Using Panorama with Reaper

Applicable to
Panorama P1, P4 & P6

Reaper Integration Setup and Configuration

The Panorama Reaper Integration is compatible with the latest version of Reaper. These instructions assume you have one of these programs installed running on either Windows (Vista, 7, 8 or higher) or Mac OS X.

Installation

Here are the steps you need to go through to get Reaper up and running with your Panorama:

- If you have just completed a fresh install of Reaper, make sure to first open Reaper once and quit again, before installing the Panorama Reaper support files.

- Run the downloaded installer and follow the on-screen instructions

- Plug-in your Panorama and make sure it's switched on (if you didn't do so already)

- Launch Reaper and go to Options/Preferences/Control Surfaces

- Click "Add", then in the pop-up window, select your Panorama model in the "Control surface mode" list. As long as your Panorama is connected and switched on, Reaper should automatically detect the correct ports. Click "Ok"

- Go to Preferences/Audio/MIDI Devices next and enable the port named Panorama P1 (or P4/P6). The mode should be "Enable+Control". The other Panorama ports should remain disabled in this window.

- Click "Apply" and OK

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

Navigation & Transport

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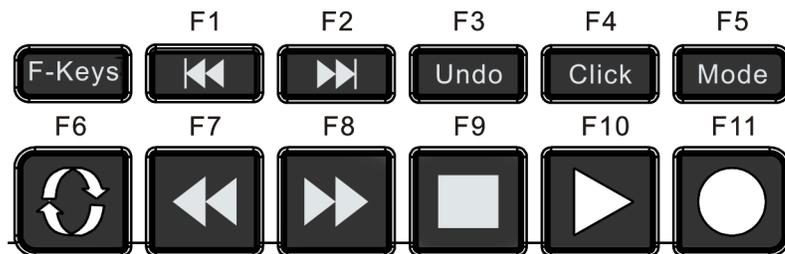
Navigation
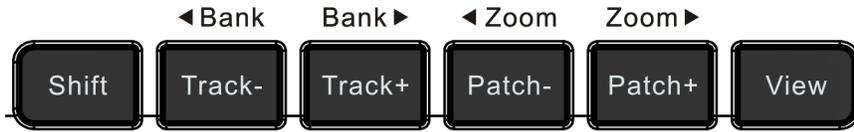
The six buttons pictured above allow you to navigate important parts of Reaper at any time. Here is what they do:

Track - / +: Navigates to the next or previous track in Reaper'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 display to open or close the Mixer window in Mixer mode, the VSTi plug-in window in Instrument mode and the transport bar window in Transport 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 Reapers timeline 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 tracks and trigger Reaper functions
[◄◄]	Goto the Left locator
[►►]	Goto the Right locator
[Shift]+[◄◄]	Set Left locator to the current song position
[Shift]+[►►]	Set Right locator to the current song position
[Undo]	Same as Undo in Reaper
[Click]	Switch the metronome/click on or off
[Mode]	Switch Track Arm on/off
[Cycle]	Switch the loop/cycle between the Left and Right locators on/off
[Rewind]	Activate Rewind. Press again to stop
[Forward]	Activate Forward. Press again to stop
[Stop]	Stop playback. Playback will start again from the location previously started from
[Play]	Activate play. Press Play again to pause.
[Record]	Activate record. Press again to deactivate record but continue play

Modes and Display

The Four Mode Buttons

Each of the Mode navigation buttons will configure Panorama to control different aspects of Reaper. It's like having four control surfaces in one:

Mixer   Instrument   Transport   Internal

Display
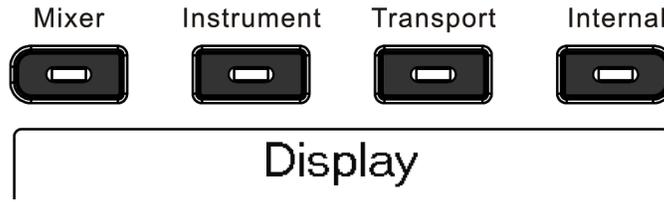
Mixer: Assigns all controls to the Reaper mixer

Instrument :   Assigns controls to the VSTi plug-in either via an Instrument Track or a MIDI track connected to the VST Instruments rack

Transport :   Controls functions in the Reaper transport bar including current song position and locator points

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

TRACK NAME	MIXER CH NUMBER	TRACK TYPE

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

Mixer mode:

TRACK NAME	MIXER CH NUMBER	CURRENT MENU

Instrument mode:

| TRACK NAME	PLUGIN 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 Reaper is the Mixer Home Page. The EQ label is red to indicate that the 8 encoders above the transport buttons are currently controlling EQ (though by default, an EQ may not be present in Reaper). Pressing the display button underneath will open the Panorama EQ control menu which shows what each control is assigned to and parameter values. Pressing [Inserts], [FX Sends] or [Channel] will change the assignments of the 8 encoders as well as show you what each of the controls are now assigned to. 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".
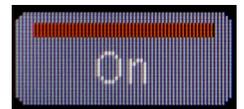
To exit any page, press a Mode button and navigate to whatever page you would like to edit next.

