

LX25+ | LX49+ | LX61+ | LX88+

Using Nektar Impact LX+ Series with Logic Pro



Table of Contents

Logic Pro Integration Setup and Configuration	3
Logic and Impact LX+ Working Together	4
Logic Mixer Control	5-6
Logic Instrument Control	7
Using the Pads to Trigger Markers	8
Using the Pads	9
Logic Pro Live Loops	10
Live Loop Scenes	11

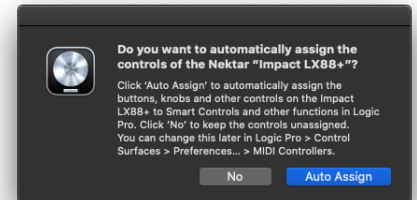
Logic Pro Integration Setup and Configuration

The Impact LX+ Logic Pro integration can be installed to run with Logic Pro 10.6 or higher, running on MacOS 10.15 or higher. If you are running a lower version of Logic Pro, download the package for Logic 10.5 and below from your Nektar account.

Setup

Here are the steps you need to go through to get Logic Pro 10.6 (or higher) up and running with your Impact LX+:

1. Locate the "Impact_GX_LX+_SE49_Apple_Support_OSX" installer included with this package and run it.
2. A dialog box will appear stating "This package will run a program to determine if the software can be installed". Click "Continue".
3. If a second message appears, informing that an older version of Nektar DAW integration for Logic was found, click [here](#) for instructions. Otherwise continue following the installer prompts until complete.
4. Plug in your Impact LX+ and make sure it's switched on.
5. Launch Logic.
6. In Logic, a dialog box will appear asking ,Do you want to automatically assign the controls of the Nektar "Impact LX+?"
7. Click "Auto Assign"
8. The Control Surface window will appear showing the Impact LX+ icon. Close the window.

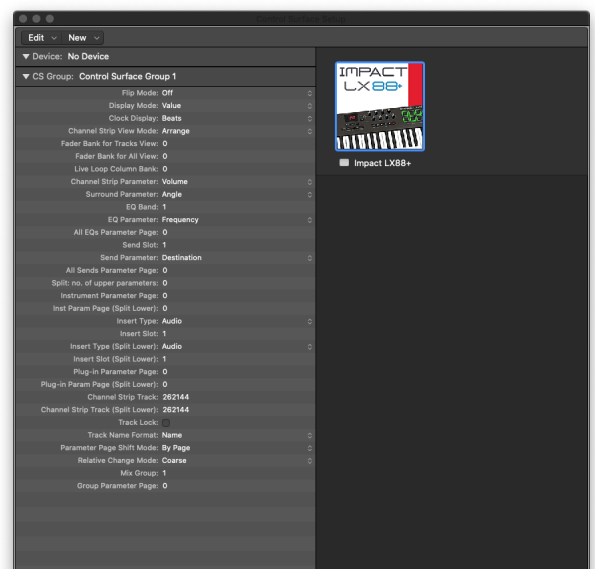
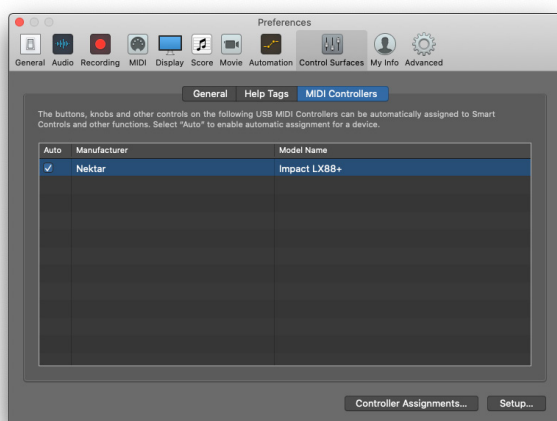


That's it, setup is now complete.

Troubleshooting

If you do not see the message detailed in step 6, or if the Nektar DAW integration is not working following, complete these steps:

- Open the 'Logic Pro' menu at the top left part of your screen and selected 'Control Surfaces/Preferences'.
- In the window that appears, select the 'MIDI Controllers' tab. (see image below)
- Check the box in the 'Auto' column for your Impact LX+ controller.



