

© MASCHINE MIKRO

Hardware Control Reference



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Software version: 1.8 (09/2012)

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

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1 Introduction

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

- Chapter [↑2, What You Need to Know](#) provides basic information that you should be familiar with in order to make best use of this document and your MASCHINE MIKRO controller.
- Chapter [↑3, Control Reference](#) is the main part of this document. It provides instructions on how to perform regular MASCHINE tasks from your controller. The tasks are sorted by their association with the corresponding software areas, e.g., loading Groups (Group area), or muting Sounds/pads (Sound/pad area). At the end of this document, you will also find a comprehensive index.
- Chapter [↑4, Keyboard Shortcuts](#) is a quick reference to the MASCHINE controls you can reach from your computer keyboard.
- At the end of this document, a comprehensive index will take you to all the tasks contained in chapter [↑3, Control Reference](#).

2 What You Need to Know

For a fast start and confident handling of this document and your controller, it is good to be familiar with the key concepts and the relevant terms of MASCHINE. Before using this Document, we suggest you to take a look at the “Overview of a MASCHINE Project” chapter in the MASCHINE MIKRO Getting Started guide.

Controller Modes and Mode Pinning

In the middle of your MIKRO controller, there is a vertical row of buttons.



The controller mode buttons on the MIKRO controller.

These buttons represent different controller modes: e.g., when pressing the **PAD MODE** button, the display will show parameters which are specific to controller options in Pad mode (see the MASCHINE MIKRO MK2 Manual for further information on the individual controller modes). When released, the controller switches back to standard controller mode.

You can lock controller modes so the controller does **not** switch back when releasing a Controller Mode button. To do so:

1. Press and hold a Controller Mode button (e.g., **PAD MODE**).

2. Press the **CONTROL** button.
 - The controller will remain pinned in Pad mode until you press the **PAD MODE** button again.
 - Pressing **CONTROL** again while the relevant Controller Mode button is depressed will set the relevant button back to its original behavior.

3 Control Reference

The tasks presented in this chapter are sorted according to their association to areas of the software interface of MASCHINE. All tables are sorted alphabetically. Also, find a comprehensive index at the end of this document.

Most of the tasks in this document are self-explanatory. In case you are unsure about anything presented here, please refer to the MASCHINE MIKRO MK2 Manual.

3.1 Basic Operations (Header and Software Menu Bar)

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



The Header of MASCHINE's software user interface.

Function	Controller Element / Action	Note
Choke all notes	Press SHIFT + MUTE to choke all playing notes.	
Clear	SHIFT + pad 9 .	The Clear function empties the currently active Pattern or the Events currently selected.
Copy	SHIFT + pad 11 .	The Copy function copies the currently active Pattern or the Events currently selected.
Hide/view Arranger area	VIEW button + pad 14 .	
Hide/view Browser area	VIEW button + pad 13 .	
Hide/view Parameter area	VIEW button + pad 15 .	
Hide/view Automation Lane	VIEW button + pad 16 .	The Automation Lane is where you record automation for Events/Patterns. For more detailed information, see the MASCHINE MIKRO MK2 Manual.

Function	Controller Element / Action	Note
Load Project	<ol style="list-style-type: none"> 1. Press the BROWSE button. 2. Use the Arrow buttons (next to NAV) to navigate to the left selection menu. Turn the Control encoder until the menu reads “1/4: FILETY.” 3. Use the Arrow buttons (next to NAV) to navigate to the right selection menu. Turn the Control encoder until the menu reads PROJECT. 4. If needed, refine your search with the Browser as explained in chapter 3.2, “Browser Navigation”. 5. Press ENTER. 6. Select whether to save your previous Project with buttons F1-F3. 7. Your Project will be loaded. 	
Metronome (activate/deactivate)	SHIFT + PLAY	
Metronome volume	<p>While the Metronome is playing:</p> <ol style="list-style-type: none"> 1. Press and hold SHIFT + PLAY. 2. Turn the Control encoder to adjust the metronome's volume. 	
Overdub (replace Events)	<ol style="list-style-type: none"> 1. Press PLAY to start playback. 2. During playback, press and hold ERASE and REC. 3. For as long as you hold both buttons depressed, MASCHINE erases the Events ahead of the playhead in real-time. 	Keep in mind the overdub function always applies to the Events of the currently active Sound slot / pad.

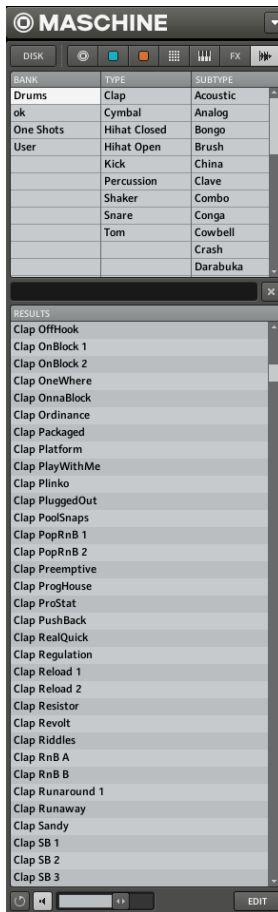
Function	Controller Element / Action	Note
Pan (Master)	<ol style="list-style-type: none"> 1. Make sure Control mode is on (CONTROL button lit). 2. Press F1 (MASTER) to open the Master page. 3. Press and hold NAV and press F2 (SETUP) to open the Setup page. 4. Use the Arrow buttons (next to NAV) to navigate to the upper left selection menu. Turn the Control encoder until the menu reads OUT. 5. Use the Arrow buttons (next to NAV) to navigate to the lower left selection menu. Turn the Control encoder until the menu reads "3/3: PAN." 6. Use the Arrow buttons (next to NAV) to navigate to the lower right menu. Turn the Control encoder to adjust the panorama setting for the master output. 	You can fine-adjust the panorama setting by using SHIFT + Control encoder.
Paste	SHIFT + pad 12	The Paste function pastes a previously copied Pattern (or Events) from the clipboard.
Play	PLAY button	Hitting the PLAY button again will stop playback.
Record	<ol style="list-style-type: none"> 1. Press the REC button to arm MASHINE for recording. 2. Press the PLAY button to start recording. 3. Press the PLAY button again to stop recording. 	
Record (with Count-in)	SHIFT + REC button	Counts off a beat then starts recording.

Function	Controller Element / Action	Note
Redo	SHIFT + pad 2	See "Compare Patterns" and "Split Patterns" entries in this document for more advanced Pattern Undo and Redo options.
Restart Loop Selection	Press RESTART button.	Restarts from first Scene when several Scenes are looped in the Arranger.
Save Project	SHIFT + SAMPLING button	
Stop	Press PLAY during playback.	
Swing (Master)	<ol style="list-style-type: none"> 1. Make sure Control mode is on (CONTROL button lit). 2. Press F1 (MASTER) to open the Master page. 3. Press and hold NAV and press F2 (SETUP) to open the Setup page. 4. Use the Arrow buttons (next to NAV) to navigate to the upper left selection menu. Turn the Control encoder until the menu reads GROOVE. 5. Use the Arrow buttons (next to NAV) to navigate to the lower right parameter menu. Turn the Control encoder to adjust the Swing setting on the master level. 	<p>You can also apply Swing to Groups and individual Sounds/pads. See entries "Swing (Group)" and "Swing (Sound)."</p> <p>Using SHIFT + Control encoder, you can fine-adjust the Swing setting.</p>
Tap tempo	<ol style="list-style-type: none"> 1. Press and hold SHIFT. 2. Tap the NOTE REPEAT button to determine the tempo of a sample or track. The Project tempo will be adjusted accordingly. 	E.g., tap along to the beat of a sample or another track to find out what tempo it is playing in.

