

# MaschineRMikroMK3

control solution for Reason



Reason

Getting Started Guide  
version 1.0.0

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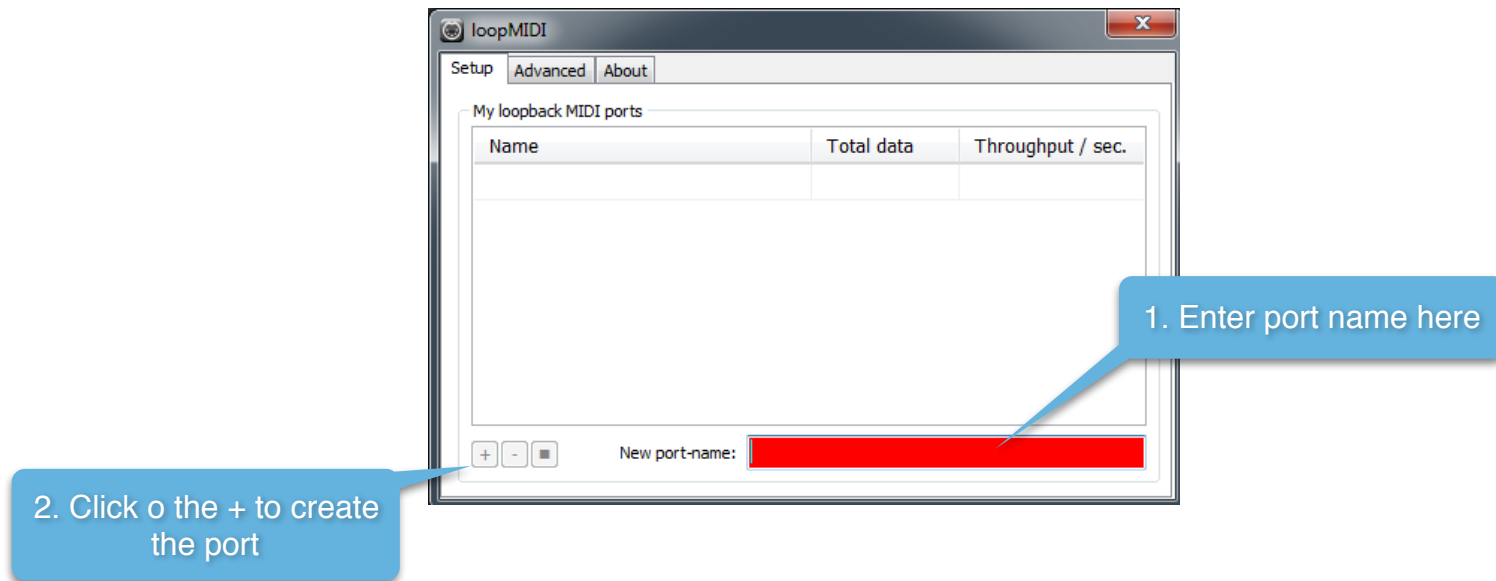
# 1. Installation step by step

## 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](#).

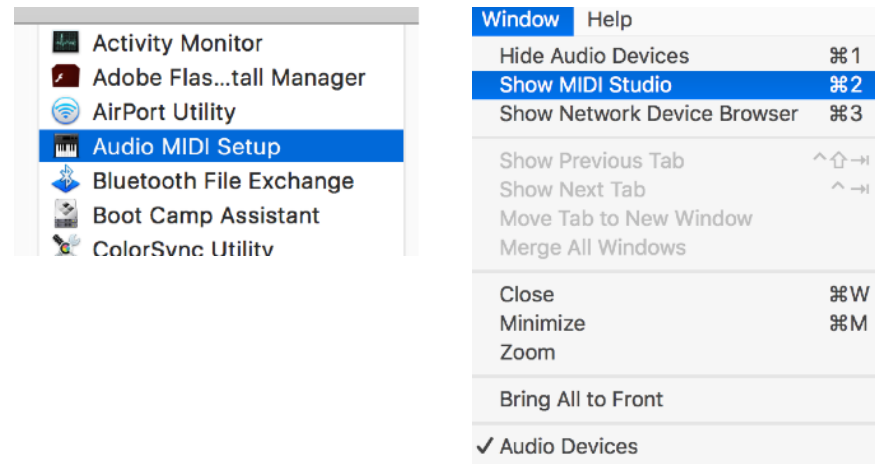
1. Go to the LoopMIDI website, download and install it.
2. Launch the LoopMIDI application. Follow the example below to create the MIDI ports
3. Create 2 MIDI ports: "from MaschineRMikroMK3 1", and "to MaschineRMikroMK3 1"



## 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”

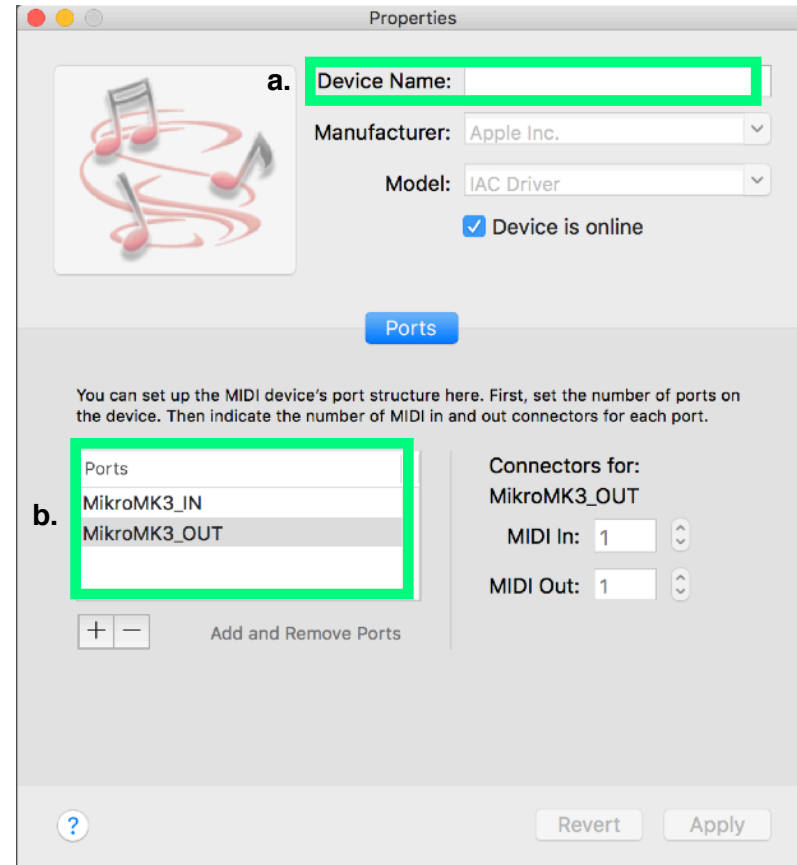


**Step 2:** Double click on the IAC icon to open the set up screen.



**Step 3:**

- a. keep the device name empty
- b. click on the + sign to create 2 ports and and give them the following names "MikroMK3\_IN", "MikroMK3\_OUT"
- c. click on "Apply"



## Step 2: Installing the Remote files

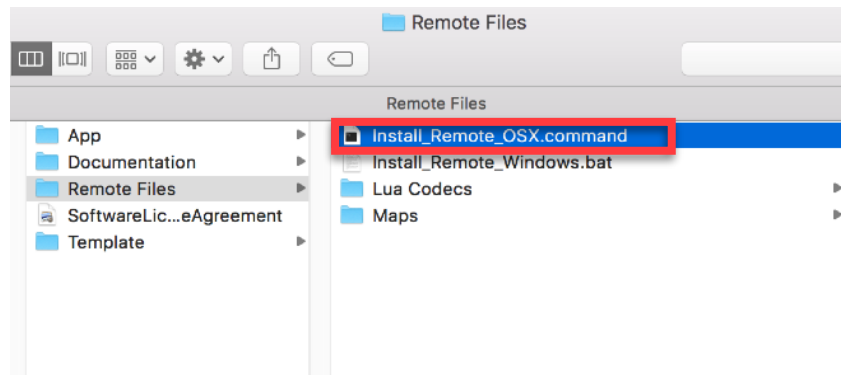
Navigate to the "Remote" folder contained in the "MaschineRMikroMK3" download. Double click on the installer files for your operating system. The installer will create "MaschineRMikroMK3" folders and copy the Remote files to the following directories on your HD:

### macOS:

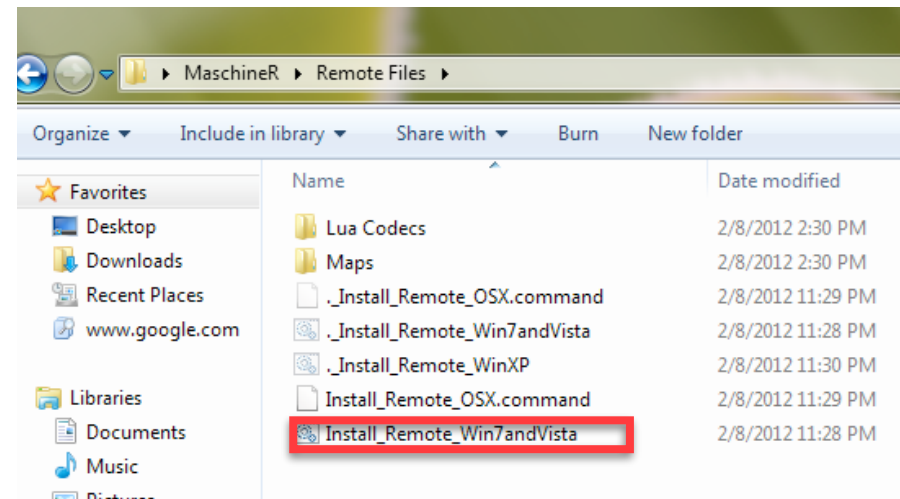
Macintosh HD/Library/Application Support/Propellerhead Software/Remote/Codex/Lua Codex  
Macintosh HD/Library/Application Support/Propellerhead Software/Remote/Maps

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

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



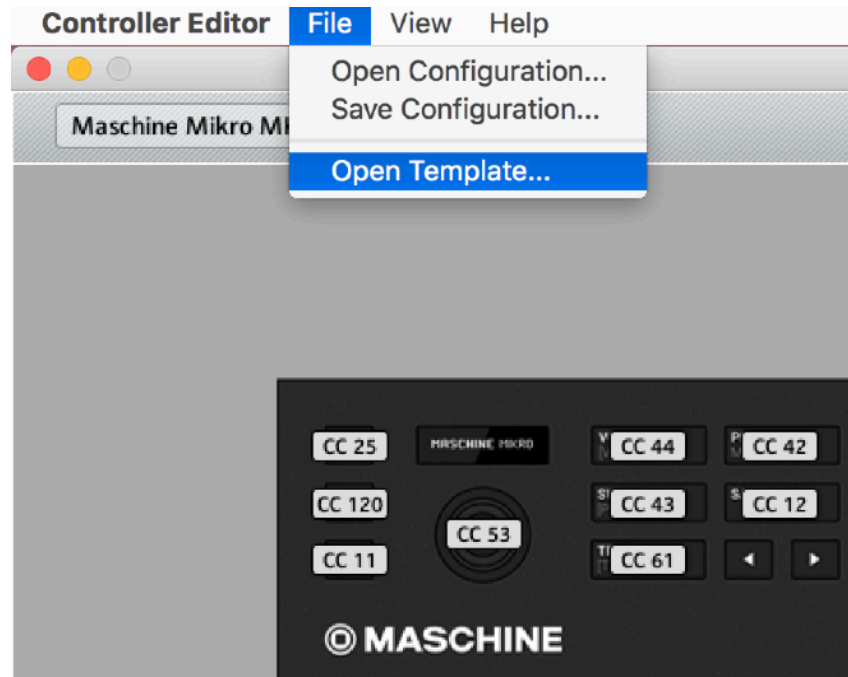
Installer Mac



Installer Windows

### Step 3: Loading the “MaschineRMikroMK3” template to your device

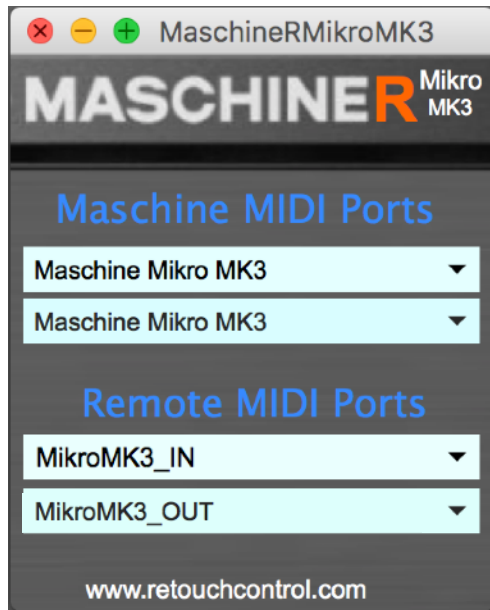
Connect Maschine to the computer. Launch the NI Controller Editor. Go to “File” and select “Open Template”. Now navigate to the download and go to the “Template” folder. In there you will find “MaschineRMikroMK3.ncmm3”. Open it and it will load on your device. This is the template you will be using with MaschineR.



