AudioModder Bridge
Maschine & Expansions Packs

1-1-2016

Please submit all support requests to support@audiomodder.com
Add us to your address book! Hotmail users have been getting updates pulled into their junk mail folder. We cannot respond to support requests through the forums.

If in the future you need to reset your downloads you can get your original order here which you can forward to support

Release Notes:
You must be using the latest version of Live 64 bit (anything prior to v9.06 will not work at all) and Maschine (2.4.0 at this time of writing). The 64 bit VST plugins in their latest versions are required for these presets to work.

Full compatibility for Maschine 2.0 expansions is offered in separate packs made up of 7-8 expansions per pack. Owners of previous Maschine Expansions have their packages renamed to include Expansions Packs 1 & 2 to fit with the new package distribution.

Pack 1
Conant Gardens Library
Dark Pressure Library
Drop Squad Library
Electric Vice Library
Halcyon Sky Library
Helios Ray Library
Lazer Dice Library
Maschine Factory Library

Pack 2
Platinum Bounce Library
Pulswerk Library
Raw Voltage Library
Resonant Blaze Library
Static Friction Library
Transistor Punch Library
True School Library
Vintage Heat Library

Pack 3
Amplified Funk
Arcane Attic
Astral Flutter
Caribbean Current
Circuit Halo
Crystal Daggers
Golden Kingdom
Grey Forge

Pack 4
Lone Forest
Lucid Mission
Magnate Hustle
Marble Rims
Neon Drive
Paradise Rinse
Prospect Haze
Velvet Lounge

Ensure all your VST's are up to date! One of the most common problems with Reaktor, Kontakt and Battery presets is the VST version is not up to date.

NI Presets use your VSTs, not AUs. Ensure that you are using these and that VSTs are enabled in Ableton. Don't rename your plugin files or the presets will not load.

If you have any user feedback, or would like to take part in beta tests for future releases please let us know.

Any feedback you'd like us to use on the site it would be appreciated!
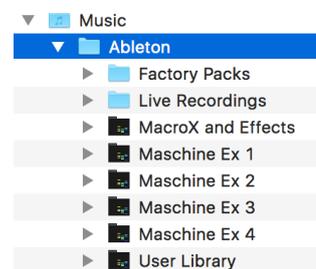
Manual Installation OSX and Windows

You can see the video [here](#).
If you have previously installed macroX and Maschine Audiomodder presets, remove these folders from your library.

1)   Before you begin open the latest Maschine version up in standalone and ensure it can load all your kits within it. If a kit cannot load in Maschine standalone, the Audiomodder preset wont work. This is required for Maschine in order for the library to be properly indexed. This must done before you open Audiomodder presets in the latest version of Live 64 bit.

2)   Using your file browser, double click the downloaded Ableton live pack MacroX and Effects.alp. When prompted in Live, select the folder "Ableton" to install this pack, (not the User Library folder). All packs are going to be installed like this image on the right.
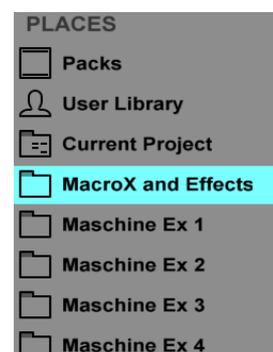

3)   In Ableton Live, under Places on the left, click "Add Folder". Inside the new project folder called "Ableton/MacroX and Effects/ MacroX - MIDI" click open.

4)   Using your file browser, double click the downloaded Ableton live pack Maschine Ex 1.alp (or the pack you have downloaded). When prompted in Live, select the folder "Ableton" to install this pack, (not the User Library folder).

5)   In Ableton Live, under Places on the left click "Add Folder". Inside the new project folder called "Ableton/Maschine Ex 1/Maschine Ex 1" click open.

Indexing will take place, you may see a spinning circle next to "Places". Wait for this to finish.

6)   Maschine Expansions will now be browsable from Push under Places. Repeat this process for any other expansions you own. Each path should look something like the image on the right.

7)	Startup Live 64 Bit and browse on Push. Each of these categories should be available in places at the bottom of push.

You can decide if you want to use the "Maschine Ex Optional" packs. These provide a legacy version of the kits when they are unrouted. What this means is the kits don't have the sounds split into 16 separate channels for effects in Ableton Live. This isn't very useful for most practical purposes, but it allows the master effects in Maschine to be heard over all sounds. As a result, these kits sometimes sound closer to what NI had intended, but for most purposes it should not matter.

To Play

1)	In a live set, in User Files on Push add an AudioModder Maschine 2.0 kit from Maschine Ex.

2)	Press Shift + Add Effect on Push to add the Audiomodder MacroX M4L device. The M4L device is located in user files, in the "MacroX and Effects" folder.

3)	Click "Map Dials", or turn the first dial on push for this function in the selected device, And turn it back.

After a few moments the device will say "Ready" which means it has found the 128 macro dials in each chain and mapped them to the VST.
If you replace a Maschine 2.0 preset you should disable and enable macro X to remap the parameters after you have decided to stay with a particular kit. kits will also load faster if no MacroX device is present, or disabled.

The M4L device is a separate module so that people without M4L can still use the kits by themselves.
This M4L device observes the first 8 macros in each chain. and maps them to 8 of Machine's parameters for each sound.
We have defined them as Tune, Attack, Hold, Decay, Comp, Drive, SR, and Bits for samplers. Others that use synthesis have other dials.
You can replace any of them in the Maschine VST by disabling automation on one parameter and replacing it with another if you wish.

You can also add the included Drum Chain Mod rack in the "MacroX and Effects" folder to any of those 16 chains and enable bit reduce, gate, saturator, delay, chorus, filter, reverb, gain and pan on each Maschine sample chain on any kit all from Push.

Additional Notes

To achieve the best performance, it is recommended that your user's home folder be located on an SSD. Relocating the Ableton User Library only to an SSD will still

give better performance, but not as high as the first method. This is due to an Ableton index stored in the hidden ~/Library folder.

The Maschine VST presets replace the sample drum racks in earlier versions. This is because it respects the original levels and effects for those kits and now has output routing in the racks for your own effects. Maschine VST racks use 16 Instrument Chains. One for each channel- enabling separate effects while maintaining the Maschine Kits intended levels and effects on sounds. After

Contact support@audiomodder.com quoting your purchase receipt number if you need any assistance.

Change Log

v1.01 Maschine Kits have been rebatched with an entirely new process designed to catch more parameters when synths are used in Maschine kits.
Maschine expansions have been split into 4 packs, with 8 expansions in each pack. Owners of previous Maschine Expansions have their packages renamed as expansions 1&2 to fit with the new model.