

# JammeR Loops Trigger Module

Rack Extension for Propellerhead Reason

			Kick	Top Drums	Bass	Guitar	Keys	Filler
Intro	1	▶	Loop 3	Stop	Loop 8	Stop	Loop 6	Loop 4
Verse 1	2	▶	Loop 3	Loop 4	Loop 8	Loop 6	Loop 1	Loop 4
Verse 2	3	▶	Loop 3	Loop 4	Loop 8	Loop 6	Loop 1	No Action
<b>Chorus</b>	<b>4</b>	▶	<b>Loop 4</b>	<b>Loop 5</b>	<b>Loop 5</b>	<b>Loop 5</b>	<b>Loop 3</b>	<b>Stop</b>
Breakdown	5	▶	Loop 2	Stop	Loop 6	Loop 3	Stop	Stop
Bridge	6	▶	Loop 7	Loop 1	Loop 1	Loop 6	Loop 2	Stop
Chorus 2	7	▶	Loop 4	Loop 5	Loop 5	Loop 5	Loop 3	Loop 3
Outro	8	▶	Loop 4	Stop	Loop 2	Loop 5	Stop	Loop 3

## USER MANUAL version 2.0.0

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# 1. Introduction to JammeR

JammeR is a utility device for the Reason rack which allows the creation of “scenes” for triggering loops in multiple Dr.Octorex devices at once. The device by itself is not capable of loading rex loops, but it needs to be used in conjunction with the “JammeR Combi Module” which hosts the Dr. Octorex devices with the loops.

The interface is comprised of an 8 by 6 matrix of selectable loop slots. Each slot in a row represents a loop in one of the six Dr.Octorex devices loaded in the “JammeR Combi Module”. For each Dr.Octorex device, also known as a “deck”, you select which loop to trigger. A scene is composed by selecting a loop for each deck. You can create up to 8 scenes in a single instance of JammeR.

Scenes can be triggered in several ways :

- by pressing the scene trigger buttons directly on the device
- by creating a track for JammeR in the sequencer and using MIDI keys C1 to G#1/Ab1
- by connecting the Gate and CV inputs in the back of the device to another device capable of sending gate and note signals, for example Matrix or Thor’s step sequencer.

In addition to triggering scenes, it is also possible to trigger single loops directly from the matrix interface, as explained in chapter 3 of this manual. Loops are triggered according to the quantization settings of each Dr.Octorex device (bar, 1/16, or beat).

The device is automatable in the Reason sequencer and most parameter can be controlled from an external MIDI controller via Remote. You can download ready made codecs for popular grid MIDI controllers, like the Novation Launchpad series, Ableton Push, Maschine Jam and the Akai APC Mini.



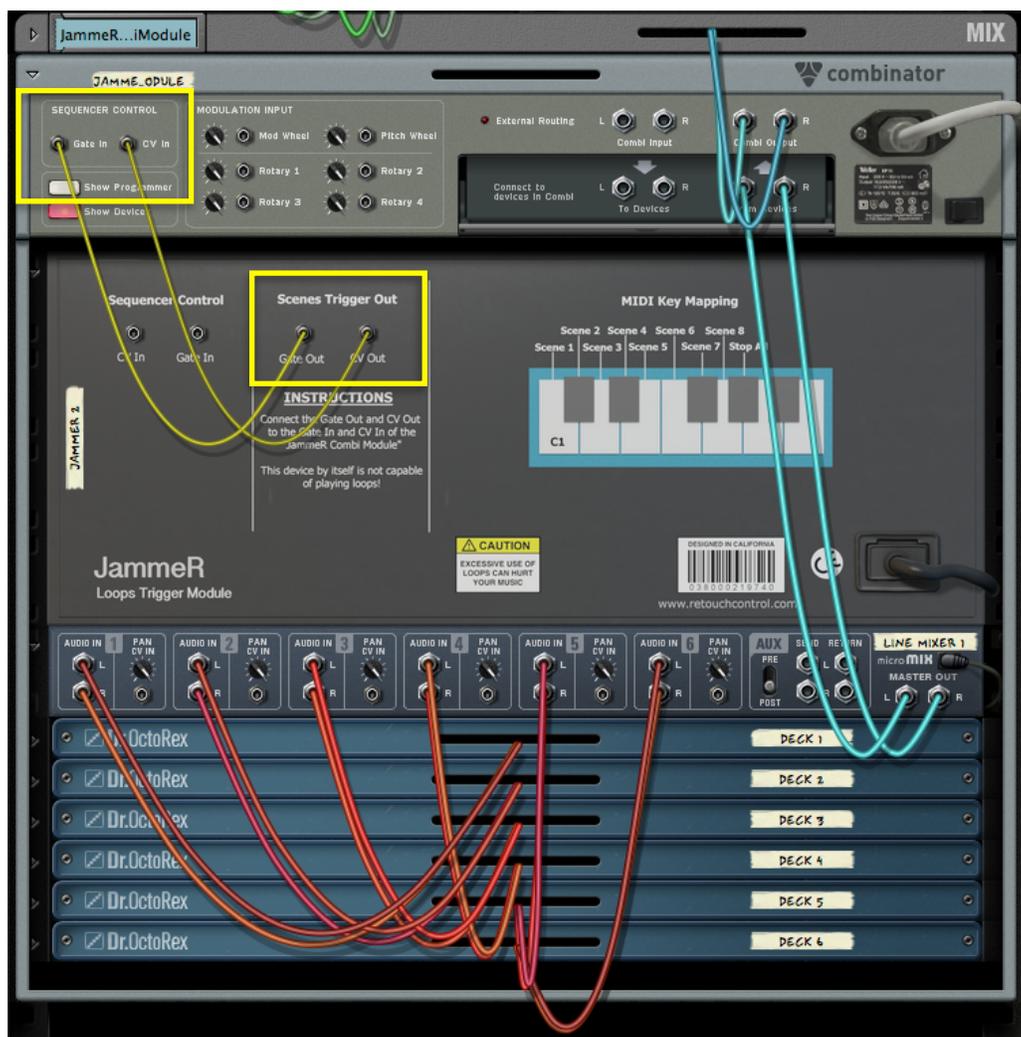
JammerR with the Combi Module

## 2. Set Up

As mentioned before, JammeR is not capable by itself of loading rex loops so it needs to be connected to a combinator hosting the Dr.Octorex devices. The “JammeR Combi Module” is a combinator patch which was created specifically for this purpose and it is included in the device factory patches.

