QuNeo

Multi-Touch Pad Controller

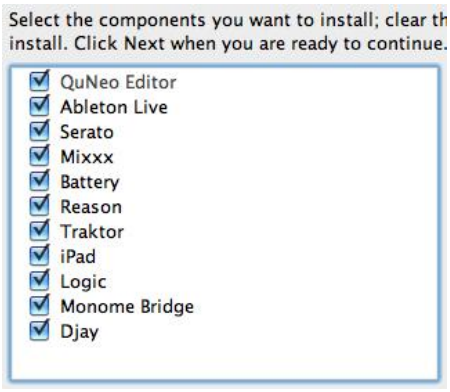
Keith McMillen INSTRUMENTS

Reason Template Quickstart Guide

QuNeo Version 1.2.3
July 2013

Our Reason Template consists of a MIDI mapping script and a Reason project file for Propellerhead's Reason. This template is to be used with QuNeo's factory preset number 13. This turns QuNeo into a full-fledged master keyboard controller.

To use the Reason Template you must have Reason installed on your computer (run Reason at least once before installing QuNeo software for smoothest installation experience). Go to http://www.propellerheads.se/products/reason/ to purchase or learn more about Reason.



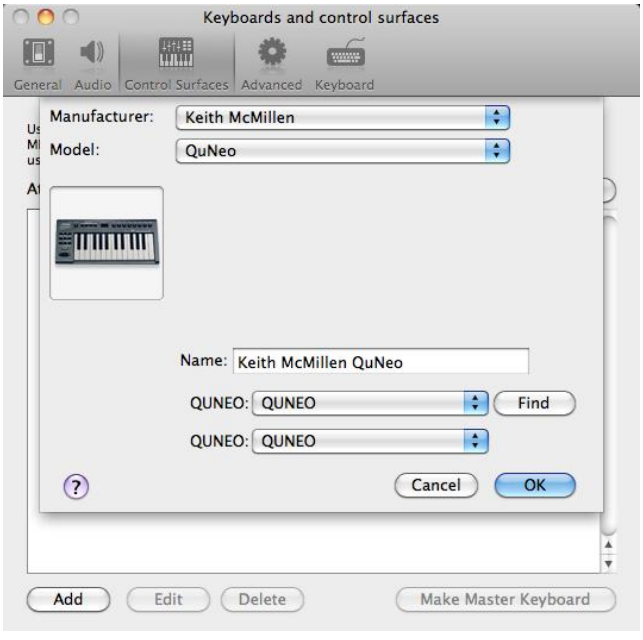
Our Reason MIDI mapping script and project file are included in the QuNeo Software Installer. When running the automatic QuNeo installer, make sure "Reason" is checked when prompted with the window on the right during the installation.

Note about **updating** the QuNeo Software: If you already have the Reason template installed and have made changes to it, then you should not check the Reason check box during installation. This will overwrite the existing Reason mapping files.

The MIDI mapping script will be installed to a specific location on your computer. See the Troubleshooting section below for information about where these files are installed.

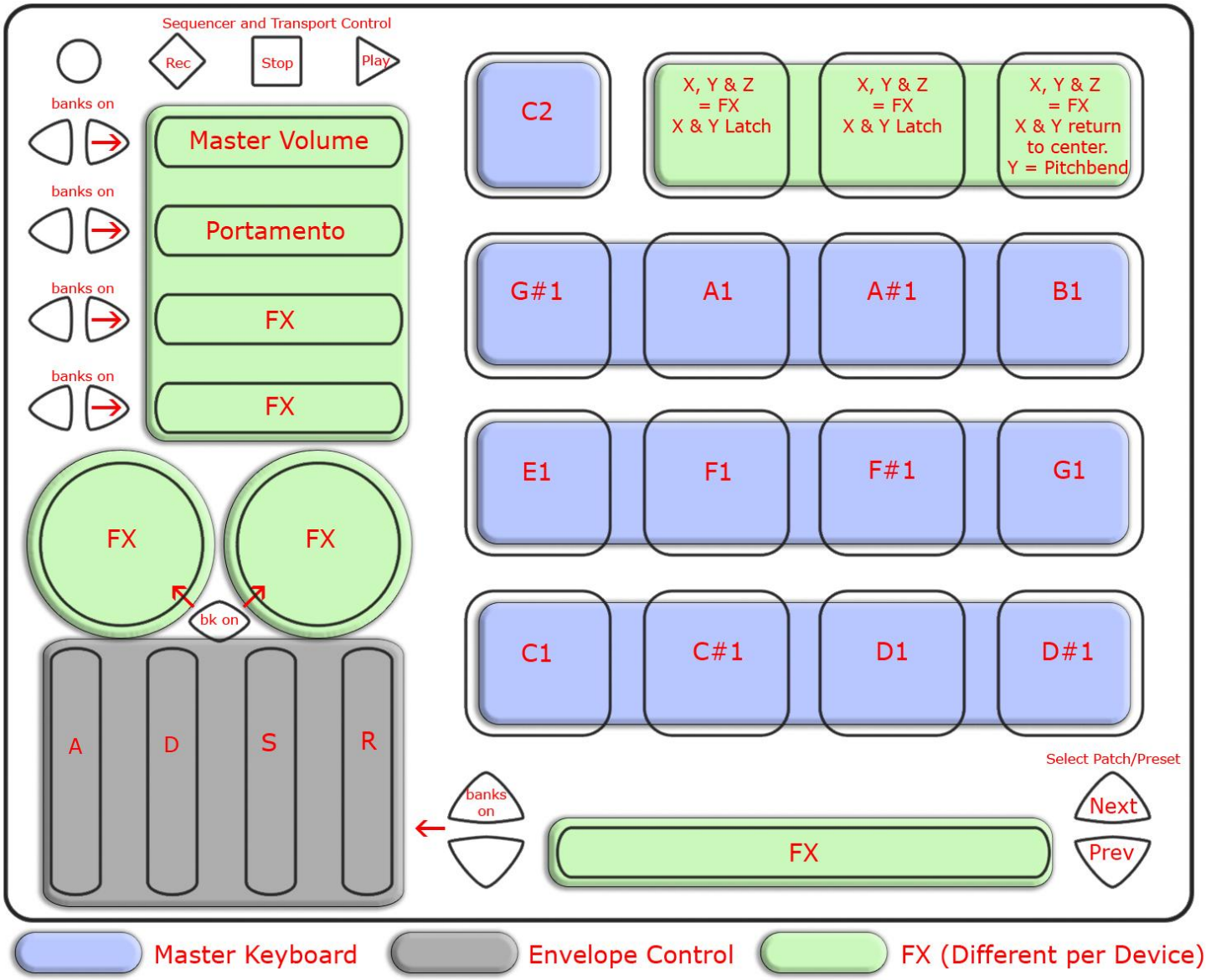
To use the Template:

1. Plug in your QuNeo and then launch Reason.
2. From the menu bar, go to "Reason" then "Preferences..." (**Mac**) or "Edit" then "Preferences" (**Windows**).
3. Click the "Keyboards and Control Surfaces" tab.
4. Click the "Add" button and in the "Manufacturer" menu, select "Keith McMillen". The "Model" menu should default to "QuNeo".
5. At the bottom of this window there are 2 menus for selecting the input and output ports. Set both of these menus to "QUNEO" 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.
7. Now select Factory Preset 13 on your QuNeo and start playing.



