

MaschineRMikro

control solution for Reason



Getting Started Guide

version 1.0.0

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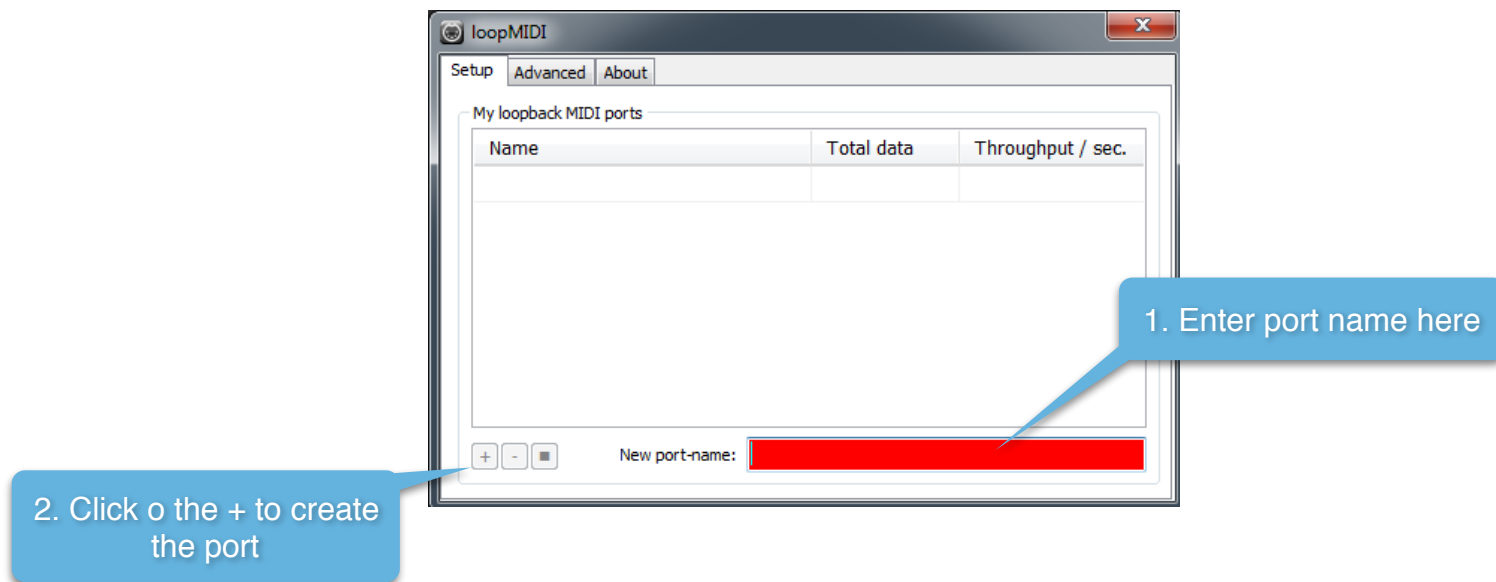
1. Installation step by step

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](#).

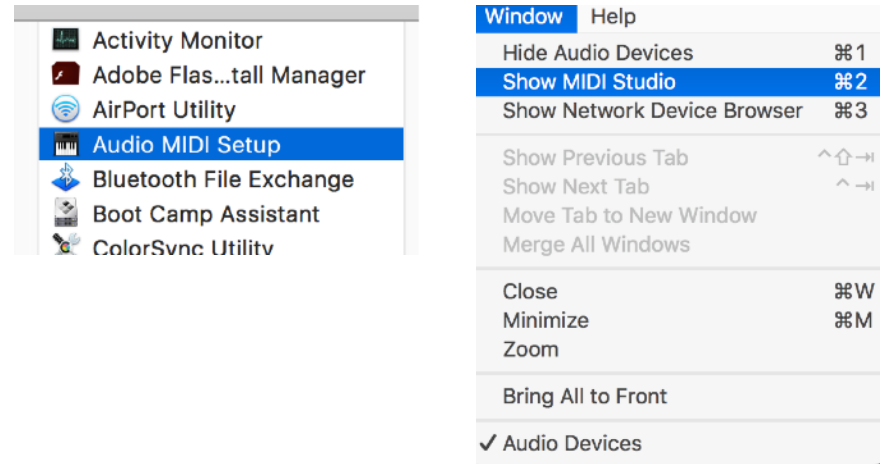
1. Go to the LoopMIDI website, download and install it.
2. Launch the LoopMIDI application. Follow the example below to create the MIDI ports
3. Create 2 MIDI ports: "from MaschineRMikro 1", and "to MaschineRMikro 1"



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”

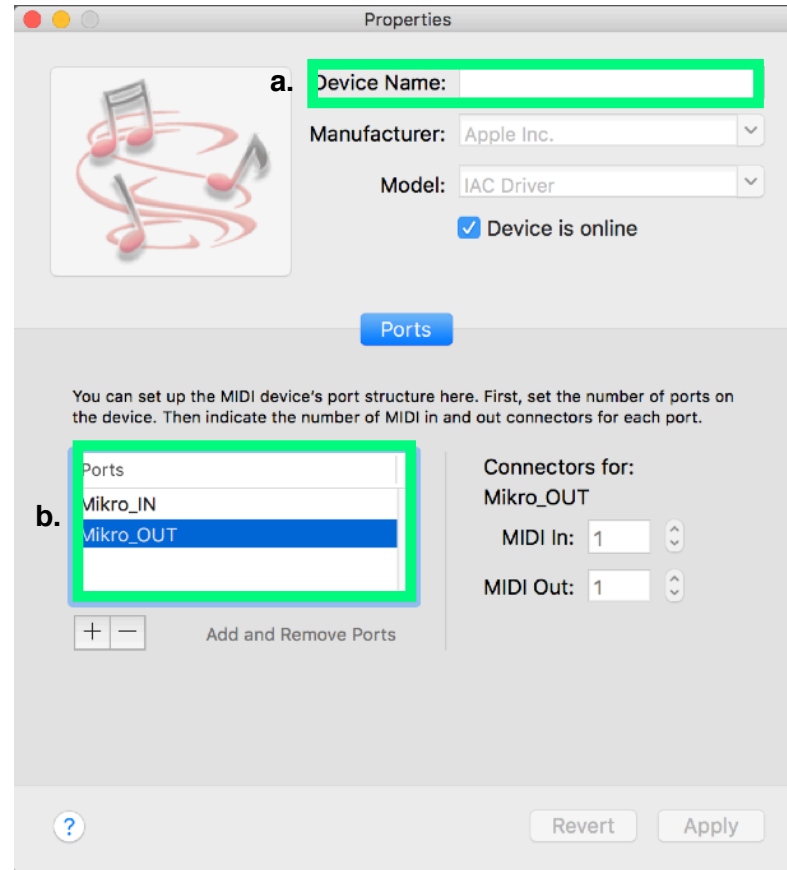


Step 2: Double click on the IAC icon to open the set up screen.



