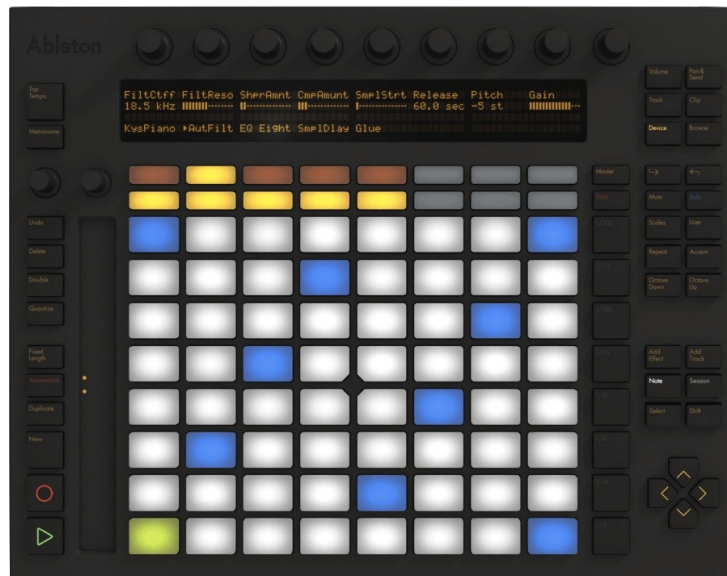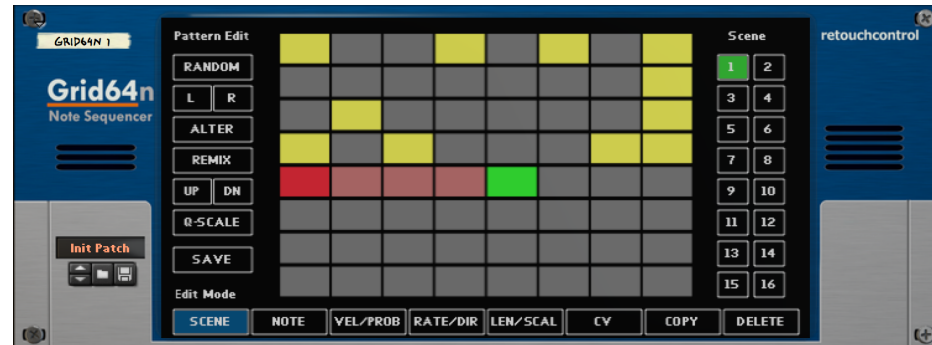# Grid64n Gate Sequencer

Setting up Ableton Push

Step 1: installing the Remote Files

Once you have obtained the Remote Files from www.retouchcontrol.com/grid64n, unzip the folder on your computer, navigate to the "Remote Files" folder and double click on the installer script for your OS. On OSX, you will see the terminal window open when the process is completed. On Windows, you will see the console flash quickly and then closing.

You should make sure that the files have been installed correctly by going to the proper directories on your HD. There should be folders named "Grid64n" at these two locations:

   OSX: Macintosh HD/Library/Application Support/Propellerhead Software/Remote/Codecs/Lua Codecs
   Windows: C:/ProgramData/Propellerhead Software/Remote/Codecs/Lua Codecs

and

   OSX: Macintosh HD/Library/Application Support/Propellerhead Software/Remote/Maps
   Windows: C:/ProgramData/Propellerhead Software/Remote/Maps

Please note, on Windows the directory "ProgramData" is hidden by default. You need to enable "Show hidden files". See how to do it here: https://support.microsoft.com/en-us/help/14201/windows-show-hidden-files

At this point, you should restart Reason.

If for some reason the files were not properly copied over by the installer script, you can copy and paste those files manually. This is what you do:

1) Go to the download, open Remote Files, then "Lua Codecs", copy the entire "Grid64g RE" folder and paste at this location
   OSX: Macintosh HD/Library/Application Support/Propellerhead Software/Remote/Codecs/Lua Codecs
   Windows: C:/ProgramData/Propellerhead Software/Remote/Codecs/Lua Codecs

2) Then go back to the download, open Remote Files, then "Maps", copy the entire "Grid64g RE" folder and paste at this location
   OSX: Macintosh HD/Library/Application Support/Propellerhead Software/Remote/Maps
   Windows: C:/ProgramData/Propellerhead Software/Remote/Maps

3) Restart Reason

Step 2: create a control surface in Reason

With your MIDI device connected to the computer, launch Reason.

1) go to "Preferences" and open the "Control Surfaces" pane
2) click on "Add"
3) from the "Manufacturer" pull down menu, select "RetouchControl"
4) from the "Model" pull down menu, choose "Push_Grid64n" or "Push2_Grid64n" if you have a Push2.
5) for the "In Port" and "Out Port" choose the Push User ports
6) at this point, your Push should switch to User mode and you are ready to use it to control the Grid64n

Control Maps

step programming

edit area

SCENE
NOTE
VEL/PROB
RATE/DIR
LEN/SCALE
CV
COPY
DELETE

Shift
Oct Up

Shift
Oct Dn

Shift
Left

Shift
Right

Random

Alter

Remix

Q-Scale