Logic and Impact LX+ Working Together

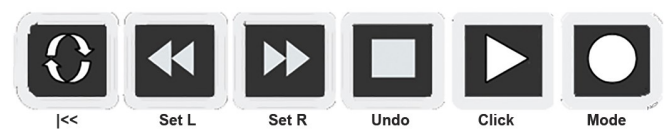
The following pages focus on how Apple's Logic and Impact LX+ work together. If you have been using Logic for a while, you may not need any additional information but it's always a good idea to revisit Apple's extensive documentation to remind yourself about how Logic's functions work.

Track Changes

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

Transport

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



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

Button Shortcuts	Description
[Loop/Cycle Active]	Switch the loop/cycle between Left and Right loop points on/off.
[Rewind]	Rewinds in steps of 1 bar. Press and hold for fast rewind.
[Forward]	Forward in steps of 1 bar. Press and hold for fast forward.
[Stop]	Stop playback.
[Play]	Activate play.
[Record]	Activate record.
[Shift]+[Loop/Cycle]	Goto Left loop point.
[Shift]+[Rewind]	Set Left loop point to the current song position.
[Shift]+[Forward]	Set Right loop point to the current song position.
[Shift]+[Stop]	Undo last changes.
[Shift]+[Play]	Switch the click/metronome on/off.
[Shift]+[Record]	Toggle Automation modes Latch and Read.

Pickup / Soft Take-Over

As you control different parts of Logic with the same controls, in most cases Logic's pickup mode prevents the control from working until it catches up with the software value.

This is great, but it can be difficult to know when a control has caught up with the linked software value, and which way to move the control, particularly when the parameter it is controlling is not in view.

To help with this, the Impact LX+ reads the software value in Logic and indicates on the display (Up/Dn) which way the control should be moved to catch up with the software value.

Logic Mixer Control

To control the Logic's mixer, press the [Mixer] button to select the mixer preset. The button's LED is illuminated while the preset is selected and the Logic mixer is being controlled.

Open/Close Logic's Mixer Window

If the Logic mixer is not in view when you press [Mixer], the action will bring it in to view. Press [Shift]+[Mixer] to close the mixer window. While the Mixer preset is selected, your Impact LX49+ continues to control the Logic mixer, even if the mixer window is closed.

Channel Volume & Pan

With the mixer preset active, moving faders 1-8 will control the first 8 mixer channels in the Logic mixer. The 8 pots control pan for each of 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. Press [Page] to ensure the blue default LED is illuminated.

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 while 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 9-16 and fader 9 controlling channel volume 12.

Smart Controls

Smart Controls map up to 12 parameters with the automatic mapping assigning the parameters you are most likely to need. You can also create your own Smart Controls mapping. Read the Logic documentation for more information about this.

Impact LX+ is already set up to take advantage of the Smart Controls from the Mixer preset. Using Smart Controls you can therefore control effect parameters as well as instrument parameters. Switch between controlling Smart Controls in Mixer mode and controlling Instrument parameters in Instrument mode.

Open/Close the Smart Controls Inspector

Press the [Page] button to open the Smart Controls Inspector. To close the Smart Controls Inspector, press [Page] again.

When the Smart Control Inspector is closed, the 8 pots control mixer parameters again. To hide the Smart Controls Inspector while retaining control over the parameters, press [Shift]+[Page].

Controlling Smart Controls

When Smart Controls are active, the white User LED above the [Page] button is illuminated. The 8 pots are now assigned to control the first 8 Smart Controls. Press [Page] again to switch off the User LED and control Pan from the 8 pots.

Assuming you are for example on the Retro Synth track, pressing [Page] will bring up the Smart Controls Inspector showing the below parameters.



Impact LX+ assigns up to 8 parameters so that the first 4 are controlled by the 4 top row pots, the next 4 are controlled by the bottom row pots. In the above example, the Retro Synth instrument presents 8 smart controls, all fully controllable for Impact LX+. Assignments will change dynamically as you change track, remove or add plug-ins.

