



## Getting Started Guide

version 1.2.0

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# Welcome to PusheR!

First off, congratulations on becoming a PusheR user. We hope that you will have great fun in controlling Reason from the Push hardware!

When Push was first announced, we were intrigued by the possibilities it offered for controlling Reason. After using it for a little while, it was clear to us that this was a “killer” piece of kit for doing so. We put into PusheR a lot of the learnings from our other products and we hope that the feature set on offer will be of inspiration to you.

Before you continue on reading this guide, here are some basic facts which will help you to better get familiarized with PusheR:

- The PusheR app handles all the communication between the hardware and Reason. It needs to be running in the background at all times when you want to use PusheR
- PusheR utilizes Push’s User ports for communicating with the hardware. This allows for the possibility of controlling Live and Reason at the same time
- The LCD display will present information based on the selected mode. There are modes for track control, device control, and mixer control. These are accessed by using the “Encoder Modes” button selectors.
- If you are using Windows, you will need to install a virtual MIDI driver to create MIDI ports which both Reason and the PusheR app can use. We recommend the free LoopMIDI software which you can download from <http://www.tobias-erichsen.de/software/loopmidi.html>

If you have any comments, suggestions or other feedback, drop us an email at “[retouchcontrol@gmail.com](mailto:retouchcontrol@gmail.com)”. We would love to hear from you.

All the best with your music making,  
RetouchControl

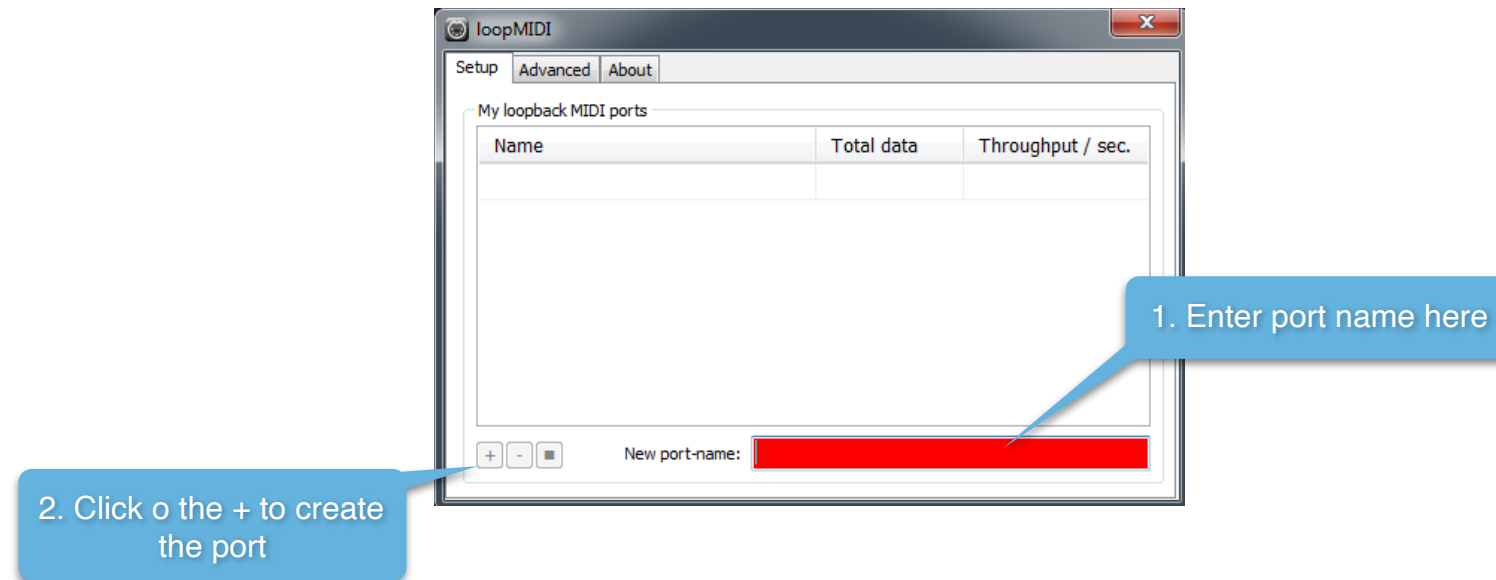
# 1. Installation

## 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](#).

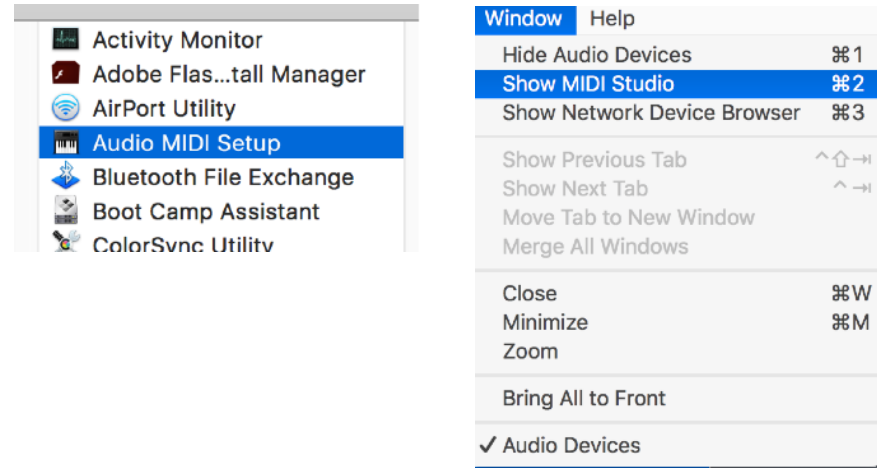
1. Go to the LoopMIDI website, download and install it.
2. Launch the LoopMIDI application. Follow the example below to create the MIDI ports
3. Create 2 MIDI ports: "from PusheR 1", and "to PusheR 1"



## 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”

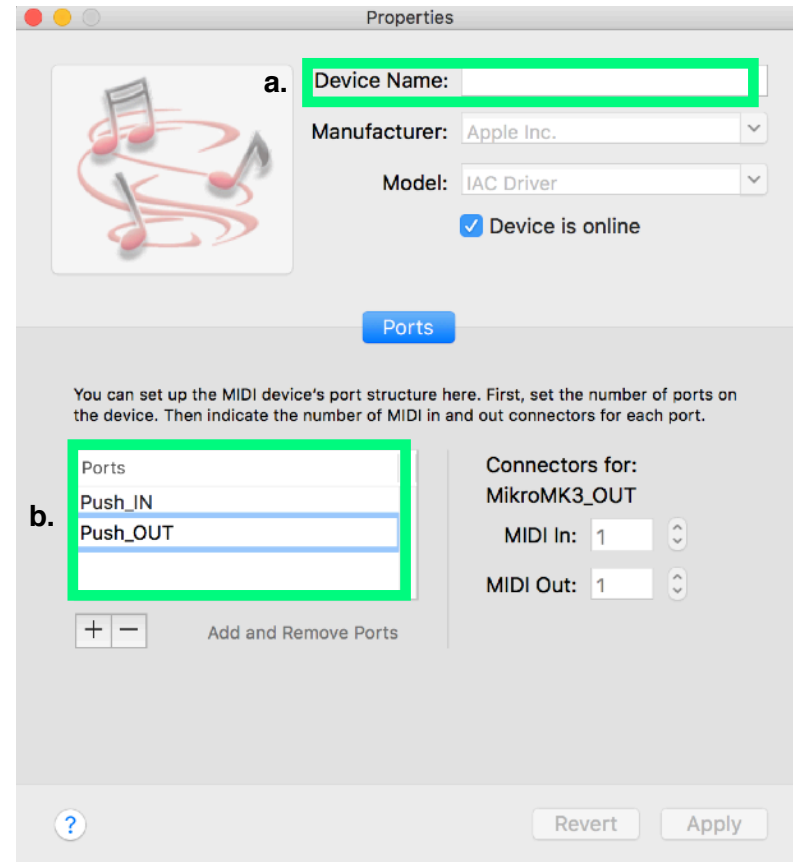


**Step 2:** Double click on the IAC icon to open the set up screen.



**Step 3:**

- a. keep the device name empty
- b. click on the + sign to create 2 ports and give them the following names "**Push\_IN**", "**Push\_OUT**"
- c. click on "Apply"



## Step 2: Installing the Remote files

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

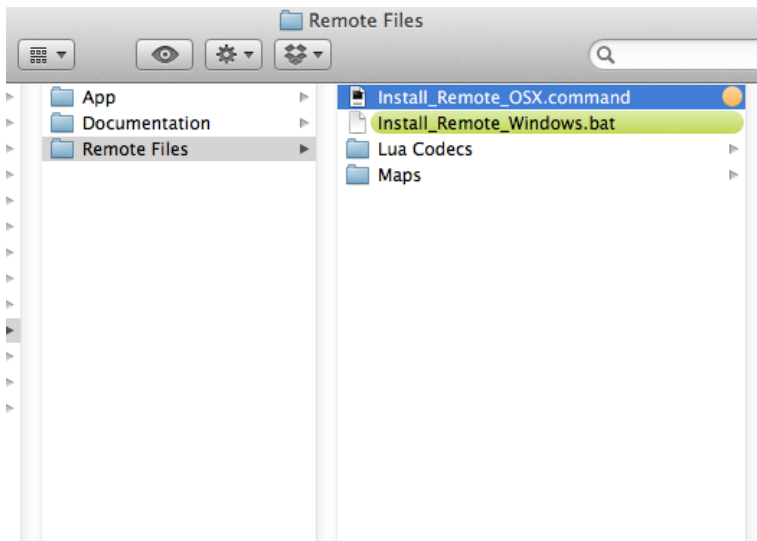
### **Windows\* (choose to "create directory" when the installer prompts you):**

*C:/ProgramData/Propellerhead Software/Remote/Codecs/Lua Codecs*

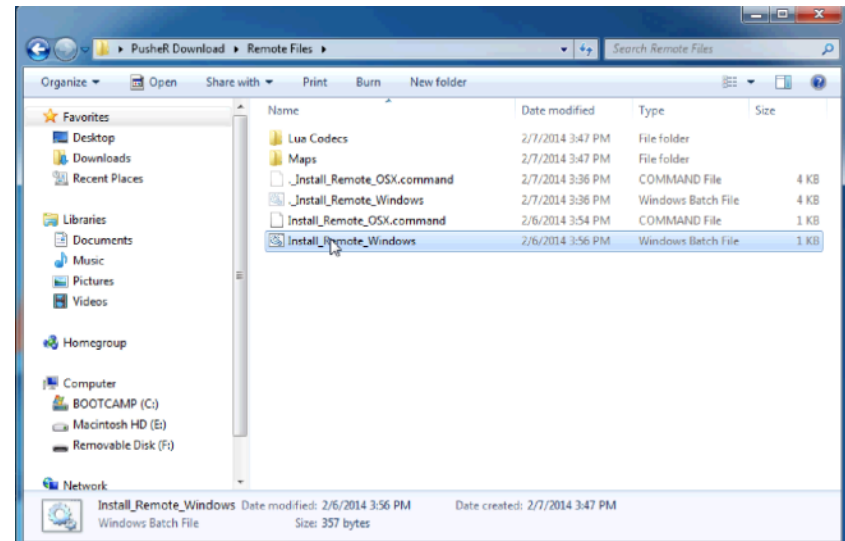
*C:/ProgramData/Propellerhead Software/Remote/Maps*

