The information in this document is subject to change without notice and does not represent a commitment on the part of Native Instruments GmbH. The software described by this document is subject to a License Agreement and may not be copied to other media. No part of this publication may be copied, reproduced or otherwise transmitted or recorded, for any purpose, without prior written permission by Native Instruments GmbH, hereinafter referred to as Native Instruments.

“Native Instruments”, “NI” and associated logos are (registered) trademarks of Native Instruments GmbH.

Mac, Mac OS, GarageBand, Logic, iTunes and iPod are registered trademarks of Apple Inc., registered in the U.S. and other countries.
Windows, Windows Vista and DirectSound are registered trademarks of Microsoft Corporation in the United States and/or other countries.
All other trade marks are the property of their respective owners and use of them does not imply any affiliation with or endorsement by them.

Document authored by: Patryk Korman
Software version: 2.0 (10/2013)
Hardware version: MASCHINE MIKRO MK2

Special thanks to the Beta Test Team, who were invaluable not just in tracking down bugs, but in making this a better product.
Germany
Native Instruments GmbH
Schlesische Str. 29-30
D-10997 Berlin
Germany
www.native-instruments.de

USA
Native Instruments North America, Inc.
6725 Sunset Boulevard
5th Floor
Los Angeles, CA 90028
USA
www.native-instruments.com

Japan
Native Instruments KK
YO Building 3F
Jingumae 6-7-15, Shibuya-ku,
Tokyo 150-0001
Japan
www.native-instruments.co.jp
# Table of Contents

1 **Introduction** .............................................................................................................................. 5

2 **Control Reference** ...................................................................................................................... 7
   2.1 Basic Operation .......................................................................................................................... 7
   2.2 Groups ........................................................................................................................................ 11
   2.3 Sounds (Pads) ............................................................................................................................ 16
   2.4 Pattern Editor ............................................................................................................................. 22
      2.4.1 Pattern Editor Navigation .......................................................................................... 24
      2.4.2 Grid Settings .................................................................................................................. 24
      2.4.3 Pattern Operations ............................................................................................................. 26
      2.4.4 Event Operations .............................................................................................................. 27
      2.4.5 Modulation ..................................................................................................................... 28
   2.5 Scene Arranger ............................................................................................................................ 29
      2.5.1 Arranger Navigation .................................................................................................. 30
      2.5.2 Scene Operations ......................................................................................................... 31
   2.6 Control Area ................................................................................................................................ 32
   2.7 Sampling and Sample Editing .................................................................................................... 35
   2.8 Miscellaneous ............................................................................................................................ 40

3 **Computer Keyboard Shortcuts** .................................................................................................. 43
   3.1 Transport .................................................................................................................................... 43
   3.2 Navigation .................................................................................................................................. 43
   3.3 Editing ......................................................................................................................................... 43
   3.4 User Interface Options ................................................................................................................ 44

Index .................................................................................................................................................. 45
1 Introduction

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

- Chapter 2 is the main part of this document. It provides you with instructions on how to perform essential MASCHINE tasks from your controller. All workflows are sorted in sub-chapters according to their association with areas of MASCHINE's software user interface; e.g., information on loading Groups, muting Sounds/pads, or editing Events in MASCHINE's Pattern Editor you'll find in sections 2.2, 2.3, and 2.4.4, respectively.

- Chapter 3 is a quick reference to the controls available on the computer keyboard.

- At the end of this document, an overarching index provides alphabetical access to all the workflows listed in chapters 2 and 3.

Labeling On Your Controller

Since its initial release, the labels of the MASCHINE MIKRO MK2 controller have been revised. The instructions in this document will only refer to the 2nd generation controller labels. If you have a 1st generation MASCHINE MIKRO MK2 controller, please use the table below to reference the equivalent labels of the 1st and 2nd generation controllers.

<table>
<thead>
<tr>
<th>MASCHINE MIKRO MK2 Controller 1st Generation</th>
<th>MASCHINE MIKRO MK2 Controller 2nd Generation</th>
</tr>
</thead>
<tbody>
<tr>
<td>BROWSE (MODULES) button</td>
<td>BROWSE button</td>
</tr>
<tr>
<td>RESTART button</td>
<td>RESTART (LOOP) button</td>
</tr>
<tr>
<td>PLAY (METRONOME) button</td>
<td>PLAY (METRO) button</td>
</tr>
<tr>
<td>REC (COUNT IN) button</td>
<td>REC (COUNT-IN) button</td>
</tr>
<tr>
<td>GRID button</td>
<td>GRID (REC MODE) button</td>
</tr>
<tr>
<td>VIEW button</td>
<td>VIEW (MIX) button</td>
</tr>
<tr>
<td>COMPARE pad 3</td>
<td>STEP UNDO pad 3</td>
</tr>
<tr>
<td>SPLIT pad 4</td>
<td>STEP REDO pad 4</td>
</tr>
</tbody>
</table>
Document Conventions

This section introduces you to the signage and text highlighting used in this document. The following formatting is used:

- Text appearing in (drop-down) menus (such as Open..., Save as... etc.) and paths to locations on your hard disk or other storage devices is printed in italics.

- Text appearing elsewhere in NI software user interfaces (labels of buttons, controls, text next to checkboxes etc.) is printed in blue. Whenever you see this formatting applied, you will find the same text appearing somewhere on the screen.

- Text appearing on labels of the MASCHINE controller is printed in orange. Whenever you see this formatting applied, you will find the same text on the controller.

- Text appearing on displays of the MASCHINE controller is printed in light grey. Whenever you see this formatting applied, you will find the same text on a controller display.

- Important names and concepts are printed in bold.

- References to keys on your computer’s keyboard you’ll find put in square brackets (e.g., “Press [Shift] + [Return]”).

► Single instructions are introduced by this play button type arrow.

→ Results of actions are introduced by this smaller arrow.
2 Control Reference

The following subchapters contain tables with pure controller workflows to get you acquainted with controlling MASCHINE without using your computer's mouse or monitor. All workflows are sorted in subchapters according to their association with areas of MASCHINE's software user interface; e.g., information on loading Groups, muting Sounds/pads, or editing Events in MASCHINE's Pattern Editor you'll find in sections 2.2, 2.3, and 2.4.4, respectively.

