



CONTROLLER EDITOR

Ableton Live Template Manual



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Document authored by: Eric Ahrens, Gustav Sto. Tomas

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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



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Table of Contents

1	Welcome	6
2	Installation	7
2.1	Install Remote Script on MAC OSX:	7
2.2	Install Remote Script on Windows 7/XP:	8
2.3	Setup in Live:	8
3	Layout and Basic Controls	10
3.1	Basic Layout MASCHINE MK2	10
3.2	Basic Layout MASCHINE MK1	13
3.3	Basic Layout MASCHINE MIKRO	15
3.4	Transport Section	16
3.4.1	TRANSPORT Controls on MASCHINE and MASCHINE MK2	17
3.5	Global Controls on MASCHINE and MASCHINE MK2	17
3.5.1	Clip Navigation	17
3.5.2	Other Global Controls	19
3.6	Global Controls on MASCHINE MIKRO and MASCHINE MIKRO MK2	20
3.6.1	Navigate Page	20
3.6.2	Undo/Update Page	21
3.6.3	Transport Page	21
3.7	Using the Left/Right Button with the Control Encoder for Navigation	22
3.8	Controlling Volume, Quantization and Tempo with the Control Encoder	23
3.9	Fire Button	24
4	Controller Modes	25
4.1	Clip Mode	25
4.2	Scene Mode	27
4.2.1	Track Controls	28
4.3	Pad Mode	30

4.4	Control Mode	35
4.4.1	Mixer Level Control (Green)	36
4.4.2	Pan Control (Red)	37
4.4.3	Send Level Control (Blue)	38
4.4.4	Controlling Devices in Control Mode (Purple)	40
4.5	Pages of MASCHINE MK1	43
4.6	Pages of MASCHINE MK2	46
4.7	Pages of MASCHINE MIKRO and MIKRO MK2	49
4.7.1	X-Fade/Mode Page	49
4.7.2	Tempo Page	50
4.7.3	Loop Control Page	50
4.7.4	Cue Control Page	51

1 Welcome

Welcome to the MASCHINE Controller Editor Ableton Live template. This document describes how to install, setup and use the Ableton Live template with the MASCHINE Controller Editor software and use a MASCHINE hardware controller to operate Ableton Live. This template provides very detailed control over Ableton Live and doubles the functionality of your Maschine hardware. Please carefully read the entire document and follow the instructions step by step. On behalf of the entire NATIVE INSTRUMENTS team, we hope you find this template useful.

2 Installation

To start the installation process, follow the steps below:

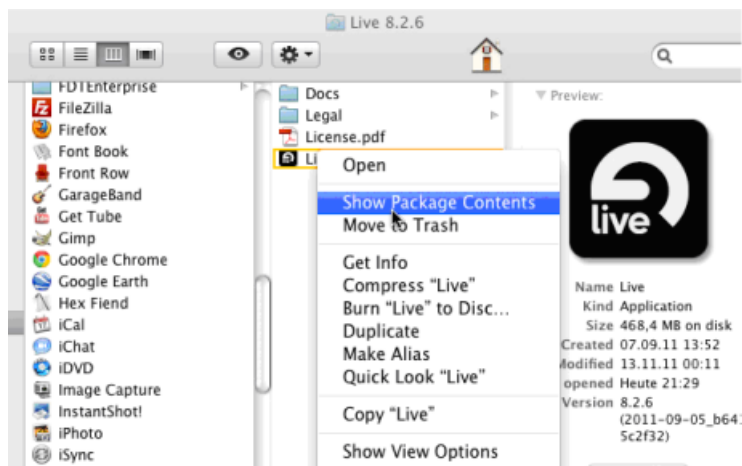
1. Locate the downloaded files and the Controller Editor installation directory on your hard drive.
2. In the installation directory of Controller Editor you will find the folder “..\Template Support Files\Ableton Live 8,” which contains two further folders: "Maschine" and "Maschine_Mk2."

If you own MASCHINE or MASCHINE MIKRO, you will need the “Maschine” folder. Owners of MASCHINE MK2 and MASCHINE MIKRO MK2 use the remote scripts contained in the folder “Maschine_Mk2.”

- Copy the complete folder to the Live 8/Resesources/MIDI Remote Scripts folder.

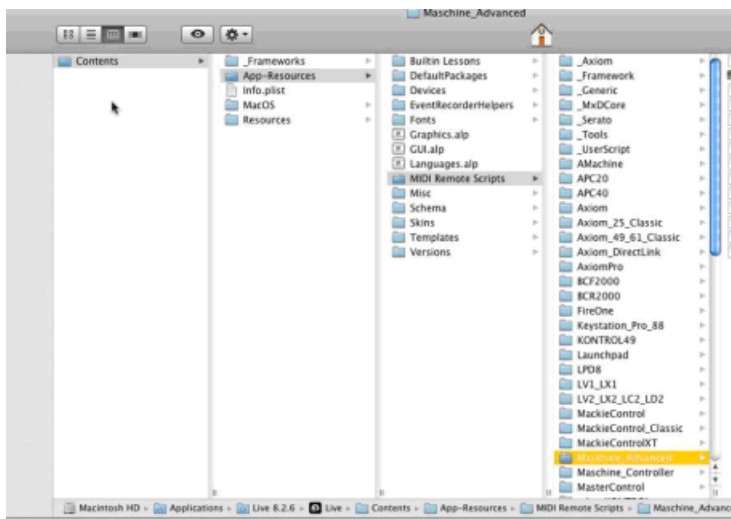
2.1 Install Remote Script on MAC OSX:

1. Go to your Program folder and right-click the Live Application symbol.
2. Select *Show Package Contents* from the context menu.



Mac OSX installation

Once your package is open, copy the complete Maschine or Maschine_Mk2 folder to /Contents/App-Resources/MIDI Remote Scripts.



Installation directory

2.2 Install Remote Script on Windows 7/XP:

- ▶ Go to Live's installation directory and copy the Maschine/Maschine_Mk2 folder to the following location:
- ▶ For example: ...\\Ableton\\Live 8.3.4\\Resources\\MIDI Remote Scripts

2.3 Setup in Live:

If Live was running during the installation process or if you change controllers, you need to re-start Ableton Live before new settings become available.

1. In Ableton Live, open the Preferences window and select the [MIDI/Sync](#) tab.

- The screenshot shows the 'Preferences' window in Ableton Live, with the 'Control Surface' tab selected. On the left, a list of control surfaces is displayed, with 'Maschine' highlighted in yellow. On the right, the configuration for the 'Maschine' control surface is shown. The 'Input' and 'Output' sections are visible, with 'Maschine MK2 In' and 'Maschine MK2 Out' selected. Below these, a table shows the 'Track', 'Sync', and 'Remote' settings for various control surfaces. The 'Maschine' row is highlighted in yellow, and the 'Track' column for 'Maschine' is also highlighted in yellow.

