

# © MASCHINE



Hardware Control Reference



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Special thanks to the Beta Test Team, who were invaluable not just in tracking down bugs, but in making this a better product.

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# 1 Introduction

Welcome to the MASCHINE Hardware Control Reference! This document provides you with a comprehensive collection of controller actions and shortcuts. The document is structured as follows:

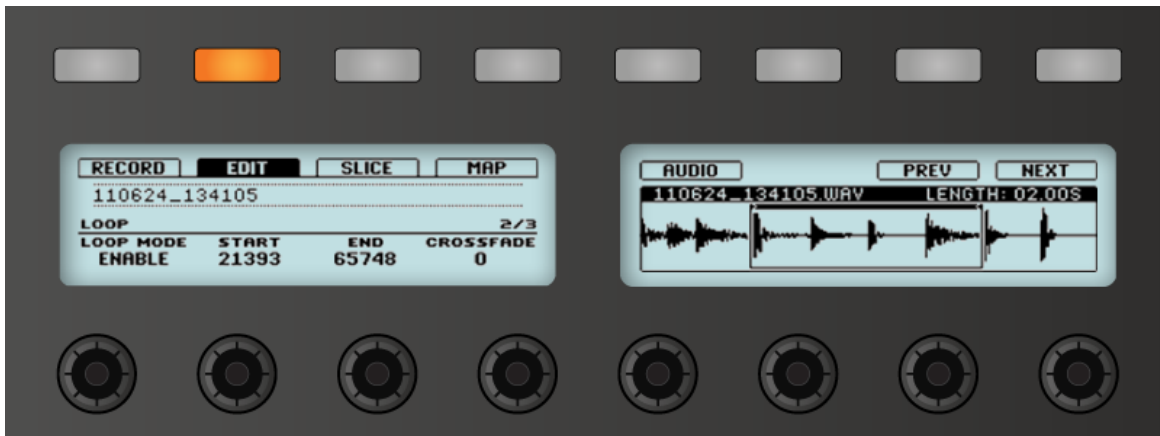
- Chapter [↑2, What You Need to Know](#) provides basic information that you should be familiar with in order to make best use of this document and your MASCHINE controller.
- Chapter [↑3, Control Reference](#) is the main part of this document. It provides instructions on how to perform regular MASCHINE tasks from your controller. The tasks are sorted by their association with the corresponding software areas, e.g., loading Groups (Group area), or muting Sounds/pads (Sound/pad area). At the end of this document, you will also find a comprehensive index.
- Chapter [↑4, Keyboard Shortcuts](#) is a quick reference to the MASCHINE controls you can reach from your computer keyboard.
- At the end of this document, a comprehensive index will take you to all the tasks contained in chapter [↑3, Control Reference](#).

## 2 What You Need to Know

For a fast start and confident handling of this document and your controller, it is good to be familiar with the key concepts and the relevant terms of MASCHINE. Before using this Document, we suggest you to take a look at the “Overview of a MASCHINE Project” chapter in the MASCHINE MIKRO Getting Started guide.

### 2.1 Unlabeled Buttons and Knobs

The buttons and knobs above and below the displays on your MASCHINE controller do not have labels (all other elements on the controller do).

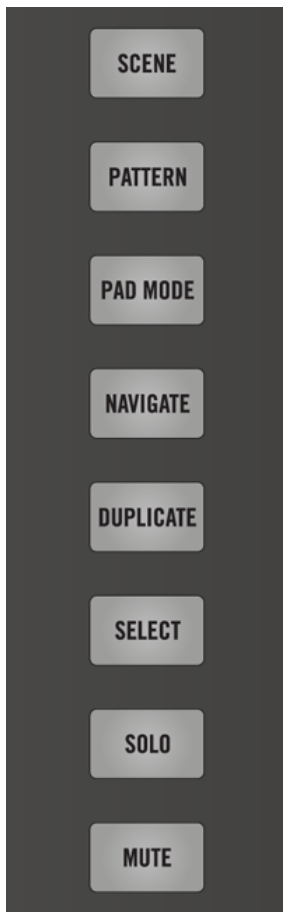


The unlabeled buttons and knobs on the MASCHINE controller.

For better reference, we applied a special formatting here: throughout the document, the elements are **capitalized** and **numbered**, so the buttons are written **Button (1-8)**, while the knobs are written **Knob (1-8)**. E.g., whenever you see an instruction such as “*Press Button 2 to open the Edit page,*” you’ll know it’s the second button from the left above the displays.

## 2.2 Controller Modes and Mode Pinning

In the middle of the controller there is a vertical row of buttons.



The controller mode buttons on the MASCHINE controller



These buttons represent different controller modes: e.g., when pressing the **PAD MODE** button, the display will show parameters which are specific to controller options in Pad mode (see the MASCHINE MK1 Manual for further information on the individual controller modes). When released, the controller switches back to standard controller mode.

You can pin controller modes so the controller does **not** switch back when releasing a Controller Mode button. To do so:

1. Press and hold a controller mode button (e.g., **PAD MODE**).
  2. Press Button 1 above the left display.
- The controller will remain in Pad mode until you press Button 1 again.

## 2.3 Different Controller Models

Since its initial release, the MASCHINE controller was revised and some of the labels have changed. The following table shows the equivalent controller labels of the 1st and the 2nd controller generation known as MASCHINE MK1.

MASCHINE Controller 1st Generation	MASCHINE Controller 2nd Generation
<b>F1</b> button	<b>SNAP</b> button
<b>F2</b> button	<b>AUTO WRITE</b> button
<b>LOOP</b> button	<b>RESTART</b> button
<b>KEYBOARD</b> button	<b>PAD MODE</b> button

The instructions in this document will refer to the 2nd generation controller labels solely.

## 3 Control Reference

The tasks presented in this chapter are sorted according to their association with areas of the software interface of MASCHINE. All tables are sorted alphabetically. Also, find a comprehensive index at the end of this document.

Most of the tasks in this document are self-explanatory. In case you are unsure about anything presented here, please refer to the MASCHINE MK1 Manual.

### 3.1 Basic Operations (Header and Software Menu Bar)

The entries in this section refer to general settings and actions, which you can also access from the Header of the user interface or from the Windows / Mac OS X menu bars.



The Header in the MASCHINE software.

Function	Controller Element / Action	Note
Choke all notes	Press <b>SHIFT</b> + <b>MUTE</b> to choke all playing notes.	
Clear	<b>SHIFT</b> + pad <b>9</b>	The Clear function empties the currently active Pattern or the Events currently selected.
Copy	<b>SHIFT</b> + pad <b>11</b>	The Copy function copies the currently active Pattern or the Events currently selected.
Hide/view Arranger area	<b>NAVIGATE</b> + Button 6 ( <b>ARRANGER</b> ).	
Hide/view Browser area	<b>NAVIGATE</b> + Button 5 ( <b>BROWSER</b> ).	
Hide/view Parameter area	<b>NAVIGATE</b> + Button 7 ( <b>PARAMS</b> ).	

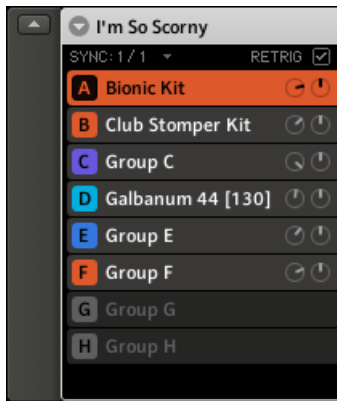
Function	Controller Element / Action	Note
Hide/view Automation Lane	NAVIGATE + Button 8 (MOD).	The Automation Lane is where you record automation for Events/Patterns. For more detailed information, see the Manual.
Load Project	<ol style="list-style-type: none"> <li>1. Press the BROWSE button.</li> <li>2. Press Button 1.</li> <li>3. Set the Filter to „PROJECT“ with Knob 1 (FILTER).</li> <li>4. Select a Project with Knob 5.</li> <li>5. Press Button 8 (LOAD) to load the Project.</li> </ol>	
Metronome (activate/deactivate)	SHIFT + PLAY	
Metronome volume	<p>While the Metronome is playing:</p> <ol style="list-style-type: none"> <li>1. Press and hold SHIFT + PLAY.</li> <li>2. Turn the VOLUME knob to adjust the metronome's volume.</li> </ol>	
Overdub (replace Events)	<ol style="list-style-type: none"> <li>1. Press PLAY to start playback.</li> <li>2. During playback, press and hold ERASE and REC.</li> <li>3. For as long as you hold both buttons pressed, MASCHINE records what you play, and erases the Events ahead in real-time.</li> </ol>	Keep in mind the overdub function always applies to the Events of the currently active Sound slot.
Pan (Master)	<ol style="list-style-type: none"> <li>1. Press Button 1 (MASTER) to open the Master page.</li> <li>2. Make sure MODULES on Button 4 is deselected.</li> <li>3. Press Button 8 (OUT) to select the Output tab.</li> <li>4. Use Knob 3 (PAN) to adjust the panorama setting.</li> </ol>	