\* 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 3: Creating Control Surfaces in Reason

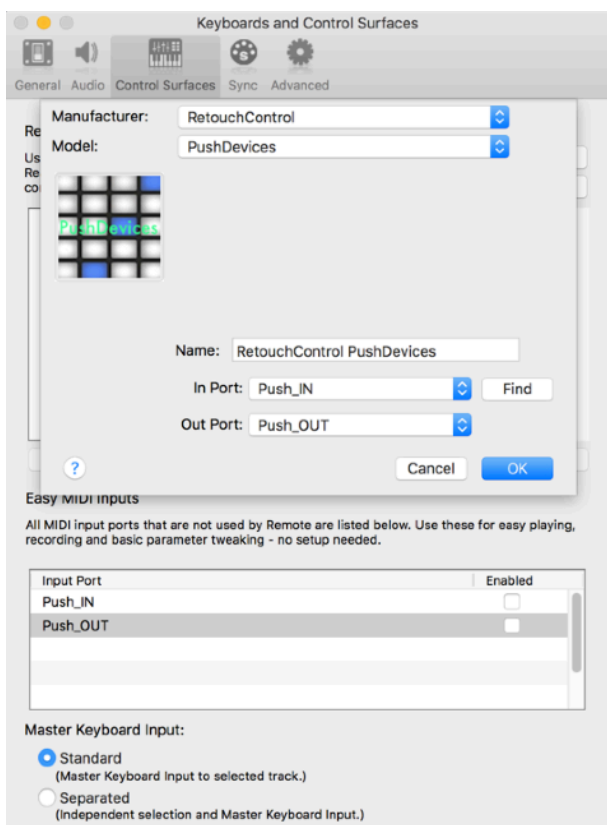
Launch the PusheR app first. From more info on how to launch the app, please see the next chapter.

Now launch Reason then go to "Preferences" and select "Control Surfaces". Click on "Add" and in the window that pops up, select "RetouchControl" from the Manufacturer's drop down menu. The available control surfaces from the Model menu are "PushTransport", "PushDevices" and "PushMixer". Add "PushTransport" first and set the IN and OUT ports as shown in the table below and make it the master keyboard.

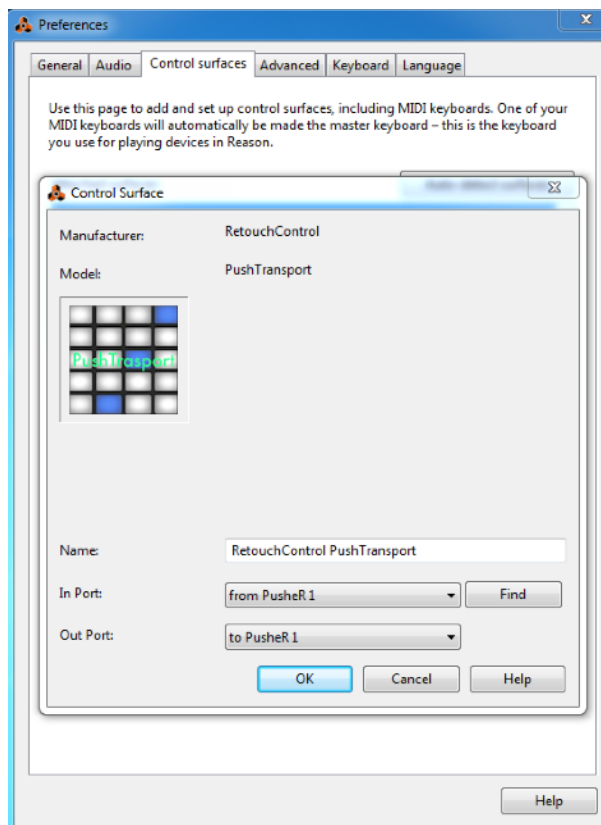
	IN port	OUT port
Mac	Push_IN	Push_OUT
Windows with LoopMIDI	from PusheR 1	to PusheR 1

**Reason MIDI Ports configuration**

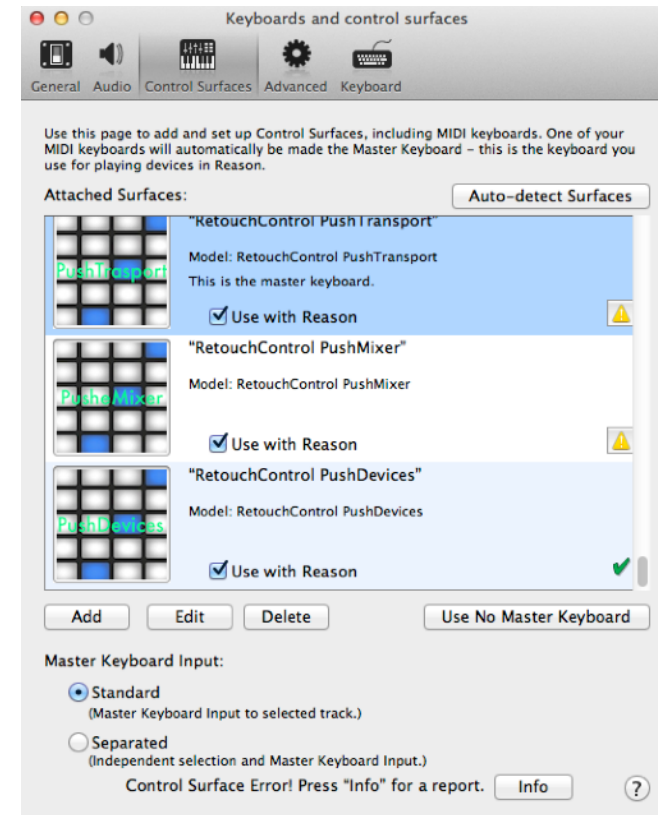
Once you have added "PushTransport" to your list of control surfaces, please proceed with adding the remaining two and set the IN and OUT ports as above. Please note, Reason will issue a warning in the form of a yellow triangle when you do this. Simply ignore it as it won't affect anything. This is Reason telling you that more than one control surface are using the same MIDI ports.



**MIDI ports settings on Mac**



**MIDI ports settings on Win**



**Reason's warning when adding all 3 surfaces**

**Attention!** please disable all Push and PusheR 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. Prepare for Use

After you have created and configured the “Pusher” control surfaces in Reason, you are ready to start using Push to control Reason. There are two scenarios in which you are likely to use Pusher:

- 1) Reason in standalone mode, i.e. without using Ableton Live at the same time
- 2) Reason in Rewire mode, i.e. with Ableton Live running as the Rewire master

In both cases, Pusher’s functionality remains the same. If you are using Reason in Rewire mode, you toggle the “User” button to switch from controlling Live to controlling Reason and vice versa. You can use Push to control Live and Reason at the same time without interfering with each other since Pusher communicates via Push’s “User Port”. **Important:** make sure the Push User Ports are not configured and used in Live’s MIDI Preferences or the Pusher app won’t be able to communicate with the device. Also, please appendix B for the correct sequence when launching the programs.

### Launching the Pusher app

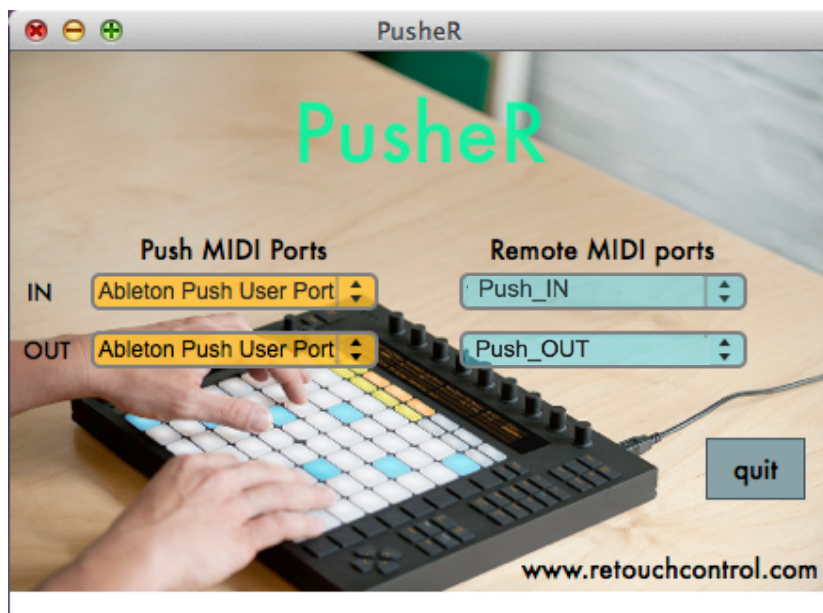
The first thing to do to start using Pusher is to launch the app! But before you do so, make sure you have Push connected to your computer and turned on so that its MIDI ports are available.

**MAC USERS:** double click on the file called “Pusher”. You might want to drag this file on the dock for faster launching in the future.

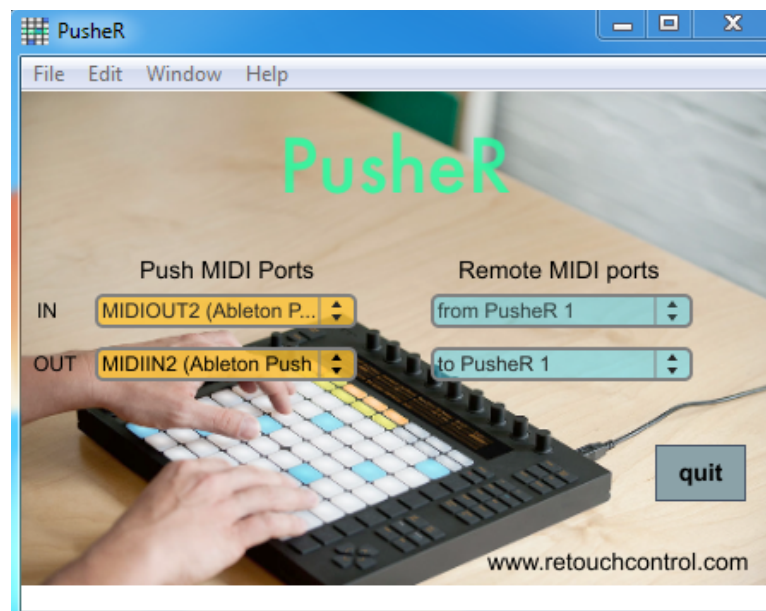
**WINDOWS USERS:** double click on the file named “Pusher.exe”. You might want to drag and pin the Pusher icon to the taskbar.

Then navigate to the “App” folder in the download. Select the folder for your operating system and open it.

After launching the application, it should look like the images below.



**PusheR app on Mac**



**PusheR app on Win**

Please make sure that the app has the same ports settings as the ones shown above (the Windows pic shows the ports with LoopMIDI). In general, the PusheR app will set its ports according to the instructions included in a file called "Settings.json". You can find this file in the "Support" folder of the PusheR application folder. If you are on Mac, you can access this folder by right clicking on the PusheR app icon and then clicking on "Show Package Contents".