2.1 Basic Operation

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

<table>
<thead>
<tr>
<th>Function</th>
<th>Controller Element / Action</th>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td>Choke all playing notes</td>
<td>SHIFT + MUTE (CHOKE)</td>
<td></td>
</tr>
<tr>
<td>Clear</td>
<td>SHIFT + pad 9</td>
<td>This function empties the active Pattern or the Events selected.</td>
</tr>
<tr>
<td>Copy</td>
<td>SHIFT + pad 11</td>
<td>This function copies all Events of the selected Pattern (or individual Events if selected) to the clipboard.</td>
</tr>
<tr>
<td>Hide/view Browser area</td>
<td>VIEW (MIX) button + pad 13</td>
<td></td>
</tr>
<tr>
<td>Hide/view Control Lane</td>
<td>VIEW (MIX) button + pad 14</td>
<td>You can record modulation of parameters on the Sound/pad level, and on the Group level. There are more advanced options for modulation. See the relevant chapters of your controller's manual for more in-depth information.</td>
</tr>
<tr>
<td>Function</td>
<td>Controller Element / Action</td>
<td>Note</td>
</tr>
<tr>
<td>-------------------</td>
<td>-----------------------------</td>
<td>----------------------------------------------------------------------</td>
</tr>
<tr>
<td>Hide/view Mixer</td>
<td><strong>SHIFT + VIEW (MIX)</strong></td>
<td>Toggles between the Arranger and Mix view.</td>
</tr>
</tbody>
</table>
| Load (Project)    | 1. Press the **BROWSE** button.  
<pre><code>              | 2. Press **F1** to open the **FILTER** tab.                        |
              | 3. Use **F3 (USER)** to select whether to search the user library or the NI Library for content. |
              | 4. Use the Arrow buttons (◄ and ► next to **NAV**) to navigate to the **FILE-TYPE** page. | |
              | 5. Turn the Control encoder until the menu reads **PROJECT**.      | |
              | 6. Use the Arrow buttons (◄ and ► next to **NAV**) to navigate to the **PRODUCT** page. If needed, refine your search with the Browser as explained in chapter “The Browser on the Hardware” of your controller’s manual. | |
              | 7. Press **F2 (LIST)** to open the results list.                  | |
              | 8. Turn the Control encoder until you find the desired Project.   | |
              | 9. Press the Control encoder to load the Project.                | |
              | 10. Select whether to save your previous Project with buttons **F1-F3**. | |
</code></pre>
<table>
<thead>
<tr>
<th>Function</th>
<th>Controller Element / Action</th>
<th>Note</th>
</tr>
</thead>
</table>
| **Metronome, adjust volume of**  | 1. Press **SHIFT + GRID (REC MODE)** to enter the **REC. MODE** screen.  
|                                  | 2. Use the Arrow buttons (◄ and ► next to **NAV**) to navigate to page 1/4: **METRONOME LEVEL**.  
|                                  | 3. Turn the Control encoder to adjust the metronome level.  
|                                  | 4. Press **GRID (REC MODE)** again to leave the **REC. MODE** screen.  |      |
| **Metronome, toggle on/off**     | **SHIFT + PLAY (METRO)**    |      |
| **Pan (Master)**                 | 1. Press **CONTROL** to enter Control mode.  
|                                  | 2. Press **F1 (MASTER)** to open the Master page.  
|                                  | 3. Press **NAV + F2** to open the channel parameters.  
|                                  | 4. While still holding **NAV**, use the Control encoder to select the Output tab (**OUT**).  
|                                  | 5. Release **NAV**.  
|                                  | 6. Use the Arrow buttons (◄ and ► next to **NAV**) to navigate to page 3/6: **PAN**.  
<p>|                                  | 7. Use the Control encoder to change the parameter value.  |      |
| <strong>Paste</strong>                        | <strong>SHIFT + pad 12</strong>          | This function pastes the previously copied Events from the clipboard into the selected Pattern. |
| <strong>Play</strong>                         | <strong>PLAY (METRO) button</strong>     | Hitting the <strong>PLAY (METRO) button</strong> again will stop playback. |</p>
<table>
<thead>
<tr>
<th>Function</th>
<th>Controller Element / Action</th>
<th>Note</th>
</tr>
</thead>
</table>
| Quantization, toggle on/off | 1. Press SHIFT + GRID (REC MODE) to enter the REC. MODE screen.  
2. Use the Arrow buttons (◄ and ► next to NAV) to navigate to page 4/4: QUANTIZE MODE.  
3. Turn the Control encoder to toggle quantization on/off.  
4. Press GRID (REC MODE) again to leave the REC. MODE screen. | This is the usual Overdub mode, where Events are added to the ones recorded when you play the pads. If you press ERASE + REC, Replace mode gets activated, in which Events ahead of the marker are replaced by the ones you play in real-time. Replace mode stays active until the playhead wraps around the loop range. |
| Record                   | 1. Press the REC button to arm for recording.  
2. Press the PLAY (METRO) button to start recording.  
3. Press the REC button again to stop recording. Playback of the track continues. |                                                                 |
| Record (with Count-in)   | SHIFT + REC                                                                                  | Counts off a beat then starts recording.  
You can change the Count-in properties in the REC. MODE screen via SHIFT + GRID (REC MODE). |
<p>| Redo                     | SHIFT + pad 2                                                                                | This function redoes any action previously performed in MASCHINE. As opposed to this, SHIFT + pad 4 redoes individual steps in the Pattern Editor. |
| Restart Loop Selection   | RESTART (LOOP) button                                                                       | Restarts playback from the beginning of the loop range.               |
| Save Project             | SHIFT + SAMPLING (SAVE)                                                                      |                                                                       |
| Stop                     | Press PLAY (METRO) during playback                                                           |                                                                       |</p>
<table>
<thead>
<tr>
<th>Function</th>
<th>Controller Element / Action</th>
<th>Note</th>
</tr>
</thead>
</table>
| **Swing (Master)**       | 1. Press **MAIN** to open the Main page.  
2. Press **F2** (**SWING**) to select the Swing tab.  
3. Use the Control encoder to change the parameter value. | You can fine-adjust the parameter value by additionally pressing the Control encoder while turning it. |
| **Tempo/BPM, change**    | 1. Press **MAIN** to open the Main page.  
2. Press **F3** to select the Tune/Tempo tab.  
3. Use the Control encoder to change the parameter value. | You can fine-adjust the parameter value by additionally pressing the Control encoder while turning it. |
| **Tempo/BPM, change (tap tempo)** | 1. Press and hold **SHIFT**.  
2. Tap the **NOTE REPEAT** button to determine the tempo of a sample or track. The Project tempo will be changed accordingly. | E.g., tap along to the beat of a sample to set the tempo of your Project to that of the sample. |
| **Undo**                 | **SHIFT** + pad 1                                                                            | This function undoes any action previously performed in MASCHINE. As opposed to this, **SHIFT** + pad 3 undoes individual steps in the Pattern Editor. |
| **Volume (Master)**      | 1. Press **MAIN** to open the Main page.  
2. Press **F1** (**VOLUME**) to select the Volume tab.  
3. Use the Control encoder to change the parameter value. | You can fine-adjust the parameter value by additionally pressing the Control encoder while turning it. |

