MASCHINE

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MASCHINE+ System Version: 1.2.13

MASCHINE Software version: 2.12 (09/2020)

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

2. NEW FEATURES IN MASCHINE 2.12

This Addendum describes the new features that have been added to the following products:

- **MASCHINE Software**
- **MASCHINE+**
- **MASCHINE MK3**
- **MASCHINE STUDIO**

These new features include:

- **Clips**: You can now start working on a song directly on the timeline without having to create Scenes and Patterns. This is done in the same way as timeline-based DAWs, so you can record or add MIDI notes directly on the timeline and freely reposition your content. Create transitions across scenes, bring unique variation to patterns, record MIDI directly into the full arrangement, and freely add audio wherever you need it. No need to worry, the existing pattern-based MASCHINE workflow you are familiar with has also been preserved to allow you to work whichever way you prefer.

Document Conventions

Please note, this document refers to the **IDEAS** (**Song**) button as found on MASCHINE+, however, if you own MASCHINE MK3 this button is labeled **ARRANGER**, and on MASCHINE STUDIO **ARRANGE**. The names of these buttons are all referring to the same functionality.

Availability

MASCHINE 2.12 is available for download from Native Access. If you own MASCHINE+ be sure to perform a system update via the Settings page.

3. WORKING WITH PATTERNS AND CLIPS

MASCHINE is great for experimenting with ideas. You can start off with the simplest of beats and build-up from there. Adding new Patterns and creating variations is the first step to developing your track. Whether you want to use the traditional Pattern-based workflow as your building blocks or directly make use of Clips in the Song view, MASCHINE provides the ultimate in flexibility.

3.1. Overview of Patterns and Clips

You can build your Song in MASCHINE using either Patterns or Clips, or a combination of both. Patterns and Clips each have their advantages depending on your preferred workflow and goals.

Clips only exist in the Song view (timeline) and are unique, while Patterns are referenced objects that exist in both the Ideas view and Song view. This means Patterns are great when you want to create single-sourced sequences, and Clips provide flexibility when you need one-off unique sound bites that can be freely positioned on the timeline. Therefore, if you copy a Clip to multiple places and change one of the Clips, only the one you edited is changed. However, if you use a Pattern in multiple places, and change one Pattern, all occurrences of this Pattern are changed (unless you use the "make unique" feature or convert into a Clip beforehand). For added flexibility, Clips can be freely positioned and moved across the timeline. They can be part of a section, but can also exist outside a section or span across multiple sections.

To summarize, here's an overview of Patterns and Clips basics:

- They both contain events (also called "notes") that make up a groove or a musical phrase using the Sounds of the selected Group.
- They both also contain modulation data (if any) modifying the value of parameters in that Group or any of its Sounds.
- They can both be edited in the Editor, however, only the selected Pattern or Clip will appear in the Editor.

Patterns versus Clips

This section provides an overview of the differences between Patterns and Clips.

Patterns

Here are the features of Patterns:

- Patterns exist in the Ideas view and Song view. They act as the building blocks for developing ideas in Ideas view and can be added to Scenes in Song view to create an arrangement.
- You can reference the same Pattern in different Scenes. When you modify a Pattern in the Pattern Editor, all references to this Pattern are updated in the Song view (unless you use the "make unique" feature or convert into a Clip beforehand).
- When added to the Song view Patterns maintain a fixed position on the timeline of the arrangement relative to the Scene.
- A Pattern can be converted into a Clip. This creates a unique version of the Pattern that can be freely placed on the timeline of the arranger.

- Only one Pattern from each Group can be added to a Scene.
- A Pattern belongs to a Group and is saved together with the Group. Each Group can have an unlimited number of Patterns.

Clips

Here are the features of Clips:

- Clips exist only in Song view. Clips can be used in addition to Patterns. They are great for adding, for example, one-shot sounds, transitions, and vocal, etc.
- Unlike Patterns, they are unique entities that can be freely positioned and moved across the timeline of the arranger in the Song view.
- If you copy a Clip to multiple places and change one Clip, only the one you edited will be changed.
- They can be part of a section, but can also exist outside a section or span across multiple Sections.
- Whenever a Clip is placed on top of a Pattern, you will only hear the Clip.
- In Song view, Clips appear in a fully saturated color, while Patterns will have a slightly dimmed color state.

