



IMPACT LX MINI

Live setup and configuration

The Impact LX Mini Ableton Live Integration consists of a remote script, which can be used with all Live 11 versions, and a Max4Live plugin which expands functionality for Ableton Live 11 Suite users. LX Mini is compatible with Live 11 and higher.

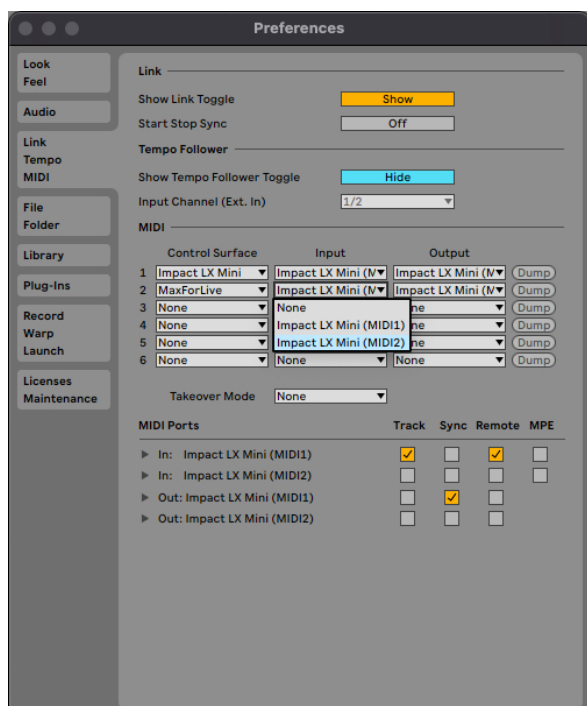
Installation

The below installation and setup instructions should be completed for all versions of Live 11, including Live 11 Suite.

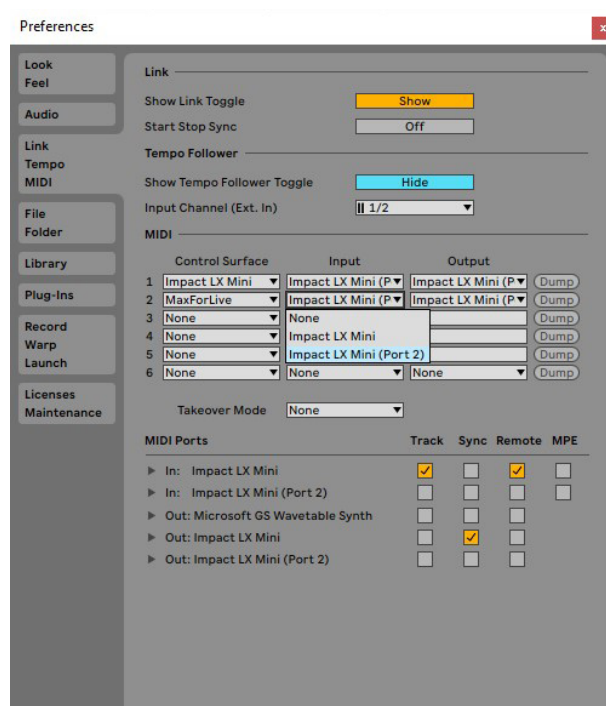
- Locate the Impact_LX-Mini_Ableton_support installer included with this package and run it.
 - When you get to the window instructing “Please select the location of your Ableton Live ‘User Library’ folder”, click Cancel*
 - Plug-in your Impact LX Mini and make sure it’s switched on (if you didn’t do so already)
 - Launch Live
 - Open the Preferences menu in Live and select the ‘Link Tempo MIDI’ window
 - In the MIDI section, make the following selections from the pull down menu:
 - Control Surface:** Impact LX Mini
 - Input:** Impact LX Mini MIDIIN2 (Windows) / MIDI2 (MacOS)
 - Output:** Impact LX Mini MIDIOUT2 (Windows) / MIDI2 (MacOS)
 - In the MIDI Ports section, make sure the Track and Remote boxes are ticked for ‘In: Impact LX Mini MIDI1’ in MacOS and ‘In: Impact LX Mini’ in Windows.
 - If you are running Ableton Live Suite, make the following selections in addition. Ignore this step if you are not running Live Suite.
 - Control Surface:** MaxForLive
 - Input:** Impact LX Mini MIDIIN2 (Windows) / MIDI2 (MacOS)
 - Output:** Impact LX Mini MIDIOUT2 (Windows) / MIDI2 (MacOS)
- The setup should now look like the image for your OS below. The port selection is identical for both ‘Impact LX Mini’ and ‘MaxForLive’ control surfaces. Additional setup steps for Live Suite, are detailed on page 6.
- Quit and relaunch Ableton Live.