Step 3:

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



Step 2: Installing the Remote files

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

OS X:

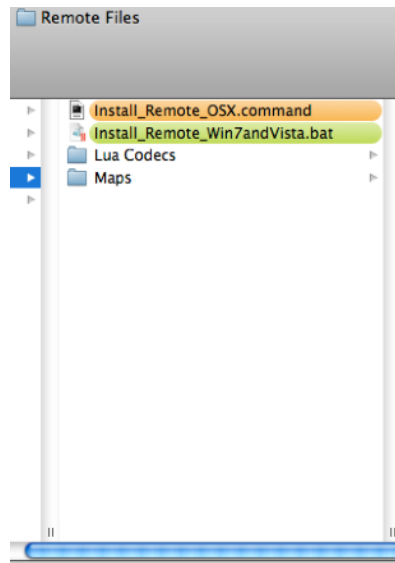
Macintosh HD/Library/Application Support/Propellerhead Software/Remote/Codex/Lua Codex

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

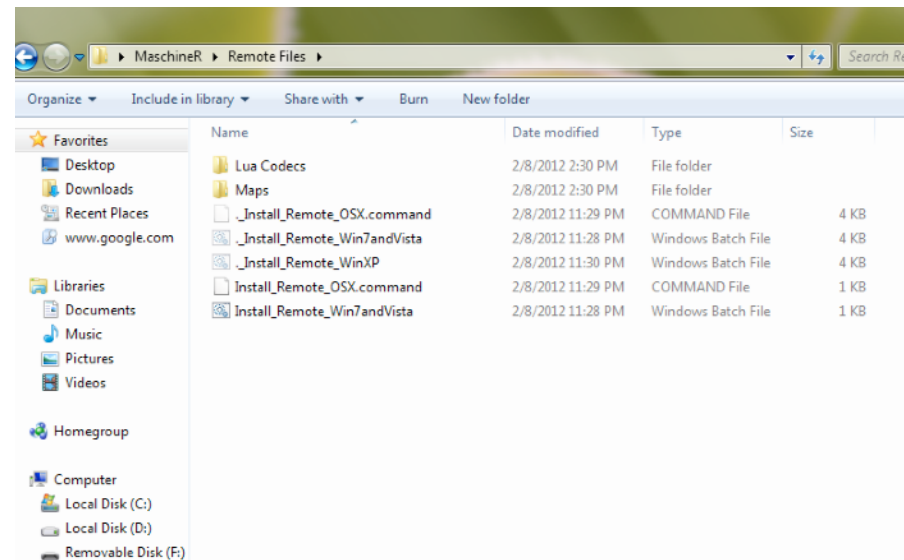
Windows (choose to "create directory" when the installer prompts you):

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

C:/ProgramData/Propellerhead Software/Remote/Maps



Installer Mac



Installer Windows

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

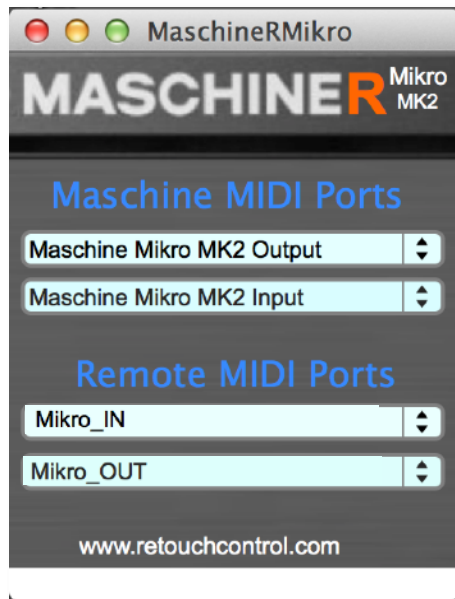
Connect Maschine to the computer. Launch the NI Controller Editor. Go to “File” and select “Open Template”. Now navigate to the download and go to the “Template” folder. In there you will find “MaschineRMikro.ncm”. Open it and it will load on your device. This is the template you will be using with MaschineR.