Logic Mixer Control

Mute & Solo

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

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

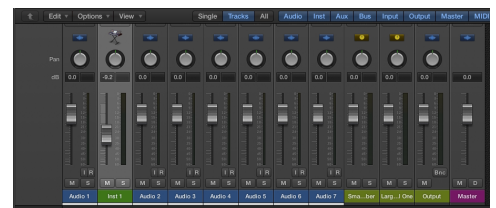
Bank Over (1-8), (9-16) etc

If your song contains more than 8 mixer channels you can bank over so the faders 1-8 control the next group of 8 channels.

To do this, press [Shift]+[Bank>] (the second fader button). The faders, pots and fader buttons are now assigned to control channels 9-16. Push the same key combination again to control 17-24 etc. To go back you press [Shift]+[<Bank].

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

The image of the mixer (right) shows the 8 channels currently controlled by Impact LX+ underlined below the track name.



You can switch Pickup Mode on or off in Logic Preferences/Control Surfaces.

Master Volume

You can control the Master Volume fader of the Logic 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.

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

Logic Instrument Control

To control an instrument you must first create an instrument track.

From Logic's Track menu, select "New Software Instrument Track" and select Retro Synth from the Logic instrument selector. Press [Inst] to select the instrument preset. The button's LED is illuminated and all controls are assigned to control instrument parameters.

Open/close the Instrument Window

When you are on an instrument track, press [Inst.] to select instrument mode. This will also open the instrument GUI in Logic if it's not already open. You can close the GUI again by pressing [Shift]+[Inst.].

If you press [Inst.] while on any other type of track, an effect plug-in may open but you will not be able to control it from Impact LX+ except via Smart Controls.

Changing Patches

With the [Inst.] (Instrument) preset selected, you can step through instrument patches from Impact LX+ which makes it easy to change sounds while you play. Make sure the instrument GUI window is open and 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 Logic instrument associated with the track you are currently on. If you have selected an audio track, there are no parameters to control.

Try selecting one of Logic's included instruments such as Retro Synth and insert it on a track. Press the [Page] button until the blue Default LED is illuminated. Your Impact LX+ now control Retro Synth's parameter corresponding to the blue screen printing. So for example the faders will control envelopes and pot 5 controls filter cut off.

Press the [Page] button to select the User page. This page is intended to be yours to customize. Use Logic's learn function as described in the following.

Parameter Learn

Logic has a good Learn function which can be remote controlled from LX+. The [Page] button is used to activate learn and here is how it works:

- With the Instrument mode preset selected on Impact LX+, press [Page] until the white LED is illuminated.
- Press and hold [Page] while moving the parameter you want to control, in the instrument GUI.
- Move or press the Impact LX+ control you want the parameter to be assigned to. If you want one of the fader buttons to control the parameter, press it twice.
- Release [Page].
- Close the Logic "Controller Assignments" window

You can in fact not only customize the User page but also the Default page using the Logic learn function. Don't hesitate to make assignment your own, since they can easily be changed.

With Impact LX+, a total of 9 faders, 9 fader buttons and 16 pots (organized in 2 pages) can be assigned to control parameters, independently for every instrument plugin.

Using the Pads to Trigger Markers

Using the pads, up to 64 markers can be created and selected from the Impact LX+. Here is how:

Assigning Pads to Select Markers

Pressing the [Shift]+[Scenes] button combination assigns the 8 pads to trigger markers. By default the pads will select markers 1-8 and pads are illuminated if a marker exists. Assuming there are 7 illuminated pads and pad 8 is off, it means that there are 7 markers.

The selected marker is green, all other pads are orange if a marker exists. Any pads beyond the last marker count are off.

Add a Marker from Impact LX+, in Logic

Press [Shift]+[Pad (LED off)] to add a marker from the Impact LX+. The marker is added as the next available and the pad corresponding illuminates regardless of which pad you strike. It's not possible to create markers out of sequence.

Delete a Marker from Impact LX+, in Logic

Any marker can be deleted by holding [Shift] and double tap the target [Pad (LED on)]. Because markers are in sequence, deleting a marker shifts the following markers forward by a position but you will see that one less pad is illuminated.

