

# MASCHINE PLUS/MK3/MIKRO MK3 Ableton Live 11 MIDI Remote Script by Elton47

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[Forum thread link](#)

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[Old Forum thread link](#)

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## How to update:

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Copy `Mikro_Mk3_Unofficial_v160` folder provided in the v1.6.0 release zip file and paste it on `<YOUR_ABLETON_LIVE_USER_LIBRARY_FOLDER>\Remote Scripts\`, where `YOUR_ABLETON_LIVE_USER_LIBRARY_FOLDER` is usually found at `C:\Users\  
<YOUR_USERNAME>\Documents\Ableton\User Library` (unless you changed it on Live's Preferences).

Also open Native Instruments Controller Editor and reapply the latest template provided from the latest zip of the script, for your hardware.

*Changelog items represented in bold mean important changes/additions to the script*

## Changelog

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### v1.6.0 - 09-April-2022

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*Requires reapply/update on NI Controller Editor template, provided in this release's zip file*

- Added MASCHINE+ (PLUS) integration/support
- Added `SHIFT + FIXED VEL` to change selected or all notes' velocity to 100 of the selected Clip
- Changed `REC` and `SHIFT + REC` combinations to also turn off their respective recording modes
- Fixes to the listed issues below:
  - `Script crashes when using DRUM mode under special circumstances`
  - `Significant performance drop (lag) when using TOUCH STRIP to change note repeat rate`, especially when note repeat is pinned (using `SHIFT + NOTE REPEAT`), caused by always re-activating `DRUM` or `KEYBOARD` mode on each `TOUCH STRIP` touch event
  - `GROUP + ERASE` doesn't delete the selected Track or Return Track
  - `ERASE` in `CLIP`, `DRUM` or `KEYBOARD` mode doesn't delete the selected Clip
  - `ERASE` in `SCENE` mode doesn't delete the selected Scene
  - `SHIFT + ERASE` (toggle Hot-Swap) also triggers `ERASE` (as if `SHIFT` was not being held)
  - `GROUP` (hold) or `STOP` (hold), which shows the `TRACK` mode, playing notes or drum pads of the selected Clip are highlighted in yellow when the playback is active, which they shouldn't be highlighted for `TRACK` mode
  - `Script crashes when trying to delete a Return Track using GROUP + ERASE + PAD`
  - `Script crashes when trying to duplicate a Return Track using GROUP + DUPLICATE + PAD`
  - `Script crashes when trying to duplicate the selected Track if the selected Track is a Return Track, using GROUP + DUPLICATE`
  - `Script crashes when trying to delete the last Track (only 1 MIDI or Audio Track left in the Live Set), as it cannot be deleted. A Live Set must have at least one Track (MIDI or Audio)`

- ○ Script crashes when trying to delete the last Scene (only 1 Scene left in the Live Set), as it cannot be deleted. A Live Set must have at least one Scene
- ○ Script crashes when trying to arm a Return Track or the Master track, as they cannot be armed

## v1.5.1 - 17-February-2022

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### *Does NOT require reapply/update on NI Controller Editor template*

- Added interactive web-based User Manual for **MASCHINE MK3** and **MASCHINE MIKRO MK3**, both in Light and Dark themes, also available as PDF format. [Link here](#)
- Made **NOTE REPEAT** activation (unpinned or pinned) to also auto-enable **DRUM / KEYBOARD** mode, depending on selected track type, for faster insert of notes if user is on another mode. It will return back to previous mode on **NOTE REPEAT** deactivation.
- Made **EVENTS + PAD** to also deselect notes if all the notes of corresponding pad (Live v11.1+), or all notes (Live v11.0.x) are already selected via **EVENTS + PAD** or manually in Live, for the selected clip.
- Made **EVENTS** (single click) to also deselect all notes if they are already selected via **EVENTS** or manually in Live, for the selected clip.
- **Important bug fix:** **EVENTS + PAD** for "Drum Rack" tracks doesn't correctly select notes of corresponding pad (Live v11.1+)

## v1.5.0 - 11-January-2022

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### *Requires reapply/update on NI Controller Editor template, provided in this release's zip file*