Function	Controller Element / Action	Note
Tempo/BPM	<ol style="list-style-type: none"> 1. Make sure Main mode is on (MAIN button lit). 2. Press F3 (TEMPO) to open the Tempo page. 3. Use the Control encoder to change the tempo/BPM of your Project. 	You can fine-adjust the BPM setting by using SHIFT + Control encoder.
Undo	SHIFT + pad 1	See entries "Compare Patterns" and "Split Patterns" for more advanced Pattern Undo and Redo options.
Volume (Master)	<ol style="list-style-type: none"> 1. Make sure Main mode is on (MAIN button lit). 2. Press F1 (VOLUME) to open the Volume page. 3. Use the Control encoder to change the volume of your Project. 	<p>You can fine-adjust the volume setting by using SHIFT + Control encoder.</p> <p>You can also adjust the individual volume of Groups and Sounds/pads. See ↑3.3, Group Operations and ↑3.4, Sound (Pad) Operations.</p>

3.2 Browser Navigation

The Browser is the place where all of your MASCHINE content is organized and categorized. This is done by tagging content with keywords. The Browser has seven general filetype categories: Project, Group, Sound, Pattern, Instrument, FX, and Sample. These are fix categories, i.e., a Group is always a Group, and a Pattern always stays a Pattern. But you can subcategorize content with three levels of tags/keywords: **BANK**, **TYPE**, and **SUBTYPE**.



The Browser section on the software side of MASCHINE.

Navigating through the Browser structure is possible both from the software and from your MIKRO controller, and it is a frequent task. We will therefore introduce you to the concept here, and reference to this chapter throughout the document when needed.

To refine a search using the MIKRO controller:

1. Press the **BROWSE** button to open the Browser on the controller.
2. Make sure the **FILTER (F1)** button is selected.

3. Press the Arrow Left button (next to **NAV**) to select the page menu on the left side of the display. Turn the Control encoder until the display reads “1/4: FILETY.” You have selected page 1 of 4, the Filetype filter.
4. Press the Arrow Right button to highlight the category selection menu on the right side of the display. Turn the Control encoder to select a category, e.g., **SAMPLE**, to browse for samples in your MASCHINE Library.
5. We will now jump to page 2 of 4 in the page menu, but we will use a shortcut this time: Press **NAV** + the Arrow buttons to scroll through the menu pages until the display reads “2/4: BANK.” You have opened the Bank filter.
6. Turn the Control encoder to select one of the entries, e.g., **DRUMS**.
7. Continue with pages 3 and 4, **TYPE** and **SUBTYPE**, and select “**CLAP**” and “**ACOUSTIC**” respectively. You have now narrowed down your search to acoustic claps in your Samples collection.
8. Press **F2 (LIST)** on the controller to go to the **RESULTS** list menu.
9. Turn the Control encoder to scroll through the available samples. Press the Control encoder to load a sample into the currently active Sound slot / pad.
10. Press **F3 (PREH.)** to prehear the samples while browsing the **RESULTS** list.



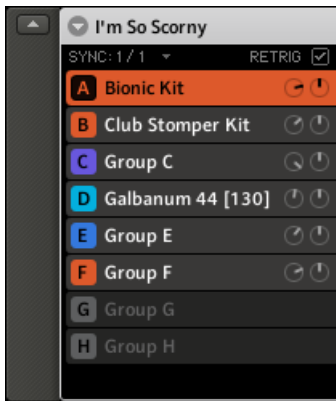
In the beginning, it makes sense to look at the screen while you are operating the Browser from the controller to see what’s actually happening.



Remember you can scroll pages in the display menus by using the **NAV** button + the adjacent Arrow buttons.

3.3 Group Operations

Tasks associated with Groups in the MASCHINE software.



The Groups section on the software side of MASCHINE.

Function	Controller Element / Action	Note
AUX (Group)	<ol style="list-style-type: none"> 1. Make sure Control mode is on (CONTROL button lit). 2. Press F2 (GROUP) to open the Group page. 3. Press and hold NAV and press F2 (SETUP) to open the Setup page. 4. Use the Arrow buttons (next to NAV) to navigate to the upper left selection menu. Turn the Control encoder until the menu reads OUT. 5. Use the Arrow buttons (next to NAV) to navigate to the upper right selection menu. Turn the Control encoder to select one of the Group's auxiliary channels (AUX 1 or AUX 2). 6. Use the Arrow buttons (next to NAV) to navigate to the lower left selection menu. From page 1/2 (OUTPUT) you can set a destination for the AUX channel. From page 2/2 (LEVEL) you can set the send level of the GROUP's relevant AUX channel. 	<p>For more information on auxiliary channels, please refer to the MASCHINE MIKRO MK2 Manual.</p>
AUX pre mix (Group)	<ol style="list-style-type: none"> 1. Make sure Control mode is on (CONTROL button lit). 2. Press F2 (GROUP) to open the Group page. 3. Press and hold NAV and press F2 (SETUP) to open the Setup page. 4. Use the Arrow buttons (next to NAV) to navigate to the upper left selection menu. Turn the Control encoder until the display reads OUT. 	<p>If the pre-mix function is enabled, the Group will be fed into the Aux channel before main level and pan settings.</p> <p>For more information on auxiliary channels, please refer to the MASCHINE MIKRO MK2 Manual.</p>

Function	Controller Element / Action	Note
	<p>5. Use the Arrow buttons (next to NAV) to navigate to the upper right selection menu. Turn the Control encoder until the display reads AUX MODE.</p> <p>6. Use the Arrow buttons (next to NAV) to navigate to the lower left selection menu. Turn the Control encoder until the display reads “1/2: PRE MIX” or “2/2: PRE MIX” (depending on which AUX channel you want to activate the pre-mix function for).</p> <p>7. Use the Arrow buttons (next to NAV) to navigate to the lower right selection menu. Turn the Control encoder until the display reads ON to activate the pre-mix for the relevant AUX channel.</p>	

Function	Controller Element / Action	Note
Group mixer (main mixer)	<ol style="list-style-type: none"><li data-bbox="483 223 890 279">1. Make sure Control mode is on (CONTROL button lit).<li data-bbox="483 295 890 351">2. Press F1 (MASTER) to open the Master page.<li data-bbox="483 367 890 422">3. Press and hold NAV and press F2 (SETUP) to open the Setup page.<li data-bbox="483 438 890 558">4. Use the Arrow buttons (next to NAV) to navigate to the upper left selection menu. Turn the Control encoder until the display reads MIX.<li data-bbox="483 574 890 694">5. Use the Arrow buttons (next to NAV) to navigate to the upper right selection menu. Turn the Control encoder until the display reads LEVEL.<li data-bbox="483 710 890 829">6. Use the Arrow buttons (next to NAV) to navigate to the lower left selection menu. Select a Group A-H using the menu pages 1/8 - 8/8.<li data-bbox="483 845 890 928">7. Adjust the volume for individual Groups with the lower right value setting.	

Function	Controller Element / Action	Note
Load Group	<ol style="list-style-type: none">1. Press the BROWSE button.2. Use the Arrow buttons (next to NAV) to navigate to the left selection menu. Turn the Control encoder until the menu reads "1/4: FILETY."3. Use the Arrow buttons (next to NAV) to navigate to the right selection menu. Turn the Control encoder until the menu reads GROUP.4. If needed, refine your search with the Browser as explained in chapter 3.2, "Browser Navigation."5. Press F2 (LIST).6. Turn the Control encoder to scroll through the Results list.7. Press ENTER to load the Group.	See the MASCHINE MIKRO MK2 Manual for instructions on how to save and tag individual Groups.
Mute (Group)	<ol style="list-style-type: none">1. Press and hold MUTE + GROUP2. Press the pad representing the Group you want to mute.	You can mute all playing notes by pressing SHIFT + MUTE .

