

User Manual



MOTÖR 61 / MOTÖR 49

61/49-Key USB/MIDI Master Controller Keyboard with Motorized Faders and Touch-Sensitive Pads

Table of Contents

- Thank you 2**
- Important Safety Instructions 3**
- Legal Disclaimer 3**
- Limited warranty..... 3**
- 1. Introduction 4**
- 2. Control Elements 6**
- 3. Quick Start..... 9**
- 4. Display Menus..... 10**
- 5. Connections 13**
- 6. Applications 14**
- 7. MC Mode Assignment Table 16**
- 8. How to use MC mode in your DAW 17**
- 9. How to make the best use of motor faders 26**
- 10. Using Presets..... 29**
- 11. Specifications 36**

Thank you

Thank you very much for expressing your confidence in BEHRINGER products by purchasing a MOTÖR keyboard controller!

EN Important Safety Instructions



Terminals marked with this symbol carry electrical current of sufficient magnitude to constitute risk of electric shock.

Use only high-quality professional speaker cables with ¼" TS or twist-locking plugs pre-installed. All other installation or modification should be performed only by qualified personnel.



This symbol, wherever it appears, alerts you to the presence of uninsulated dangerous voltage inside the enclosure - voltage that may be sufficient to constitute a risk of shock.



This symbol, wherever it appears, alerts you to important operating and maintenance instructions in the accompanying literature. Please read the manual.



Caution

To reduce the risk of electric shock, do not remove the top cover (or the rear section). No user serviceable parts inside. Refer servicing to qualified personnel.



Caution

To reduce the risk of fire or electric shock, do not expose this appliance to rain and moisture. The apparatus shall not be exposed to dripping or splashing liquids and no objects filled with liquids, such as vases, shall be placed on the apparatus.



Caution

These service instructions are for use by qualified service personnel only. To reduce the risk of electric shock do not perform any servicing other than that contained in the operation instructions. Repairs have to be performed by qualified service personnel.

1. Read these instructions.
2. Keep these instructions.
3. Heed all warnings.
4. Follow all instructions.
5. Do not use this apparatus near water.
6. Clean only with dry cloth.
7. Do not block any ventilation openings. Install in accordance with the manufacturer's instructions.
8. Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.

9. Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding-type plug has two blades and a third grounding prong. The wide blade or the third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.

10. Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.

11. Use only attachments/accessories specified by the manufacturer.



12. Use only with the cart, stand, tripod, bracket, or table specified by the manufacturer, or sold with the apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid

injury from tip-over.

13. Unplug this apparatus during lightning storms or when unused for long periods of time.

14. Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.

15. The apparatus shall be connected to a MAINS socket outlet with a protective earthing connection.

16. Where the MAINS plug or an appliance coupler is used as the disconnect device, the disconnect device shall remain readily operable.



17. Correct disposal of this product: This symbol indicates that this product must not be disposed of with household waste, according to the WEEE Directive (2012/19/EU) and your national law. This product

should be taken to a collection center licensed for the recycling of waste electrical and electronic equipment (EEE). The mishandling of this type of waste could have a possible negative impact on the environment and human health due to potentially hazardous substances that are generally associated with EEE. At the same time, your cooperation in the correct disposal of this product will contribute to the efficient use of natural resources. For more information about where you can take your waste equipment for recycling, please contact your local city office, or your household waste collection service.

18. Do not install in a confined space, such as a book case or similar unit.

19. Do not place naked flame sources, such as lighted candles, on the apparatus.

20. Please keep the environmental aspects of battery disposal in mind. Batteries must be disposed-of at a battery collection point.

21. Use this apparatus in tropical and/or moderate climates.

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LIMITED WARRANTY

For the applicable warranty terms and conditions and additional information regarding MUSIC Group's Limited Warranty, please see complete details online at music-group.com/warranty.

1. Introduction

The MOTÖR 49 and MOTÖR 61 keyboard controllers allow you to take total command over your virtual instruments and DAW (Digital Audio Workstation).

Featuring smooth action, motorized faders and pressure-sensitive pads, these keyboard controllers provide an unparalleled level of control for the ultimate creative expression. The semi-weighted full-sized keys, 60 mm faders and backlit drums give you hands-on control over all the parameters of your favorite DAW. An incredible hardware-based arpeggiator enables you to instantly add arpeggios to software and hardware synths and create complex arrangements on the fly.

Standard MIDI and Mackie Control emulation modes allow for the ultimate in flexibility with your DAW software.

This manual first describes the terminology used, so that you understand the unit and its functions. Please read the manual carefully and keep it for future reference.

1.1 Before you get started

1.1.1 Shipment

The MOTÖR unit was carefully packed in the factory to guarantee safe transport. Nevertheless, we recommend that you carefully examine the packaging and its contents for any signs of physical damage, which may have occurred during transit.

♦ **If the unit is damaged, please do NOT return it to us, but notify your dealer and the shipping company immediately, otherwise claims for damage or replacement may not be granted.**

1.1.2 Initial operation

Be sure that the unit is mounted on a sturdy stand or desk, with no chance of it tipping over in operation.

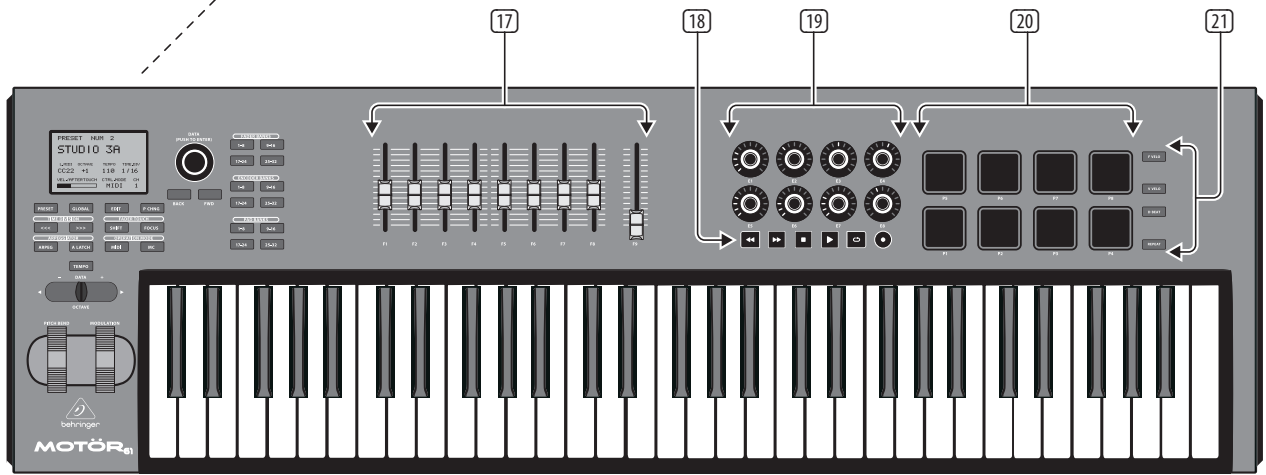
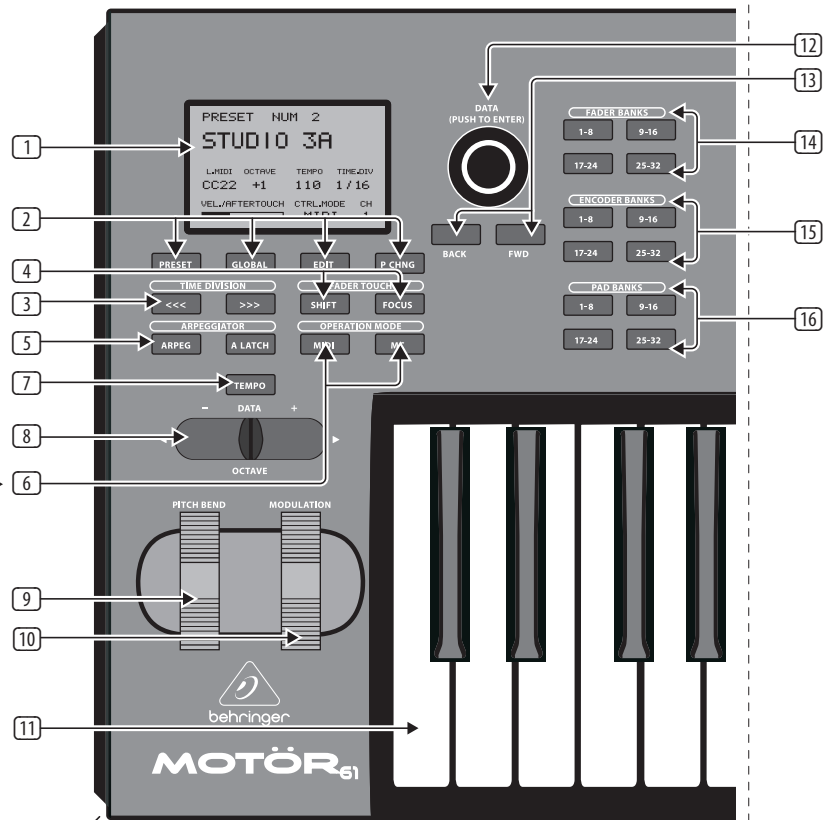
1.2 The user's manual

The user's manual is designed to give you both an overview of the controls, as well as detailed information on how to use them. You will find a detailed description of each button and control in chapter 2, and a quick start guide in chapter 3.

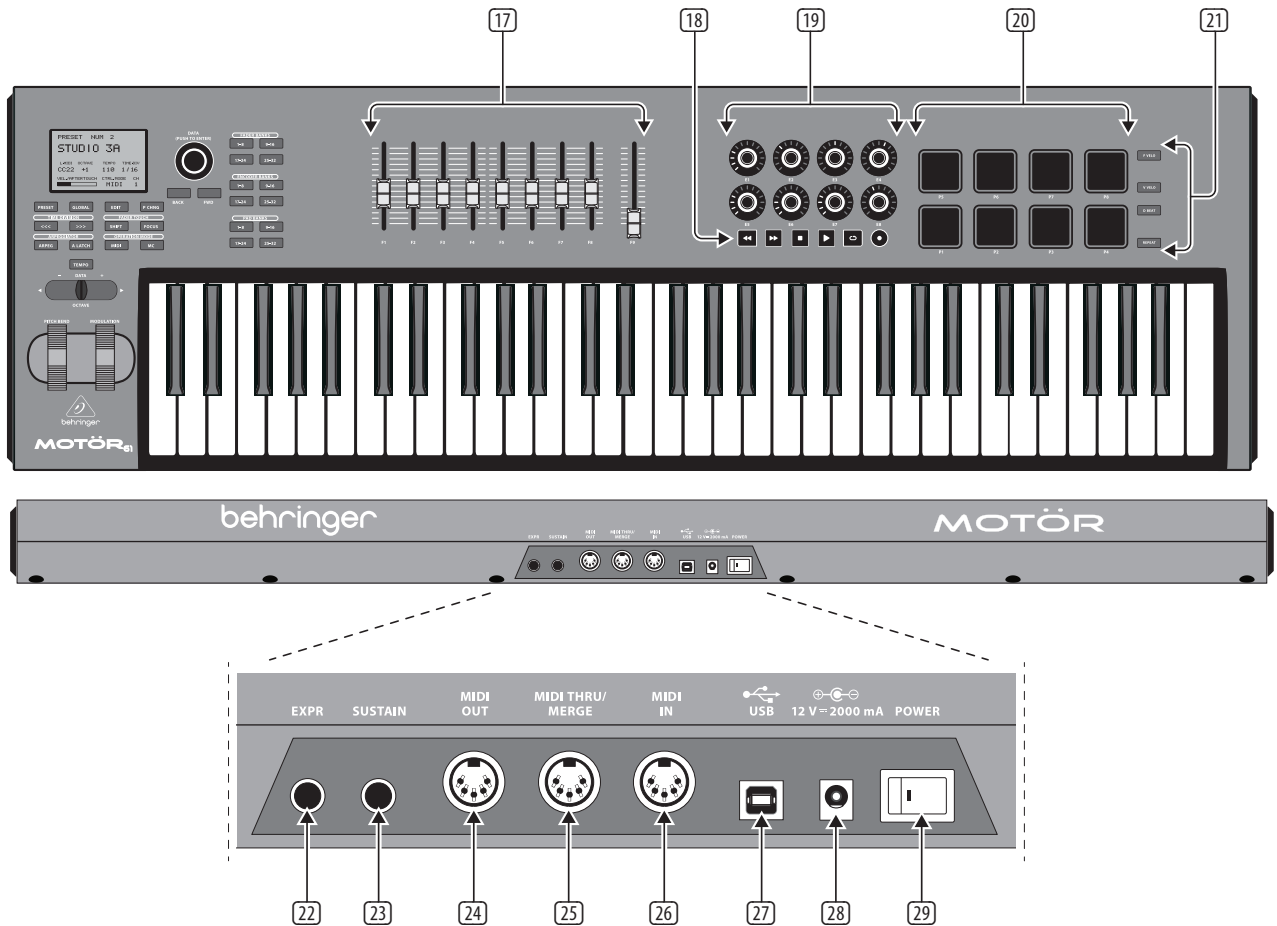
The only operational difference between the MOTÖR 49 and MOTÖR 61 keyboard controllers is the number of keys. All controls, menu items, and operation are identical.