## Initializing Push and the control surfaces

After you have successfully launched the "Pusher" app, your Push device should have initialized as shown in the image below on the left side. If you are currently using Push to control Ableton Live, it won't initialize until you press the "User" button.

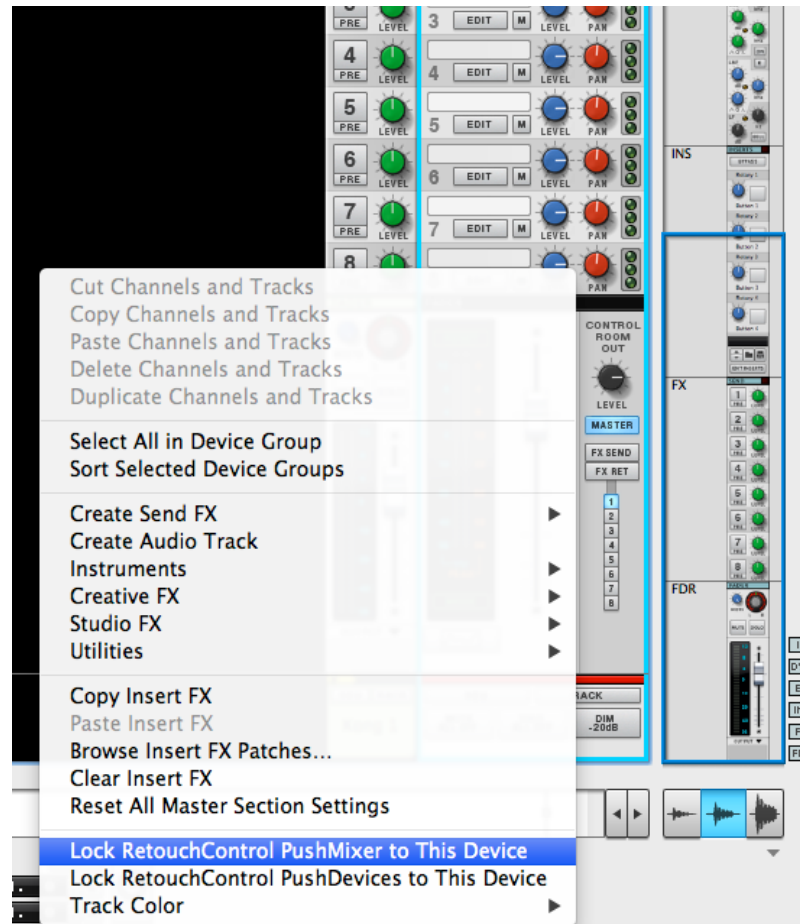
At this point, you are asked to press on one of the "Mode" buttons to activate the display. To learn more about the "Mode" buttons, please go to the next chapter.

If you press on the "Volume", "Pan" or "Clip" buttons, the display will show the following text: "Please lock PushMixer to the Master Section in Reason". This is an invitation to lock the "PushMixer" control surface to the Master Section in Reason which will allow you to control the SSL desk. The next page illustrates the procedure of locking "PushMixer" to the Master Section.



**Push after launching the Pusher app**

Right click on the master section and from the context menu, choose “Lock RetouchControl PushMixer to This Device”. If you save this setting in your template song, the locking will be remembered everytime you create a new song.



### Locking “PushMixer” to the master section

## A note on controlling devices

For more details on “Device Mode”, please go to the next chapter. In general, aside from the big mixer, you will be able to control any supported device, whether a native instrument, effect, or a Rack Extension, by creating a sequencer track for it and giving it master keyboard focus.

There might be times when you are playing an instrument, let’s say Subtractor, and you would like to tweak the parameters of an attached effect device. Now, if you give keyboard focus to the effect device, you won’t be able to play Subtractor, and if you give master keyboard focus to Subtractor, you won’t be able to tweak the effect’s parameters. There is a solution to this conundrum and it consists in temporarily locking the “PushDevices” control surface to the effect device. This is done by right clicking on the effect device and selecting “Lock RetouchControl PushDevices to This Device”. Please note, if you decide to lock, you don’t need to create a sequencer track to control the effect. However, if you want to record any parameter movements to the sequencer, you will need to create a sequencer track.

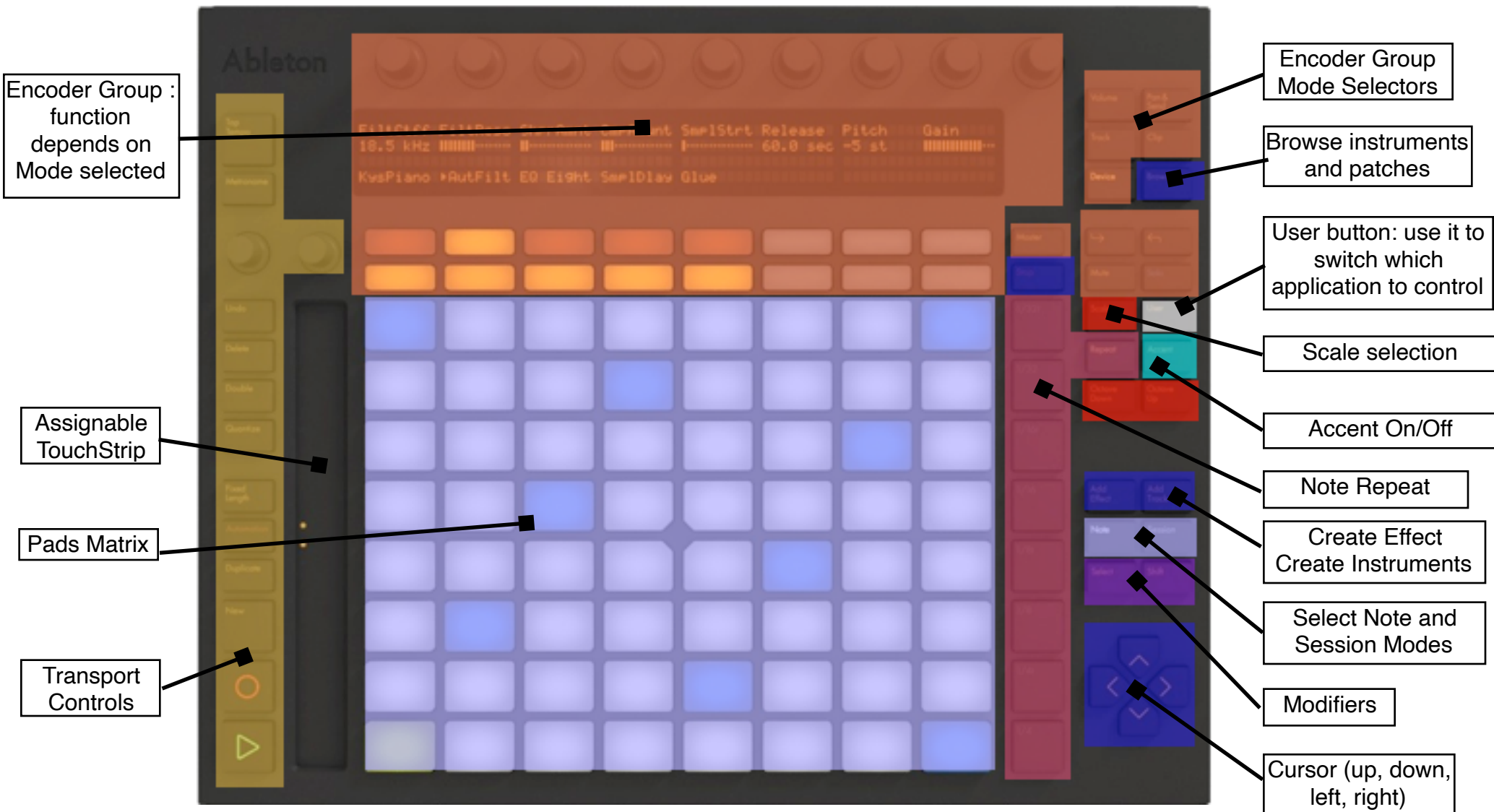
## Quitting PusheR

In order to quit the application, use the “Quit” button on the application’s main screen. This offers several advantages compared to quitting from the “File/Exit” menu or by clicking on the red cross of the application window. For one, it completely closes the app on your computer. Furthermore, it returns the Push hardware to a clean state before exiting. If you quit the application by any other means, the Push hardware will remain in the same state as right before you quit.



# 3. Functional Description

## A. Overview



## B. Track Mode (Encoder Group)

By pressing the **Track** button, you access Track Mode. The top row of the display will show the name of the track selected, the patch name, the type of device, and the song name. The bottom row will show the playhead position in bars:beats:16th, the Left and Right Loop locators position in bars, the status of the Loop mode and the song tempo in BPMs. The Encoder Group controls will function as described below.

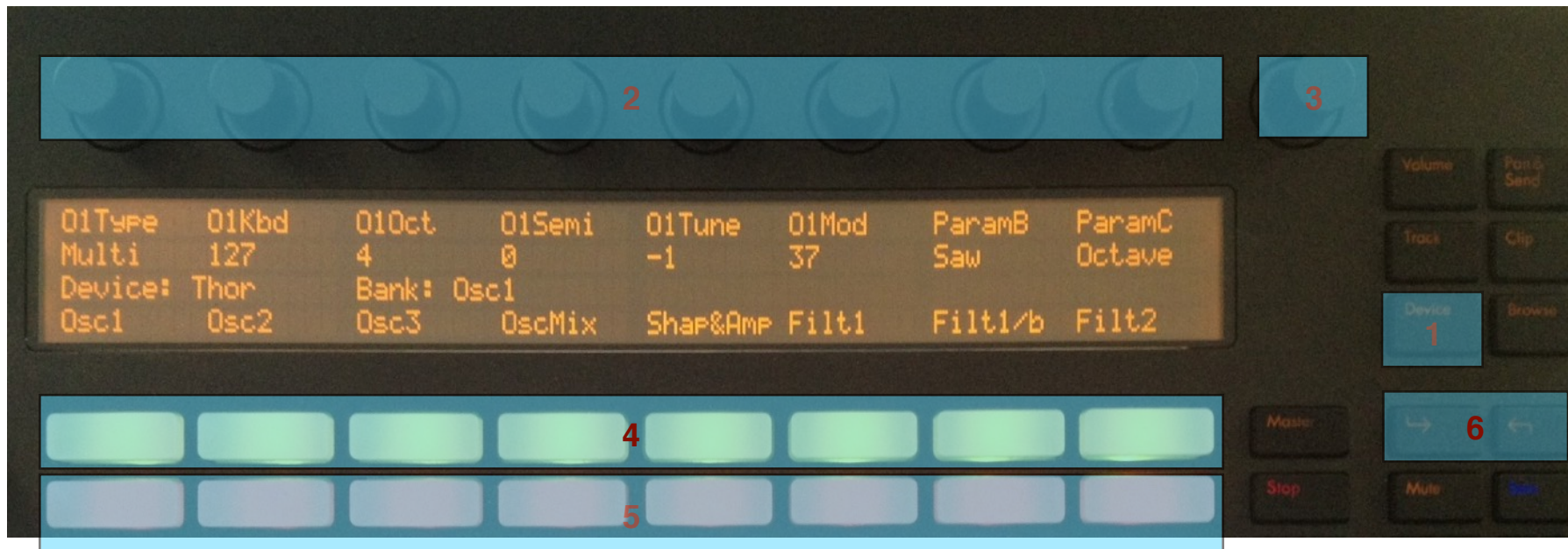


- 1** **Track** button: engages "Track" mode. If "SHIFT" is pressed, it switches the Reason view to the Sequencer
- 2** Changes the track selection
- 3** Changes the playhead position in bars. If "SHIFT" is pressed, changes the playhead position in 16th steps.

