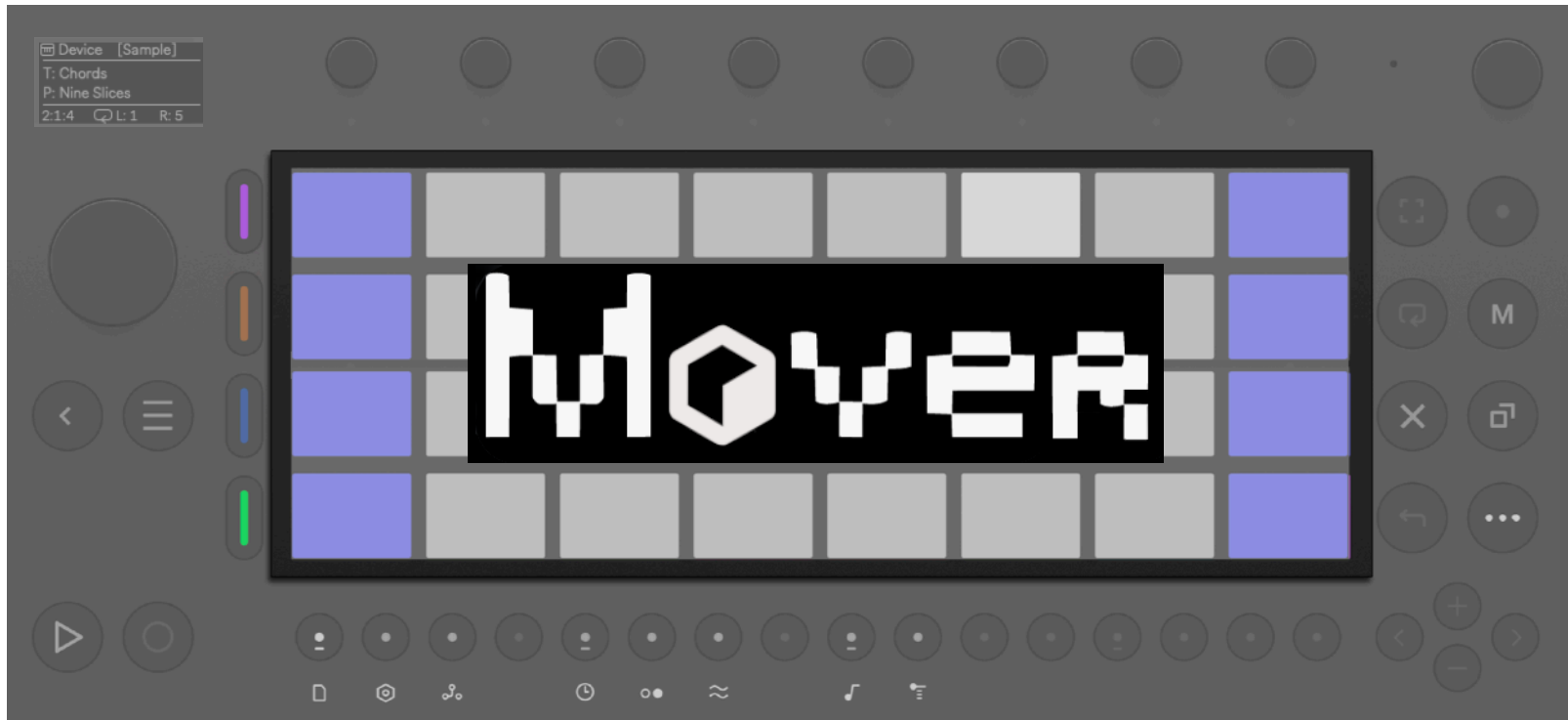




User Manual

version 1.0.0

Table of Contents

Welcome to MoveR!	6
1. Installation	7
Step 1: creating the virtual midi ports	7
Step 2: Installing the Remote files	11
Step 3: Creating Control Surfaces in Reason	13
2. Prepare for Use	16
2.1 Putting the Move in “Control Live” mode	16
2.2 Launching the MoveR app	17
2.3 Launching Reason and initializing the control surfaces	19
2.4 A note on controlling devices	21
2.5 Quitting MoveR	21
3. Functional Description	22
3.1 The Main Screen	22
3.1.1 Selecting a Control Mode	23
3.1.2 Selecting a Control Bank	24
3.1.3 Selecting a Track	25

3.1.4 Selecting a Patch	26
3.1.5 Moving the playhead position	27
3.1.6 Moving the L and R loop locators separately	28
3.1.7 Moving the Loop brace	29
3.2 Track and Patch Navigation	30
3.3 Encoder Modes	31
3.3.1 Encoders Overview	32
3.3.2 Encoders Device Mode	33
3.3.3 Encoders Mixer Mode	34
3.3.4 Encoders Channel Mode	36
3.3.5 Encoders Master Mode	37
3.3.6 Encoders Macros Mode	38
3.4 Pad Modes	39
3.4.1 Melodic Sub-Mode	39
3.4.1 Kong Sub-Mode	42
3.4.2 Redrum Sub-Mode	45
3.4.2 Dr.Octorex Sub-Mode	49
3.5 Transport control	51
3.6 Shift functions	52

3.6.1 Save Document	52
3.6.2 Settings	53
3.6.3 Workflow	53
3.6.4 Key Commands	54
3.6.5 Tempo	54
3.6.6 Metronome	55
3.6.7 Auxiliary Pad Mode	55
3.6.8 Notes Settings	56
3.6.9 Fixed Velocity	56
3.6.10 Note Repeat	57
3.6.11 New Note Lane	57
3.6.12 Duplicate key command	58
3.6.12 Quantize	58
3.6.13 Up/Down, Left/Right	59
3.7 Volume Encoder	60
3.8 Sampling	61
3.9 Automation Override	62
3.10 Copy and Paste button	62
3.11 Cancel, Delete and Enter button	63

3.12 Undo and Redo	63
3.13 Song Navigation	64
4. Settings	66
Appendix A - Permissions on Mac	67
Appendix B - Key Commands version	68

Welcome to MoveR!

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

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

- The MoveR 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 MoveR
- MoveR utilizes Move's User ports for communicating with the hardware. Move needs to be in "Control Live" mode for the takeover to take place. Please note, when MoveR is running you won't be able to control Live at the same time
- The display will present information based on the selected function. There are modes for device control, mixer control and macros, plus many other utilities for things like tap tempo, note repeat, fixed velocity and more.
- If you are using Windows, you will need to install a virtual MIDI driver to create MIDI ports which both Reason and the MoveR app can use. For the time being, we recommend the free LoopMIDI software which you can download from <http://www.tobias-erichsen.de/software/loopmidi.html>. However, there are some issues with LoopMIDI and recent version of Windows 11 which have the MIDI Services running. Please read more about in the next chapter.
- Lastly, please note that MoveR only works with Reason standalone. It does not work when Reason is used as a plugin inside Ableton Live or any other host!

If you have any comments, suggestions or other feedback, drop us an email at "retouchcontrol@gmail.com". We would love to hear from you.

All the best with your music making,
RetouchControl

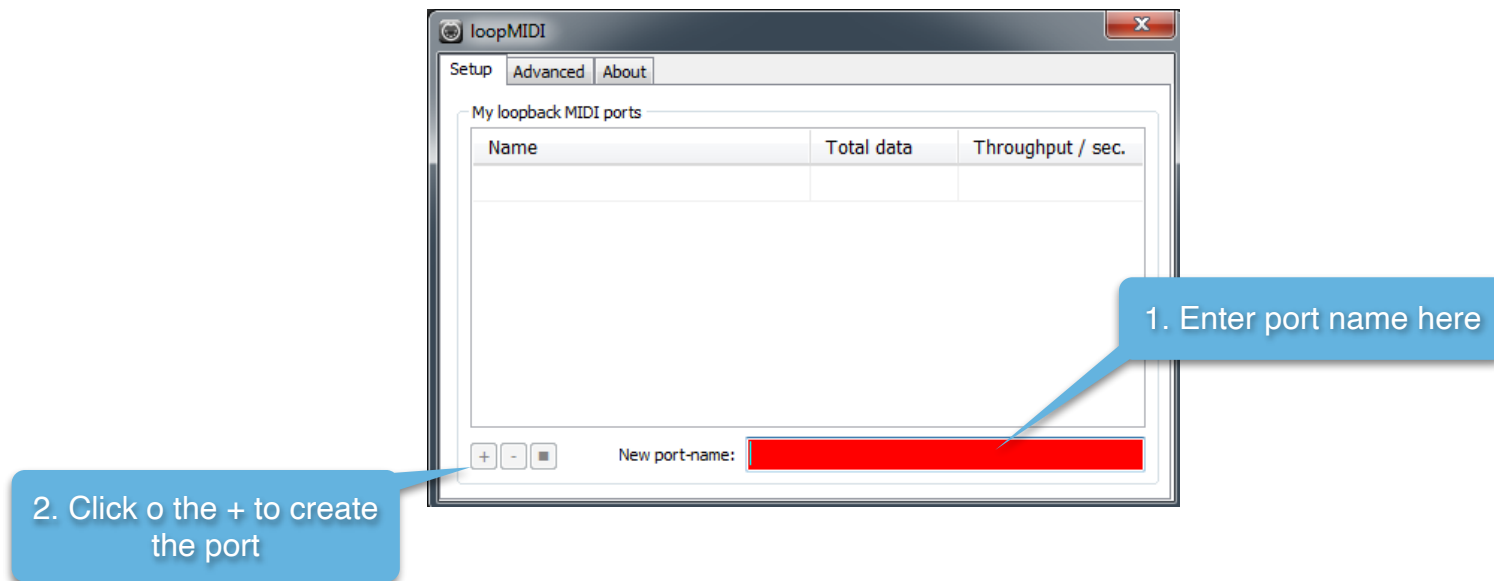
1. Installation

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: "Move_IN", and "Move_OUT"



Some of the latest versions of Windows 11 have the Windows MIDI Services enabled. The feature is still being developed and rolled out in batches by Microsoft. Once this becomes stable and fully released, Windows users will be able to create virtual MIDI ports natively (similar to MacOS), without the need to install LoopMIDI.

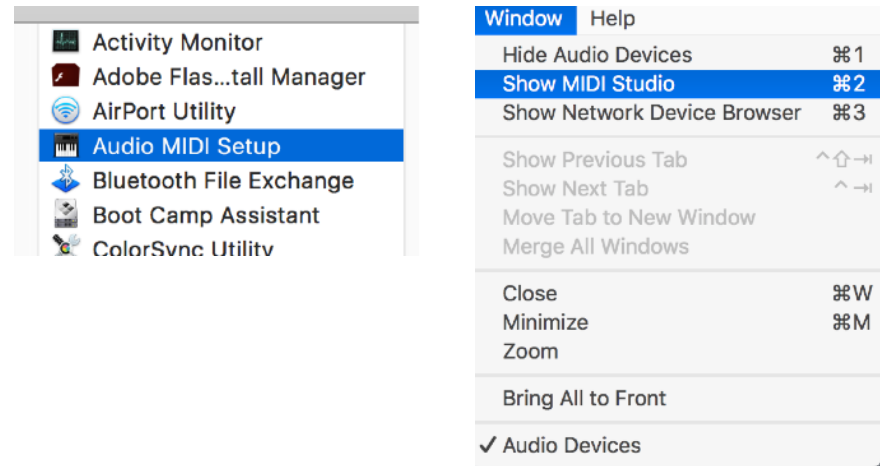
There are currently some issues with Windows MIDI Services and LoopMIDI. Specifically, the LoopMIDI ports become disabled and don't appear as available in compatible applications, like the MoveR app. If you encounter this problem, please follow these steps:

- Press Win + R, type services.msc, and press Enter.
- Locate Windows MIDI Service (or MIDI Services).
- Right-click → Stop, then Start.
- Restart your MIDI application afterward.

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”

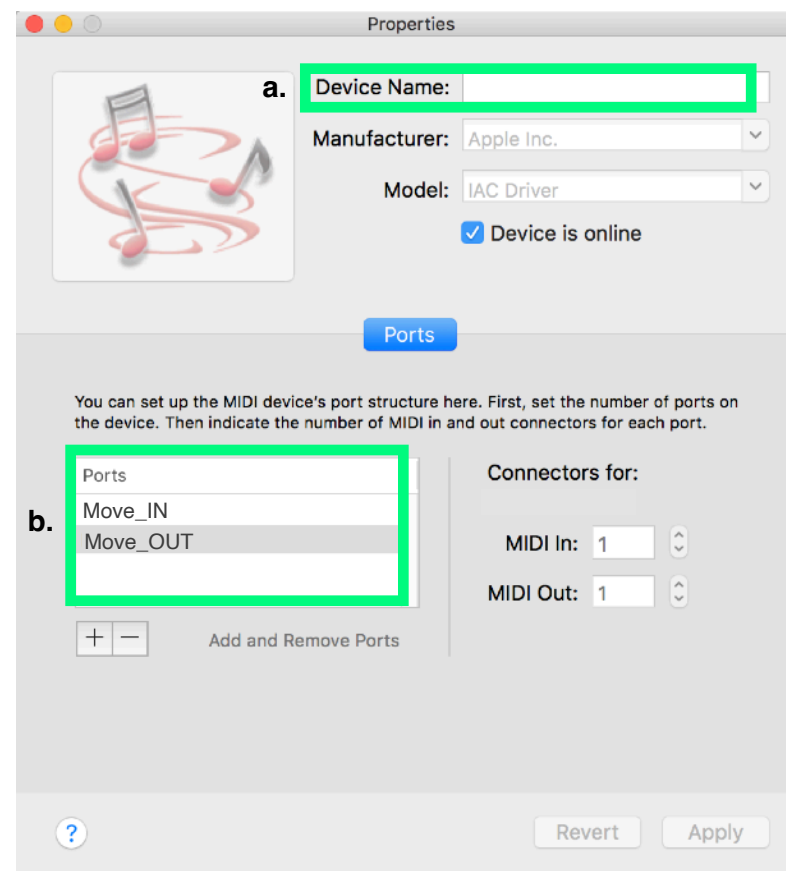


Step 2: Double click on the IAC icon to open the set up screen.



Step 3:

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



Step 2: Installing the Remote files

Navigate to the "Remote" folder contained in the "MoveR" download. Double click on the installer files for your operating system. The installer will create "MoveR" folders and copy the Remote files to the following directories on your HD. You might be asked to enter your password in order to complete the installation.

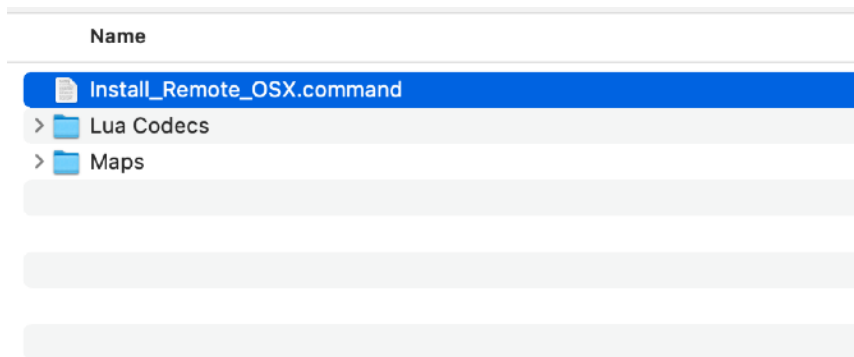
macOS:

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

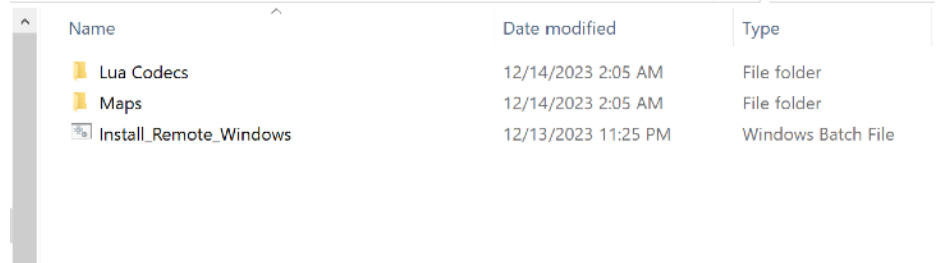
Windows* (choose to "create directory" when the installer prompts you):

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 script on Mac



Installer Windows

The installer might be blocked from copying the remote files by the permissions settings of the file system on your computer. In that case, you can always copy and paste the folders manually. This is pretty easy to do. Follow these steps:

- 1) Go to the download, open Remote Files, then "Lua Codecs", copy the entire MoveR folder and paste at this location
OSX: Macintosh HD/Library/Application Support/Propellerhead Software/Remote/Codecs/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 MoveR folder and paste at this location
OSX: Macintosh HD/Library/Application Support/Propellerhead Software/Remote/Maps
Windows: C:/ProgramData/Propellerhead Software/Remote/Maps
- 3) Restart Reason

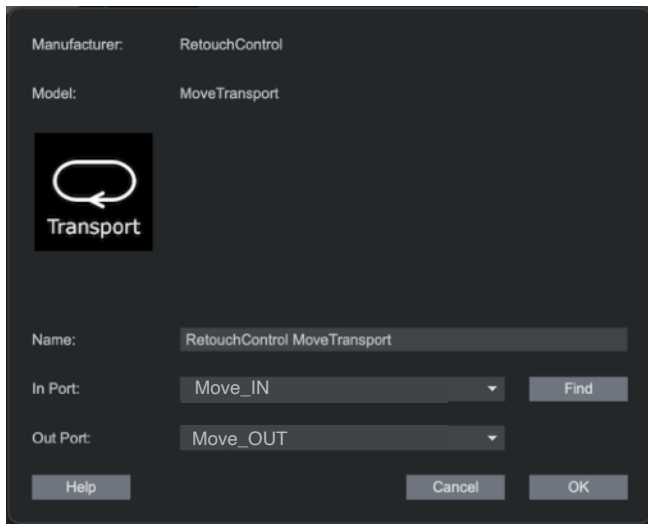
Step 3: Creating Control Surfaces in Reason

Launch Reason then go to "Settings" and select "MIDI". Click on "Add Manually" 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 "MoveTransport", "MoveDevices", "MoveMixer" and "MoveMacros". Add "MoveTransport" first and set the IN and OUT ports as shown in the table below and make it the master keyboard. The "MoveMacros" control surface only an IN port.