2. Control Elements

Important Note:
Please refer to the MC Mode Assignment table on page 16 when using the unit in MC Mode



- 1 DISPLAY** - this large backlit LCD screen allows you to quickly check the keyboard status, edit parameters, and navigate through four main menus: PRESETS, GLOBAL, EDIT, and PROGRAM CHANGE. Navigate the display menus by turning the DATA knob (press to select) and the BACK and FWD buttons. The contrast and brightness are adjustable using the GLOBAL/DEVICE menu.
- 2 PRESET** - this menu allows you to quickly navigate through the current presets and easily select one with the DATA push encoder. For editing (save, copy, delete, rename) please go to the EDIT menu, where you can also see a preset overview list.
- GLOBAL** - this menu allows you to view and adjust features and properties such as: MIDI assignments, Pads, Faders, Encoders, Keyboard properties, and Device settings such as LCD contrast and brightness, and many other features.
- EDIT** - in this menu, you can save, copy, delete and rename presets, and edit various additional items and features such as the Arpeggiator, Note Repeat (for pads), Transpose (for keyboard), and Keyboard Split.
- P CHNG** - in this menu, you can set up the pads to send program change messages to attached hardware or software. There are two menus, the first where you can assign fixed program change commands to the pads, and the second menu where a single program change message can be sent instantly.
- 3 TIME DIVISION <<< / >>>** - these buttons move the value of the note repeat and arpeggio time division between the available values. The current time division value is shown in the display.
- 4 FADER TOUCH - SHIFT and FOCUS** - these 2 buttons modify the “touch” function of the faders. Pressing and holding SHIFT provides an alternate set of Note or CC commands for the touch function of the faders. FOCUS does the same, without the need to hold down the button; you can toggle on/off this second assignment mode with the FOCUS button. The alternate command for each fader is setup using the GLOBAL/MIDI/CHANGE CONTROL menu, by holding down the FADER SHIFT button when setting the Change Control.
- 5 ARPEG** - this button turns the built-in arpeggiator on or off. Various playing modes can be selected in the EDIT/ARPEGGIATOR/STYLE menu.
- A LATCH** - when activated, it generates an arpeggio based on latched keys, that continues to play after the keys are released.
- 6 OPERATION MODE**
- MIDI** - this puts the unit into MIDI mode, where it can send and respond to MIDI data. When MIDI is engaged, this button will light, and MC mode will be disengaged. (This is the standard mode, where all assignments can be done freely by the user and stored into presets.)
- MC** - this puts the encoders, faders, transport buttons and both foot controls into MC mode (Mackie Control-compatible protocol), where they send out and respond to MC data. When MC is engaged, this button will light. Please note that this mode offers a hybrid operation – MC control for the panel controls (apart from the pads), and in parallel standard MIDI operation for the keys, pads and both wheels. For this reason it is not necessary to toggle between MIDI and MC operation mode. If your software supports the Mackie Control protocol, you can stay permanently in MC mode.
- Please note that for MC communication, it is required to assign the second indicated MIDI port to the Mackie Control Surface in your MIDI DAW.
- 7 TEMPO** - tap this button twice at your desired tempo to adjust the beats per minute (BPM). The button will flash on the downbeat of the current BPM. If the PRESET menu is currently shown in the display, you can also adjust the BPM by pressing the TEMPO button and then turning the DATA knob.
- 8 OCTAVE ±** - these allow you to raise or lower the keyboard’s pitch range in steps of an octave. Pressing both buttons together will reset to Octave 0 (no transpose). These buttons can also be used for data ± entering in various Edit menus. To allow a firmware update, press and hold down both Octave buttons while turning on the power switch.
- 9 PITCH BEND** - this wheel allows you to lower or raise the pitch.
- 10 MODULATION** - this wheel allows you to apply vibrato (modulation). This wheel can be assigned to a different CC number using the GLOBAL/MIDI/CHANGE CONTROL menu.
- 11 KEYS** - 49 or 61 semi-weighted full-size keys featuring expressive velocity and after-touch.
- 12 DATA** - this push-encoder knob allows you to navigate within the display by scrolling through available menus and values; pushing it selects the menu or value. If you turn the knob faster, the value will also change faster (depending on the selected parameter).
- 13 BACK and FWD** - these buttons and the DATA knob, allow you to navigate through the display.
- 14 FADER BANKS** - these buttons allow you to select the group of 8 faders through 4 banks, so each fader can represent 8 different parameters (4 touch and 4 move commands). It does not affect the master fader, as it has no banks. Note: All BANK buttons (faders, encoders, and pads) change only the bank, they do not send out any MIDI data when in MIDI mode.
- 15 ENCODER BANKS** - these allow you to select the group of 8 encoders through 4 banks.
- 16 PAD BANKS** - these allow you to select the group of 8 pads through 4 banks.
- 17 FADERS** - these 60 mm, motorized, touch-sensitive faders, allow you to control your DAW mixer, drawbar organ, soft synths or effect units. In MIDI mode the faders can send and receive CC commands for movement, and CC or Note command for touch. In MC mode they follow the protocol of your DAW software. 4 different banks (fader assignments) can be selected in MIDI mode, using the FADER BANK buttons. Fader 9 (Master) is generally used as a master volume control. It operates the same as the other faders, except it has no banks.
- 18 TRANSPORT BUTTONS** - these standard transport controls allow direct access to your DAW record/play controls.
- << >> - shuttles the song back or forward, or skip back and forth between markers.
- STOP** - stops playback.
- PLAY** - starts playback.
- LOOP** - loops a selection during playback.
- RECORD** - arms the recording function.
- 19 ENCODERS** - these detented endless encoders each have a ring of 13 LEDs. They send out either MIDI or MC data depending on which mode is selected, and they can be switched between 4 banks using the ENCODER BANK buttons in MIDI mode.
- 20 DRUM PADS** - these 8 backlit drum pads have velocity and pressure-sensitivity for ultimate drum and sample-loop performance. They can send CC or MIDI note commands, and continuously-variable aftertouch. The pad assignment can be switched between 4 banks in MIDI mode, using the PAD BANK buttons. Use the GLOBAL/PADS menu to adjust the velocity and aftertouch assignments, and use the GLOBAL/PADS/COLOR menu, to choose from 16 backlit colors, individually for each pad.



21 F VELO - the pads send a fixed velocity (regardless of how hard the pad is hit). You can assign the desired fixed velocity value.

V VELO - the pads send a variable velocity message (depending on how hard the pad is hit).

D BEAT - this double-beat button allows you to emulate the sound of a double pedal on the triggered pads. This function will send not only a note command when hitting a pad, but also when releasing it.

REPEAT - this button allows you to re-trigger a held pad automatically. If REPEAT is active and you press down and hold a pad, the assigned note command will re-trigger again and again. The re-triggering speed can be controlled with the TIME DIVISION buttons and the TEMPO (tap) button.

REAR PANEL

22 EXPR - this 1/4" jack allows you to connect an expression pedal, typically a treadle pot. The operation of this pedal can be customized using the GLOBAL/MIDI/CHANGE CONTROL menu. Press the pedal when the menu is waiting for you to move a desired control.

23 SUSTAIN - this 1/4" jack allows you to connect a sustain pedal, such as a normally-open switch. The operation of this pedal can be customized using the GLOBAL/MIDI/CHANGE CONTROL menu. Press the pedal when the menu is waiting for you to move a desired control.

24 MIDI OUT - this 5-pin DIN jack is used to send MIDI data generated by the MOTÖR keyboard out to external devices.

25 MIDI THRU/MERGE - this port can operate in 2 modes – THRU or MERGE. This is selectable in the GLOBAL/MIDI/MIDI THRU MODE menu:

MIDI THRU - MIDI data from external devices coming into the MOTÖR keyboard's MIDI IN or USB jack, is sent out of the MIDI THRU jack. (MIDI devices can then communicate with other MIDI devices without the MOTÖR keyboard's MIDI output data.)

MIDI MERGE - MIDI data from external devices coming into the MOTÖR keyboard's MIDI IN or USB jack, is combined with the MIDI data generated by the MOTÖR keyboard, and sent out of the MIDI THRU jack.

26 MIDI IN - this is used to send MIDI data to the MOTÖR keyboard that has been generated by any external source. This will commonly be an external hardware sequencer, a computer equipped with a MIDI interface, etc.

27 USB PORT - This USB type B jack allows connection to a computer. The MOTÖR keyboard will show up as a class-compliant USB MIDI device, capable of supporting MIDI in and out.

USB MIDI IN - accepts incoming MIDI data from an application.

USB MIDI OUT - this is capable of operating in OUT, THRU, or MERGE modes, selectable via the GLOBAL/MIDI/USB OUT MODE menu.

28 POWER INPUT - connect to the supplied power adapter only. Connect the power adapter to your local AC mains supply.

The MOTÖR keyboard can be USB powered instead. In this operation, it receives its power from the USB connection to a computer, and the fader motors are disabled, and the display and buttons are dimmed to reduce power consumption.

29 POWER SWITCH - use this to turn the MOTÖR keyboard on and off. Only turn it on after all connections have been made.

3. Quick Start

This 'Quick Start Guide' will help you set up the MOTÖR keyboard controller and briefly introduce its capabilities. The MOTÖR keyboard controller allows you to control your virtual instruments and Digital Audio Workstation (DAW) with the accurate touch and feel of a high quality keyboard, 8 rotary encoders, 9 touch-sensitive motorized 60 mm faders, and 8 backlit drum pads with velocity and pressure sensitivity. Generally the MOTÖR keyboard will operate in standard MIDI mode with free assignments by the user and preset handling; alternatively, the MOTÖR keyboard can operate in MC mode.

3.1 Software Setup

The MOTÖR controller is a USB Class Compliant MIDI device, and so no driver installation is required.

3.2 Hardware Setup

Make all the connections in your system. Apply power to the MOTÖR keyboard controller using the supplied power adapter only. Alternatively, it can be powered using the USB connection to a live computer, instead of using the power adapter. (In this operation, the fader motors are disabled, and the display and button LEDs are dimmed.) Turn on the power switch.

3.3 Setting Up

In your DAW, find and select the MOTÖR keyboard controller as the MIDI device.

Follow the instructions in your DAW to map the features of the MOTÖR keyboard controller to operate the various functions and controls of your DAW. For example, the MOTÖR faders can be mapped to the DAW track volume controls, the encoders can be mapped to the DAW pan controls, the master fader mapped to the DAW master volume, the various transport controls mapped to the DAW transport controls. For an example within a typical mapping procedure, select a DAW parameter (such as track 1 volume) then the DAW will wait for you to move the appropriate MOTÖR control (fader 1). Then repeat until all functions are correctly mapped.

Operate the MOTÖR controls and check that the DAW controls move accordingly. Repeat any mappings that are not working correctly.

Note that for assignments such as the faders, pads, or encoders of Bank 9-16 (for example), make sure that the Bank 9-16 is selected during mapping to the DAW, and similarly for other banks. For alternative assignments for Fader Touch, make sure the Fader Shift, or Fader Focus button is held down while mapping the Fader Touch to your DAW.

Save this in your DAW, so the MOTÖR keyboard controller mapping can be easily recalled. Make various copies so you can recall different configurations.

The GLOBAL and EDIT menus allow you to customize the MOTÖR keyboard controller to your liking. The GLOBAL/MIDI/CHANGE CONTROL allows you to customize any of the MOTÖR controls to suit your DAW and your preferences. Your changes can then be saved as a PRESET for easy recall, using the EDIT/PRESETS menu. Up to 64 presets can be saved, and a list of your presets is shown in the EDIT/PRESETS/PRESET OVERVIEW menu.

3.4 Firmware Update

Check that the latest firmware in your unit is up to date (see the Global/Device/Firmware menu of the display). If not, then updating the firmware will give you the latest enhancements. Visit our website behringer.com, and download the latest firmware from the MOTÖR product page.



IMPORTANT NOTE: Updating the firmware will also delete any user presets you have made!

Press and hold both OCTAVE buttons at the same time, while powering on the keyboard. A firmware update screen will appear and you can release both buttons. Run the firmware application on your computer, and the computer screen will explain the firmware update procedure.

4. Display Menus

4.1 PRESET MENU

This is the default screen when the keyboard is turned on. It shows the currently-selected preset's number and name, the last sent MIDI event, the octave, current Tempo BPM, time division value, velocity/aftertouch meter, MIDI or MC mode, and MIDI channel.

First press the DATA knob, then turn the knob to scroll through the available (non empty) preset names, then press again to select the desired preset.

NOTE: You can only select/scroll through presets, if any user presets have previously been created. To do so, save/copy a preset using the EDIT\PRESETS\SAVE/COPY PRESET menu.

The MOTÖR keyboard comes with 64 memory places for your own user presets with individual naming.

You can see a list of all presets in the EDIT menu:
EDIT\PRESETS\PRESET OVERVIEW.

4.2 GLOBAL MENU

MIDI

1. **MIDI PANIC** – use this if your host software is suffering from stuck notes or synchronization issues.
2. **GLOBAL CHANNEL** – select the global MIDI channel, from 1 to 16.
3. **MIDI CLOCK** – set the BPM-based features (arpeggiator, note repeat) to run off the internal clock, an external MIDI clock, or an external USB clock.
4. **CHANGE CONTROL** – this is only active in MIDI mode: Move a desired control such as a fader, encoder, pad, foot control, mod wheel, or transport button, and then change its parameters:

MIDI OUT – select from MIDI, USB, or USB+MIDI.

MIDI CH – select from 1-16, ALL, GLOBAL CH, or OFF

CC NUM – from 0-127 (there will be a warning if this is already in use)

SET START VALUE – from 0 to 127

SET END VALUE – from 0 to 127

Note: Continuous controls have CC assignment only, but press/touch elements, such as transport buttons, pads, the sustain switch or the fader touch function, have 2 options, either CTRL CHNG or NOTE MESSAGE with different menu options

If you move the Expression Pedal, while in this CHANGE CONTROL menu, you can choose it to send a CC message, or to operate as one of the following: an expression pedal, pitch bend, mod wheel, or volume control.

If you press the Sustain Pedal, you can choose it to send a CC message, Note message, or to operate as one of the following: sustain pedal, play/stop, record on/off, Arpeggiator on/off, or Arp Latch.

5. **MIDI THRU MODE** – select the MIDI MERGE/THRU port to be THRU or MERGE.
6. **USB OUT MODE** – select between OUT, THRU, and MERGE operation.
7. **TRANSPORT MODE** – rotate the DATA knob to select the assignment of the transport buttons from: MMC, MIDI, MMC+MIDI, MIDI Control, or MIDI Note.

PADS

1. **PAD VELOCITY** – select from three pad-velocity options (Soft, Medium, and Hard).
2. **FIXED VELOCITY** – select the desired fixed velocity from 0 to 127.
3. **AFTER TOUCH SENSITIVITY** – select the desired sensitivity from OFF, 1 to 10. Always select OFF if not needed (reduces MIDI traffic).
4. **COLOR** – Select a pad and then choose from 16 possible backlight colors. Each pad can be a different color.

FADERS

1. **MOTOR ON/OFF** – turns the fader motors on or off.
2. **TOUCH ON/OFF** – turns the fader touch sensitivity on or off.
3. **MOTOR CALIBRATE** – starts a routine to calibrate the fader motors, and the faders will slide up and down once. This is the same as when the MOTÖR keyboard is turned on. (It only happens if the MOTÖR keyboard is powered by the supplied power adapter.)
4. **MOTOR CONSISTENCY** – this concerns smoothness and mechanical noise reduction when controlling the motors. This menu lets you choose between consistency ON or OFF.

ENCODERS

1. **ACCELERATION** – changes the response curve of the encoder output from 0 (no acceleration), to 10 (maximum acceleration applied).
2. **LED RING MODE** – move an encoder to select it, and then choose from 5 different illumination modes of the LED ring: Single, Pan, Fan, Spread, Trim. Each encoder can have a different LED ring mode. Choose a display mode that suits your use of the encoders, for example you could be using some as trim controls, and some as pan controls.

KEYBOARD

1. **VELOCITY SENSITIVITY** – select from four keyboard sensitivity options (Off, Soft, Medium, and Hard). If OFF is selected, then you can adjust the FIXED VELOCITY from 0 to 127.
2. **KEY AFTERTOUCH** – select the desired aftertouch sensitivity from OFF, 1 to 10. Always select OFF if not needed (reduces MIDI traffic). The higher the aftertouch number you choose, the more extreme the variations in the aftertouch value as you change the pressure.

