

LAUNCHKEY

REASON CONTROL GUIDE

Launchkey's InControl mode offers a world of opportunity for controlling parameters in Propellerhead Reason. Every device has its own mapping, which allows you to switch quickly between different devices and control the most important parameters for each. This document lists the parameters that can be controlled by Launchkey for each device.

Devices in Reason can only be controlled if they have a corresponding track. Many devices have tracks by default (e.g. Thor) but many do not (e.g. most effect devices). If your device does not have a track, right-click it and select 'Create Track for...'. Launchkey should now have full control over this device.

If you wish to control the Reason Main Mixer, right-click on the mixer's master fader and select 'Lock Novation Launchkey 25/49/61 InControl to this device'.

Note: To use Launchkey in Reason, you must first install the Launchkey software bundle.

Note: Launchkey in Reason makes use of 'pot pickup'. This means that faders and knobs on the screen will move only when the physical control being moved has travelled past the position shown on the screen. This helps to avoid sudden jumps in parameters.

Thor

BANK2

Mod env				Global env			
Delay	Attack	Decay	Release	Attack	Decay	Sustain	Release

BANK1

Filter env				Amp env			
Attack	Decay	Sustain	Release	Attack	Decay	Sustain	Release

Osc1 to Filter1 Osc3 to Filter2 Delay on/off Chorus on/off Filter3 drive Filter3 env invert Button1 Button2 Fader bank 1/2

Filter3 Freq	Filter3 Res.	LFO1 Rate	LFO2 Rate	Delay Time	Delay Dry/Wet	Rotary1	Rotary2
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Sequencer steps

Prev patch
Next patch

SubTractor

Filter env				Amp env			
Attack	Decay	Sustain	Release	Attack	Decay	Sustain	Release

Osc2 on/off Noise on/off LFO sync Filter2 on/off Mod env invert Filter env invert Filter link freq on/off Ring mod

Filter 1 Freq	Filter 1 Res.	Env amnt	LFO1 rate	LFO1 amount	LFO2 rate	LFO2 amount	Mod env amount
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Prev patch
Next patch

Malstrom

Filter env				Oscillator A			
Attack	Decay	Sustain	Release	Attack	Decay	Sustain	Release

OscA to Shaper OscA to FilterB OscB to FilterB ModA on/off ModB on/off Filter env invert FilterA on/off FilterB on/off

FilterA Freq	FilterA Res.	FilterB Freq	FilterB Res.	ModA Rate	ModB Rate	Filter env amount	Shaper amount
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Prev patch
Next patch

