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Table of Contents

1	Welcome to MASCHINE	5
1.1	Caution	5
1.2	Notice	6
2	Setting Up MASCHINE	7
2.1	Connecting the Controller to the Computer	7
2.2	Basic Audio Configuration	8
2.2.1	Using Your Controller as Audio Device in the MASCHINE Software	9
2.2.2	Selecting the MASCHINE Controller as Audio Device in Other Music Software	11
2.2.3	Selecting the MASCHINE Controller as Default Audio Output Device in Your Operating System	12
2.2.3.1	On Windows	12
2.2.3.2	On macOS	12
2.3	Setup Examples	13
2.3.1	Connecting Active Monitor Speakers	13
2.3.2	Connecting Headphones	15
2.3.3	MASCHINE in a Recording Setup	16
2.3.3.1	Connecting a Dynamic Microphone	17
2.3.3.2	Connecting Line Level Equipment (Synthesizer / Computer / Mixer Line Out)	18
2.3.4	Connecting a Pedal	20
2.3.5	Connecting External MIDI Equipment	20

1 Welcome to MASCHINE

This document will guide you through the basic steps of connecting the MASCHINE hardware, and basic adjustments of the audio and MIDI settings. We recommend that you take the time to read this guide in its entirety.



This guide covers MASCHINE MK3 only and it will be referred to generically as the "MASCHINE controller" unless there are specific differences. The MASCHINE software is referred to as the "MASCHINE software" for brevity.

1.1 Caution

It is important you read and understand the following instructions to make sure the MASCHINE controller or any device connected will not be damaged during usage or maintenance:

- Do not open the MASCHINE controller or attempt to disassemble or modify any internal parts. The MASCHINE controller does not contain any user-serviceable parts. If the device appears to be malfunctioning, discontinue use immediately and have the device inspected by qualified service personnel.
- Do not expose the MASCHINE controller to rain, use it near water or in damp or wet conditions.
- Make sure no objects or liquids of any kind penetrate the unit. When cleaning the MASCHINE controller, use a soft, dry cloth. Never use paint thinners, solvents, cleaning fluids, or chemical-infused wiping cloths.
- Never use or store the MASCHINE controller in areas subject to extreme temperatures (e.g., direct exposure to sunlight in an enclosed vehicle or near heat-generating equipment), or high levels of vibration.
- Always let the MASCHINE controller adapt to changed room temperature after it has been stored in a cold environment.
- Do not place the MASCHINE controller in an unstable position where it could accidentally fall.

- Before moving the MASCHINE controller, remove all connected cables.
- Do not use excessive force on the MASCHINE controller's buttons, knobs, and pads.
- Do not place heavy objects on top of the MASCHINE controller.

1.2 Notice

Name Plate Location

The name plate is located on the bottom of the unit. It lists the product model name and other technical information.

Disposal of the Product

Should this product become damaged beyond repair, or if you wish to dispose of it, please observe the regulations of your area and country that relate to the disposal of electronic products.

Specifications Subject to Change

The information contained in this manual is believed to be correct at the time of printing or digital release. However, Native Instruments reserves the right to make changes to the specifications at any time without notice or obligation to update existing units.

Disclaimer

Native Instruments GmbH cannot be held responsible for damage or lost or destroyed data caused by improper use or modification of the MASCHINE controller hardware or MASCHINE software.

2 Setting Up MASCHINE

This chapter provides basic setup information and guides you through the process of integrating MASCHINE into your studio.

The MASCHINE software is installed both as a stand-alone application as well as a VST, Audio Unit, and AAX plug-in.



The MASCHINE stand-alone application must be opened once before using the plug-in within your DAW for the first time, after every upgrade, and after installing new MASCHINE EXPANSIONS.

The MASCHINE stand-alone application directly communicates with your audio and MIDI interfaces, which you can configure in the MASCHINE [Preferences](#) as described later in this chapter (see [↑2.2, Basic Audio Configuration](#)). When MASCHINE is used as a plug-in within a host, the communication with your audio and MIDI interfaces is managed by the host.