## 2.2 Groups

This section contains Group-related controller workflows.
The Groups section on the software side of MASCHINE.
<table>
<thead>
<tr>
<th>Function</th>
<th>Controller Element / Action</th>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td>Copy/paste (Group)</td>
<td>1. Press and hold DUPLICATE + GROUP (STEP MODE), so that the display reads DUPLICATE GROUP. 2. Tap the pad corresponding to the Group you want to copy. 3. Tap the pad corresponding to the Group you want to paste the Group's content to.</td>
<td>You can copy and paste Groups with or without their Pattern content. To copy a Group including its Patterns' content, press F1 (+ EVNT) while holding the DUPLICATE button to activate this function.</td>
</tr>
<tr>
<td>Load (Group)</td>
<td>1. Press the BROWSE button. 2. Press F1 to open the FILTER tab. 3. Use F3 (USER) to select whether to search the user library or the NI Library for content. 4. Use the Arrow buttons ( ◄ and ► next to NAV) to navigate to the FILE-TYPE page. 5. Turn the Control encoder until the menu reads GROUP. 6. Use the Arrow buttons ( ◄ and ► next to NAV) to navigate to the PRODUCT page. If needed, refine your search with the Browser as explained in chapter “The Browser on the Hardware” of your controller's manual. 7. Press F2 (LIST) to open the results list. 8. Turn the Control encoder until you find the desired entry. 9. Select whether or not to load the Group including its associated Patterns. 10. Press the Control encoder to load the Group.</td>
<td></td>
</tr>
<tr>
<td>Function</td>
<td>Controller Element / Action</td>
<td>Note</td>
</tr>
<tr>
<td>-------------------</td>
<td>-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
<td>----------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>Mute (Group)</strong></td>
<td>1. Press and hold <strong>MUTE (CHOKE) + GROUP (STEP MODE)</strong>, so that the display reads <strong>MUTE GROUP</strong>.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>2. Press the pad corresponding to the Group you want to mute.</td>
<td></td>
</tr>
<tr>
<td><strong>Pan (Group)</strong></td>
<td>1. Press <strong>CONTROL</strong> to enter Control mode.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>2. Press <strong>F2 (GROUP)</strong> to open the Group page.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>3. Press <strong>NAV + F2</strong> to open the channel parameters.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>4. While still holding <strong>NAV</strong>, use the Control encoder to select the Output tab (<strong>OUT</strong>).</td>
<td></td>
</tr>
<tr>
<td></td>
<td>5. Release <strong>NAV</strong>.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>6. Use the Arrow buttons (◄ and ► next to <strong>NAV</strong>) to navigate to page <strong>4/4: PAN</strong>.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>7. Use the Control encoder to change the parameter value.</td>
<td></td>
</tr>
<tr>
<td><strong>Pitch (Group)</strong></td>
<td>1. Press <strong>MAIN</strong> to open the Main page.</td>
<td>You can fine-adjust the parameter value by additionally holding <strong>SHIFT</strong> while turning the Control encoder.</td>
</tr>
<tr>
<td></td>
<td>2. Press <strong>F3</strong> to select the Tune/Tempo tab.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>3. Press and hold <strong>GROUP (STEP MODE)</strong> + the pad corresponding to the Group you want to change the pitch for.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>4. Use the Control encoder to change the parameter value.</td>
<td></td>
</tr>
<tr>
<td>Function</td>
<td>Controller Element / Action</td>
<td>Note</td>
</tr>
<tr>
<td>--------------</td>
<td>---------------------------------------------------------------------------------------------</td>
<td>----------------------------------------------------------------------</td>
</tr>
<tr>
<td>Reset Group</td>
<td>1. Press <strong>CONTROL</strong> to enter Control mode.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>2. Press and hold <strong>GROUP (STEP MODE)</strong> + <strong>SHIFT</strong> + <strong>ERASE</strong>.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>3. Tap the pad corresponding to the Group you want to delete.</td>
<td></td>
</tr>
<tr>
<td>Select (Group)</td>
<td>Press <strong>GROUP (STEP MODE)</strong> + the pad corresponding to the Group you want to select.</td>
<td></td>
</tr>
<tr>
<td>Solo (Group)</td>
<td>1. Press and hold <strong>SOLO</strong> + <strong>GROUP (STEP MODE)</strong>, so that the display reads <strong>SOLO GROUP</strong>.</td>
<td>When unsoloing a Group, all other Groups are unmuted, regardless of whether they were muted before or not.</td>
</tr>
<tr>
<td></td>
<td>2. Tap the pad corresponding to the Group you want to solo.</td>
<td></td>
</tr>
</tbody>
</table>
### Sounds (Pads)

This section contains Sound (pad)-related controller workflows. The MASCHINE Sound slots on the software side correspond to the 16 pads on your controller.

<table>
<thead>
<tr>
<th>Function</th>
<th>Controller Element / Action</th>
<th>Note</th>
</tr>
</thead>
</table>
| Swing (Group)| 1. Press **MAIN** to enter the Main page.  
2. Press **F2** (**SWING**) to select the Swing tab.  
3. Press and hold **GROUP (STEP MODE)**.+ the pad corresponding to the Group you want to change the parameter value for.  
4. Use the Control encoder to change the parameter value.                                                                 | You can fine-adjust the parameter value by additionally pressing the Control encoder while turning it.                                |
| Volume (Group)| 1. Press **MAIN** to enter the Main page.  
2. Press **F1** (**VOLUME**) to select the Volume tab.  
3. Press and hold **GROUP (STEP MODE)**.+ the pad corresponding to the Group you want to change the parameter value for.  
4. Use the Control encoder to change the parameter value.                                                                 | You can fine-adjust the parameter value by additionally pressing the Control encoder while turning it.                                |
The Sound slots on the software side of MASCHINE.