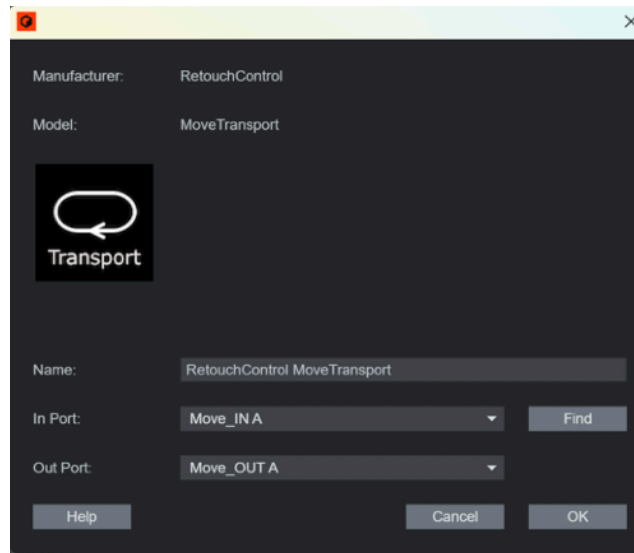
	IN port	OUT port
Mac	Move_IN	Move_OUT
Windows with LoopMIDI	Move_IN	Move_OUT

Reason MIDI Ports configuration

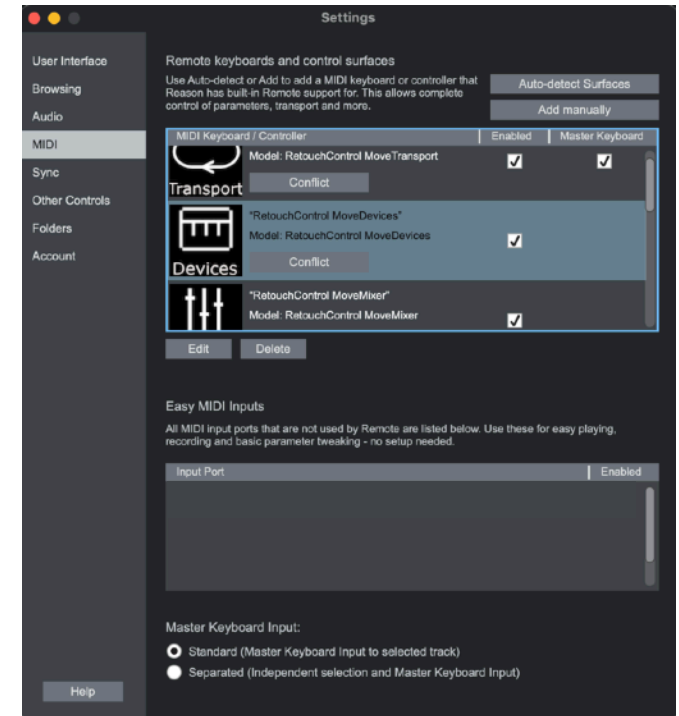
Once you have added "MoveTransport" to your list of control surfaces, please proceed with adding the remaining ones and set the IN and OUT ports as above. Please note, Reason will issue a "Conflict" warning. Simply ignore it as it won't affect anything. This is Reason telling you that more than one control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



**MIDI ports settings on Mac
(Reason 14)**

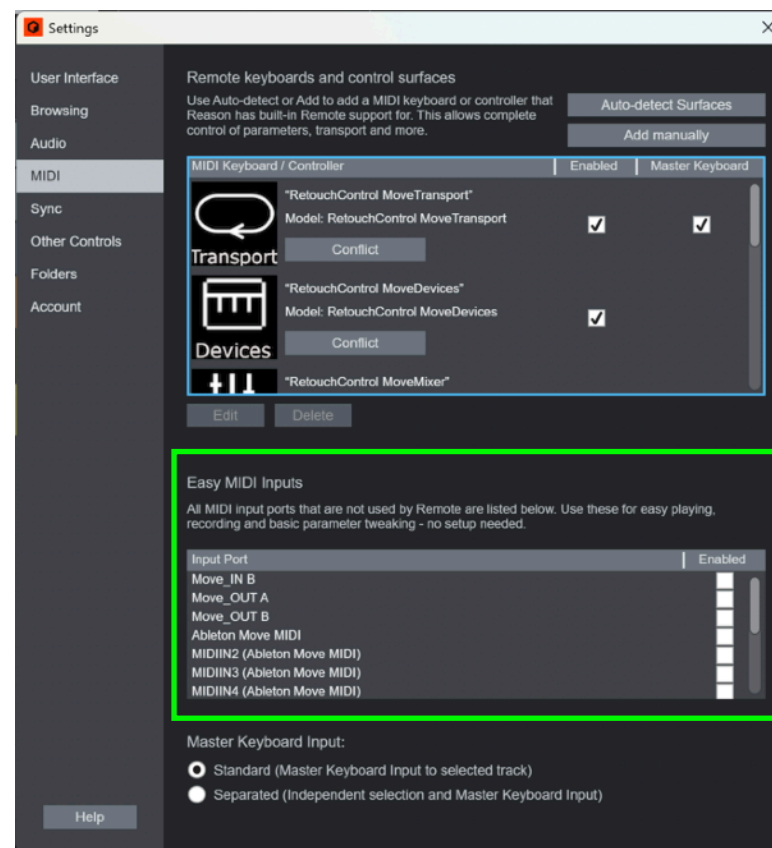
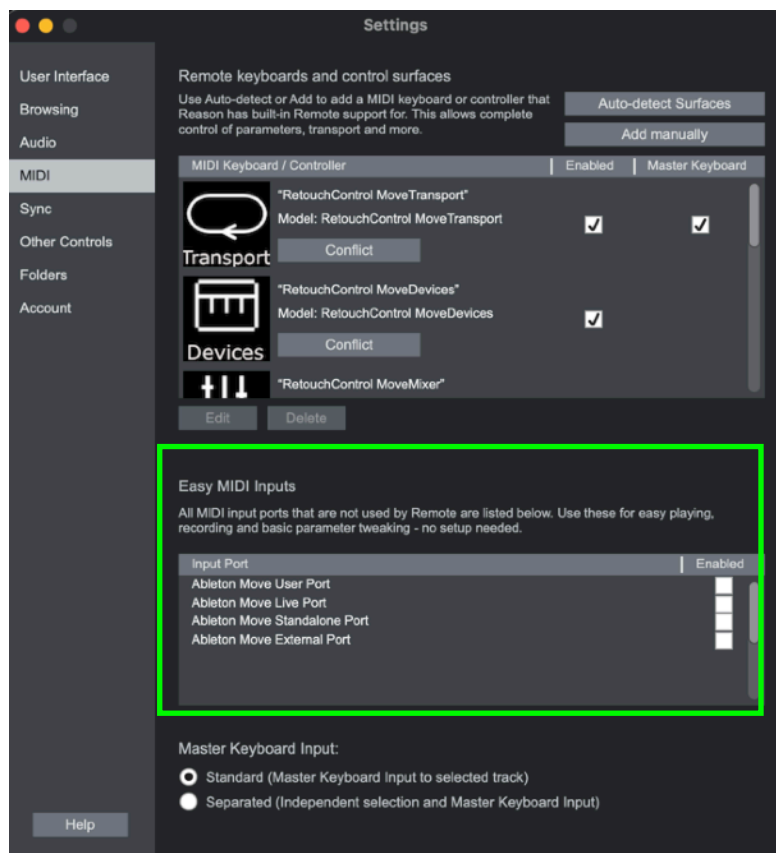


**MIDI ports settings on Win
(Reason 14)**



**Reason's "Conflict" warning after
adding all 4 surfaces**

Attention! please disable all Move and MoveR ports in the Easy MIDI Input field under Control Surfaces in order to avoid MIDI conflicts.



Uncheck the Ableton Move Ports in
Easy MIDI Inputs

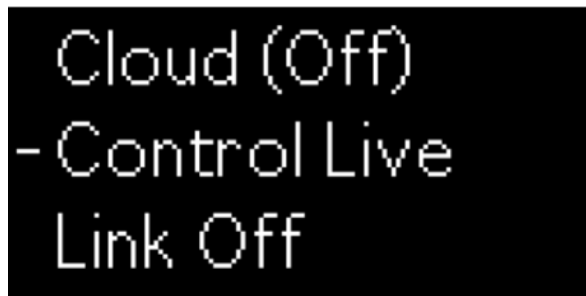
2. Prepare for Use

2.1 Putting the Move in “Control Live” mode

With the Move connected to your computer and turned on, press the “Shift” button and the “Setup” button.



Rotate the data wheel, and select “Control Live”. If the display asks you to “Connect Live via USB-C”, you have successfully entered “Control Live” mode.



2.2 Launching the MoveR app

The first thing to do to start using MoveR is to launch the app! 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.

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

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



MoveR app on Mac



MoveR 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 MoveR app will set its ports according to the instructions included in a file called "Settings.json". You can find this file in the "Resources/Support" folder of the MoveR application folder. If you are on Mac, you can access this folder by right clicking on the MoveR app icon and then clicking on "Show Package Contents".

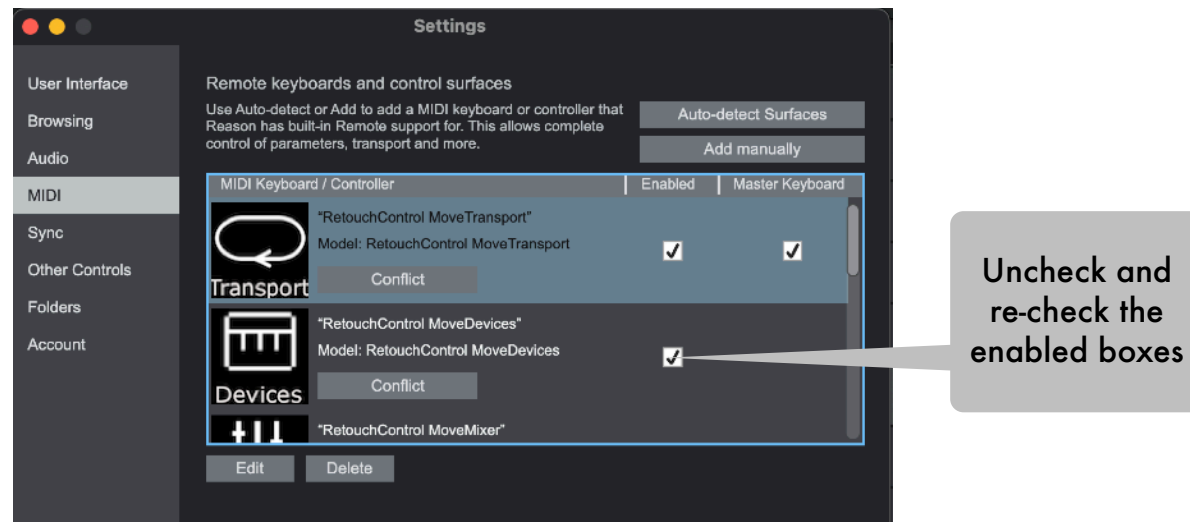
After launching the app, the Move will go through an initialization process. The display will show the Mover logo and a status bar. At the same time, most of the buttons and the pads will light up. At the end, the display will look like the one shown below.



2.3 Launching Reason and initializing the control surfaces

If Reason is not running, launch it now! If you are on Windows, having the MoveR app running before you launch Reason might cause a "MIDI already in use" warning. If that's the case, launch Reason first and then the MoveR app.

If the MoveR app was already running when you launch Reason, you should see the display update with the information about the currently selected track name and patch, plus the playhead and loop locators positions. If the display did not update, re-activate the control surfaces to force them to initialize. To do so, go to Settings/MIDI then select the MoveTransport control surface and uncheck and re-check the "Enabled" box. Do the same for the MoveDevices control surface.



To enable “Mixer” control, make sure to lock the “MoveMixer” to the Master Section. Right click on the master section and from the context menu, choose “Lock RetouchControl MoveMixer to This Device”. You can do this in the Rack or in the Mixer view, as shown below. If you save this setting in your template song, the locking will be remembered when you create a new song.



**Locking “MoveMixer” to the master section
in the rack**



**Locking “MoveMixer” to the master section
in the Mixer**

2.4 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, Rack Extension or VST, by creating a sequencer track for it and giving it master keyboard focus, or by selecting it in the rack and making sure the device has “remote” focus, as shown below for Malstrom.



There might be times when you are playing an instrument, let's say Malstrom, 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 Malstrom, and if you give master keyboard focus to Malstrom, you won't be able to tweak the effect's parameters. There is a solution to this conundrum and it consists in selecting the effect device in the rack and temporarily locking the “MoveDevices” control surface to it. Please remember to unlock the control surface when you are done tweaking the effect so that you can resume controlling other devices.

2.5 Quitting MoveR

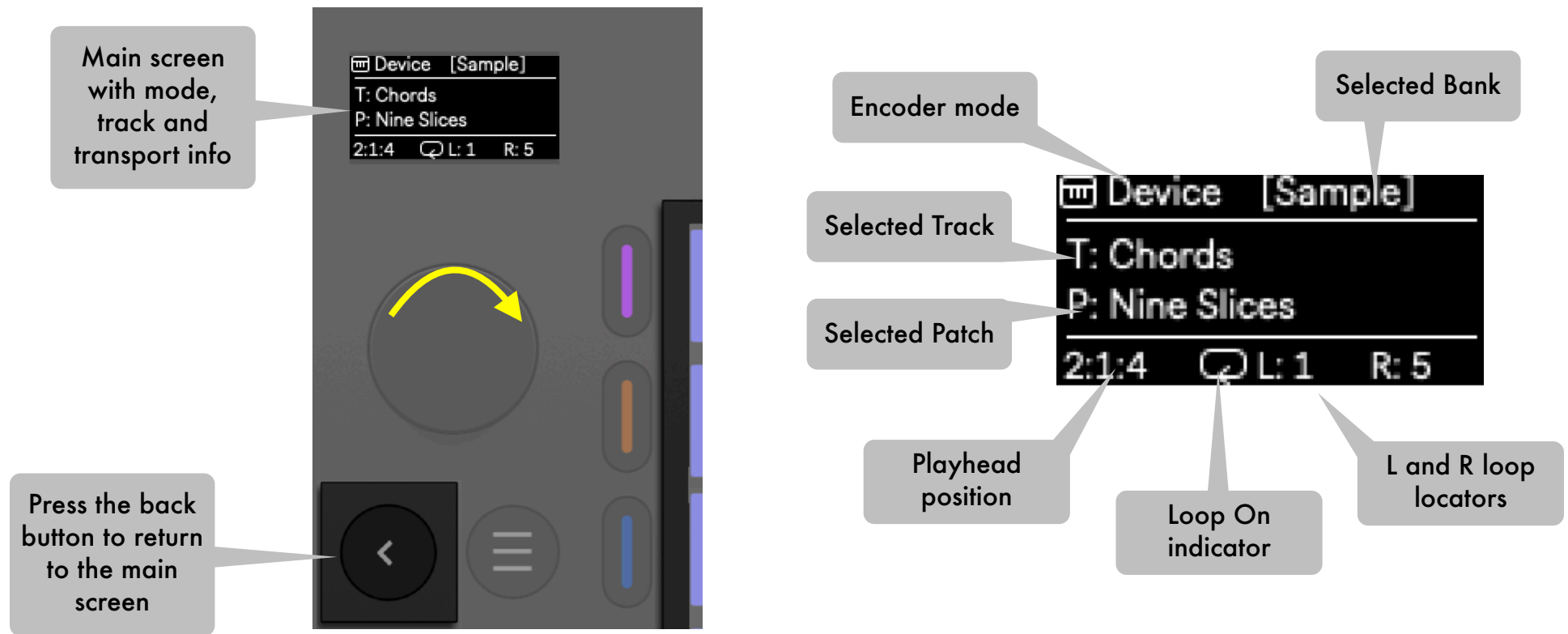
In order to quit the application, use the “Quit” button on the application's main screen. This offers several advantages compared to quitting from the “File/Exit” menu or by clicking on the red cross of the application window. For one, it completely closes the app on your computer. Furthermore, it returns the Move hardware to a clean state before exiting.

3. Functional Description

3.1 The Main Screen

The main screen is how you access the various control modes. If there are other screens open, you can always return to the main screen by pressing the “Back” button.

The top section shows the currently selected mode and the active control bank. The central part shows the selected track and the associated patch (if the device supports patches). The bottom section shows the playhead position, the “loop on” indicator and the L and R locators.



There are 8 editable fields which can be selected by turning the data wheel. After you select a field, press the data wheel to enter edit mode for that field. To cancel a selection, press the "Back" button.

3.1.1 Selecting a Control Mode

When on the main screen, turn the data wheel to select the Mode field. Here you can select one of the 5 encoder control modes (see section 3.3).



Rotate the wheel to select the mode field



Press the wheel to see the mode selection list. Rotate to select a mode and press again to confirm the selection



Just press down the data wheel to open the mode selection list

3.1.2 Selecting a Control Bank

When on the main screen, turn the data wheel to select the Bank field. Here you can select one of the available control banks for the encoders. These depend on the currently selected mode (see section 3.3).



Rotate the wheel to select the bank field



Press the wheel to see the bank selection list. Rotate to select a bank and press again to confirm the selection



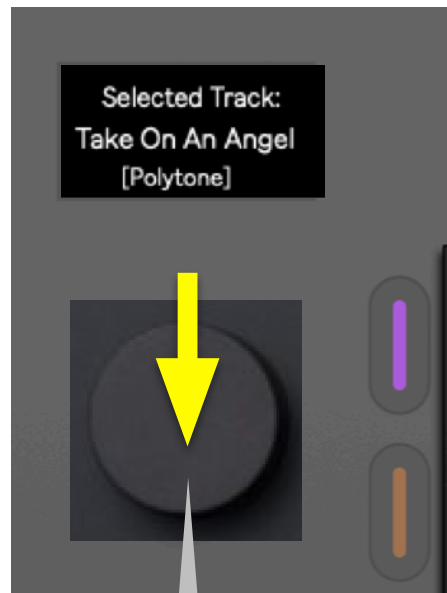
Just press the Shift button and rotate the wheel to open the bank selection list

3.1.3 Selecting a Track

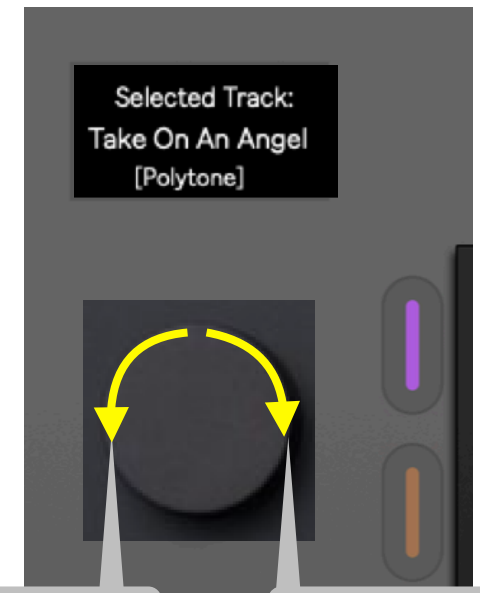
Rotate the data wheel until you highlight the track field which is denoted with the letter "T". Then press on the data wheel to enter edit mode. Rotate the wheel counterclockwise to go up one track, and clockwise to go down one track. This is one way to move between tracks in the Reason sequencer. The other method is by using the dedicated track buttons (see section 3.2).



