

nektar



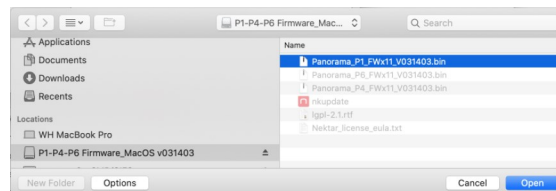
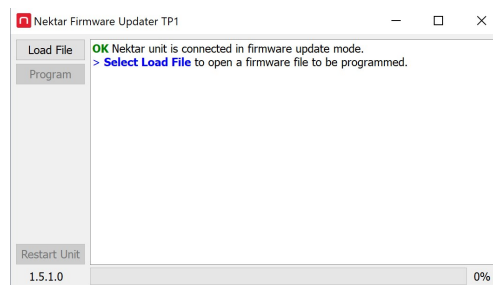
Using Panorama with Logic Pro

10.7 or higher

Panorama P1, P4 & P6

Panorama P-series Firmware Update

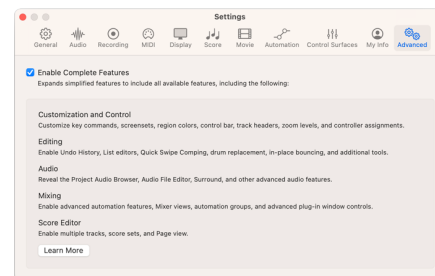
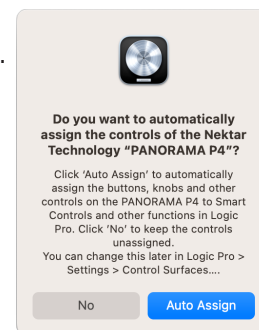
1. Connect Panorama P-series to your computer via USB.
 2. With Panorama P-series switched off, press and hold [Toggle/View]+[Mixer] while switching the unit on (P1 needs to be plugged in while holding the buttons). The display is white when the unit is in firmware update mode.
 3. Locate the dmg file named "Firmware P1-P4-P6 MacOS 10_11 or higher" 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 P-series 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 'P1-P4-P6 Firmware_MacOS'.
 7. Click [Program] and finally close the nkupdate app when complete.
 8. IMPORTANT: Reset Panorama to it's default settings (note this will erase any internal preset or map settings *) by switching the unit off and press [patch-]+[Patch+] while powering on again. Keep holding the buttons until you see the fader display. On P1, press the [Cycle]+[Record] buttons and then press the [Patch-] + [Patch+] buttons within the 2 seconds countdown.
- * **Backup your settings:** If you want to keep your user memory banks; please do a [backup](#), and restore after resetting.



Install Panorama Integration for Apple Logic

1. Make sure Logic 10.7 or higher is already installed on your computer. If not, install or update Logic first. Then open Logic at least once, before running the installer for Nektar DAW integration software.
2. Locate the Panorama_Apple_support_xx installer included with this package and run it. This version of Panorama Logic Pro integration is compatible with Logic Pro 10.7 or higher, running on MacOS 10.12 and higher.
3. Make sure your Panorama is plugged in to your computer and switched on, then launch Logic Pro.
4. In Logic Pro, a dialogue box will appear asking 'Do you want to automatically assign the controls of the Nektar "PANORAMA P1/4/6"?'. Click "Auto Assign".
5. Create or load a project in Logic with at least one track.
6. From the 'Logic Pro' menu, select Settings/Advanced and make sure 'Enable Complete Features' is ticked.
7. Download and install the Nektarine plugin from the 'My Account' tab on our website, if you'd like to use Nektarine alongside the Nektar Logic integration.

That's it! Setup is complete and you can move on to the fun part, learning how it all works.



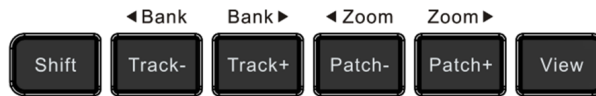
Troubleshooting

If Panorama Logic integration is not working as expected, after following the above steps, check the below:

1. From the 'Logic Pro' menu, go to 'Control Surfaces' and select 'Rebuild Defaults'. The action restore Logic Panorama integration's default control surface settings, without losing user data.
2. Verify that Panorama is running the latest firmware, then perform a factory reset as described in Firmware Update step 8.
3. From the 'Logic Pro' menu, go to Control Surfaces/Settings/MIDI Controllers. Locate 'Panorama P1/4/6' in the list and make sure it's ticked in the 'Auto' column.

