MaschineR Studio

control solution for Reason

Getting Started Guide

version 1.6.4

Table of Contents

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.

The following text and graphics also explain how to set up LoopMIDI on your computer.

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 MaschineRStudio 1", and "to MaschineRStudio 1"

1. Enter port name here

2. Click o the + to create the port
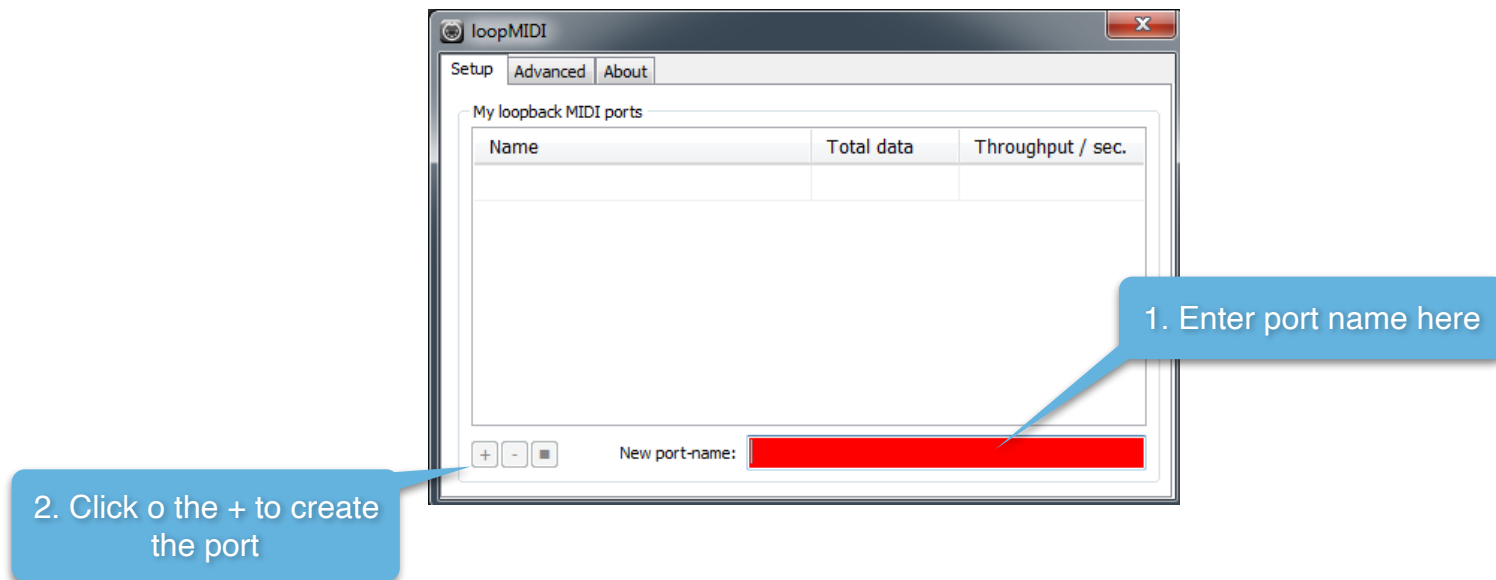
Mac:

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 <u>HERE</u>.

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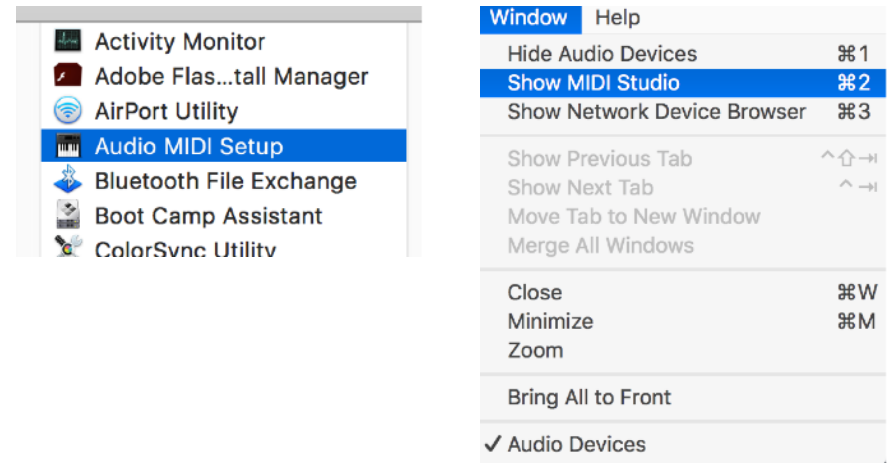
Step 2: Double click on the IAC icon to open the set up screen.

Step 3:
a. keep the device name empty
b. click on the + sign to create 2 ports and and give them the following names "**Studio_IN**", "**Studio_OUT**"
c. click on "Apply"

Step 2: Installing the Remote files

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

macOS:

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

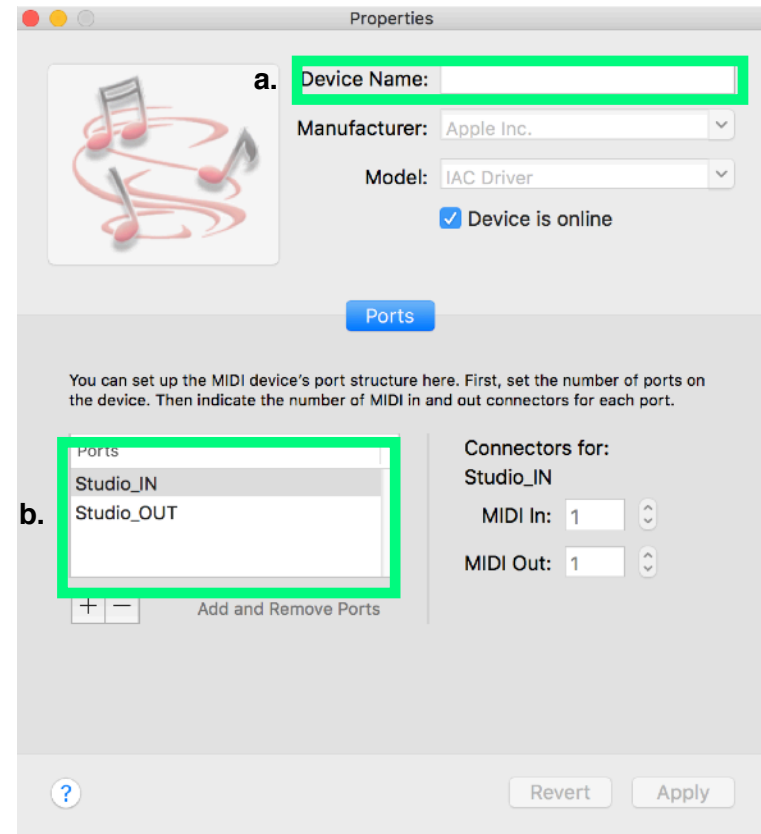**Attention Mac Users!** if you have Reason 11 or later and you did not update from a previous version of Reason but installed from scratch, then the remote files are not installed in "Application Support" but are contained inside the application bundle. Right click on the Reason application icon and choose "Show Package Contents", there you'll find these folders:

Contents/Resources/Remote/DefaultCodecs/Lua Codecs
Contents/Resources/Remote/DefaultMaps

Windows* (choose to "create directory" when the installer prompts you):
C:/ProgramData/Propellerhead Software/Remote/Codecs/Lua Codecs
C:/ProgramData/Propellerhead Software/Remote/Maps

* please note, ProgramData is hidden by default on Windows. You need to enable "Show Hidden Files" in the Windows Files Explorer in order to access it.
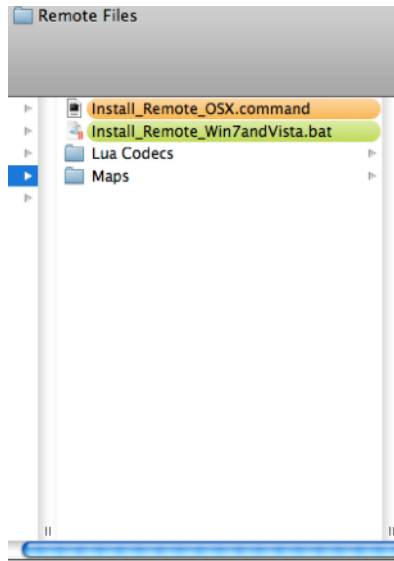
Installer Mac
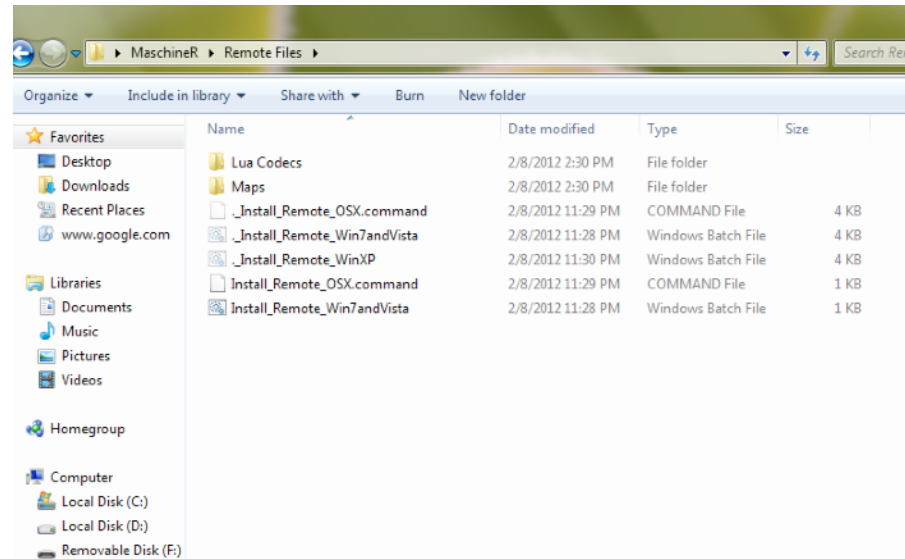
Installer Windows

Step 2: Loading the "MaschineR" template to your device

Connect Maschine to the computer. Launch the 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 "MaschineRStudio.ncmst". Open it and it will load on your device. This is the template you will be using for MaschineRStudio.

