



IMPACT
GXP 49 | 61 | 88

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Thank you for buying the Nektar Impact GXP controller keyboard.

The Impact GXP controllers are available in 49, 61 and 88 note versions and come with setup software for many of the most popular DAWs. This means, that the setup work for supported DAWs has largely been done and you can focus on expanding your creative horizon with your new controller. The Nektar DAW support adds functionality that makes the user experience more transparent when you combine the power of your computer with Nektar Impact GXP.

You also get a full version of Bitwig 8-Track software, which of course features Impact GXP integration.

In addition, the Impact GXP range allows for complete user configurable MIDI control. So if you prefer to create your own setups, you can do that, too.

We hope you will enjoy playing, using and being creative with Impact GXP as much as we have enjoyed creating it.

Box Content

Your Impact GXP box contains the following items:

- The Impact GXP Controller keyboard (49, 61 or 88 note version)
- Printed Guide
- A standard USB cable

If any of the items above are missing, please let us know via email: stuffmissing@nektartech.com

Impact GXP Features

- 49, 61 or 88-note full-sized velocity sensitive keyboard
- Keyboard AfterTouch
- Pitch Bend and Modulation Wheels
- Octave up/down buttons with LED indicators
- Transpose up/down buttons with LED indicators. Assignable to other functions
- 7 transport buttons for DAW integration or MIDI assignable
- Shift button activate transport buttons secondary level for a total of 14 accessible buttons
- 1 MIDI assignable potentiometer
- Note Repeat button with LED tempo indicator
- Note Repeat Function button
- 14 RGB LED buttons for MIDI, note repeat and Nektarine features
- 1 push encoder for note repeat tempo control and Nektarine features
- Power on/off switch
- 9v DC power supply socket (optional)
- USB port and USB bus powered
- MIDI Output jack
- 1/4" TRS jack Foot Switch socket for connection of 2 foot switches
- 1/4" TRS jack expression pedal socket
- Nektar DAW support integration
- Nektarine plugin control software included

Minimum System Requirements

As a USB class compliant device, Impact GXP can be used from Windows XP or higher and any version of Mac OS X.

The DAW integration files can be installed on Windows Vista/7/8 /10 or higher and Mac OS X 10.7 or higher.

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Connection & Power

Expression Pedal (EXP)

1/4" TRS jack for connecting a foot switch pedal (not included). The socket controls sustain by default and polarity is automatically detected on power up. Connect a TRS Y-splitter cable to operate two foot switch pedals at the same time.

External DC Power Supply Connector

- Power supply socket (not needed when powered via USB)
- 9V / 600mA, center positive
- 2.1mm barrel connector
- (PSU optional)

MIDI Output Jack

Connect external MIDI equipment. Can be used as USB MIDI interface or for direct MIDI control.

Power On/Off Switch



Footswitch sockets 1&2 (FS)

1/4" TRS jack for connecting a foot switch pedal (not included). The socket controls sustain by default and polarity is automatically detected on power up. Connect a TRS to TS Y-splitter cable to operate two foot switch pedals at the same time.

USB Connector

Connect to USB host/computer. Unit powered via USB.

Kensington Lock

Power On and Get Started

The Impact GXP49 is USB Class compliant. This means there is no driver to install, to get the keyboard set up with your computer. Impact GXP49 uses the built-in USB MIDI driver which is already part of operating systems such as Windows, OS X and iOS (via the optional camera connection kit). On Linux you may need to install a MIDI package such as JACK.

This makes the first steps simple:

- Locate the included USB cable and plug one end in to your computer and the other in to your Impact GXP49.
- If you want to connect a foot switch to control sustain, plug it in to the 1/4" jack socket on the back of the keyboard.
- Set the power switch on the back of the unit to On.



DAW, Nektarine & MIDI Control

GXP can be used to control a Digital Audio Workstation (DAW), MIDI hardware devices or the included Nektarine plugin control software.

With GXP, the process is as easy as it can be but some setup is required.

Nektar DAW Integration & Nektarine Downloads

If your DAW is supported with Nektar DAW integration software, you'll need to first create a user account on our website and subsequently register your product to gain access to the downloadable files applicable to your product.

Start by creating a Nektar user account here: www.nektartech.com/registration

Next follow the instructions given, to register your product and finally download the package applicable to your DAW as well as the Nektarine installer

IMPORTANT: Make sure to read the installation instructions in the PDF guide included with your download package to ensure you don't miss an important step.