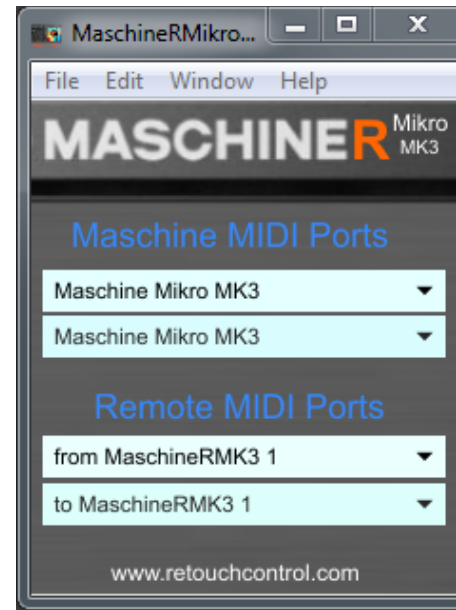
**“Open Template” in Controller Editor**

## Step 4: Launching the “MaschineRMikroMK3” 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 “MaschineRMikroMK3” (drag this file on the dock for easier launching). If you are on Windows, double click on the file named “MaschineRMikroMK3.exe” (pin it to the desktop for easier launching). After launching the application, it will look like the images below.



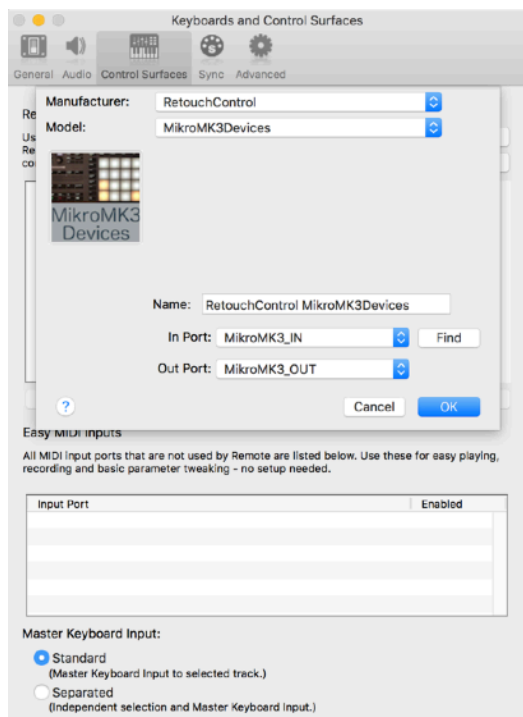
**MaschineR app on Mac**



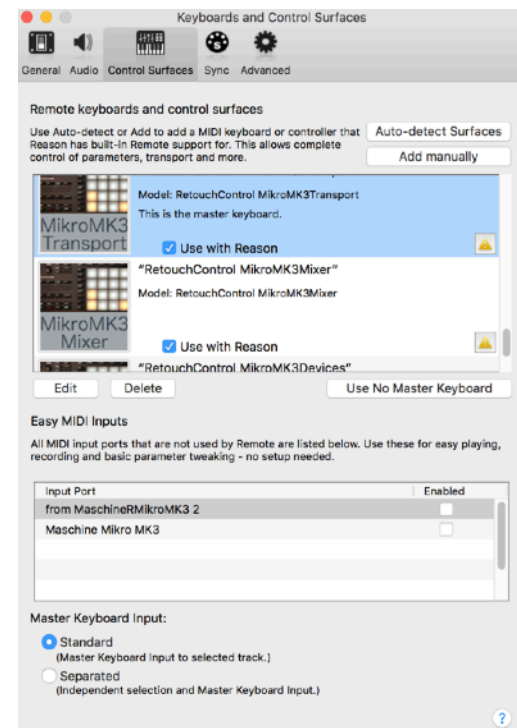
**MaschineR app on Win with LoopMIDI**

## Step 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 3 control surfaces that you need to create. These are "MikroMK3Devices", "MikroMK3Transport", and "MikroMK3Mixer". Add "MikroMK3Transport" 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: "MikroMK3\_IN"**  
**OUT port: "MikroMK3\_OUT"**



**All 3 control surfaces enabled**

## Step 6: Locking MikroMK3Mixer control surface to the Master Section

The last step in the set up is a simple one. We need to lock the MikroMK3Mixer 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 MikroMK3Mixer".

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 MaschineRMikroMK3. 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.



**Lock MikroMK3Mixer to the Master Section**



## 2. Overview

The MaschineR application was designed to adapt the hardware controls to the selected device in the Reason sequencer. In particular, the 16 pads 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 chapters.

**1. Pad Modes:** the layout of the 16 pads will change based on the device controlled. The various layouts are describe in the “Controlling Devices” chapter.

**2. Virtual Display Modes:** there are 5 modes to control device parameters, the mixer, the transport, keyboard settings, and song navigation. These are described in the “Controlling the Sequencer”, “Controlling Devices”, “Controlling the Mixer” and “Song Navigation” chapters.

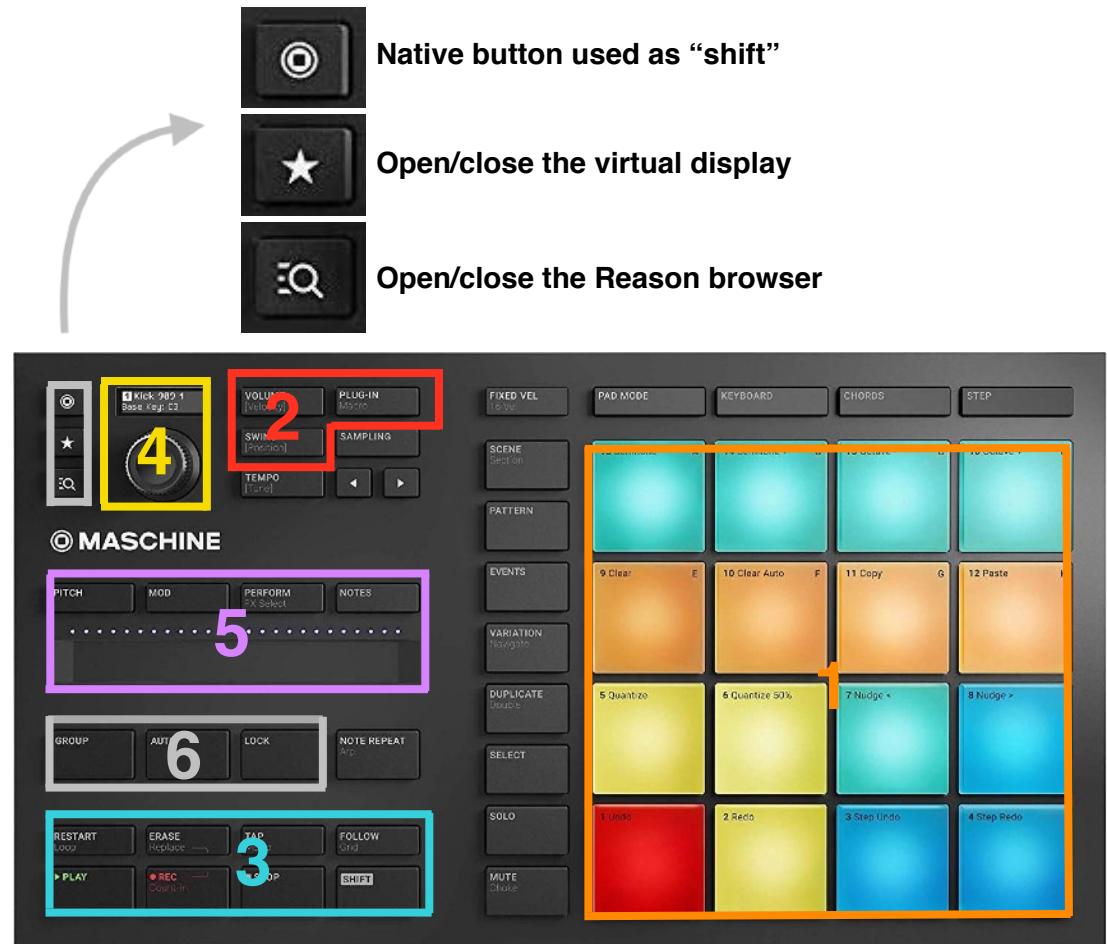
**3. Transport Controls:** general transport controls for the Reason sequencer. Additional functions can be accessed with the “Native” button. These are described in the “Controlling the Sequencer” chapter.

**4. Data Wheel Modes:** the data wheel has several functions, from adjusting device parameters, to moving the playhead, selecting tracks, etc. These are described in the “Using the Data Wheel with the virtual LCD”, “Controlling the Sequencer”, “Controlling Devices”, and “Controlling the Mixer”.

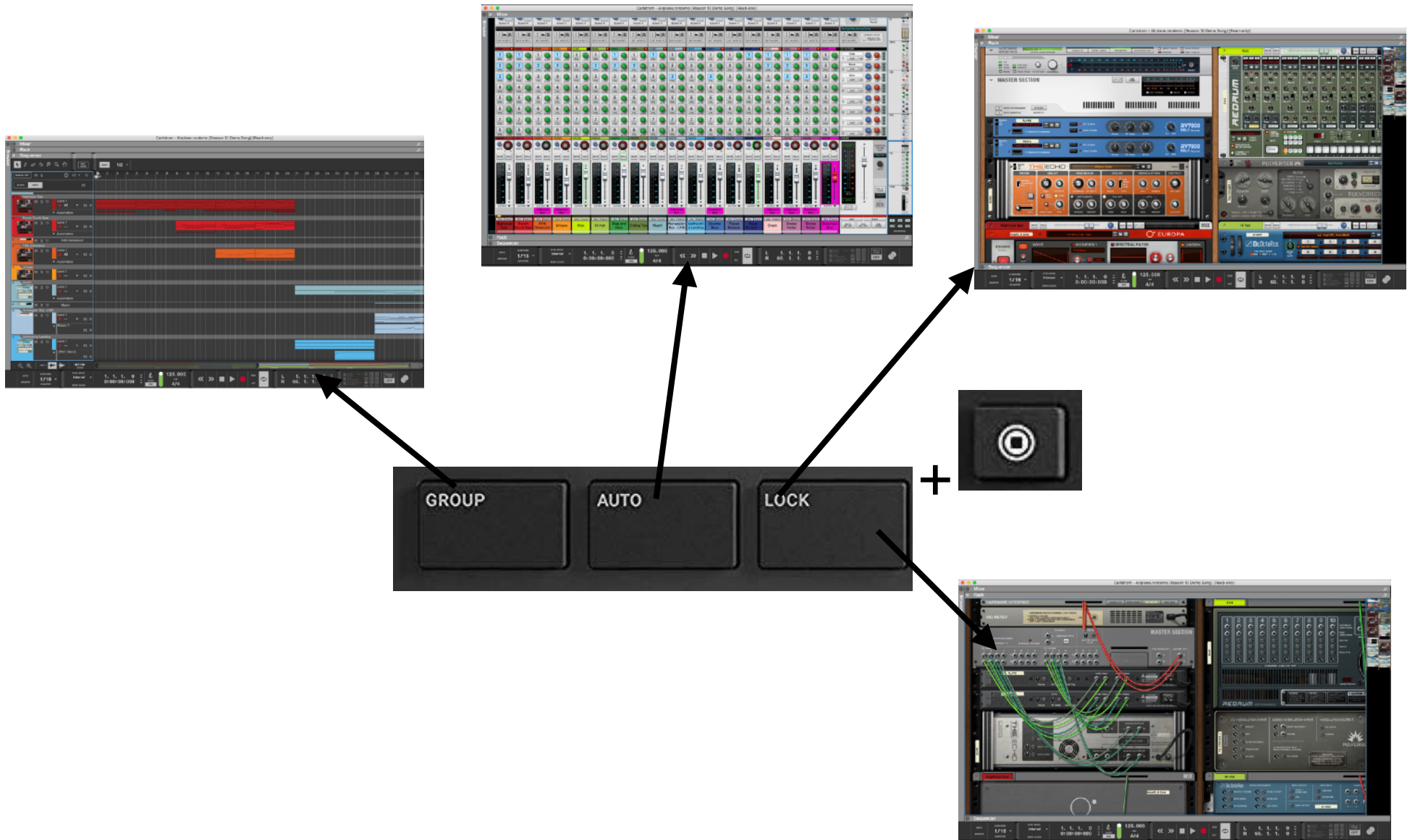
**5. TouchStrip Modes:** the touch strip can be used as a Pitch or Mod wheel, to adjust device and mixer parameters, and to see note repeat rates. See the “Using the Touchstrip” chapter for the details.