<table>
<thead>
<tr>
<th>Operation/Function</th>
<th>Controller Element / Action</th>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Base key shifting</strong></td>
<td>1. Press the pad of the Sound you want to alter the base key of.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>2. Press and hold the <strong>PAD MODE (KEYBOARD)</strong> button.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>3. Use the Arrow buttons (◄ and ► next to <strong>NAV</strong>) to navigate to page 5/6: <strong>BASE KEY</strong>.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>4. Use the Control encoder to shift the base key of the Sound slot / pad.</td>
<td></td>
</tr>
<tr>
<td><strong>Copy/paste (Sound)</strong></td>
<td>1. Press and hold <strong>DUPLICATE + GROUP (STEP MODE)</strong>, so that the display reads <strong>DUPLICATE SOUND</strong>.</td>
<td>You can copy and paste Sounds with or without their recorded Events. To copy a Sound including its recorded Events, press F1 (+ EVNT) while holding the <strong>DUPLICATE</strong> button to activate this function.</td>
</tr>
<tr>
<td></td>
<td>2. Tap the pad you want to copy.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>3. Tap the pad you want to paste the Sound to.</td>
<td></td>
</tr>
<tr>
<td>Operation/Function</td>
<td>Controller Element / Action</td>
<td>Note</td>
</tr>
<tr>
<td>-------------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
<td>-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
</tbody>
</table>
| **Keyboard mode / Piano Roll** | 1. Hit the pad of the Sound you want to enter the Keyboard mode / Piano Roll with.  
2. Press and hold the **PAD MODE (KEYBOARD)** button.  
3. Press **F1 (KEYBD)** to switch to Keyboard mode.  
4. The **PAD MODE (KEYBOARD)** button stays dim lit until Keyboard mode is deactivated.                                                                 | When activating Keyboard mode, the selected Sound gets spread out chromatically across all 16 pads, and you can play it like a piano.  
SHIFT + **PAD MODE (KEYBOARD)** is also shortcut to toggle between the Keyboard mode / Piano Roll and playing Sounds. |
| **Load (Sample)**       | 1. Press the **BROWSE** button.  
2. Press **F1** to open the **FILTER** tab.  
3. Use **F3 (USER)** to select whether to search the user library or the NI Library for content.  
4. Use the Arrow buttons (◄ and ► next to **NAV**) to navigate to the **FILE-TYPE** page.  
5. Turn the Control encoder until the menu reads **SAMPLE**.  
6. Use the Arrow buttons (◄ and ► next to **NAV**) to navigate to **PRODUCT** page. If needed, refine your search with the Browser as explained in chapter “The Browser on the Hardware,” of your controller's manual.  
7. Press **F2 (LIST)** to open the results list.  
8. Turn the Control encoder until you find the desired entry.  
9. Press the Control encoder to load the Sample.                                                                 | The term Sample in MASCHINE refers to an audio file without any previously stored MASCHINE parameters (compare "Load Sound" entry below).  
You can activate the PREH. (Prehear) function with F3 so that the next item highlighted in the list will automatically be played. |
<table>
<thead>
<tr>
<th>Operation/Function</th>
<th>Controller Element / Action</th>
<th>Note</th>
</tr>
</thead>
</table>
| **Load (Sound)**  | 1. Press the BROWSE button.  
2. Press **F1** to open the FILTER tab.  
3. Use **F3 (USER)** to select whether to search the user library or the NI Library for content.  
4. Use the Arrow buttons ( ◄ and ► next to NAV) to navigate to the FILE-TYPE page.  
5. Turn the Control encoder until the menu reads SOUN**D**.  
6. Use the Arrow buttons ( ◄ and ► next to NAV) to navigate to the PRODUCT page. If needed, refine your search with the Browser as explained in chapter “The Browser on the Hardware,” of your controller’s manual.  
7. Press **F2 (LIST)** to open the results list.  
8. Turn the Control encoder until you find the desired entry.  
9. Press the Control encoder to load the Sound. | 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 (.mxsnd). |
| **Mute (Sound)**  | 1. Press and hold MUTE (CHOKE) + GROUP (STEP MODE), so that the display reads MUTE SOUND.  
2. Tap the pad you want to mute. | |
| **Note Repeat**   | 1. Press and hold the NOTE REPEAT button.  
2. Press and hold the pad of the Sound you want to use Note Repeat on. | When pressing NOTE REPEAT, there are three quantization presets for quick access beneath buttons **F1** to **F3**. You can change their individual parameter values on pages 1/3 to 3/3 in the lower portion of the display. |
<table>
<thead>
<tr>
<th>Operation/Function</th>
<th>Controller Element / Action</th>
<th>Note</th>
</tr>
</thead>
</table>
| One-shot mode, activate | 1. Press **CONTROL** to enter Control mode.  
2. Press **NAV + F3** to open the plug-in parameters.  
3. While still holding **NAV**, use the Control encoder to select the Pitch/Envelope tab (**PITCH / ENVELOPE**).  
4. Release **NAV**, and press **F3** (**SOUND**) to open the Sound page.  
5. Use the Arrow buttons (◄ and ► next to **NAV**) to navigate to page 4/4: **TYPE**.  
6. Use the Control encoder to change the setting to **ONESHOT**. | One-shot mode is only applicable if a Sample is loaded to your Sound slot (as opposed to an instrument).  
In One-shot mode, the full Sample will play once that you hit the corresponding pad.  
For information on using envelopes (AHD/ADSR mode) in a Sound slot, refer to your controller’s manual. |
| Pad Link groups          | 1. Press the pad you want to assign to a Pad Link group.  
2. Press and hold the **PAD MODE (KEYBOARD)** button.  
3. Use the Arrow buttons (◄ and ► next to **NAV**) to navigate to page 3/6: **LINK GROUP**.  
4. Use the Control encoder to assign the pad to one of the available Pad Link groups.  
5. Use the Arrow buttons (◄ and ► next to **NAV**) to navigate to page 4/6: **LINK MODE**.  
6. Use the Control encoder to set the pad to Master or Slave mode within the Pad Link group.  
7. Add other pads to the Pad Link group. | 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.  
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. |
<table>
<thead>
<tr>
<th>Operation/Function</th>
<th>Controller Element / Action</th>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Pan (Sound)</strong></td>
<td>1. Press <strong>CONTROL</strong> to enter Control mode. &lt;br&gt;2. Press <strong>F3</strong> (<strong>SOUND</strong>) to open the Sound page. &lt;br&gt;3. Press <strong>NAV + F2</strong> to open the channel parameters. &lt;br&gt;4. While still holding <strong>NAV</strong>, use the Control encoder to select the Output tab (<strong>OUT</strong>). &lt;br&gt;5. Release <strong>NAV</strong>. &lt;br&gt;6. Use the Arrow buttons (◄ and ► next to <strong>NAV</strong>) to navigate to page 4/5: <strong>PAN</strong>. &lt;br&gt;7. Use the Control encoder to change the parameter value.</td>
<td>You can fine-adjust the parameter value by additionally pressing the Control encoder while turning it.</td>
</tr>
<tr>
<td><strong>Pitch (Sound)</strong></td>
<td>1. Press <strong>MAIN</strong> to open the Main page. &lt;br&gt;2. Press <strong>F3</strong> to select the Tune/Tempo tab. &lt;br&gt;3. Press and hold the pad you want to change the pitch of. &lt;br&gt;4. Use the Control encoder to change the parameter value.</td>
<td>You can fine-adjust the parameter value by additionally pressing the Control encoder while turning it.</td>
</tr>
<tr>
<td><strong>Reset Sound</strong></td>
<td>1. Press and hold <strong>SHIFT</strong> button + <strong>ERASE</strong> button. &lt;br&gt;2. Press the pad of the Sound (1-16) you want to delete.</td>
<td></td>
</tr>
<tr>
<td><strong>Select Sound</strong></td>
<td>Press one of the pads 1-16.</td>
<td></td>
</tr>
<tr>
<td><strong>Select Sound silently</strong></td>
<td>Press <strong>SELECT (EVENTS)</strong> button + one of the pads 1-16.</td>
<td>Focuses on the desired Sound/pad without playing its content.</td>
</tr>
</tbody>
</table>
### Operation/Function | Controller Element / Action | Note
--- | --- | ---
**Solo (Sound)**  
1. Press and hold SOLO + GROUP (STEP MODE), so that the display reads SOLO SOUND.  
2. Tap the pad you want to solo. | Note: When unsoloing a Sound/pad, all other Sounds/pads will be activated, also the ones that were muted prior to soloing. |
**Swing (Sound)**  
1. Press MAIN to open the Main page.  
2. Press F2 (SWING) to select the Swing tab.  
3. Press and hold the pad you want to change the parameter value for.  
4. Use the Control encoder to change the parameter value. | You can fine-adjust the parameter value by additionally pressing the Control encoder while turning it. |
**Velocity, fix**  
1. Press and hold the PAD MODE (KEYBOARD) button.  
2. Press F3 (FIX VEL). | Sets all pads to a fixed velocity. The underlying velocity value can be set on parameter page 6/6 in the lower portion of the PAD MODE screen. |
**Volume (Sound)**  
1. Press MAIN to open the Main page.  
2. Press F1 (VOLUME) to select the Volume tab.  
3. Press and hold the pad you want to change the parameter value for.  
4. Use the Control encoder to change the parameter value. | You can fine-adjust the parameter value by additionally pressing the Control encoder while turning it. |

