



nektar | IMPACT

LX25+ | LX49+ | LX61+ | LX88+



**Using Impact LX+ with  
Propellerheads Reason**



[www.nektartech.com](http://www.nektartech.com)

# Reason Integration Setup and Configuration

The Impact LX+ Reason Integration is compatible with all Reason products from version 5 or higher. These instructions assume you have Reason installed, running on either Windows (Vista, 7, 8, 10 or higher) or Mac OS X.

## Installation

Here are the steps you need to go through to get Reason up and running with your Impact LX+:

- Locate the Impact\_GX\_LX+\_Reason\_support installer included with this package and run it.
- Plug-in your Impact LX+ and make sure it's switched on (if you didn't do so already)
- Launch Reason and go to Edit/Preferences/Control Surfaces
- Click "Auto-detect surfaces"
- Reason should now show a dialogue box stating "Some of the control surfaces use the same MIDI ports." That's correct so click "OK"
- You should now see two control surfaces populated in the Control Surfaces window (Image 1). One is named "Nektar Impact LX+" and the other is named "Nektar Impact LX+ Mixer Mode"
- Make sure both control surfaces are ticked "Use with Reason"
- Close the Preferences menu and in Reason go to Options/Surface Locking
- Select "Nektar Impact LX+ Mixer Mode" in the Surface field
- Select "Master Section (Master Section)" in the Lock to device field (image 2) and close the window. In Reason 5, select the 14:2 mixer

That's it, setup is now complete.

Because Reason's Surface Locking settings are not global but individual per song, we recommend that you save your default song with the Surface Locking settings as described above.

When you launch Reason again to start a new song, you will then not have to set this setting every time.

Image 1

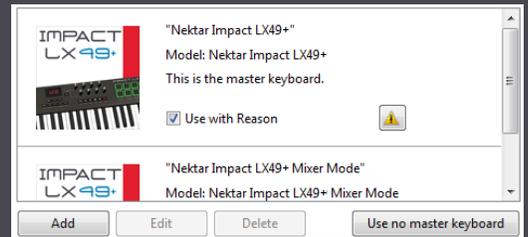
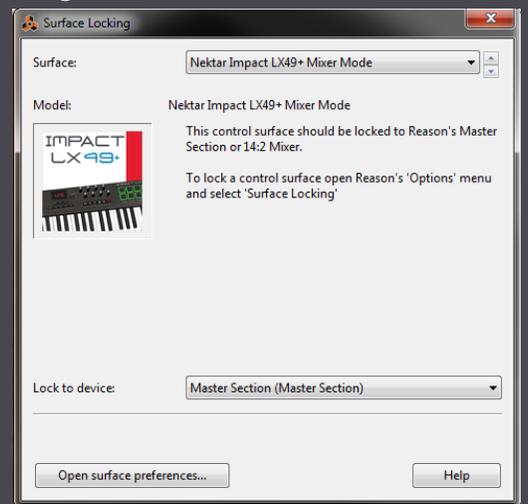


Image 2



# Reason and Impact LX+ Working Together

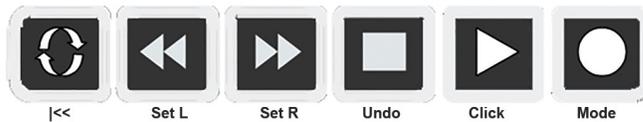
The following pages focus on how Reason and Impact LX+ work together. If you have been using Reason for a while, you may not need any additional information but it's always a good idea to revisit the extensive Reason documentation to remind yourself about how Reason functions work.

## Track Changes

To navigate Reason tracks from Impact LX+, press [**<Track**] to go to the previous track and [**Track>**] to go to the next track. This is the same as using the arrow up/down keys on your computer keyboard.

## Transport

The transport buttons allows you to activate or deactivate the following transport functions: Cycle (loop), Rewind (in 1 bar decrements), Forward (in 1 bar increments), Stop, Play, Record.



In addition the buttons double up with functionality that's accessed by holding down the [**Shift**] button. The chart below shows you what each button and button combination does and how they behave.

Key Combination	Description
[Cycle]	Switch the loop/cycle between the Left and Right locators on/off
[Rewind]	Rewinds in steps of 1 bar. Press and hold for fast rewind
[Forward]	Forward in steps of 1 bar. Press and hold for fast forward
[Stop]	Stop playback. Press twice to goto zero
[Play]	Activate play
[Record]	Activate record. Press again to deactivate record but continue play
[Shift]+[Cycle]	Goto Left locator
[Shift]+[Rewind]	Set Left locator to the nearest bar 1 position
[Shift]+[Forward]	Set Right locator to the nearest bar 1 position
[Shift]+[Stop]	Undo last changes
[Shift]+[Play]	Switch the Click/metronome on/off
[Shift]+[Record] (Mode)	Switch Quantize during record on/off

## Soft Take-Over

As you control different parts of Reason with the same controls you would normally experience parameter jumping. This is what happens when a control's physical position is not the same as the position of the parameter you are controlling.

