Using Panorama with Reason

Applicable to Panorama P1, P4 & P6

Installation

The Panorama Reason integration requires a Panorama firmware update and installation of the Reason integration files. Here is how you get up and running:

Panorama Firmware Update

- Locate the nkupdate app in the Firmware folder of the downloaded package and run it.
- Update Panorama's firmware as described here .

Note: you will find the latest firmware file in the Firmware folder in this package.

Install the Reason Integration

- Locate the installer "Panorama_Reason_Support" in the downloaded package and run it.
- Follow the onscreen instructions until complete
- When installation is complete, go to the next page to setup Panorama in Reason

About Panorama OS X 10.11 (or higher) and QWERTY Macro's

From OS X 10.11 (El Capitan) Panorama no longer requires a custom driver but is instead used as a USB Class Device.

This means that QWERTY macros are no longer possible. If this was an important feature for you, we recommend you install OSX 10.10.5 or earlier which is still supported by Panorama's legacy drivers.

Reason Integration Setup and Configuration

The Panorama Reason Integration is compatible with Reason 6 and higher, as well as Reason Essentials. The integration is largely the same for all Panorama products, with some allowance for differences in hardware configuration. Panorama P1 for instance does not feature pads or a motorized fader so features specifically requiring any pads or the motorized fader, will work differently or be absent on the P1.

Setting up Reason

- With your Panorama updated and switched on, launch Reason and go to Edit/Preferences/Control Surfaces
- Click "Auto-detect surfaces"
- You should now see two control surfaces populated in the Control Surfaces window (Image 1). One is named "Nektar Panorama" and the other is named "Nektar Panorama Mixer Mode"
- Make sure both control surfaces are ticked "Use with Reason" with a green tick indicating they are active.
- Close the Preferences menu and in Reason go to Options/Surface Locking
- Select "Nektar Panorama Mixer Mode" in the Surface field
- Select "Master Section (Master Section)" in the Lock to device field (image 2) and close the window.

That's it, setup is now complete. Because Reason's Surface Locking settings are not global but individual per song, we recommend that you save your default song with the Surface Locking settings as described above. When you launch Reason again to start a new song, you will then not have to set this setting every time.

Image 1

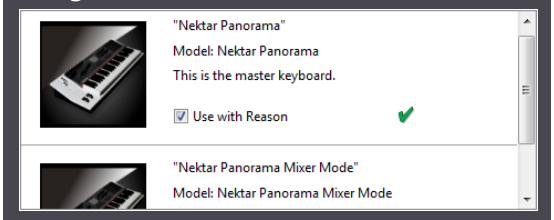
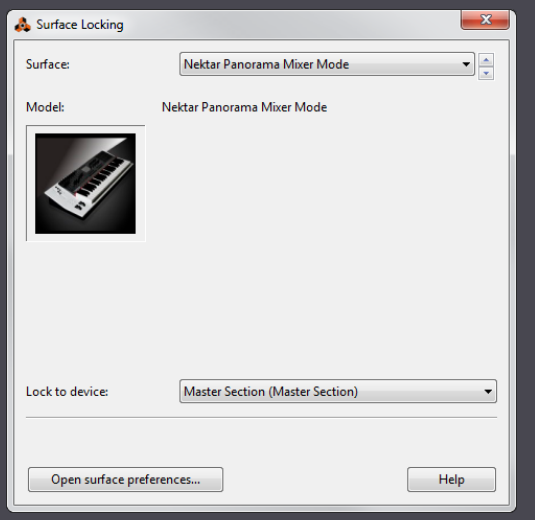


Image 2



Adding the Panorama ports manually

If the two Panorama control surfaces did not appear in Reason after auto-detection, you can add these manually.

- Click the 'Add' button (bottom left corner of image 1)
- Set up each of the two ports as per the below chart and click ok when done

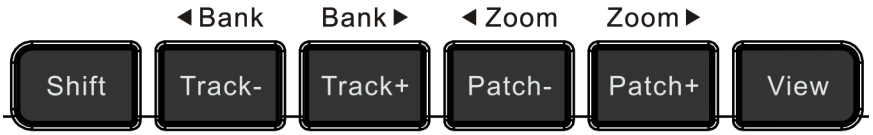
	Windows	**OS X**	**Windows**	**OSX**
Manufacturer	Nektar	Nektar	Nektar	Nektar
Model	Panorama	Panorama	Panorama Mixer Mode	Panorama Mixer Mode
Mode In Port	MIDIIN2 (PANORAMA)	PANORAMA Instrument	MIDIIN3 (PANORAMA)	PANORAMA Mixer
Keyboard Port	PANORAMA P4	PANORAMA Panorama	n/a	n/a
Mode Out Port	MIDIOUT2 (PANORAMA)	PANORAMA Instrument	MIDIOUT3 (PANORAMA)	PANORAMA Mixer

Navigation & Transport

The following pages focus on how Reason and Panorama work together. We do not attempt to describe how the Reason functions work since this is covered extensively in the documentation for Reason. So the aim is to provide a fundamental understanding of how Panorama interface with Reason. From time to time, you may need to consult the Reason 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 allows you to navigate important parts of Reason at any time. Here is what they do:

Track - / +: Navigates to the next or previous track in Reason'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.

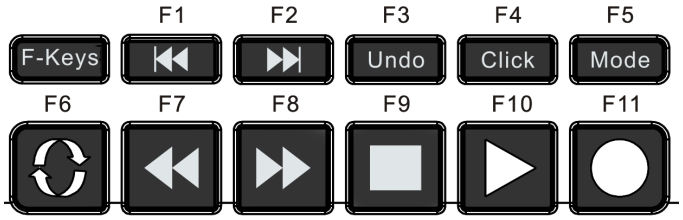
View: Changes the display view on your computer to show the Mixer window in Mixer mode, the Rack window in Instrument mode and the Sequencer window in Transport mode.