* Clicking Cancel installs to the default User Library folder. If you created a separate ‘User Library’ folder, the integration does not work if installed to the default. To verify in Live, go to your User ‘Library’ folder in the Preferences/Library tab and make note of the directory location. Rerun the installer and make sure to select the correct directory when the window appears.

MacOS



Windows



Live and LX Mini working together

With the Live integration files installed and setup complete, LX Mini is ready to control Live's transport functions, track change, track/channel volume, open/close windows and more. All of this works seamlessly alongside LX Mini's internal MIDI functions as detailed in the owner's manual. Start by checking that DAW integration is setup correctly and working, by pressing the play button on LX Mini to activate play in Live.

Transport Control

The transport buttons are set up to activate or deactivate the following transport functions: Click on/off, Rewind (in 1 bar decrements), Forward (in 1 bar increments), Loop, Stop, Play and Record.

Press the [Shift] button to illuminate. When the button is blue, the transport buttons switch to their secondary assignments as indicated by the blue screen printing above the buttons.

The white screen printing also indicate additional functionality which can be accessed by pressing the transport buttons while holding [Shift]. For example, [Shift]+[Click] will activate Undo in Live.

The chart below shows you what each button or button combination control.

BLUE LED BUTTON OFF		BLUE LED BUTTON ON		[SHIFT] FUNCTIONS	
BUTTON	PARAMETER	BUTTON	PARAMETER	BUTTON COMB.	PARAMETER
Click	Click on/off.	S1	Toggle Arranger / Session view.	Shift + Click	Undo.
◀◀	Rewind, 1 bar. Press to scroll.	S2	Toggle Clip/Device view.	Shift + ◀◀	Go to loop start.
▶▶	Forward, 1 bar. Press to scroll.	S3	Toggle Browser view on/off.	Shift + ▶▶	Go to loop end.
↺	Loop on/off.	◀ Track	Select previous track.	Shift + ↺	Set loop start.
■	Stop.	Track ▶	Select next track.	Shift + ■	Set loop end.
▶	Play*.	◀ Patch	Previous instrument patch**	Shift + ▶	Capture and Play.
●	Record	Patch ▶	Next instrument patch**	Shift + ●	Record Arm on/off.

* The play button triggers playback the same way as clicking play in Live. The exception is if a selection has been made in the Arranger View, such as the selection of a clip or group of notes. Activating play from LX Mini will play the selection once and then stop. For continued playback, click anywhere in Live's Arranger View to deselect.

**Navigation only. To select, press [Enter] on your computer keyboard.

Open/close Live windows

Make sure [Shift] is illuminated blue. If it's not, press the button.

The 3 buttons with S1, S2 and S3 printed in blue above, now toggle Live windows Arranger/Session view, Clip/Device view and Browser open/closed.

Track change

To navigate Live tracks from Impact LX Mini, make sure the [Shift] button is illuminated blue. Next press the button [<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 control

Changing patches

You can step through library files in Live's browser from LX Mini using the Patch buttons. The buttons emulate the arrow down/up on your computer keyboard: press the [Patch>] button to go to the next or [<Patch] to go to the previous browser file.

Undo

Press [Shift]+[Click/Undo] to undo the last action in Live.

Set and go to loop start/end

Adding a few button presses to your workflow can greatly help navigating a project without taking your hands off LX Mini. You can set loop points but assuming your song already has a loop point set, try the following.

- Press [Shift]+[Rwd/Go to L] to move the Live playback to Loop Start.
- Press [Shift]+[Fwd/Go to R] to move the Live playback to Loop End.

If loop is on in Live, press [Shift] to select the primary assignments and press [Loop] to switch off. Live will now play beyond the right locator.

- Press [Shift]+[Loop] to set Loop Start as Live is playing.
- Press [Shift]+[Stop] to set Loop End at the point where you want it.

Next activate [Loop] again and press [Shift]+[Rwd/Go to L]. Live now plays the loop as set.

Volume control, soft take-over and LED indicators

The large pot by default controls the currently selected track's volume. Move the pot all the way up and down. The Live mixer's volume parameter associated with the currently selected track, is now controlled.

You may have experienced that volume was not controlled immediately as you moved the pot. This is caused by soft take-over which helps avoid parameter jumping when controlling track volume using the large pot. For example, if the large pot is not in sync with the current channel volume, moving the pot will not cause a change until its position matches the value of the parameter.