DEVICE

1. **FIRMWARE INFO** – displays the current firmware version.
2. **LCD CONTRAST** – changes the contrast setting of the LCD screen. The display can also be negative (setting 0).
3. **POWER SAVING** – allows you to switch on the same mode which is standard in USB bus power mode (if no power adapter is connected and power is provided from computer via USB). When ON, it disables fader motors, fader touch, and dims all LEDs and the display.
4. **BRIGHTNESS** – adjust the LCD backlight and LED brightness.
5. **RESET SETTINGS** – this will reset all presets and global settings. Caution: Use this carefully as all of your saved presets will be erased and the global settings set to their default factory value.

4.3 EDIT MENU

PRESETS

1. **SAVE/COPY PRESET** – save the current preset to its current number, or copy to a different number from 1 to 64.
2. **DELETE PRESET** – delete the current preset.
3. **RENAME PRESET** – rotate the DATA knob to select letters, then press to move to the next space. Repeat until the title looks good. Press the FWD button to save and exit.
4. **PRESET OVERVIEW** – lists all 64 preset locations (8 at a time), including “Empty” presets (free memory places). Turn the DATA knob to select, and press the knob to load a desired preset. Note: Empty presets cannot be loaded.
5. **SYSEX TX** – allows you to send ALL presets or a SINGLE preset to your computer via the USB connection. Use the DATA knob to select YES or NO.

ARPEGGIATOR

This only affects the keyboard, allowing keys that are pressed to be turned into tempo-synchronized sequences. The arpeggiator cycles through the notes being held by the user, in a certain order, based on the Style variable:

1. STYLE

1. **UP** – notes play from lowest held to highest, no matter what order keys are pressed.
2. **DOWN** – notes play from highest held to lowest, no matter what order keys are pressed.
3. **ORDER** – notes play in the order keys were pressed.
4. **INCLUDE** – notes play from lowest to highest and back down. End notes are re-triggered at the direction change.
5. **EXCLUDE** – notes play from lowest to highest and back down. End notes are not re-triggered at the direction change.
6. **RANDOM** – notes play in random order, no matter what order the keys are pressed (may include retriggering of notes).
7. **CHORD** – All held notes play at the same time (polyphonic). All notes play in a chord, and repeated according to the arpeggiator timing variables. All except CHORD are monophonic sequences.

2. GATE

NOTE GATE – select how long notes play by turning the DATA knob. The longer the gate time (shown in musical notation), the longer the notes are held. The display bar also indicates where the different note values (1/16T, 1/8, etc.) are placed.

3. RANGE

ARP SEQUENCE RANGE – adjusts the octave range of the arpeggiator notes. Range goes from 0 (only the pressed notes are repeated) to +3 (arpeggio notes go over +3 octaves).

4. SWING

ARP SWING AMOUNT - Swing moves the even notes in the sequence by a certain number of milliseconds. Higher values lengthen the interval between odd and even notes, even-to-odd intervals are correspondingly shortened.

5. SPLIT

ALL – the arpeggiator is applied to the entire keyboard, regardless of any split.

RIGHT SIDE ONLY – the arpeggiator is applied to the right hand side of the keyboard split.

LEFT SIDE ONLY – the arpeggiator is only applied to the left hand side of the keyboard split.

NOTE: RIGHT SIDE ONLY or LEFT SIDE ONLY only operate if the KEYBOARD SPLIT has been set to ON. See the KEYBOARD SPLIT section

PAD NOTE REPEAT

The pad note repeat function is selected by pressing the REPEAT button next to the pads. It allows you to hold down a pad, and trigger the note output multiple times, as long as the pad remains pressed. This menu allows you to adjust the pad note repeat effects.

1. **GATE** – the longer the gate time (shown in musical notation), the longer the repeat notes are held.
2. **SWING** – Swing moves the even notes in the Note Repeat sequence by a certain number of milliseconds.
3. **BUTTON BEHAVIOR** – toggles the REPEAT button between LATCH and MOMENTARY action.

TRANSCOPE

This shifts the keyboard note values up or down by semitones. Turn the DATA knob to change the value through a range of ± 12 semitones.

KEYBOARD SPLIT

This splits the keyboard’s MIDI output, allowing playback of multiple instruments (such as a bass on the left hand and strings on the right).

1. **SPLIT ON/OFF** – turns the keyboard split on or off and select the lower octave from -5 to +5.
2. **SET UP SPLIT** – select the split point of the keyboard by pressing the desired key on the keyboard. Then select the lower MIDI channel from 1 to 16, and select the lower octave from -5 to +5.

NOTE: The upper part uses the GLOBAL MIDI channel.

4.4 P.CHNG MENU

There are 2 options for this Program Change menu: PAD ASSIGN or SINGLE SEND

PAD ASSIGN

This menu assigns fixed program change commands to the pads. The following steps are available for each pad (in each PAD BANK):

1. Select PAD – press the PAD you would like to assign a program change command to.
2. MIDI OUT – select from USB+MIDI, MIDI, or USB.
3. MIDI CHAN – select the MIDI channel on which the program change command should be sent. Choose from 1 to 16, ALL, GLOBAL Channel, or OFF.
4. Select TYPE – you can send a simple program change command (PGM CHNG) or a program change in a specific sound bank (BANK+PGM CHNG).
5. Select MSB (if BANK+PGM CHNG had been selected in step 4).
6. Select LSB (if BANK+PGM CHNG had been selected in step 4).
7. Select NUMBER – (Program Change command 0-127).
8. Select FIX if a single specific sound should be sent out, INC or DEC if each pad press should step upwards or downwards in the sound bank.

After a program change command has been assigned to a pad using these options, it can be sent as follows: Press the P.CHNG button and press the pad (or the appropriate BANK and then the pad), and the command will be sent. You can also press other pads at this time. Press PRESET, GLOBAL, or EDIT buttons to return the pad to its original operation.

SINGLE SEND

This allows you to set up a single program change message and send it instantly to an attached DAW or synth. Follow these steps to set up a single send:

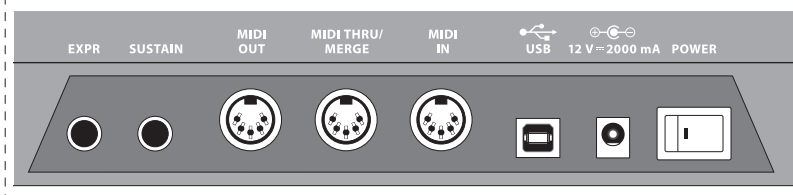
1. Select PGM CHNG, or BANK+PGM CHNG.
2. Select MIDI OUT port (USB+MIDI, MIDI, USB).
3. Select MIDI CHANNEL (1-16, ALL, GLOBAL CH, OFF).
4. Select MSB (if BANK+PGM CHNG had been selected in step 1).
5. Select LSB (if BANK+PGM CHNG had been selected in step 1).
6. Select NUMBER (Program Change command 0-127).
7. Press DATA knob to confirm, and press again to send this single program change command.
8. Press P CHNG button to return to the main menu, where you can make settings for an additional single program change to send out. Alternatively press PRESET (or any other MAIN MENU button, apart from P. CHNG) to return to the original pad operation.

5. Connections

Make sure that you use good quality connectors and connection cords, including the MIDI connections, footswitch connections and the USB cord.

Make all connections before turning on the power to your MOTÖR keyboard controller, and make sure it is always turned off first before unplugging anything.

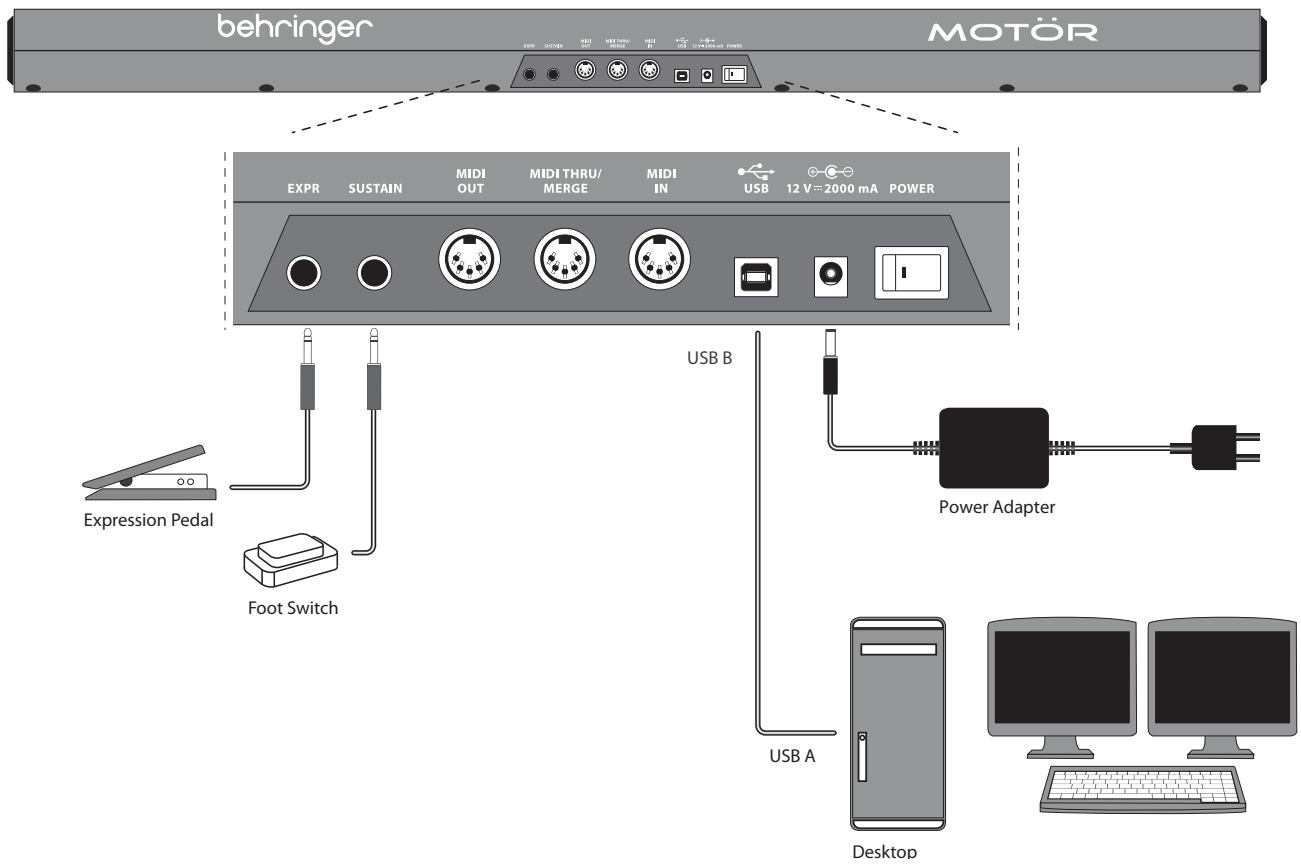
The MOTÖR keyboard controller can also be used without its power supply unit, just powered via the USB cable to your computer.



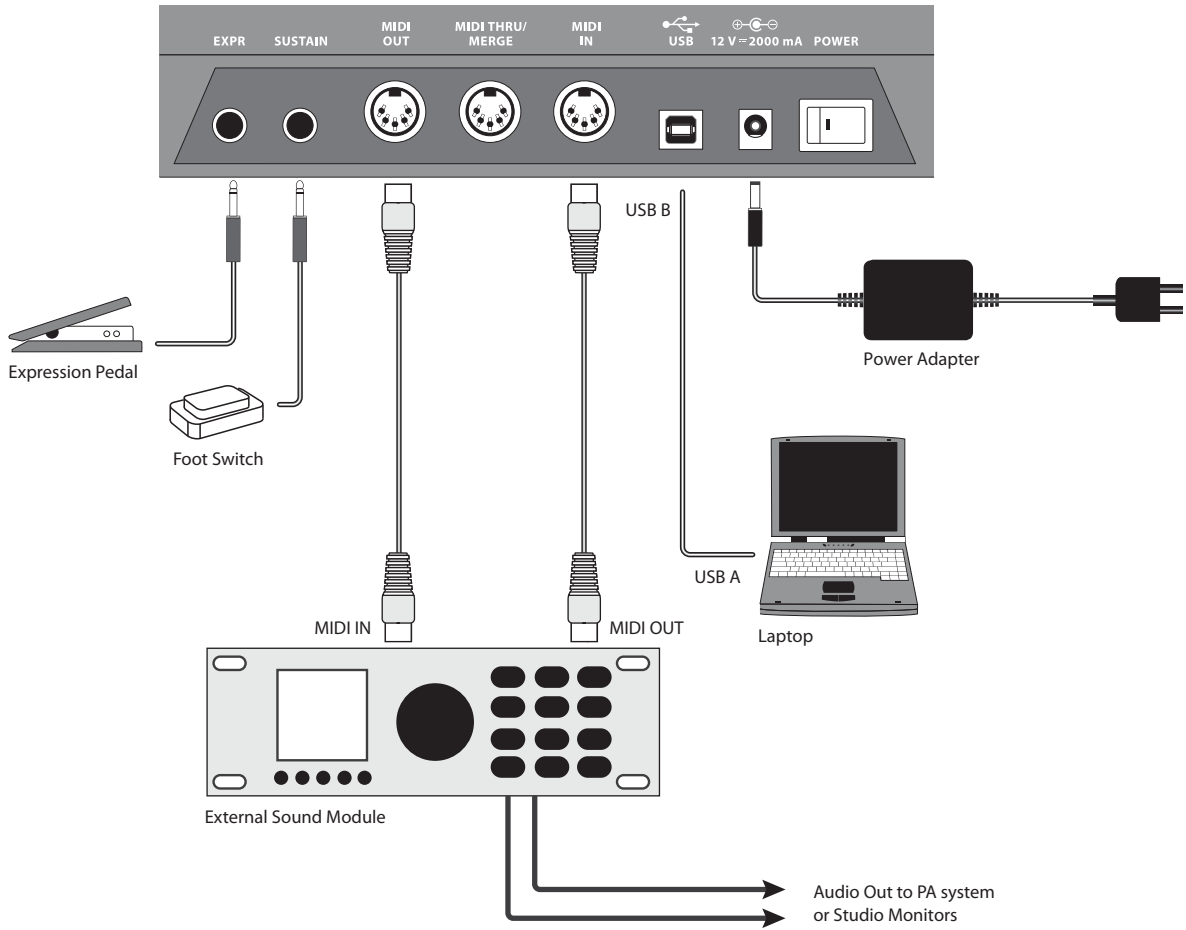
6. Applications

The diagrams below are examples of some typical basic systems.