**6. Navigation Controls:** the 3 buttons are used to switch screen views in Reason (see next page).

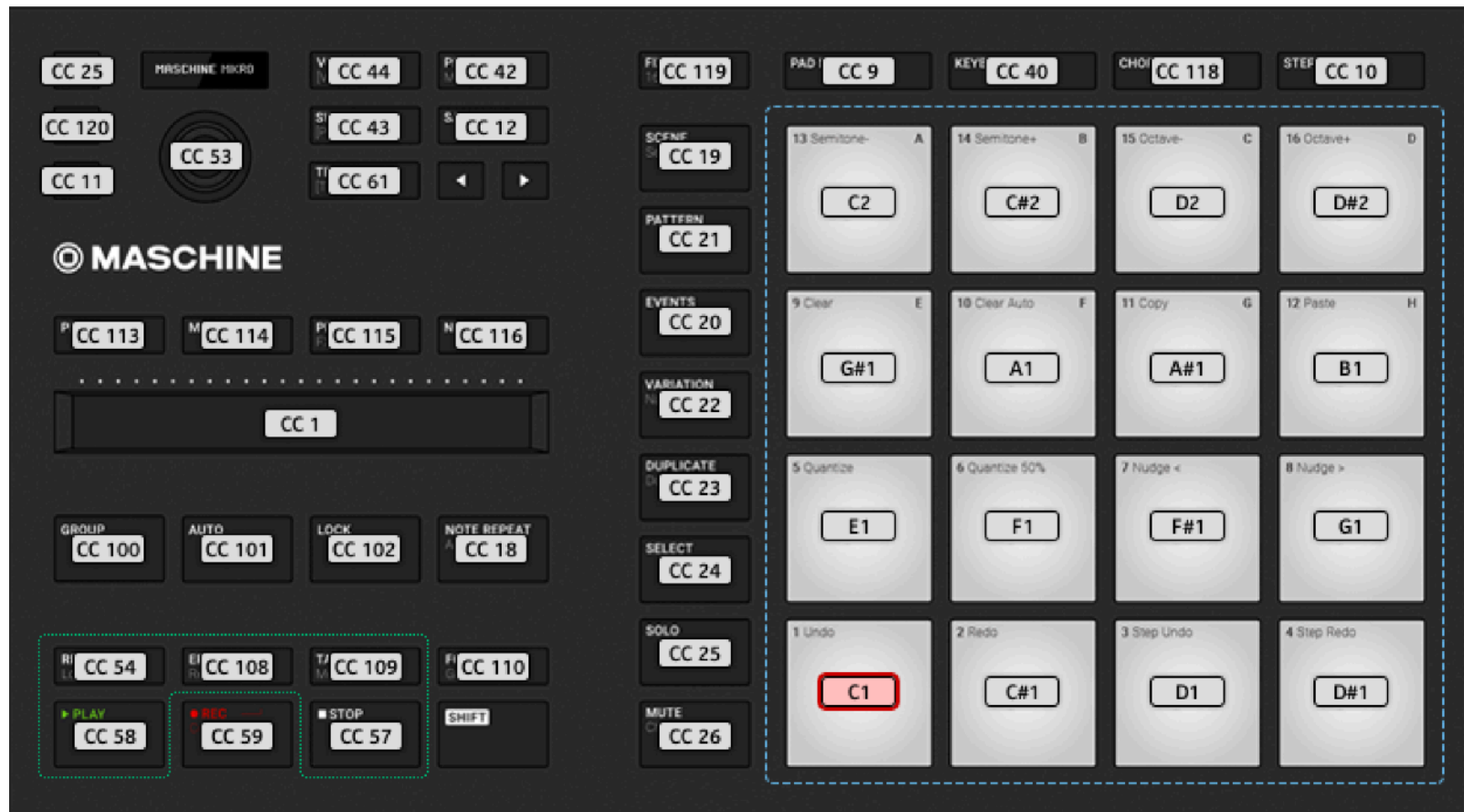
**Other Controls:** there are several other controls for Note Repeat, Chords, Fixed Velocity, and several others. These are described in the “Other Controls” chapter.



# Overview of Navigation Controls



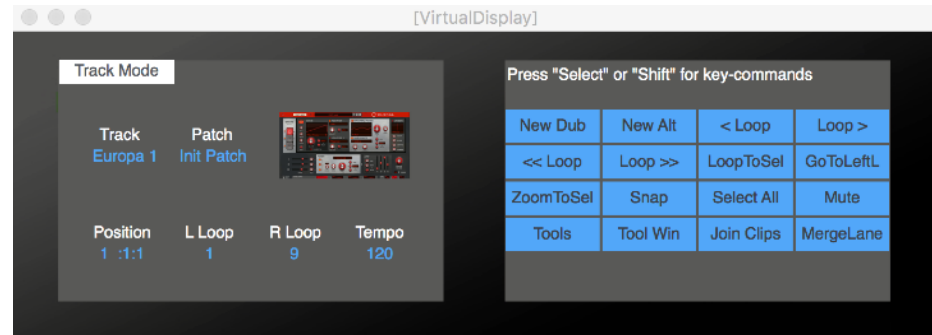
## Overview of the Note and CC mappings



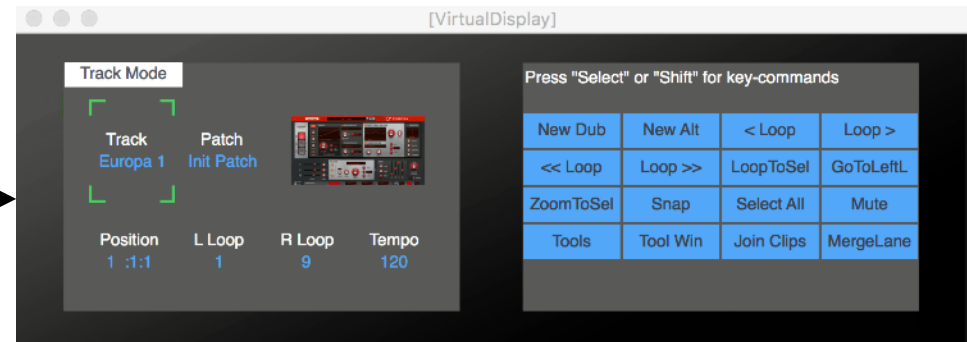
### 3. Using the data wheel with the virtual display

Since the Mikro does not have a programmable LCD screen, as a substitution MaschineR offers a virtual display for the computer monitor that can be opened directly from the controller. You can use the data wheel to control the parameters shown on the display. Here are the basics for how to use it:

Press the “**Star**” button to open/close the virtual display. The display will stay on top of Reason so you can keep working in the program and still be able to see it



Press the “**Native**” button and touch the data wheel to enable control. A green highlight rectangle will appear around the parameter selected for control.

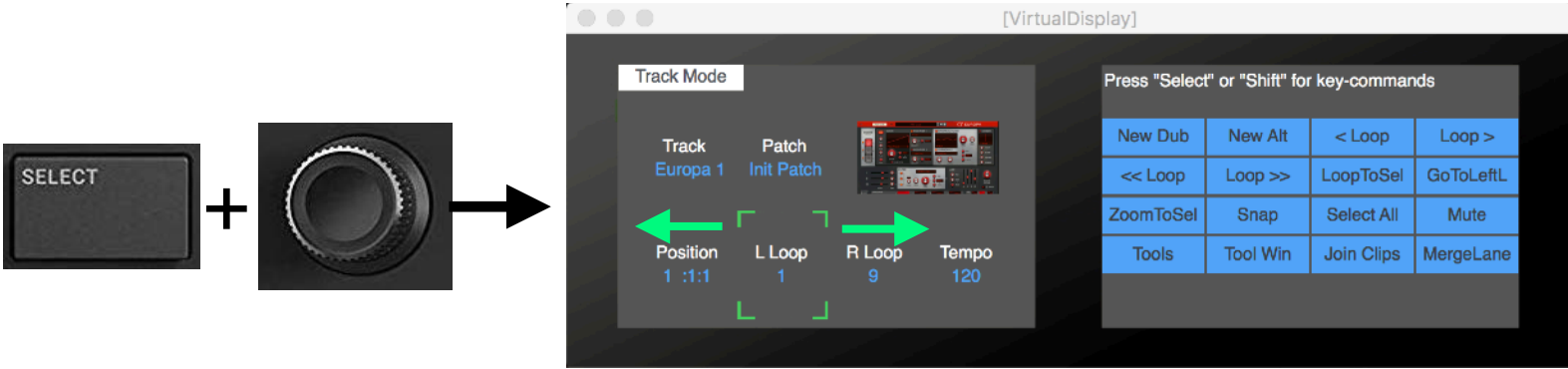


Now if you turn the data wheel, the selected parameter will be affected (in this example the track selection)

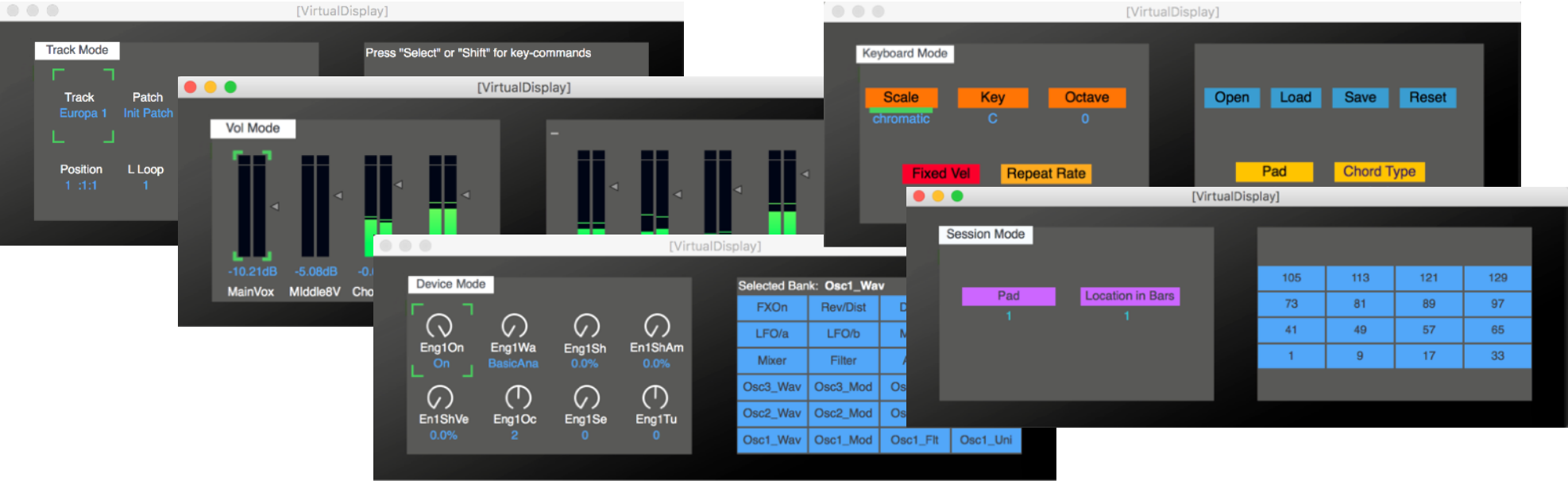
To disable control, press the “**Native**” button and touch the data wheel again.

To select another parameter for control, press the "Select" button and move the data wheel.

The green highlight rectangle will move to the left or to the right to select another parameter



The virtual display offers multiple pages for controlling various parameters. There is "Track Mode" to select devices and patches, move the playhead, set loop points and change the song tempo. There is "Mixer Mode" to control of volumes, pans, the channel strip and the master section. There is "Device Mode" to control device parameters. There is "Keyboard Mode" to set the scale and root, the playing octave range, the fixed velocity and note repeat values, and to program chords using the chord tool. And finally there is Session Mode to move to different song sections in the sequencer.





# 4. Controlling the Sequencer

MaschineR allows control of the Reason sequencer and transport. Some additional sequencer functions are accessed via key commands and are described below.

## A. Selecting a device and changing patches



Open the virtual display, then press the “Swing” button to open “Track Mode”. Make sure the “Track” field is selected and active with the green highlight rectangle around it.

Now you can turn the data wheel to move to the desired device in the sequencer.

Similarly for the patch of the selected device



Another way to select a device or change patches is to use the following shortcut:



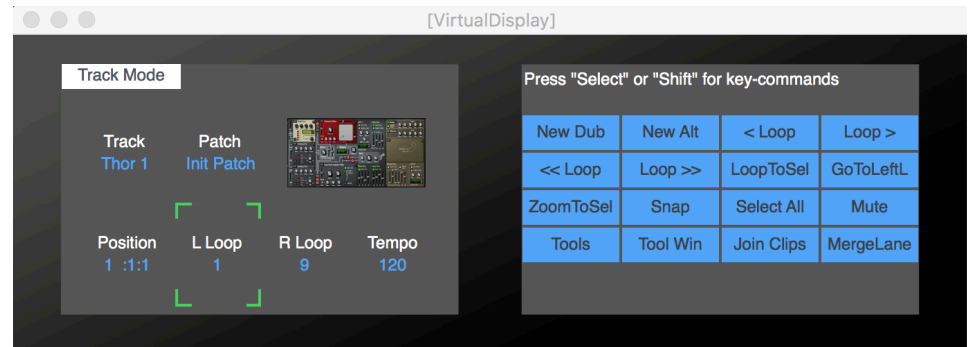
Press the “Variation” button. The pads will change color as shown on the side. Use pads 3 and 13 to change track. By pressing pads 6 and 8 it is also possible to change the patch for the selected track as well.



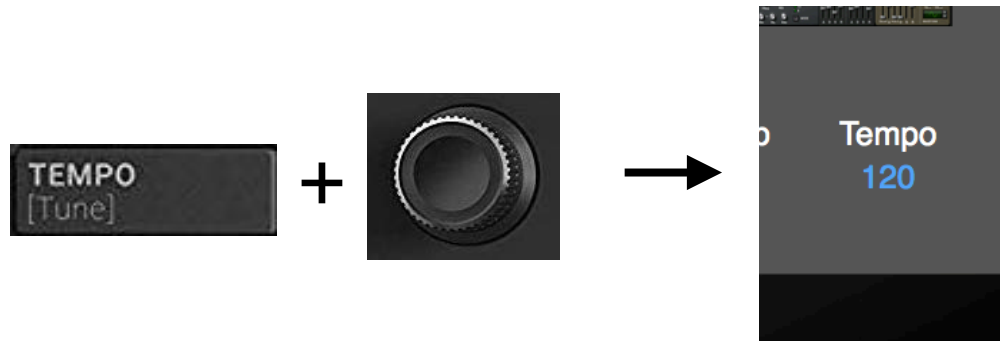
## B. Changing Playhead, Loop Points and Tempo

Press the **“Select”** button and turn the data wheel to move the green highlight rectangle to the desired parameter. Then release the **“Select”** button and turn the data wheel to adjust the parameter.

