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Studio One & Nektarine Integration



IMPACT
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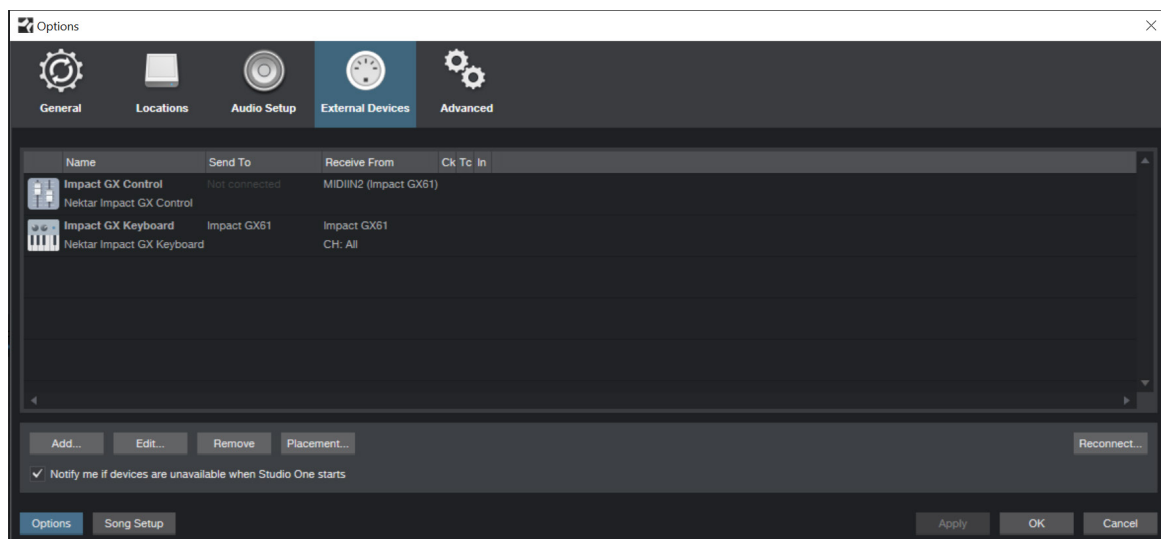
Installation & Setup

The Impact GXP Studio One Integration is compatible with the latest version of Studio One running on Windows 7 or higher / MacOS 10.7 or higher.

Installation

- If you haven't yet updated the firmware in your Impact GXP, complete that step first. The firmware update files are a separate download available from MY ACCOUNT on our website. With the firmware update complete, move on to the next steps.
- Locate the "Impact_GXP_PreSonus_support" installer included with this package and run it.
- Plug-in your Impact GXP and make sure it's switched on (if you didn't do so already).
- Launch Studio One and in the initial screen, click on "Configure External Devices".
- In the "Options" menu that appears, click on "External Devices"
- The window should now show 2 Impact GXP devices. Click ok and close the window.
- Create a new project or open an existing one.
- Press the play button on the Impact keyboard to confirm that Impact GX is communicating with Studio One.

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



Studio One and Impact GXP Working Together

With installation complete, it's time to take a look at how the Impact GXP integrates with Studio One.

The below chart shows you what each of the buttons are assigned to do. Press the [Play] button to make sure everything is working correctly. Next move on to check the other features by pressing the buttons and button combinations.

BLUE LED BUTTON OFF		BLUE LED BUTTON ON		[SHIFT] FUNCTIONS	
BUTTON	PARAMETER	BUTTON	PARAMETER	BUTTON COMB.	PARAMETER
Click	Click on/off	S1	Open/close Mixer	Shift + Click	Undo
⏮	Rewind, 1 bar.	S2	Open/close Instrument	Shift + ⏮	Goto Left locator
⏭	Forward, 1 bar.	S3	Open/close browser	Shift + ⏭	Goto Right locator
↺	Cycle on/off	◀ Track	Select previous track	Shift + ↺	Set Left locator
■	Stop. Press again to play start	Track ▶	Select next track	Shift + ■	Set Right locator
▶	Play. Press again to pause	◀ Patch	Previous instrument patch*	Shift + ▶	Precount
●	Record	Patch ▶	Next instrument patch*	Shift + ●	Quantize Mode

* Patches=Studio One browser patch.

