Using Panorama with Cubase & Nuendo

Applicable to Panorama P1, P4 & P6 OS X 10.11 and higher

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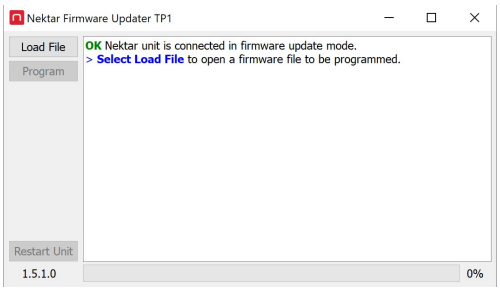
Cubase Integration Setup and Configuration

Installation

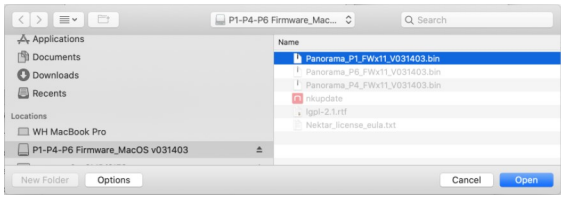
There are two components required for Panorama and Cubase integration.

- Updating firmware.
- Installation of Cubase integration files.

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 will be 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 top image. If the “Load File” button is grayed out, close nkupdate and launch it again.

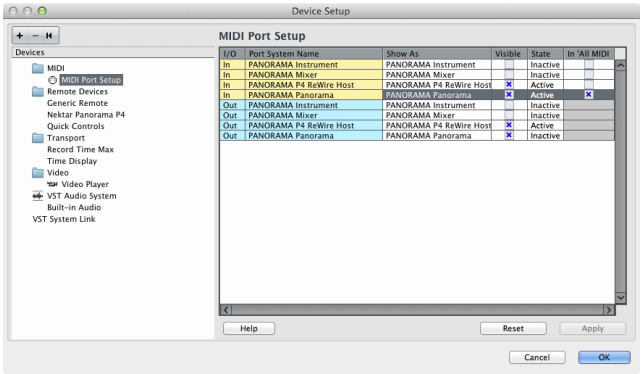


5. Follow the nkupdate on-screen instructions to load and update Panorama P-series firmware. The firmware location can be selected after clicking the [Load File] button.
6. On the left side of the file browser window, select Location 'P1-P4-P6 Firmware_MacOS’. Next select the file for your device, and click ‘Open’.
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.

*** Reset Panorama to default settings:** If you want to keep your user memory banks; please do a backup, and restore after resetting.

Panorama Installation and Setup in Cubase

- Locate the installer “Panorama_Steinberg_Support” in the downloaded package and run it.
- With installation complete, restart your computer and make sure Panorama is connected and switch on.
- Launch Cubase and go to Devices/Device Setup/MIDI Port Setup
- Un-tick all Panorama ports in the “In ‘All MIDI’” column, except the one labeled “PANORAMA Internal”
- Un-tick 'PANORAMA Instrument' and 'PANORAMA Mixer' in the ‘Visible” column
- Next check that Panorama appears in the Device Setup list
- Click “Ok” and exit Device Setup.



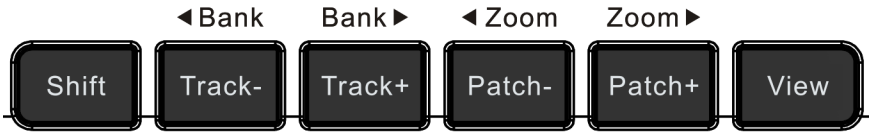
That’s it, setup is now complete and you can move on to the fun part, learning how it all works.

Navigation & Transport

The following pages focus on how Cubase and Panorama work together. We do not attempt to describe how Cubase functions work, since this is covered extensively in the documentation for Cubase. So the aim is to provide a fundamental understanding of how Panorama interface with Cubase. From time to time, you may need to consult the Cubase documentation for additional information.

Let's start by taking a look at the main panel buttons and then go deeper in to the Panorama menus from there.

Navigation



The six buttons pictured above allow you to navigate important parts of Cubase at any time. Here is what they do:

Track - / +: Navigates to the next or previous track in Cubase's sequencer. This is the same as using the arrow up/down keys on your computer keyboard

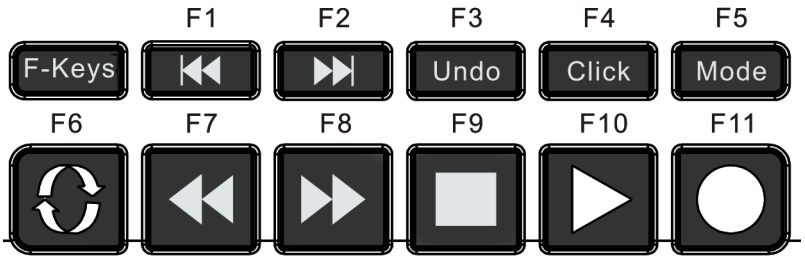
Patch - / +: Changes the patch (or preset) of the instrument device assigned to the current sequencer track

View: Changes the display view on your computer display to open or close the Mixer window in Mixer mode, the VSTi plug-in window in Instrument mode and the transport bar window in Transport mode

Bank < >: Shifts 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 < >: Controls the magnification of sequencer tracks in Cubase when its sequencer window is in view. Hold [Shift] and press one of the [Patch - / +] buttons to zoom in and out on the sequencer window.