Shift+View: Open/close browser pane in Mixer mode. Open/close VSTi plugin GUI (mapped instruments only) in Instrument 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 Reason 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

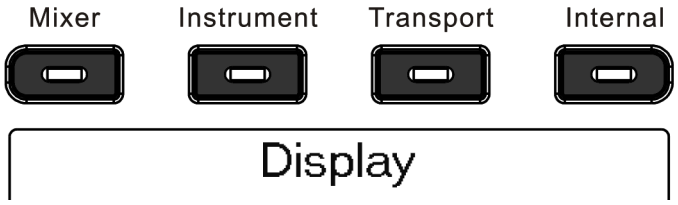


The transport buttons allows you to activate or deactivate important transport functions as listed in the table below. As with the navigation buttons, these are available in any mode, at any time.

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 devices and tracks
[⏮]	Goto the Left locator
[⏭]	Goto the Right locator
[Undo]	Same as Undo in Reason
[Click]	Switch the metronome/click on or off
[Mode]	Switch "Quantize on record" on or off
[Cycle]	Switch the loop/cycle between the Left and Right locators 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. 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 Reason. It's like having four control surfaces in one:



Mixer: Assigns all controls to the Reason mixer

Instrument : Assigns controls to the device on your sequencer track. In most cases this will be an Instrument, but it's also how you control any of Reason's effects [*]

Transport : Controls functions in Reason's transport menu including current song position and locator points

Internal: Uses Panorama's internal MIDI controller functions so you can jump out of our dedicated Reason 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 Reason mode home pages:

Track Name/Mixer Channel Number/Device Name

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

Mixer mode: Track Name/Mixer Channel Number/Current Menu

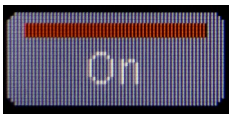
Instrument mode: Current Patch Name/Device Name/Current Menu

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 Reason and locking Mixer Mode to the Master Section 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 EQ window which shows what each control is assigned to and parameter values. Pressing [Dynamics], [Inserts] or [Sends] will change the assignments of the 8 encoders as well as show you what each of the controls are now assigned to. The 5th display button is commonly used to access a list of menu options which can be selected using the Data Control encoder. We will go through all of this in more detail on the following pages.

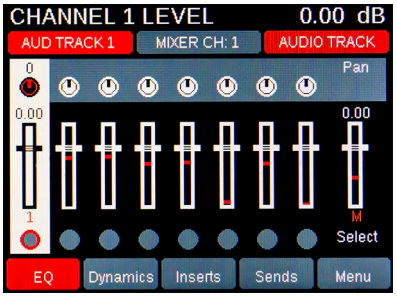
If a button is used to control a parameter you will see a line above that's either white or red to indicate the current status of the button. The image on the right shows you an example where a parameters status is "On".



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 Reason and make sure the Mixer mode button is lit (Mixer Mode must be locked to the Master Section).



Notice that the window in Panorama shows 9 faders corresponding to the first 9 physical 45mm faders. Now create an audio track in Reason and the Panorama display should look like the image to the right.

The info bar's first red field shows the track name. Try changing the track name in Reason 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 Reason and the red line graphic, the position of the physical fader. Moving the fader may not change the volume immediately because the fader position have to first match the position in Reason to allow for smooth change to the volume setting. So move the physical fader towards the position of the red line and notice once the two match, the fader cap graphic will follow the fader movement and in Reason you are now changing the volume setting for the mixer channel

Next create a SubTractor instrument track in Reason. The SubTractor 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 SubTractor.

You also notice now that the background of track 1 has turned black and that track 2 is now inverted with white background plus the track name and mixer channel number have changed. This clearly shows you which track is currently selected in Reason and in this case, it's track 2.

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].

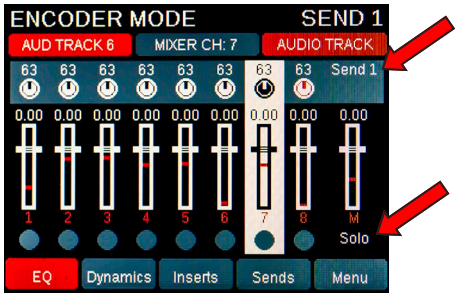
Pressing this button will change the assignment of the 8 encoders to Send 1.

Pressing it again will change the assignment to Send 2 etc until after Send 8 they are finally assigned to Pan again. This allows you to control send or pan across multiple channels.

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. An additional press will assign them to Solo and then back to Select.

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 Reason 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 3-10.
You have now learned how to navigate Reason tracks from Panorama using 4 different methods:

- [Track-] and [Track+] buttons step through tracks in 1 step increment or decrements
- [Shift]+[<Bank] or [Bank>] bank over the 8 channels you operate in Reason
- 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

Naming sequencer tracks vs. naming mixer channels
If you want to rename a track, we recommend doing so by renaming the sequencer track and not the mixer channel. When you change the name of a sequencer track, the mixer channel name will change also. But if the mixer channels end up with different names than their associated sequencer tracks, you may experience inaccurate track information in the Info-bar.

Reason Channel Strip Control

In addition to the multi-channel control we have just covered, Panorama can control a complete Reason 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”.

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.

Start by selecting an audio track and Press the first display button labeled [EQ] to open the EQ menu . Now enable the EQ by pressing the button labeled [On]. The top row of the encoders to the right of the display 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 for the two middle bands to Q. You can toggle back to frequency using the same button.

The [Filter] button gives you access to the high-pass and low-pass filters which can be switch on or off using the display buttons labeled [HPF] and [LPF].

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.

Dynamics

The principal for controlling the Dynamics section of the Reason mixer is the same as with EQ. From the Mixer home page, press the display button labeled [Dynamics] and make sure to switch this module on by pressing the first display button.

The 5th display button is labeled [Gate>] and pressing it will change the assignments of the encoders so you can control all the gate parameters for the channel strip. Press the same button again (now labeled [Comp>] to go back to controlling the compressor or press [Mixer] to navigate back to the Mixer home page.

Inserts

From the Mixer home page window you can access the Inserts menu by pressing the 3rd display button. Inserts are Combinator effects patches that can be used on each channel. Encoders 1-4 control each of the 4 parameters that are controllable on Combinator and display buttons 1-4 allow you to switch the corresponding switch parameters on or off.

Combinator, whether used as an insert or device on a track in the sequencer, only allows control of these 8 parameters and parameter labels are not sent from Reason to Panorama.