Open Template from the Controller Editor

Step 3: Launching the “MaschineR” application

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



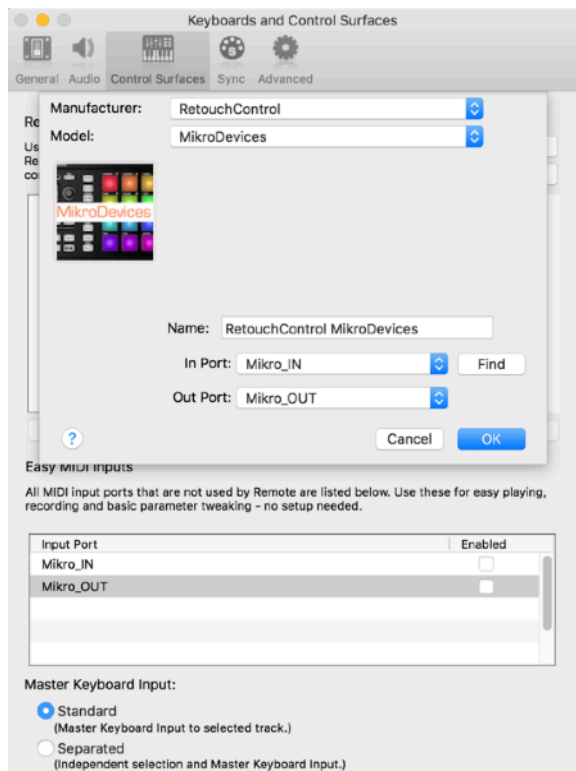
MaschineR app on Mac



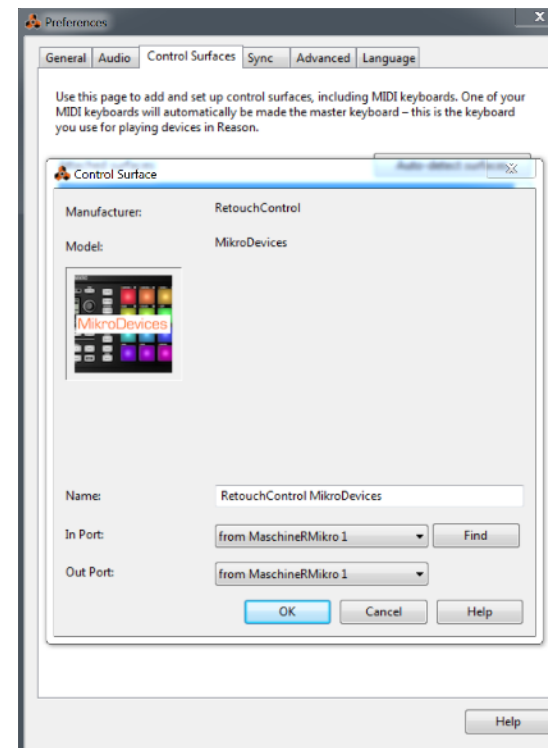
MaschineR app on Win with LoopMIDI

Step 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 "MikroDevices", "MikroTransport", and "MikroMixer". Add "MRTransport" 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 MaschineRMikro 1
OUT port: to MaschineRMikro 1



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

Step 5: Locking MikroMixer control surface to the Master Section

The last step in the set up is a simple one. We need to lock the MikroMixer control surface to the Master Section in order to control the SSL 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 MikroMixer".

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 MaschineR Mikro. Read on to find out all the neat things that you can do with it!

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. Overview

The MaschineRMikro application was designed to adapt the Maschine controls to the currently selected device in the Reason sequencer. The controls will do different things depending on whether you have a Kong or a Subtractor selected. However, there are some controls which will stay the same regardless of the type of device selected. Below is a general overview of these controls which will be described in more details in the following pages.

1. LCD Controls: there are 7 pages for track navigation, transport control, device control, keyboard and sequencer. The F1, F2 and F3 function keys decide which parameter is modified by the data wheel.

2. Pad Mode Controls: these determine how the pads will function, e.g. whether they play a device, select, solo or mute pads, etc. They will access different pad modes depending on the type of device selected in Reason.

3. Transport Controls: general transport controls for the Reason sequencer. Additional functions can be accessed with the “Duplicate” and “Navigate” modifier buttons.

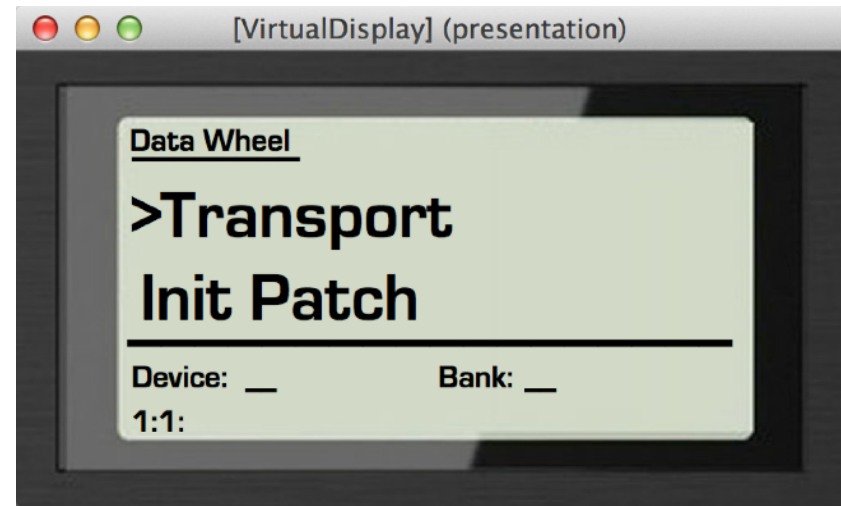
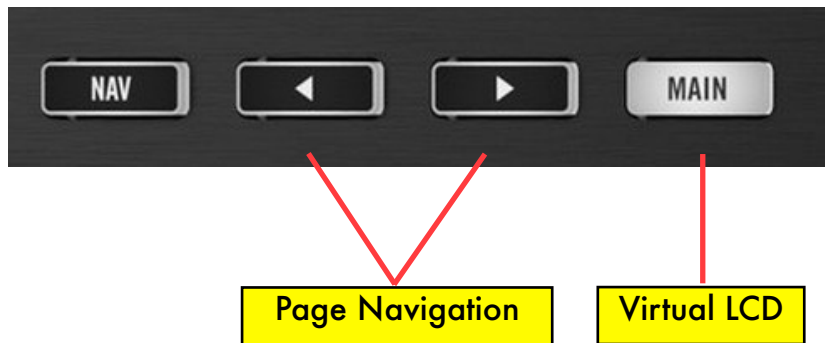
4. Misc Controls: other controls for browsing patches, sampling and note repeat.



3. LCD Controls

The data wheel can be used to accomplish many useful operations in Reason, anything from selecting tracks to controlling specific device parameters. There are six pages of controls which are accessed using the “left” and “right” navigation buttons.

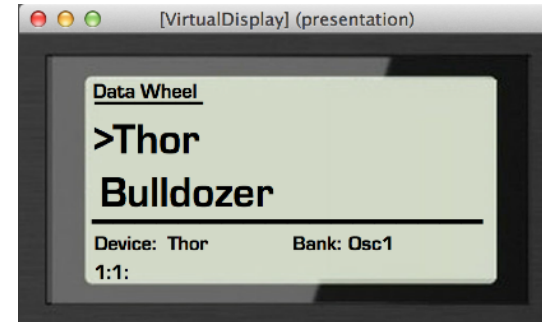
Unfortunately, a severe limitation of the Mikro LCD screen is that it’s not possible to write custom text to it (besides the page and function names which are set in the Controller Editor application). To alleviate this problem, MaschineR offers a virtual LCD which will display dynamically what the data wheel is controlling. You can open the virtual LCD directly from the hardware by pressing the “Main” button. If you want the virtual LCD to stay “on top” while you work in Reason, there are 3rd party applications for both Mac and Windows which will allow you to do that. See the appendix for more details on that.



