



PANORAMA
Channel Strip Controller

CS12

for

Logic Pro

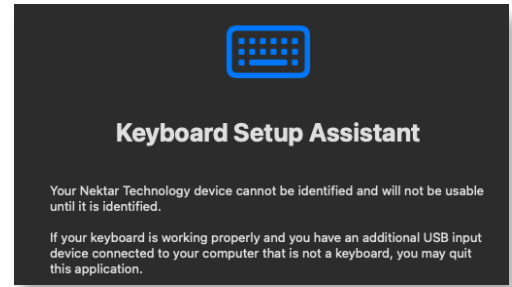


OWNER'S MANUAL

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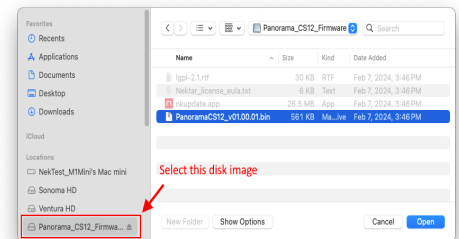
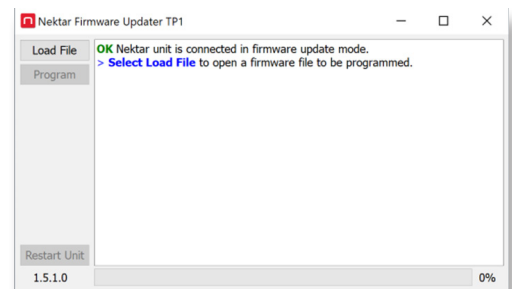
If MacOS show the Keyboard Setup Assistant message after plugging in Panorama CS12, simply close the window. The message does not reappear.

We recommend that you update to the latest firmware immediately, so lets get started.



Firmware update

1. Make sure Panorama CS12 is connected to your computer via USB.
2. With CS12 switched off, press and hold [Markers]+[Cycle/Loop] while switching the unit on. The display should read 'FW update mode'.
3. Locate the file 'Panorama_CS12_Firmware.dmg' in the package that this guide came with, and double click to open.
4. Launch the nkupdate application. Once launched, it should look like the image.
5. Follow the nkupdate on-screen instructions to load and update the firmware. Note: the firmware file should be selectable after clicking the [Load File] button and is named PanoramaCS12_FW_vxxxxx.bin or higher. See image for location.
6. If the 'Load File' button is grayed out, close the updater app and open it again.
7. Once the update process is complete, switch Panorama CS12 off and on again.



That's it, Panorama CS12 is ready so lets move on to install the software.

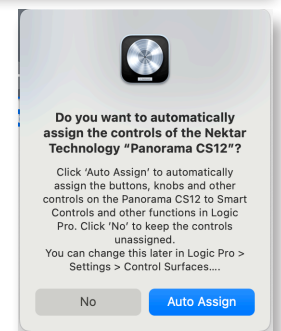
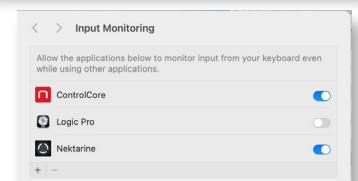
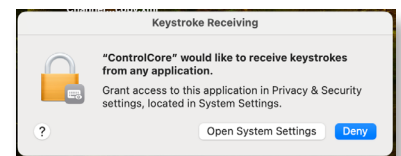
What is ControlCore?

ControlCore is a simple app that manages plugin mapping files and other important data for Panorama CS12. ControlCore also includes the Logic Pro control surface file that enables the hardware to communicate directly with the DAW, using the Apple API. For more information about the ControlCore system, see the “Panorama CS12 System Overview” in the printed quick start guide.

Setup

Here are the steps you need to complete, to get Logic Pro up and running with Panorama CS12:

1. Make sure Logic Pro 10.7 or higher is already installed on your computer. If not, please install and run it at least once and quit Logic Pro again.
2. Run the ControlCore_Installer_OSX.dmg installer, included in the downloaded package.
3. Make sure Nektar Mapfiles, Nektar ControlCore and Nektar Apple Control are all ticked to be installed.
4. Follow the on screen instructions and complete installation.
5. Connect CS12 to your computer via USB and make sure it's switched on.
6. Click “Open System Settings” when the MacOS message “ControlCore would like to receive keystrokes from any application” appears. [Don't see this?](#)
7. In the “Input Monitoring” window, enable ControlCore.
8. Restart your computer.
9. Launch Logic Pro and load an existing project or create a new one.
10. In Logic, a dialogue box will appear asking ‘Do you want to automatically assign the controls of the Nektar “Panorama CS12”?’.
11. Click “Auto Assign”.
12. The Control Surface window will appear showing the CS12 icon. Close it.
13. In the ‘Logic Pro’ menu, go to Preferences>Advanced Tools. Make sure ‘Enable Complete Features’ is ticked.
14. And finally go to the Logic Pro menu and select Control Surfaces > Rebuild Defaults.



Placing the plist directory

Logic Pro’s own plugins do not expose all parameters for control by default,. The Nektar download package includes a folder named “Logic_plugin_plists” which contains all parameters for Logic Pro’s plugins. By placing the content of the folder in a user directory and overwriting any existing plist files, you can be sure all parameters are available for control.

- In MacOS, navigate to the following directory: `/Users/<user>/Music/Audio Music Apps/Plug-In Settings`.
- Optional but recommended: Copy the Plug-In Settings folder to backup the content.
- In the downloaded Nektar package, open the folder Logic_plugin_plists.
- Move the content of the Logic_plugin_plists folder (not the folder itself) to the Plug-In Settings folder and replace any existing content. Restart Logic Pro following.

That’s it, setup is now complete and Panorama CS12 should be communicating with Logic Pro.

Panorama CS12 should now be ready to go but let's complete a system check.

- Locate the power button on the rear of Panorama CS12 and switch the unit off and on again
- In the display's top right corner you see two icons, one for ControlCore connectivity and the other for power. If both are green, Panorama CS12 will connect to Logic Pro within 30 seconds.
- If one or both are gray, and the connection to Logic Pro is not established, go to the [Troubleshooting page](#).

In Logic Pro load an existing project or create a new one. Then select a track hosting insert plugins.

The printed Quick Start guide includes an overview of the hardware which you can also find on the [next page](#). Use the overview to familiarize yourself with Panorama CS12. It explains the broad strokes of how to operate it.

First steps

Panorama CS12 is able to control every aspect of the currently selected Logic Pro channel strip, including plugins. Tracks or channels can be selected directly from Panorama CS12 but let's start with the familiar channel selection, using the mouse.