To avoid parameter jumping your Impact LX+ is equipped with Soft Take-Over. This means that if a control is not in sync with a parameter, moving the control will not cause a change, until it's position matches the value of the parameter.

Let's say the faders have been used to control an instrument in Reason. Now you are ready to control the Reason Mixer and need the faders for that. When you move a fader it's unlikely that it will be in sync with the mixer channel volume that it's controlling because it was just used to control an instrument parameter.

The Impact LX+ therefore reads the parameter value from Reason and tells you in the display if you need to move the fader up {UP} or down {dn}. If a fader is positioned at 0 and the Reason parameter it is controlling, is positioned at 100, moving the Impact LX+ fader will cause it's display to show {UP}. No data is sent by the fader until you reach value 100 at which point the Reason parameter will start to move and values will update in the Impact LX+ display.

# Reason Mixer Control

To control the Reason mixer, press the [Mixer] button to select the mixer preset. The button's LED is illuminated while the preset is selected and the Reason mixer is being controlled. To monitor what's going on it's recommended that you bring the Reason Mixer window in to view by pressing F5 on your computer keyboard.

## Channel Volume & Pan

With the mixer preset active, first make sure the Reason Remote Base Channel is set to channel 1. Moving faders 1-8 will control the first 8 mixer channels in the Reason Mixer. The 8 pots control pan for each or the corresponding channels.

LX25+: On the Impact LX25+, the 8 pots control 8 mixer channels by default. You can switch them to control Pan by pressing and holding [Mixer] while moving the pots.

## Mute & Solo

Fader buttons 1-8 control mute for each of the tracks the faders are assigned to control. If you prefer to solo tracks, you can press and hold fader button 9 while pressing fader buttons 1-8. The 8 buttons will now control solo for their corresponding tracks.

LX25+: On Impact LX25+, you can use the pads to control mute for tracks 1-8. Press and hold [Mixer] while hitting pads 1-8. This will toggle mute on or off for the corresponding channels. Release the [Mixer] button and the pads revert to trigger MIDI notes. It is not possible to control the Solo function with LX25+.

## Bank Over (1-8), (9-16) etc

If your song contains more than 8 mixer channels you can bank over so the faders 1-8 control the next group of 8 channels. To do this, press [Shift]+[Bank>] (the second fader button). The faders, pots and fader buttons are now assigned to control channels 9-16. Push the same key combination again to control 17-24 etc.

To go back you press [Shift]+[<Bank].

LX25+: On Impact LX25+ press and hold [Mixer] while pressing [Octave-] or [Octave+] to move the bank down or up.

The image to the right shows how the mixer looks with the "yellow arrow" Remote Base Channel indicating which channel is assigned to fader 1 on Impact LX+. The following 7 channels are assigned to the corresponding 8 faders on Impact LX+.

The red indicator above the track name shows which track is currently selected in the Reason sequencer.



## Master Volume

Fader 9 controls Master Volume in the Reason Mixer while the [Mixer] preset is selected.

LX25+: On Impact LX25+, press [Mixer] and move the [Fader] to control master volume.

## Additional Uses for Mixer Mode

Mixer Mode can in addition be locked to control the 14:2 and ReGroove Mixer.

If locked to the ReGroove mixer, the faders control the channel groove amount. Fader buttons 1-8 enable/disable the corresponding channel and pots 1-8 control the slide amount. Press and hold the 9th Fader button while moving a pot controls the Shuffle amount. Finally you can change the Global Shuffle amount using fader 9.

# Reason Instrument Control

---

Press the [Inst] button to select the Instrument preset. The button's LED is illuminated while the preset is selected.

You can control any Reason device as long as a track is created for it. From Reason's Create menu, select Instruments and then SubTractor as a starting point.

## Changing Patches

You can step through instrument patches within the current Reason Refill directory from Impact LX+ which makes it easy to change and tweak sounds while you play.

Change instrument patch by pressing [Patch>] to go to the next patch or [<Patch] to go to the previous patch.

## Controlling Instruments

With the [Inst (Instrument) preset selected, Impact LX+ will automatically map parameters for the Reason instrument associated with the track you are currently on. If you have selected an audio track, there are no parameters to control.