Reaper Mixer Control

Mixer Mode Home Page

Start by creating an empty project in Reaper and make sure the Mixer mode button is on.

Notice that the window in Panorama shows 9 faders corresponding to the 9 physical 45mm faders. Now create an audio track in Reaper 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 Reaper 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 Reaper and the red line graphic, the position of the physical fader (which is at the bottom in this image). Moving the fader may not change the volume immediately because the fader position have to first match the position in Reaper, to allow for smooth change to the volume setting. So move the physical fader towards the position of the virtual fader and notice once the two match, the fader cap graphic will follow the fader movement and in Reaper you are now changing the volume setting for the mixer channel.

Next create an instrument track in Reaper and select ReaSamplomatic as the assigned VSTi plug-in. The ReaSamplomatic 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 ReaSamplomatic.

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 Reaper 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.

So this allows you to control send or pan across multiple channels but 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. Additional presses will assign them to Solo, Record Arm 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.

Reaper Mixer Control

Navigating Tracks & Channels

Now create an additional 8 tracks in the Reaper 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 as shown on the image.

You have now learned how to navigate Reaper tracks from Panorama using 4 different methods:

- [Track-] and [Track+] buttons go to previous or next track in the Reaper sequencer

- [Shift]+[<Bank] or [Bank>] bank over the 8 channels you operate in Reaper

- 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

You can expand/collapse the Reaper mixer by pressing the [View] button in Mixer mode.

Reaper Channel Strip Control

In addition to the multi-channel control we have just covered, Panorama can control a complete Reaper mixer channel strip including EQ, Inserts and Sends 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. The ReaEQ plugin is not loaded by default so press the display button labeled [Create] to insert the plugin.

You can now enable/disable each of the 4 EQ bands in the Reaper channel strip using the first 4 display buttons.

The top row of the 2x4 encoders 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 of the bottom row of encoders to Q.
You can toggle back to frequency using the same button.

Next change the track , create 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.

Inserts

The Inserts menu is the second option from the Mixer home page. From this Panorama menu you have access to control any of up to 16 plug-ins that can be inserted in each audio mixer channel in Reaper. First step is to press the second display button labeled "Inserts" from Panorama's Mixer mode. This will open the Inserts page.

Here you see each of the 8 slots which on a newly created track will be empty. First try adding a plug-in effect on the currently selected track in Reaper inserted in to slot 1. Panorama is immediately updated and you will see the name of the plug-in in the first square field that represent slot 1

Next add a few more insert effects. Once you add more than 8 plugins, you'll be able to navigate to the next page of 8 inserts using either the display button labelled [9-16] or the Data Control.

Reaper Channel Strip Control

Here is a list of the function of each of the 5 display buttons in the Inserts menu:

- [On]: Switch the insert slot on or off.

- [View]: Open and close the GUI of the plug-in in the slot currently selected.

- [9-16]: Toggles the view between insert slots 1-8 and 9-16. This button is only active when 8+ inserts are active

- [Edit]: Displays the Panorama parameter and navigation assignments for the plug-in.

Controlling a plug-in [Edit]

With 3 or more plug-ins now inserted in the channel strip let's take a look at how to control them.

First of all, when a slot is selected, the 8 encoders (in rows 2x4) are immediately assigned to control that plug-ins parameters. With slot one selected, try moving an encoder. The Info-line updates showing you the parameter name and value assigned to the encoder.

Now move the Data Control to select slot 2. Move the same encoder and notice that this time the Info-line updates with new parameter information from the parameter the encoder controls in the plug-in for slot 2.

To see which parameters are assigned to the encoders as well as gain access to additional parameters, lets jump to the menu labeled [Edit], by pressing display button 5.

Mappings vary depending on the layout of the plug-in but the concept is always the same.
A VST effect plug-in is controlled exclusively from the 8 (2x4) encoders. This means that the fader section is still controlling the Reaper mixer.
The first 4 display buttons on Panorama are often used for parameters that require a button and in cases when no control buttons are required, they handle the main navigation.