Step 3: Launching the "MaschineRStudio" 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 "MaschineRStudio" (drag this file on the dock for easier launching). If you are on Windows, double click on the file named "MaschineStudioR.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.
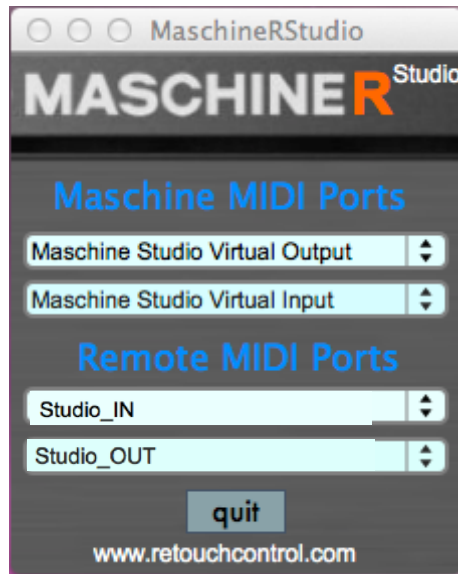
MaschineR app on Mac
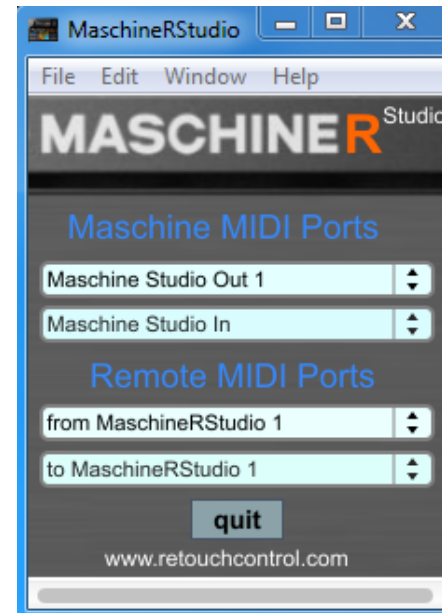
MaschineR app on Win with LoopMIDI

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 of 10 control surfaces that you need to create. These are "MStudio1Kong", "MStudio2Kong", "MStudio3Kong", "MStudio4Kong", "MStudio5Octo", "MStudio6Octo", "MStudio7Redrum", "MStudioMixer", "MStudioDevices" and "MStudioTransport". Add "MStudioTransport" first and make it the master keyboard. After you add more than one 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.
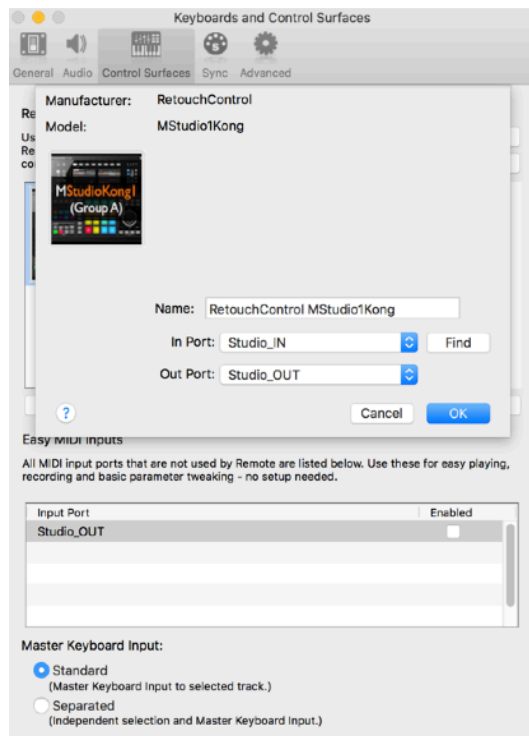
Adding control surfaces on Mac
IN port: Studio_IN
OUT port: Studio_OUT
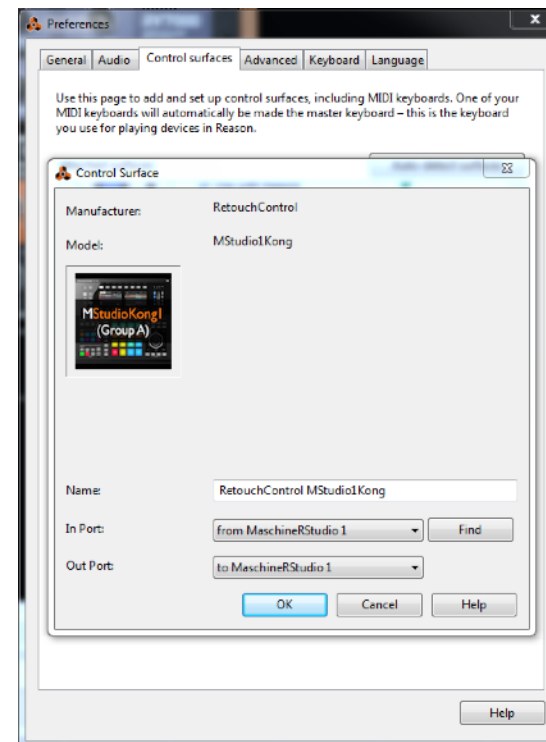
Adding control surfaces on Win with LoopMIDI
IN port: from MaschineRStudio 1
OUT port: to MaschineRStudio 1

Step 5: Locking Control Surfaces to devices in Reason

You can control multiple Reason devices at once in MaschineRStudio if you lock control surfaces to them. Take a look at the file in the "Reason Template" folder. This has 4 Kong devices, 2 Dr.OctoRex's and 1 Redrum. You should consider creating a template file which resembles this one and then lock control surfaces to the devices as shown below. When you re-open the file or create a new one, the "locking" will be remembered by Reason. "MStudioTransport" is the master keyboard and doesn't need to be locked. Also, "MStudioDevices" should be left unlocked so that you can control whichever device has keyboard focus.
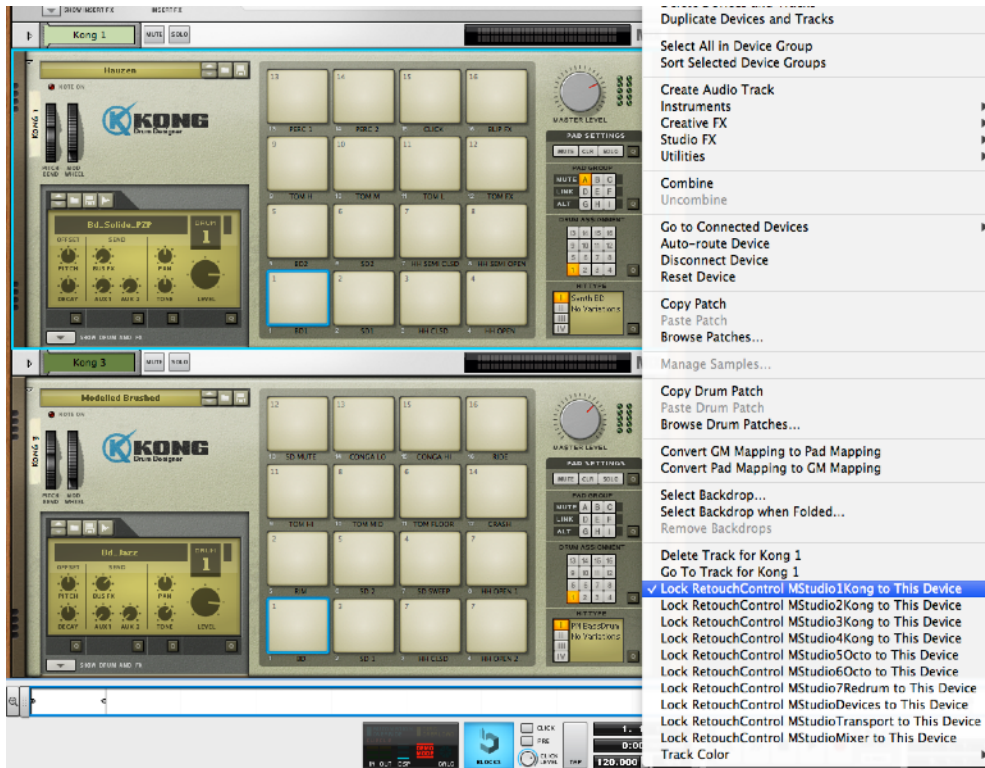
Locking "MStudioKong1" to the 1st Kong
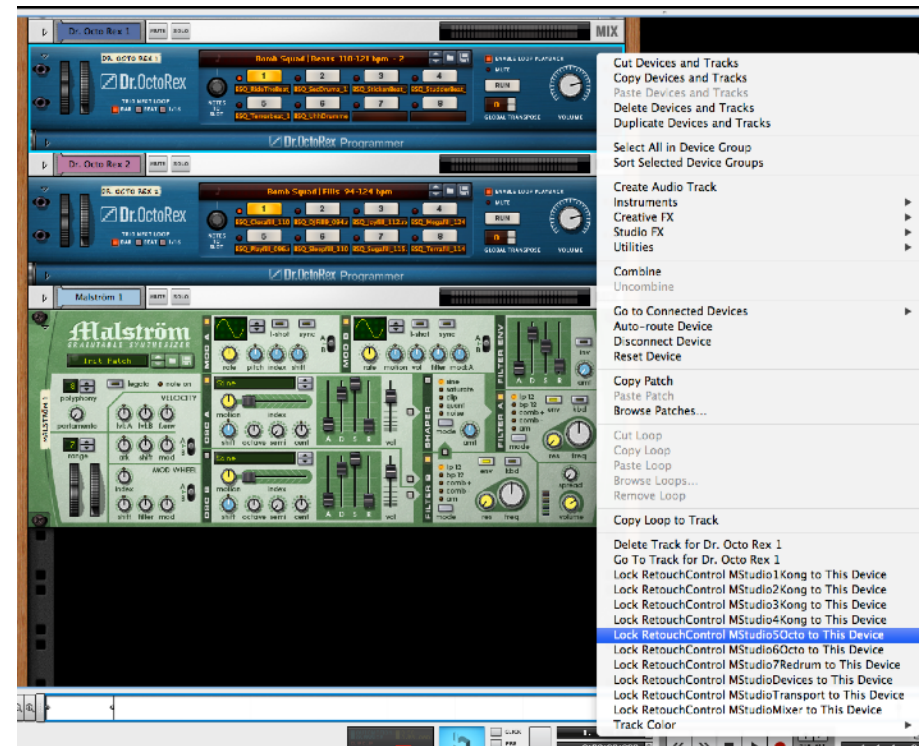
Locking "MStudioOcto1" to the 1st Dr.OctoRex

Locking "MR7ReDrum" to ReDrum

Locking "MRMixer" to the Master Section

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. Functional Description

General Overview

A. Set the control mode for the LCD area and the Jog Wheel

B. LCDs show information based on the selected control mode. The buttons and encoders control the device in focus. The arrow buttons change control pages

C. Select which Reason device to play

D. Reason transport controls

E. Select the function type for the pads (for example, play, mute, solo etc.)

F. IN buttons allow controls of playhead positions and loop locators, while the OUT buttons allow control of volumes and metering

G. Key commands for edit work

H. Jog wheel: press the arrows to change to a different function.

I. Note Repeat ON/OFF

A. Control Modes

The control mode buttons allow to quickly switch from controlling a rack device to the SSL Mixer or channel strip. They determine what's going to be displayed on the LCD, what is being controlled by the buttons and the knobs, and the function of the jog wheel. In most cases, if you press the button twice, another page of information can be accessed. For more details, please refer to the Device and Mixer control section of this guide.

Control Mode	Function	Submode1: press once	Submode2: press twice
INSTANCE PLUG-IN	control of Reason rack devices. This mode is selected by default when you select a group	shows the selected device and patch name on the left LCD	(only available in Group H) shows the device parameter names and values of the currently selected bank
MIX	control of the SSL Mixer volume faders, pan pots and widths	shows the Mixer control mode and the name of the selected bank (Volumes, Pans, Widths) on the left LCD	shows the track names and the values of the corresponding control (volume, pan, width)
MIDI CHANNEL	control of the SSL channel strip	shows the channel strip control mode and the name of the currently selected strip on the left LCD	shows the channel strip parameter names and the values for the selected bank
ARRANGE	changes the function of the jog wheel	no change	no change

B. LCD control pages

There are a total of 6 control pages which can be used to control different aspects of the application. You navigate to the desired control page by pressing the page select arrows. Unfortunately it is not possible to switch to a specific page remotely, so you need to do this manually. In order to avoid tedious scrolling thru pages, we have tried to keep the page number to a minimum.