You can scroll the playhead position, change the Left and Right loop locators and the song Tempo in bpm

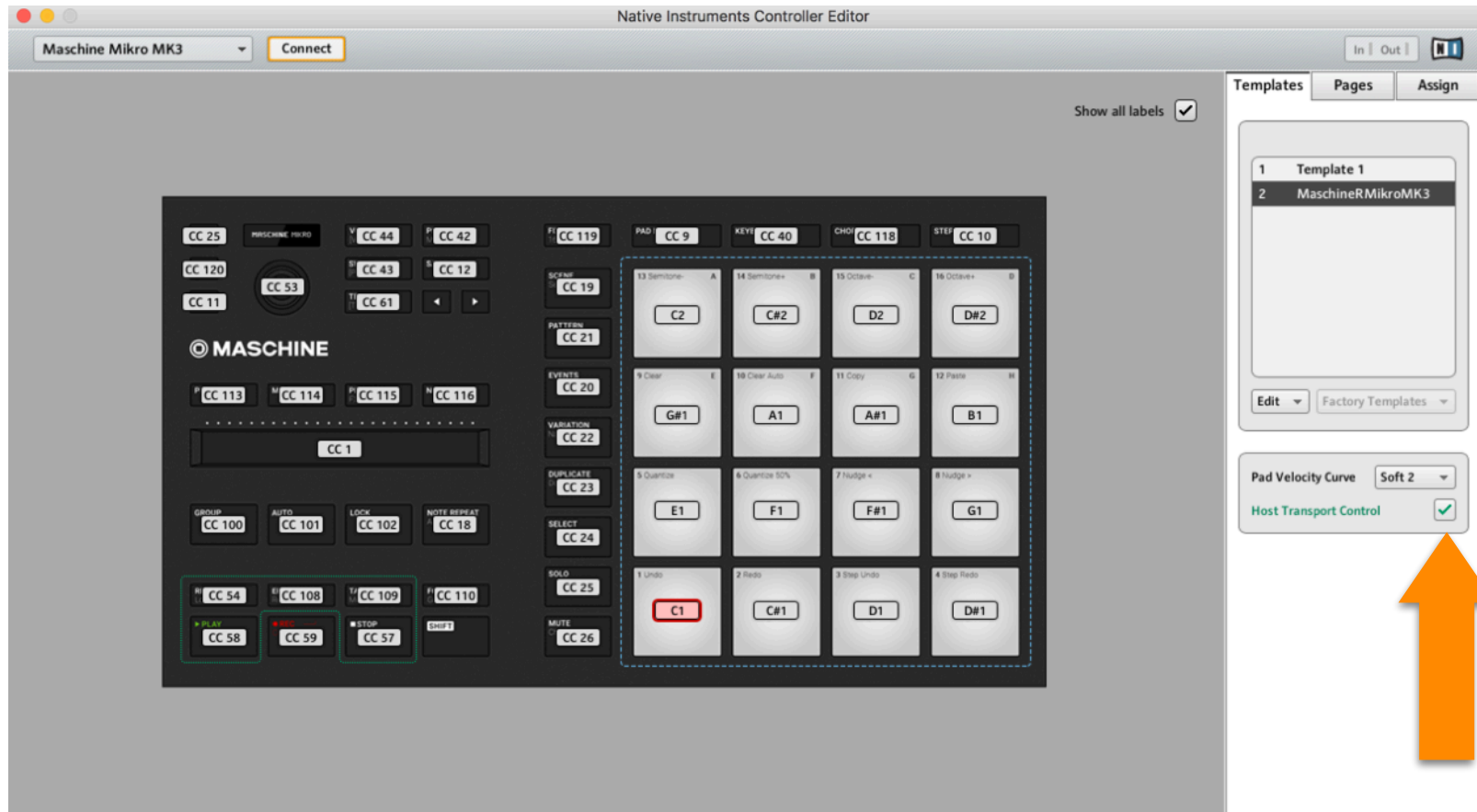


Another way to change the song tempo is to use the following shortcut, keep the **“Tempo”** button pressed and turn the data wheel



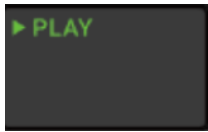
## C. Transport Controls

Transport functions are provided via the transport buttons on the Maschine hardware. Whenever possible, the controls have been assigned to mirror the same ones in Maschine. Also, it is important to point out that the MaschineR template is configured to allow “Host Transport Control”. So if you are controlling the Maschine software in Reason, you can control the Reason transport even when the device is not in MIDI mode. There is a caveat: “Host Transport Control” takes over the “Erase” and “Tap” buttons which no longer function in the Maschine software. If you’d rather have that not to happen, you need to disable “Host Transport Control” in the MaschineR template by editing it in the Controller Editor software from NI.

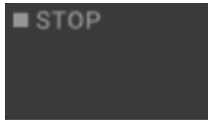


Host Transport Control Enabled

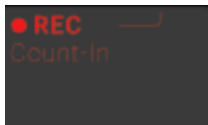




**Play:** use the play button to start the transport playback



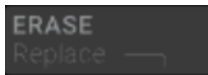
**Stop:** use the stop button to stop the transport playback



**Rec:** use the Rec button to start recording. Use **Native + Rec** to enable the **pre count in**



**Restart:** use the Restart button to restart playback from the beginning of the song. Use **Native + Restart** to turn the **Loop** On and Off. Use **Variation + Restart** to start looping the current selection (P key command)



**Erase:** use the Erase button to execute the “Cancel” key command. Use **Native + Erase** to execute the “Delete” key command



**Tap:** use the Tap button to tap in a song tempo. Use **Native + Tap** to turn on/off the **metronome**



**Follow:** use the Follow button to execute the “Follow” key command. Use **Native + Grid** to turn on/off **record quantization**

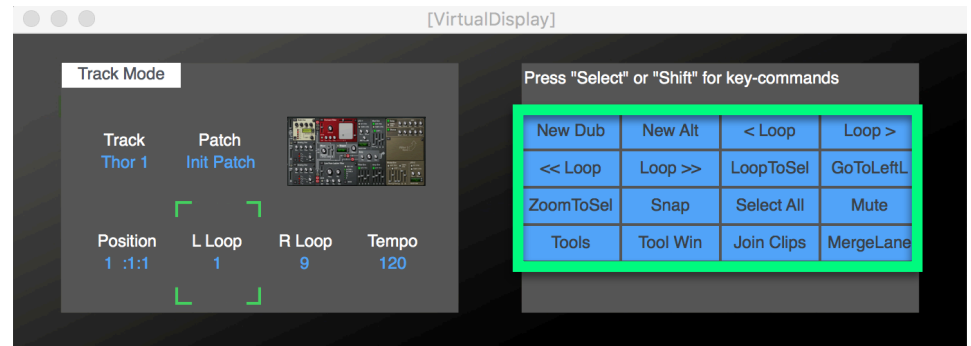
## D. Sequencer key commands

There are several keycommands available from the controller which improve the workflow when working with the Reason sequencer, and these are illustrated below

When in Track Mode, press the **“Select”** button and hit pads 1 to 16 to execute the key commands shown here



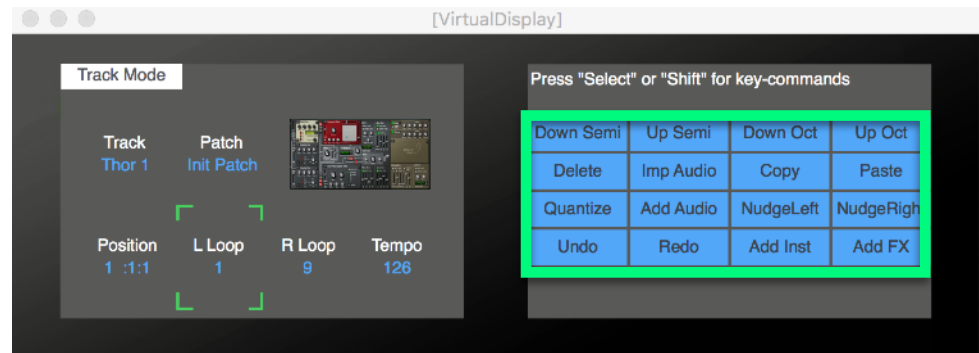
+



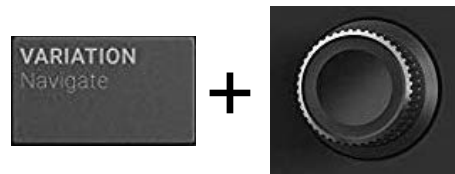
When in Track Mode, Device Mode and Mixer Mode, press the **“Native”** button and hit pads 1 to 16 to execute the key commands shown here



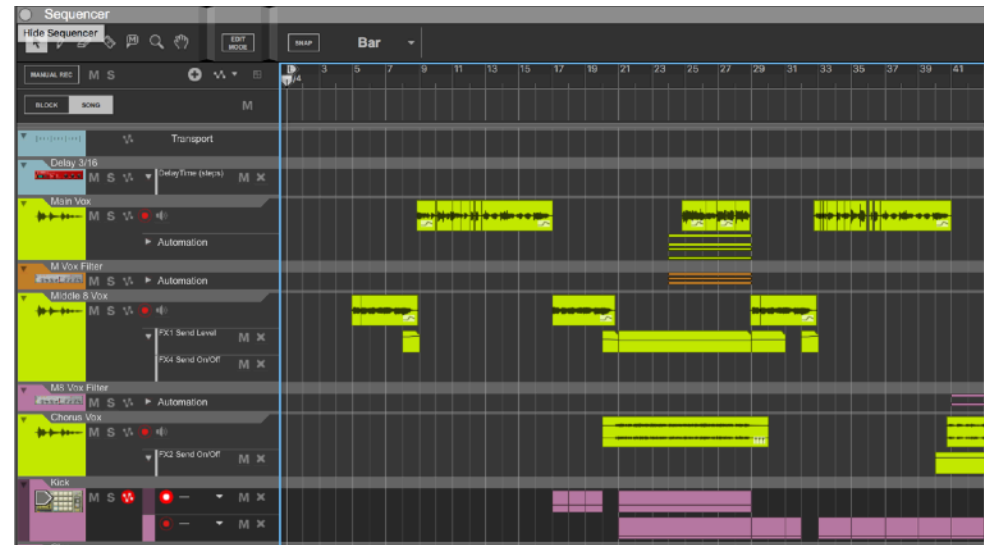
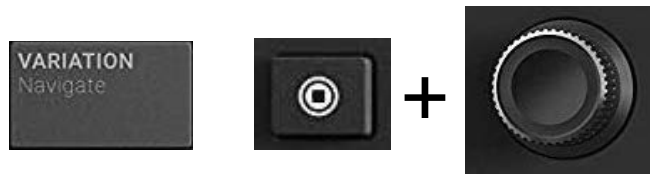
+



Horizontal ZOOM

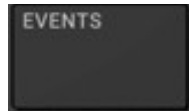


Vertical ZOOM

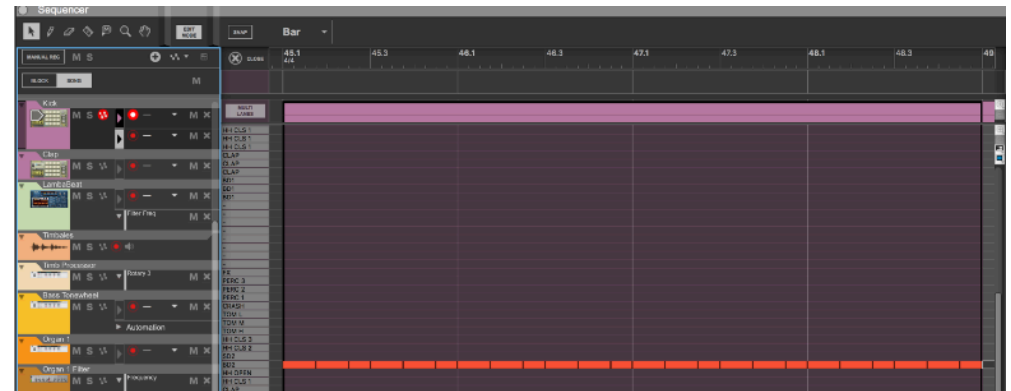


## E. Events editing

There are useful functions when editing events in the Reason sequencer which can speed up workflow and keep a lot of the operations accessible from the controller.