Our example above shows how Panorama controls an Amp Simulator plug-in and here 3 display buttons are used for control functions. Plug-ins with more parameters can be navigated using the [Menu] button that appears when more than one page is available. The image below shows the mapping for the Steinberg VSTDynamics plug-in. Moving the Data Control brings up the available menus. Select a menu page by just resting on it or pressing the display button [Enter]. This is how you quickly get access to all controllable parameters in a plug-in.

Reaper Channel Strip Control

FX Sends

Controlling FX Sends work similar to how you control inserts. From the Mixer mode home page (press the Mixer button to get there) press display button 3, labeled [FX Sends]. The FX Sends page now appears on Panorama.

In Reaper, make sure you have set up a few sends for the currently selected track. The sends appear in the Panorama display as they are created.

The 8 encoders to the right of the display are assigned to control the Send levels. Move encoder 2 to change the volume of Send 2. The green square indicator gives you a visual representation of the sends relative levels with their actual numerical values to the far right.

By default, FX Send 1 is selected. Use the data control to move the red outline and select any of the other Sends. In the image, Send 2 is selected. This of course does not change the function of the encoders, however selecting a send does affect the display buttons.
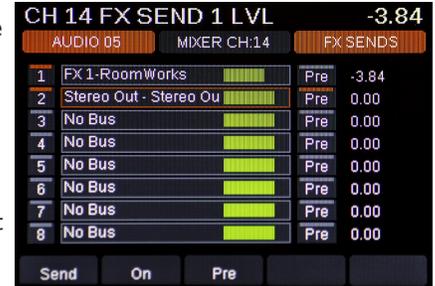
The first display button allow you to switch the selected send on (or off).

The second display button can switch the signal routing to Post-Fader (off), Pre-Fader (on), Pre-FX (second on press).

Both the On and Pre status are clearly visible for each send in the display. In image 3 you can see that the first 3 sends are on and send 2 is set to pre (fader). To exit the FX Send menu, press [Mixer] or any other mode button.

Channel

From the Mixer home page, now press the display button labeled [Channel].

The purpose of this menu is to provide a single channel focus of the currently selected channel particular for recording automation. If your Panorama is equipped with a motorized fader, this is the same menu that's activated when you press the Fader button.

The Panorama display provide you a slightly higher resolution fader view so volume changes are easier to follow.

The first display button allow you to switch automation "Read" on and off for the current channel and the second display button, automation "write".

By default the Data Control can be used to control Pan for the current channel. Pressing the 3rd display button labeled "Param" will toggle through Sends 1-8 and back to Pan, changing the assignment of the Data Control in the process.

The 4th display button labeled "Byp EQ" allows you to Bypass the EQ if present of the channel.

Finally the "Master" button views the status of the Master volume and if you have a Panorama with a motorized fader, will lock the motorized fader to the Master volume. In this display window you can also monitor the output level of Reaper.

Motorized Fader (applicable to P4/P6 only)

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

When the Fader window is active, the Data Control also acts as a parameter control. 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 Reaper master output.
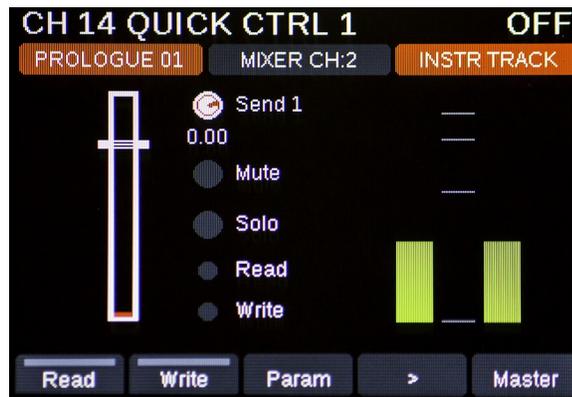
Reaper Instrument Mode

Pressing the [Instrument] button will select Instrument mode. Here you control Reaper's instrument plug-ins, giving deep access, right from Panorama. If you want to bring the plug-in GUI in to view in Reaper, press [View].

Instrument Home Page

The first window you see on the Panorama display is the Instrument home page. The page is designed to provide the visual feedback and tactile experience of a hardware workstation.

If a track without an instrument inserted is selected, there are no parameters to control and the large character area will read "No Instrument".

Start by selecting the ReaSamplomatic track created earlier or insert it on a selected track now. The large character area now shows "ReaSamplomati".