This section, and following sections, discuss the ways Logic and Panorama work together to enhance your workflow. From time to time, you may need to consult the Logic documentation for additional information.

Navigation



The six buttons pictured above navigate important parts of Logic. These functions are available at any time, regardless of the active Panorama mode.

Key Combination	Description
[Shift]	Hold to activate secondary operating functions for other buttons.
[Track - / +]	Select the next or previous track in Logic's sequencer. This is the same as using the arrow up/down keys on your computer keyboard.
[Patch - / +]	Select the previous or next mixer channel preset in the Logic Library browser window, when in focus. If a plugin is in focus, these buttons select the previous or next plugin patch.
[View]	Toggle the Selected Track's Instrument window open/close.
[Shift]+[View]	Toggle all plugin windows open/close
[Bank < >]	Moves the current selection of eight mixer channels in Mixer mode so the fader group assignments are changed from channels 1-8 to channels 9-16, for example. Hold [Shift] and press one of the [Track - / +] buttons to view an adjacent bank of channels.
[<Zoom>]	Control Logic horizontal zoom. Hold [Shift] and press one of the [Patch - / +] buttons to adjust the horizontal zoom level.



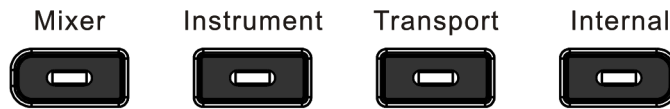
Transport Buttons

The transport buttons activate or deactivate transport functions as listed in the table. The buttons can be used at any time, regardless of the active Panorama mode and also double up as programable F-Keys.

Key Combination	Description
[F-Keys]	Press and hold this button to use the transport buttons as F-keys. F-keys can send MIDI CC data which can be mapped to Logic shortcuts. See the online documentation for more info.
[<<<]	Goto cycle start.
[>>>]	Goto cycle end.
[Shift]+[<<<]	Move cycle backwards.
[Shift]+[>>>]	Move Cycle forwards.
[Undo]	Same as Undo in Logic.
[Shift]+[Undo]	Same as Redo in Logic.
[Click]	Switch the metronome/click on or off.
[Shift]+[Click]	Toggle count-in on or off.
[Mode]	Toggle MIDI record mode between overdub (off) and replace (on).
[Cycle]	Switch the loop/cycle on/off.
[Shift]+[Cycle]	Activates loop/cycle of current selection.
[Rewind]	Rewind in steps of 1 bar. Press and hold for fast rewind.
[Shift]+[Rewind]	Set Cycle start at current play position.
[Forward]	Forward in steps of 1 bar. Press and hold for fast forward.
[Shift]+[Forward]	Set Cycle end at current play position.
[Stop]	Stop playback. Press again to return to last play position and a third time to return to song start.
[Play]	Activate play.
[Record]	Activate record.

The Mode Buttons

These buttons switch Panorama between different Logic control operating modes. Each mode re-maps the Panorama encoders, faders and buttons to perform different operations in Logic. The display updates to reflect the parameters and assignments of the active mode.



Mixer: Assigns all controls to Logic Mixer parameters and provides access to control menus. The [Mixer] button also opens the Logic Mixer window if it's not already in view. To close the window, press [Shift]+[Mixer].

Instrument : Assigns all controls to Instrument plugins. Only active if an instrument plugin is present.

Transport : Assigns all controls to transport functions.

Internal: Uses Panorama internal MIDI controller functions enabling you to switch between Panorama Logic control protocol and use Panorama as a traditional MIDI controller.

What the Display Tells You

The top line of the display is the current parameter line, showing you the name and value of the parameter you are currently controlling.

The display Info-Bar is the top Red/Gray/Red area and it provides the following status information:

	TRACK NAME	MIXER CH NUMBER	PRIMARY PLUGIN
Mixer & Transport:	TRACK NAME	MIXER CH NUMBER	CURRENT PAGE
Instrument:			

Mixer fields 2 and 3 are updated when sub menu's are selected, providing information relevant to the current menu.

Below the Info-Bar, the display indicates the status of current assignments, which varies depending on what menu you have selected.

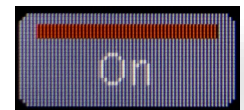
Display Buttons

The five display buttons are used to navigate menus, activate functions and control parameters. A display label above each button, indicates what it controls.

In Mixer mode for example, the display button labels are [EQ], [Inserts], [Sends], [Smart] and [Auto R]. The gray buttons are all inactive and the active button is red. Press the [Smart] button and the Smart menu will open. Press [Mixer] to navigate back to the Mixer home page. This time the "Smart" label is red indicating the [Smart] menu is still active and parameters can still be tweaked using the 2x4 encoders.