	Track	Sync	Remote
put (Maschine Mikr	On	Off	Off
etable Synth	Off	Off	Off
utput (Maschine Ma	Off	Off	Off

Controller Editor - Ableton Live Template Manual - 9

3 Layout and Basic Controls

The Controller Editor Ableton Live Template has four basic controller modes. The controller is always in one of the modes and you can switch between them.

Clip mode (**PATTERN** button) – for launching clips in Live's Session View, see [↑4.1, Clip Mode](#).

Scene mode (**SCENE** button) – for launching scenes in Live's Session View, see [↑4.2, Scene Mode](#).

Pad mode (**PAD MODE** button) – for playing notes with MASCHINE's pads, see [↑4.3, Pad Mode](#)

Control mode (**NAVIGATE** button on MASCHINE controllers and **VIEW** button on MASCHINE MIKRO controllers) – the pads are used to assign the Control encoder to levels, pans, sends or device parameters in Live's GUI, see [↑4.4, Control Mode](#).

3.1 Basic Layout MASCHINE MK2

Many of the controls on the MASCHINE controller fill a different function within the Ableton Live template than they do when you use the controller with the MASCHINE software. See below for an overview of the controls and their functions within the Ableton Live template.



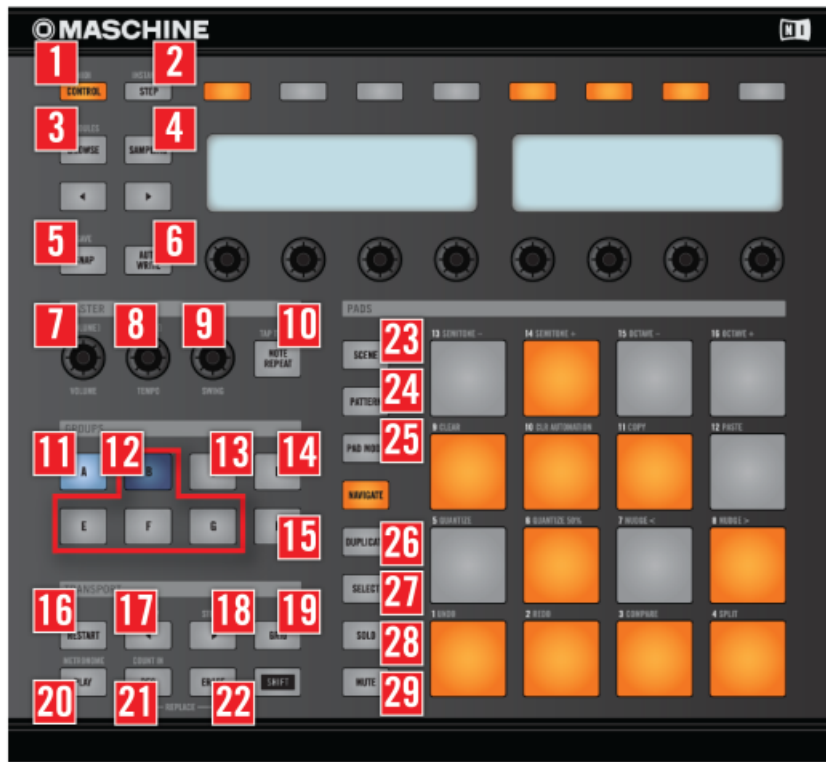
Basic layout MASCHINE MK2

- (1) **CONTROL** button: **Undo**
- (2) **STEP** button: **Refresh Display**
- (3) **BROWSE** button: **Redo**
- (4) **SAMPLING** button: **Tap Tempo**
- (5) **ALL** button: **Arm/Solo - Exclusive On/Off**

- (6) **AUTO WR.** button: **Assign Sends**
- (7) Control encoder: **Control encoder (assignable to various parameters depending on controller mode)**
- (8) **AUTO REPEAT** button: **Stop All Clips**
- (9) Page buttons ("◀" and "▶"): **Left/Right buttons**
- (10) **A** button: **Navigation x1/x4 (move focus rectangle in blocks of one or blocks of four)**
- (11) **B**, **E**, **F** and **G** buttons: **Navigation**
- (12) **C** button: **Rotary Assignment**
- (13) **D** button: **Track Arm**
- (14) **H** button: **Track Stop**
- (15) **RESTART** button: **Metronome**
- (16) Step Backward button: **Rewind**
- (17) Step Forward button: **Fast Forward**
- (18) **GRID** button: **Overdub**
- (19) **PLAY** button: **Play**
- (20) **REC** button: **Record**
- (21) **ERASE** button: **Stop**
- (22) **SCENE** button: **Scene mode**
- (23) **CLIP** button: **Clip mode**
- (24) **PAD MODE** button: **Pad mode**
- (25) **NAVIGATE** button: **Control mode**
- (26) **DUPLICATE** button: **Track Crossfade Assign**
- (27) **SELECT** button: **Track Selection**
- (28) **SOLO** button: **Track Solo**
- (29) **MUTE** button: **Track Mute**

3.2 Basic Layout MASCHINE MK1

The MASCHINE MK2, MASCHINE MIKRO MK2 and MASCHINE MIKRO MK1 controllers all have a Control encoder that can be assigned to different functions in Live depending on your selection. As the MASCHINE MK1 uses a different interface design, some functionality associated with the Control is not available.



Basic Layout MASCHINE MK1

- (1) **CONTROL** button: **Undo**
- (2) **STEP** button: **Refresh Display**
- (3) **BROWSE** button: **Redo**

- (4) **SAMPLING** button: **Tap Tempo**
- (5) **SNAP** button: **Arm/Solo Exclusive**
- (6) **AUTO WRITE** button: **Assign Sends**
- (7) **VOLUME** knob: **Master Volume**
- (8) **TEMPO** knob: **Record Quantization**
- (9) **SWING** knob: **Cue Level**
- (10) **NOTE REPEAT** button: **Stop All Clips**
- (11) **A** button: **Navigation x1/x4 (move focus rectangle in blocks of one or blocks of four)**
- (12) **B, E, F** and **G** buttons: **Navigation**
- (13) **C** button: **Fire (start clip/scene)**
- (14) **D** button: **Arm Tracks**
- (15) **H** button: **Stop Tracks**
- (16) **RESTART** button: **Metronome**
- (17) Step Backward button: **Left button**
- (18) Step Forward button: **Right button**
- (19) **GRID** button: **Overdub**
- (20) **PLAY** button: **Play**
- (21) **REC** button: **Record**
- (22) **ERASE** button: **Stop**
- (23) **SCENE** button: **Scene mode**
- (24) **PATTERN** button: **Clip mode**
- (25) **PAD MODE** button: **Pad mode**
- (26) **DUPLICATE** button: **Crossfade Assign**
- (27) **SELECT** button: **Select Tracks**
- (28) **SOLO** button: **Solo Tracks**