In addition, the two LEDs below the pot indicate which direction the pot should be turned to change volume. If for example the right LED is red, move the pot to the right. Once the pot's position matches the current track's volume setting, the two LEDs will both illuminate green and the parameter is controlled.

When you change track, the LEDs update to indicate the current status of the selected track.

The volume pot can also control multiple channels at the same time. Use the mouse to select the channels and move the volume pot. The channels retain their volume relationship but you can adjust all channels with one sweep.

Controlling master volume

You can also use the large pot to control the Live mixer's master volume. Press and hold the [Shift] button and move the pot.

MIDI map using [Instrument] and [Internal]

Instruments, audio effect devices and plugins as well as most of Live's own parameters, can be mapped using Ableton Live's MIDI map mode. Up to 24 user assignments can be made per Live Set and accessed at any time using the 8 pots. If you use Live 11 Suite, the M4L plugin provides extended plugin map options in instrument mode. Internal mode can still be used as described here.

- Press [Instrument] to access the first 8 pot assignments.
- Press [Internal], then use [Page] to toggle between a further 2 x 8 pot assignments.

Assigning parameters using MIDI map mode

The process of mapping is straight forward in Live.

- Activate MIDI map mode by clicking the MIDI button in the top right corner of Live.
- Select the parameter you want to control by clicking with your mouse.
- Move the pot you want it assigned to on LX Mini.
- Repeat the previous two steps until you are done mapping.
- Deactivate MIDI map mode by clicking the MIDI button in the top right corner of Live.

Parameter maps are recalled every time you load a Live Set or template. For more information about MIDI mapping, read the Live manual chapter [MIDI and Key Remote Control](#).

Drum instruments can be played from LX Mini's keyboard or pads

Operating a drum instrument works the same way as any other instrument and using the Pad maps 1+2 you are able to play many drum instruments straight away. However there is no exact standard for how drum sounds should be mapped so you may have instruments where the Impact LX Mini pads don't trigger the sounds you want. Thankfully there is a learn function for that.

'Learning' a plugin instrument's drum sounds to the pads

It's easy to change a pad note assignment using the Pad Learn function. It works as follows:

- Press [Shift]+[Internal] to activate Setup mode. The Internal button's LED now blinks white.
- On the keyboard, press E1, labeled 'Pad Learn'.
- All pad LEDs are now off, except the currently select pad. Press any pad to select it.
- Press a key on the keyboard to learn its note to the selected pad. Use the octave buttons if necessary.
- Repeat steps 3 and 4 to select pads and assign notes.
- Press [Instrument], [Internal] or [Function] to exit when done.

The pad assignments are retained in memory until changed or a pad map is loaded. Make sure to store in one of the 4 pad maps if you want to be able to recall your assignments at any time.

Support

If you are not getting the results described, please check your installation one more time as well as the Nektar support tab on our website www.nektartech.com. You can also contact our support staff [here](#)

M4L setup

The following pages only apply to Ableton Live 11 Suite and higher. The advanced LX Mini integration uses MaxForLive to enable communication and MaxForLive (M4L) is only included with Ableton Live 11 Suite.

Setup

Here are the steps you need to go through to get Ableton Live 11 Suite up and running with LX Mini:

- Make sure the setup described on page 2 is complete.
- In Live's browser, select the Category called Max for Live' and Expand 'Max Audio Effect'
- Locate 'Impact LX Mini' and drag across to the Master track.

The 'Impact LX Mini' M4L file you dragged to the master track, handles LX Mini's advanced integration with Live. You will need to add the M4L plugin to your existing live sets to get the integration to work. It's a good idea to save a default Live Set with the M4L Impact LX Mini file already loaded onto the Master Track, to prevent having to drag this file across every time a new Live Set is created.

User Options

The Lx Mini MaxForLive device has 5 user options that change how Live behaves. By default, all the options are off and can be individually enabled by clicking the x buttons. We recommend that all 5 are switched on for the best experience with LX Mini.

Auto-Arm Selected Track: Automatically enables record arm when a track is selected. This makes it easier to ensure that the device you are playing is also the device you are controlling.

Auto-Arm Automation When Recording: Enables automation when record is activated so you are ready to capture parameter tweaks as well as notes.

Clip Record Mode: When this option is on, pressing [Record] on LX Mini triggers Live's Session Record. Record therefore targets the clip launcher instead of the arranger.

Auto-Trim Recorded Clips: When enabled, a recorded clip is automatically trimmed to the end of the bar before record was disabled. Ableton Live extends the current bar in a clip. Leave the option unticked to retain the default behavior.