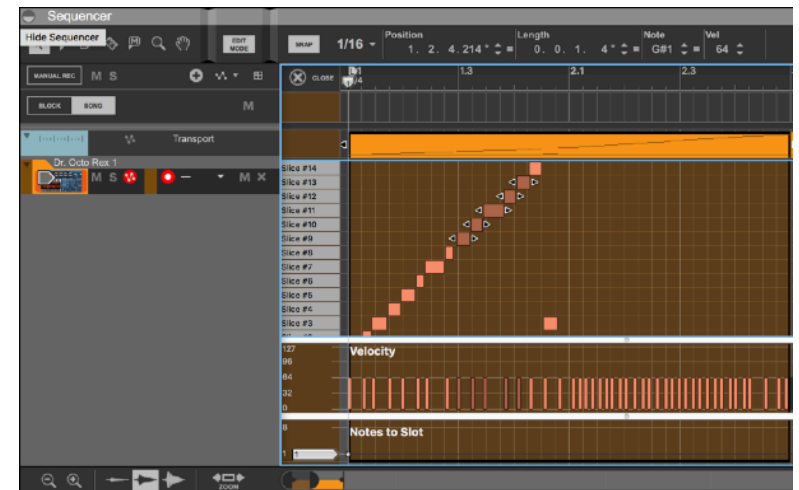
Press **Events** to open/close the sequencer edit mode



Press the **Native** button + **Events** to activate editing function for the data wheel. When this is active, the Events button is lit, otherwise it is dimmed. In this mode you can use the data wheel to edit events as shown below



1. with edit mode active in the sequencer, turn the data wheel to select single midi notes in the clip. Press **Select** then turn the wheel to select multiple contiguous midi notes in the clip
2. with midi note(s) selected in the sequencer, press the **Native** button then turn the wheel to shift the notes back or forth along the timeline by ticks (fine adjustment)



# 5. Controlling Devices

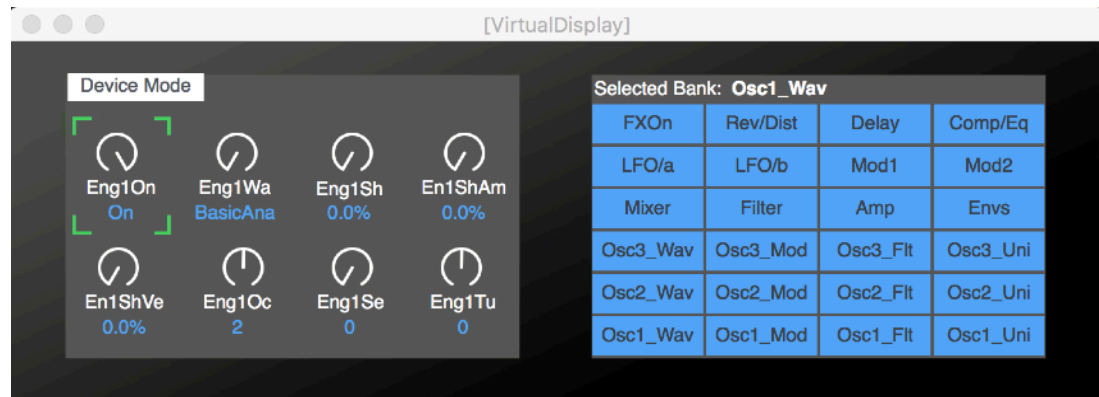
## A. Controlling the parameters for the selected device

In general, to control and to play a device, you need to select it in the Reason sequencer. This can be done directly from the hardware. See chapter 4 “Controlling the Sequencer” to find out how to select devices. Once a device is selected in the sequencer, you can control its parameters as long as there is a remote map for the device. This is true for Reason native devices, Rack Extensions, and VSTs. At the time of writing, all native devices are mapped, along with several hundreds Rack Extensions and a growing list of commonly used VSTs. For a given device, there are up to 24 banks of 8 controls each.

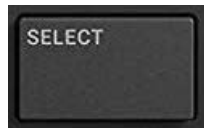
With the virtual display open, press the **Plug-IN** button to open “Device Mode”.



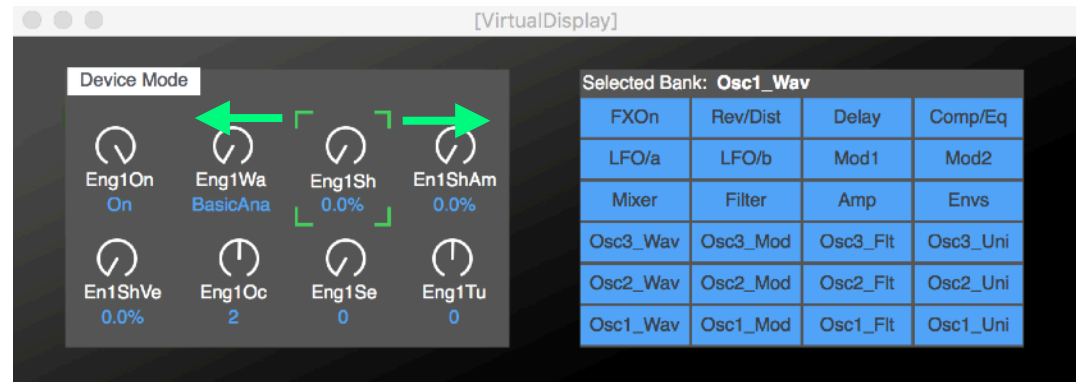
The parameters for the selected bank are shown on the left side and are ready to be controlled using the data wheel or the touch strip (see below)



To select another parameter for control, press the **Select** button and move the data wheel.



The green highlight rectangle will move to the left or the right to select another parameter



To change the volume of the selected device, keep pressed the “PlugIn” button and rotate the wheel



Press the “Select” button and hit pads 1 thru 16 to access the first 16 banks of controls. Once a bank is selected, its name is shown at the top next to “Selected Bank:”.



Selected Bank: **Osc1\_Wav**

FXOn	Rev/Dist	Delay	Comp/Eq
LFO/a	LFO/b	Mod1	Mod2
Mixer	Filter	Amp	Envs
Osc3_Wav	Osc3_Mod	Osc3_Flt	Osc3_Uni
Osc2_Wav	Osc2_Mod	Osc2_Flt	Osc2_Uni
Osc1_Wav	Osc1_Mod	Osc1_Flt	Osc1_Uni

Press the “Select” button followed by the “Duplicate” button and hit pads 9 thru 16 to access the remaining 8 banks of controls.

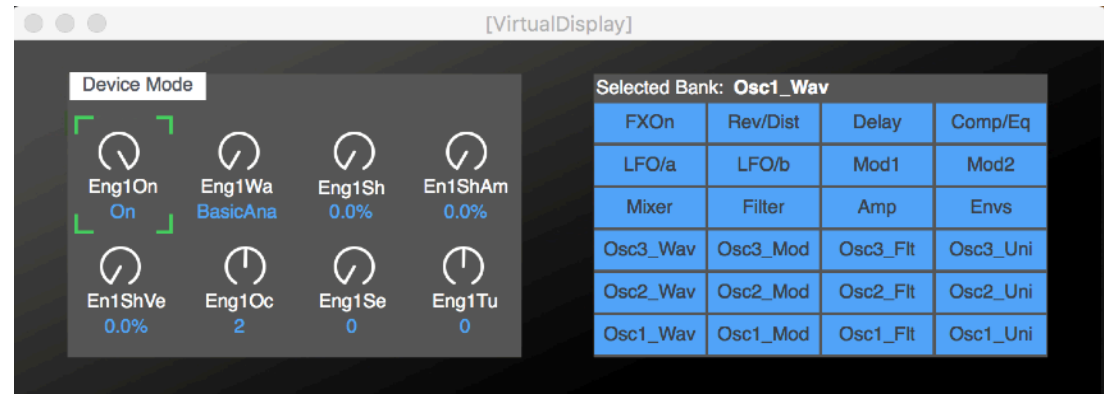


Selected Bank: **Osc1\_Wav**

FXOn	Rev/Dist	Delay	Comp/Eq
LFO/a	LFO/b	Mod1	Mod2
Mixer	Filter	Amp	Envs
Osc3_Wav	Osc3_Mod	Osc3_Flt	Osc3_Uni
Osc2_Wav	Osc2_Mod	Osc2_Flt	Osc2_Uni
Osc1_Wav	Osc1_Mod	Osc1_Flt	Osc1_Uni

Once you have selected the desired bank and the desired parameter, you can adjust it either by rotating the data wheel or by using the touch strip.

Rotate the data wheel to adjust the selected control. If the control is of the On/Off type, like a button, instead of turning the wheel, *click it* by pressing on it and use it like a button



To use the touchstrip to adjust the selected parameter, first press on the “**Perform**” button and make sure it is lit. You’ll see the touch strip *led* adjust to the position of the selected parameter. You can then slide your finger to adjust its value



## C. Playing and controlling the Kong Drum Designer

Selecting a Kong in the Reason sequencer will automatically adjust the Maschine hardware to best control it. There are several modes for the 16 pads and these are explained below. Furthermore, you can edit the drum parameters using the data wheel and the parameter names and values are displayed on the virtual display.

PAD MODE

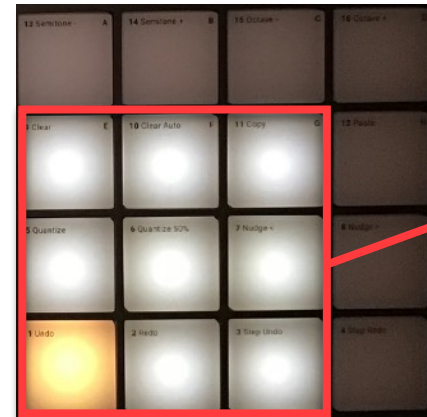
**Pad Mode:** use this mode to play the Kong pads. As you hit a pad, the pad's LED turns yellow to show that the pad was hit. The light feedback is bidirectional, so if you play a pad from the software, it will be reflected on the hardware as well

STEP

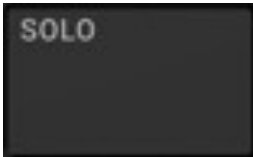
**Step Mode (16 velocity levels):** use this mode to play the selected pad (see below how to select a pad) at 16 velocity levels. Pad 1 corresponds to the lowest velocity level, while pad 16 to the highest velocity level.

PATTERN

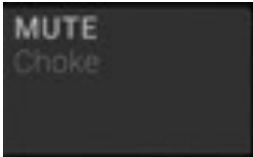
**Pattern Mode:** use this mode to make pad group assignment for the selected pad (see below how to select a pad). Only the pads shown in the red rectangle are lit and can be used, while the others are dimmed



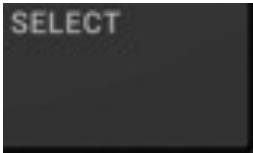




**Solo Mode:** use this mode to solo pads. The LEDs turn green for pads which are soloed



**Mute Mode:** use this mode to mute pads. The LEDs turn red for pads which are soloed



**Select Pads:** to select a specific pad for parameters control, 16-velocity mode, or group assignment mode, press “Select” then hit the pad of interest.



[VirtualDisplay]

**Device Mode**

D1Pch 0	D1Dec 127	1Tone 0	D1Var 0
1SFX 0	1Sd1 0	1Pan 0	1Lvl 100

**Selected Bank: Drum1**

Assign/1	Assign/2	HitType1	HitType2
FX1-P1/1	FX1-P1/2	FX1-P2/1	FX1-P2/1
Drum13	Drum14	Drum15	Drum16
Drum9	Drum10	Drum11	Drum12
Drum5	Drum6	Drum7	Drum8
Drum1	Drum2	Drum3	Drum4

**Device Mode with Kong selected**

## D. Playing and controlling the Redrum Drum Computer

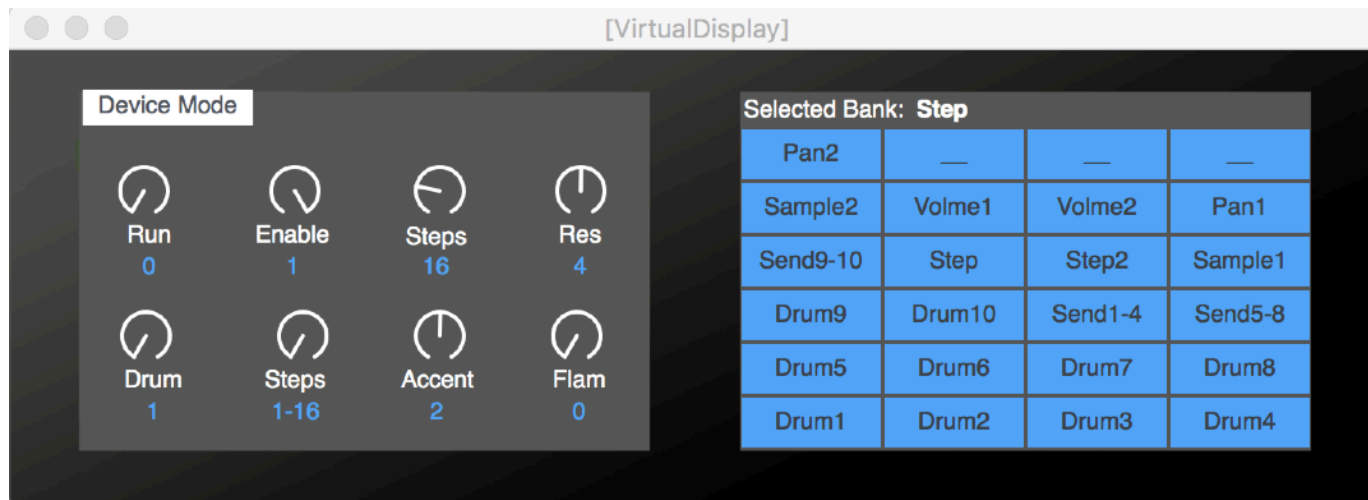
Selecting a Redrum in the Reason sequencer will automatically adjust the Maschine hardware to best control it. There are several modes for the 16 pads and these are explained below. Furthermore, you can edit the drum parameters using the data wheel and the parameter names and values are displayed on the virtual display