Transport Buttons

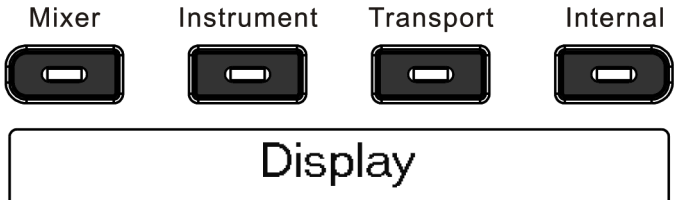


The transport buttons allows you to activate or deactivate important transport functions as listed in the table below. As with the navigation buttons, these are available in any mode, at any time.

Key Combination	Description
[F-Keys]	Press and hold this button to use the transport buttons as F-keys. F-keys can be used to trigger QWERTY macro's to for example create tracks and trigger Cubase functions
[⏮]	Goto the Left locator
[⏭]	Goto the Right locator
[Undo]	Same as Undo in Cubase
[Click]	Switch the metronome/click on or off
[Mode]	Switch "Auto Q" on or off
[Cycle]	Switch the loop/cycle between the Left and Right locators on/off
[Rewind]	Activate Rewind. Press again to stop
[Forward]	Activate Forward. Press again to stop
[Stop]	Stop playback. Press twice to goto zero
[Play]	Activate play
[Record]	Activate record. Press again to deactivate record but continue play

The Four Mode Buttons

Each of the Mode navigation buttons will configure Panorama to control different aspects of Cubase. It's like having four control surfaces in one:



Mixer: Assigns all controls to the Cubase mixer

Instrument : Assigns controls to the VSTi plug-in either via an Instrument Track or a MIDI track connected to the VST Instruments rack

Transport : Controls functions in the Cubase transport bar including current song position and locator points

Internal: Uses Panorama's internal MIDI controller functions so you can jump out of our dedicated Cubase protocol and use Panorama as a traditional MIDI controller

Wherever you are in Panorama's menu structure, pressing one of the Mode buttons will jump to that mode. The last menu you accessed in each mode is remembered, so pressing the Mode button once from any other mode will take you back to the remembered menu; pressing it twice will take you to that mode's home page.

What the Display Tells You

The display Info-Bar is the top Red/Gray/Red area and provides the following status information for each of the three Cubase mode home pages:

Deeper in the menu structure, the Info-Bar changes to display the following information:

Mixer mode:

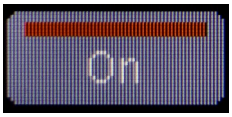
Instrument mode:

Display Buttons

The five display buttons are used to navigate menus or activate functions. On most pages there will be labels above one or more of these buttons in the display.

The first display image you will see after launching Cubase is the Mixer Home Page. The EQ label is red to indicate that the 8 encoders above the transport buttons are currently controlling EQ. Pressing the display button underneath will open the Panorama EQ control menu which shows what each control is assigned to and parameter values. Pressing [Inserts], [FX Sends], [Channel] or [Q Ctrls] will change the assignments of the 8 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 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.

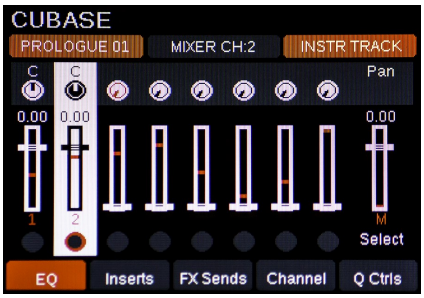
Mixer Mode Home Page

Start by creating an empty project in Cubase and make sure the Mixer mode button is on.

Notice that the window in Panorama shows 9 faders corresponding to the 9 physical 45mm faders. Now create an audio track in Cubase and the Panorama display should look like the image to the right. (Note, as of this latest version, the channel number is no longer displayed under the virtual fader in the Panorama display. Instead you'll see an abbreviation of the track name).

The info bar's first red field shows the track name. Try changing the track name in Cubase and you will see it update on Panorama as well.

The first fader (of the group of 9) on Panorama now controls the mixer channel volume of the track you created. In the displays fader channel graphic, the square fader cap graphic shows the current volume setting in Cubase and the red line graphic, the position of the physical fader (which is at the bottom in this image). Moving the fader may not change the volume immediately because the fader position have to first match the position in Cubase,



to allow for smooth change to the volume setting. So move the physical fader towards the position of the virtual fader and notice once the two match, the fader cap graphic will follow the fader movement and in Cubase you are now changing the volume setting for the mixer channel .

