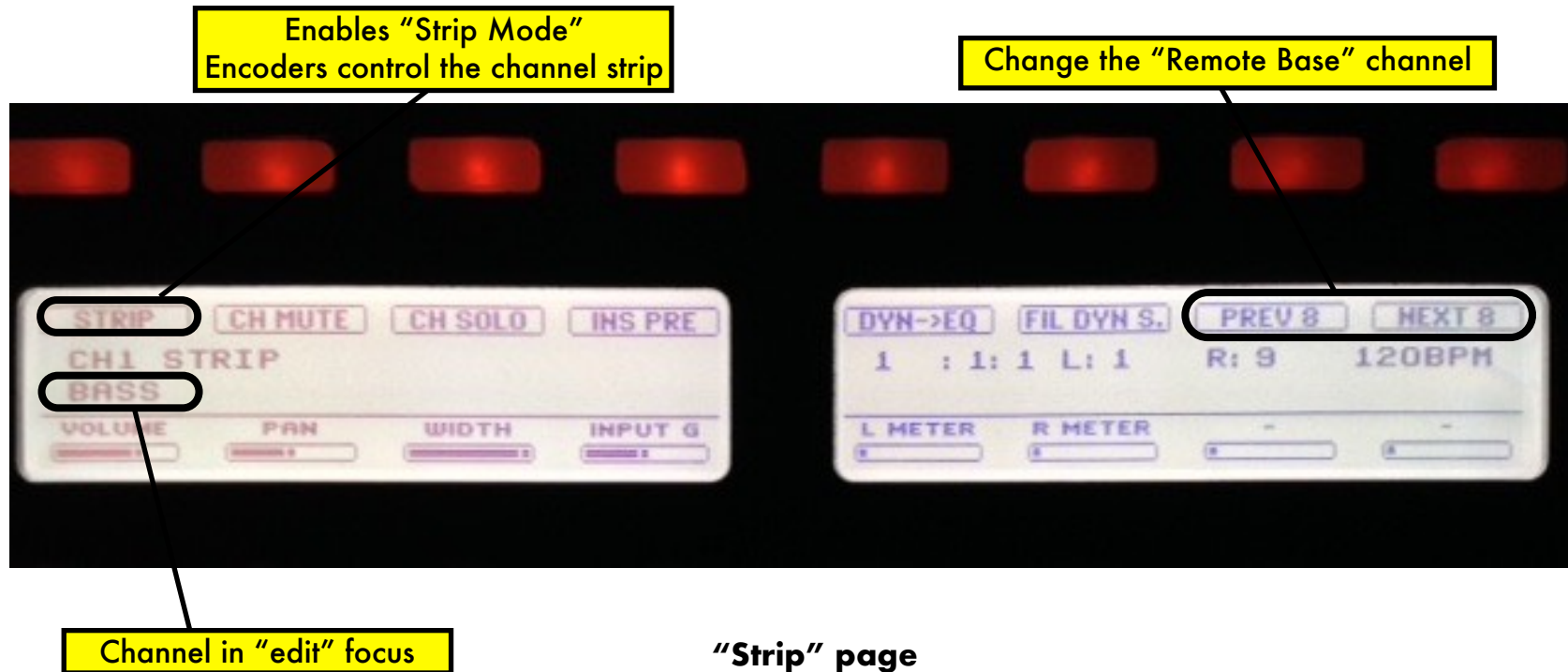


**"Mixer" page in Volume mode**

## B. Strip Mode

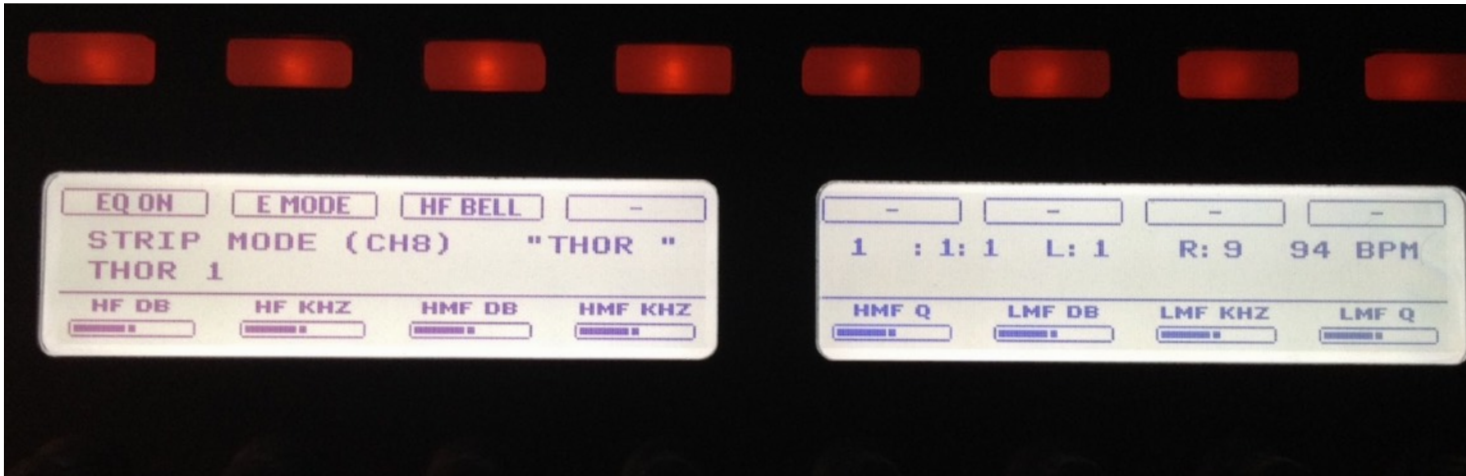
To access the channel strip controls, navigate to the "Strip" Knobs control page using the page navigate buttons. Press on the "Strip" button to enter "Strip Mode". The LCD will update to display "Strip Mode" and the name of the channel in current "edit" focus. Now the controls on this page and the following 5 pages will control the strip for this channel only.