- 4 Changes the patch for the selected device
- 5 Changes the Left Loop locator position in bars
- 6 Changes the Right Loop locator position in bars
- 7 Change the track selection. Keep these buttons pressed to scroll thru the tracks
- 8 Change the patch selection. Keep these buttons pressed to scroll thru the patches
- 9 Scroll the playhead. Keep these buttons pressed to scroll faster. If "SHIFT" is pressed, the left button will move the playhead to the Left Loop locator position, while the right button will move the playhead to the Right Loop Locator position
- 10 Change the Left Loop locator position in bars. Keep these buttons pressed to move faster. If "SHIFT" is pressed, the right button will move the Loop brace one bar to the right, while the left button will move the Loop brace one bar to the left
- 11 Change the Right Loop locator position in bars. Keep these buttons pressed to move faster. If "SHIFT" is pressed, the right button will move the Loop brace by the entire loop length to the right, while the left button will move the Loop brace by the entire loop length to the left
- 12 Turns the Loop On/Off
- 13 Change the track selection
- 14 **Mute** button will mute the currently selected track. **Solo** button will solo the currently selected track.

## C. Device Mode (Encoder Group)

By pressing the **Device** button, you access Device Mode. The first two rows of the display will show the control names and values for the selected bank. The third row will display the type of device selected and the name of the currently active bank. The fourth row will show the name of the available banks of controls. Each device can have up to 24 banks. You navigate between banks of 8 by pressing the **Next/Previous** buttons. The Encoder Group controls will function as described below.



**1** **Device** button: engages "Device" mode. If "SHIFT" is pressed, it switches the Reason view to the Rack

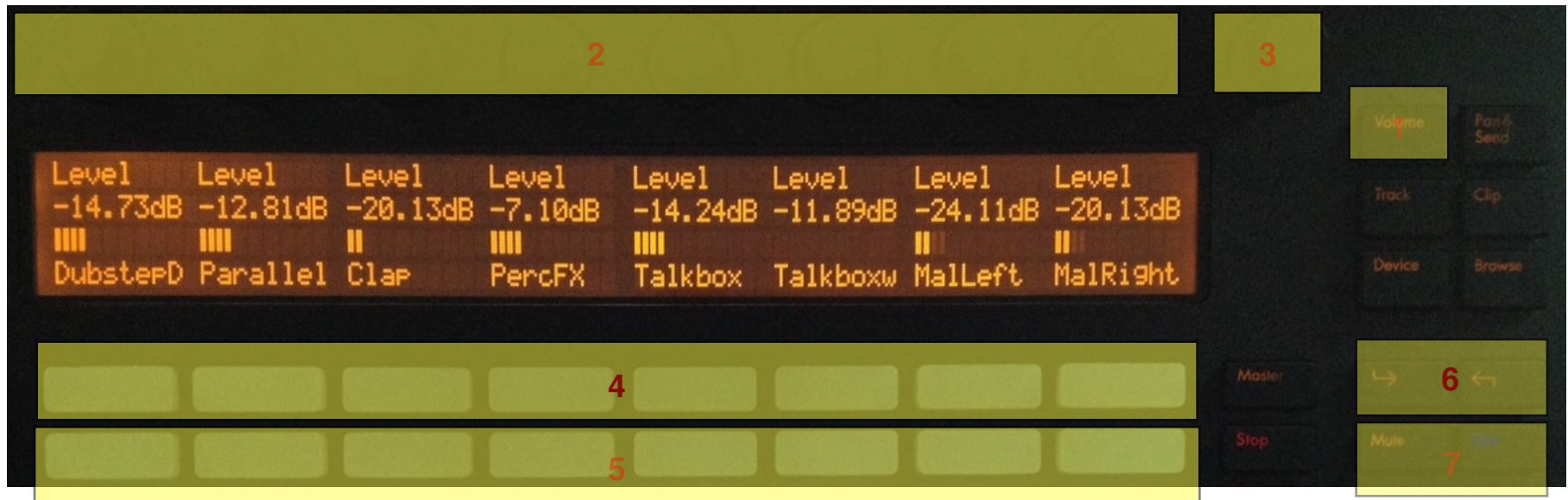
**2** Each of the encoders changes the value of the device parameter shown below it

- 3 Changes the master volume of the selected instrument at the device level (not the Mixer level!)
- 4 Each of the buttons selects the bank of controls shown above it
- 5 Each of the buttons changes the value of the same device parameter controlled by the encoder above it. They are useful when the device parameter is of type "button" like an on/off switch. If they are used for a parameter of "continuous" type, they will toggle it between its lowest and maximum values
- 6 Navigate between 3 banks of 8 control banks each, for a total of 24 banks. Simpler devices will only have a few banks of controls, while more complex devices like Thor or Kong will have all banks filled



## D. Volume Mode (Encoder Group)

By pressing the **Volume** button, you access Volume Mode. The first two rows of the display will show the control names and values of the selected Mixer channels. The third row will provide metering feedback. The fourth row will show the names of the currently selected Mixer channels. You navigate between banks of 8 channels by pressing the **Next/Previous** buttons. The Encoder Group controls will function as described below.



**1** **Volume** button: engages "Volume" mode. If "SHIFT" is pressed, it switches the Reason view to the Mixer

**2** Change the volume for the respective channel

**3** Changes the Master Volume

4 Each button mutes the corresponding channel

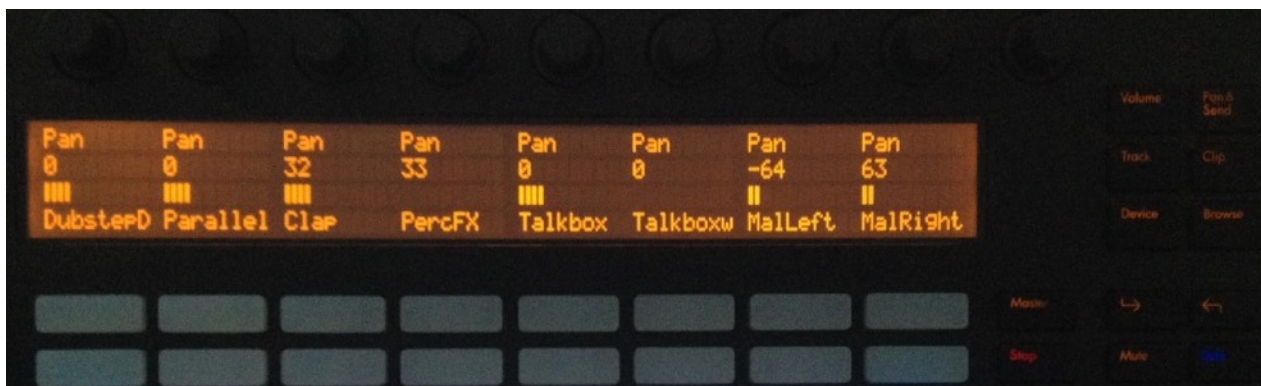
5 Each button solos the corresponding channel

6 Navigate between banks of 8 Mixer channels at a time. If "SHIFT" is pressed, the bank will be advanced by 1 channel at a time

7 **Mute** button will clear all channels currently muted. **Solo** will clear all channels currently soloed

## E. Pan Mode (Encoder Group)

By pressing the **Pan/Send** button, you access Pan Mode. The controls are the same as in "Volume" mode with the exception that now the encoders control the Mixer channels pans and not volumes. Pressing "Shift" and then **Pan/Send** changes the encoders to control channel widths



**Pan Mode**

## F. Clip Mode (Encoder Group)

By pressing the **Clip** button, you access Clip Mode. In this mode, you will be able to control the entire channel strip for the selected Mixer channel. You select which channel is currently displayed by using the **Next/Prev** buttons (6). The top two rows of the display will show the names and values of the selected bank of controls. The third row will show the currently selected channel name and control bank. The last row will show the name of 8 available control banks. The Encoder Group controls will function as described below.



**1** **Clip** button: engages "Clip" mode. If "SHIFT" is pressed, it opens the Spectrum Visualizer in Reason

**2** Each of the encoders changes the value of the device parameter shown below it



- 3 Changes the volume for the selected channel
- 4 Each of the buttons selects the bank of controls shown above it
- 5 Each of the buttons changes the value of the same device parameter controlled by the encoder above it. They are useful when the device parameter is of type "button" like an on/off switch. If they are used for a parameter of "continuous" type, they will toggle it between its lowest and maximum values
- 6 Change the currently selected channel. Each button press corresponds to moving the selection by one. If "SHIFT" is pressed, the selection will move by 8 channels at a time.
- 7 **Mute** will mute the currently selected channel. **Solo** will solo it.

## G. Master Mode (Encoder Group)

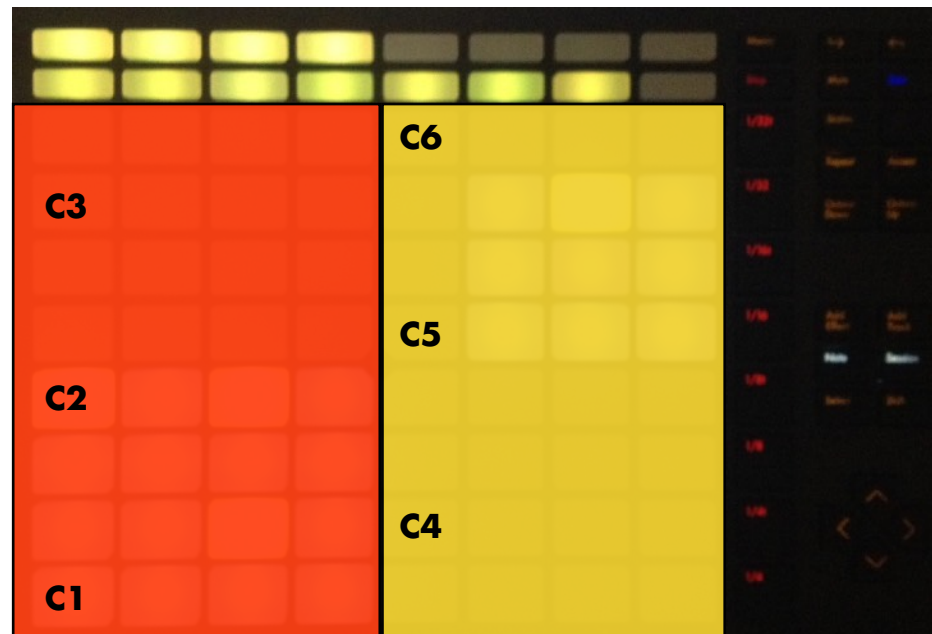
By pressing the **Master** button, you access Master Mode. In this mode, you will be able to control the mixer's Master Section, including the Bus Compression, Insert, Send and Return FX. The controls are similar to the **Clip** mode with the exception that Encoder 9 now controls the Master Volume. The **Next/Prev** buttons and the **Mute/Solo** buttons are not used in this mode.