Kong pages 1& 2
Use these pages when controlling
devices in Group A, B, C and D
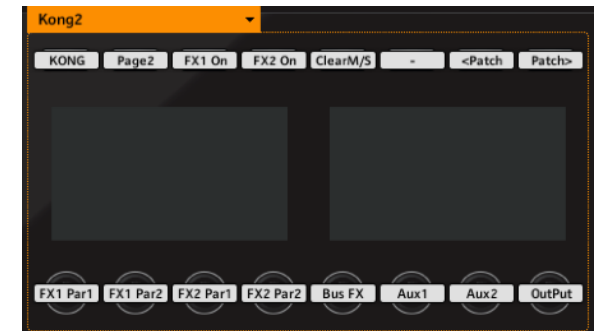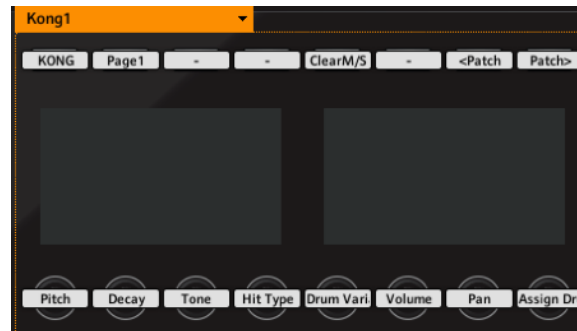
Dr. OctoRex
Use this page when controlling
devices in Group E and F
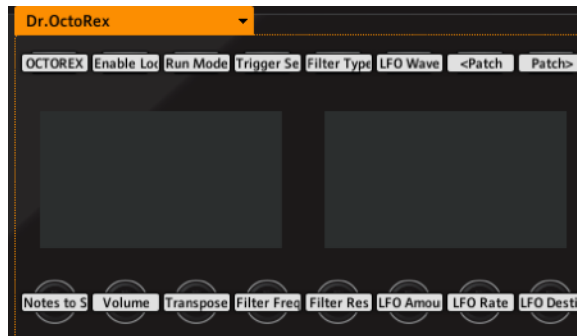
Redrum
Use these pages when controlling a device in Group G

Redrum ▾							
REDRUM	Page1	Gate/Deca	-	Enable Pat	Run Patter	<Patch	Patch>
Send1	Send2	Pan	Level	Length	Pitch	Tone/Star	Vel to Ton

Redrum 2 ▾							
REDRUM	Page2	-	-	Enable Pat	Run Patter	<Patch	Patch>
Accent	Flam	Flam Amt	Shuffle	Steps	Edit Steps	Resoltn	Pattern

Generic (Devices)
Use this page when controlling any device in Group H, and when controlling the SSL Mixer. This page functions as the "master" and can be used to control any selected device in the rack, including Reason native instruments, effects and Rack Extensions

Devices ▾							
Bank1	Bank2	Bank3	Bank4	Bank5	Bank6	Bank7	Bank8
Parameter	Parameter	Parameter	Parameter	Parameter	Parameter	Parameter	Parameter
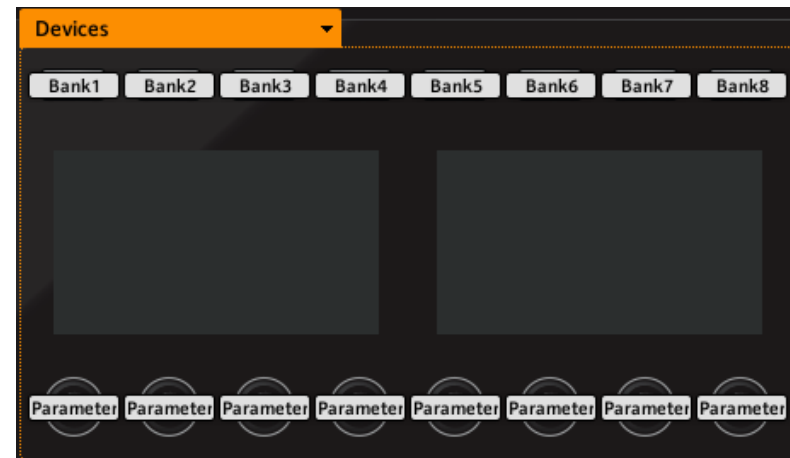
Chords
Use this page when programming chords for Group H

Chords ▾							
Chords ON	Maj 7th	Min 7th	Domin	Apply 1	Apply All	Reset 1	Reset All
1st	2nd	3rd	-	-	-	-	-
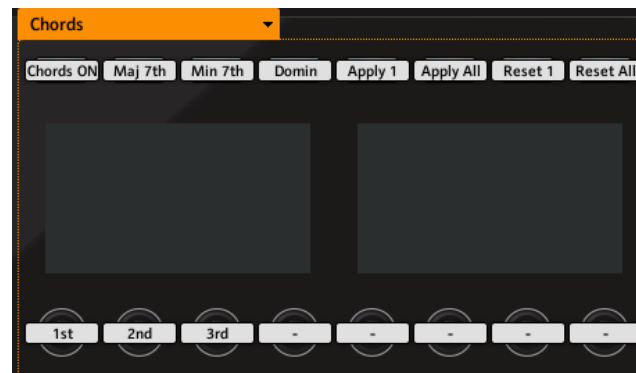
C. Group Selection

With control surfaces locked to Reason devices as described on page 9, it is possible to quickly switch to control a specific device by pressing one of the group buttons. When a group is activated, the LCD screen will update to show the "name" and the "patch" for the corresponding device. Furthermore, the pads which change color to match the selected group.

Group A, B, C and D each control an instance of "Kong"

Group E and F each control an instance of "Dr. OctoRex"

Group H is master keyboard and plays any device in focus

Group G controls ReDrum

D. Transport Controls

Pressing "Duplicate" accesses controls indicated in round "()" parentheses, while pressing "Navigate" accesses controls indicated by square brackets "[]"

Loop On/Off

Play
(Metronome On/Off)

Record
(PreCount On/Off)

Rewind/Forward
(Prev Patch/Next Patch)
[Prev Track/Next Track]

Quantize On/Off

Stop
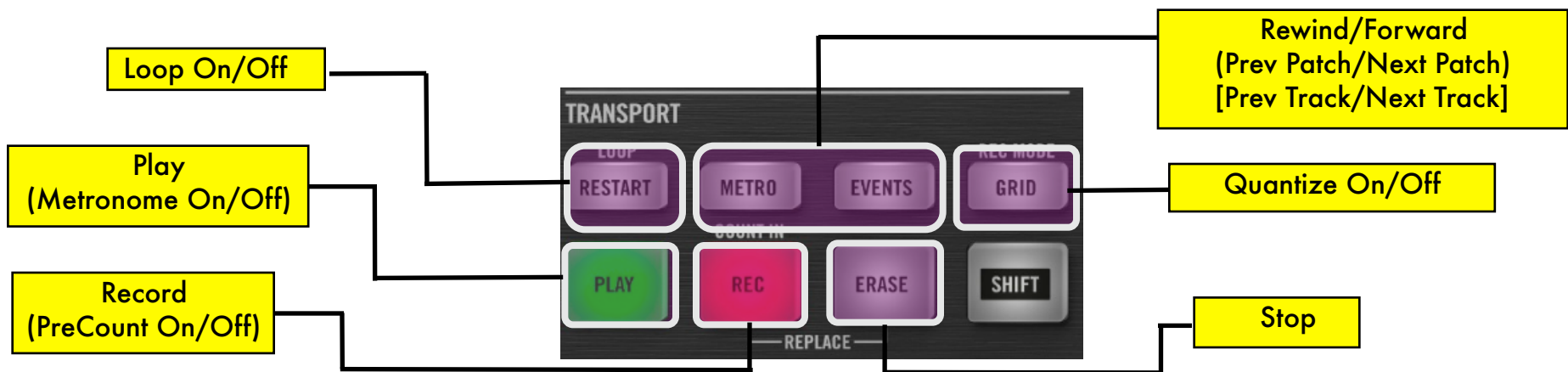
E. Pad Function Selection

The "Pad Function" Select buttons change how the pads will behave. The type of functions that these buttons assign to the pads are dependent on the "Group" which is currently selected. Make sure to read the following chapters for more details pertaining to each group.

MACRO
1. Play selected Group (Group A,B,C,D,G,H)
2. Play Loop slices 1-16 (Group E,F)

STEP MODE
1. Access 16-velocity mode (Groups A,B,C,D)
2. Play Loop slices 17-32 (Groups E,F)
3. Control Step Seq (Group G)
4. Gate control Thor Step-Seq/RPG-8 (Group H)

SCENE
1. Engage Song Navigation Mode
2. With Duplicate pressed, switch between Arragemenet and Block views in Reason

PAD MODE
1. "Pad Groups" Kong (Groups A,B,C,D)
2. Trigger entire loops (Group E,F)
3. Control Step Seq Pattern Selection (Group G)
4. change pad layout scale, semitone, octave (Group H)

SELECT
1. Select Drum for editing (Group A,B,C,D,G)
2. Select Bank of controls (Group H)
3. Select Channel Strip (Strip Mode)

SOLO
1. Solo pads (Group A,B,C,D,G)
2. Solo channels (Mixer Mode)

MUTE
1. Mute pads (Group A,B,C,D,G)
2. Mute channels (Mixer Mode)

The following controls are accessed by pressing the "Navigate" button. They can be accessed from any group.

NAVIGATE

PADS			
13 SEMITONE −	**14 SEMITONE +**	**15 OCTAVE −**	**16 OCTAVE +**
Mixer View (Reason 6)	Sequencer View	Rack View	Flip Rack /Tab
9 CLEAR	**10 CLR AUTOMATION**	**11 COPY**	**12 PASTE**
Create Instrument	Create Effect	Create Audio (Reason 6)	Import Audio (Reason 6)
5 QUANTIZE	**6 QUANTIZE 50%**	**7 NUDGE <**	**8 NUDGE >**
Cancel	Shift	Up	Command/ Control
1 UNDO	**2 REDO**	**3 COMPARE**	**4 SPLIT**
OK	Right	Down	Left