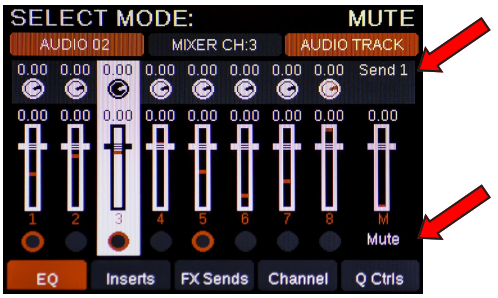
Next create an instrument track in Cubase and select Prologue as the assigned VSTi plug-in. The Prologue track appears on Panorama's display in the same way as the audio track however you can see clearly in the display info-bar right red field, that you are now controlling Prologue.

You also notice now that the background of track 1 has turned black and the second track is now inverted with white background plus the track name has changed.

Next create an additional 6 tracks (audio or instrument) so you have a complete bank of 8 channels to control with the faders.

Encoders & LED Buttons

The encoders above the faders are by default assigned to Pan. Try adjusting the Pan setting for a few of the tracks in the Panorama Window. To the right of the 8 encoders you'll find a button labeled [Toggle/View].



Pressing this button will change the assignment of the 8 encoders to Send 1.

Pressing it again will change the assignment to Send 2 etc until after Send 8 they are finally assigned to Pan again.

A faster option is to press and hold [Toggle/View] and move the Data Control to scroll through Pan and send options.

So this allows you to control send or pan across multiple channels but there is another option to control all 8 sends for just one track but more about that later when we cover the channel strip functions.

The 8 LED buttons below the faders are by default assigned to Select. Try pressing first LED button 1 and then LED button 8. Notice this is a quick way to jump from one track to another.

Pressing the [Toggle/Mute] button will change the assignment of the LED buttons to Mute. Additional presses will assign them to Solo, Record Arm and then back to Select. As with the encoders, press and hold [Toggle/Mute] and move the Data Control to quickly scroll through the options.

The display image shows you the location of the labels that tell you what the 8 encoders and 8 LED buttons are assigned to control.

Navigating Tracks & Channels

Now create an additional 8 tracks in the Cubase song so we have a total of 16 channels to navigate.
Use the [Track+] button to navigate to channel 14.
That's a lot of button presses but thankfully there is a quicker way. 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]) so we now view channels 1-8 again. Make sure the LED buttons are assigned to Select, and press the LED button that corresponds to channel 6.

Next press [Shift] and hold it while pressing the LED button that corresponds to channel 3. The channels displayed and controlled by Panorama will now be the 8 channels, starting from the third track.

You have now learned how to navigate Cubase tracks from Panorama using 4 different methods:

- [Track-] and [Track+] buttons go to previous or next track in the Cubase sequencer
- [Shift]+[<Bank] or [Bank>] bank over the 8 channels you operate in Cubase
- Pressing the [LED buttons] when assigned to "Select" enables quick channel selection within the bank of 8 channels you are currently controlling from Panorama
- [Shift]+[LED button] assigns the group of 8 channels you control from Panorama from the channel corresponding to the [LED button] you pressed

Using the Mixer View Filter in Cubase 7

In Cubase (7 and higher) MixConsole you can filter what you see by channel type or even disable channels. The filtering also affects the data sent to control surfaces so Panorama takes advantage of the filtering on the basis that "what you see, is what you get".

If for example you record on MIDI tracks triggering external hardware and then subsequently record the hardware audio output to audio tracks, filtering the MIDI tracks will remove them from view, when operating Panorama, giving you less tracks to navigate.

Or you may only want to work with Instrument Tracks when you are in front of Panorama. In this case, you could filter all other track types from view so you only navigate and see Instrument tracks on Panorama.

Cubase allows you to set up QWERTY key commands to toggle hide/unhide for a track type. If you set up F-keys to trigger the view filters you can therefore change the hide/unhide status, right from Panorama. Using Panorama's QWERTY macro function which allows you to send up to 8 key commands at a time, you can even hide/unhide up to 8 channel types with one button push.

If you Cubase version has multiple MixConsole windows, you can use MixConsole 2 and 3 to hide channels without affecting Panorama.

Changing Tracks Using QWERTY Macros

With mix filters active, Panorama navigates the tracks of the channels you see in your window. If you would like an option to navigate filtered/hidden tracks, set up two F-keys on your Panorama to send the arrow up/down messages.

The qwerty commands ignore the mixer channel settings that otherwise affect what Cubase send to Panorama.

Navigation Rules

A couple of navigation rules can affect how Panorama behaves:

Duplicate Track/Channel Names

Check your project for tracks and Mixer channels with the same name and rename any duplicate tracks. If Panorama encounters two tracks or mixer channels with the same name, the track name displayed in Mixer Mode can get out of sync with what you see in Cubase.

ReWire Tracks

If you create ReWire tracks then delete them, their corresponding mixer channels will remain in Cubase's mixer. This can cause the track numbers shown in Mixer mode to get out of sync with the mixer channel numbers displayed in Cubase's mixer.