- Added **METERING** mode. Can be switched to this mode using the **VOLUME** button. The 4x4 pad matrix will light, in columns, for 4x focused tracks (that are inside the red square in Live's Session View) to show their playback volume levels. For example, pads from 1 to 4 represent 4x tracks. The **METERING** mode is just for visualization purposes only, to show the volume of tracks during playback by lighting up the pads. It is possible to scroll between more than 4x tracks by rotating the **JOG WHEEL** clockwise for scrolling to the right (the same as scrolling in **CLIP** mode) and counter-clockwise to scroll to the left (the red box in Live's Session View). The color of the pads in this mode, when lit depending on the volume, matches with the color of the corresponding track.
- Added **VOLUME (hold) + JOG WHEEL (rotate) to change volume of the selected track in increments of 1 dB**.  
If **VOLUME** is not used in combination with the **JOG WHEEL**, it will act like a normal press of **VOLUME** button, which will activate the new **METERING** mode.  
**Note:** The previous function for **VOLUME** button (v1.4.0 and older versions of this script), which was to navigate up or to scroll between scales in **KEYBOARD** mode, is now replaced with this new function, to change the volume of the selected track if used in combination with the **JOG WHEEL** rotation, or with single press to activate the new **METERING** mode. In order to use the navigate up or change scale, **SHIFT (hold) + JOG WHEEL (rotate)** can be used.
- Added **SWING (hold) + JOG WHEEL (rotate) to change the swing amount of quantization**.  
**Note:** The previous function for **SWING** button (v1.4.0 and older versions of this script), which was to navigate down or to scroll between scales in **KEYBOARD** mode, is now replaced with this new function, to change the swing amount. In order to use the navigate down or change scale, **SHIFT (hold) + JOG WHEEL (rotate)** can be used.
- Added **STOP (hold) + PAD 1-16 to stop clip of track**. Previously, **EVENT + PAD 1-4** was used to stop playing clip of up to 4x tracks (focused tracks). Now, **STOP + PAD 1-16** can be used to stop clips of up to 16 tracks. When holding **STOP**, the **TRACK SELECT** mode will be temporarily activated and pressing on the pad will stop the clip, if playing, of that corresponding track. When releasing the **STOP** button, the script will re-enter the mode that it was before **STOP** was held. Pressing the **STOP** button without **STOP + PAD 1-16** combination, will act like a normal stop button, to stop the playback. Pressing **SHIFT + STOP** will stop all the clips without stopping the playback.
- Added **EVENTS (hold) + PAD 1-16 to select all notes of that corresponding pad**. When holding **EVENTS**, the **KEYBOARD** mode will be temporarily activated. It is possible to change octaves by rotating the **JOG WHEEL** while holding **EVENTS**, to show more notes to select. The pads will match the color of the focused clip slot, or the color of the selected track if no clip is selected.  
To note that for different Live 11 versions, this functionality will behave differently, regarding to selection of the notes. For Live versions prior v11.1, **EVENT + PAD 1-16** will always select all the notes of the focused MIDI clip. For Live versions v11.1+, **EVENT + PAD 1-16** will select all the notes that correspond to the pressed pad, as explained above. This is due to the limitation of the Live API for selecting notes by ID, which is now available already on Live's Beta versions, to be released on Live v11.1.  
*Only the pads, whose notes are found at least once inside the focused clip slot, will be lighten up brighter. For example, the pad for C3 note*

will be brighter if there is at least one C3 note inside the focused clip that can be selected.

This functionality only applies to MIDI clips

The old **EVENTS + PAD 1-4** functionality is removed starting from this release, use **STOP + PAD 1-16** \_\_\_\_\_, instead.