Function	Controller Element / Action	Note
Paste	<b>SHIFT</b> + pad <b>12</b>	The Paste function pastes the previously copied Pattern (or Events) from the clipboard.
Play	<b>PLAY</b> button	Hitting the <b>PLAY</b> button again will stop playback.
Record	<ol style="list-style-type: none"> <li>1. Press the <b>REC</b> button to arm for recording.</li> <li>2. Press the <b>PLAY</b> button to start recording.</li> <li>3. Press the <b>PLAY</b> button again to stop recording.</li> </ol>	
Record (with Count-in)	<b>SHIFT</b> + <b>REC</b>	Counts off a beat then starts recording.
Redo	<b>SHIFT</b> + pad <b>2</b>	See "Compare Patterns" and "Split Patterns" entries in this document for more advanced Pattern Undo and Redo options.
Restart Loop Selection	<b>RESTART</b> button	Restarts from first Scene when several Scenes are looped in the Arranger.
Save Project	<b>SHIFT</b> + <b>SNAP</b>	<b>SNAP</b> button is <b>F1</b> on older controllers.
Stop	Press <b>PLAY</b> during playback	
Swing (Master)	Use the <b>SWING</b> knob to adjust the global Swing.	You can also apply Swing to Groups and Sounds. See entries "Swing (Group)" and "Swing (Sound)."
Swing (Master), (fine-adjust)	<ol style="list-style-type: none"> <li>1. Press and hold <b>SHIFT</b>.</li> <li>2. Use the <b>SWING</b> knob to fine-adjust the global Swing.</li> </ol>	You can also fine-adjust the Swing of Groups. See entry "Swing (Group), (fine-adjust)".
Tap tempo	<ol style="list-style-type: none"> <li>1. Press and hold <b>SHIFT</b>.</li> <li>2. Tap the <b>NOTE REPEAT</b> button to determine the tempo of a sample or track. The Project tempo will be adjusted accordingly.</li> </ol>	E.g., tap along to the beat of a sample or another track to find out what tempo it is playing at.

Function	Controller Element / Action	Note
Tempo/BPM	Use the <b>TEMPO</b> knob to change the tempo/BPM of your Project.	Tempo/BPM change is only visible on the main screen ( <b>MASTER</b> page Button 1 selected and no other controller mode active. See section <a href="#">12.2, Controller Modes and Mode Pinning</a> for more information on controller modes).
Tempo/BPM (fine-adjust)	<ol style="list-style-type: none"><li>1. Press and hold <b>SHIFT</b>.</li><li>2. Use the TEMPO knob to fine-adjust the track tempo.</li></ol>	Tempo/BPM change is only visible on the main screen ( <b>MASTER</b> page Button 1 selected and no other controller mode active. See section <a href="#">12.2, Controller Modes and Mode Pinning</a> for more information on controller modes).
Undo	<b>SHIFT</b> + pad <b>1</b>	See entries "Compare Patterns" and "Split Patterns" for more advanced Pattern Undo and Redo options.
Volume (Master)	Use the <b>VOLUME</b> knob to adjust the global volume.	You can also adjust the individual volume of Groups and Sounds.
Volume (Master), (fine-adjust)	<ol style="list-style-type: none"><li>1. Press and hold <b>SHIFT</b>.</li><li>2. Use the <b>VOLUME</b> knob to fine-adjust the global Project volume.</li></ol>	You can also fine-adjust the individual volume of Groups and Sounds.

## 3.2 Group Operations

Tasks associated with Groups in the MASCHINE software.



The Groups section on the software side of MASCHINE.

Function	Controller Element / Action	Note
AUX (Group)	<ol style="list-style-type: none"> <li>1. Press the button of the Group (button <b>A-H</b>) that you want to send to an AUX channel.</li> <li>2. Press Button 2 (<b>GROUP</b>) to select the Group page.</li> <li>3. Make sure <b>MODULES</b> on Button 4 is deselected.</li> <li>4. Press Button 8 (<b>OUT</b>) to open the Group Output tab.</li> <li>5. Use the Page buttons ("◀" and "▶" beneath the <b>BROWSE</b> and <b>SAMPLING</b> buttons) to navigate to page 1/2 of the <b>OUT</b> tab's parameter pages.</li> <li>6. Use Knobs 5-8 to select the AUX outputs and AUX volume levels.</li> </ol>	<p>AUX channels are auxiliary channels for individual signal processing.</p> <p>For more information on auxiliary channels, please refer to the MASCHINE MK1 Manual.</p>
AUX pre mix (Group)	<ol style="list-style-type: none"> <li>1. Press the button of the Group (button <b>A-H</b>) that you want to send to an AUX channel pre mix.</li> <li>2. Press Button 2 (<b>GROUP</b>) to select the Group page.</li> <li>3. Make sure <b>MODULES</b> on Button 4 is deselected.</li> <li>4. Press Button 8 (<b>OUT</b>) to open the Output tab.</li> <li>5. Use the Page buttons ("◀" and "▶" beneath the <b>BROWSE</b> and <b>SAMPLING</b> buttons) to navigate to page 2/2 of the <b>OUT</b> tab's parameter pages.</li> <li>6. Use Knobs 5 (<b>AUX 1</b>) and 7 (<b>AUX 2</b>) to set the relevant AUX channels to pre mix (<b>ON</b>).</li> </ol>	<p>If pre mix is enabled, the Group will be fed into the Aux channel before main level and pan settings.</p> <p>For more information on auxiliary channels, please refer to the MASCHINE MK1 Manual.</p>

Function	Controller Element / Action	Note
Group mixer (main mixer)	<ol style="list-style-type: none"> <li>1. Press Button 1 (<b>MASTER</b>) to open the Master page.</li> <li>2. Make sure <b>MODULES</b> on Button 4 is deselected.</li> <li>3. Press Button 5 (<b>MIX</b>) to open the Source tab.</li> <li>4. Use the Page buttons ("◀" and "▶" beneath the <b>BROWSE</b> and <b>SAMPLING</b> buttons) to navigate to page 1/2 (<b>LEVEL</b>) of the <b>MIX</b> tab's parameter pages.</li> <li>5. Adjust the individual Group volume settings with Knobs 1-8.</li> </ol>	On the <b>MIX</b> tab's parameter page 2/2 ( <b>PAN</b> ), you can also adjust the Groups' individual panorama settings.
Load Group	<ol style="list-style-type: none"> <li>1. Press the <b>BROWSE</b> button.</li> <li>2. Press Button 2 (<b>GROUP</b>).</li> <li>3. Use Knob 1 (<b>FILTER</b>) to set the Filter to „<b>GROUP</b>”.</li> <li>4. Select a Group with Knob 5.</li> <li>5. Press Button 8 (<b>LOAD</b>) to load the Group.</li> </ol>	<p>In step 2, you can further narrow down your Browser search with the <b>BANK</b>, <b>TYPE</b>, and <b>SUBTYPE</b> selectors.</p> <p>See the MASCHINE MK1 Manual for instructions on how to save and tag individual Groups.</p>
Mute (Group)	<b>MUTE</b> button + Group button ( <b>A-H</b> )	



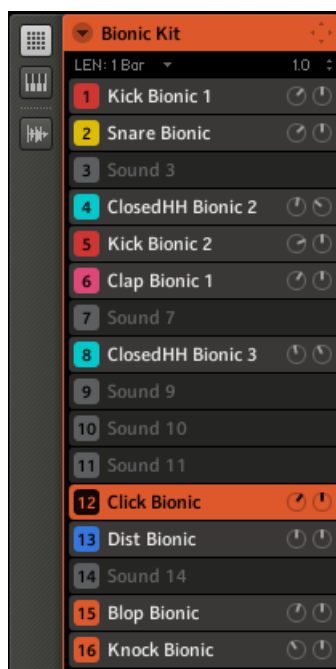
Function	Controller Element / Action	Note
Pan (Group)	<ol style="list-style-type: none"> <li>1. Press the button of the Group (button <b>A-H</b>) you want to change the parameters of.</li> <li>2. Press Button 2 (<b>GROUP</b>) to select the Group page.</li> <li>3. Make sure <b>MODULES</b> on Button 4 is deselected.</li> <li>4. Press Button 8 (<b>OUT</b>) to select the Group Output tab.</li> <li>5. Use the Page buttons ("◀" and "▶" beneath the <b>BROWSE</b> and <b>SAMPLING</b> buttons) to navigate to page 1/2 (<b>MAIN</b>) of the parameter pages.</li> <li>6. Use Knob 3 (<b>PAN</b>) to adjust the Group's panorama setting.</li> </ol>	You can also adjust the Group panorama setting from the <b>MIX</b> tab on the Master page. See entry "Group mixer" for further instructions.
Pitch (Group)	<ol style="list-style-type: none"> <li>1. Press and hold the button of the Group (button <b>A-H</b>) you want to adjust the pitch of.</li> <li>2. Use the <b>TEMPO</b> knob to adjust the pitch.</li> </ol>	
Pitch (Group), (fine-adjust)	<ol style="list-style-type: none"> <li>1. Press and hold the button of the Group (button <b>A-H</b>) you want to adjust the pitch of.</li> <li>2. Press and hold <b>SHIFT</b>.</li> <li>3. Use the <b>TEMPO</b> knob to fine-adjust the pitch.</li> </ol>	
Reset Group	<ol style="list-style-type: none"> <li>1. Press and hold <b>SHIFT</b> + <b>ERASE</b>.</li> <li>2. Press the button of the Group (button <b>A-H</b>) you want to reset.</li> </ol>	The Group is cleared from all Sound and Pattern content after resetting it.