In general, JammeR can be hosted inside the combinator module, but it can also live outside of it, if so desired. The important thing is that the “Scenes Trigger Out” Gate and CV outlets are connected to the Gate and CV inlets of the combinator module as shown below.

If you plan to trigger JammeR from a midi keyboard or pad controller, please make sure that you create a sequencer track for it!



connection to the JammeR Combi Module



JammeR inside the JammeR Combi Module



JammeR outside the JammeR Combi Module

## 3. Usage

JammeR can be useful both in the studio and on stage.

In the studio, it can be used to find combination of loops which sound “good” together and discover ideas for sections of a track. Thanks to the ability of creating rex loops directly in Reason 7 and above, you can turn your instrument parts into rex loops, load them in Dr.Octorex devices, and use JammeR to sketch the arrangement of the song.

On stage, JammeR can be used to trigger backing tracks during a solo performance. Save your instrument parts in rex loops and use your midi keyboard to trigger the different song sections as your perform. If you are a DJ, you can use JammeR to trigger combination of loops to personalize your set. With the flexibility offered by the Reason environment, the possibilities for experimentation are numerous.

In general, JammeR is pretty intuitive to use. The main interface consists of an 8 by 6 matrix of 8 scenes for 6 decks. Each deck corresponds to a Dr.Octorex device inside the “JammeR Combi Module” and each slot offers several choices for triggering its loops.

### 3.1 Loop Slot Selections

For a given scene and deck you can select one of the following options for a loop slot:

**Stop** (*default*): it stops the respective deck from running. Please note, stop takes effect as soon as you trigger the scene. If you want the deck to stop in a quantized manner, then consider leaving empty one of the loop slots on the connected Dr.Octorex device, for example “Loop 8”, and select that instead.

**Loop 1 - 8** : triggers the same numbered slot in the corresponding Dr.Octorex device

**No Action** : it literally performs no action. If the deck was stopped, it remains stopped. If it was playing a loop, it will continue playing the loop without re-triggering it. This is useful if you have long atmospheric loops or even vocals which you want to flow from one section to another without being re-triggered.

Loop selections can be automated in the sequencer to create further variations of a single scene. However, for the change to take place, the scene needs to be re-triggered.

### 3.1.1 Creating Scenes

Creating a scene consists in selecting for each deck slot one of the various loop playing options, as explained above. For example, in the screen capture below, it shows Scene 1 having "Loop3" selected in the slot for deck 1, which means that when the scene 1 button is triggered, the 3rd loop in the first Dr.Octorex device inside the Combi Module will play. On the other hand, deck 2 has "Stop" selected, which means that when scene 1 is triggered, no loop from the 2nd Dr.Octorex device inside the Combi Module will play.



Loop selection for scene 1

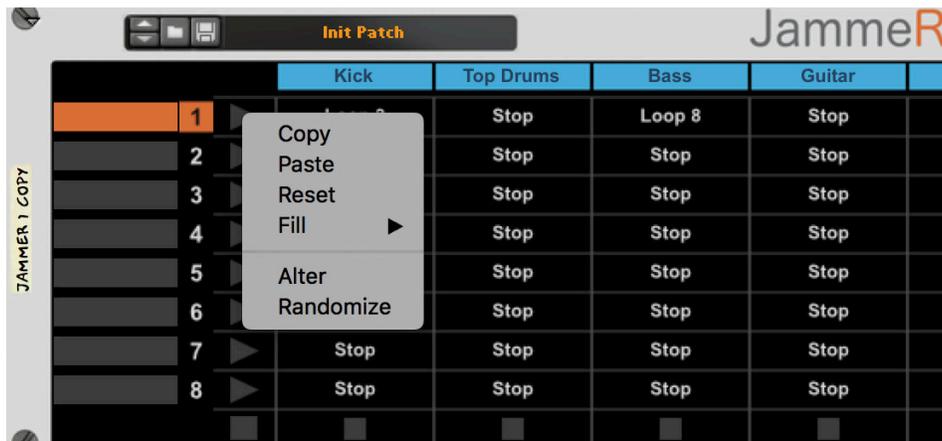
Scene can be created manually by selecting for each slot a loop playing option. Clicking on a single slot opens up a menu with the various triggering options, as shown below.



Click on a slot to see the select a trigger option

### 3.1.2 Scene Edit Menu

To speed up the process of scene creation, an edit menu can be accessed by pressing “Alt” on the computer keyboard and then clicking on a scene as shown below. The various editing options are explained below.



press “Alt” and click on a scene to open the edit menu

**Copy:** copies the current scene slots selections

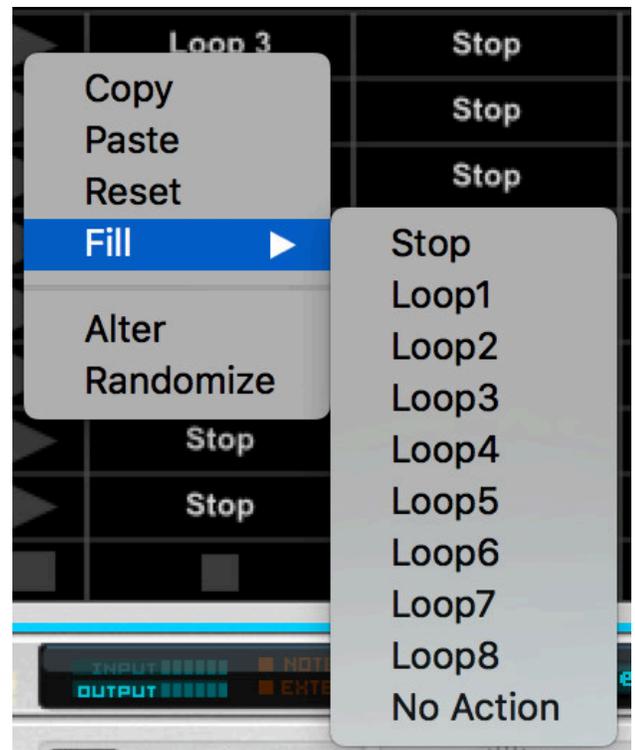
**Paste:** pastes the slot selection in memory to the currently selected scene. Nothing is pasted if there is no data copied in memory