(29) **MUTE** button: **Mute Tracks**

3.3 Basic Layout MASCHINE MIKRO

The Live Template assigns the controls of the MASCHINE MIKRO MK2 to the following tasks:



Basic layout MASCHINE MIKRO MK2

- (1) **CONTROL** button: **Fire (start clip/scene)**
- (2) Control encoder: **Control encoder (assignable to various parameters depending on controller mode)**
- (3) **GROUP** button: **Rotary Assignment**
- (4) **BROWSE** button: **Track Stop**
- (5) **SAMPLING** button: **Track Arm**

- (6) **NOTE REPEAT** button: **Stop All Clips**
- (7) **RESTART** button: **Metronome**
- (8) Step Backward button: **Left button**
- (9) Step Forward button: **Right button**
- (10) **GRID** button: **Overdub**
- (11) **PLAY**: **Play**
- (12) **REC**: **Record**
- (13) **ERASE**: **Stop**
- (14) **DUPLICATE** button: **Track Crossfade Assign**
- (15) **SELECT** button: **Track Selection**
- (16) **SOLO** button: **Track Solo**
- (17) **MUTE** button: **Track Mute**

MASCHINE MIKRO MK1 has the same layout assignments as MASCHINE MIKRO MK2, however with the difference that the order of the **GROUP**, **BROWSE** and **SAMPLING** buttons is reversed.

3.4 Transport Section

The controls of the **TRANSPORT** section are assigned in the following ways:



- (1) **RESTART** button: **Metronome**

- (2) Step Backward button: **Left button** or **Rewind**
- (3) Step Forward button: **Right button** or **Fast Forward**
- (4) **GRID** button: **Overdub**
- (5) **PLAY** button: **Play**
- (6) **REC** button: **Record**
- (7) **ERASE** button: **Stop**

All buttons in the **TRANSPORT** section, except the Step Backward/Forward buttons, control their assigned functions in Live regardless of which of the four modes the controller is set to at the moment.

The Step Backward/Forward buttons (2) and (3), on the other hand, are controlling different functions in Live depending on the current mode. For more info on the controller modes, see [↑4, Controller Modes](#).



The Page buttons ("◀" and "▶") below the Control encoder in the **MASTER** section of MASCHINE MK2 will in this document be referred to as the Left/Right buttons. The same Left/Right function is on MASCHINE MIKRO and MASCHINE MIKRO MK2 represented by the Step Backward/Step Forward buttons located in the **TRANSPORT** section.

3.4.1 **TRANSPORT Controls on MASCHINE and MASCHINE MK2**

The arrow buttons in the **TRANSPORT** section of MASCHINE MK2 are assigned to the fast forward and reverse transport functions of Live.

3.5 **Global Controls on MASCHINE and MASCHINE MK2**

3.5.1 **Clip Navigation**

In order to be able to move around among your tracks in Live, and thusly select and play your clips, the Live Template makes use of Navigation buttons. These come in the form of the **GROUPS** section on the MASCHINE controller.



(1) **A** button: **Navigation x1/x4 (move focus rectangle in blocks of one or blocks of four)**

(2) **B**, **E**, **F** and **G** buttons: **Clip Navigation**

On both MASCHINE controller generations, the **GROUPS** buttons **A** (1), **B**, **E**, **F** and **G** (2) are dedicated to navigating within Live's Session View. The buttons of the **GROUPS** section always retain the same functionality, no matter which mode currently is active.

- Press **B** and **F** to move the colored 4x4 focus rectangle up and down within the Session View. The buttons **E** and **G** navigate left and right respectively.

The default setting for navigation is to move in steps of four cells, but by pressing the **A** button you can decide whether the focus rectangle should move in steps of four or one cell at a time:

- On the MASCHINE controller, a lit **A** button corresponds to navigating in steps of four; whereas an unlit button signifies one step at a time.
- On MASCHINE MK2, a lime green **A** button corresponds to navigating in steps of four; whereas an orange button signifies one step at a time.



By pressing and holding any of the Navigation buttons, you can move the focus rectangle in one direction until the button is released.

3.5.2 Other Global Controls



Other Global Controls

- (1) **CONTROL** button: **Undo**
- (2) **BROWSE** button: **Redo**
- (3) **STEP** button: **Synchronize Displays**
- (4) **SAMPLING** button: **Tap Tempo**
- (5) **NOTE REPEAT** button: **Stop All Clips**

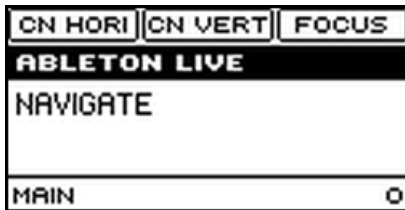
- The **CONTROL** button (1) is assigned to the Undo command in Live. Pressing the **BROWSE** button (2) invokes a Redo of your last Undo call in Live.
- With the **STEP** button (3) you synchronize the MASCHINE controller displays to the current status of Live. This might be necessary if you start up Live without the Live Template being selected or if you switch templates mid-session.

- The **SAMPLING** button (4) on MASCHINE and MASCHINE MK2 is assigned to Tap Tempo.
- ▶ To stop all playing clips, press **NOTE REPEAT** (5).

3.6 Global Controls on MASCHINE MIKRO and MASCHINE MIKRO MK2

The MASCHINE MIKRO controllers do not make use of a **GROUPS** section. Instead, the **F1**, **F2** and **F3** buttons are, among other things, used to navigate within the Session View.

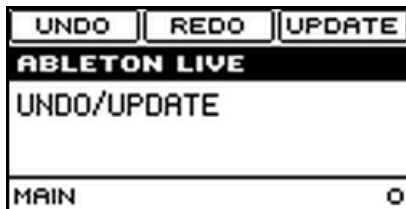
3.6.1 Navigate Page



Navigate Page

- ▶ To move the focus rectangle within the Session View using the MIKRO controllers, hold down the **F1** button (**CN HORI**) and turn the Control encoder.
- For every step you turn the encoder right or left, the focus rectangle moves one step in that direction.
- ▶ Similarly, the **F2** button (**CN VERT**) lets you navigate up and down using the Control encoder.
- ▶ **F3** changes Live's focus, stepping through the Session View, Detail/Clip View, Detail/Device Chain View, the browser and then to the Arranger View.

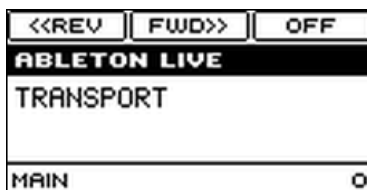
3.6.2 Undo/Update Page



Undo/Update Page

The Undo/Redo functions in Live can be accessed on MASCHINE MIKRO MK1 and MK2 via the Undo/Redo page. **F1** invokes an Undo of your last action in live, whereas **F2** invokes a Redo of your last Undo. The Update button (**F3**) corresponds to the Step Button on the MASCHINE Controllers. The display on the MIKRO is updated in case it has gotten out of sync with Live's current state.

