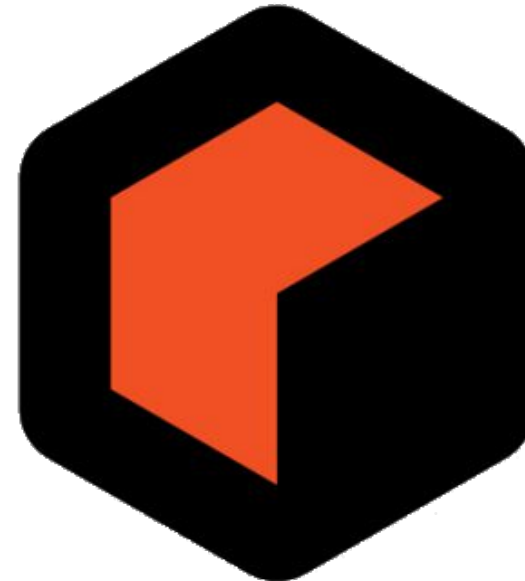


MaschineMK3

control solution for Reason



Getting Started Guide

version 1.0.5

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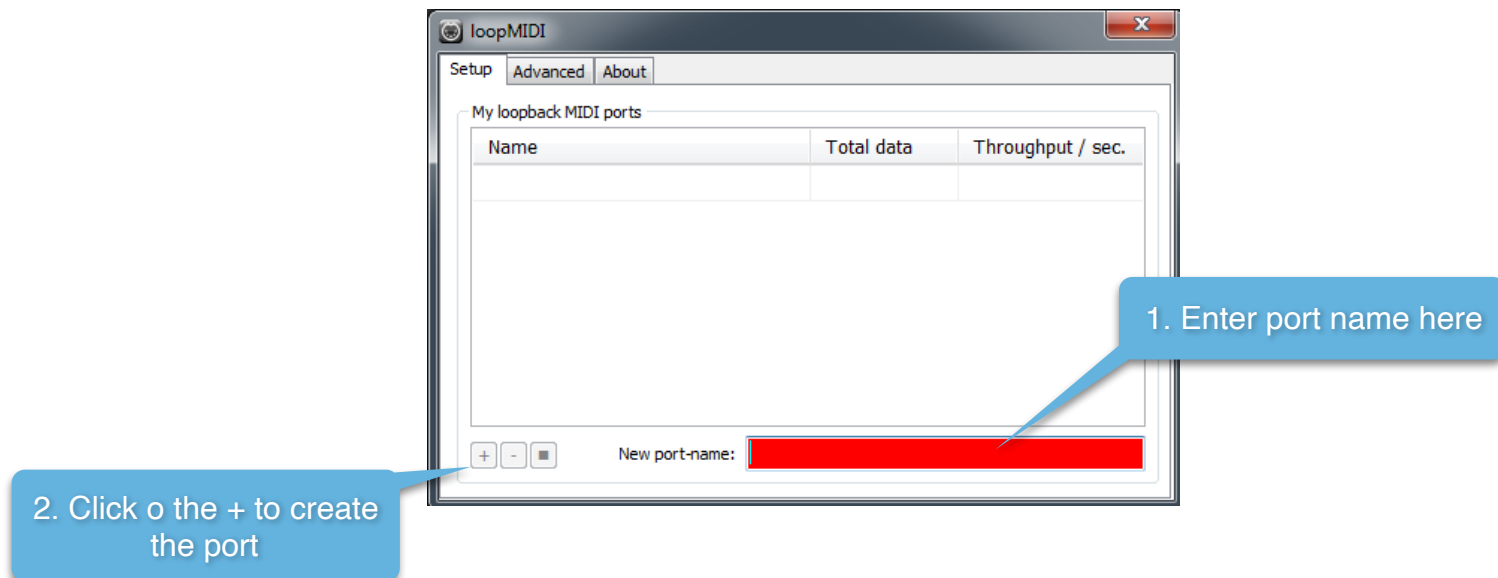
1. Installation step by step

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](#).

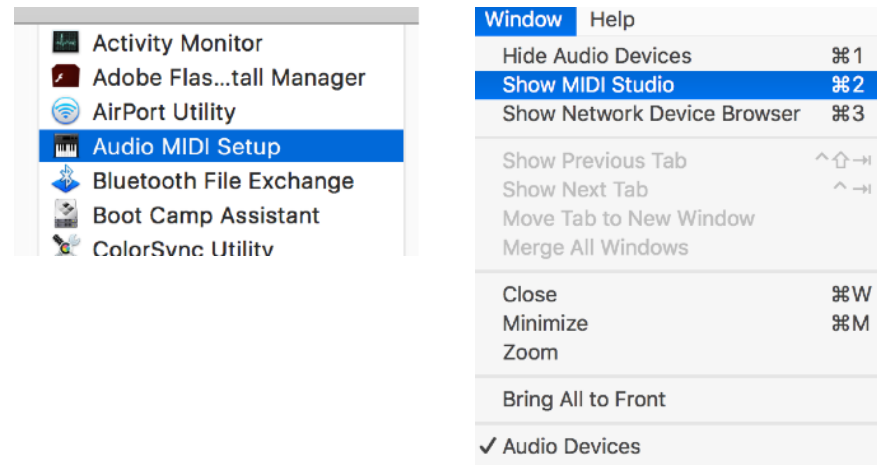
1. Go to the LoopMIDI website, download and install it.
2. Launch the LoopMIDI application. Follow the example below to create the MIDI ports
3. Create 2 MIDI ports: "from MaschineRMK3 1", and "to MaschineRMK3 1"



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”

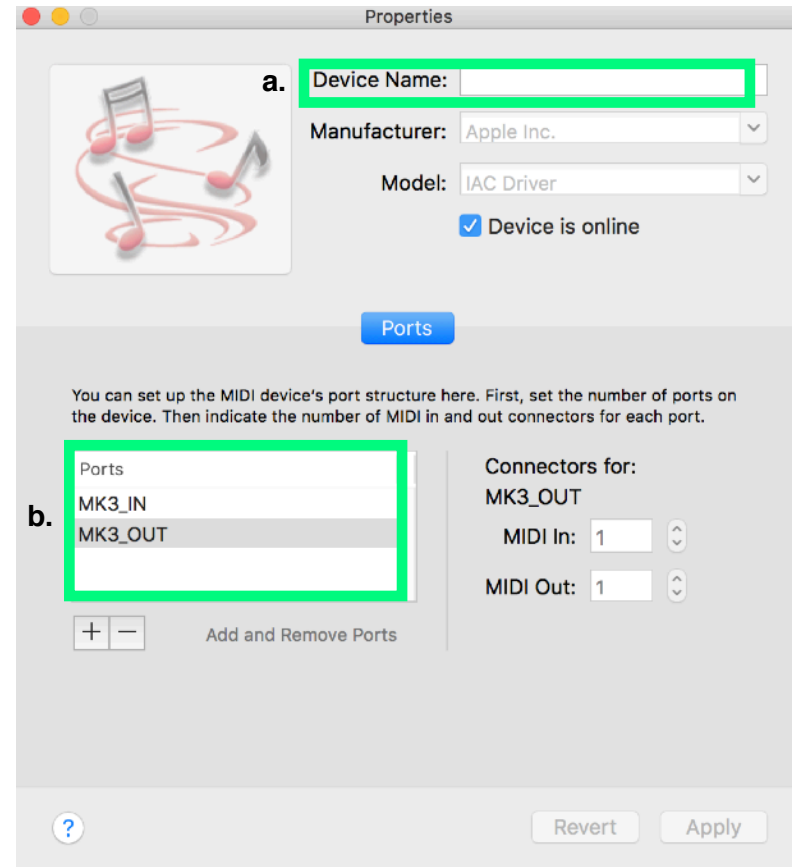


Step 2: Double click on the IAC icon to open the set up screen.



Step 3:

- a. keep the device name empty
- b. click on the + sign to create 2 ports and give them the following names "MK3_IN", "MK3_OUT"
- c. click on "Apply"



Step 2: Installing the Remote files

Navigate to the "Remote" folder contained in the "MaschineRMK3" download. Double click on the installer files for your operating system. The installer will create "MaschineRMK3" 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

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/DefaultCodex/Lua Codex

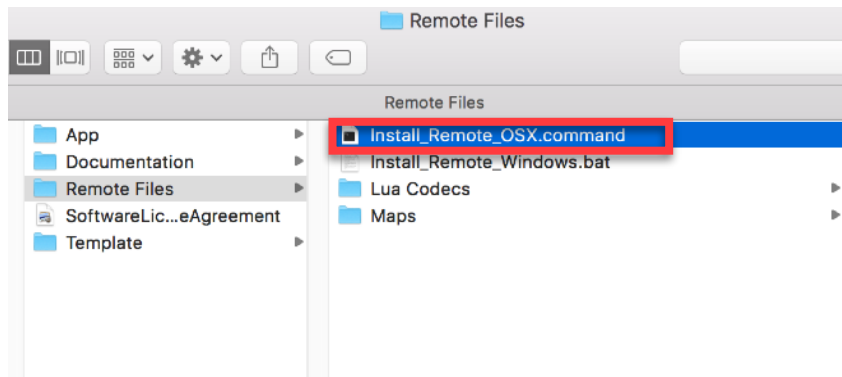
Contents/Resources/Remote/DefaultMaps

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

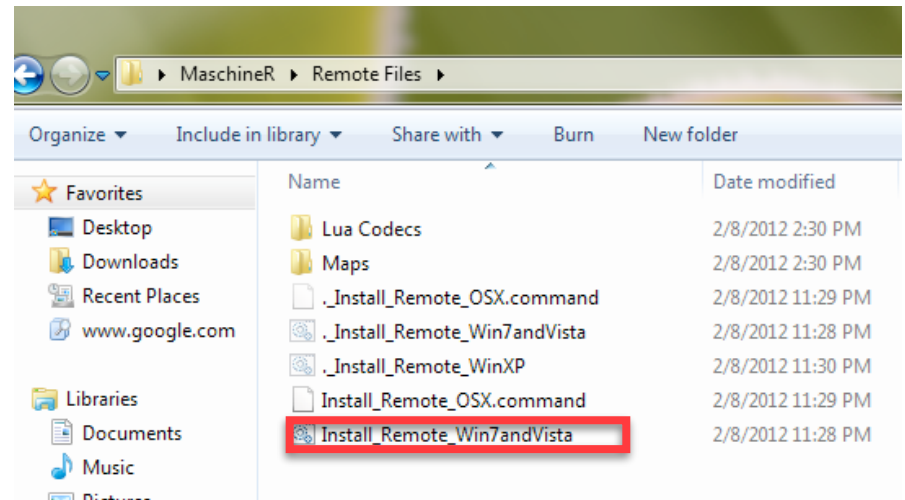
C:/ProgramData/Propellerhead Software/Remote/Codex/Lua Codex