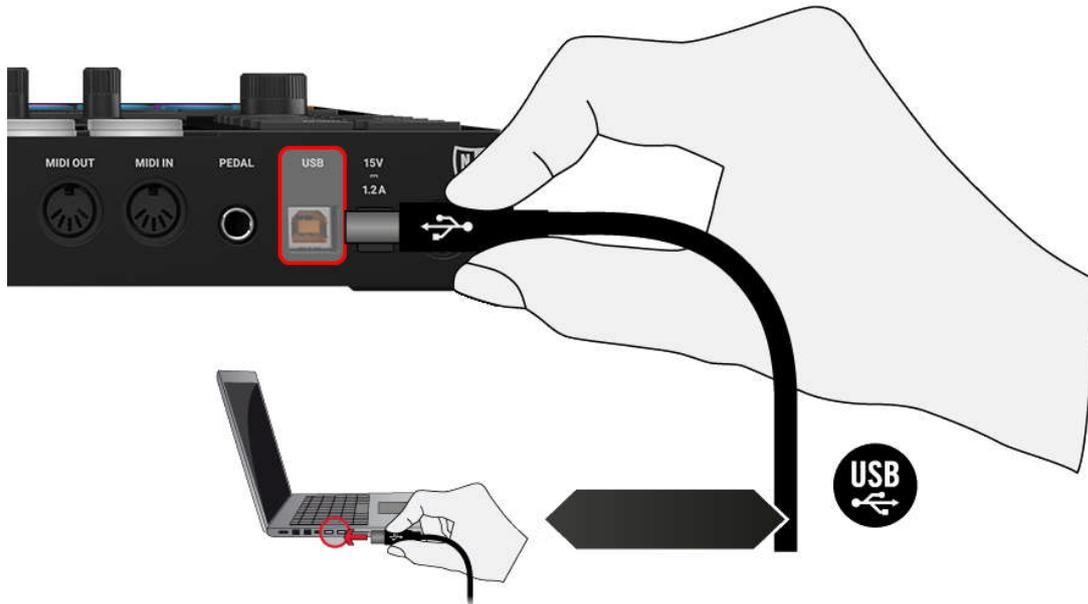
For details about the audio and MIDI configuration of your host, and how to load plug-ins, please refer to its documentation.

2.1 Connecting the Controller to the Computer

To connect the MASCHINE controller to your computer:

1. Attach the “device end” of the included USB cable to the USB socket on the rear panel of the controller.

2. Attach the “computer end” of the USB cable to an available USB 2.0 (or later) port on your computer.



3. Press the power switch on the rear panel of the controller to switch it on.
→ The controller is now detected by the operating system.

2.2 Basic Audio Configuration

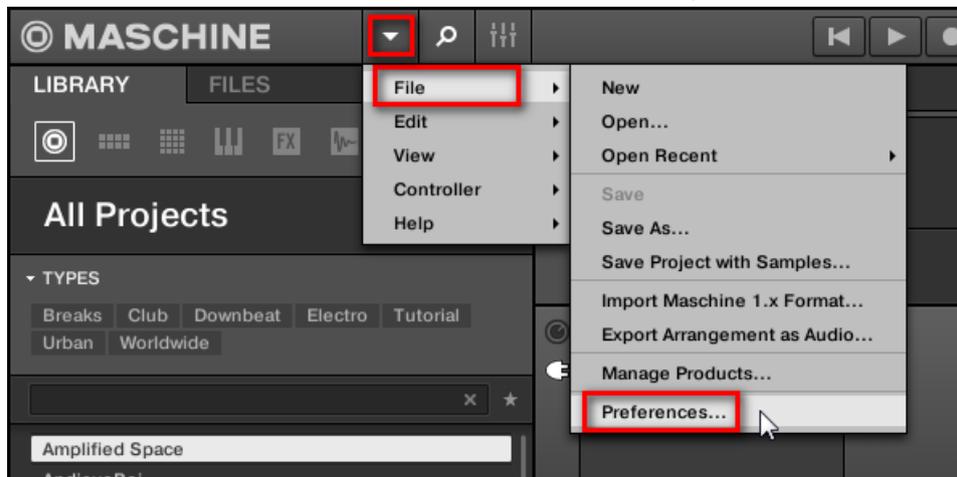
In this section, we describe the few steps required to make use of the MASCHINE controller’s integrated audio interface in various situations: with the MASCHINE software, with other music software, and within your operating system.