Function	Controller Element / Action	Note
Route (Group)	<ol style="list-style-type: none"> <li>1. Press the Button of the Group (buttons <b>A-H</b>) you want to send to an external output.</li> <li>2. Press Button 2 (<b>GROUP</b>) to select the Group page.</li> <li>3. Make sure <b>MODULES</b> on Button 4 is deselected.</li> <li>4. Press Button 8 (<b>OUT</b>) to open the Output tab.</li> <li>5. Use the Page buttons ("◀" and "▶" beneath the <b>BROWSE</b> and <b>SAMPLING</b> buttons) to navigate to page 1/2 (<b>MAIN</b>) of the <b>OUT</b> tab's parameter pages.</li> <li>6. Use Knob 1 (<b>OUTPUT</b>) to route the output to one of the sixteen external outs instead of the main output.</li> </ol>	<p>Routing Groups, you can send Groups to individual outputs and have them processed externally, e.g., in your DAW's mixer.</p> <p>Make sure that MASCHINE's external outputs are activated in your host if you want to use them. See your host software's documentation for further info.</p> <p>You can also route individual Sounds/pads. See section <a href="#">↑3.3, Sound (Pad) Operations</a> for further information.</p>
Select Group	Group buttons <b>A-H</b>	
Send effect (Group)		See chapter "Creating a Send Effect" from the MASCHINE MK1 Manual for information on how to set up a send effect.
Solo Group	<b>SOLO</b> + Group button ( <b>A-H</b> )	When unsoloing a Group, all other Groups are unmuted, regardless of whether they were muted before or not.
Swing (Group)	<ol style="list-style-type: none"> <li>1. Press and hold the button of the Group (button <b>A-H</b>) you want to set the Swing of.</li> <li>2. Turn the <b>SWING</b> knob to adjust the Swing value for the Group.</li> </ol>	

Function	Controller Element / Action	Note
Swing (Group), (fine-adjust)	<ol style="list-style-type: none"> <li>1. Press and hold the button of the Group (button <b>A-H</b>) you want to set the Swing of + the <b>SHIFT</b> button.</li> <li>2. Turn the <b>SWING</b> knob to fine-adjust Swing.</li> </ol>	
Voice setting (polyphony)	<ol style="list-style-type: none"> <li>1. Press the Button of the Group (buttons <b>A-H</b>) you want to set the voice settings of.</li> <li>2. Press Button 2 (<b>GROUP</b>) to select the Group page.</li> <li>3. Make sure <b>MODULES</b> on Button 4 is deselected.</li> <li>4. Press Button 5 (<b>SRC</b>) to select the Group Source tab.</li> <li>5. Use Knob 1 (<b>POLYPHONY</b>) to set the Voice setting (Polyphony setting) for the Group.</li> </ol>	When setting the polyphony to "1," only one Sound at a time is allowed to play within the Group. This means that the pads of one Group will cut each other off. Setting the polyphony to "2" will allow for two Sounds to play simultaneously, and so on.
Volume (Group)	<ol style="list-style-type: none"> <li>1. Press and hold the button of the Group (button <b>A-H</b>) you want to set the volume of.</li> <li>2. Use the <b>VOLUME</b> knob to adjust the volume.</li> </ol>	You can also adjust Group volume settings from the Group mixer on the Master page. See entry "Group mixer" for further instructions.
Volume (Group), (fine-adjust)	<ol style="list-style-type: none"> <li>1. Press and hold the button of the Group (button <b>A-H</b>) you want to set the volume of + the <b>SHIFT</b> button.</li> <li>2. Use the <b>VOLUME</b> knob to fine-adjust the volume.</li> </ol>	You can also adjust Group volume settings from the Group mixer on the Master page. See entry "Group mixer" for further instructions.

### 3.3 Sound (Pad) Operations

Tasks associated with Sounds/pads in the MASCHINE software.



The Sound slots on the software side of MASCHINE.

Operation/Function	Controller Element / Action	Note
AUX (Sound/Pad)	<ol style="list-style-type: none"> <li>1. Press the pad of the Sound (1-16) you want to send through an AUX channel.</li> <li>2. Press Button 3 (SOUND) to select the Sound page.</li> <li>3. Make sure MODULES on Button 4 is deselected.</li> <li>4. Press Button 8 (OUT) to open the Output tab.</li> <li>5. Use the Page buttons ("◀" and "▶" beneath the BROWSE and SAMPLING buttons) to navigate to page 1/2 of the Out tab's parameter pages.</li> <li>6. Use Knobs 5-8 to select the AUX outputs and AUX volume levels.</li> </ol>	<p>AUX channels are auxiliary channels for individual signal processing.</p> <p>For more information on auxiliary channels, please refer to the MASCHINE MK1 Manual.</p>
AUX pre mix (Sound/Pad)	<ol style="list-style-type: none"> <li>1. Press the pad of the Sound (1-16) you want to send through an AUX channel pre mix.</li> <li>2. Press Button 3 (SOUND) to select the Sound page.</li> <li>3. Make sure MODULES on Button 4 is deselected.</li> <li>4. Press Button 8 (OUT) to open the Output tab.</li> <li>5. Use the Page buttons ("◀" and "▶" beneath the BROWSE and SAMPLING buttons) to navigate to page 2/2 (AUX MODE) of the OUT tab's parameter pages.</li> <li>6. Use Knobs 5 and 7 to set the AUX channels to pre mix.</li> </ol>	<p>With pre mix enabled, the Sound will be fed into the Aux channel before main level and pan settings.</p> <p>For more information on auxiliary channels, please refer to the MASCHINE MK1 Manual.</p>

Operation/Function	Controller Element / Action	Note
Base key shifting of a Sound/Pad	<ol style="list-style-type: none"> <li>1. Press the pad of the Sound you want to alter the base key of.</li> <li>2. Press and hold the <b>PAD MODE</b> button.</li> <li>3. Use Knob 3 (<b>BASE KEY</b>) to select the MIDI note mapping for pad 1. The other pads will be mapped accordingly.</li> </ol>	This setting affects the key mappings in Keyboard mode / Piano Roll. See the Manual for further information about the Keyboard mode.
Copy and paste Sound/Pad	<ol style="list-style-type: none"> <li>1. Press and hold the <b>DUPLICATE</b> button.</li> <li>2. Tap the pad of the Sound you want to copy.</li> <li>3. Tap the pad where you want to paste the Sound to.</li> </ol>	You can copy and paste Sounds with or without the corresponding Events. By default, the <b>EVENTS</b> setting is activated, and Events get copied with the Sound/pad when copying. If you want to copy Sounds without copying the Event, see "Copy and paste Sound/Pad without copying event."
Copy and paste Sound/Pad (without copying Event)	<ol style="list-style-type: none"> <li>1. Press and hold the <b>DUPLICATE</b> button.</li> <li>2. Press Button 2 (<b>+EVNT</b>) to deactivate copying Events (if activated).</li> <li>3. Tap the pad of the Sound you want to copy.</li> <li>4. Tap the pad where you want to paste the Sound.</li> </ol>	
Keyboard mode / Piano Roll	<ol style="list-style-type: none"> <li>1. Hit the pad of the Sound you want to enter the Keyboard mode / Piano Roll with.</li> <li>2. Press and hold the <b>PAD MODE</b> button.</li> <li>3. Press Button 2 (<b>KEYBD</b>) to switch to Keyboard mode.</li> <li>4. The <b>PAD MODE</b> button stays lit until you deactivate the Keyboard mode again.</li> </ol>	<p>When activating the Keyboard mode, the currently selected Sound (or pad) gets spread out across all 16 pads, and you can play it like on a keyboard.</p> <p>See also the "Base key shifting of a Sound/Pad" entry.</p> <p><b>SHIFT + PAD MODE</b> button is another shortcut to activate the Keyboard mode / Piano Roll.</p>