To give a different channel "edit" focus, keep the "Select" button pressed and hit one of the 16 pads. Hitting pad 1 will select channel 1, and so on. Notice, "channel 1" in this case is equivalent to saying the channel which is set to be the "Remote Base" channel. Indeed, by moving the "Remote Base" channel with the "Prev 8" and "Next 8" buttons, it is possible to access virtually all the channels in the mixer.





**"Comp&Gate" page**



**"EQ" page**



**"Insert FX" page**



**"Send FX" page**



## 7. Mixer Controls (14:2 Mixer)

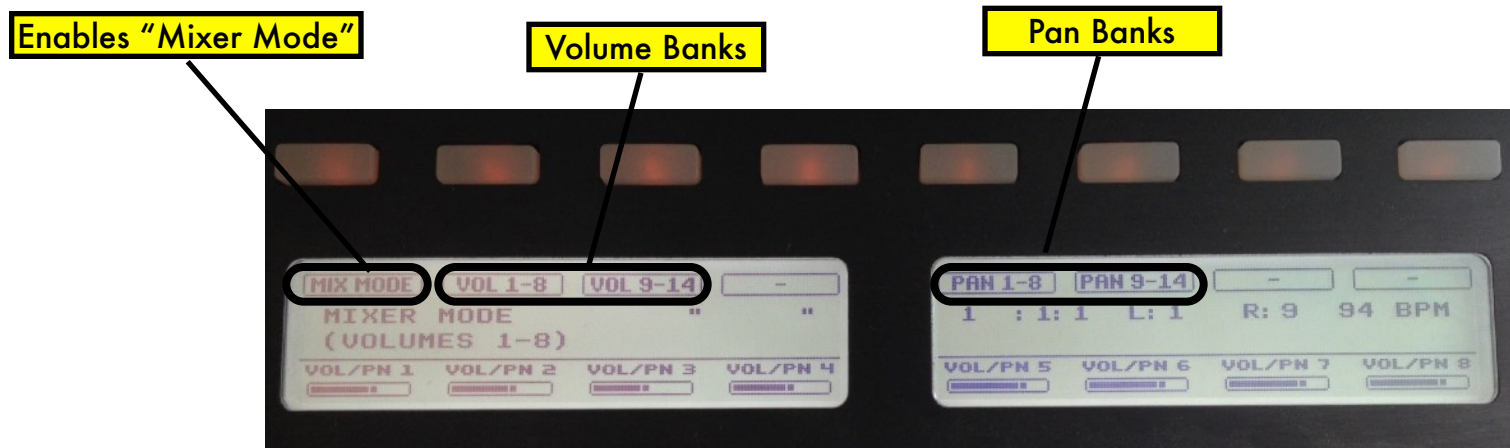
If you prefer to use the 14:2 Mixer or you are using Reason 5, you need to lock "MRMixer" to it in order to control it. Please note, you can lock "MRMixer" to the 14:2 or the SSL, but not both! The controls are divided in two modes of operation:

1. Mixer Mode (Main Mixer controls)
2. Eq Mode (Channel Strip controls)

### A. Mixer Mode

In Mixer Mode, it is possible to use the endless encoders to control channel volumes and pans, while the pads can be used as "Mute", or "Solo" switches. To activate "Mixer Mode", navigate to the "Mixer" control page using the page navigate buttons, and then press on the "Mix Mode". The encoders are divided in 4 banks, each controlling channel volumes 1-8 and 9-14, channel pans 1-8 and 9-14. When in "Mixer Mode":

1. Pressing the "Solo" button turns the pads into channel solo switches with pad 1 controlling channel 1 and so on
2. Pressing the "Mute" button turns the pads into channel mute switches.