Pressing the [EQ], [Inserts], [Sends] or [Smart] button will change the assignments of the 2x4 encoders as well as show you what each of the controls are now assigned to. We will go through all of this in more detail on the following pages.

If a button is used to control a parameter (instead of a function a menu, such as 'Auto R'), you will see a line above that's either white or red to indicate the current status of the button. The image on the right shows you an example where a parameters status is "On".



To exit any page, press a Mode button and navigate to whatever page you would like to edit next.

This section is designed as a tutorial that introduces you to the way Panorama and Logic interact. We encourage you to follow the tutorial the first time through, to get a feel for the way things work. Once you have a handle on the workflow options that Panorama provides, you may want to consider setting up a default project template that is optimized for your use of Logic with Panorama.

Mixer Mode Home Page

To start, create an empty Logic project, then create a single External MIDI Track. This track type does not generate any sound when you play Panorama, unless it's routed to an external MIDI device such as a synth. The Panorama display shows 9 faders corresponding to the 9 physical 45mm faders and now looks similar to the image on the right.

The first red field in the Panorama Info Bar indicates the track name, which should now show "INST 1" with the device name "EXTERNAL INST" for the track you just created. Try changing the track name in Logic and you will see it update on Panorama.



The first fader (of the group of 9) on Panorama now controls the mixer channel volume of the track you created. Moving the fader doesn't change the volume immediately because the physical fader position first has to match the position of the corresponding fader in the Logic mixer. This approach ensures that there is a smooth change to the Logic channel volume setting, rather than an abrupt jump to the current Panorama fader value.

Keep an eye on the Panorama display and move the physical fader towards the virtual fader position (indicated by a white horizontal line). Note that once the red line (the Panorama physical fader position) and the virtual fader position match, the fader cap graphic follows the fader movement and adjusts the volume setting of the mixer channel in Logic.

Next create a software instrument track in Logic, hosting the Vintage Electric Piano. The Info Bar now displays track name which derives from the current patch name and you can play the instrument from Panorama's keyboard.

Finally create 8 audio tracks. In Logic's mixer notice the colored line under the faders has shifted because we now have more than 8 tracks. Panorama's display reflects that too, so use [Shift]+[Track +/-] to navigate the banks. Panorama's 8 faders always control the 8 channels that are underlined by the colored indicator.



Using the Logic View Filters

Panorama can follow the mixer filter view settings in the Logic Mixer. Click on the "View" button at the top of the Logic Mixer window and make sure "Link Control Surfaces" is ticked.

To the right of the Logic 'View' button you have the option to select "Single", "Tracks" or "All". First select "Single" and press the [Track +/-] buttons on Panorama, to navigate back and forth between the two tracks. Notice that the Panorama display updates to show only the currently selected track and associated channels. The Logic mixer window mirrors this view.

In Logic, select "Tracks". The display updates to show the two tracks and their associated mixer channels (4 in total now). Finally click "All" shows all channels whether they are associated with a track or not. In our example here, this shows a mixer channel for each of the 16 MIDI channels on the External MIDI Track. Click the "MIDI" button in the Logic mixer to hide the MIDI channels from view.

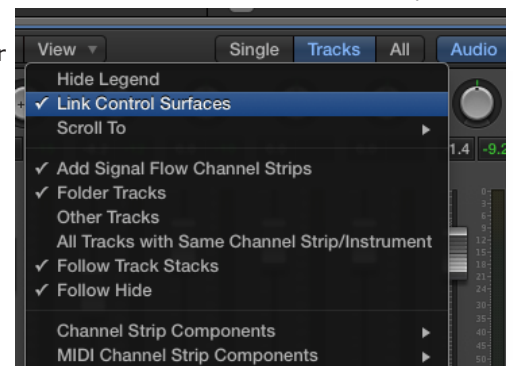


Creating Separate Panorama and Logic Views

Logic allows you to create a separate view settings for your control surface. First set up the view you would like on Panorama.

We prefer to simply select the "Tracks" option. Now un-tick "Link Control Surfaces".

The view settings can be saved to a template so you only have to set this up once.



Control Select, Mute, Solo, and Record Arm

The 8 LED buttons below the faders are assigned to Select by default. Press LED button 1, then press LED button 8 and note how this lets you quickly jump from one track to another. You can also use these buttons to select mixer channels that don't have a track associated with them (such as aux or output channels).