Function	Controller Element / Action	Note
Pan (Group)	<ol style="list-style-type: none"> 1. Make sure Control mode is on (CONTROL button lit). 2. Press F1 (MASTER) to open the Master page. 3. Press and hold NAV and press F2 (SETUP) to open the Setup page. 4. Use the Arrow buttons (next to NAV) to navigate to the upper left selection menu. Turn the Control encoder until the display reads MIX. 5. Use the Arrow buttons (next to NAV) to navigate to the upper right selection menu. Turn the Control encoder until the display reads PAN. 6. Use the Arrow buttons (next to NAV) to navigate to the lower left selection menu. Adjust the panorama setting for all Groups from pages 1/8 - 8/8. 	
Pitch (Group)	<ol style="list-style-type: none"> 1. Make sure Main mode is on (MAIN button lit). 2. Press and hold GROUP + F3 (TUNE). 3. Turn the Control encoder to adjust the Group's pitch setting. 	You can fine-adjust the Tune setting by using SHIFT + Control encoder .
Reset Group	<ol style="list-style-type: none"> 1. Press and hold GROUP + SHIFT + ERASE. 3. Press the pad (A-H) representing the Group you want to reset. 	The Group is cleared from all Sound and Pattern content after resetting it.

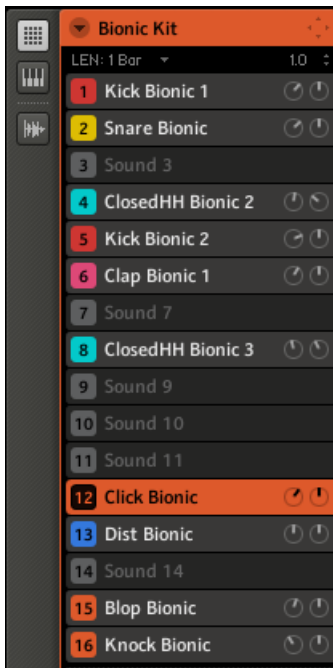
Function	Controller Element / Action	Note
Route (Group)	<ol style="list-style-type: none"> 1. Make sure Control mode is on (CONTROL button lit). 2. Press F2 (GROUP) to open the Group page. 3. Press and hold NAV and press F2 (SETUP) to open the Setup page. 4. Use the Arrow buttons (next to NAV) to navigate to the upper left selection menu. Turn the Control encoder until the display reads OUT. 5. Use the Arrow buttons (next to NAV) to navigate to the upper right selection menu. Turn the Control encoder until the display reads MAIN. 6. Use the Arrow buttons (next to NAV) to navigate to the lower left selection menu. Turn the Control encoder until the display reads "1/3 OUTPUT." 7. Use the Arrow buttons (next to NAV) to navigate to the lower right selection menu. Turn the Control encoder to select an output destination for the Group (the Main output or one of the external outs 1-16). 	<p>Routing Groups, you can send them to individual outputs and have them processed externally, e.g., in your DAW's mixer.</p> <p>Make sure that MASCHINE's external outputs are activated in your host if you want to use them. See your host software's documentation for further info.</p> <p>You can also route individual Sounds/pads. See section ↑3.4, Sound (Pad) Operations for further information.</p>
Select Group	<ol style="list-style-type: none"> 1. Press and hold SELECT + GROUP. 2. Press the pad (A-H) representing the Group you want to select. 	
Send effect (Group)		See chapter "Creating a Send Effect" from the MASCHINE MIKRO MK2 Manual for information on how to set up a send effect.

Function	Controller Element / Action	Note
Solo Group	<ol style="list-style-type: none"> 1. Press and hold SOLO + GROUP. 2. Press the pad A-H representing the Group to solo. 	When unsoloing a Group, all other Groups are unmuted, regardless of whether they were muted before or not.
Swing (Group)	<ol style="list-style-type: none"> 1. Make sure Control mode is on (CONTROL button lit). 2. Press F2 (GROUP) to open the Group page. 3. Press and hold NAV and press F2 (SETUP) to open the Setup page. 4. Use the Arrow buttons (next to NAV) to navigate to the upper left selection menu. Turn the Control encoder until the menu reads GROOVE. 5. Use the Arrow buttons (next to NAV) to navigate to the lower left parameter menu. Turn the Control encoder until the display reads "1/3: SWING." 6. Use the Arrow buttons (next to NAV) to navigate to the lower right parameter menu. Turn the Control encoder to set the Swing amount. 	<p>You can fine-adjust the Swing setting using SHIFT + Control encoder.</p> <p>In step 4 of the instruction, you can also set cycle setting and inversion setting from pages 2/3 and 3/3.</p>

Function	Controller Element / Action	Note
Voice setting (polyphony)	<ol style="list-style-type: none"> 1. Make sure Control mode is on (CONTROL button lit). 2. Press F2 (GROUP) to open the Group page. 3. Press and hold NAV and press F2 (SETUP) to open the Setup page. 4. Use the Arrow buttons (next to NAV) to navigate to the upper left selection menu. Turn the Control encoder until the menu reads SOURCE. 5. Use the Arrow buttons (next to NAV) to navigate to the upper right parameter menu. Turn the Control encoder until the display reads "VOICE." 6. Use the Arrow buttons (next to NAV) to navigate to the lower right parameter menu. Turn the Control encoder to set the number of voices. 	When setting the polyphony to "1," only one Sound at a time is allowed to play within a Group. This means that the pads of one Group will cut each other off. Setting the polyphony to "2" will allow for two Sounds to play simultaneously (and so on).
Volume (Group)	<ol style="list-style-type: none"> 1. Make sure Main mode is on (MAIN button lit). 2. Press and hold GROUP + F1 (VOLUME). 4. Turn the Control encoder to adjust the Group's output volume. 	You can fine-adjust the volume using SHIFT + Control encoder.

3.4 Sound (Pad) Operations

Tasks associated with Sounds/pads in the MASCHINE software.



The Sound slot section on the software side of MASCHINE.

Operation/Function	Controller Element / Action	Note
AUX (Sound/Pad)	<ol style="list-style-type: none"> 1. Make sure Control mode is on (CONTROL button lit). 2. Press F3 (SOUND) to open the Sound page. 3. Press and hold NAV and press F2 (SETUP) to open the Setup page. 4. Use the Arrow buttons (next to NAV) to navigate to the upper left selection menu. Turn the Control encoder until the menu reads OUT. 5. Use the Arrow buttons (next to NAV) to navigate to the upper right selection menu. Turn the Control encoder to select the Sound's auxiliary channel to be configured (AUX 1 or AUX 2). 6. Use the Arrow buttons (next to NAV) to navigate to the lower left selection menu. From page 1/2 (OUTPUT) you can set a destination for the AUX channel. From page 2/2 (LEVEL) you can set the send level of the Sound's relevant AUX channel. 	<p>AUX channels are auxiliary channels for individual signal processing.</p> <p>For more information on auxiliary channels, please refer to the MASCHINE MIKRO MK2 Manual.</p>
AUX pre mix (Sound/Pad)	<ol style="list-style-type: none"> 1. Make sure Control mode is on (CONTROL button lit). 2. Press F3 (SOUND) to open the Sound page. 3. Press and hold NAV and press F2 (SETUP) to open the Setup page. 4. Use the Arrow buttons (next to NAV) to navigate to the upper left selection menu. Turn the Control encoder until the display reads OUT. 	<p>With pre mix enabled, the Sound will be fed into the Aux channel before main level and pan settings.</p> <p>For more information on auxiliary channels, please refer to the MASCHINE MIKRO MK2 Manual.</p>

Operation/Function	Controller Element / Action	Note
	<p>5. Use the Arrow buttons (next to NAV) to navigate to the upper right selection menu. Turn the Control encoder until the display reads AUX MODE.</p> <p>6. Use the Arrow buttons (next to NAV) to navigate to the lower left selection menu. Turn the Control encoder until the display reads “1/2: PRE MIX” or “2/2: PRE MIX” (depending on which AUX channel you want to activate the pre-mix function for).</p> <p>7. Use the Arrow buttons (next to NAV) to navigate to the lower right selection menu. Turn the Control encoder until the display reads ON to activate pre mix for the relevant AUX channel.</p>	
Base key shifting of a Sound/Pad	<p>1. Press the pad of the Sound you want to alter the base key of.</p> <p>2. Press and hold PAD MODE (keep it depressed until all steps are finished).</p> <p>3. Use the Arrow buttons (next to NAV) to navigate to the left selection menu. Turn the Control encoder until the display reads “3/4: BASE K.”</p> <p>4. Use the Arrow buttons (next to NAV) to navigate to the right selection menu. Turn the Control encoder to set a new base key for the pad.</p>	This setting affects the key mappings in Keyboard mode / Piano Roll. See the Manual for further information about the Keyboard mode.