3.6.3 Transport Page




Transport Page

On the transport page you access Live's Reverse and Fast Forward function. The **F3** button is assigned to changing Live's focus, as on the Navigation Page.

3.7 Using the Left/Right Button with the Control Encoder for Navigation

The Control encoder can be used in combination with the Left/Right buttons to navigate in Live's Session View. There are four Encoder Navigation modes, each of which is activated by repeatedly pressing the **C** button on the MASCHINE MK2 and the **GROUP** button on the MASCHINE MIKRO and MIKRO MK2 controllers.

 As there is no Control encoder on MASCHINE MK1, this workflow is not available for that controller.

- ▶ Hold down the "◀" or "▶" button (or both) and turn the Control encoder to navigate in Live as follows:

Mode	Button Color (MK2 only)	Holding "◀" Button	Holding "▶" Button
Clip View Navigation	Orange	Move focus rectangle left or right by turning Control encoder	Move focus rectangle up or down by turning Control encoder
Track/Scene Selection	Yellow	Select tracks with encoder	Select scene with encoder
Track/Device Selection	Green	Select tracks with encoder	Select a device in the device chain of the currently selected track
Loop Start and Length	Purple	Increase/Decrease the length of Live's global loop in 1 bar steps	Increase/Decrease the starting point of the loop in 1 bar steps

After pressing the Navigation mode button (**C** or **GROUP** respectively), the mode will be displayed in Live's status bar.



Live's status bar

3.8 Controlling Volume, Quantization and Tempo with the Control Encoder

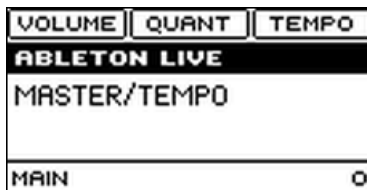


The MASTER section

By default the Control encoder controls the main volume of Live. If the **VOLUME** button in the **MASTER** section is lit, the Control encoder controls the master volume of Live.

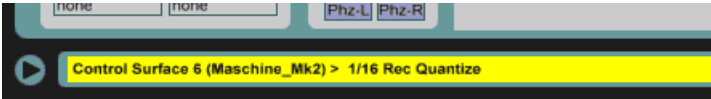
- ▶ Pushing the Control encoder while **VOLUME** is selected will switch the control to the cue level of Live. Pressing it again will switch the control back to the master volume.

If the **ENTER** button is selected, the Control encoder will increase or decrease the values you are controlling in greater steps for faster control of non-integer values.



Master/Tempo Page

Selecting the **SWING** button assigns the Control encoder to the recording quantization. A selected **ENTER** button has no effect here, since the different quantization values are set in integer steps. The new values are also displayed in Live's Status bar. Pressing the encoder switches the control to Live's global quantization.



Live's status bar

- ▶ With the **TEMPO** button lit, turn the Control encoder to adjust Live's tempo in steps of 1 bpm.
- ▶ Press the Control encoder to fine adjust the tempo in steps of 1/100th bpm.

On the MIKRO and MIKRO MK2, the buttons used to assign the Control encoder are found on the **VOLUME/TEMPO** page. The buttons correspond to the **VOLUME**, **SWING** (Quantize) and **TEMPO** buttons of the MASCHINE MK2 **MASTER** section.

3.9 Fire Button

All versions have a Fire button assigned.

MASCHINE controller	Location of Fire button
MASCHINE	Group C button
MASCHINE MIKRO	MAIN button
MASCHINE MK2	Button 4 on PAGE 05 - PADS & DEVICE
MASCHINE MIKRO MK2	MAIN Button

The Fire button simply triggers the currently selected clip. This can be very handy in a recording situation while in Pad mode.

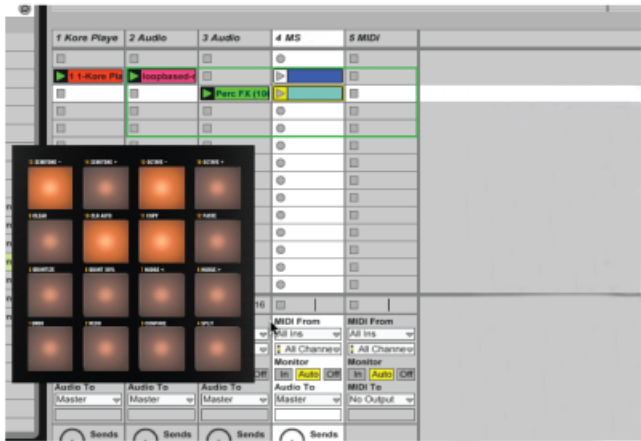
1. Fire the clip you want to record into and switch to Pad mode.
2. Record your clip using the pads.
3. Press the Fire button to stop and finalize the recording of the clip to the current global quantization without having to switch back to Clip mode or pressing Stop.

4 Controller Modes

4.1 Clip Mode

In this mode your clips are triggered by the pads. In Live's Session View, a 4 by 4 rectangle is drawn around the clips the MASCHINE controller is currently focused on.

You can use the Clip Navigation buttons (Group B/F; E/G) to move around in the Session View. Additionally in Clip mode, the Left/Right buttons let you move the focus rectangle to the left or right.



Clip mode

The pads on MASCHINE MK1 and MASCHINE MIKRO MK1 have two colored states: dimmed or fully lit. Other states are displayed by letting the pads blink:

Pad State	Clip State
Pad dimmed (off)	No clip in slot
Pad bright (on)	Clip in slot, but not launched or triggered

Pad State	Clip State
Pad blinking	Clip launched
Pad blinking rapidly	Clip triggered but not launched

The MASCHINE MK2 models make full use of the colored pads.

Pad State	Clip State
Pad off	No clip in slot
Yellow	Clip in slot but not active
Green	Clip launched
Red	Clip recording
Green & blinking	Clip triggered but not launched yet
Red & blinking	Clip triggered but not recording yet

Additionally group tracks have a slightly different coloring. The slots that are not launched are orange colored, whereas the launched slots are represented by a slightly darker green.



- (1) Pad 13: **No Clip**
- (2) Pad 2, 6, 10 and 14: **Group Track**
- (3) (4) Pad 9 and 11: **Launched Clip**
- (5) Pad 3 and 7: **Clips in Slot**
- (6) Pad 8: **Clip Recording**

4.2 Scene Mode

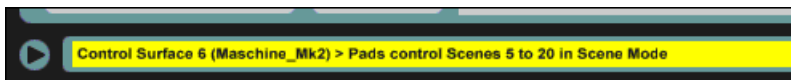
In Scene mode the pads are used to launch scenes. On the MASCHINE MK1 controller, the pads are only lit up if the scene contains a clip. Initially MASCHINE controls scenes 1-16. Pad 1 controls scene 1, pad 2 controls scene 2, etc.