Play Arrangement Selection Mode: If a Time Selection is made in Live Suite with the mouse, playback starts from the start of the selection. If you press the [>>] button on LX Mini you will notice the insert marker is moved but the play start indicator stays put in its original position. Activating Play either from LX Mini or in Live starts playback from the play start position.

Activating 'Play Arrangement Selection Mode' enables you to start playback from the insert marker which means you can move the playback point by pressing the [<<] / [>>] buttons or moving the Song Position. The only difference you may notice is that Live's play button doesn't always start play at the same point as pressing [Play] on LX Mini.

Browsing

The M4L plugin expands the functionality of the Patch buttons:

- Press and hold [Patch >] to expand a browser category
- Press and hold [< Patch] to collapse a browser category
- Press both buttons together to make a selection

Controlling instruments

When a MIDI track hosting a Live instrument is selected, press [Instrument] to control instrument parameters. Impact LX Mini automatically maps Live's own instruments. If the instrument has macros, the 8 pots control the 8 macros. In this case, both the blue and white LED's are illuminated and the [Page] button is unused.

A Live instrument without macros utilize the page button to gain access to up to 16 parameters (2 x 8).

As an example, load 'Operator' on a MIDI track. Press the [Page] button until the blue LED button labeled "Default" is illuminated. LX Mini now map the 8 pots to Operator parameters corresponding to the blue screen printing below each pot. Move the pots to control oscillator and filter parameters.

When pots are moved, the two LED's below the large pot update to provide current soft take-over status. Move the pot in the direction indicated by the red LED. Check the section "Volume control soft take-over and LED indicators" on the page 4 for a recap.

Press [Page] again so the LED labeled "User" is illuminated. The User map page is by default not assigned. In Live, you can customize both the Default and User pages with your own mapping. If you are keen to start adding your own control assignments, see 'Assigning plugin parameters' below for details.

Controlling FX

The current track's audio effects can also be controlled in [Instrument] mode. Press [S2] (make sure [Shift] is blue) to open the Clip/Device view, if it's not already open. As with instruments, the selected audio effect can be controlled using the Instrument Default and User page. All Live audio effects are pre-mapped and, mapping can be completely customized. See 'Assigning plugin parameters' below for details.

- To navigate audio effects, make sure [Shift] is off (so it's controlling main transport functions).
- Hold [Instrument] while pressing [Fwd] or [Rwd] to select next or previous audio effect in the Clip/Device view. The 8 pots are instantly assigned to control the audio effect now selected
- To return to Instrument control, press [Instrument].

Assigning plugin parameters

AU, VST and VST3 plugins as well as Live's own collection of instruments and audio effects can be mapped or customized for control by LX Mini. It's worth the effort to map favorite plugins and the process is straight forward.

- Press and hold [Shift] on LX Mini.
- Move a control on LX Mini to select it. Live's MIDI mode is now active.
- Click* on the parameter you want to control on the hosted plugin's UI. The parameter appears in the plugins Device container and Live's MIDI mode is now inactive**.
- Release the [Shift] button.
- Repeat the steps above until all the parameters you need are mapped.

* With some plugins you need to double-click or move the parameter but for most, a click should be sufficient.

** Plugins that require a parameter to be double-clicked or moved to be registered by Live sometimes do also not deactivate the MIDI mode button. To resolve, release [Shift] and press it again, then move a pot.

Tip: A hosted plugin's UI can be closed/opened by holding [S2] for a second. Make sure [Shift] is illuminated blue when pressing [S2]. If the plugin UI doesn't open, you may have to open it with the mouse the very first time.

Saving/retaining assignments for automatic recall

The maps created for Ableton or Max For Live instruments and FX are stored automatically when created and are recalled in any Live Set, new and old*, when the device is selected for control.

Mapping for AU, VST and VST3 plugins can also be made available across Live Sets* by saving a Default Configuration file.

- Right-click on the device header after mapping the device/plugin.
- Select ‘Save as Default Configuration’.

*Provided the M4L Impact LX Mini plugin is present on the Live master track in the current Live Set.

Clips

The 8 pads on LX Mini can be used to record and trigger clips. Start by pressing the [Clips] button. The pads now trigger the first 8 clip slots on the selected track. Only 1 clip can be active per track, so triggering a pad will also stop playback of any other slot already playing.