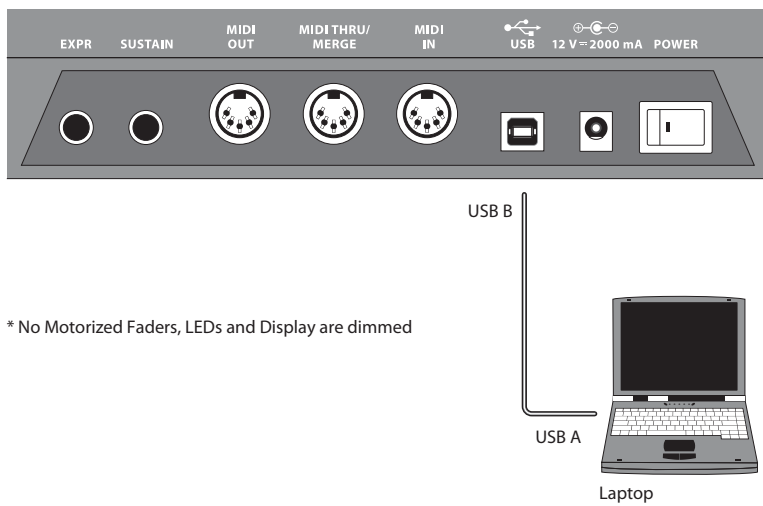
6.1 Studio System



6.2 Studio/ Live System



6.3 USB Powered Mode*



7. MC Mode Assignment Table

This table shows the operation of the various controls in MC mode. The silkscreened text on the MOTÖR top surface shows the standard MIDI operation, whereas some of the assignments change when you are using MC mode, such as the Fader Bank buttons and Encoder Bank buttons.

MOTÖR	MC
Faders 1-8	Faders 1-8
Master Fader (9)	Master Fader (9)
Encoders 1-8	V-Pots 1-8
Pads 1-8	No MC mode assignment (Pads keep the original assignments from the "Standard MIDI Mode")
Transport Section (<<, >>, Stop, Play, Loop, Rec)	Transport Section (<<, >>, Stop, Play, Cycle, Rec)
Sustain Pedal	User Switch 1 (rear input)
Expression Pedal	External Control (rear input)
Pitch Bend Wheel	No MC Mode assignment (keeps "Pitch Bend")
Modulation Wheel	No MC Mode assignment (keeps original assignment from "Standard MIDI Mode")
Fader Banks 1-8	V-POT Assign Track
Fader Banks 9-16	V-POT Assign Send
Fader Banks 17-24	V-POT Assign Pan/Surround
Fader Banks 25-32	V-POT Assign Plug-IN
Encoder Banks 1-8	V-POT Assign EQ
Encoder Banks 9-16	V-POT Assign Instrument
Encoder Banks 17-24	FADER BANKS Bank <
Encoder Banks 25-32	FADER BANKS Bank >
Pad Banks 1-8	No MC Mode assignment (same function as in "Standard MIDI Mode")
Pad Banks 9-16	No MC Mode assignment (same function as in "Standard MIDI Mode")
Pad Banks 17-24	No MC Mode assignment (same function as in "Standard MIDI Mode")
Pad Banks 25-32	No MC Mode assignment (same function as in "Standard MIDI Mode")
Keys + all other buttons/controls	No MC mode assignment

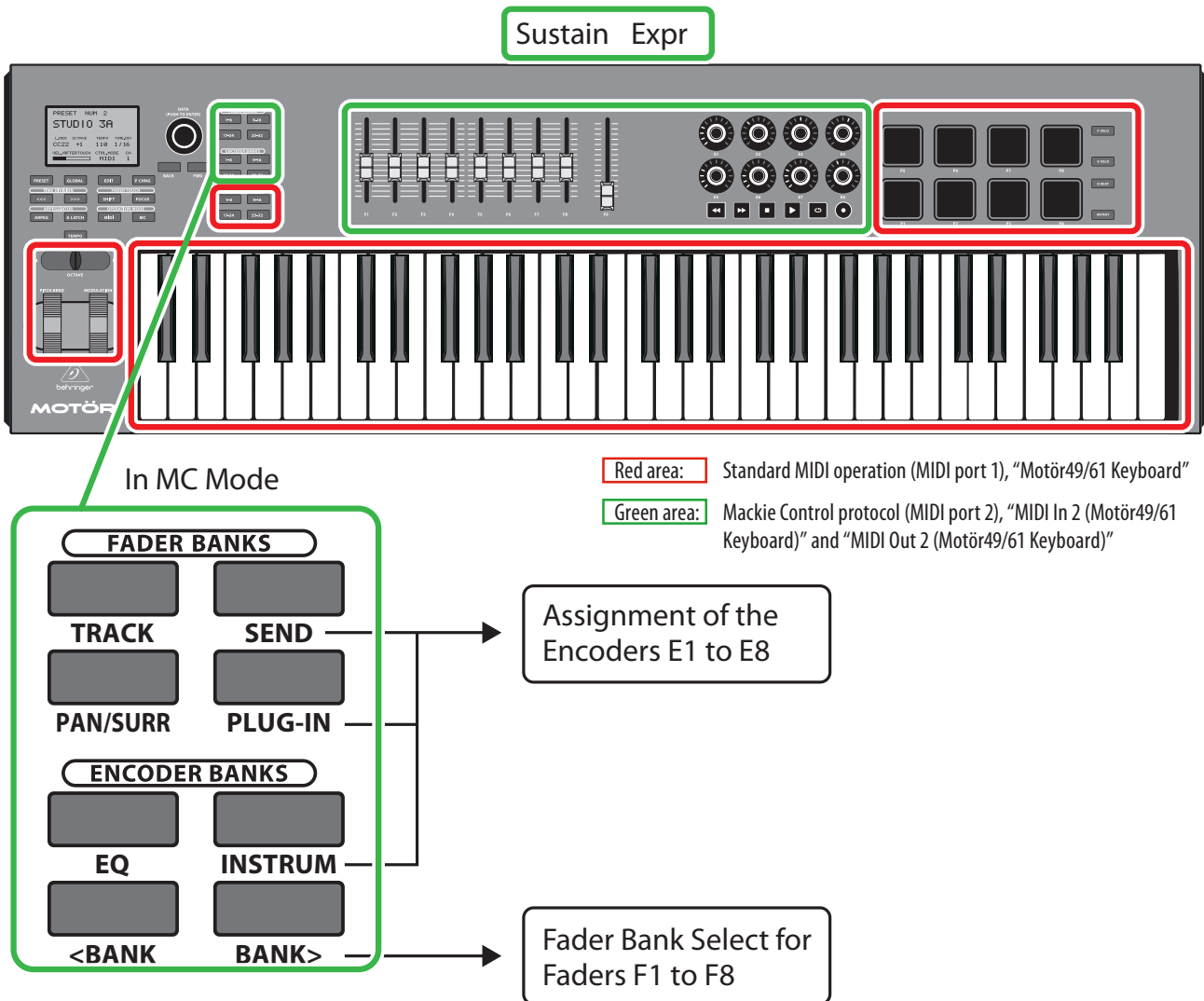
The actual MC-Mode functions of the Fader Bank buttons and Encoder Bank buttons are shown in the drawing on the next page:

8. How to use MC mode in your DAW

8.1 General Information:

Your MOTÖR Keyboard's MC mode supports concurrent use as a MIDI performance keyboard **and** remote controlling any MC-compatible (Mackie Control) DAW (digital audio workstation). MOTÖR achieves this by offering two separate USB MIDI devices to the computer's OS. The following guide explains how this combined MC mode is typically used.

Please note that some of the button labels, printed for standard MIDI keyboard use, deviate from their function when used in MC mode.

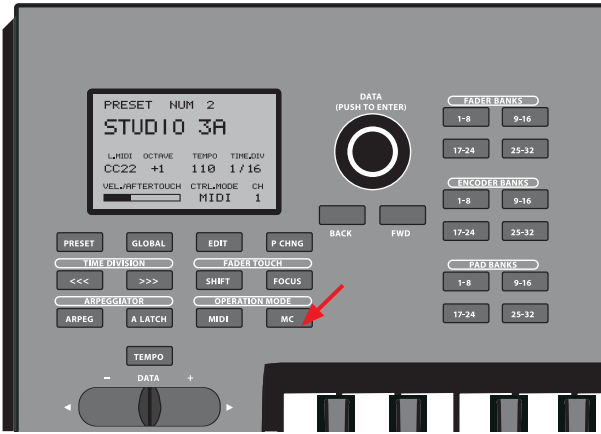


It is important to understand 4 steps for using the MC mode:

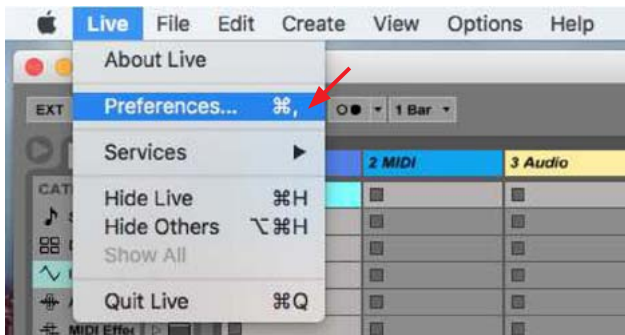
1. First switch the Operation Mode on your MOTÖR to "MC" (with USB connected to your PC)
2. Your DAW will show two separate MIDI devices (ports) related to MOTÖR (depends on your DAW)
3. The MC communication will always use the 2nd port, i.e. "MIDI In 2 (Motör Keyboard)" and "MIDI Out 2 (Motör Keyboard)"
4. When using the MOTÖR in MC mode, it is not recommended to toggle between MIDI and MC mode when you switch from song-mixing to instrument-playing and vice versa. Please keep MC mode active, which will transmit (keyboard) performance **and** MC commands concurrently.

8.2 Installation Example Ableton Live 9 (9.6.1) Mac OS X (El Capitan, 10.11.3)

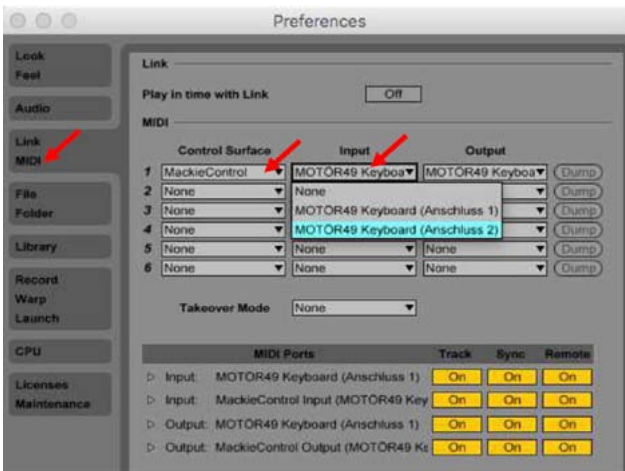
1. Power on your MOTÖR keyboard.
2. Connect it to your Mac via USB cable.
3. Press the MC button on your MOTÖR keyboard.



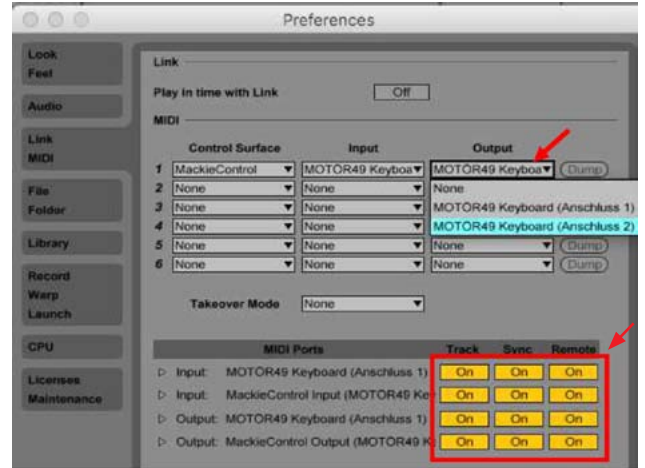
4. Start Ableton LIVE.
5. Select Live > Preferences...



6. Go to the MIDI tab.
- For "Control Surface" select MackieControl
 For "Input" select MOTÖR49 Keyboard (Anschluss 2) (Port 2)



7. For "Output" select MOTÖR49 Keyboard (Anschluss 2) (Port 2).
 Switch all MOTÖR-related MIDI Ports On.



8. Please note that MIDI tracks which have no instrument assigned will make no use of the faders. If you move it up on your MOTÖR, it will fall down again. If you insert an instrument, a virtual fader will appear on the screen which can be controlled from the MOTÖR hardware.

Now you can control your DAW as explained on section 8.1 (General Information).

An important note about motor fader control:

- ◆ For best operation with the motor faders, we recommend that you do not move more than 4 faders simultaneously, and that you should first touch the fader before you start moving. More details about the motor fader operation can be found in chapter 9.

Mixer View



Notes about the example above:

MIDI track 1

Has "Mk14 Simple Piano" assigned

Virtual fader is visible on the screen

Motor fader will work in MC mode (same operation as for audio tracks)

MIDI track 4

Has no instrument assigned

Only "MIDI meter" visible

Motor fader will not work in MC mode

(If you move fader 4 up on the MOTÖR, it will move back to its initial position)

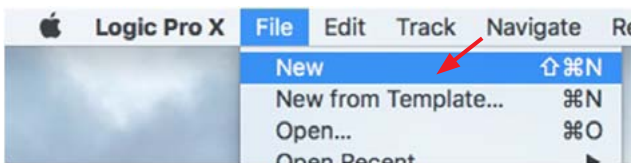
EN

8.3 Installation Example Logic Pro X (10.2.0), Mac OS X (El Capitan, 10.11.3)

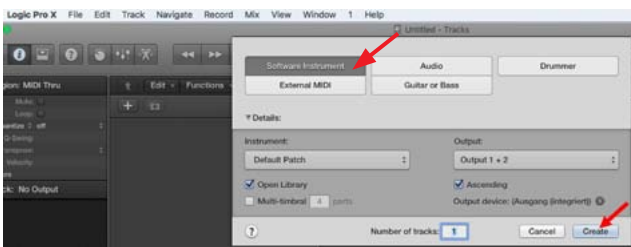
1. Power on your MOTÖR keyboard.
2. Connect it to your Mac via USB cable.
3. Press the MC button on your MOTÖR keyboard.



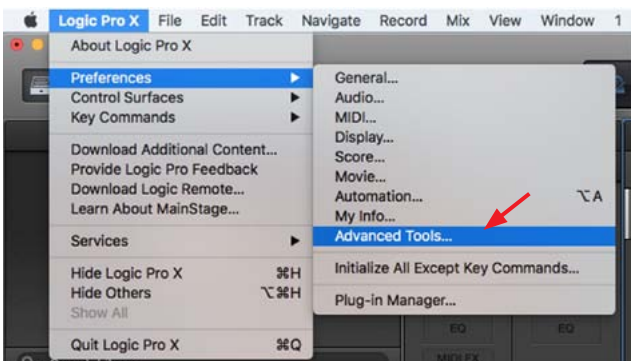
4. Start Logic Pro X.
5. Select File > New.