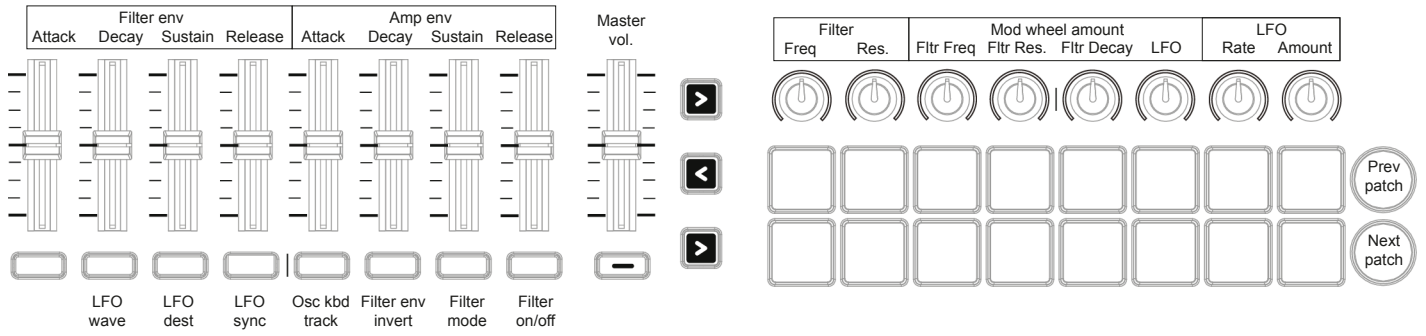
Combinator

On/Off Bypass Run patt. devices Bypass all FX

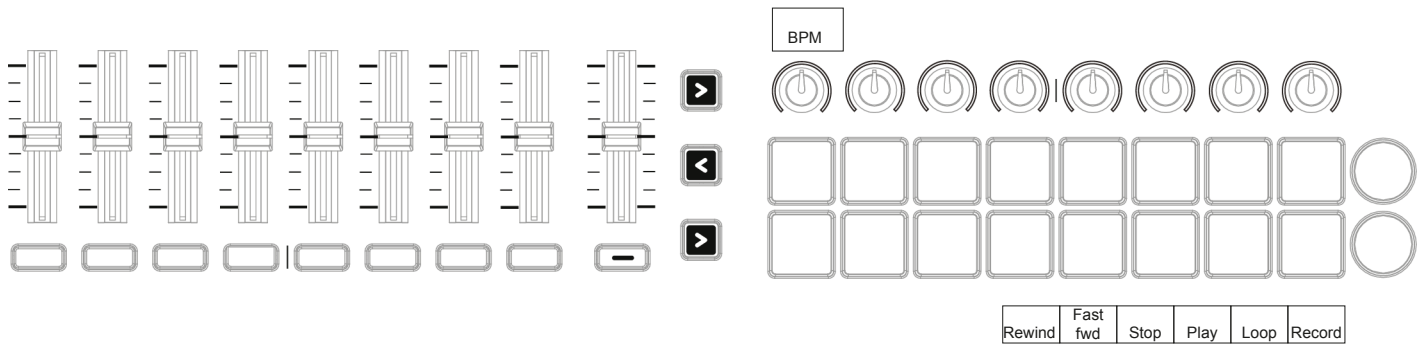
Rotary 1-4 Button 1-4

Prev patch
Next patch

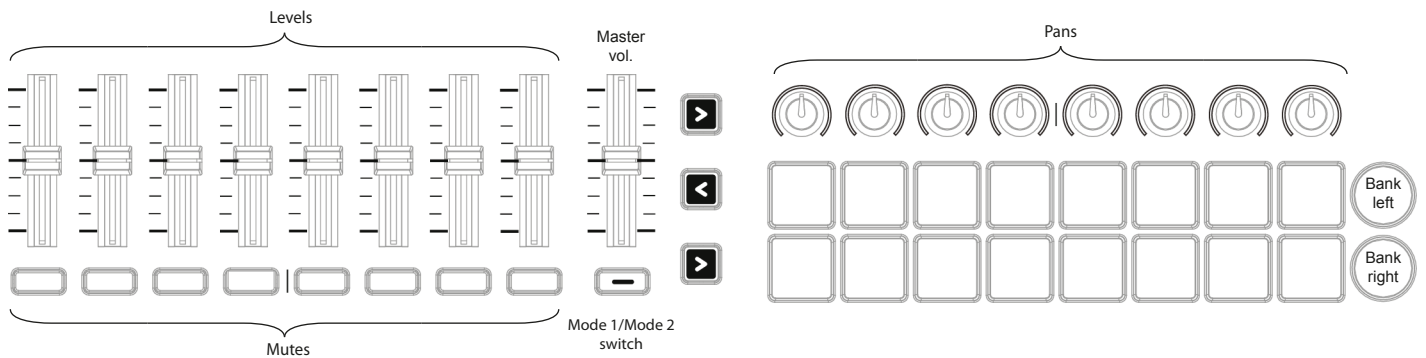
NN19 Digital Sampler



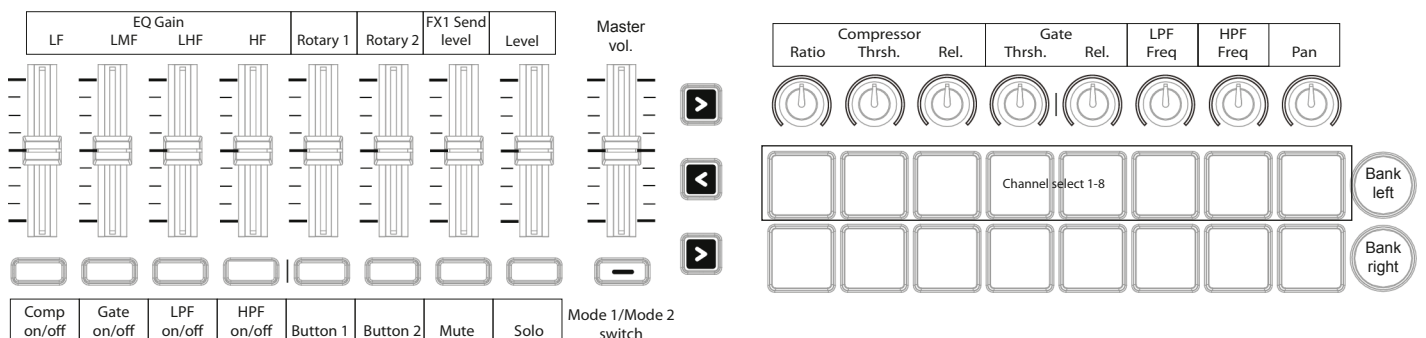
Reason/Record Document



Reason/Record Master Section - Mode 1



Reason/Record Master Section - Mode 2



Neptune Pitch Adjuster

Enabled	Low-freq input	Wide vibrato	Live mode	MIDI dest.	Transpose on/off	Pitch adj. on/off	Formant on/off
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Semi	Cent	Formant shift	Vibrato rate	Correct. speed	Preserve express.	Pitched signal	Voice synth
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Line 6 Bass Amp

Amp model Prev	Amp model Next	Cab model Prev	Cab model Next				
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Drive	Bass	Lo Mid	Hi Mid	Treble	Compressor On/off	Thresh.	
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Line 6 Guitar Amp

Amp model Prev	Amp model Next	Cab model Prev	Cab model Next				
