QuNexus

Smart Sensor Keyboard Controller

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INSTRUMENTS

Reason Template Quickstart Guide

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Propellerhead's Reason 7 is equipped with a QuNexus Control Surface Mapping. Using this will automatically map QuNexus to various Synthesizer controls. To access the QuNexus Control Surface follow the instructions below:

1. Plug in your QuNexus and then launch Reason.
2. From the menu bar, go to "Reason" then "Preferences..." (**Mac**) or "Edit" then "Preferences" (**Windows**).
3. Click the "Control Surfaces" tab.
4. Click the "Add" button and in the "Manufacturer" menu, select "Keith McMillen". In the "Model" menu, select "QuNexus".
5. At the bottom of this window there are 2 menus for selecting the input and output ports. Set both of these menus to "QuNexus Port 1" and click "OK".
6. Click the button "Make Master Keyboard" to finish setting up. If instead you see "Use no master keyboard" leave that the way it is and you're done with the Preferences window.
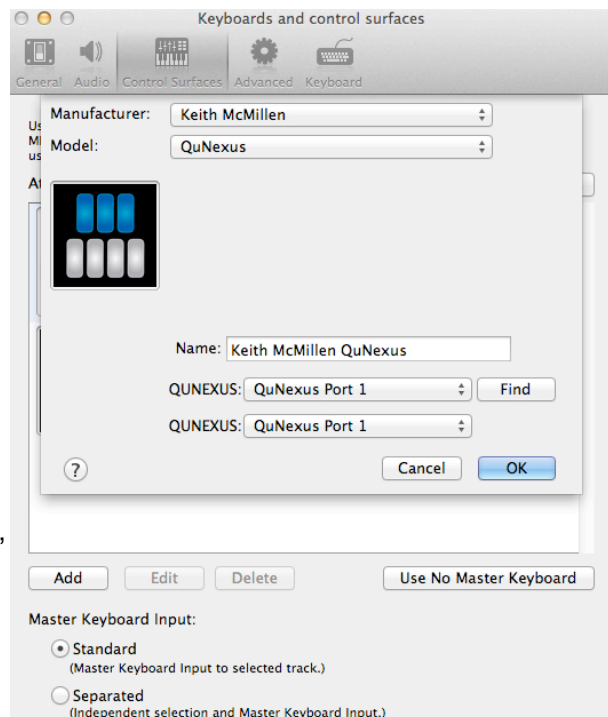
How it works:

The Reason Control Surface works great with QuNexus Factory Preset B but if you want the ability to control many different device parameters with QuNexus, locate the Reason Controls Preset and send it down to one of QuNexus' Preset slots. The Reason Controls Preset can be found in the QuNexus Editor's Preset Library.

The following functionality is available using QuNexus' Reason Controls Preset:
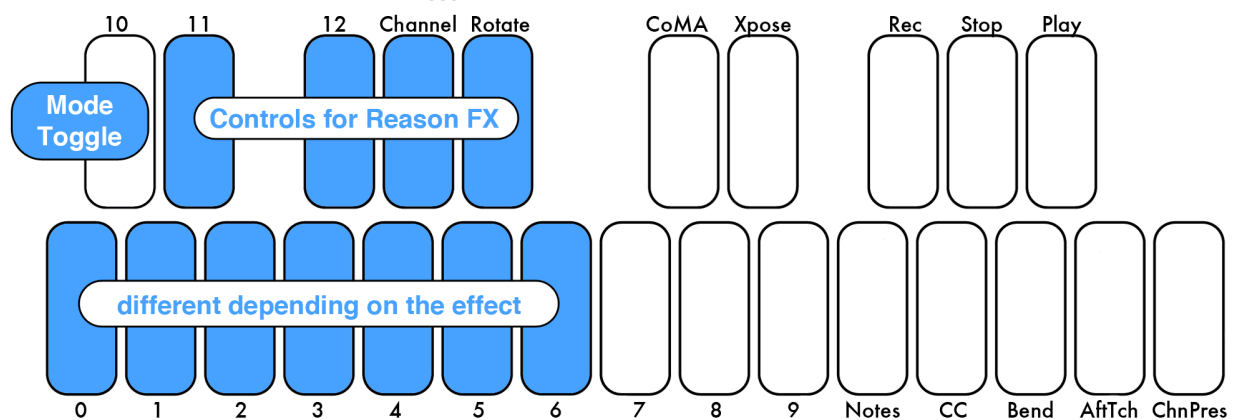
The top octave of the QuNexus is for playing melodies. Pressure controls modulation and Tilt controls Pitch Bend.

