



Bitwig

T4 T6



Using Panorama T4/T6 with Bitwig

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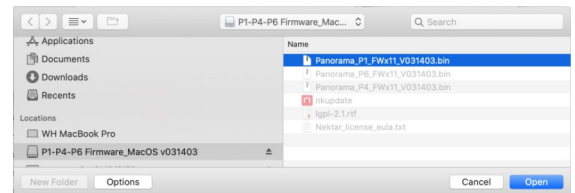
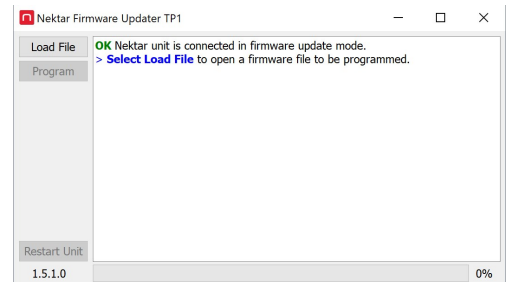
Bitwig Studio Integration Setup and Configuration

The Panorama T4/T6 Bitwig Integration has been verified to work with Bitwig Studio 2 and Bitwig 8-Track 2 or higher, running on Windows Vista, 7, 8, 10 or higher as well as OS X and Linux. If you plan to run Linux please contact our support and we will tell you how to get up and running.

Here are the steps you need to go through to get Bitwig up and running with your Panorama T4/T6:

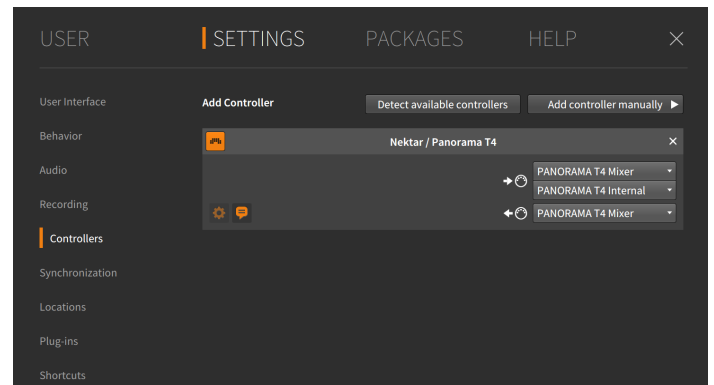
Panorama T4/T6 Firmware Update

1. Connect Panorama T4/T6 to your computer via USB.
2. With Panorama T4/T6 switched off, press and hold [fader button 9]+[Shift] while switching the unit on. The two buttons are next to each other and the display will be white when the unit is on.
3. Locate the dmg file named "T4-T6_Firmware" in the downloaded package this guide came with, and double-click to open.
4. Launch the 'nkupdate' application. Once launched, it should look like the image. If the "Load File" button is grayed out, close nkupdate and launch it again.
5. Follow the nkupdate on-screen instructions to load and update Panorama T4/T6's firmware. The firmware location can be selected after clicking the [Load File] button.
6. On the left side of the file browser window, select Location 'T4-T6_Firmware'. Next select the file for your device, and click 'Open'.
7. Click [Program] and finally close the nkupdate app when complete.
8. Once the update process is complete, switch Panorama T4/T6 off and on again.



Nektar Bitwig Integration Setup

1. Ensure Bitwig Studio is NOT running
2. Locate the Panorama_T4_T6_Bitwig_support installer included with this package and run it
3. Make sure your Panorama T4/T6 is plugged in to your computer and switched on.
4. Launch Bitwig Studio. Bitwig Studio will automatically detect Panorama. You will see a message pop up: Nektar / Panorama T4/T6 - Found Control Surface.
5. Click 'Add'. That's it!



Panorama's keys will play the sound of the selected instrument in Bitwig Studio. If this is the first time you have used Bitwig Studio you'll need to add an instrument to hear sound.

Here is how you add the Polysynth instrument to get started:

- Click on the '+' symbol in Bitwig. This opens the browser
- In the browser search field type "polysynth".
- Select the Polysynth from the right panel of the browser and click 'Ok'.