2.2.1 Using Your Controller as Audio Device in the MASCHINE Software

By default, when you launch the MASCHINE software as a stand-alone application it already uses your MASCHINE controller as audio input/output device, so you shouldn't have to set up anything particular to have it work.

If this is not the case, e.g., if you have already changed the audio configuration in the MASCHINE software or if you want to use more advanced input or output routings, please proceed as follows:

1. In the MASCHINE menu click *File > Preferences...* to open the [Preferences](#):



- Click [Audio](#) to display the [Audio](#) page:

The screenshot shows the 'Preferences' window with the 'Audio' tab selected. The 'Interface' section includes dropdown menus for Driver (ASIO), Device (Maschine MK3), and Sample Rate (48000), along with a 'Status' dropdown (Running) and an 'Open Panel' button. The 'Latency' section shows 'Input:3.3ms Processing:0.7ms Output:4.5ms Total:8.5ms'. The 'Routings' section has 'Input' and 'Output' tabs, with a table for routing outputs to ports.

Maschine 2	Port
Maschine Out 1 L	1: Main Left
Maschine Out 1 R	2: Main Right
Maschine Out 2 L	3: Headphone Left
Maschine Out 2 R	4: Headphone Right
Maschine Out 3 L	- not connected -
Maschine Out 3 R	- not connected -
Maschine Out 4 L	- not connected -
Maschine Out 4 R	- not connected -
Maschine Out 5 L	- not connected -
Maschine Out 5 R	- not connected -
Maschine Out 6 L	- not connected -
Maschine Out 6 R	- not connected -
Maschine Out 7 L	- not connected -
Maschine Out 7 R	- not connected -
Maschine Out 8 L	- not connected -

3. Select the hardware driver supported by your controller (e.g., [ASIO](#) on Windows) from the [Driver](#) drop-down menu.
 4. Select [Maschine MK3](#) from the [Device](#) drop-down menu.
 5. In the [Routings](#) section, click [Input](#) and select *1: Input Left* and *2: Input Right* in the [Maschine In 1 L](#) and [Maschine In 1 R](#) drop-down menus, respectively.
This assigns the [LINE IN / MIC IN](#) combo inputs on your controller to the first pair of virtual inputs in the MASCHINE software.
 6. In the same [Routings](#) section, click [Output](#) and select the left and right output channels of your controller you want to use for the various virtual outputs of the MASCHINE software.
- The MASCHINE software is now configured for using the internal audio interface of your MASCHINE controller.

By default, the virtual outputs of the MASCHINE software are assigned as follows:

- The [Maschine Out 1 L](#) and [Maschine Out 1 R](#) virtual outputs are sent to the *1: Main Left* and *2: Main Right* outputs, which correspond to the [LINE OUT L](#) and [R](#) sockets on the rear panel of your controller, respectively.
- The [Maschine Out 2 L](#) and [Maschine Out 2 R](#) virtual outputs are sent to the *3: Headphone Left* and *4: Headphone Right* outputs, which both correspond to the [PHONES](#) stereo socket on the rear panel of your controller.

2.2.2 Selecting the MASCHINE Controller as Audio Device in Other Music Software

Before using the MASCHINE controller with music production software, you will need to set it up as the software's audio output device. Most music production programs provide direct access to the soundcard properties in the audio and MIDI setup section of their preferences dialog. Please refer to the documentation of your music production software for more information on how to configure audio interfaces.

2.2.3 Selecting the MASCHINE Controller as Default Audio Output Device in Your Operating System

You can make your MASCHINE controller operate as your computer's default soundcard. By doing this, you will send all audio coming from your operating system (e.g., system sounds, media player, etc.) to the desired output on the rear panel of your controller.

2.2.3.1 On Windows

1. Open *Start > Control Panel > Hardware and Sound > Sound*.
 2. In the **Sound** control panel, select the **Playback** tab.
 3. In the list of available output devices, click the entry corresponding to the pair of outputs on your MASCHINE controller that you want to set as default. The available entries **Main** and **Headphone** correspond to the **LINE OUT** and **PHONES** sockets on the rear panel of your controller, respectively.
 4. Click **Set Default**.
 5. Click **OK** to confirm your selection and close the window.
- Your MASCHINE controller is now selected as the default audio output device.

