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NATIVE INSTRUMENTS

Table of Contents

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, Control Reference 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 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.

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

- At the end of this document, a comprehensive index provides alphabetical access to all the workflows listed in chapters ↑2, Control Reference and 3.

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.

The Header in the MASCHINE software.

Function	Controller Element / Action	Note
Choke all playing notes	SHIFT + MUTE (CHOKE)	
Clear	CLEAR button	This function empties the active Pattern or the selected Events.
Copy	COPY button	This function copies all Events of the selected Pattern (or individual Events if selected) to the clipboard.
Hide/view Mixer	MIX button	Shows the Mixer on the Hardware screen. SHIFT + NAVIGATE toggles between the Arranger and the Mix view in the software.

Function	Controller Element / Action	Note
Load (Project)	1. Press the BROWSE button.	
	2. Use Buttons 1 and 2 to set the file type to PROJECTS.	
	3. Select whether to show User library content or NI Library content using Button 4.	
	4. Use Knob 2 to select a product category, and Knob 3 to select a sub-category.	
	5. Use Knob 5 to narrow down the Project type.	
	6. Turn the jog wheel to scroll through the list.	
	7. Press the jog wheel to load a project.	
Metronome, adjust volume of	1. Press SHIFT + GRID (REC MODE) to enter the REC. MODE screen.	
	2. Turn Knob 1 to adjust the metronome's volume.	
	3. Press GRID (REC MODE) again to leave the REC. MODE screen.	
Metronome, toggle on/off	METRO button	
Pan (Master)	1. Press the CHANNEL button to enter Control mode.	You can fine-adjust the parameter value by additionally holding SHIFT while turning the Knob.
	2. Press Button 1 (MASTER) to open the Master page.	
	3. Use Buttons 5 and 6 to select the OUTPUT tab.	
	4. Use Knob 3 (PAN) to change the parameter value.	

Function	Controller Element / Action	Note
Paste	PASTE button	This function pastes the previously copied Events from the clipboard into the selected Pattern.
Play	PLAY button	Hitting the PLAY button again will stop playback.
Quantization, toggle on/off	1. Press and hold SHIFT + GRID (REC MODE) to enter the REC. MODE screen. 2. Use Knob 4 (Quantize) to activate/deactivate quantization.	
Record	1. Press the REC (COUNT-IN) button to arm for recording. 2. Press the PLAY button to start recording. 3. Press the REC (COUNT-IN) button again to stop recording. Playback of the track continues.	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 (with Count-in)	SHIFT + REC (COUNT-IN)	Counts off a beat then starts recording. You can change the Count-in properties in the REC. MODE screen via SHIFT + GRID (REC MODE).
Redo	REDO (STEP REDO) button	This function redoes any action previously performed in MASCHINE. As opposed to this, SHIFT + REDO (STEP REDO) 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 + ALL (SAVE)	
Stop	Press PLAY during playback	

Function	Controller Element / Action	Note
Swing (Master)	1. Press the CHANNEL button to enter Control mode. 2. Press Button 1 (MASTER) to open the Master page. 3. Use Buttons 5 and 6 to select the GROOVE tab. 4. Use Knob 1 (AMOUNT) to change the parameter value.	You can fine-adjust the parameter value by additionally holding SHIFT while turning the Knob.
Tempo/BPM, change	Press and hold the TAP button and use the jog wheel to define the project tempo.	You can fine-adjust the parameter value by pressing SHIFT while turning the jog wheel.
Tempo/BPM, change (tap tempo)	Tap the TAP 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	UNDO (STEP UNDO) button	This function undoes any action previously performed in MASCHINE. As opposed to this, SHIFT + UNDO (STEP UNDO) undoes individual steps in the Pattern Editor.
Volume (Master)	1. Press the MST button. 2. Use the Master encoder to change the parameter value.	

2.2   Groups

This section contains Group-related controller workflows.

The Groups section on the software side of MASCHINE.