- Click on a track or channel in Logic Pro, to select it. You'll see Panorama CS12's display update to show the plugin list, detailing the plugins loaded in the channel's first 8 plugin slots.
- To control a plugin, you need to select a plugin slot on Panorama CS12. Press one of the illuminated plugin slot buttons numbered 1-8 on the panel (11 in the printed functional overview).
- The display now show the currently assigned plugin parameters and their values. The rotary controls (12) are illuminated to correspond with the display. Move controls to adjust plugin parameters.
- Press another illuminated plugin slot button on Panorama CS12 to control the plugin hosted in that slot. The plugin list appears briefly.
- Use the top button labeled [9-16] to opens the plugin list if you need more time to view the plugins hosted on current channel. The button also toggles plugins slots 1-8 and 9-16, if there are more than 8 plugins on the channel.
- Select another channel in Logic Pro and repeat the process to control that channels plugins.

The getting started steps may be enough for you to start exploring your new Panorama CS12 with Logic Pro. Feel free to do so. The product is intended to compliment your existing workflow and enhance it in key areas where tactile control helps creativity and productivity. Use this document for reference as needs arise or jump in and learn all the power user features. Either way, we hope Panorama CS12 finds a permanent place in your setup.



- 1** 100mm motorized fader, controls current mixer channel and any other channel parameter using [Select].
- 2** Mixer channel controls include 6 segment VU meter, 1 x 360 pot for pan control, buttons for channel Arm, Solo and Mute.
- 3** Select button. When illuminated blue, click on a parameter in your plugin or DAW, and control using the fader or 360 pot (Pan) control. Hold [Shift] and press [Select] to select the master output channel for control by the motorized fader (1).
- 4** TFT display shows plugin control assignments and values in the main area of the display with the top line showing any parameters currently controlled, including the motorized fader assignment.
- 5** Four display buttons control plugin parameters according to the display label immediately above.
- 6** Zoom encoder controls horizontal zoom. Hold [Shift] and move Zoom to control vertical zoom.
- 7** Tempo controls the DAWs tempo by default with an additional 6 selectable options including Playhead (Jog), Scrub, Nudge, Cycle, Vertical Zoom and Clip Gain. Hold [Shift] and move [Tempo] to select from the display list.
- 8** Data/Menu opens the plugin page menu list when moved. Most plugins only have one main page but larger plugins can have multiple. Hold [Shift] and press this encoder (it's a button too) to activate the plugin learn menu.
- 9** Seventeen transport and navigation buttons as indicated by the icons. To access functions silk screened below the buttons, hold [Shift] and press the function needed. See [page 22 for complete overview](#).
- 10** Markers button. When active (illuminated) the buttons labeled M1 - M10 above, are used for marker selection.
- 11** Channel strip select buttons determine how the 12 pots, 4 display buttons and 4 RGB buttons are assigned. From the bottom, Channel assigns the DAWs channel features (if applicable) and Sends control sends. The following 8 buttons select plugin slots 1-8 as labeled. The last button toggle plugin slots 1-8 and 9-16, when it's illuminated. The button also opens the plugin overview page at any time.
- 12** The 12 rotary controls are 360 or endless pots. Each pot is illuminated by an RGB LED with the color matching the parameter value indicator in the display. Customize colors by holding [Shift], move a pot for selection, then move the Data/Menu control (8).
- 13** Four RGB buttons for plugin control. Customize colors by holding [Shift], press a button for selection, then move the Data/Menu control (8). Combined with the 4 display buttons (5), Panorama CS12 can control up to 8 switch parameters per control page.
- 14** Power supply socket for 5 v DC , center positive barrel connector.
- 15** Power on/off switch.
- 16** USB-C connector. Connect the included USB cable to CS12, with the other end connected to a USB A socket on your computer. You can also use a cable with USB-C connectors on both ends (optional, not included). Compatible with USB 2 and 3, as well as USB C.
- 17** 1/4" TRS jack socket for connecting up to 2 foot switches (using a Y-splitter cable configuration TRS to 2xTS 1/4" jacks, not included).
- 18** Kensington lock point (Kensington lock not included).

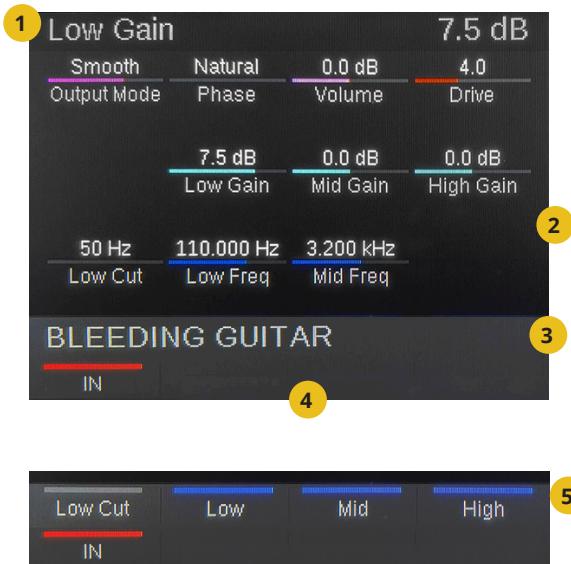


What the display shows you

Three display designs cover the Logic Pro feedback needed to operate Panorama CS12.

1. Control display

The main control display shows the assignments of the controls assigned to plugin parameters and channel menus.



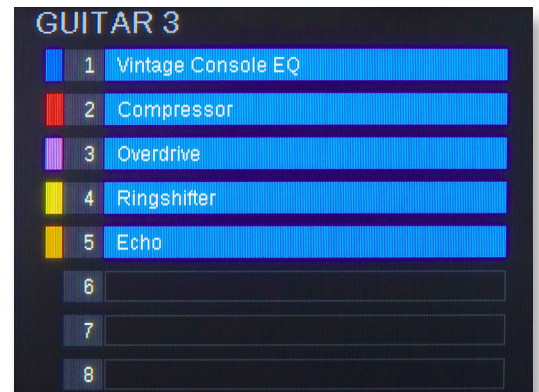
1. The current parameter line is at the top. It displays the last controlled parameter and its value to the right.
2. The main body area of the display show the 12 rotary assignments. The parameter name is below and the value above a value bar, colored the same as the corresponding rotary control,
3. The name of the currently selected track.
4. Up to 4 labels, 1 for each of the display buttons located below the display. In the example, a button parameter, identifiable by its on/off status bar, is assigned to the first display button.
5. Toggle the encoder button [DATA/MENU] to alternately display the assignments to the 4 LED buttons (13) and the track name.