Cubase LE & Retrologue 2 Bundle - A Great Starting Point

After registering your Impact GXP you'll be able to claim a free bundle license for Steinberg's Cubase LE DAW and Retrologue 2 VST3/AU plugin. Even if you already own a DAW, it's worth it claiming the license to get your hands on the Retrologue 2 synth.

Check the instructions in MY ACCOUNT, after registering your product.

Note: Only applicable to owners of Impact GXP purchased new. Only new units quality (pre-owned/second hand units do not).

Using Impact GXP as a Generic USB MIDI Controller

Impact GXP works as a generic MIDI controller straight out of the box. Connect MIDI instruments directly to the MIDI output will allow you to play straight away. For control of your hardware, the GXP potentiometer sends MIDI cc7 to control volume and the RGB buttons send program messages 1-10.

To get the most out of your setup you may need to customize the GXP setup, which can all be done in the Setup menu.

The Impact GXP features a semi-weighted velocity sensitive keyboard so you can play expressively with the instrument. GXP has 5 different keyboard velocity curves and 3 fixed velocity levels to choose between, depending on how sensitive and dynamic you want the Impact GXP keyboard to play.

We recommend you spend a little time playing with the default velocity curve and then determine if you need more or less sensitivity. You can learn more about velocity curves, and how to select them, in the “Setup” section.

Octave Buttons

To the left of the keyboard you find the Octave buttons (Oct Down/Oct Up).

- With each press, the left Octave button will shift the keyboard down one octave.
- The right Octave button will similarly shift the keyboard up 1 octave at a time, when pressed.
- Pressing both Octave buttons at the same time resets the setting to 0.

The maximum you can shift the keyboard depends on the amount of keys on your GXP but each mod range of 127 notes.

The below chart shows you the color coding for each octave setting.



Octave	Color	Octave	Color
0	[Oct Down]+[Oct Up] both illuminated	+1	[Oct Up] illuminated orange
-1	[Oct Down] illuminated orange	+2	[Oct Up] illuminated green
-2	[Oct Down] illuminated green	+3	[Oct Up] illuminated red (GXP49/61 only)
-3	[Oct Down] illuminated red (GXP49/61 only)	+4	[Oct Up] illuminated yellow (GXP49 only)

Transpose Buttons

The Transpose buttons are located to the right of the Octave buttons. They work the same way:

- The left Transpose button transposes the keyboard down one semi-tone with each press.
- The right Transpose button will similarly transpose the keyboard up 1 semi-tone at a time, when pressed.
- Pressing both Transpose buttons at the same time resets the transpose setting to 0 (only if transpose is assigned).

You can transpose the keyboard +/- 12 semi-tones. The Transpose buttons can also be assigned to control additional functions. Check the Setup section of this guide for more details.

Pitch Bend and Modulation Wheels

By default, the two wheels below the Octave and Transpose buttons are used for Pitch bend and Modulation.

The Pitch bend wheel is spring-loaded and automatically reverts to its center position upon release. It's ideal for bending notes when you are playing phrases that require this kind of articulation. The bend range is determined by the receiving instrument.

The Modulation wheel can be freely positioned and is programmed to control modulation by default. In addition, the Modulation Wheel is MIDI assignable with settings stored over power cycling. So the settings are retained when you switch the unit off.

AfterTouch

When you play keys on the keyboard and apply pressure, the keyboard sends out AfterTouch, also called Channel Pressure. AfterTouch can be used for additional articulation control as well as creating interesting effects.

The receiving instrument needs to be set up to respond to AfterTouch but GXP AfterTouch can also be programmed to send standard MIDI cc messages which most devices will respond to.

Transport Buttons and Potentiometer

The Transport and navigation buttons are located above the Octave and Transpose buttons. The buttons are used for DAW control in conjunction with the Impact GXP DAW integration files. If you plan to use your Impact GXP with a supported DAW, make sure to download the files you need, by first creating a Nektar user account as described on page 4. Once you have downloaded the package applicable to your DAW, make sure to read the included PDF guide which describes how to set it up and how it all works.

Assignable MIDI buttons (14)

The Transport/Navigation buttons can be used as generic MIDI buttons when no Nektar DAW integration is present. There are 7 buttons, each with a transport function icon and each able to send a MIDI message when pressed.

Pressing the top left button activates a secondary level of button assignments, providing another 7 MIDI assignments, which means you can have quick access to 14 MIDI buttons in total.

You can use the default MIDI assignments for MIDI learn immediately, or each can be programmed as needed. To program the buttons with your own MIDI messages, access the Setup menu as explained on page 7.