Function	Controller Element / Action	Note
Copy/paste (Group)	1. Press and hold the DUPLICATE button. 2. Tap the button of the Group you want to copy. 3. Tap the button of the Group you want to paste the Group's content to.	You can copy and paste Groups with or without their Pattern content. To copy a Group including its Patterns' content, press Button 2 (+ EVNT) while holding the DUPLICATE button to activate this function.
Load (Group)	1. Press the BROWSE button. 2. Use Buttons 1 and 2 to set the file type to GROUPS. 3. Select whether to show User library content or NI Library content using Button 4. 4. Use Knob 2 to select a product category, and Knob 3 to select a sub-category. 5. Use Knobs 5 - 8 to narrow down your selection. 6. Turn the jog wheel to scroll through the list. 7. Press the jog wheel to load a project.	
Mute (Group)	MUTE + Group button (A-H)	

Function	Controller Element / Action	Note
Pan (Group)	1. Press CHANNEL to enter Control mode. 2. Press Button 2 (GROUP) to open the Group page. 3. Use Buttons 5 and 6 to select the OUTPUT tab. 4. Use Knob 4 (PAN) to change the parameter value.	You can fine-adjust the parameter value by additionally holding SHIFT while turning the Knob.
Pitch (Group)	1. Press and hold the button of the Group (button A-H) you want to change the pitch of. 2. Use the Function buttons (◄ and ► in the EDIT section of the controller) to set the jog wheel function to TUNE. 3. Use the jog wheel to change the parameter value.	You can fine-adjust the parameter value by additionally holding SHIFT while turning the jog wheel.
Reset Group	1. Press and hold SHIFT + ERASE. 2. Press the button of the Group (button A-H) you want to delete.	
Select (Group)	Group buttons A-H	
Solo (Group)	SOLO + Group button (A-H)	When unsoloing a Group, all other Groups are unmuted, regardless of whether they were muted before or not.

Function	Controller Element / Action	Note
Swing (Group)	1. Press CHANNEL to enter Control mode. 2. Press Button 2 (GROUP) to open the Group page. 3. Use Button 5 and 6 to select the GROOVE tab. 4. Use Knob 1 (AMOUNT) to change the parameter value.	You can fine-adjust the parameter value by additionally holding SHIFT while turning the Knob.
Volume (Group)	1. Press CHANNEL to enter Control mode. 2. Press Button 2 (GROUP) to open the Group page. 3. Use Buttons 5 and 6 to select the OUTPUT tab. 4. Use Knob 3 (LEVEL) to change the parameter value.	You can also press the GRP button, then hold the relevant Group button (A-H) and turn the Master encoder to change a Group's volume.

2.3   Sounds (Pads)

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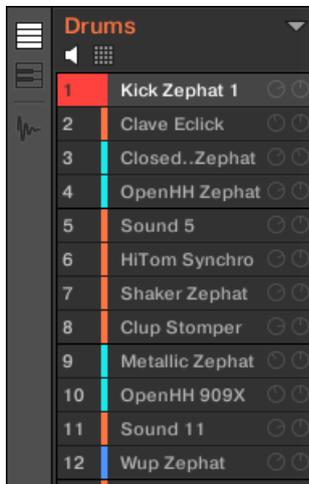
The Sound slots on the software side of MASCHINE.

Operation/Function	Controller Element / Action	Note
Base key shifting	1. Press the pad of the Sound you want to alter the base key of. 2. Press and hold the PAD MODE button. 3. Use Knobs 5 and 6 (OCTAVE- and OCTAVE+) or Knobs 7 and 8 (SEMITONE- and SEMITONE+) to change the base key in octave steps or semitone steps, respectively.	
Copy/paste (Sound)	1. Press and hold the DUPLICATE button. 2. Tap the pad of the Sound you want to copy. 3. Tap the pad you want to paste the Sound to.	You can copy and paste Sounds with or without their recorded Events. To copy a Sound including its recorded Events, press Button 2 (+ EVNT) while holding the DUPLICATE button to activate this function.

Operation/Function	Controller Element / Action	Note
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 button. 3. Press Button 2 (KEYBOARD) to switch to Keyboard mode. 4. The PAD MODE 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 is also shortcut to toggle between the Keyboard mode / Piano Roll and playing Sounds.
Load (Sample)	1. Press the BROWSE button. 2. Use Buttons 1 and 2 to set the file type to SAMPLES. 3. Select whether to show User library content or NI Library content using Button 4. 4. Use Knob 2 to select a product category, and Knob 3 to select a subcategory. 5. Use Knobs 5 - 7 to narrow down your selection. 6. Turn the jog wheel to scroll through the list. 7. Press the jog wheel to load a project.	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 PREHEAR function with Button 7 so that the next item highlighted in the list will automatically be played.