Cubase Channel Strip Control

In addition to the multi-channel control we have just covered, Panorama can control a complete Cubase mixer channel strip including EQ, Dynamics, Inserts, Sends and more for the currently selected channel. A channel is selected either by its association with a track (changing track changes the channel also) or by using the LED buttons when assigned to "Select".

You can open/close the channel strip window in Cubase by pressing [Shift]+[View].

EQ

From Panorama's Mixer mode home page (press the Mixer button from any other menu to activate) you have access to the channel strip controls. Each of the menus only affect the mixer audio channel that correspond to the track that's currently selected. MIDI tracks work a little differently so we will cover those separately.

Start by selecting an audio track and press the first display button labeled [EQ] to open the EQ menu. Here you can enable/disable each of the 4 EQ bands in the Cubase channel strip using the first 4 display buttons.

The top row of the 2x4 encoders allow you to control gain for each of the bands and the bottom row controls the frequency.
Press the display button [Q->] to change the assignment of the bottom row of encoders to Q.
You can toggle back to frequency using the same button.

Next change the track and tweak EQ settings for other tracks without leaving the EQ menu. Notice that the info-bar updates the track name and Mixer Channel number as well as the EQ settings as you make a change back and forth between channels.

Press the [Mixer] button to exit the EQ menu and return to the Mixer home page.

Inserts

The Inserts menu is the second option from the Mixer home page. From this Panorama menu you have access to control any of up to 8 plug-ins that can be inserted in each audio mixer channel in Cubase. First step is to press the second display button labeled "Inserts" from Panorama's Mixer mode. This will open the Inserts page.

Here you see each of the 8 slots which on a newly created track will be empty. First try adding a plug-in effect on the currently selected track in Cubase inserted in to slot 1. Panorama is immediately updated and you will see the name of the plug-in in the first square field that represent slot 1

Next lets try adding a plug-in from Panorama.

First move the Data Control so they red border surrounds slot 2, which means that slot is now selected.
From the Inserts menu, now press the first display button labelled plug-in. This will populate the insert slot 2 with the first plug-in in your plug-in list.

Now press and hold the "Plug-in" display button and turn the Data Control at the same time. You will see the slot update more rapidly as you now scroll through your plug-in list.
When you want to select a plug-in, simply stop moving the Data Control and the plug-in selected at that point will be active in the slot.

With the "Plug-in" button released, move the Data Control again and select insert slot 3. Add a plug-in in that slot too and continue to populate any of the 8 slots using this method.

Here is a list of the function of each of the 5 display buttons in the Inserts menu:

- Plugin: Toggles through insert effect plug-ins. Press and hold while turning the Data Control to scroll through your list.
- On: Switch the insert slot on or off.
- Bypass: Bypass the plugin in selected slot.
- View: Open and close the GUI of the plug-in in the slot currently selected.
- Edit: Displays the Panorama parameter and navigation assignments for the plug-in.

Controlling a plug-in [Edit]

With 3 or more plug-ins now inserted in the channel strip let's take a look at how to control them.

First of all, When a slot is selected, the 8 encoders to the right of the display are immediately assigned to control that plug-ins parameters. With slot one selected, try moving an encoder. The Info-line updates showing you the parameter name and value assigned to the encoder.

Now move the Data Control to select slot 2. Move the same encoder and notice that this time the Info-line updates with new parameter information from the parameter the encoder controls in the plug-in for slot 2.

To see which parameters are assigned to the encoders as well as gain access to additional parameters, lets jump to the menu labeled [Edit], by pressing display button 5

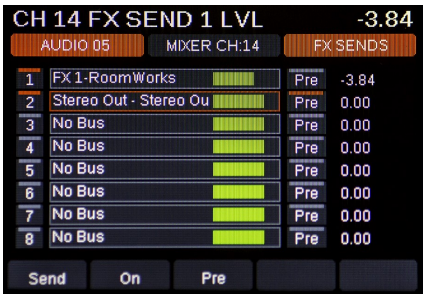
Mappings vary depending on the layout of the plug-in but the concept is always the same.
A VST effect plug-in is controlled exclusively from the 8 encoders to the right of the display. This means that the fader section is still controlling the Cubase mixer.
The first 4 display buttons on Panorama are often used for parameters that require a button and in cases when no control buttons are required, they handle the main navigation.

Our example above shows how Panorama controls the Steinberg Amp Simulator plug-in and here 3 display buttons are used for control functions. Plug-ins with more parameters can be navigated using the [Menu] button that appears when more than one page is available. The image below shows the mapping for the Steinberg VSTDynamics plug-in. Moving the Data Control brings up the available menus. Select a menu page by just resting on it or pressing the display button [Enter]. This is how you quickly get access to all controllable parameters in a plug-in.

FX Sends

Controlling FX Sends work similar to how you control inserts. From the Mixer mode home page (press the Mixer button to get there) press display button 3, labeled [FX Sends]. The FX Sends page now appears on Panorama.

The 8 encoders to the right of the display are assigned to control the Send levels. Move encoder 2 to change the volume of Send 2. The green square indicator gives you a visual representation of the sends relative levels with their actual numerical values to the far right.