### PAD MODE

**Pad Mode:** use this mode to play Redrum. Only the first 10 pads are lit in dark yellow, while the others are dimmed. As you hit a pad, the pad's LED turns white to show that the pad was hit. The light feedback is bidirectional, so if you play a drum from the software, it will be reflected on the hardware as well

### STEP

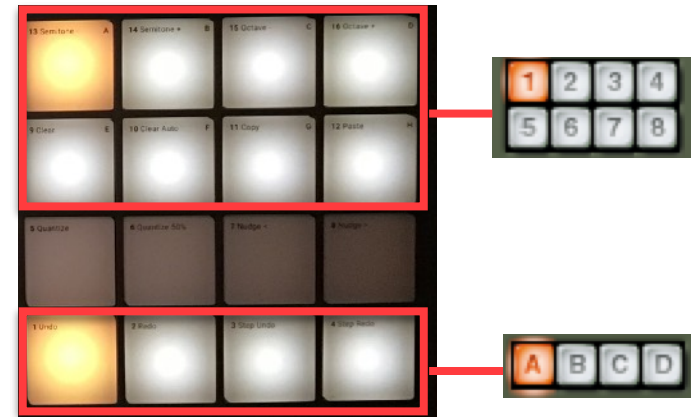
**Step Mode:** use this mode to program a beat using the step sequencer. The virtual display updates to show the relative parameters (in Device Mode). You can edit up to 16 steps at a time for the selected drum. To select a drum for editing, press "Select" then hit the pad corresponding to the desired channel. You can use the control under "Accent" to change the velocity for programming a step. There are three velocity levels, 1 = soft, 2 = medium, and 3 = hard. Steps with different velocities are represented visually by a different shade of yellow on the hardware



**Device Mode with Redrum selected in step mode**

PATTERN

**Pattern Mode:** use this mode to change which pattern is playing for the step sequencer. The top 8 pads represent patterns 1 thru 8, while the bottom 4 pads represent the 4 available pattern banks A, B, C and D



SOLO

**Solo Mode:** use this mode to solo pads. The LEDs turn green for pads which are soloed

MUTE  
Choke

**Mute Mode:** use this mode to mute pads. The LEDs turn red for pads which are soloed

SELECT

**Select Pads:** to select a specific channel for parameters control, sampling or step sequencer mode, press “Select” then hit the pad of interest.

## E. Playing and controlling the Dr.Octorex Loop Player

Selecting a Dr.Octorex in the Reason sequencer will automatically adjust the Maschine hardware to best control it. There are several modes for the 16 pads and these are explained below. Furthermore, you can edit the loop parameters using the data wheel and the parameter names and values are displayed on the virtual display (in Device Mode)

PAD MODE

**Pad Mode:** use this mode to play the first 16 slices of the selected loop

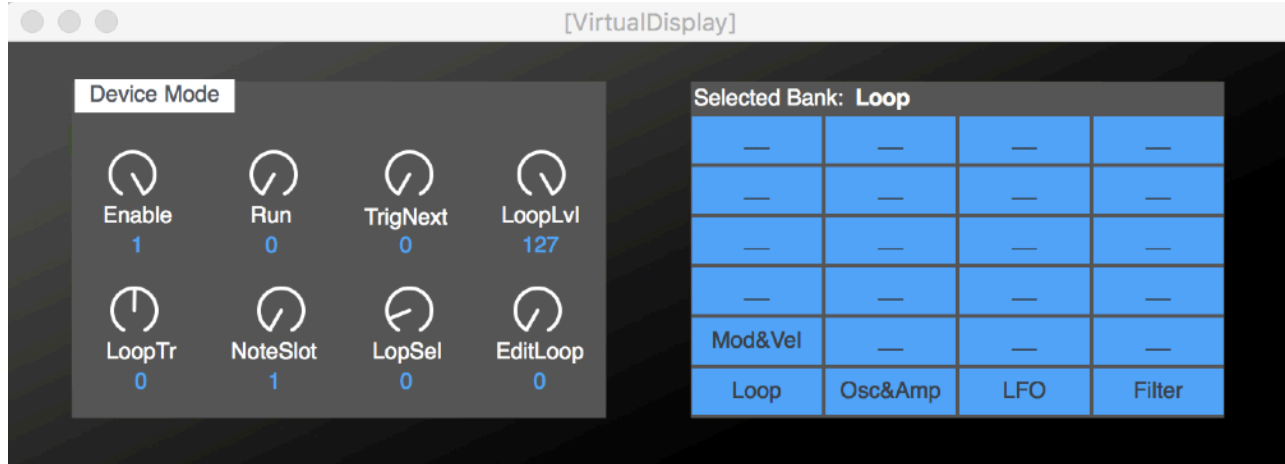
STEP

**Step Mode:** use this mode to play the next 16 slices of the selected loop using the pads

PATTERN

**Pattern Mode:** use this mode to change which loop is playing. You can use Pad 9 to stop the currently playing loop





**Device Mode with Dr.Octorex selected**

## F. Playing and controlling other devices (Synths, Samplers, FXs, REs and VSTs)

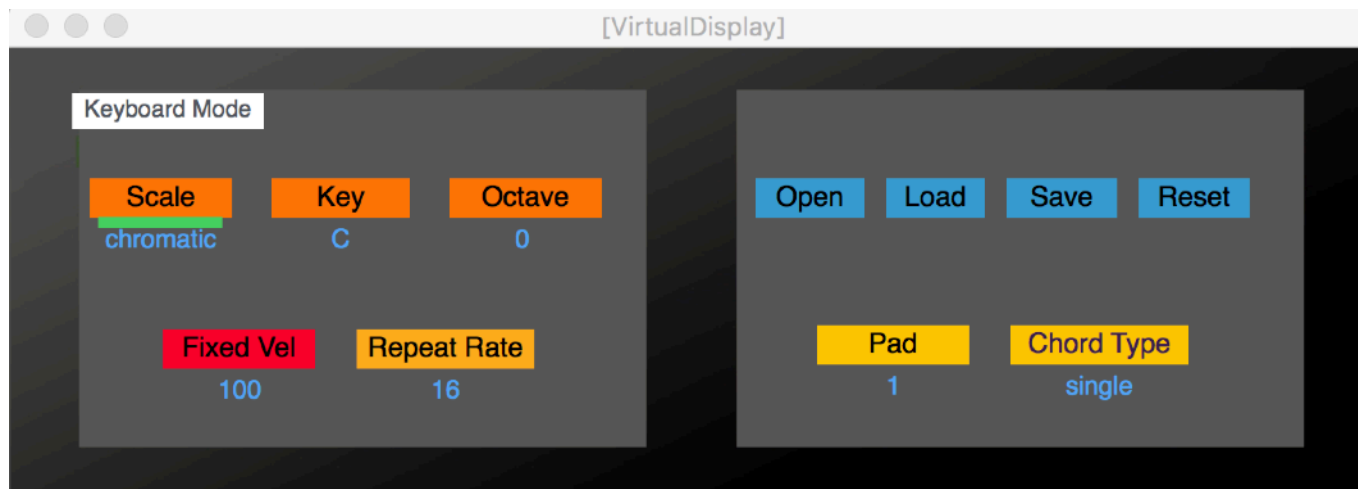
Selecting any other device in the Reason sequencer will default to the “generic” instrument mode. In this mode, it is possible to configure the pads according to a selectable key and scale. It is also possible to program chords on a single pad. These features are explained below. Please note, if you want to control an effect instead of an instrument, you need to create a sequencer track for it. This can be done in the rack: right click on the FX device and choose "Create Track for...." from the context menu.

PAD MODE

**Pad Mode:** use this mode to play the selected device. By default, the pads are arranged chromatically starting from C on pad 1. The root notes are displayed in light blue while the other notes are displayed in light grey.

KEYBOARD

**Keyboard:** with Pad Mode engaged, use the Keyboard button to enter the keyboard settings screen. From here, you can change the scale and key, the octave and the fixed velocity value. In order to change one of these values, press “**Select**” and rotate the data wheel left or right to select the field that you want to edit. A green line indicates which field is currently selected. Then release the “**Select**” button and turn the data wheel to modify the chosen field. Press again the Keyboard button to return to the previously selected screen.



**Keyboard Mode screen**

A useful shortcut for changing the semitone or the octave for the pads is to use the Variation button as shown below:

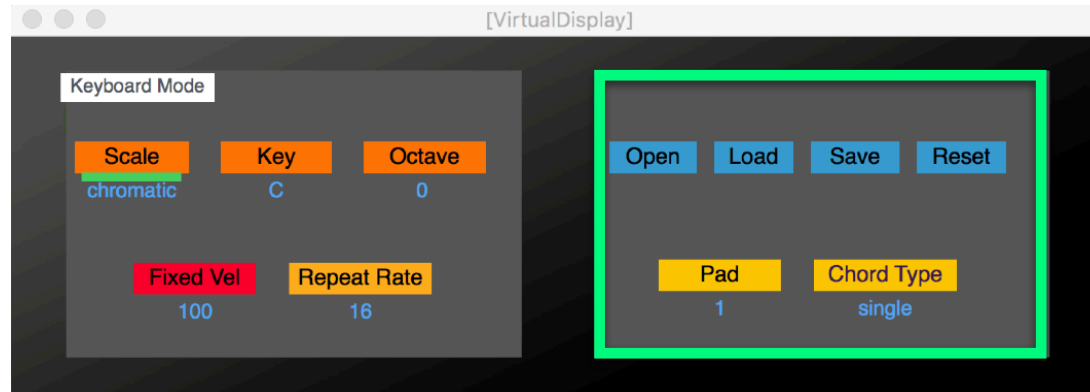


Press the “**Variation**” button. The pads will change color as shown on the side. Use pads **13** and **14** to change semitones. Use pads **15** and **16** to change octave



## CHORDS

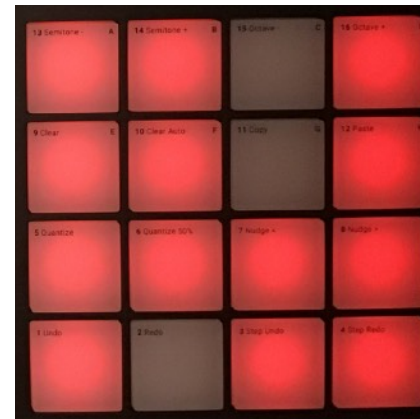
**Chords:** with Pad Mode engaged, press the Chords button to turn on the chords. You can use a single pad to play a chord. Chords can be programmed on pad 1 thru pad 12. From the “Keyboard Mode” screen, you can choose what chord to assign for each pad. For more info on programming chords, please refer to the “Chords” section in the “*Other Controls*” chapter.



**Chord programming screen**

## STEP

**Step Mode:** this mode is useful for controlling certain devices, like Thor's step sequencer gates or Matrix patterns

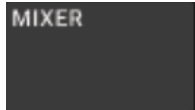




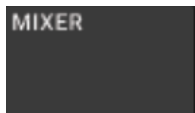
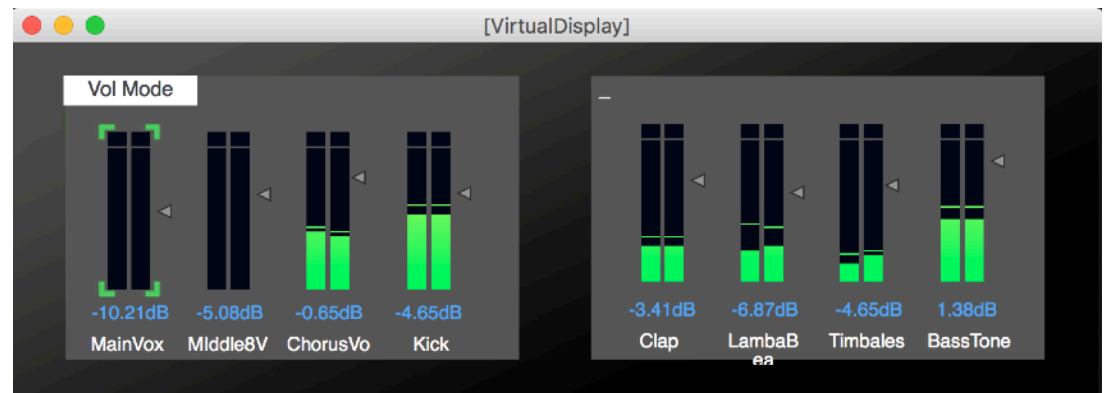
# 6. Controlling the Mixer

MaschineR offers extensive control of the SSL-console style mixer in Reason. There are three main modes of control. The first is dedicated to controlling multiple channels at once for things like Volume, and Pans. The second mode is dedicated to controlling the channel strip of a particular mixer channel, for things like EQ, Compression, Send FXs and so on. The third mode is dedicated to controlling the Master Section. Each mode has a corresponding representation on the virtual display, and it is accessed by pressing the "Mixer" button until the proper screen appears.