The lower octave (up to B) control FX parameters in the Reason Instruments. These will control something different depending on the Instrument used. The C# key in the lower octave acts as a toggle between modes. In the first mode the keys in the lower octave will control different parameters than in the second mode. The C# LED is off in the first mode and on in the second mode.

The following describes the **LOWER OCTAVE**'s behavior for Reason's instruments (any note left blank does not control anything for that instrument):

Subtractor - Polyphonic Synthesizer

Mode 1 (C# off):   **Mode 2** (C# on):

	Mode 1		Mode 2
1st oct - C	Filter Frequency (Tilt)	1st oct - C	Filter 2 On/Off
1st oct - D	LFO 1 Rate (Tilt)		Filter 2 Freq (Pressure)
	LFO 1 Amount (Pressure)	1st oct - D	LFO 2 Rate (Tilt)
1st oct - D#	OSC 2 On/Off		LFO 2 Amount (Pressure)
1st oct - E	Portamento (Pressure)	1st oct - D#	
1st oct - F	OSC 1 Fine Tune (Tilt)	1st oct - E	FM Amount (Pressure)
1st oct - F#	OSC 1 Wave (Tilt)	1st oct - F	OSC2 Fine Tune (Tilt)
1st oct - G	OSC 1 Octave (Tilt)	1st oct - F#	OSC 2 Wave (Tilt)
1st oct - G#	Noise On/Off	1st oct - G	OSC 2 Octave (Tilt)
1st oct - A	Noise Decay (Pressure)	1st oct - G#	
	Noise Color (Tilt)	1st oct - A	
1st oct - A#	Noise Level (Pressure)	1st oct - A#	
1st oct - B		1st oct - B	

Malstrom - Graintable Synthesizer

Mode 1 (C# off):   **Mode 2** (C# on):

	Mode 1		Mode 2
1st oct - C	Filter A Frequency (Tilt)	1st oct - C	Filter B Frequency (Tilt)
	Filter A Resonance (Pressure)		Filter B Resonance (Pressure)
1st oct - D	Mod A Rate (Pressure)	1st oct - D	Mod B Rate (Pressure)
1st oct - D#		1st oct - D#	
1st oct - E	Mod A to Pitch (Tilt)	1st oct - E	Mod B to Motion (Tilt)
1st oct - F	Mod A to Index (Tilt)	1st oct - F	Mod B to Level (Tilt)
1st oct - F#	Mod A On/Off	1st oct - F#	Mod B On/Off
1st oct - G	Mod A to Shift (Tilt)	1st oct - G	Mod B to Filter (Tilt)
1st oct - G#	Shaper On/Off	1st oct - G#	
1st oct - A	Shaper Amount (Pressure)	1st oct - A	Mod B to Mod A (Tilt)
1st oct - A#	OSC A On/Off	1st oct - A#	OSC B On/Off
1st oct - B	OSC A Octave	1st oct - B	OSC B Octave (Tilt)

Dr. OctoRex

Mode 1 (C# off):   **Mode 2** (C# on):

	Mode 1		Mode 2
1st oct - C	Filter Frequency (Tilt)	1st oct - C	
	Filter Resonance (Pressure)	1st oct - D	
1st oct - D	LFO Rate (Pressure)	1st oct - D#	Loop 5
1st oct - D#	Loop 1	1st oct - E	
1st oct - E	LFO Amount (Pressure)	1st oct - F	
1st oct - F	OSC Octave (Tilt)	1st oct - F#	Loop 6
1st oct - F#	Loop 2	1st oct - G	OSC Envelope Amount (Tilt)
1st oct - G	OSC Fine Tune (Tilt)	1st oct - G#	Loop 7
1st oct - G#	Loop 3	1st oct - A	Filter Frequency Mod Amount (Tilt)
1st oct - A	Filter Frequency Mod Amount	1st oct - A#	Loop 8
1st oct - A#	(Tilt)	1st oct - B	
1st oct - B	Loop 4		

