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| IMPACT

LX25+ | LX49+ | LX61+ | LX88+



**Using Impact LX+ with
MOTU Digital Performer**

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Digital Performer Integration Setup and Configuration

The Impact LX+ integration for MOTU's Digital Performer is compatible with Digital Performer 8. These instructions assume Digital Performer 8 is installed running on either Windows (Vista, 7, 8 or higher) or Mac OS X.

Setup

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

- Locate the "Impact_GX_LX+_MOTU_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 Digital Performer and create a Project or open an existing one
- Go to Setup/Control Surface Setup...
- Click the '+'
- For 'Driver' select Nektar Impact LX+
- For 'Unit' select Multi MIDI
- For 'MIDI Input', select MIDIIN2 (Impact LX+) in Windows or Impact LX+ Port 2-16 in OS X
- For 'MIDI Output', select Impact LX49+ in Windows or Impact LX49+ Port 1 in OS X
- Click 'OK' to close the Control Surface Setup window.

That's it, Digital Performer is now configured to work with your Impact LX+.

Image 1

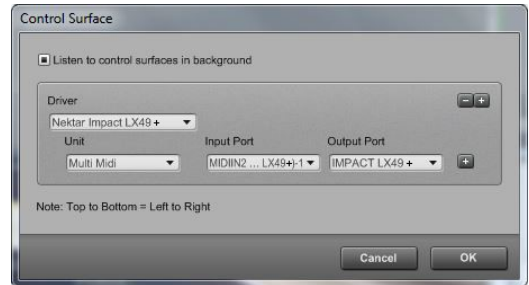
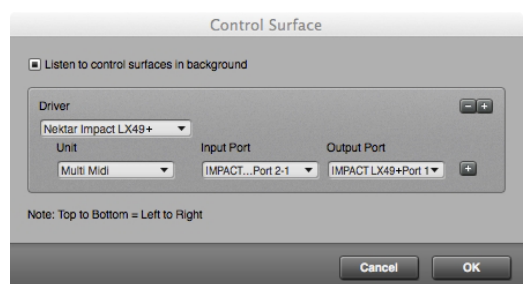


Image 2



Digital Performer 8 and Impact LX+ Working Together

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

Track Changes

To navigate Digital Performer tracks from Impact LX+, press the [<Track] button 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.

Note: Tracks that don't have active inputs cannot be selected with the <Track and Track> functions.

Transport

The transport buttons give access to activate or deactivate the following transport functions: Memory Cycle (loop), Rewind, Forward, 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
[Cycle]	Switch Memory Cycle on/off
[Rewind]	Rewind the song position. Press the button again to stop
[Forward]	Forward the song position. Press the button again to stop
[Stop]	Stop playback
[Play]	Activate play
[Record]	Activate record. Press again to deactivate record but continue play
[Shift]+[Cycle]	Goto Memory Start. Goto song start if playback position is before Memory Start
[Shift]+[Rewind]	Set Memory Start locator to the current song position
[Shift]+[Forward]	Set Memory End locator to the current song position
[Shift]+[Stop]	Toggles Undo/Redo last changes.
[Shift]+[Play]	Switch the Click/metronome on/off
[Shift]+[Record] (Mode)	Switch Overdub on/off

Soft Take-Over

As you control different parts of Digital Performer with the same set of 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 a Virtual Instrument in Digital Performer. Now you are ready to control the Digital Performer's Mixing Board 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 Digital Performer so that it can avoid sending data until a control position match the parameter position in Digital Performer. If a fader is positioned at 0 and the parameter it is controlling in Digital Performer, is positioned at 100, no data is therefore sent by the fader until you reach value 100. At this point the parameter in Digital Performer will start to move.

Digital Performer Mixer Control

To control Digital Performer's Mixing Board, press the [Mixer] button to select the mixer preset. The display's left dot is illuminated while the preset is selected and Digital Performer's Mixing Board is being controlled.