Select Another Bank of 8 Markers

You can select up to 8 markers in a bank, corresponding to each of the 8 pads. You can also select up to 8 banks providing a total of 64 markers that can be selected from Impact LX+.

To select any of the 8 banks, press [Page]+[Pad 1-8] where the pad corresponds to the bank you want.

Note, there must be enough markers in the current project to either select or create markers, in a selected bank..

Using the Pads

Drum instruments can be played from the Impact LX+ keyboard or it's 8 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 drum sounds straight away. However you may want to re-organize the sounds played by each pad for your playing style.

“Learning” Drum Sounds to the Pads

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

1. Hold [Shift] press the function button labeled [<Patch] (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 LX49+. To learn how to do that, go to the “Setup Menu” section in this manual.

Controlling Ultrabeat, Drum Kit Designer and Other Drum Instruments

Impact LX+ Faders 1-8 controls gain/volume of the first 8 drum sounds on Drum Kit Designer by default.

When Ultrabeat is selected, all controls are mapped to the currently selected drum instrument

Logic Pro Live Loops

With Logic Pro 10.8 or higher installed, you'll be able to use your Impact LX+ pads to record and playback Logic Pro's Live Loops. If you are not familiar with Live Loops, read the Logic Pro User guide section [Logic Pro for Mac Live Loops overview](#).

For a complete overview of how this works with Impact LX+ you can also watch the YouTube tutorial "[Launch Live Loops Clips in Logic Pro](#)".

First make sure Instrument mode [Inst] is selected on Impact LX+. Then press [Shift]+[Clips] on Impact LX+ to toggle the Live Loops Grid window. The Loops Grid window must be in view if you are starting with a project that does not contain any existing Live Loops.

Live Loop Cells

The 8 pads on Impact LX+ can be used to record and trigger Logic Pro Live Loop cells. Start by selecting an Instrument, External MIDI or Drummer track and press the [Clips] button. The pads now trigger the first 8 Live Loop cells on the selected track. Only 1 cell can be active per track, so triggering a pad may also stop playback of any other cell already playing.

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

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

Recording and playing Live Loop Cells

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

- Tap an empty pad to trigger recording to the corresponding cell.
- Tap the pad again to finish recording.
- Tap any yellow pad to trigger cell playback in the corresponding Live Loop cell.
- The last triggered/recorded cell is always the 'selected' cell for editing.

Delete, select and duplicate

Using the [Shift] button the pads allow additional cell handling:.

- Hold [Shift] and tap a yellow/green pad twice, to delete the Live Loop in the corresponding cell.
- Hold [Shift] and tap a pad to select the Live Loop cell.
- A cell can only be duplicated to an empty cell immediately after it. Hold [Shift] and tap the source pad, then tap the unlit pad (empty cell) next to it.

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.

Trigger Live Loops on a track that's not selected

With the [Shift] button illuminated blue, hold [Clips] and press one of the [<Track/Track>] buttons to select a different track while the pads still trigger clips on the original track. The feature enables you to for example trigger drum loops while recording a keyboard part on the selected track.

[Clips] FUNCTIONS	
BUTTON COMB.	PARAMETER
Clips + ◀◀	Half the length of the selected cell. *
Clips + ▶▶	Double the length of the selected cell.
Clips + ↺	Quantize selected cell.
Clips + ■	Stop playback of selected cell.
Clips + ▶	Activate play of the selected cell.
Clips + ●	Activate overdub record**

* Halving the length of a cell will erase the recorded data in the second half. Use Undo to preserve.

** Overdub record is disabled when the end of the clip is reached, which appears as if it is not working. For guaranteed result, press [play] then [Stop] before using the shortcut.

Live Loop Scenes

Scenes

Press the [Scenes] button to trigger Live Loop scenes using the pads. As with cells, tapping a pad activates the corresponding scene from 1 to 8. When a scene is activated, the associated cell slot on every track in the Live Loop Grid 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 below 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.

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

Selecting Scene and Clip banks

From Impact LX+'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.

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

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.