Press [Mixer] to return to the Mixer home page.

Sends

Earlier we looked at how you can control sends on up to 8 channels at a time using the encoders above the faders. In addition, Panorama's channel strip control gives you access to all 8 inserts for the currently selected channel.

Press [Sends] from the Mixer home page window. The 8 encoders are now assigned to control sends 1-8.

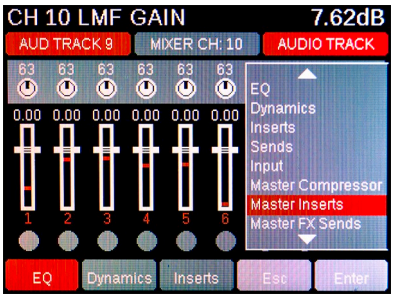
A send must be on to send a signal to it's destination. Press [On] and use encoders 1-8 to switch each effect send on (or off).

Press [Pre] allows you to change the Pre (pre or post fader) setting using encoders 1-8 to switch each either on or off.

Press [Mixer] to return to the Mixer home page.

Menu

The last display button gives access to the remaining Reason mixer menus. Press [Menu] and use the Data Control encoder to select any of the following menus and press [Enter] :



Inputs

Here you can control Input Gain but also make the following signal path changes:

Invert on/off

Insert Pre (Dynamics and EQ)

Dynamics Post EQ

Filter routed to Dynamics side-chain.

Master Compressor

Maps the 5 master compressor controls to encoders plus on/off and the side-chain key on/off functions.

Master Inserts

Controlling Master Inserts works identical to the channel inserts.

Master FX Sends

Master FX sends 1-8 are mapped to encoders 1-8

Master FX Return

Master FX return level 1-8 are assigned to encoders 1-8. Display buttons [Pan] and [Mute] change the encoder assignments to control the pan and mute parameters 1-8.

Master Output

Encoder 1 controls Control Room out. You can change the routing source using encoder 2 and the FX return destination using encoder 3.

Motorized Fader (applicable to P4/P6 only)

If your Panorama is equipped with a Motorized fader, you may already have noticed that the fader controls follows the currently selected track. When you make track changes, the fader will jump to the volume position of the track in Reason 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 Write for the current track so if you quickly want to record automation you can switch write on from here. Read is on by default.

Level Meter

The fader page has a level meter (image below) so you don't need to leave Panorama to check if a signal is clipping or not loud enough.

Parameter Control [Param]

When the Fader window is active, the Data Control also acts as a parameter button. 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.

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

Master [Master]

Press this button to control the Master Level with the motorized fader.

You can use the Data Control to control Sends 1-8 as described in Parameter Control.

The [Mute] and [Solo] buttons are no longer active.

Control Room [CtrlRoom]

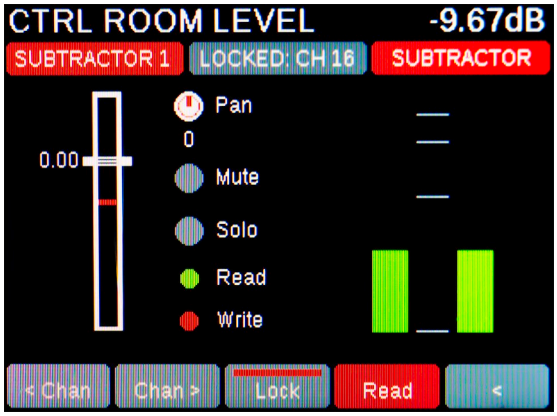
Press this button to assign the motorized fader to Control Room Level. You can use the Data Control to select "Source".

Select Channel [<Chan] / [Chan>]

Press the [>] button to get to the next set of options. The first two buttons allow you to select previous or next channel in the mixer so you don't have to leave the menu to select a channel for the motorized fader to control.

Lock [Lock]

Pressing this button will lock the motorized fader to any channel you want. Selecting channels subsequently will not affect the motorized fader.



The Remote Base Channel

Panorama has access to 64 consecutive channels of the SSL mixer at any time. If you have more than 64 mixer channels active in a project, the Remote Base Channel can be used to change which set of consecutive channels Panorama can access. This means that any channel in the Reason mixer that is to the left of the Remote Base Channel will not be accessible to Panorama. If you need to access those channels, change the Remote Base Channel.

To do this, simply right-click near the name of the channel you want to become Mixer Channel 1 and select 'Set Remote Base Channel'.

Selecting tracks and Mixer channels: Things to keep in mind

There are some aspects of selecting tracks and mixer channels that might seem confusing at first, but make perfect sense once you know what's going on inside both Reason and Panorama at the time.

Example 1: Non-sequential selection of Mixer channels

Tracks may seem to jump around if you press the Track - / + buttons while looking at the Panorama Mixer mode main window. If this is the case, you may want to consider keeping the mixer channels and sequencer tracks in the same order.

For example, let's look at the Reason demo 'Faster' by Techno Squirrels. Note that it has 24 sequencer tracks but only 12 mixer channels.
First, be sure you've set the Remote Base Channel to channel 1 (see above).

Then in Mixer mode, press Panorama's Track - button repeatedly while watching the Mixer mode main page. You'll see the highlighted channel number jump around; depending on where you started, it might look like this: 10, 9, 4, 5, 8, 7, 6, 12, etc.

Now look at Reason's sequencer window and do the same thing with the Track buttons. You'll see the tracks selected consecutively; the selection will never jump.

Example 2: Mismatched names lead to limited control of some Mixer channels

It's important to keep the sequencer track and mixer channel names the same. If these names don't match, a couple of undesirable conditions may arise:

Inaccurate track information might be seen in Panorama's Info-bar (the section right below the Current Parameter bar)

Some parameters will not be accessible for some mixer channels. Panorama can only fully control mixer channels that are linked to tracks in the sequencer by name.

As you may have noticed during Example 1, there are times when the Track buttons will highlight some channels in Mixer mode and not others. Here's an example of that, taken from the Reason demo 'Say' by Olivia Broadfield:
First, be sure you've set the Remote Base Channel to channel 1 (see above).

Next, note that in Reason's sequencer window Track 2 has the name of "Bd Clap loop", but its Reason mixer channel is named "Clap".