Operation/Function	Controller Element / Action	Note
Load (Sound)	1. Press the BROWSE button. 2. Use Buttons 1 and 2 to set the file type to SOUNDS. 3. Select whether to show User library content or NI Library content using Button 4. 4. Use Knob 2 to select a product category, and Knob 3 to select a subcategory. 5. Use Knobs 5 -7 to narrow down your selection. 6. Turn the jog wheel to scroll through the list. 7. Press the jog wheel to load a project.	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)	MUTE + pad (1-16)	
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 four quantization settings for quick access on the right display. These settings are accessible via Buttons 5-8, and you can change their individual values with Knobs 2-4.

Operation/Function	Controller Element / Action	Note
One-shot mode, activate	1. Press PLUG-IN to open the plug-in pages. 2. Press Button 3 (SOUND) to select the Sound page. 3. Use Buttons 5 and 6 to select the Sampler module (SAMPLER). 4. Use the Page buttons (◄ and ►) beneath the BROWSE and SAMPLING buttons) to navigate to page 2/6 of the Sampler module's parameter pages. 5. Use Knob 4 (TYPE) to set the Sound 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 button. 3. Use the Page buttons (◄ and ►) beneath the BROWSE and SAMPLING buttons) to navigate to page 1/2 of the parameter pages. 4. Use Knob 3 to assign the pad to one of the available Pad Link groups. 5. Use Knob 4 to set the Pad to Master or Slave mode within the Pad Link group. 6. 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.

Operation/Function	Controller Element / Action	Note
Pan (Sound)	1. Press CHANNEL to enter Control mode. 2. Press Button 3 (SOUND) to open the Sound page. 3. Use Buttons 5 and 6 to select the OUTPUT tab. 4. Use Knob 4 (PAN) to change the parameter value.	You can fine-adjust the parameter value by additionally holding SHIFT while turning the Knob.
Parameters (Sound)	1. Press PLUG-IN to open the plug-in pages. 2. Press Button 3 (SOUND) to select the Sound page. 3. Use Buttons 5 and 6 to select the Sampler module (1. SAMPLER). 4. All changeable parameters of the Sound are shown on the lower half of the displays. 5. Use the Page buttons (◄ and ► beneath the BROWSE and SAMPLING buttons) to navigate through the parameter pages of the Sampler module. 6. Use Knobs 1-8 to change the parameter values.	The Sampler parameters offer various ways to shape your Sounds individually.
Pitch (Sound)	1. Press and hold the pad of the Sound you want to change the pitch of. 2. Use the Function buttons (◄ and ► in the EDIT section of the controller) to set the jog wheel function to TUNE. 3. Use the jog wheel to change the parameter value.	You can fine-adjust the parameter value by additionally holding SHIFT while turning the jog wheel.

Operation/Function	Controller Element / Action	Note
Reset Sound	1. Press and hold SHIFT button + ERASE button. 2. Press the pad of the Sound (1-16) you want to delete.	
Select Sound	Press one of the pads 1-16.	
Select Sound silently	Press SELECT button + one of the pads 1-16.	Focuses on the desired Sound/pad without playing its content.
Solo (Sound)	SOLO + pad (1-16).	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 CHANNEL to enter Control mode. 2. Press Button 3 (SOUND) to open the Sound page. 3. Use Buttons 5 and 6 to select the GROOVE tab. 4. Use Knob 1 (AMOUNT) to change the parameter value.	You can fine-adjust the parameter value by additionally holding SHIFT while turning the Knob.
Velocity, fix	1. Press and hold the PAD MODE button. 2. Press Button 4 (FIXED VEL).	Sets all pads to a fixed velocity. The underlying velocity value can be set on parameter page 2/2 in the lower portion of the screen while holding PAD MODE depressed.
Volume (Sound)	1. Press CHANNEL to enter Control mode. 2. Press Button 3 (SOUND) to open the Sound page. 3. Use Buttons 5 and 6 to select the OUTPUT tab. 4. Use Knob 3 (LEVEL) to change the parameter value.	You can fine-adjust the parameter value by additionally holding SHIFT while turning the Knob. You can also press the SND button, then hold the relevant pad (1-16) and turn the Master encoder to change a Sound's volume.