**Reset:** changes all slots of the currently selected scene to “Stop”

**Fill:** quickly assigns one of the 10 playing options to all the slots in the currently selected scene

**Alter:** randomly alters some of the slot selections for the currently selected track

**Random:** randomly alters most of the slot selections for the currently selected track



scene edit menu

## Triggering Scenes and Single Slots

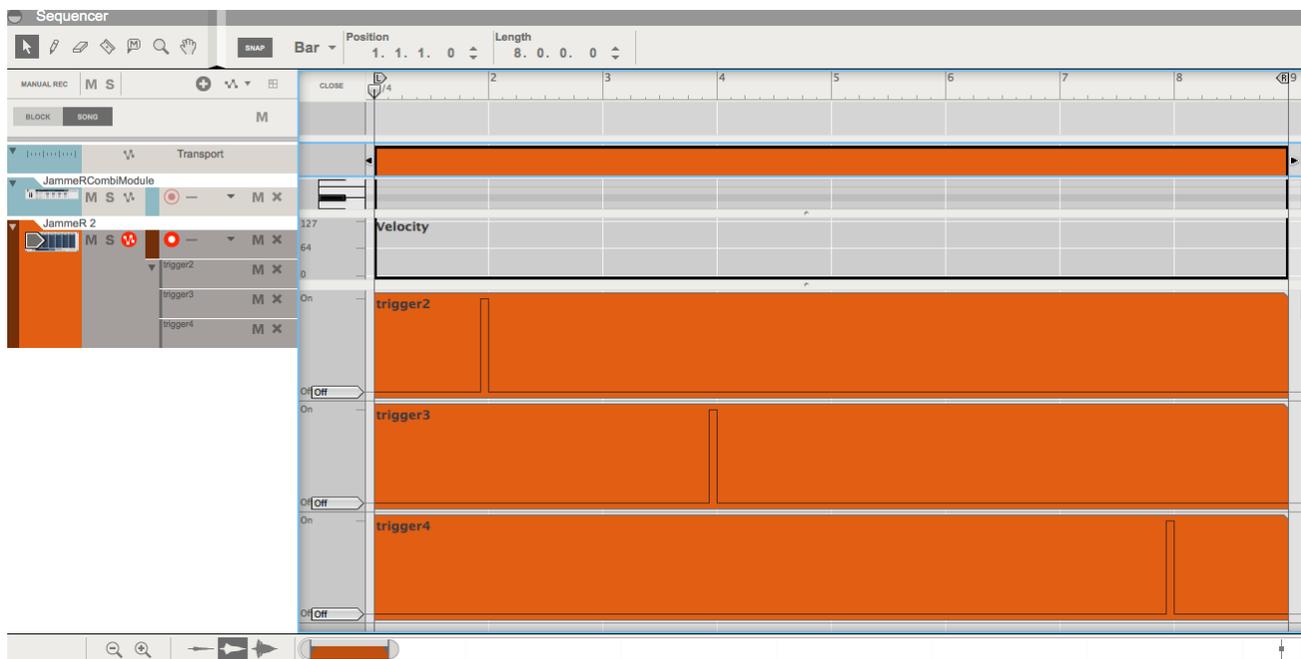
As mentioned earlier, scenes can be triggered directly with the mouse by clicking on the scene trigger buttons. They can be triggered by MIDI notes via a track in the sequencer or they can also be triggered via the device Gate and CV inputs in the back of the device.

### 3.2.1 Automating the trigger buttons in the sequencer

You can automate the trigger buttons to create scene changes in the Reason sequencer.

Please be aware that scene changes happen according to the trigger quantization set on the Dr. Octorex devices. So if you have set the quantization to be “1 bar”, make sure to pencil the scene change in the sequencer right before the beginning of the bar for which you intend the change to happen. Similarly for other quantization settings. This is shown in an example below.

Make sure to start or end the sequence by recording the “Stop ALL” button so that when you restart the sequencer from the beginning of the song, the rex players won't all start playing at the same time!



Trigger Buttons automation in the sequencer

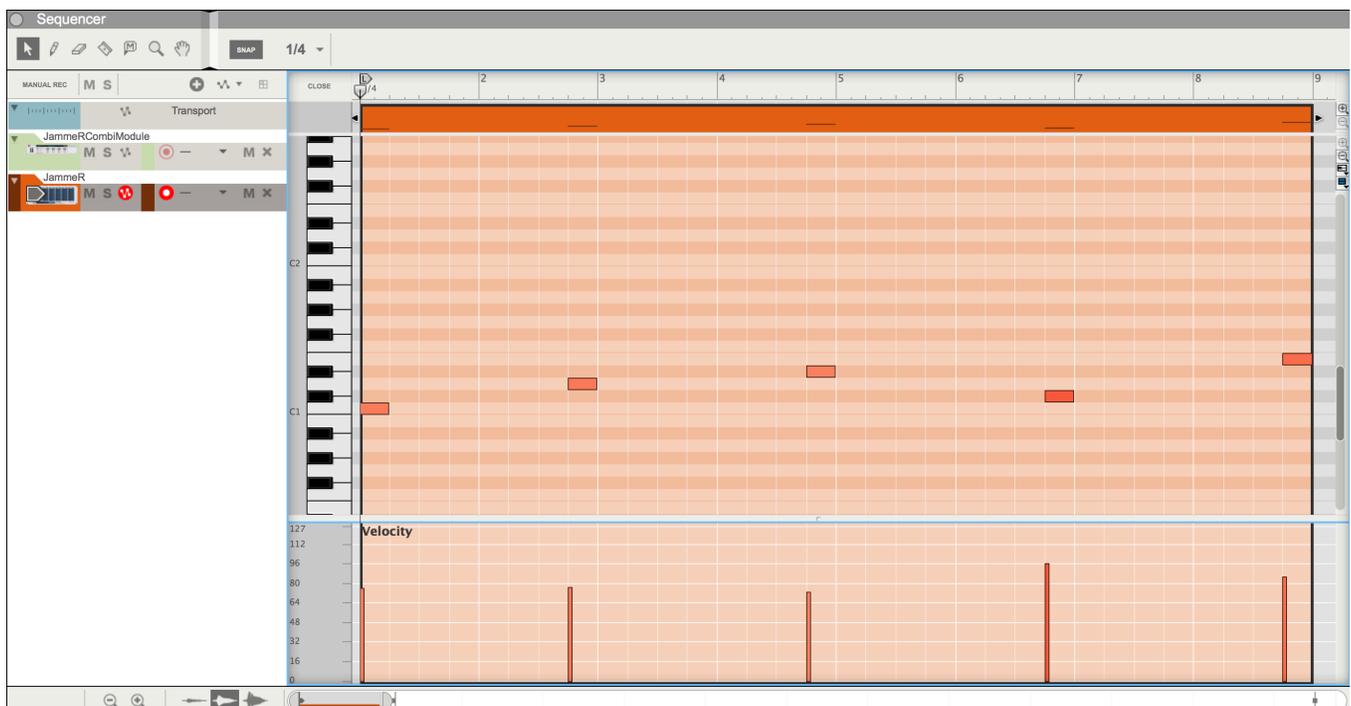
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## Recording scene changes via MIDI