**"Mixer Mode" page**

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## B. EQ Mode

To access the channel strip Eq and Send FXs controls, navigate to the "EQ Mode" Knobs control page using the page navigate buttons. Press on the "EQ mode" button to enter "EQ Mode". The LCD will update to display "EQ Mode" and the name of the channel in current "edit" focus. Now the controls on this page will control the strip for this channel only.

To give a different channel "edit" focus, keep the "Select" button pressed and hit one of the 16 pads (only pad 1-14 select channels as there are only 14 channels on the 14:2 mixer). Hitting pad 1 will select channel 1, pad 2 will select channel 2 and so on.

Enables "EQ Mode"



"EQ Mode" page

Channel in "edit" focus

## 8. Song Navigation Mode

By pressing the “Scene” button, Song Navigation Mode is engaged. In this mode, the pads can be used to navigate the song in the Reason sequencer. Upon pressing one of the sixteen pads, the left and right loop locators will jump to a respective position in the sequencer and force the playhead to move along as well. The “jump” is quantized to the bar. The length of the jump is determined by the length of the loop. For example, if you have the left locator at bar 1 and the right locator at bar 9, pressing pad 3 will cause the left locator to move to bar 19 and the right locator to bar 27.

You can move both forward and backward in the song, and this is determined by the initial position of the loop locators and the total loop length. Please note, in order for the Song Navigation Mode to work, the distance between the left and right loop locators has to be at least 2 bars.

## 9. Settings File

The MaschineR application folder contains a “Settings” file which determines the MIDI ports to which the app automatically sets itself upon launching. If you need to change the default MIDI ports to something else, this file can be modified in a text editor but please make sure to save it with the extension “.json” or the app won’t be able to read it.

The “Settings” file can be found in the “support” folder of the MaschineR application folder. If you are on a Mac, right click on the MaschineR icon, then from the context menu select “show package contents” and navigate to the “support” folder.

# Cheat Sheets

Pad Functions	CONTROL	STEP	PAD MODE	SELECT	SOLO	MUTE
Group A, B, C, D (Kong)		16 velocity mode		select drum to edit		
Group E and F (Dr. OctoRex)				not used	not used	not used
Group G (ReDrum)			not used	select drum to edit		
Group H (Master Keyboard)		Gate control for: 1) Thor step seq 2) RPG-8 Pattern control for Matrix		not used	not used	not used

	CONTROL	STEP	PAD MODE	SELECT	SOLO	MUTE
Mixer Mode	not used	not used	Ch1-16 Insert FX Bypass Switches	not used	Ch1-16 Solo Buttons	Ch1-16 Mute Buttons
Strip Mode (Eq Mode)	not used	not used	not used	Select Ch Strip to edit Ch1-16	not used	not used



PADS

SCENE	Mixer View (Reason 6)	Sequencer View	Rack View	Flip Rack /Tab
PATTERN				
PAD MODE	Create Instrument	Create Effect	Create Audio (Reason 6)	Import Audio (Reason 6)
NAVIGATE				
DUPLICATE	Cancel	Shift	Up	Command/ Control
SELECT				
SOLO	OK	Right	Down	Left
MUTE				



PADS

SCENE	Zoom - Vertical	Zoom + Vertical	Zoom - Horizontal	Zoom + Horizontal
PATTERN				
PAD MODE	Delete	Select All	Copy	Paste
NAVIGATE				
DUPLICATE	Quantize		Right	Left
SELECT				
SOLO	Undo	Redo		P
MUTE				

# Workflow Tips

MaschineR is flexible enough to accommodate different workflows. Here are some suggested workflows:

## **Group H ONLY**

If you want to make things simple for yourself, then you could stick to using only Group H to play and control any device which has master keyboard focus. It does not matter what type of device it is, as long as it has a sequencer track, you will be able to control it from Group H. This includes Kong, Dr.Octorex and Redrum with all their submodes for controlling mutes, solos, the step sequencer, etc.

The pros of this approach is that you don't need to worry about locking control surfaces to any device, and you can use the "Group H" LCD page for all your controls, without having to scroll to another page to match the selected device.

The cons of this approach is that you will need to scroll to the desired device in the sequencer before you can control it, and depending on the size of your project, this might require a fair amount of navigation.

## **Multiple Groups with control surface locking**

If you use several Kong's in your tracks and need to quickly switch between them to jam a recording or for a live performance, then you can use this other approach to better suit your workflow. Group A, B, C and D can each control a separate instance of Kong and this is done by locking the MR1Kong surface to the first instance of Kong, MR2Kong to the second, and so on.

In this fashion, you will be able to quickly switch from playing one Kong to another simply by changing the selected group. You can do something similar with Dr.Octorex (group E and F) and Redrum too (group G).

The pros of this approach are speed and immediacy, as you won't need to navigate to a device in the sequencer before you can control it.

The cons of this approach is that you have to remember to lock control surfaces to devices. Also, you will need to navigate to different LCD pages when you go from controlling Kong to Dr.Octorex, for example.

In closure, we encourage you to experiment with these ideas and find the method which best suits your needs!