By default, FX Send 1 is selected. Use the data control to move the red outline and select any of the other Sends. In the image, Send 2 is selected. This of course does not change the function of the encoders, however selecting a send does affect the display buttons.

The first display button is labeled [Send]. Pressing it will toggle through the send destinations available in your projects. If you followed these instructions from the beginning, you should therfore be able to select the FX 1 or Group 1 track you created earlier.

If you have a lot of send destinations in your project, it's possible to scroll by pressing and holding [Send] while moving the [Data Control].

The second display button allow you to switch the selected send on (or off) and finally the 3rd display button can switch the signal routing to pre fader.

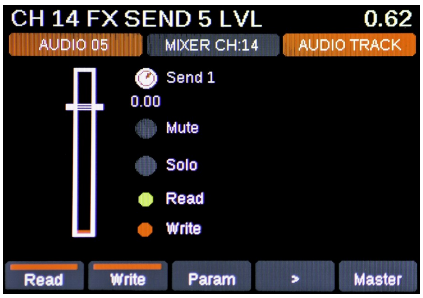
Both the On and Pre status are clearly visible for each send in the display. In image 3 you can see that the first 3 sends are on and send 2 is set to pre (fader). To exit the FX Send menu, press [Mixer] or any other mode button.

Channel

From the Mixer home page, now press the display button labeled [Channel].

The purpose of this menu is to provide a single channel focus of the currently selected channel particular for recording automation. If your Panorama is equipped with a motorized fader, this is the same menu that's activated when you press the Fader button.

The Panorama display provide you a slightly higher resolution fader view so volume changes are easier to follow.



The first display button allow you to switch automation "Read" on and off for the current channel and the second display button, automation "write".

By default the Data Control can be used to control Pan for the current channel.

The 4th display button labeled ">" changes options of the first 3 display buttons to switch global channel bypass on or off for Inserts, EQ and Sends respectively.

Finally the "Master" button on views the status of the Master volume and if you have a Panorama with a motorized fader, will lock the motorized fader to the Master volume. In this display window you can also monitor the output level of Cubase.

Quick Controls

From the Mixer home page, now press the display buttons labeled "Q Ctrls".

The encoders to the right of the display are now assigned to the Quick Controls for the currently selected track in Cubase. Press "<" to get back, press "Mixer" or any other mode button.

Motorized Fader (applicable to P4/P6 only)

If your Panorama is equipped with a Motorized fader, you may already have noticed that the fader follows the currently selected track. When you make track changes, the fader will jump to the volume position of the track in Cubase and you can simply change it at any time by just moving the fader. Try setting the volume of a few tracks to different settings and notice how the fader will jump to the right position every time you select a new track.

You also have Mute and Solo buttons with LED indicators that show if they are active for the current track. Try pressing the mute button for a track and notice now that when you change track, not only does the motorized fader update but also the status of the mute (and solo) button.

Pressing the [Fader] button below Mute and Solo opens the fader page. This is where you enable read and write for the current track so if you quickly want to record automation you can switch write on from here.

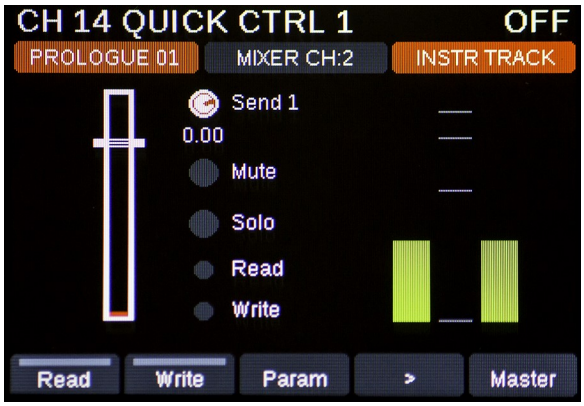
When the Fader window is active, the Data Control also acts as a parameter control. By default it controls Pan. Try moving it and notice the Pan setting change. The display button labeled Param (Parameter) changes the assignment of the Data Control by toggling through sends 1-8 and back to Pan.

In Cubase, now expand EQ, Inserts and Sends in the Inspector for the current track. On Panorama press the display button labeled [>].

The display buttons will now be renamed [Byp Ins], [Byp EQ] and [Byp Send]. Press these 3 buttons and notice how in the Cubase Inspector the bypass button is on for the expanded sections in the Inspector.

This makes it possible to check the impact of each of these sections on your track without changing the assignments of the controls you are working on right now.

The last button in the [Fader] window is labeled [Master]. Pressing this button will lock the motorized fader to the Cubase master output.



Cubase Instrument Mode

Pressing the [Instrument] button will select Instrument mode. Here you control Cubase's VSTi instrument plug-ins, giving deep access, right from Panorama. If you want to bring the rack in to view in Cubase, press [View].

Instrument Home Page

The first window you seen 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 and the large character area will read "No Instrument".

Start by selecting the Prologue track created earlier or create a Prologue instrument track now.