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.
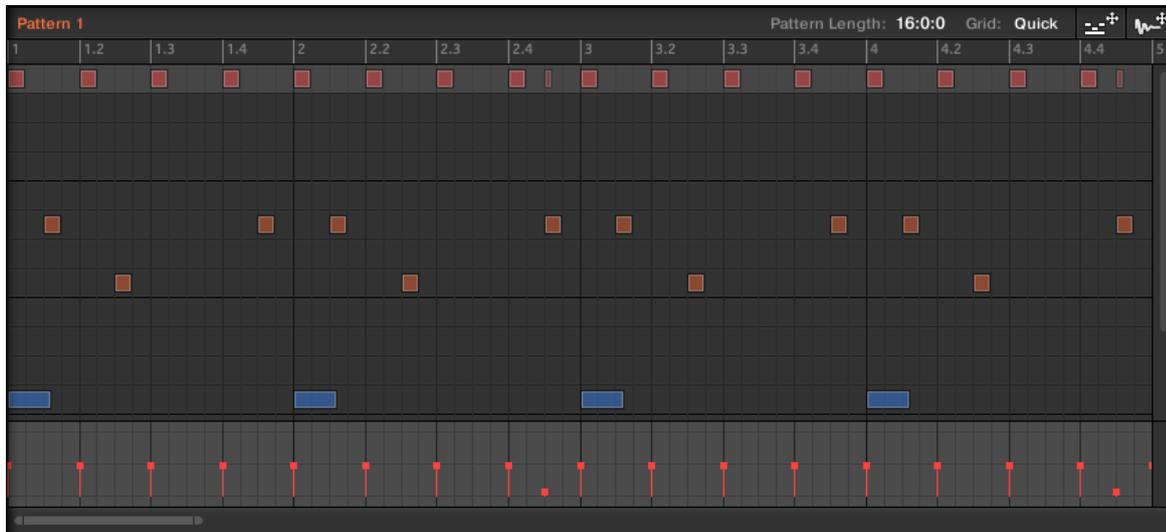
The Pattern Editor on the software side of MASCHINE.

2.4.1 Pattern Editor Navigation

Function	Controller Element / Action	Note
Scroll (Pattern Editor)	1. Press and hold the NAVIGATE button. 2. Use Knob 4 (SCROLL) to scroll left and right in the Pattern Editor.	
Zoom (Pattern Editor)	1. Press and hold the NAVIGATE button. 2. Use Knob 3 (ZOOM) to zoom in and out in the Pattern Editor.	

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.

Function	Controller Element / Action	Note
Pattern Length resolution	1. Press and hold the GRID (REC MODE) button. 2. Press Button 3 (PATTERN) to enter the Pattern Length setting page. 3. Press the pad corresponding to 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 + Knob 1. 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 Button 3 (PERFORM) to enter the Perform Grid setting page. 3. Press the pad corresponding to 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 Button 4 (STEP) to enter the Step Grid resolution setting page. 3. Press the pad corresponding to 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

Function	Controller Element / Action	Note
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. 3. Tap the pad corresponding to the Pattern Slot you want to copy the Pattern to.	
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 Button 3 (DOUBLE).	
Pattern length	1. Press and hold the PATTERN button. 2. Use Knob 1 (LENGTH) to lengthen/shorten the selected Pattern.	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.
Select Pattern	PATTERN button + pad 1-16	Use Buttons 7 and 8 to scroll through the pages of Pattern Banks.
Select Pattern Bank	PATTERN button + Buttons 7 and 8	
Skip one bar backwards	Skip Backward button in EDIT section (◄)	You can also use the jog wheel to perform this action.
Skip one bar forward	Skip Forward button in EDIT section (►)	You can also use the jog wheel to perform this action.