## A. Controlling Mixer Volumes and Pans



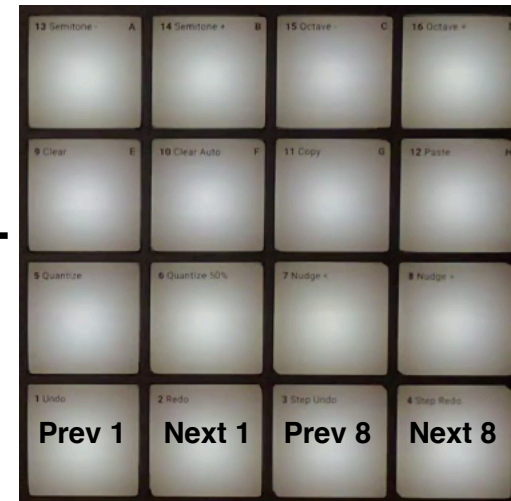
**Mixer:** press the Mixer button until you access control of channel volumes. You can use the data wheel or the touch strip to control the volume of whichever channel is selected



press the Mixer button once more to access control of the channel pans. You can use the data wheel or the touch strip to control the pan of whichever channel is selected

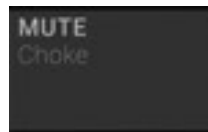


In Volume and Pans Mode, you can change which bank of channels is controlled. Press the **“Select”** button and hit pads **3** and **4** to move left or right by 8 channels respectively, or hit pads **1** and **2** to move left or right by 1 channel respectively.

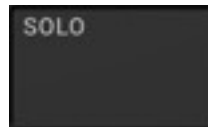


In Volume and Pans Mode, you can mute or solo the 8 channels currently selected by using the pads.

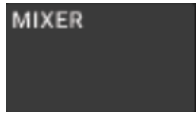
To mute, press the **Mute** button and hit the pad corresponding to the desired channel (pad 1 corresponds to the 1st channel under control). When a channel is muted, the pad turns red.



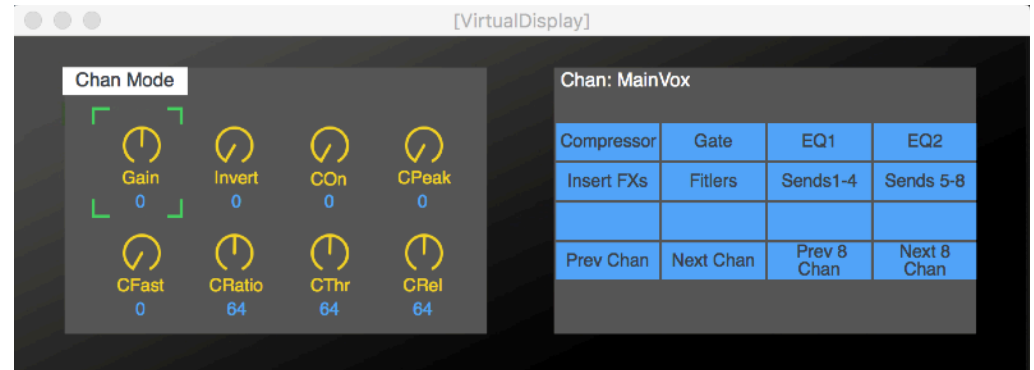
Press the **Solo** button and hit the pad corresponding to the desired channel to solo it. When a channel is soloed, the pad turns green.



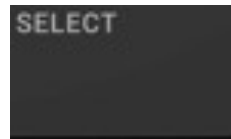
## B. Controlling the Channel Strip



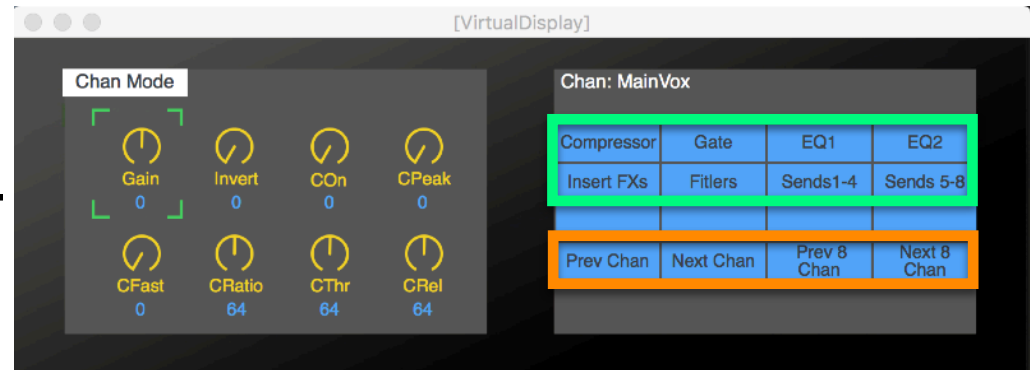
Keep pressing the “**Mixer**” button until the “Chan Mode” screen appears on the virtual display. The channel compressor parameter bank is selected by default. The name of the currently selected channel is displayed in the upper left corner of the right display.



To change to another parameter bank, press the “**Select**” button and hit pads **9** to **16** (shown in green).



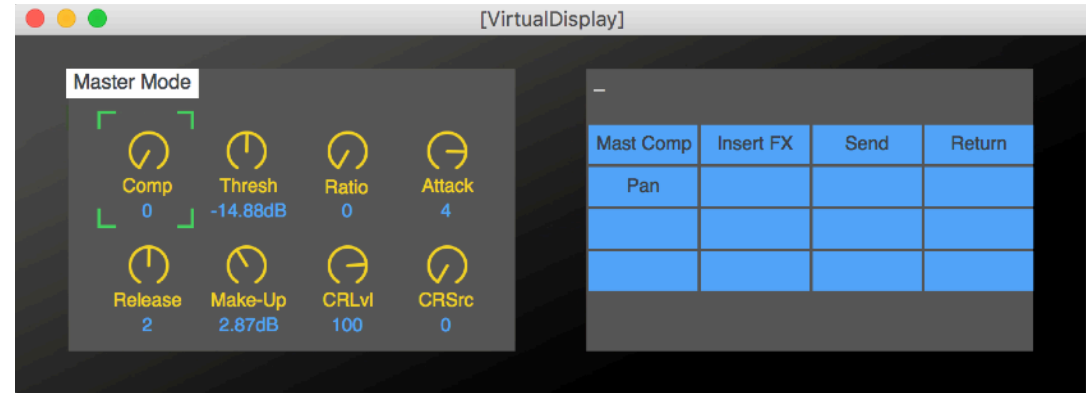
To change which channel is selected for editing, press “**Select**” and hit pads **1** or **2** to advance by one channel to the left or the right respectively. To advance by 8 channels, hits pads **3** or **4** to move to the left or the right respectively (shown in orange).



## C. Controlling the Master Section

MIXER

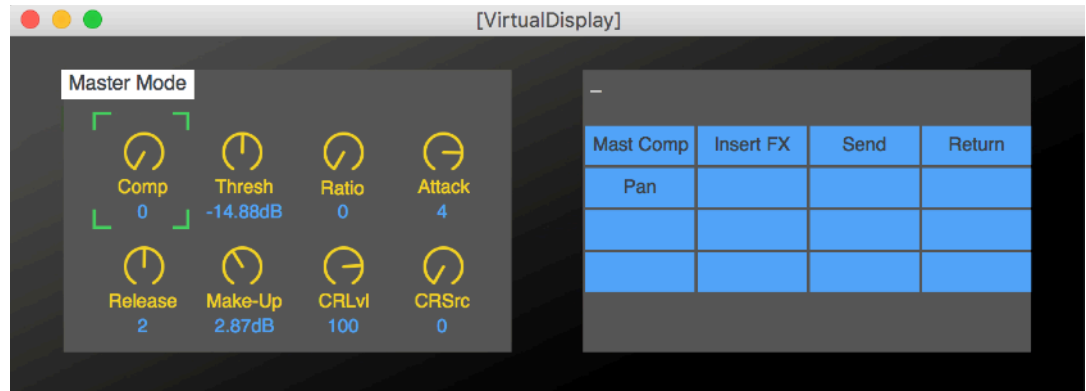
Keep pressing the “**Mixer**” button until the “Master Mode” screen appears on the virtual display. The master compressor parameter bank is selected by default.



To change to another parameter bank, press the “**Select**” button and hit pads **9, 13, 14, 15** or **16**

SELECT

+



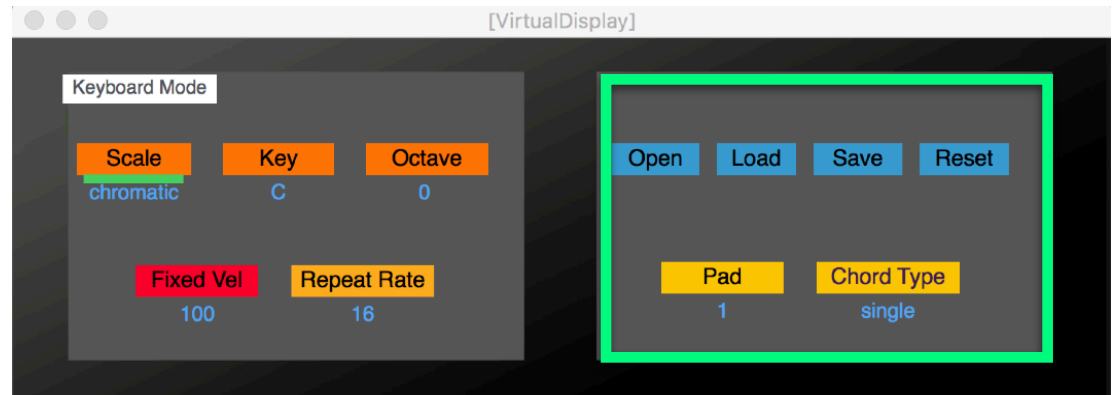
# 8. Other Controls

## A. Chords

The Chords function allows to play chords using a single pad. This function only works in "generic" device mode, i.e. when the device selected is NOT a Kong, Redrum or Dr.Octorex. It is available for pads 1 thru 12. To turn it on, just press on the "Chords" button. To program chords or load pre-programmed chordsets, please use the Keyboard Mode screen from the virtual display and follow the commands there (more info below).

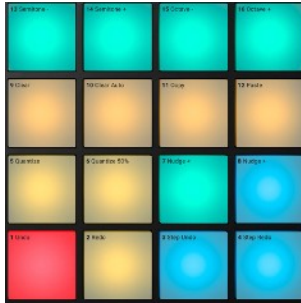
KEYBOARD

Press the "Keyboard" button to access the controls for programming the chord tool which you can find on the right side of the screen, as shown here.



CHORDS

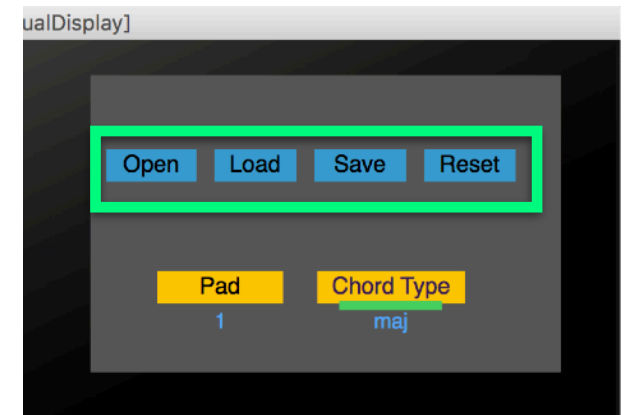
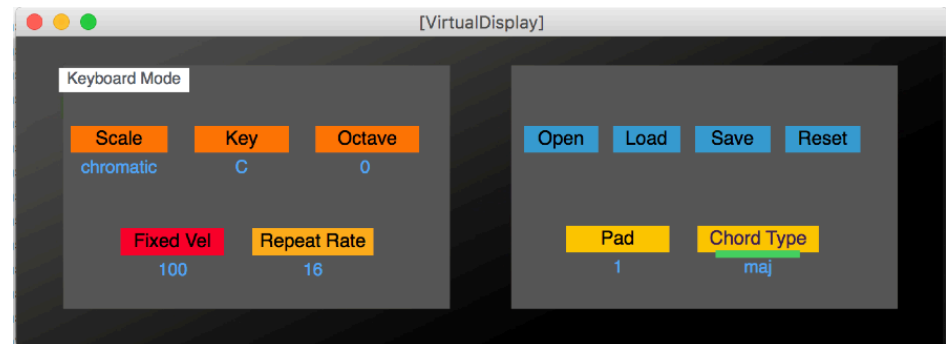
Press the "Chords" button to turn on the chord tool. The chord button should be lit when turned on.



**Select Pads:** to select a specific pad for chord assignment, press Select then hit the pad of interest. The right screen updates to show the currently selected pad and the chord assigned to it. By default, a single note is assigned as the chord



after selecting a pad for editing, you can assign a specific chord type to it by turning the wheel. First press the “**Select**” button and rotate the wheel so that the green highlight rectangle is just under the “**Chord Type**” field. You can then rotate the wheel to select a specific chord type for the selected pad



**ChordSets:** once you have several chords programmed on a few pads, you can save them in a chord set to be used at a later time.

**and Press Save:** to save the programmed chords to a file

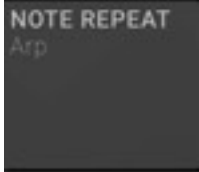
**Press Open:** to open an existing chord set on your computer

**Press Load:** to load the chord set to the pads. *Please note, the chord sets only store information relative to the chord type, not to the base notes. So the chord types will be applied to whatever base notes happen to be selected at the time*

**Press Reset:** to reset all pads to the default configuration (single note)

## B. Note Repeat & Fixed Velocity

The note repeat and fixed velocity functions work on all device types.