Side buttons: SCENE, PATTERN, PAD MODE, NAVIGATE, DUPLICATE, SELECT, SOLO, MUTE

The following controls are accessed by pressing the "Duplicate" button. These can be accessed from any group.
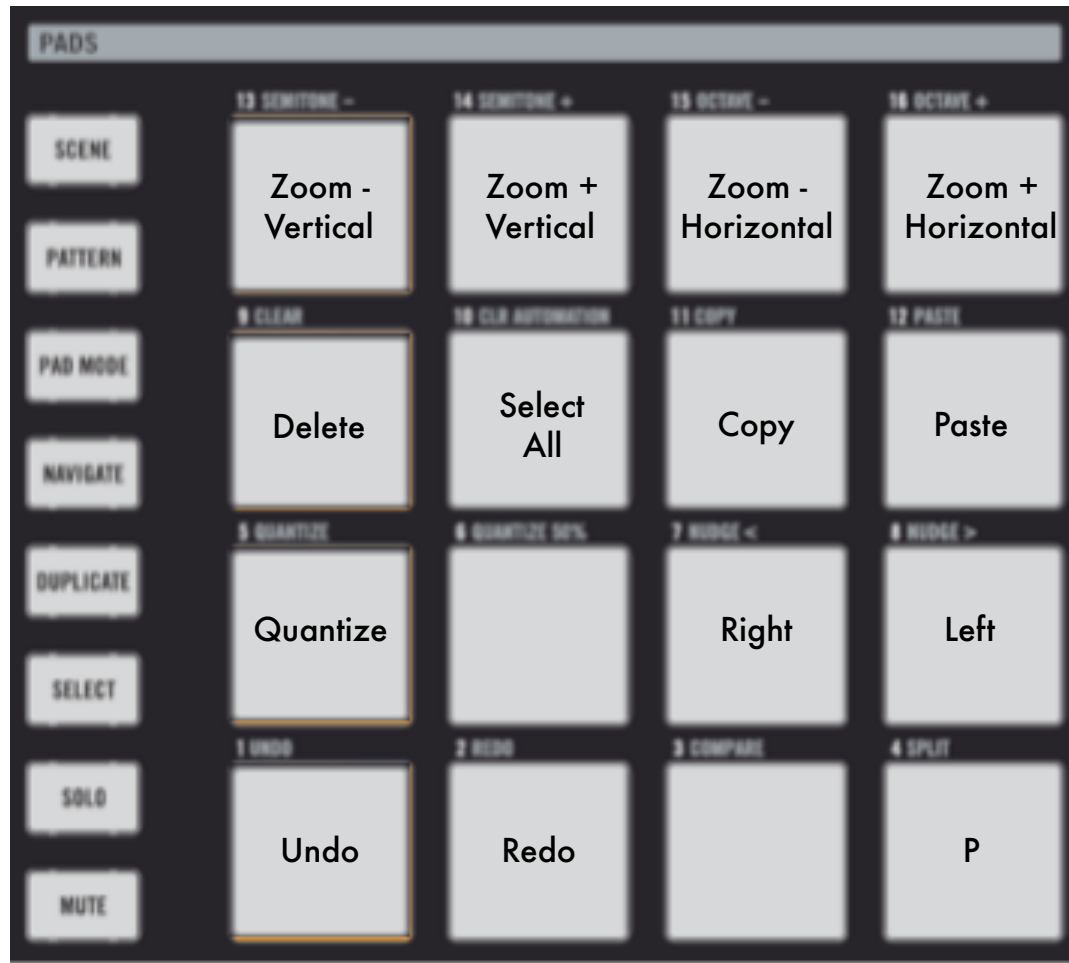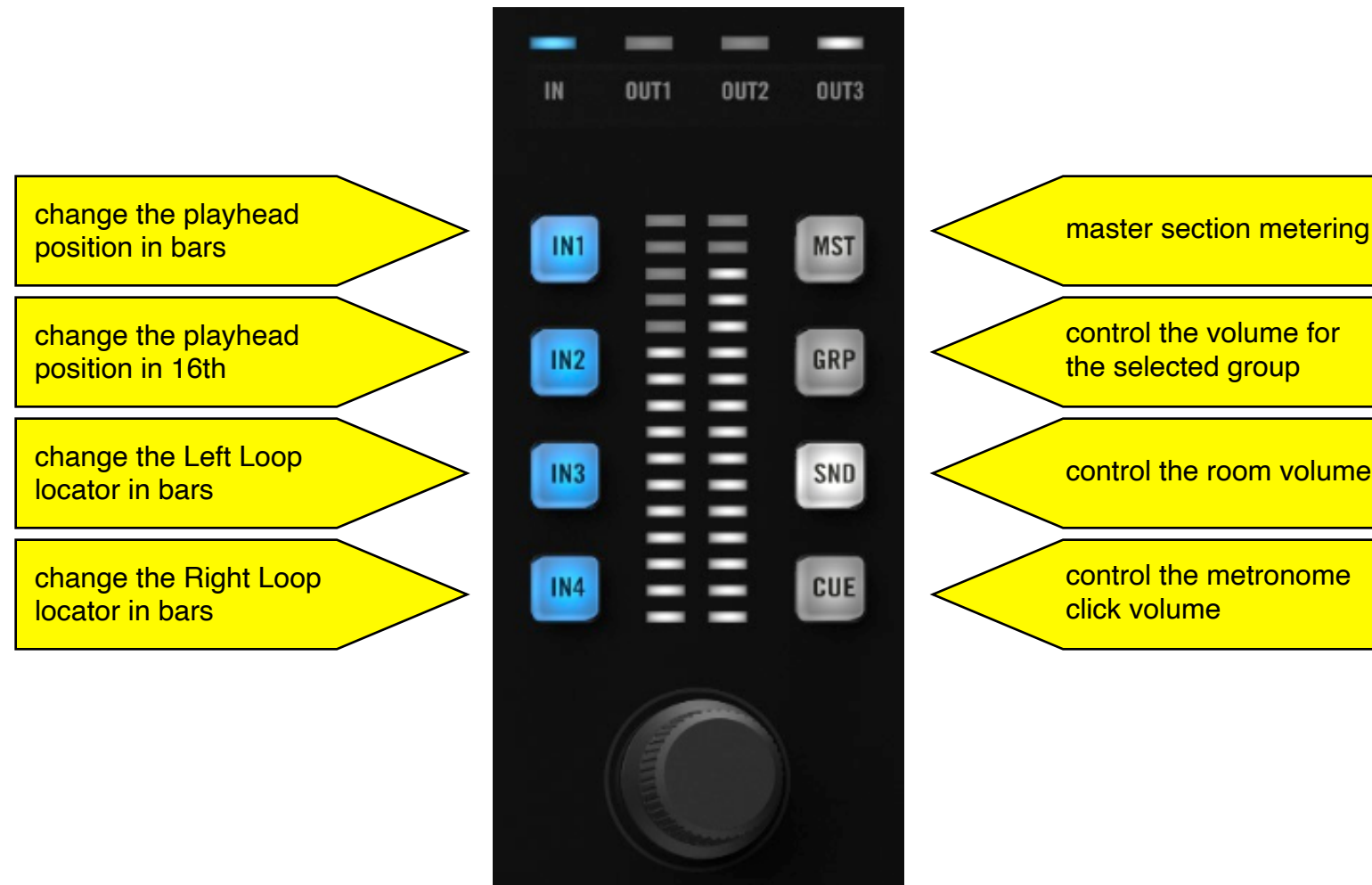
F. In/Volume Knob

The In/Volume knob can be used to change the playhead and locators position. It is also used to meter the master level, change the currently selected device volume (at the device level, not mixer level!), the control room volume and the metromone click level.

change the playhead position in bars

change the playhead position in 16th

change the Left Loop locator in bars

change the Right Loop locator in bars

master section metering

control the volume for the selected group

control the room volume

control the metronome click volume
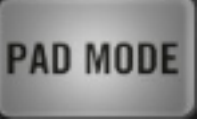
G. Edit Buttons

These buttons will trigger keycommands in Reason. They can be useful when editing MIDI notes in the sequencer, especially in conjunction with the jog wheel. For more info on the jog wheel, please consult the next section.
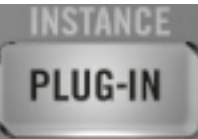
in "Arrange" control mode: press Note and turn the jog wheel (Edit) to select notes one at a time in the MIDI clip. With "Select" pressed, press Note to select all notes in the MIDI clip.

standard PASTE

standard COPY

in "Arrange" control mode: press Nudge and turn the jog wheel (Edit) to move the notes forward or backward or (Channel) up and down in the timeline

EDIT

| COPY | PASTE | NOTE | NUDGE |

STEP UNDO   STEP REDO   50%   CLR AUTO

Reason UNDO

| UNDO | REDO | QUANTIZE | CLEAR |

deletes the current selection, whether a MIDI or audio clip, rack device or mixer channel

Reason REDO

quantizes the currently selected notes

H. Jog Wheel

The jog wheel can be used to accomplish several useful tasks. The first three function pages - Edit, Channel and Browse - control different things, depending on the control mode selected. The table below provides more details. As far as the remaing function pages - Tune, Swing, Volume - these are hard wired and always control the same 3 things, that is Tempo in BPM, Note Repeat Rate and Master Section Volume respectively.

| Control Mode	EDIT	CHANNEL	BROWSE
INSTANCE PLUG-IN	Submode1: changes the selected device (Group H only) Submode2: changes control bank	Submode1: changes the selected device (Group H only) Submode2: changes control bank	Submode1: changes the patch for the selected device (all groups)
MIX	Submode2: changes the selected channels in banks of 8	Submode2: changes the selected channels in banks of 8	NOT USED
MIDI CHANNEL	Submode1: changes the selected channel strip by one Submode2: changes the selected control bank (Dyn, EQ, FXs, etc)	Submode1: changes the selected channel by one	NOT USED
ARRANGE	if "Note" is pressed, it selects consecutive notes in a MIDI clip. if Nudge is pressed, it will nudge the selected MIDI notes forward or back	Zooms horizontally in the sequencer if Nudge is pressed, it will nudge the selected MIDI notes up or down	Zooms vertically in the sequencer
PAD MODE	with group H selected: change the rootnote of the pad layout	with group H selected: change the octave of the pad layout	with group H selected: change the scale of the pad layout

EDIT   CHANNEL   BROWSE

Tempo in BMP — TUNE   SWING   VOLUME — Master Volume

Cancel — BACK   ◀   ▶   ENTER — Enter

FUNCTION

Note Repeat Rate
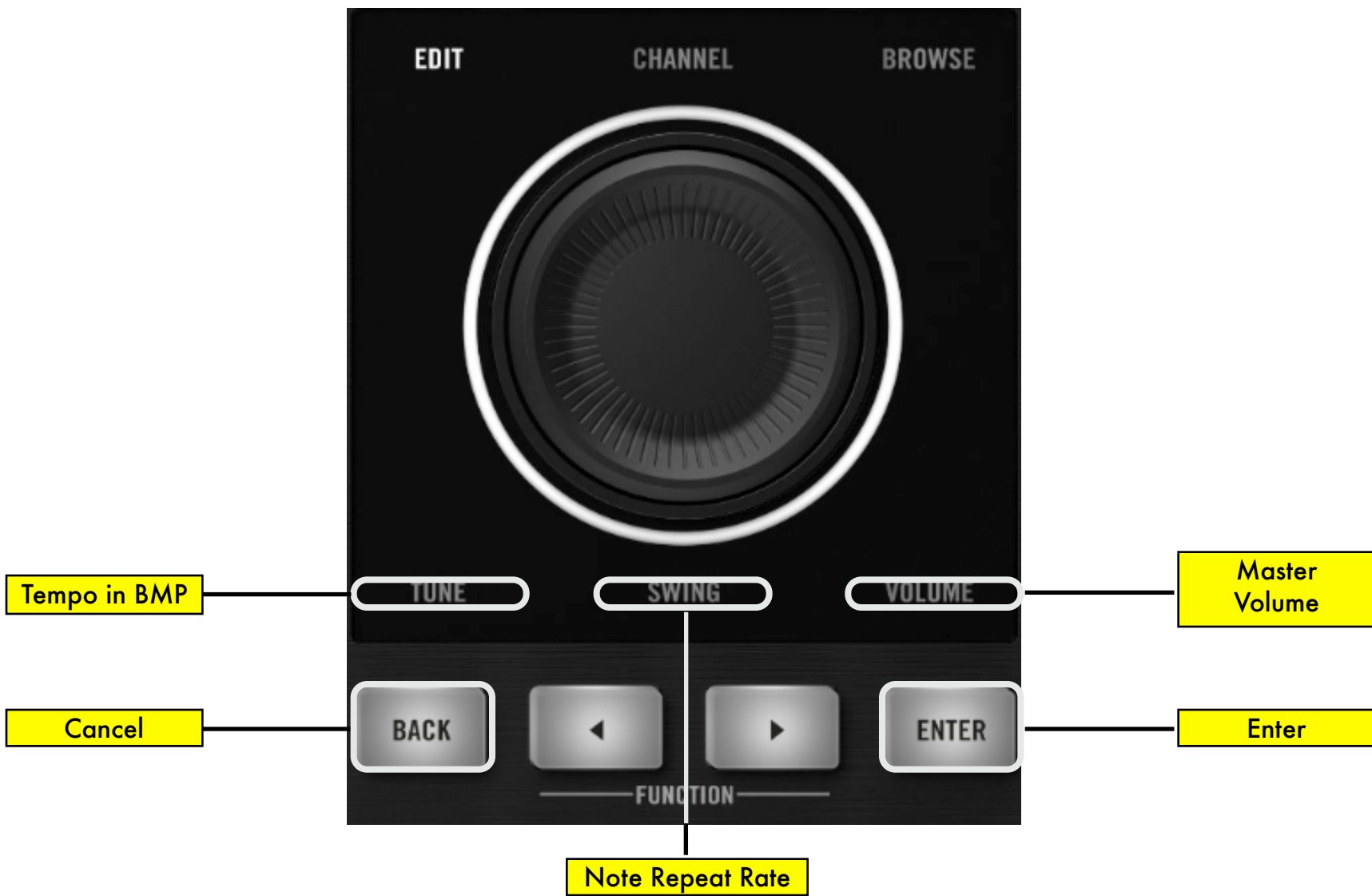
2. Kong Controls (Groups A, B, C, and D)