## 2.4 Pattern Editor

This section contains controller workflows related to MASCHINE's Pattern Editor. This includes: Pattern Editor navigation, Pattern Grid settings, Pattern operations, Event operations, and modulation.
The Pattern Editor on the software side of MASCHINE.
## 2.4.1 Pattern Editor Navigation

<table>
<thead>
<tr>
<th>Function</th>
<th>Controller Element / Action</th>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Scroll (Pattern Editor)</strong></td>
<td>1. Press and hold the VIEW (MIX) button.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>2. Press F2 to select the Pattern Editor.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>3. Use the Arrow buttons (◄ and ► next to NAV) to navigate to page 2/2: SCROLL.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>4. While still holding VIEW (MIX), use the Control encoder to scroll left and right in the Pattern Editor.</td>
<td></td>
</tr>
<tr>
<td><strong>Zoom (Pattern Editor)</strong></td>
<td>1. Press and hold the VIEW (MIX) button.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>2. Press F2 to select the Pattern Editor.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>3. Use the Arrow buttons (◄ and ► next to NAV) to navigate to page 1/2: ZOOM.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>4. While still holding VIEW (MIX), use the Control encoder to zoom in and out in the Pattern Editor.</td>
<td></td>
</tr>
</tbody>
</table>

## 2.4.2 Grid Settings

Grid settings are relevant for the triggering behavior of Scenes, for shortening and lengthening of Patterns, and for the division of the Quantization Grid.
<table>
<thead>
<tr>
<th>Function</th>
<th>Controller Element / Action</th>
<th>Note</th>
</tr>
</thead>
</table>
| **Pattern Length resolution**  | 1. Press and hold the GRID (REC MODE) button.  
2. Press F2 (PAT) to enter the Pattern Length setting page.  
3. Use the Control encoder to select the Pattern Length resolution you want to set for the Pattern. | This setting determines the increments in which you can shorten and lengthen Patterns.  
Changing the Pattern length: PATTERN button + Control encoder.  
This is not the quantization grid setting.  
See “Step Grid resolution” entry below for info on setting the division of the quantization grid. |
| **Perform Grid division**      | 1. Press and hold the GRID (REC MODE) button.  
2. Press F1 (PERF) to enter the Perform Grid setting page.  
3. Use the Control encoder to select the Perform Grid division you want to set. | This setting determines after how many beats of a bar a Scene becomes active when triggering it.                                                                                                    |
| **Step Grid resolution (Step Grid and Quantization Grid division)** | 1. Press and hold the GRID (REC MODE) button.  
2. Press F3 (STEP) to enter the Step Grid setting page.  
3. Use the Control encoder to select the Step Grid resolution you want to set for the Pattern Editor. | Here you adjust the division of the Grid for working in Step mode and the division of the Quantization Grid.                                                                                      |
## 2.4.3 Pattern Operations

<table>
<thead>
<tr>
<th>Function</th>
<th>Controller Element / Action</th>
<th>Note</th>
</tr>
</thead>
</table>
| Copy/paste (Pattern) | 1. Press and hold the **DUPLICATE** button.  
2. Press and hold the **PATTERN** button.  
3. Tap the pad corresponding to the Pattern you want to copy.  
4. Tap the pad corresponding to the Pattern slot you want to copy the Pattern to. | The increments in which you can lengthen or shorten Patterns depend on the value set in the Pattern length resolution setting. See also “Pattern Length resolution” in 2.4.2. |
| Delete Pattern    | 1. Press and hold the **ERASE** button + the **PATTERN** button.  
2. Tap the pad corresponding to the Pattern you want to delete. |                                                                                                                                       |
| Double Pattern    | 1. Press and hold the **PATTERN** button.  
2. Press F1 (**DBL**). |                                                                                                                                       |
| Pattern length    | 1. Press and hold the **PATTERN** button.  
2. Use the Arrow buttons (◄ and ► next to **NAV**) to navigate to page 1/2: **LENGTH**.  
3. While still holding **PATTERN**, use the Control encoder to lengthen/shorten the selected Pattern. |                                                                                                                                 |
| Select Pattern    | **PATTERN** button + pad 1-16                                                             |                                                                                                                                       |
| Select Pattern Bank | **SHIFT** + **PATTERN** + Arrow buttons (◄ and ► next to **NAV**)                          |                                                                                                                                       |
### 2.4.4 Event Operations

An Event is the recorded instance of a Sound in MASCHINE's Pattern Editor.

<table>
<thead>
<tr>
<th>Function</th>
<th>Controller Element / Action</th>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td>Skip one bar backwards</td>
<td>Skip Backward button in <strong>TRANSPORT</strong> section (◄)</td>
<td></td>
</tr>
<tr>
<td>Skip one bar forward</td>
<td>Skip Forward button in <strong>TRANSPORT</strong> section (▶)</td>
<td></td>
</tr>
</tbody>
</table>
| **Copy/paste (Events)** | 1. Select the Event(s) you want to copy.  
2. Press the **SHIFT** button + pad 11.  
3. Select the Sound/pad you want to copy the Event(s) to.  
4. Press the **SHIFT** button + pad 12. | You can select multiple Events in the Pattern Editor using the [Shift]/[Cmd] key.                                                  |
| **Nudge Events**       | 1. Select the Event(s) you want to nudge.  
2. Press and hold **SHIFT**.  
3. Press pad 7 or 8 to nudge the selected Event(s) left or right, respectively. | The increments in which you can nudge an Event are dependent on the NUDGE parameter value from the **STEP** tab in the **GRID** screen. (See also 2.4.2) If you want to nudge Events in really small increments, the Step Grid resolution has to be set to **OFF**, or the NUDGE parameter to **STEP/16**. |
| **Quantize Events**    | 1. Select the Event(s) you want to quantize.  
2. Press **SHIFT** + pad 5. | To adjust the Quantization Grid division, see the "Step Grid resolution" entry in 2.4.2.                                          |
| **Quantize Events (50%)** | 1. Select the Event(s) you want to quantize.  
2. Press **SHIFT** + pad 6. | Quantizing at 50% moves the selected Events half the way to the next Step Grid.  
To adjust the Quantization Grid division, see the "Step Grid setting" entry in 2.4.2.                                      |
<table>
<thead>
<tr>
<th>Function</th>
<th>Controller Element / Action</th>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td>Select all Events of a Sound/pad in the current Pattern</td>
<td>Press SELECT (EVENTS) + a pad to select all events linked to that pad.</td>
<td>In Keyboard mode, only the Events which are on the note you are pressing are selected.</td>
</tr>
<tr>
<td>Transpose Events (by octave)</td>
<td>1. Select the Event(s) you want to transpose.</td>
<td>If no Events were selected before transposing, all notes in the Pattern will be transposed. In Keyboard mode the Events of the Pattern in focus will be transposed.</td>
</tr>
<tr>
<td></td>
<td>2. Press and hold SHIFT.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>3. Press pad 15 or 16 to transpose the selected Event(s) up or down by one octave.</td>
<td></td>
</tr>
<tr>
<td>Transpose Events (by semitone)</td>
<td>1. Select the Event(s) you want to transpose.</td>
<td>If no Events were selected before transposing, all notes in the Pattern will be transposed. In Keyboard mode the Events of the Pattern in focus will be transposed.</td>
</tr>
<tr>
<td></td>
<td>2. Press and hold SHIFT.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>3. Press pad 13 or 14 to transpose the selected Event(s) up or down by one half step, respectively.</td>
<td></td>
</tr>
</tbody>
</table>

### 2.4.5 Modulation

In MASCHINE, you can record parameter value changes on the Sound (pad) level and the Group level, and you can even record parameter value changes for plug-ins. This is called modulation, and you can see and edit all recorded modulation in the Control Lane beneath the Pattern Editor.
### Scene Arranger

This section contains controller workflows related to MASCHINE's Scene Arranger. This includes Arranger navigation and Scene operations.