Rotate the wheel to select the track field



Press the wheel to enter the track selection screen



Go up in the track list

Go down in the track list

3.1.4 Selecting a Patch

For instruments or FXs which support patches, rotate the wheel to highlight the patch field which is denoted with the letter “P”. Then press on the data wheel to enter edit mode. Rotate the wheel counterclockwise to go up one patch, and clockwise to go down one patch in the browser patch list. This is one way to change patches. The other method is by using the dedicated patch buttons (see section 3.2).



Rotate the wheel to select the patch field



Press the wheel to enter the patch selection screen



Go up in the patch list

Go down in the patch list

3.1.5 Moving the playhead position

Rotate the wheel until you highlight the playhead position, denoted in bars:beats:16th. Rotate the wheel counterclockwise to go backwards, clockwise to go forward. The playhead will move in bar increments. Pressing "Shift" while rotating will move it in finer increments. This is one way to move the playhead. Other ways include using the dedicated Rewind and Forward button (see section 3.5), and using Song Navigation (see section 3.13).



Rotate the wheel to select the playhead field



Press the wheel to enter the playhead position screen



Rewind.
Press Shift for
finer adjustments

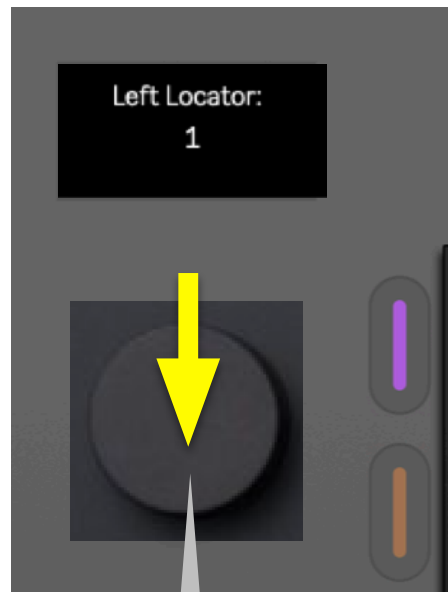
Forward.
Press Shift for
finer adjustments

3.1.6 Moving the L and R loop locators separately

Rotate the wheel until you highlight either the L or R locator. The images below will show the procedure for the L locator, but it's the same for the R Locator. Press the wheel to enter the edit screen. Rotating the wheel counterclockwise will move the locator backwards, clockwise will move the locator forward. Locators move by bar increments.



Rotate the wheel to select one of the locators fields



Press the wheel to enter the locator edit screen



Go backwards

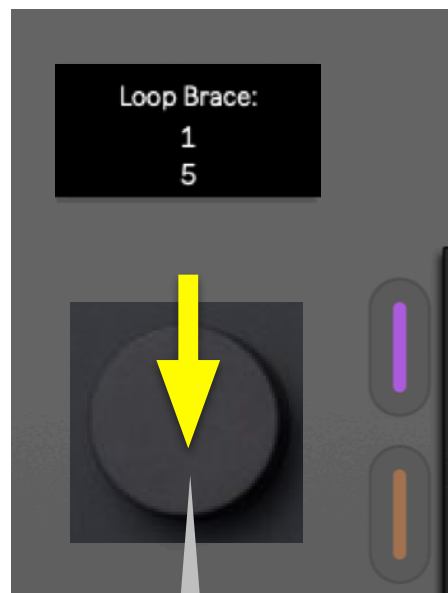
Go forward

3.1.7 Moving the Loop brace

Rotate the wheel until you reach the last editable field. Both the L and R locator regions will be highlighted. Press on the data wheel to enter edit mode. Rotate counterclockwise to shift the Loop brace to the left, and rotate clockwise to shift to the right. The loop brace will move backward or forward by the entire loop length. Press the “Shift” button to only move the loop brace by one bar at a time instead. This is one way to move the loop brace, you can also use Song Navigation to move the loop brace (see section 3.13).



Rotate the wheel to select both locators fields



Press the wheel to enter the loop brace edit screen

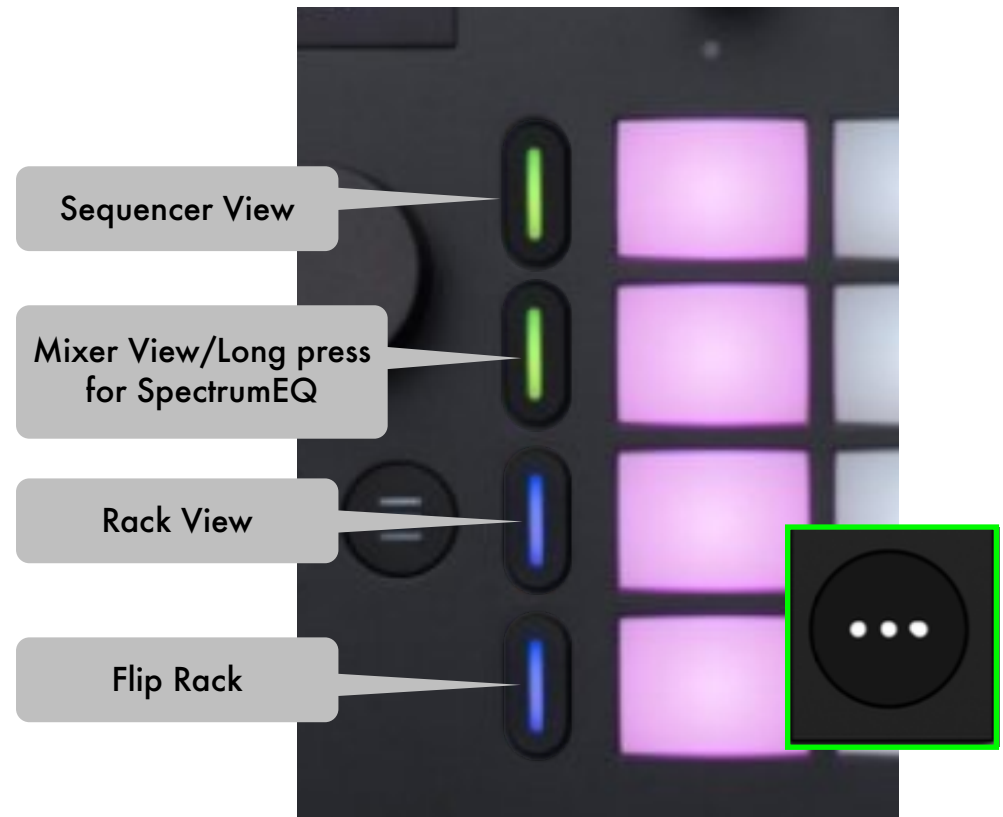


Go backwards.
Press Shift for
finer adjustments

Go forward.
Press Shift for
finer adjustments

3.2 Track and Patch Navigation

There are dedicated controls for Track and Patch Navigation and these are the 4 buttons on the left side of the pads. Press Shift to access screen navigation in Reason.



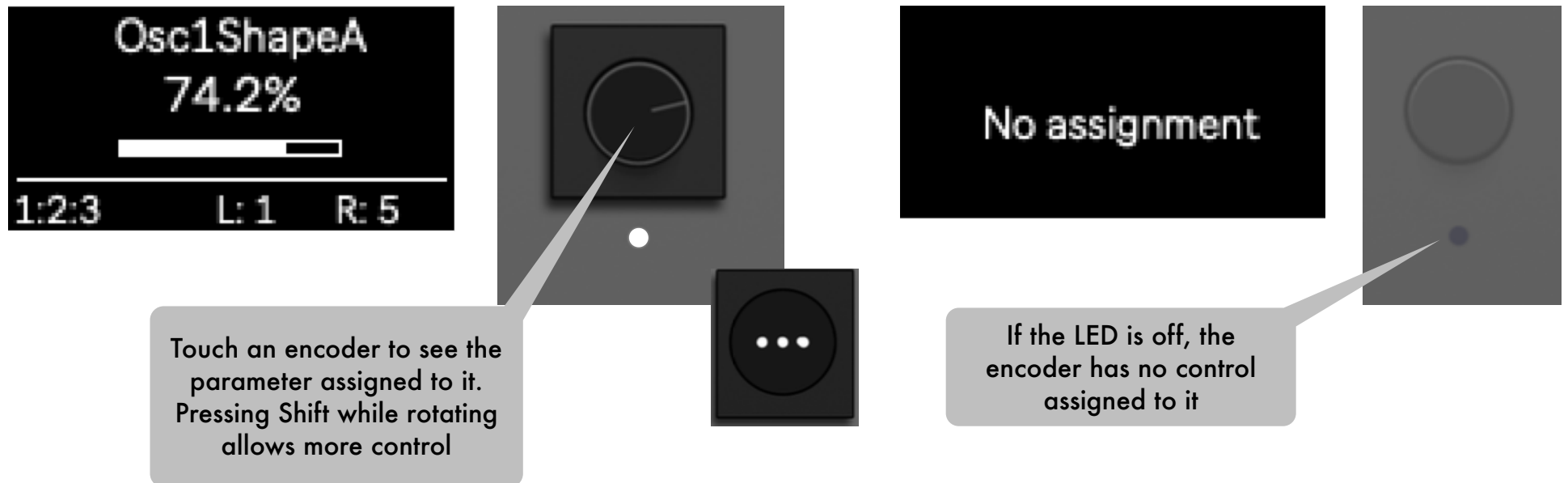
3.3 Encoder Modes

Modes allow you to use the encoders to control different things inside a Reason song. There are 5 different modes, and they are: "Devices" for controlling instruments and FXs, "Mixer" for controlling Volume and Pan, "Channel" for controlling the channel strip, "Master" for controlling the master section, and finally "Macros" to freely assign encoders to mappable parameters in Reason.

You select encoder modes by using the methods described in section 3.1.1.

Once a mode is selected, touching an encoder will bring up a screen overlay which shows the name and value of the parameter assigned to the encoder. The overlay will stay open as long as you touch the encoder. Release the encoder to return to the previous screen. If the encoder LED light is off, it means there is no control assigned to it.

When rotating an encoder, press "Shift" to have better control on the adjustment.



3.3.1 Encoders Overview

Encoders overview offers a convenient way to see the parameters assigned to each encoder all at once. It works with every mode. Press the "Session" button to momentarily show the encoders overview. The display will return to the previous screen as soon as you release the button. If you want to pin the overview, double press the "Session" button. To close the overview screen, press either the "Back" or the "Session" button.

To change control banks when in overview, rotate the data wheel to bring up the bank selection list.

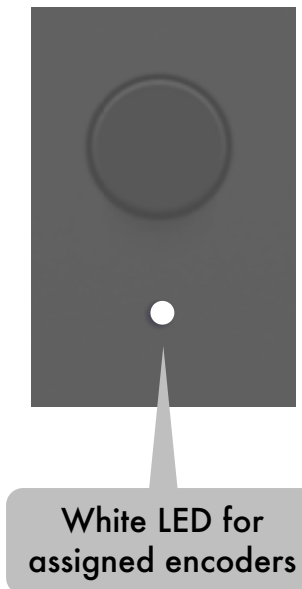


3.3.2 Encoders Device Mode

This mode is dedicated to control parameters of instruments and FXs in the rack. As long as a remote map exists for the device, it can be controlled from here, whether it is a native device, a Rack Extension or a VST. This is the mode selected by default.

When you select Device mode following the methods described in section 3.1.1, the encoder LED lights will turn on for encoders which have parameters assigned to them. For Device mode, the LED light is white.

To change the control bank assigned to the encoders, follow the methods described in section 3.1.2 or section 3.2.1 if using encoders overview.

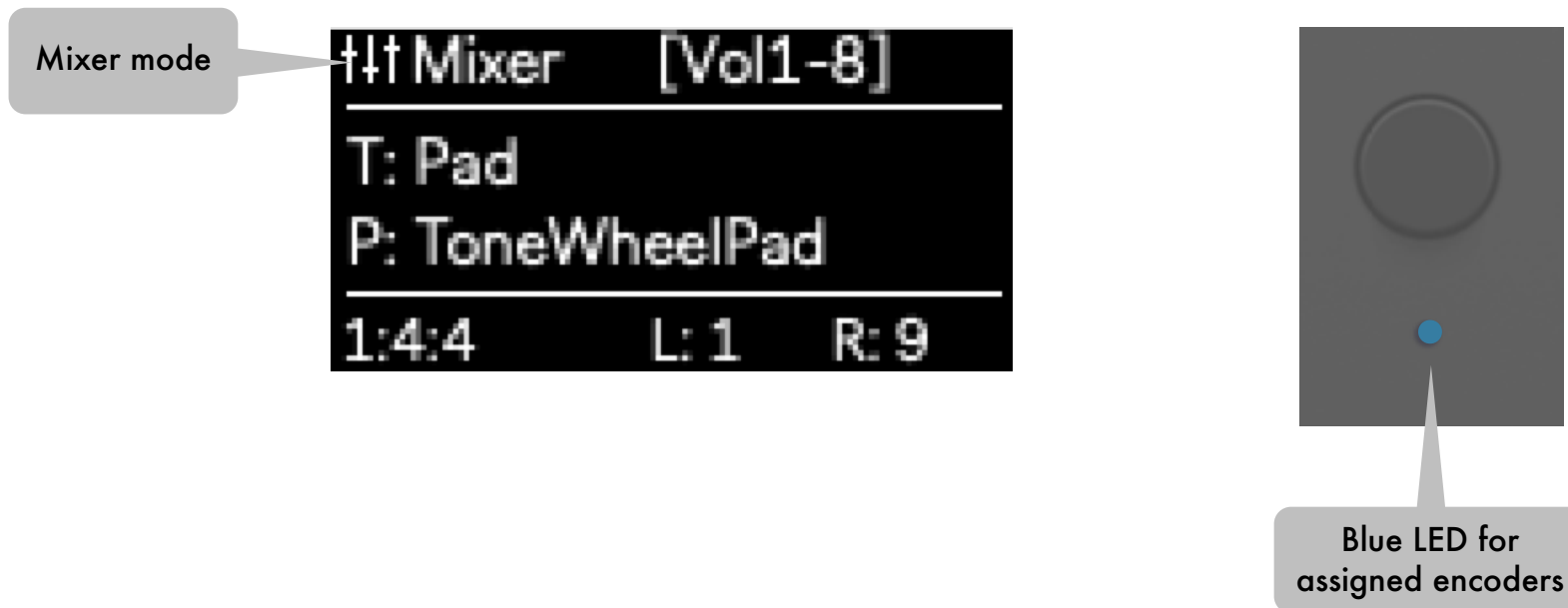


3.3.3 Encoders Mixer Mode

This mode is dedicated to control channel volumes and pans for the big mixer in Reason. Please make sure the MoveMixer control surface is locked to the Master Section as described on page 19 of this manual. When you select Mixer mode following the methods described in section 3.1.1, the encoder LED lights will turn on for encoders which have parameters assigned to them. For Mixer mode, the LED light is blue.

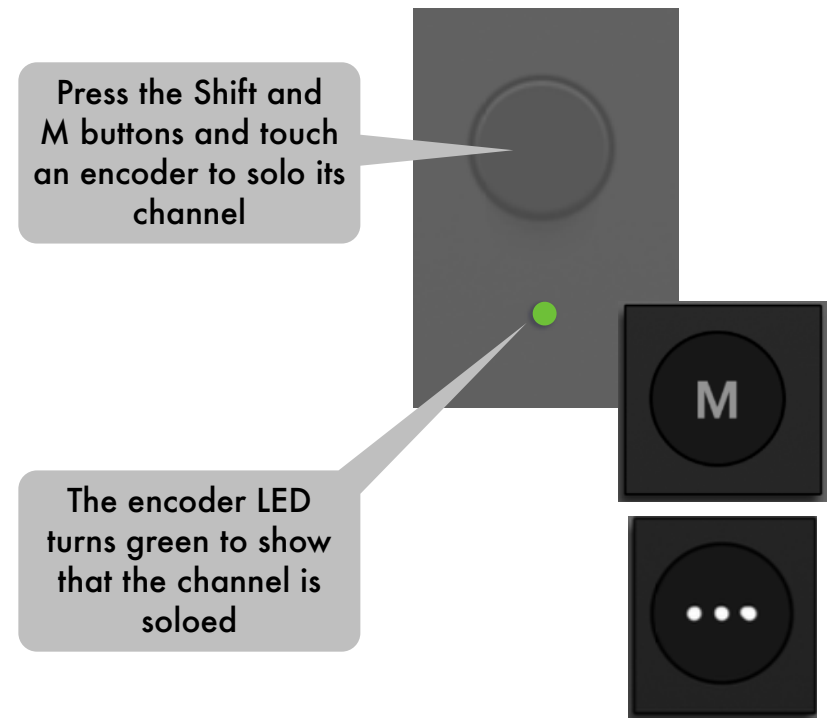
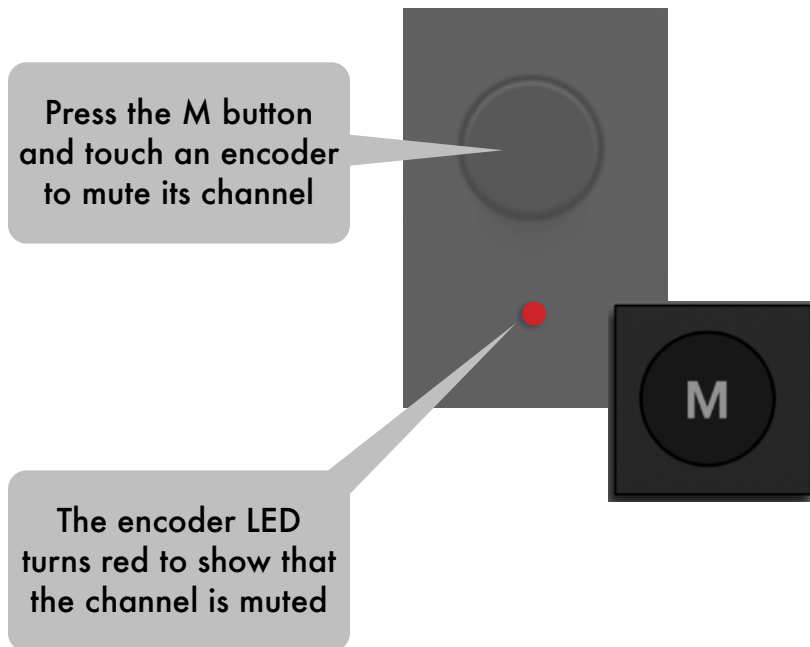
The control banks are divided in groups of 8 channels each, for a maximum of 32 channels. It is possible to control more than 32 channels by changing the remote base channel in Reason. For more info on that, please consult the Reason manual.