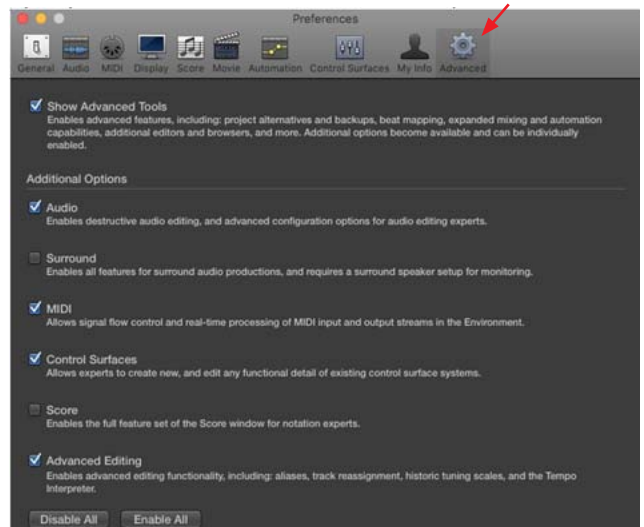
6. Select Software Instrument and press the Create button.



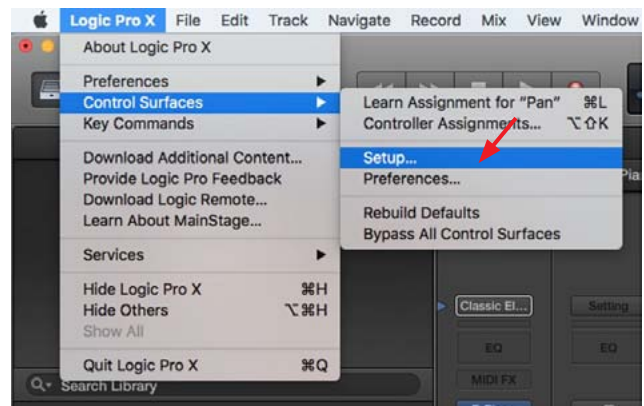
7. Go to Logic Pro X > Preferences > Advanced Tools ...



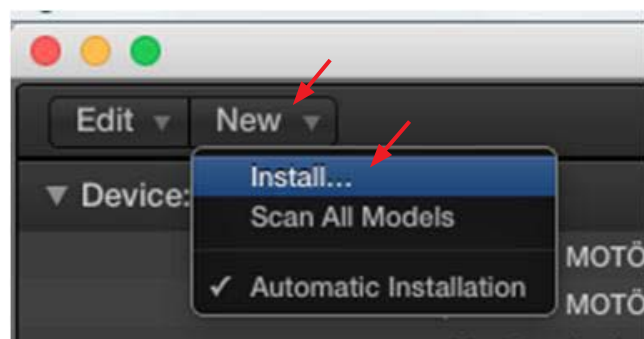
8. Open the Advanced tab and ensure that all checkmarks are set as shown in the screenshot, especially Show Advanced Tools, MIDI, and Control Surfaces. Finally close the window.



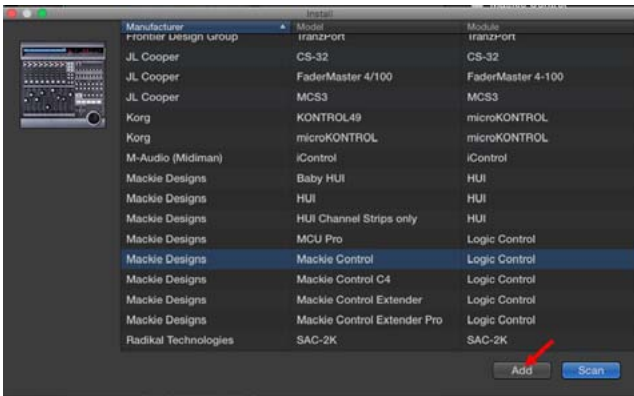
9. Open Logic Pro X > Control Surfaces > Setup...



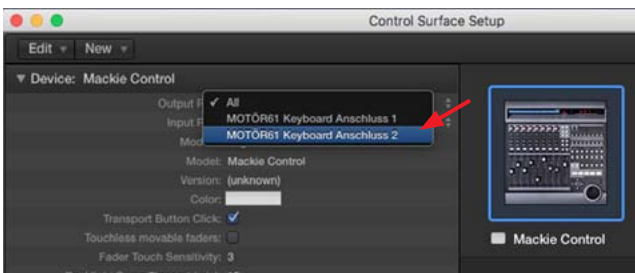
10. Then click on New > Install...



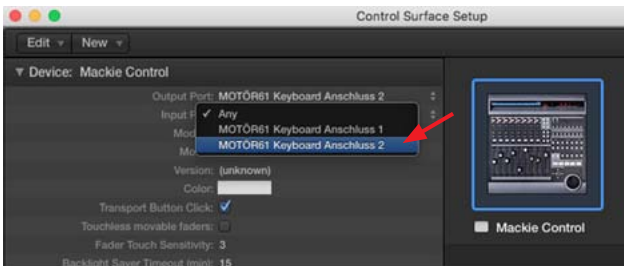
11. Select Mackie Designs > Mackie Control > Logic Control, press Add, and close the window.



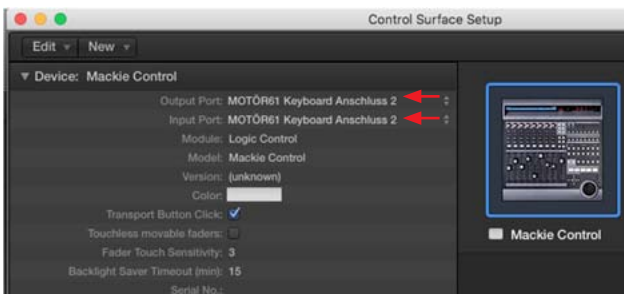
12. Now select on the left the Output Port:
MOTÖR61 Keyboard Port 2 (MOTÖR61 Keyboard Anschluss 2)



13. Now select on the left the Input Port:
MOTÖR61 Keyboard Port 2 (MOTÖR61 Keyboard Anschluss 2)



14. Finally it should look like this, then you can close the window:



Now you can control your DAW as explained in section 8.1 General Information.

There are various options to tailor the Mackie Control mode in LOGIC to suit your personal preferences, while working with MOTÖR. Details can be found inside the Control Surface Setup window of LOGIC.

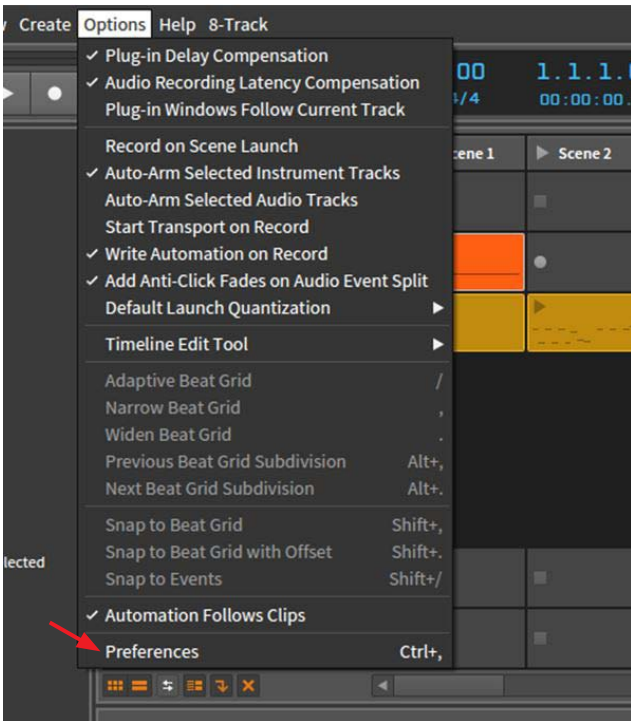
Please note that latest LOGIC versions do not display the MIDI keyboard (MIDI port 1), even though it is connected.

8.4 Installation Example Bitwig 8-Track (1.3.4) (Windows 7, 64-bit)

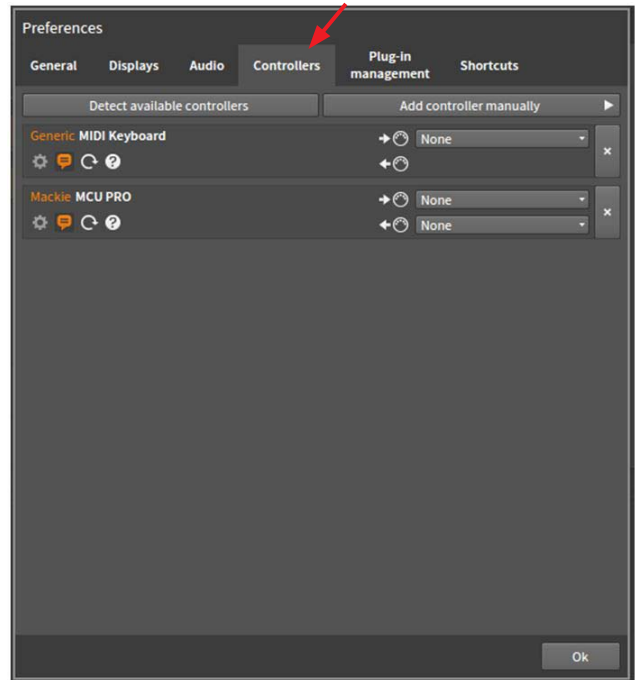
1. Power on your MOTÖR keyboard.
2. Connect it to your PC via USB cable.
3. Press the MC button on your MOTÖR keyboard.



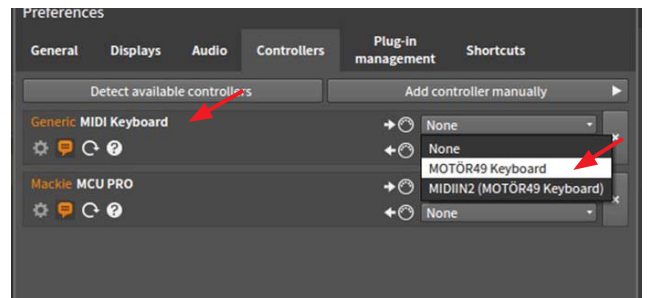
4. Start BITWIG.
Now follow the screenshots below to assign your MOTÖR keyboard:
5. Go to Options > Preferences:



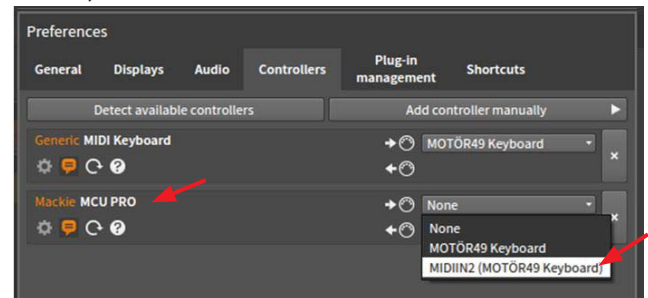
6. Go to Preferences > Controllers:



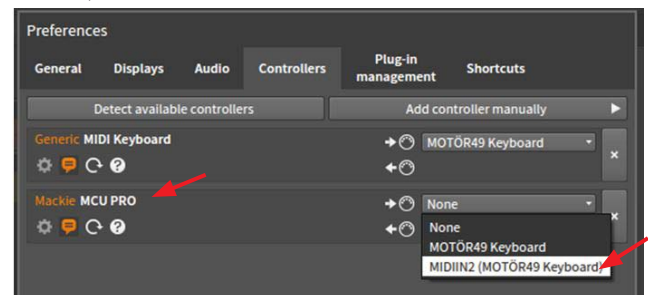
7. Select for the Generic MIDI Keyboard, the MOTÖR49 Keyboard (1st entry).



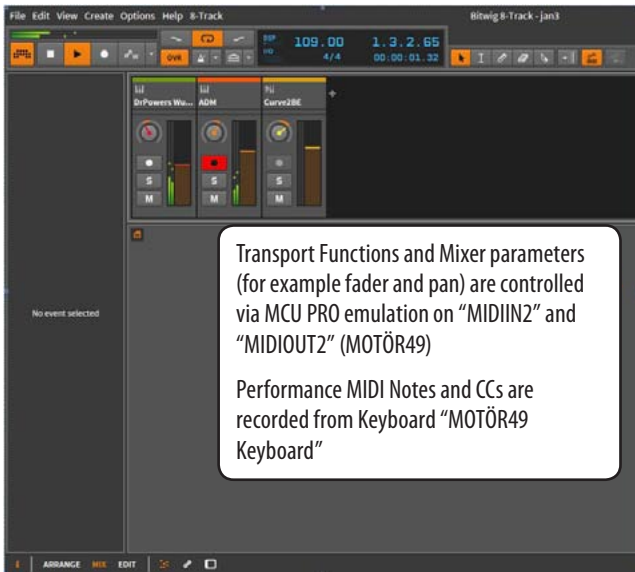
8. Select for the Mackie MCU PRO Input, the MIDIIN2 (MOTÖR49 Keyboard) (2nd entry).



9. Select for the Mackie MCU PRO Output, the MIDIOUT2 (MOTÖR49 Keyboard) (2nd entry).



10. Finally all the assignments are done



Now you can control your DAW as explained in section 8.1 General Information.