CONTROLLING VOLUME

Next check the functionality of the pot control.

Move the pot all the way up and down. The Studio One mixer volume for the currently selected track is now controlled by the pot on your Impact GXP. Every time you select or create a track, your Impact GXP will automatically control the volume of that track.

CONTROLLING MASTER VOLUME

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

SOFT TAKE-OVER

When changing tracks and adjusting mixer volume in Studio One with a control, you would normally experience parameter jumping. This happens when a control's physical position is not the same as the position of the parameter you are controlling. When you move the control, the parameter therefore jumps to the value the control is sending out.

To avoid parameter jumping when using the pot, your Impact GXP is equipped with Soft Take-Over. This means that if the pot is not in sync with the current channel volume, moving the pot will not cause a change, until it's position matches the value of the parameter.

Even better, two LED's below the pot indicate which direction the pot should be turned to change volume. If for example the right LED is red, move the pot to the right. Once the pot's position matches the current tracks volume setting, the two LED's will both illuminate in green.

When you change track, the LED's update to indicate the current status of the selected track.

SUPPORT

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

Using Nektarine with Impact GXP

Nektarine is a Nektar plugin that allows extensive library management of VST, VST3 and AU instrument plugins. It also features a browser so you can find sounds from your Impact GXP without using the mouse. It works great alongside Nektar DAW Integration and can be used in many VST/VST3/AU and AAX hosts. This means you get the same browsing experience of your instrument plugins regardless of which DAW you use. If you do not use plugins, Nektarine is not needed.

The Nektarine experience with Impact GXP is first and foremost focused on performance switching between hosted plugin sounds and access to your existing plugin instrument sounds. With Nektarine you can:

- Host up to 16 plugins and play them as one Multi-Patch.
- Create note zone ranges for each slot so slots can either be layered or split across the keyboard.
- Play single plugins (slots) and switching in real-time by pressing the [1-0] buttons.
- Load Patches in the Nektarine browser
- Select Group Tags to quickly give access to the plugin patches you need.
- Load specific patches or multipatches directly from Impact GXP88

Getting Up & Running

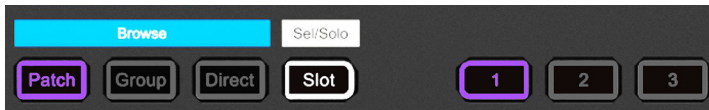
1. If you haven't downloaded and installed Nektarine already, start by logging in to www.nektartech.com and download it from the 'My Account' tab.
2. Once installed, make sure Nektarine is scanned correctly by Reason.
In Windows the install path is: C:\Program Files\Steinberg\VSTPlugins.
3. Create an instrument track in Reason and select Nektarine as the hosted plugin.
4. Open Nektarine and start by scanning for plugins in the [Settings tab](#).
5. Read the following pages to learn how Impact GXP works with Nektarine.
6. Read more about Nektarine by clicking on the Nektarine Help tab and follow the link.

Slot Overview and Loading Plugin Patches

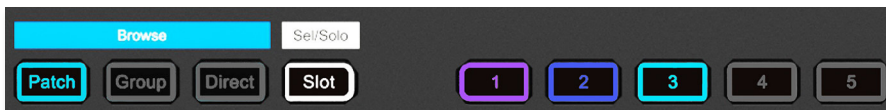
When Nektarine is launched either as Stand-alone or a plugin in Reason, Impact GXP's RGB LED buttons update and the [Slot] button is illuminated white to indicate it's selected. When a selection is made, for the most part Impact GXP will show the selection using the white LED color.

[Plugin Slot]

[Slot] is selected by default and [1] is illuminated.



- Add a few more slots in Nektarine by clicking the + icon below slot 1.
- As slots are created, the [1-0] buttons are illuminated with each button representing a slot. Each button has its own unique color so they are easy to identify. The [Patch], [Group] and [Direct] buttons also change color to indicate which slot is the currently selected. In the example below, slot 3 is the currently selected.