The first bank is for volumes for channel from 1 to 8, the next bank is for pans for channels from 1 to 8, and so on. To select a different bank, follow the methods described in section 3.1.2 or section 3.2.1 if using encoders overview.



You can mute channels by pressing the M button and touching an encoder. Its corresponding channel will be muted, and the encoder LED will change to red to reflect its muted status. To unmute the channel, press the M button and touch the encoder once more.

Similarly for soloing channels. This time press the Shift and the M buttons together, and then touch an encoder. If a channel has been soloed, the encoder LED for that channel will change to green. To un-solo the channel, press the Shift and M buttons together and touch the encoder once more.

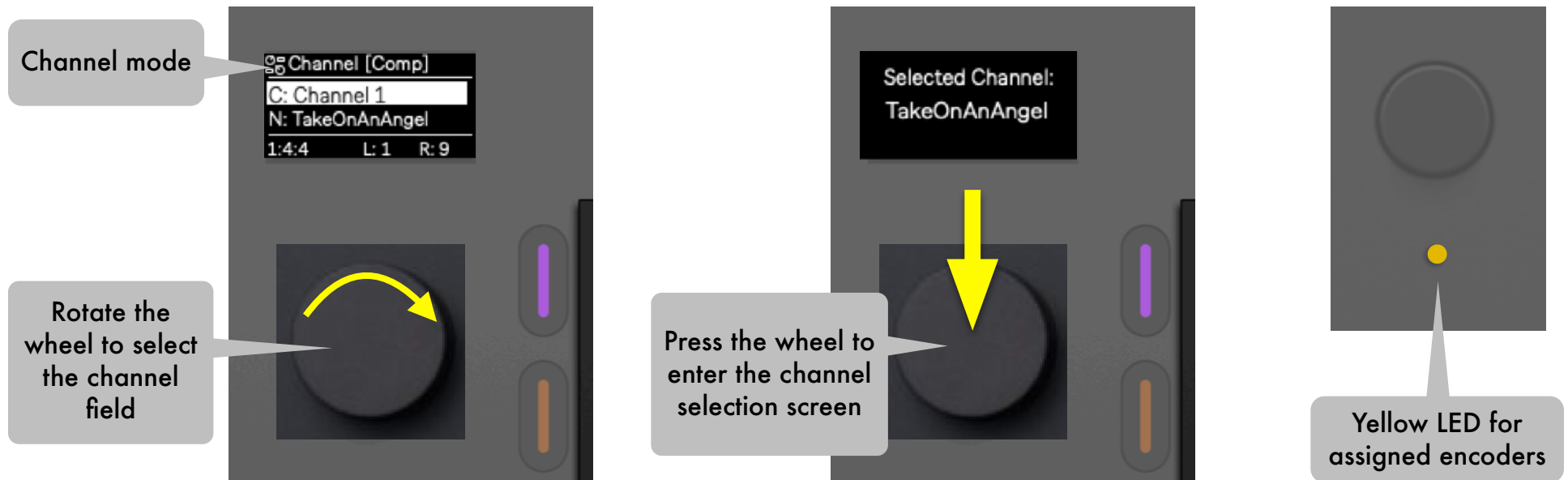


3.3.4 Encoders Channel Mode

This mode is dedicated to control the selected channel strip of the big mixer in Reason. Please make sure the MoveMixer control surface is locked to the Master Section as described on page 19 of this manual. When you select Channel mode following the methods described in section 3.1.1, the encoder LED lights will turn on for encoders which have parameters assigned to them. For Channel mode, the LED light is golden yellow.

The available control banks for the selected channel are "Comp", "Gate", "EQ1", "EQ2", "Filters", "Sends1-4" and "Sends5-8". These allow comprehensive control of the entire channel strip. To select a bank, follow the methods described in section 3.1.2 or section 3.2.1 if using encoders overview.

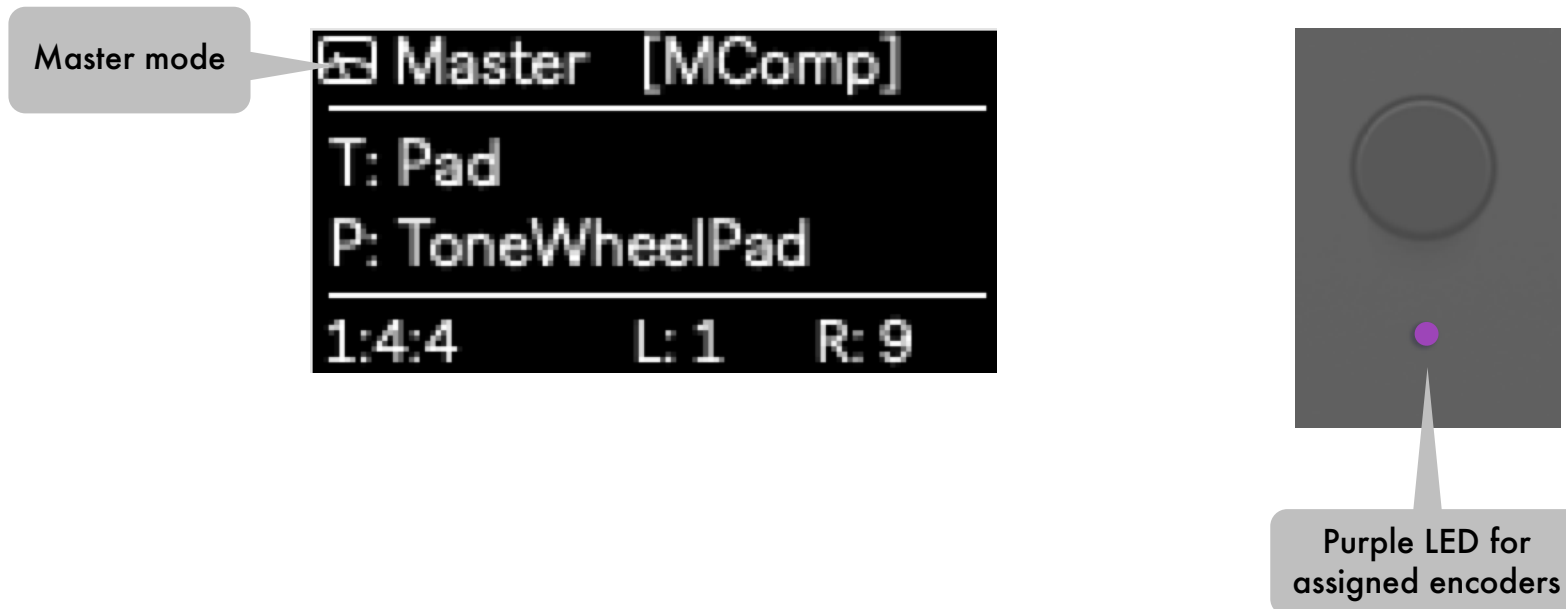
You can change which channel is selected from the Main screen. Instead of the track and patch names shown in the other modes, the middle part of the display now shows the currently selected channel, denoted with a "C", and the the name assigned to that channel, denoted with an "N". Rotate the wheel to highlight the channel field, then press on it to enter selection mode. Rotate the wheel to select the desired channel.



3.3.5 Encoders Master Mode

This mode is dedicated to control the master channel of the big mixer in Reason. Please make sure the MoveMixer control surface is locked to the Master Section as described on page 19 of this manual. When you select Master mode following the methods described in section 3.1.1, the encoder LED lights will turn on for encoders which have parameters assigned to them. For Master mode, the LED light is purple.

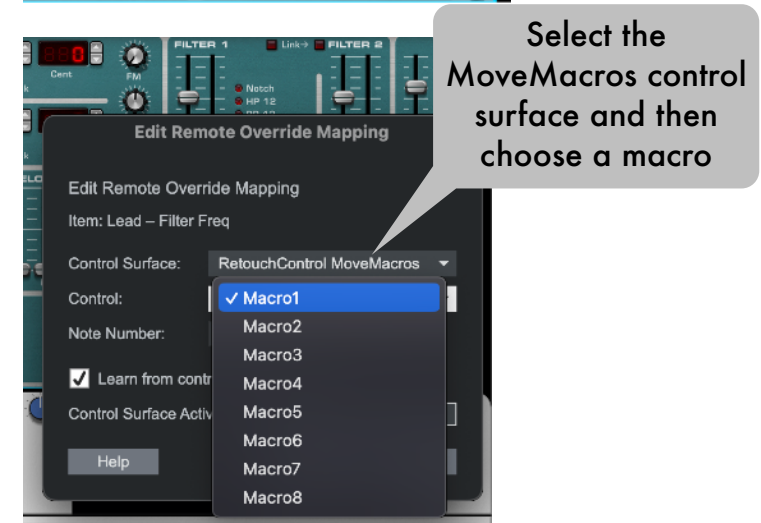
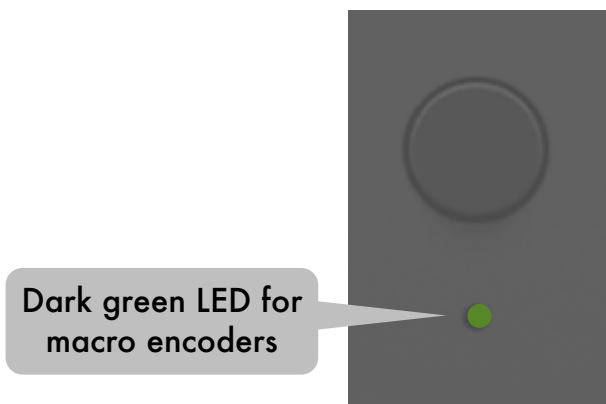
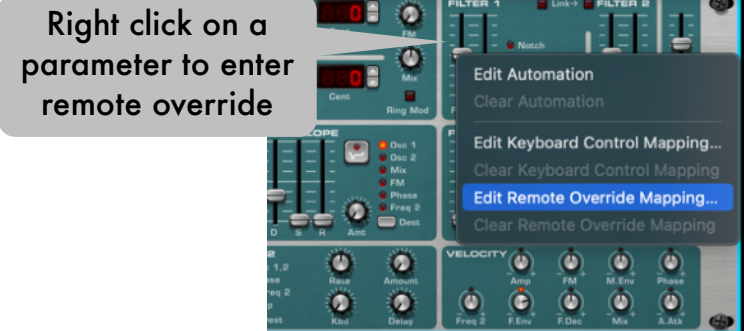
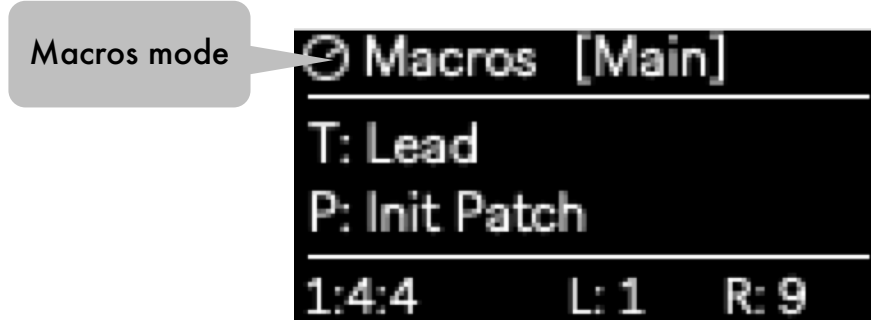
The available control banks for the master channel are "MComp", "Send", "Return", and "FXPan". To select a bank, follow the methods described in section 3.1.2 or section 3.2.1 if using encoders overview.



3.3.6 Encoders Macros Mode

This mode gives you 8 freely assignable macros. When you select Macros mode following the methods described in section 3.1.1, all the encoder LED lights will turn on. For Macros mode, the LED light is dark green.

To assign a macro to a parameter in Reason, follow the “Edit Remote Override Mapping” procedure, as shown below. If “Learn from control surface input” is active, you can just move an encoder to assign it. These macro assignments are saved with the Reason song, so they are available again when you re-open it. Please make sure the MoveMacros control surface is active and properly setup in between sessions.

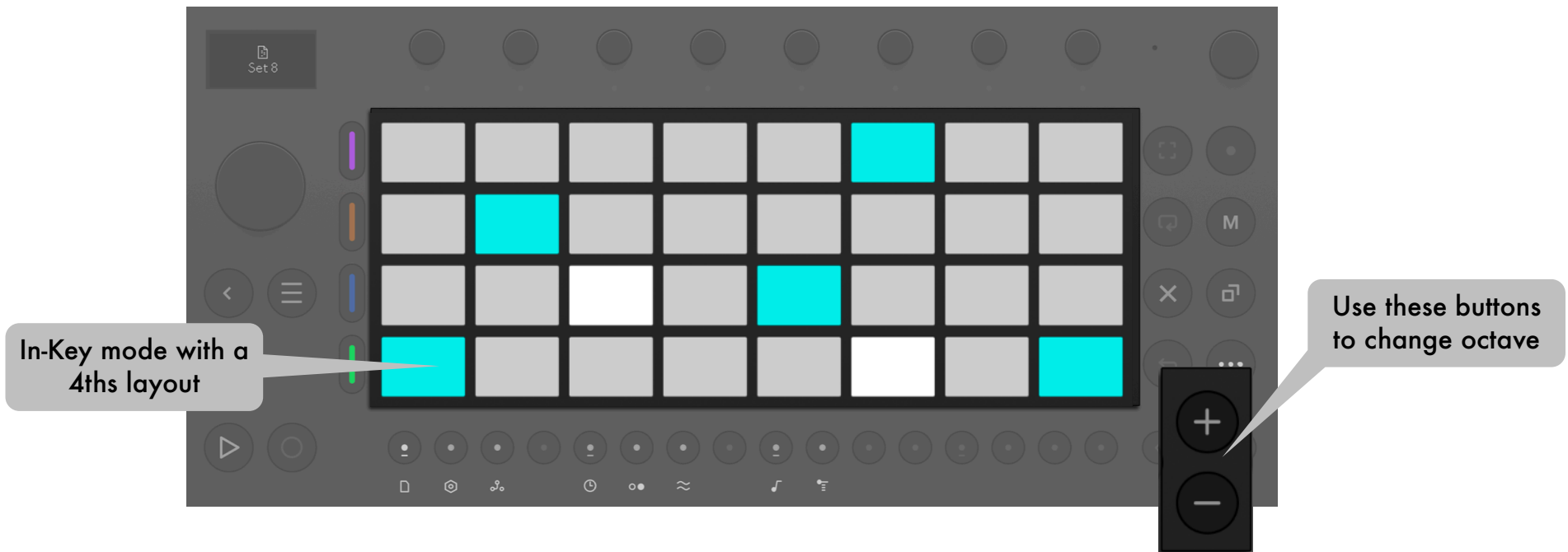


3.4 Pad Modes

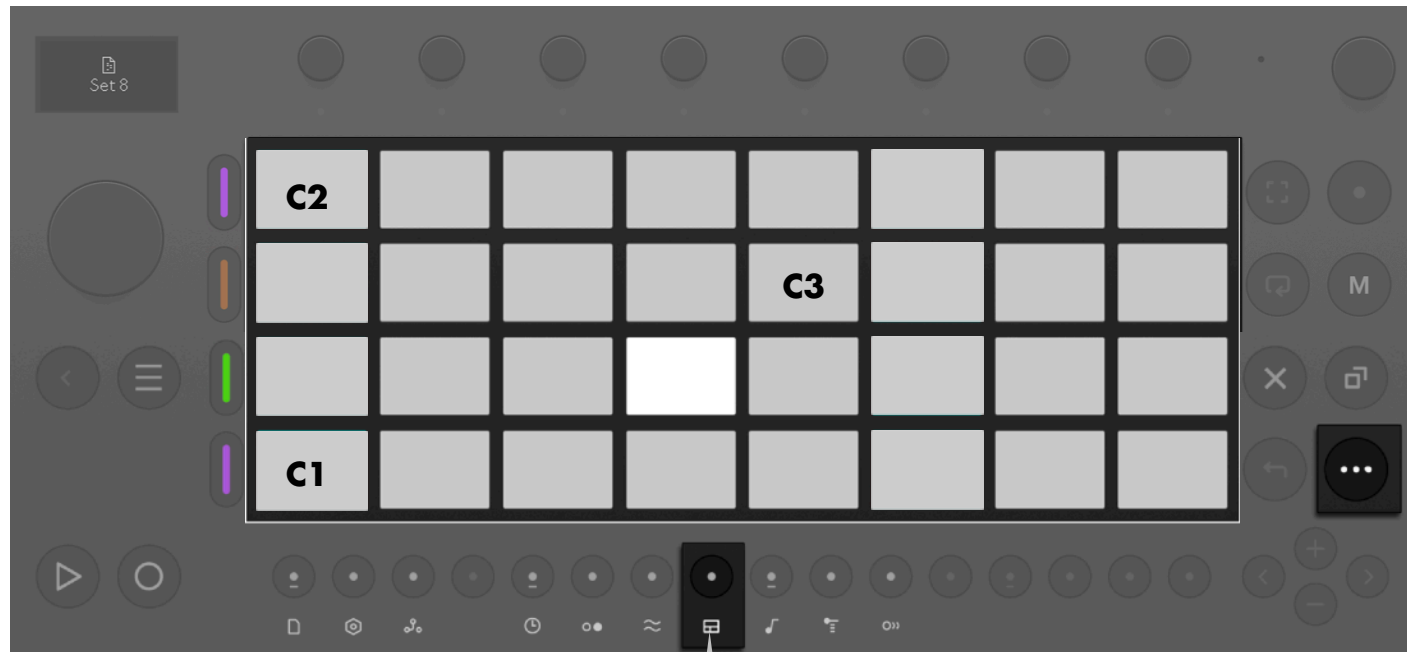
The pads will allow you to play the selected instrument. The surface is adaptive and there are special modes for devices like Kong, Redrum and Dr.Octorex. The Move pads are able to send poly pressure. However, this is not supported in the Reason DAW. On the other hand, aftertouch is supported. To use that, you need to enable it - see section 3.6.3

3.4.1 Melodic Sub-Mode

This is the mode automatically selected for most devices. It offers the same layout options as Ableton Move standalone, with some added options of layout types, but a fewer number of scales - see section 3.6.8 for more details. You can change the octave by pressing the "+" and "-" buttons.