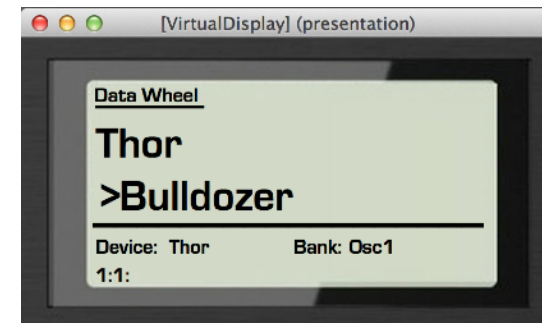
A. Track Page

From this page, you will be able to select which device is currently selected for control in Reason, change its patch and adjust its volume. Press the Function keys F1, F2 and F3 to change what the data wheel controls. The virtual LCD will update to show the parameter being controlled by the data wheel.

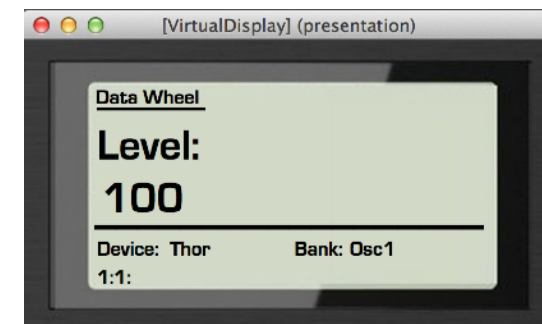
F1 Pressed: turn the data wheel to change which track is selected in the Reason sequencer. The virtual LCD will display the name of the currently selected track with a right pointing arrow in front of it.



F2 Pressed: turn the data wheel to change the patch for the currently selected device. The virtual LCD will display the name of the currently selected patch with a right pointing arrow in front of it.



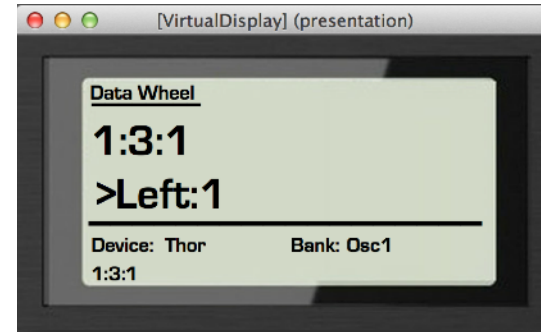
F3 Pressed: turn the data wheel to adjust the volume for the currently selected device. The virtual LCD will display the volume level.



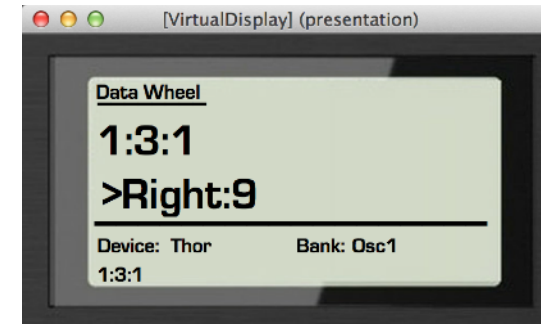
B. Transport

From this page, you will be able to adjust the position of the Left and Right loop locators, and to change the song tempo in BPM. Press the Function keys F1, F2 and F3 to change what the data wheel controls. The virtual LCD will update to show the parameter being controlled by the data wheel.

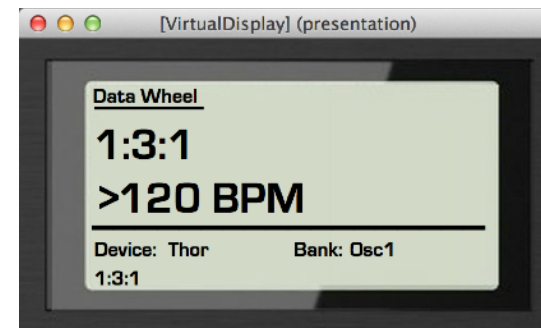
F1 Pressed: turn the data wheel to adjust the left loop locator. The virtual LCD will display the current position in beats.



F2 Pressed: turn the data wheel to adjust the right loop locator. The virtual LCD will display the current position in beats.



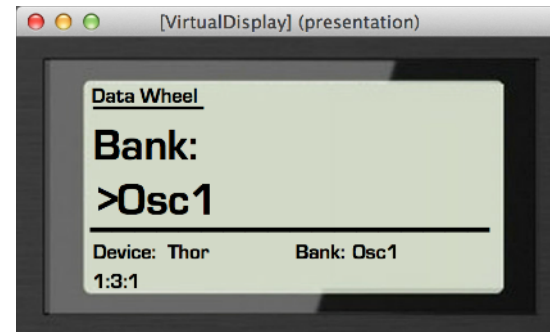
F3 Pressed: turn the data wheel to adjust the song tempo in BMP. The virtual LCD will display the volume level.



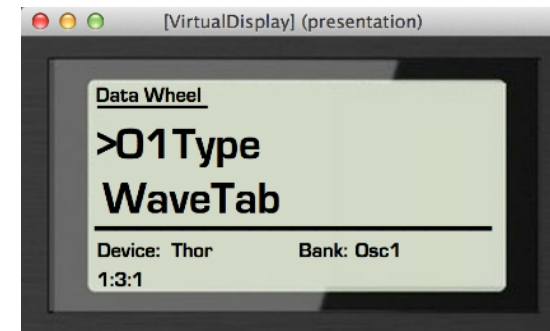
C. Device

For the device with keyboard focus, from this page you will be able to select which bank of controls is active (Osc, Filter, etc), select the control type and change its value. Press the Function keys F1, F2 and F3 to change what the data wheel controls. The virtual LCD will update to show the parameter being controlled by the data wheel.