Press the [Toggle/Mute] button to change the assignment of all LED buttons to Mute. Repeatedly press the [Toggle/Mute] button to cycle through LED button assignments as follows: Select, Mute, Solo, Record Arm, then back to Select, a.s.o.

Panorama also features an option to scroll through the buttons assignment options. Press and hold [Toggle/Mute], then rotate the [Data Control] encoder until the parameter you want to control, is selected.

The image to the right shows the location of the label that indicates the current assignment mode of the 8 LED buttons.



Navigating Tracks & Channels

Now create an additional 8 tracks in the Logic project. At this point, you should have a total of 16+ tracks to navigate. Repeatedly press the [Track+] button to navigate to channel 14.

We're sure you'd agree that's a lot of button presses, but thankfully there's a quicker way to navigate between channels.

Press and hold the [Shift] button on Panorama, then press the [Track-] button. This button combination activates the second menu layer on Panorama (in this case [<Bank]) and updates the display to show channels 1-8. Make sure the LED buttons are assigned to Select, then press the LED button that corresponds to channel 6.

You have now learned how to navigate Logic channels and tracks from Panorama using three different methods:

- [Track-] and [Track+] buttons go to previous or next track (or channel) in Logic
- [Shift]+[<Bank] or [Bank+] moves to the previous or next group of 8 channels controlled in Mixer mode
- Press an [LED button] when assigned to "Select" for quick channel selection within the bank of 8 channels you are currently controlling from Panorama



Multi-track Control of Pan and Sends

The encoders above the faders are by default assigned to Pan for each of the 8 channels within the current bank. Rotate each encoder to update the Pan value on the display and to update the corresponding pan parameter value in Logic. The Panorama encoders automatically mirror the current values of the Logic mixer's Pan knobs, so your changes are reflected immediately.

The encoders can also be used to control any of the mixer sends across 8 channels. To change the assignment, press the [Toggle/View] button, just to the right of the encoders.

Press [Toggle/View] repeatedly to assign the encoders to the next assigned send destination. Continue until you cycle back to controlling Pan.

Panorama also features an option to scroll through sends. Press and hold [Toggle/View], then rotate the [Data Control] encoder until the send you want to use is selected.

In addition to multi-channel control, Panorama can control a complete Logic mixer channel strip including EQ, Sends, Inserts and Smart Controls. A channel strip is selected by its association with a track (switching to a track also changes the corresponding mixer channel). It is not possible to control the channel strip for a channel that does not have an associated track.

The channel strip menus are accessed in the Panorama Mixer mode home page. Each of the menus change the assignments of the right hand 2x4 encoder group - while still providing access to the multichannel mixer controls to the left of the display.

Channel EQ

Select an audio track and press the first display button labeled [EQ]. This inserts the Channel EQ in Logic (if not already inserted) and opens the Channel EQ plug-in window. The Panorama display updates to show controls for band 1 in the bottom row. The first encoder is used to select bands 1:8.

The currently selected EQ Band is seen in the 3rd cell of the Info-bar.

If you prefer an EQ control layout with access to multiple band parameters simultaneously, select the [Inserts] button.

Press the [Mixer] button to return to the Mixer home page. The 8 encoders continue to be assigned to Channel EQ for as long the EQ display label is red.



Channel Sends

Panorama can control up to 8 sends for the currently selected Logic mixer channel. Sends first should be set up in Logic with the destination you want. Once set up, pressing the [Sends] display button to adjust the send controls using the 2x4 encoders.

Panorama shows an abbreviated Send destination name for each of the encoders. In Logic, if you change the name of the return track for a send, for example, the destination name updates on Panorama.



Press the [Mixer] button to return to the Mixer home page. The 8 encoders continue to be assigned to control Sends for as long the Sends display label is red.

Channel Inserts

All of Logic's insert plugins are pre-mapped.

First select an audio track, press the [Inserts] display button from panorama Mixer mode home page. Panorama immediately maps the first 8 parameters to the 2x4 encoders and opens the plug-in window in Logic. You can now tweak controls while viewing parameter value changes in Logic or on the Panorama display.

The first 4 display buttons control pre-selected switch parameters on the plugin.

The [Data Control] scrolls through available plugins. If there are no more populated insert slots the Data Control will not scroll any further.



When you add a plugin to an insert slot on the selected track, Panorama will automatically select that slot and provide access to the plugin controls instantly.

Deleting a plugin from a slot, causes Panorama to select the previous slot if populated.

Use the data Control to select different slots at any time.