If you want to “play” and record the scene changes via a MIDI keyboard, make sure to create a track for “JammeR” in the Reason sequencer. The scene will be triggered according to the MIDI Key Implementation in chapter 7.

Please note, the same considerations about the trigger quantization apply here as well. Furthermore, please make sure that there is a gap between MIDI notes in the recorded clip. JammeR is unable to trigger correctly legato or overlapping notes.

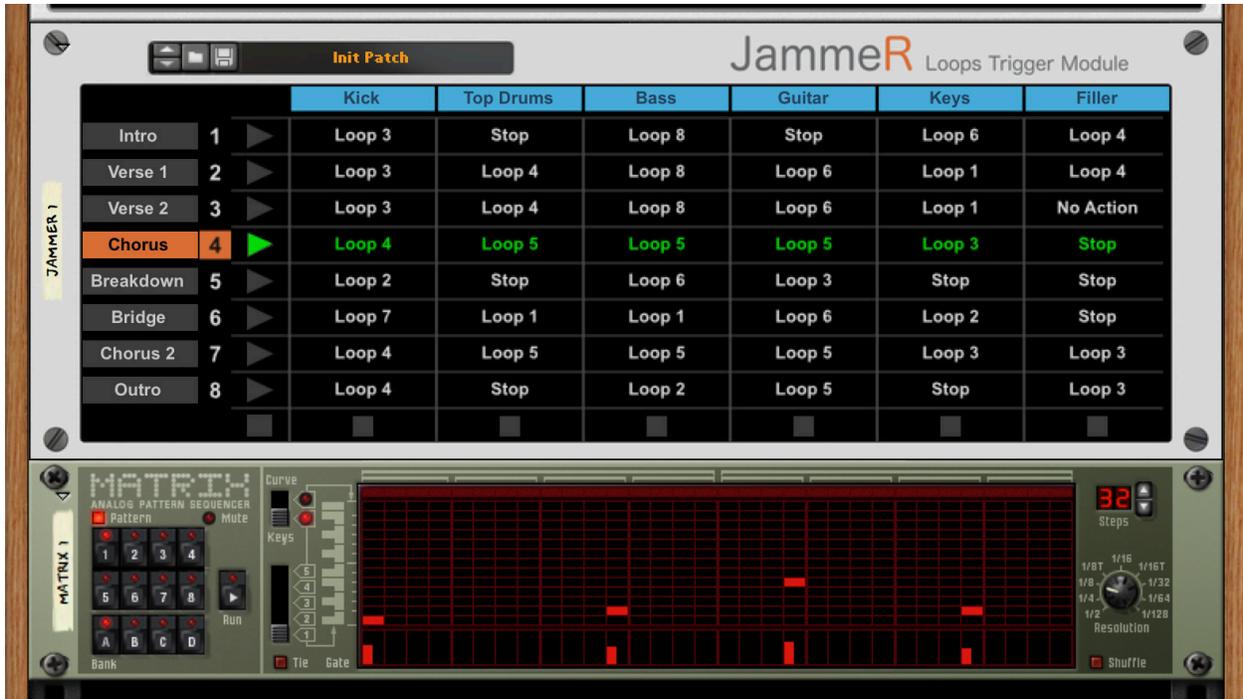
Make sure to start or end the sequence by recording the “Stop ALL” button so that when you restart the sequencer from the beginning of the song, the rex players won’t all start playing at the same time!