There are times when an isomorphic layout is not the most convenient. For example, suppose you want to trigger slices for a sample inside the Mimic device. Ideally, you want a chromatic layout starting at C. You can change the layout type, the key and the scale, but then for the next instrument, you have to change it back. There is a better way. You can enable the “Alt Note Mode” which provides pitches arranged drum kit style, as shown below. You can disable it later when moving to another instrument and preserve your previous choice of key/scale/layout.



Press Shift and press the “16 pitches” step button to enable “Alt Note Mode”

When using the Melodic sub-mode, the step buttons come alive for certain devices. Specifically, they provide control for:

- 1.1. Thor's step sequencer gates
- 1.2. RPG-8 pattern gates
- 1.3. Mimic sample slot mapping



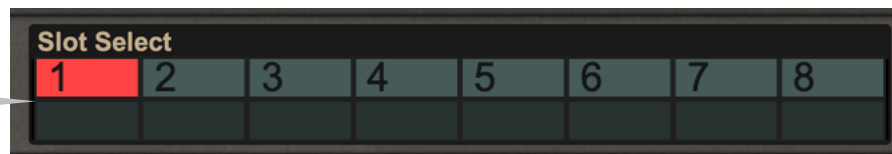
Control the gates of
Thor's step sequencer



Control the gates of
RPG-8's pattern

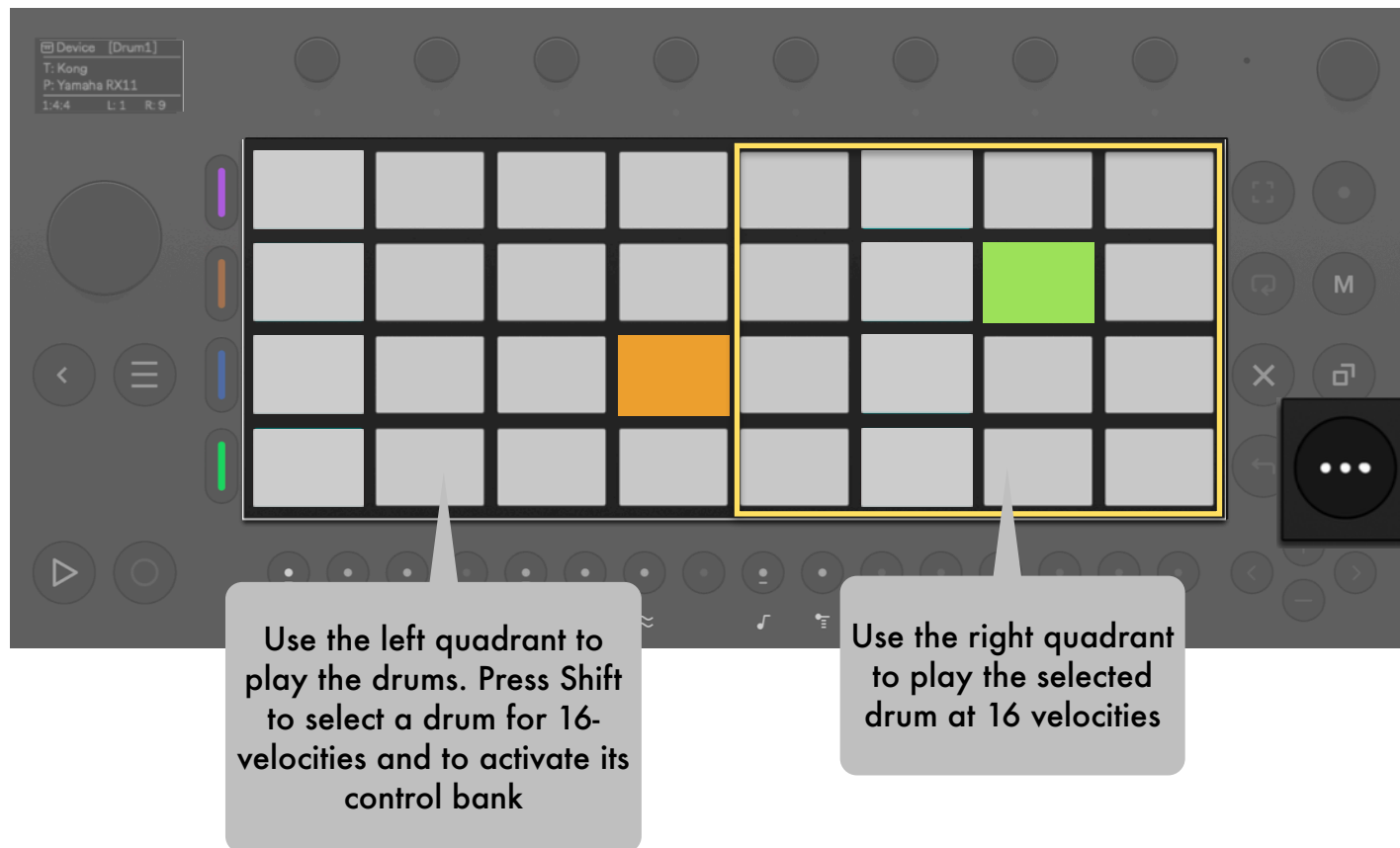


Control which Mimic
slot is mapped to the
encoders

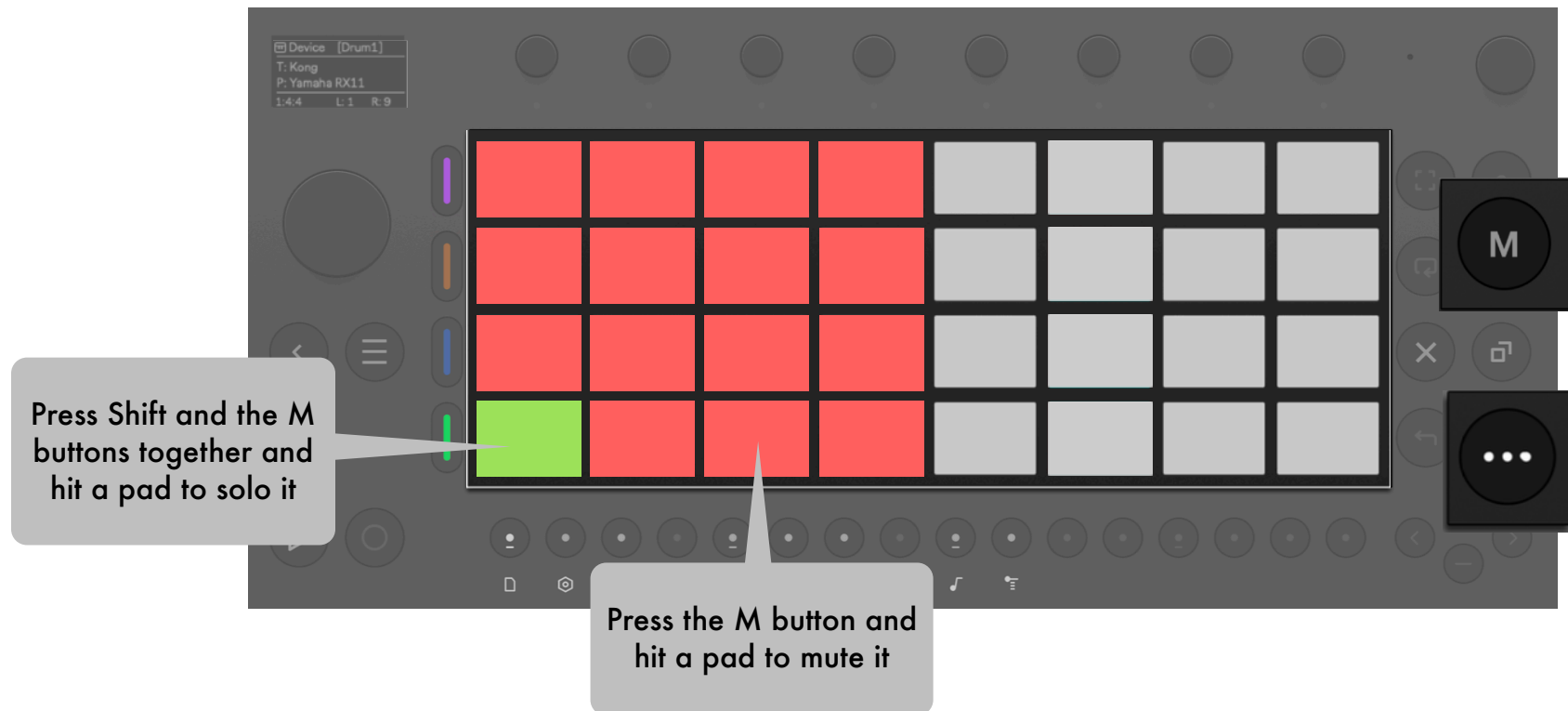


3.4.1 Kong Sub-Mode

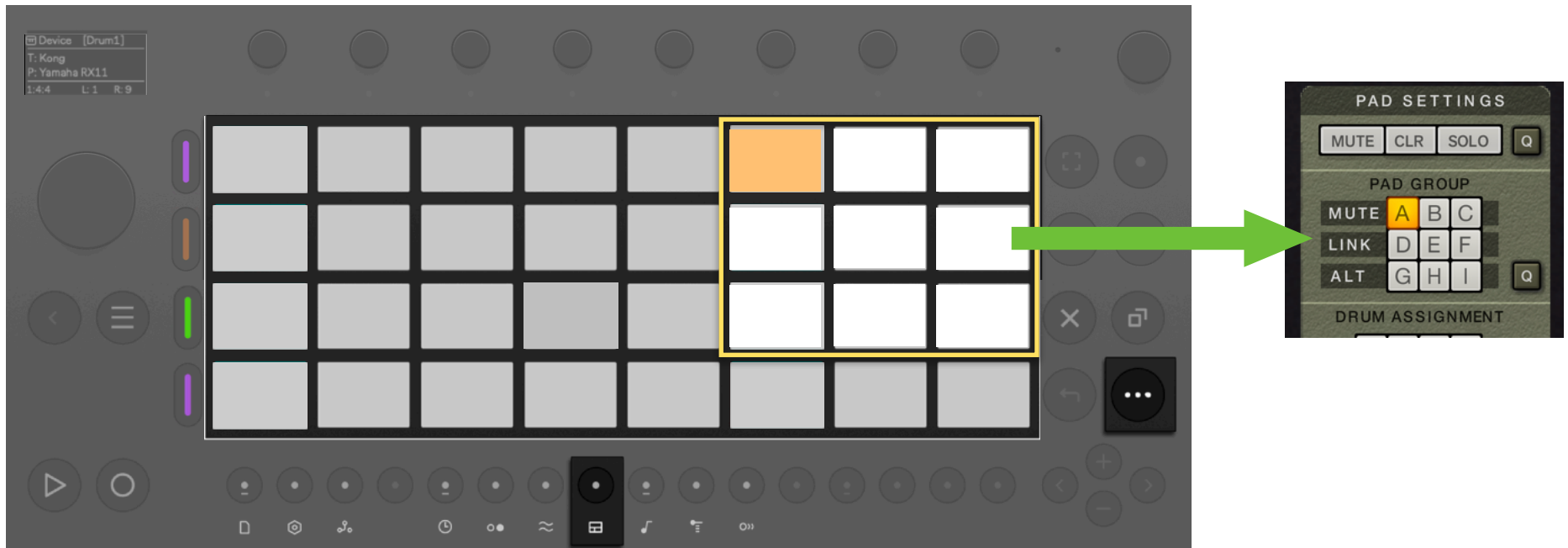
When a Kong device is the selected track, the pad layout adapts accordingly. The left side will allow you to play the drums with bi-directional light feedback from Reason. The right side allows you to play the selected drum in 16-velocities. To select another drum for 16-velocities, press Shift and then hit the pad corresponding to the desired drum. Pressing Shift then hitting a pad will also activate the control bank for editing the drum assigned to that pad.



If in Device mode, pressing the M button and then hitting a drum pad on the left quadrant will mute the corresponding drum. Similarly, pressing the Shift and M buttons together and then hitting a drum pad will solo the corresponding drum.

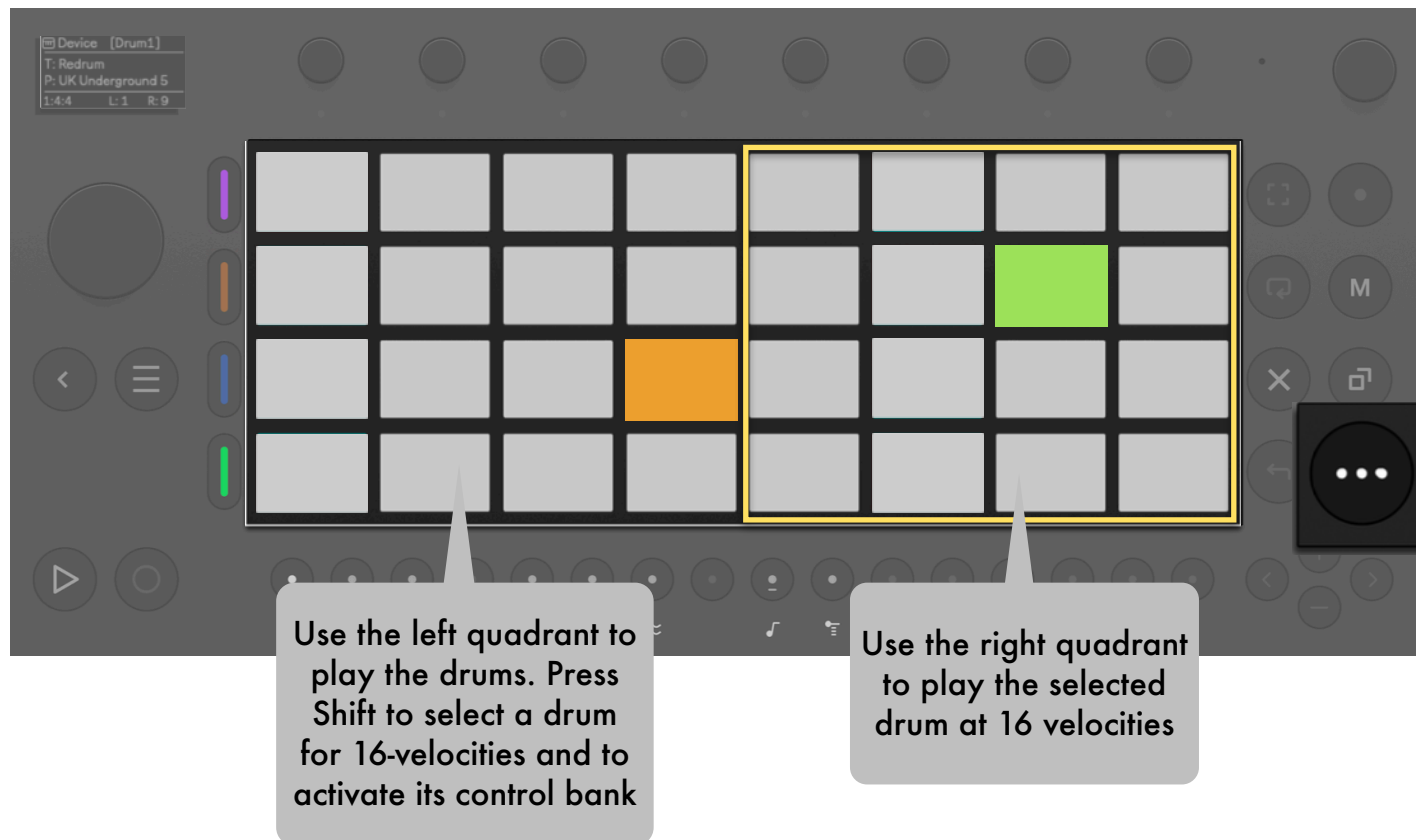


Pressing Shift and the the “16 Pitches” button opens on the right side the pad assignment quadrant, where you can assign the selected pad to one of the Mute/Link/Alt groups. To select a pad for assignment, press the Shift button, then hit the pad of interest.