Thor - Polysonic Synthesizer

	Mode 1 (C# off):		**Mode 2** (C# on):
1st oct - C	Rotary 1 (Tilt)	1st oct - C	Mod Wheel (Pressure)
1st oct - D	Rotary 2 (Tilt)	1st oct - D	Portamento (Pressure)
1st oct - D#	Portamento Off/On/Auto	1st oct - D#	
1st oct - E	Delay Dry/Wet (Pressure)	1st oct - E	
	Delay Time (Tilt)	1st oct - F	
1st oct - F	Chorus Dry/Wet (Pressure)	1st oct - F#	Button 2
	Chorus Rate (Tilt)	1st oct - G	LFO 2 Rate (Tilt)
1st oct - F#	Button 1	1st oct - G#	
1st oct - G	LFO 1 Rate (Tilt)	1st oct - A	
1st oct - G#		1st oct - A#	
1st oct - A		1st oct - B	
1st oct - A#			
1st oct - B			

REDRUM

	Mode 1 (C# off):		**Mode 2** (C# on):
1st oct - C	Pattern 1	1st oct - C	Bank A
1st oct - D	Pattern 2	1st oct - D	Bank B
1st oct - D#	Pattern 3	1st oct - D#	
1st oct - E	Pattern 4	1st oct - E	Bank C
1st oct - F	Pattern 5	1st oct - F	Bank D
1st oct - F#	Pattern 6	1st oct - F#	
1st oct - G	Pattern 7	1st oct - G	
1st oct - G#	Pattern 8	1st oct - G#	
1st oct - A	Resolution (Tilt)	1st oct - A	
1st oct - A#		1st oct - A#	
1st oct - B		1st oct - B	

NN-XT

	Mode 1 (C# off):		**Mode 2** (C# on):
1st oct - C	Filter Frequency (Tilt)	1st oct - C	Mod Wheel (Pressure)
	Filter Resonance (Pressure)	1st oct - D	
1st oct - D	Amp Envelope Attack (Tilt)	1st oct - D#	
1st oct - D#		1st oct - E	
1st oct - E	Amp Envelope Release (Tilt)	1st oct - F	
1st oct - F		1st oct - F#	
1st oct - F#		1st oct - G	
1st oct - G		1st oct - G#	
1st oct - G#		1st oct - A	
1st oct - A		1st oct - A#	
1st oct - A#		1st oct - B	
1st oct - B			

NN-19 - Digital Sampler

	Mode 1 (C# off):		**Mode 2** (C# on):
1st oct - C	Filter Resonance (Pressure)	1st oct - C	
1st oct - D	Portamento (Pressure)	1st oct - D	
1st oct - D#	LFO Rate (Pressure)	1st oct - D#	LFO Rate (Pressure)
1st oct - E	Filter Envelope (Tilt)	1st oct - E	OSC Envelope (Tilt)
1st oct - F	LFO Amount (Pressure)	1st oct - F	OSC Fine Tune (Tilt)
1st oct - F#		1st oct - F#	
1st oct - G		1st oct - G	
1st oct - G#		1st oct - G#	
1st oct - A		1st oct - A	
1st oct - A#		1st oct - A#	
1st oct - B		1st oct - B	

Combinator

	Mode 1 (C# off):		**Mode 2** (C# on):
1st oct - C	Knob 1 (Pressure)	1st oct - C	Knob 1 (Tilt)
1st oct - D	Knob 2 (Pressure)	1st oct - D	Knob 2 (Tilt)
1st oct - D#	Button 1	1st oct - D#	Button 3
1st oct - E	Knob 3 (Pressure)	1st oct - E	Knob 3 (Tilt)
1st oct - F	Knob 4 (Pressure)	1st oct - F	Knob 4 (Tilt)
1st oct - F#	Button 2	1st oct - F#	Button 4
1st oct - G		1st oct - G	
1st oct - G#		1st oct - G#	
1st oct - A		1st oct - A	
1st oct - A#		1st oct - A#	
1st oct - B		1st oct - B	

ID8 - Instrument Device

	Mode 1 (C# off):		**Mode 2** (C# on):
1st oct - C	Parameter 1 (Pressure)	1st oct - C	
1st oct - D	Parameter 2 (Pressure)	1st oct - D	
1st oct - D#	Previous Category	1st oct - D#	Previous Sound
1st oct - E		1st oct - E	
1st oct - F		1st oct - F	
1st oct - F#	Next Category	1st oct - F#	Next Sound
1st oct - G		1st oct - G	
1st oct - G#		1st oct - G#	
1st oct - A		1st oct - A	
1st oct - A#		1st oct - A#	
1st oct - B		1st oct - B	