You can toggle plugin windows in Logic from Panorama by pressing [shift]+[view]. Alternatively, on the Mixer home page use [Shift]+[inserts] to toggle the selected plugin slot window only.

Customizing Parameter Mapping

You can use Quick Learn to reorganize Insert FX parameters. Once re-organized your mappings are stored against the plugin for use in other projects and tracks.

Quick-Learn is detailed on page 12.

Smart Controls

From the Mixer Mode Home Page, press the display button labeled [Smart].

This opens the smart panel in Logic and the first 8 smart control parameters on the current track are now assigned to the 8 2x4 encoders.

Use [Shift]+[Smart] to toggle the smart control panel.



“Learning” Parameters to Smart Controls

Smart Controls can be used to control a combination of parameters for different plugins within the same control window. Logic’s learn function makes this process easy. And even better, as the Smart Control window updates, so will Panorama’s display and assignments.

1. Open the Smart Controls Window.
2. Click on the (i) icon top left, to view the learn button.
3. Move the Smart Control you want to assign a parameter to, by moving it in Logic’s GUI.
4. Click the “Learn” button.
5. Move the parameter you want the selected Smart Control to control. -Switch Learn off.

The display on Panorama also updates so you are now ready to control the learned parameter from Panorama. If the display doesn’t show correct parameter names, press [Mixer] and [Smart] to refresh the display.



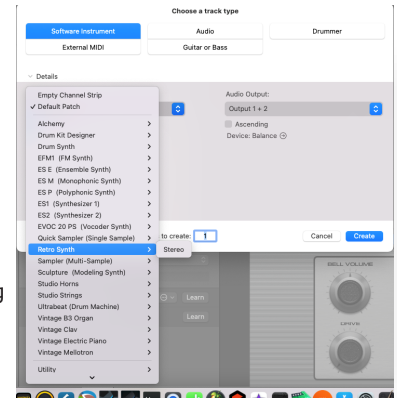
Pressing the [Instrument] button, located just above the display, activates Instrument mode. In this mode the 16 encoders, 9 faders, 8 LED buttons and 4 display buttons are all dedicated to control instrument plugins. Panorama is pre-mapped for all Logic's built-in instrument plugins. AU plugins can also be controlled and Panorama has tools that allow you to change or setup the mapping to your liking. First an overview of how Instrument mode works.

Instrument Home Page

The first window you see on the Panorama display is the Instrument home page. The page is designed to provide the visual feedback and tactile experience of a hardware workstation.

If an audio track is selected, there are no parameters to control so start by selecting or creating an instrument track with the default Logic plugin ES2.

A new Software Instrument Track can be created from Panorama, by pressing [Shift]+[Instrument], pre-loaded with your instrument of choice. To select an instrument for pre-loading with this function, select 'New Tracks...' from the Tracks menu in Logic. Then select software instrument and select an instrument from the drop-down menu.



Changing Patches

You can step through instrument patches from Panorama, by pressing [Patch>] to go to the next patch or [<Patch] to go to the previous patch. The instrument needs to be in focus for the patch buttons to affect it. If the Logic arrangement window is in focus, the patch buttons will change the channel patch instead.

If changing patches is not working for a plugin, click the "Manual" field which brings up the menu you see in the image to the right. Use the "Save As" option to save patches. With a few patches saved, you'll be able to navigate them using the two patch buttons on Panorama.



As you change patch, parameter values update on Panorama's display.

Controlling Logic's Built-in Instruments

Logic's built-in instruments are all pre-mapped for Panorama. Let's take a look at how Panorama is structured to control Logic's ES2 plugin.

On the instrument home page, the grid below the instrument name, shows the parameters and values assigned to the 2x4 encoder group. In addition, the first display button labelled [Auto] switches the Logic automation on/off and the following 4 display buttons are assigned to plugin parameters.



The home page provides access to a combination of parameters across all device menus, that allow immediate control of parameters, that typically have the biggest impact on the instruments sound. For most devices, this maps Filter Cutoff and Resonance on encoders 1 and 2 respectively.

Many instruments have a four stage ADSR envelope so the faders are mapped as follows:

Fader 1	Amp Attack	Fader 5	Filter Attack
Fader 2	Amp Decay	Fader 6	Filter Decay
Fader 3	Amp Sustain	Fader 7	Filter Sustain
Fader 4	Amp Release	Fader 8	Filter Release
		Fader 9	Instrument Volume

Move faders 1-4 to control parameters in ES2. The current parameter's name and value is shown at the top of the Panorama display.