Operation/Function	Controller Element / Action	Note
Copy and paste Sound/Pad	<ol style="list-style-type: none"> 1. Press and hold the DUPLICATE button. 2. Tap the pad of the Sound you want to copy. 3. Tap the pad where you want to paste the Sound to. 	You can copy and paste Sounds with or without the corresponding Events. See "Copy and paste Sound/Pad (with/without copying event)."
Copy and paste Sound/Pad (with/without copying Event)	<ol style="list-style-type: none"> 1. Press and hold the DUPLICATE button. 2. Press F1 (+EVNT) to activate/deactivate copying Events with the Sound. 3. Tap the pad of the Sound you want to copy. 4. Tap the pad where you want to paste the Sound. 	
Keyboard mode / Piano Roll	<ol style="list-style-type: none"> 1. Press the pad of the Sound you want to enter the Keyboard mode with. 2. Press and hold PAD MODE. 3. Press F1 (KEYBD). 	<p>When activating the Keyboard mode, the currently selected Sound (or pad) gets spread out across all 16 pads, and you can play it like a keyboard.</p> <p>See also the "Base key shifting of a Sound/Pad" entry.</p> <p>SHIFT + PAD MODE button is another shortcut to activate the Keyboard mode / Piano Roll.</p>

Operation/Function	Controller Element / Action	Note
Load Sample	<ol style="list-style-type: none"> 1. Press the BROWSE button. 2. Use the Arrow buttons (next to NAV) to navigate to the left selection menu. Turn the Control encoder until the menu reads “1/4: FILETY.” 3. Use the Arrow buttons (next to NAV) to navigate to the right selection menu. Turn the Control encoder until the menu reads SAMPLE. 4. If needed, refine your search with the Browser as explained in chapter 3.2, “Browser Navigation”. 5. Press F2 (LIST). 6. Turn the Control encoder to scroll through the Results list. 7. Press ENTER to load a Sample. 	<p>The term Sample in MASCHINE refers to an audio file without any previously stored MASCHINE parameters (compare "Load Sound" entry below).</p> <p>See the MASCHINE MIKRO MK2 Manual for instructions on how to save and tag individual Sounds.</p>
Load Sound	<ol style="list-style-type: none"> 1. Press the BROWSE button. 2. Use the Arrow buttons (next to NAV) to navigate to the left selection menu. Turn the Control encoder until the menu reads “1/4: FILETY.” 3. Use the Arrow buttons (next to NAV) to navigate to the right selection menu. Turn the Control encoder until the menu reads SOUND. 4. If needed, refine your search with the Browser as explained in chapter 3.2, “Browser Navigation”. 5. Press F2 (LIST). 6. Turn the Control encoder to scroll through the Results list. 7. Press ENTER to load a Sound. 	<p>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 (.mfxp).</p> <p>See the MASCHINE Manual for instructions on how to save and tag individual Sounds.</p>

Operation/Function	Controller Element / Action	Note
Mute Sound/Pad	<ol style="list-style-type: none"> 1. Press and hold MUTE. 2. Make sure GROUP is unlit. 3. Press the Sound/pad to be muted. 	
Note Repeat	<ol style="list-style-type: none"> 1. Press and hold NOTE REPEAT. 2. Press and hold the pad of the Sound you want to use Note Repeat on. 	When pressing NOTE REPEAT , there are three quantization settings for quick access on the right display. These settings are accessible via Buttons F1-F3 , and you can change their individual values with Control encoder.
Oneshot mode	<ol style="list-style-type: none"> 1. Make sure Control mode is on (CONTROL button lit). 2. Press F3 (SOUND) to open the Sound page. 3. Press and hold NAV and press F3 (MODULE) to open the Module pages. 3. Use the Arrow buttons (next to NAV) to navigate to the upper left selection menu. Turn the Control encoder until the display reads SAMPLER. 4. Use the Arrow buttons (next to NAV) to navigate to the upper right selection menu. Turn the Control encoder until the display reads AMP ENV. 5. Use the Arrow buttons (next to NAV) to navigate to the lower right selection menu. Turn the Control encoder until the display reads ONE-SHOT. 	In Oneshot mode, the full Sound will play once that you hit the corresponding pad. Notice that when recording a Sample to MASCHINE, the Sound slot is set to envelope mode by default.

Operation/Function	Controller Element / Action	Note
Pad Link groups	<ol style="list-style-type: none"> 1. Press the pad you want to assign to a Pad Link group. 2. Press and hold the PAD MODE button (keep it depressed until all steps are finished). 3. Use the Arrow buttons (next to NAV) to navigate to the left selection menu. Turn the Control encoder until the display reads “2/5: LINK GR.” 4. Use the Arrow buttons (next to NAV) to navigate to the right selection menu. Turn the Control encoder to select one of the Pad Link groups. 5. Use the Arrow buttons (next to NAV) to navigate to the left selection menu. Turn the Control encoder until the display reads “3/5: LINK MO.” 6. Use the Arrow buttons (next to NAV) to navigate to the right selection menu. Turn the Control encoder to set the pad to MASTER or SLAVE. 	<p>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.</p> <p>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.</p>

Operation/Function	Controller Element / Action	Note
Pan (Sound/Pad)	<ol style="list-style-type: none"> 1. Make sure Control mode is on (CONTROL button lit). 2. Press F3 (SOUND) to open the Sound page. 3. Press and hold NAV and press F2 (SETUP) to open the Setup page. 4. Use the Arrow buttons (next to NAV) to navigate to the upper left selection menu. Turn the Control encoder until the display reads OUT. 5. Use the Arrow buttons (next to NAV) to navigate to the upper right selection menu. Turn the Control encoder until the display reads MAIN. 6. Use the Arrow buttons (next to NAV) to navigate to the lower left selection menu. Turn the Control encoder until the display reads "3/3: PAN." 7. Use the Arrow buttons (next to NAV) to navigate to the lower right menu. Turn the Control encoder to adjust the panorama position of the Sound. 	
Pitch (Sound/Pad)	<ol style="list-style-type: none"> 1. Make sure Main mode is on (MAIN button lit). 2. Press F3 (TUNE). 3. Press and hold the pad you want to change the pitch of. 4. Turn the Control encoder to adjust the Sound's/pad's pitch setting. 	You can fine-adjust the pitch of the Sound/pad using SHIFT + Control encoder.
Reset Sound/Pad	<ol style="list-style-type: none"> 1. Press and hold SHIFT + ERASE. 2. Press the pad of the Sound (1-16) you want to reset. 	

Operation/Function	Controller Element / Action	Note
Route (Sound/Pad)	<ol style="list-style-type: none"> 1. Make sure Control mode is on (CONTROL button lit). 2. Press F3 (SOUND) to open the Sound page. 3. Press and hold NAV and press F2 (SETUP) to open the Setup page. 4. Use the Arrow buttons (next to NAV) to navigate to the upper left selection menu. Turn the Control encoder until the display reads OUT. 5. Use the Arrow buttons (next to NAV) to navigate to the upper right selection menu. Turn the Control encoder until the display reads MAIN. 6. Use the Arrow buttons (next to NAV) to navigate to the lower left selection menu. Turn the Control encoder until the display reads "1/3 OUTPUT." 7. Use the Arrow buttons (next to NAV) to navigate to the lower right selection menu. Turn the Control encoder to select an output destination for the Sound (the Main output or one of the external outs 1-16). 	<p>Routing Sounds/pads, you can send them to individual outputs and have them processed externally, e.g., in your DAW's mixer.</p> <p>Make sure that MASCHINE's external outputs are activated in your host if you want to use them. See your host software's documentation for further info.</p> <p>You can also route Groups. See section ↑3.3, Group Operations for further information.</p>
Select Sound/Pad	Press one of the pads 1-16 .	
Select Sound/Pad silently	<ol style="list-style-type: none"> 1. Press and hold SELECT. 2. Press F1 (QUIET) to activate silent selection. 3. Press the desired pad. 	Focuses on the desired Sound/pad without playing its content.
Send effect (Sound/Pad)		Please read chapter "Creating a Send Effect" from the MASCHINE MIKRO MK2 Manual for information on how to set up a send effect.