2. Plugin slot list

The list shows the plugins loaded in the current channels plugin slots. To control a plugin in the list, press the corresponding plugin slot button.

If there are 9 or more plugins on the channel, the top plugin slot buttons labeled [9-16] is illuminated. Press the button to toggle plugin banks 1-8 and 9-16.

The current parameter line remains at the top to show parameter feedback from the motorized fader and other sources.

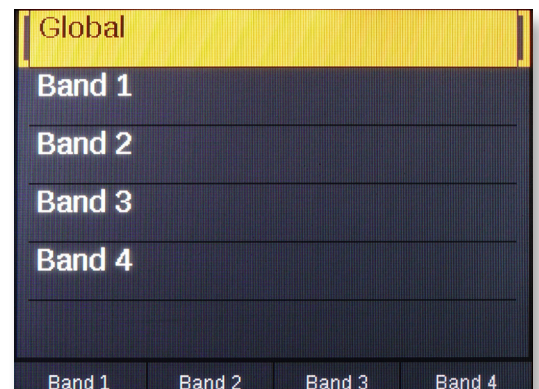


3. Menu options

When the [DATA/MENU] encoder is used to offer selection options, this is the list that appears.

For example, when controlling a plugin with a lot of parameters, additional pages are listed when moving the [DATA/MENU] encoder.

To select simply rest on the selection or press the [DATA/MENU] encoder (it's a button too).



The mixer channel controls are assigned to the main mixer parameters.

1. Fader

The 100mm long-throw motorized fader is assigned by default to control the selected Logic Pro mixer channel's volume. With a control resolution of 10 bit, the fader is capable of detailed control. Select a channel and the fader jumps to that channel's volume position.

Fine Control: The fader can control parameters at 14 bit resolution. Hold the Fine (magnifier) button while moving the fader. To reposition the fader without affecting the parameter, hold [Fine]+[Mute] and move the fader.

For more information, see the section [Fine - High Resolution Control on page 17](#).

Master Volume: Press [Shift]+[Select] to control Logic Pro's Master Volume. Repeat to toggle fader modes: Selected Channel/Master.

Setting volume to 0 db: Hold [Shift]+[touch the fader]

Temporarily disable fader motor: Hold [Select]+[touch the fader]. Touch the fader again to re-enable.

2. Meter

The 6 segment stereo meter shows the channel level from -60db to clipping. If a mono channel is selected, only the left column is used. From -60db, the first 4 green segments gradually increase in illumination until -9db. The 5th yellow and 6th red segments gradually increase in illumination from -9db to 0 db.

3. Pan

The rotary pot controls Pan. The pot's RGB LED color is set by the channel strip color in Logic Pro. To change it in Logic Pro, open the Mixer and right-click on the color label. Next select a new color from the pallet. The Logic Pro channel color also illuminates the Channel and Sends buttons.

4. Arm button

[Arm] is red if the current track is enabled for record. If record is enabled on a channel other than the selected, the button is white and pressing [Arm] enables record again. Press [Shift]+[Arm] to disable record on all other tracks.

5. Solo button

Activate (green)/deactivate (white) solo on the current channel. Press [Shift]+[Solo] to toggle all channels with solo active, off and on.

6. Mute button

Activate (orange)/deactivate (white) channel mute. Press [Shift]+[Mute] to disable mute on all muted channels.

7. Select button:

See next page.



Controlling the selected parameter is a significant, yet easy to use feature. Any parameter on the currently selected channel can be controlled by either the fader or the pan control, including channel volume, pan, send levels, MIDI effects, instrument and insert plugin parameters.

- First enable the [Select] button. Its illuminated blue when active.
- Next click on a parameter in Logic Pros UI, such as Send level or a plugin parameter.
- Move either the fader or the pan pot to control the selected parameter.
- Click on another parameter for control, it's that easy.

Logic Pro Show Automation and focus

When [Select] is enabled, the Logic Pro main window is in focus and the Show Automation button enabled.

The selected parameter is displayed in the automation field. In this example, the synth Diva's OSC2/Tune parameter is selected.



Note: Because Logic pro's main window has to be in focus when show Automation is enabled, any floating window that was in focus, such as an editor or separate mixer window, will no longer be in focus. On a single monitor system the windows could hide behind the main window. After selecting a parameter for control, other windows can be brought back in focus with Panorama CS12 still controlling the selected parameter.

Creating a Aux track: When an Aux channel is created in Logic Pro, an associated track is not created by default. A track is required to route automation, when [Select] is engaged so to create an Aux track, select the Aux channel in Logic Pro's mixer. Ctrl+click and select Create Track from the popup menu.

Fader vs Pan pot

The fader and pan controls both adjust the same parameter.

The faders 10 bit resolution gives detailed control over parameters with the added benefit that the fader moves reassuringly to the value position of the selected parameter.

The rotary pan control adjusts the selected parameter at 7 bit and therefore covers the value range in one rotation. You can activate Fine control (Magnifier button) to control at 14 bit if fine grained adjustments are needed.

The choice of control depends on your preference and the result you are looking for.

With [Select] enabled, the fader is particularly useful to write LFO style automation that can be looped while you experiment with note combinations. The select feature can become a part of your creative toolbox with quick results that can be difficult or impossible to achieve using an instruments standard modulation options.

Tip: Using the 12 rotary pots to control parameters while [Select] is engaged, will select the parameter. That means the motorized fader will move, as you move the rotary control. To disable the motor, press [Select]+[Touch the fader]. Touch the fader or disable [Select] to activate the fader motor again.

The Channel and Sends buttons (1&2) covers additional Logic Channel Strip functions. The Logic Pro channel strip color illuminates all controls including the Channel and Sends buttons.

1. Channel

When the Channel mode is active, the display shows 3 menu options addressable using the 3 display buttons.

Smart: Assigns the channels Smart Control parameters to the rotary controls. The Logic Pro Smart Control panel is automatically opened when the menu is active and closed when it's not.

User 1 & 2: The two pages are intended for basic control of plugin instruments. Using Logic Pro's own learn mode, parameters can be assigned to any of the 12 rotary controls and 4 LED buttons.

To learn a parameter:

- Hold [Shift] on Panorama CS12.
- Move a parameter in the instruments UI.
- Move the control the parameter should be assigned to.
- Release [Shift]

Assignments are stored per instrument, and will automatically load when a track hosting that instrument, is selected in other projects. User page assignments are stored as part of Logic's .CS preference file



2. Sends

The sends menu uses the 12 rotary controls to control up to 12 sends. Sends can be set up straight in Logic Pro or from Panorama CS12.