Operation/Function	Controller Element / Action	Note
Load Sample	<ol style="list-style-type: none"> <li>1. Press <b>BROWSE</b> button.</li> <li>2. Press Button 3 (<b>SOUND</b>).</li> <li>3. Set the Filter to „<b>SAMPLE</b>“ with Knob 1 (<b>FILTER</b>).</li> <li>4. Select a Sample with Knob 5.</li> <li>5. Press Button 8 to load the Sample.</li> </ol>	<p>The term Sample in MASCHINE refers to an audio file without any previously stored MASCHINE parameters (compare "Load Sound" entry below).</p> <p>In step 3, you can further narrow down your Browser search with the <b>BANK</b>, <b>TYPE</b>, and <b>SUBTYPE</b> selectors.</p> <p>See the MASCHINE MK1 Manual for instructions on how to save and tag individual Sounds.</p>
Load Sound	<ol style="list-style-type: none"> <li>1. Press the <b>BROWSE</b> button.</li> <li>2. Press Button 3 (<b>SOUND</b>).</li> <li>3. Set the Filter to „<b>SOUND</b>“ with Knob 1 (<b>FILTER</b>).</li> <li>4. Select a Sound with Knob 5.</li> <li>5. Press Button 8 (<b>LOAD</b>) to load the Sound.</li> </ol>	<p>The term Sound in MASCHINE refers to the entirety of a (previously saved) Sound slot with audio material and parameter settings. All this information is stored in a MASCHINE Sound file (.mfxp).</p> <p>In step 3, you can further narrow down your Browser search with the <b>BANK</b>, <b>TYPE</b>, and <b>SUBTYPE</b> selectors.</p> <p>See the MASCHINE MK1 Manual for instructions on how to save and tag individual Sounds.</p>
Mute Sound/Pad	<b>MUTE</b> + pad (1-16)	
Note Repeat	<ol style="list-style-type: none"> <li>1. Press and hold the <b>NOTE REPEAT</b> button.</li> <li>2. Press and hold the pad of the Sound you want to use Note Repeat on.</li> </ol>	<p>When pressing <b>NOTE REPEAT</b>, there are four quantization settings for quick access on the right display. These settings are accessible via Buttons 5-8, and you can change their individual values with Knobs 5-8.</p>

Operation/Function	Controller Element / Action	Note
Oneshot mode	<ol style="list-style-type: none"> <li>1. Press Button 3 (<b>SOUND</b>) to select the Sound page.</li> <li>2. Press Button 4 (<b>MODULES</b>) to enter the Module pages (if <b>MODULES</b> is not already active).</li> <li>3. Press Button 5 (<b>SAMPLER</b>).</li> <li>4. Use the Page buttons ("◀" and "▶" beneath the <b>BROWSE</b> and <b>SAMPLING</b> buttons) to navigate to page 2/6 of the <b>SAMPLER</b> tab's parameter pages.</li> <li>5. Use Knob 4 (<b>TYPE</b>) to set the Sound setting to <b>ONESHOT</b>.</li> </ol>	In Oneshot mode, the full Sound will play once that you hit the corresponding pad. Notice that when recording a Sample to MASCHINE, the Sound slot is set to envelope mode by default.
Pad Link groups	<ol style="list-style-type: none"> <li>1. Press the pad you want to assign to a Pad Link group.</li> <li>2. Press and hold the <b>PAD MODE</b> button.</li> <li>3. Use Knob 1 to assign the pad to one of the eight available Pad Link groups.</li> <li>4. Use Knob 2 to set the Pad to Master or Slave mode within the Pad Link group.</li> <li>5. Add other pads to the Pad Link group.</li> </ol>	<p>Using the Pad Link function, you can have a pad or a group of pads be triggered by another pad. This is a helpful function for layering sounds, e.g., for fattening up Kicks and Snares.</p> <p>A pad set to Master will trigger other pads in the Pad Link group. A pad in Slave mode will be triggered by Master pads but not trigger other pads itself.</p>



Operation/Function	Controller Element / Action	Note
Pan (Sound/Pad)	<ol style="list-style-type: none"><li>1. Press the pad of the Sound (1-16) you want to adjust the panorama setting of.</li><li>2. Press Button 3 (<b>SOUND</b>) to select the Sound page.</li><li>3. Make sure <b>MODULES</b> on Button 4 is deselected.</li><li>4. Press Button 8 (<b>OUT</b>) to open the Output tab.</li><li>5. Use the Page buttons ("◀" and "▶" beneath the <b>BROWSE</b> and <b>SAMPLING</b> buttons) to navigate to page 1/2 of the Parameter pages.</li><li>6. Adjust the panorama setting with Knob 3 (<b>PAN</b>).</li></ol>	

Operation/Function	Controller Element / Action	Note
Parameters (Sound/Pad)	<ol style="list-style-type: none"> <li>1. Press the pad of the Sound you want to adjust the parameters of.</li> <li>2. Press Button 3 (<b>SOUND</b>) to select the Sound page.</li> <li>3. Press Button 4 (<b>MODULE</b>) to open the Modules page (if not already active).</li> <li>4. Press Button 5 (<b>SAMPLER</b>) to select the Sampler Module (if not already active).</li> <li>5. All adjustable parameters of the Sound are shown on the lower half of the displays.</li> <li>6. Use the Page buttons ("◀" and "▶" beneath the <b>BROWSE</b> and <b>SAMPLING</b> buttons) to navigate through the parameter pages of the Sampler Module.</li> <li>7. Use Knobs 1-8 to adjust the relevant settings.</li> </ol>	The Sampler parameters offer various ways to shape your Sounds individually. See chapter "The Modules" in the MASCHINE MK1 Manual for more details.
Pitch (Sound/Pad)	<ol style="list-style-type: none"> <li>1. Press and hold the pad of the Sound (<b>1-16</b>) you want to adjust the pitch of.</li> <li>2. Use the <b>TEMPO</b> knob to adjust the pitch.</li> </ol>	
Pitch (Sound/Pad), (fine-adjust)	<ol style="list-style-type: none"> <li>1. Press and hold the pad of the Sound (<b>1-16</b>) you want to adjust the pitch of.</li> <li>2. Press and hold <b>SHIFT</b>.</li> <li>3. Use the <b>TEMPO</b> knob to fine-adjust the pitch.</li> </ol>	

Operation/Function	Controller Element / Action	Note
Reset Sound/Pad	<ol style="list-style-type: none"> <li>1. Press and hold <b>SHIFT</b> button + <b>ERASE</b> button.</li> <li>2. Press the pad of the Sound (<b>1-16</b>) you want to reset.</li> </ol>	
Route (Sound/Pad)	<ol style="list-style-type: none"> <li>1. Press the pad of the Sound (<b>1-16</b>) you want to send to one of the sixteen external output channels.</li> <li>2. Press Button 3 (<b>SOUND</b>) to select the Sound page.</li> <li>3. Make sure <b>MODULES</b> on Button 4 is deselected.</li> <li>4. Press Button 8 (<b>OUT</b>) to open the Output tab.</li> <li>5. Use the Page buttons ("<b>◀</b>" and "<b>▶</b>" beneath the <b>BROWSE</b> and <b>SAMPLING</b> buttons) to navigate to page <b>1/2</b> of the <b>OUT</b> tab's parameter pages.</li> <li>6. Use Knob 1 (<b>OUTPUT</b>) to route the output directly to the master, or select one of the sixteen external outs.</li> </ol>	<p>Routing Sounds/pads, you can send them to individual outputs and have them processed externally, e.g., in your DAW's mixer.</p> <p>Make sure that MASCHINE's external outputs are activated in your host if you want to use them. See your host software's documentation for further info.</p> <p>You can also route Groups. See section <a href="#">↑3.2, Group Operations</a> for further information.</p>
Select Sound/Pad	Press one of the pads <b>1-16</b> .	
Select Sound/Pad silently	Press <b>SELECT</b> button + one of the pads <b>1-16</b> .	Focuses on the desired Sound/pad without playing its content.
Send effect (Sound/Pad)		Please read chapter "Creating a Send Effect" from the MASCHINE MK1 Manual for information on how to set up a send effect.
Solo Sound/Pad	<b>SOLO</b> + pad ( <b>1-16</b> ).	Note: When unsoloing a Sound/pad, all other Sounds/pads will be activated, also the ones that were muted prior to soloing.