- Added **SELECT/SOLO/MUTE (hold) + PAD 1-16** to toggle arm/solo/mute track of the respective pad.  
When holding **SELECT/SOLO/MUTE**, the **TRACK SELECT** mode will be temporarily activated and pressing **PAD 1-16** will toggle arm/solo/mute of that track that corresponds to the pressed pad. **JOG WHEEL** can be rotated to scroll between more than 16 visible tracks when being (temporarily) on the **TRACK SELECT** mode.  
If the selected track is a drum rack track and the active mode is **DRUM** mode, holding **SELECT/SOLO/MUTE** will not activate the **TRACK SELECT** mode, instead **SOLO/MUTE + PAD 1-16** will toggle solo/mute states of corresponding drum rack pad/chain.  
**Note:** If **SELECT/SOLO/MUTE** is used without combination (without being followed by a **PAD 1-16** press), will toggle arm/solo/mute of the selected track, however, meaning that it will act like a normal arm/solo/mute button.
- Made **CLIP** and **SCENE** modes pinned when not used in combination. Example: **PATTERN + PAD 1-16** to quickly launch a clip and return to the previous mode.
- Changed default root note from **C2** to **C3** for **KEYBOARD** mode.
- Changed default note repeat rate to **1/16**.
- Made group tracks in **TRACK SELECT** mode to expand/collapse to show the child tracks, instead of just selecting the group track on **GROUP + PAD 1-16** press.
- Added more visual feedback/notifications for various functions triggered by the user, i.e.: when changing note repeat rate, volume of track, swing amount, etc, via the hardware.
- Fixes to the listed issues below:
  - ◦ Various bugs and crashes when on **DRUM** mode.
  - ◦ Pad color update issues when toggling solo/mute for individual drum pads.
  - ◦ **C3** note pad doesn't light yellow when pressed, in **KEYBOARD** mode.
  - ◦ Track navigation (left/right in Session View or up/down in Arrangement view) from the controller having unexpanded behavior and crashes when a collapsed group track is on the way, during the navigation.
  - ◦ Issues with MASCHINE MK3 (not MIKRO) Controller Editor Template related to **JOG WHEEL** (rotate, touch, push) for this script.

## v1.4.0 - 05-May-2021

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**Requires reapply/update on NI Controller Editor template, provided in this release's zip file**

**Requires re-read of Installation guide**

- Added Note Edit operations (**SHIFT + PAD 4-16**). It is now possible to **Quantize**, **Quantize 50%**, **Nudge Left/Right**, **Transpose Up/Down** in Semitone, Octave or relative to selected scale up/down, **Clear notes**, **Clear Automation** of clip, **Copy** and **Paste notes**. All these **SHIFT + PAD** operations affect selected notes or all notes of the selected clip, in the case where no notes are selected (with mouse) and **Quantize**, **Quantize 50%** and **Nudge Left/Right** will respect the current Clip's Grid Quantization setting  
When holding **SHIFT**, the pads will light up with colors of the selected clip, to indicate what operations can be done. Pads with no color, mean that the **SHIFT + uncolored Pad** will do nothing, for example **PASTE**, in the case where no notes are copied. **Clear Auto** (**SHIFT + PAD 10**) will turn RED when holding **SHIFT** only if the focused clip has at least one automation envelope to remove, otherwise **PAD 10** will have no color. Same goes for **UNDO** and **REDO** (**SHIFT + PAD 1-2**).
- Made **CLIP**, **TRACK**, **SCENE** modes pinnable. Use **SHIFT + PATTERN / GROUP / SCENE** combination, in order to switch to the respective mode and pin it (or just pin it if already in that particular mode). This change was made in order for fast "temporary" access to such modes when in **PAD / KEYBOARD** mode, for example to quickly fire another clip in **CLIP** mode, hold **PATTERN + PAD** and then you can continue to play the notes/drum pads right after, as soon as the **PATTERN** button is released, which will make the controller to go into the mode it was previously at, before temporarily going on **CLIP / TRACK / SCENE** mode.
- Added **SELECT / SOLO / MUTE** support for **DRUM** mode. It is now possible to **SELECT**, **SOLO** and **MUTE** individual drum pads when in **DRUM** mode using the **SELECT / SOLO / MUTE + PAD** combination.
- Added **GROUP + ARM / SOLO / MUTE + PAD** to arm, solo and mute one or more tracks, right from the **TRACK** mode