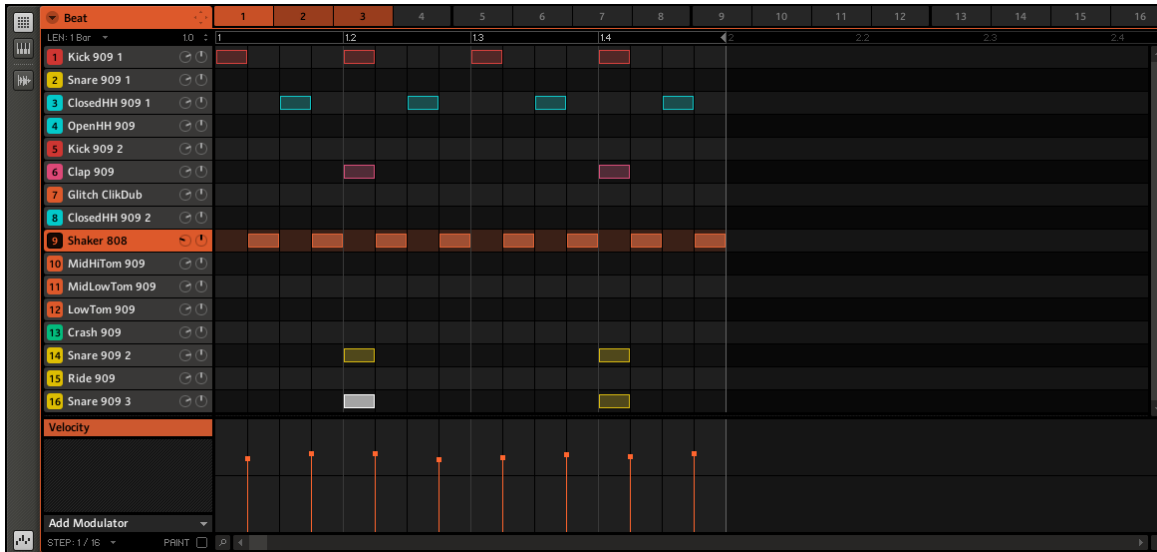
Operation/Function	Controller Element / Action	Note
Solo Sound/Pad	SOLO button + pad (1-16).	Note: When unsoloing a Sound/pad, all other Sounds/pads will be activated, also the ones that were muted prior to soloing.
Sound Source selection (Sound/Pad)	<ol style="list-style-type: none"> 1. Select the Sound/pad (1-16) you want to set the sound source of. 2. Press F3 (SOUND) to select the Sound page. 3. Press and hold NAV and press F2 (SETUP) to open the Setup page. 4. Press SHIFT + BROWSE to enter the source settings. 5. Turn the Control encoder to select the source. 	For information on the Sound Source settings — Sampler, Input, MIDI Out — see chapter "Choosing a source for your Sound" from the MASCHINE MIKRO MK2 Manual.
Step Sequencer mode	SHIFT + NOTE REPEAT	<p>In Step mode, you can program beats like on a traditional hardware step sequencer.</p> <p>See the MASCHINE MIKRO MK2 Manual for information on how to work with Step mode.</p>

Operation/Function	Controller Element / Action	Note
Swing (Sound/Pad)	<ol style="list-style-type: none"> 1. Make sure Control mode is on (CONTROL button lit). 2. Press F3 (SOUND) to open the Group page. 3. Press and hold NAV and press F2 (SETUP) to open the Setup page. 4. Use the Arrow buttons (next to NAV) to navigate to the upper left selection menu. Turn the Control encoder until the menu reads GROOVE. 5. Use the Arrow buttons (next to NAV) to navigate to the lower left parameter menu. Turn the Control encoder until the display reads "1/3: SWING." 6. Use the Arrow buttons (next to NAV) to navigate to the lower right parameter menu. Turn the Control encoder to set the Swing amount. 	<p>Please refer to the MASCHINE Manual for more detailed information on the Swing function.</p> <p>Using SHIFT + Control encoder you can fine-adjust the Swing of the Events.</p>
Velocity (fixed velocity)	<ol style="list-style-type: none"> 1. Press and hold the PAD MODE button. 2. Press F3 (FIX VEL). 	Sets all pads to a fixed velocity value of 100%.

Operation/Function	Controller Element / Action	Note
Vintage mode	<ol style="list-style-type: none"> 1. Make sure Control mode is on (CONTROL button lit). 2. Press F3 (SOUND) to open the Sound page. 3. Press and hold NAV and press F3 (MODULE) to open the Module pages. 3. Use the Arrow buttons (next to NAV) to navigate to the upper left selection menu. Turn the Control encoder until the display reads SAMPLER. 4. Use the Arrow buttons (next to NAV) to navigate to the upper right selection menu. Turn the Control encoder until the display reads ENGINE. 5. Use the Arrow buttons (next to NAV) to navigate to the lower left selection menu. Turn the Control encoder until the display reads ONE-SHOT. 	<p>The Vintage engine is not an "effect," it is a mode, and cannot be applied to Groups or as a Master effect. However; when copying a Sound/pad with activated Vintage mode, the setting will be inherited by the Sounds/pads copied to.</p>
Volume (Sound/Pad)	<ol style="list-style-type: none"> 1. Make sure Main mode is on (MAIN button lit). 2. Press F1 (VOLUME). 3. Press and hold the pad you want to change the volume of. 4. Turn the Control encoder to adjust the Sound's/pad's output volume. 	<p>You can fine-adjust the volume using SHIFT + Control encoder.</p>

3.5 Pattern Editor Operations

Tasks associated with Patterns and MASCHINE's Pattern Editor. This includes: Pattern Editor navigation, Pattern Grid settings, Pattern operations, and Event operations.



The Pattern Editor.

3.5.1 Pattern Editor Navigation

Function	Controller Element / Action	Note
Scroll (Pattern Editor)	<ol style="list-style-type: none"> 1. Press and hold the VIEW button (keep it depressed until all steps are finished). 2. Press F2 (PAT). 3. Use pads 1 and 3 to scroll left and right in the Pattern Editor. 	
Zoom (Pattern Editor)	<ol style="list-style-type: none"> 1. Press and hold the VIEW button (keep it depressed until all steps are finished). 2. Press F2 (PAT). 3. Use pads 2 and 6 to scroll zoom in and out in the Pattern Editor. 	

3.5.2 Pattern Grid Settings

Function	Controller Element / Action	Note
Pattern Length resolution	<ol style="list-style-type: none">1. Press and hold the GRID button.2. Press F2 (PAT LN) to enter the Pattern Length setting.3. Turn the Control encoder to select a Pattern Length resolution setting.	<p>This setting determines the increments in which you can shorten and lengthen Patterns.</p> <p>This is not the quantization grid setting. See the “Step Grid setting” entry below for info on setting the division of the quantization grid.</p>
Step Grid setting (Quantization Grid division)	<ol style="list-style-type: none">1. Press and hold the GRID button.2. Press F3 (STEP) to enter the Step Grid setting.3. Turn the Control encoder to select a Quantization Grid division setting.	<p>Here you adjust the division of the quantization grid.</p>

3.5.3 Pattern Operations

Function	Controller Element / Action	Note
Compare Patterns	SHIFT + pad 3.	The Compare function lets you compare a Pattern after changes with its state before the last recording cycle. If you want to keep both versions, use the "Split Patterns" function (SHIFT button + pad 4). The new Pattern will then be copied to a new Pattern slot, while the original Pattern stays unaltered.
Copy and paste Pattern	<ol style="list-style-type: none"> 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	<ol style="list-style-type: none"> 1. Press and hold ERASE + PATTERN. 2. Tap the pad corresponding to the Pattern you want to delete. 	
Double Pattern	<ol style="list-style-type: none"> 1. Press and hold PATTERN. 2. Press F1 (DBL). 	Appends a copy of the currently active Pattern to itself.