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

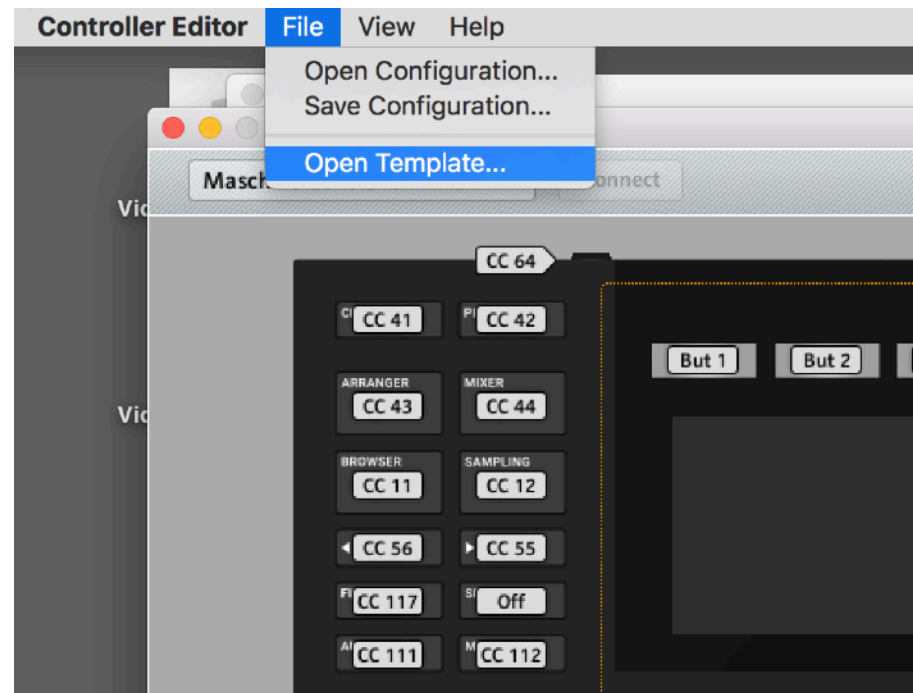


Installer Windows

Step 3: Loading the "MaschineRMK3" 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 "MaschineRMk3.ncm3". Open it and it will load on your device. This is the template you will be using with MaschineR.

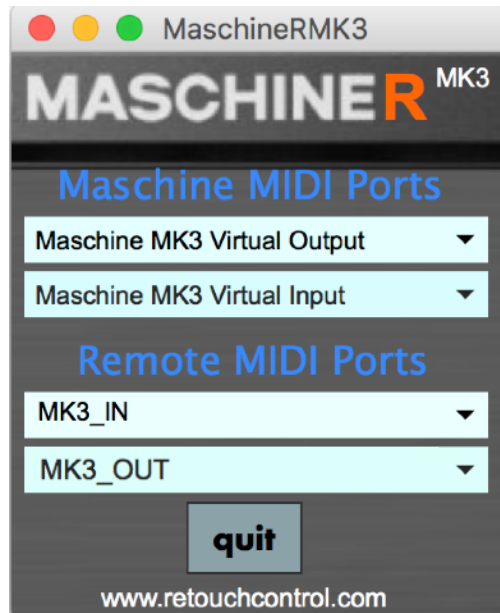
If you have Maschine Plus, please find in the Template folder the file named "MaschineRPlus.ncmp". Open it and load it on our device.



"Open Template" in Controller Editor

Step 4: Launching the “MaschineRMK3” 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 “MaschineRMK3” (drag this file on the dock for easier launching). If you are on Windows, double click on the file named “MaschineRMK3.exe” (pin it to the desktop for easier launching). After launching the application, it will look like the images below.



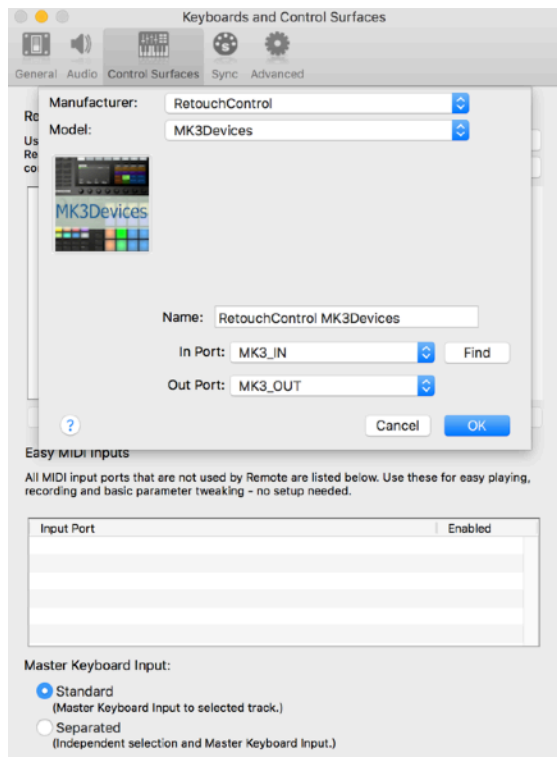
MaschineR app on Mac



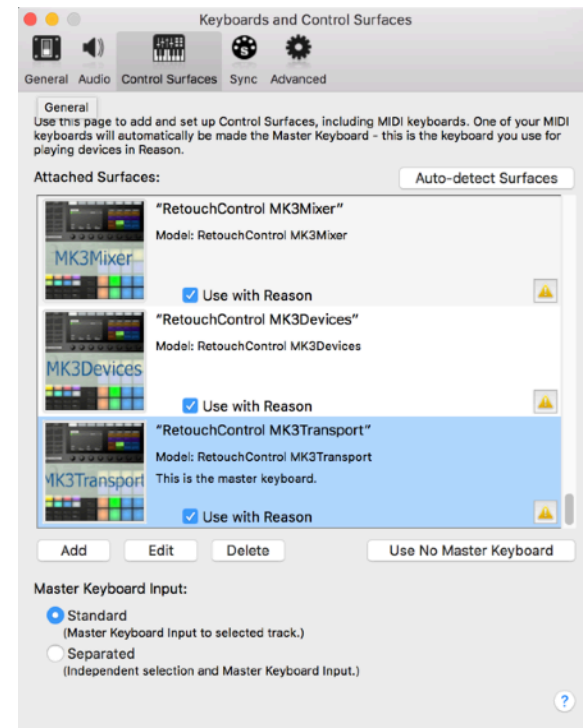
MaschineR app on Win with LoopMIDI

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 "MK3Devices", "MK3Transport", and "MK3Mixer". Add "MK3Transport" 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: "MK3_IN"
OUT port: "MK3_OUT"



All 3 control surfaces enabled

Step 6: Locking MK3Mixer control surface to the Master Section

The last step in the set up is a simple one. We need to lock the MK3Mixer 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 MK3Mixer".

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 MaschineRMK3. 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.



2. Overview

The MaschineRMK3 application was designed to adapt the hardware controls to the currently 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 pages.

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. LCD Modes: there are 4 main LCD modes for control of device parameters, the mixer, and the transport. These are described in the “*Controlling Devices*”, “*Controlling the Mixer*” and “*Controlling the Transport*” chapters.

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

4. Data Wheel Modes: the data wheel has several functions, from adjusting master or device volumes, to moving the playhead, changing control banks, etc. These are described in the “*Using the Data Wheel*”.

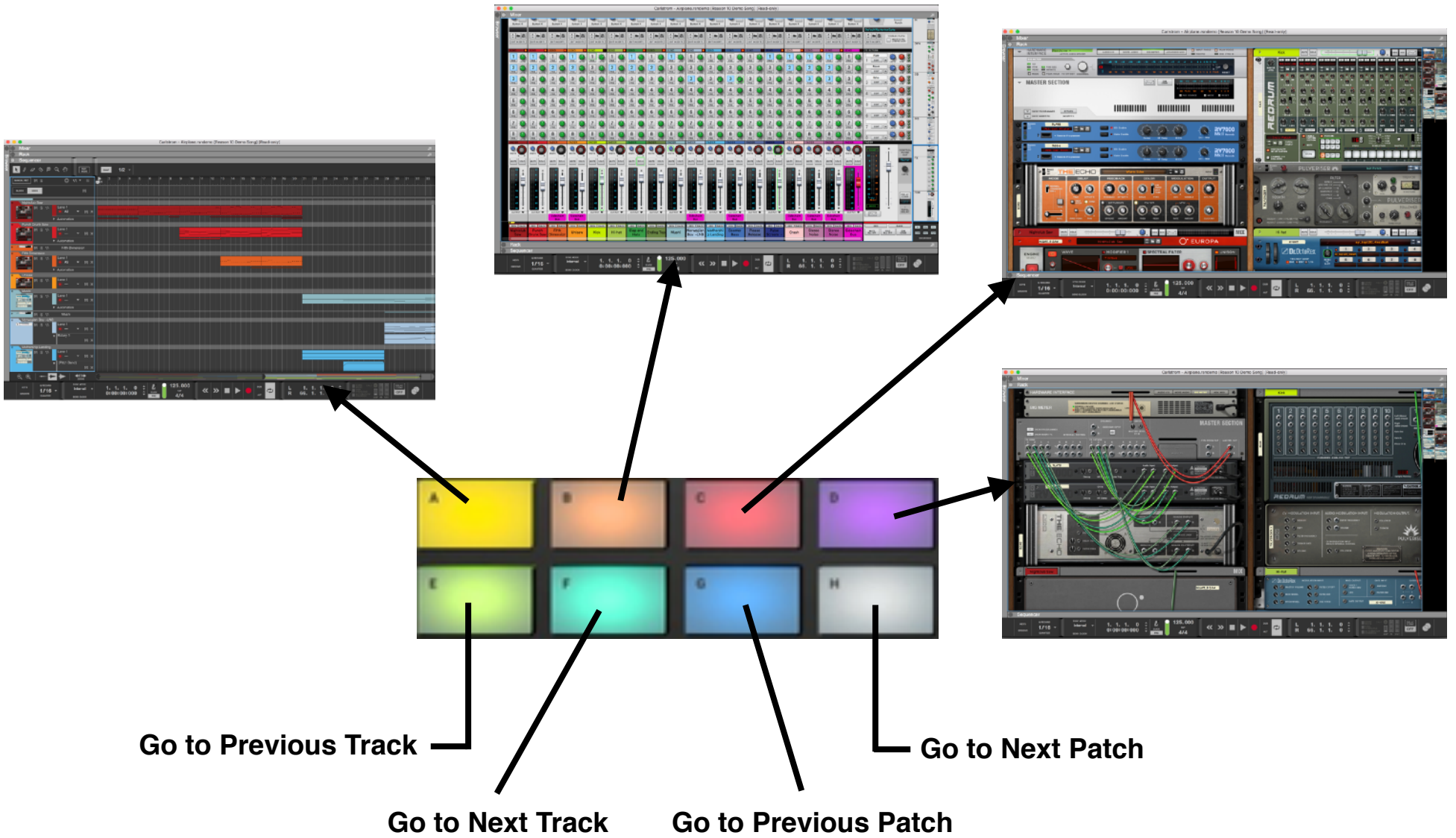
5. TouchStrip Modes: the touch strip can be used as a Pitch or Mod wheel, or as Macro control. See the “*Using the Touchstrip*” chapter for the details.