---

**Function** | **Controller Element / Action** | **Note** |
---|---|---|
Modulation, record | 1. Press **MAIN** to open the parameter pages.  
2. Press **F3** (**SOUND**) to open the Sound page. (Alternatively, you could select the **GROUP** page to modulate parameter values on the Group level.)  
3. Press **NAV + F2** to open the channel parameters.  
4. While still holding **NAV**, use the Control encoder to select the Output tab (**OUT**), and the Arrow buttons (◄ and ► next to **NAV**) to select the **AUDIO** parameters.  
5. Release **NAV**.  
6. Use the Arrow buttons (◄ and ► next to **NAV**) to select a parameter for modulation (e.g., **LEVEL**).  
7. While playback is active, press and hold **SHIFT**, and use the Control encoder to record modulation for the parameter value. | You can record modulation of parameters on the Sound/pad level, and on the Group level.  
There are more advanced options for modulation. See the relevant chapters of your controller's manual for more in-depth information. |
| Hide/view Control Lane | **VIEW (MIX) + pad 14.** | The Control Lane is where modulation for parameter values is recorded. For more detailed information on modulation, refer to your controller's manual. |
The Scene Arranger on the software side of MASCHINE.

## 2.5.1 Arranger Navigation

<table>
<thead>
<tr>
<th>Function</th>
<th>Controller Element / Action</th>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Scroll (Arranger)</strong></td>
<td>1. Press and hold the <strong>VIEW (MIX)</strong> button.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>2. Press <strong>F1</strong> to select the Scene Arranger.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>3. Use the Arrow buttons (◄ and ► next to <strong>NAV</strong>) to navigate to page 2/2: SCROLL.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>4. While still holding <strong>VIEW (MIX)</strong>, use the Control encoder to scroll left and right in the Scene Arranger.</td>
<td></td>
</tr>
<tr>
<td><strong>Zoom (Arranger)</strong></td>
<td>1. Press and hold the <strong>VIEW (MIX)</strong> button.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>2. Press <strong>F1</strong> to select the Scene Arranger.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>3. Use the Arrow buttons (◄ and ► next to <strong>NAV</strong>) to navigate to page 1/2: ZOOM.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>4. While still holding <strong>VIEW (MIX)</strong>, use the Control encoder to zoom in and out in the Scene Arranger.</td>
<td></td>
</tr>
</tbody>
</table>
## 2.5.2 Scene Operations

<table>
<thead>
<tr>
<th>Function</th>
<th>Controller Element / Action</th>
<th>Note</th>
</tr>
</thead>
</table>
| **Copy/paste (Scene)** | 1. Press and hold the DUPLICATE button.  
2. Press and hold the SCENE button.  
3. Tap the pad corresponding to the Scene you want to copy.  
4. Tap the pad corresponding to the Scene slot you want to paste the Scene to. | 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.  
To have MASCHINE create new Patterns on Scene duplication, see the "Copy and paste Scene (+ create new Patterns)" entry below. |
| **Copy and paste Scene (+ create new Patterns on pasting)** | 1. Press and hold the DUPLICATE button.  
2. Press and hold the SCENE button.  
3. Press F1 (+PAT).  
4. Tap the pad corresponding to the Scene you want to copy.  
5. Tap the pad corresponding to the Scene slot you want to paste the Scene to. | Once the Create New Pattern function is activated, it will stay activated until you deactivate it again.  
See also "Copy and paste Scene" entry above. |
| **Delete Scene** | 1. Press and hold ERASE + SCENE.  
2. Tap the pad corresponding to the Scene you want to delete. | |
| **Remove Pattern Clip from Scene** | 1. Press and hold the PATTERN button.  
2. Press F3 (REMOVE). | Removes the selected Pattern from its Scene.  
This function does not erase a Pattern's content. |
<p>| <strong>Select Scene</strong> | Press SCENE + the pad corresponding to the Scene you want to select. | |
| <strong>Select Scene Bank</strong> | SHIFT + SCENE + Arrow buttons (◄ and ► next to NAV). | |</p>
<table>
<thead>
<tr>
<th>Function</th>
<th>Controller Element / Action</th>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Set Scene loop</strong></td>
<td>1. Press and hold the SCENE button.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>2. Press and hold the pad corresponding to the Scene you want your loop to start with.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>3. Tap the pad corresponding to the Scene you want the loop to end with.</td>
<td></td>
</tr>
<tr>
<td><strong>Set Scene loop to all Scenes</strong></td>
<td><strong>SCENE</strong> button + <strong>F1</strong> (ALL).</td>
<td></td>
</tr>
</tbody>
</table>

### 2.6 Control Area

This section contains controller workflows related to MASCHINE's Control area.

The Control area on the software side of MASCHINE.
<table>
<thead>
<tr>
<th>Function</th>
<th>Controller Element / Action</th>
<th>Note</th>
</tr>
</thead>
</table>
| **Load effect / effect plug-in** | 1. Press **CONTROL** to enter Control mode.  
2. Select the Project level you want to apply an effect to — Master, Group, or Sound — by pressing **F1** (**MASTER**), **F2** (**GROUP**) or **F3** (**SOUND**), respectively.  
3. Press **NAV + F3** to open the plug-in parameters.  
4. While still holding **NAV**, use the Control encoder to select a free plug-in slot.  
5. Release **NAV**.  
6. Press **BROWSE**.  
7. Press **F1** to select the **Filter**.  
8. Use **F3** (**USER**) to select whether to search the user library or the NI Library for content.  
9. Use the Arrow buttons (◄ and ► next to **NAV**) to navigate to the FILE-TYPE page.  
10. Turn the Control encoder until the menu reads **EFFECT**.  
11. Use the Arrow buttons (◄ and ► next to **NAV**) to navigate to the PRODUCT page. If needed, refine your search with the Browser as explained in chapter “The Browser on the Hardware,” of your controller's manual.  
12. Press **F2** (**LIST**) to open the results list.  
13. Turn the Control encoder until you find the desired entry. | You can apply effects to the Master, to a Group or to individual pads/Sounds. |
<table>
<thead>
<tr>
<th>Function</th>
<th>Controller Element / Action</th>
<th>Note</th>
</tr>
</thead>
</table>
| Load instrument plug-in (VST/AU) | 1. Tap a pad you want to load an instrument to.  
2. Press **MAIN** to open the parameter pages.  
3. Press **F3 (SOUND)** to select the Sound level.  
4. Press **NAV + F3** to open the plug-in parameters.  
5. While still holding **NAV**, use the Control encoder to select plug-in slot 1.  
6. Release **NAV**.  
7. Press **BROWSE**.  
8. Press **F1** to select the **FILTER**.  
9. Use **F3 (USER)** to select whether to search the user library or the NI Library for content.  
10. Use the Arrow buttons (◄ and ► next to **NAV**) to navigate to the **FILE-TYPE** page.  
11. Turn the Control encoder until the menu reads **INSTRUMENT**.  
12. Use the Arrow buttons (◄ and ► next to **NAV**) to navigate to the **PRODUCT** page. If needed, refine your search with the Browser as explained in chapter “The Browser on the Hardware,” of your controller's manual.  
13. Press **F2 (LIST)** to open the results list. | Only plug-in slot 1 of a Sound can host VST/AU plug-in instruments. The other plug-in slots of a Sound (and also of the Groups and the Master) can only host effects. |
<table>
<thead>
<tr>
<th>Function</th>
<th>Controller Element / Action</th>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>14. Turn the Control encoder until you find the desired instrument.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>15. Press the Control encoder to load the instrument.</td>
<td></td>
</tr>
<tr>
<td>Mute/bypass instrument/effect</td>
<td>1. Press <strong>CONTROL</strong> to enter Control mode.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>2. Press <strong>SHIFT + NAV</strong>.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>3. Press the pad corresponding to the plug-in slot you want to mute/bypass.</td>
<td></td>
</tr>
</tbody>
</table>