A. Knob Control Pages

There are two Knob control pages dedicated to Kong. You navigate to them by pressing the page navigate buttons. The controls on each page will update whenever you change groups A thru D to control different instances of Kong.
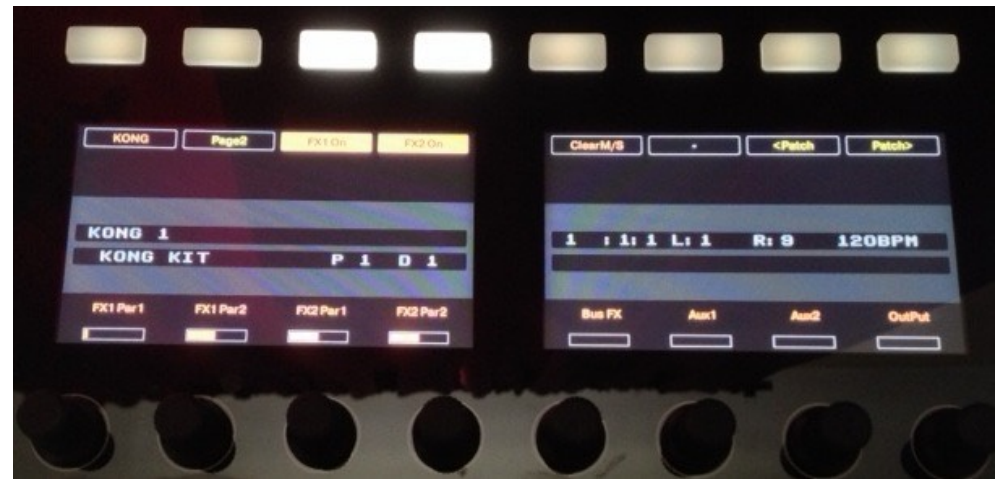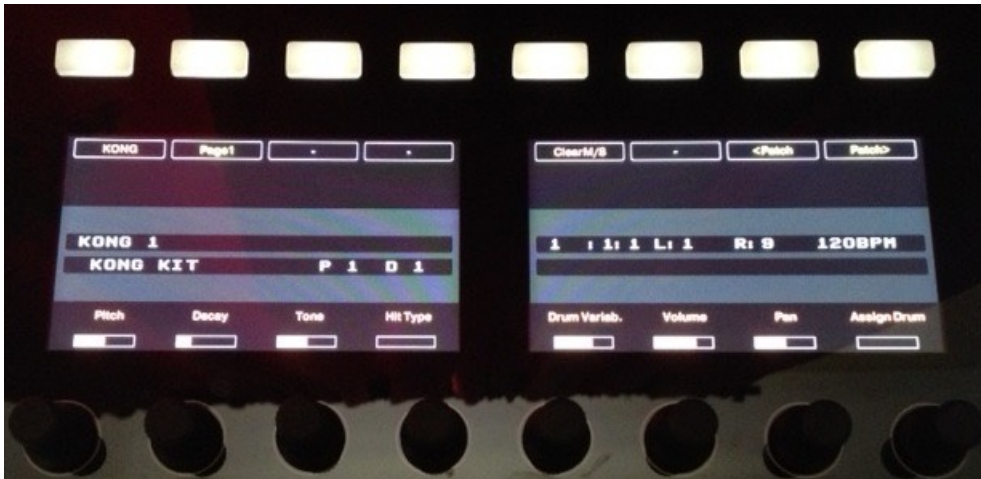
"Kong" pages

B. 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. The lower right portion of the Left LCD will show the pad that was selected ("P#" where # is the pad number) and the corresponding drum ("D#" where "#" is the drum number) according to the "Pad Drum Assignment" in Reason.

C. 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 Kong's pads in Reason.

D. 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. To clear all "solos", press the "Clear MS" button in the Knob controls page area.

E. 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. To clear all "mutes", press the "Clear MS" button in the Knob controls page area.

F. 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.

G.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 Mode"

3. Dr.OctoRex Controls (Group E and F)

A. Knob Control Page

There is one Knob control page dedicated to Dr.OctoRex. You navigate to it by pressing the page navigate buttons. The controls on the page will update whenever you change from groups E to F or viceversa to control the two different instances of Dr.OctoRex.


"Dr.OctoRex" page

B. Playing Single Rex Slices

With "Control" selected, the pads play the first 16 slices in the loop. With "Step"selected, the pads play the next 16 slices in the loop. To change which loop is currently being triggered by the pads, use the "Note2Sl." knob.

C. 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".
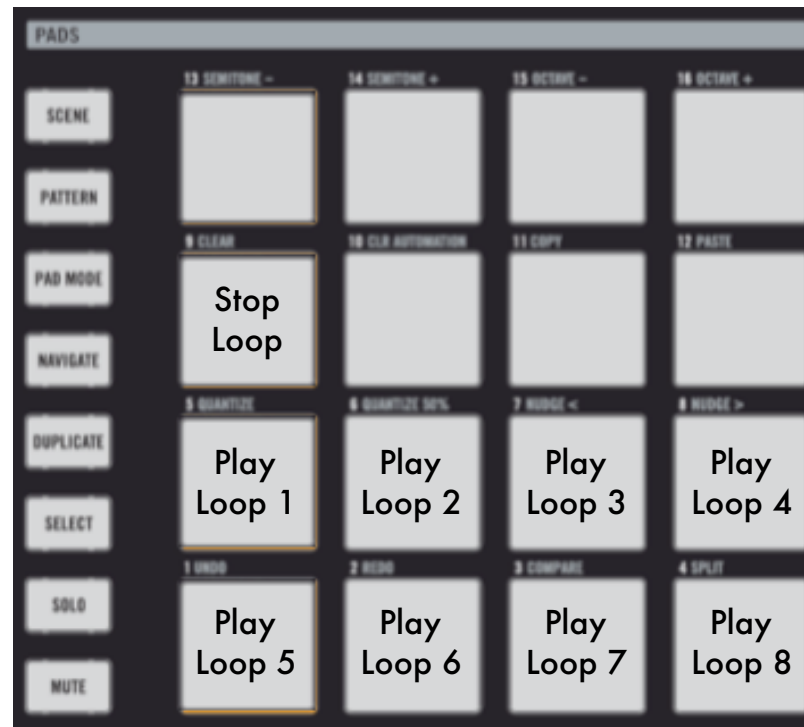
"Pad Mode"

4. ReDrum Controls (Group G)

A. Knob Control Page

There is one Knob control page dedicated to ReDrum. You navigate to it by pressing the page navigate arrows.

"ReDrum" page 1

B. 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. The lower right portion of the Left LCD will show the Drum currently selected for editing.

C. 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.

D. 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.

E. 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.
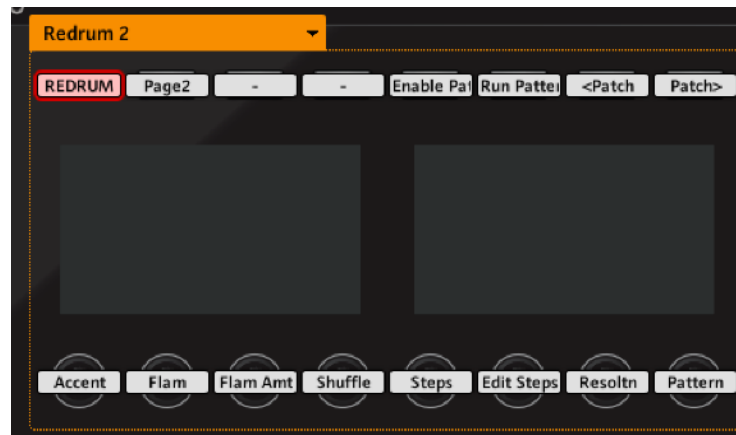
F. Step Sequencer Control

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 "Step" button when in Group G. 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, a new page has been added specifically for the step sequencer. You navigate to it just like all other pages, by pressing the left - right arrow keys on the left side of 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, turn the "Flam" knob until it displays 1.

"ReDrum" page 2

G.Step Sequencer Pattern Controls

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.
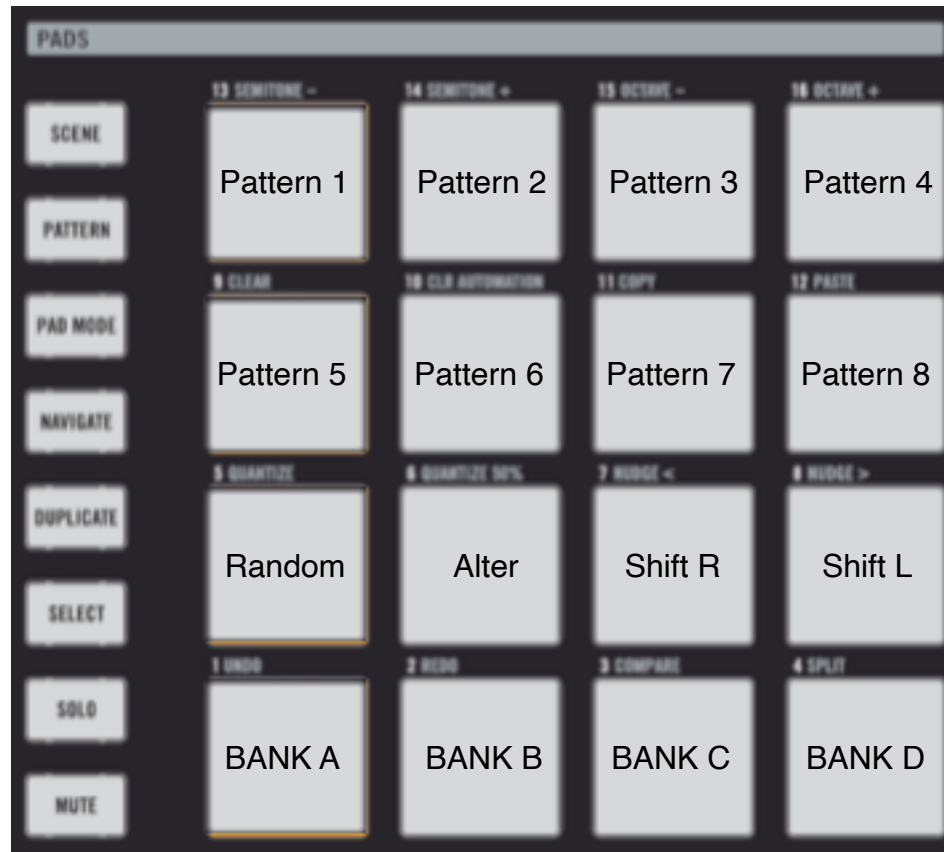
Sequencer Control

5. Master Keyboard Control (Group H)

When Group H is selected, the pads will play whichever device has master keyboard focus. Use this group to play the Reason native synths and sampler devices, Rack Extensions, and controlling FX devices. You can also use this group to play Kong, Dr. OctoRex and Redrum. The pad layout will adapt automatically to fit the device currently selected.