2.2.3.2 On macOS

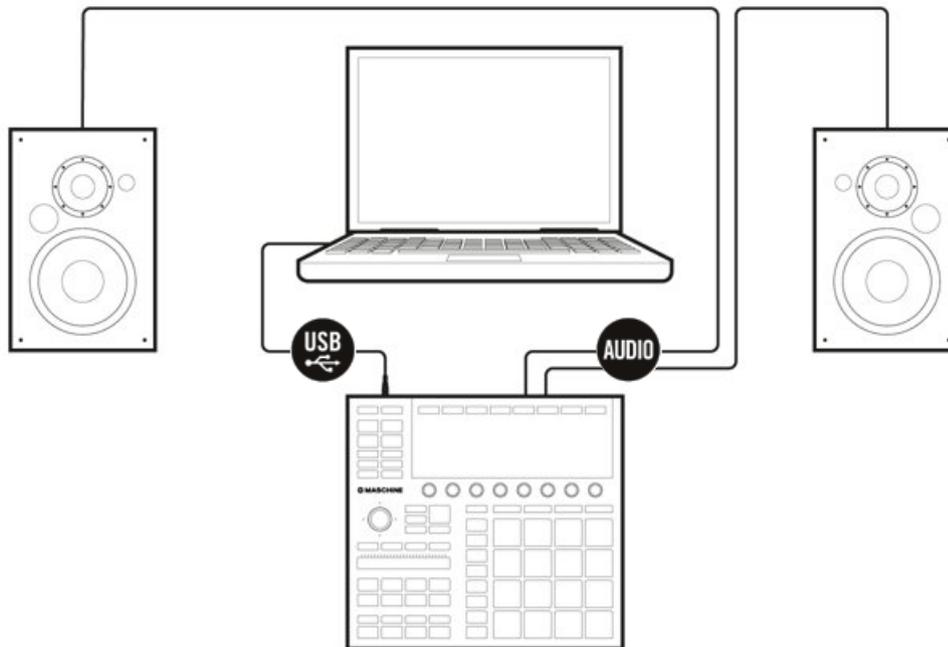
1. Open the **System Preferences** under the gray Apple Icon menu in the top left corner of your screen.
 2. Below *Hardware* (second row from top), select *Sound*.
 3. In the **Sound** control panel, select the **Output** tab.
 4. Select the MASCHINE controller from the list of available soundcards.
 5. Close the panel.
- Your MASCHINE controller is now selected as the default audio output device.

2.3 Setup Examples

In this section, you will learn how to connect the MASCHINE controller in various setup scenarios. Although we cannot cover all imaginable setups here, the examples are general enough to apply the information to most situations.

2.3.1 Connecting Active Monitor Speakers

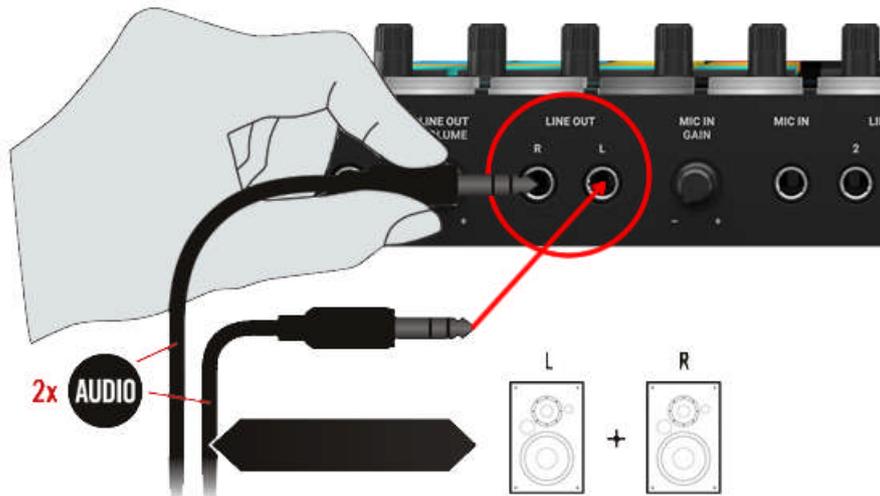
This example shows an all-in-one production system setup in which your active monitor speakers are directly plugged into your MASCHINE controller's main outputs.