Function	Controller Element / Action	Note
Load Pattern	<ol style="list-style-type: none"> 1. Press the BROWSE button. 2. Use the Arrow buttons (next to NAV) to navigate to the left selection menu. Turn the Control encoder until the menu reads "1/4: FILETY." 3. Use the Arrow buttons (next to NAV) to navigate to the right selection menu. Turn the Control encoder until the menu reads PATTERN. 4. If needed, refine your search with the Browser as explained in chapter 3.2, "Browser Navigation". 5. Press F2 (LIST). 6. Turn the Control encoder to scroll through the Results list. 7. Press ENTER to load a Pattern. 	See the MASCHINE Manual for instructions on how to save and tag individual Patterns for easy access with the Browser.
Pattern Length	<ol style="list-style-type: none"> 1. Press and hold the PATTERN button. 2. Use the Arrow buttons (next to NAV) to navigate to the right menu. 3. Turn the Control encoder to lengthen/shorten your Pattern. 	The increments in which you can lengthen or shorten Patterns depend on the value set in the "Pattern Length resolution." See the "Pattern Length resolution" entry in ↑3.5.2, Pattern Grid Settings .
Record automation	<ol style="list-style-type: none"> 1. Press the MAIN button once or twice (it must be unlit) to enter Control mode. 2. Make sure the song is playing (PLAY must be lit). 3. Select the parameter you want to automate. 4. Hold SHIFT and turn the Control encoder. 	See chapter Adjusting the Module Parameters in the MASCHINE MIKRO MK2 Manual for more details on this.
Select Pattern	PATTERN button + pad 1-16	

Function	Controller Element / Action	Note
Skip one bar (backward)	Skip Backward button in TRANSPORT section ("◀").	
Skip one bar (forward)	Skip Forward button in TRANSPORT section ("▶").	
Split Patterns	SHIFT + pad 4	Copies a Pattern after changes to a new Pattern slot, and leaves the source Pattern in its original state. See also "Compare Patterns" entry.

3.5.4 Event Operations

Function	Controller Element / Action	Note
Copy and paste Event(s)	<ol style="list-style-type: none"> 1. Select the Event(s) you want to copy. 2. Press the SHIFT button + pad 11. 3. Select the Sound/pad you want to copy the Event(s) to. 4. Press the SHIFT button + pad 12. 	<p>See "Select all Events..." entry for selecting Events from the controller.</p> <p>You can select multiple Events in the Pattern Editor using the [Shift]/[Cmd] key.</p>
Nudge Events	<ol style="list-style-type: none"> 1. Select the Event(s) you want to nudge. 2. Press and hold SHIFT. 3. Press pad 7 or 8 to nudge the selected Event(s) left or right, respectively. 	<p>The increments in which you can nudge an Event are dependent on the note value set in the "Step Grid setting" (See ↑3.5.2, Pattern Grid Settings). If you want to nudge Events in really small increments, the Step Grid has to be set to OFF.</p>

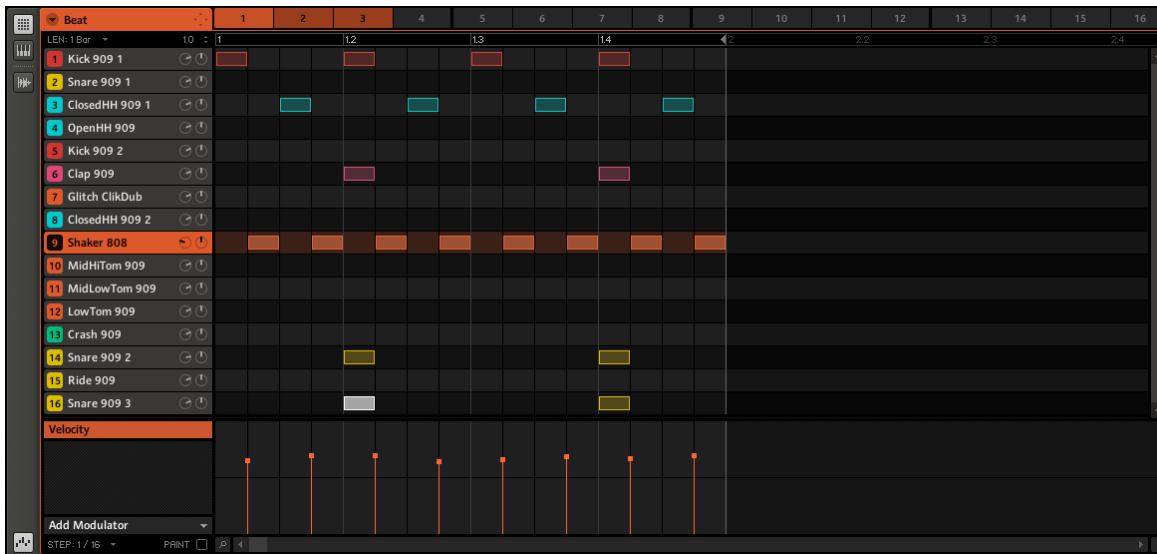
Function	Controller Element / Action	Note
Quantization on recording (activate)	<ol style="list-style-type: none"> 1. Make sure Control mode is on (MAIN button unlit). 2. Press the PAD MODE button. Hold it depressed until all steps are finished. 3. Use the Arrow buttons (next to NAV) to navigate to the left selection menu. Turn the Control encoder until the menu reads "1/4: QUANTI." 4. From the right selection menu, select RECORD to activate quantization on recording. 	See the "Step Grid setting" entry from chapter ↑3.5.2, Pattern Grid Settings for information on how to adjust the division of the quantization grid.
Quantization on recording and playback (activate)	<ol style="list-style-type: none"> 1. Make sure Control mode is on (CONTROL button lit). 2. Press the PAD MODE button. Hold it depressed until all steps are finished. 3. Use the Arrow buttons (next to NAV) to navigate to the left selection menu. Turn the Control encoder until the menu reads "1/4: QUANTI." 4. From the right selection menu, select PLAY/REC to activate quantization on play and recording. 	See the "Step Grid setting" entry from chapter ↑3.5.2, Pattern Grid Settings for information on how to adjust the division of the quantization grid.

Function	Controller Element / Action	Note
Quantization, deactivate	<ol style="list-style-type: none"> 1. Make sure Control mode is on (CONTROL button lit). 2. Press the PAD MODE button. Hold it depressed until all steps are finished. 3. Use the Arrow buttons (next to NAV) to navigate to the left selection menu. Turn the Control encoder until the menu reads "1/4: QUANTI." 4. From the right selection menu, select NONE to deactivate quantization. 	
Quantize Events	<ol style="list-style-type: none"> 1. Select the Event(s) you want to quantize. 2. Press SHIFT + pad 5. 	To adjust the division of the quantization grid, see the "Step Grid setting" entry in ↑3.5.2, Pattern Grid Settings .
Quantize Events (50%)	<ol style="list-style-type: none"> 1. Select the Event(s) you want to quantize. 2. SHIFT + pad 6. 	<p>Quantizing at 50% drags the selected Events half the way to the next quantization marker.</p> <p>To adjust the division of the quantization grid, see the "Step Grid setting" entry in ↑3.5.2, Pattern Grid Settings.</p>
Quick Erase Events	<p>Press ERASE + SELECT + the desired pad to delete from the Pattern all events for that</p> <p>Sound (if pads are in Group mode) or all notes at that pitch for the selected Sound (if pads are in Keyboard mode).</p>	
Quick Select Events	<p>Press SHIFT + SELECT + the desired pad to select all events for that Sound (if pads are</p> <p>in Group mode) or to select all notes at that pitch (if pads are in Keyboard mode).</p>	

Function	Controller Element / Action	Note
Select all Events of a Sound/Pad in the current Pattern	<ol style="list-style-type: none"> 1. Press and hold the SELECT button. Keep it depressed until all steps are finished. 2. Press F2 (EVENTS). 3. Press a pad to select the relevant Events. You can also press several pads consecutively to select Events on different tracks. 	
Transpose Events (by octave)	<ol style="list-style-type: none"> 1. Select the Event(s) you want to transpose. 2. Press and hold SHIFT. 3. Press pad 15 or 16 to transpose the selected Event(s) up or down by one octave, respectively. 	If no Events were selected before transposing, all notes in the Pattern will be transposed.
Transpose Events (by semitone)	<ol style="list-style-type: none"> 1. Select the Event(s) you want to transpose. 2. Press and hold SHIFT. 3. Press pad 13 or 14 to transpose the selected Event(s) up or down by one half step, respectively. 	If no Events were selected before transposing, all notes in the Pattern will be transposed.