3.1.1. Creating a Clip

A new Clip can be created anywhere on the arranger in the Song view.

To create a new Clip in the Song view:

1. Double-click anywhere on the arranger to create a new Clip.
   A new Clip is created and Events can be added in the Editor.
2. Alternatively, you can also right-click on the arranger and select **Create** in the Context menu.

> Clips can also be created directly on top of Patterns. In this instance, you will only hear the Clip during playback.

To create a Clip in the Arranger:

1. Hold **SHIFT** + **IDEAS** (**Song**).
2. Then press Button 2 (**SONG**) to select the Song view.
3. Press Button 2 (**CLIPS**) to select Clips.
4. Press Button 5 (**CREATE**) to create a new Clip.
   A new Clip is created in the Arranger.

Alternatively, you can access the Clip view as follows:

1. Press **SHIFT** + **PATTERN**.
2. Release **SHIFT**.

3. Press Button 5 (**CREATE**).

> You can pin the Clip page by pressing Button 1.

3.1.2. Deleting a Clip

Clips can be deleted from the Arranger and Editor in Song view.

To delete a Clip in the software:

1. Right-click the Clip you want to delete.
2. In the context menu, select **Delete**, or press [**Backspace**] on your computer keyboard.

To delete a Clip:

1. Press **SHIFT** + **PATTERN**.
2. Release **SHIFT**.
3. Press Button 6 (**DELETE**).

3.1.3. Doubling a Clip

The size of a Clip can be doubled in the Song view.

To double the length of a Clip in the software:

1. Right-click in the Clip you want to double.
2. In the context menu, select **Double**.

To double the length of a Clip:

1. Press **SHIFT** + **PATTERN**.
2. Release **SHIFT**.
3. Press Button 3 (**DOUBLE**).

3.1.4. Duplicating a Clip

Using the duplicate function enables you to make a copy of a Clip.

To duplicate a Clip in the software:

1. Right-click in the Clip you want to duplicate.
2. In the context menu, select **Duplicate**.

> You can also duplicate a Clip by holding [Alt] on your computer keyboard while click-
> ing and dragging the Clip you want to copy.

To duplicate a Clip:

1. Press **SHIFT** + **PATTERN**.
2. Release **SHIFT**.
3. Press Button 4 (**DUPLICATE**).

3.1.5. Clearing a Clip

Clearing a Clip allows you to remove all of its Events, leaving the Clip empty.

To clear a Clip:

1. Click on the Clip you want to clear.
2. Right-click and select **Clear** from the context menu.

To clear a Clip in Song view:

1. Select the Clip you want to clear using the left and right Page buttons (arrow buttons).
2. Press **SHIFT** + Pad **9**.

3.1.6. Adjusting the Length of a Clip

In the Song view, you can adjust the length of a Clip. When you adjust the length, it snaps to the nearest position on the grid, using the current Arrange Grid value. You can override the grid by holding down Shift while dragging the Clip.

To adjust the length of a Clip in the software.

1. Click and drag the end portion of the Clip left or right.
2. Press Shift to override the grid and adjust it in smaller intervals.

To adjust the start of a Clip on the Arranger:

1. Hold **SHIFT** + **IDEAS** (**Song**).
2. Then press Button 2 (**SONG**) to select the Song view.
3. Press Button 2 (**CLIPS**) to select Clips.
4. Use the Page button to select the clip you want to adjust.
5. Turn Knob 4 to adjust the length of the selected Clip.
    The length of the Clip is adjusted.

To adjust the start of a Clip in Clip view:

1. Press **SHIFT** + **PATTERN**.
2. Release **SHIFT**.
3. Turn Knob 4.
    The length of the Clip is adjusted.

3.1.7. Adjusting the Start of a Clip

In the Song view, you can adjust the start of a Clip. When you adjust the start point, it snaps to the nearest position on the grid, using the current Arrange Grid value.

To adjust the start of a Clip in the software:

- Click and drag the start portion of the Clip and drag it to the left or right.

> Press [**Shift**] on your computer keyboard to override the Arranger Grid and adjust the Clip in smaller intervals.