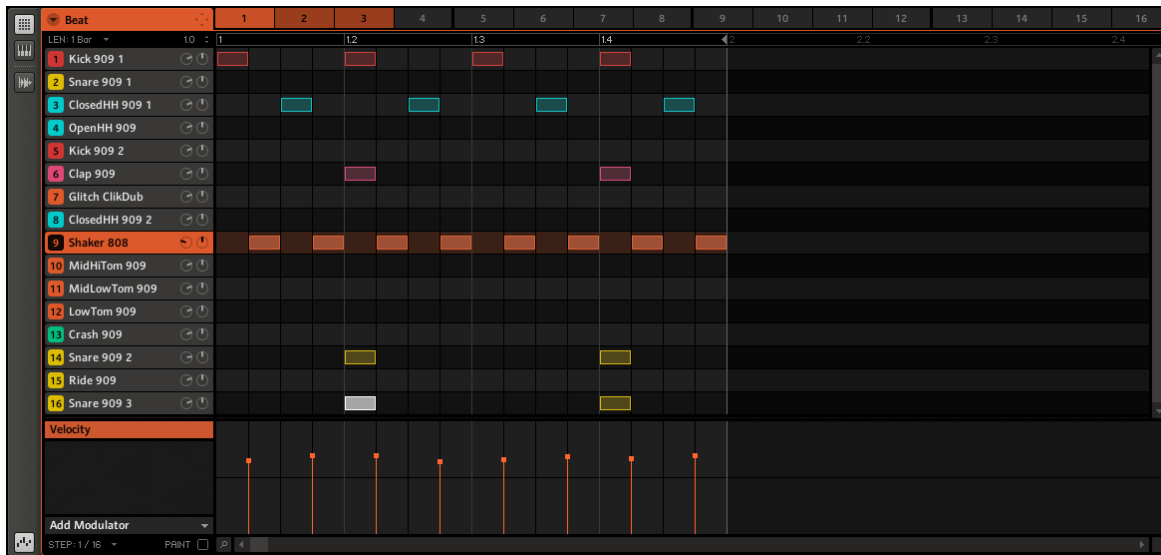
Operation/Function	Controller Element / Action	Note
Sound Source selection (Sound/Pad)	<ol style="list-style-type: none"> <li>1. Select the Sound/pad (1-16) you want to set the sound source of.</li> <li>2. Press Button 3 (SOUND) to select the Sound page.</li> <li>3. Make sure MODULES on Button 4 is deselected.</li> <li>4. Press Button 5 (SRC) to select the Sound page's source.</li> <li>5. Press SHIFT + BROWSE to enter the source settings.</li> <li>6. Use Knob 5 to select the source.</li> <li>7. Press Button 8 (LOAD) to confirm your selection.</li> </ol>	For information on the Sound Source settings — Sampler, Input, MIDI Out — see chapter "The Modules" from the MASCHINE MK1 Manual.
Step mode	STEP button	<p>In Step mode, you can program beats like on a traditional hardware step sequencer.</p> <p>See the MASCHINE MK1 Manual for information on how to work with Step mode.</p>
Swing (Sound/Pad)	<ol style="list-style-type: none"> <li>1. Press the pad you want to apply Swing to.</li> <li>2. Press Button 3 (SOUND) to open the Sound page.</li> <li>3. Make sure MODULES on Button 4 is deselected.</li> <li>4. Press Button 6 (GRV) to open the Groove tab.</li> <li>5. Use Knob 2 to set the Cycle mode, and Knob 1 to adjust the amount of Swing to be applied to the Events of the currently selected Sound slot.</li> </ol>	Please refer to the MASCHINE MK1 Manual for more detailed information on the Swing function.

Operation/Function	Controller Element / Action	Note
Swing (Sound/Pad), (fine-adjust)	<ol style="list-style-type: none"><li>1. Press the pad you want to apply Swing to.</li><li>2. Press Button 3 (<b>SOUND</b>) to open the Sound page.</li><li>3. Make sure <b>MODULES</b> on Button 4 is deselected.</li><li>4. Press Button 6 (<b>GRV</b>) to open the Groove tab.</li><li>5. Press and hold the <b>SHIFT</b> button.</li><li>6. Use Knob 2 to set the Cycle mode, and Knob 1 to adjust the amount of Swing.</li></ol>	Please refer to the MASCHINE MK1 Manual for more detailed information on the Swing function.
Velocity (fixed velocity)	<ol style="list-style-type: none"><li>1. Press and hold the <b>PAD MODE</b> button.</li><li>2. Press Button 4 (<b>FIXED VEL</b>).</li></ol>	Sets all pads to a fixed velocity value of 100%.

Operation/Function	Controller Element / Action	Note
Vintage mode	<ol style="list-style-type: none"> <li>1. Press the pad of the Sound (1-16) which you want to operate in Vintage mode.</li> <li>2. Press Button 3 (SOUND) to select the Sound page.</li> <li>3. Press Button 4 (MODULE) to open the Modules page (if not already active).</li> <li>4. Press Button 5 (SAMPLER) to select the Sampler Module (if not already active).</li> <li>5. Use the Page buttons ("◀" and "▶" beneath the BROWSE and SAMPLING buttons) to navigate to parameters page 1/6 of the Sampler Module.</li> <li>5. Use Knob 5 (MODE) to activate Vintage mode.</li> <li>6. Use Knob 6 (MODEL) to select the model (S1200 or MP60).</li> <li>7. In case of the S1200, use Knob 7 (FILTER) to select a filter.</li> </ol>	The Vintage engine is not an "effect," it is a mode, and therefore cannot be applied to Groups or as a Master effect. However; when copying a Sound with activated Vintage mode, this setting will be inherited by the pads/Sounds copied to.
Volume (Sound/Pad)	<ol style="list-style-type: none"> <li>1. Press and hold the pad of the Sound you want to adjust (1-16).</li> <li>2. Turn the VOLUME knob to adjust the volume of the Sound/pad.</li> </ol>	
Volume (Sound/Pad), (fine-adjust)	<ol style="list-style-type: none"> <li>1. Press and hold the pad of the Sound you want to adjust (1-16) + the SHIFT button.</li> <li>2. Use the VOLUME knob to fine-adjust the volume of the Sound/pad.</li> </ol>	

## 3.4 Pattern Editor Operations

Tasks associated with Patterns in MASCHINE's Pattern Editor. This includes: Pattern Editor navigation, Pattern Grid settings, Pattern operations, Event operations, and Automation.



The Pattern Editor.

### 3.4.1 Pattern Editor Navigation

Function	Controller Element / Action	Note
Scroll (Pattern Editor)	<ol style="list-style-type: none"> <li>1. Press and hold the <b>NAVIGATE</b> button.</li> <li>2. Use Knob 6 (<b>SCROLL X</b>) to scroll left and right, and Knob 7 (<b>SCROLL Y</b>) to scroll up and down in the Pattern Editor.</li> </ol>	You can also use <b>NAVIGATE</b> + pads <b>1</b> and <b>3</b> for scrolling left and right, and <b>NAVIGATE</b> + pads <b>8</b> and <b>4</b> for scrolling up and down in the Pattern Editor.
Zoom (Pattern Editor)	<ol style="list-style-type: none"> <li>1. Press and hold the <b>NAVIGATE</b> button.</li> <li>2. Use Knob 5 (<b>ZOOM</b>) to zoom in and out in the Pattern Editor.</li> </ol>	You can also use <b>NAVIGATE</b> + pads <b>6</b> and <b>2</b> for zooming in and out in the Pattern Editor.

### 3.4.2 Pattern Grid Settings

Function	Controller Element / Action	Note
Pattern Length resolution	<ol style="list-style-type: none"> <li>1. Press and hold the <b>GRID</b> button.</li> <li>2. Press Button 3 (<b>PAT LEN</b>) to enter the Pattern Length setting.</li> <li>3. Press the pad corresponding to the Pattern Length resolution you want to set for the Pattern.</li> </ol>	<p>This setting determines the increments in which you can shorten and lengthen Patterns.</p> <p>Changing Pattern length: <b>PATTERN</b> button + Knob 1.</p> <p>This is <b>not</b> the quantization grid setting. See the “Step Grid setting” entry below for info on setting the division of the quantization grid.</p>
Step Grid setting (Quantization Grid division)	<ol style="list-style-type: none"> <li>1. Press and hold the <b>GRID</b> button.</li> <li>2. Press Button 4 (<b>STEP</b>) to enter the Step Grid setting.</li> <li>3. Press the pad corresponding to the Step Grid setting you want to set for the Pattern.</li> </ol>	Here you adjust the division of the quantization grid.



### 3.4.3 Pattern Operations

Function	Controller Element / Action	Note
Compare Patterns	<b>SHIFT</b> + pad <b>3</b> .	The Compare function lets you compare a Pattern after changes with its state before the last recording cycle. If you want to keep both versions, use the "Split Patterns" function ( <b>SHIFT</b> button + pad <b>4</b> ). The new Pattern will be copied to a new Pattern slot, while the original Pattern stays unaltered.
Copy and paste Pattern	<ol style="list-style-type: none"> <li>1. Press and hold the <b>DUPLICATE</b> button.</li> <li>2. Press and hold the <b>PATTERN</b> button.</li> <li>3. Tap the pad corresponding to the Pattern you want to copy.</li> <li>3. Tap the pad corresponding to the Pattern Slot you want to copy the Pattern to.</li> </ol>	
Delete Pattern	<ol style="list-style-type: none"> <li>1. Press and hold the <b>ERASE</b> button + the <b>PATTERN</b> button corresponding to the Pattern you want to erase.</li> <li>2. Tap the pad corresponding to the Pattern you want to delete.</li> </ol>	
Double Pattern	<ol style="list-style-type: none"> <li>1. Press and hold the <b>PATTERN</b> button.</li> <li>2. Press Button 2 (<b>DOUBLE</b>).</li> </ol>	Appends a copy of the currently active Pattern to itself.