When you select track 1 using the Panorama Track buttons you will see channel 1 highlighted in Panorama's display. But when you press Track + to select track 2, the Panorama mixer channel is not lit (remember, the two names do not match). But if you move its fader you will see Reason's mixer channel 2 fader move. You can also control the Mixer channel's level, pan and effect send settings, etc. But you will not be able to edit its EQ settings with the 2x4 encoders unless you change one of the names to match the other.

To prove this, rename the corresponding Reason sequencer track "Clap" and then watch the Panorama display while pressing the Track buttons. Track 2 will light up this time when you select it.

Note: If you want to rename a track, we recommend doing so by renaming the sequencer track and not the mixer channel. When you change the name of a sequencer track, the mixer channel name will change also, saving you a step and reducing the potential for confusion down the road.

Reason Instrument Mode

Pressing the [Instrument] button activates Instrument mode. Here you control Reason's devices and Rack Extensions, giving deep access, right from Panorama. If you want to bring the rack in to view in Reason, press [View].

Creating Devices from Panorama (Reason 8 and up only)

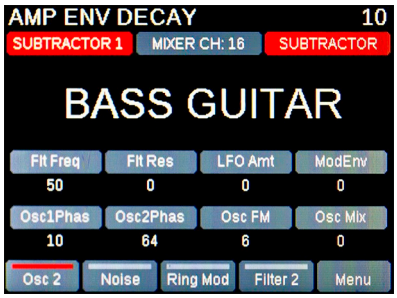
You can create any of the default Reason devices directly from Panorama or navigate your Rack Extensions and VST instruments, without reaching for your mouse.

On Panorama, make sure Panorama is in Instrument mode, then press [Shift]+[Instrument]. This opens the browser in Reason and also the device browser on Panorama. Move the [Data Control] to select the device you want to create, and press [Enter].

To create a Rack Extension or VST instrument, you'll need to look at your computer screen while moving the [Data Control] to navigate the Reason browser. When you have found the instrument you want to create, press [Enter] on Panorama. Once you are navigating your RE or VSTi's the cursor on Panorama will no long indicate if you navigate back to Reason's default devices.

Note: This feature is not applicable to Reason Essentials 8, Reason 7 or earlier versions. From Reason 10, press the R10 for correct list.

Instrument Home Page



The first window you see on the Panorama display after creating a device, 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 read's "No Instrument".

If a device, RE or plugin is not part of the Nektar Remote DAW Integration files, it will read "No Mapping.

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

The large character area now shows the current patch name of SubTractor.

Changing Patches

You can step through instrument patches within the current Reason Refill 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 patch name and parameter values are updated in the Instrument home page large character area.

Using QWERTY macros, you can also open the patch browser to navigate the Reason library.

VSTi Patches

Reason's browser reads VST fxp and fxb patches and Panorama's patch buttons can therefore also navigate these. If your VST patches are not seen in the Reason browser, you can save the patches you need Panorama to navigate in the Reason browser.

VSTi open/close plugin GUI

A VSTi's plugin GUI can be opened/closed directly from Panorama by pressing [Shift]+[View]. Pressing the same button combination in Mixer mode will open/close the Reason browser.

Controlling Instruments

Now we'll take a look at how Panorama is structured to control SubTractor.

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 SubTractor sound.

Mapping of VSTi plugins maps the essential parameters in 2 encoder pages + an envelope page. Plugins that are not currently mapped in the Nektar Reason Integration files, cannot be controlled in Instrument mode.

Most instrument devices have a four stage ADSR envelope and that is also the case with SubTractor. 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 SubTractor. Note that to avoid parameter jumping, a fader controls its assigned parameter only when its position matches the parameter value.

Press fader button 5 to change the Invert setting for the Filter Envelope and move encoder 5 above the faders to change Filter Env Amount.

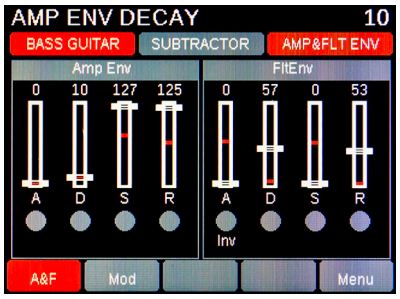
Menu

You can dive deeper in to a device 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 to select a menu and press [Enter].

Continuing our SubTractor example, move the [Data Control] and select "Oscillators" from the pop-up menu and press [Enter]. The 2x4 encoders now control Oscillator 1 parameters, indicated in the info-bar's right hand red field.

Press the [Osc 2>] display button. The info-bar now updates to show you are controlling SubTractor's Oscillator 2 parameters. Press [Noise>] to control the noise oscillator and finally [Osc 1>] to arrive back at controlling Oscillator 1 parameters.

Even though you have been changing menus, the fader assignments remain unchanged and are therefore still controlling envelopes. Let's now take a look at the envelope menu by pressing [Menu], select "Envelopes" and press [Enter].



The Panorama display now shows you the current fader status, controlling Amp and Filter envelopes. Press the Mod button to select the "Mod Envelope". Move the faders towards the red line to "pick-up" the value and control the parameter.

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

Randomize

The last item on the menu list is Randomize. Randomize is a unique Panorama feature implemented for many Reason devices. If you just want to experiment or need another perspective on an idea, this function may just give you the creative juice you need. Selecting randomize will change the parameters randomly (except button switches) within the menu that's currently displayed on Panorama.

Press menu and scroll to the bottom and press enter when you have reached Randomize. If you don't like the result, you can always press Undo.

Try randomizing the Thor sequencer or a device's home page parameters for example.

Grab — Parameter Control on the Fly

The unique “Grab” function allows you to quickly assign controls to parameters of the device, Rack Extension or mapped VST plugin associated with the current track. Here is how it works:

- Press and hold [Shift] on Panorama
- Move the parameters you want to control, one at a time, on the device or plugin associated with the current track
- Release the [Shift] button
- Move each of the controls on Panorama in the order you want the parameters you moved, to be assigned.

Parameter assignments are retained per device, for as long as a Reason Song is open. Grabbed parameters are not saved with a Song and cannot be stored.