To adjust the start of a Clip on the Arranger:

1. Hold **SHIFT** +**IDEAS** (**Song**).
2. Then press Button 2 (**SONG**) to select the Song view.
3. Press Button 2 (**CLIPS**) to select Clips.
4. Use the Page button to select the clip you want to adjust.
5. Turn Knob 3 to adjust the start of the selected Clip.
   The start of the Clip is adjusted.

To adjust the start of a Clip in Clip view using your hardware:

1. Press **SHIFT** + **PATTERN**.
2. Release **SHIFT**.
3. Turn Knob 3.
   The start of the Clip is adjusted.

> Press **SHIFT** to override the Arranger Grid and adjust the Clip in smaller intervals.

3.1.8. Repositioning a Clip

In the Song view, a Clip can be moved to a different position within the same Group. This allows you to place a Clip exactly where you like on the timeline of your song. When you move a Clip, it snaps to the nearest position using the current Arrange Grid value. You can override the Arrange Grid and adjust the Clip in smaller intervals by holding down [**Shift**] on your computer keyboard while dragging.

To reposition a Clip in the software.

- Click and drag the Clip to the left or right in the Arranger to reposition it within the Group lane.

To reposition a Clip on the Arranger:

1. Hold **SHIFT** +**IDEAS** (**Song**).
2. Then press Button 2 (**SONG**) to select the Song view.
3. Press Button 2 (**CLIPS**) to select Clips.
4. Use the Page button to select the clip you want to adjust.
5. Turn Knob 1 to reposition the selected Clip.
   The Clip is moved to the selected position.

To reposition a Clip in Clip view:

1. Press **SHIFT** + **PATTERN**.
2. Release **SHIFT**.
3. If necessary, press the left Page button to access page 1.
4. Turn Knob 1.
   The Clip is moved to the selected position.

3.1.9. Renaming a Clip

Clips can be renamed in Song view to replace the default name with a custom name of your own choice.

To rename a Clip in the software:

1. Double-click the Clip, or right-click and select Rename from the context menu.
2. Type a name and press [**Enter**] on your computer keyboard to confirm (or press [**Esc**] to cancel your changes).

> ⊙ You can also use [cmd + R] on macOS or [Ctrl + R] on Windows to rename a selected Clip.

To rename a Clip:

1. Hold **SHIFT** + **PATTERN**.
2. Press the Pad of the Clip you want to name.
3. Then press Button 5 (**RENAME**).
4. Enter a new name for the Clip by nudging and turning the 4-D encoder.
5. Press Button 8 to rename the Clip.

3.1.10. Coloring a Clip

By default, Clips take the color of the Group they belong to, but you can adapt the color of each individual Clip to your needs.

To color Clips in the software:

1. Click on the Clip you want to color.

2. Right-click and select **Color** from the context menu.

3. Select a new color.

To change the color of a Clip using your hardware:

1. Press **SHIFT** + **PATTERN**.

2. Release **SHIFT**.

3. Press the right page button to access page 2.

4. Turn Knob 1 (**Color**).

> 💬 You can pin the Clip page by pressing Button 1.

3.2. Converting Patterns into Clips

It is possible to convert Patterns into Clips in various ways:

• Convert Single Patterns into Clip. For more information, see Converting a Single Pattern into a Clip.

• Convert the Patterns with a Scene into Clips. For more information, see Converting a Scene into Clips.

• Convert Patterns within the loop brace into Clips. For more information, see Converting the Loop Brace into Clips.

3.2.1. Converting a Single Pattern into a Clip

A single pattern can be converted to a Clip using the context menu.

To convert a Pattern into a Clip in the software:

1. Right-click on the Pattern you want to convert and select **Convert to Clip** from the context menu.

> 💬 You can also use the keyboard shortcut **Ctrl** + **.** (Windows) or **cmd** + **.** (macOS) to convert the selected Pattern into a Clip.

3.2.2. Converting a Scene into Clips

All the Patterns within a Scene can be converted into Clips using the context menu.

To covert a Scene into a Clip in the software:

1. Right-click on the Scene you want to convert and select **Convert to Clips** from the context menu.

You can also use the keyboard shortcut **Ctrl** + **.** (Windows) or **cmd** + **.** (macOS) to convert the selected Scene into Clips.