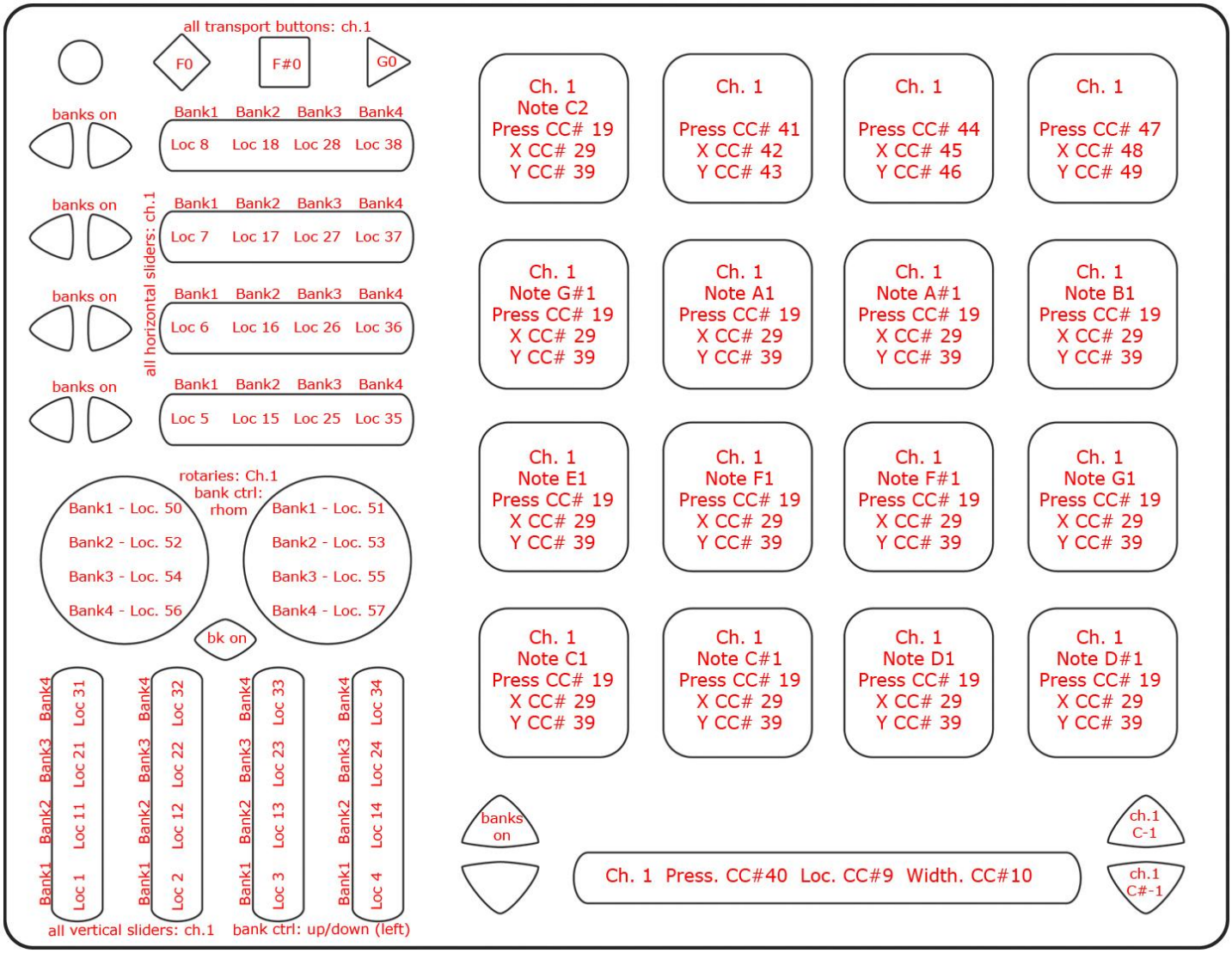
How the Template works:

Below is an image showing how Reason is mapped to each control on the QuNeo in Factory Preset #13:



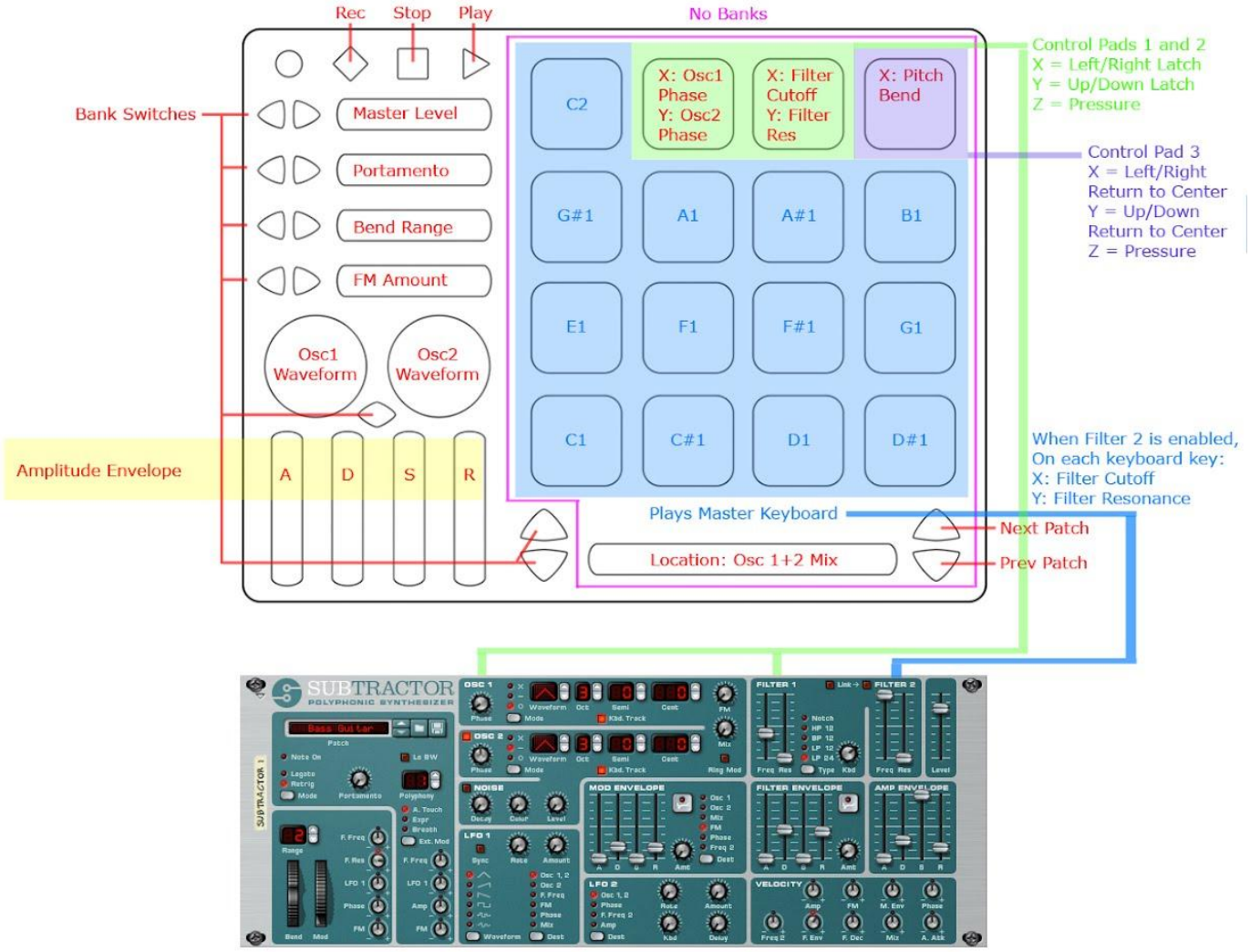
MIDI Output diagram for QuNeo preset 13:

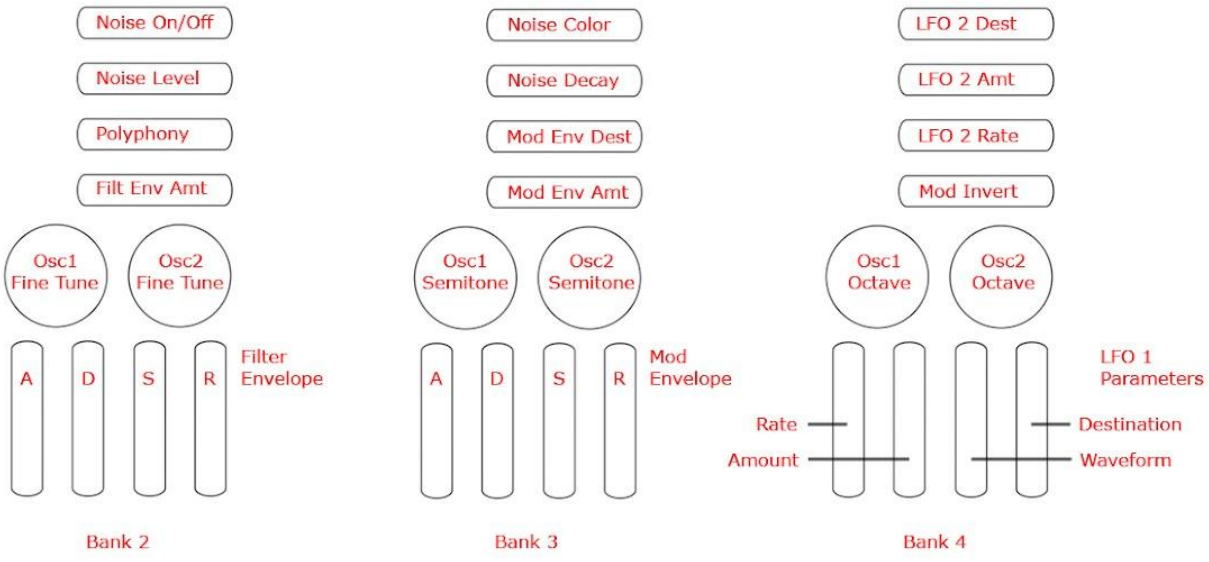
This image shows what MIDI data will output for each sensor in the "Reason" preset. In this preset the Pads use Drum Mode. Banks are enabled for the Horizontal Sliders, the Vertical Sliders, and the Rotaries. Rotaries are set to use Location instead of Direction. Pass Thru Widths for the rotaries are set to 127. X/Y sources on the Pads are set to latch on all Pads except Pad 16, which is set to return to 63. Velocity response is enabled for the Pads and fixed at 127 for the Buttons.



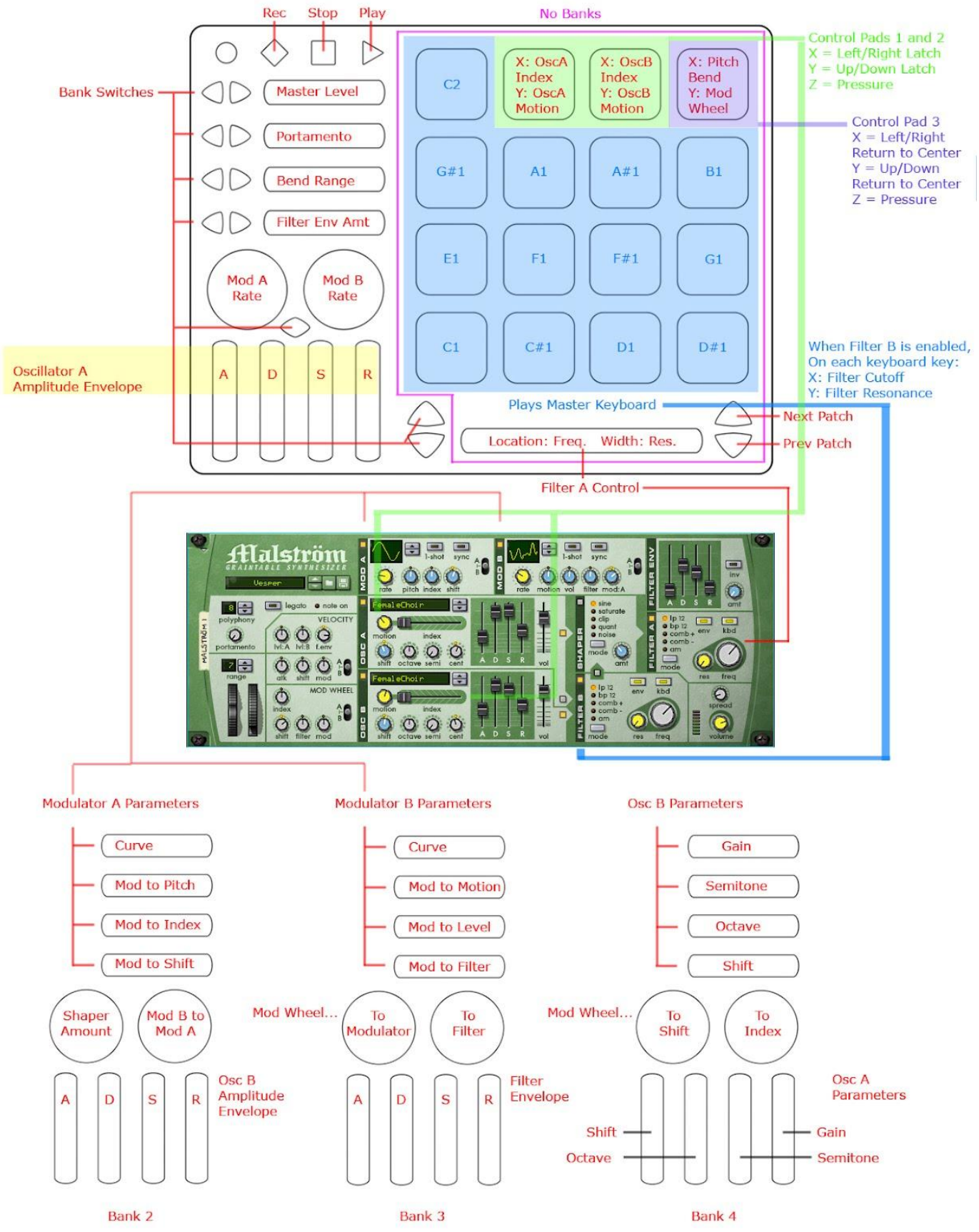
How QuNeo preset 13 works with various Reason devices:

Subtractor:

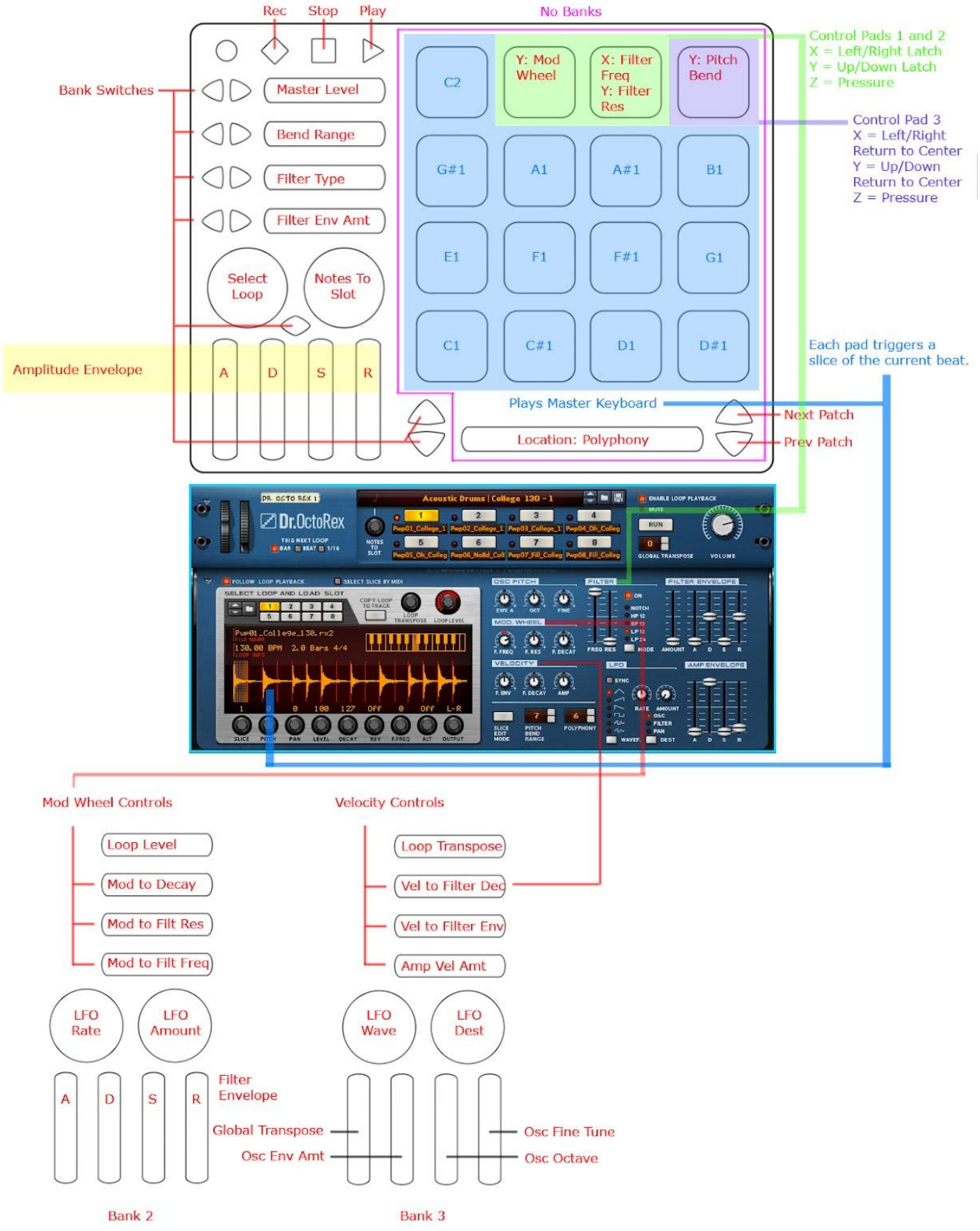




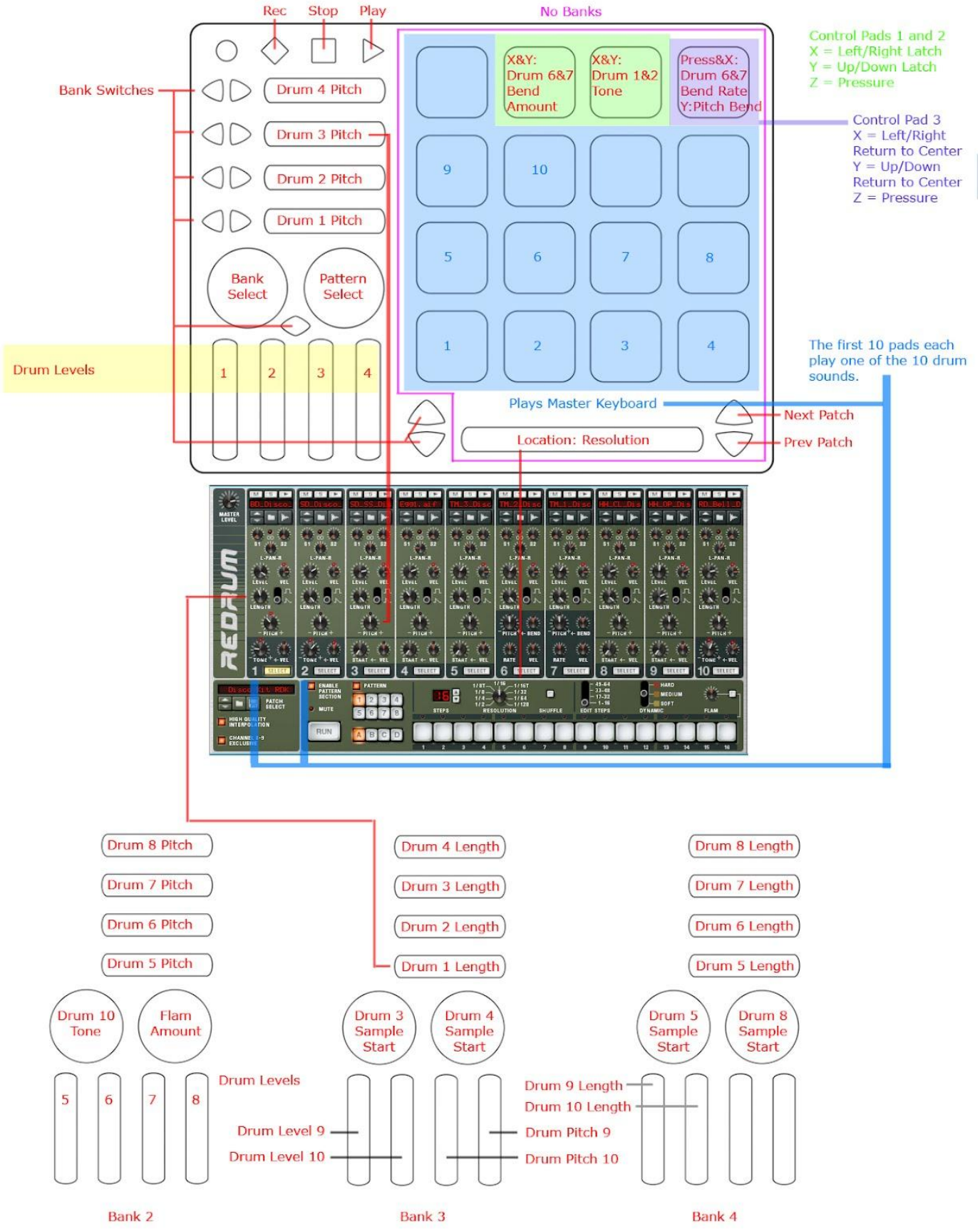
Maelstrom:


Rec
Stop
Play
No Banks
Bank Switches
Master Level
Portamento
Bend Range
Filter Env Amt
Mod A Rate
Mod B Rate
Oscillator A Amplitude Envelope
A
D
S
R
C2
X: OscA Index Y: OscA Motion
X: OscB Index Y: OscB Motion
X: Pitch Bend Y: Mod Wheel
G#1
A1
A#1
B1
E1
F1
F#1
G1
C1
C#1
D1
D#1
Control Pads 1 and 2
X = Left/Right Latch
Y = Up/Down Latch
Z = Pressure
Control Pad 3
X = Left/Right
Return to Center
Y = Up/Down
Return to Center
Z = Pressure
When Filter B is enabled,
On each keyboard key:
X: Filter Cutoff
Y: Filter Resonance
Plays Master Keyboard
Next Patch
Prev Patch
Location: Freq. Width: Res.
Filter A Control
Modulator A Parameters
Curve
Mod to Pitch
Mod to Index
Mod to Shift
Modulator B Parameters
Curve
Mod to Motion
Mod to Level
Mod to Filter
Osc B Parameters
Gain
Semitone
Octave
Shift
Shaper Amount
Mod B to Mod A
A
D
S
R
Osc B Amplitude Envelope
Mod Wheel...
To Modulator
To Filter
A
D
S
R
Filter Envelope
Mod Wheel...
To Shift
To Index
Shift
Octave
Gain
Semitone
Osc A Parameters
Bank 2
Bank 3
Bank 4