Troubleshooting Tips

Click on the BITWIG logo at the top of Bitwig Studio. This opens the dashboard.

- Settings/Audio: In case of no sound check you have a suitable audio output device selected.
- Settings/Controllers: Check that the Panorama T4/T6 is active. If not click 'Detect Available Controllers'.

Bitwig Studio and Panorama T4/T6 Working Together

The following pages focus on how Bitwig Studio 2.0 and Panorama T4/T6 work together. If you have been using Bitwig Studio for a while, you may not need any additional information but it's always a good idea to revisit the extensive Bitwig Studio documentation to remind yourself about how Bitwig Studio's functions work.

Track Changes

To navigate Bitwig Studio's tracks from Panorama T4/T6, 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 give access to activate or deactivate the following transport functions: Cycle (loop), Rewind Play Start Position (in 1 bar decrements), Forward Play Start Position (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 tells you what each button and button combination does and how they behave.

Key Combination	Description
[Loop]	Switch the loop/cycle between the Loop Start and Loop End on/off
[Rewind]	Moves the Play Start Position backwards by 1 bar for each press
[Forward]	Moves the Play Start Position forward by 1 bar for each press
[Stop]	Stop playback and resume from Play Start Position. Press Stop again to go to Zero
[Play]	Activate play from the Play Start Position. Press again to pause
[Record]	Activate record. Press again to deactivate record but continue play
[Shift]+[Cycle]	Goto Loop Start
[Shift]+[Rewind]	Set Loop Start to the current song position
[Shift]+[Forward]	Set Loop End to the current song position
[Shift]+[Stop]	Undo last changes
[Shift]+[Play]	Switch the Click/metronome on/off
[Shift]+[Record] (Mode)	Toggle Overdub on/off

Soft Take-Over

As you control different parts of Bitwig 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 Panorama T4/T6 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.

Soft-Take-Over can be switched on or off by pressing [Shift]+[fader button 9] or you can temporarily override it by holding [Shift] when moving a fader.

Bitwig Studio Mixer Control

To control the Bitwig mixer, press the [Mixer] button to select Mixer mode. The button's LED is illuminated while the Mixer mode is active and the Bitwig Studio mixer is being controlled.

Open/Close the Bitwig Studio Mixer Window

If the Bitwig Studio mixer is not in view when you press [Mixer], the action will bring it in to view. Press [Mixer] again to close it. While Mixer mode is selected, your Panorama T4/T6 continues to control the Bitwig Studio mixer, even if the mixer window is closed.

Channel Volume & Pan

With mixer mode active, moving faders 1-8 will control the first 8 mixer channels in the Bitwig mixer. For each of the 8 channels, the track name is listed in the display and volume changes are displayed as you move a fader.

- Fader 9 controls the channel corresponding to the currently selected track so as you change tracks, you can quickly change volume while you are working.
- The 8 encoders control pan for each of the corresponding channels. Press the display button labeled [Pan] to view current status for each of the 8 channels. Press the [Mixer] button to go back to the track listing.

Mute & Solo

Fader buttons 1-8 control mute for each of the tracks the faders are assigned to control. If a track is muted, the corresponding LED is illuminated. Press the button to un-mute.

To solo tracks, press and hold fader button 9 while pressing fader buttons 1-8. LED buttons are illuminated when a track is soloed, while fader button 9 is held.

Deactivate solo by pressing the corresponding LED button while holding fader button 9.

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, encoders 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].

Zoom

Press [Shift]+[Zoom>] (the button also labeled View) to horizontally zoom in on Bitwig's arrangement page, edit page and other pages that can be zoomed. Press [Shift]+[<Zoom] to horizontally zoom back out.

Master Volume

You can control the Master Volume fader of the Bitwig Studio mixer by pressing [Fader button 9] and then move fader 9 while the button is pressed.

Upon release of the button, fader 9 will revert to control the current channel volume.

Channel Sends

Pressing the display button labeled [Sends] assigns the encoders 1-8 to control up to 8 active sends for the currently selected channel. The send name label is displayed for each active encoder. If there are no sends to control, you'll need to set them up first in Bitwig.

Open/Close the Current Track Device Chain

The [View] button toggles the current track device Chain's view in Bitwig.