- If the current channel doesn't have any sends set up, start by selecting the 3rd display menu labeled [Dest.] (Destination).
- Move the rotary labeled "Send 1 Destination" to select an output or bus, and press [Confirm] to accept the change.

You can now use the [Level] menu to adjust the send level and the [Pre/Post] menu to select routing options Pre-fader, Post-fader or Post Pan.

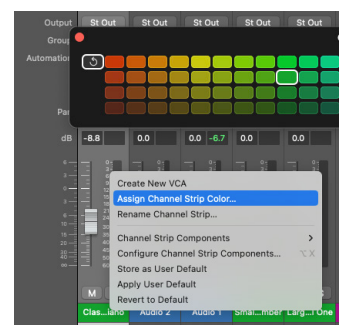
To mute all sends, press [Shift]+[Sends]. To mute one send, hold [Shift] and move the sends pot counter-clockwise. To unmute, hold [Shift] and turn the pot clockwise.

TIP: If you need fine grained control over send levels, activate [Magnifier - Fine].

Changing the channel strip color in Logic pro

The color of all RGB illuminated channel controls can be set in Logic Pro.

- In Logic Pro, Open the mixer
- With the mouse, Control+Click on the color channel strip name field.
- Select 'Assign Channel Strip Color' from the menu.
- Select a new color from the pallet.



Panorama CS12 is capable of extensive audio fx plugin control. Pre-mapped plugins give you the best immediate experience and since all of Logic Pro's own audio fx are pre-mapped, start by loading a few in a channel strip.

As plugins are loaded, the display updates to show their assignments. Press the top button [9-16] at any time, to view the plugin list.

Plugin slot selection

The 8 buttons 1-8/9-16 are used to select the channels audio fx plugin slots.

- If a plugin is present in the slot, the button is illuminated.
- The color of the slot indicates type of plugin as a visual clue.
- Press [9-16] to view the plugin list at any time.
- [9-16] is illuminated if there are more than 8 plugins loaded on the current channel. Press it to toggle slots 1-8 and 9-15 (Logic Pro has 15 insert slots, not 16).
- Press any of the illuminated slot buttons to control the hosted plugin. The selected slot's button is white.



The display shows the parameter assigned to each of the 12 rotary controls. A value indicator is colored to match the rotary control with the parameter name below and value above.

At the top of the display, the current parameter line shows the last controlled parameter. In this case the compressors Threshold parameter.

| | | | |
|------------------|------------|-------------|-------------------|
| Threshold | | | -17.0 dB |
| Platinum | 0.0 dB | 0.0 dB | 0.0 dB |
| Circuit Type | Input Gain | Output Gain | Limiter Threshold |
| -17.0 dB | 2.1:1 | 0.0 dB | Off |
| Threshold | Ratio | Make Up | Distortion |
| 0.7 | 15.0 ms | 51.0 ms | 100.0 % |
| Knee | Attack | Release | Mix |
| AUDIO 8 | | | |
| Auto | | Limiter | Side Chain |

Bypass plugin slots

Plugin slots can be bypassed directly from Panorama CS12. Once bypassed, the plugin slot's LED is dim and the plugin slot display list shows the slot's background in gray. Just as it appears in Logic Pro.

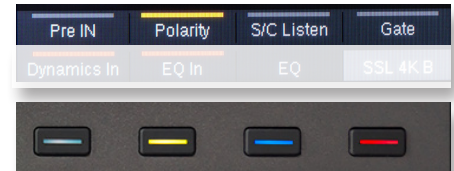
- To bypass one plugin slot, press [Shift]+[Plugin slot button 1-8].
- To bypass all plugin slots on the current channel, press [Shift]+[button 9-16].
- Repeat to disable bypass again.

Display buttons and page navigation

The display buttons are either used for page navigation or parameter control. If a button has an on/off indicator, it's a parameter button. If it does not, it's used for page navigation which means you can freely press the button without risking affecting plugin settings. In our example, buttons 1 and 3 control parameters and button 4 [Side Chain] toggles control pages.



The 4 LED buttons below the 12 pots can also be used for parameter control. If a button is illuminated, it's controlling a parameter. To view the assigned parameter names, press the [DATA/MENU] encoder.

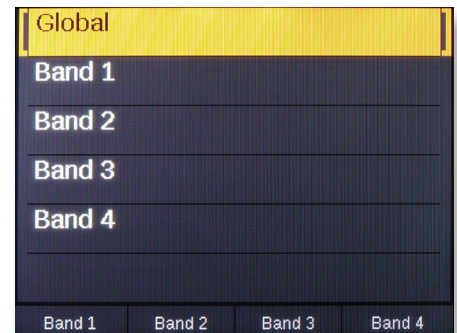


Menu pages

Audio effects can often be controlled using 1 main page with additional sub pages accessible via the display buttons, as already covered. Plugins with 50+ parameters typically require more pages and the menu page is how we can navigate them.

The Logic Pro dynamics plugin Multipressor is a good example of how page navigation works.

- With Multipressor selected for control, move the [DATA/MENU] encoder to display the page list on the right. There are 5 pages.
- Select a page by resting the select brackets. The page is selected and the control display appears showing parameter assignments, ready for control.
- A page can also be selected by pressing the [DATA/MENU] encoder. If only a single page is present, it's necessary to use that method or press another plugin slot button.

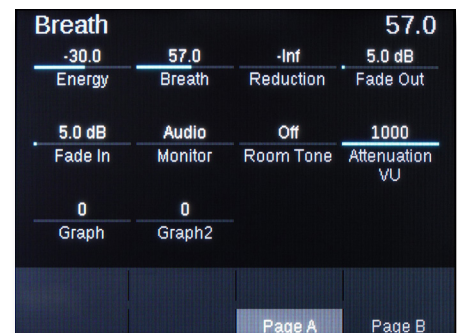


The Multipressor mapping is designed so you actually don't need to select pages using the Menu. The band 1-4 pages are using the display buttons for navigation of each band. The Global page is the top page and can therefore always be selected by pressing the plugin slot button.

Unmapped plugins

Plugins that are not pre-mapped are assigned to controls in the order the parameters are presented by the plugin. There are 2 pages, Page A and B, ready for simple customization using the Panorama CS12 parameter learn options.

See [Customize Plugin Mapping](#) on the next page.

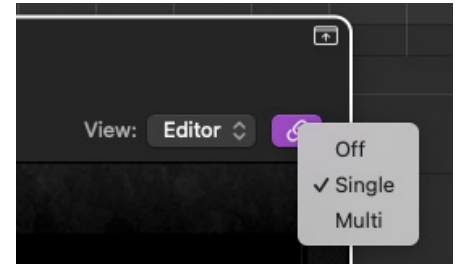


When tracks/channels are selected in Logic pro, plugin windows can appear but it depends on whether a plugin was already open as well as the setting of the Logic Pro plugin Link button.

