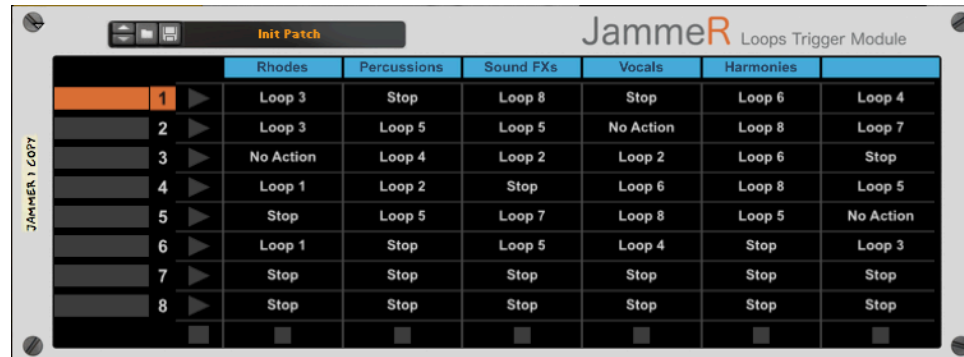# JammeR Loops Trigger Module
Setting up Maschine Jam

Step 1: installing the Remote Files

Once you have obtained the Remote Files from www.retouchcontrol.com/jammer-remote, unzip the folder on your computer, navigate to the "Remote Files" folder and double click on the installer script for your OS.

On OSX, the location where the files are installed depends on your Reason version. For those who have upgraded from an older version (Reason 11 or older), the files are installed in the "Application Support/Propellerhead Software/Remote" folder inside the Library directory (case1). Otherwise the files are installed inside the Reason application bundle (case2). In this last case, the installer script will prompt for your password in order to install the files. In both cases, a Terminal window will open once the process is completed.

On Windows, you will see the Console flash quickly and then closing.

You should make sure that the files have been installed correctly by going to the proper directories on your HD. There should be folders named "JammeR" at these two locations:

> *OSX*:
>   case1: Macintosh HD/Library/Application Support/Propellerhead Software/Remote/Codecs/Lua Codecs
>   case2: Macintosh HD/Applications/Reason #/Resources/Remote/DefaultCodecs/Lua Codecs
>
> *Windows*: C:/ProgramData/Propellerhead Software/Remote/Codecs/Lua Codecs

and

> *OSX*:
>   case1: Macintosh HD/Library/Application Support/Propellerhead Software/Remote/Maps
>   case2: Macintosh HD/Applications/Reason #/Resources/Remote/DefaultMaps
>
> *Windows*: C:/ProgramData/Propellerhead Software/Remote/Maps

Please note, on Windows the directory "ProgramData" is hidden by default. You need to enable "Show hidden files". See how to do it here: https://support.microsoft.com/en-us/help/14201/windows-show-hidden-files

At this point, you should restart Reason.

If for some reason the files were not properly copied over by the installer script, you can copy and paste those files manually. This is what you do:

1) Go to the download, open Remote Files, then "Lua Codecs", copy the entire "JammeR" folder and paste at this location
   OSX:
       case1: Macintosh HD/Library/Application Support/Propellerhead Software/Remote/Codecs/Lua Codecs
       case2: Macintosh HD/Applications/Reason #/Resources/Remote/DefaultCodecs/Lua Codecs

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

2) Then go back to the download, open Remote Files, then "Maps", copy the entire "JammeR" folder and paste at this location
   OSX:
       case1: Macintosh HD/Library/Application Support/Propellerhead Software/Remote/Maps
       case2: Macintosh HD/Applications/Reason #/Resources/Remote/DefaultMaps

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

3) Restart Reason

Step 2: create a control surface in Reason

With your MIDI device connected to the computer, launch Reason. Then:

1) go to "Preferences" and open the "Control Surfaces" pane
2) click on "Add"
3) from the "Manufacturer" pull down menu, select "RetouchControl"
4) from the "Model" pull down menu, choose "NIJam_JammeR".
5) for the "In Port" and "Out Port" choose the user midi ports of your device

Step 3: transfer the Jam template to your device

With your midi device connect to the computer, launch the NI Controller Editor software which came with the Maschine. Click noon the "File -> Open" and navigate to the folder you downloaded, then open the "Maschine Jam Template" folder and in there you will find a file named "Jam_Grid64.ncmj". Open it with the Controller Editor and as long as your Jam is connected, it will be copied to the device.

That's it. Your device is set up to control the JammeR. Next create a JammeR device in the rack, make sure it has track focus in the sequencer and you should be able to control it from your device. The next section shows how the controls are mapped to the device itself.

Control Maps