- **Simplified `DUPLICATE` and `SHIFT + DUPLICATE` (double) operations** to immediately `Duplicate` or `Double` the focused clip (single press), without having to go to `CLIP` mode and use this combination + `PAD` of specific clip. This way is still usable, however. Also, `DUPLICATE` (single press), when in `TRACK` mode, duplicates the currently selected track and in `SCENE` mode, duplicates the currently selected scene.
- Made `EVENTS` (hold) mode accessible from anywhere (not only when in `CLIP` mode), which temporarily shows the `CLIP` mode with the bottom pad row acting as `STOP CLIP` buttons
- Added two automatic coloring strategies for drum pads in `DRUM` mode. By default, the script will determine the best strategy to use. If all the chains/drumrack pads have the same color as their track (parent), the automatic coloring will color pads in the controller, in `DRUM` mode, based on the name of the drum pads/chains. For example "Kick" is Red, etc. To switch between the two coloring strategies (1. Name-based and 2. Original chain color), simply press `PAD MODE` button on the controller, when in `DRUM` mode.
- Changed `VOLUME` and `SWING` buttons to scroll up/down by increments of 4 instead of 1, when in `CLIP` mode.
- Added support for secondary monitor/window setup to correctly detect if `Arrangement` is focused (whether on primary or secondary monitor/window), in order to scrub the timeline via the `JOG WHEEL` rotation.
- Changed `TRACK` mode to always show `MASTER` track on `PAD 16`, making it easily accessible, by `GROUP + PAD 16`, if there are more than 15 tracks (including `RETURN` tracks).
- Added `SHIFT` (hold) support on the already existing `TEMPO + JOG WHEEL` operation, to increase/decrease the Set's tempo in increments of 0.10, when `SHIFT` is held during `TEMPO + JOG WHEEL`.
- Made Group clip slots, in `CLIP` mode, to show the correct color that is displayed in Live 11's `Session View`, which is the color of the first clip that is found in that group, (left-most clip, horizontally).
- Fixes to the listed issues below (sorted by oldest to newest issue fix):
  - `EVENTS` (hold) for per-track `STOP CLIP` button plays the 4th row clip instead of stopping, if the clip slot is a Group clip slot.
  - `TAP` button light not updating when `SHIFT` is held down and the metronome is toggled manually in Live 11
  - `Quantize`, `Quantize 50%`, `Nudge Left/Right` ignoring the current clip grid quantization value
  - `Note edit actions` ( `SHIFT + PAD 4-16` ) ignoring the selected notes, causing all the notes of clip to be affected
  - `UNDO`, `REDO + Note edit actions` ( `SHIFT + PAD 1-16` ) not working while in `DRUM` mode
  - Script error when trying to delete the `MASTER` track using `GROUP + ERASE + PAD 16`, because `MASTER` cannot be deleted
  - Selecting a Clip with no scale set, doesn't return the controller's `KEYBOARD` mode notes back to `Chromatic`
  - `GROUP + JOG WHEEL` doesn't scroll between tracks if `Arrangement` view is focused, when having more than 15 tracks (including `Return` tracks). It instead scrubs the timeline. It is now fixed to correctly scroll tracks in `TRACK` mode
  - Clip autofocus issues during note edit operations ( `SHIFT + PAD 4-16` ) on special cases when Second window/monitor is used
  - Empty Clip launch in `CLIP` mode (creates new clip and starts session recording for that clip slot) doesn't focus the newly created clip (to also apply clip's color on `KEYBOARD` mode notes, for example)
  - Note/Drum Pad playing indicator (yellow), during playback, shows in the controller even if not in `PAD / KEYBOARD` mode

## v1.3.0 - 08-Mar-2021

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### *Requires reapply/update on NI Controller Editor template, provided in this release's zip file*

- **Added integration with Live 11's Scales and Root Note.** Any change from the controller will be reflected to Ableton Live, and vice versa, if you select a scale and/or root note on a selected clip, it will update the controller if in Keyboard mode (or when going back to Keyboard mode if being on another mode). While in Pad/Keyboard mode, change scales by either holding `SHIFT` and turning the `JOG WHEEL` (the knob near the tiny screen), or you can select scales using `VOLUME` (up/previous scale) and `SWING` (down/next scale) buttons. Note that each clip in live has its own selected Root Note and Scale. The controller now successfully reflects scales of each clip to show and use the correct Root Note and Scale in Keyboard mode
- **Added integration with Live 11's Take Lines and Clip colors to be used as Pad colors while in Keyboard mode** If no clip is present/focused, the Pad color will fallback to selected track's color. Color change is also supported, even when using "Draw" pencil on Live 11's Take Lanes feature, the new color will immediately reflect on the controller Pads
- **Added `EVENTS` (hold), while in `PATTERN` mode.** The bottom row of the pads will light white. They are now the stop buttons for the corresponding track, also supporting tracks that are Groups, which their clip slots plays/stops children clips. Stop holding (release) `EVENTS` button and you are back to "normal" `PATTERN` mode