Logic Pro link window options

The Link button is located in the top right corner of the plugin window. Right-click the button and select one of the following options:

- **Off (black):** Link is off which means the plugin window will not close until you close it.
- **Single (purple):** Link is on so plugins load in a single window with the last plugin opened replacing the previous.
- **Multi (amber):** Link is on but multiple plugin windows can be open to a maximum of 1 for every plugin slot on the current channel. If another channel is selected, the plugins hosted will open in the corresponding windows, replacing the previous channels plugins.



Logic Pro automatically switches the link button on with Single selected by default, when a plugin window is opened from a control surface, such as Panorama CS12. The link setting is global and therefore affects all plugin windows in Logic Pro, on channel selection.

Tip: If you prefer to view multiple plugin windows on a channel at the same time, choose Multi. You can also disable Link for plugins you'd like to pin so they are in view until closed. Simply click on the Link button to switch it off (black).

Panorama CS12 window shortcuts

Managing plugin windows gets easier with a few button commands.

| PLUGIN WINDOW SHORTCUTS | DESCRIPTION |
|-------------------------------|---|
| [PLUGIN] (1) | Open/close the plugin window in the selected plugin slot. |
| [SHIFT]+[PLUGIN] (1) | Hide all open plugins. Repeat to unhide all open plugins. |
| [SHIFT]+[MIXER] (2) | Close all open plugins, including pinned windows. |
| [PLUGIN]+[PLUGIN SLOT BUTTON] | Open/close the plugin hosted in the plugin slot. |
| [MIXER] (2) | Open/close the mixer in Logic Pro's main window. Does not affect floating mixer window. |



Plugin mapping can be customized either by making simple assignment changes or with a complete navigation structure and customized parameter names.

There are no less than 3 options you can use to customize plugin mapping:

- Quick-learn
- Learn menu
- Nektarine graphical map editor

You can use any combination of the 3 options such as for example starting by assigning parameters to controls using one of the learn options, then use Nektarine to create the navigation structure. Once a map files is saved, it can be used both in Nektarine and directly in Logic Pro.

Quick-learn

Of the 3 options, Quick-learn is the simplest.

1. Make sure the plugin you want to map is selected on CS12 and it's UI is visible in Logic Pro.
2. Hold [Shift] while moving a parameter in the plugin UI with the mouse.
3. Move or press a control to assign the moved parameter. The control's LED and display element updates accordingly and you can release [Shift].
4. Repeat steps 2 and 3 to learn more parameters to controls.

The controls color can also be adjusted using this approach:

- Hold [Shift] and move/press the control to select it.
- Move the [DATA/MENU] encoder to select color.
- Repeat the process if needed and release [Shift] when done.

You can also change the color of the plugin which illuminates the plugin slot button. Hold the [Plugin slot] button that corresponds with the Logic Pro insert slot hosting the plugin and move the [DATA/MENU] encoder.

Important: Learned parameters are remembered for as long as ControlCore is running. To revert the unsaved changes, go to Applications/Nektar/ControlCore and click stop, then start ControlCore again. To store changes permanently, save the map file in Panorama CS12s Learn Mode.

Learn Mode

If you are planning to learn more parameters, it may be easier to use the Learn Mode.

Press [SHIFT]+[DATA/MENU] (i.e. the encoder switch) to activate Learn Mode.

With Learn mode active, the process of learning parameters is the same as Quick-learn, except you don't need to hold the [Shift button]. Instead:

- Move a parameter in the plugin UI.
- Move/press a control to assign the parameter.

For more options, move the [DATA/MENU] encoder and the below menu options appear. For each option you need to move the [DATA/MENU] encoder to view the learn menu.

Clear One: Clears an assignment from a control. Since you can learn a control to a new parameter, you only need this option if you don't want a parameter assigned to the control.

- Select Clear One, using the [DATA/MENU] encoder and press the [DATA/MENU] encoder to confirm.
- Next move/press the control to clear its assignment.



Clear All: Clears all assignments on a page, including any page navigation. Use this option only if you want a single page map.

Setting the plugin color: The plugin color illuminates the plugin slot button as well as all the controls, except when controls are individually set.

- To set the plugin color hold the [Plugin slot button] and move the [DATA/MENU] encoder.

Set Control Color: This option sets the color for each control, overriding the plugin color.

- Press the display button labeled 'Set Color' to activate.
- Move/press the controls to change their color.
- To disable 'Set Color', move the [DATA/MENU] encoder and deactivate the button.

Save plugin map: Press the 4th display button labeled Save.

The plugin map is instantly saved to the user directory /Documents/Nektar/Nektarine/Mapping Files.

Exit: To exit either press the 3rd display button labeled Exit or at any time, press [Shift]+[DATA/MENU] to deactivate the learn menu.

Using the Nektarine software, (included as a separate download in your Nektar account), you'll be able to:

- Create, delete and name pages.
- Create sub pages that can be selected from a display button.
- Rename parameters.
- Map parameters using drag and drop.
- Clear/delete parameters from a map page.
- Map parameters using learn mode working with Panorama CS12 as explained on the previous page.

To do all this, Nektarine needs to host the plugin you want to map but once you save a map file, it's immediately available for use in Logic Pro. You can run Nektarine as an AU plugin in Logic Pro or run the standalone version separately.

Nektarine installation and setup

If you haven't installed Nektarine yet, start by downloading the package from your Nektar account and complete the installation process as detailed in the [on-line Nektarine user guide](#).

Once installation and scanning of plugins has completed, you can move on to load and map plugins.

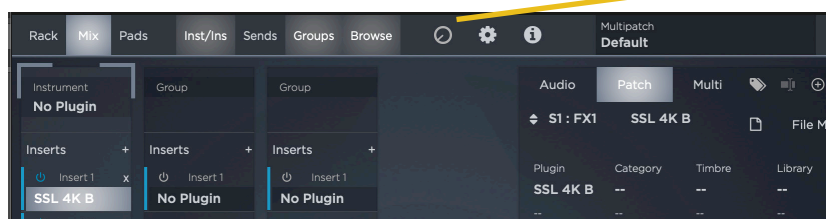
Loading a plugin in Nektarine

With Nektarine running, you have a couple of options to load a plugin:

- Use the browser to select or search for a plugin. Double-click to load it or drag and drop to the slot you want it loaded in.
- Select a plugin in the slot. This can be done both in [Plugin Rack](#) and [Mix view](#).