Changing Patches

You can step through instrument patches within the current Reaper 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 parameter values are updated in the Instrument home page. If you don't have any presets create for SamploMatic, try creating two or more to see this working.

Some legacy plug-ins will only respond to patch changes if you "save as" and store them for access via the Reaper browser. Others, such as NI's Massive handle this slightly differently. In Massive go to the "Browser" tab and make sure PC Programs is on. Then drag sounds you want from the left-hand browser list and place them in the right-hand program list.

Controlling Instruments

Now lets take a look at how Panorama is structured to control Steinberg's Prologue, a plugin that comes mapped for Panorama. 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, with 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.

Many instruments have a four stage ADSR envelope and that is also the case with Prologue. 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 Prologue and the top current parameter line shows you which parameter you are controlling and it's value. Note that to avoid parameter jumping, a fader controls its assigned parameter only when its position matches the parameter value.

Press [Toggle/View] to see what the faders and the associated encoders are assigned to control and their current status.

Press [Toggle/Mute] to see what the LED buttons are assigned to control.

Reaper Instrument Mode

Menu

You can dive deeper in to a mapped plug-ins 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] and select "Oscs" from the pop-up menu.

The 2x4 encoders now control Oscillator 1 parameters. Notice the first display button is red and named "Osc1" to indicate this.

The encoder labeled "Wave1" changes the waveform of the oscillator. With the display updating waveform selection, there is no guesswork involved in parameter tweaking. Press the display buttons to control the parameters available for oscillator 2 and 3.

Pressing [Toggle/View] again to view the status of the envelopes. The [Toggle/View] button doesn't change the assignments of controls, it only helps you view their status so you can still control the plug-in'sOscillator 1 parameters while working with the envelopes and vice versa. Only menu changes will change assignments.

To get back to the Instrument home page press the [Instrument] button.

By now you should be getting the hang of how Panorama allows you to control devices. Try navigating different plug-in menus and tweak parameters as you go along to get used to how this all works.

Controlling multiple instruments on the same track

In Reaper it's possible to have multiple instruments inserted on the same track. By default Panorama will allow you to contrd the first inserted instrument.

If you have more than one instrument on a track, press [Shift]+[Instrument] on Panorama and a pop-up list with all inserted instruments appear.

Use the Data Control to select the one you want to control, and press [Enter].

Plug-in Learn

Regardless of whether an insert or instrument plug-in is pre-mapped by Nektar or not, you can create your own custom mapping. Panorama features a unique "Learn" mode which allows you to set this up seamlessly either for temporary assignments or saved as a permanent map.

Activating Learn

There are two ways to activate Panorama's "Learn" mode:

- For a mapped plug-in Press [Shift]+[Menu (display button 5)]

- If a plug-in is un-mapped, press the display button labeled "Learn"

Whether you want to customize an existing map or create your own plug-in map, it's easy to re-assign controls. Let's go through this in more detail.

Mapping Parameters

First make sure the plug-in you want to control is visible on your computer display.

Next activate the 'Learn" mode as described above. Once activated you can assign parameters to controls by first moving the parameter in the plug-in GUI followed by moving the control you want it assigned to on Panorama. Keep going until you have assigned the parameters you need.

Press the 5th display button now labeled Learn to get access to the functions that can be selected, using the Data Control followed by pressing the display button labeled [Enter].

Here are the menu options available to you:

- Clear One: Delete an assignment of the next active control.

- Clear All: Delete assignments for controls in the current Panorama display window.

- Save: Will save your current assignments to a map file so every time you use this plug-in, it will be mapped the way you want it.

- Exit: Exit learn without saving the control changes you have made.

Learned parameter assignments are active immediately and will remain active until either a reassignment is made or until you quit Reaper. If you use the Save function to store your map, it will be recalled every time you launch the corresponding plug-in.

So if you prefer to work with temporary mapping, use the learn function but exit without saving.

Whether you are controlling an effects or instrument plug-in, the principal is the same. Only the amount of controls that can be assigned is different as an insert plug-in only utilizes the group of 2x4 encoders whereas and instrument can be controlled by the entire Panorama control surface.

For instruments, the home page is intended to be where the most used parameters, easy accessible at any time. Customize this page with the parameters you use the most.

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. Transport mode provides the visual feedback you need to know where you are in your project. Below the info-bar the large font readout shows the current SPP location which updates as you play the project.