2.4.4 Event Operations

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

Function	Controller Element / Action	Note
Copy/paste (Events)	1. Select the Event(s) you want to copy. 2. Press the COPY. 3. Select the Sound/pad you want to copy the Event(s) to. 4. Press the PASTE button.	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 NUDGE. 3. Press ◄ or ► in the EDIT section to nudge the selected Event(s) left or right, respectively. (Alternatively, you can also use the jog wheel.)	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. Another great way to mess with the groove of a Pattern is by moving Events in Step Editor mode (press STEP to enter): With the SWING button lit, hold the pad representing the Event you want to adjust and use the Control encoder to adjust the Event's starting position.
Quantize Events	1. Select the Event(s) you want to quantize. 2. Press QUANTIZE.	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 + QUANTIZE.	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.

Function	Controller Element / Action	Note
Select all Events of a Sound/ pad in the current Pattern	Press EVENTS + a pad to select all events linked to that pad.	In Keyboard mode, only the Events which are on the note you are pressing are selected.
Select individual Events of a Sound/pad in the current Pattern	1. Press the pad of the Sound which you want to select Events of. 2. Press and hold the EVENTS button. 3. Turn Knob 4 to select an Event.	You can also use Knobs 1 and 2 (START and END) to select a range of Events. For a more in-depth explanation of Event selection from your controller, refer to your controller's manual.

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.

Function	Controller Element / Action	Note
Modulation, delete	1. Press and hold the ERASE button. 2. Turn the Knob of the parameter you previously recorded modulation to, in order to erase the modulation data.	
Modulation, record	1. Press CONTROL to enter Control mode. 2. Press PLAY to start playback. 3. Press Button 2 (GROUP) or Button 3 (SOUND) to select the Group or Sound/pad you want to automate parameter values for, respectively. 4. Press and hold AUTO. 5. Any movement of Knobs 1-8 will be recorded to the Control Lane.	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.
Pin Auto-Write	Press SHIFT + AUTO to pin Auto-Write.	With Auto-Write pinned you can use both hands to record and edit modulation.

2.5   Scene Arranger

This section contains controller workflows related to MASCHINE's Scene Arranger. This includes Arranger navigation and Scene operations.
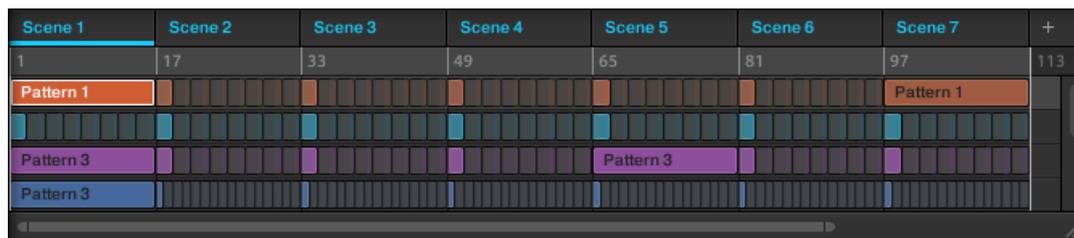
The Scene Arranger on the software side of MASCHINE.

2.5.1   Arranger Navigation

Function	Controller Element / Action	Note
Scroll (Arranger)	1. Press and hold the NAVIGATE (MIX) button. 2. Use Knob 2 (SCROLL) to scroll left and right in the Arranger.	
Zoom (Arranger)	1. Press and hold the NAVIGATE (MIX) button. 2. Use Knob 1 (ZOOM) to zoom in and out in the Arranger.	

2.5.2 Scene Operations

Function	Controller Element / Action	Note
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 Button 2 (+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 Button 2 (REMOVE).	Removes the selected Pattern from its Scene. This function does not erase a Pattern's content.
Select Scene	Press SCENE + the pad corresponding to the Scene you want to select.	
Select Scene Bank	SCENE button + Buttons 7 and 8 (◄ and ►).	

Function	Controller Element / Action	Note
Set Scene loop	1. Press and hold the SCENE button. 2. Press and hold the pad corresponding to the Scene you want your loop to start with. 3. Tap the pad corresponding to the Scene you want the loop to end with.	
Set Scene loop to all Scenes	Press SCENE button + Button 3 (ALL).	

2.6 Control Area

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

The Control area on the software side of MASCHINE.