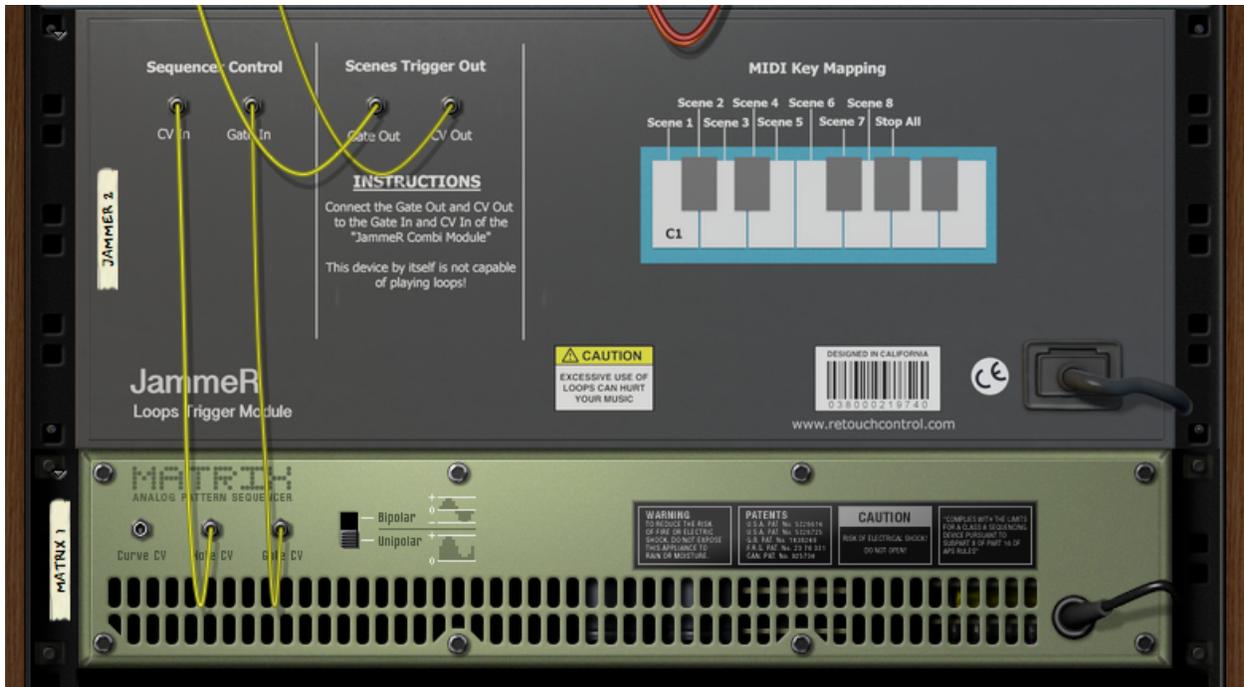
Scenes triggered by MIDI notes

### 3.2.3 Triggering scenes by CV

It is possible to trigger scenes by Note and Gate CV. For example, you could use a Matrix sequencer connected to the CV and Gate inputs on the back of the device as shown below. The note will trigger scenes according to the MIDI Key implementation in chapter 7. For best results, don't use "Tie" gates in the Matrix.



JammeR triggered by Matrix (Front)



JammeR triggered by Matrix (Back)

### 3.2.4 Triggering Single Loop Slots

It is possible to trigger single slots instead of entire scenes. This can be useful to quickly audition different loop combinations or when performing live.

To trigger a single loop, press “Shift” on the computer keyboard and then click on the loop slot to trigger. The loop will start playing and it will be highlighted in green as shown below. Similarly, a single loop slot can be stopped as well. This is accomplished by clicking on the respective deck stop button. Please be aware that only one slot per deck can be playing at the same time!

	Rhodes	Percussions	Sound FXs	Vocals	Harmonies	
1	Loop 3	Stop	Loop 4	Loop 5	Loop 6	Loop 4
2	Loop 3	Loop 5	Loop 6	Loop 7	Loop 8	Loop 7
3	No Action	Loop 4	Loop 5	Loop 6	Loop 7	Stop
4	Loop 1	Loop 2	Stop	Loop 6	Loop 8	Loop 5
5	Stop	Loop 5	Loop 7	Loop 8	Loop 5	No Action
6	Loop 1	Stop	Loop 5	Loop 4	Stop	Loop 3
7	Stop	Stop	Stop	Stop	Stop	Stop
8	Stop	Stop	Stop	Stop	Stop	Stop

As with scene triggers, single slot triggers can be recorded as automation in the sequencer as well. Two automation lanes are created, one to indicate which deck is selected and the other to indicate which slot in the deck is triggered.