MASCHINE setup with active monitors.

To use active speakers (self-powered speakers with a built-in amplifier) with your MASCHINE controller:

1. Turn the **LINE OUT VOLUME** knob on the rear panel of the MASCHINE controller to the left-end stop to set the output volume to minimum.
- ▶ Connect the **LINE OUT L/R** sockets on the rear panel of the MASCHINE controller to your active speakers using balanced cables with 1/4" TRS jack plugs. First, connect the **L** output channel with the left speaker, then the **R** output channel with the right speaker.



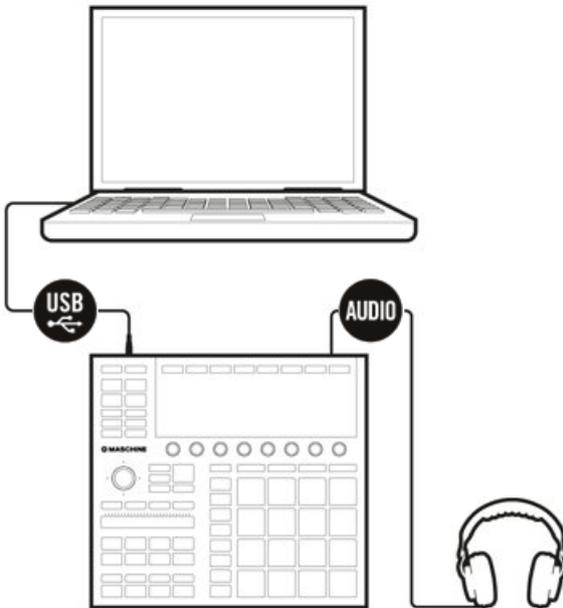
- ▶ Once you have connected the speakers to the device, set the volume knob on your active speakers to 0 dB and turn them on.
- ▶ Start the playback of a Project in MASCHINE or an audio file on your computer.
- ▶ Gradually turn the **LINE OUT VOLUME** knob on the rear panel of the MASCHINE controller until you reach an appropriate listening level.



If you have a main mixer connected to your monitors, and various devices plugged into your main mixer, you can simply add the MASCHINE controller to your setup by connecting its audio outputs to any stereo line input on your main mixer. Just follow the instructions above and replace the monitors' volume knob with the volume fader of the input channel on your mixer to which you want to connect the MASCHINE controller.

2.3.2 Connecting Headphones

This example shows a setup for “on-the-road” beat making or performance including laptop, MASCHINE controller and a pair of headphones.



MASCHINE setup with headphones.

To use headphones with your MASCHINE controller:

- ▶ Turn the **PHONES VOLUME** knob on the rear panel of the MASCHINE controller to the left-end stop to set the headphones volume to minimum.

- ▶ Plug the 1/4" TRS jack of your headphones into the **PHONES** socket nearby.



- ▶ Start the playback of a Project in MASCHINE or an audio file on your computer.
- ▶ Gradually turn the **PHONES VOLUME** knob on the MASCHINE controller until you reach a good listening level.