Loading a Plugin in a Slot

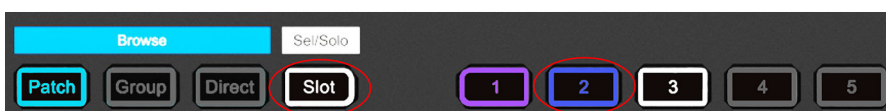
Assuming you have scanned your plugins in Nektarine, there now should be a patch for every plugin on your system. These patches can be loaded in each slot from Impact GXP. We'll cover later how to get organized so results are predictable but in this example we'll just load whichever plugin is available, regardless of whether it makes sense or not.

- Press [Patch] on Impact GXP. The button is now illuminated white to show it's selected and [Slot] is deselected.
- Buttons [1-0] are also illuminated in the current slot's color. If 10 or more patches are available, all 10 buttons will be illuminated. Press one of the [1-0] buttons to load a plugin patch. In our example illustrated in the image above, a plugin patch will be loaded in slot 3.
- Press another button [1-0] to load a different plugin patch in place of the one just loaded. You are probably starting to get the idea. Note that some plugins take longer to load than others so be prepared to wait for the load process to complete.

Loading a Plugin in Another Slot

To load a plugin in another slot, we'll need to first change the selection of the current slot (slot 3 in our example).

- Press [Patch] on Impact GXP and hold the button. The button color of the currently selected slot is now updated to the white selected color.
- Press any of the illuminated buttons [1-0] except the white one, while holding [Patch]. In the example below, we press [Slot]+[2] to select slot 2.
- Press [Patch] again.
- Press one of the buttons [1-0] to load a plugin patch in slot 2.
- Repeat the steps to populate all created slots with a plugin.



Plugin Slot Overview and Playing Plugin Slots

Playing One Plugin Slot...or More

With plugins loaded in all the plugin slots, you'll now be playing them all, if you press a note on the keyboard. You can also play any of the plugin slots on their own or any combination of layers.

- With [Slot] selected, press one of the illuminated [1-0] buttons. The pressed button remains fully illuminated but all the others are dimmed. Only slots corresponding to fully illuminated buttons are triggered by notes played on the keyboard.
- Press another [1-0] button to play another plugin slot. The previously selected slot is now not playing but the newly pressed one is.
- Press both buttons at the same time (or press one button and hold it while pressing the other). Both buttons are now fully illuminated and playing a note on the keyboard will trigger both slots.
- Press more [1-0] buttons at the same time to activate more slots.
- Double-press [Slot] to play all slots simultaneously.

Play Behavior When Activating a New Plugin Slot

The plugin slot play selection gives you immediate switching between plugins loaded in Nektarine. You can also make a new slot selection ahead of time so you don't have to work on the timing of your plugin slot change.

- Play notes on the keyboard and use the sustain pedal.
- Change plugin Slot selection while playing. The Slot selection will not change yet.
- Remove your hands from the keyboard and release the sustain pedal.
- Play the keyboard again. The Slot change occurred when no MIDI messages were sent to the previous Slot selection.

Keyboard Split & Velocity Zones

In Nektarine each plugin slot can be programmed to span a MIDI note range.

- Click the Keyboard icon to reveal the keyboard range settings.
- Set the Lo and Hi Note range by either pulling the left/right handles with the mouse or double-clicking on the current value and enter a new value using your QWERTY keyboard.
- The velocity range can also be set for each slot.

These settings are not programmable from Impact GXP. Read more about the Keyboard Zone Settings [here](#).

Saving Your Setup Before You Loose it

It's always a good idea to save work in progress, just in case.... All Nektarine settings are stored in a Multi-Patch so you can recall them at any time. If you are working with Nektarine in a DAW, the DAW's song will store all the settings so you don't have to save Multi-Patches. Just remember to save your song.