Function	Controller Element / Action	Note
Load Pattern	<ol style="list-style-type: none"> <li>1. Press the <b>BROWSE</b> button.</li> <li>2. Press Button 2 (<b>GROUP</b>).</li> <li>3. Set the Filter to „<b>PATTERN</b>“ with Knob 1.</li> <li>4. Select a Pattern with Knob 5.</li> <li>5. Press Button 8 (<b>LOAD</b>) to load the Pattern.</li> </ol>	<p>In step 3, you can further narrow down your Browser search with the <b>BANK</b>, <b>TYPE</b>, and <b>SUBTYPE</b> selectors.</p> <p>See the MASCHINE MK1 Manual for instructions on how to save and tag individual Patterns for easy access with the Browser.</p>
Pattern Length	<ol style="list-style-type: none"> <li>1. Press and hold the <b>PATTERN</b> button.</li> <li>2. Use Knob 1 (<b>LENGTH</b>) to lengthen/shorten the selected Pattern.</li> </ol>	<p>The increments in which you can lengthen or shorten Patterns depend on the value set in the "Pattern Length resolution." See the "Pattern Length resolution" entry in <a href="#">↑3.4.2, Pattern Grid Settings</a>.</p>
Select Pattern	<b>PATTERN</b> button + pad <b>1-16</b>	A Pattern Bank holds 16 Patterns. Use Buttons 5-8 to select one of the Pattern Banks A-D. There is a maximum of 64 Patterns per Group.
Select Pattern Bank	<b>PATTERN</b> button + Button 5-8	
Skip one bar (backwards)	Skip Backward button in <b>TRANSPORT</b> section ("◀").	
Skip one bar (forward)	Skip Forward button in <b>TRANSPORT</b> section ("▶").	
Split Patterns	<b>SHIFT</b> + pad <b>4</b>	<p>Copies a Pattern after changes to a new Pattern slot, and leaves the source Pattern in its original state.</p> <p>See also "Compare Patterns" entry.</p>

### 3.4.4 Event Operations

Function	Controller Element / Action	Note
Copy and paste Event(s)	<ol style="list-style-type: none"> <li>1. Select the Event(s) you want to copy.</li> <li>2. Press the <b>SHIFT</b> button + pad <b>11</b>.</li> <li>3. Select the Sound/pad you want to copy the Event(s) to.</li> <li>4. Press the <b>SHIFT</b> button + pad <b>12</b>.</li> </ol>	<p>See "Select all Events..." entry for selecting Events from the controller.</p> <p>You can select multiple Events in the Pattern Editor using the [Shift]/[Cmd] key.</p>
Deselect all Events of the current Pattern	<ol style="list-style-type: none"> <li>1. Press and hold the <b>SELECT</b> button.</li> <li>2. Press Button 3 (<b>EVENTS</b>).</li> <li>3. Press Button 8 (<b>NONE</b>).</li> </ol>	
Nudge Events	<ol style="list-style-type: none"> <li>1. Select the Event(s) you want to nudge.</li> <li>2. Press and hold <b>SHIFT</b>.</li> <li>3. Press pad <b>7</b> or <b>8</b> to nudge the selected Event(s) left or right, respectively.</li> </ol>	<p>The increments in which you can nudge an Event are dependent on the note value set in the "Step Grid setting." (See <a href="#">↑3.4.2, Pattern Grid Settings</a>) If you want to nudge Events in really small increments, the Step Grid has to be set to <b>OFF</b>.</p> <p>Another great way to mess with the groove of a Pattern is moving Events in Step Editor mode (press <b>STEP</b> to enter): hold the pad representing the Event you want to move and use the <b>SWING</b> knob to move it around in the Pattern.</p>
Quantization on recording (activate)	<ol style="list-style-type: none"> <li>1. Press and hold the <b>GRID</b> button.</li> <li>2. Press Button 4 to open the <b>STEP</b> page.</li> <li>2. Use Knob 1 (<b>QUANTIZE</b>) to select the <b>RECORD</b> setting.</li> </ol>	

Function	Controller Element / Action	Note
Quantization on recording and playback (activate)	<ol style="list-style-type: none"> <li>1. Press and hold the <b>GRID</b> button.</li> <li>2. Press Button 4 to open the <b>STEP</b> page.</li> <li>2. Use Knob 1 (<b>QUANTIZE</b>) to select the <b>PLAY/REC</b> setting.</li> </ol>	
Quantization, deactivate	<ol style="list-style-type: none"> <li>1. Press and hold the <b>GRID</b> button.</li> <li>2. Press Button 4 to open the <b>STEP</b> page.</li> <li>2. Use Knob 1 (<b>QUANTIZE</b>) to select the <b>NONE</b> setting.</li> </ol>	
Quantize Events	<ol style="list-style-type: none"> <li>1. Select the Event(s) you want to quantize.</li> <li>2. Press <b>SHIFT</b> + pad <b>5</b>.</li> </ol>	To adjust the Quantization Grid division, see the "Step Grid setting" entry in <a href="#">↑3.4.2, Pattern Grid Settings</a> .
Quick Select Events	Press <b>SHIFT</b> + <b>SELECT</b> + pad to select all events linked to that pad.	
Quick Erase Events	Press <b>ERASE</b> + <b>SELECT</b> + pad to erase all events linked to that pad.	
Quantize Events (50%)	<ol style="list-style-type: none"> <li>1. Select the Event(s) you want to quantize.</li> <li>2. <b>SHIFT</b> + pad <b>6</b>.</li> </ol>	<p>Quantizing at 50% drags the selected Events half the way to the next quantization marker.</p> <p>To adjust the Quantization Grid division, see the "Step Grid setting" entry in <a href="#">↑3.4.2, Pattern Grid Settings</a>.</p>
Select all Events of a Sound/Pad in the current Pattern	<ol style="list-style-type: none"> <li>1. Press and hold the <b>SELECT</b> button.</li> <li>2. Press Button 3 (<b>EVENTS</b>).</li> <li>3. Press the pads of the relevant Sounds/Events.</li> </ol>	

Function	Controller Element / Action	Note
Select all Events of the current Pattern	<ol style="list-style-type: none"><li>1. Press and hold the <b>SELECT</b> button.</li><li>2. Press Button 3 (<b>EVENTS</b>).</li><li>3. Press Button 7 (<b>ALL</b>).</li></ol>	
Transpose Events (by octave)	<ol style="list-style-type: none"><li>1. Select the Event(s) you want to transpose.</li><li>2. Press and hold <b>SHIFT</b>.</li><li>3. Press pad <b>15</b> or <b>16</b> to transpose the selected Event(s) up or down by one octave.</li></ol>	If no Events were selected before transposing, all notes in the Pattern will be transposed.
Transpose Events (by semi-tone)	<ol style="list-style-type: none"><li>1. Select the Event(s) you want to transpose.</li><li>2. Press and hold <b>SHIFT</b>.</li><li>3. Press pad <b>13</b> or <b>14</b> to transpose the selected Event(s) up or down by one half step, respectively.</li></ol>	If no Events were selected before transposing, all notes in the Pattern will be transposed.

### 3.4.5 Automation

Function	Controller Element / Action	Note
Automation, delete	<ol style="list-style-type: none"> <li>1. Press and hold the <b>ERASE</b> button.</li> <li>2. Turn the Knob of the parameter you previously recorded automation to, in order to erase the automation data.</li> </ol>	
Automation, record	<ol style="list-style-type: none"> <li>1. Press <b>PLAY</b> button to start playback.</li> <li>2. Press Button 3 (<b>GROUP</b>) or Button 4 (<b>SOUND</b>) to select the Group or Sound/pad you want to automate parameters of.</li> <li>3. Use the Page buttons ("◀" and "▶" beneath the <b>BROWSE</b> and <b>SAMPLING</b> buttons) to navigate through the Parameter pages on the controller displays.</li> <li>4. Press and hold <b>AUTO WRITE</b>.</li> <li>5. Any movement of Knobs 1-8 will be recorded to the Automation Lane.</li> </ol>	<p>You can record automation of parameters on the Sound/pad level, and on the Group level.</p> <p>There are more advanced options for automation. See the relevant chapters of the MASCHINE MK1 Manual for more information.</p>
Pin Auto Write	<ol style="list-style-type: none"> <li>1. Press <b>SHIFT</b> + <b>AUTO WRITE</b> to pin Auto Write.</li> </ol>	With Auto Write pinned you can use both hands to record and edit automation.

## 3.5 Arranger Operations

Tasks associated with the Arranger area of MASCHINE. This includes Arranger navigation and Scene operations.



The Arranger.

### 3.5.1 Arranger Navigation

Function	Controller Element / Action	Note
Scroll (Arranger)	<ol style="list-style-type: none"> <li>1. Press and hold the <b>NAVIGATE</b> button.</li> <li>2. Use Knob 2 (<b>SCROLL</b>) to scroll left and right in the Arranger.</li> </ol>	You can also use the <b>NAVIGATE</b> button + pads <b>9</b> and <b>11</b> for scrolling left and right in the Arranger.
Zoom (Arranger)	<ol style="list-style-type: none"> <li>1. Press and hold the <b>NAVIGATE</b> button.</li> <li>2. Use Knob 1 (<b>Zoom</b>) to zoom in and out in the Arranger.</li> </ol>	You can also use the <b>NAVIGATE</b> button + pads <b>14</b> and <b>10</b> for zooming in and out in the Arranger.