The pads are illuminated if the corresponding clips on the currently selected track already contain recorded clips. Here is what the colors tell you:

- Yellow:** A clip exists in the corresponding clip slot.
- Green:** The currently playing clip.
- Red:** The clip is recording.
- Off:** Empty clip slot.
- Blinking:** The clip is queued for record, playback or stop at the end of the current measure.

Recording and playing clips

Getting started is as easy as tapping a pad. Here is what happens:

- Tap an empty pad to trigger recording to the corresponding clip slot.
- Tap the pad again to finish recording.
- Tap any yellow pad to trigger clip playback in the corresponding slot.
- The last triggered/recorded clip is always the ‘selected’ clip for editing.

Select, duplicate, delete and create an empty 1 bar clip

Using the [Shift] button the pads allow additional clip handling:

- Hold [Shift] and tap a yellow/green pad once to select it without triggering. Tap any empty pad to duplicate the selected clip to the destination. The selected clip can be further edited using the transport controls (see chart).
- Hold [Shift] and tap a yellow/green pad twice to delete the clip in the corresponding Clip slot.
- Hold [Shift] and tap an empty pad to create an empty 1 bar clip.

The chart shows functions that can be activated by holding [Clips] and pressing one of the transport buttons. The [Shift] button must be off so make sure it’s not illuminated blue.

[Clips] FUNCTIONS		
BUTTON	COMB.	PARAMETER
Clips	+ Click	-
Clips	+ ⏮	Half the length of the selected clip.
Clips	+ ⏭	Double the length of the selected clip.
Clips	+ ↺	Quantize selected clip.
Clips	+ ■	Stop playback of all clips.
Clips	+ ▶	Start Clip playback (overrides arranger playback).
Clips	+ ●	Overdub MIDI data in selected clip

Scenes

Press the [Scenes] button to trigger Live scenes using the pads. As with clips, tapping a pad activates the corresponding scene from 1 to 8. When a scene is activated, the associated clip slot on every track in the Live Set will trigger. Here is what the pads colors tell you:

- Yellow:** A clip exists on at least one track in the corresponding scene.
- Green:** The currently triggered scene.
- Off:** Scene is empty.
- Blinking:** The scene is queued for playback.

Triggering and selecting scenes

A scene is triggered when you tap a pad. Below are the main points but check out the scenes transport functions in the chart to become a power user.

- Tap any yellow pad to trigger the corresponding scene.
- Tap any empty pad to stop all clip playback and return playback to the arrangement
- Hold [Shift] and tap any pad once, to select it without triggering. Once selected, you can use some of the features listed in the chart.
- After selecting an Orange/green pad with [Shift] held, tap any empty pads to duplicate the scene across those pads.
- Hold [Shift] and double tap an empty pad to add an additional scene.
- Hold [Shift] and double tap an orange/green pad to delete that scene.

[Scenes] FUNCTIONS		
BUTTON COMB.		PARAMETER
Scenes +	Click	-
Scenes +	◀◀	Select previous Scene.
Scenes +	▶▶	Select next Scene.
Scenes +	↺↻	Create new scene from playing clips.
Scenes +	■	Return playback to arranger.
Scenes +	▶	Trigger selected scene
Scenes +	●	Toggle 'Clip Record' switch on M4L device*

* This determines whether the record button triggers Session record (on) or arranger record (off).

Selecting Scene and Clip banks

From LX Mini's 8 pads you have access to 8 banks of 8 clips/scenes, which adds up to a maximum of 64. Bank selection affects both clips and scenes. If bank 2 is selected, the pads trigger clips 9-16 when [Clips] is active and scenes 9-16 when [Scenes] is active.

- Hold [Page] and tap pads 1-8 when either [Clips] or [Scenes] is active, then tap a one of the 8 pads to select one of the 8 banks.

Example: How to use clips feature

- Press [Clips]
- Tap pad 1 and record a basic drum beat (1 bar). Tap again to end the recording.
- Press [Clips]+[Loop] to quantize the recording.
- Hold [Shift] and tap pad 1, then pads 2, 3, 4 to make 4 duplications of the recording.
- Tap pad 3 to trigger the 3rd duplication.
- Press [Clips]+[Rew] to half the recording making a variation. Repeat as required.
- Tap pad 1 to trigger the original clip.
- Press [Clips]+[Fwd] to lengthen the clip to 2, 4, or 8 bars (with each press of Fwd).
- With [Clips] still held, press [Rec] to activate overdub, then play and add some additional fills to the first recording.
- Using [Clips]+[Rwd/Fwd], modify the variations on pads 2 and 4 as required.
- Alternatively, hold [Shift] and tap a pad twice to delete the clip, freeing the clip slot for a new recording.