Saving a Multi-Patch

- In Nektarine, select Browser.
- Click on the [Multi] button.
- Click the disk icon 'Save Currently Loaded Multi-Patch'.
- Enter a name and click 'OK'

You can use the same procedure to overwrite the Multi-Patch with new changes, at any time. But remember, there is no backup if you overwrite a setup unintentionally.

Patch vs Multi-Patch

You have already heard a fair bit about Patch and now also Multi-Patch. So what's the difference?

A patch contains all settings for a single plugin. If you save a patch after adjusting it's parameters, the sound you created is saved.

A Multi-Patch contains settings for ALL plugins hosted in Nektarine as well as Nektarine's own settings. In other words, you can load individual patches in Nektarine slots but to store the combination of instrument plugins and Nektarine settings, a Multi-Patch must be saved.

The Nektarine Browser allows you to save any plugin patch so you can build up a library of sounds that are immediately available from Impact GXP. As the library of patches increase, more tools are needed to organize them. Thankfully the Nektarine Browser is well equipped to handle thousands of patches.

Browsing from Impact GXP however is not intended to provide a complete browsing experience as is the case in the Nektarine Browser. You can however setup Impact GXP to select tag groups and directly load specific patches. This functionality is covered below.

You can read more about the Nektarine browser [here](#).

Importing Patches for Retrologue 2

Impact GXP comes with a great Steinberg Reason LE bundle which also includes the Retrologue 2 VST3/AU synth plugin. If you have already installed Retrologue 2 make sure to scan for VST3 plugins on your system and a Retrologue 2 patch should already be present on your system.

In addition, you can download the Retrologue 2 Factory patches (VST3 only, patches do not work with AU version of Retrologue2) for Nektarine [here](#).

To import the downloaded file, do the following:

1. Click on the [Browser] tab.
2. Click on the blue import patch icon.
3. In the file window, locate a downloaded .nek file.
4. Select it and click "Open".
5. Click "Ok" in the dialogue box to start the import process.
6. Once import is complete, the patches appear in the browser, along with the associated tags

Each patch is already tagged to match the tags in Retrologue. The tags can be made part of a Tag Group in Nektarine's browser so you can select them at the push of a button. Other than giving you immediate access to the entire Retrologue factory sound library, it also serves as a good example of how patches can be found and browsed from Impact GXP. How to set up and recall Tag Groups are covered in the following sections.

[Patch]: Loading a Nektarine Patch

Nektarine patches can be loaded in the Patch menu by either using the [1-0] buttons or scrolling through the list of patches using the encoder.

This is how you operate the two options:

- Press [Patch] or make sure it's already active, indicated by the white LED illumination.
- Press the [1-0] buttons to load the first 10 patches in the current browser list.
- Access more patches by moving the [Data encoder] to scroll the list. You'll need the browser to be in view on your computer screen.
- Press [Encoder push button] to load the selected patch.

This works well when only a few patches are present but when there are thousands of patches present, it's important to use browser tags to quickly narrow the options to a manageable number. Tags can be set in Nektarine's browser separately for each slot and rating can also be used to ensure the right patches are at the top of the list and easy to find.

Browse Using Patch, Group and Direct

[Group] Filtering Patch Options

A Tag Group is a preset or group of tags that can be activated either by clicking on the Tag Group in the Nektarine browser or from Impact GXP. Once configured, it's a great option to quickly filter the Nektarine browser so only patches you need are available.

When Nektarine is first launched there are no Tag Groups present so the [Group] button is not illuminated.

Note: After importing the Retrologue 2 factory patch library, you'll have plenty of tagged patches to work with. If you are starting from scratch, you'll need to tag a few patches to experiment with Tag Groups.

Here is how you create a Tag Group:

- Select a tag in the Category panel (or any combination of tags).
- In the Tag Group panel, click the [+] icon to add a tag.
- Enter a name. Prefix the name with [1], [2] etc to decide which Impact GXP button should select the Tag Group. You can use the blue silk screen printing as a reference so for example '[6] Pads' ensures that only your pad patches are available.
- Click 'OK' to store.

Once created, the [Group] button illuminates.