On the MK1 controllers, the pads are lit up if the corresponding scene contains at least one clip. The scenes that contain at least one launched clip are represented by blinking pads.



Scenes without clips and non-existent scenes (only if you have less than 16 scenes in your song) are represented by dimmed pads.

If you have more than 16 scenes, you can access these by pressing the Left/Right Buttons. Live's status bar displays the scenes being controlled.



Live's status bar

MASCHINE MK2 and MASCHINE MIKRO MK2 use colors to represent the state of scenes. Green signifies that the scene contains at least one clip. Blue signifies that the scene has no clips. A bright green pad represents a scene with at least one launched clip. If the scene does not exist (you have less than 16 scenes) the pad is not lit at all.



MK2 pads in Scene mode


4.2.1 Track Controls



The **DUPLICATE**, **SELECT**, **SOLO**, **MUTE**, Group **D** and Group **H** buttons on MASCHINE are assigned to controlling tracks 1-16 with the 16 pads. On the MK2 models, the pads are colored according to mode and state of the track.

- To access each function, press and hold the corresponding button.




Only existing tracks are lit. By adding new tracks, more pads are lit up.

Button	Function	Description	
DUPLICATE	Crossfade Assign	Assigns the crossfader of the corresponding track to A, B or both. For MK2 dim blue indicates that the track has no assignment. Orange corresponds to an assignment to B and yellow an assignment to A. On the MK1 models, a blinking pad displays an assignment to B and a lit up pad displays an assignment to A.	
SELECT	Select Track	Selects one of the first 16 tracks in Live. The currently selected track is highlighted. The MK2 version uses blue as the color for selection mode. The MK1 models display the selected track by highlighting it.	
SOLO	Solo/Un-Solo Track	Solos or Un-Solos the corresponding tracks. The tracks that are soloed are highlighted. Depending on if the Arm/Solo Exclusive mode button (ALL) is active, soloing a track will un-solo previously soloed tracks or not.	
MUTE	Mute/Un-mute Track	Mute or Unmutes a track. All muted tracks are dimmed. The MK2 version use yellow as color to display muting.	

Button	Function	Description	
Group D (MA-SCHINE) / SAMPLING (MIKRO)	Arm/Unarm Track	Arms or unarms the selected track. Depending on if Arm/Solo Exclusive mode (ALL button) is active, arming a track will either automatically unarm previously armed tracks or not. Armed tracks are highlighted. The MK2 versions use red to symbolize arming. Audio tracks are colored pink and MIDI tracks red.	
Group H (MA-SCHINE) / BROWSE (MIKRO)	Stop Track	Selecting one of the pads in this mode will stop the playing clip on the corresponding track. Tracks with active clips are colored yellow and tracks without active clips are blue. Tracks not containing any clips are unlit. On MASCHINE MK1 and MIKRO MK1, tracks with active clips blink, whereas tracks containing inactive clips are lit and all others are dimmed.	

4.3 Pad Mode

In Pad mode you use MASCHINE's pads to play MIDI notes on whatever instrument you are controlling. While playing the pads, visual feedback in the form of fully lit pads is given. However, the pads do not give the same feedback while a MIDI clip is being played back from Live.

 In order to implement visual feedback during pressure, channel pressure had to be discontinued.

The MK2 models make use of the colored LED by assigning colors to note values. There are two coloring modes, Individual Color mode and Interval Color mode. In Individual Color mode every note has its dedicated color. C is red, C# is dark pink, D is orange, D# is bright pink; E is dark yellow, etc.

In Pad mode you can set a scale, the octave range and the base note. The base note will always be on pad 1.

The following image shows the pads in Individual Color mode with a chromatic scale and base note C:



Pad mode: Individual Colors

You can switch between the color modes by pressing the **KEY COLO.** button (Button 8 on **PAGE 05 - PADS & DEVICE** of MASCHINE or **F3** button on the **SUSTAIN/PAD COLORS** page of the MIKRO MK2). The change is also displayed in Live's status bar.



Live's status bar

In Interval Colors mode, the keys are colored according to note interval based on the base note. The pad representing the base note always has the color red.



Pad mode: Interval Colors

- (1) Octave/Base note +12 semitones
- (2) Minor sixth +8 semitones
- (3) Major sixth +9 semitones
- (4) Minor seventh +10 semitones
- (5) Major seventh +11 semitones
- (6) Major third +4 semitones
- (7) Forth +5 semitones
- (8) Diminished fifth +6 semitones
- (9) Fifth +7 semitones
- (10) Base note

(11) Minor second +1 semitone

(12) Major second +2 semitones

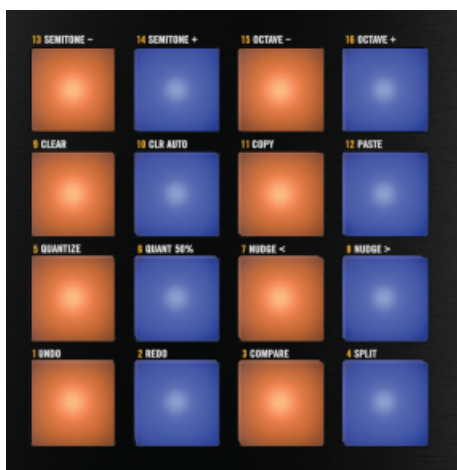
(13) Minor third +3 semitones

► In Pad Mode, pressing the Left/Right buttons shifts the octave down or up.

Pad mode lets you choose from a variety of 25 Scales. These are:

Chromatic, Ionian/Major, Aeolian/Minor, Pentatonic, Pentatonic Minor, Dorian, Phrygian, Lydian, Mixolydian, Locrian, Diminish, Major Blues, Minor Blues, Whole Tone, Arabian, Egyptian, Gypsy, Spanish Scale, Raga Bhairav, Raga Gamanasrama, Rag Todi, 3rd (C,E,G#), 4th (C,F,A#), 5th, Octave.

As an example, the image below shows the coloring you would get by selecting the scale 5th, which only contains the base note and its fifth interval. The base note is set to D, so the other note is of course an A.



The 5th scale

The MASCHINE and MASCHINE MIKRO MK1 also have their ways of adjusting the current scale:

► On MASCHINE MK1, go to page 6 of the Live Template:

SUSTAIN	SUSTAIN T	- OCT	OCT+	-SCALE	SCALE+	-BASE	+BASE
TEMPLATE: 11 - ABLETON LIVE				PAGE:	08 - PAD PERFORMANCE		
MOD WH	PB	-	PR CHG	DEV-1	DEV-2	DEV-3	DEV-4
0	-1.00		0	3	0	0	0

Button 3 (**-OCT**) and Button 4 (**OCT+**) let you move down or up one octave. Use Button 5 (**-SCALE**) and Button 6 (**+SCALE**) to select one of the 25 available scales.