### 3.5.2 Scene Operations

Function	Controller Element / Action	Note
Copy and paste Scene	<ol style="list-style-type: none"> <li>1. Press and hold the <b>DUPLICATE</b> button.</li> <li>2. Press and hold the <b>SCENE</b> button.</li> <li>3. Tap the pad corresponding to the Scene you want to copy.</li> <li>4. Tap the pad corresponding to the Scene slot you want to paste the Scene to.</li> </ol>	<p>When copying a Scene to a new Scene slot, by default the referenced Patterns will stay the same. Hence, when recording changes to Patterns of the new Scene, the original Scene's Patterns will be altered too.</p> <p>To have MASCHINE create new Patterns on Scene duplication, see the "Copy and paste Scene (create new Patterns)" entry below.</p>
Copy and paste Scene (+ create new Patterns on pasting)	<ol style="list-style-type: none"> <li>1. Press and hold the <b>DUPLICATE</b> button.</li> <li>2. Press and hold the <b>SCENE</b> button.</li> <li>3. Press Button 2 (<b>+PAT</b>).</li> <li>4. Tap the pad corresponding to the Scene you want to copy.</li> <li>5. Tap the pad corresponding to the Scene slot you want to paste the Scene to.</li> </ol>	<p>Once the Create New Pattern function is activated, it will stay activated until you deactivate it again.</p> <p>See also the "Copy and paste Scene" entry.</p>
Delete Scene	<ol style="list-style-type: none"> <li>1. Press and hold the <b>ERASE + SCENE</b>.</li> <li>2. Tap the pad corresponding to the Scene you want to delete.</li> </ol>	<p>If you are deleting a Scene from the middle of a Scene loop, this does not automatically shorten your Scene loop. It only empties the Scene from Pattern Clips.</p> <p>Another shortcut to deleting a Scene: <b>SCENE</b> button + Button 4 (<b>REMOVE</b>).</p>
Move Scene	Press <b>SCENE</b> button + Page button (" <b>◀</b> " and " <b>▶</b> " beneath <b>BROWSE</b> and <b>SAMPLING</b> buttons).	



Function	Controller Element / Action	Note
Remove Pattern Clip from Scene	<ol style="list-style-type: none"> <li>1. Press and hold the <b>PATTERN</b> button.</li> <li>2. Press Button 4 (<b>REMOVE</b>).</li> </ol>	<p>Removes the currently selected Pattern from its Scene.</p> <p>This function does not erase a Pattern's content.</p>
Select next Scene	<b>SCENE</b> button + Skip button ("◀" and "▶" in <b>TRANSPORT</b> section).	
Select Scene	Press <b>SCENE</b> + pad corresponding to the Scene you want to select.	
Select Scene Bank	Press <b>SCENE</b> button + Button of the Scene Bank you want to select (Buttons 5-8).	A Scene Bank holds 16 Scenes.
Set Scene loop	<ol style="list-style-type: none"> <li>1. Press and hold the <b>SCENE</b> button.</li> <li>2. Press and hold the pad corresponding to the Scene you want your loop to start with.</li> <li>3. Tap the pad corresponding to the Scene you want the loop to end with.</li> </ol>	
Set Scene loop to all Scenes	Press <b>SCENE</b> button + Button 2 ( <b>ALL</b> ).	
Sync Grid selection	<ol style="list-style-type: none"> <li>1. Press and hold the <b>GRID</b> button.</li> <li>2. Press Button 2 (<b>SYNC</b>).</li> <li>3. Press the pad corresponding to the value you want to set the Sync Grid to.</li> </ol>	<p>The Sync Grid is relevant for triggering Scenes in real-time. E.g., when set to <b>1/2</b>, the next Scene selected will become active after half of the currently playing Scene.</p> <p>Scene triggering can be a powerful tool for live arrangements (e.g., in a DAW context).</p>

## 3.6 Control Area Operations

Tasks associated with the Control area. Routing options for Groups and Sounds/pads can be found in chapters [↑3.2, Group Operations](#) and [↑3.3, Sound \(Pad\) Operations](#).



The Control area.

Function	Controller Element / Action	Note
Load effect / effect plug-in	<ol style="list-style-type: none"> <li>1. Select the Project level you want to apply an effect to — Master, Group, or Sound — by pressing Button 2 (<b>MASTER</b>), 3 (<b>GROUP</b>) or 4 (<b>SOUND</b>).</li> <li>2. Press Button 4 to open the Modules page.</li> <li>3. Press the Button (5-8) corresponding to the Module you want to load the effect to.</li> <li>4. Press and hold <b>SHIFT</b>.</li> <li>5. Press <b>BROWSE</b>.</li> <li>6. Use Knob 1 to set the <b>TYPE</b> Filter to <b>INTERNAL</b> for <b>MASCHINE FX</b> or to <b>PLUG-IN</b> for other NI or third-party effects.</li> <li>7. Use Knob 5 to browse the effects list.</li> <li>8. Press Button 8 (<b>LOAD</b>) to load the selected effect.</li> <li>9. Press <b>BROWSE</b> again, to leave the browser.</li> </ol>	You can apply effects to the Master, to a Group or to individual pads/Sounds. Every Project level has four Module slots available for effects. (Module slot 1 on each Group and Sound slot can also host plug-in instruments. See the "Load Instrument" entry below for further instructions).
Load instrument plug-in (VST/AU)	<ol style="list-style-type: none"> <li>1. Select the Sound/pad you want to load the instrument to.</li> <li>2. Press Button 4 to open the Modules page.</li> <li>3. Press Button 5 to select Module slot 1.</li> <li>4. Press and hold <b>SHIFT</b>.</li> <li>5. Press <b>BROWSE</b>.</li> <li>6. Use Knob 1 to set the <b>TYPE</b> Filter to <b>PLUG-IN</b>.</li> </ol>	Only Module slot 1 of a Sound can host VST/AU plug-in instruments.

Function	Controller Element / Action	Note
	7. Use Knob 2 to set the <b>SUBTYPE</b> filter to <b>INSTRUMENT</b> . 8. Use Knob 5 to browse the list. 9. Press Button 8 ( <b>LOAD</b> ) to load the selected instrument. 10. Press <b>BROWSE</b> again, to leave the browser.	
Mute/bypass effect	1. Press and hold <b>SHIFT</b> . 2. Press the Button (5-8) of the Module you want to mute the effect of.	
Mute instrument	1. Press and hold <b>SHIFT</b> . 2. Press Button 5 to mute the Module slot with the instrument.	
Open instrument interface	1. Press Button 4 to open the Modules page. 2. Press Button 5 to select Module slot 3. The instrument interface will open in front of the MASCHINE software. 4. Pressing Button 5 a second time closes the instrument interface.	
Open plug-in/effect window	1. Press Button 4 to open the Modules page. 2. Press Button 5-8 (depending on the Module slot your plug-in is loaded to). The interface will open in front of the MASCHINE software. 3. Pressing the Button a second time closes the plug-in user interface.	
Prehear	1. Press the <b>BROWSE</b> button. 2. Press Button 4 ( <b>PREHEAR</b> ) to listen to the samples while you browse through the result list.	

Function	Controller Element / Action	Note
Unload effect	<ol style="list-style-type: none"><li>1. Press and hold the <b>ERASE</b> button.</li><li>2. Make sure the <b>MODULES</b> page is opened (Button 4).</li><li>3. Press the Button (5-8) corresponding to the Module slot you want to unload an effect from.</li></ol>	
Unload instrument (VST/AU)	<ol style="list-style-type: none"><li>1. Press and hold the <b>ERASE</b> button.</li><li>2. Make sure the <b>MODULES</b> page is opened (Button 4).</li><li>3. Press Button 1 to unload the instrument from its Module slot.</li></ol>	

## 3.7 Sampling and Sample Editing

Function	Controller Element / Action	Note
Sample from external source	<ol style="list-style-type: none"> <li>1. Select an empty Sound slot / pad you want to sample to.</li> <li>2. Press the <b>SAMPLING</b> button.</li> <li>3. Press Button 1 (<b>RECORD</b>) to select the recording function.</li> <li>4. Use Knob 1 (<b>SOURCE</b>) and set the source to „<b>EXTERN.</b>“</li> <li>5. Use Knob 2 (<b>INPUT</b>) to select your input channels (mono channel or stereo).</li> <li>6. Use Knob 4 (<b>THRESHOLD</b>) to set the recording threshold level.</li> <li>7. Press Button 5 (<b>START</b>) to start recording.</li> <li>8. Press Button 5 (<b>STOP</b>) when you want the recording to stop.</li> </ol>	See also "Oneshot mode" entry from the index to see how to set a Sound from Envelope to Oneshot mode.
Sample from internal source (resampling)	<ol style="list-style-type: none"> <li>1. Select an empty Sound slot you want to sample to.</li> <li>2. Press the <b>SAMPLING</b> button.</li> <li>3. Press Button 1 (<b>RECORD</b>) to select the recording function.</li> <li>4. Use Knob 1 (<b>SOURCE</b>) and set the source to „<b>INTERN.</b>“</li> <li>5. Use Knob 2 (<b>INPUT</b>) to select your input source (the <b>MASTER</b> out or a specific <b>GROUP</b>).</li> <li>6. Use Knob 4 (<b>THRESHOLD</b>) to set the recording threshold level to <b>0 dB</b>.</li> </ol>	See also "Oneshot mode" in chapter <a href="#">↑3.3, Sound (Pad) Operations</a> to see how to set a Sound from Envelope to Oneshot mode.