To see how the faders 1-8, 1x8 encoders and LED buttons are assigned, try the following navigation options:

- Press [Toggle/View] to see what the faders and the associated encoders are assigned to control and their current status.
- Press [Toggle/Mute] to see what the LED buttons are assigned to control.
- Press [Instrument] to navigate back to the instrument home page.



User Pages

There are 8 User Pages available for custom mappings. To access a user page:

1. Hold down the Toggle/Mute button.
2. Press a fader button 1:8 to select a User Page.

Press [Instrument] at any time to return to the Home page. A User page consists of:

- 2x4 encoder group
- 4x Display buttons

The Faders and associated controls are unaffected by page changes.

User Pages are unmapped to start with. Use **Quick-Learn** to populate user pages. You can also re-organize default mappings with Quick-learn.

Once re-organized your mappings are stored against the plugin for use in other projects and tracks. Quick-Learn is detailed on page 12.

Customizing Parameter Mapping

The mapping of individual plugins can be customized if you are not satisfied with the default mapping. Logic has a built in Learn feature in the Controller Assignments window shown below:

Panorama uses Logic's learn feature, but greatly simplifies mapping - automatically setting the required data up to ensure the learned controls behave consistently and to be able to obtain real-time feedback. This is **Quick-Learn**.

Using Nektarine for Plugin Instrument Control

The included Nektarine software plugin provides a more complete plugin Instrument control experience with premapping for many plugins. Hosted in Logic Pro as a regular AU/VST/VST3/AAX plugin, Nektarine allows you to combine up to 16 instruments, with 4 insert effects for each and an advanced content browser that ensures that whatever you create can be used in any DAW.

Running alongside the Panorama DAW integration, Nektarine is automatically detected when navigating tracks ensuring a seamless experience.

Read more about Nektarine setup for Panorama on [page 17](#) and check the [online Nektarine software instructions](#).



The mapping of individual plugins can be customized, if you are not satisfied with the default mapping. Logic has a built in Learn feature in the Controller Assignments window shown below:

Panorama uses Logic's learn feature, but greatly simplifies mapping - automatically setting the required data up to ensure the learned controls behave consistently and to be able to obtain real-time feedback. This is Quick-Learn.

Quick Learn

To remap a plugin use Quick Learn:

1. Hold [Shift] on Panorama.
2. Click or move the parameter you want to map on the plugin.
3. Move a Panorama encoder in both directions (important), or press an assignable button twice (important). If the Controller Assignments window is closed at this point it will come into focus.
4. The display updates once assignment has been made and you can release the [Shift] button. If Panorama doesn't control the parameter correctly, repeat the steps paying attention the actions marked (important).

Tip: To map multiple parameters in a row, keep the Controller Assignments window open. Only close the Controller Assignments window when you are done mapping.

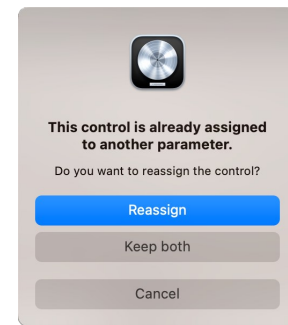
When replacing a control's existing user assignment, the following dialog will appear:

Press Panorama's [PLAY] to select reassign, or [Stop] to select cancel.

Deleting User Assignments

1. Click in the Controller Assignments window.
2. Turn or press the control with the mapping you want removed. The entry in controller assignments is highlighted blue.
3. Delete it using the QWERTY keyboard

If things get messy - 'Control Surfaces | Rebuild Defaults' addresses most issues.



Panorama's Instrument and Mixer mode controls do not work as standard MIDI controllers so you need to write automation to record parameter changes. The good news is this means higher resolution and more flexibility.

It is important to understand that Record does not have to be active to write automation in Logic. When active, automation is written whenever Panorama's controls are moved during playback.

The 'write' LED next to Panorama's motor fader is lit whenever control movements will be written as automation.

Writing Automation

The fifth display button in both Mixer mode and Instrument mode is labeled 'Auto: R'.

The 'R' represents the current Automation Mode. A quick way to write Automation is to press the Auto:R button. This sets the automation mode to Latch and you can record parameter adjustments from panorama.

Latch is the most suitable automation mode when using Panorama's faders, and encoders to modify plugin parameters.

Notice the label of the fifth display button updates to 'Auto: L'. The final letter in the label is useful as a reference to the current automation mode in Logic.

Press the [Auto] button again to return to 'Auto: R'. This is read mode. In Read mode plugin parameters will respond to the automation you wrote with Latch active, but moving Panorama's controls does not write additional automation.