6. Navigation Controls: the top 4 buttons are used to switch screen views in Reason, while the bottom 4 are used to change tracks and patches (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.



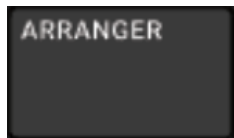
Overview of Navigation Controls



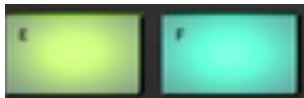
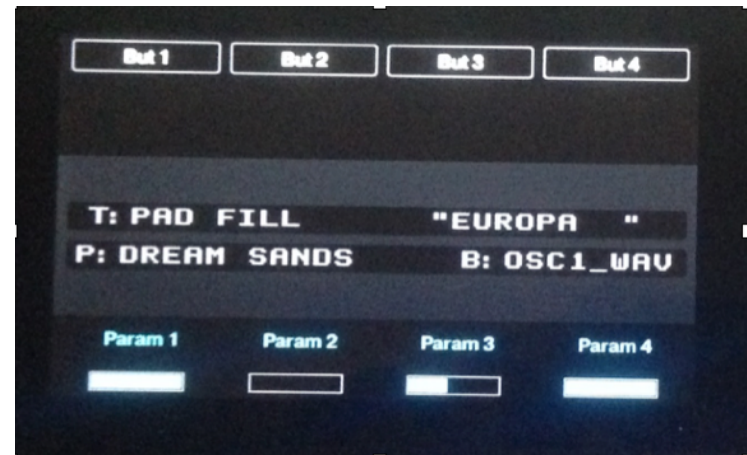
3. Controlling Devices

A. Selecting a device

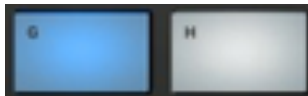
To control and to play a device, it needs to be selected in the Reason sequencer first. This can be done directly from the hardware.



Press the Arranger button: the left LCD will display the currently selected track (T) and patch name (P), the type of device and the parameter control bank selected (B)



Press the E and F group buttons: to select the previous (E) or next track (F) in the sequencer



Press the G and H group buttons: to select the previous (E) or next patch (F) for the selected device

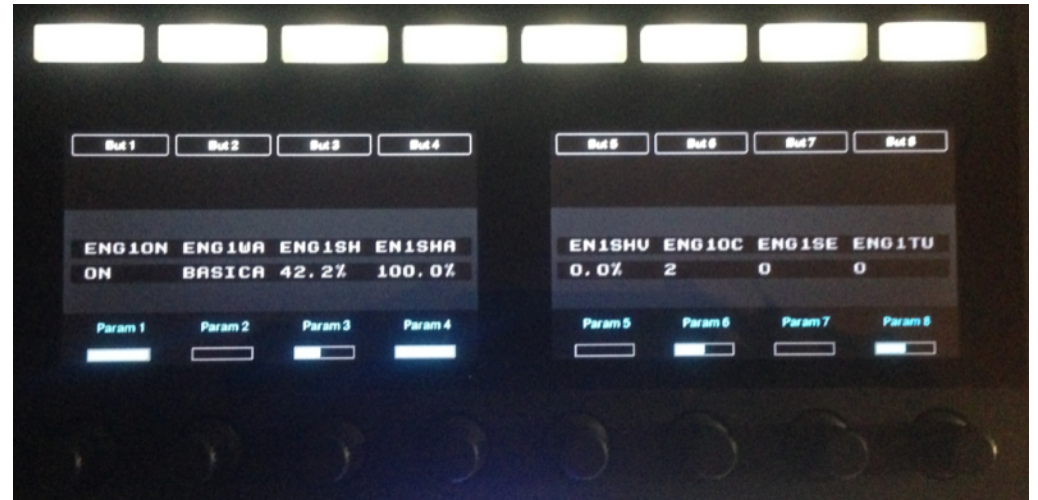
B. Controlling the parameters for the selected device

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.

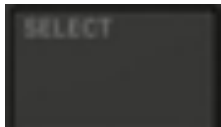


PLUG-IN
Instance

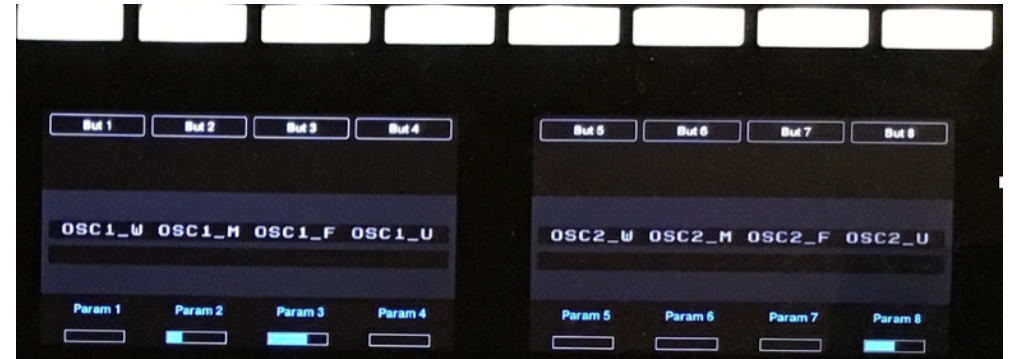
Press the PlugIN button: the parameters for the selected bank are shown on the LCD and are ready to be controlled using the rotaries and buttons



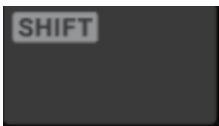
Turn the Data Wheel: this is a fast way to go thru the various banks of controls. As you move the data wheel clockwise, you move to the successive control bank.



Press the Select button: another way to select a control banks is to press the Select button. The LCD will display the current set of 8 control banks. You can choose a different bank by pressing on the corresponding top button



Push the Data Wheel Left or Right: with “Select” pressed, push the Data Wheel left or right to change the shown set of control banks. Pushing right will show the next 8 available banks, while pushing left will return to the previous 8 banks. If a bank is not available, it is shown as a “~” on the LCD

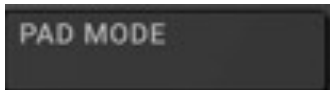


Push Shift and touch the encoder: to temporarily display a long name for an assigned control. A longer version of the parameter name will be shown underneath. Remove the finger and release Shift to return to the previous display



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 encoders and the parameter names and values are displayed on the LCDs.



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

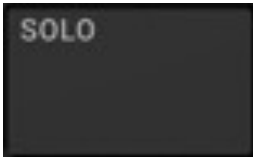


Step Mode: use this mode to play the selected pad (see below how to select a pad) at 16 velocity levels. Pad 1 corresponds to the softest velocity level, while pad 16 to the hardest velocity level.

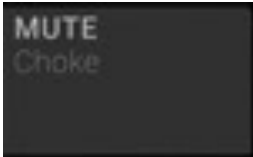


Pattern Mode: use this mode to make pad group assignment for the selected pad (see below how to select a pad). Only the pads shown in the red rectangle are lit and can be used, while the others are dimmed





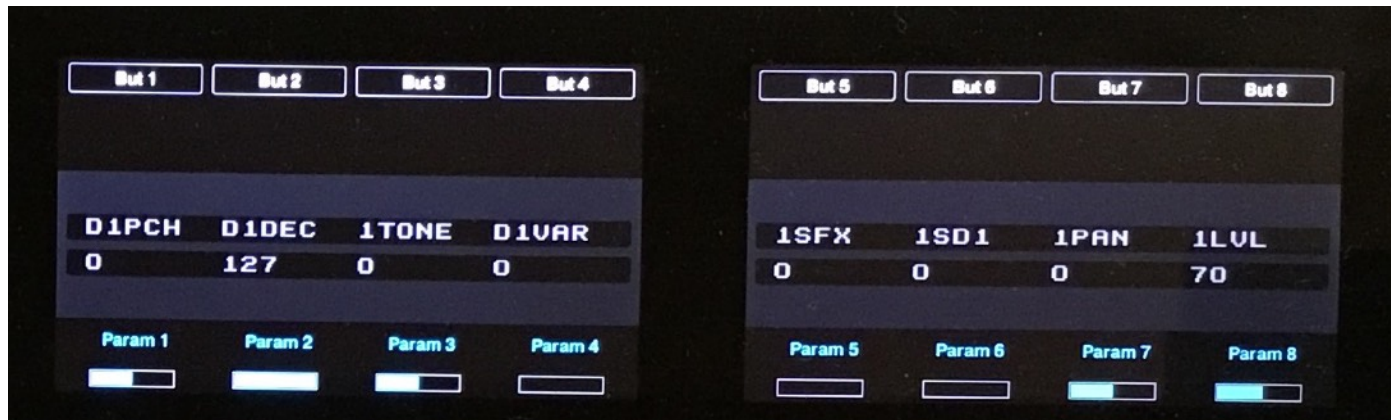
Solo Mode: use this mode to solo pads. The LEDs turn green for pads which are soloed



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. Please note, when selecting a pad for parameters control, the software will automatically select the drum to which the pad is assigned in Reason



D. Playing and controlling the Redrum Drum Computer

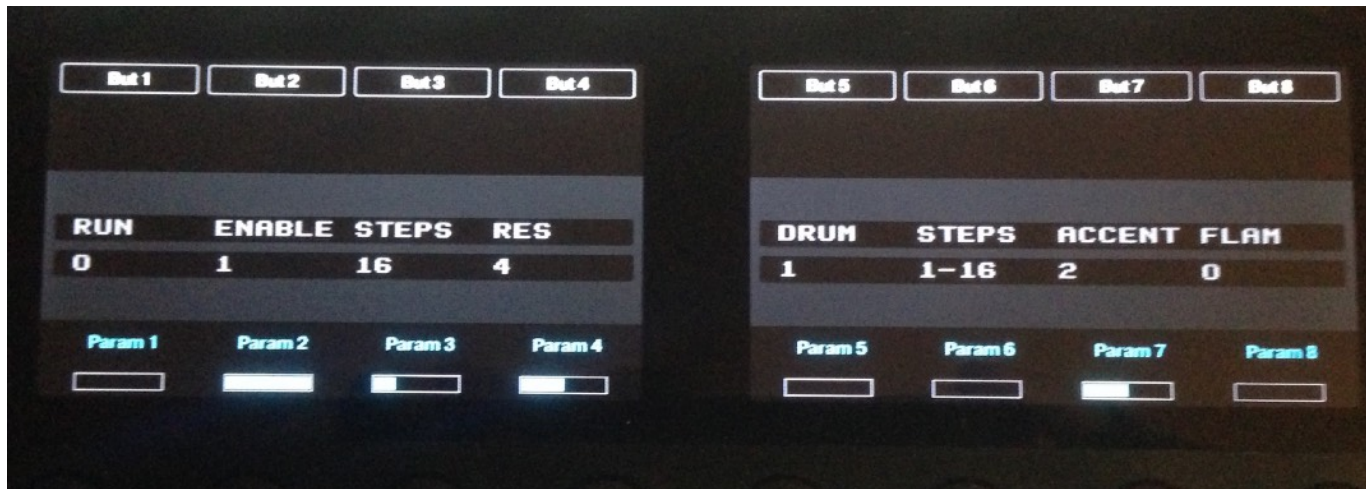
Selecting a Redrum in the Reason sequencer will automatically adjust the Maschine hardware to best control it. There are several modes for the 16 pads and these are explained below. Furthermore, you can edit the drum parameters using the encoders and the parameter names and values are displayed on the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