- By pressing Button 7 (**-BASE**) and Button 8 (**+BASE**), you can change the base note of the scale.
- The new assignment is always shown in Live's status bar.
 - On MASCHINE MK2 go to page 5 of the Live Template:

SUSTAIN	SUSTAIN T		FIRE	OCTAVE	SCALE	BASE N	KEY COLO.
TEMPLATE: 02 - ABLETON LIVE				PAGE:	05 - PADS & DEVICE		
DEV-1	DEV-2	DEV-3	DEV-4	DEV-5	DEV-6	DEV-7	DEV-8

Page 5

Adjusting the range of the pads is always done in conjunction with the Control encoder. Hold Button 5 (**OCTAVE**) button and turn the Control encoder to adjust the octave. The same procedure is also used for Button 6 (**SCALE**) and Button 7 (**BASE N**).

- On MASCHINE MIKRO MK1 & MK2 go to the **PAD SCALES** page. Hold down **F1** (**OCTAVE**) and turn the Control encoder to adjust the octave. The same procedure is used to adjust **SCALE** (**F2**) and **BASE N** (**F3**).

OCTAVE	SCALE	BASE N
ABLETON LIVE		
PAD SCALES		
MAIN		
0		

Pad Scales Page

- Additionally you can use the Left/Right buttons in Pad mode to shift the octave up or down.

4.4 Control Mode

Control mode is activated by selecting the **NAVIGATE** button on MASCHINE MK2 and the **VIEW** button on MASCHINE MIKRO MK1 and MIKRO MK2. Control mode is not available for MASCHINE MK1.

In Control mode, you use the pads to assign the Control encoder to the mixer's output levels, pans, sends and device parameters.

For more rapid parameter control, the **ENTER** button in MASCHINE's **MASTER** section can be selected. If it is selected (**ENTER** button lit), the Control encoder moves in larger steps. The Live Template however detects so-called integer values, for instance some quantization value or on/off kind of values. In this case an enabled **ENTER** button has no effect.

When switching to Control mode, the pads on MASCHINE MK2 and MIKRO MK2 will look like this:



Control mode

The buttons in the third row from above (pads 5-8) select volume (green), pan (red), send level (blue) or device (purple) control.

4.4.1 Mixer Level Control (Green)

The eight upper pads (13-16) are used to assign the Control encoder to one of eight tracks according to the position of the focus rectangle. The first pad in the row (13) assigns the Control encoder to the level of the first track of the current focus rectangle, the second pad (14) to the level of the second track, etc.



Mixer Level Control

In the image above, the focus rectangle starts at track 1. Pad 9, which is the fifth pad counting from the upper left corner of the pad matrix, is highlighted, so the Control encoder controls the output level of track 5.

4.4.2 Pan Control (Red)

- ▶ Select the second pad in the third row from above (pad 6) to set the Control mode to panning.
- ▶ Press the pad corresponding to the track you want to pan and turn the Control encoder right or left in order to pan the track's output in the mix.



Pan Control

4.4.3 Send Level Control (Blue)

- Select the third pad in the third row from above (pad 7) to set the Control mode to adjusting send levels of the tracks.

In this mode, the lower row of the pad matrix is lit. The number of lit pads corresponds to the number of existing effect return tracks.

To assign a track to one of your effect return tracks:

1. Press the pad that corresponds to the track you wish to add the effect to.
2. Press the pad that corresponds to the desired return track (1 corresponds to A, 2 to B, etc.).
3. Turn the Control encoder to adjust the level of the effect return.

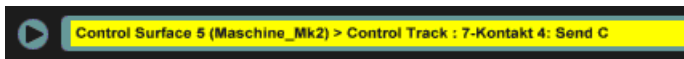


If you have more than four effect return tracks, press pad 4 repeatedly in order to reach the fifth track, twice for the sixth track, etc.



Send Level Control

The selection is shown in Live's status bar and the color of the forth pad changes as well.



Live's staus bar

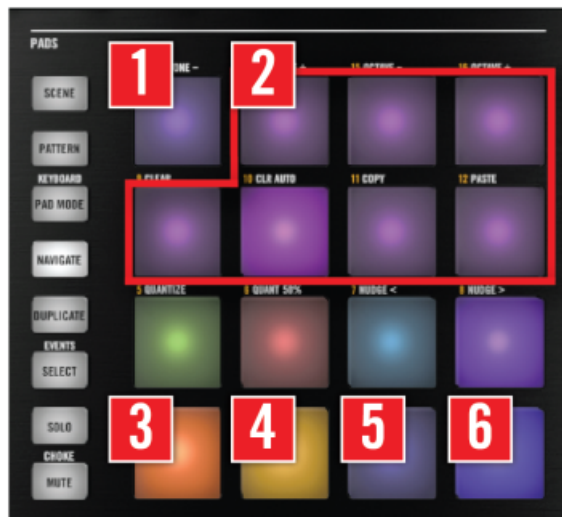
4.4.4 Controlling Devices in Control Mode (Purple)

The fourth button in the third row (pad 8) assigns the Control encoder to controlling devices in Live's device chains. After selecting Device Control in Control mode, the four bottom-row pads will light up. Using the orange colored pads (pads 1 and 2); you can step through the devices in the device chain of the currently selected track. The two darkest-purple colored pads (pads 3 and 4) select the parameter bank. The pads will be lit if it is possible to select a next or previous set of parameters. The new selection is also shown in the status bar.



Device in Live

On the first parameter page you will find the first parameter pad to be slightly brighter than the others. This pad always assigns the Control encoder to turning the device on or off. The following image shows how the pads would assign the Control encoder.



- (1) Pad 13: **Device On/Off**
- (2) Pad 9, 10, 11, 12, 14, 15, and 16: **Parameter Controls**
- (3) Pad 1: **Select Previous Device**
- (4) Pad 2: **Select Next Device**
- (5) Pad 3: **Previous Bank**
- (6) Pad 4: **Next Bank**



MASCHINE MIKRO MK1 works in the same way as described above, with the exception that the pads only use one color.