To convert the Patterns within a Scene into Clips using the hardware:

1. Press **SHIFT** + **SCENE** (**Section**).
2. Turn Knob 2 to select the Scene you want to convert.
3. Press Button 3 (**CONVERT**).
   The Scene is converted into clips and added to the Song view.

3.2.3. Converting the Loop Brace into Clips

All Patterns within the loop brace can be converted to Clips using the context menu.

To convert the Patterns within the loop brace into Clips in the software:

- Right-click on the loop brace and select **Convert to Clips** from the context menu.

You can also use the keyboard shortcut **Ctrl** + **.** (Windows) or **cmd** + **.** (macOS) to convert Patterns within the loop brace once it has been selected.

To convert Patterns within the loop brace to Clips:

1. Press and hold **SHIFT** + **RESTART** (**Loop**).
2. Press Button 3 (**CONVERT**).
   All Patterns within the loop brace are converted into Clips.

3.3. Switching Focus Between Patterns and Clips

When arranging your song in the Song view you may need to switch focus between editing Patterns or Clips. When you switch focus, the content of the selected Pattern or Clip automatically becomes available in the Editor. Here you can edit your content as required. Additionally, you will notice that Clips can also be freely moved here (as well in the Arranger) and placed anywhere on the timeline.

To switch between editing Patterns and Clips in Song view:

- Press [**C**] on your computer keyboard.
  The software switches focus between the Pattern (in the last selected Section) and the last selected Clip.

3.4. Inserting Scenes to an Arrangement as Clips

Once you are satisfied with a Scene you can insert it directly as Clips to your arrangement in the Song view.

To insert a Scene as Clips into the arrangement:

1. In the Song view, right-click at the end of the Section header and select **Insert As Clips**.
2. Then select the name of the Scene you want to insert as Clips.
   The Scene is inserted into the arrangement as Clips.

To insert a Scene to the arrangement as Clips:

1. Hold **SHIFT** + **IDEAS** (**Song**).
2. Then press Button 1 (**IDEAS**) to enter Ideas view.
3. Press and hold **SCENE** (**Section**) to enter Scene mode.
4. Press Button 3 (**APPEND**).
5. Press the pad corresponding to the Scene you want to append. You can do this more than once, tapping a series of pads will add all of those Scenes into Sections at the end of the Arranger in one quick step.

4. NEW FEATURES IN MASCHINE 2.10

The following new features have been added to MASCHINE:

- Auto-Growing Patterns
- Pattern Offset
- Pattern Position Indicator

4.1. Auto-Growing Patterns

Auto-Growing Patterns enables you to record patterns of an undefined length. This means that when inspiration strikes, you can quickly capture an idea without having to set a pattern length in advance. Simply begin recording and the length of the pattern will grow until you stop recording, allowing you to maintain your creative flow.

When you have finished recording, any silence at the end of the pattern will automatically be trimmed to the nearest Bar (quantization can be adjusted via grid settings). You can then define the start of your pattern and set its length, to pick the take or part of your recording that you liked best.

Setting Auto-Growing Pattern in the Preferences

Auto-Growing Patterns is enabled by default unless the pattern length is manually changed before recording. However, the Auto-Grow Patterns can be enabled/disabled in the Preferences page of the software.

To enable/disable Auto-Grow Patterns from the software:

1. Select **File** and then **Preferences**.
2. In the Preferences dialog, select **Default**.
3. Check the **Grow Patterns while Recording** checkbox.

> (!) Auto-Grow Patterns is enabled by default, but if you select a defined pattern length, it is automatically disabled for the selected pattern. If you want to use Auto-Grow again, select another pattern or press **SHIFT** + Pad **1** on your controller to undo the pattern length selection until you return to **Auto**.

4.2. Pattern Offset

Once you have recorded your pattern and defined a play range using the Start and Length parameters, you can also define a start-offset and move the play range by adjusting the Position parameter.