The large character area now shows "Prologue".

Changing Patches

You can step through instrument patches within the current Cubase directory from Panorama, by pressing [Patch>] to go to the next patch or [<Patch] to go to the previous patch. As you change patch, the parameter values are updated in the Instrument home page.

Some legacy plug-ins will only respond to patch changes if you "save as" and store them for access via the VST browser. Others, such as NI's Massive handle this slightly differently. In Massive go to the "Browser" tab and make sure PC Programs is on. Then drag sounds you want from the left-hand browser list and place them in the right-hand program list.

Controlling Instruments

Now lets take a look at how Panorama is structured to control Prologue, a plugin that comes mapped for Panorama.

The grid below the patch name, shows the parameters and values assigned to the 2x4 encoder group. In addition, the first 4 display buttons are assigned to parameter buttons and the 5th display button gives access to deeper device menus.

The home page gives access to a combination of parameters across all device menus, giving immediate control of the parameters, that typically have the biggest impact on the instruments sound. For most devices this puts Filter Cutoff and Resonance on encoders 1 and 2 respectively. Move some of the controls and notice the change in the Prologue sound.

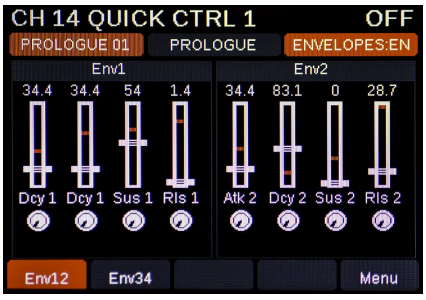
Many VST instruments have a four stage ADSR envelope and that is also the case with Prologue. The faders are therefore used accordingly:

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

Moving the faders now control these parameters in Prologue and the top current parameter line shows you which parameter you are controlling and it's value. Note that to avoid parameter jumping, a fader controls its assigned parameter only when its position matches the parameter value.

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.



Menu

You can dive deeper in to a mapped VSTi from Panorama by pressing the [Menu] display button. The resulting pop-up window displays a list of menus that can be controlled by Panorama.

Move the [Data Control] and select "Oscs" from the pop-up menu.

The 2x4 encoders now control Oscillator 1 parameters. Notice the first display button is red and named "Osc1" to indicate this.

Next move the encoder labeled "Wave1" to change the waveform of the oscillator. With the display updating waveform selection, there is no guesswork involved in parameter tweaking. Press the display buttons to control the parameters available for oscillator 2 and 3.

Now press[Toggle/View] again to view the status of the envelopes. The [Toggle/View] button doesn't change the assignments of controls, it only helps you view their status so you can still control Prologues Oscillator 1 parameters while working with the envelopes and vice versa. Only menu changes will change assignments.

To get back to the Instrument home page press the [Instrument] button.

By now you should be getting the hang of how Panorama allows you to control devices. Try navigating different Prologue menus and tweak parameters as you go along and then move on to create and controlling different devices.

Multi-timbral VSTi Plug-ins

In Cubase it's possible to have a single instrument with multiple voices (or timbres) controlled from multiple MIDI tracks. VSTi's such as Native Instruments' Kontakt and VSL's Vienna Ensemble Pro for example can be instantiated in Cubase's VST Instrument Rack, then you can route MIDI Tracks to each of the active MIDI channels/ports for these instruments.

If you create a MIDI Track, then manually route it's MIDI Output to an Instrument in Cubase's VST Instrument Rack, Panorama can control that Instrument's parameters when the MIDI Track selected*.

Though you may have each MIDI Track set up to control a different sound from your multi-timbral VSTi, the plug-in will always present the same parameters to Panorama.

This means that you can not have separate sets of an instrument's parameters mapped to Panorama's controls for each MIDI Track. When you select any MIDI Track that is routed to a VSTi, Panorama will always have the same set of parameters mapped to it's controls.

* In some cases, when you select a MIDI track that has been routed this way, Panorama display will show 'No Instrument'. Simply press the Instrument button (above Panorama's display) to make Panorama identify the Instrument correctly.

Note about LuSH-101, NI Kontakt and Reaktor

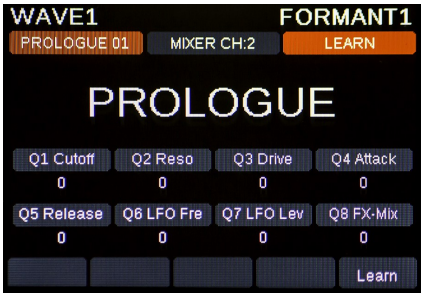
LuSH-101 requires a little bit of setup to work correctly with Panorama. You can read more about how to do that here

NI Kontakt and Reator plugins update parameters dynamically so you will see parameters change as you load new presets or ensembles. You can learn parameters as you work with a preset however saving a map file is not recommended. If you save a map file, other presets will pickup the same mapping which can cause confusion. If you save a mapfile and need to delete it, you can locate the map file in the following directory: Documents\Nektar\Common\Mapping Files\Instruments

You can read more about Kontakt and Reaktor mapping here

VST Plug-in Learn

Regardless of whether an insert or instrument plug-in is pre-mapped by Nektar or not, you can create your own custom mapping. Panorama features a unique "Learn" mode which allows you to set this up seamlessly either for temporary assignments or saved as a permanent map.