- Press [Group] to select it.
- Press an illuminated [1-0] button to select a Tag Group. The browser now only make patches available that are tagged with the current selection.
- Press the selected [1-0] button (white) again to deselect the Tag Group. All patches are now available in the browser again.

Editing a Tag Group

With the amount of patches growing over time, further filtering of patches will be needed.

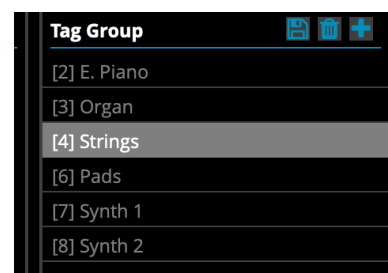
Adding custom User Tags can be a good option to reduce patches to a core set for a given song, project or just your favorites.

Once a tag has been added, the tag needs to be added to patches you want available, when the tag is selected. You can read more about that in the documentation covering the [Nektarine Browser](#).

With a new tag created, it can be added to an existing Tag Group so it becomes part of the filtering process when for example you select a Tag Group from Impact GXP.

To edit a Tag Group, do the following:

- Click on the Tag Group in the list to select it.
- On your QWERTY keyboard, press 'Ctrl/Command' and click on the tag you want added to the Tag Group so it's selected. More tags can be selected using the same method.
- Deselect any tags you want to remove by using the same process, clicking while holding 'Ctrl/Command'.



Sorting Patches by Rating

Once the browser contains the right patches, it may be the order is not exactly what you need. Nektarine's rating feature can help with that. Each patch can be given a rating by pulling the ratings indicator to the left of the patch name. All patches are by default rated equally at 50%.

- Change the ratings for a few patches, increasing the patches you want at the top of the list. Note that nothing changes immediately.
- Click on the 'Rating' header to change sorting of patches from alphabetical name order to Rating decending.

The sort order has now changed and that affects which patches can be loaded when [Patch] is selected.

Browse Using Patch, Group and Direct

[Direct]

The Direct mode is used to load specific patches in Nektarine. Once setup, you can therefore always rely on the buttons to load the patch you want, no matter how the browser is otherwise set up.

The Direct mode settings are saved as part of a Multi-Patch or a DAW Song/Project which means the buttons can load different patches depending on which Multi-Patch is loaded.

If you want the buttons to be setup the same way every time you launch Nektarine, load the Multi-Patch named Default and set up the Direct buttons. Once done, click the disk icon to Save the Currently Loaded Multi-Patch.

Here is how you assign a [1-0] button to load a patch:

- In Nektarine's Browser, select a patch by clicking it once. The patch will be highlighted in gray or if already loaded, the outline will be gray.
- On Impact GXP press and hold [Direct] , then press a [1-0] button to assign.
- The assigned button is now illuminated to indicate that it's assigned to load a patch. Use the blue silkscreen printing below the buttons to help identify what each button is assigned to.
- Remember to save a Multi-Patch to preserve the settings or save your DAW Song/Project.

The [Direct] buttons can also be used to load Multi-Patches. This is a little more complicated because Impact GXP's [Direct] assignments are stored in a Multi-Patch (or a DAW song) and nowhere else.

If you want Multi-Patch 1 to load Multi-Patch 2 and vice versa, Multi-Patch 1 needs to be saved with a [Direct] button assigned to load Multi-Patch 2 and Multi-Patch 2 must be saved with a [Direct] button assigned to load Multi-Patch 1.

Activating Nektarine instances from Impact GXP

Only one instance of Nektarine is controlled by Impact GXP at any time. If multiple instances of Nektarine are loaded on different tracks in a DAW, the instance indicator in the top right corner displays a yellow border only for all instances that are not controlled by Impact GXP. The instance indicator of the currently controlled Nektarine is full yellow.

There are two ways to activate an instance for control by Impact GXP.

- Click the instance indicator in the Nektarine GUI to activate the instance.
- Select the Track in your DAW that Nektarine instance you want to control is on and press [Shift]+[note on keyboard]. The Nektarine instance on the selected track is activated when the note is received.