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

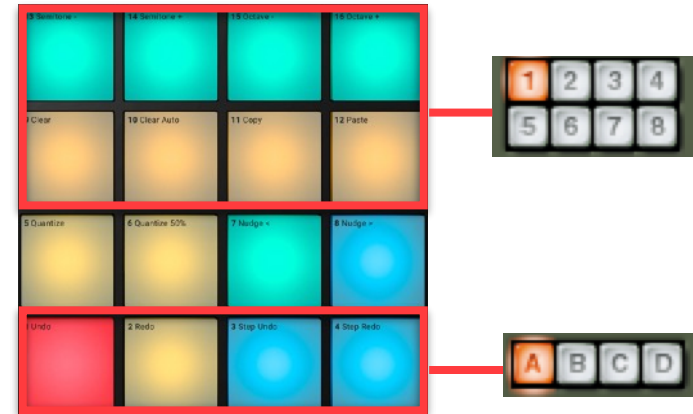
STEP

Step Mode: use this mode to program a beat using the step sequencer. The LCD updates to show the relative parameters (in PlugIN 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 encoder 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



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 encoders and the parameter names and values are displayed on the LCDs (in PlugIn mode)

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



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

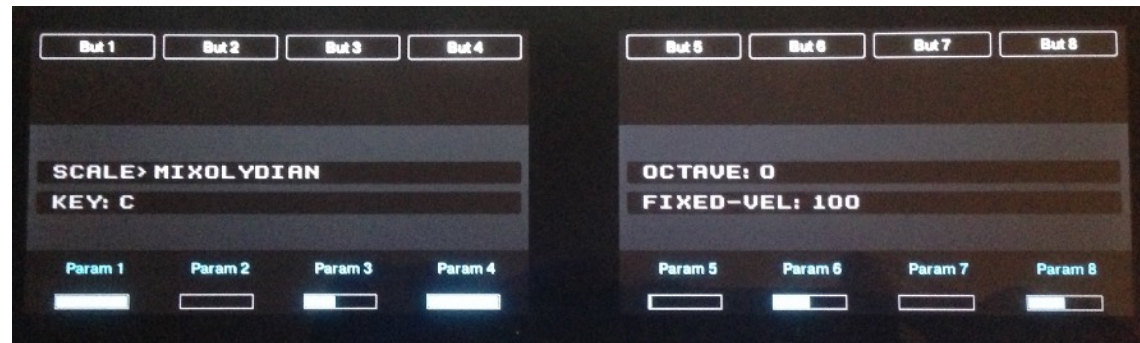
Selecting any other device in the Reason sequencer will default to the “generic” device mode. In this mode, it is possible to configure the pads according to a selectable key and scale. It is also possible to program chords on a single pad. These features are explained below.

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.

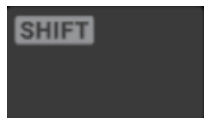
KEYBOARD

Keyboard: with Pad Mode engaged, use the Keyboard button to enter the keyboard setting 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, push the data wheel left or right to select the field that you want to edit. The “:” turns into “>” when a field is selected. Then turn the data wheel to select a value for the chosen field. Press again the Keyboard button to return to the previously selected screen.

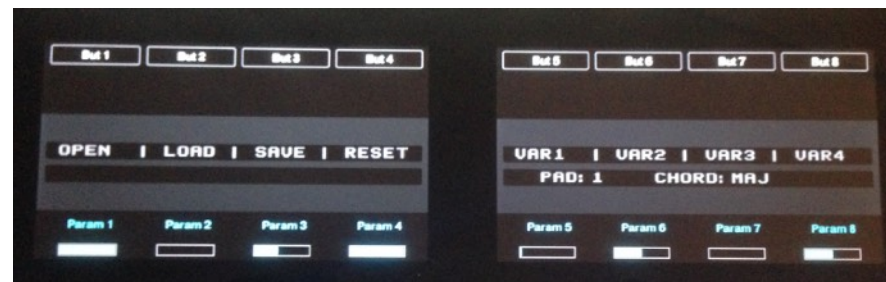




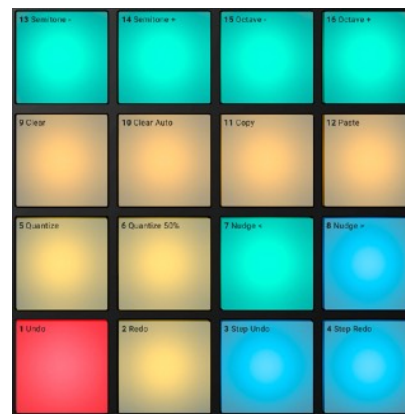
Chords: with Pad Mode engaged, press the Chords button to turn on the chords. You can use a single pad to play a chord. Chords can be programmed on pad 1 thru pad 12.



Shift + Chords: press the Shift + Chords buttons to access the Chords editing screen. From here, you can select a particular chord for the selected pad. For more info on programming chords, please refer to the “Chords” section in the “Other Controls” chapter.



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

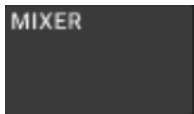
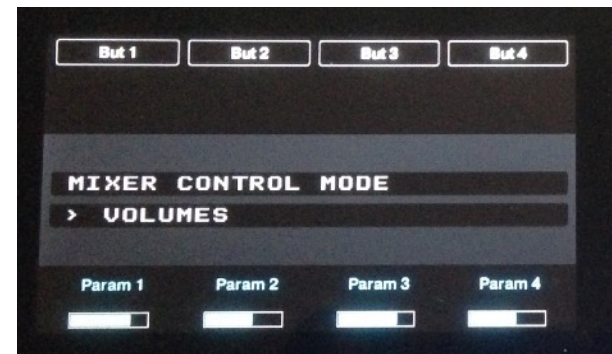


4. Controlling the Mixer

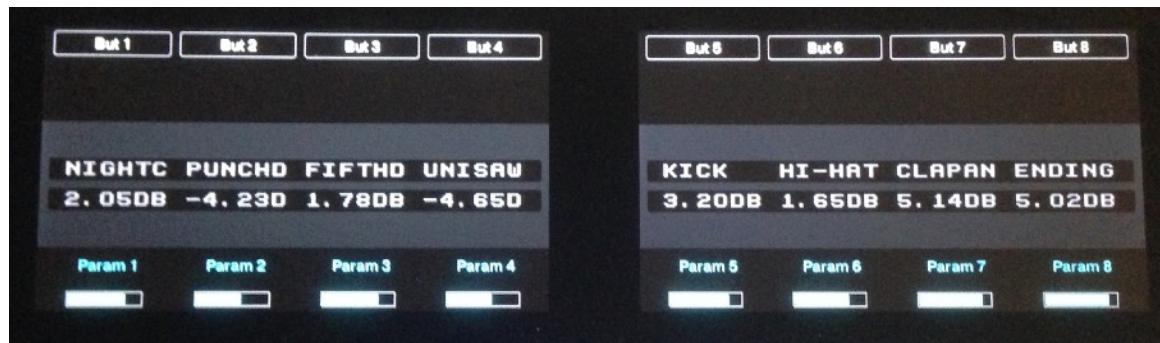
MaschineR offers extensive control of the SSL-console style mixer in Reason. There are two main modes of control. The first is dedicated to controlling multiple channels at once for things like Volume, Pan and Width. The second mode is dedicated to controlling the channel strip of a particular mixer channel, for things like EQ, Compression, Send FXs and so on.

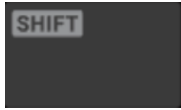
A. Controlling Mixer Volumes, Pans and Widths

Mixer: press the Mixer button once to access the main view where you can see on the left LCD display what control bank is currently selected, whether it's volumes, pans or widths



press the Mixer button once more to access the view with the channel names and values for up to 8 channels at once. You can use the encoders to adjust each channel volume.

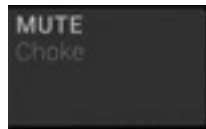




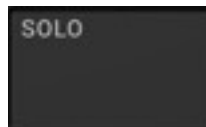
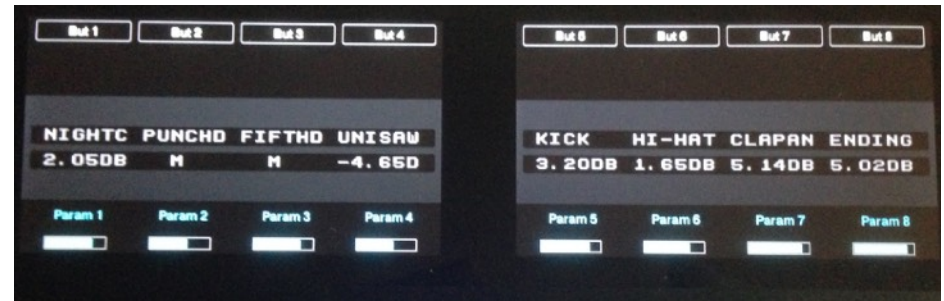
press the “Shift” button to view a graphical representation of the channel metering on the LCD display



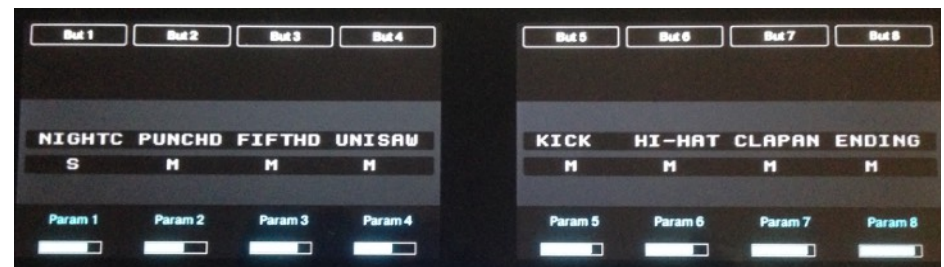
push the data wheel right to advance to the next bank of 8 channels, push left to return to the previous bank of 8 channels. Keep “Shift” pressed while pushing the data wheel to advance one channel to the right or to the left



Mute: press the Mute button, then press the top button corresponding to the channel you want to Mute. When a channel is muted, an “M” will replace the numerical value