The Position parameter enables you to freely move the play range throughout the pattern using your MASCHINE controller or by dragging the loop range using your mouse in the software. Events outside of the play range are not deleted and can be once more included in the pattern by changing the start position or by adjusting the length of the play range.
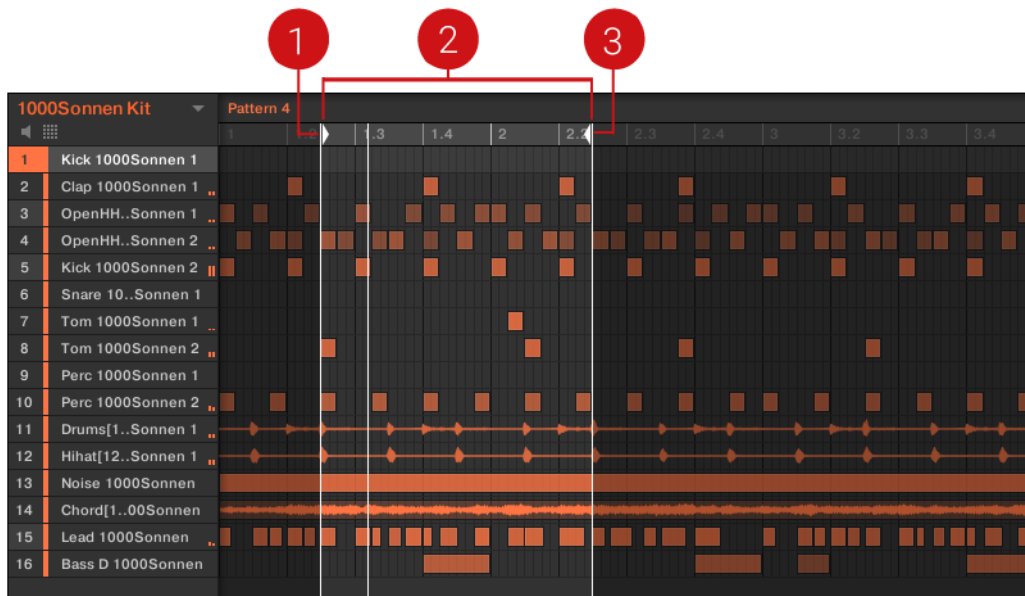
Overview of locators and play range

(**1**) Left locator (Start parameter)

(**2**) Play range loop brace (Position parameter)

(**3**) Right locator (Length parameter)

Adjusting Play Range of a Pattern using the Software

1. To adjust the start position, drag the left locator to the left or right.
2. To adjust the length, drag the right locator to the left or right.
3. To adjust the position of the pattern and create an offset, drag the loop brace to the left or right.

> Press **SHIFT** on your computer keyboard to adjust values in smaller increments.

> You can also adjust the start and length of the play range numerically using the **Start** and **Length** fields in the top-right of the Pattern Editor.

Adjusting the Play Range of a Pattern using MASCHINE

1. Press **PATTERN**.
2. Select the pattern you want to edit by pressing the relevant pad.
3. To adjust the start position of the play range, turn knob 3 (**START**).
4. To adjust the length of the play range, turn knob 4 (**LENGTH**).
5. To adjust the position of the play range and create an offset, turn knob 1 (**POSITION**).

> Press **SHIFT** to adjust values in smaller increments.

Adjusting the Play Range of a Pattern using MASCHINE MIKRO

1. Press **PATTERN**.
2. Select the pattern you want to edit by pressing the relevant pad.
3. To adjust the Start position of the play range, press the right arrow button once to select **Start**, then turn the Encoder.
4. To adjust the length of the play range, press the right arrow button once more to select **Length**, then turn the Encoder.
5. To adjust the position of the play range and create an offset, press the left arrow twice to select **Position**, then turn the Encoder.

> Press **SHIFT** to adjust values in smaller increments.

4.3. Smart Strip Position Indicator

The LEDs of the Smart Strip on the MASCHINE MK3 and MASCHINE MIKRO MK3 have been updated to show the playhead position within a pattern or song.

-   In Ideas view, the Smart Strip LEDs indicate the playhead position within the selected pattern during playback and recording.
-   In Song view, the Smart Strip LEDs indicate the playhead position within the song.

This feature provides great visual feedback to aid your timing when recording or switching up patterns during a live set.

> This feature is not available when the Smart Strip modes (Pitch, Mod, Perform, and Notes) are in use.