A. Knob Control Page

There is a dedicated page for controlling most aspects of the selected device. You navigate to it by pressing the page navigate arrows. In general, you will be able to control whichever device has master keyboard focus in the sequencer from this page. For FX devices, Reason does not create automatically a sequencer track. In order to control an FX device you either need to create a sequencer track for it from the "Edit" menu, or you can lock "MStudioDevices" surface to it. If you proceed with the latter, remember to unlock the control surface from the device once you are done with it if you want to control other devices!

Each device has a number of control banks associated with it. Simple devices might have a few, but complex devices like Thor have up to 24 banks! The name of the currently selected bank is displayed in the lower right side of the left LCD when you are in PlugIn control mode.

To select a different bank, press "Select" and use the jog wheel (in *Edit* or *Channel* function) to scroll thru the available control banks. Once you see the one you want, press on the corresponding bank button. Banks are named according to the section of the device they control. For example, the bank of controls for Oscillator 1 on Thor is labelled "Osc1" and so on.
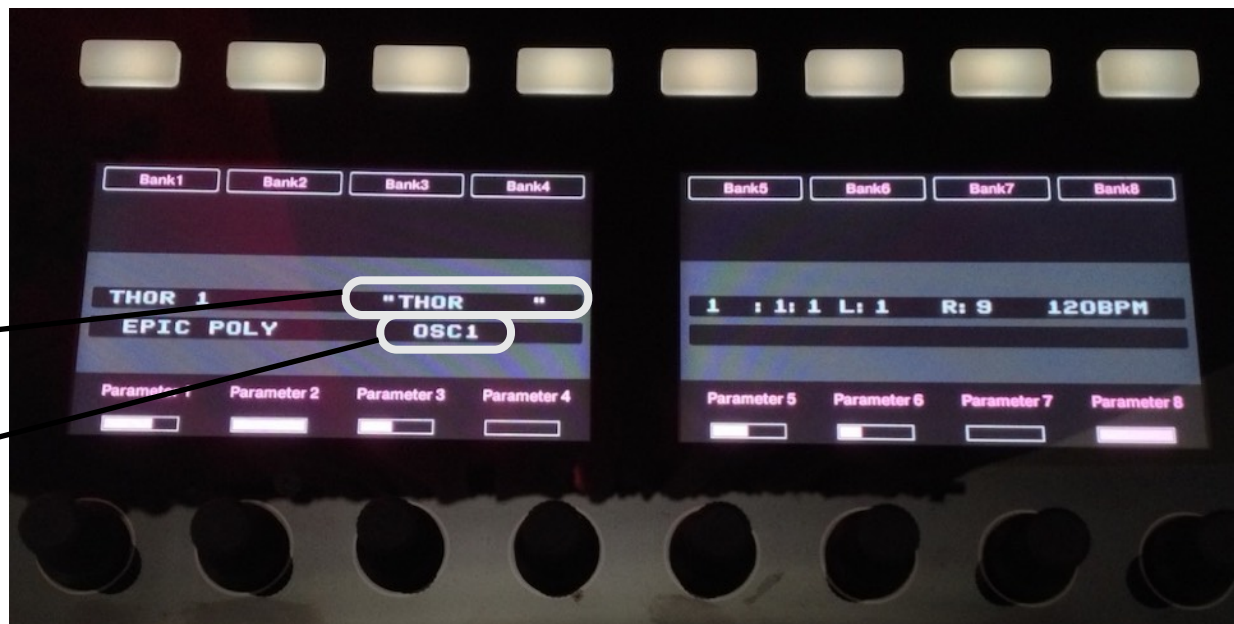
Each banks consists of 8 controls associated with the 8 LCD encoders. In order to see the name and value of the parameters being controlled by the encoders on the LCD screen, press the "PlugIn" button once more. With the parameter names and values displayed, you can quickly move to other banks again by using the jog wheel (in *Edit* or *Channel* function).

To go back to the main screen, press "PlugIn" again. Pressing "Navigate" + "Step" will open the "Virtual Display" on the computer screen (make sure the MaschineRStudio app is on the foreground for this to work!). This can serve as an additional aid when controlling devices since it displays even more clearly the parameter and bank names.

Group H Main page

Device Type

Selected Control Bank

| Bank1 | Bank2 | Bank3 | Bank4 |

THOR 1   "THOR   "
EPIC POLY   OSC1

| Bank5 | Bank6 | Bank7 | Bank8 |

1 :1:1 L:1   R:9   120BPM

Parameter 1 Parameter 2 Parameter 3 Parameter 4

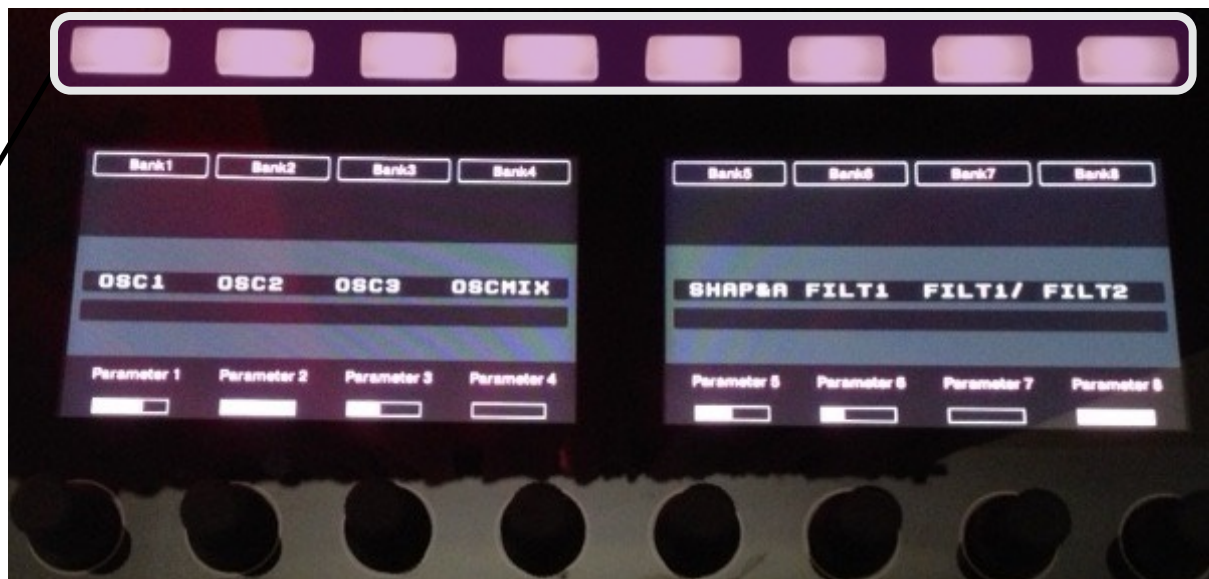Parameter 5 Parameter 6 Parameter 7 Parameter 8

SELECT

Press "Select" to view the available banks
Use the jog wheel to scroll thru all banks

Press on these buttons to select a different bank of controls

| Bank1 | Bank2 | Bank3 | Bank4 |

OSC1   OSC2   OSC3   OSCMIX

| Bank5 | Bank6 | Bank7 | Bank8 |

SHAP&A FILT1   FILT1/ FILT2

Parameter 1 Parameter 2 Parameter 3 Parameter 4

Parameter 5 Parameter 6 Parameter 7 Parameter 8

Press the "PlugIN" button twice to view parameter names and values use the jog wheel to change banks
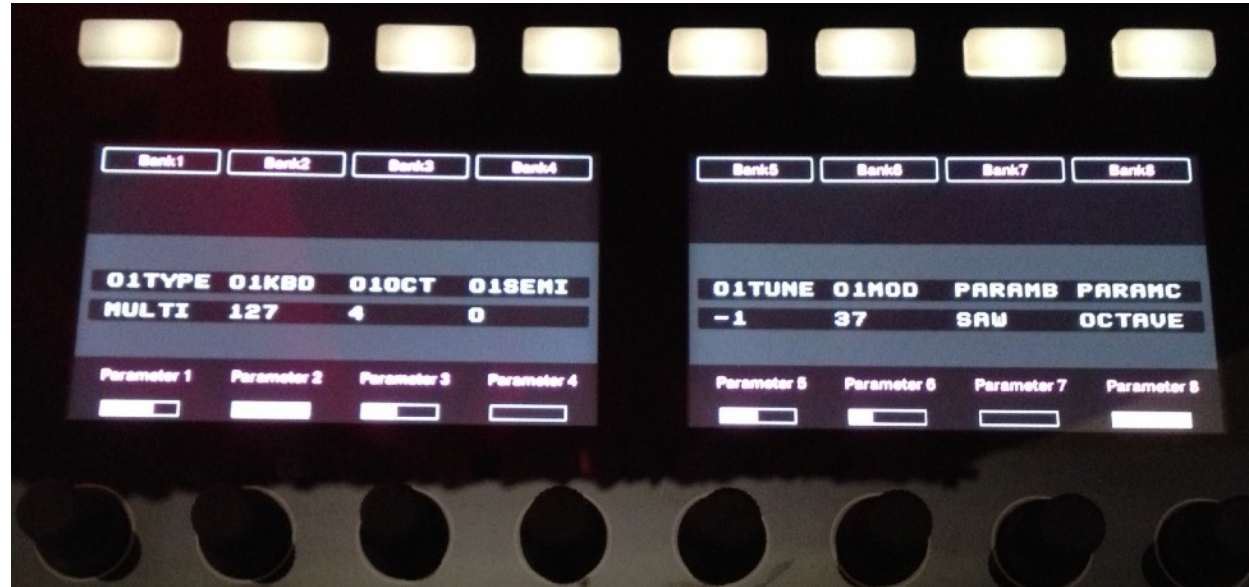
Virtual Display: press "Navigate" + "Step" to open/close it

B. Device and Patch Navigation

You can navigate through devices in the sequencer in two ways:
1.   Use the jog wheel in *Edit* or *Channel* function (you have to be in PlugIn submode 1)
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.   Use the jog wheel in *Browse* function (you have to be in PlugIn submode 1)
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