Control mapping

Once you have loaded an insert plugin in a Nektarine insert slot, click the insert slot to open the plugin so you have the option to view the UI and learn parameters to controls. Next click on the Control page button.



Panorama CS12 can be used in Learn mode with Nektarine ([Shift]+press [Data/Menu] in combination with the Control page mapping features. To learn about the Control page, check the on-line user guide's [Control Mapping section](#).

Troubleshooting: Connecting Panorama CS12 to Nektarine

When you open the standalone Nektarine app or select a track hosting the plugin version, CS12 and Nektarine automatically connects. If that doesn't happen, check the [input monitoring settings in MacOS](#),

When you control parameters with a wide value range, such as EQ frequency ranging from 20Hz to 20kHz, the traditional 7 bit control resolution is limiting. The result is steppy changes that ultimately can force you to reach for the mouse to get the accuracy needed.

The traditional 7 bit control resolution is however great when controlling a standard parameter in one rotation and there are many plugin parameters that don't need higher resolution than that.

Fine resolution, a practical example

Using the example of EQ frequency, load Logic's Channel EQ on the currently selected track. On Panorama CS12, move one of the pots in the center row, assigned to Frequency. The pot allows you in one rotation to scroll through the whole range. Now change from 20kHz moving the pot counter clockwise. The values change in steps of 800 Hz and you can see the stepped changes quite clearly in the plugin UI.

- Switch the [Fine (magnifier)] button on and the steps are now reduced to 100Hz, which is the parameter's max resolution.



Moving the control to change Frequency now is as smooth as using the mouse.

Using Fine resolution with the Fader

The faders already control parameters at 10 bit which is adequate in most situations. However there are times when you only want minute changes so Panorama CS12 gives you an option to use the fader for fine control as well.

- Hold [Fine] and move the fader from its current position in either direction.

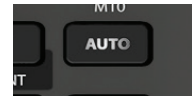
Because the fader now controls at a higher resolution, it makes it easier to precisely adjust channel volume within a narrow range.

- Release the fader and [Fine] when done and the fader moves to it's new position.

Panorama CS12 enables you to record automation using rotary controls and buttons, as well as of course the motorized fader. Combined with the selected parameter control option, the motorized fader is uniquely suitable for automation, not least because of its 10 bit default resolution.

Automation modes

Activating automation is as simple as pressing the [Auto] button.



Choosing the right automation mode can however make all the difference so here is an overview of the options. Most are part of Logic Pro so you may already be familiar with them, but we've added a few additional to better take advantage of the motorized fader's touch capabilities.

Hold [Auto] and move the [DATA/MENU] encoder to select from the pop-list.

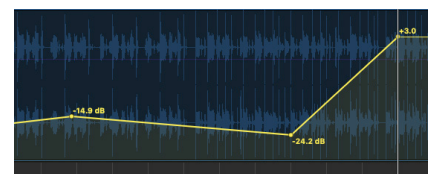


Any selection only affects the current track so you can have different automation modes throughout your project.

| AUTOMATION MODE | DESCRIPTION |
|-----------------|---|
| OFF | Automation is off. |
| READ | Existing automation is played back only. |
| TOUCH | Existing automation is played back and new automation captured when a control is moved. When the control is no longer moved, previous automation is not overwritten |
| LATCH | Similar to Touch except when the control is no longer moved, the previous automation is overwritten by the new latched value. |
| WRITE | Writes automation data over any existing including parameters that are not moved. |
| TRIM | Adjusts existing automation data relative to the changes made with a control. |
| RELATIVE | Relative Trim is the same as Trim but with a relative curve added which can make editing easier. It doesn't affect the Panorama CS12 behavior. |
| SINGLE POINT | This is a Panorama CS12 automation mode which enables you to insert an automation point anywhere in the timeline when the fader is touched. A second point is added on release, creating a perfect fader between the two points. See below. |
| AUTO-LATCH | Another Panorama CS12 automation mode which works similar to Latch only automation is only active when you touch the fader. It ensures you don't accidentally record automation when you forget to switch Auto off. |

Single Point Automation

The Single Point automation option is the same process as using the pencil to draw in an automation point in Logic Pro. Automation points create nice smooth movements that are easy to edit, and can be inserted anywhere.



- Make sure automation is enabled and select Single Point as described above.
- Touch the fader. An automation point is inserted at the current play head position.
- Move the fader until you reach the value the automation point should be set to, and release the fader.

Zoom

The dedicated zoom encoder adjusts horizontal zoom. Holding [Shift] while moving zoom adjusts vertical zoom.

Tempo

There are 7 control options available for the [Tempo] encoder.

Press [Shift] and move [Tempo] to scroll through the options listed in the chart below and release the encoder to select. Tempo is selected by default but your selection is remembered as part of Logic pro's preferences.

(Note: Tempo is restored when Rebuilding Defaults).

| Function | Description | Function | Description |
|-----------------|--|----------------------|--|
| Tempo | Adjust tempo in 1 BMP steps. Hold [Fine] to adjust in increments of 7 BPM steps. | Cycle/Loop | Moves the cycle loop by it's length across the timeline. Hold [Magnifier] to move the Cycle/Loop in single bars. |
| Playhead | Moves the playhead across the timeline in bars. Hold [Magnifier] to move in beats. | Vertical Zoom | Dedicated vertical zoom control of the window in focus. |
| Scrub | Moves the playhead to scrub audio. | Clip Gain | Adjusts the audio clip gain in 1 db steps in realtime. Hold {Magnifier} to adjust in 0.1db steps. |
| Nudge | Nudge the current selection (Region, notes or audio). Hold [Magnifier] to nudge in frames. | | |

Channel/Track select

There are 3 different ways a mixer channel can be selected from Panorama CS12.

- Press one of the [ARROW <>] buttons to select the previous or next channel.
- Press [SHIFT]+[ARROW<>] (one button only) to select previous or next track, which in turn selects the associated channel for control. This option is similar to 1) but is limited to channels that are directly linked to a track. Aux, output and Master channels cannot be selected using this method.
- Open the Logic Pro mixer. Then hold one [ARROW <>] button while moving the [DATA/MENU] encoder. In the track list or below the mixer channels you'll see a control surface select indicator move, as you turn the [DATA/MENU]. Release the [ARROW<>] button when the indicator is under the channel you want selected.



Navigating the timeline

Panorama CS12 has multiple options to navigate the timeline, manage the cycle loop and markers.

Starting with the basics, press [rewind] or [forward] to move the play head to the previous/next bar. Hold the button to move faster through the bars.