Activating Learn

There are two ways to activate Panorama's "Learn" mode:

- For a mapped plug-in Press [Shift]+[Menu (display button 5)]
- If a plug-in is un-mapped, press the display button labeled "Learn"

Whether you want to customize an existing map or create your own plug-in map, it's easy to re-assign controls. Let's go through this in more detail.

Mapping Parameters

First make sure the plug-in you want to control is visible on your computer display.

Next activate the 'Learn" mode as described above. Once activated you can assign parameters to controls by first moving the parameter in the plug-in GUI followed by moving the control you want it assigned to on Panorama. Keep going until you have assigned the parameters you need.

Press the 5th display button now labeled Learn to get access to the functions that can be selected, using the Data Control followed by pressing the display button labeled [Enter].

Here are the menu options available to you:

- Clear One: Delete an assignment of the next active control.
- Clear All: Delete assignments for controls in the current Panorama display window.
- Save: Will save your current assignments to a map file so every time you use this plug-in, it will be mapped the way you want it.
- Exit: Exit learn without saving the control changes you have made.

Learned parameter assignments are active immediately and will remain active until either a reassignment is made or until you quit Cubase. If you use the Save function to store your map, it will be recalled every time you launch the corresponding plug-in.

So if you prefer to work with temporary mapping, use the learn function but exit without saving.

Whether you are controlling an effects or instrument plug-in, the principal is the same. Only the amount of controls that can be assigned is different as an insert plug-in only utilizes the group of 2x4 encoders whereas and instrument can be controlled by the entire Panorama control surface.

For instruments, the home page is intended to be where the most used parameters, easy accessible at any time. Customize this page with the parameters you use the most.

Pages

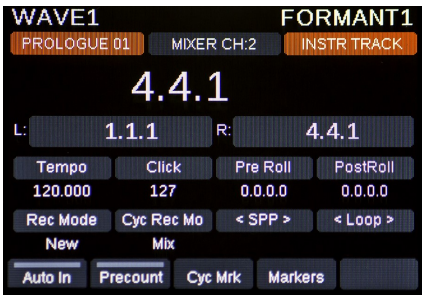
For each plugin you have 4 pages (A, B, C and D) each with separate assignments for the 2x4 encoders and in Instrument mode, a 5th page is available for assignments of the faders.

Pages are selected using the [Data Control] or in the case of the fader page in Instrument mode, press [Toggle/View] or [Toggle/Mute]. With a user page selected, you can customize the mapping for that page using the "Learn" function.

Transport Mode

Transport mode helps you to navigate and build up your song composition from Panorama. As explained earlier, the transport buttons are available in any mode but the dedicated Transport Mode provides access to extra tools that will make capturing ideas, beat creation and overdubbing easier.

Transport Home Page



Press the [Transport] button to enter Transport mode. Transport mode provides the visual feedback you need to know where you are in your project. Below the info-bar the large font readout shows the current SPP location which updates as you play the project. The time format shown is the one selected for the Primary Time Display in the Cubase transport bar. Try changing the format in Cubase while playing your project and notice the Panorama update.

Below the SPP readout you see the position of the Left and Right locators. In Cubase, these cannot be remote controlled directly so a good work around is to first move the SPP to the location you want to set the (left or right) locator at. With the SPP in place, use the [Shift]+[Goto L(or R)] key combination to set it the locator point.

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

Tempo	Click	PreRoll	PostRoll
Change the Cubase tempo. If Tempo Track is on, you will however not hear any change to the Tempo	Adjust Click level	Changes the Pre-Roll length	Changes the Post-Roll length
Rec Mode:	**Cyc Rec Mo:**	**<SPP>**	**<Loop>**
Changes the Record Mode setting	: Changes the Cycle Record Mode setting	Moves the Song Position Pointer forward or backward from the current location	Moves the Left and Right locator loop forward or backward from their current position

The display buttons 1+2 in addition allow you to switch Auto Punch In(Auto In) and Metronome Click Pre-count (Precount) on and off respectively.

Getting to grips with Transport mode may take a little bit of practice but it will pay off as you learn how to navigate your project without having to reach for the computer mouse.

Panorama P1 Foot Switch

The Panorama P1 also has a foot switch input jack. If you have a foot switch connected, you can select what it controls from the 5th display button labeled "Pedal".

Press the Pedal button and use the Data Control to select the assignment you want: Play, Auto Punch in/out, Record, Set loop in/out, Loop on/off, Goto L and Goto R.

Controlling Reason and Cubase when ReWired

When Reason is Rewired to Cubase, Panorama is able to control both DAWs. To switch between mapping for Cubase and mapping for Reason, simply hold the [Shift] button and press [Toggle/View].