- Added **SHIFT** + **PLAY** to restart playback from the start
- Added **SHIFT** + **STOP** to stop the playback and all playing clips
- Added **SHIFT** + **REC** for Arrangement recording
- Added support for touch strip "on touch/on release" to toggle **Note Repeat** . It will NOT disable **Note Repeat** if it is pinned ( **SHIFT** + **NOTE REPEAT** )
- Added **SHIFT** + **MUTE** to reset all the tracks to unsoloed and unmuted state
- Added **BROWSER** to open/close the Browser
- Added **SHIFT** + **ERASE** (having "Replace" label) to toggle Hot-Swap with the selected device (for presets, sample, depending on what the selected device type is). If the browser is closed, this will force open the browser when enabling Hot-Swap
- Added **PLUG-IN** to toggle between Device view and Clip detail view
- Added **NOTES** (located above the touch strip) to Capture MIDI, it will only light up if there are notes to capture (either it be on Session or Arrangement view)
- Added **JOG WHEEL** (the knob below the tiny screen) in Arrangement view to scrub song position (seek through the timeline)
- Added **JOG WHEEL** to scroll more than 16 tracks in Track mode, while holding **GROUP** , turn the **JOG WHEEL** left or right to show more tracks
- Added support to select Return Tracks and Master track on Track mode (hold **GROUP** )
- Added previous/next track buttons ( **CHORDS** left, **STEP** right), can be accessed from anywhere, independent of what mode you are in (Scene, Pattern, Track, Pad, Drum)
- Added **TEMPO** (hold) + **JOG WHEEL** (turn left or right) to decrease/increase the current Live Set tempo, respectively. Minimum tempo is **20** and maximum is **999** (range set by Ableton)
- Changed **PATTERN** mode when creating new clip and recording right away, now the newly created clip no longer has a fixed length, you can record for as long as you want
- Changed Arrangement/Session view toggler button from **MASCHINE ICON** to **PERFORM** (located above the touch strip)
- Fixes to the listed issues below (sorted by oldest to newest issue fix):
  - ◦ Selected track type change is not detected
  - ◦ **GROUP** button not lighting up when in Track mode
  - ◦ **STOP** button not lighting up when the playback is stopped
  - ◦ "Pinned" Note Repeat mode doesn't turn off if clicked again with **SHIFT** + **NOTE REPEAT**
  - ◦ Double clip length doesn't work
  - ◦ Script error when trying to solo/mute/arm the Master Track (Return Tracks are fine)
  - ◦ Touch strip "touch leave" turns off already-pinned Note Repeat, it must remain pinned, until unpinned manually by either **NOTE REPEAT** or **SHIFT** + **NOTE REPEAT**
  - ◦ Cannot create new Audio Track with **SHIFT** + **GROUP** + Empty Pad ( **SHIFT** is being considered, it shouldn't when **GROUP** is being held, to be in Track mode)
  - ◦ Pressing **SHIFT** once causes notes on-push feedback to be permanently lost, until going to another mode and then back to pad/keyboard mode

## v1.2.0 - 04-Mar-2021

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### *Requires reapply/update on NI Controller Editor template, provided in this release's zip file*

- Added Touchstrip support, controlling note repeat rate
- Add "Pin" mode for note repeat, activated by **SHIFT** + **NOTE REPEAT** (keep in mind that **SHIFT** is the **Restart** button) To turn off the "Pin" mode for note repeat, simply press on **NOTE REPEAT** button without holding **SHIFT** . The **NOTE REPEAT** button light will be dimmed, indicating that the "Pin" mode is turned off Note repeat works even if you hold down more than one pad (be it on Drum Rack mode or in Keyboard mode for instruments). It also will preserve velocities each time you change the pressure, while the note repeat is active, which means you can change the pressure in the middle of a note repeat process, just like in the Maschine Software's Note repeat functionality
- Added **Hirajoshi** scale

- Changed default scale from `Aeolian/Minor` to `Chromatic`
- Fixed drum rack pads navigation being flipped/inverted, now use `VOLUME` / `SWING` buttons for UP / DOWN, respectively

## v1.1.0 - 03-Mar-2021

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- Added SOLO, MUTE, ARM Hold SHIFT + SOLO for non-exclusive solo (i.e.: Multiple tracks) Hold SHIFT + SELECT for non-exclusive arm (for Multiple tracks arm, you must not have Live 11's "auto arm on track select" enabled (hidden option enabled through Options.txt)
- Changed track selector (when holding GROUP button) from 8 to 16 tracks available to select Changed the layout of selecting the tracks to match with pad number, i.e.: Hold GROUP + Click Pad 1 selects the first track instead of 12th, so track selecting starts from bottom-left-most and ends to the top-right-most pad (which is pad 16, that selects track 16)
- Performance improvements due to code refactoring

## v1.0.0 - 02-Mar-2021

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- Initial release