No Mapping - No Control

If a Reason device, Rack Extension or VST plugin is not mapped, Panorama unfortunately cannot see it. The following Panorama controls will therefore not be assigned in Instrument mode:

- All encoders, the 9 45mm faders and fader buttons
- Patch buttons
- [Shift]+[View] on Instrument mode

For a complete list of supported VST plugins, please check this page:
http://www.nektartech.com/panorama-vst-instrument-plug-in-map-support.html

Controlling the Thor Sequencer

The mapping of Thor parameters follows the same principal as SubTractor. The addition of a sequencer in Thor however provides new opportunities for tactile creative control that are worth highlighting. The following explains how Panorama is mapped to control the Thor sequencer.

First create a Thor device and make sure Panorama is in Instrument mode.

On the Instrument home page, make sure the [Step Seq] button is on and move fader 4 so release is short.

Navigate to the sequencer menu by first pressing [Menu], select "Sequencer" and press [Enter].

In this menu, the Panorama's faders are setup to control the value for steps 1-8. Press [9-16] to control steps 9-16.

The faders are by default assigned to "Note", so moving the faders will change the notes played for each step.

To hear the result, first make sure your "Mode" setting is correct. Move the first fader encoder to chose between "Step", "1-Shot" and "Repeat". If Mode is set to off, the sequencer can't run.

Now press the [Run] display button to activate playback.

The LED Buttons below the faders activate/deactivate the sequencer steps so try switching steps on an off to see what that does to your sequence.

The Encoders above the faders are assigned to the various sequencer parameters that also affect what the faders do. Here is a description of each of them.

Encoder 1: "Mode" controls the Sequencer Mode (Off, Step, 1 Shot and Repeat)

Encoder 2: "Drtn" controls the direction the sequencer runs

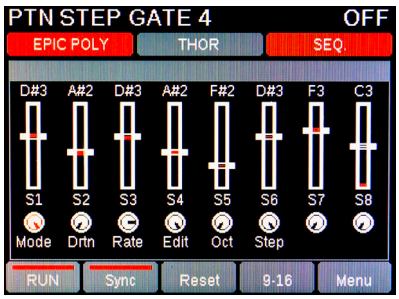
Encoder 3: "Rate" controls the rate or tempo of the sequence

Encoder 4: "Edit" sets the parameter that the faders control (Note, Velocity, Gate Length, Step Duration, CV Curve 1 and CV Curve 2)

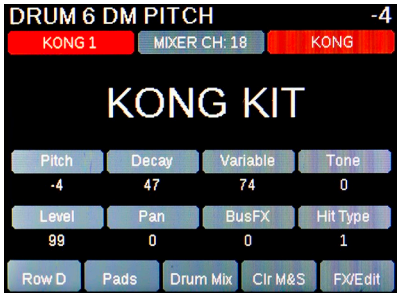
Encoder 5: "Oct" controls the Octave Range for the Note sequence

Encoder 6: "Step" controls the number of steps in the sequence

Once you have accessed the Sequencer page, the controls in the fader sections will remain assigned to the sequencer until you access the Envelope page or Mod Matrix page. This means that you can navigate to Thor's Filter page to control filter parameters with the Encoders to the right of Panorama's display while using the Faders, Encoders and LED Buttons to the left of Panorama's display to control the sequencer at the same time.



The Kong home page shows you the current patch which can be changed by using the Patch -/+ buttons or the Data Control. Panorama's 12 pads are automatically mapped to Kong's first 12 pads and a display button allows you to change the assignment of the top row of 4 pads so you can toggle between row C and D. The two first row's of Panorama pads (A&B) are unaffected by this change.



The display in addition shows up to 8 Kong parameters assigned to the 8 encoders to the right of the display. The 8 parameters control the currently selected Drum. To select a Drum, hit a pad and the Panorama display will update the values to represent the Drum assigned to the pad you just hit.

Example: Hit Pad A1 (typically is assigned to a kick drum). Change the pitch by turning the encoder assigned to pitch. Hit Pad A2 (typically assigned to snare drum). Change the pitch by turning the encoder assigned to pitch. Both Drum sounds will now have changed and you can quickly program all drums assigned to pads in this manner.

As you hit a pad you may see a LED button switch off and another light up. In our example above, you hit Pad A2 last, so the second LED from the left should be lit. Now press the first LED button. This will make Drum 1 (assigned to Pad A1) the currently selected Drum and the display and encoder assignments update accordingly. So this is how you can select a Drum without playing a pad. Faders and encoders are assigned to Mix parameters so you can control 8 channels (Drums) at the same time. The LED button therefore also can tell you which fader channel controls the pad you hit last. More about this in Kong: Drum Mix.

Kong: Home page parameters

Let's take a closer look at what parameters are controlled in the Kong home page. We'll use the Kong Kit in this example though it will be more or less the same for all kits. Make sure that pad 1 is selected in Reason by clicking with your mouse on that pad.

Hit pad 2 on Panorama to select Drum 2 (snare drum). The parameters that are assigned to the 8 encoders are Pitch, Decay, Variable, Tone, Level, Pan, BusFX and Hit Type. Notice that Reason still shows Pad 1 selected so if you now tweak any of the parameters using the encoders on Panorama, you will not see Reason update, however you can clearly hear changes to the sound.

Now click with your mouse on pad 2 in Reason and move the 8 encoders again. This time you may notice that Tone, Pan, BusFx and Hit type update. To see the additional 4 parameters (Pitch, Decay, Variable and Level) update, click the "Show Drum and FX" button on Kong and turn the encoders corresponding to these parameters.*

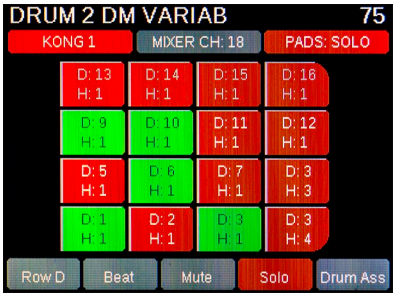
Finally hit Pad 3 on Panorama. This selects and plays a hi-hat sound. Because this is a sample based sound there can be up to 4 hit types, so try the 4 settings while hitting the pad and notice the hi-hat sound change. You can build up drum kits based on the sampler drum module NN-Nano and have up to 4 different sound options available for each Drum. That provides 64 sound options all selectable from Panorama while you build drum beats.