3.6 Arranger Operations

Tasks associated with the Arranger area of MASCHINE. This includes Arranger navigation and Scene operations.



The Arranger.

3.6.1 Arranger Navigation

Function	Controller Element / Action	Note
Scroll (Arranger)	<ol style="list-style-type: none"> 1. Press and hold the VIEW button. 2. Press F1 (SCENE). 3. Use pads 1 and 3 to scroll left and right in the Arranger. 	
Zoom (Arranger)	<ol style="list-style-type: none"> 1. Press and hold the VIEW button. 2. Press F1 (SCENE). 3. Use pads 2 and 6 to zoom in and out in the Arranger. 	

3.6.2 Scene Operations

Function	Controller Element / Action	Note
Copy and paste Scene	<ol style="list-style-type: none"> 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. 	<p>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.</p> <p>To have MASCHINE create new Patterns on Scene duplication, see the "Copy and paste Scene (create new Patterns)" entry below.</p>
Copy and paste Scene (+ create new Patterns on pasting)	<ol style="list-style-type: none"> 1. Press and hold the DUPLICATE button. 2. Press and hold the SCENE button. 3. Press F1 (+PAT). 4. Tap the pad corresponding to the Scene you want to copy. 5. Tap the pad corresponding to the Scene slot you want to paste the Scene to. 	<p>Once the Create New Pattern function is activated, it will stay activated until you deactivate it again.</p> <p>See also the "Copy and paste Scene" entry.</p>
Delete Scene	<ol style="list-style-type: none"> 1. Press and hold ERASE + SCENE. 2. Tap the pad corresponding to the Scene you want to delete. 	<p>If you are deleting a Scene from the middle of a Scene loop, this does not automatically shorten your Scene loop. It only empties the Scene from Pattern Clips.</p> <p>Another shortcut to deleting a Scene: SCENE button + Button 4 (REMOVE).</p>

Function	Controller Element / Action	Note
Remove Pattern Clip from Scene	<ol style="list-style-type: none"> 1. Press and hold the PATTERN button. 2. Press F3 (REMOVE) to remove the current Pattern from the Scene. Press a pad to add the corresponding Pattern to the Scene. 	<p>Removes the currently selected Pattern from its Scene.</p> <p>This function does not erase a Pattern's content.</p>
Select next Scene	SCENE button + Skip button ("◀" and "▶" in TRANSPORT section).	
Select Scene	Press SCENE button + the pad corresponding to the Scene you want to select.	
Set Scene loop	<ol style="list-style-type: none"> 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 + F1 (ALL) .	
Sync Grid selection	<ol style="list-style-type: none"> 1. Press and hold the GRID button. 2. Press F1 (SYNC). 3. Use the Control encoder to select the desired setting for the Sync Grid. 	<p>The Sync Grid is relevant for triggering Scenes in real-time. E.g., when set to 1/2, the next Scene selected will become active after half of the currently playing Scene.</p> <p>Scene triggering can be a powerful tool for live arrangements (e.g., in a DAW context).</p>

3.7 Control Area Operations

Tasks associated with the Control area. Routing options for Groups and Sounds/pads can be found in chapters [↑3.3, Group Operations](#) and [↑3.4, Sound \(Pad\) Operations](#).



The Control area.

Function	Controller Element / Action	Note
Load effect / effect plug-in	<ol style="list-style-type: none"> 1. Make sure Control mode is on (CONTROL button lit). 2. Select the Project level you want to apply an effect to — Master, Group, or Sound — by pressing F1 (MASTER), F2 (GROUP) or F3 (SOUND). 3. Press and hold NAV + F3 (MODULE) to open the Modules page. 4. Use the Arrow buttons (next to NAV) to navigate to the left selection menu. Turn the Control encoder to select one of the available four Modules. 5. Press SHIFT + BROWSE to open the Browser page. 6. Use the Arrow buttons (next to NAV) to navigate to the left selection menu. Turn the Control encoder until the menu reads “1/2: TYPE.” 7. Navigate to the right selection menu. Use the Control encoder to set the TYPE filter to INTERNAL for MASCHINE FX, or to PLUG-IN for other NI or third-party effects. 8. Press NAV + Left Arrow button to open the SUBTYPE page and select FX from the right selection menu with the Control encoder. 8. Press F2 (LIST) to open the Results list. 9. Use the Control encoder to select an effect. Press ENTER to load it. 	<p>You can apply effects to the Master, to a Group or to individual Sounds/pads. Every Project level has four Module slots available for effects. (Module slot 1 on each Sound slot can also host plug-in instruments. See the "Load Instrument" entry below for further instructions).</p>
Load instrument plug-in (VST/AU)	<ol style="list-style-type: none"> 1. Make sure Control mode is on (CONTROL button lit). 	

Function	Controller Element / Action	Note
	<p>2. Press F3 (SOUND) to open the Sound page.</p> <p>3. Press and hold NAV + F3 (MODULE) to open the Modules page.</p> <p>4. Use the Arrow buttons (next to NAV) to navigate to the left selection menu. Turn the Control encoder to select Module 1 (Only Module 1 of a Sound slot / pad can host VST/AU plug-in instruments).</p> <p>5. Press SHIFT + BROWSE to open the Browser page.</p> <p>6. Use the Arrow buttons (next to NAV) to navigate to the left selection menu. Turn the Control encoder until the menu reads "1/2: TYPE."</p> <p>7. Navigate to the right selection menu. Use the Control encoder to set the TYPE filter to PLUG-IN.</p> <p>8. Press NAV + Right Arrow button to open the SUBTYPE page and select INSTRUMENT from the right selection menu with the Control encoder.</p> <p>8. Press F2 (LIST) to open the Results list.</p> <p>9. Use the Control encoder to select an effect. Press ENTER to load it.</p>	

Function	Controller Element / Action	Note
Mute/bypass effect	<ol style="list-style-type: none">1. Make sure Control mode is on (CONTROL button lit).2. Press and hold NAV + SHIFT.3. Pads 13 - 16 light up. Each of them represents one of the four available Modules.4. Press a pad to mute the corresponding Module and bypass its effect.	
Mute instrument	<ol style="list-style-type: none">1. Make sure Control mode is on (CONTROL button lit).2. Press and hold NAV + SHIFT.3. Pads 13 - 16 light up. Each of them represents one of the four available Modules.4. Press a pad to mute the corresponding Module and its instrument.	

