

ROBOTIC BEAN



MT-1
METROTONE
UTILITY

User Guide

Version 2.0

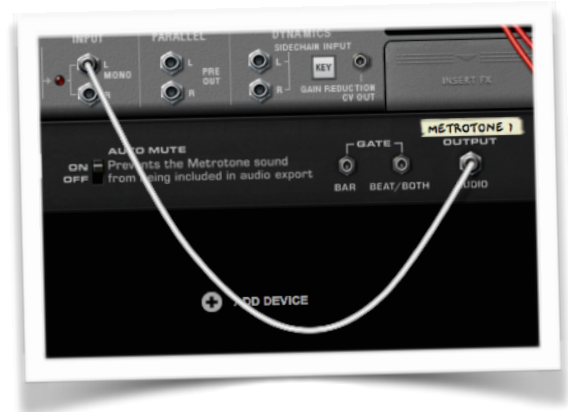
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QUICKSTART

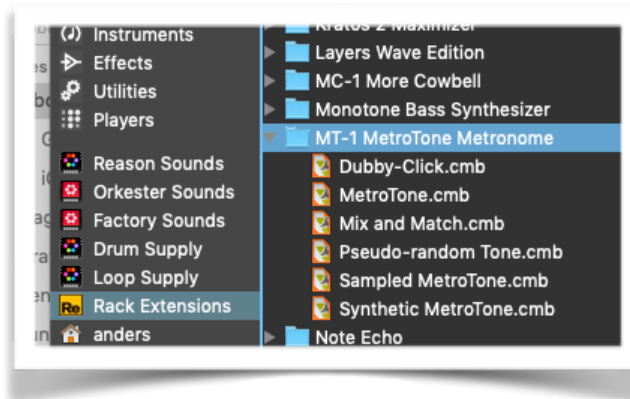
- Create MetroTone
- Create a Mix Channel device
- Route the output of MetroTone into the Input of the Mix Channel device

You are good to go!

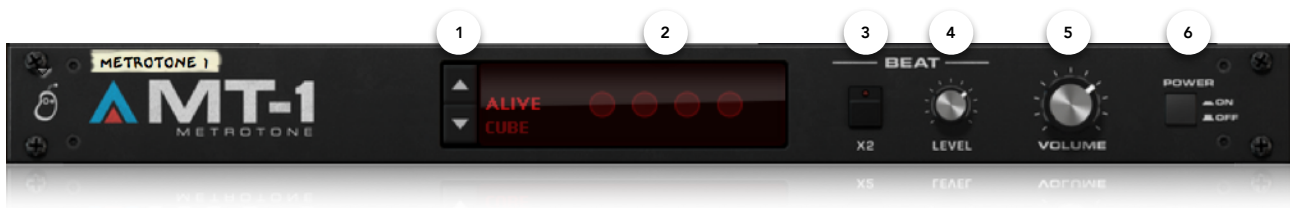


COMBI PATCHES

MetroTone does not support device patches, but it ships with a few Combi patches demonstrating CV routing or quirky ways to use it. You can find them in the Rack Extensions location in the browser.



THE FRONT PANEL



1. **TONE** - Select the metronome sound you want, either by using the up/down buttons or by clicking the name to bring up a menu.
2. **BEAT LEDs** - These blink in time with the metronome.
3. **DOUBLE SPEED** - Enable this to make the click play back at double speed, but no faster than 16th notes.
4. **BEAT LEVEL** - Sets the level of the beat clicks.
5. **VOLUME** - Sets the overall level for Bar and Beat clicks.
6. **ON/OFF** - Turns the metronome on or off.

THE BACK PANEL



1. **AUTO MUTE** - When this is set to ON (the default setting), MetroTone mutes itself during exports so that the click does not end up in the mix. Set this to OFF if you want to export with the click in the mix (for making backing tracks, practise mixes or similar).
2. **BAR AND BEAT CV OUTPUTS** - Use these to trigger sounds in other devices, such as Kong or Redrum. If nothing is connected to BAR, BEAT will play both BAR and BEAT.
3. **AUDIO OUTPUT** - Where the sound comes out!

THE TONES

MetroTone comes with 14 carefully selected metronome sounds.

DAW TONES

These tones were faithfully re-synthesised from the clicks in some of the most popular Digital Audio Workstations (DAWs).

1. **ALIVE** - This click is based on the click in Ableton Live.
2. **CUBE** - This click is based on the click in Steinberg Cubase.
3. **LOG** - This click is based on the click in Apple Logic Pro.
4. **PRO** - This click is based on the click in Avid Pro Tools.