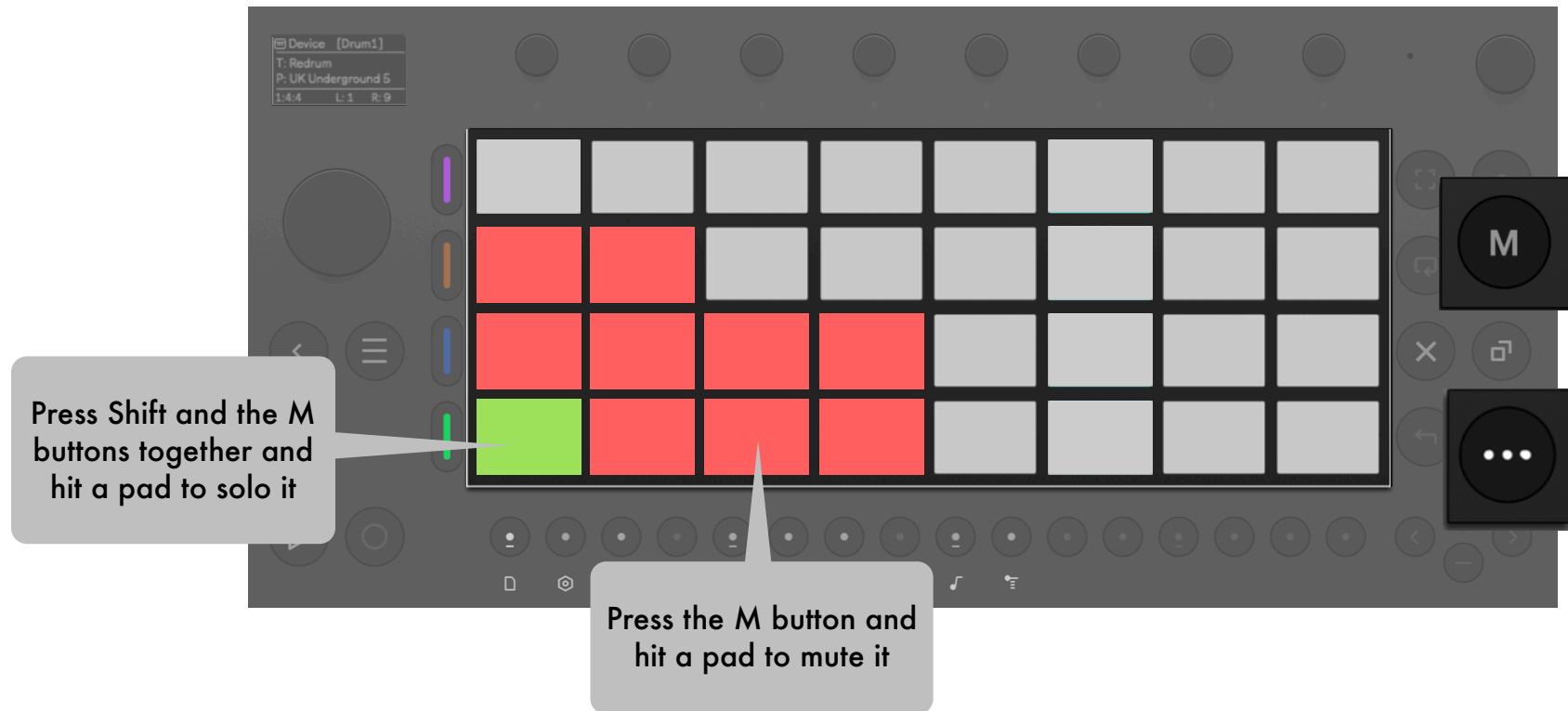


3.4.2 Redrum Sub-Mode

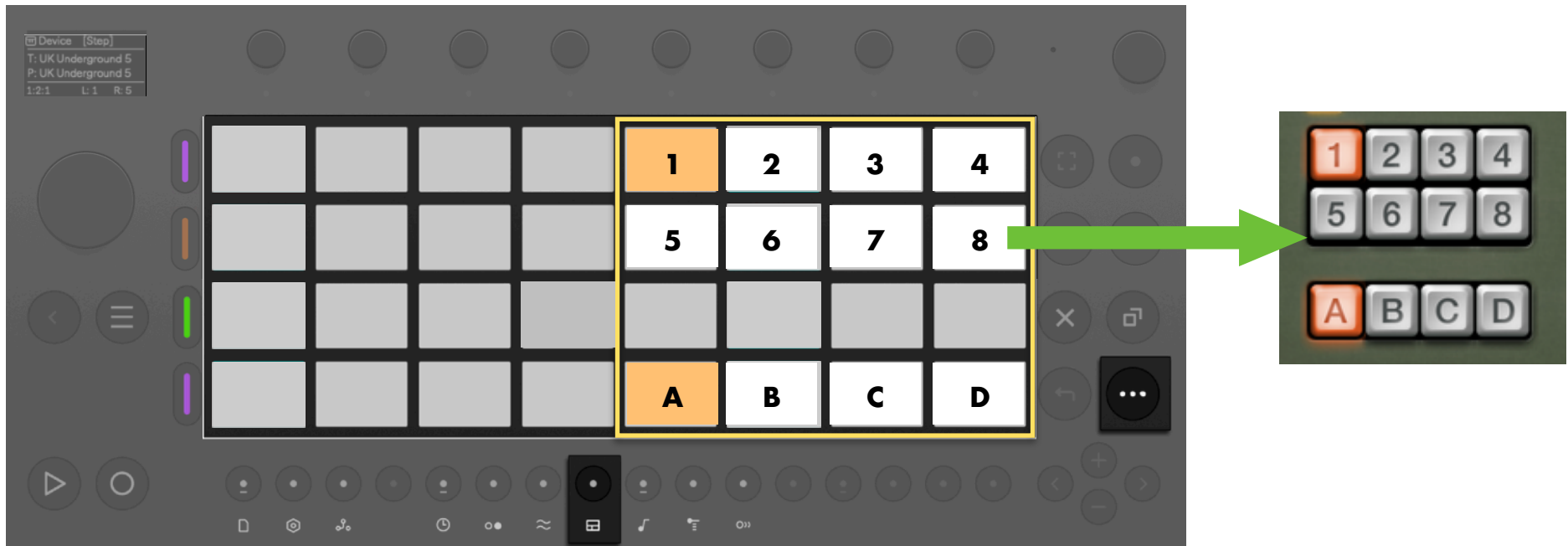
When a Redrum device is the selected track, the pad layout adapts accordingly. The left side will allow you to play the drums with bi-directional light feedback from Reason. The right side allows you to play the selected drum in 16-velocities. To select another drum for 16-velocities, press Shift and then hit the pad corresponding to the desired drum. This will also activate the control bank for that drum.



If in Device mode, pressing the M button and then hitting a drum pad on the left quadrant will mute the corresponding drum. Similarly, pressing the Shift and M buttons together and then hitting a drum pad will solo the corresponding drum.

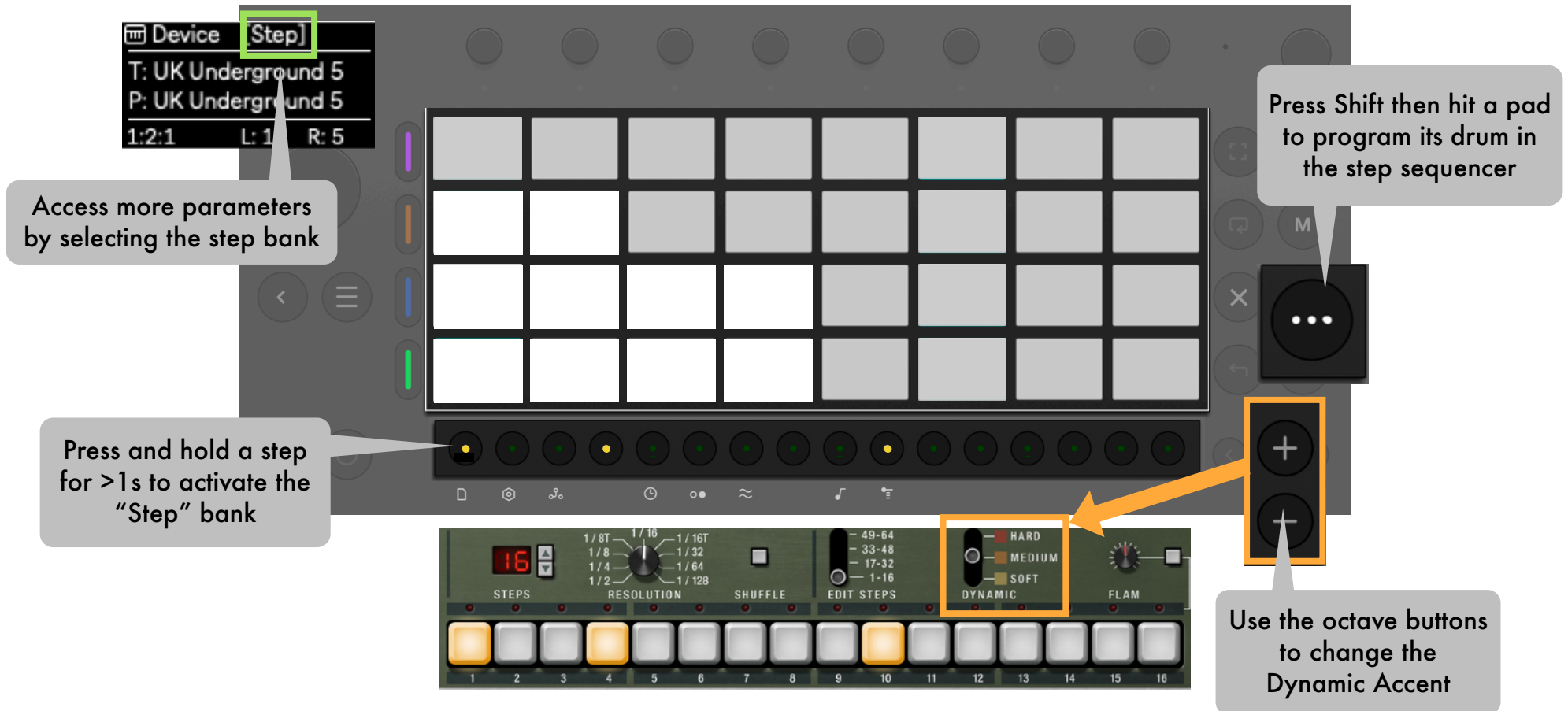


Pressing Shift and the “16 Pitches” button opens the Step Sequencer pattern selection quadrant on the right side.



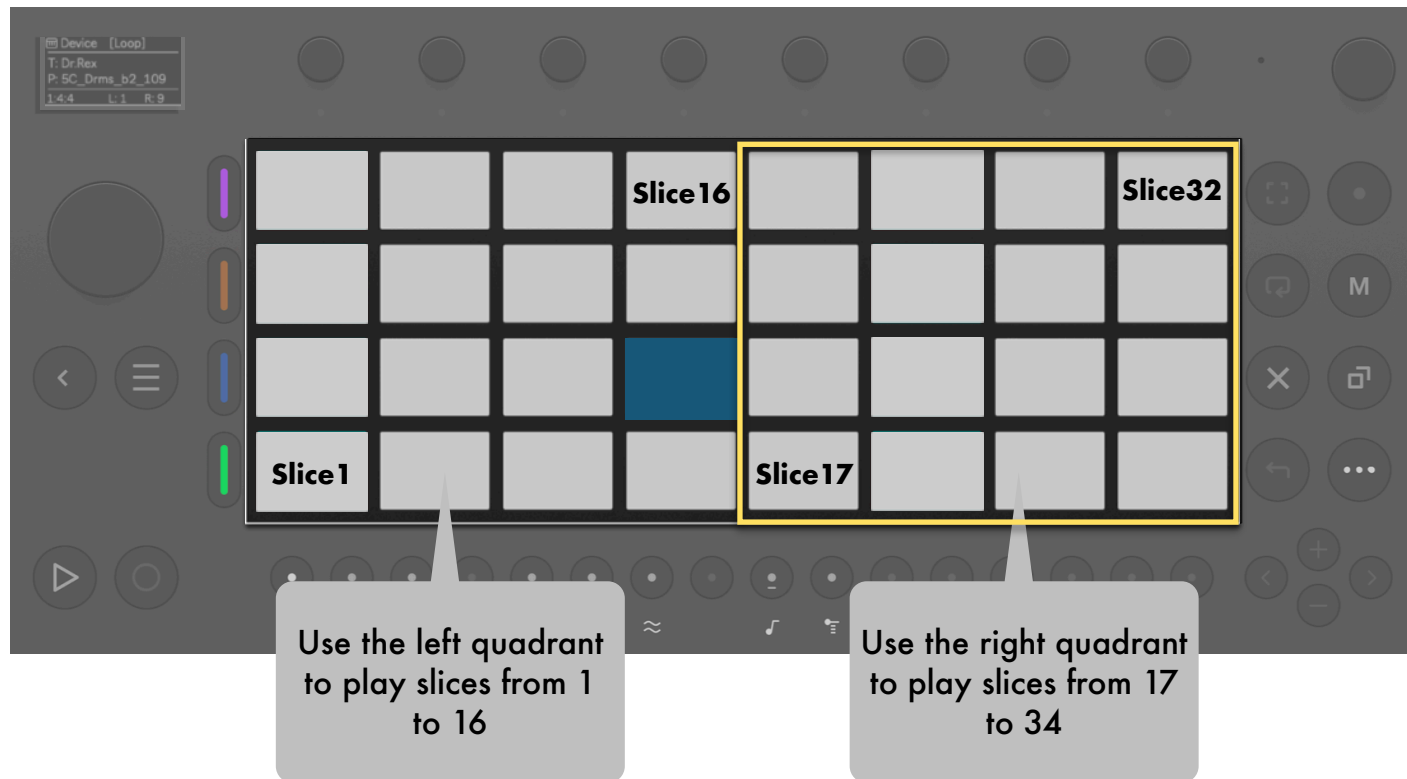
The Move's step buttons can be used to program Redrum's step sequencer. Select a drum by pressing Shift and then hitting the corresponding pad. Press any of the step buttons to turn steps on, press them again to turn steps off. To change the "Accent" used to input the steps, press the octave "+" and "-" buttons.

To access more parameters for the step sequencer, select either the "Step" or the "Step2" bank. A handy shortcut is to press any of the step buttons for more than 1 second. This will select the "Step" bank.

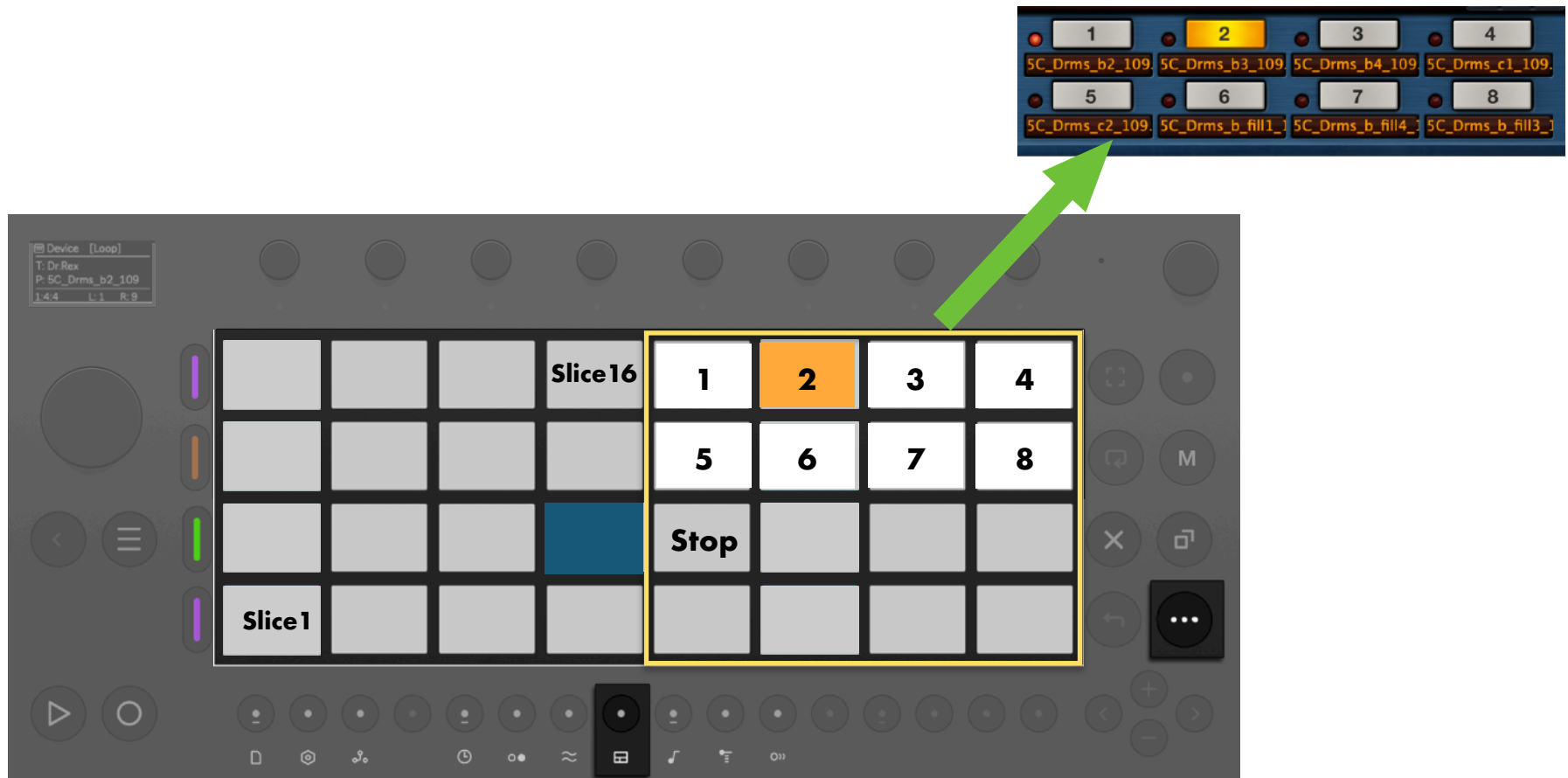


3.4.2 Dr.Octorex Sub-Mode

When a Redrum device is the selected track, the pad layout adapts accordingly. On the left quadrant you can play slices 1 through 16 of the rex loop. Slices 17 through 32 are available on the right quadrant.



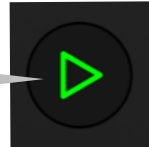
Pressing Shift and the the “16 Pitches” button opens on the right side the Loop selection quadrant. Press any of the pads to trigger the corresponding loop. Press any of the lower buttons to stop the loop.



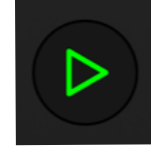
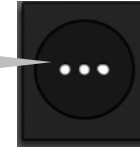
3.5 Transport control

Transport controls are handled by the Play and Rec buttons. Also the "<" and ">" buttons work as Rewind and Forward. You can also change the playhead position and the loop locators from the main screen, as described in sections 3.1.5 and 3.1.6. The Loop button turns the loop on/off.