## H. Note Mode (Matrix)

The Matrix of pads on Push has two main modes: **Note** mode and **Session** mode. By pressing the **Note** button, you will access Note mode. Additionally, Note mode has 4 submodes which depend on the type of device selected. The 4 submodes are:

1. Kong submode
2. Redrum submode
3. Dr.OctoRex submode
4. Any other device

The type of submode is selected automatically as you change the track selection. The 4th mode defaults to an isomorphic keyboard by default (see below for more info). However, by pressing "Select + Note" you can access 64 drum mode.



**press Select + Note for 64 drum mode**

## Kong submode

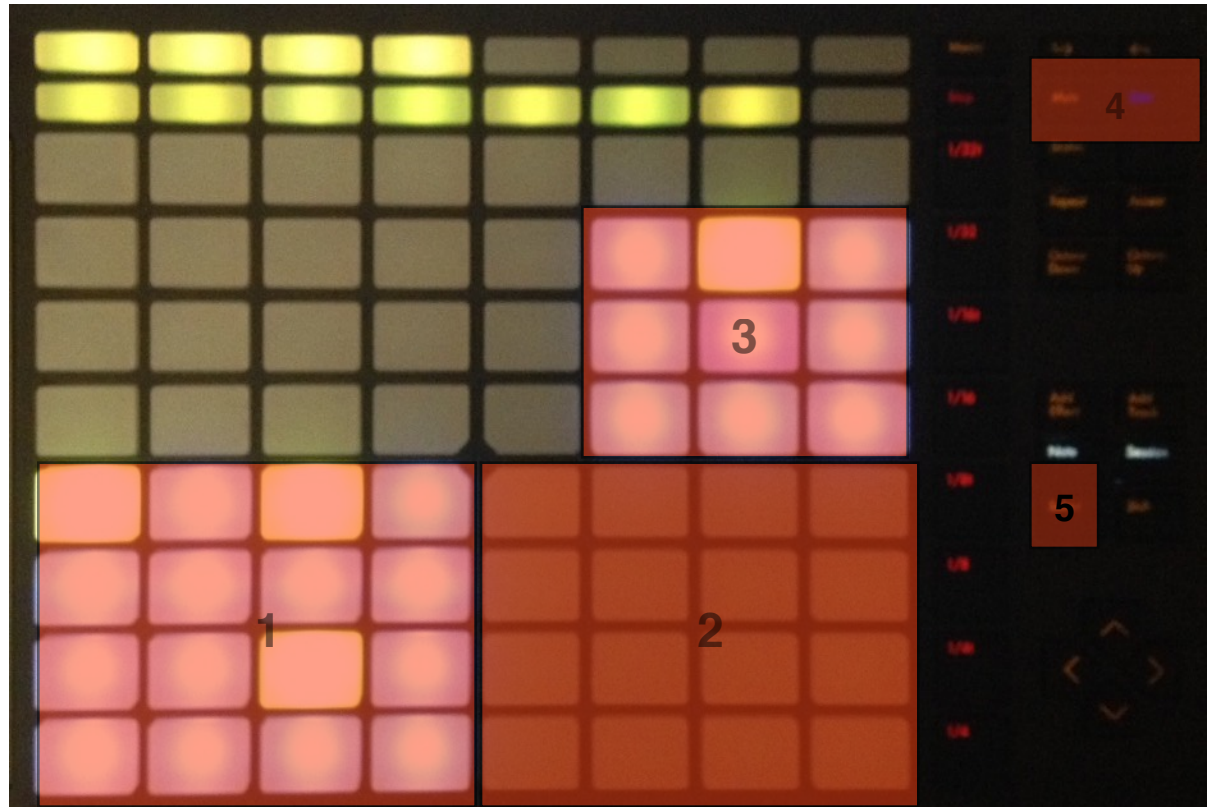
**1** Play the 16 pads in Kong. Pads on Push will light up in response to notes being played in the sequencer. If the **Mute** button is engaged, the pads act like mute switches. Similarly if the **Solo** button is engaged, the pads act like solo switches. If the **Select** button is pressed, hitting a pad will select its associated drum for editing. Also, it will select

**2** Play the selected drum at 16 velocity levels. The pad at the lower left plays the softest velocity while the one at the top right plays the loudest velocity

**3** Set the pad group for the selected pad. The top row assigns the pad to the "Mute" groups, the second row assigns the pad to the "Link" groups while the third row assigns the pad to the "Alt" groups

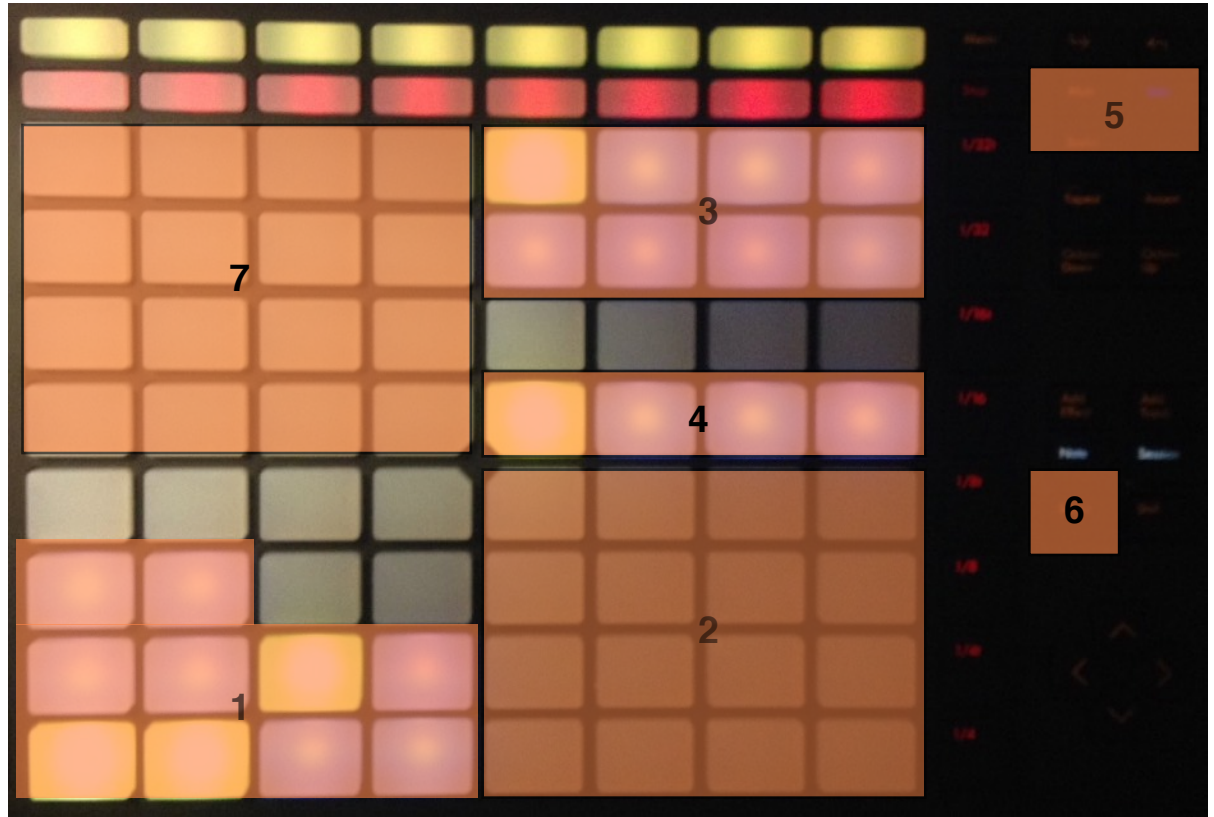
**4** If **Mute** is engaged, pressing a pad in (1) will mute it. If "SHIFT" is pressed, pressing the **Mute** button will clear all muted pads. If **Solo** is engaged, pressing a pad in (1) will solo it. If "SHIFT" is pressed, pressing the **Solo** button will clear all muted pads.

**5** If **Select** is pressed, pressing a pad in (1) will select its drum for editing and it will assign the pad for 16 velocity levels (2)



## Redrum submodule

- 1** Play the 10 drums in Redrum. They will light up in response to notes being played in the sequencer. If the **Mute** button is engaged, they will mute a pad if pressed. Similarly if the **Solo** button is engaged, the pads act like solo switches. If the **Select** button is pressed, hitting a pad will select its drum for editing. Also, it will select it for 16 velocity
- 2** Play the selected drum at 16 velocity levels. The pad at the lower left plays the softest velocity while the one at the top right plays the hardest velocity
- 3** Switch patterns 1 to 8 on the step sequencer starting with pattern 1 on the top left
- 4** Switch patterns banks A thru D on the step sequencer starting with bank A on the left
- 5** If **Mute** is engaged, pressing a pad in (1) will mute it. If **Solo** is engaged, pressing a pad in (1) will solo it.
- 6** If **Select** is pressed, pressing a pad in (1) will select its drum for step sequencing (7) and it will assign the pad for 16 velocity levels (2)



7

Step Sequencer quadrant: this is activated when the bank of controls is set to "Step" or "Step 2". If the sequencer is enabled, you will see a running light advancing from the lower left to the top right of the quadrant. You can edit 16 steps at a time for the selected drum (see 6 for how to select a drum). Which steps you are editing depends on where the "Edit Steps" control is set. You can edit steps 1-16, 17-32, 33-48 and 49-64. When entering a step, you can either choose to enter a "Hard", "Medium" or "Soft" accent. You can use the "Accent" knob to select the type of accent and then enter the step. A more intuitive way to accomplish the same thing is by using the touch strip on Push. If you keep your finger at the top of the strip, the step you enter will be "Hard". If you keep it at the bottom, it will be "Soft". If the strip is in the middle position, the accent will be "Medium".



accents using  
the  
touch strip

Run	Enable	Steps	Resolut	Drum	Steps	Accent	Flam
1	1	16	1/16	1	1-16	1	0
Device: Redrum		Selected Bank: Step					
Drum 9	Drum 10	Send 1-4	Send 5-8	Send 9-10	Step	Step 2	Sample 1

controls with "Step" as the active bank

Enable	Pattern	Bank	Step	Drum	Shuffle	Accent	Flam
1	1	A	1	1	1-16	1	0
Device: Redrum		Selected Bank: Step2					
Drum 9	Drum 10	Send 1-4	Send 5-8	Send 9-10	Step	Step 2	Sample 1