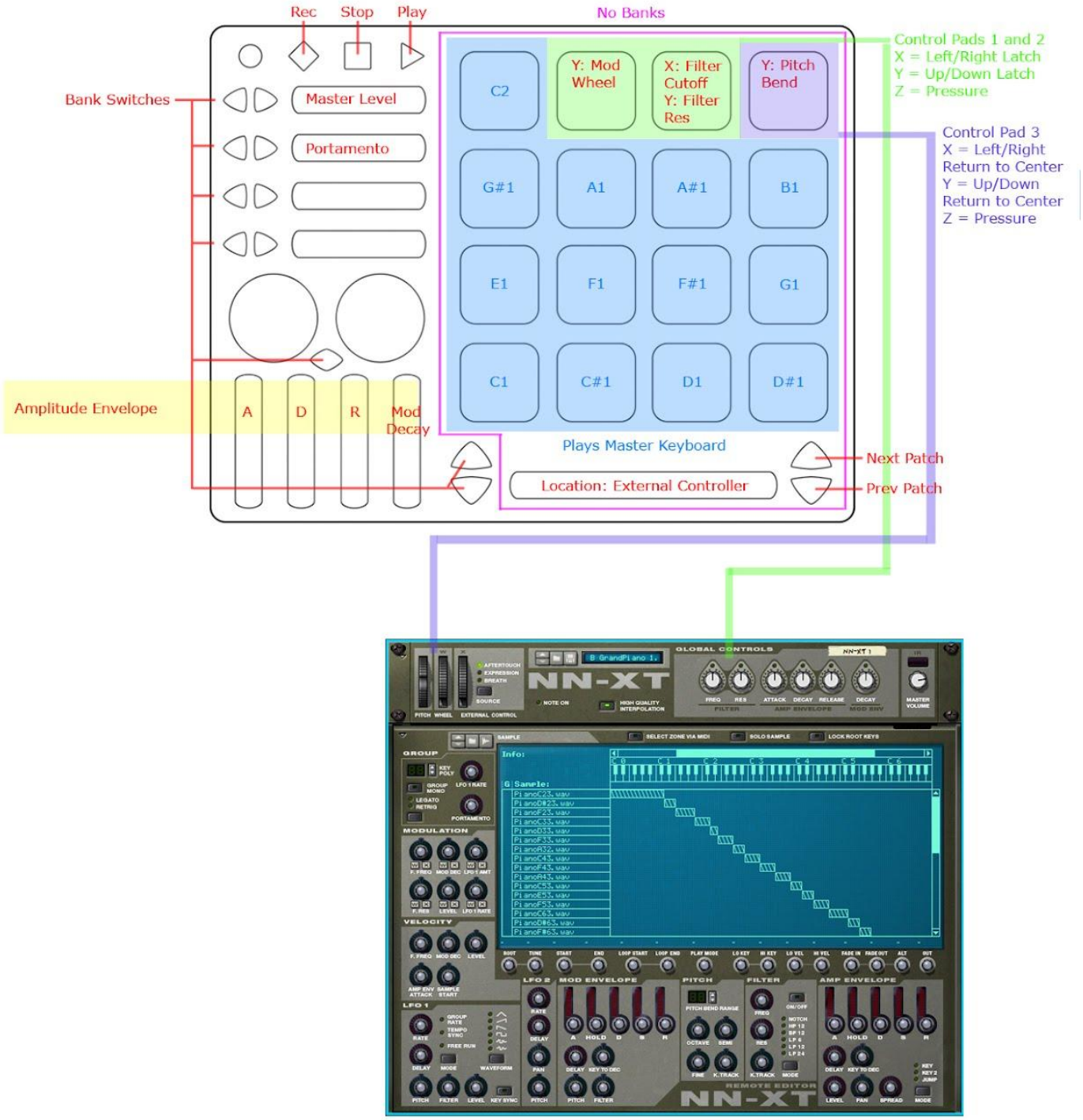
Dr. Rex:


Rec
Stop
Play
No Banks
Bank Switches
Master Level
Bend Range
Filter Type
Filter Env Amt
Select Loop
Notes To Slot
Amplitude Envelope
A
D
S
R
C2
Y: Mod Wheel
X: Filter Freq
Y: Filter Res
Y: Pitch Bend
G#1
A1
A#1
B1
E1
F1
F#1
G1
C1
C#1
D1
D#1
Control Pads 1 and 2
X = Left/Right Latch
Y = Up/Down Latch
Z = Pressure
Control Pad 3
X = Left/Right
Return to Center
Y = Up/Down
Return to Center
Z = Pressure
Each pad triggers a slice of the current beat.
Plays Master Keyboard
Location: Polyphony
Next Patch
Prev Patch
Dr.OctoRex
Acoustic Drums | College 130 - 1
Mod Wheel Controls
Loop Level
Mod to Decay
Mod to Filt Res
Mod to Filt Freq
Velocity Controls
Loop Transpose
Vel to Filter Dec
Vel to Filter Env
Amp Vel Amt
LFO Rate
LFO Amount
LFO Wave
LFO Dest
A
D
S
R
Filter Envelope
Global Transpose
Osc Env Amt
Osc Fine Tune
Osc Octave
Bank 2
Bank 3

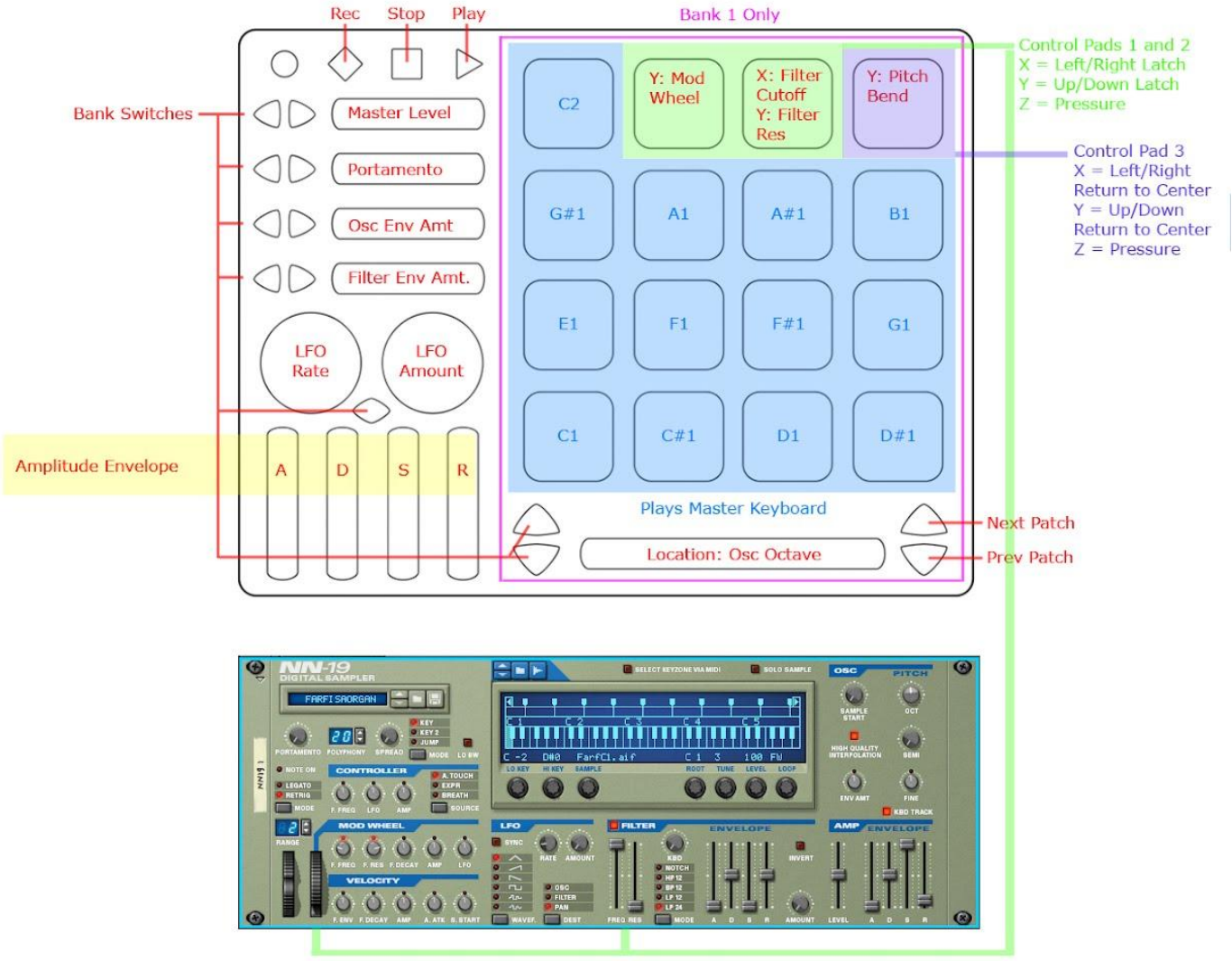
Redrum:


Rec
Stop
Play
No Banks
Bank Switches
Drum 4 Pitch
Drum 3 Pitch
Drum 2 Pitch
Drum 1 Pitch
Bank Select
Pattern Select
Drum Levels
X&Y: Drum 6&7 Bend Amount
X&Y: Drum 1&2 Tone
Press&X: Drum 6&7 Bend Rate
Y:Pitch Bend
Control Pads 1 and 2
X = Left/Right Latch
Y = Up/Down Latch
Z = Pressure
Control Pad 3
X = Left/Right
Return to Center
Y = Up/Down
Return to Center
Z = Pressure
The first 10 pads each play one of the 10 drum sounds.
Plays Master Keyboard
Next Patch
Prev Patch
Location: Resolution
Drum 8 Pitch
Drum 7 Pitch
Drum 6 Pitch
Drum 5 Pitch
Drum 4 Length
Drum 3 Length
Drum 2 Length
Drum 1 Length
Drum 8 Length
Drum 7 Length
Drum 6 Length
Drum 5 Length
Drum 10 Tone
Flam Amount
Drum 3 Sample Start
Drum 4 Sample Start
Drum 5 Sample Start
Drum 8 Sample Start
Drum Levels
Drum Level 9
Drum Level 10
Drum Pitch 9
Drum Pitch 10
Drum 9 Length
Drum 10 Length
Bank 2
Bank 3
Bank 4

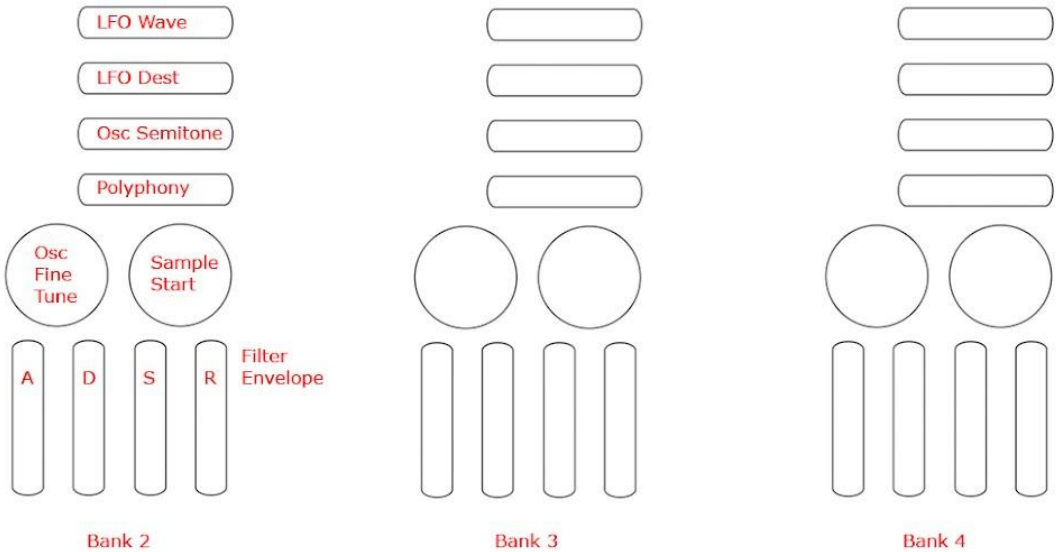
NNXT:


Rec
Stop
Play
No Banks
Bank Switches
Master Level
Portamento
C2
Y: Mod Wheel
X: Filter Cutoff
Y: Filter Res
Y: Pitch Bend
G#1
A1
A#1
B1
E1
F1
F#1
G1
C1
C#1
D1
D#1
Control Pads 1 and 2
X = Left/Right Latch
Y = Up/Down Latch
Z = Pressure
Control Pad 3
X = Left/Right
Return to Center
Y = Up/Down
Return to Center
Z = Pressure
Amplitude Envelope
A
D
R
Mod Decay
Plays Master Keyboard
Location: External Controller
Next Patch
Prev Patch
NN-XT
GLOBAL CONTROLS
MODULATION
VELOCITY
LFO 1
LFO 2
MOD ENVELOPE
PITCH
FILTER
AMP ENVELOPE

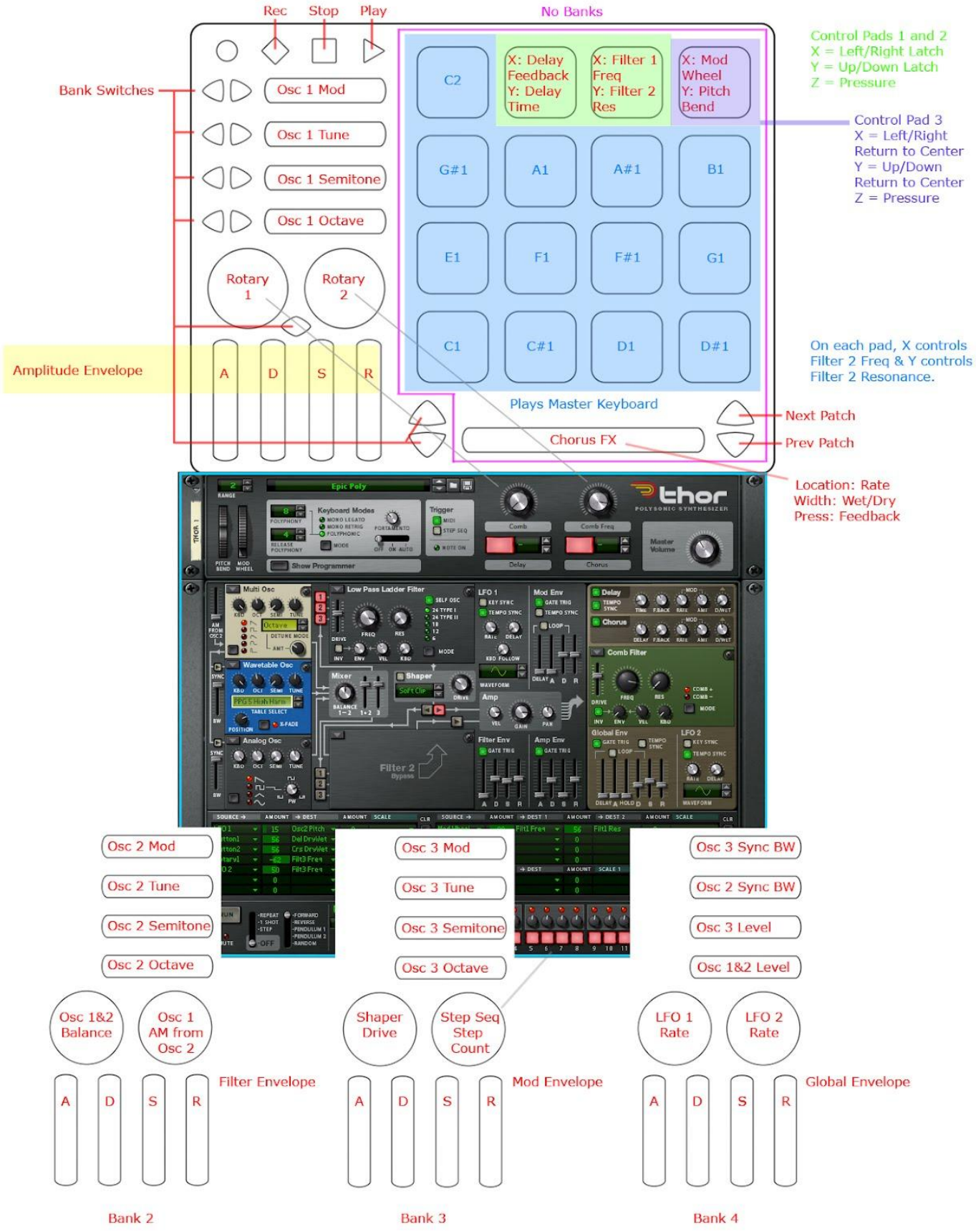
NN19:


Rec
Stop
Play
Bank 1 Only
Control Pads 1 and 2
X = Left/Right Latch
Y = Up/Down Latch
Z = Pressure
Bank Switches
Master Level
Portamento
Osc Env Amt
Filter Env Amt.
C2
Y: Mod Wheel
X: Filter Cutoff
Y: Filter Res
Y: Pitch Bend
Control Pad 3
X = Left/Right
Return to Center
Y = Up/Down
Return to Center
Z = Pressure
G#1
A1
A#1
B1
E1
F1
F#1
G1
C1
C#1
D1
D#1
LFO Rate
LFO Amount
Amplitude Envelope
A
D
S
R
Plays Master Keyboard
Next Patch
Location: Osc Octave
Prev Patch

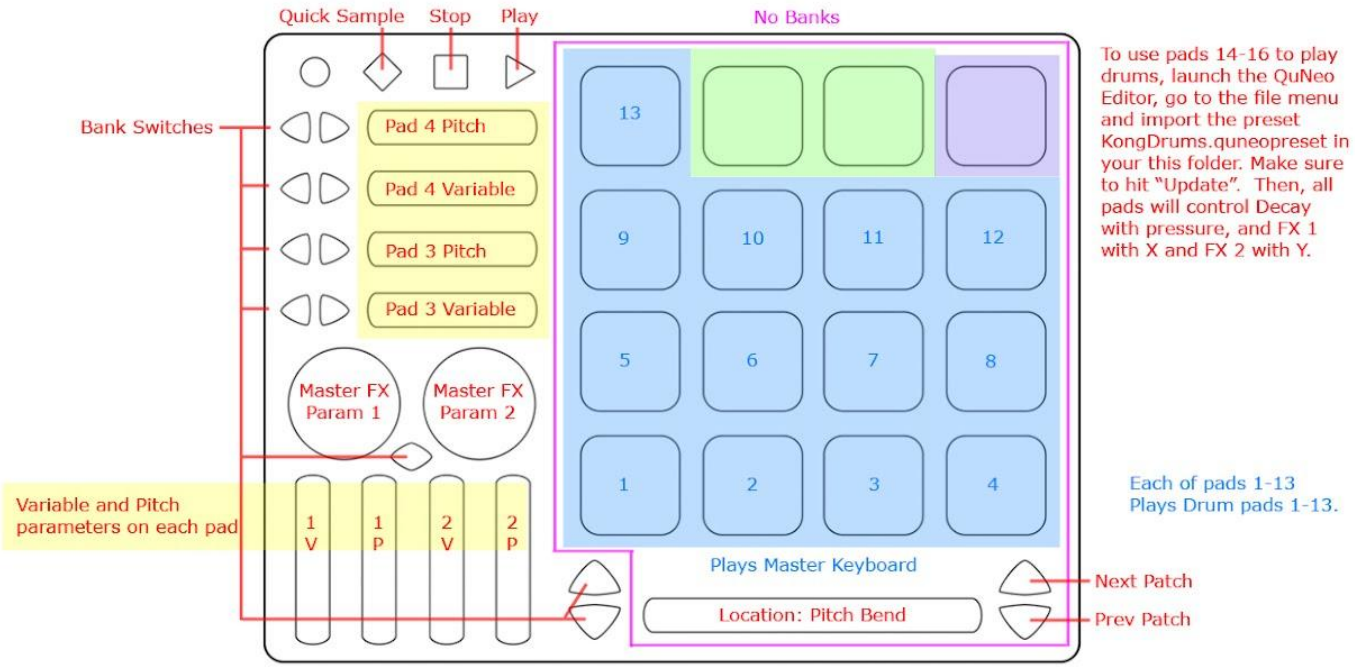
NN-19
DIGITAL SAMPLER
FARFISAORGAN
CONTROLLER
MOD WHEEL
VELOCITY
LFO
FILTER
ENVELOPE
OSC
PITCH

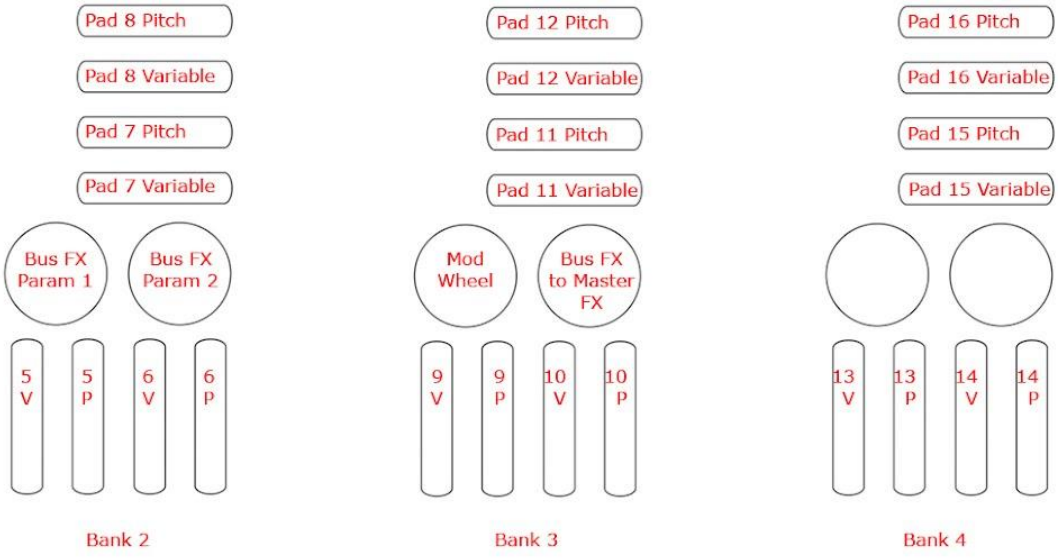

LFO Wave
LFO Dest
Osc Semitone
Polyphony
Osc Fine Tune
Sample Start
A
D
S
R
Filter Envelope
Bank 2
Bank 3
Bank 4

