



## nektar Impact LX Mini USB MIDI Keyboard User Manual

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# nektar

Impact LX Mini  
Using LX Mini with Bitwig



## IMPACT LX MINI

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## Bitwig setup and configuration

LX Mini integration is included with Bitwig 4.1 or higher which means that no installation is required. If you are running a lower version, you'll need to update Bitwig to get up and running.

### Setup

Setup with Bitwig only requires you to plugin LX Mini and launch Bitwig. LX Mini is automatically detected at bootup. Press [Play] on LX Mini to activate playback in Bitwig.

- If you haven't yet updated the firmware in your LX Mini, complete this step first. The firmware update files are a separate download available from MY ACCOUNT on our website. With the firmware update complete, move on to the next steps.
- Make sure Bitwig 4.1 or higher is installed on your computer and run it.
- Plug-in your LX Mini and make sure it's switched on (if you didn't do so already).
- Bitwig detects LX Mini automatically so it should work straight away. Click [Play] to activate play in Bitwig to verify.
- If play is not activated in Bitwig, check you are running the latest compatible version of Bitwig and update, if necessary.

### Troubleshooting

- If play is not activated in Bitwig, click on the Bitwig logo top center and select Settings/Controllers.
- If '+Nektar Impact LX Mini' is listed, click to activate.
- Otherwise, click '+ Add Controller' and select 'Nektar' under Hardware Vendor and check the list. If Impact LX Mini is not listed update your Bitwig license to 4.1 or higher.

### Getting sound

The default song in Bitwig does not host any instruments so you won't hear any sound when playing your Impact LX Mini unless you do the following:

- In the device browser on the right side of Bitwig, locate and instrument such as Polysynth or FM-4.
- Click on the instrument and drag it in to the arrangement window. This action will create a new track unless you drop it on an existing track.
- Make sure the track hosting the instrument is selected. You should now hear sound when you play your Impact






















## Bitwig and LX Mini working together

With the Bitwig integration files installed and setup complete, LX Mini is ready to control Bitwig's transport functions, track change, track/channel volume, open/close windows, and more. 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 Bitwig.

### 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 Bitwig.

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 on/off.		Toggle Mixer lane	Shift+ 	Undo.
	Rewind, 1 bar. Press to scroll.		Toggle Device chain.	Shift+ 	Go to Loop start.
	Forward, 1 bar. Press to scroll.		Toggle Browser view.	Shift+ 	Go to Loop end.
	Loop on/off.		Select previous track.	Shift+ 	Set loop start.
	Stop. Press again to go to zero.		Select next track.	Shift+ 	Set loop end.
	Play. Press again to pause.		Previous patch for selected device.	Shift+ 	Launcher Overdu b.
	Record.		Next patch for selected device.	Shift+ 	Arranger Overdu b.

\* Note that a device has to be present on the currently selected track for the browser to open when pressing [S2].

## Open/close Bitwig windows

Make sure [Shift] is illuminated blue. If it's not, press the button. The 3 buttons with S1, S2 and S3 printed in blue above, now toggle Bitwig windows Mixer lane, Device chain and Browser open/closed.

## Track change

To navigate Bitwig 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 library files in Bitwig's browser from LX Mini using the Patch buttons. The buttons emulate the arrow down/up on your computer keyboard: press the [Patch>] button to go to the next or [<Patch] to go to the previous browser file. If the browser is not already open, it will open when you press either of the buttons. To load a selected patch, press [<Patch]+[Patch>].

## Transport control

### Undo

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

### Set and go to loop start/end

Adding a few button presses to your workflow can greatly help navigating a project without taking your hands of LX Mini. You can set loop points but assuming your song already has a loop point set, try the following.

- Press [Shift]+[Rwd/Go to L] to move the Bitwig playback to Loop Start.
- Press [Shift]+[Fwd/Go to R] to move the Bitwig playback to Loop End.

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

- Press [Shift]+[Loop] to set Loop Start as Bitwig is playing.
- Press [Shift]+[Stop] to set Loop End at the point where you want it.

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

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

The large pot by default control the currently selected track's volume. Move the pot all the way up and down. The Bitwig mixer's volume parameter associated with the currently selected track, 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 controlling track volume using the large pot. For example, if the large pot is not in sync with the current channel volume, 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 current tracks volume setting, the two LEDs will both illuminate green and the parameter is controlled.

The volume pot can also control multiple channels at the same time. Use the mouse to select the channels and move the volume pot. The channels retain their volume relationship but you can adjust all channels with one sweep.

## Controlling master volume

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

## Controlling devices and plugins

### Controlling devices

When a track hosting a Bitwig instrument is selected, press [Instrument] to control instrument parameters. Impact LX Mini automatically maps Bitwig's own instruments. If the instrument has macros, the 8 pots control the 8 macros. In this case, both the blue and white LED's are illuminated and the [Page] button is unused.

