



Reason



# IMPACT LX MINI

## Installation & setup

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The Impact LX Mini Reason Integration is compatible with Reason 6 or higher, running on Windows 7 or higher / MacOS 10.7 or higher.

### Installation

- If you haven't yet updated the firmware in your LX Mini, complete that step first. The firmware update is a separate download available from MY ACCOUNT on our website. With the firmware update complete, move on to the next steps.
- Locate the 'LX\_Mini\_Reason\_support' installer included with this package and run it.
- Plug-in your LX Mini and make sure it's switched on (if you didn't do so already)
- Launch Reason and go to Edit/Preferences/Control Surfaces
- Click "Auto-detect surfaces"
- You should now see Impact LX Mini appear as a control surface In Reason.
- Close the Reason Preferences window

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

## Reason and LX Mini working together

With the Reason integration files installed and setup complete, LX Mini is ready to control Reason's transport functions, track change, track/channel volume, open/close windows and of course instrument devices and plugins. All of this works seamlessly alongside LX Mini's internal MIDI functions as detailed in the owner's manual. Start by checking that DAW integration is setup correctly and working, by pressing the play button on LX Mini to activate play in Reason.

### Transport Control

The transport buttons are set up to activate or deactivate the following transport functions: Click on/off, Rewind (in 1 bar decrements), Forward (in 1 bar increments), Loop, Stop, Play and Record.

Press the [Shift] button to illuminate. When the button is blue, the transport buttons switch to their secondary assignments as indicated by the blue screen printing above the buttons.

The white screen printing also indicate additional functionality which can be accessed by pressing the transport buttons while holding [Shift]. For example, [Shift]+[Click] will activate Undo in Reason.

The chart below shows you what each button or button combination control.

BLUE LED BUTTON OFF		BLUE LED BUTTON ON		[SHIFT] FUNCTIONS	
BUTTON	PARAMETER	BUTTON	PARAMETER	BUTTON COMB.	PARAMETER
Click	Click on/off	S1	Mute selected track.	Shift + Click	Undo.
⏮	Rewind, 1 bar. Press to scroll.	S2	Solo selected track.	Shift + ⏮	Goto L locator.
⏭	Forward, 1 bar. Press to scroll.	S3	Enable track automation.	Shift + ⏭	Goto R locator.
↺	Loop on/off.	◀ Track	Select previous track.	Shift + ↺	Set L locator.
■	Stop. Press again to go to Left locator.	Track ▶	Select next track.	Shift + ■	Set R locator.
▶	Play. Press again to pause.	◀ Patch	Previous device patch.	Shift + ▶	Precount on/off.
●	Record.	Patch ▶	Next device patch.	Shift + ●	Record Quantize on/off.

### Track mute, solo and automation

[S1], [S2] and [S3] are set up for Reason track controls toggling mute, solo and automation on or off on the currently selected track.

### Track change

To navigate Reason tracks from Impact LX Mini, make sure the [Shift] button is illuminated blue. Next press the button [<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.

### Changing patches

You can step through Reason devices patches from LX Mini. You can even load plugin patches if they are saved in the Reason browser. To load patches in Reason's browser from LX Mini, press the [Patch>] button to go to the next patch or [<Patch] to go to the previous patch.

## Transport control

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### Undo

Press [Shift]+[Click/Undo] to undo the last action in Reason.

### Set and goto loop start/end

Adding a few button presses to your workflow can greatly help navigating a project without taking your hands of LX Mini.

- Press [Shift]+[Rwd/Goto L] to move the Reason playback to Loop L.
- Press [Shift]+[Fwd/Goto R] to move the Reason playback to Loop R.

If loop is on in Reason, press [Shift] to select the primary assignments and press [Loop] to switch off. Reason will now play beyond the right locator.

- Press [Shift]+[Loop] to set Loop L as Reason is playing.
- Press [Shift]+[Loop] to set Loop R at the point where you want it.

Next activate [Loop] again and press [Shift]+[Rwd/Goto L]. Reason now play the loop as set.

### Precount and Record Quantize

Precount and Record Quantize can be activated directly from LX Mini. Press [Shift]+[Play] to toggle Precount on and off.

Press [Shift]+[Record] to toggle Record Quantize on and off.

### Volume control, soft take-over and LED indicators

The large pot by default control device or plugin volume. For example, select a track hosting Subtractor. Move the pot all the way up and down. Subtractor's volume parameter is now controlled.

You may have experienced that volume was not controlled immediately as you moved the pot. This is caused by soft take-over which helps avoid parameter jumping when using any of LX Mini's 9 pots. For example, if the large pot is not in sync with the volume parameter it controls, moving the pot will not cause a change until its position matches the value of the parameter.

In addition, the two LEDs 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 volume parameter's setting, the two LEDs will both illuminate green and the parameter is controlled.

When you change track, the LEDs update to indicate the control status of the device hosted on the current track.

### Controlling instruments

When a track hosting a device is selected in Reason, press [Instrument]. Impact LX Mini automatically map the hosted device's parameters. You can control any Reason device as long as a track is created for it.