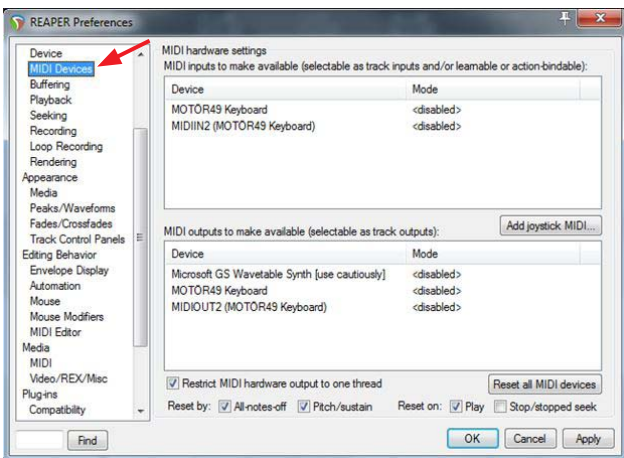
8.5 Installation Example Reaper (5.1) Windows 7 (64-bit)

1. Power on your MOTÖR keyboard.
2. Connect it to your PC via USB cable.
3. Press the MC button on your MOTÖR keyboard.

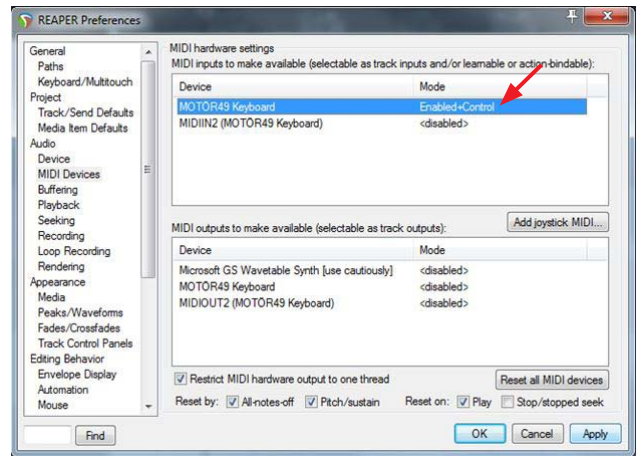


4. Start REAPER.
- Now follow the screenshots below to assign your MOTÖR keyboard:

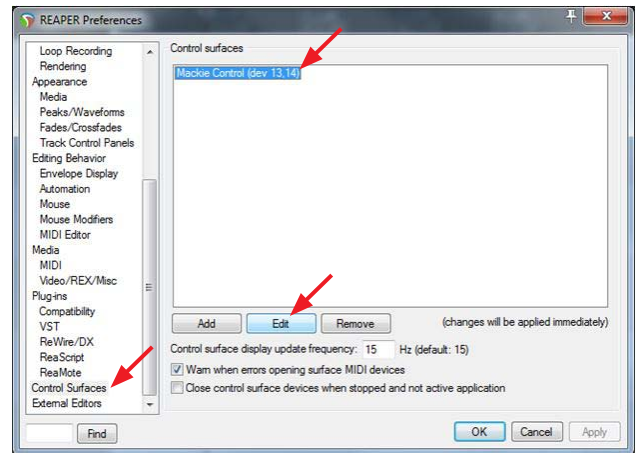
5. Go to Preferences > MIDI Devices:



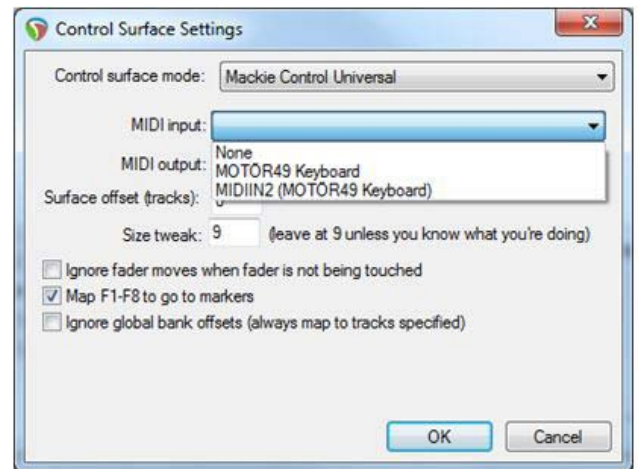
7. The MOTÖR49 Keyboard will be shown as Enabled<Control>:



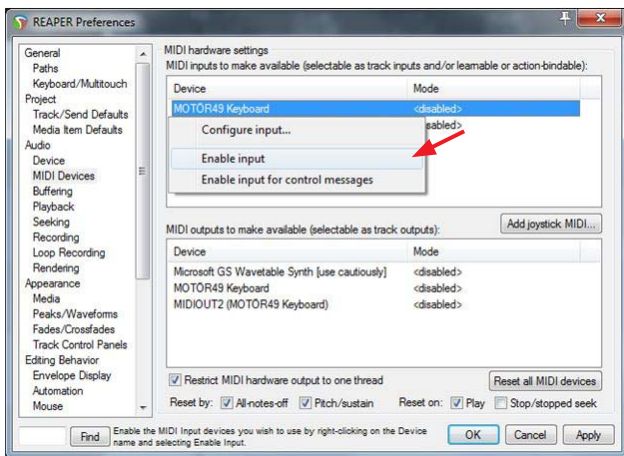
8. Go to Preferences > Control Surfaces > select Mackie Control and press the Edit button:



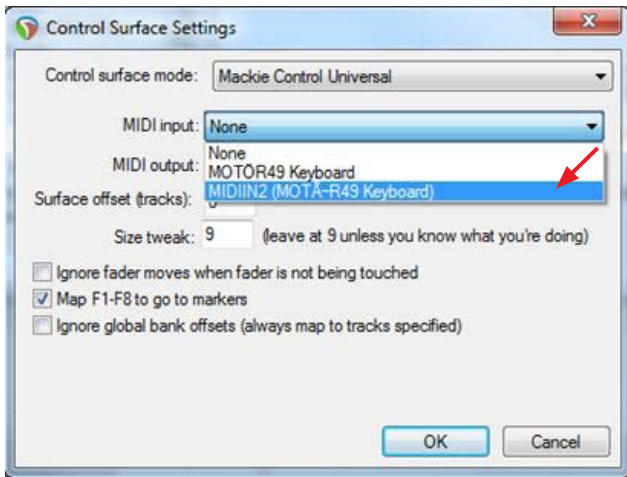
9. Select MIDI input and output for the Mackie Control surface mode:



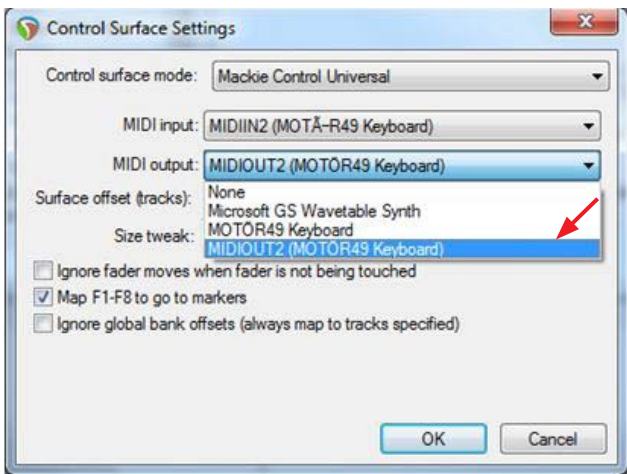
6. Select MOTÖR49 Keyboard > Enable Input:



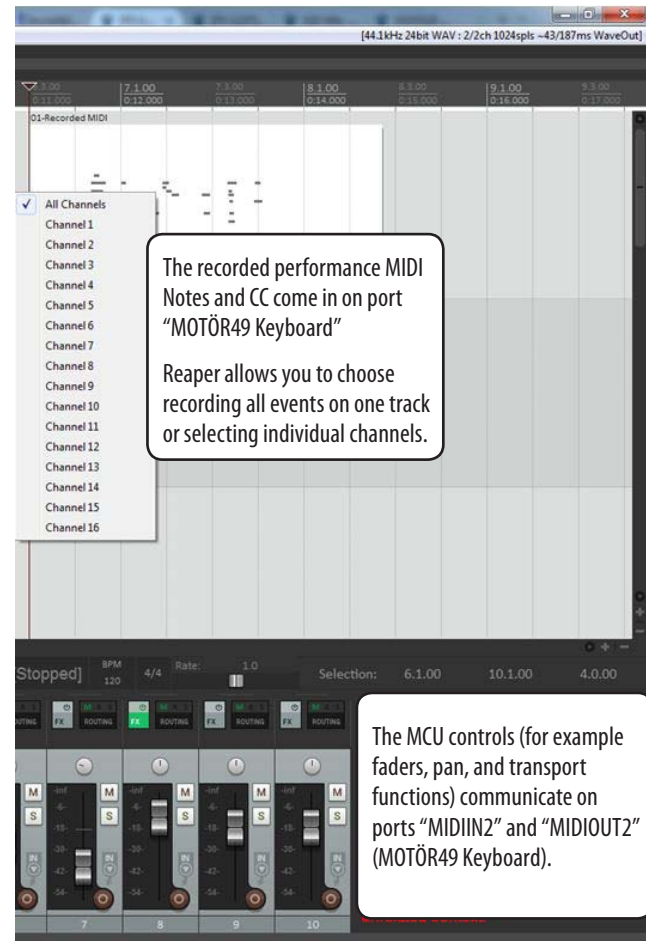
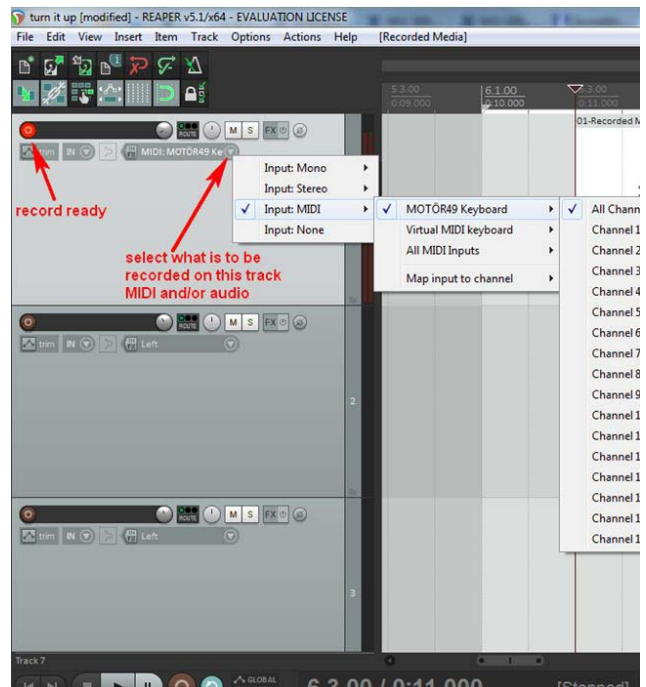
10. Select for the MIDI input > MIDIIN2 (MOTÖR49 Keyboard):



11. Select for the MIDI output > MIDIOUT2 (MOTÖR49 Keyboard):



12. Finally all assignments are done.



Now you can control your DAW as explained in section 8.1 (General Information).

9. How to make the best use of motor faders

9.1 General Information:

Your MOTÖR Keyboard offers 8 + 1 touch-sensitive motor faders.

It is important to understand that compatible DAW applications will expect 3 separate MIDI events for properly reacting to a fader move:

1. Touch-ON event indicating that a finger is touching a specific fader (e.g. for switching from automation read to write mode).
2. Some double-precision value changes representing the fader position.
3. Touch-OFF event indicating that the finger is no longer touching the fader (e.g. for switching back to automation read mode).

Your MOTÖR keyboard can be used in two fundamentally different operation modes: "MIDI" and "MC."



As the MC mode relies on 100% compatibility to the Mackie Control protocol, there is no way of editing or changing any of the MIDI assignments. Everything is predefined in the protocol.

However, the MIDI mode allows full editing of all controller assignments, in order to fully customize the MOTÖR behavior to your requirements.

The Mackie Control protocol "MC" mode uses MIDI note on/off events assigned to the fader touch on/off events, and this is also the default setting in "MIDI" mode. Refer to section 9.3 below, where switching the fader touch event off is described as an example.

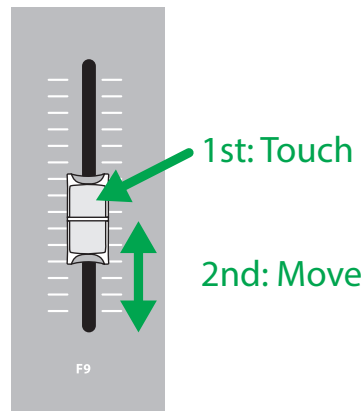
By default, the touch command is assigned to MIDI note on/off. This will be required in MC mode (following the Mackie Control protocol), and can also be used in standard MIDI mode.

Generally, the behavior of the motor faders is the same for MIDI mode and MC mode.

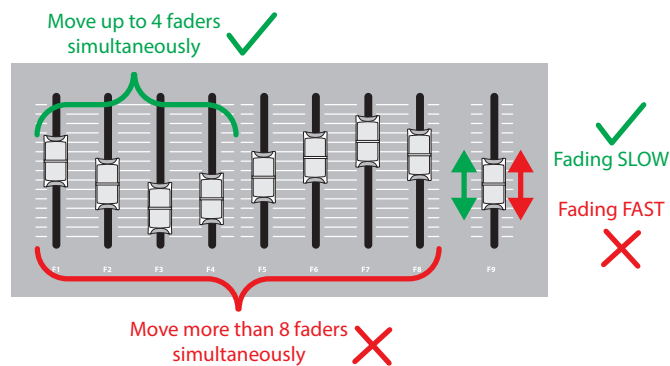
While in MIDI mode, you have to do all MIDI assignments yourself; in MC mode you can control any DAW which offers "Mackie Control" as a Control Surface, by simply assigning it to the MOTÖR I/O ports.

(How to assign the MOTÖR in a DAW using the MC mode is described in chapter 8 of this manual.

9.2 Working with the motor faders (in MC mode)



When you move a fader, you should first touch the fader cap to announce a possible fader move to the DAW, before actually starting the movement. Without this announcement, the motor might try to "fight" against your movement in order to keep the DAW's current fader position. Once the DAW has realized that a fader will be moved (i.e. switching from automation read to write mode) the motor is released for following your finger easily.



When you move a fader, try to do it slowly. Smooth fades are more musical than hard cuts or level jumps. Please consider that fast movements and moving many faders at a time may increase the risk that some of the MIDI data gets lost in transmission. This may result in lagging fader updates or even temporarily wrong fader positions in the DAW. Since the DAW owns the control of motor faders, these might flip back to their position in the DAW.

- ◆ You will have the best results with slow movements on no more than 4 faders at a time. Note: This recommendation is valid for both MIDI and MC operation modes.

9.3 Switching off the fader touch command in standard MIDI mode:

Let us look at how we can edit the MIDI assignments for one specific control event, for example, the Fader Touch event.