### 2.7 Sampling and Sample Editing

This section contains controller workflows related to Sampling and Sample editing in MASCHINE.
### Sample from external source

1. Select an empty Sound slot / pad you want to sample to.
2. Press the **SAMPLING (SAVE)** button.
3. Use the Arrow buttons ( ◄ and ► next to **NAV**) to navigate to page 1/4: **SOURCE**.
4. Set the source to **EXT. STER.** for stereo sampling, or to **EXT. MONO** for mono sampling using the Control encoder.
5. Use the Arrow buttons ( ◄ and ► next to **NAV**) to navigate to page 2/4: **INPUT**.
6. Select your input channels using the Control encoder.
7. Use the Arrow buttons ( ◄ and ► next to **NAV**) to navigate to page 3/4: **MODE**.
8. Select **DETECT** mode using the Control encoder.
9. Use the Arrow buttons ( ◄ and ► next to **NAV**) to navigate to page 4/4: **THRESHOLD**.
10. Use the Control encoder to set the recording threshold level.
11. Press **F1 (START)** to start recording.
12. Press **F1 (STOP)** when you want the recording to stop.

### Note

For more in-depth information on sampling from the controller, refer to your controller's manual.

### Sample from internal source (resampling)

1. Select an empty Sound slot / pad you want to sample to.
2. Press the **SAMPLING (SAVE)** button.

### Note

For more in-depth information on sampling from the controller, refer to your controller's manual.
<table>
<thead>
<tr>
<th>Function</th>
<th>Controller Element / Action</th>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td>3. Use the Arrow buttons (◄ and ► next to NAV) to navigate to page 1/4: SOURCE.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4. Set the source to INTERNAL using the Control encoder.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5. Use the Arrow buttons (◄ and ► next to NAV) to navigate to page 2/4: INPUT.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6. Select your input channels using the Control encoder.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>7. Use the Arrow buttons (◄ and ► next to NAV) to navigate to page 3/4: MODE.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>8. Select DETECT mode using the Control encoder.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>9. Use the Arrow buttons (◄ and ► next to NAV) to navigate to page 4/4: THRESHOLD.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>10. Use the Control encoder to set the recording threshold level.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>11. Press F1 (START) to start recording.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>12. Press F1 (STOP) when you want the recording to stop.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Function</td>
<td>Controller Element / Action</td>
<td>Note</td>
</tr>
<tr>
<td>---------------</td>
<td>-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
<td>--------------------------------------------------------------------------------------------</td>
</tr>
</tbody>
</table>
| **Sample looping** | 1. Press the **SAMPLING (SAVE)** button.  
2. Press **NAV** + turn the Control encoder to open the **ZONE** page.  
3. While still holding **NAV**, use the Arrow buttons (◄ and ► next to **NAV**) to navigate to the **LOOP** tab.  
4. Release **NAV**.  
5. Use the Arrow buttons (◄ and ► next to **NAV**) to navigate to page **1/4 ACTIVE**.  
6. Use the Control encoder to activate the loop function.  
7. Set loop start and end points on pages **2/4 and 3/4**.  
8. On page **4/4: XFADE**, set a crossfade value for the start and end point of the loop to gain a smooth transition in between end and start of the looping range. | Sample looping does not work when the Sound is in One-shot mode. See entry “One-shot” from chapter 2.3. |
<table>
<thead>
<tr>
<th>Function</th>
<th>Controller Element / Action</th>
<th>Note</th>
</tr>
</thead>
</table>
| **Sample editing**| 1. Press the **SAMPLING (SAVE)** button.  
2. Press **NAV** + turn the Control encoder to open the **EDIT** page.  
3. While still holding **NAV**, use the Arrow buttons (◄ and ► next to **NAV**) to activate the **SELECTION RANGE** setting.  
4. Release **NAV**.  
5. Use the Control encoder to navigate to pages 1/2: **START** and 2/2: **END**, and set start end points for the selection to be edited.  
6. Navigate through the editing options with buttons **F1** and **F3** (e.g., **TRUNC** will erase everything outside the selected **START** and **END** range of the Sample). | Refer to your controller's manual for more in-depth information on sample editing.                                                                                                                   |
| **Time stretching / pitch shifting** | 1. Press the **SAMPLING (SAVE)** button.  
2. Select a sample region as described in the sample editing entry above.  
3. Press **NAV** + turn the Control encoder to open the **EDIT** page.  
4. Release **NAV**.  
5. Navigate through the editing options with buttons **F1** and **F3** until **STRCH** comes up.  
6. Press **F2** to open the time stretch engine's settings page. | Refer to your controller's manual for more in-depth information on time stretching.                                                                                                                   |
<table>
<thead>
<tr>
<th>Function</th>
<th>Controller Element / Action</th>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>7. Use the Arrow buttons (◄ and ► next to NAV) to navigate through the time stretch engine's properties pages, and select the appropriate settings.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>8. Press F3 (APPLY) to apply time stretching to your sample.</td>
<td></td>
</tr>
</tbody>
</table>