*Explanation: One of the reasons we decided to map a mix of Drum module and Drum window parameters is that some Drum module parameters are automatable and their Drum module equivalent, are not. So you can for example automate Pitch or Decay parameters in the Drum module, but the Pitch and Decay offset parameters in the Drum window cannot be automated. In addition we found we could control at least one more parameter in the Drum module that was not available in the Drum window and that's the Variable (Variable because it depends on the source. Variable control Sample Start if a Drum using NN-Nano is selected start, Damp for physical modeling souces and Tone for synth sources). Finally we are controlling Level in the module so you can change how hard a source is driving an effect (plus it's automatable). The regular volume, post effects can be controlled by the faders.

Kong: Pads Menu

Press the second display menu button labeled [Pads]. The display will bring a pads window in to focus and hitting a pad on Panorama (or on Kong) will make the corresponding pad light up in yellow.

Press the display button labeled [Mute] and hit the pad assigned to the Drum you want to mute. Muted pads are displayed in red. Hit the pad again to un-mute.



Press the display button labeled [Solo] and hit the pad assigned to the Drum you want to solo. Solo'ed pads are displayed in green. Hit the pad again to undo solo.

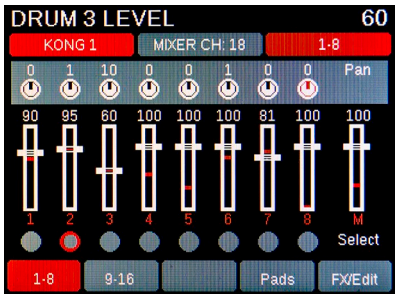
On the pads you can see which of the 16 Drums each pad is assigned to (labeled D: followed by the drum number) and also which Hit Type is currently selected (labeled H: followed by the Hit type number).

In this window you can also change which Drum or Hit Type is assigned to each pad. Press the 5th display button labeled "Drum Ass" (yeah, we love that one too!) and select the pad you want to change. D: x will be blinking indicating that you can change the Drum assignment. Use the Data Control to do so and hit the pad so you can hear the change. Press "Drum Ass" again and see H:x blinking. This now allows you to change the Hit Type.

Note: Pads are a feature of P4 & P6 only

Kong: Drum Mix

The LED buttons are associated with the faders so the lit LED will show you which fader corresponds to the currently selected pad. The faders represent your drum mixer so you are able to control the volume of 8 drums at a time. The encoders above the faders by default control pan for each drum.



Select Kong pad 1 with your Mouse and then hit Pad 1 on Panorama. If you haven't changed the assignment of Pad one, the first LED button should be lit. Move the fader to its maximum and then to its minimum position. On Kong you should now see the volume for Drum one controlled by the fader and moved to zero. Hit pad 2 and move the corresponding fader (fader 2) to max and minimum position, then play the pad and move the fader as you play. Next move the encoder above fader 2 and notice the panning change. As mentioned you can control up to 8 Drums this way which is useful if you want to experiment with mixing your drum beats.

While you can mix from the Kong Home page, the Drum Mix menu provides better visual feedback. Press the display button labeled Drum mix and a window similar to the Mixer mode home page will appear on Panorama. Press the Toggle/View button next to the 8 encoders above the faders and you will see the encoder assignments change. Here you have the option to control any of the parameters in the Drum Window, but 8 channels at a time. The display buttons labeled "1-8" and "9-16" allows you to switch the group of 8 channels you are currently controlling.

Kong: Clr M&S

A button that clear all Mutes and Solos. A quick way to get your beat back.

Kong: FX/Edit

If a Drum is using FX1 or FX2 you can control the first 2 parameters of each in this window labeled P1 or P2 using the first 4 encoders. Descriptive labels are not possible for these parameters.

The last 4 encoders are assigned to the Drum window parameters we are not controlling from the Kong home page and finally Hit Type so you can try effect settings with different samples.

To control parameters for a different drum, just hit the corresponding pad or select it using the LED buttons.

Panorama's ReDrum control works much the same as Kong and the approach is therefore a little different from what you might think, looking at ReDrum's GUI. Here is how it works:

ReDrum: Home page parameters

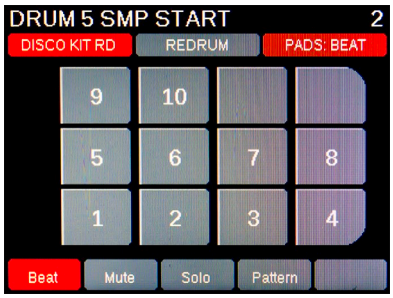
The ReDrum home page shows the parameter assignments of the 8 encoders to the right of the display. The parameters correspond to one Drum Channel. To change the drum channel you are controlling hit a pad and the display update with the parameters available for the Drum channel corresponding to the sound you hear.

Levels and panning are controlled by the faders and encoders above the faders and the LED button indicate which fader strip correspond to the currently selected Drum channel. Just like Kong.

With the display buttons you have the ability to Solo the currently selected Drum channel, sample or change the Drum Decay Gate setting.

ReDrum: Pads

Pressing the display button labeled [Pads] enters the pads window. Here you see Panorama's 12 pads graphically represented and hitting a pad will illuminate the corresponding display graphic in yellow.



Press the display button labeled [Mute] now allows you to mute Drum channels by hitting the corresponding Panorama pad. Muted pads are displayed in red.

Press the display button labeled [Solo] now allows you to solo Drum channels by hitting the corresponding Panorama pad. Solo'ed pads are displayed in green.

Pressing the display button labeled [Pattern] allows you to Enable the Pattern section, switch Pattern on or off, activate [Run] and select any pattern from the 4 banks of 8 patterns each.

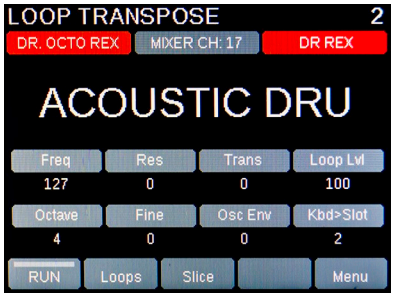
ReDrum: Drum Mix

Press the display button labeled [Mix} and as with Kong, a drum mixer page will appear on Panorama.