Automation Modes

To select a different mode of automation, hold down the [Auto] button and turn the [Data Control]. Available options are:

- Off: 'Auto: O' = Automation disabled. Panorama's control movements will not be written as automation
- Read: 'Auto: R' - Automation Read Only. Panorama's control movements will not be written as automation
- Touch: 'Auto: T' - Panorama's controller movements will overwrite existing automation but return to previous value on release.
- Latch: 'Auto: L' - Panorama's control movements will overwrite existing automation, continuing to write automation at the final level on release
- Write: 'Auto: W' - Automation will be written continuously. Use with caution!
- Trim: 'Auto: Tm' Same as Touch, but instead of writing the value directly, offsets existing automation by the amount you move Panorama's control.
- Relative: 'Auto: Re' - Same as Touch, but instead of writing the value directly, adds a second curve according to your controller movements and relative to the existing automation. Only applicable to Channel Volume, pan and send automation. Works as Trim for any other parameter

Automation Read Modes

Automation Read Mode enables quick editing of any automatable parameter.

Effectively you can have one hand on the mouse selecting the parameter to control, and another on Panorama to control it.

You can set Automation Read Mode active for either the Motor Fader or the Data Control.

- When the [Auto] button is active, Automation Read mode is engaged. The tracks in Logic's arranger will expand to show the automation lane with the last selected automation parameter. Panorama is able to read the selected automation parameter
- When [Auto] is active, the [Data Control] will update the selected automation parameters value.
- Hold [Shift] and turn the [Data Control] to make fine adjustments to the automation value.
- Next try clicking other parameters in Logic's selected Channel strip. Notice the selected automation parameter changes and you can now control the clicked parameter with the [Data Control].
- Press [Auto] again and Logic's tracks will hide the automation lane.

Assigning Parameters to Panorama's Motor Fader

The high resolution, touch sensitive Motor fader can be used to automate any parameter you like in Automation Read mode.

Pressing the [Fader] button to engage Automation Read Mode for the Motor Fader. The 'Read' LED will illuminate green.

Click or Move any parameter in the selected channel strip, or focused plugin with the mouse and notice the motor fader adjusts its position accordingly.

When the fader is touched, automation is written for the last selected automation parameter according to the selected automation mode.

Press the [Fader] button again to deactivate Automation Read Mode for the Motor Fader. The Motor Fader returns to controlling selected channel volume.

Press the [Transport] button to enter Transport mode. Transport mode provides clear visual feedback, so you always know where you are in your project.

The current Play head position, shown in bars and beats, updates as you play the project. Rotate the [Data Control] encoder to move the Play head.



Transport Home Page

Below the Play head position display you can see the position of the Left and Right locators.

These can be set individually or moved relatively, using functions assigned to the encoders and buttons.

The following 8 boxes show what each of 2x4 rows of encoders are assigned to control:

Tempo	<Cycle>	Set L	Set R
Sets Logic's tempo in BPM	Moves both the Left and Right locator forward or backward	Moves the Left Locator position	Moves the Right Locator position
Q Value	<Punch>	Punch In	Punch Out
Selects Quantize value that will be applied when Quantize is triggered.	Scrolls the Punch In and Out points in Logic's timeline	Sets the Punch In point in Logic's timeline	Sets the Punch Out point in Logic's timeline

The display buttons in addition control the following:

- Tempo: Tap Tempo*. Press repeatedly to adjust Logic's tempo.
- Capture: If you have been playing along with a track and like what you played, press [Capture] to print a new clip with your performance. Useful in cases where Record was not active!
- Q-Rec: When set active, ensures recorded MIDI is automatically quantized to the Q-Value set above.
- Shift+Q-Rec: Quantize the selected notes/clip to the Q-Value set above.
- Punch: Set Auto-Punch on/off
- Pedal: Select pedal function. The following page describes in more detail how this works.

Pedal Assignment (new - applies to all models)

Available assignments for the foot control are:

- Internal: Pedal sends it's internally assigned MIDI message (sustain by default)
- Play/Stop: Pedal toggles start and stop of playback
- Play/Stop Return: Pedal toggles start and stop of playback, but returns to the last play position on stop.
- Record: Pedal triggered Record. The same effect as pressing the [Record] button
- Record On/Off: Pedal toggles record on and off. Useful for punching in and out of record mode during playback
- Tap Tempo: Allows adjustment of Logic's tempo by trapping the foot control
- Cycle: Sets Logic's cycle (loop) mode on/off
- Advance Cycle: Moves the cycle (looped region) in Logic forward by a full cycle length

Useful Logic Preference Options for Panorama

In the Mixer tab of the Logic Display preferences, make sure the “Open plug-in window on insertion” checkbox is active. This opens plug-in windows when you insert them from Panorama.