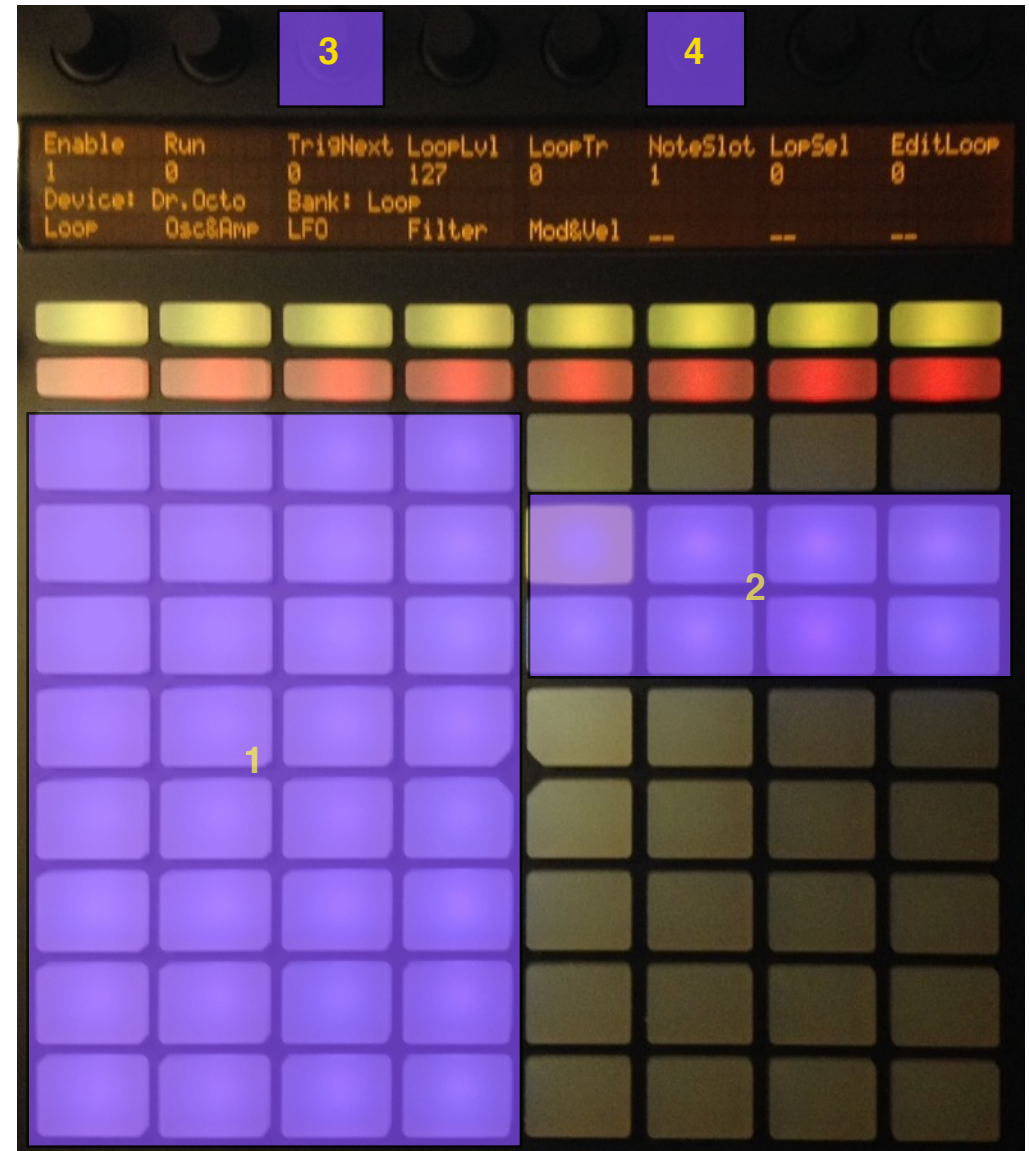
controls with "Step2" as the active bank



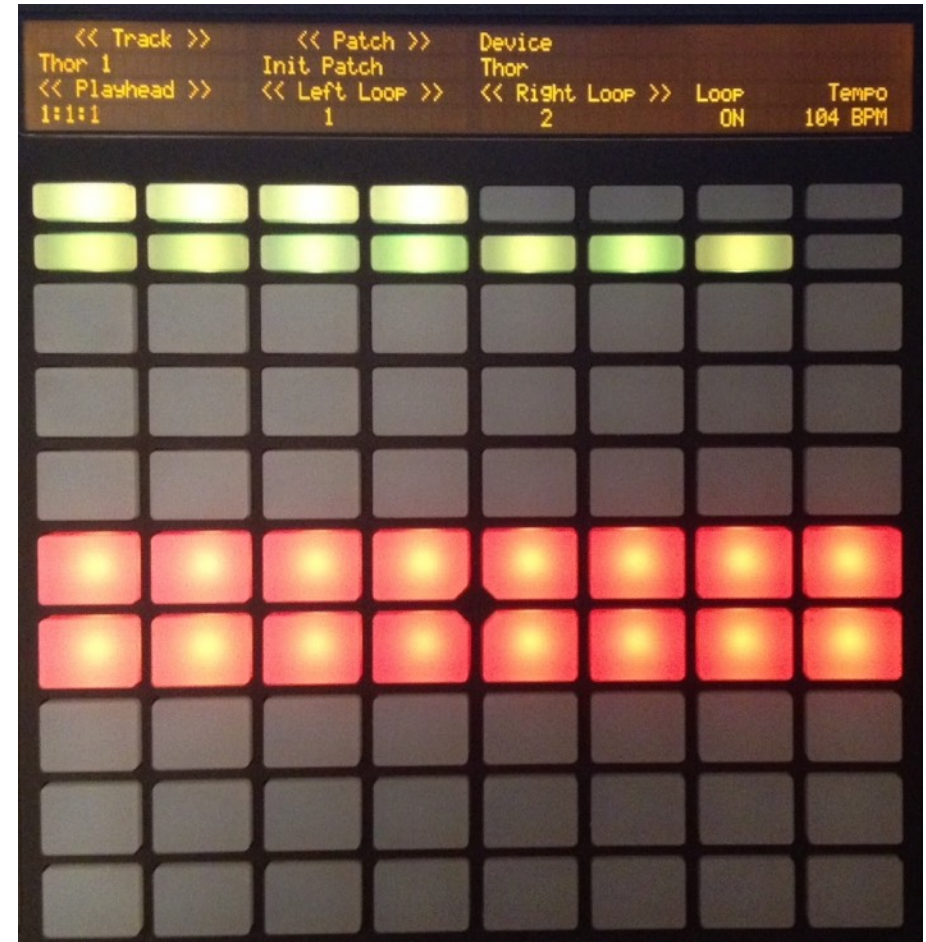
## Dr.OctoRex Submode

- 1** Play the first 32 slices in the selected loop
- 2** Trigger the loop for the respective slot. The first pad from the top left corresponds to slot1 in Dr.OctoRex and so on. The loop will trigger based on the "TrigNext" setting
- 3** Selects which loop is being played in (1)
- 4** Selects the quantization level for triggering the next loop

**Press "SHIFT" to access**



## Generic Device Submode



1

Playing mode for synths, samplers, etc. The isomorphic layout can be changed by pressing the **Scale** button

2

secondary Note mode accessed by pressing the "SHIFT" + **Note** buttons. It can be used to control the gates of the step sequencer in Thor and other devices, or access additional control banks for devices like the *Mimic* sampler (depends on the Remote mapping)

## I. Session Mode (Matrix)

By pressing the **Session** button, you will access Session mode. This mode allows you to “navigate” your song by jumping from one song section to another. The middle two rows of pads represent 16 distinct “sections”, with the pad at the top left representing the first section in the song and the bottom right pad representing the last available section. The length of each section is equal to the length of the loop brace. *Please note, the loop brace has to be at least 2 bars long.* By pressing one of the 16 pads, you will force the playhead and the loop brace to move to the corresponding position in the song. The move is quantized to the bar and the current beat position is visually indicated by the top row of pads which illuminate after each beat. Please be aware that this mode works best with Reason in standalone mode.



- 1 Select the section of the song to jump to. The order is from the top pad on the left to the bottom pad on the right
- 2 Visual feedback showing the current playing beat

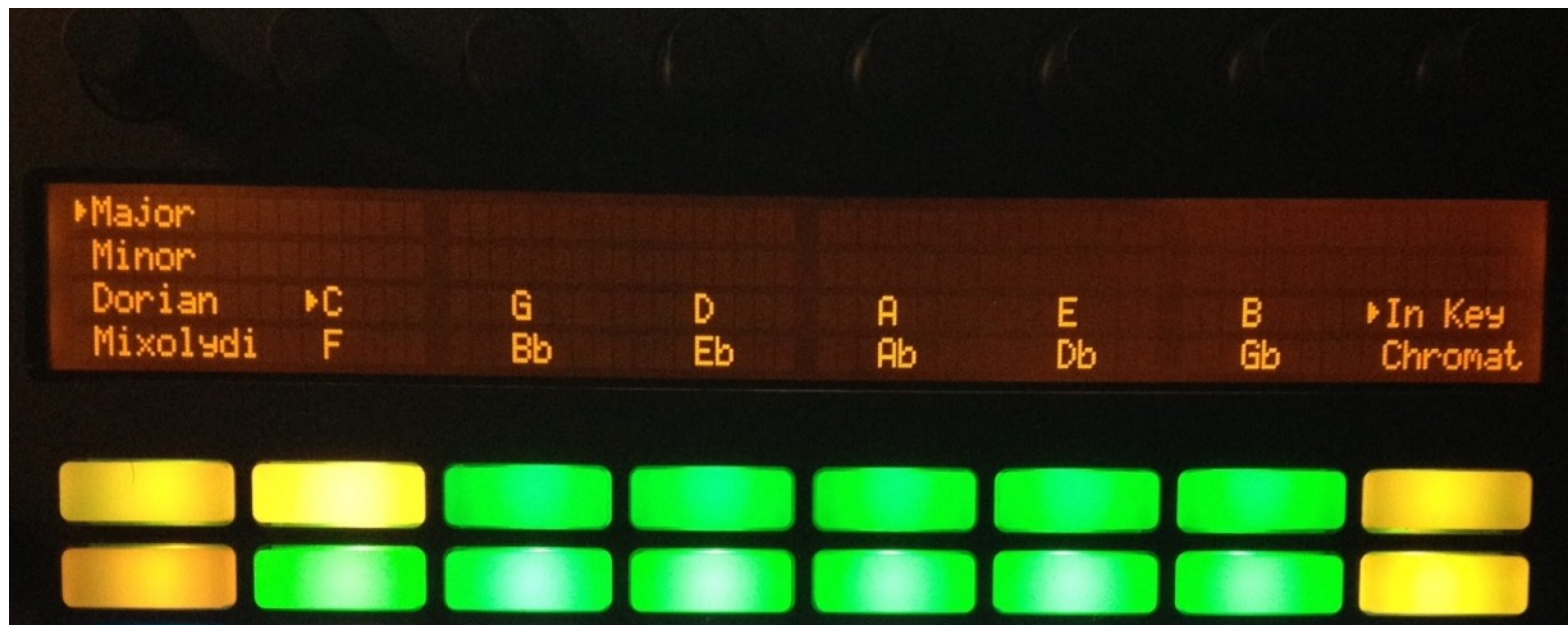


## J. Scale & TouchStrip settings

By pressing the **Scale** button, you will access the Scale page where you can adjust the properties of the matrix note layout. This page functions for the most part just like the corresponding page when Push is in "Live" mode, with the following exceptions:

1. in isomorph mode, the layout can't be fixed, that is the bottom note on the left corner of the layout will always be the root note of the scale
2. there is no "sequent layout mode"

Other than for these two differences, the page has all the functions that are available in Live, including access to 25 different scale types and the option to have the layout display in "Chromatic" or "In Key" mode.