Press the Toggle/View button next to the 8 encoders above the faders and you will see the encoder assignments change. Here you have the option to control any of the parameters in the Drum channel, but up to 8 channels at a time. The display buttons labeled "1-8" and "9-10" allows you to switch the group of channels you are currently controlling with the faders and encoders above.

Home page parameters

The Dr OctoRex home page gives you immediate access to the parameters that change the current loop the most. These include Filter Frequency, Resonance, Transpose, Loop Level, Osc Octave shift,Osc Fine Tune Osc Envelope and Keyboard slot.



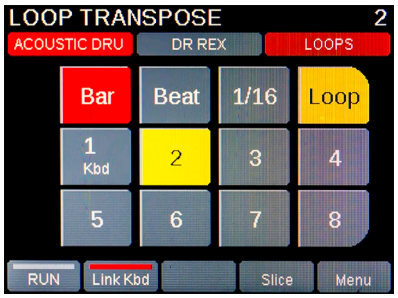
As with other devices, the envelopes are controlled by the faders so moving the first 4 will control the Amp Envelope and the following 4 faders will control Filter Envelope.

Pads 1-8 are set to trigger the 8 loop slots with pads 9-11 selecting the Trig Next Loop setting (Bar, Beat, 1/16) and finally pad 12 switch Enable Loop Playback on or off. Don't worry, you don't have to remember this cause there is a specific menu to show you the pad assignments.

Playing the keyboard will change transposition of the loop.

To activate Dr OctoRex's loop playback, press either play on the transport bar or the first Panorama display button labeled [Run]. Next try making changes to the loop by tweaking parameters and hitting the pads.

Loops



The second Panorama display button is labeled [Loops] and activates the window that shows you which loop slot is currently active as well as the function of each pad. To Enable Loop Playback, pad 12 should be illuminated in yellow.

Link-Kbd

The second display button is labeled "Link-Kbd". When active you can play the slices that form part of the loop you trigger from the pads, from the keyboard. If you prefer to play slices that form part of a loop in another of Dr OctoRex's 8 slots, this function should be off. When set to off, you select the slot the keyboard is playing in the Instrument home page by changing the parameter" Kbd>Slot".

Slices

Slices simply allows you to play the slices that form part of the loop, but played from the pads instead of the keyboard.

Menu

Just like other Reason devices, Dr OctoRex gives you access to each menu from the menu popup.

Effects & Utilties

All devices and Rack Extensions including effects and utilities can be controlled from Instrument mode. In Reason, the sequencer routes the control data to and from a device and distribute it to Panorama. However, since sequencer tracks are not created for effects and utilities automatically when you create those types of devices, they will not immediately appear in Instrument mode (as Instruments do). So there are two ways to set up control routing to these devices:

1) Creating a sequencer track for a device
2) Lock the device to Panorama using Reason's lock function

In the following, we will explore both ways of controlling devices since each have their benefits. Here is how you control a device from a sequencer track.

Controlling FX Devices from a Track in the Sequencer

To control an effect from Instrument mode simply select it, open the Edit menu in Reason and click 'Create Track for <device name>'.

This will create a sequencer track for the device which will allow Panorama to access the device's parameters.

Once you have created a sequencer track for the device you can use the Track+/- buttons to select the device in Instrument mode as you would with any instrument.

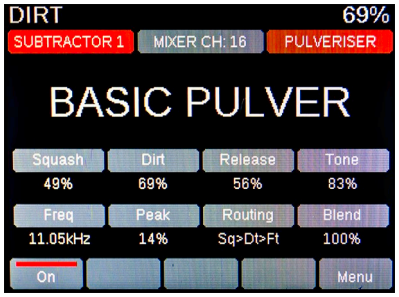
Alternately, you can right-click in an empty space on a device to create a track for it. Be careful not to right-click in an area with controls because it will not open the correct context menu.

Tip: You can setup QWERTY macros that allow you to create devices as well as sequencer tracks directly from Panorama.

Lock a Device to Panorama

Panorama can be locked to devices in Instrument mode so that, no matter which sequencer track you select, the controlled device will remain the same. This means you can control devices that do not have a sequencer track, such as FXs while still playing an instrument device from the keyboard. Or you can control and play Kong, Dr OctoRex or ReDrum from the pads while playing another instrument device from the keyboard.

CONTROLLING AN FX DEVICE WHILE PLAYING THE INSTRUMEN IT'S PROCESSING



- Create an Instrument device such as Subtractor in Reason.
- Create an FX device such as Pulveriser.
- Select "Lock Nektar Panorama to this device" from Reason's Edit menu (the target device must be selected).

Panorama's Instrument mode now controls Pulverizer and as long as the SubTractor track is selected in the sequencer, you can play Subtractor while tweaking Pulveriser.

Add some more effects to the SubTractor audio chain and try locking them to Panorama to get familiar with the process.

External MIDI Instrument

Panorama maps the External MIDI Instrument controls to a GM setup complete with parameter names. With an External MIDI Instrument device created, go to Instrument mode for GM control.

You can also set up your own MIDI presets in Internal mode allowing you to switch in real-time between GM control in Internal mode and your own MIDI setups in Internal mode.

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.

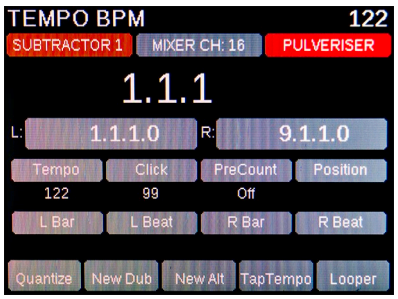
Transport Home Page

Press the [Transport] button to enter Transport mode. The first thing you will notice is the large character song position read out in the display. Press [Play] and notice it updates during playback.

The default time format is bars and beats, but you can change it to minutes and seconds by pressing [shift] +[TapTempo].

Locators and Song Navigation

Below the song position you see the Left and Right locator positions. Each of these can be controlled from Panorama by moving the bottom 4 encoders of the 2x4 encoders. "L Bar" will change the Left locator in 1 bar steps and "L Beat" will change the Left locator in 1 beat steps. "R Bar" and "R Beat" do the same for the Right locator.