Make sure the track with SubTractor is selected.

The Impact LX+'s Reason DAW integration automatically maps parameters to controls according to the silk screen printing on the units panel.

Use the [Page] button to select "Default" which is active when the blue LED is illuminated. Moving the control labeled Cut off should now control SubTractor's filter cut off. The top row of controls are assigned to oscillator 1 parameters.

Press [Page] again to select User (white LED illuminated). Now the top row of controls are assigned to oscillator 2 parameters and the filter controls are assigned to filter 2.

## Grab

The unique "Grab" function allows you to quickly assign controls to parameters on the device associated with the current track. Here is how it works:

- Press and hold [Shift] on Impact LX+
- Move the parameters you want to control one at a time, on the device associated with the current track
- Release the [Shift] button
- Move each of the controls on Impact LX+ in the order you want the parameters you moved, to be.

Note: "Grab" is for quick temporary assignments. When you change track your assignments will be removed and controls will revert to the default parameter assignments again.

## Using Remote Override

You can also use Reason's Remote Override function to permanently assign a control to a certain parameter within your song.

This is a great way to use the Impact LX+ 5 user presets since using those will not affect the Impact LX+ mapping. Check the Reason documentation to learn more about Remote Override.

# Kong, ReDrum & Boom 808

Operating Reason drum instruments, Kong, ReDrum & Boom 808 works in a similar way to other instruments but with some significant differences.

You are able to play drum sounds straight away. Press [Shift]+[Pad1] to play Kong pads 1-8 and [Shift]+[Pad5] to Kong pads 9-16. The selected pad assignment is green when you press [Shift] so you can always quickly see which is active.

## Mixing Drums

The faders are set up to work like a drum mixer. This means that with pad assignments 1-8 moving faders 1-8, you are able to control drum channels 1-8 in ReDrum and Pads 1-8 in Kong. Change the pad assignments to 9-16 in order to assign the faders to those channels.

The fader buttons each control the corresponding mute setting. Press and hold [Fader button 9] assigns fader buttons 1-8 to Solo. Release [Fader button 9] reverts assignments to mute.

## Tweaking Drum Parameters

The 8 pots are used to control individual drum parameters. It's really easy. Hit a pad to select the drum sound you want to tweak and move the pots. This makes it straight forward to not only experiment with drum sounds parameters but also to record performance automation while you play.

The following charts shows you the parameters each pot controls:

	<b>Kong</b>	<b>ReDrum</b>		<b>Kong</b>	<b>ReDrum</b>
<b>Pot 1</b>	Pitch	Pitch	<b>Pot 5</b>	Level	Level
<b>Pot 2</b>	Decay	Length	<b>Pot 6</b>	Pan	Pan
<b>Pot 3</b>	Tone	Tone	<b>Pot 7</b>	Bus FX	Send 1
<b>Pot 4</b>	Damp	Velocity	<b>Pot 8</b>	Hit Type	Vel->Tone

## What the Pad LED's Tell You

The pads not only illuminate when you hit them but also as you play back recorded performances. Here is what the LED colors tell you:

Off= orange

red = muted

green = soloed

yellow = triggered

## Triggering Scenes/Loops with Pads

---

Impact LX+ has been set up to trigger an array of Scenes/Loops using the illuminated pads.

First press the [Scenes] button on LX+. While the [Scenes] button is illuminated you can control up to 64 Scenes for the current track using the 8 pads, via 8 banks of 8 Scenes each. To change bank, press and hold [Scenes] and press a pad from 1-8 to select your bank. Once selected, release the button combination.

Hitting a pad not only triggers the associated scene but also starts playback and engages loop mode if not already engaged.

A scene is 4 bars long by default. You can however change the length to whatever you prefer by setting the Left and Right Locators in Reason. This determines from where the array of Scenes/Loops should start and how long the loops should be. Press [Shift]+[Scenes] to activate the array.

For example, Set the Left locator at bar position 2 and the Right locator to bar position 4. Then press [Shift]+[Scenes]. The array of Scenes/Loops will now start at bar 2 and each loop will be 2 bars long. Hit pad 2 and playback will start at bar 4 and loop at bar 6. Hit pad 1 and playback will start at bar 2, looping to bar 4.

The pad that corresponds to the currently playing Scene/Loop is illuminated in green when playing and if record is enabled, the pad is red. All other pads are yellow.

Since you can set Left and Right Locators directly from LX+ using the transport buttons, it's possible to quickly reconfigure loop points on the fly. Check the button combinations on page 3 to master the technique.