By pressing "SHIFT" while on the Scale page, you will access additional settings. In particular, you can change the way the layout is built (4th's up, 4th's to the right, 3rd's up, 3rd's to the right) and you can also change to which parameter the TouchStrip is assigned. By default, the TouchStrip is assigned to "PitchBend" which means it will return to the middle position when the finger is lifted. But you can change it to "Linear" mode, so that it works more like a regular fader. Furthermore, you can assign the TouchStrip to other parameters, like ModWheel, Expression or one of the 8 Encoders. For example, if you assign the TouchStrip to Encoder 1, then it will control whichever parameter is currently assigned to Encoder 1.

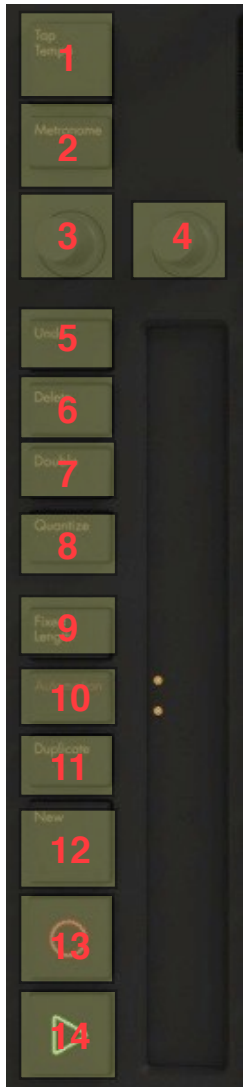
Also, on this screen you will be able to change the **Accent** velocity by turning encoder 7. Additionally, the pads brightness for the isomorphic layout can be changed by turning encoder 8. Please note, the default brightness level is set to "Low", but you can change it in the "Settings.json" file. Please check chapter 4 "Settings" for more info.



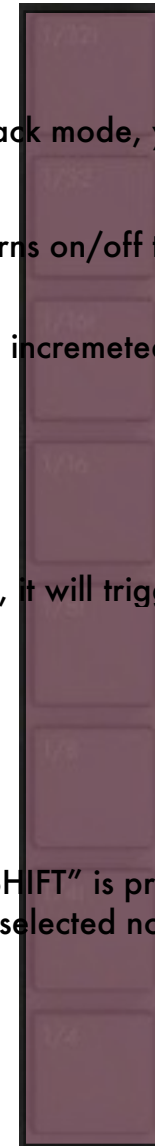
## K. Transport controls

The controls on the left side of the Push are dedicated to transport functions. See below for

more details.



- 1 Tap Tempo:** tap this button to tap in the tempo. If the display is in track mode, you will be able to see the
- 2 Metronome:** turns on/off the Metronome. If "SHIFT" is pressed, it turns on/off the "Pre-Count".
- 3 Tempo:** use this encoder to set the song tempo in BPMs. The tempo is incremented/decremented in 1BPM per turn
- 4** Use this encoder to change the Metronome volume
- 5 Undo:** this triggers the Undo function in Reason. If "SHIFT" is pressed, it will trigger Redo instead.
- 6 Delete:** this works as a Delete button. Use it with care!
- 7 Double:** access the key shortcuts pages
- 8 Quantize:** turns on the "Quantize during Recording" in Reason. If "SHIFT" is pressed, it will work as the quantize keycommand in the Sequencer so it can be used to quantize selected notes
- 9 Fixed Length:** turns Loop on/off
- 10 Automation:** turns "Automation" recording for the selected track



**11 Duplicate:** this works as the Duplicate keycommand in Reason. It can be used to duplicate rack devices and tracks.

**12 New:** it works as the "Alternative Take" button and it creates a new sequencer lane while muting the previous one. If "SHIFT" is pressed, this works as the "New Overdub" button and it creates another sequencer lane without muting the previous one.

**13 Rec:** this enables the Rec button in Reason

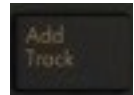
**14 Play:** this enables the Play button in Reason. If the song is playing, it works as a Stop button. If "SHIFT" is pressed and the transport is stopped, it will move the playhead to the start of the song

## L. Keycommands

In addition to Remote controls, PusheR includes a plethora of keycommands. For these to work, the Reason window has to be on the foreground (i.e. clicked on). There is a dedicated page of keycommands which is accessed by pressing the **Double** button. See below for more details.



**Browse:** opens the patch browser for the currently highlighted device in the rack (you can navigate and highlight a specific device in the rack by using the cursor buttons). If "SHIFT" is pressed, then it works as a "Tab" button. This is useful if you want to navigate to different areas of the browser window, for example accessing a list of ReFills, your Favorites folder, or the Search field.



**Add Track:** opens the instruments browser. You can navigate through the soundbanks with the cursor buttons. Pressing the ► cursor button can be used to open folders. If "SHIFT" is pressed, it creates an audio track



**Add Effect:** opens the effects browser. You can navigate through the soundbanks with the cursor buttons. Pressing the ► cursor button can be used to open folders

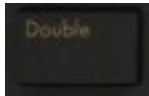


**Stop:** functions as a "Cancel" button. Use this when you want to close the browser without making a selection. If "SHIFT" is pressed, it functions as the "Enter" button. Use this when you want to select a patch from the browser and open it in the device



**Cursor:** functions as the Up/Down and Left/Right arrow keys on the computer keyboard. Use these buttons to navigate the instrument and patch browser, or to select clips or notes in the sequencer. Keeping the buttons pressed will trigger them at a steady rate. If "SHIFT" is pressed, the Up/Down buttons change the patch for the currently selected device, and the Left/Right buttons navigate through the tracks in the sequencer.





**Double:** opens the keycommands page. Access additional keycommands by pressing the **Next** button



**First keycommands screen**



**Second keycommands screen**

## M. Note Repeat and Accent

The note repeat in PusheR functions just like the one in Live. You engage the **Repeat** button and then select the desired repetition rate. You can use the note repeat in all the matrix submodes, i.e. Kong, Redrum, Dr.Octorex, etc.

When you press on a pad with **Repeat** on, the velocity of the repeats will vary depending on how soft or hard you press. This acts polyphonically for the Kong, Redrum and Dr.Octorex submodes, that is, if you press on more than one pad at a time, each will send its aftertouch independently of the others.

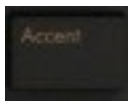
The repeat rates are automatically tempo-synced to the song tempo in Reason.



**Repeat** button: turn on note repeat



Change the repetition rate to the specified note subdivision



By pressing the **Accent** button, the pads velocity will be fixed to a defined level. By default, this is set to full velocity (127). However, you can change this to any value you like. In order to do so, press the **Scale** button followed by **Shift**. Adjust the current accent velocity by turning encoder 7.

## N. AfterTouch, Sustain Pedal, Expression

The type of aftertouch transmitted by the pads depends on the layout mode. For Kong, Redrum and Dr.Octorex, the pads will transmit poly pressure, i.e. each pad transmits its own aftertouch value. This makes it possible to record dynamic takes for each pad separately when the note repeat is engaged. For synths, samplers and other devices, the pads will transmit channel pressure, i.e. the aftertouch for the last note played.

If you have a sustain pedal, you should plug it into the first slot in the back of the Push hardware. Similarly, if you have an expression pedal, this should be plugged into the second slot in the back of the Push hardware.



## 4. Settings

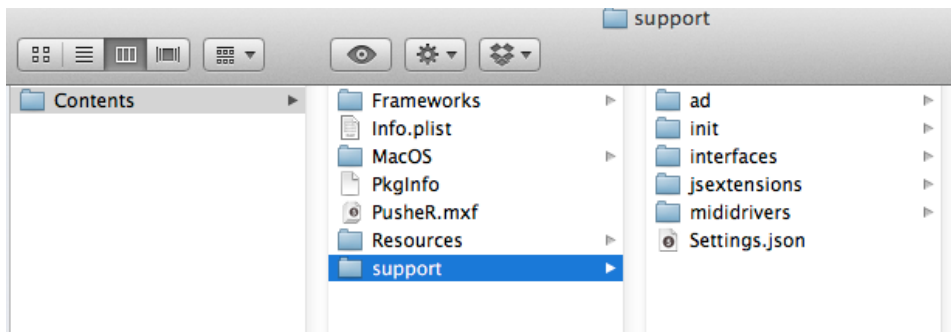
The PusheR app contains a "Settings.json" file which can be edited to change the default MIDI Ports and the brightness of the pads in keyboard mode. The file can be edited in a word processor, but it's important that the file name, extension and location remain the same. The file is contained in the "Support" folder of the application package. If you are on Mac, right click on the PusheR icon and select "Show Package Contents" to navigate to the "Support" folder.

There are a couple of scenarios for which you might need to edit this file:

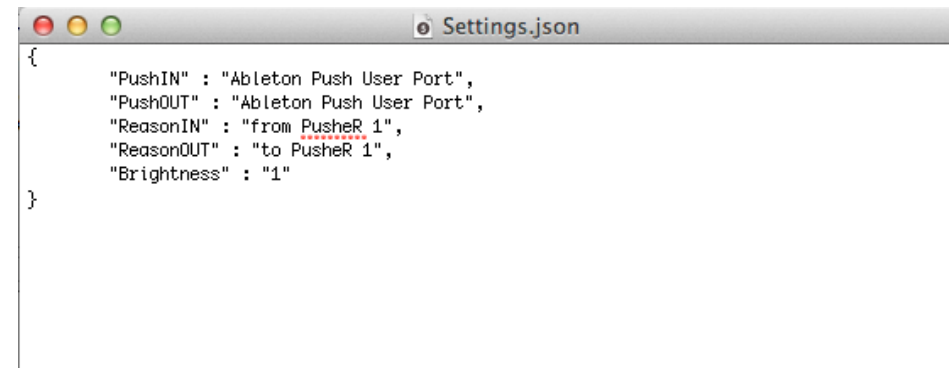
- 1) you are on Windows and use another midi driver and want the app to set its MIDI ports to this other driver upon start up
- 2) you want to change the default brightness of the pads from "Low" to "High"

To accomplish the first task, just open the "Setting.json" file in your word processor and replace "from PusheR 1" and "to PusheR 1" with the names of your virtual MIDI driver ports for the fields "ReasonIN" and "ReasonOUT".

To accomplish the second task, change "1" to "2" for the field "Brightness".