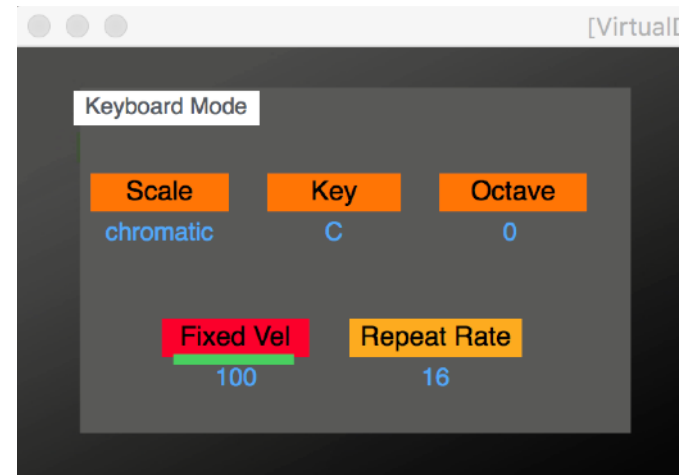
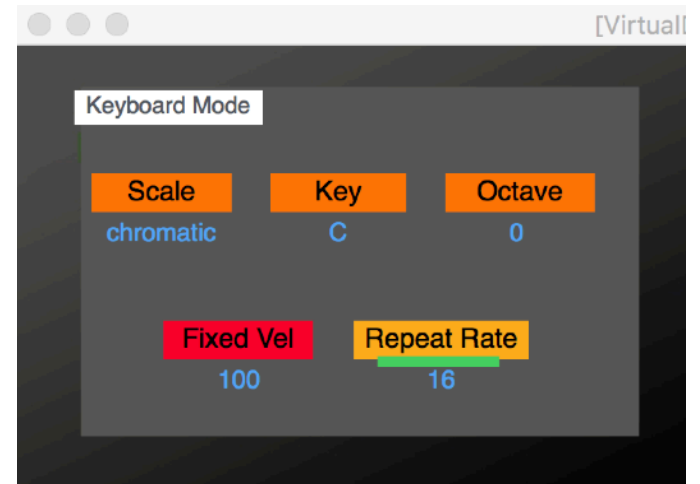


**Note Repeat:** to turn on note repeat, just press the button.

To change the repeat rates, open the “Keyboard Mode” screen, select Repeat Rate and turn the wheel to adjust to the desired value



**Fixed Velocity:** press the button to turn it on. To change the fixed velocity setting, press the **Keyboard** button, then use the data wheel to first select the Fixed Velocity field and then turn the data wheel to change the fixed velocity amount .



## C: Using the TouchStrip

The touch strip can be used in four main mode and these are described below



**Pitch** : in this mode, the touch strip acts like the pitch wheel on a keyboard



**Mod** : in this mode, the touch strip acts like the modulation wheel on a keyboard



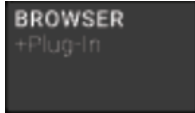
**Perform** : in this mode, the touch strip can be used to control any currently mapped parameter which has the green rectangle highlight around it. This only works in Device Mode and in all Mixer Modes (Volume, Pans, Channel, Master Section)



**Notes** : in this mode, the touch strip can be used to change the repeat rate, if Note Repeat is turned on (see the next chapter for more info on Note Repeat). The middle position on the strip corresponds to 1/16. Moving to the left, changes the repeat to lower rates, while moving to the right changes the repeats to higher rates.



## D. Browser

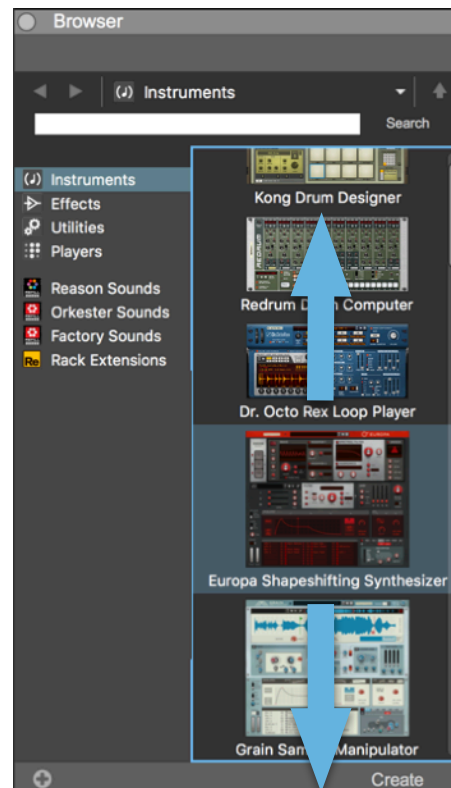


**Browser:** press the button to open/close the browser screen in Reason.



Press the **“Native”** button plus the **“Browser”** button to turn on **“Browser mode”** for the data wheel. In this mode, rotating left will execute the **“up”** keycommand, while rotating right will execute the **“down”** keycommand. This is useful for navigating the browser screen when it has focus, especially when selecting devices, effects or patches.

Once you have a device, an effect or a patch selected and highlighted in the browser, press on the the data wheel to create the device, the effect or the patch.





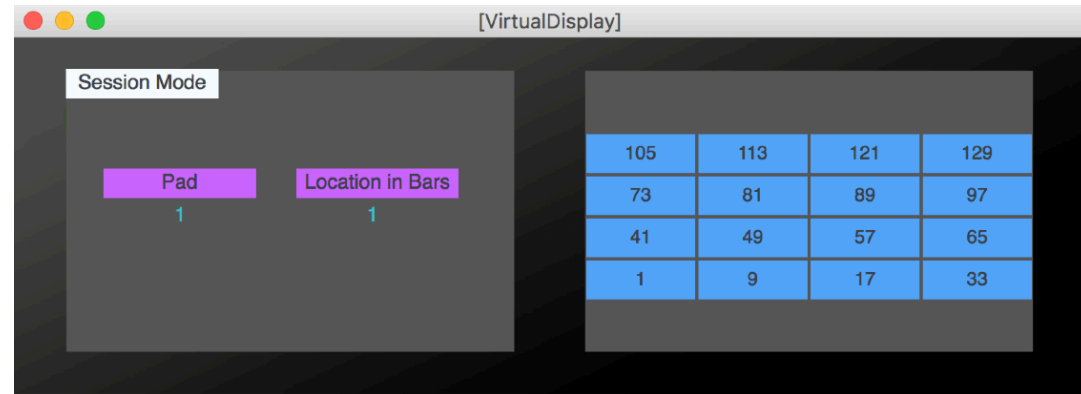
# 9. Song navigation via Session Mode

In Session Mode, you can use the pads to move the loop locators to specific points in your song. To access it, press the "Scene" button while you keep the "Native" button pressed. As long as the song is currently playing, pressing on a pad will move the loop locators to the location in bars assigned to that pad.

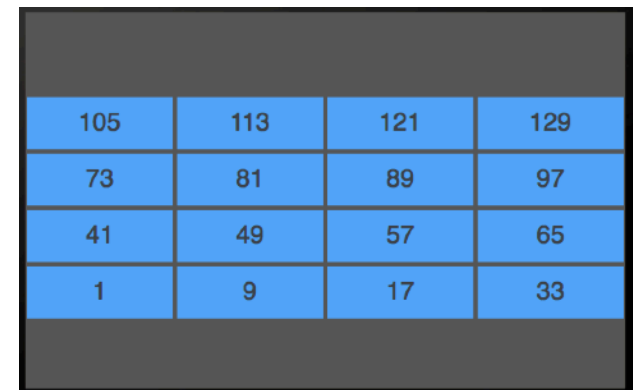
Keep pressed the **Native** button, then press the **Scene** button to enter "Session" mode. The virtual LCD updates to show the Session mode view. To exit **Session** mode, keep pressed the **Native** button, then press the **Scene** button again.



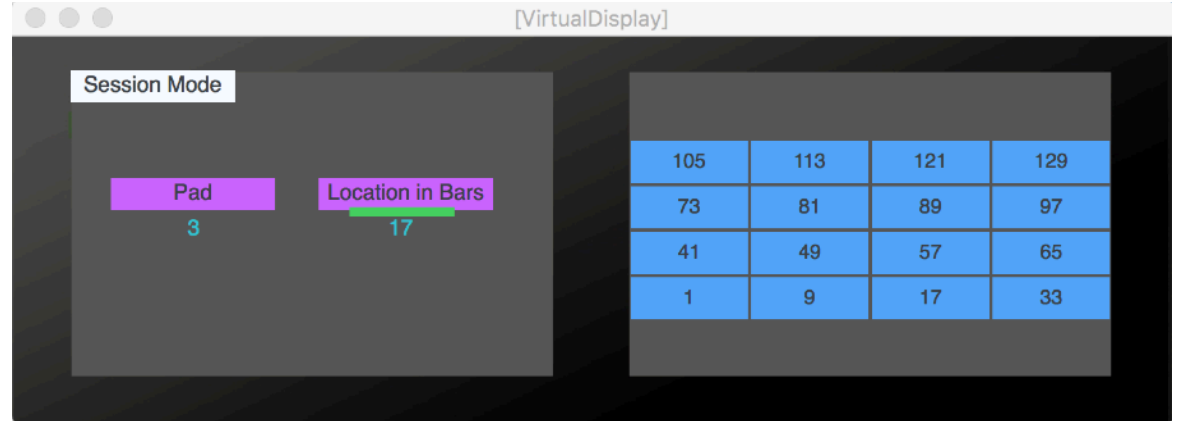
Please note, you have



while the sequencer is running, select a pad to move the left loop locator to the position assigned to that pad. The loop locators will jump to the desired location at the beginning of the next bar



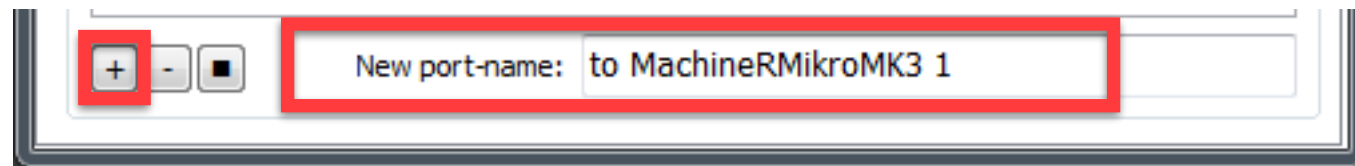
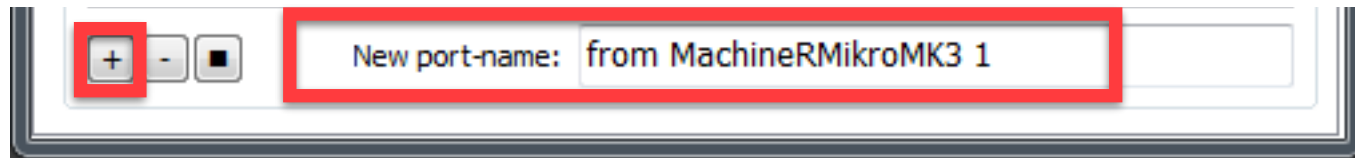
to assign a different location to a pad, select it first by pressing it. Make sure the "Location in Bars" field has the green highlight rectangle by enabling the control (press the **Native** button and touch the data wheel). Then rotate the data wheel to assign a different location



# 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 MaschineRMikroMK3 1". Then press the + sign on the bottom left side
3. Go again to the text field on the bottom right and type "to MaschineRMikroMK3 1". Then press the + sign on the bottom left side



# Appendix B

## Installation of the Java Runtime for Windows users

If you are on Windows, please install the x64 Java Runtime from Oracle. This is needed to execute the key commands functions. Follow this link to get the download: <https://www.oracle.com/technetwork/java/javase/downloads/jre8-downloads-2133155.html>

After installing the Runtime, please restart your computer.

Java SE Runtime Environment 8u221		
You must accept the <a href="#">Oracle Technology Network License Agreement for Oracle Java SE</a> to download this software.		
<input type="radio"/> Accept License Agreement <input checked="" type="radio"/> Decline License Agreement		
Product / File Description	File Size	Download
Linux x86	71.28 MB	<a href="#">jre-8u221-linux-i586.rpm</a>
Linux x86	87.06 MB	<a href="#">jre-8u221-linux-i586.tar.gz</a>
Linux x64	68.03 MB	<a href="#">jre-8u221-linux-x64.rpm</a>
Linux x64	83.89 MB	<a href="#">jre-8u221-linux-x64.tar.gz</a>
Mac OS X x64	79.46 MB	<a href="#">jre-8u221-macosx-x64.dmg</a>
Mac OS X x64	71.02 MB	<a href="#">jre-8u221-macosx-x64.tar.gz</a>
Solaris SPARC 64-bit	52.19 MB	<a href="#">jre-8u221-solaris-sparcv9.tar.gz</a>
Solaris x64	49.96 MB	<a href="#">jre-8u221-solaris-x64.tar.gz</a>
Windows x86 Online	1.97 MB	<a href="#">jre-8u221-windows-i586-iftw.exe</a>
Windows x86 Offline	66.32 MB	<a href="#">jre-8u221-windows-i586.exe</a>
Windows x86	68.84 MB	<a href="#">jre-8u221-windows-i586.tar.gz</a>
Windows x64	75.92 MB	<a href="#">jre-8u221-windows-x64.exe</a>
Windows x64	75.09 MB	<a href="#">jre-8u221-windows-x64.tar.gz</a>