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Drive	Bass	Mid	Treble	Presence	Wah On/off	Level	Vol. pedal
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ID8 Instrument Device

Param 1	Param 2	Sound A	Sound B	Sound C	Sound D		
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RPG-8 Monophonic Arpeggiator

Enabled	Single-note rep.	Sync	Pattern enable				
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Velocity/manual	Mode	Octave	Insert	Octave shift	Rate	Gate length	Pattern steps
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Matrix Pattern Sequencer

Run	Bank select	Pattern select	Resol.				
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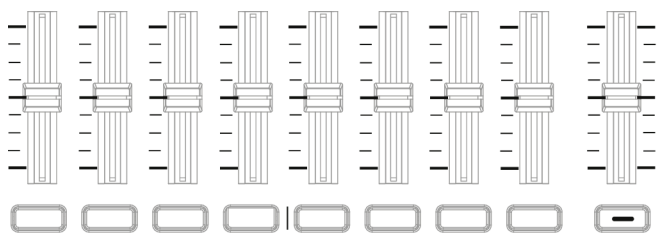
PEQ-2 Two Band Parametric EQ

Freq	Filter A		Freq	Filter B		On/off	Enabled
	Q	Gain		Q	Gain		

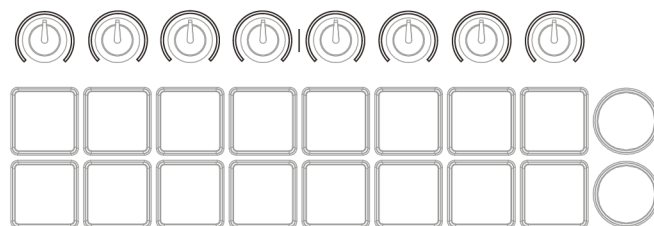
COMP-01 Compressor/Limiter

Ratio	Thrsh.	Attack	Release				Enabled
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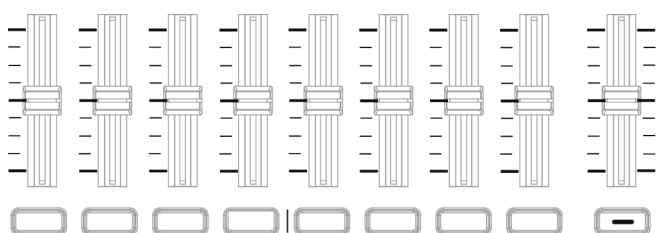
D-11 Foldback Distortion