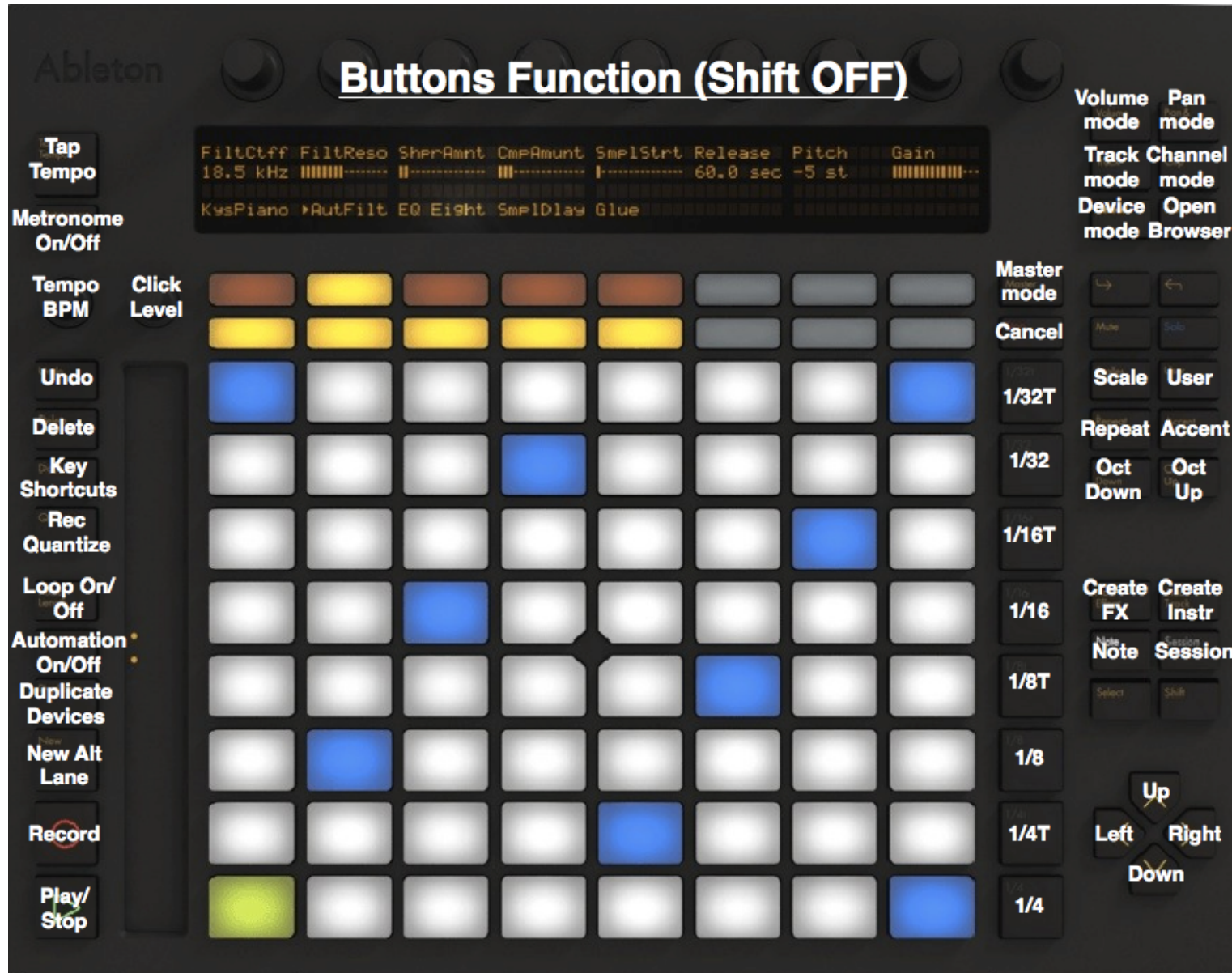


**Location of the Support folder on Mac**



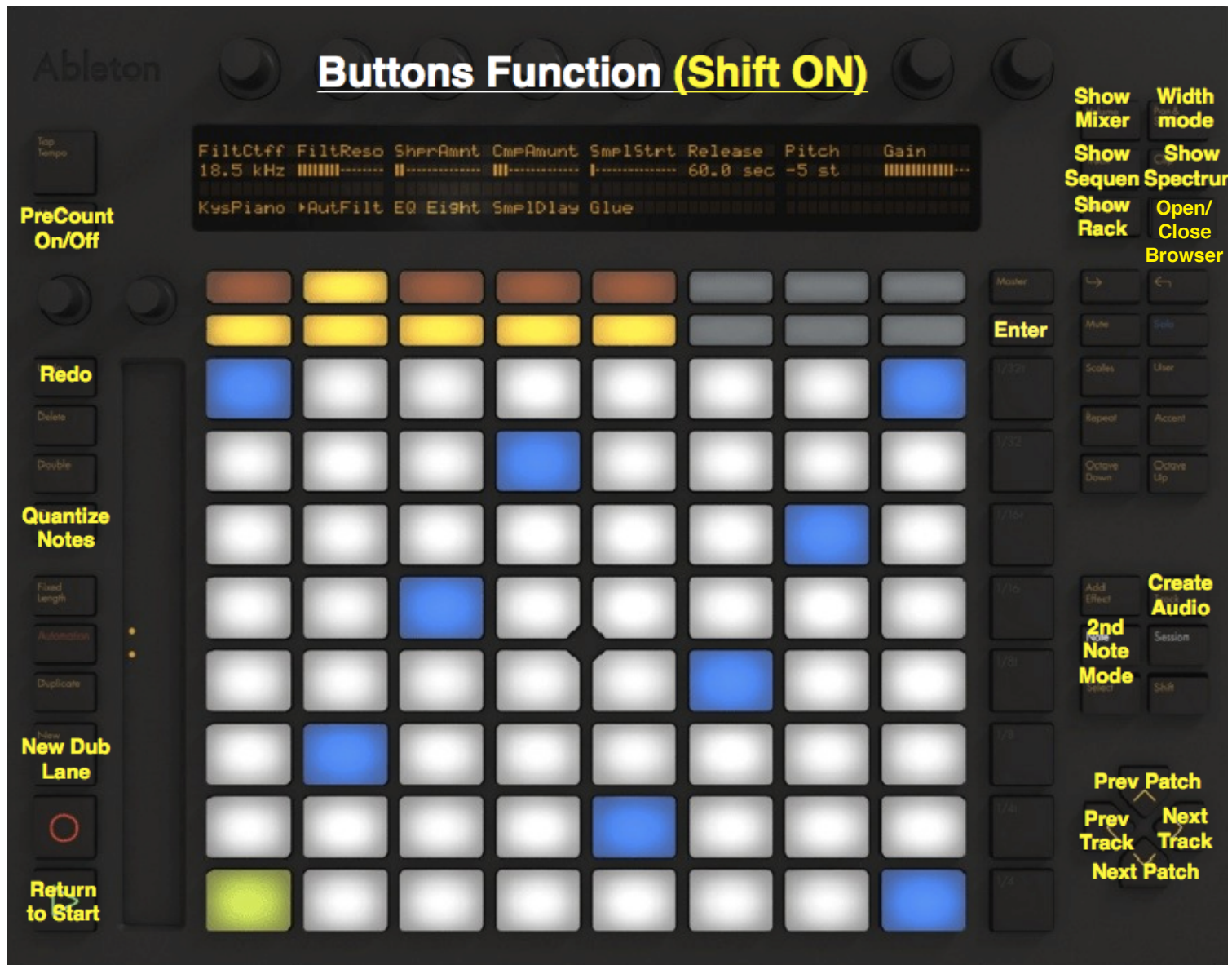
**Settings File**

# Appendix A - Keycommands



**Buttons Functions when Shift is NOT pressed**

Please note, you can make Shift “stick” by pressing Select and then Shift.



**Buttons Functions when Shift IS pressed**

## Appendix B - Reason rewired to Live

When using Push to control both Live and Reason in Rewire mode, it is important to launch the programs in a certain sequence.

First and foremost, in order to use Push to control both programs at the same time, it is important that the Push User Ports are disabled in Live's MIDI preferences.

Then, please follow this sequence when launching the programs:

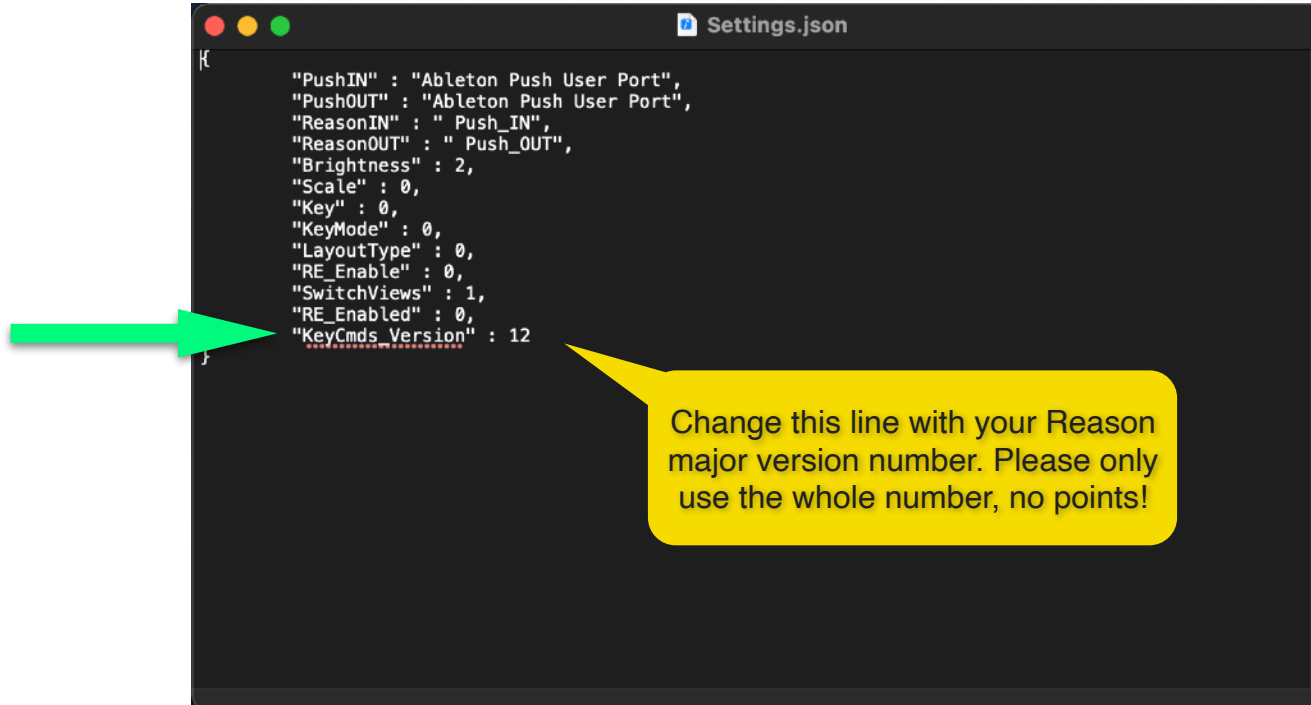
1. with Push connected to your computer and turned on, launch Live
2. make sure that the Push is in Live control mode, then press the User button to go to User mode
3. now launch the PusheR application and then launch Reason

If you follow these 3 steps above, you can use the User button to go from controlling Live to Reason and vice versa.

## Appendix C - 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 PusheR application:

- on Mac, choose the PusheR2 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 PusheR2 folder, then "resources" and then "support"