Function	Controller Element / Action	Note
Load effect / effect plug-in	1. Press PLUG-IN to enter the plug-in pages. 2. Select the Project level you want to apply an effect to — Master, Group, or Sound — by pressing Button 1 (MASTER), 2 (GROUP) or 3 (SOUND), respectively. 3. Use Buttons 5 and 6 to select a free plug-in slot (the display reads EMPTY if no plug-in was loaded before). 4. Press and hold SHIFT. 5. Press BROWSE. 6. Use Knob 1 to set the TYPE Filter to INTERNAL for internal MASCHINE plug-ins, NI for other Native Instruments plug-ins, or to EXTERNAL for third-party plug-ins. 7. In case of the Sound level, use Knob 2 to set the SUBTYPE filter to EFFECT. For Groups and the Master, there is no SUBTYPE selection. 8. Use the jog wheel to scroll through the list of available effects. 9. Press the jog wheel to load the selected effect.	You can apply effects to the Master, to a Group or to individual pads/Sounds.
Load instrument plug-in (VST/AU)	1. Press PLUG-IN to enter the plug-in pages. 2. Select the Sound you want to load an instrument to by pressing its pad. 3. Use Buttons 5 and 6 to select a free plug-in slot (the display reads EMPTY if no plug-in was loaded before).	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.

Function	Controller Element / Action	Note
	4. Press and hold SHIFT.	
	5. Press BROWSE.	
	6. Use Knob 1 to set the TYPE Filter to INTERNAL for internal MASCHINE plug-ins, NI for other Native Instruments plug-ins, or to EXTERNAL for third-party plug-ins.	
	7. Use Knob 2 to set the SUBTYPE filter to Instr..	
	8. Use Knob 8 to scroll through the list of available instruments.	
	9. Press Button 8 (LOAD) to load the selected instrument.	

Function	Controller Element / Action	Note
Mute/bypass instrument/effect	1. Press PLUG-IN to open the plug-in pages. 2. Press Button 1 (MASTER), Button 2 (GROUP), or Button 3 (SOUND) to select the MASCHINE level holding the instrument/effect you want to mute/bypass. 3. Use Buttons 5 and 6 to navigate to the plug-in slot holding the instrument/effect you want to mute/bypass. 4. Press SHIFT + Button 7 (BYPASS) to mute/bypass the selected instrument/effect.	
Unload instrument/effect	1. Press PLUG-IN to open the plug-in pages. 2. Press Button 1 (MASTER), Button 2 (GROUP), or Button 3 (SOUND) to select the MASCHINE level holding the instrument/effect. 3. Use Buttons 5 and 6 to navigate to the plug-in slot holding the instrument/effect you want to unload. 4. Press and hold SHIFT. 5. Press Button 8 (REMOVE) to unload the instrument/effect.	

2.7 Sampling and Sample Editing

This section contains controller workflows related to Sampling and Sample editing in MASCHINE.

Function	Controller Element / Action	Note
Sample from external source	1. Select an empty Sound slot / pad you want to sample to. 2. Press the SAMPLING button. 3. Press Button 1 (RECORD) to select the recording function. 4. Use Knob 1 (SOURCE) to set the source to EXT. STER. for stereo sampling, or to EXT. MONO for mono sampling. 5. Use Knob 2 (INPUT) to select your input channel(s). 6. Use Knob 3 (MODE) to set the input mode to DETECT. 7. Use Knob 4 (THRESHOLD) to set the recording threshold level. 8. Press Button 5 (START) to start recording. 9. Press Button 5 (STOP) when you want the recording to stop.	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 button. 3. Press Button 1 (RECORD) to select the recording function. 4. Use Knob 1 (SOURCE) to set the source to INTERNAL. 5. Use Knob 2 (INPUT) to select your input. 6. Use Knob 3 (MODE) to set the input mode to DETECT. 7. Use Knob 4 (THRESHOLD) to set the recording threshold level.	For more in-depth information on sampling from the controller, refer to your controller's manual.

Function	Controller Element / Action	Note
	8. Press Button 5 (START) to start the recording. 9. Press Button 5 (STOP) when you want the recording to stop.	
Sample looping	1. Press the SAMPLING button. 2. Press Button 4 (ZONE) to enter Zone mode. 3. Use the Page buttons (◄ and ► beneath the BROWSE and SAM-PLING buttons) to navigate to Parameters page 2/5 (LOOP). 4. Use Knob 1 to activate the loop function. 5. Use Knobs 2 (START) and 3 (END) to select the portion of the Sample you want to loop. 6. Use Knob 4 (XFADE) to set 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.

