

# JammeR Loops Trigger Module

## Setting up Akai APC Mini

Init Patch

JammeR Loops Trigger Module

	Rhodes	Percussions	Sound FXs	Vocals	Harmonies	
1	Loop 3	Stop	Loop 8	Stop	Loop 6	Loop 4
2	Loop 3	Loop 5	Loop 5	No Action	Loop 8	Loop 7
3	No Action	Loop 4	Loop 2	Loop 2	Loop 6	Stop
4	Loop 1	Loop 2	Stop	Loop 6	Loop 8	Loop 5
5	Stop	Loop 5	Loop 7	Loop 8	Loop 5	No Action
6	Loop 1	Stop	Loop 5	Loop 4	Stop	Loop 3
7	Stop	Stop	Stop	Stop	Stop	Stop
8	Stop	Stop	Stop	Stop	Stop	Stop

JAMMER 1 COPY



## Step 1: installing the Remote Files

Once you have obtained the Remote Files from [www.retouchcontrol.com/jammer-remote](http://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 "APCMini\_JammeR".
- 5) for the “In Port” and “Out Port” choose the user midi ports of your 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.

Akai APC Mini Models	Mini MK1	Mini MK2 **
Control Surface #1 Model	ApcMini_JammeR	ApcMini_JammeR

\*\* use the "APC mini mk2 Control" midi ports for both IN and OUT

## Control Maps