In case you don't want to use this function, you can re-assign the touch command to a different MIDI command (CC), change the MIDI channel, or just switch off the function by setting the MIDI channel to OFF. The following steps describe how this is done based on the factory DEFAULT preset:

1. Please press the MIDI button as the OPERATION MODE.
2. Now press the GLOBAL button.



3. Now select by turning/pushing the DATA knob (push encoder):
1. MIDI > 4. CHANGE CONTROL.



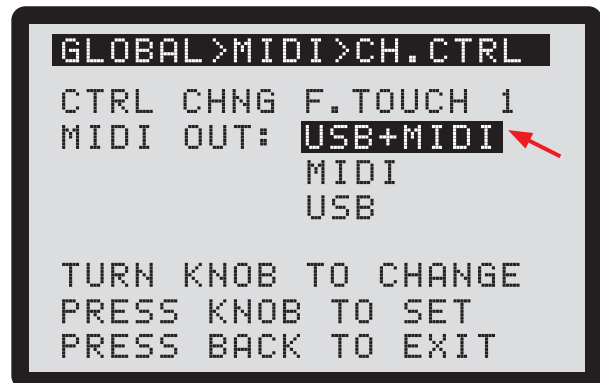
4. The display now says "(WAITING ...)" as it waits for you to select a control in the next steps:



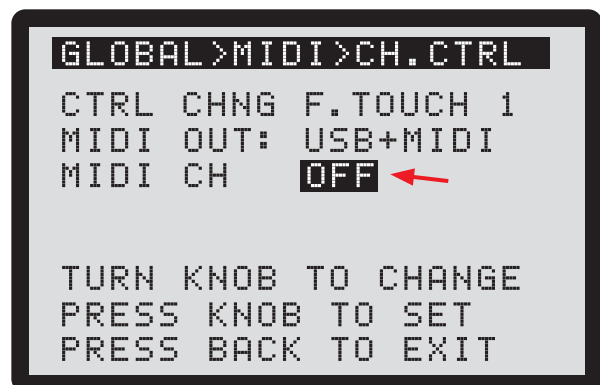
5. Press the FADER BANK button of the fader which you would like to modify, for example "1-8."
6. Now touch (but do not move) the desired fader, for example "F1."
7. The display will indicate "FADER TOUCH 1."



8. Press the DATA knob (push encoder) to accept and go on to the next step.
9. The display now shows "MIDI OUT: USB+MIDI" which needs no change, so press the DATA knob.



10. The display now shows "MIDI CH" > turn the DATA knob to select "OFF" and press the DATA knob.



11. Now press the DATA knob 6 times until "SUCCESS" is indicated.
12. Now you can press the FWD button for assigning the next fader knob, or press BACK to exit from the menu.



13. When you have finished turning off the fader touch to all the faders, you must now save this as a new preset. See chapter 10 for more details. If you do not save it, then your settings will be lost as soon as you load a different preset.



Notes:

- ◆ If you would like to assign "Fader 24" for example, you have to press the FADER BANK button "17-24" in step 5 above, and touch the 8th fader "F8" in step 6 (which represents fader 24). Now (in Step 7) the display will show "FADER TOUCH 24."
- ◆ If you want to remove the touch command for all 32 channel faders, you have to repeat the above steps for each fader individually.
- ◆ Although there is a Global command for turning the fader touch On or Off (GLOBAL>FADERS>TOUCH ON/OFF), this will affect both MIDI and MC modes, so you will lose the fader touch operation in MC mode.

10. Using Presets

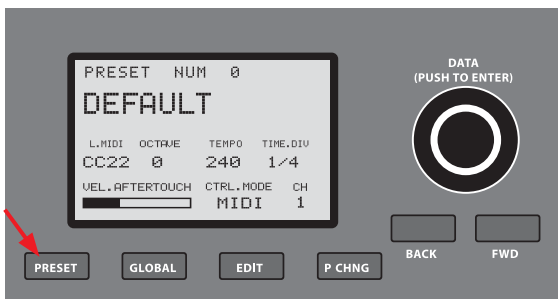
The menu displays allow you to select and make adjustments to the parameters of your MOTÖR keyboard controller, and to customize it to suit your preferences. The Preset features allow you to save your settings and recall them at any time. The following procedures describe how to save, recall, delete, and rename presets.

◆ **Note that the presets contain the internal settings that you make using the MOTÖR display menu structure, and do not contain any settings that you make within your DAW. (These would be created and saved using your DAW's own preset load/save functions.)**

Initially, the MOTÖR keyboard comes with one DEFAULT factory preset, and 64 empty memory spaces where your user presets can be saved. The DEFAULT factory preset is 0, and the user presets are numbered 1 through 64.

10.1 Quickly Loading Presets

1. Press the PRESET button to show the main display and the currently loaded preset. This one is the DEFAULT preset 0.



2. To scroll through the available presets, press the DATA knob, and then rotate it. All available previously-stored presets will be shown as you rotate the knob, including the DEFAULT preset 0. Note that you cannot scroll through empty presets, and they are not shown. So if you have not made any presets, then only the DEFAULT preset will be shown. When you reach a desired preset, press the DATA knob again and it will be quickly loaded.



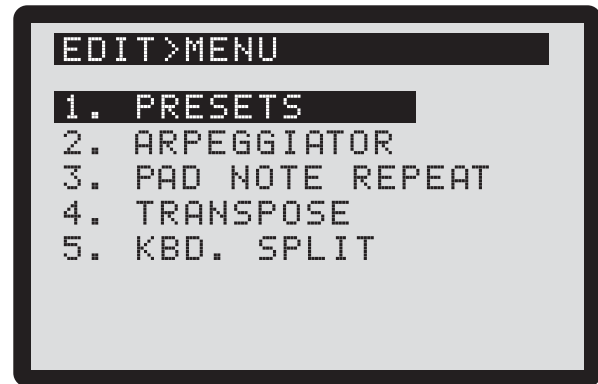
◆ **The use of the PRESET button and the DATA knob is the recommended way to load presets. (There is another way if you are in the EDIT>PRESETS>PRESET OVERVIEW menu, but this first method is the easiest.)**

10.2 The EDIT>PRESETS Menu

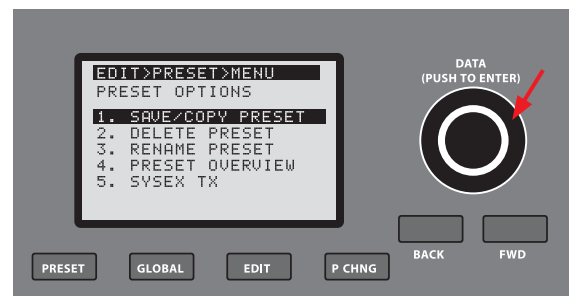
1. Press the EDIT button to enter the EDIT menu.



2. The display will show 5 menu items:



3. Rotate the DATA knob to highlight item 1. PRESETS, and press the DATA knob to bring up the PRESETS menu. This is the main edit menu for working with presets, allowing you to save, copy, delete, rename, and so on. These features are described in the following pages.



10.3 Saving your first Preset

When the keyboard is new and straight out of the box, it will have just the DEFAULT preset 0 loaded into memory. This preset cannot be erased, renamed, or renumbered, so you will always have something to fall back on.

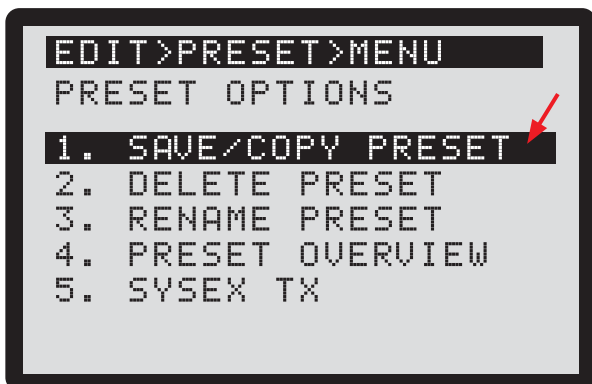
If you have used the keyboard for awhile and made some adjustments, for example, you might have changed the color of the drum pad LEDs, or adjusted some of the fader positions, then the current settings of the MOTÖR are now the DEFAULT preset plus your changes.

To save these settings as a new preset:

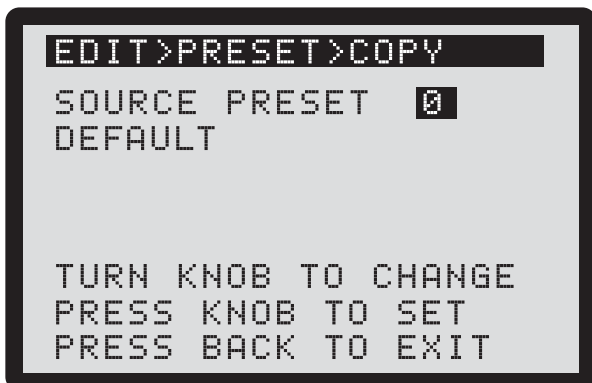
1. Press the EDIT button, and rotate the DATA knob to highlight item 1. PRESETS. Press the DATA knob to bring up the PRESET menu.



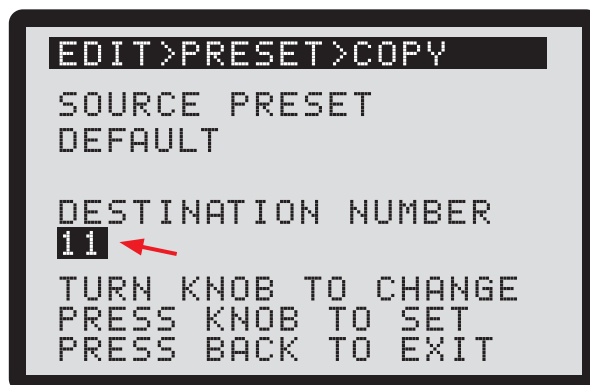
2. Rotate the DATA knob to highlight item 1. SAVE/COPY PRESET, and press the DATA knob to bring up the next menu.



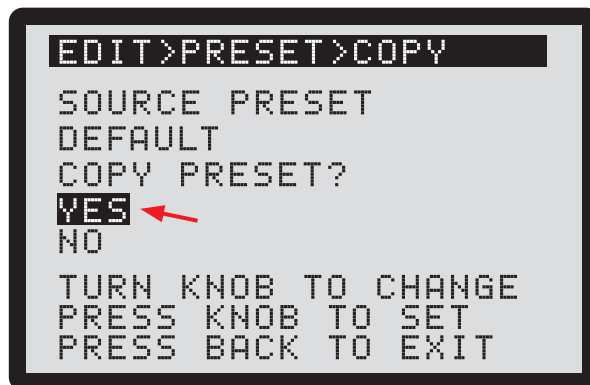
3. In the example below, no presets have been made before, and so only the DEFAULT preset 0 is shown. Press the DATA knob to select Preset 0 as the SOURCE.



4. Rotate the DATA knob and choose the number for your new preset as the DESTINATION, then press the DATA knob to select. In this example, we have chosen the new preset to be 11.



5. Rotate the DATA knob to choose YES or NO, then press the DATA knob to select. (If the destination already had a preset, then the message below would read "OVERWRITE?" instead of "COPY PRESET?")



6. Success!



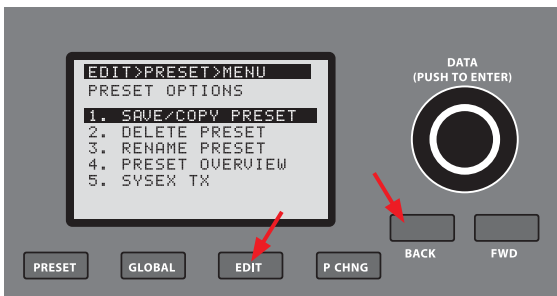
7. The new preset has been saved as PRESET 11, with the name DEFAULT. This preset is in effect a copy of the DEFAULT preset with the extra changes you have made. Now you can use the RENAME menu to change its name, as shown below in section 10.5.

10.4 Updating an existing Preset

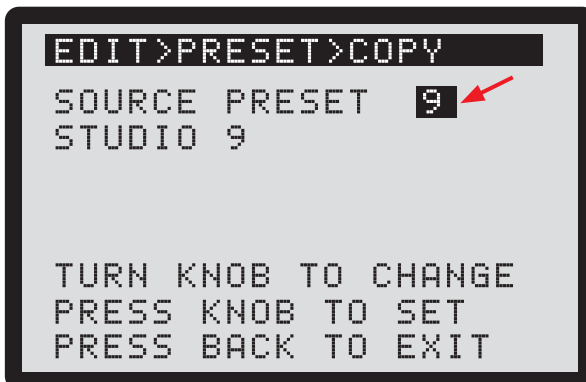
If you load a preset and make changes to some of the parameters, you can update this preset and overwrite it. For example, suppose we have loaded preset 9, and then made some changes to the MOTÖR parameters and want to update it:



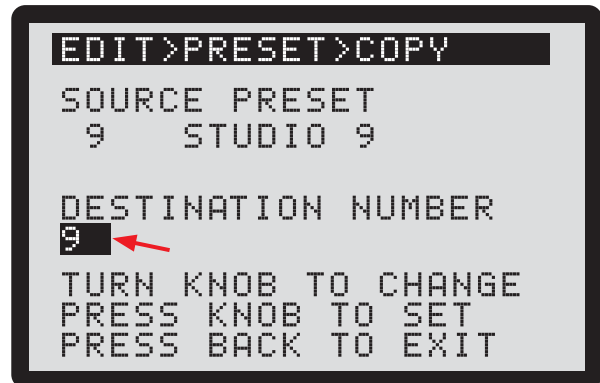
1. Return to the main preset EDIT>PRESET>MENU by either pressing the BACK button a few times, or press the EDIT button and select the PRESET menu.



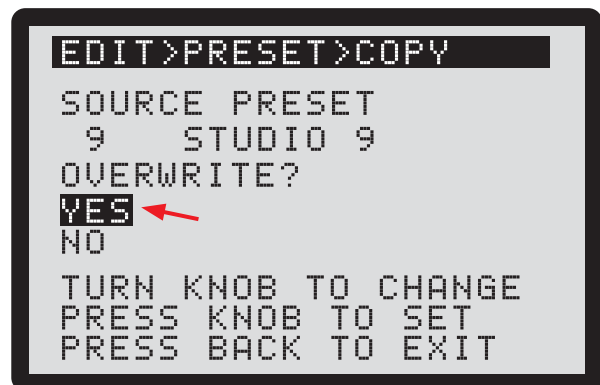
2. Rotate the DATA knob to highlight item 1. SAVE/COPY PRESET, and press the DATA knob to bring up the next menu.
3. Rotate the DATA knob and choose the number of your currently loaded preset as the SOURCE PRESET (in our case 9). Press the DATA knob to select.



4. Rotate the DATA knob and choose this same preset number to be the DESTINATION NUMBER. Press the DATA knob to select.



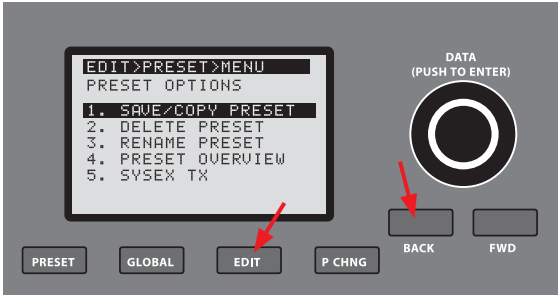
5. Rotate the DATA knob to choose YES or NO, then press the DATA knob to select.