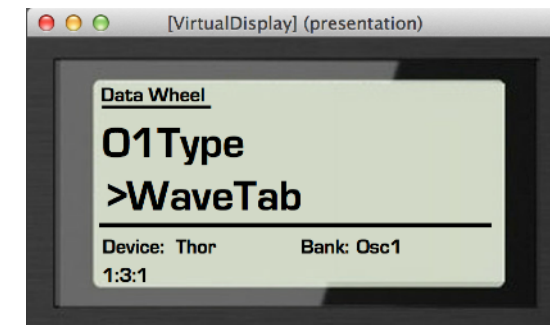
F1 Pressed: turn the data wheel to select which bank of controls is active. For a synth, these might be “Osc”, “Filter”, etc. The virtual LCD will display the name of the currently selected bank.



F2 Pressed: once you have a bank selected, turn the data wheel to select which parameter to control. The virtual LCD will display its name.



F3 Pressed: turn the data wheel to adjust the value for the currently selected parameter. The virtual LCD will display its value. For “switch” type of controls, instead of rotating the data wheel to change the value, press on it and make it click.



D. Mixer

From this page, you will be able to access basic functionality for the SSL board. Specifically, you will be able to control the channel volume, pan, mute and solo.

F1 Pressed: turn the data wheel to select which mixer channel has control focus. If you have the virtual LCD open, you will be able to read the name of the currently selected channel.

F1 Unpressed: turn the data wheel to adjust the “Level” for the selected channel. If you press the “Duplicate”, and then turn the wheel, you will be able to adjust the selected channel “Pan”

F2 Pressed: press this button to mute the currently selected channel

F3 Pressed: press this button to solo the currently selected channel



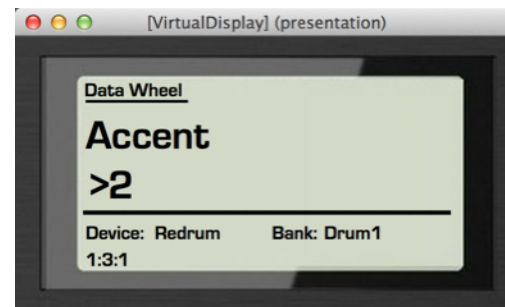
E. Step Sequencer (Redrum)

This page gives you quick access to some important parameters when programming the Redrum step sequencer. In particular, you will be able to change which steps are being programmed (1-16, 17-24, etc), the type of Accent (1. Soft, 2. Medium, 3. Hard), and the Flam. For more details on programming the Redrum step sequencer, please refer to the Redrum chapter.

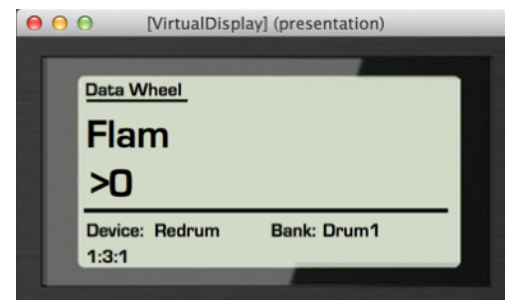
F1 Pressed: turn the data wheel to select which steps are being edited (1-16, 17-24, and so on). The virtual LCD will display the steps which are currently selected.



F2 Pressed: turn the data wheel to select the type of accent for the step. The virtual LCD will display 1 for "Soft", 2 for "Medium" and "3" for Hard.



F3 Pressed: click on the data wheel to turn Flam on/off.



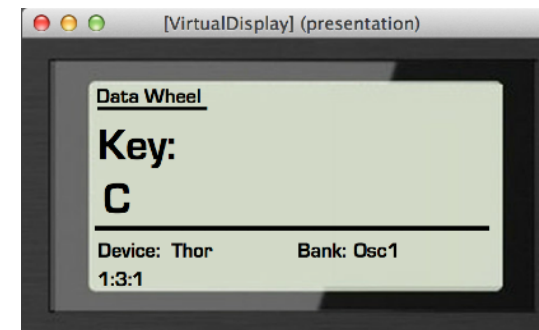
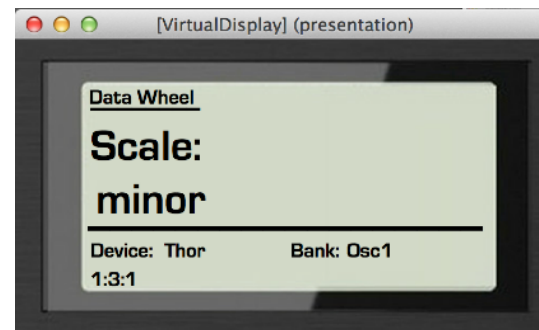
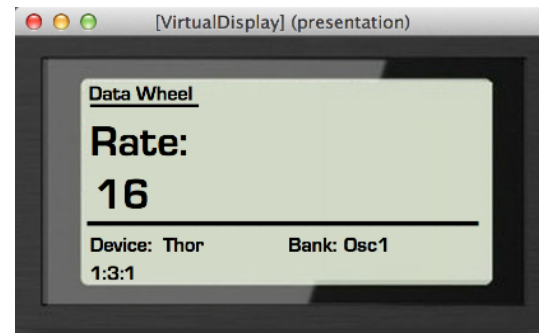
F. Repeat/Keyboard

From this page, you will be able to change the repeat rate when Note Repeat is engaged, and the key and scale of the pads when playing an instrument like a synth or sampler in Reason. Press the Function keys F1, F2 and F3 to change what the data wheel controls. The virtual LCD will update to show the parameter being controlled by the data wheel.

F1 Pressed: turn the data wheel to change the repeat rates. Possible values go from 1/4th to 1/48th. The virtual LCD will display the current repeat rate.

F2 Pressed: turn the data wheel to select scale type to which the pads will conform. There are over 25 scale types to choose from. The virtual LCD will display the name of the selected Scale type.

F3 Pressed: turn the data wheel to select the key for the chosen scale. The virtual LCD will display the name of the selected Key.



G. Sequencer

From this page, you have quick access to some useful keyboard shortcuts for use in the Reason sequencer. For these types of actions, the virtual LCD will not display any information.

F1 Press: selects all clips or all notes in the sequencer. This will depend on whether the sequencer is in edit mode or not.

F2 Press: duplicates the currently selected clips or notes. This will depend on whether the sequencer is in edit mode or not.

F3 Press: zooms on the selected clip (featured introduced in Reason 8.3). Pressing again return the zoom to normal.

Data Wheel: zooms the sequencer view horizontally. Turn left to zoom in, turn left to zoom out.