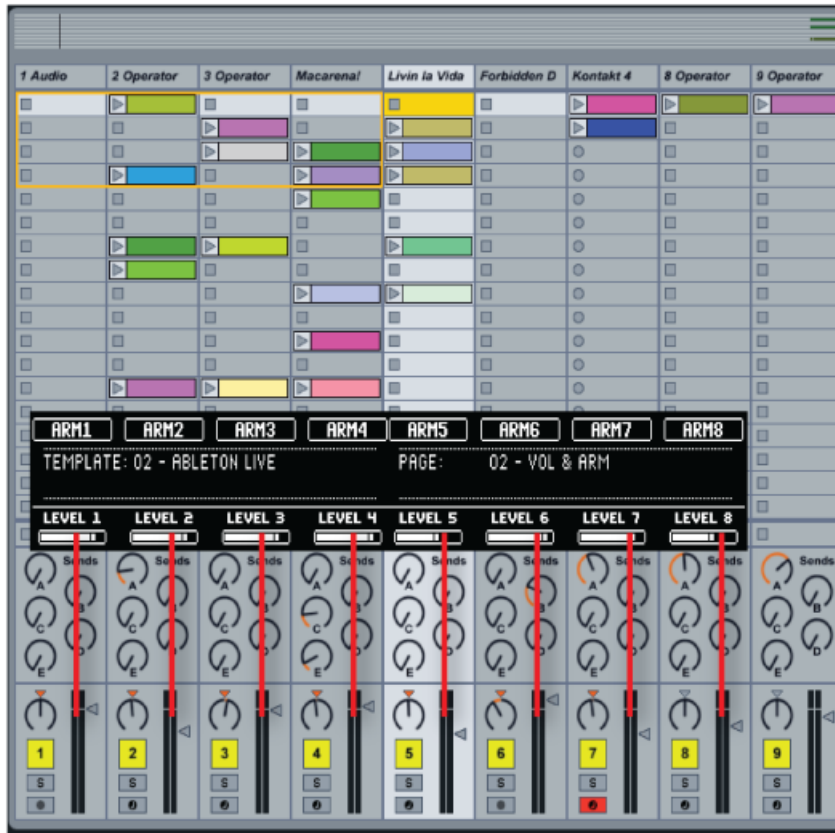


In Control mode, the Left/Right buttons work as in Clip mode, moving the focus rectangle to the left or right.

Control Pages MASCHINE and MASCHINE MK2

MASCHINE and MASCHINE MK2 have eight endless knobs and buttons that can be used to control the mixer or any device, such as a synthesizer or effect, in Live. These controls are split between the different pages of the Live Template.

Most pages are assigned to mixer or device control. The pages assigned to mixer controls always coincide with the position of the 4x4 focus rectangle.



Control Pages MK2

You can control up to eight strips simultaneously. If your focus rectangle is focused on tracks 1-4, then the knobs and buttons on **PAGE 02 - VOL & ARM** control the output level and track arming of tracks 1-8.

4.5 Pages of MASCHINE MK1

On **PAGE: 01**, Buttons 1-4 are assigned to the stop buttons of the four tracks currently inside your focus rectangle. The buttons above the right display (5-8) are used for arming tracks.

The knobs below the left display (1-4) let you control each track's output level and Knobs 5-8 are assigned to the pan pots of the four tracks inside your focus rectangle.

STOP1	STOP2	STOP3	STOP4	ARM1	ARM2	ARM3	ARM4
TEMPLATE: 11 - ABLETON LIVE				PAGE: 01 - VOL & PAN / STOP & ARM			
LEVEL1	LEVEL2	LEVEL3	LEVEL4	PAN1	PAN2	PAN3	PAN4
110	117	99	87	-39	-44	-49	-63



Control Pages MK1

- On **PAGE: 02**, all buttons are assigned to track selection. Knobs 1-4 are used to control the output level of each track currently inside the focus rectangle, while Knobs 5-8 are assigned to control the track's send levels.

SELECT1	SELECT2	SELECT3	SELECT4	SELECT5	SELECT6	SELECT7	SELECT8
TEMPLATE: 11 - ABLETON LIVE				PAGE: 02 - LEVEL & SENDS/SELECT			
LEVEL1 110	LEVEL2 117	LEVEL3 50	LEVEL4 87	SEND1 50	SEND2 24	SEND3 0	SEND4 0

Page 2

- On **PAGE: 03** you can access controls for arming tracks (Buttons 1-8) and for track levels (Buttons 1-8).

ARM1	ARM2	ARM3	ARM4	ARM5	ARM6	ARM7	ARM8
TEMPLATE: 11 - ABLETON LIVE				PAGE: 03 - VOLUME/ARM			
LEVEL1 110	LEVEL2 117	LEVEL3 50	LEVEL4 87	LEVEL5 0	LEVEL6 72	LEVEL7 0	LEVEL8 0

Page 3

- PAGE: 04** is dedicated to track muting (Buttons 1-8) and panning (Knobs 1-8).

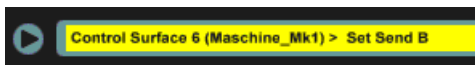
MUTE1	MUTE2	MUTE3	MUTE4	MUTE5	MUTE6	MUTE7	MUTE8
TEMPLATE: 11 - ABLETON LIVE				PAGE: 04 - PAN/MUTE			
PAN1 -39	PAN2 -44	PAN3 -49	PAN4 -63	PAN5 -63	PAN6 -63	PAN7 -63	PAN8 -63

Page 4

- On **PAGE: 05**, all Buttons (1-8) are assigned to the solo function of each track in Live. Knobs 1-8 are dedicated to the send levels of each track. By default the send levels of return track A are controlled.
- ▶ To access other send tracks, press the **AUTO WRITE** button repeatedly.
- ▶ Live's status bar displays the currently selected send track.

SOLO1	SOLO2	SOLO3	SOLO4	SOLO5	SOLO6	SOLO7	SOLO8
TEMPLATE: 11 - ABLETON LIVE				PAGE: 05 - SENDS/SOLO			
SEND1 50	SEND2 24	SEND3 0	SEND4 0	SEND5 0	SEND6 0	SEND7 0	SEND8 0

Page 5



Live's status bar

- **PAGE: 06** is dedicated to performance in Pad mode. The left display shows levels for mod wheel (**MOD WH**, Knob 1), pitch bend (PB, Knob 2) and Program Change (**PR CHG**, Knob 4). Buttons 1 and 2 are assigned to **SUSTAIN** and **SUSTAIN T** respectively. **SUSTAIN T** keeps the sustain held after you release the button.

- ▶ To turn the sustain off, press **SUSTAIN T** again.

On the right display, the knobs are assigned to the first four parameters of the currently selected device in a device chain (e.g. an effect or synthesizer).

SUSTAIN	SUSTAIN T	- OCT	OCT+	-SCALE	SCALE+	-BASE	+BASE
TEMPLATE: 11 - ABLETON LIVE				PAGE: 06 - PAD PERFORMANCE			
MOD WH	PB	-	PR CHG	DEV-1	DEV-2	DEV-3	DEV-4
0	-1.00	-	0	3	0	0	0

Page 6

- **PAGE: 07** is dedicated to controlling Live's devices:

ON-OFF	FOCUS	<<TR	TR>>	<<DEV	DEV>>	<<BNK	BNK>>
TEMPLATE: 11 - ABLETON LIVE				PAGE: 07 - DEVICE & NAVIGATION			
DEV-1	DEV-2	DEV-3	DEV-4	DEV-5	DEV-6	DEV-7	DEV-8
3	0	0	0	0	0	0	0

Page 7

Button 1(**ON-OFF**) activates or deactivates the currently selected device in the device chain.

- ▶ Use Button 3 (**<<TR**) and Button 4 (**TR>>**) to select the previous or next track.
- ▶ Use Button 5 (**<<DEV**) and Button 6 (**DEV>>**) to navigate between devices within the chain.