HARDWARE TONES

These tones were sampled from some iconic drum machines and sequencers:

5. **MPC3000** - The Akai MPC3000 is a sampler and drum machine. It replaced the first in the MPC series, the MPC60. Notable users range from Dr Dre to Jean-Michel Jarre.
6. **SP-1200** - Released in 1987, the SP-1200 was Emu's take on the MPC concept. It's known for its gritty sound, and known users range from Phil Collins to Daft Punk.
7. **ASR-X** - The ASR-X was the Ensoniq version of the MPC concept.
8. **ST-224** - Zoom called their beat machine ST-224 "The best Super-Groove Machine designed for the millennium!". It has a nice and distinct click.
9. **VL-1** - The Casio VL-1 was released in 1979 and was the first commercial digital synthesizer, selling for \$69.95. It had three drum sounds, and we used two of them for this metronome tone.
10. **SQ-50** - The Seiko SQ-50 is a handheld metronome imitating the sound of a wood block.

LOW BLEED TONES

These tones were selected because they don't leak that much out of headphones. This can be really useful when recording low level instruments or vocals.

11. **UREI 964** - Designed by legendary engineer Bill Putnam, the Urei 964 Digital Metronome is the go-to click when recording string orchestras.
12. **VECTRO** - Sound engineer and producer Linus Wileryd (known in the Reason community as Vectro) created this low frequency tone.

MISC TONES

13. **STICKS** - Use this to simulate having a drummer beating their sticks together.
14. **REASON** - At first it might seem weird to include the Reason click in MT-1, since it's already in there. But with this tone you can use the Double Speed and Beat Level controls, export the click, and even use the Reason click in other DAWs using the Reason Rack Plugin.

SETUP TIPS

You can incorporate MetroTone in you workflow in a number of ways. Here are some tips and options for you to consider.

ROUTING

MetroTone is a Utility, and therefore does not auto-route to a Mix Channel like Instruments do. You have to manually route MetroTone, and here are some ways to do it:

1. **MIX CHANNEL** - Route MetroTone into a Mix Channel device, just like an instrument. This is pretty straight forward, but means that MetroTone will occupy a channel in the Reason mixer. It might also affect any mastering effects or metering on the Master Section bus.



2. **FX RETURN** - The FX Returns are actually like simple Mix Channels, so you can use for example FX Return 8 for routing MetroTone. You get rid of a Mix Channel in the mixer, but MetroTone will still affect the Master Section bus.

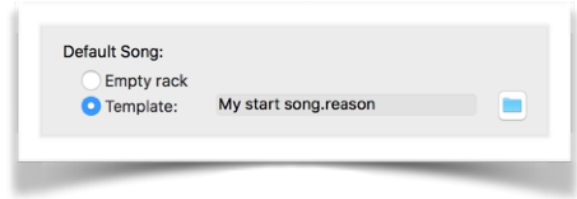


3. **MERGE AFTER THE MIXER** - The third way is to merge the MetroTone signal with the Reason mixer output before they go into the audio interface. This is a bit tricky to set up, but in return you don't get a redundant Mix Channel, and don't interfere with the Master Section bus. Do like this:
 - Create a 6:2 Mixer
 - Route MetroTone to one of its channels
 - Route Master Section Master Out to another channel on the 6:2 Mixer
 - Route the 6:2 Mixer Master Out to Audio Output



DEFAULT SONG

If you want to incorporate MT-1 into your workflow we recommend adding it to your Default Song, the song file Reason opens when you create a new song. You select the Default Song Template file in Preferences.

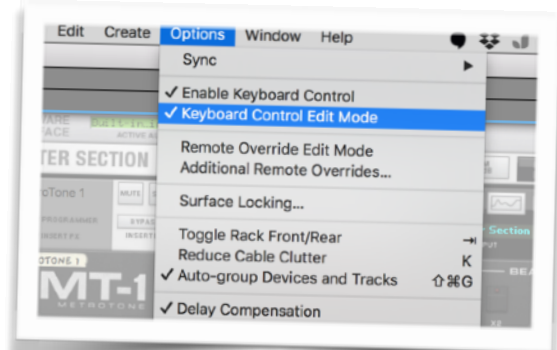


KEYBOARD CONTROL

The keyboard shortcut for turning Reason's click on and off is **C**, but you can override this using something called Keyboard Control, so that **C** controls MetroTone instead. Here's how you do it:

- Make sure Keyboard Control is enabled
- Enter Keyboard Control Edit Mode
- Double-click the yellow arrow in the ON/OFF button
- Press **C** (or any key you like) on your keyboard
- Press Escape or disable Keyboard Control Edit Mode

This setting is stored in the song, so don't forget to add it to your default song!



RUN IN COMBI

When you put MetroTone in a Combinator and hit Run, it starts clicking. This way you can put MetroTone and for example Sequences in a Combinator, and then record in time independently of Reason's sequencer.



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