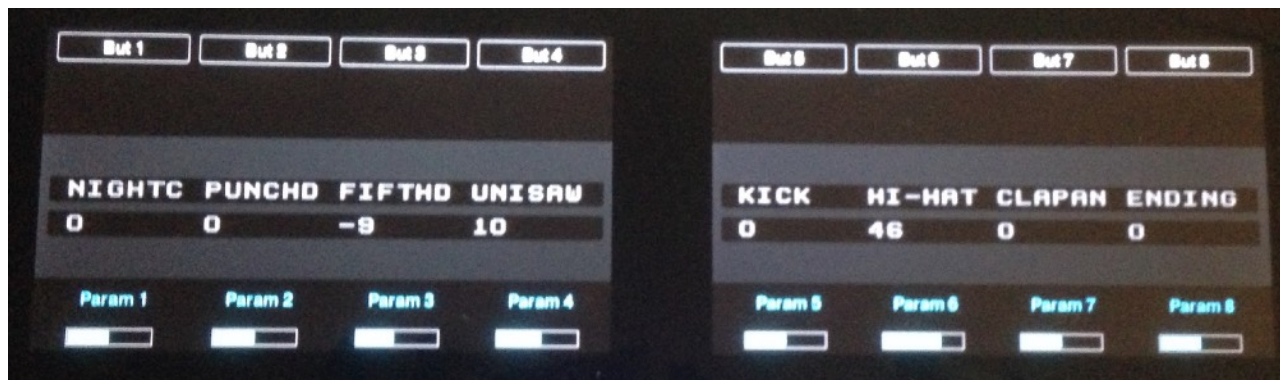
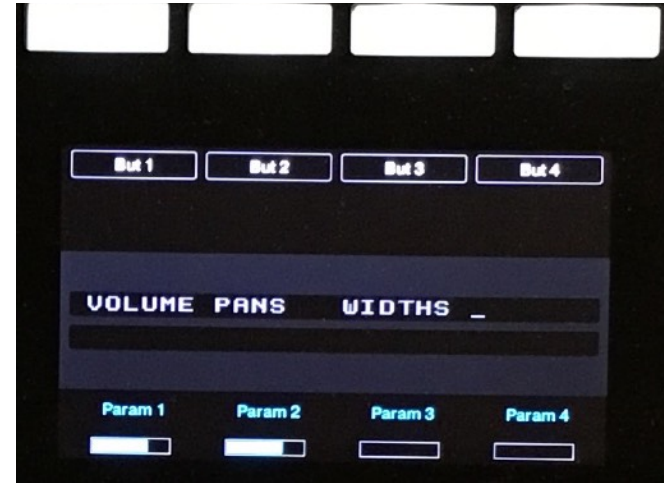


Solo: press the Solo button, then press the top button corresponding to the channel you want to Solo. When a channel is soloed, an “S” replaces the numerical value. All other channels are being shown as muted



SELECT

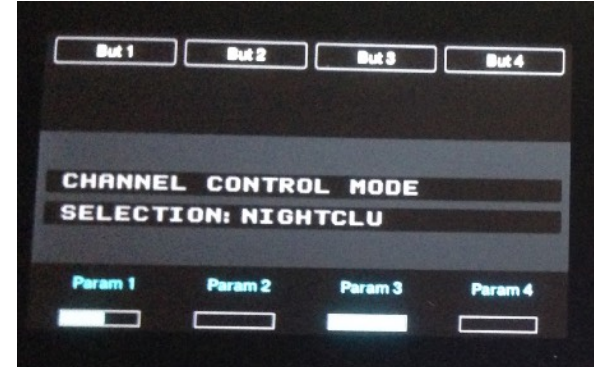
Select: press the Select button, then press on Button 1, Button 2 or Button 3 to change from controlling Volumes or Pans or Widths



B. Controlling the Channel Strip

CHANNEL
MIDI

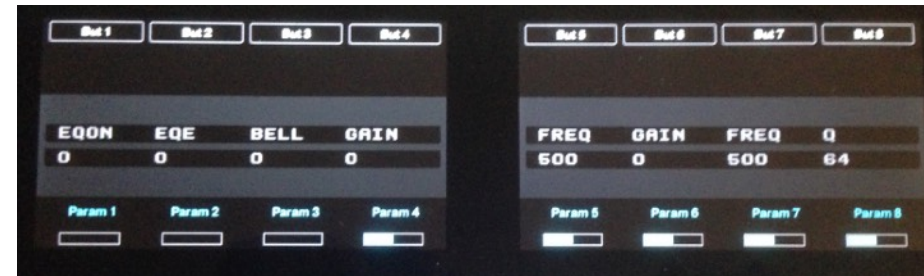
Channel: press the Channel button once to access the main view where you can see on the left LCD display what the name of the channel which is currently selected for control



push the data wheel right to advance to the next bank channel, push left to return to the previous channel. Keep "Shift" pressed while pushing the data wheel to advance by 8 channels at a time to the right or to the left

CHANNEL
MIDI

Channel: press the Channel button once more to access the main parameter control view. The parameters for the currently selected banks are displayed

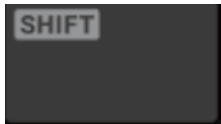
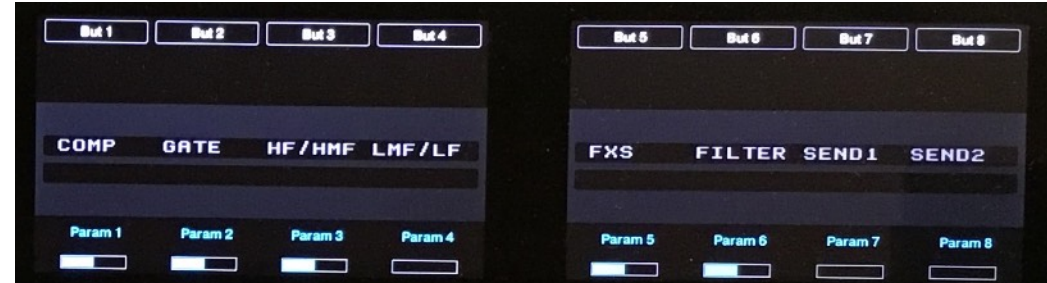


turn the data wheel to scroll thru the different bank of controls. This is one way to change banks. The other way is shown below with the Select method



Select: press the Select button to see the 8 available control banks, then use the top buttons to select a specific banks. The 8 banks are:

1. Gain and Compression
2. Gate
3. EQ - HF/HMF
4. EQ - LMF/LF
5. Insert FXs
6. Filters LP and HP
7. Send FXs 1-4
8. Send FXs 5-8



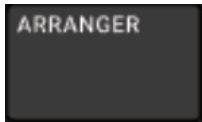
Push Shift and touch the encoder: to temporarily display a long name for an assigned control. A longer version of the parameter name will be shown underneath. Remove the finger and release Shift to return to the previous display



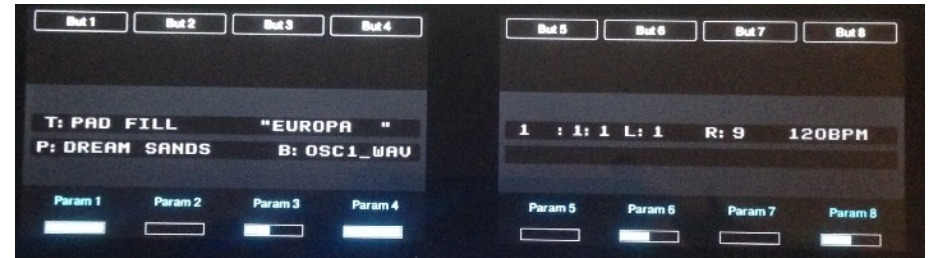
5. Controlling the Sequencer

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

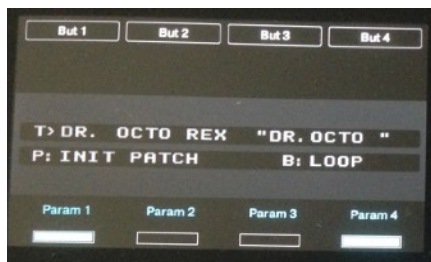
A. Arranger Screen Controls



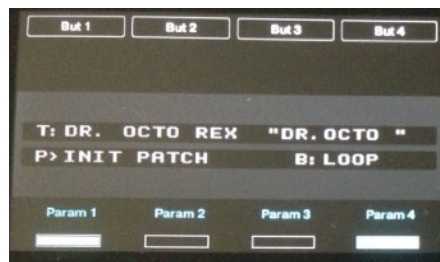
Arranger: press the Arranger button once to view the selected track, patch, and device on the left screen, while the right screen shows transport position, Left and Right loop locators and the song tempo in bpm



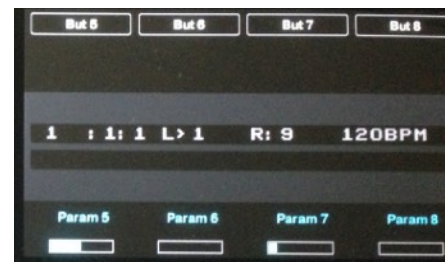
1. turn the data wheel to advance the playhead by bars. Keep "Shift" pressed while turning the data wheel to advance the playhead by 16th
2. push the data wheel left or right to access control of track, patch, Left and Right loop locators. When a particular field is selected for editing, the ":" changes into ">" to show that it's being edited. Push the data wheel all the way to the right to return to controlling the playhead position



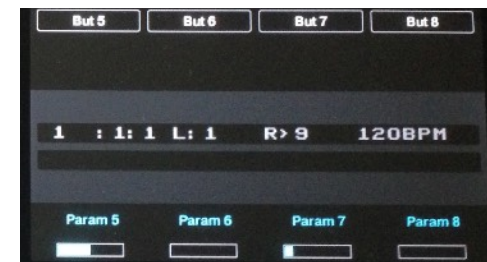
Track Control (T>)



Track Control (P>)



Left L Control (L>)

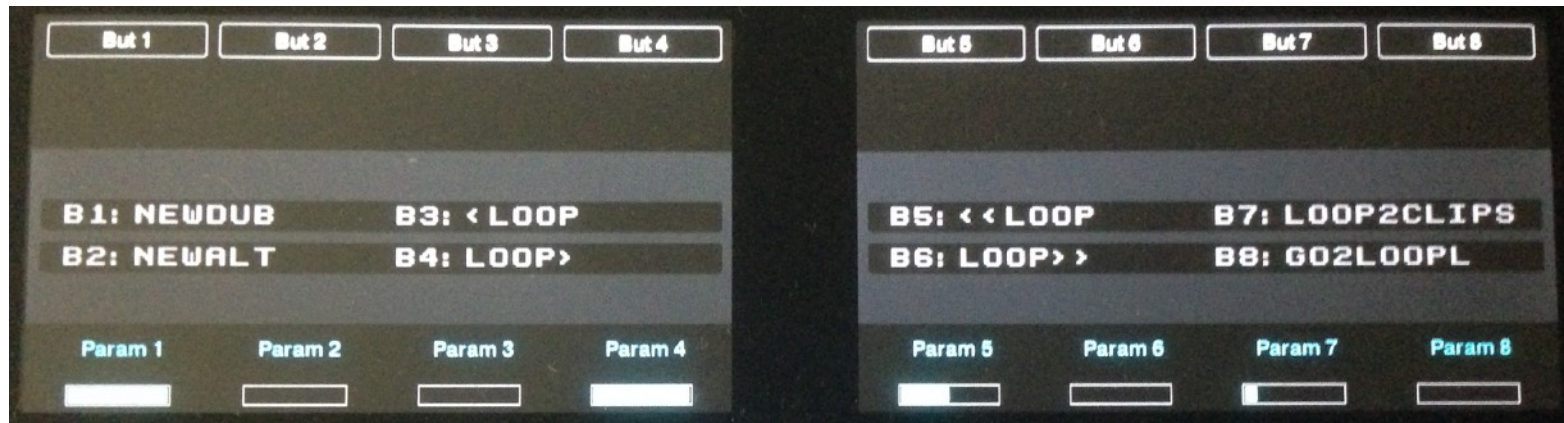


Right L Control (R>)