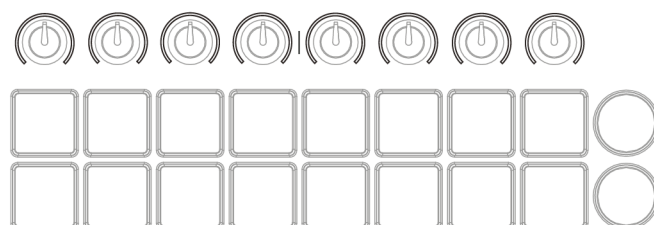
Amount	Foldback						Enabled
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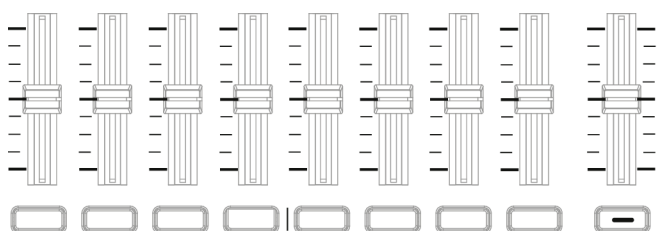
DDL-1 Digital Delay Line



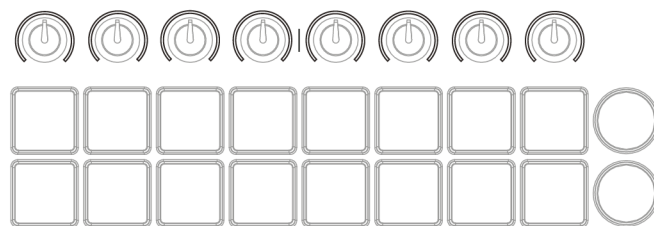
Delay (steps)	Delay (ms)	Unit	Step length	Fdback	Pan	Dry/wet	Enabled
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RV-7 Digital Reverb

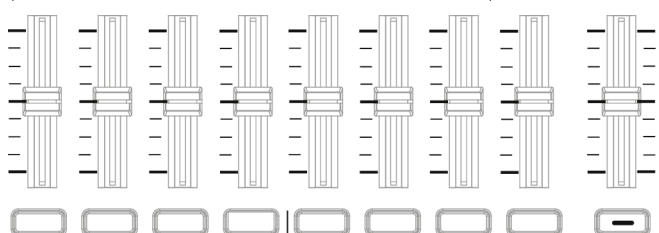


Size	Decay	Damping	Dry/wet	Algorithm			Enabled
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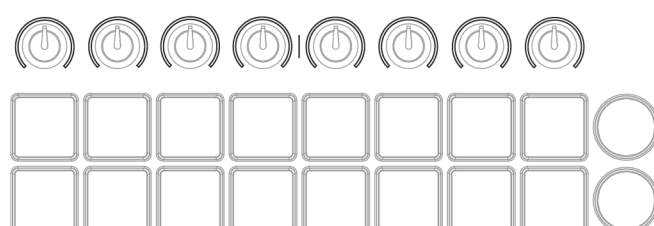


BV512 Digital Vocoder

Level 1-8/9-16/17-24/25-32



Band count	Attack	Decay	Shift	HF emphasis	Dry/wet	Hold	Enabled
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Chan bank
1-8/9-16/
17-24/25-32

Scream 4 Distortion

					Cut Lo	Cut Mid	Cut Hi
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					Damage on/off	Cut on/off	Body on/off
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Damage Control	Type	Param 1	Param 2	Res.	Scale	Body	Auto	Type
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RV7000 Advanced Reverb

Soft knobs 1-8

Decay	HF damp	Hi EQ	Dry/wet		Gate on/off	EQ on/off	Enabled
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MClass Maximizer

Soft clip amount	Soft clip enable	Input gain	Limiter enable	Attack speed	Release speed	Output gain	Enabled
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MClass Compressor

Thresh.	Soft knee	Ratio	Input gain	Attack	Release	Output gain	Enabled
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MClass Stereo Imager

Control interface for MClass Stereo Imager featuring 8 vertical faders, 8 horizontal buttons below them, and a master volume knob on the right. Three navigation buttons (right, left, right) are positioned to the right of the faders.