Below the SPP readout you see the position of the Left and Right locators (or start time and end time of time selection). You can set the locators to the current song position by pressing [Shift]+[Goto L] and [Shift]+[Goto R]

In addition, the following 8 boxes in the display show what each of 2x4 rows of encoders are assigned to control:

Tempo	Zoom	<SPP>
Change the Reaper tempo.	Horizontal zoom control for Reapers sequencer time line	Moves the Song Position Pointer forward or backward from the current location

L Loop	R Loop	Playrate
Controls the position of the left locator/start time of time selection	Controls the position of the right locator/end time of time selection	Change the Reaper Playback rate parameter

The display buttons are assigned to the following functions:

NewTrk]:   Create a new track

[Split]:   Splits a selected part in the Reaper sequencer
                            at the SPP location

[TmpoEnv]:   Toggles the Tempo Envelope in and out of view
                            in Reaper

[RsetPR]:   Reset Playback rate to zero

Getting to grips with Transport mode may take a little bit of practice but it will pay off as you learn how to navigate your project without having to reach for the computer mouse.

Panorama P1 Foot Switch

The Panorama P1 also has a foot switch input jack. If you have a foot switch connected, you can select what it controls from the 5th display button labeled "Pedal".

Press the Pedal button and use the Data Control to select the assignment you want: Play, Auto Punch in/out, Record, Set loop in/out, Loop on/off, Goto L and Goto R.

Controlling Reason and a ReWired DAW

When a DAW is Rewired to Reaper, Panorama is able to control both DAWs. To switch between mapping for Reaper and mapping for the other DAW, simply hold the [Shift] button and press [Toggle/View].

When you are controlling the Rewire Host the Info Bar is Red.

And when you are controlling the Rewire Client the Info Bar is blue.

Setting Up Reaper and Reason for ReWire

Here is an example for how to set up Reason ReWired to Reaper. For other supported DAWs, just make sure the ReWire setup is correct and in particularly that there is no Panorama ports that are active in both DAWs.

First: Setting up MIDI ports in Reaper and Reason.

By default, Panorama's Keyboard is set to act as the Master Keyboard in Reason. It's important to disable it to prevent any conflict between the two applications.

Panorama P1 does not have a keyboard so if this is the Panorama product you own, check your port configuration matches the Reaper Installation instructions and move to the second part of these instructions.

- Open Reason in stand-alone mode, and navigate to the Control Surfaces tab in the Preferences window

- Select 'Nektar Panorama' from the list of control surfaces and then click the Edit button

- For Keyboard Port , choose 'Not Selected'. Note: In OS X, the Instrument Mode ports are labeled "Instrument Mode" and should remain unchanged.

- Close Reason and open Reaper.

- In Reaper, create a track and insert the ReWire plugin

- Reason should now launch and the two applications are rewired.

To check it's all working hold [Shift] and press [Toggle/View] a few times to see Panorama switch back and forth between controlling Reaper and Reason.

Panorama Reaper Key Combinations

MODE/MENU	KEY COMBINATION	DESCRIPTION
Instrument mode	[Toggle/View]	Views the current fader and encoder assignments
Instrument mode	Toggle/Mute]	Views the current fader and LED button assignments
Instrument mode	[Data Control]	Opens the instrument menu. Menu selection after resting on a menu.
Instrument mode	[Shift]+[Menu]	Activate/deactivate plug-in instrument "Learn"
Instrument mode	[Shift]+[Instrument]	Opens the multiple instrument select window when more than one instrument plug-in is present
Mixer /Instrument/Transport modes	[Shift]+[Toggle/View]	Switch between Reason and Reaper 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 Reaper window
Mixer /Instrument/Transport modes	[Mode]	Toggles Record arm on/off
Mixer /Instrument/Transport modes	[Shift]+[Cycle]	Sets L and R locators to start and end of the part just recorded or selected.
Mixer /Instrument/Transport modes	[Shift]+[Rewind]	Return to zero
Mixer /Instrument/Transport modes	[Shift]+[Forward]	Goto End of song
Mixer /Instrument/Transport modes	[Shift]+[Goto L]	Sets the L locator to the current SPP position
Mixer /Instrument/Transport modes	[Shift]+[Goto R]	Sets the R locator to the current SPP position
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, Record Arm assignments for all 8 LED buttons
Mixer Mode	[View]	Open/close Mixer
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 insert plug-in (if supported)
Mixer mode/Inserts/Edit	[Shift]+[Menu (or <Inserts)]	Activate/deactivate plug-in "Learn"
Transport mode	[View]	Open/close the transport bar in Reaper