ARRANGER

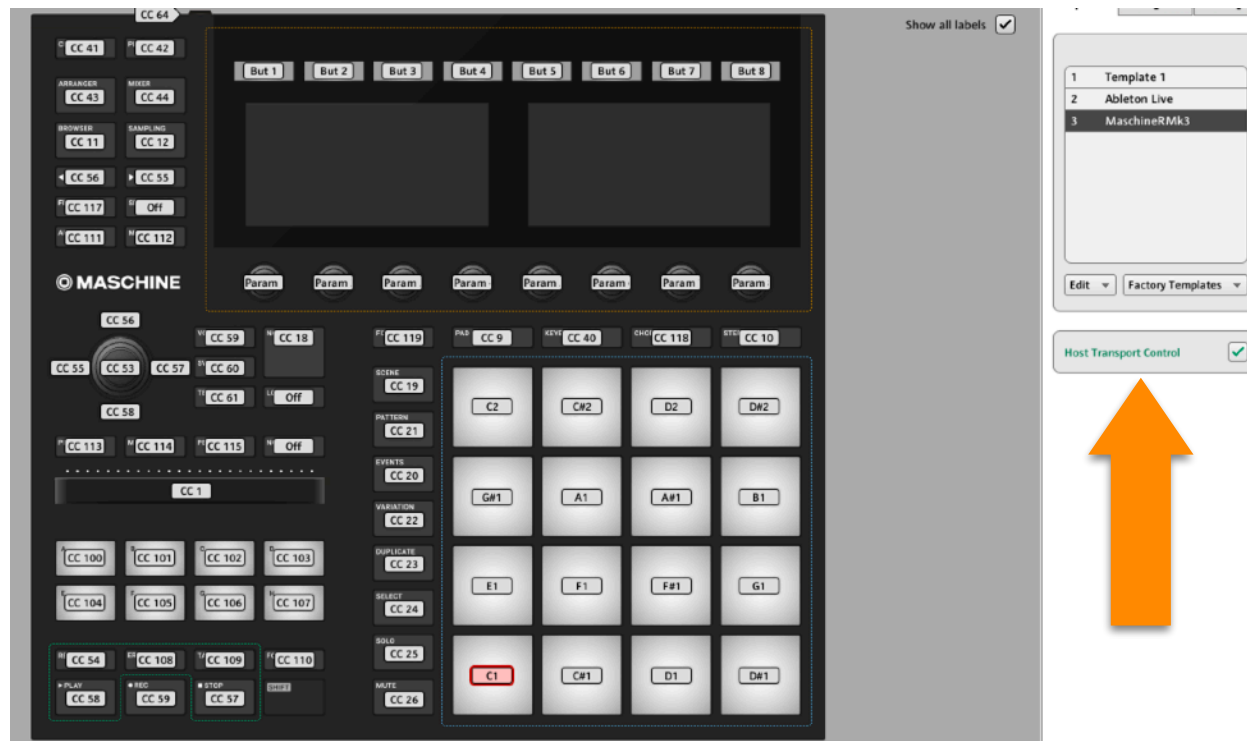
Arranger: press the Arranger button twice to access a set of key commands for sequencer control. The commands are executed by pressing the top buttons. In order, the commands are the following:

Button 1: New Dub lane, **Button 2:** New Alternative lane, **Button 3:** Shift Loop braces Left by one bar, **Button 4:** Shift Loop braces Right by one bar, **Button 5:** Shift Loop braces by full loop length to the Left, **Button 6:** Shift Loop braces by full loop length to the Right, **Button 7:** Move Loop braces to the selected clips, **Button 8:** Move playhead to Left locator

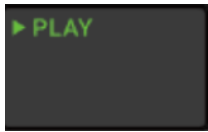


B. Transport Controls

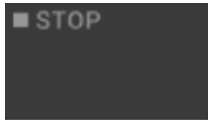
Traditional transport functions are provided via the transport buttons on the Maschine hardware. Whenever possible, the controls have been assigned to mirror the same ones in Maschine. Also, it is important to point out that the MaschineR template is configured to allow “Host Transport Control”. So if 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.



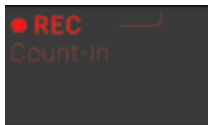
Host Transport Control Enabled



Play: use the play button to start the transport playback



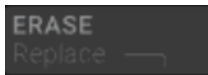
Stop: use the stop button to stop the transport playback



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



Restart: use the Restart button to restart playback from the beginning of the song. Use **Shift + Restart** to turn the **Loop On and Off**



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



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



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



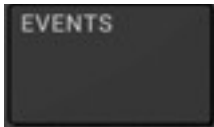
Arrow buttons: the arrow buttons are dedicated to the **Rewind** and **Forward** transport controls. This is their sole function within the MaschineR software



Auto: turns on/off automation recording for the selected track

C. Events editing

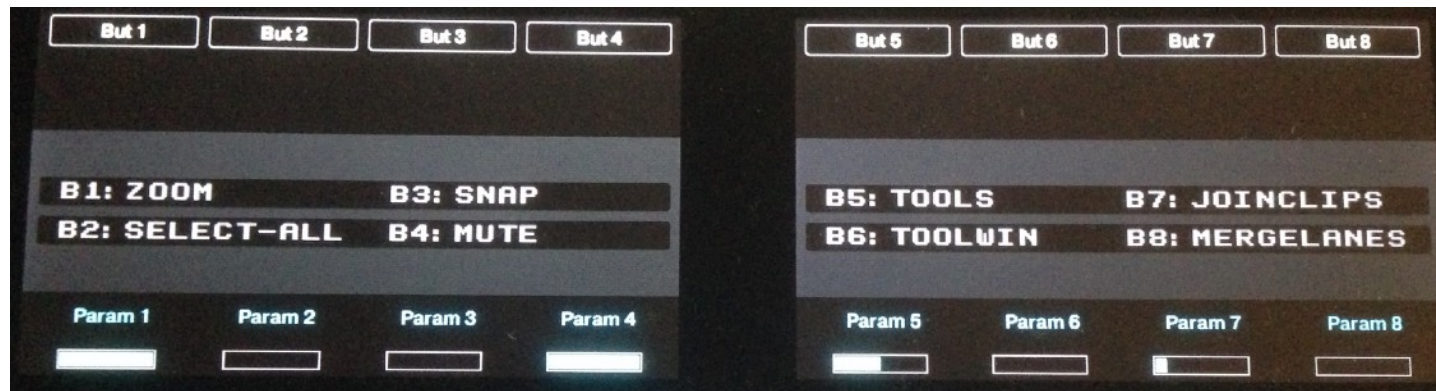
MaschineR can be useful when editing events in the Reason sequencer. There are several commands which can speed up workflow and keep a lot of the operations accessible from the controller.



Events: press **Shift + Events** to open/close the sequencer edit mode

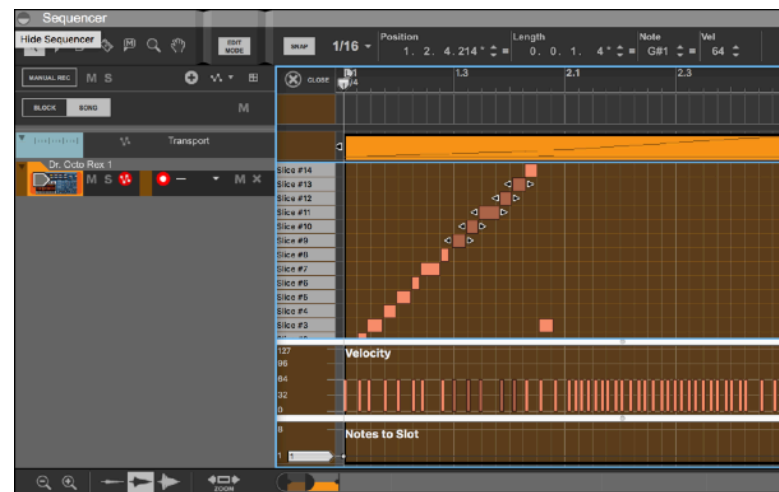
Press the Events button to access a set of key commands for editing operations. The commands are executed by pressing the top buttons. In order, the commands are the following:

Button 1: Zoom to selected clip(s), **Button 2:** Select all events, **Button 3:** Snap On/Off, **Button 4:** Mute the selected clip, **Button 5:** Keep pressing it to switch among the different editing tools, **Button 6:** Open/Close the Tools Window, **Button 7:** Join the selected clips, **Button 8:** Merge note lanes





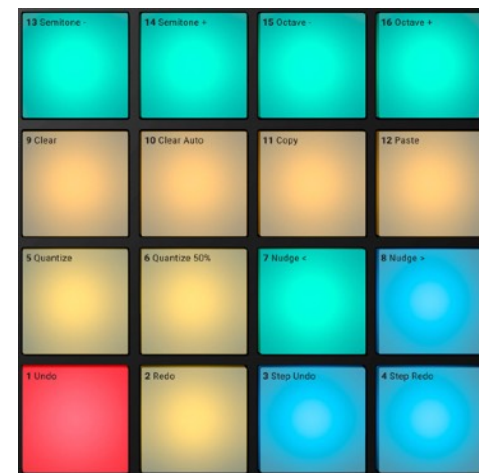
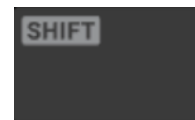
1. with edit mode active in the sequencer, turn the data wheel to select single midi notes in the clip. Press **Select** then turn the wheel to select multiple contiguous midi notes in the clip
2. with midi note(s) selected in the sequencer, press **Shift** then turn the wheel to shift the notes back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

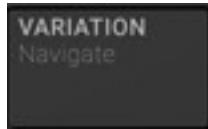


Shift + turn to move the notes in the timeline

many other midi editing operations are accessed by using the **Shift** + pads combination:

1. **Shift + Pad 1** = Undo
2. **Shift + Pad 2** = Redo
3. **Shift + Pad 5** = Quantize the selected events
4. **Shift + Pad 7** = Nudge left the selected events by the grid quantization
5. **Shift + Pad 8** = Nudge right the selected events by the grid quantization
6. **Shift + Pad 9** = Delete the selected events/clips
7. **Shift + Pad 11** = Copy the selected events
8. **Shift + Pad 12** = Paste the selected events
9. **Shift + Pad 13** = Move down the selected events by one semitone
10. **Shift + Pad 14** = Move up the selected events by one semitone
11. **Shift + Pad 15** = Move down the selected events by one octave
12. **Shift + Pad 16** = Move up the selected events by one octave



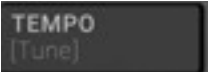

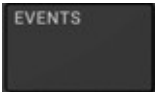
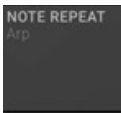
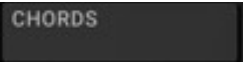


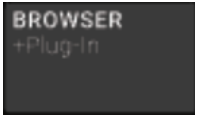
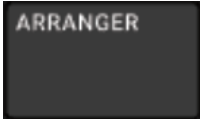

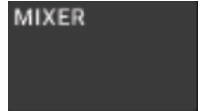



1. with the **Variation** button pressed, turn the data wheel to **Zoom in and out Horizontally** in the sequencer
2. with the **Shift + Variation** buttons pressed, turn the data wheel to **Zoom in and out Vertically** in the sequencer

6. Using the Data Wheel

The data wheel is used in multiple contexts and it can be very useful. However, it is important to know that there is a precedence order according to which certain functions take priority over others. There are three main layers and these correspond to the types of control modes selected. The various functions based on the control mode and precedence order are summarized below.