Press "Macro" to play the device in master keyboard focus. By default, the pads are configure 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 by pressing "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, and a variety of more exotic scales. You can use the pads or the jog wheel to change root note, octave and the scale.
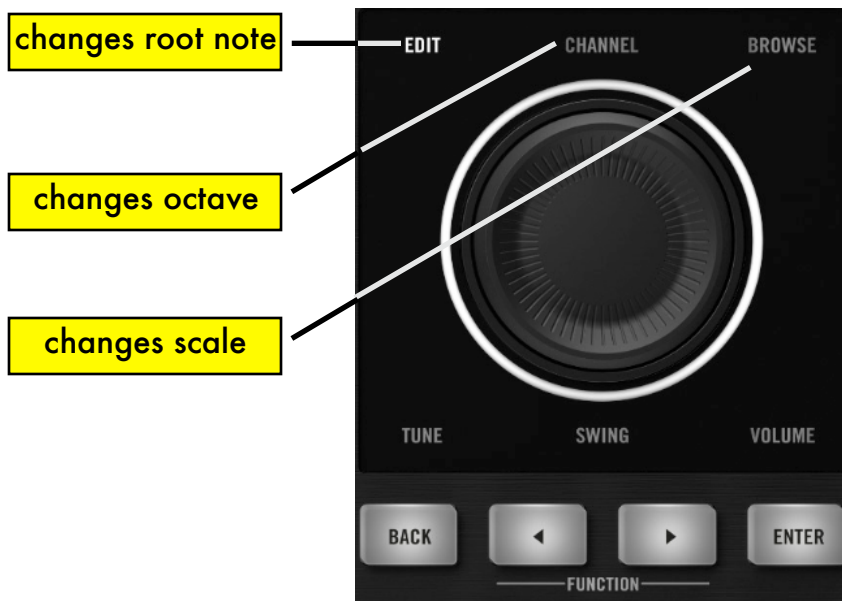
**Change the pad layout with the jog wheel**

Change the pad layout with the pads

E. Step Mode

When the "Step" button is pressed, the pads function will depend on the device currently selected. They can act as Gate On/Off switches for Thor's Step Sequencer and the RPG-8 device, or as pattern selector for the Matrix or Redrum, or as loop selectors for Dr.OctoRex. In this mode, you'll also be able to access additional slots control banks for the *Mimic* sampler.

F. Chord Mode

You can program the pads to play "one finger" chords and each pad can have a different chord programmed onto it. Navigate to the "Chord" Knobs control page and press the "Chord On" button. With the top row buttons, you can select a chord type from the ones available. Alternatively, you can program your own chord by using Knob1 for the 1st note in the chord (after the root), Knob2 for the 2nd note in the chord, and Knob3 for the 3rd note in the chord. The chord will be applied to the selected pad only (pad1 is default). To apply the same chord to another pad, press "Select" then hit the pad of interest (the LCD will update to show which pad is currently selected) and then press "Apply 1". To apply the same chord type to all the pads at once, press "Apply 16".
To reset the chord for the currently selected pad, press "Reset 1". To reset the chord for all the pads at once, press "Reset All".
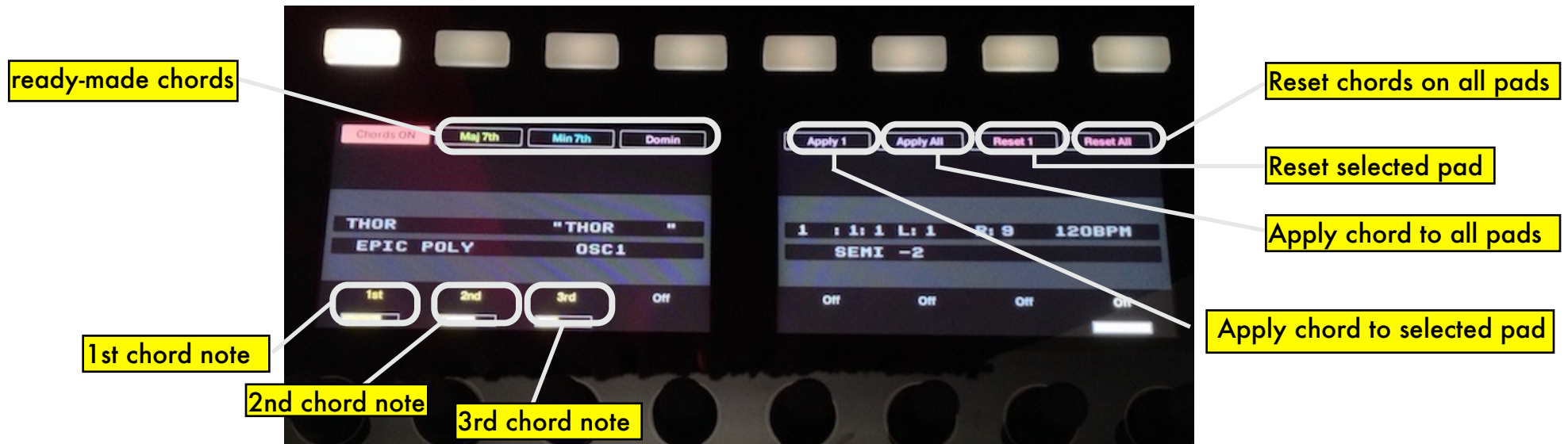
"Chord" page

G. Solo and Mute

If you have a Kong or Redrum in master keyboard focus, these buttons will allow you to solo and mute the drums of these two devices. Solo and Mute are otherwise disabled for all other devices.

6. Mixer Controls (SSL Desk)

MaschineRStudio provides extensive controls for the SSL Desk emulation in Reason. You can control not only channel Volumes, Pans, Widths, Mutes and Solos, but you have access to most parameters on the channel strip as well. In order to accomplish this, the controls are divided in two modes of operation:

1.   Mixer Mode (Main Mixer controls)
2.   Strip Mode (Channel Strip controls)

Please remember, you need to lock "MStudioMixer" to the Master Section in Reason in order to control the SSL desk!

A. Mixer Mode

In Mixer Mode, it possible to use the encoders to control channel volumes, pans and widths, while the pads can be used as "Mute" or "Solo" switches. To activate "Mixer Mode", navigate to the "Generic" control page using the page navigate buttons, and then press once on the "Mix" button. The LCD will indicate that you are in "Mixer Mode" and it will show which parameters are currently being controlled by the encoders, wheter it is volumes, pans or withs. If you are in "Volumes" and want to control "Pans", press "Select" and then press on the corresponding button labelled "Pans" (see below).

When in Mixer Mode, pressing again on the "Mix" button will present a second LCD screen showing the names of the currently active mixer channels along with the corresponding values of the parameters being controlled.

The encoders control the first 8 channels starting from the channel which is set as "Remote Base" (for more information on setting the "Remote Base" channel, consult the Reason manual). To access additional channels, turn the job wheel in *Edit* ot *Channel* mode. One turn clockwise of the jog wheel will move to the next bank of 8 channels. If you prefer to move one channel at a time, keep "Duplicate" pressed while turning the wheel. Please note, changing banks will change which channel is set as "Remote Base" so keep that in mind.

When in "Mixer Mode":
1. Pressing the "Solo" button turns the pads into channel solo switches with pad 1 controlling channel 1 and so on
2. Pressing the "Mute" button turns the pads into channel mute switches. To clear "Mutes" or "Solos", press the "Duplicate" button and then press the "Mute" or "Solo" buttons respectively.
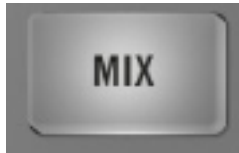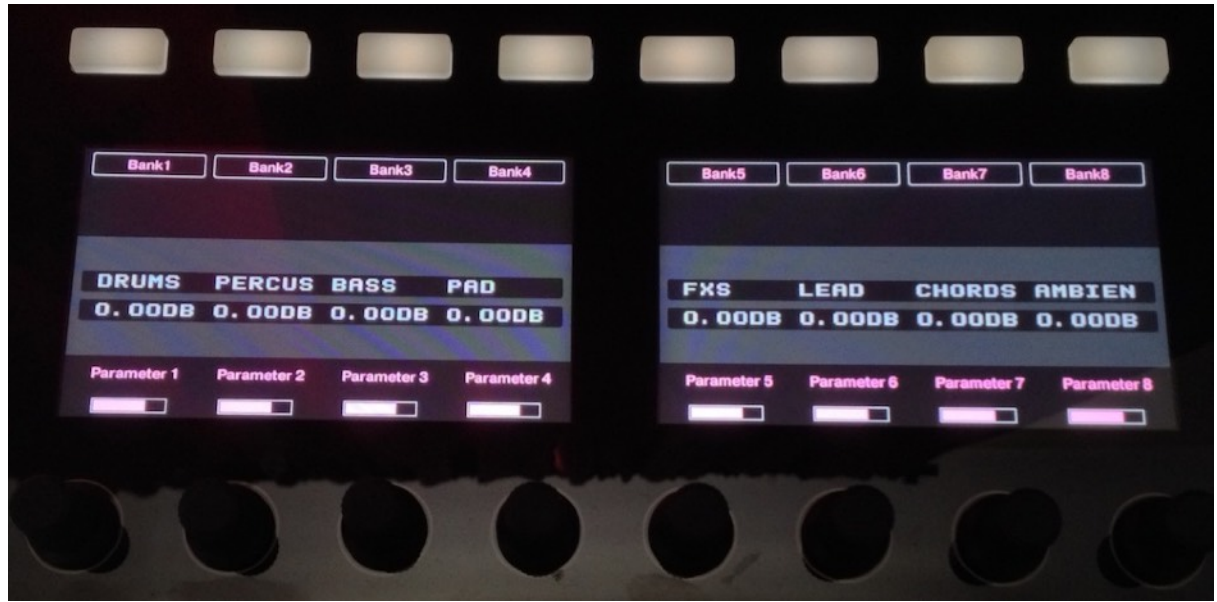
MIX
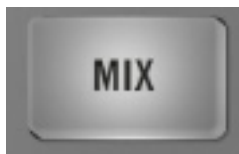
**"Mixer" page in Volume mode
Press MIX once**

SELECT

**Press Select to change control
banks (Volume, Pan, Width)**

MIX
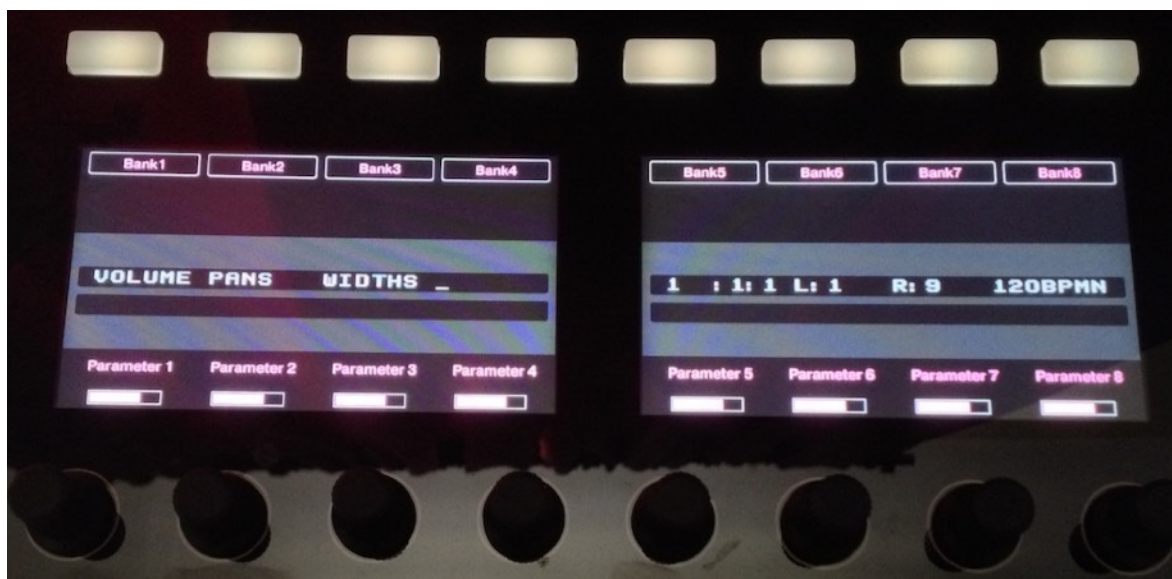
Press MIX twice to see the channel names and values

B. Channel Strip Mode

To access the channel strip controls, navigate to the "Generic" control page using the page navigate buttons and then press on the "Channel" button to enter "Channel Strip Mode". The LCD will update to display "Channel Strip Mode" and the name of the channel in current "edit" focus.