If you want to move your L/R locators so you get a loop the same size as the current, but moving the Left locator to the position of the Right locator, press and hold the [Shift]+[⏭] button to move forward and [Shift]+[⏮] to move backwards.

Recording functions

The top 4 encoders control Tempo, Click, PreCount. You can move the Song Position using the 4th encoder labeled "Position"

The display buttons are assigned to Quantize, New Overdub take, New Alternate take and Tap Tempo.

If you plan to record with "Quantize during Record" set to off, you can use the Quantize button after recording your take. Note however that pressing this button during recording does not activate quantize so you have to switch recording off, by pressing the record button. Quantize can only affect parts that are selected so this works well if you have just recorded your part and decide to quantize before the part is deselected.

Remote Override

Transport mode does not use the faders, encoders or buttons to the left of the display, so you can assign them to any parameter you want using Reason's Edit Remote Override Mapping function. This is great if you want parameters for different devices accessible as one group of controls, at any time. And it's easy to set up, too:

1. Enter Transport mode
2. Right-click on the parameter on the Reason device you want to control
3. Select "Edit Remote Override Mapping"
4. In the popup menu, make sure "Learn from control surface input" is enabled
5. Move a control, such as an encoder
6. Click OK in the dialogue box.

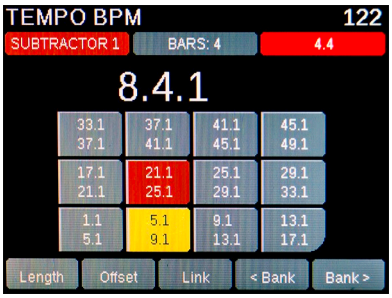
The use of Remote Override Mapping does not affect the assignments in Panorama and can be different from song to song.

You can also use any of the Internal mode presets for Remote Override however the advantage using Transport mode displays parameter name and value in the top display line on Panorama. In Internal Mode you only see the MIDI cc's and their values.

Note: We recommend that you don't use Remote Override Mapping in Mixer or Instrument mode.

Transport Looper (P4 & P6 only)

The Looper is a unique Panorama feature that allows you to create a loop array which allows you to move Reasons locators by hitting a pad. To activate, press the last display button labeled [Looper] in Transport mode.



The Info-bar's three information sectors now tell you the following: Current Track name, Loop Length, Song position within the loop.
Hitting a pad moves Reason's Left and Right locators to the position assigned to the pad. The pads display graphic shows these positions for each pad. Take a look at the Reason sequencer and see how this works as you hit the pads. Note when you first enter the Looper, you have to hit a pad to change the locators. Otherwise they will remain in the existing position.

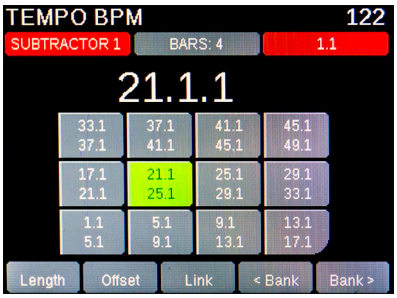
You can change the loop length of the array by pressing the first display button, labeled [Length]. Move the Data Control to change the length of the loops. Notice how this affect the pads display labels. Here what the labels tell you:

Yellow: Shows you within which loop the Reason Song Position Pointer currently is positioned. The Song Position Pointer is not playing inside the Left and Right location pointers.

Red: Shows you where the Left and Right location pointers are positioned. If the locators have been set outside the Looper or you change the loop Length to a smaller value than the locators current position, you will see several pads highlighted in red, corresponding to the span of the locators.

Green: Shows you when the reason Song Position Pointer is within the Left and Right location pointers.

Example: Activate play and let the Reason Song Position Pointer play outside the locators. A pad should be yellow, showing you the SPP is playing within the locators assigned to that pad. Hit a pad outside the area the SPP is currently playing and notice it's red.



Now press the transport button [⏮] The SPP will jump to the starting point of the loop assigned to the pad you just hit and the color will be green (because they now match).

[Offset]: Press the second display button to offset the loop array. Use the Data Control to offset by the amount of bars you require.

[Link]: Press the third display button to select a larger loop range. First hit a pad that contains the start or end point of the loop range you want. Then press "Link" followed by hitting a pad that's assigned to loop points that's either ahead or behind your first selection. Notice a number of pads will now be red. In Reason, the locators are now positioned to span the range that match the block of red pads.

[Bank]: 12 location points may not be enough for longer songs so the display buttons [<Bank] and [Bank>] allow you to navigate to the next or previous bank of 12 location points.

Panorama Reason Key Combinations

MODE/MENU	KEY COMBINATION	DESCRIPTION
Instrument mode	[Data Control]	Scroll through device patches in the current folder or when the browser is open
Mixer /Instrument/Transport modes	[Shift]+[Instrument]	Opens the Device browser. Move the Data Control to select the device you want to create and press [Enter]. Reason 8 and up only.
Mixer /Instrument/Transport modes	[Shift]+[View]	Toggles the Reason 8 browser open/close in Mixer mode. Reason 8 and up only. Toggles VSTi GUI in Instrument mode. Reason 9.5 and up only.
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 Reason window
Mixer /Instrument/Transport modes	[Mode]	Toggles Quantize on record on/off
Mixer /Instrument/Transport modes	[Shift]+[Goto L]	Moves the current loop (L/R) backwards so R will be located on the previous L position while maintaining the original distance between the 2 locators
Mixer /Instrument/Transport modes	[Shift]+[Goto R]	Moves the current loop (L/R) forward so L will be located on the previous R position while maintaining the original distance between the 2 locators
Mixer /Instrument/Transport modes	[Shift]+[Undo]	Activates Redo
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 assignments for all 8 LED buttons
Mixer Mode	[View]	Open/close the Main Mixer view on your computer screen
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 controlled device
Transport mode	[View]	Open/close the Reason sequencer on your computer screen
Transport mode	[Shift]+[Tempo (display button 4)]	Toggles the tempo time base between bars+beats and time

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