Set Automation preferences to meet your needs. The defaults should be OK, but you may want to change the “Write mode changes to” pop-up menu setting to another mode, and perhaps change the Ramp Time setting. The “Move automation with regions” option may also be useful when replicating song sections, or when rearranging parts.

In the Control Surfaces preferences, enable everything except “Touching Fader Selects Track” (although this won't affect Panorama if enabled, unless you're using another controller with touch-sensitive controls).

Set up your preferred click settings in the Project Settings/Metronome tab. These affect the behavior of the Panorama Click button and the Count-in display button. The Project/Recording settings can also affect the Count-in.

General Panorama Mixing Tips

Don't forget that Panorama is a powerful MIDI controller when not in dedicated Logic control mode. All faders, knobs, buttons, etc. are also available while using Logic – just press the Internal mode button.

Logic lets you learn as many MIDI control assignments as you wish, so you have control over dozens of additional Logic parameters in Internal mode.

We won't go into how you can make controller assignments and map Logic key commands here, with the exception of one Logic feature, and one Panorama P4 or P6 control – namely, the motorized fader.

In the Logic Automation preferences, there is a facility known as Automation Quick Access. This lets you map a single controller – the Panorama motor fader – to control the active parameter in the automation lane of the selected track. Any parameter of the channel strip, including the parameters of instruments or effects inserted in the channel, can be automated – one at a time – with the motor fader. While this may seem a little backward, given the multi-parameter control you have in Panorama Logic mode, consider both the throw and resolution of the motor fader. It is a great tool for precise creation and editing of automation data because it offers 14-bit, 1024 step resolution that is understood by Logic.

Use Group functions or aux channels as group buses (sub-groups) for quick control of a number of related Panorama channels, such as a drum kit with individual outs or a string section. This is particularly handy when writing automation with Panorama. It's much easier to automate a single group Mute button than it is to automate 6 individual Mute buttons of the channels in the group. Because every project is different, setting up groups or sub group aux channels is often something that is done as required. Having said this, if you use a “go to” drum plug-in such as Ultrabeat or Battery, it might work well for you to set up output aux channels as send/returns. or groups (or both) in your default Logic/Panorama project. Given that these are “fixed” assignments, it might work well to set them up in the Internal mode – despite being able to access them via the Bank-/+ buttons in Logic mode – as it only takes one button press to access them.

Nektarine is a Nektar plugin that allows extensive control of VST, VST3 and AU instrument plugins. It also features a browser so you can find sounds from your Panorama P1/P4/P6 without using the mouse. It works great alongside the Nektar DAW Integration for Logic Pro but can also be used in any other plugin host which means you get the same control and browsing experience of your instrument plugins.

Getting Up and Running

1. If you haven't downloaded and installed Nektarine already, start by logging in to www.nektartech.com and download it from the 'My Account' tab.
2. Once installed, make sure Nektarine is scanned by Logic Pro
3. Create a Software Instrument Track in Logic Pro and select Nektarine as the hosted AU plugin.
4. Open Nektarine and make sure to activate scanning from the Welcome page.

First Steps with Logic Pro and Nektarine

Your Panorama P1/P4/P6 seamlessly detects when it should control Logic Pro and when it should control Nektarine. As a user, you can't really tell the difference for the most part and that's how we like it.

- Assuming you have created an Software Instrument Track hosting Nektarine, make sure to load a plugin in Nektarine, by either double clicking one of your plugins in the Nektarine browser or in the Rack plugin slots, click the field named 'No Plugin' to select a plugin from the list.
- Next create an instrument track hosting one of Logic Pro's own instruments.
- Use the Track +/- buttons to navigate between them with [Instrument] mode active. Panorama P1/P4/P6 should correctly switch between the control of the two plugins. This may seem obvious, but most similar systems don't do that.

Control & Page Navigation

The first control page selected when [Instrument] is first pressed, is the 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 the 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 [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 on the [Nektarine Help page](#) about page mapping and navigation.

The next page in addition describes how you can map and learn controls directly from Panorama.

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.

- Activate Nektarine "Learn' by pressing [Shift]+[Menu (display button 5)] at the same time on Panorama. In the right display label, 'Learn' should now flash to show it's active.
- In Nektarine, make sure the hosted instrument plugin GUI is visible and move the parameter you'd like to control.
- Move the control you want the parameter assigned to on Panorama P1/P4/P6. 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.