2.3.3 MASCHINE in a Recording Setup

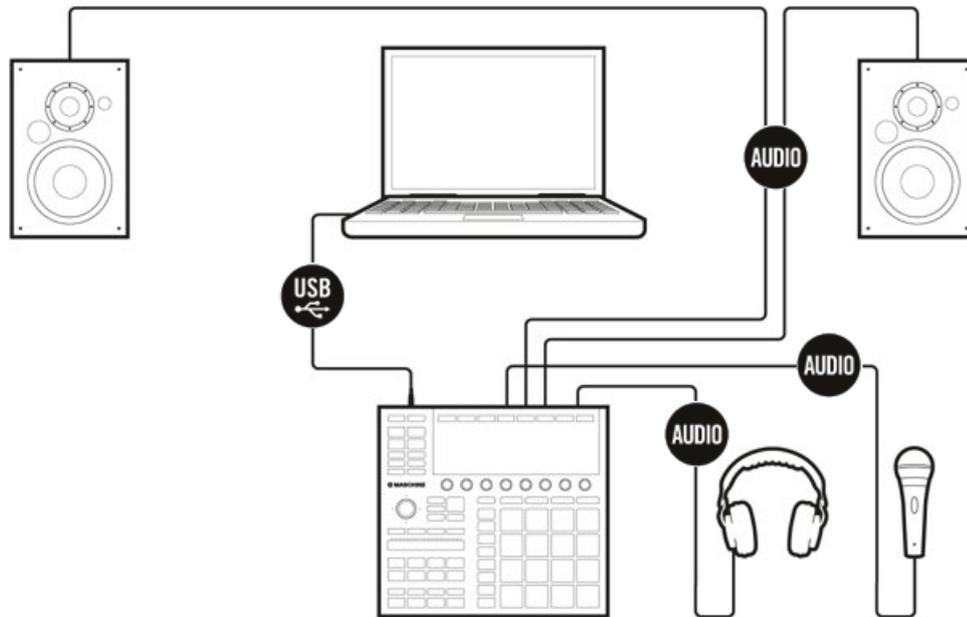
The following instructions will assist you in using the MASCHINE controller in a recording situation for capturing audio to MASCHINE — for example, for recording samples or process a live input during a performance.



You can use the described setups with MASCHINE as well as with any other music software running on your computer. For the required configuration on the software side, see [↑2.2.1, Using Your Controller as Audio Device in the MASCHINE Software](#) or [↑2.2.2, Selecting the MASCHINE Controller as Audio Device in Other Music Software](#), respectively.

2.3.3.1 Connecting a Dynamic Microphone

This example shows a setup with both a pair of active speakers (see [↑2.3.1, Connecting Active Monitor Speakers](#)) and a pair of headphones (see [↑2.3.2, Connecting Headphones](#)) with an extra dynamic microphone, e.g., for working with voice.



MASCHINE setup with a dynamic microphone.



Make sure the MASCHINE controller's **LINE OUT VOLUME**, **PHONES VOLUME**, and **MIC IN GAIN** knobs are turned down before connecting a microphone to the MASCHINE controller. Microphones nearby speakers can cause a loud squealing tone from the speakers (a phenomenon called the “Larsen effect” or “audio feedback loop”) and can seriously damage your hearing and your equipment. The greater the distance between a microphone and speakers means this effect is less likely to occur.



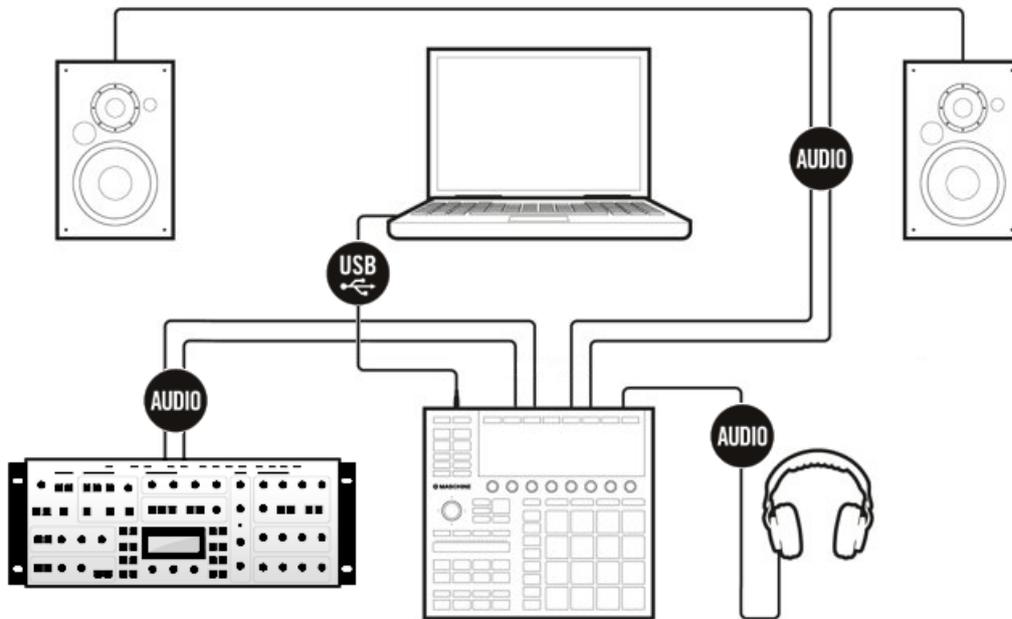
You cannot plug a condenser microphone into the MASCHINE controller.