ORDER	MODE	FUNCTION
1		Turn = Zoom In/Out Horizontally Shift + Turn = Zoom In/Out Vertically
2		Turn = adjust the volume for the selected device in the sequencer
		Turn = adjust the tempo of the song
3		Push L or R = selects the field to edit between Scale, Key, Oct, and Fixed Turn = change the value for the selected field
		Turn = select single midi event in open clip Select + Turn = select adjacent midi events in open clip Shift + Turn = shift by ticks the selected midi event along the timeline
		Turn = adjust the repeat rate
		Turn = choose a chord type for the selected pad

3		<p>Turn = scrolls up and down thru the device or patch list</p> <p>Push L or R = close/open folders</p> <p>Press = creates the selected device or fx</p>
4		<p>Push L or R = selects the field to edit between Track, Patch, Left and Right Loop locators</p> <p>Turn = with no field selected, moves the playhead. With a field selected, adjusts its value</p>
		<p>Turn = changes which control bank is active</p> <p>Select + Push L or R = selects the prev or next set of 8 banks for the selected device</p>
		<p>Push L or R = selects the previous or next bank of 8 mixer channels</p> <p>Shift + Push L or R = advances the current selection of 8 mixer channels by one channel to the left or to the right</p>
		<p>Push L or R = selects the previous or next channel strip</p> <p>Shift + Push L or R = jumps 8 channel strips to the left or the right</p> <p>Turn = changes which control bank is active (Compression, EQ, etc)</p>

7. Using the Touch Strip

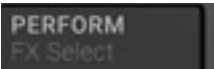
The touch strip can be used in three main mode and these are described below



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 been assigned as a Macro in PlugIn mode. To assign a parameter for Macro control by the touch strip, follow these steps:

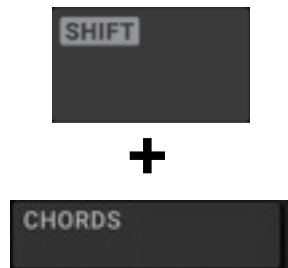
1. Go to PlugIN mode
2. Keep pressed the Macro button
3. Touch the encoder corresponding to the parameter you want to assign to the touch strip

Please note, the touch strip can only control a parameter which has been mapped via the procedure above and it is currently actively mapped. Let's say you have mapped encoder #1 and it has Filter Frequency assigned to it, if you change control banks, the touch strip will no longer control the Filter Frequency but whatever parameters happens to be mapped to encoder #1 in the currently selected control bank

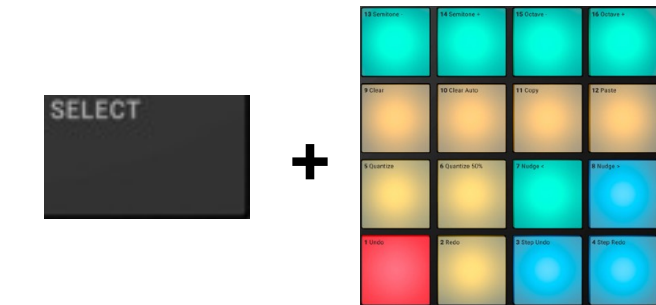
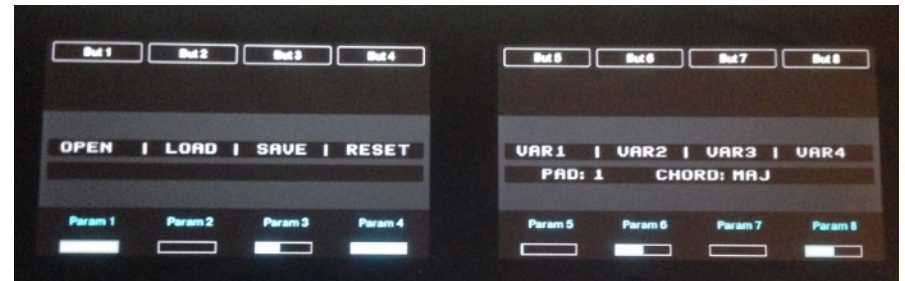
8. Other Controls

A. Chords

As explained in Chapter 3, Section F, the Chords function allows to play chords using a single pad. This function only works in generic device mode and 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, you need to enter the Chords Editing screen which is accessed by pressing Shift + Chords.



Shift + Chords: press the Shift + Chords buttons to access the Chords editing screen. From here, you can select a particular chord for the selected pad.

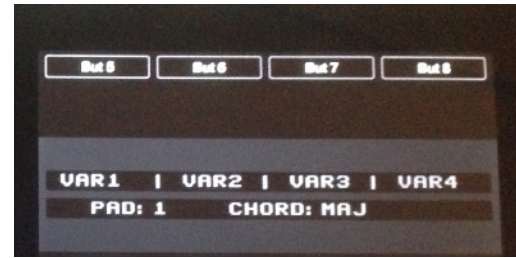


Select Pads: to select a specific pad for chord assignment, press Select then hit the pad of interest. The right screen updates to show the currently selected pad and the chord assigned to it. By default, a single note is assigned as the chord



after selecting a pad for editing, you can assign a specific chord type to it by turning the wheel. The right screen displays the chord type name. Please keep in mind that the programmed chord will have as base note the one currently assigned to the pad from the set scale and key (for more info on selecting a scale and key, please refer to Chapter 3, Section F)

Variations: you can play 4 different variations of each chord by pressing buttons 5 thru 8. Press one of these buttons then hit the pad with the chord to hear a variation on the chord. The variations are chord inversions of various types



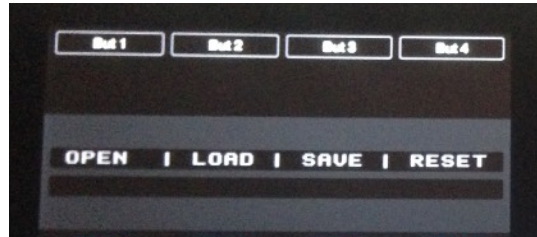
ChordSets: once you have several chords programmed on a few pads, you can save them in a chord set to be used at a later time.

Press Save: to save the programmed chords to a file

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

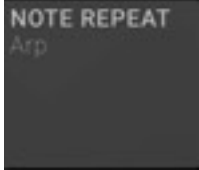
Press Load: to load the chord set to the pads. *Please note, the chord sets only store information relative to the chord type, not to the base notes. So the chord types will be applied to whatever base notes happen to be selected at the time*

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



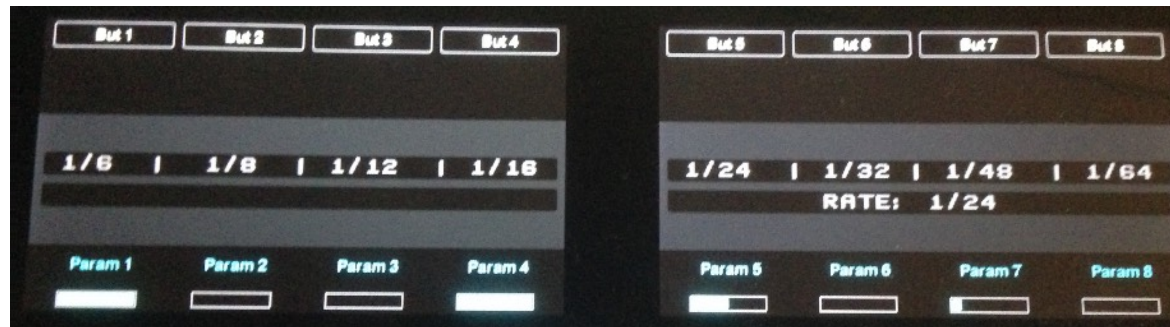
B. Note Repeat & Fixed Velocity

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



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

Shift + Note Repeat : to open the note repeat screen. From here, you will be able to use the top 8 buttons to change the repetition rate. You can also change the repetition rate by turning the data wheel



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 by pushing right and then turn the data wheel to change the fixed velocity amount . When the Fixed Velocity field is selected, the ":" turn into ">"

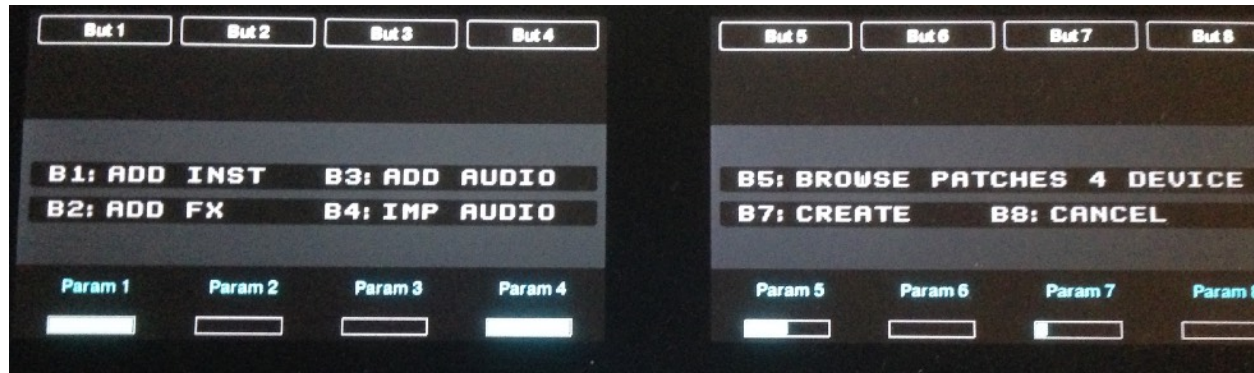


C. Browser

BROWSER
+Plug-In

Browser: press the button to open the browser screen on the hardware. From there, you will be able to access several key commands pertinent to browser operations, like creating instruments and effects, importing audio, etc. Remember, with the Browser button on, you can use the data wheel to scroll up and down the device or patch list in the browser. To make a selection, press on the data wheel. This will create the device/fx or instantiate the selected patch.