The [DATA/MENU] encoder can also be used to scroll through the timeline. Hold either [Rewind] or [Forward] and move the [DATA/MENU] encoder. The encoder now moves the play head by 1 bar for every encoder tick, either forward or backwards.

Setting Loop points

To set the cycle/loop locators first move the play head to the position the locator should be moved to.

- Press [Shift]+[Rwd/Set L] to move the left locator to that position.
- Repeat the process and press [Shift]+[Fwd/Set R] to move the right locator.



To move the play head to either the left or right locator, press the [Goto L]/[Goto R] buttons.

Moving the loop

The cycle/loop locators can be moved the length of the loop by

- Press [Shift]+[Goto R/Loop>] to move it forward.
- Press [Shift]+[Goto L/<Loop] to move it backwards.



The [DATA/MENU] encoder can be used to move the loop longer distances. Hold [Goto L/<Loop] or [Goto R/Loop>] to move the loop either backwards or forward by one loop length, for every encoder tick.

Markers

Using markers in Logic Pro is another great way to set cycle loop locators. When a marker is selected, the left locator is set to the selected marker position and the right locator is set to the following marker. Markers gives you instance access to key sections in your project and helps wasting your time moving the play head unnecessarily.



When the Markers button is illuminated, the 10 buttons with labels M1 - M10 above are no longer illuminated, to show they are in Marker mode.

Pressing any of these buttons now select the markers in Logic Pro, if a marker is present.

Add, delete, goto marker

There are additional options to add, delete, goto previous marker and got next marker.

- Hold [Marker] and press [Play] to add a marker at the current position.

Note that the actual position of the Marker will be affected by the Logic Pro Snap setting in the timeline header.

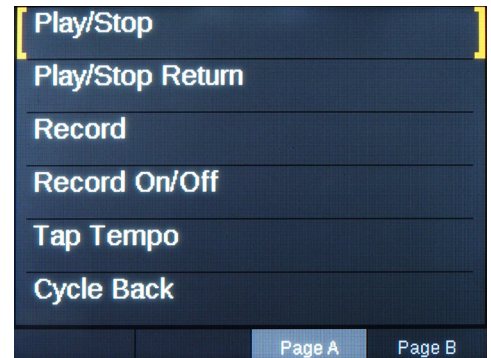
Once markers are present in the timeline, markers 1-10 can be selected directly by pressing buttons M1-10.

For markers higher than M10:

- Press [Marker]+[Forward] to go to the next marker
- Press [Marker]+[Rewind] to go to the previous marker.
- To delete a marker press [Markers]+[Stop].

Connecting a foot switch to the rear 1/4" jack (17) enables the triggering of one of the following options:

- Play/Stop
- Play/stop return
- Record on/off
- Tap tempo
- Move loop forwards
- Move loop backwards
- Cycle on/off
- Auto on/off



To select an option, press the foot switch and move the [DATA/MENU] encoder. Release the encoder when your selection is made.

Connecting a second foot switch

The 1/4" jack is a TRS connector type. Using a Y-splitter cable it's possible to connect 2 foot switches, each controlling one of the options listed.

The Y-splitter cable should have a 1/4" TRS connector in one end, splitting to 2 x 1/4" TS female jacks (or whichever connector your foot switches have) at the other end.





| BUTTON | DESCRIPTION | MODIFIER |
|-------------------|---|---|
| MARKERS | Activates the markers menu and assigns the buttons labeled M1-M10 to markers. See Markers section. | |
| < | Previous mixer channel. Hold button and move the Logic control surface selector by moving [DATA/MENU] | Previous track. |
| > | Next mixer channel. Hold button and move the Logic control surface selector by moving [DATA/MENU] | Next track |
| PLUGIN | Open/close the plugin window in focus. | Hold [PLUGIN] and press a slot button to open/close the hosted plugin. |
| MIXER | Open/close the mixer window. | [SHIFT] + [MIXER] close all plugin windows. |
| MAGNIFIER | Enables Fine - high resolution control up to 10x (or 14 bit) depending on the parameter. | Hold [FINE] and move the fader to increase control resolution to 14 bit. Hold [FINE] and move [DATA/MENU] to fine-adjust song position in Logic Pro. |
| SHIFT | Hold to activate modifier [SHIFT] functions as indicated by the silkscreen printed below the buttons. | |
| GOTO L | Go to left loop Locator. | [SHIFT]+[Goto L] move loop back. [Goto L] + move [DATA/MENU] move loop with encoder. |
| GOTO R | Go to right loop Locator. | [SHIFT]+[Goto R] move loop forward. [Goto R] + move [DATA/MENU] move loop with encoder. |
| UNDO | Trigger Logic Pro's undo. | [SHIFT]+[UNDO] = redo. |
| METRONOME | Toggle Metronome on/off. | [Shift]+[Click] toggles metronome Count-in. |
| AUTO | Activate Automation. | Hold [AUTO] and move [DATA/MENU] to select automation mode. See Automation section for details. |
| CYCLE/LOOP | Activates Cycle/Loop | [Shift]+[Loop] activates loop selection. |
| REWIND | Rewind | [Shift]+[Rewind] set left cycle locator. |
| FORWARD | Forward | [Shift]+[forward] set right loop/cycle locator |
| STOP | Stop | Press again to go to start. [Shift]+[Stop] activates quantize. |
| PLAY | Play | [Shift]+[Play] = play selection |
| RECORD | Record | [Shift]+[Record] activate Replace Record. |

| SHORTCUT COMBINATION | DESCRIPTION |
|-----------------------------|--|
| [SHIFT]+[MUTE] | Set all Mutes to off. |
| [SHIFT]+[SOLO] | Toggle current Solo status on/off for all channels. |
| [SHIFT]+[ARM] | Disarm all tracks/channels. |
| [SHIFT]+[?] | Open/close the plugin window in focus. |
| [SHIFT]+[SELECT] | Toggle fader assignment Selected Channel and Master Channel. |
| [SHIFT]+[FADER TOUCH] | Sets channel volume to 0db |
| [FINE]+[FADER] | Adjust the parameter the fader controls at 14 bit fine resolution. |
| [FINE]+[MUTE] | Hold button combination to reposition the fader without affecting the parameter it controls. Upon release the fader moves to the set position. |
| [SHIFT]+[SLOT BUTTON] | Bypass the plugin slot. |
| [SHIFT]+[9-16] | Bypass all plugin slots. |
| [PLUGIN VIEW]+[SLOT BUTTON] | Open/close the plugin window without selecting the slot. |
| [SHIFT]+[SENDS] | Bypass all Sends |
| [PLUGIN VIEW]+[CHANNEL] | Open/close instrument plugin window if software instrument track is selected. |
| [SHIFT]+[ZOOM] | Adjust vertical zoom. |
| [SHIFT]+[TEMPO] | Select any of 7 control options: Playhead (jog), Scrub, Nudge, Cycle, vertical Zoom, Clip gain and Tempo. Selection is stored until changed again. |
| [SHIFT]+[MARKERS] | Create marker at current location. To delete marker at currently location, hold [Shift] and press [Markers] twice. |
| [MARKERS]+[PLAY] | Create marker at current play head position. |
| [MARKERS]+[STOP] | Delete marker at current play head position. |
| [MARKERS]+[FWD] | Goto next marker. |
| [MARKERS]+[RWD] | Goto previous marker. |
| [SELECT]+[TOUCH FADER] | When [Select] is engaged, this shortcut enables the faders motor. The motor is reactivated when either the fader is touched or [Select] is disabled. |
| [SHIFT]+[AUTO] | Disables Automation on the current track. Press [Auto] again to enable again. |