To use the MASCHINE controller in a recording setup with a dynamic microphone:

1. Turn the **LINE OUT VOLUME**, **PHONES VOLUME** and **MIC IN GAIN** knobs on the rear panel of the MASCHINE controller to the left-end stop to set the output volume, headphones volume, and microphone input level to minimum.
2. Plug the 1/4" TRS jack of your dynamic microphone into the **MIC IN** socket on the rear panel of your MASCHINE controller.
3. Turn the **LINE OUT VOLUME** and **PHONES VOLUME** knobs back to their usual levels.
4. While singing / playing an instrument into the microphone, adjust the input signal level by gradually turning the **MIC IN GAIN** knob clockwise while checking that the signal is not clipping.

2.3.3.2 Connecting Line Level Equipment (Synthesizer / Computer / Mixer Line Out)

This example shows a setup with both a pair of active speakers (see [↑2.3.1, Connecting Active Monitor Speakers](#)) and a pair of headphones (see [↑2.3.2, Connecting Headphones](#)) with an extra line level input device, e.g., a synthesizer.



MASCHINE setup with a line level device (here a synthesizer) as input.

To use the MASCHINE controller in a setup with typical line level equipment:

- ▶ Turn the **LINE OUT VOLUME** and **PHONES VOLUME** knobs on the rear panel of the MASCHINE controller to the left-end stop to set the output and headphones volumes to minimum.
- ▶ Plug a pair of 1/4" TRS jacks from the outputs of your device into the **LINE IN 1** and **2** sockets on the rear panel of the MASCHINE controller (use a single jack plugged into the **LINE IN 1** socket if you are using a mono device).
- ▶ Adjust the output signal of your connected device by using its relevant volume/gain control. Check that your input signal does not clip.
- ▶ Turn the **LINE OUT VOLUME** and **PHONES VOLUME** knobs back to their usual levels.



In order to use the **LINE IN 1** and **2** sockets on your MASCHINE controller, please make sure that no microphone is connected to the **MIC IN** socket nearby! Indeed, plugging a microphone into the **MIC IN** socket bypasses the **LINE IN 1** and **2** sockets.

2.3.4 Connecting a Pedal

Your MASCHINE MK3 Controller provides a pedal input in the form of 1/4" socket on its rear panel.



The **PEDAL** socket on the rear panel of your controller.

The **PEDAL** socket allows you to use a pedal footswitch to control the transport in MASCHINE. A single footswitch with two pedals can be used to control the transport in the following way:

- Pedal 1: Starts/stop the playback in MASCHINE. This is equivalent to the **PLAY** button on your controller and the Play button in the software's Header.
- Pedal 2: Engage/disengage recording in MASCHINE. This is equivalent to the **REC** button on your controller and the Record button in the software's Header.



The **PEDAL** socket can also be configured to send Continuous MIDI CC messages in the Preferences of the Controller Editor software. For more information read the MASCHINE MK3 chapter of the Controller Editor manual.

2.3.5 Connecting External MIDI Equipment

The MASCHINE controller has dedicated MIDI sockets that allow you to directly connect other MIDI devices using a MIDI cable with a 5-pin DIN MIDI jack and integrate the controller into your MIDI setup.



The MIDI sockets on the rear panel of the MASCHINE controller.

To connect your external MIDI equipment:

1. Connect the device receiving MIDI signals to the **MIDI OUT** socket on the rear panel of the MASCHINE controller using a 5-pin DIN MIDI jack.
2. Connect the device sending MIDI signals to the **MIDI IN** socket on the rear panel of MASCHINE controller using a 5-pin DIN MIDI jack.

→ The MIDI equipment is connected.

Depending on your use case, additional configuration is required in the software:

- If MASCHINE is running as a stand-alone application, you need to activate the corresponding MIDI inputs and outputs of your MASCHINE controller on the **MIDI** page of the [Preferences](#).
- If MASCHINE is running as a plug-in in a host, the MIDI configuration is managed by the host.