Thor:

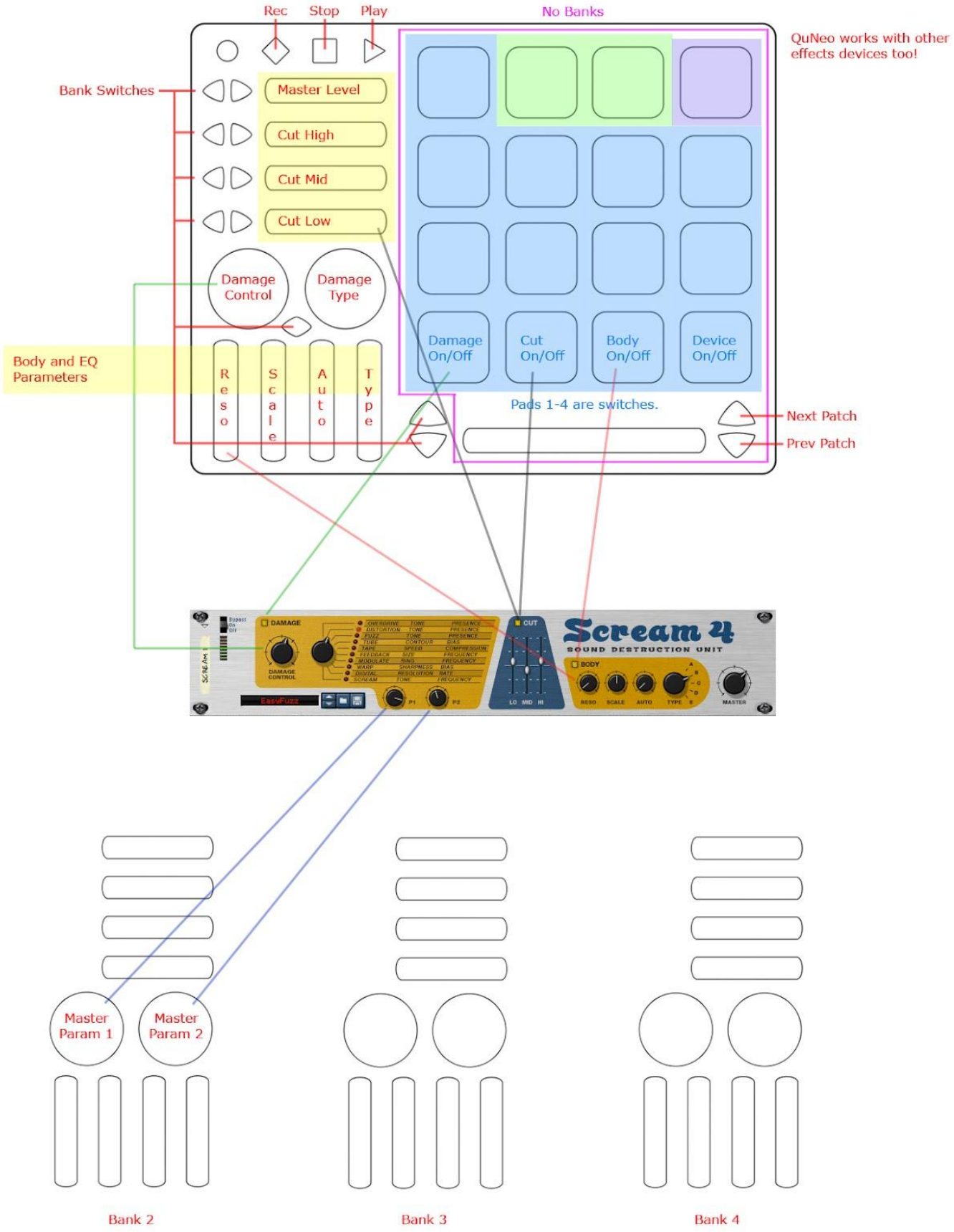

Rec
Stop
Play
No Banks
Bank Switches
Osc 1 Mod
Osc 1 Tune
Osc 1 Semitone
Osc 1 Octave
Rotary 1
Rotary 2
Amplitude Envelope
A
D
S
R
C2
X: Delay Feedback
Y: Delay Time
X: Filter 1 Freq
Y: Filter 2 Res
X: Mod Wheel
Y: Pitch Bend
G#1
A1
A#1
B1
E1
F1
F#1
G1
C1
C#1
D1
D#1
Plays Master Keyboard
Chorus FX
Next Patch
Prev Patch
Control Pads 1 and 2
X = Left/Right Latch
Y = Up/Down Latch
Z = Pressure
Control Pad 3
X = Left/Right
Return to Center
Y = Up/Down
Return to Center
Z = Pressure
On each pad, X controls
Filter 2 Freq & Y controls
Filter 2 Resonance.
Location: Rate
Width: Wet/Dry
Press: Feedback
Osc 2 Mod
Osc 2 Tune
Osc 2 Semitone
Osc 2 Octave
Osc 3 Mod
Osc 3 Tune
Osc 3 Semitone
Osc 3 Octave
Osc 3 Sync BW
Osc 2 Sync BW
Osc 3 Level
Osc 1&2 Level
Osc 1&2 Balance
Osc 1 AM from Osc 2
Filter Envelope
A
D
S
R
Shaper Drive
Step Seq Step Count
Mod Envelope
A
D
S
R
LFO 1 Rate
LFO 2 Rate
Global Envelope
A
D
S
R
Bank 2
Bank 3
Bank 4

Kong Drum Designer:





Scream Distortion:



TROUBLESHOOTING:

If you can't find the "KMI QuNeo" preset in Reason's preferences...

Mac:
Go to your QuNeo installation directory and within that, go to "Software Templates/Reason 1.0/Installation Files". There will be a "RemoteMap" and a "RemoteCodec" folder. Follow these steps to manually place them:

1. First go into the "RemoteMap" folder.
2. Copy the folder "KMI" and paste it to the following directory: "/Library/Application Support/Propellerhead Software/Remote/Codecs/Lua Codecs/"
3. Next go back to the "RemoteCodec" folder to copy the "KMI" folder and paste it into the following directory: "/Library/Application Support/Propellerhead Software/Remote/Maps/"

Windows:
Go to your QuNeo installation directory and within that, go to "Software Templates/Reason 1.0/Installation Files". There will be a "RemoteMap" and a "RemoteCodec" folder. Follow these steps to manually place these to the correct locations:

1. First go into the "RemoteMap" folder.
2. Copy the folder "KMI" and paste it into the following directory:
    a. On **Windows XP**: "C:/Documents and settings/All Users/Application Data/Propellerhead Software/Remote/Maps/"
    b. On **Windows 7**: "C:/Program Data/Propellerhead Software/Remote/Maps/"
3. Next go back to the "RemoteCodec" folder to copy the "KMI" folder and paste it into the following directory:
    a. On **Windows XP**: "C:/Documents and settings/All Users/Application Data/Propellerhead Software/Remote/Codecs/Lua Codecs/"
    b. On **Windows 7**: "C:/Program Data/Propellerhead Software/Remote/Codecs/Lua Codecs/"

Note to Windows 7 users: The "Program Data" folder is hidden. If you need to find it go to "Control Panel", and then to "Appearance and Personalization". Find "Folder Options" and click on where it says "Show hidden files and folders". A window will pop up. Under the "Hidden files and folders" label, click "Show hidden files, folders, and drives". Now press apply and you should be able to find the "Program Data" folder. After copying the installation files into their proper locations you go back to Folder Options and click "Don't show hidden files, folders, or drives".