## 2.8 Miscellaneous

Miscellaneous entries, such as adjusting pad sensitivity and display contrast from the controller, you’ll find here.
<table>
<thead>
<tr>
<th>Function</th>
<th>Controller Element / Action</th>
<th>Note</th>
</tr>
</thead>
</table>
| **Display brightness**  | 1. Press \texttt{SHIFT + F1} to enter MIDI control mode.  
2. Press \texttt{NAV + F3} to open the SET-UP pages.  
3. Use the Arrow buttons (\texttt{	extup{◄}} and \texttt{	extup{►}} next to NAV) to navigate to page 1/3 BRIGHTNESS.  
4. Use the Control encoder to adjust the display brightness.  
5. Press \texttt{SHIFT + F1} again to leave MIDI mode.                                                                 | For more advanced configuration options from the controller, refer to your controller's manual.                                                                                           |
| **Display contrast**    | 1. Press \texttt{SHIFT + F1} to enter MIDI control mode.  
2. Press \texttt{NAV + F3} to open the SET-UP pages.  
3. Use the Arrow buttons (\texttt{	extup{◄}} and \texttt{	extup{►}} next to NAV) to navigate to page 2/3 CONTRAST.  
4. Use the Control encoder to adjust the display's contrast.  
5. Press \texttt{SHIFT + F1} again to leave MIDI mode.                                                                 | For more advanced configuration options from the controller, see your controller's manual.                                                                                                     |
| **Driver and firmware version** | 1. Press \texttt{SHIFT + F1} to enter MIDI control mode.  
2. Press \texttt{NAV + F3} to open the SET-UP pages. You can find all driver- and firmware-related information on the display.  
3. Press \texttt{SHIFT + F1} again to leave MIDI mode.                                                                 | For more advanced configuration options from the controller, refer to your controller's manual.                                                                                           |
<table>
<thead>
<tr>
<th>Function</th>
<th>Controller Element / Action</th>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pad sensitivity</td>
<td>1. Press <code>SHIFT + F1</code> to enter MIDI control mode.</td>
<td>For more advanced configuration options from the controller, see your controller's manual.</td>
</tr>
<tr>
<td></td>
<td>2. Press <code>NAV + F3</code> to open the SET-UP pages.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>3. Use the Arrow buttons (◄ and ► next to <code>NAV</code>) to navigate to page 3/3 PAD SENSITIVITY.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>4. Use the Control encoder to adjust the pads' sensitivity.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>5. Press <code>SHIFT + F1</code> again to leave MIDI mode.</td>
<td></td>
</tr>
<tr>
<td>Switching MASCHINE instances in plug-in mode</td>
<td>1. Press and hold <code>SHIFT + F2</code>.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>2. Use the Control encoder. to scroll through the list of available instances.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>3. Load the selected instance by pressing the Control encoder.</td>
<td></td>
</tr>
</tbody>
</table>
3 Computer Keyboard Shortcuts

3.1 Transport

<table>
<thead>
<tr>
<th>Function</th>
<th>Key(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arm for Recording</td>
<td>[Shift] + [Space]</td>
</tr>
<tr>
<td>Metronome, toggle on/off</td>
<td>[M] key</td>
</tr>
<tr>
<td>Play/Stop</td>
<td>[Space]</td>
</tr>
<tr>
<td>Start Recording with count-in</td>
<td>[Ctrl]/[Cmd] + [Shift] + [Space]</td>
</tr>
</tbody>
</table>

3.2 Navigation

<table>
<thead>
<tr>
<th>Function</th>
<th>Key(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cycle Pattern Editor tools</td>
<td>[E] key</td>
</tr>
<tr>
<td>Multi-select Groups / Sound slots</td>
<td>[Shift] + [Up]/[Down] key</td>
</tr>
<tr>
<td>Next/previous Group / Sound slot / Browser list entry</td>
<td>[Down] + [UP] keys</td>
</tr>
<tr>
<td>Zoom in Scene Arranger / Pattern Editor</td>
<td>[Ctrl]/[Cmd] + [Up]/[Down] key</td>
</tr>
</tbody>
</table>

3.3 Editing

<table>
<thead>
<tr>
<th>Function</th>
<th>Key(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1/1 note (Pattern Grid resolution)</td>
<td>[1]</td>
</tr>
<tr>
<td>1/2 note (Pattern Grid resolution)</td>
<td>[2]</td>
</tr>
<tr>
<td>1/4 note (Pattern Grid resolution)</td>
<td>[3]</td>
</tr>
<tr>
<td>1/8 note (Pattern Grid resolution)</td>
<td>[4]</td>
</tr>
</tbody>
</table>
### 3.4 User Interface Options

<table>
<thead>
<tr>
<th>Function</th>
<th>Key(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Full screen mode</td>
<td>[Ctrl]/[Cmd] + F</td>
</tr>
<tr>
<td>Mix view</td>
<td>[Tab] key</td>
</tr>
<tr>
<td>Show/hide Browser</td>
<td>[F4]</td>
</tr>
<tr>
<td>Show/hide Control Lane</td>
<td>[F12]</td>
</tr>
</tbody>
</table>
Index

A
AU [34]

B
Base key
shifting base key of a Sound [17]

BPM
change [11]
change (tap) [11]

Bypass [35]

C
Choke all playing notes [7]

Clear (general) [7]

Copy (general) [7]

Copy and paste
Event(s) [27]
Pad/Sound [13] [17]
Pattern [26]
Scene [31]
Scene (create new Patterns) [31]

D
Delete
Group [15]
Pattern [26]
Scene [31]
Sound [21]

Display
brightness [41]
contrast [41]

Double Pattern [26]

Driver version [41]

F
Firmware version [41]

H
Hide/view
Browser [7]
Control Lane [7]

Hide/view Control Lane [29]

Hide/view Mixer [8]

K
Keyboard mode [18]
L
Layering [20]
Link Pads [20]
Load
  effect [33]
  Group [13]
  instrument (VST/AU) [34]
  Project [8]
  Sample [18]
  Sound [19]
Loop [38]
M
Metronome
  adjust volume of [9]
  toggle on/off [9]
Modulation
  record [29]
Mute
  Group [14]
  instrument/effect [35]
  Pad/Sound [19]
N
Note Repeat [19]
Nudge [27]
O
One-shot mode
  activate [20]
P
Pad sensitivity
  adjust [42]
Pan
  Group [14]
  Master [9]
  Pad/Sound [21]
Paste (general) [9]
Pattern length
  adjust [26]
Pattern length resolution [25]
Perform Grid division [25]
Piano Roll [18]
Pitch
  Group [14]
  Pad/Sound [21]
Pitch shifting [39]
Play [9]
Quantization
  Quantization Grid division [25]
  quantizing Events [27]
  quantizing Events (50%) [27]
  toggle on/off [10]

Record [10]
  with Count-in [10]

Redo [10]

Remove
  Pattern Clip from Scene [31]

Reset
  Group [15]
  Sound Slot [21]

Restart Loop Selection [10]

Sample editing [39]
  looping [38]

Sampling
  from external source [36]
  from internal source [36]

Save Project [10]

Scene loop
  set [32]
  set to all Scenes [32]

Scroll
  Arranger [30]
  Pattern Editor [24]

Select
  all Events of a Pad/Sound in the current
  Pattern [28]
  Group [15]
  Pad/Sound [21]
  Pad/Sound (silently) [21]
  Pattern [26]
  Pattern Bank [26]
  Scene [31]
  Scene Bank [31]

Skip one bar
  backwards [27]
forward [27]

Solo
  Group [15]
  Pad/Sound [22]

Step Grid resolution [25]

Stop [10]

Swing
  Group [16]
  Master [11]
  Pad/Sound [22]

Switching instances (plug-in mode) [42]

T

Tempo
  change [11]
  change (tap) [11]

Time stretching [39]

Transpose Events
  by octave [28]
  by semitone [28]

Tune
  Group [14]

U

Undo [11]

V

Velocity
  fix [22]

Volume
  Group [16]
  Master [11]
  Pad/Sound [22]

VST [34]

Z

Zoom
  Arranger [30]
  Pattern Editor [24]