Shift + Browser: opens/closes the browser window in Reason



D. Sampling



Sampling: for devices capable of sampling, you can press the Sampling button to start and stop the sampling process. For Redrum, you can choose the channel to sample in by pressing **Select** and then hitting the pad corresponding to the channel.

E. File (Save)



File: press the File button to open the “Open Song” screen in the browser

Shift + File: to save a the current song. If the song has not been saved before, the save song dialog will open on the computer screen

F. Macro

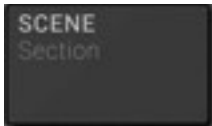


The Macro button is used to assign a control to the Performance section of the touch strip. To assign a parameter follow these steps:

1. Go to PlugIN mode
2. Keep pressed the Macro button
3. Touch the encoder corresponding to the parameter you want to assign to the touch strip

Please note, the touch strip can only control a parameter which has been mapped via the procedure above and it is currently actively mapped. Let's say you have mapped encoder #1 and it has Filter Frequency assigned to it, if you change control banks, the touch strip will no longer control the Filter Frequency but whatever parameters happens to be mapped to encoder #1 in the currently selected control bank

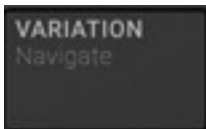
G. Scene



Scene: press the Scene button to change from Song to Blocks view in the Reason sequencer

Shift + Scene: to open Session mode. In this mode, you can use the pads to move the playhead along with the loop braces to different points in the song. With the transport playing from the beginning, press Pad 2 to see the loop braces and the playhead move one full loop length to the left. Same thing if you press Pad 3 and so on. The moves are quantized to the bar.

H. Navigate (Variation)



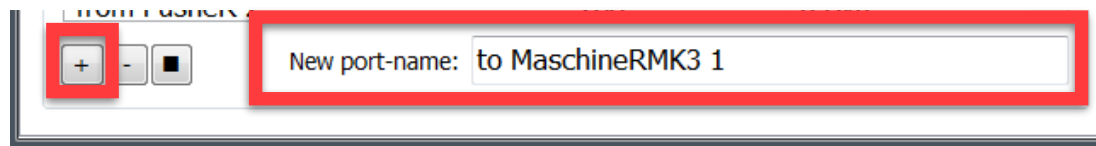
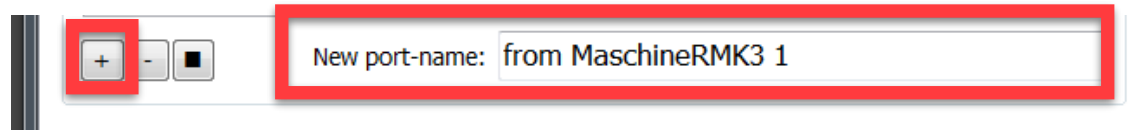
Navigate: press the Variation button to access the up, down, left and right key commands via the pads



Appendix A - LoopMIDI

Configuration of LoopMIDI for Windows users

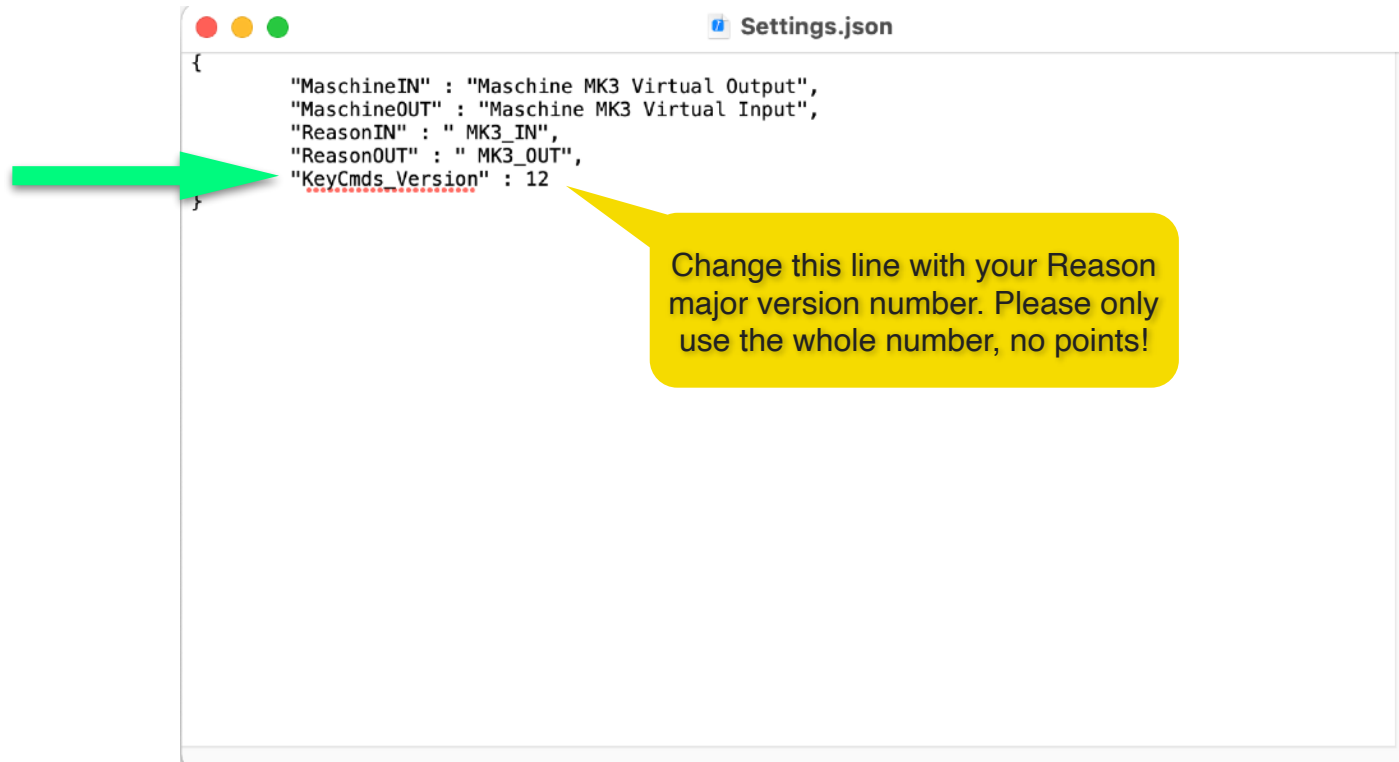
1. Download and install LoopMIDI(<http://www.tobias-erichsen.de/software/loopmidi.html>)
2. Go to the text field on the bottom right and type "from MaschineRMK3 1". Then press the + sign on the bottom left side
3. Go again to the text field on the bottom right and type "to MaschineRMK3 1". Then press the + sign on the bottom left side



Appendix B - Key Command 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.



```
{
  "MaschineIN" : "Maschine MK3 Virtual Output",
  "MaschineOUT" : "Maschine MK3 Virtual Input",
  "ReasonIN" : " MK3_IN",
  "ReasonOUT" : " MK3_OUT",
  "KeyCmds_Version" : 12
}
```


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"

Appendix C - Maschine Plus

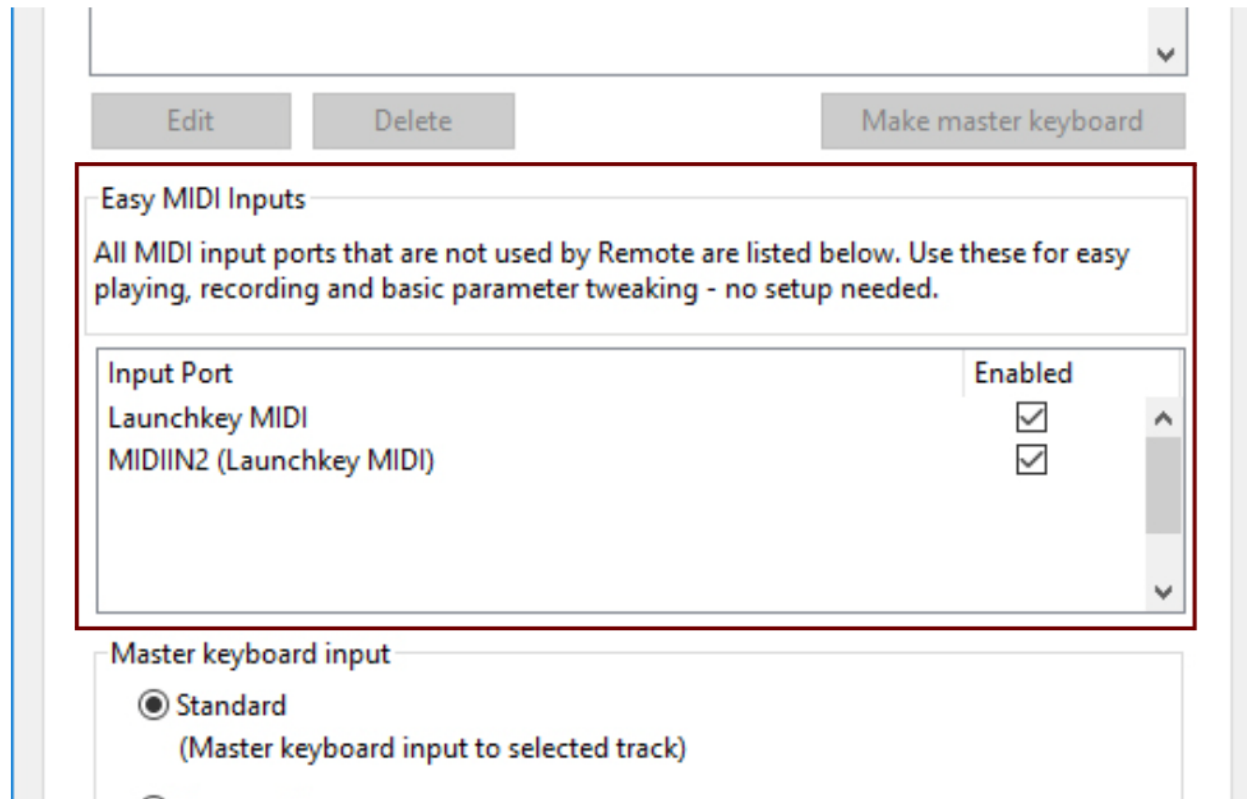
For Maschine Plus users, you should change the name of the Maschine midi ports so that the app can find them when it starts and you won't have to set them manually every time. Specifically, you need to modify the "Settings.json" file which can be opened inside any text editor, for example TextEdit on Mac, or NotePad on Windows. The example below shows which lines to modify. 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"



```
Settings.json
{
  "MaschineIN" : "Maschine MK3 Virtual Output",
  "MaschineOUT" : "Maschine MK3 Virtual Input",
  "ReasonIN" : " MK3_IN",
  "ReasonOUT" : " MK3_OUT",
  "KeyCmds_Version" : 12
}
```

You can find the exact name of the Maschine Plus midi ports by looking at the list of the MIDI ports that appear in the Easy MIDI Inputs box in Reason's MIDI Preferences.



All available **MIDI In Ports** on your computer are listed in the **Easy MIDI Inputs** list.