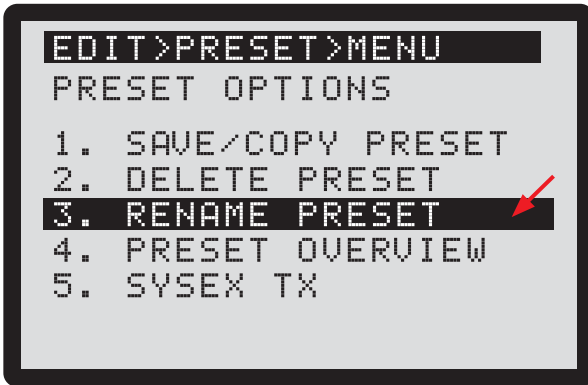
6. Success!
 7. Now this preset 9 is updated with your new adjustments, overwriting the original with the same name.
- ◆ If you liked the original preset 9 and wanted to keep it, you could have chosen a different destination in step 4, instead of overwriting the original. (Then, after step 6, you would also need to rename the new preset to be different from your original.)

10.5 Renaming a Preset

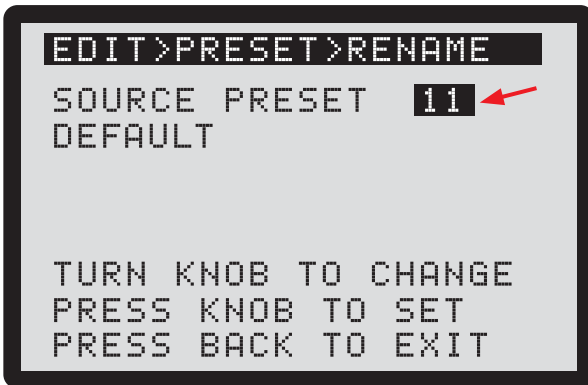
- Return to the main preset window by either pressing the BACK button a few times, or press the EDIT button and select the PRESET menu.



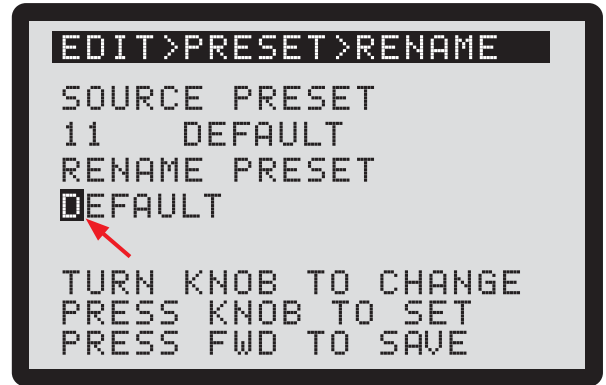
- Rotate the DATA knob and scroll down to item 3. RENAME PRESET, then press the DATA knob to select.



- Rotate the DATA knob to select the preset you would like to rename, then press the DATA button to select it. In the example below, we have chosen preset 11 that we made previously. (Empty presets cannot be renamed.)



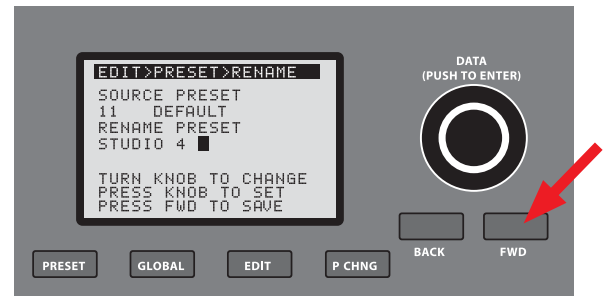
- The first letter of the preset will be highlighted (in this example the D in DEFAULT).



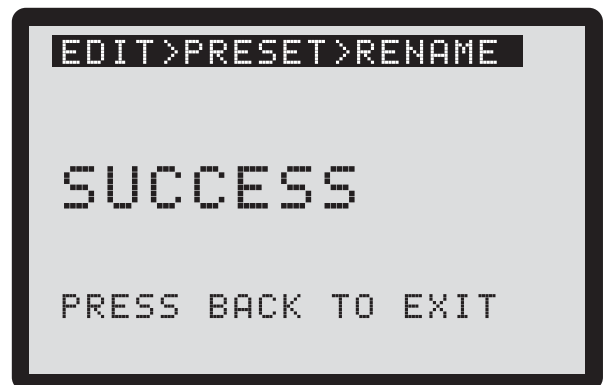
- Rotate the DATA knob to move to a letter that you want to change, and then press the DATA knob to select this highlighted letter.
- Rotate the DATA knob to scroll through special characters, numbers, and the alphabet:
Blank space,!"#\$%&'()*+,-./ 0123456789 ;:<=>? A to Z.
To get to a blank space, rotate the DATA knob fast counter-clockwise. To get to Z, rotate it fast clockwise. Names up to 10 characters long can be created.
- When you reach a letter you like, press the DATA knob to set, and turn the knob to move to the next character in the preset name to change.
- Repeat steps 5, 6, and 7 until you are happy with the name of the preset, then you must press the FWD button to save it.



If you forget to press FWD then the new name will not be changed.

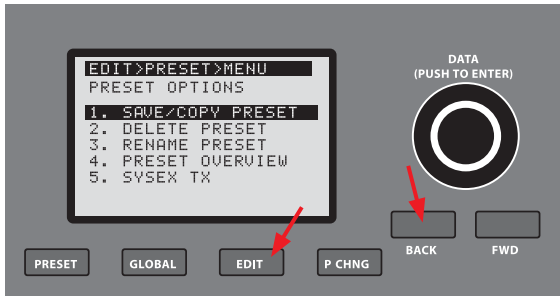


- Success! The new name has been saved. In our example, preset 11 has changed from DEFAULT to STUDIO 4.

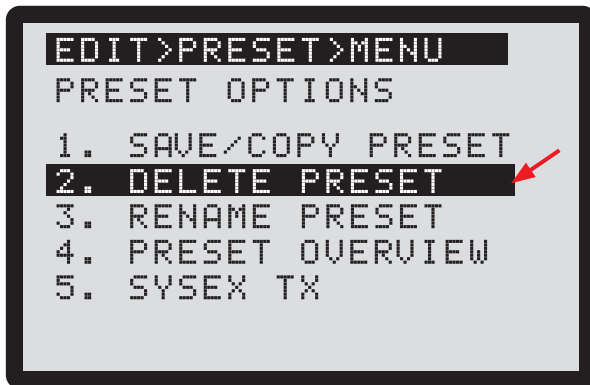


10.6 Deleting a Preset

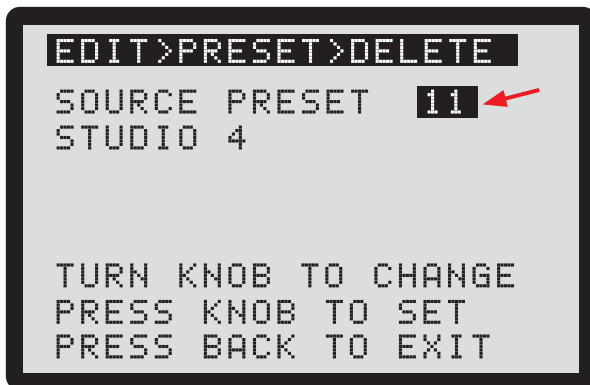
- Return to the main preset window by either pressing the BACK button a few times, or press the EDIT button and select the PRESET menu.



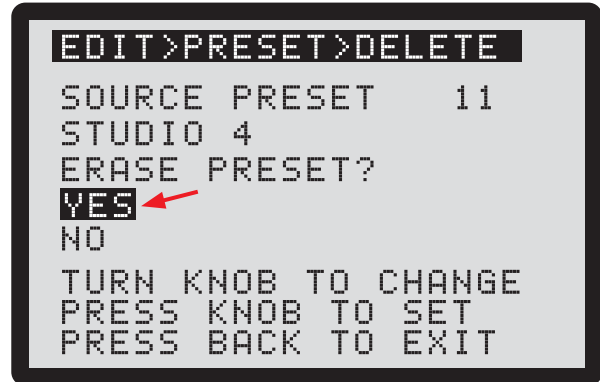
- Rotate the DATA knob and scroll down to item 2. DELETE PRESET, then press the DATA knob to select.



- In this example, we will delete preset 11. The DEFAULT preset 0 cannot be deleted, and so it does not appear as an option.



- If you had more than one preset, then rotate the DATA knob to scroll through the available preset numbers until you find the one you want. Then press the DATA knob to select it. A verification page appears just to make sure you really want to delete the preset.



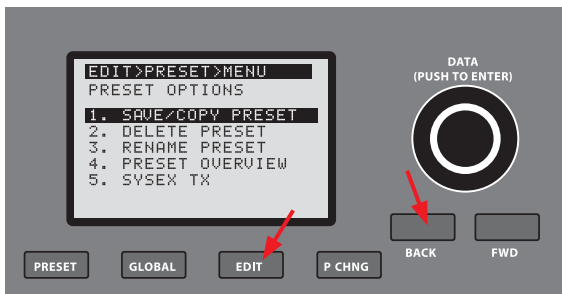
- A "DELETING" message is shown, then it will show "DELETE OK"



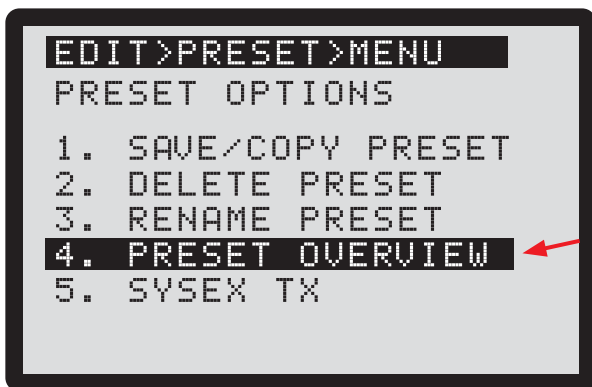
10.7 Preset Overview Menu

A list of all the presets is available from the Preset Overview menu. This menu also allows you to select and load a preset directly.

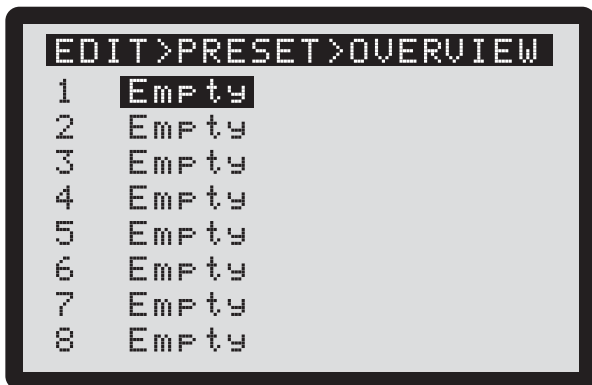
1. Return to the main edit preset window by either pressing the BACK button a few times, or press the EDIT button and select the PRESET menu.



2. Rotate the DATA knob and scroll down to item 4. PRESET OVERVIEW, then press the DATA knob to select.



3. If you have not stored any presets before, or have just deleted them all, or did a RESET (Global>Device>Reset Settings) then the preset list will show them all EMPTY. Rotate the DATA knob to view all the presets from 1 to 64.



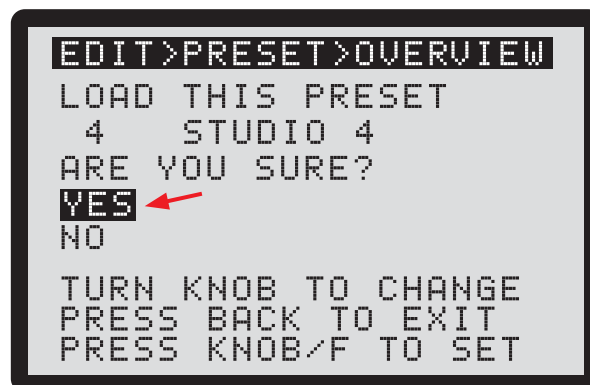
4. If you have stored some presets before, then they will be shown in the list. In this example, there are 8 presets called Studio 1 to 8. The highlighted number in the left column is the currently-loaded preset. The highlighted preset name is the preset currently selected by the DATA knob.



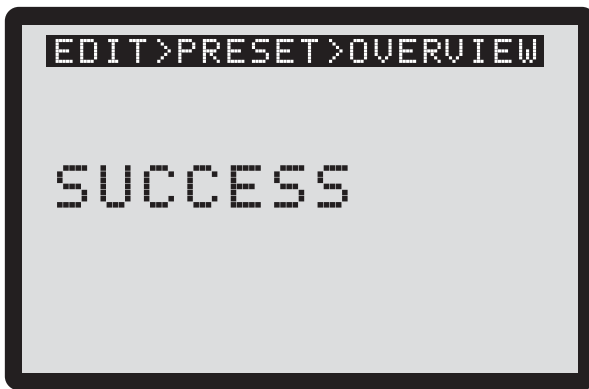
5. If you want to load one of these presets to become the current preset, rotate the DATA knob to highlight the preset you want. In this example, the currently loaded preset is preset 1 (number 1 is highlighted in the left column). The preset about to be loaded is preset 4, (Studio 4 is highlighted in the right column).



6. Press the DATA knob to select it, then a confirmation message appears.



- Success! Preset 4 is loaded as the current preset.



11. Specifications

Global

Display	Backlit LCD
Menus	Preset, Global, Edit, Program Change
Presets	64 user presets
Modes	MIDI or Mackie Control (MC)

Controls

Keyboard	49 or 61 semi-weighted full-size keys, with velocity and aftertouch
Encoders	8 rotary controls with LED collar
Faders	9 motorized faders, 60 mm, touch-sensitive
Pads	8 backlit pads with velocity and pressure sensitivity
Modulation	Wheel
Pitch Bend	Wheel
Transport	Backlit buttons (REW, FWD, STOP, PLAY, LOOP, REC)

Connectors

MIDI In/Out/Thru	5-pin DIN
Expression	¼" TS
Sustain	¼" TS
USB	USB 2.0, type B

Power Supply

Type	12V AC/DC adapter or USB powered
Power consumption	18 W max.
USB powered	400 mA
Adapter powered	2 A

Physical

MOTÖR 61

Dimensions (H x W x D)	88 x 996 x 305 mm (3.5 x 39.2 x 12.0")
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MOTÖR 49

Dimensions (H x W x D)	88 x 831 x 305 mm (3.5 x 32.7 x 12.0")
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MOTÖR 61

Weight	7.1 Kg (15.7 lbs)
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MOTÖR 49

Weight	6.1 Kg (13.4 lbs)
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FEDERAL COMMUNICATIONS COMMISSION COMPLIANCE INFORMATION



Responsible Party Name: **MUSIC Group Services NV Inc.**

Address: **5270 Procyon Street
Las Vegas, NV 89118
USA**

Phone Number: **+1 702 800 8290**

MOTÖR 61 / MOTÖR 49

complies with the FCC rules as mentioned in the following paragraph:

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

This device complies with Part 15 of the FCC rules. Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation.

Important information:

Changes or modifications to the equipment not expressly approved by MUSIC Group can void the user's authority to use the equipment.

Dedicate Your Life to Music