Toggling Devices on/off

With [Mixer] active, press [Shift]+[Device] to toggle the selected device on/off.

The Device Menu

Pressing the display button labeled [Device] opens the device control page. Here you can not only control but also add devices to the start and end of the device chain.

Display button Label	Function
[<]	Select previous device in chain
[>]	Select next device in chain
[Devices]	Toggle Panorama T4/T6's Devices and Mixer control pages
[Pages]	Open Pages menu*

*With the [Pages] menu open use E1/Data encoder to select a page and press the [Enter] button to confirm. Alternatively press [Esc] to exit without change.

Adding a device to the start or end of a chain

To add a device at the start or end of the chain, press the [<] or [>] buttons to navigate to the start/end and press one more time until the display symbol updates to show [+].

Note: If a track has no devices, press [>] to obtain the [+] symbol.

Press [+] to open the Bitwig Studio Browser. With the browser open, the display button labels update:

Display button Label	Function
[Bitwig]	Toggle filtering of non-Bitwig devices.
[Prev]	Select the previous device in the right column of the browser
[Next]	Select the next device in the right column of the Browser
[Enter]	Confirm device selection and close the Browser

As you select devices in the Browser you can audition the device and even control the main parameters from Panorama's 8 encoders. Press [Browse] at any time to exit the Browser without change.

Browsing Patches

- When a device is selected, Press [Browse] to open the Bitwig Studio Browser and audition available patches.
- Press [Browse] at any time to exit the Browser without change.

Write

The 4th display button is labeled [Write] and toggles recording of parameter automation on/off for the arranger.

Bitwig Studio Instrument (Device) Control

Pressing [Instrument] on Panorama focuses the controls on the main 'instrument' of the current track - even if the instrument is not the selected device in the device chain. Selecting a device or adding a new device using the mouse temporarily focuses the controls on the selected device. Pressing [Instrument] will always return control focus to the instrument device.

Tip: [Device] stays active when switching between [Mixer] and [Instrument] so you can quickly switch between controlling the main Instrument and a selected FX device simply by pressing [Mixer] (FX) or [Instrument] (Instrument).

Open/Close the Main VST Instrument Window

If the main instrument on the current track is a VST instrument you can open/close the plugin window by pressing and holding down the [View] button.

Assigning Instrument Controls

Nektar default parameter mapping more often than not covers the most important parameters on a device. Bitwig native devices and VSTs follow a standard mapping format that places Envelope parameters on the faders, Master Volume on Fader 9 and important Osc, Mod and Filter parameters on the 8 encoders.

Note that while our mapping covers a large selection of devices, there may be VST instrument plugins that don't conform.

And, of course, there will always be a time when you want to control a parameter not currently mapped. Panorama's 'quick grab' feature makes light work of this.

Quick Grab

Quick Grab is available when [Instrument] is active.

- First ensure the Device chain is open by pressing [View]. If the Instrument is a VST plugin, press and hold [View] to open the plugin's window.
- Press and hold [Shift] on Panorama while using the mouse to move each of the parameters you want to grab in turn.
- Release [Shift] and move the controls on Panorama in the same order to map them.

Note: *Bitwig Modulator parameters cannot be controlled via quick grab at this time.*

Grabbed parameter mappings replace defaults on Panorama's encoders and faders. On shutting down Bitwig, default mappings are restored. Alternatively press [Shift] twice in quick succession (like a double-click of the mouse) to restore defaults immediately.

Customizing Default Mappings

You can allocate your own default mappings for an Instrument device by naming any remote page "HOME" (Upper case is important!).

- First press [Instrument] on Panorama.
- Right-click (Ctrl-click for OSX) on the device in Bitwig Studio and select "Show Remote Controls".
- Click on the spanner icon in the Page list. *This opens the remote controls editor*
- Add a new page in the 'Device Pages' section.
- Name the page "HOME". *Now you can start adding parameters to the default home page.*

To restore Nektar default mappings at any time either rename or delete the HOME page.