When you are controlling the Rewire Host (Cubase), the Info Bar is Red.

And when you are controlling the Rewire Client (Reason), the Info Bar is blue.

Setting Up Cubase and Reason for ReWire

First: Setting up MIDI ports in Cubase and Reason.

By default, Panorama's Keyboard is set to act as the Master Keyboard in Reason. It's important to disable it to prevent any conflict between the two applications.

Panorama P1 does not have a keyboard so if this is the Panorama product you own, check your port configuration matches the Cubase Installation instructions and move to the second part of these instructions.

- Open Reason in stand-alone mode, and navigate to the Control Surfaces tab in the Preferences window
- Select 'Nektar Panorama' from the list of control surfaces and then click the Edit button
- For Keyboard Port , choose 'Not Selected'. Note: In OS X, the Instrument Mode ports are labeled "Instrument Mode" and should remain unchanged.
- Close Reason and open Cubase. Navigate to the 'Devices' Menu and select 'Device Setup'.
- Configure the MIDI Ports for Panorama as per Cubase installation page (link at bottom of this page)
- Launch Reason.

To check it's all working hold [Shift] and press [Toggle/View] a few times to see Panorama switch back and forth between controlling Cubase and Reason.

Second: Routing Panorama's Keyboard to Reason devices through Cubase

Since the Keyboard port in Reason is set to 'Not Selected', Panorama's keyboard, Pitch Bend wheel, Mod wheel, Expression, Sustain and Aftertouch will not be transmitted directly to Reason devices.

However, we can now use Cubase to route the MIDI messages from Panorama's keyboard section to whichever Reason device we want.

With Cubase and Reason open, bring Reason to the front. Create a Subtractor instrument in Reason (image 5).

...then bring Cubase to the front. Create a MIDI Track In Cubase and choose Subtractor or the MIDI Output (image 6).

Now go to the 'Devices' menu and select 'Reason ReWire'. Here you can activate the ReWire audio channels to route audio from Reason into Cubase. For now, just activate the MixL and MixR channels.

When you play the keys on your Panorama, you should be able to hear Reason's Subtractor in Cubase.

Panorama Cubase Key Combinations

MODE/MENU	KEY COMBINATION	DESCRIPTION
Instrument mode	[Toggle/View]	Views the current fader and encoder assignments
Instrument mode	Toggle/Mute]	Views the current fader and LED button assignments
Instrument mode	[Data Control]	Opens the instrument menu. Menu selection after resting on a menu.
Instrument mode	[Shift]+[Menu]	Activate/deactivate plug-in instrument "Learn"
Mixer /Instrument/Transport modes	[Shift]+[Toggle/View]	Switch between Reason and Cubase when they are ReWired
Mixer /Instrument/Transport modes	[Track -/+]	Increment or decrement the current track selection
Mixer /Instrument/Transport modes	[Shift]+[Track-/+]	Increment or decrement (by 8) the current bank of 8 channels controllable from Panorama
Mixer /Instrument/Transport modes	[F-keys]+[F1-11]	Activates the assignment of the corresponding F-key
Mixer /Instrument/Transport modes	[F-keys]+[Data Control]	Scrolls through the 10 F-keys maps
Mixer /Instrument/Transport modes	[Shift]+[Patch-/+]	Horizontal zoom in/out of the current Cubase window
Mixer /Instrument/Transport modes	[Mode]	Toggles Quantize on record on/off
Mixer /Instrument/Transport modes	[Shift]+[Cycle]	Sets L and R locators to start and end of the part just recorded or selected.
Mixer /Instrument/Transport modes	[Shift]+[Rewind]	Return to zero
Mixer /Instrument/Transport modes	[Shift]+[Forward]	Goto End of song
Mixer /Instrument/Transport modes	[Shift]+[Goto L]	Sets the L locator to the current SPP position
Mixer /Instrument/Transport modes	[Shift]+[Goto R]	Sets the R locator to the current SPP position
Mixer /Instrument/Transport modes	[Shift]+[Undo]	Activates Redo
Mixer /Instrument/Transport modes	[Shift]+[Click]	Toggles Precount on/off
Mixer mode	[Toggle/View]	Toggles pan, send 1-8 assignments for all 8 encoders above the faders
Mixer mode	[Toggle/Mute	Toggles Select, Mute, Solo, Record Arm assignments for all 8 LED buttons
Mixer mode	[Shift]+[View]	Open/close the mixer channel strip for the currently selected track
Mixer Mode	[View]	Open/close MixConsole 1
Mixer mode	[Shift]+[LED button]	Changes the group of 8 mixer channels to start from the channel number that corresponds to the LED button and following 8 channels
Mixer mode/Inserts	[Patch -/+]	Increment or decrement the patch for the current insert plug-in (if support-ed)
Mixer mode/FX Sends	[Send (display button]+Data Control	Scrolls through available send destinations
Mixer mode/Inserts/Edit	[Shift]+[Menu (or <Inserts)]	Activate/deactivate plug-in "Learn"
Transport mode	[View]	Open/close the transport bar in Cubase