The first time you select a device, Knobs 1-8 are assigned to the first eight parameters of the device. If a device has more than eight controllable parameters, these are split into banks of eight.

- ▶ Use Button 8 (**BNK>>**) to move to the next bank.

- In order to return to the previous bank, press Button 7 (<<BNK).
- Live's status bar displays the change:



Live's status bar

- On **PAGE: 08** you find the crossfader (XFADER, Knob 1) and several buttons controlling Live's Arranger view.

NUDGE-	NUDGE+	<<CUE	CUE >>	CUE +/-	/-P-IN	LOOP	P-OUT-\
TEMPLATE: 11 - ABLETON LIVE				PAGE: 08 - XFADE/ARRANGE			
XFADER	--	--	--	LEVEL1	LEVEL2	LEVEL3	LEVEL4
-63				110	117	50	87

Page 8

- **PAGE: 09** contains knobs and buttons with unassigned CCs.
- Use these together with Live's MIDI learn function to freely assign the controls to any parameter in Live.

SUSTAIN	CC 30	CC 31	CC 32	CC 33	CC 34	CC 35	CC 36
TEMPLATE: 11 - ABLETON LIVE				PAGE: 09 - FREE CC ASSIGNS			
CC 20	CC 21	CC 22	CC 23	CC 24	CC 25	CC 26	CC 27
0	0	0	0	0	0	0	0

Page 9

4.6 Pages of MASCHINE MK2

- On **PAGE: 01**, Buttons 1-4 are assigned to the stop buttons of the four tracks currently inside your focus rectangle. The buttons above the right display (5-8) are used for arming tracks.

The knobs below the left display (1-4) let you control each track's output level and Knobs 5-8 are assigned to the pan pots of the four tracks inside your focus rectangle.



- On **PAGE: 02** all buttons are dedicated to arming tracks and all knobs to the tracks' output levels.



- PAGE: 03** is dedicated to track muting (Buttons 1-8) and panning (Knobs 1-8).



- On **PAGE: 04**, all Buttons (1-8) are assigned to the solo function of each track in Live. Knobs 1-8 are dedicated to the send levels of each track. By default the send levels of return track A are controlled.

► To access other send tracks, press the **AUTO WR.** button repeatedly.



- PAGE: 05** is dedicated to performance in Pad mode. The left display shows levels for mod wheel (**MOD WH**, Knob 1), pitch bend (PB, Knob 2) and Program Change (**PR CHG**, Knob 4). Buttons 1 and 2 are assigned to **SUSTAIN** and **SUSTAIN T** respectively. **SUSTAIN T** keeps the sustain held after you release the button.

► To turn the sustain off, press **SUSTAIN T** again.

Knobs 1-8 are assigned to the current parameters of the currently selected parameter bank of the selected device in the device chain. For more details, see the description of **PAGE: 06 - DEVICE** below.



Button 4 (**FIRE**) fires the currently selected clip. This can be very handy in a recording situation while in Pad mode.

1. Trigger the clip you want to record into and switch to Pad mode.
 2. Record your clip while playing on the pads.
 3. Finalize the recording by pressing the **FIRE** button.
- This stops the clip to the current global quantization without having to switch back to Clip mode.
- ▶ Beside the Left/Right buttons, you can hold down Button 5 (**OCTAVE**) button and turn the Control encoder to shift the current octave up or down.
 - ▶ Hold Button 6 (**SCALE**) and turn the Control encoder to change the current scale. You will see how the colors of the pads change.
 - ▶ Use Button 7 (**BASE N**) to change the base note of the current scale system.

Every change of octave, scale or base note is also reflected in Live's status bar.

- **PAGE: 06** is dedicated to controlling Live's devices:



Button 1 (**ON-OFF**) activates or deactivates the currently selected device in the device chain.

- ▶ Use Button 3 (**<<TRCK**) and Button 4 (**TRCK>>**) to select the previous or next track.

The first time you select a device, Knobs 1-8 are assigned to the first eight parameters of the device. If a device has more than eight controllable parameters, these are split into banks of eight.

- ▶ Use Button 6 (**BNK>>**) to move to the next bank.
- ▶ In order to return to the previous bank, press Button 5 (**<<BNK**).

→ Live's status bar displays the change:



- ▶ Use Button 5 (<<DEV) and Button 6 (DEV>>) to navigate between devices within the chain.
- **PAGE: 07** controls the crossfader and some general transport controls in Live. Additionally, Knobs 5-8 are assigned to the levels of the tracks the current focus rectangle.



- **PAGE: 08** contains a set of freely assignable MIDI CCs. Assign them as you like to any parameter in Live. Knob 1 is however assigned to Program Change.

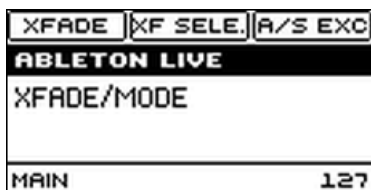


4.7 Pages of MASCHINE MIKRO and MIKRO MK2

Some of the pages in the MIKRO and MIKRO MK2 templates have already been discussed. This section will shortly explain the remaining pages.

4.7.1 X-Fade/Mode Page

This page only has 2 buttons assigned. When selecting the **F1 (XFADE)** button, the Control encoder will be assigned to Live's crossfader.

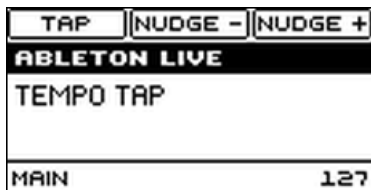


Xfade/Mode Page

The previously discussed Arm/Solo Exclusive mode button defines how arming and soloing tracks works, when using the pads to control arming and soloing. If Arm/Solo Exclusive mode is active, arming or soloing a track will automatically unarm or un-solo the previously armed or soloed tracks.

4.7.2 Tempo Page

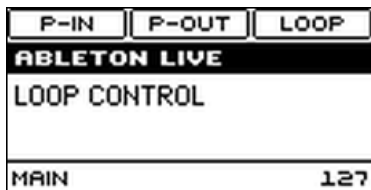
The **TEMPO TAP** page contains a tap tempo button (**F1**) and two buttons for Live's Nudge function (**F2** and **F3**).



Tempo Tap Page

4.7.3 Loop Control Page

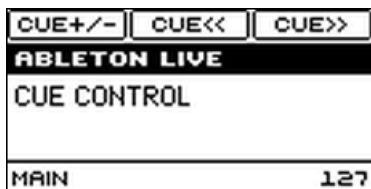
Activates/Deactivates Punch-In (**P-IN**, **F1**), Punch-Out (**P-OUT**, **F2**) and the **LOOP** (**F3**).



Loop Control Page

4.7.4 Cue Control Page

Use the buttons on this page to add cue points to the arranger and navigate between them.



Cue Control Page