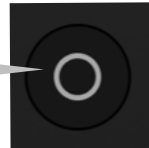
Press Play to start the transport. Press it again to stop it



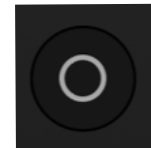
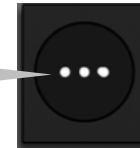
Press Shift then Play to return to the previous starting position



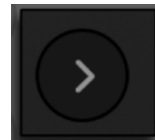
Press Rec to start recording, press it again to stop recording



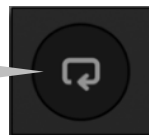
Press Shift then the Rec to turn PreCount On or Off



Press "<" for Rewind
Press ">" for Forward

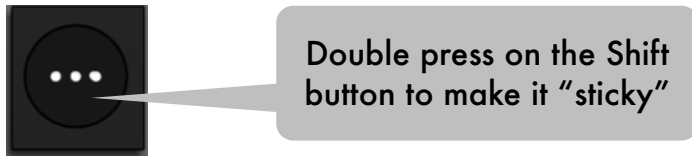


Turns the loop on/off



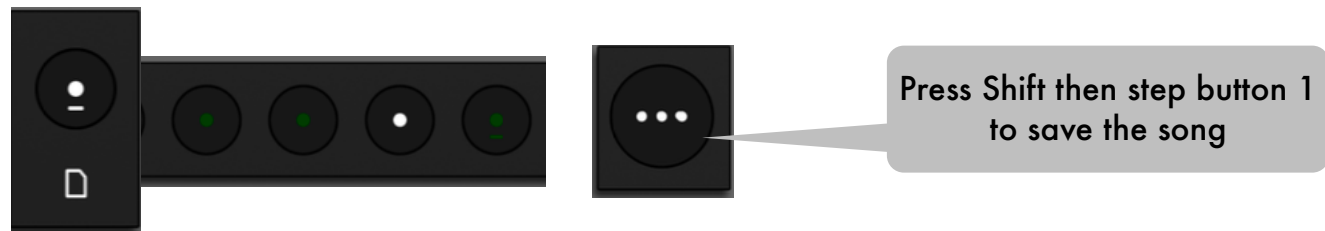
3.6 Shift functions

Like in the Ableton Move standalone, many functions are accessed by pressing a combination of the Shift button and the step buttons. These functions will be listed in the following sub-sections. You can make the Shift button “sticky” by double pressing it.



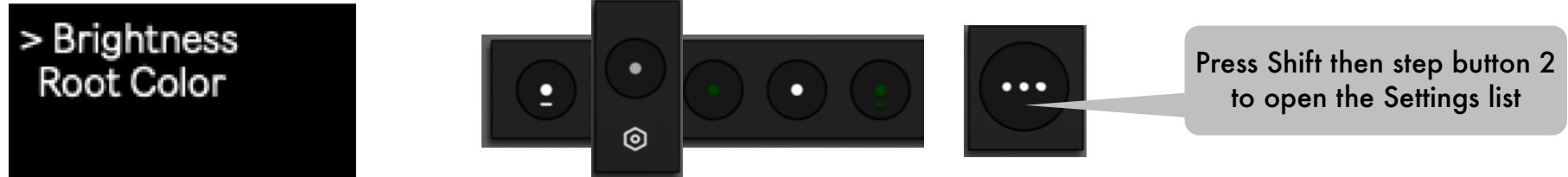
3.6.1 Save Document

With the Shift button pressed, press on step button 1 to execute the “Save Song” key command. This will allow you to save the Reason song.



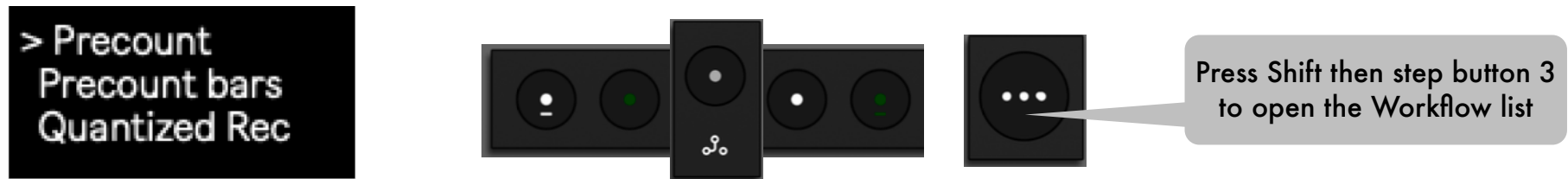
3.6.2 Settings

With the Shift button pressed, press on step button 2. This will bring up the Settings screen on the display. You can then use the data wheel to select from the list settings for the device's brightness, and the root pad color when in melodic sub-mode.



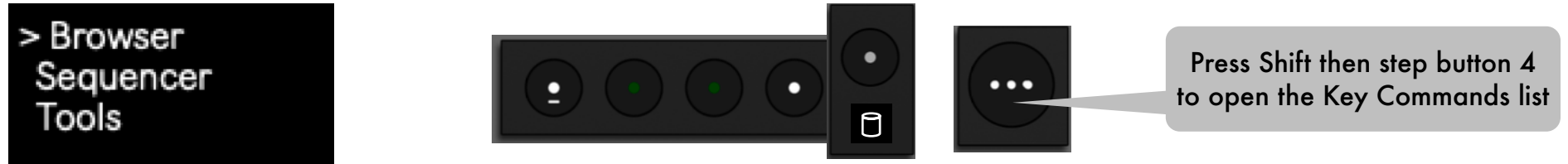
3.6.3 Workflow

With the Shift button pressed, press on step button 3. This will bring up the Workflow screen on the display. You can then use the data wheel to select from the list. There are settings for PreCount, Pre Count Bars, Quantized Recording, AfterTouch, and Song Navigation (see section 3.8 for more info)



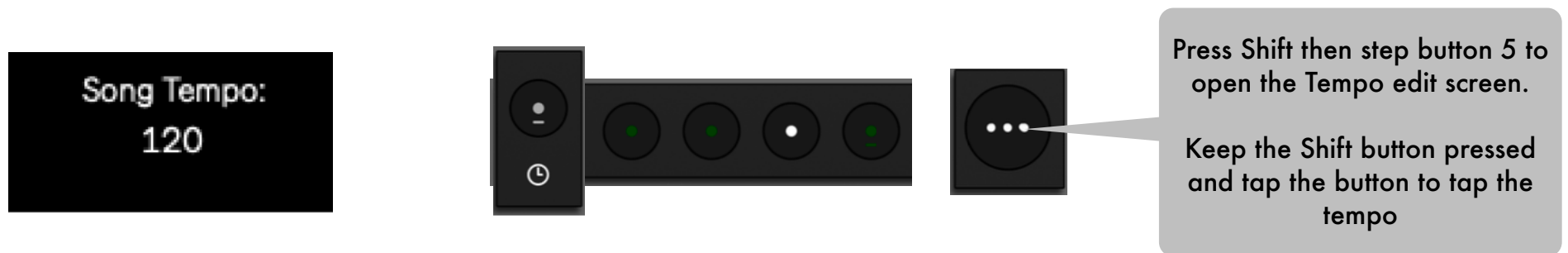
3.6.4 Key Commands

With the Shift button pressed, press on step button 4. This will bring up the Key Commands screen on the display. You can then use the data wheel to select from the list a collection of many key commands. They are divided into categories based on the type of function they provide. Please see Appendix A for more information about permissions on Mac OS for executing key commands.



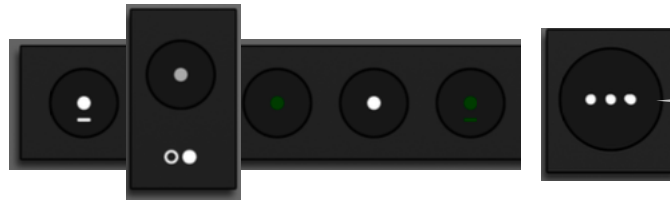
3.6.5 Tempo

With the Shift button pressed, press on step button 5 and keep it pressed for more than 1 second. This will bring up the Tempo edit screen on the display. You can then use the data wheel to adjust the tempo. By keeping the Shift button pressed, you can set the tempo by tapping on step button 5.



3.6.6 Metronome

With the Shift button pressed, press on step button 6 to turn the metronome On/Off. With Shift pressed, keep step button 6 pressed for more than 1 second and this will bring up the Click Level edit screen on the display. You can then use the data wheel to adjust the metronome click level.

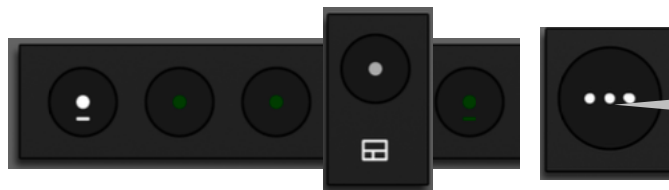


Press Shift then step button 6 to turn the metronome on/off.

Press Shift and hold the step button 6 pressed > 1s to enter the "Click Level" edit screen

3.6.7 Auxiliary Pad Mode

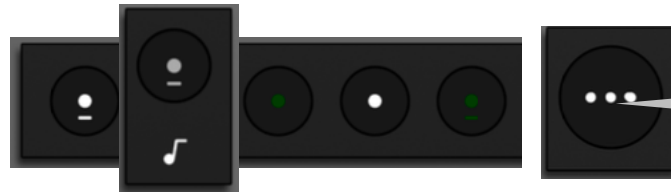
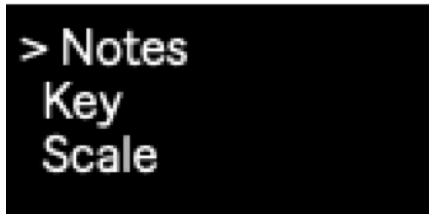
With the Shift button pressed, press on step button 8 to enter Auxiliary Pad Mode. The type of aux mode depends on the pad sub-mode which is currently active. Please sections 3.4.1, 3.4.2, 3.4.3 and 3.4.4 for more details.



Press Shift then step button 8 to access aux pad mode

3.6.8 Notes Settings

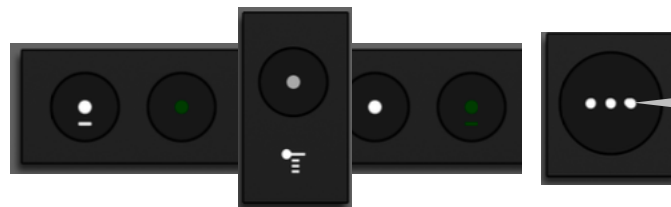
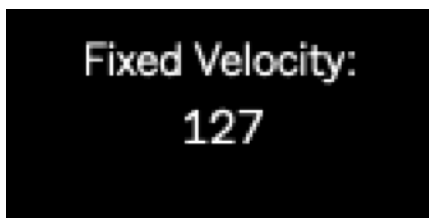
With the Shift button pressed, press on step button 9 to enter the Notes settings. Here you can choose Chromatic vs In-Key modes, the key and scale, and the type of layout. The options are similar to what you find in Ableton Move standalone. You can use the data wheel to select from the lists.



Press Shift then step button 9 to enter the notes settings

3.6.9 Fixed Velocity

With the Shift button pressed, press on step button 10 to turn on/off Fixed Velocity. Press the Shift button and hold step button 10 for more than 1 second to open the Fixed Velocity edit screen on the display. You can then use the data wheel to change the Fixed Velocity value.



Press Shift then step button 10 to turn Fixed Velocity on/off

Press Shift and hold step button 10 for > 1s to open the "Fixed Velocity" edit screen

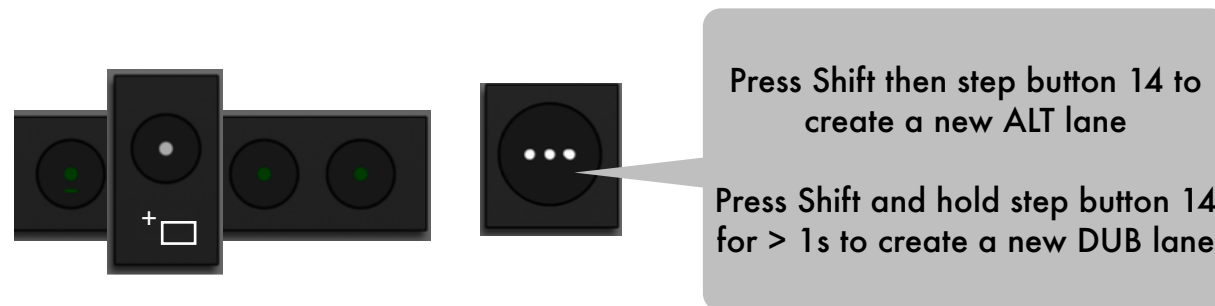
3.6.10 Note Repeat

With the Shift button pressed, press on step button 11 to turn on/off Note Repeat. You can use the data wheel to change the repetition rate.



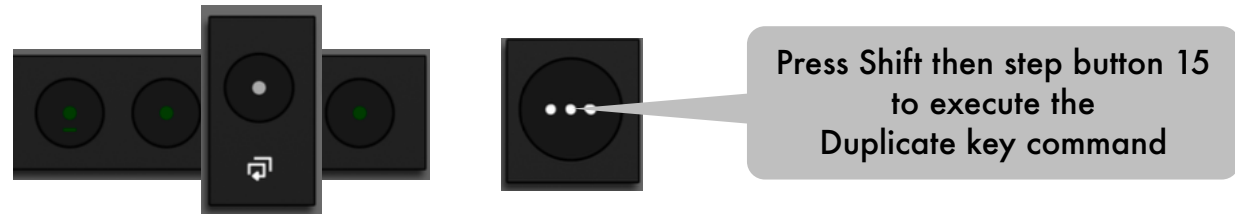
3.6.11 New Note Lane

With the Shift button pressed, press on step button 14 to create a new Alt note lane for the selected track. With Shift pressed, hold step button 14 for more than 1 second to create a new Dub lane.



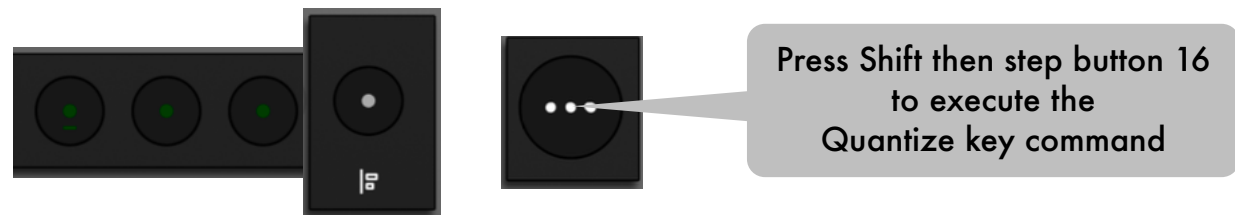
3.6.12 Duplicate key command

With the Shift button pressed, press on step button 15 to execute the duplicate key command. You can use it to duplicate clips or notes in the sequencer, devices inside the rack, etc.



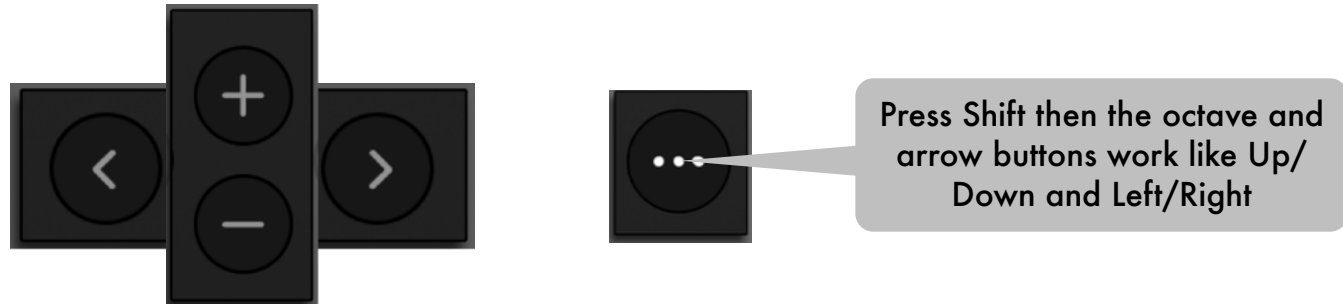
3.6.12 Quantize

With the Shift button pressed, press on step button 16 to execute the quantize key command. This works as long as the sequencer is in focus inside Reason, and a clip or a series of notes are selected.



3.6.13 Up/Down, Left/Right

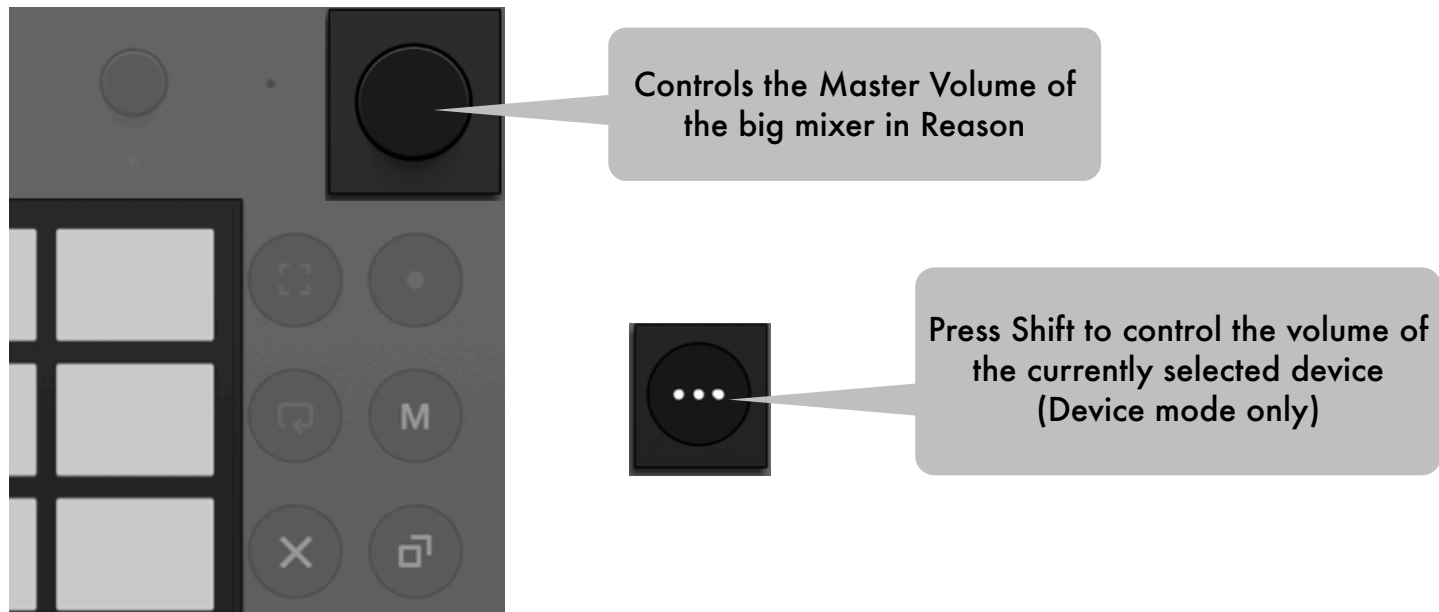
With the Shift button pressed, the octave buttons and the arrow buttons become Up/Down and Left/Right key commands. They can be used to move inside the Browser window, the Rack window, or the Sequencer window.



