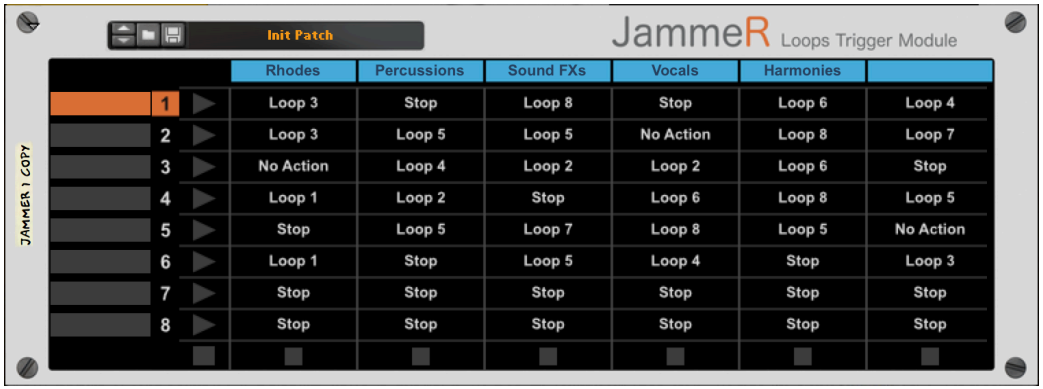
JammeR Loops Trigger Module

Setting up Ableton Push for owners of PusheR



Step 1: installing the Remote Files

Once you have obtained the Remote Files from www.retouchcontrol.com/jammer_remote, 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 “JammeR” 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 “JammeR” 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 “JammeR” 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

IMPORTANT -> Please make sure to update the PusheR map files as well. You can download the latest from your account at www.retouchcontrol.com/login

Step 2: create a control surface in Reason

With your MIDI device connected to the computer, launch Reason and launch the PusheR application. Make sure to have at least PusheR version 1.1.5 or PusheR2 1.0.5. Then:

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_JammeR” or “Push2_JammeR” if you have a Push2.
5) for the “In Port” and “Out Port” choose the following midi ports:

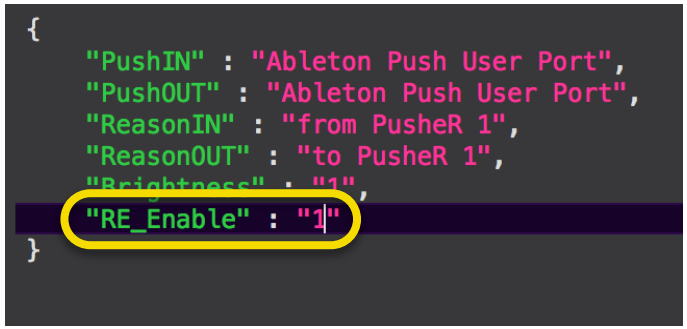
Application	In Port	Out Port
PusheR	“from PusheR 2”	“to PusheR 2”
PusheR2	“from PusheR2 2”	“to PusheR2 2”

Please note, these additional ports are automatically created on Mac. However, on Windows you’ll have to add them in LoopMIDI, which is the virtual MIDI driver you should already be using with PusheR.

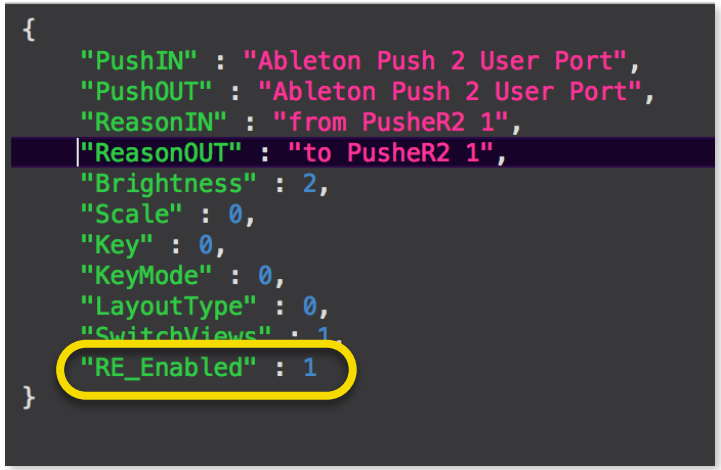
Step 3: enable the control surface in the PusheR application

This last step is necessary in order to enable the new control surface you just created in the PusheR application.

1) go to the PusheR or PusheR2 application. If you are on Mac, click on the application icon and then select “Show Package Contents”.
2) once you are in the application folder, navigate to the “support” folder and look for a file named “Settings.json”
3) open the “Settings.json” file in a text editor and change the last line as shown below
4) save the file, but make sure to keep the “json” extension or the application won’t be able to open it!
5) relaunch the PusheR application



Settings for PusheR



Settings for PusheR2

That’s it! You are now ready to control Grid64g from your Push!

Control Maps