Single Slot Trigger Automation

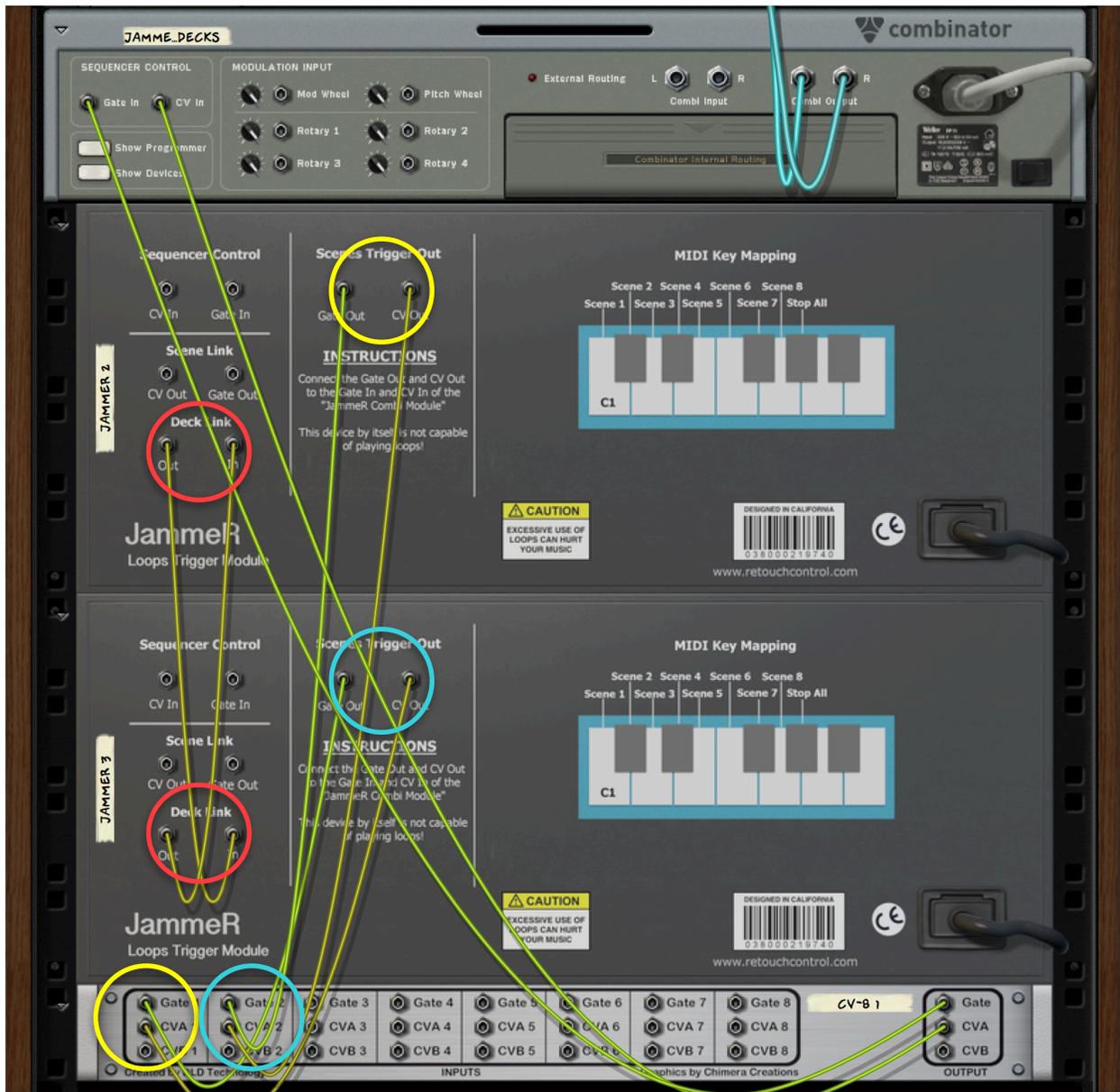
## 4. Tips and Tricks

### 4.1 Expanding the number of scenes

If you need more than 8 scenes, it is possible to chain two or more JammeR devices together. First, you need to install a free RE from DLD Technology called “8 Channel CV Gateway” which allows for connecting multiple gaved and cv inputs and have them sent out the same output without merging them first. For an example, please see the “Tips and Tricks” folder in the device patches.



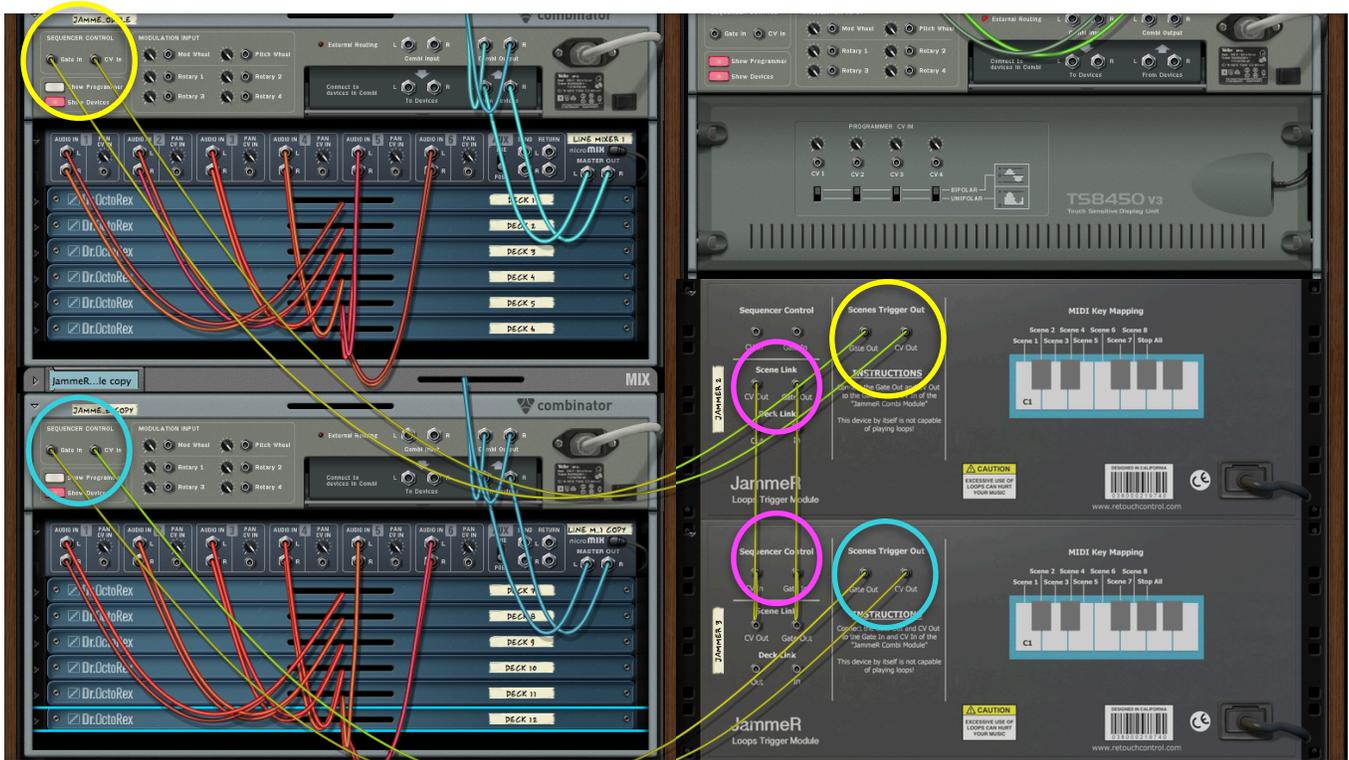
Adding extra scenes (Front)



Adding extra scenes (Back)

Connect the “Deck Link” CV In and Out connections of each device to the other. This make sure that when changing the playing status of scenes and loop slots is properly updated when going from one device to the other.





Adding extra decks (Back)