Low width	X-over freq	High width	Solo mode				Enabled
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Control interface for MClass Stereo Imager featuring 8 knobs in a top row, 8 square buttons in a middle row, and 8 square buttons in a bottom row. Two circular buttons are on the far right. Three navigation buttons (right, left, right) are positioned to the left of the knobs.

MClass Equalizer

Control interface for MClass Equalizer featuring 8 vertical faders, 8 horizontal buttons below them, and a master volume knob on the right. Three navigation buttons (right, left, right) are positioned to the right of the faders.

Low shelf Freq	Low shelf Gain	Param 1 Freq	Param 1 Gain	Param 2 Freq	Param 2 Gain	Hi shelf Freq	Hi shelf Gain
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Control interface for MClass Equalizer featuring 8 knobs in a top row, 8 square buttons in a middle row, and 8 square buttons in a bottom row. Two circular buttons are on the far right. Three navigation buttons (right, left, right) are positioned to the left of the knobs.

Enabled	Low cut enable	Low shelf enable	Param 1 enable	Param 2 enable	Hi shelf enable		
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Kong Drum Designer

Levels for drums 1-8/9-16

Control interface for Kong Drum Designer featuring 8 vertical faders, 8 horizontal buttons below them, and a master volume knob on the right. Three navigation buttons (right, left, right) are positioned to the right of the faders.

Mutes for drums 1-8/9-16

Drum bank 1-8/9-16

Per-drum controls

Pitch offset	Decay offset	Bus FX send	Aux 1 send	Aux 2 send	Tone	Pan	Level
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Control interface for Kong Drum Designer featuring 8 knobs in a top row, 8 square buttons in a middle row, and 8 square buttons in a bottom row. Two circular buttons (Prev patch, Next patch) are on the far right. Three navigation buttons (right, left, right) are positioned to the left of the knobs.

Redrum Drum Computer

Levels 1-8

Control interface for Redrum Drum Computer featuring 8 vertical faders, 8 horizontal buttons below them, and a master volume knob on the right. Three navigation buttons (right, left, right) are positioned to the right of the faders.

Mute/solo switch

Per-drum controls

Pan	Send 1 amount	Send 2 amount	Pitch	Length	Bank select	Pattern select	Run
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Control interface for Redrum Drum Computer featuring 8 knobs in a top row, 8 square buttons in a middle row, and 8 square buttons in a bottom row. Two circular buttons (Prev patch, Next patch) are on the far right. Three navigation buttons (right, left, right) are positioned to the left of the knobs.

ReGroove Mixer

Groove amounts for channels 1-8 on bank A/B/C/D

Groove ON for channels 1-8 on bank A/B/C/D

Drum banks A/B/C/D

Shuffle amounts for channels 1-8 on bank A/B/C/D

Pulverizer

Squash	Dirt	Filter freq	Peak	Tremor rate	Thrsh.	Follower Attack	Release	Vol.
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Enabled	Routing	Follower trig	Sync	Tremor spread
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Release	Tone	Filter mode	Tremor to freq	Tremor to wavef.	Follower to rate	Follower to freq	Blend
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Alligator

Frequency			Volume			Ducking	Dry vol.	Vol.
High pass	Band Pass	Low Pass	High pass	Band Pass	Low Pass			

Gate 1	Trigger Gate 2	Gate 3	Filter on			Pattern enable	Shuffle
High pass	Band Pass	Low Pass	High pass	Band Pass	Low Pass		

Resonance			Pan			Pattern	Dry pan
High pass	Band Pass	Low Pass	High pass	Band Pass	Low Pass		

NN-XT Advanced Sampler

Filter		Mod env decay	High-qual. interpol.	Attack	Amp env		Release
Freq	Res.				Decay	Release	