3.7 Volume Encoder

The Volume encoder controls the Master Volume on the master channel. Please make sure the MoveMixer control surface is locked to the Master Section.

If Shift is pressed and the currently selected mode is "Device", the volume encoder controls the volume for the currently selected device in the sequencer (if it has a volume knob).

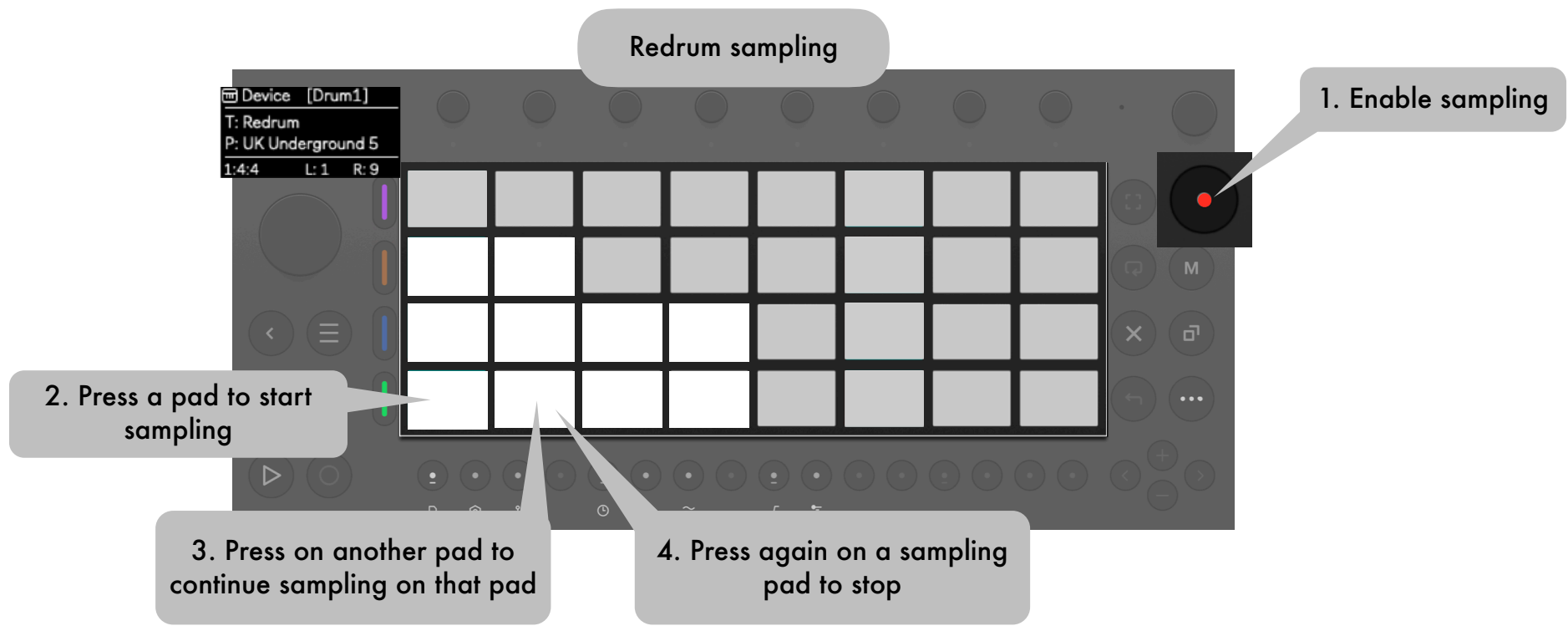


3.8 Sampling

If the device selected in Reason is capable of sampling, you can use the sampling button to start and stop the recording. Since the Move has an integrated audio interface, it makes it possible to use the on-board mic to quickly capture sounds.

For devices like Kong, Grain, or Mimic, press the sampling button to start sampling. The button is going to start flashing red. Press it again to stop the sampling process.

For Redrum, sampling works differently. Press the sampling button to put recording in stand-by mode. Then press a drum pad to start sampling on that pad. Press again the pad to stop. You can sample to successive pads without stopping, making it possible to capture a sample over different pads.

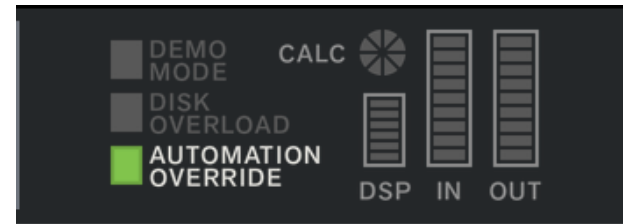
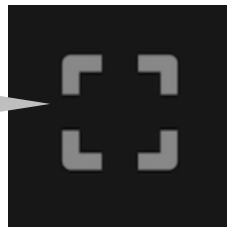


3.9 Automation Override

The Capture button works as an automation override kill button inside MoveR. Many times, after recording automation, the automation override comes on. This means you won't hear the automation you recorded unless you click the little green button in the lower right side of the Reason sequencer window.

With MoveR, if the Capture button lights up, it means that automation override is active. Press on the button to turn it off so you can hear the automation.

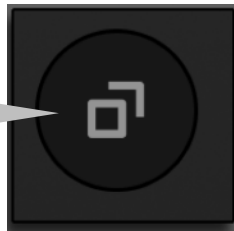
Press the Capture button to kill automation override



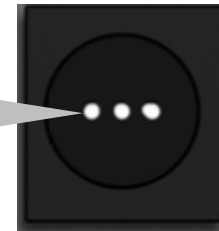
3.10 Copy and Paste button

The copy button on Move can be used to execute the Copy key command. Once you have copied something in memory, press Shift and then press the Copy button again to paste the content of the copy operation.

Press the Copy button to execute the copy key command



Press Shift and then the Copy button to paste



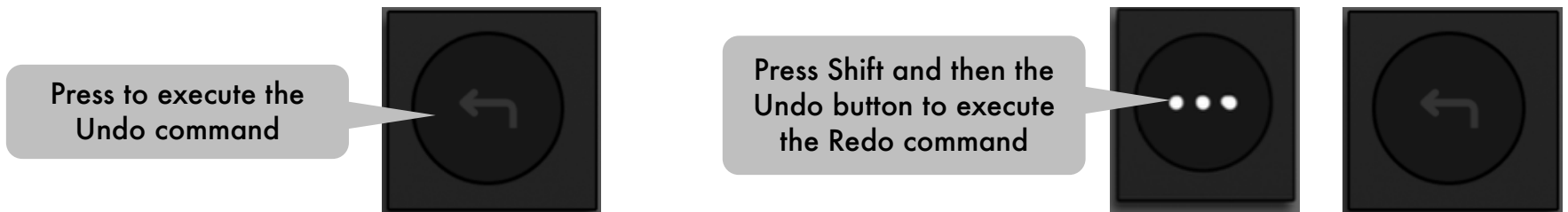
3.11 Cancel, Delete and Enter button

The "X" button can be used to execute several key commands. A simple press executes the "ESC" or "Cancel" key command. Hold down the button for more than 1 second to execute the "Delete" key command. Pressing Shift and then pressing the "X" button executes the "Enter" key command.



3.12 Undo and Redo

Press the Undo button to execute the undo command in Reason. Press Shift and then press the Undo button to execute the Redo command.



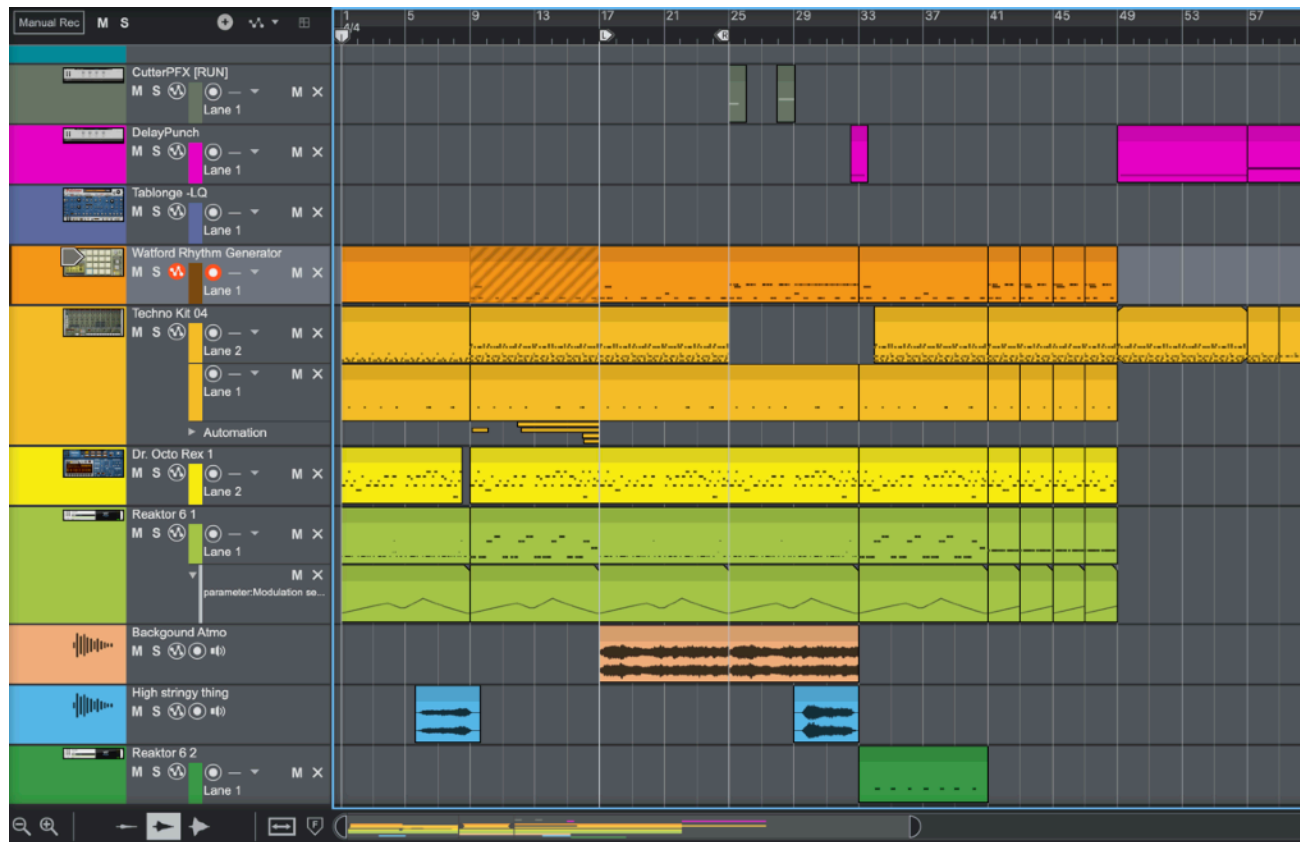
3.13 Song Navigation

Song Navigation provides a quick way to move between sections of a Reason song using the 16 step buttons. The length of each section is determined by the current Loop brace. For example, with an 8-bar Loop, the 16 buttons give you access to 16 consecutive 8-bar sections. Pressing a step button selects the corresponding section and moves the playhead to its beginning. Song Navigation can be used with the Loop enabled or disabled.

The Loop brace also moves to the selected section. This makes Song Navigation particularly useful during composition and arrangement, allowing you to quickly jump to different parts of a song and experiment with alternative arrangements.

You enable Song Navigation by pressing Shift and then pressing the Loop button. You can change what happens when you press a step button. If the Song Navigation mode in the Workflow settings (see section 3.6.3) is set to “Immediate”, the playhead and the loop brace will move as soon as you press the button. If it is set to “End of Loop”, they will wait until the end of the loop before moving onto the next section.



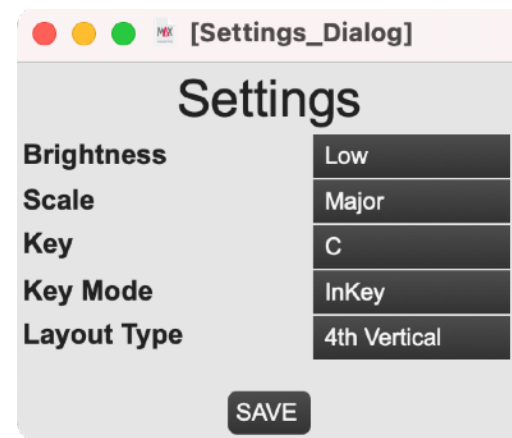


Use the step buttons to navigate the arrangement

4. Settings

The MoveR app contains a “Settings” window which can be used to set up user’s preferences. Press on the “settings” grey button on the lower left corner of the MoveR app to open the window. From here, you will be able to change various configurations on start-up, like the pads brightness, the scale and key for the isomorphic keyboard, etc.

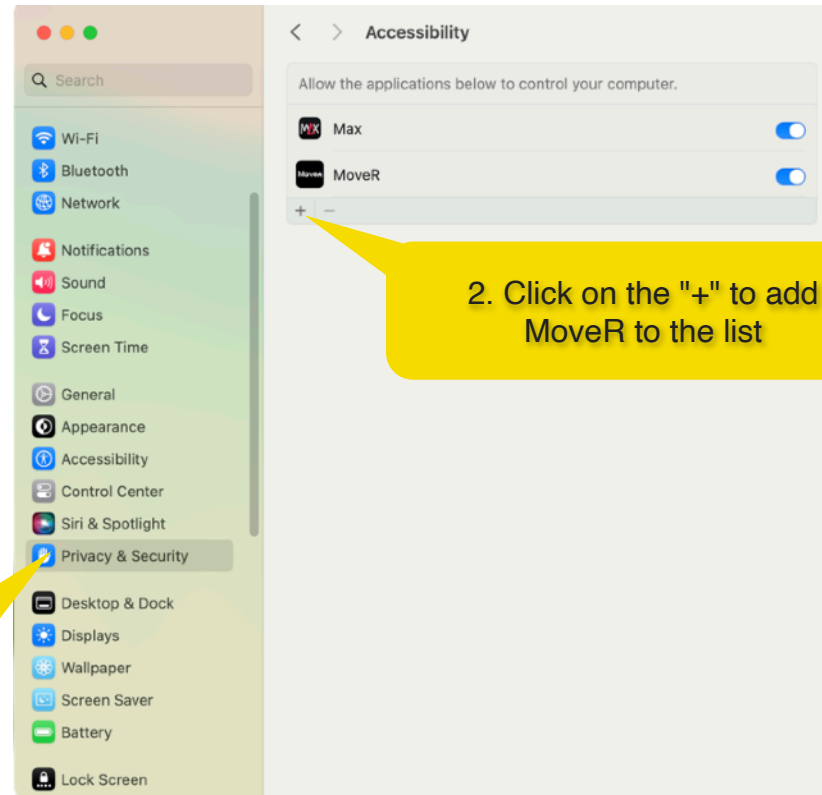
Once you have made your selections, press “Save” and the next time the app launches it will start using your preferences.



Settings window

Appendix A - Permissions on Mac

On Mac, users need to give the MoveR app permission to issue key commands. This is done by opening "System Preferences", and then "Privacy & Security".

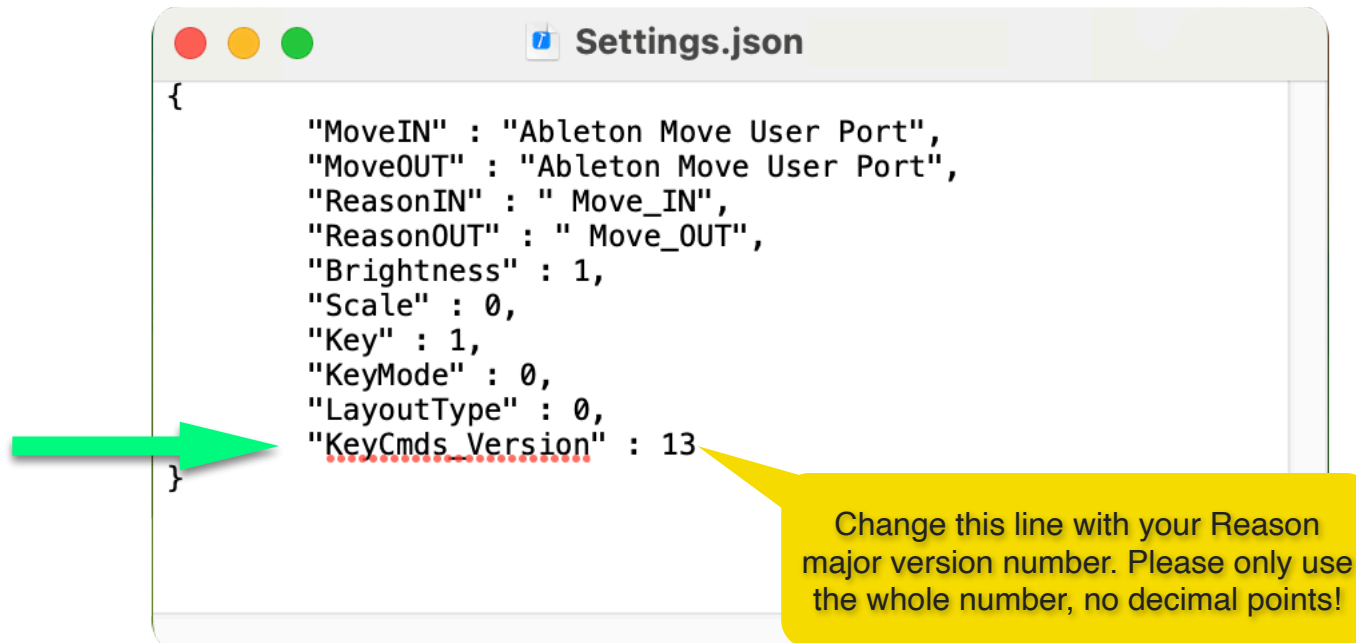


Grant permission for the key commands

Appendix B - Key Commands version

If you are using a version older than Reason 13, 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 12.7.4, just use the major version number, that is 12, and do not include the point version numbers.

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 folder for the MoveR application:

- on Mac, choose the MoveR app, then right click on the application icon and choose "Show Package Contents". Open the "Contents" folder and then open "Resources"
- on Windows, open the MoveR folder, then "resources" and then "support"