4. Pad Mode Controls







When using MaschineR, the function of the pads on the Mikro is context sensitive, that is, it depends on the type of device selected. For example, if the device selected is a Kong, the pads will play that device drum pads. If the device selected is a Subtractor, then they will play notes according to the selected scale and key.

Furthermore, the function of the pads can be altered by which “pad mode” button is pressed. There are a total of 10 pad mode buttons. Seven of them have functions which are specific to each device, while the remaining three are more generic and have the same effect for all devices.

The seven device specific mode buttons are “Control”, “Group/StepMode”, “Pad Mode”, “Select”, “Solo” and “Mute”. Their functions is detailed in the table in the next section below.

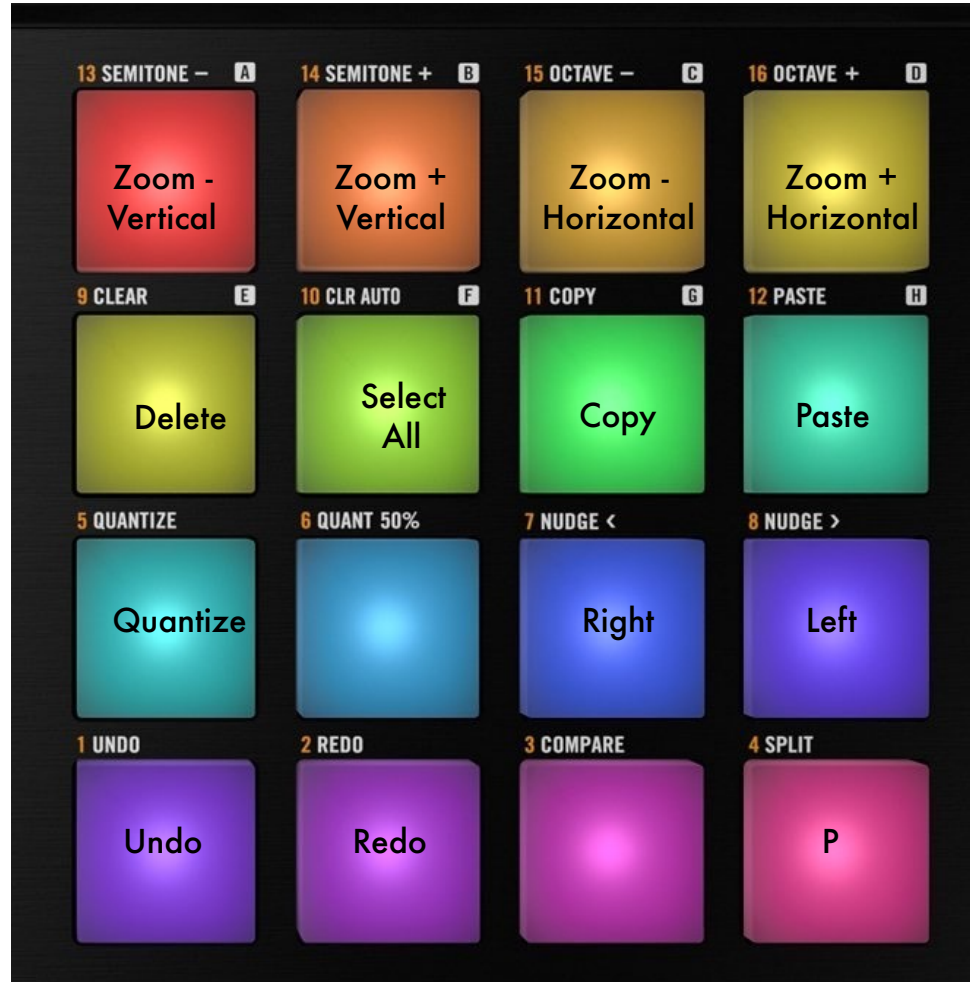
The other more generic buttons are “Scene”, “Pattern”, “View” and “Duplicate”. The first is used to engage “Session” mode (refer to the chapter on Session mode for more details). The “Pattern” mode is used to create new Alt or Dub lanes in the Reason sequencer. The last two buttons have modifier functions. The “Duplicate” button functions as a shift button (the actual “Shift” button on the Mikro cannot be MIDI mapped), while the “View” buttons is used for navigation in Reason and for additional functions on some of the other buttons.

A. Device Specific Pad Mode Buttons

Pad Mode Control Button	Kong	Redrum	Dr. OctoRex	All other devices
	play the Kong drums	play the Redrum channels	play slices 1-16 of the selected loop	play notes according to the selected scale and key
	16 velocities mode for the selected drum	step sequencer control	play slices 17-32 of the selected loop (if any)	control the gates of Thor's step sequencer, RPG-8, & other mapped devices
	assigns Pad Groups for the selected drum (Alt, Mute, Link)	select the pattern and pattern bank for the step sequencer	loop triggering	change semitone, octave and scale for the notes
	used in conjunction with the pads to select which drum to edit	used in conjunction with the pads to select which drum to edit	used in conjunction with the pads to select the bank of controls	used in conjunction with the pads to select the first 16 banks of controls
	used in conjunction with the pads to solo the drums	used in conjunction with the pads to solo the drums	Not Used	Not Used
	used in conjunction with the pads to mute the drums	used in conjunction with the pads to mute the drums	Not Used	Not Used

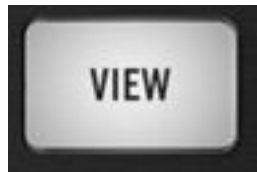
B. The "Duplicate" Mode button

The "Duplicate" mode serves the function of a shift button. Unfortunately, the actual "Shift" button on the Mikro is not usable in MIDI control mode. Therefore, the "Duplicate" button is used instead. When the "Duplicate" button is pressed, the pads will have the functions shown below. Please note, most of these functions are key commands and they require Reason to be the forefront application.