3.8 Sampling and Sample Editing

Function	Controller Element / Action	Note
Sample from external source	<ol style="list-style-type: none"> 1. Select an empty Sound slot / pad you want to sample to. 2. Press the SAMPLING button. 3. Use the Arrow buttons (next to the NAV button) to navigate to the upper left selection menu. Use the Control encoder to select RECORD from the selection menu. 4. Use the Arrow buttons (next to the NAV button) to navigate to the lower right selection menu. Use the Control encoder to set the source to "EXTERNAL." 5. Use NAV + the Arrow buttons to navigate to the "2/4: INPUT" page and select your input channels (mono channels or stereo). 6. Use NAV + the Arrow buttons to navigate to the "4/4: THRSHL." page and set your input threshold with the Control encoder. 7. Press F1 (START) to start recording. 8. Press F1 (STOP) when you want the recording to stop. 	See also "Oneshot mode" entry from the index to see how to set a Sound from Envelope to Oneshot mode.
Sample from internal source (resampling)	<ol style="list-style-type: none"> 1. Select an empty Sound slot / pad you want to sample to. 2. Press the SAMPLING button. 	See also "Oneshot mode" in chapter ↑3.4, Sound (Pad) Operations to see how to set a Sound from Envelope to Oneshot mode.

Function	Controller Element / Action	Note
	<p>3. Use the Arrow buttons (next to the NAV button) to navigate to the upper left selection menu. Use the Control encoder to select RECORD from the selection menu.</p> <p>4. Use the Arrow buttons (next to the NAV button) to navigate to the lower right selection menu. Use the Control encoder to set the source to “INTERN.”</p> <p>5. Use NAV + the Arrow buttons to navigate to the “2/4: INPUT” page and select your input channels (mono channels or stereo).</p> <p>6. Use NAV + the Arrow buttons to navigate to the “4/4: THRSHL.” page and set your input threshold with the Control encoder.</p> <p>7. Press F1 (START) to start recording.</p> <p>8. Press F1 (STOP) when you want the recording to stop.</p>	
Sample looping	<p>1. Press the SAMPLING button.</p> <p>2. Use the Arrow buttons (next to the NAV button) to navigate to the upper left selection menu. Use the Control encoder to select EDIT from the selection menu.</p> <p>3. Use the Arrow buttons (next to the NAV button) to navigate to the upper right selection menu. Use the Control encoder to set the entry to “LOOP.”</p> <p>4. Use the Arrow buttons (next to the NAV button) to navigate to the lower right selection menu. Use the Control encoder to set the entry to “ON.”</p>	Sample looping does not work when the Sound is in Oneshot mode. See entry “Oneshot” from chapter ↑3.4, Sound (Pad) Operations for further info.

Function	Controller Element / Action	Note
Sample mapping		See chapter "Mapping a Sample (Hardware)" from the MASCHINE MIKRO MK2 Manual.
Sample slicing	<ol style="list-style-type: none"> 1. Press the SAMPLING button. 2. Use the Arrow buttons (next to the NAV button) to navigate to the upper left selection menu. Use the Control encoder to select SLICE from the selection menu. 3. For further info on how to use the slicing features with your MASCHINE MIKRO please refer to the MASCHINE MIKRO MK2 Manual. 	
Sample trimming	<ol style="list-style-type: none"> 1. Press the SAMPLING button. 2. Use the Arrow buttons (next to the NAV button) to navigate to the upper left selection menu. Use the Control encoder to select EDIT from the selection menu. 3. Use the Arrow buttons (next to the NAV button) to navigate to the upper right selection menu. Use the Control encoder to set the entry to "TRIM." 4. Use the Arrow buttons (next to the NAV button) to navigate to the lower right menu. By pressing NAV + the Arrow buttons, you can navigate between the Start and End time pages. Use the Control encoder to then adjust the relevant setting. 	See chapter "Controlling Sampling from the Hardware" in the MASCHINE MIKRO MK2 Manual for information on advanced audio editing options in Sample Edit mode.

Function	Controller Element / Action	Note
Sample truncating	<ol style="list-style-type: none"> 1. Press the SAMPLING button. 2. Use buttons F1 and F3 to navigate through the destructive sample editing options until TRUNC appears below button F2. 3. Press F2 (TRUNC) to truncate the sample. 	
Time stretching/pitch shifting	<ol style="list-style-type: none"> 1. Press the SAMPLING button. 2. Turn the Control encoder to get to the EDIT page. 3. Press F1 or F3 to get to STRTCH. 4. Press F2 (STRTCH) to reach the settings for time stretching. 5. Use the Control encoder and the Arrow buttons to change the settings. 6. Press F3 (APPLY) to apply changes. 	For more information about time stretching, please see the MASCHINE MIKRO MK2 Manual.

3.9 Miscellaneous

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

Function	Controller Element / Action	Note
Display brightness	<ol style="list-style-type: none"> 1. Press SHIFT + F1 to enter MIDI Control mode. 2. Press NAV + F3 (SETUP) to enter the controller setup page. 3. Use NAV + the Arrow buttons to navigate to page “1/3: BRIGHTNESS” of the controller setup page. 4. Use the Control encoder to adjust the display brightness. 	For more advanced configuration options from the controller, see the MASCHINE MIKRO MK2 Manual.
Display contrast	<ol style="list-style-type: none"> 1. Press SHIFT + F1 to enter MIDI Control mode. 2. Press NAV + F3 (SETUP) to enter the controller setup page. 3. Use NAV + the Arrow buttons to navigate to page “2/3: CONTRAST” of the controller setup page. 4. Use the Control encoder to adjust the display contrast. 	For more advanced configuration options from the controller, see the MASCHINE MIKRO MK2 Manual.
Driver and firmware version	<ol style="list-style-type: none"> 1. Press SHIFT + F1 to enter MIDI Control mode. 2. Press NAV + F3 (SETUP) to enter the controller setup page. <p>Firmware and driver version both should now be visible on the controller display.</p>	For more advanced configuration options from the controller, see the MASCHINE MIKRO MK2 Manual.

Function	Controller Element / Action	Note
Pad sensitivity	<ol style="list-style-type: none">1. Press SHIFT + F1 to enter MIDI Control mode.2. Press NAV + F3 (SETUP) to enter the controller setup page.3. Use NAV + the Arrow buttons to navigate to page “3/3: PAD SENSITIVITY” of the controller setup page.4. Use the Control encoder to adjust the pad sensitivity.	For more advanced configuration options from the controller, see the MASCHINE MIKRO MK2 Manual.
Switching MASCHINE instances in plug-in mode	<ol style="list-style-type: none">1. Press SHIFT + F2.2. Select the software instance to be controlled with the Control encoder.3. Press ENTER to confirm.	For more advanced configuration options from the controller, see the MASCHINE MIKRO MK2 Manual.

4 Keyboard Shortcuts

4.1 Transport

Function	Key(s)
Restart Loop Area	[Ctrl]/[Alt] + [Space]
Play/Stop	[Space]

4.2 Navigation

Function	Key(s)
Next Group / Sound slot	[Page Down] key (also [Down] key)
Next Pattern	Numeric [+] key
Next Pattern Bank	Numeric [*] key
Previous Group	[Page Up] key (also [Up] key)
Previous Pattern	Numeric [-] key
Previous Pattern Bank	Numeric [/] key
Select Pattern/Scene	[Left]/[Right] key (depending on which one is currently in focus).

4.3 Editing

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

Function	Key(s)
1/4 note (Pattern Grid resolution)	[3]
1/8 note (Pattern Grid resolution)	[4]
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]
Delete Events	[Del]
Duplicate Pattern	[Ctrl]/[Cmd] + [D]
Grid off	[0]
Move Scene	[Ctrl]/[Cmd] + [Left]/[Right] key
Nudge left	[Alt] + [Left] key
Nudge right	[Alt]+ [Right] key
Paint mode on/off	[P]
Quantize	[Q]
Quantize 50%	[Shift] + [Q]
Triplet Version	[Shift] + keys [1]-[7]

4.4 User Interface Options

Function	Key(s)
Keyboard mode / Piano Roll	[F7] ([F6] to get back to Drum Grid)
Full screen mode	[F5]
Sampling view	[F8] ([F6] to get back to Drum Grid)
Show/hide Arranger	[F10]
Show/hide Automation Lane	[F12]

Function	Key(s)
Show/hide Browser	[F9]
Show/hide Parameter area	[F11]

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