Perform Page

Some (but not all) presets present a 'Perform' page which maps the key controls in the preset to Panorama's encoders. With [Instrument] active Panorama will not see the perform page - this ensures consistent defaults for the device. If you want Panorama to read the Perform page engage the [Perform] button in the extended menu:

- Press the [SETUP/MENU] button
- Press the [Perform] button in the display

With [Perform] active, perform pages override default mappings on Panorama's encoders. If the selected preset does not have a perform page, mappings revert to default.

Remote page Navigation

We have already seen that the [PAGE] button provides access to all remote pages for the selected device when [Mixer] and [DEVICES] is active. With [Instrument] active, the fader buttons access tagged remote pages directly - offering extra speedy workflow!

To tag remote pages:

- Right-click (Ctrl-click for OS X) on the device in Bitwig Studio and select "Show Remote Controls".
- Click on the spanner icon in the Page list. *This opens the remote controls editor*
- Tags are added at the bottom of each page.

You can use the same tag on multiple pages. The Fader buttons will step through the tagged pages with each press. Here are the tags to use for each button:

Fader Button	Page Tag
Osc 1	osc1
Osc 2	osc2
Filter	filter
Env	env
LFO 1	lfo1
LFO 2	lfo2
FX 1	fx1
FX 2	fx2

Note: the case and lack of a space character is important!

Of course just because a tag must be 'lfo1' for the LFO 1 button to select it, this doesn't mean it is limited to LFO pages - you can tag any page you like.

Quick Grab

Quick grab can be used to override parameters on tagged pages temporarily. The grabbed parameters are cleared on page change.

Creating a New Instrument

With the [Instrument] button active, pressing [Shift] + [Instrument] opens the Bitwig Studio Browser with a list of available instruments. When you confirm instrument selection with [Enter] Bitwig Studio creates a new track and populates it with your selected Instrument.

Press [Browse] at any time to exit the Browser without change.

Layering Instruments

Multi-instrument layers can be created in Bitwig Studio's Instrument Layer device.

When an Instrument Layer device is selected, the pads are used to target layers 1-8 with Panorama's controls. Panorama can access the first 8 layers only.

Display button Label	Function
[Mixer]**	Faders control Instrument Layer volumes 1-8. Press again to return to instrument mappings
[Remote]	Encoders follow the selected remote page for the Instrument layer device
[Mute]*	Engage MUTE status. Panorama's pads will mute corresponding layer. Press again to disengage MUTE.
[Solo]*	Engage SOLO status. Panorama's pads will solo corresponding layer. Press again to disengage SOLO.

*Hold [Mute] or [Solo] down and tap a pad to modify the layer state without engaging the MUTE or SOLO status.

**With the [Mixer] display button active press Fader 9 to view the Layered channel names. Press again to return the display to the encoders.

Grey	No instrument layer available - pad does nothing
Yellow	Pad will select instrument layer
Red	Muted layer - pad does nothing
Green	Soloed layer

Creating Beats

Bitwig's Drum Machine and Panorama work together to create an immersive Beat creation experience. When the Drum Machine is on a track, Panorama's pads trigger the drum machine rack.

Panorama Pad Colors when controlling Drum Machine:

Grey	No sample available - pad does nothing
Yellow	Pad will trigger sound
Red	Muted pad - pad does nothing
Green*	Soloed pad

*If a pad is soloed (green) the pad triggers yellow when struck. Otherwise a pad triggers green when struck.

Banking - access to pads 9-16 and other samples

Press [PAD BANK] to access drum pads 9-16 in the Drum Machine rack. Press again to return to drum pads 1-8.

Press and hold [PAD BANK] and use pads 8 and 4 (the right-most pads on Panorama) to navigate up and down Bitwig's drum machine rack.

Controlling the Drum Mix

Press [Instrument] to view the Drum Machine display button labels:

Display button Label	Function
[Mixer]	Faders control Drum channel volumes 1-8 or 9-16 (according to [PAD BANK] state)
{Remote}	Encoders follow the selected remote page for the Drum Machine
[Mute]*	Engage MUTE status. Panorama's pads will mute corresponding drum pad.
[Solo]*	Engage SOLO status. Panorama's pads will solo corresponding drum pad

*Hold [Mute] or [Solo] down and tap a pad to modify the drum pad state without engaging the MUTE or SOLO function.