LX Mini is premapped for most Reason devices with each following a common approach.

On Impact LX Mini, press the [Page] button until the blue LED button labeled "Default" is illuminated. If the plugin is premapped, mapping now corresponds to the blue screen printing on your Impact LX Mini. The 8 pots are assigned to oscillator and filter parameters as indicated by the blue silk screen printing.

For example, select a track hosting SubTractor. Use the [Page] button to select "Default" which is active when the blue LED is illuminated. Moving the control labeled Cut off should now control SubTractor's filter cut off. The top row of controls are assigned to oscillator 1 parameters.

Press [Page] again to select User (white LED illuminated). Now the top row of controls are assigned to oscillator 2 parameters and the filter controls are assigned to filter 2.

As you control parameters the two LED's below the large pot update to provide current soft take-over status. Check the section "Volume control soft take-over and LED indicators" on the previous page for a recap.

### "Grab" plugin instrument mapping

For on-the-fly assignments, the "Grab" function allows you to quickly assign controls to parameters on the device associated with the current track.

- Press and hold [Shift] on LX Mini.
- Move the parameters you want to control, on the device associated with the current track,
- Release the [Shift] button
- Move each of the controls in the order you want the parameters you moved to be assigned to those controls.

Parameter assignments are retained per device, for as long as a Reason Song is open. Grabbed parameters are not saved with a Song. Reason's Remote Override feature is however still available and assignments can be saved with each song. Press [Internal] to select the internal mode presets and start Remote Overriding.

## Parameter control

### Controlling plugin instruments

If you are using Reason 9.5 or higher, you'll be able to control many of the most popular VST instrument plugins available.

Generally, this works the same way as described for Reason's own devices and Rack Extensions but with one feature addition:

- Press [Shift]+[Instrument] to open/close the VST instrument GUI

If [Shift]+[Instrument] does not open your plugins GUI, it's because that plugin has not yet been mapped.

### Using Remove Override

You can also use Reason's Remote Override function to permanently assign a control to a certain parameter within your song.

This is a great way to use LX Mini's Internal page controls since using those will not affect the LX Mini mapping. Press [Internal] and use the 8 pots, switching between Default and User MIDI control pages. Check the Reason documentation to learn more about Remote Override.

### Kong, ReDrum & Boom 808

Operating Reason drum instruments, Kong, ReDrum & Boom 808 works in a similar way to other instruments but with some significant differences.

You are able to play drum sounds straight away. Press [Shift]+[Pad1] to play Kong pads 1-8 and [Shift]+[Pad5] to play Kong pads 9-16. The selected pad assignment is green when you press [Shift] so you can always quickly see which is active.

#### Tweaking drum parameters

The 8 pots are used to control individual drum parameters. It's really easy. Hit a pad to select the drum sound you want to tweak and move the pots. This makes it straight forward to not only experiment with drum sounds parameters but also to record performance automation while you play.

The following charts shows you the parameters each pot controls:

	Kong	ReDrum		Kong	ReDrum
<b>Pot 1</b>	Pitch	Pitch	<b>Pot 5</b>	Level	Level
<b>Pot 2</b>	Decay	Length	<b>Pot 6</b>	Pan	Pan
<b>Pot 3</b>	Tone	Tone	<b>Pot 7</b>	Bus FX	Send 1
<b>Pot 4</b>	Damp	Velocity	<b>Pot 8</b>	Hit Type	Vel>Tone

#### What the pad LED's tell you

The pads not only illuminate when you hit them but also as you play back recorded performances. Here is what the LED colors tell you:

Off= orange

red = muted

green = soloed

yellow = triggered

## Triggering scenes/loops with pads

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Impact LX Mini has been set up to trigger an array of Scenes/Loops using the illuminated pads.

First press the [Scenes] button on LX Mini. While the [Scenes] button is illuminated you can control up to 64 Scenes for the current track using the 8 pads, via 8 banks of 8 Scenes each. To change bank, press and hold [Scenes] and press a pad from 1-8 to select your bank. Once selected, release the button combination.

Hitting a pad not only triggers the associated scene but also starts playback and engages loop mode if not already engaged.

A scene is 4 bars long by default. You can however change the length to whatever you prefer by setting the Left and Right Locators in Reason. This determines from where the array of Scenes/Loops should start and how long the loops should be. Press [Shift]+[Scenes] to activate the array.

For example, Set the Left locator at bar position 2 and the Right locator to bar position 4. Then press [Shift]+[Scenes].

The array of Scenes/Loops will now start at bar 2 and each loop will be 2 bars long. Hit pad 2 and playback will start at bar 4 and loop at bar 6. Hit pad 1 and playback will start at bar 2, looping to bar 4.

The pad that corresponds to the currently playing Scene/Loop is illuminated in green when playing and if record is enabled, the pad is red. All other pads are yellow.

Since you can set Left and Right Loop points directly from LX Mini using the transport buttons, it's possible to quickly reconfigure loop points on the fly. Check the button combinations on page 4 to master the technique.

### 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](http://www.nektartech.com). You can also contact our support staff [here](#)