Function	Controller Element / Action	Note
Sample editing	1. Press the SAMPLING button. 2. Press Button 2 (EDIT) to enter Sample Edit mode. 3. Use Knobs 1 (START) and 2 (END) to adjust start and end points of the Sample, and Knobs 5 and 6 to zoom and scroll within the waveform. 4. Navigate through the editing options with Buttons 7 and 8 (e.g., TRUNCATE will erase everything outside the selected START and END range of the Sample). 5. Press Button 8 (APPLY) to apply the changes to the selected sample region.	Please refer to your controller's manual for more in-depth information on sample editing.
Time stretching / pitch shifting	1. Press the SAMPLING button. 2. Press Button 2 (EDIT) to enter Sample Edit mode. 3. Use Button 5 to navigate to the STRETCH screen. 4. Press Button 7 (SETTINGS) to open the settings panel. 5. Use Knobs 1-8 to enter the desired settings. 6. Press Button 8 (APPLY) to apply time stretching to the sample region.	Refer to your controller's manual for more in-depth information on time stretching.

2.8   Miscellaneous

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

Function	Controller Element / Action	Note
Driver and firmware version	1. Press and hold SHIFT + CHANNEL to enter MIDI control mode. 2. Press and hold SHIFT again. 3. Press Button 3 (SETTINGS) to enter the Settings page. 4. You can find all driver and firmware related information on the right display. 5. Press SHIFT and CONTROL again to leave MIDI mode.	For more advanced configuration options from the controller, refer to your controller's manual.
Pad sensitivity	1. Press and hold SHIFT. 2. Press CONTROL to enter the MIDI control mode. 3. Press and hold SHIFT again. 4. Press Button 4 (SETTINGS) to enter the Settings page. 5. Use Knob 1 (PADSENS) to adjust the pad sensitivity. 5. Press SHIFT and CONTROL again to leave MIDI mode.	For more advanced configuration options from the controller, see your controller's manual.
Switching MASCHINE instances in plug-in mode	1. Press and hold SHIFT and PLUG-IN. 2. Use Knob 5 to scroll through the list of available instances. 3. Load the selected instance using Button 8 (LOAD).	For more advanced configuration options from the controller, refer to your controller's manual.

3 Computer Keyboard Shortcuts

3.1 Transport

Function	Key(s)
Arm for Recording	[Shift] + [Space]
Metronome, toggle on/off	[M] key
Play/Stop	[Space]
Start Recording with count-in	[Ctrl]/[Cmd] + [Shift] + [Space]

3.2 Navigation

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

3.3 Editing

Function	Key(s)
1/1 note (Pattern Grid resolution)	[1]
1/2 note (Pattern Grid resolution)	[2]
1/4 note (Pattern Grid resolution)	[3]
1/8 note (Pattern Grid resolution)	[4]

Function	Key(s)
1/16 note (Pattern Grid resolution)	[5]
1/32 note (Pattern Grid resolution)	[6]
1/64 note (Pattern Grid resolution)	[7]
1/128 note (Pattern Grid resolution)	[8]
Copy	[Ctrl]/[Cmd] + [C]
Cut	[Ctrl]/[Cmd] + [X]
Delete	[Del]
Duplicate Pattern	[Ctrl]/[Cmd] + [D]
Grid on/off	[O]
Move Events with Grid off	Hold [Ctrl]/[Cmd] while moving Event with the mouse
Nudge Event left	[Alt] + [Left] key
Nudge Event right	[Alt]+ [Right] key
Paste	[Ctrl]/[Cmd] + [V]
Quantize Events	[Alt] + [Q]
Quantize Events (50%)	[Shift] + [Alt] + [Q]
Rename last selected item	[Ctrl]/[Cmd] + [R] key
Select all (also deselect in Sound and Group lists)	[Ctrl]/[Cmd] + [A]
Triplet Version	[Shift] + keys [1]-[7]

3.4   User Interface Options

Function	Key(s)
Full screen mode	[Ctrl]/[Cmd] + F
Mix view	[Tab] key
Show/hide Browser	[F4]
Show/hide Control Lane	[F12]

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