With the [Mixer] display button active press Fader 9 to view the Drum names. Press again to return the display to the encoders.

Editing Drum Sounds

The encoders and faders map to the first device in the drum slot. A short timeout is required (1.5 seconds) after striking a pad to prevent unwanted control focus changes during pad performance. You will see the drum name appear in the display when the control focus changes.

REMOTE

When Remote is active, Panorama's encoders control the remote page of the Drum Machine.

Controlling Clips and Scenes

Press the [MENU / SETUP] button to access the extended menu:

Display button Label	Function
[Scenes]	Set pads to trigger scenes. Press again to return pads to the instrument.
[Clips]	Set pads to trigger clips. Press again to return pads to the instrument.
[Tempo]	Tap tempo. Hold [Tempo] down and use encoder E1/ DATA to set the tempo directly.
[Perform]	Override default mappings with Perform (Preset) page when [Instrument] is active

Viewing the Clip Launcher

Press and hold [Shift] and press [Scenes] in the display to hide/show the launcher.

Press the [MENU / SETUP] button at any time to hide the extended menu. If [Scenes] or [Clips] is active, the Pads will continue to trigger scenes/clips.

[Clips] Active

Clips mode is a way to try ideas and variations without committing to a fixed arrangement. Each pad represents a 'slot' for recording a performance on the current track. Hit the pad again to play back the performance.

Pad colors

Grey	Empty Clip slot
Yellow	Slot will trigger a clip
Green	Clip is playing or ready to play
Red	Clip is playing or ready to play and will record input from Panorama.

Press OVERDUB in the display to toggle Clip launcher overdub. Press WRITE in the display to toggle Clip launcher Automation, which indicates if Panorama's control movement will be recorded to the clip. If OVERDUB is ON, a triggered pad is red. Otherwise a triggered pad is green.

Press and hold [Shift] when tapping a pad to add/delete clips, and to stop a playing clip:

[Shift] + grey pad = Create empty clip

- Press and hold [Shift] on Panorama and then strike an empty pad. *This adds an empty clip with 1 bar length.*
- With [Shift] still held, tap the pad again several times to increase the length 2, 4 or 8 bars. Each time you tap the pad the new clip length is shown in the display. 8 is the maximum length, the next tap clears the clip.

[Shift] + red or green pad = Stopping Clip playback

If a clip is playing hold [Shift] and strike the green/red pad to stop clip playback without stopping playback all together.

[Shift] + yellow pad = Delete Clip

Press and hold [Shift] and then strike any pad that is NOT playing with content to empty the clip slot.

Clip Banks

Panorama T4/T6 can control up to 64 Clips per track. To change bank, press and hold [Pad Bank] and press a pad from 1-8 to select your bank.

Note: If triggering a pad appears to have no affect, it's likely the clip slot does not exist. Additional clip slots are added by creating new scenes .

Controlling Clips and Scenes

[Scenes] active

Hitting a pad with [Scenes] active triggers all the clips on that pad across all tracks in a project.

You may want to use Scenes to audition arrangements - perhaps pad 1 is allocated 'intro' and pad 2 is allocated 'verse' for example.

The active Scenes pad will blink while playing. Press STOP to stop playback.

With [Scenes] active in the extended menu, the menu updates:

Display button Label	Function
[Scenes]	Set pads to trigger scenes. Press again to return pads to the instruments.
[Clips]	Set pads to trigger clips. Press again to return pads to the instruments.
[View]	Updates Panorama's display to view the Scene names each pad will trigger.
[Link>T]	Links the selected track to the current scene Press again to unlink the scene from a track

- If there is no content to play in a scene the corresponding pad is off.
- If there is content, by default the corresponding pad is yellow.

You can customize the color for each scene. Press [Shift] and hit a pad repeatedly to select the color you want. Color selection is stored when you save your project.

Scene Banks

Panorama can control up to 64 Scenes. To change bank, press and hold [Pad Bank] and press a pad from 1-8 to select your bank.

Linking Tracks to Scenes

Track link is a useful for project navigation as well as live performance. Hitting a pad to trigger a scene will also select the linked track.

Example: Track 15 is a piano and Track 2 is an organ. For this example we want to link track 15 to scene 1 (intro) and Track 2 to scene 2 (verse).