To give a different channel "edit" focus, turn the jog wheel in *Edit* or *Channel* function. One turn clockwise corresponds to advancing the channel in focus by one. If "Duplicate" is pressed while turning the wheel, you can jump by 8 channels at a time.

Once you have selected the channel strip you intend to edit, press on the "Channel" button once more. This will bring up a second screen where the channel strip parameter names and values are shown and are ready to be edited. Just like it was the case for Reason devices, the parameters are divided in banks of 8 controls each for a total of 8 banks. To quickly switch to a given bank, press "Select" and then press on the button corresponding to the desired bank. You can also switch banks by turning the jog wheel in *Edit* mode.

**"Channel Strip" page
Press Channel once**

Channel in Edit focus

SELECT

Press Select to change control banks

MIDI CHANNEL
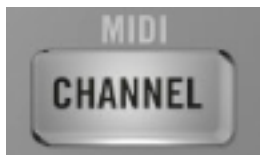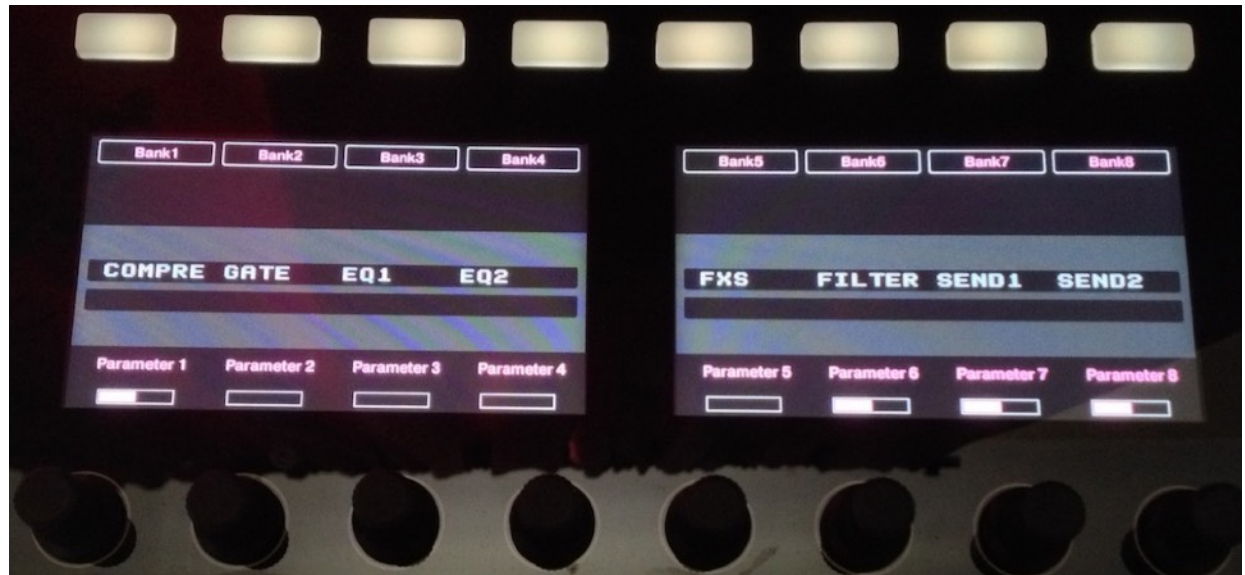
Press Channel twice to see the parameter name and values

7. Song Navigation Mode

By pressing the "Scene" button, Song Navigation Mode is engaged. In this mode, the pads can be used to navigate the song in the Reason sequencer. Upon pressing one of the sixteen pads, the left and right loop locators will jump to a respective position in the sequencer and force the playhead to move along as well. The "jump" is quantized to the bar. The length of the jump is determined by the length of the loop. For example, if you have the left locator at bar 1 and the right locator at bar 9, pressing pad 3 will cause the left locator to move to bar 19 and the right locator to bar 27.

You can move both forward and backward in the song, and this is determined by the initial position of the loop locators and the total loop length. Please note, in order for the Song Navigation Mode to work, the distance between the left and right loop locators has to be at least 2 bars.

8. Settings File

The MaschineRStudio application folder contains a "Settings" file which determines the MIDI ports to which the app automatically sets itself upon launching. If you need to change the default MIDI ports to something else, this file can be modified in a text editor but please make sure to save it with the extension ".json" or the app won't be able to read it.
The "Settings" file can be found in the "support" folder of the MaschineRStudio application folder. If you are on a Mac, right click on the MaschineRStudio icon, then from the context menu select "show package contents" and navigate to the "support" folder.

Cheat Sheet 1

Pad Functions	MACRO	STEP MODE	PAD MODE	SELECT	SOLO	MUTE
Group A, B, C, D (Kong)	Play Drums	16 velocity mode	Pad Groups A B C D E F G H I	select drum to edit	Solo Pads	Mute Pads
Group E and F (Dr. OctoRex)	Play Loop Slices 1-16	Play Loop Slices 17-32	Trigger Loops stop 1 2 3 4 5 6 7 8	not used	not used	not used
Group G (ReDrum)	Play Drums	1 2 3 4 5 6 7 8 A B C D	not used	select drum to edit	Solo Pads	Mute Pads
Group H (Master Keyboard)	Play Notes	Gate control for: 1) Thor step seq 2) RPG-8 Pattern control for Matrix	Semi Oct - + - + Scale - +	not used	not used	not used

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Cheat Sheet 2

	MACRO	STEP MODE	PAD MODE	SELECT	SOLO	MUTE
Mixer Mode	not used	not used	not used	not used	Ch1-16 Solo Buttons	Ch1-16 Mute Buttons
Strip Mode	not used	not used	not used	not used	not used	not used

NAVIGATE

	13 SEMITONE –	14 SEMITONE +	15 OCTAVE –	16 OCTAVE +
	Mixer View (Reason 6)	Sequencer View	Rack View	Flip Rack /Tab
	9 CLEAR	10 CLR AUTOMATION	11 COPY	12 PASTE
	Create Instrument	Create Effect	Create Audio (Reason 6)	Import Audio (Reason 6)
	5 QUANTIZE	6 QUANTIZE 50%	7 NUDGE <	8 NUDGE >
	Cancel	Shift	Up	Command/ Control
	1 UNDO	2 REDO	3 COMPARE	4 SPLIT
	OK	Right	Down	Left

DUPLICATE

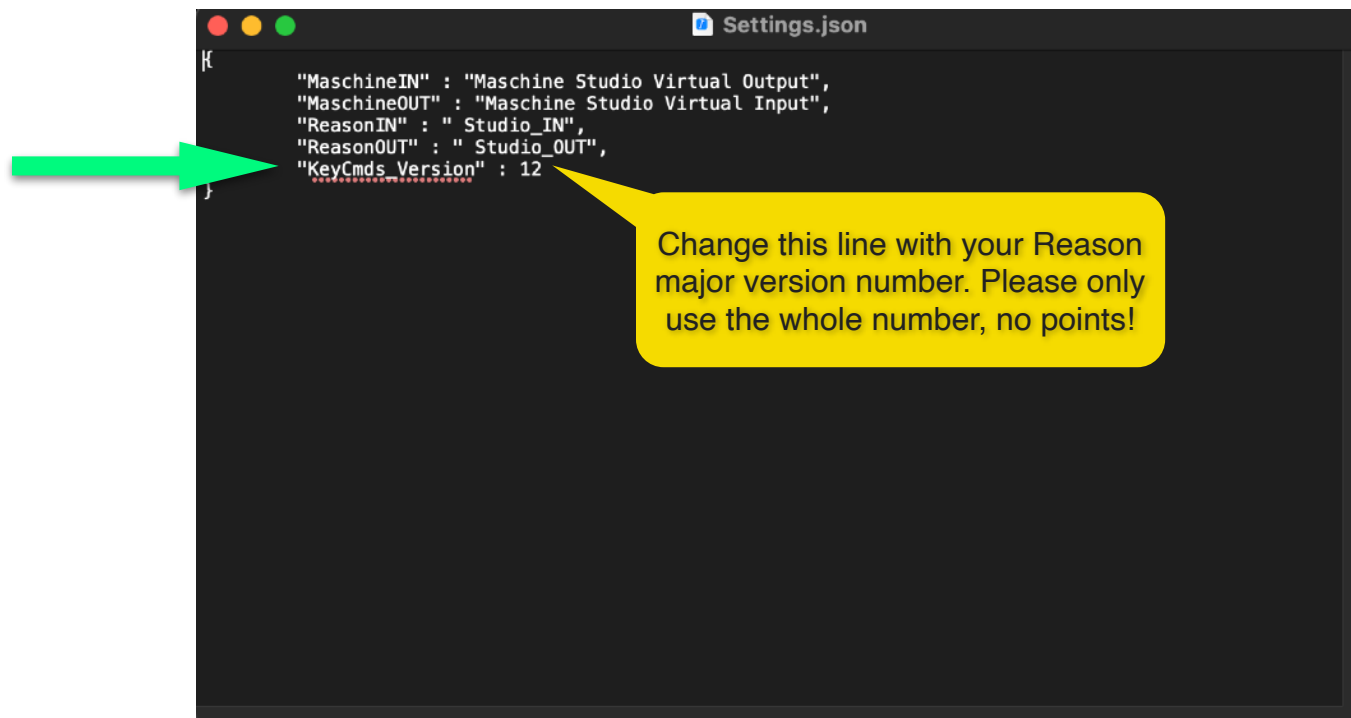|				
	13 SEMITONE –	14 SEMITONE +	15 OCTAVE –	16 OCTAVE +
	Zoom - Vertical	Zoom + Vertical	Zoom - Horizontal	Zoom + Horizontal
	9 CLEAR	10 CLR AUTOMATION	11 COPY	12 PASTE
	Delete	Select All	Copy	Paste
	5 QUANTIZE	6 QUANTIZE 50%	7 NUDGE <	8 NUDGE >
	Quantize		Right	Left
	1 UNDO	2 REDO	3 COMPARE	4 SPLIT
	Undo	Redo		P

Appendix A

Key Commands Version

If you are using a version newer than Reason 12, then you need to modify the app settings in order to have compatible key commands. Specifically, you need to modify the "Settings.json" file which can be opened inside any text editor, for example TextEdit on Mac, or NotePad on Windows. The example below shows which line to modify. If you have Reason 13.0.1, just use the major version number, that is 13, and do not include the point version number.

Please make sure NOT to change the file extension and keep it as "json" when saving the file

You can find the Settings.json file inside the support files for the MaschineR application:

- on Mac, choose the MaschineR app, then right click on the application icon and choose "Show Package Contents". Then open the "Contents" folder and then open "Resources"

- on Windows, open the MaschineR folder, then "resources" and then "support"