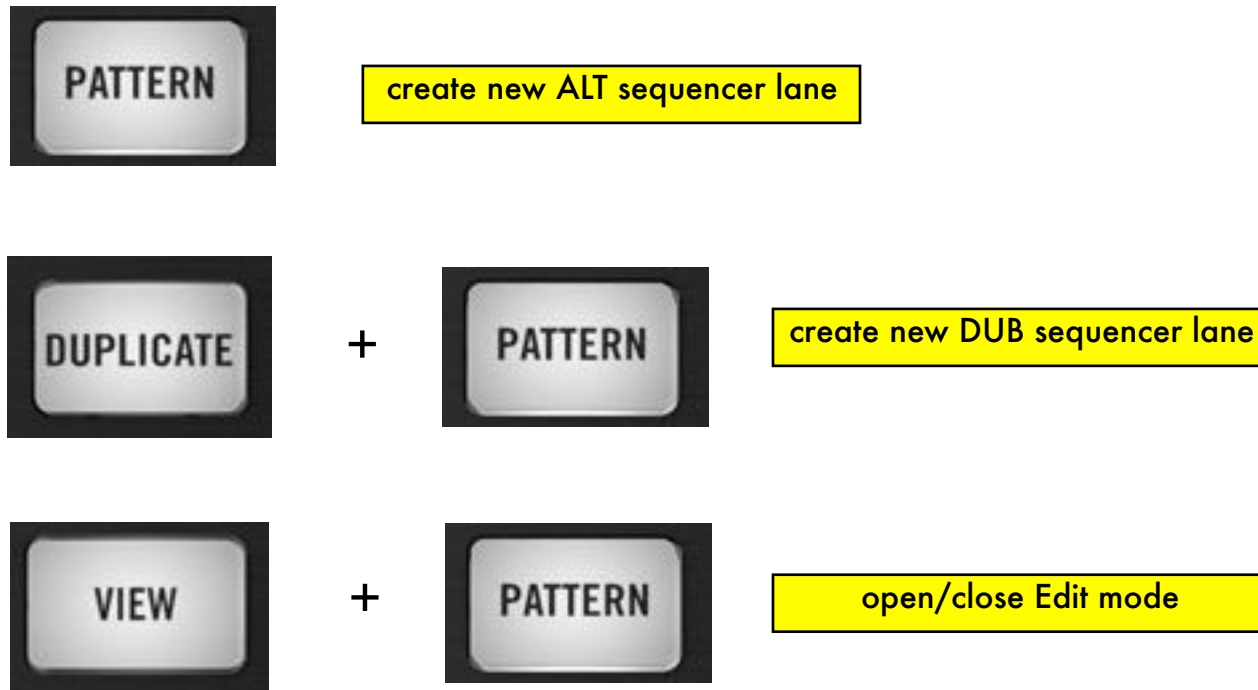
C. The “View” Mode button

Pressing the “View” button will access a set of useful commands to navigate your Reason song and perform other functions like creating instrument or effects, as shown below.



D. The "Pattern" button

Strictly speaking, the Pattern button does not have alter the function of the pads. It used to create New and Alt sequencer lanes, and to toggle Edit mode on and off.



5. Controlling Kong

A. 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. You will be able to edit most drum parameters with the data wheel. For more info on how to do that, please refer to page 13 of this document.

B. Playing the Drums



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

C. 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.

D. 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.

E. 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.

F. 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 Group Assignments

6. Controlling Dr.OctoRex

A. Playing Single Rex Slices

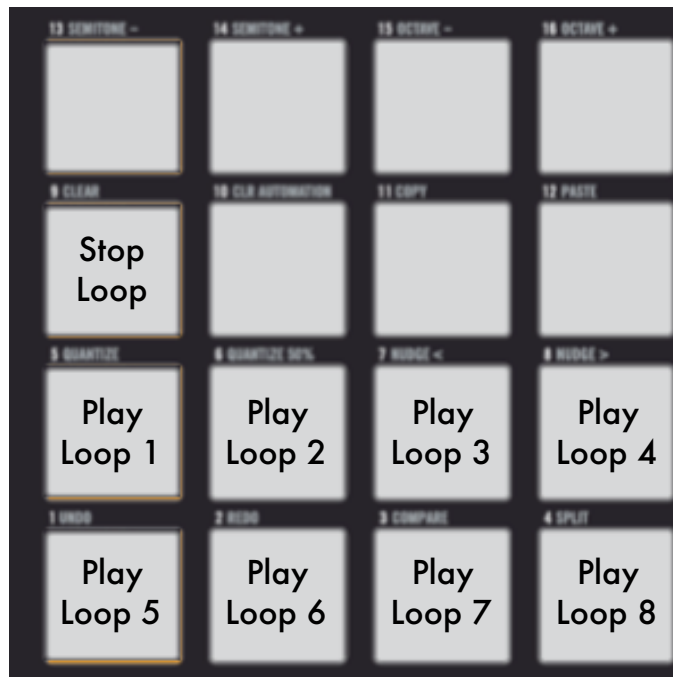


With "Control" selected, the pads play the first 16 slices in the loop. With "Group" selected, the pads play the next 16 slices in the loop.

B. 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".



7. Controlling ReDrum

A. 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. You will be able to edit most drum parameters with the data wheel. For more info on how to do that, please refer to page 13 of this document.

B. 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.

C. 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.

D. 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.

E. Step Sequencer Control

A blue rectangular button with the word "GROUP" in white capital letters.

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 "Group". 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, there is a page of LCD controls specifically for the step sequencer. You navigate to it just like all other pages, by pressing the left - right arrow keys under the LCD display.

Programming steps is accomplished by following this procedure:

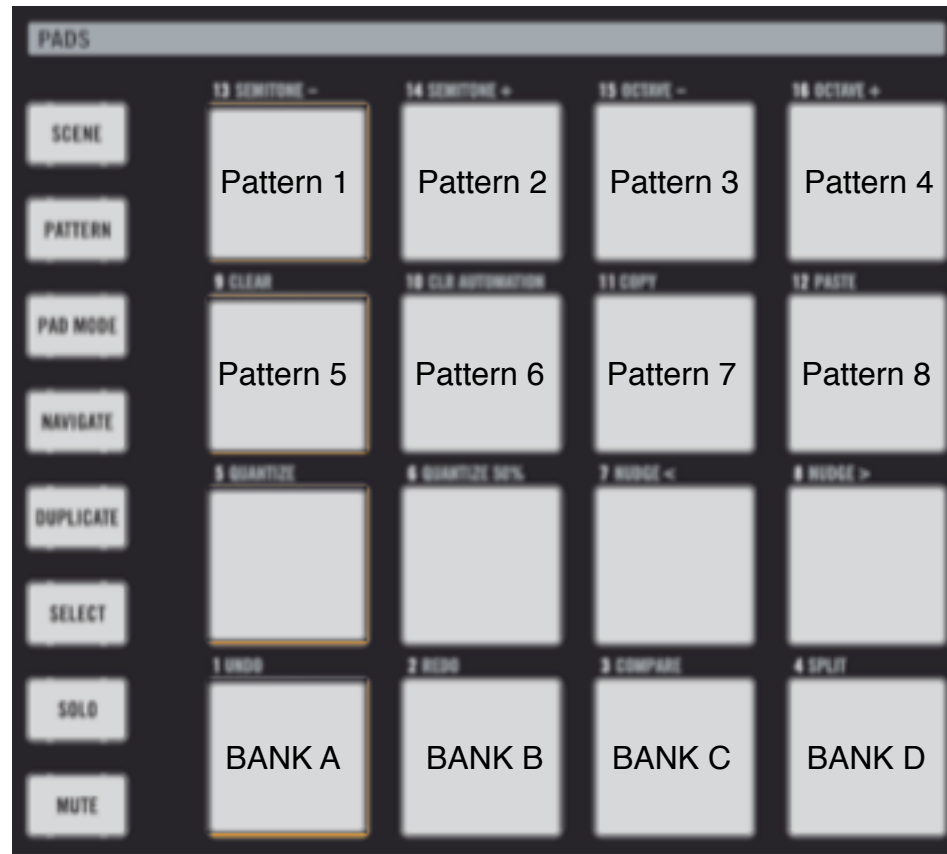
- 1) select the steps you want to edit with the edit knob; the options are 1-16, 17-32, 33-48, 49-64
- 2) select the drum for which you want to program steps: this is done by pressing "Select" and then hitting one of the pads 1 thru 10, each corresponding to drum channels 1 thru 10 respectively
- 3) 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, press F3 and then click on the data wheel.

G. Step Sequencer Pattern Controls

PAD MODE

With “Pad Mode” 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.



8. Controlling other devices

A. Device parameters

To control a device parameters, you first need to navigate to the "Device" LCD control page. From here, press the F1 button and move the data wheel to select one of the available control banks. Please have your virtual LCD window open so that you see which bank you are selecting. For a device like Thor, the banks will be named according to the section of the device they are controlling, e.g. "Osc1", "Osc2" and so on. Another way to select a control bank is to press the "Select" button and then hitting one of the 16 pads. With this method, you will be able to select the first 16 control banks.

After selecting a control bank, press F2 to show the currently selected control. To scroll to another control, turn the data wheel. Once you have found the control you want, press F3 and start turning the data wheel to adjust its value.

B. Device and Patch Navigation

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

1. Go to the Track page on the LCD, press F1 and turn the data wheel
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. Go to the Track page on the LCD, press F2 and turn the data wheel
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

CONTROL

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 in two ways:

1. press “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 25 scale types to choose from, and these include Major, Minor, the 7 modes, Pentatonic Major and Minor, Augmented and Diminished and more. See picture below.
2. go to the “Repeat/Keyboard” LCD control page, press F2 and turn the data wheel to change the scale type. Press F3 and turn the data wheel to change the key.



E. Step Mode

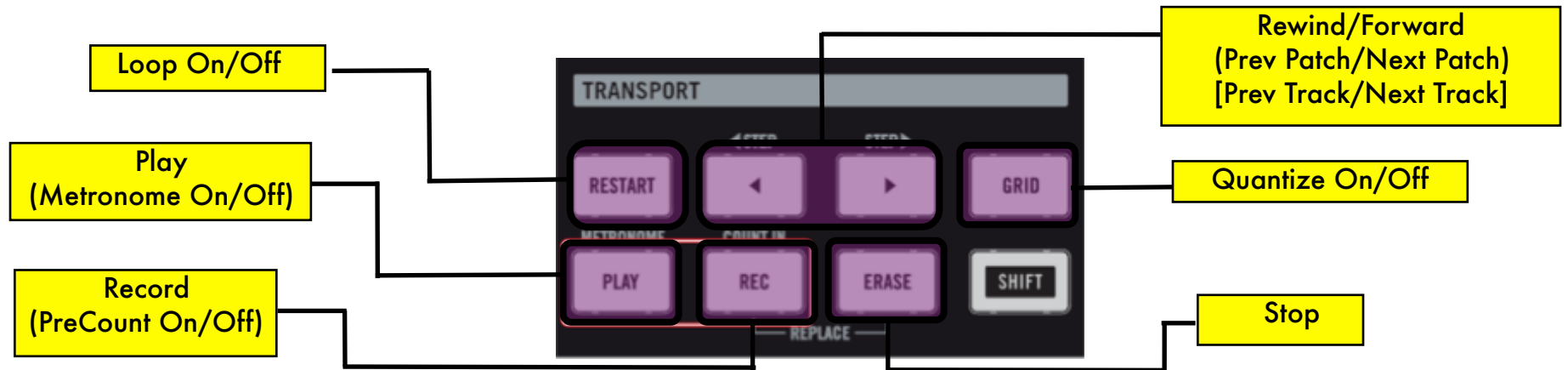


When the “Step” button is pressed, the pads will function as Gate On/Off switches for Thor’s Step Sequencer or the RPG-8 device. Note, for this to work you need to have either a Thor or an RPG-8 device selected with master keyboard input. In addition, the Matrix’s patterns can also be controlled this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

9. Transport Control

Use the transport section buttons on your Mikro controller to control the transport in Reason. The “Erase” button is used as a “Stop” button, the “Restart” button is used to turn the Loop on/off, while the “Grid” button is used to turn Record Quantize on/off.

Some of the buttons have additional functions depending on whether the “Navigate” or “Duplicate” buttons are pressed. For example, pressing “Duplicate” and then pressing “Play” will activate the metronome in Reason. Similarly, pressing “Duplicate” and then pressing the “Record” button will turn the “Pre Count” on/off.



Transport controls on the Mikro

Appendix A

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 MaschineRMikro 1". Then press the + sign on the bottom left side
3. Go again to the text field on the bottom right and type "to MaschineRMikro 1". Then press the + sign on the bottom left side