First ensure the pads are triggering Scenes by pressing [MENU / SETUP] and engaging [Scenes]

- Select track 15 (piano)
- Hit Pad 1 to trigger Scene 1
- Press [Link>T]
- Select track 2 (organ)
- Hit Pad 2 to trigger Scene 2
- Press [Link>T]

Hit Pad 1 again, and Track 15 is automatically selected. Hit pad 2 and Track 2 is selected.

When a track is linked to a scene the [Link>T] button is highlighted while the scene is active. Press [Link>T] again to unlink the track.

Note: Scene track link relies on Track IDs. Adding tracks anywhere other than the end of the of the track stack in the project may invalidate existing Track IDs ahead of the new track.

Nektarine Setup and First Steps

Nektarine is a Nektar plugin that allows extensive control of VST, VST3 and AU instrument plugins from Panorama T4/T6 and can be hosted in any DAW as a AAX, VST, VST3 or AU plugin. A standalone version in addition allow you to play plugins from your T4/T6 without a DAW.

Nektarine includes the following features:

- Load up to 16 instrument plugins with individual key ranges for split and layering adjustable for each plugin.
- Load up to 4 insert effect plugins in each of the 16 instrument channel.
- Switching between keyboard and pad profiles allow a Nektarine instance to be used for either keyboard or pad playing.
- When the pad profile is selected, the 8 T4/T6 pads are programmed from Nektarine in two banks for access to 16 pads.
- All settings including pad setups are stored either as part of a DAW song/project or a Nektarine Multipatch.
- DP-1 drum player instrument and over 500 drum sounds are included with over 40 preset kits.

Nektarine also features a browser so you can find sounds from your Panorama T4/T6 including audio drum samples, without using the mouse. It works great alongside the MCU DAW control and can be used in many VST/AU hosts which means you get the same control and browsing experience of your instrument plugins regardless of which DAW you use.

Getting Up and Running

The Nektarine installation instructions can be found in the online Nektarine manual: [1.3 Installation and setup](#)

Once installation is complete, learn how Nektarine can be operated from Panorama T4/T6 in this guide.

First Steps with Panorama T4/T6 & Nektarine

Nektarine runs as a plugin extension of your DAW. You'll be able to control plugins using the [Instrument] and [Multi] buttons as well as program the pads and play DP-1 factory drum sounds with the pads profile. For a smooth experience, here are the main points to be aware of:

- Launch the Nektarine Stand-alone application or create an instrument track hosting Nektarine in your DAW will enable advanced control of any instrument plugin you load in Nektarine.
- With Nektar DAW integration running alongside Nektarine, the DAW integration is automatically detecting when Nektarine is present and activating control for it.
- You can also activate any instance in the Nektarine GUI by clicking on the colored (usually yellow) instance indicator in the top right corner of Nektarine. For more info, see [1.5 Instance Status Indicator](#) in the online Nektarine manual.

Control & Page Navigation

The control page displayed when [Instrument] is first pressed, is the Instrument Home page. You can get back to it any time by pressing [Instrument]. The home page contains assignments for the most commonly used parameters.

- The faders are for the most part assigned to control envelopes. Press the 9th fader button to toggle the encoder/faders display view.
- If the LED buttons are illuminated, it means that a control page can be selected when an illuminated button is pressed. As the buttons are pressed the display updates to show page names and assignments.
- You can also navigate all pages by pressing the [Menu/Setup] button. Move the [E1/Data] encoder to scroll through the list of pages that appeared on the display, and press the display button labeled [Enter] to select.
- If you navigate to another mode, such as [Mixer], when you press [Instrument] again, the last selected control page is displayed. Press [Instrument] again to select the Home page.
- In many cases subpages are used to provide more pages within a section. A synth's oscillator may have more parameters than 8 in which case 2 subpages would be used. A single display button can then be set up to toggle between them or dedicated display buttons can be assigned to select each of the two pages. Read more in the online Nektarine manual chapter [6. Control Mapping](#)

Parameter Learn

An easy way to quickly change Nektarine control assignments, is to use it's 'Learn' function. At a minimum you may for example want to customize the Home page for a plugin so the parameters you need are always right there. Or you may want to assign LED buttons to select a control page.