Power and installation check

If Panorama CS12 did not connect to Logic Pro after installation, close Logic Pro again.

There are 2 icons indicating power and control core connectivity in the top right corner of the Panorama CS12 display,

Power

If the lightning bolt power icon is gray, it means Panorama CS12 is operating in Low Power Mode. Whether Panorama CS12 is operating in Low Power Mode or High Power Mode does not affect communication but can impact the performance of the motorized fader and the LEDs. The CS12 will operate best in High Power Mode under the following conditions:

- Connect to a USB-A port which supports fast charging (usually indicated with a lightning bolt symbol).
- Connect to a USB hub (ideally powered).
- Connect to a USB-C port using a cable with USB-C connectors on both ends (not included).
- Connect a 5v 1A AC adapter to the power jack. (AC adapter not included. Power jack requires a 2.1mm barrel connector with center positive polarity).

Panorama CS12 is in High Power Mode when the lightning bolt icon is green.

ControlCore connectivity

If the left icon is gray, it means ControlCore is not able to connect to Panorama CS12. To resolve, make sure that input monitoring is enabled, as described on the [Installation page](#).

Panorama CS12 not controlling parameters or functions correctly

Using the 'Rebuild defaults' option in Logic can resolve issues you may encounter with display and navigation issues. For example:

- If parameters are not shown on the display after pressing a Insert Slot button.
- If parameter names values are not updating correctly as you move controls.
- If display feedback shows incorrect information or information which is out of sync with Logic's GUI.
- If the Welcome screen appears at anytime other than when Logic is starting or if the Welcome screen remains on the display after a project with active tracks has been loaded.

If you encounter an issue like those described above, follow these steps:

1. Open the 'Logic Pro' menu
2. Select 'Control Surfaces'
3. Select 'Rebuild defaults'
4. If you don't see that option, you will need to 'Enable Complete Features' on the 'Advanced' page of Logic's settings menu.

Button/control operates wrong function

If a control does not operate as it should or if it is controlling the wrong function, it may be the result of an accidental assignment using Logic Pro's MIDI learn/Control Assignment features. Please follow these steps:

1. Press CMD+L to bring up the 'Controller Assignment' menu in Logic.
2. Click the 'Expert View' button.
3. Select the (NO ZONE) category.
4. If you see any control assignments which weren't made intentionally or if you find a control assignments which is not related to the CS12's rotary controls, delete them.
5. If you cannot locate the offending control assignment, it may be necessary to clear out Logic's control surface settings. That is covered in more detail below.

If all else fails, clear the com.apple.logic.pro.cs file

If you cannot find an erroneous control assignment, if there is a significant delay between moving a control/pressing a button and Logic responding or if you see the CS12 behaving very strangely (particularly after connecting a new controller), you may need to clear out Logics control surface settings. Note, that doing so will cause Logic to forget any custom control assignments and key commands.

1. Close any applications you have open and open a Finder window.
2. Open the 'Go' menu at the top of the screen.
3. With the Go menu open, hold the Alt/Option key on your keyboard and select 'Library' from the Go menu.
4. In the Finder window, open the 'Preferences' folder.
5. Find com.apple.logic.pro.cs and move it to the trash.
6. Start Logic.

Not connecting in Logic Pro 10.7.8 and 10.7.9

If you are using Logic 10.7.8 or 10.7.9 and you see the 'Auto Assign' message when you start Logic Pro but the Panorama CS12 remains on the Startup page, simply switch the CS12 off and back on while Logic is still running. Click 'Auto Assign' when the message appears again. The Welcome Screen will appear on the CS12's display and an icon for the Panorama CS12 will appear in Logic's Control Surface Setup menu.

Alternately, start Logic Pro while the CS12 is powered off. Once a project has finished loading, you can switch the CS12 on. Click 'Auto Assign' button when it appears and the CS12 will be configured as a control surface.

This issue is related to a bug in Logic 10.7.8 and 10.7.9, which is resolved in Logic Pro 10.8 and higher.

Touch issues with the fader

If the Fader is not controlling the parameter expected, check whether [Select] is active. If the button is lit white, the fader should control channel volume. If the button is lit blue, the fader is controlling the last parameter you clicked on.

The motorized fader uses a touch sensor to detect whether the fader is being touched or not. If the fader does not detect touch, it will not update the value of the assigned parameter. The touch sensor can only detect touch when you touch it with bare hands (as is the case with the touch screen on a smart phone) or something that is conductive. If you try pushing it with a finger nail or a pen, the fader will not update the value of the assigned parameter. With that said, there are cases in which the fader may not detect touch, even when directly touching the fader. This can happen if you are in a particularly cold or dry climate and your hands are very dry, particularly if you are touching the top or bottom edges of the fader cap. In that case, try touching the center of the fader cap or remove the cap.

If you find that you cannot adjust parameters with the fader AND the motor doesn't move the fader when automating parameters or switching tracks, the touch sensor may be operating in reverse. If that is the case, please try the following:

- Try using the fader while touching a metal surface with your other hand. You can try touching the front panel of rack equipment or the chassis of a desktop computer.
- If you are using a laptop, try testing the fader when running on battery power and with only the CS12 connected to the computer (so that the only cable connected to the laptop is the one connected to the CS12).
- If you are using a desktop computer, try connecting the computer's power supply to a different outlet, preferably one which doesn't have other devices connected.
- If you are using an external power adapter for the CS12, try testing the fader without that adapter.
- Test the fader after removing the fader cap (just pull up on the fader cap, it will offer some resistance but it will come off without damaging the fader).
- Test the fader without shoes on (this may sound silly but it has helped in some rare cases).
- If possible, check if the problem will occur when you computer and the CS12 are set up in another room.