Function	Controller Element / Action	Note
	<p>7. Press Button 5 (<b>START</b>) to start recording.</p> <p>8. Press the pad of the Sound you want to sample to the new Sound slot (all currently active parameters and effects of the Sound will be sampled too).</p> <p>9. Press Button 5 (<b>STOP</b>) when you want the recording to stop.</p>	
Sample looping	<p>1. Press the <b>SAMPLING</b> button.</p> <p>2. Press Button 2 (<b>EDIT</b>) to enter Editing mode.</p> <p>3. Use the Page buttons ("◀" and "▶" beneath the <b>BROWSE</b> and <b>SAMPLING</b> buttons) to navigate to Parameters page 2/3 (<b>LOOP</b>).</p> <p>4. Use Knob 1 to select the <b>ENABLE</b> setting.</p> <p>5. Use Knobs 2 (<b>START</b>) and 3 (<b>END</b>) to select the portion of the Sample you want to loop.</p> <p>6. Use Knob 4 (<b>CROSSFADE</b>) to set a smooth transition in between end and start of the looping range.</p>	Sample looping does not work when the Sound is in Oneshot mode. See entry "Oneshot" from chapter <a href="#">↑3.3, Sound (Pad) Operations</a>
Sample mapping		See chapter "Mapping a Sample (Hardware)" from the MASCHINE MK1 Manual.
Sample slicing	<p>1. Press the <b>SAMPLING</b> button.</p> <p>2. Press Button 3 (<b>SLICE</b>).</p> <p>3. Use Knob 1 (<b>MODE</b>) to select the slicing mode.</p>	See chapter "Slicing a Sample (Hardware)" from the MASCHINE Manual.

Function	Controller Element / Action	Note
Sample trimming	<ol style="list-style-type: none"> <li>1. Press the <b>SAMPLING</b> button.</li> <li>2. Press Button 2 (<b>EDIT</b>) to enter Sample Edit mode.</li> <li>3. Use Knobs 1 (<b>START</b>) and 2 (<b>END</b>) to adjust start and end points of the Sample, and Knobs 5 and 6 to zoom and scroll.</li> <li>4. Press Button 5 (<b>AUDIO</b>) for further destructive Sample editing options (which will appear below Button 6). Navigate through the options with Buttons 7 and 8 (e.g., <b>TRUNCATE</b> will erase everything outside the selected <b>START</b> and <b>END</b> range of the Sample).</li> </ol>	See chapter "Controlling Sampling from the Hardware" in the MASCHINE MK1 Manual for information on advanced audio editing options in Sample Edit mode.
Sample truncating		See "Sample trimming" above.
Time stretching/pitch shifting	<ol style="list-style-type: none"> <li>1. Press the <b>SAMPLING</b> button.</li> <li>2. Press Button 2 (<b>EDIT</b>) to enter Sample Edit mode.</li> <li>3. Use Button 5 to navigate to <b>STRETCH</b>.</li> <li>4. Press Button 8 (<b>SETTINGS</b>) to reach the settings for time stretching.</li> <li>5. Turn Knob 1-8 to enter values.</li> <li>6. Press Button 6 (<b>STRETCH</b>) to apply time stretching.</li> </ol>	See chapter "Editing a Sample (Hardware)" from the MASCHINE MK1 Manual.

## 3.8 Miscellaneous

Miscellaneous options, such as adjusting pad sensitivity and display contrast from the controller, you'll find here.



Function	Controller Element / Action	Note
Display brightness	<ol style="list-style-type: none"> <li>1. Press and hold <b>SHIFT</b>.</li> <li>2. Press <b>CONTROL</b> to enter the MIDI control mode.</li> <li>3. Press and hold <b>SHIFT</b> again.</li> <li>4. Press Button 4 to enter the Monitor settings.</li> <li>5. Use Knob 1 (<b>BRIGHT.</b>) to adjust the display brightness.</li> <li>6. Press <b>SHIFT</b> and <b>CONTROL</b> again to leave MIDI mode.</li> </ol>	For more advanced configuration options from the controller, see the MASCHINE MK1 Manual.
Display contrast	<ol style="list-style-type: none"> <li>1. Press and hold <b>SHIFT</b>.</li> <li>2. Press <b>CONTROL</b> to enter the MIDI control mode.</li> <li>3. Press and hold <b>SHIFT</b> again.</li> <li>4. Press Button 4 to enter the Monitor settings.</li> <li>5. Use Knobs 3 (<b>CNTR.L.</b>) and 4 (<b>CONTRL.R.</b>) to adjust the left and right display's contrast.</li> <li>6. Press <b>SHIFT</b> and <b>CONTROL</b> again to leave MIDI mode.</li> </ol>	For more advanced configuration options from the controller, see the MASCHINE MK1 Manual.
Driver and firmware version	<ol style="list-style-type: none"> <li>1. Press and hold <b>SHIFT</b>.</li> <li>2. Press <b>CONTROL</b> to enter the MIDI control mode.</li> <li>3. Press and hold <b>SHIFT</b> again.</li> <li>4. Press Button 4 to enter the Monitor settings. Firmware and driver versions will be displayed on the right display.</li> <li>5. Press <b>SHIFT</b> and <b>CONTROL</b> again to leave MIDI mode.</li> </ol>	For more advanced configuration options from the controller, see the MASCHINE MK1 Manual.

Function	Controller Element / Action	Note
Pad sensitivity	<ol style="list-style-type: none"><li>1. Press and hold <b>SHIFT</b>.</li><li>2. Press <b>CONTROL</b> to enter the MIDI control mode.</li><li>3. Press and hold <b>SHIFT</b> again.</li><li>4. Press Button 4 to enter the Monitor settings.</li><li>5. Use Knob 2 (<b>PADSENS</b>) to adjust the pad sensitivity.</li><li>6. Press <b>SHIFT</b> and <b>CONTROL</b> again to leave MIDI mode.</li></ol>	For more advanced configuration options from the controller, see the MASCHINE MK1 Manual.
Switching MASCHINE instances in plug-in mode	<ol style="list-style-type: none"><li>1. Press and hold <b>SHIFT</b> and <b>STEP</b>.</li><li>2. Use Knob 5 to select the desired instance.</li><li>3. Load the instance with Button 8 (<b>LOAD</b>).</li></ol>	For more advanced configuration options from the controller, see the MASCHINE MK1 Manual.

## 4 Keyboard Shortcuts

### 4.1 Transport

Function	Key(s)
Restart Loop Area	[Ctrl]/[Alt] + [Space]
Play/Stop	[Space]

### 4.2 Navigation

Function	Key(s)
Next Group / Sound slot	[Page Down] key (also [Down] key)
Next Pattern	Numeric [+] key
Next Pattern Bank	Numeric [*] key
Previous Group	[Page Up] key (also [Up] key)
Previous Pattern	Numeric [-] key
Previous Pattern Bank	Numeric [/] key
Select Pattern/Scene	[Left]/[Right] key (depending on which one is currently in focus.

### 4.3 Editing

Function	Key(s)
1/1 note (Pattern Grid resolution)	[1]
1/2 note (Pattern Grid resolution)	[2]

Function	Key(s)
1/4 note (Pattern Grid resolution)	[3]
1/8 note (Pattern Grid resolution)	[4]
1/16 note (Pattern Grid resolution)	[5]
1/32 note (Pattern Grid resolution)	[6]
1/64 note (Pattern Grid resolution)	[7]
1/128 note (Pattern Grid resolution)	[8]
Delete Events	[Del]
Duplicate Pattern	[Ctrl]/[Cmd] + [D]
Grid off	[0]
Move Scene	[Ctrl]/[Cmd] + [Left]/[Right] key
Nudge left	[Alt] + [Left] key
Nudge right	[Alt]+ [Right] key
Paint mode on/off	[P]
Quantize	[Q]
Quantize 50%	[Shift] + [Q]
Triplet Version	[Shift] + keys [1]-[7]

## 4.4 User Interface Options

Function	Key(s)
Keyboard mode / Piano Roll	[F7] ([F6] to get back to Drum Grid)
Full screen mode	[F5]
Sampling view	[F8] ([F6] to get back to Drum Grid)
Show/hide Arranger	[F10]
Show/hide Automation Lane	[F12]

Function	Key(s)
Show/hide Browser	[F9]
Show/hide Parameter area	[F11]

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