1. Activate Nektarine "Learn" by pressing [Shift]+[Setup/Menu] at the same time. In the right display label, 'Learn' should now flash to show it's active.
2. In Nektarine, make sure the hosted instrument plugin GUI is visible and move the parameter you'd like to control.
3. Move the control you want the parameter assigned to on Panorama T4/T6. That's it, the assignment is complete.

Keep repeating steps 2 and 3 to assign parameters to more controls and change pages as needed.

Press the [Setup/Menu] button while 'Learn' is active to expose more options:

- | | |
|----------------------------|--|
| Clear One: | Select and press the display button labelled [Enter]. Then move the control you want to clear an assignment for. |
| Clear All: | Select and press the display button labelled [Enter] to clear all assignments in the current page. |
| Direct Page Access: | Select and press the display button labelled [Enter]. Then press the LED button that should be assigned to select the currently selected control page. |
| Save: | Save the map file with all your changes. You can also save from Nektarine's Edit page. |

Saved user map files can be found in Documents\Nektar\Nektarine\Mapping Files\Instruments. Deleting a user map file will restore the default factory mapping.

Nektarine Pads Profile

The Pads profile handles MIDI differently from the Keys profile which is why the pads view is not visible when the Keys profile is selected.

To toggle between the Keys and Pads profile, press [Shift]+[Instrument] on Panorama T4/T6.

When the pads profile is selected, the pads on Panorama T4/T6 are red as a visual cue. If the the 'DP-1_Factory_Soundbank' has been imported in Nektarine, it's now possible to load the Multipatch kits either from the Nektarine software or from the Browser menu on Panorama T4/T6.

Pad Setup

The pads on Panorama T4/T6 can be programmed and configured in the Nektarine Pads View, as described in the online Nektarine manual section [4. Pads](#).

The only parameter that's not applicable to Panorama T4/T6 is the pressure parameter. All pad settings are stored with your DAW song/project or can be stored in a Multipatch.

Pad Bank 1-8, 9-16

The pads profile's pads 16 pads can all be played from Panorama T4/T6 but of course only 1 bank at a time.

Activate the [Pad Bank] button to play pads 9-16 and deactivate [Pad Bank] to play pads 1-8.

Controlling Plugin/DP-1 Parameters

Control of instrument plugin parameters works the same way as when the Keyboard profile is active but the workflow has been optimized for pads.

Press [Instrument] to activate control. If you have loaded one of the 'DP-1_Factory_Soundbank' multipatch kits, every pad will play a DP-1 with a unique sound. DP-1 parameters can immediately be controlled using the 8 encoders on Panorama T4/T6 and update as new pads are played.

Many drum machine plugins have been mapped for the same experience so striking a pad will select the correct control page with the parameters that correspond to the sound played.

To lock a pad's control page, disable the 'Select pad via MIDI' button in Nektarine's Pads View, as described in [4.14 Pad Lock and Omni Off buttons](#).

Multi-Mode

Nektarine can host up to 16 plugins for layering, splits and mixing of sounds. The first plugin you load in an instance of Nektarine is inserted in instrument channel 1. More slots can be created from Panorama T4/T6 and the browser can be used to find different sounds for each slot.

1. Press the [Multi] button. You may have to press it twice before it's active. The display now shows a list of instrument channels with either a plugin or patch name for each plugin loaded.
2. Press the display button labelled [Add Slit]. This creates a instrument channel. You can create up to 16 layered instrument channels and set Key and Velocity range for each, when the Keys profile is selected*. Keyboard Zones are described in the online Nektarine manual section [2.4 Keyboard Zone Parameters](#).
3. Press the [Browse] button and select a patch as described in the Browse section. Press [Browse], [Multi] or [Instrument] again to exit.



*Adding instrument channels when the Pads profile is selected is best done via the Pads View in Nektarine because routing to pads cannot be done from Panorama T4/T6.

You can add up to 16 slots by repeating the above steps. While [Multi] is active, the controls are assigned to dedicated Multi-mode operations.