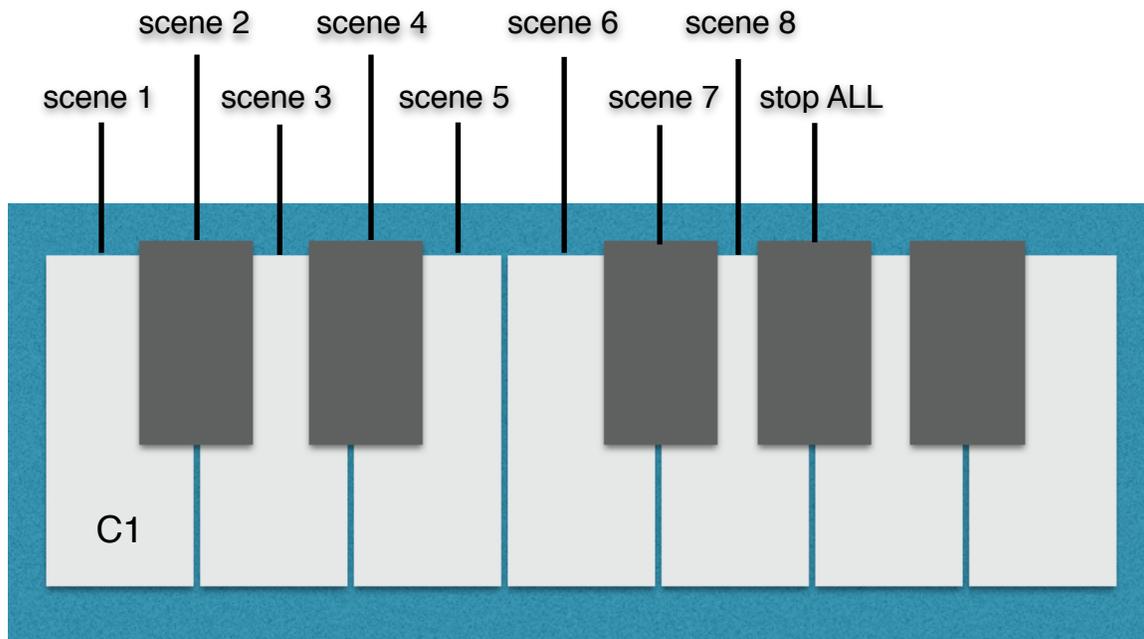
## 5. MIDI controllers support

JammeR comes with custom built remote codecs for the Launchpad series of grid controllers, Ableton Push, Maschine Jam and the Akai APC Mini. These codecs allow you to trigger or stops scenes and slots directly from the controllers for some hands on fun. In order to use these codecs, you need to create a control surface in Reason specifically for JammeR.

In order to download the codecs and get more information about installation and configuration for your controller, please head on to [www.retouchcontrol.com/JammeR\\_Codecs](http://www.retouchcontrol.com/JammeR_Codecs).

## 6. MIDI Key Implementation

In order to trigger JammeR from your MIDI keyboard, please remember to create a sequencer track first. A track is automatically created when you instantiate JammeR from the “create” menu. However, a track is not created automatically if JammeR is hosted inside a combinator.



## 7. Remotable Items

JammeR can be fully controlled from an external MIDI controller via Remote. The remotable items and their names are listed below.

Scope

Manufacturer Model

Retouch Control    com.retouchcontrol.JammeR

Remotable	Min	Max	Input type	Output type
Scene 1 Deck 1 Loop			0 9	Value ValueOutput
Scene 1 Deck 2 Loop			0 9	Value ValueOutput
Scene 1 Deck 3 Loop			0 9	Value ValueOutput
Scene 1 Deck 4 Loop			0 9	Value ValueOutput
Scene 1 Deck 5 Loop			0 9	Value ValueOutput
Scene 1 Deck 6 Loop			0 9	Value ValueOutput
Trigger 1	0	1		Toggle ValueOutput
Scene 2 Deck 1 Loop			0 9	Value ValueOutput
Scene 2 Deck 2 Loop			0 9	Value ValueOutput
Scene 2 Deck 3 Loop			0 9	Value ValueOutput
Scene 2 Deck 4 Loop			0 9	Value ValueOutput
Scene 2 Deck 5 Loop			0 9	Value ValueOutput
Scene 2 Deck 6 Loop			0 9	Value ValueOutput
Trigger 2	0	1		Toggle ValueOutput
Scene 3 Deck 1 Loop			0 9	Value ValueOutput
Scene 3 Deck 2 Loop			0 9	Value ValueOutput
Scene 3 Deck 3 Loop			0 9	Value ValueOutput
Scene 3 Deck 4 Loop			0 9	Value ValueOutput
Scene 3 Deck 5 Loop			0 9	Value ValueOutput
Scene 3 Deck 6 Loop			0 9	Value ValueOutput
Trigger 3	0	1		Toggle ValueOutput
Scene 4 Deck 1 Loop			0 9	Value ValueOutput
Scene 4 Deck 2 Loop			0 9	Value ValueOutput
Scene 4 Deck 3 Loop			0 9	Value ValueOutput
Scene 4 Deck 4 Loop			0 9	Value ValueOutput
Scene 4 Deck 5 Loop			0 9	Value ValueOutput
Scene 4 Deck 6 Loop			0 9	Value ValueOutput
Trigger 4	0	1		Toggle ValueOutput
Scene 5 Deck 1 Loop			0 9	Value ValueOutput
Scene 5 Deck 2 Loop			0 9	Value ValueOutput
Scene 5 Deck 3 Loop			0 9	Value ValueOutput
Scene 5 Deck 4 Loop			0 9	Value ValueOutput
Scene 5 Deck 5 Loop			0 9	Value ValueOutput
Scene 5 Deck 6 Loop			0 9	Value ValueOutput
Trigger 5	0	1		Toggle ValueOutput