A Bitwig instrument without macros utilize the page button to gain access to up to 16 parameters (2 x 8). As an example, load 'Operator' on a MIDI track. Press the [Page] button until the blue LED button labeled "Default" is illuminated. LX Mini now map the 8 pots to Operator parameters corresponding to the blue screen printing below each pot. Move the pots to control oscillator and filter parameters.

When pots are moved, the two LED's below the large pot update to provide current soft take-over status. Move the pot in the direction indicated by the red LED. Check the section "Volume control soft take-over and LED indicators" on the page 4 for a recap. Press [Page] again so the LED labeled "User" is illuminated. The User map page is by default not assigned. In Bitwig, you can customize both the Default and User pages with your own mapping. If you are keen to start adding your own control assignments, see 'Assigning plugin parameters' below for details.

### Controlling FX

The current track's audio effects can also be controlled in [Instrument] mode. Press [S2] (make sure [Shift] is blue) to open the Device view, if it's not already open. As with instruments, the selected audio effect can be controlled using the Instrument Default and User page. All Bitwig audio effects are pre-mapped and, mapping can be completely customized. See 'Assigning plugin parameters' below for details.

- To navigate audio effects, make sure [Shift] is off (so it's controlling main transport functions).
- Hold [Instrument] while pressing [Fwd] or [Rwd] to select next or previous audio effect in the Clip/Device view.  
The 8 pots are instantly assigned to control the audio effect now selected
- To return to Instrument control, press [Instrument].

### Parameter assignments

Parameters on Bitwig's own devices as well as hosted plugins can be grabbed temporarily at any time.

- Press and hold [Shift] on LX Mini.
- Move a control on LX Mini to select it.
- Move the parameter you want to control, on the selected device or plugin.
- Release the [Shift] button.

Use Bitwig's Remote Controls page to create permanent devices or preset pages.

### Clips

The 8 pads on LX Mini can be used to record and trigger clips. Start by pressing the [Clips] button. The pads now trigger the first 8 clip slots on the selected track. Only 1 clip can be active per track, so triggering a pad will also stop playback of any other slot already playing.

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

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

## Recording and playing clips

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

- Tap an empty pad to trigger recording to the corresponding clip slot.
- Tap the pad again to finish recording.
- Tap any yellow pad to trigger clip playback in the corresponding slot.
- The last triggered/recorded clip is always the `selected` clip for editing.

## Enable/disable Launcher overdub

You can toggle launcher overdub on/off from LX Mini by pressing [Shift]+[Play]. This allows MIDI notes to be recorded to existing clips. If you create clips with a set length as described above, Launcher Overdub must be on to record on the clip. If you don't want to record over existing clips, make sure Launcher Overdub is off.

## Scenes

Press the [Scenes] button to trigger Bitwig scenes using the pads. As with clips, tapping a pad activates the corresponding scene from 1 to 8. When a scene is activated, the associated clip slot on every track in the Bitwig Set will trigger. Here is what the pads colors tell you:

Yellow:	A clip exists on at least one track in the corresponding scene.
Green:	The currently triggered scene.
Off:	Scene is empty.
Blinking:	The scene is queued for playback.

## Scenes

### Triggering and selecting scenes

A scene is triggered when you tap a pad. Below are the main points but check out the scenes transport functions in the chart to become a power user.

- Tap any yellow pad to trigger the corresponding scene.
- Tap any empty pad to stop all clip playback and return playback to the arrangement
- Hold [Shift] and tap any pad once, to select it without triggering. Once selected, you can use some of the features listed in the chart.
- After selecting an Orange/green pad with [Shift] held, tap any empty pads to duplicate the scene across those pads.
- Hold [Shift] and double tap an empty pad to add an additional scene.

- Hold [Shift] and double tap an orange/green pad to delete that scene.

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

### Selecting Scene and Clip banks


From LX Mini's 8 pads you have access to 8 banks of 8 clips/scenes, which adds up to a maximum of 64. Bank selection affects both clips and scenes. If bank 2 is selected, the pads trigger clips 9-16 when [Clips] is active and scenes 9-16 when [Scenes] is active.

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

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## Documents / Resources

	<p><a href="#">nektar Impact LX Mini USB MIDI Keyboard</a> [pdf] User Manual</p> <p>Impact LX Mini USB MIDI Keyboard, Impact LX Mini, USB MIDI Keyboard, Keyboard with Bitwig</p>
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## References

- [HOME](#) > [MIDI Controller](#) | [Beat Composer](#) | [VST Synthesizer - Nektar Technology, Inc](#)