- Faders 1-8 control volume for each of the 8 slots.
- Encoders 1-8 control pan for each of the 8 slots.
- Fader button 9 toggles the operation options for the LED buttons: Solo/Mute/Select.
- Display button 4 [FX1-4] allows selection and control of effects plugins. See next section for details.
- Press [Instrument] to control the parameters of the currently selected slot

Removing slots can be done in the Nektarine GUI. Read more about Nektarine's Plugin View on the [Nektarine Help page](#).

FXs Control

Effect plugins can be loaded directly from Panorama T4/T6 by selecting any of the 4 insert slot that the current instrument routes to or any of the 4 global send effects.

Effect plugins are controlled via Multi-mode which enables you to switch between control of an instrument plugin and an effect plug by alternately pressing [Instrument] and [Multi].

1. Press [Multi] followed by [FX 1-4 (Display button 4)] to select.
2. [Insert] is selected by default. If you prefer to select/control a send effect, press [Sends]
3. Move [E1/Data] to scroll through the effect slots. Three slots are visible so press [Setup/Menu] to toggle between inserters 1-3 and 2-4.
4. Press [Select] to select the insert slot. If a plugin is already inserted, it's now mapped for control by the 8 encoders. Control mapping works the same way as it does for instrument plugins which means you can customize mapping using the same tools.
5. If an effect plugin is not inserted, the insert slot is now selected. Press [Browse] and load a plugin as described in the Browse section.
6. When a plugin has been loaded, press [Browse] or [Multi] to control it.
7. To insert an effect in another slot, press [Multi] to exit the control page and repeat steps 3-6.



The Nektarine browser can be operated from Panorama T4/T6, enabling the selection and loading of audio files, patches and multipatches. As long as Nektarine has scanned and found plugins on your system, at least one patch for each plugin will be available in the browser. Read more in the online Nektarine manual section [5. Nektarine Browser](#).

Here is how you access the browser from Panorama T4/T6:

1. Select an instance of Nektarine for control.
2. On Panorama T4/T6, press the [Browse] button. The display now updates to show a list of patches (see image to the right)*.
3. Press one of the display buttons to select Audio or Multipatch browser content instead.
4. Move [E1/Data] to scroll through the list. The select indicator on the left of the display will move through the list.
5. Press the display button labelled [Load] to load the selected patch. The Loaded patch appears in the list with a dark background.



*The display image has not yet been updated to account the addition of the Audio tab.

Four display buttons + [Setup/Menu] give access to:

- | | |
|----------------------|--|
| [Audio]: | Audio sample browsing is mainly used when the pads profile is active. See 5.5 Adding Audio Files in the online Nektarine manual. |
| [Patch]: | Selects Patch browsing. This is the default selection and described above. |
| [Multi]: | Selects Multipatch browsing. A MultiPatch contains all settings including all plugins and Nektarine parameters. |
| [Load]: | Press to load the current selection. |
| [Setup/Menu]: | Select up to 7 Tags from Panorama T4/T6 to narrow options. See the next page. |

To exit browse, press the [Browse] button again or press one of the mode buttons.

Nektarine Browser Tags

As the library of patches expands in the Nektarine browser it quickly becomes essential to be able to narrow options. Tags can be selected in Nektarine's GUI for this purpose, but also from Panorama T4/T6.

1. Press the button labelled [Setup/Menu0 to view the tags page on Panorama T4/T6. The display now shows a page with active tags, if any are selected.
2. E1 is by default assigned to select 'Plugin'. Rotate E1 to select a plugin. To confirm the selection, press the display button labelled [Select].
3. Tags can be set by using the 8 encoders. Press and hold the display button labelled [Type] and move an encoder (E2 for example).
4. Select 'Category' and release the button.
5. Move the same encoder again. This time it will scroll through available Categories.
6. With a 'Category' displayed, press the display button labelled [Select].
7. Press the [Patch] button to go back to the patch list. It has now updated to only show patches for the plugin and category you selected in the tags page.

You can select up to 7 tags directly from Panorama T4/T6 using encoders 1-7. The 8th encoder is permanently assigned to Group Tags which is like a preset of tags that you can create for instant access.

To exit browse, press the [Browse] button again or press one of the mode buttons.