Open/Close the Digital Performer Mixer Window

If the Digital Performer's Mixing Board is not in view you can press [Shift]+[Mixer] to bring it in to view. Press the same button combination again to close the Mixing Board. While the Mixer preset is selected, your Impact LX+49 continues to control Digital Performer's Mixing Board, even if the mixer window is closed.

Channel Volume & Pan

With the mixer preset active, moving faders 1-8 will control mixer channels in groups of 8 in the Digital Performer's Mixing Board. 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.

Fader 9 (on LX25+, the single fader) controls the channel corresponding to the currently selected track so as you change tracks, you can quickly change volume as you are working. If you have 15 tracks in your song and the currently selected track is 12, that would result in faders 1-8 controlling mixer channel volume 1-8 and fader 9 controlling channel volume 12.

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.

Digital Performer conveniently shows you the 8 channels that are currently being controlled as you bank over. If you need to see more channels, use the Digital Performer Track Selector to select more tracks. Note though, that if you use the Impact LX+ bank over function, any selection will change to show only the tracks Impact LX+ is controlling.



Master Volume

You can control the Master Volume fader of Digital Performer's Mixing Board 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.

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

Digital Performer Instrument Control

Press the [Inst] button to select the Instrument preset. The display's center dot is illuminated while the preset is selected. To control an instrument you must however be on an instrument track. From Digital Performer's Project menu, select 'Add Track' and then 'Instrument with Options...', where it says 'Unassigned' you will find a list of Plug-ins installed on your system. Lets choose 'BassLine' as a starting point.

Open/close the Instrument Window

With an instrument track selected, you can press [Shift]+[Inst.] to bring the instrument GUI window in to view. Press the same button combination again to close the instrument window.

Changing Patches

You can step through instrument patches for the currently selected instrument 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 VST instrument associated with the instrument/MIDI track you are currently on. If you select any other type of track, there are no parameters to control.

Impact LX+ is premapped for most of the popular VST instrument plugins available including of course the included instruments that come with Digital Performer. Select a track that contains for example BassLine.

On Impact LX+, press the [Page] button until the blue LED button labeled "Default" is illuminated. The mapping now corresponds to the blue silk screen printing on your Impact LX+. Try moving the control labeled "Filter" to verify this.

Moving the faders now control ADSR envelope parameters and Fader 9 is assigned to control the instrument volume.

Now press [Page] again so the LED labeled "User" is illuminated. The Nektar mapping for this page will typically augment the default mapping so for example you could have oscillator 1 parameters mapped on the Default page and oscillator 2 parameters mapped for the same controls on the User page. The idea however is that you customize this page to your needs. With Cubase you can however customize both Default and User control pages if you prefer a completely different setup. Read the next section to learn how that works.

With Digital Performer, it's unfortunately not possible to save user configurations at this point.

Using Impact LX+ Pads

Digital Performer drum instruments can be played from the Impact LX+49 keyboard or 8 pads.

Operating the drum instrument works the same way as any other instrument and using the Pad maps 1+2 you are able to play drum sounds straight away. However you may prefer to create a setup where the 8 pads play a specific selection of any of Groove agents 16 pad sounds. Thankfully there is a learn function for that.

“Learning” an Instrument drum Sounds to the Pads

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

1. Press the function button labeled [Pad Learn]. The display will now blink, showing P1 (pad 1) as the default selected pad.
2. Hit the pad you want to assign a new note value to. The display blinks and updates to show the number of the pad you selected.
3. Press the key on the keyboard that plays the sound you want to assign to the pad. You can keep playing notes on the keyboard until you have found the note you want.
4. When you are done, press [Pad Learn] to exit and start playing your pads with the new assignment.

You can keep repeating steps 2. and 3. until you have created a complete Pad Map. The settings are stored over power cycling so you will not lose them as you power down your system. However it's a good idea to save setups that you may want to have access to regularly in the future to one of the 4 pad map locations in Impact LX+. To learn how to do that, go to the “Setup Menu” section in this manual.