Scene 6 Deck 1 Loop	0	9	Value	ValueOutput
Scene 6 Deck 2 Loop	0	9	Value	ValueOutput
Scene 6 Deck 3 Loop	0	9	Value	ValueOutput
Scene 6 Deck 4 Loop	0	9	Value	ValueOutput
Scene 6 Deck 5 Loop	0	9	Value	ValueOutput
Scene 6 Deck 6 Loop	0	9	Value	ValueOutput
Trigger 6	0	1	Toggle	ValueOutput
Scene 7 Deck 1 Loop	0	9	Value	ValueOutput
Scene 7 Deck 2 Loop	0	9	Value	ValueOutput
Scene 7 Deck 3 Loop	0	9	Value	ValueOutput
Scene 7 Deck 4 Loop	0	9	Value	ValueOutput
Scene 7 Deck 5 Loop	0	9	Value	ValueOutput
Scene 7 Deck 6 Loop	0	9	Value	ValueOutput
Trigger 7	0	1	Toggle	ValueOutput
Scene 8 Deck 1 Loop	0	9	Value	ValueOutput
Scene 8 Deck 2 Loop	0	9	Value	ValueOutput
Scene 8 Deck 3 Loop	0	9	Value	ValueOutput
Scene 8 Deck 4 Loop	0	9	Value	ValueOutput
Scene 8 Deck 5 Loop	0	9	Value	ValueOutput
Scene 8 Deck 6 Loop	0	9	Value	ValueOutput
Trigger 8	0	1	Toggle	ValueOutput
Deck 1 Trigger	0	1	Toggle	ValueOutput
Deck 1 Slot	0	7	Value	ValueOutput
Deck 1 Stop	0	1	Toggle	ValueOutput
Deck 2 Trigger	0	1	Toggle	ValueOutput
Deck 2 Slot	0	7	Value	ValueOutput
Deck 2 Stop	0	1	Toggle	ValueOutput
Deck 3 Trigger	0	1	Toggle	ValueOutput
Deck 3 Slot	0	7	Value	ValueOutput
Deck 3 Stop	0	1	Toggle	ValueOutput
Deck 4 Trigger	0	1	Toggle	ValueOutput
Deck 4 Slot	0	7	Value	ValueOutput
Deck 4 Stop	0	1	Toggle	ValueOutput
Deck 5 Trigger	0	1	Toggle	ValueOutput
Deck 5 Slot	0	7	Value	ValueOutput
Deck 5 Stop	0	1	Toggle	ValueOutput
Deck 6 Trigger	0	1	Toggle	ValueOutput
Deck 6 Slot	0	7	Value	ValueOutput
Deck 6 Stop	0	1	Toggle	ValueOutput
Stop ALL	0	1	Toggle	ValueOutput
Scene 1 led	0	1	-	ValueOutput
Scene 2 led	0	1	-	ValueOutput
Scene 3 led	0	1	-	ValueOutput
Scene 4 led	0	1	-	ValueOutput
Scene 5 led	0	1	-	ValueOutput
Scene 6 led	0	1	-	ValueOutput

Scene 7 led	0	1	-	ValueOutput
Scene 8 led	0	1	-	ValueOutput
Slot 1 led	0	1	-	ValueOutput
Slot 2 led	0	1	-	ValueOutput
Slot 3 led	0	1	-	ValueOutput
Slot 4 led	0	1	-	ValueOutput
Slot 5 led	0	1	-	ValueOutput
Slot 6 led	0	1	-	ValueOutput
Slot 7 led	0	1	-	ValueOutput
Slot 8 led	0	1	-	ValueOutput
Slot 9 led	0	1	-	ValueOutput
Slot 10 led	0	1	-	ValueOutput
Slot 11 led	0	1	-	ValueOutput
Slot 12 led	0	1	-	ValueOutput
Slot 13 led	0	1	-	ValueOutput
Slot 14 led	0	1	-	ValueOutput
Slot 15 led	0	1	-	ValueOutput
Slot 16 led	0	1	-	ValueOutput
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Slot 21 led	0	1	-	ValueOutput
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Slot 25 led	0	1	-	ValueOutput
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Slot 35 led	0	1	-	ValueOutput
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Slot 40 led	0	1	-	ValueOutput
Slot 41 led	0	1	-	ValueOutput
Slot 42 led	0	1	-	ValueOutput
Slot 43 led	0	1	-	ValueOutput
Slot 44 led	0	1	-	ValueOutput

Slot 45 led	0	1	-	ValueOutput
Slot 46 led	0	1	-	ValueOutput
Slot 47 led	0	1	-	ValueOutput
Slot 48 led	0	1	-	ValueOutput
Device Name	0	0	-	TextOutput
Patch Name	0	0	-	TextOutput
Select Patch Delta	0	0	Delta	TextOutput
Select Previous Patch	0	0	Trig	TextOutput
Select Next Patch	0	0	Trig	TextOutput

## 8. MIDI Implementation Chart

### CC Parameter

[12] = Scene 1 Deck 1 Loop  
[13] = Scene 1 Deck 2 Loop  
[14] = Scene 1 Deck 3 Loop  
[15] = Scene 1 Deck 4 Loop  
[16] = Scene 1 Deck 5 Loop  
[17] = Scene 1 Deck 6 Loop

[18] = Scene 2 Deck 1 Loop  
[19] = Scene 2 Deck 2 Loop  
[20] = Scene 2 Deck 3 Loop  
[21] = Scene 2 Deck 4 Loop  
[22] = Scene 2 Deck 5 Loop  
[23] = Scene 2 Deck 6 Loop

[24] = Scene 3 Deck 1 Loop  
[25] = Scene 3 Deck 2 Loop  
[26] = Scene 3 Deck 3 Loop  
[27] = Scene 3 Deck 4 Loop  
[28] = Scene 3 Deck 5 Loop  
[29] = Scene 3 Deck 6 Loop

[30] = Scene 4 Deck 1 Loop  
[31] = Scene 4 Deck 2 Loop  
[33] = Scene 4 Deck 3 Loop  
[34] = Scene 4 Deck 4 Loop  
[35] = Scene 4 Deck 5 Loop  
[36] = Scene 4 Deck 6 Loop

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[41] = Scene 5 Deck 4 Loop  
[42] = Scene 5 Deck 5 Loop  
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[47] = Scene 6 Deck 4 Loop  
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[49] = Scene 6 Deck 6 Loop

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[58] = Scene 8 Deck 3 Loop  
[59] = Scene 8 Deck 4 Loop  
[60] = Scene 8 Deck 5 Loop  
[61] = Scene 8 Deck 6 Loop

[62] = Trigger 1  
[63] = Trigger 2  
[65] = Trigger 3  
[66] = Trigger 4  
[67] = Trigger 5  
[68] = Trigger 6  
[69] = Trigger 7  
[70] = Trigger 8  
[71] = Stop ALL

[72] = Deck 1 Trigger  
[73] = Deck 2 Trigger  
[74] = Deck 3 Trigger  
[75] = Deck 4 Trigger  
[76] = Deck 5 Trigger  
[77] = Deck 6 Trigger

[78] = Deck 1 Slot  
[79] = Deck 2 Slot  
[80] = Deck 3 Slot  
[81] = Deck 4 Slot  
[82] = Deck 5 Slot  
[83] = Deck 6 Slot

[84] = Deck 1 Stop  
[85] = Deck 2 Stop,  
[86] = Deck 3 Stop  
[87] = Deck 4 Stop  
[88] = Deck 5 Stop

[89] = Deck 6 Stop