Potentiometer

The potentiometer can be assigned to any MIDI cc message, and is by default assigned to send MIDI cc 7 (volume). To change the assignment, access the Setup menu as explained on page 7.

The two LEDs below the potentiometer are only used with Nektar DAW integration.

Impact GXP is equipped with a note repeat function that can help create interesting musical parts or add steady rhythm to a performance. With Repeat on, every note you play will be repeated based on parameters described in this section.

- To switch Repeat on/off, press the [On] button. Repeat is on when the button blinks in time with the tempo.

Tempo & Sync

Tempo can be set between 30 and 240 BPM when Repeat sync is set to internal clock.



- Turn the [Data/Tempo] encoder until the Repeat [On] LED illuminates at the tempo you want.
- To enter a specific tempo value, press and hold the [Data/Tempo] encoder. The LED buttons show the current tempo 1 digit at a time. Wait until complete.
- Enter the desired 3 digit tempo value using the numerical LED buttons. Enter values below 100 prefixed 0. The entered tempo is set when [Data/Tempo] is released.

If Repeat is sync'd to MIDI clock, tempo can only be set on the master clock device (such as a DAW or MIDI equipment sending MIDI clock). Impact GXP automatically detect if MIDI clock is received and change the sync option from Internal to MIDI clock. You can set it to only respond to Internal clock or MIDI clock in the Setup menu.

Repeat Functions

Press the [Func] button to activate the Repeat Functions. The RGB LED buttons 1-0 are now operating the repeat functions as indicated by the silk screen printing.



Repeat Rate

- Press buttons 1-5 to select repeat rates 1/4, 1/8, 1/16, 1/32 and 1/64.
- To select triplets press the 2 repeat rate buttons that you want the triplet value between. For example if you want 1/4T, press [1 - 1/4]+[2 - 1/8].

AfterTouch>Velocity (Aft>Vel)

This function allows control of repeated notes velocity with the Impact GXP AfterTouch control element. When Repeat is active and this function is on, the GXP AfterTouch assignment is no longer sent. The feature is particularly useful when playing sustaining notes.

- Press [6 - Aft>Vel] to switch on/off.

Modulation Wheel>Velocity (Mod>Vel)

Works similarly to AfterTouch>Velocity but uses the modulation wheel to control velocity of repeated notes. The modulation wheel's control assignment is not active while Modulation Wheel>Velocity and Repeat is active.

- Press [7 - Mod>Vel] to switch on/off.

Accent Velocity (Acc)

An accent plays a repeated note at it's played velocity + accent velocity. The Accent Velocity range is set from -50 to +50 in increments of 10. When set to 0, the accent has no effect on velocity.

- Press [8 - Acc] to activate. LED buttons 1-5, 8 and 0 now blink and are illuminated yellow. The currently selected Accent Velocity is illuminated full yellow.
- Press [1-5] to set the accent velocity from +10 to +50 as follows: [1]=+10, [2]=+20, [3]=+30 and [4]=+40 .
- To set a negative Accent Velocity value, press and hold [0]+[1-5]. Example: [5]=+50 and [0]+[5]=-50.
- To reset accent to 0, press [0].
- The menu exit immediately upon selection.

Note Repeat & RGB Buttons

Accent Interval

Sets the repeat interval at which an accent should be played (from 2 to 8). By default, the interval is set to 2 which means every second note will be played with an accent. A setting of 8 results in every 9th note played with an accent.

- Press [9 - Interval] to activate. LED buttons 2-9 are now illuminated green.
- The selected interval is illuminated in full green (2 by default) as is the selected menu button (9).
- Press LED buttons 2-8 to select
- The menu exit immediately upon selection.

Swing

Swing moves every second note closer to the next note. This results in a shuffle rhythm.

- Press [0 - Swing] to activate. LED buttons 1-5 as well as 0 are illuminated orange. By default swing is set to 0, so buttons 1-5 are all dim.
- Press [1-5] to select a swing value. Selecting [1] moves the beat 10% and [5] moves the beat 50%.
- Press [0] to reset the swing value to 0.

Trigger Sync

There are 5 different Trigger Sync options that affect how notes are repeated.

Button no	Trigger Sync	Description
1	Key 1	Play repeated notes without quantizing them. Can be used to create interesting arpeggio style effects and performances that need to maintain a human feel.
2	Key 2	As Key 1 but with notes played within a short period of the first note, quantized so repeated notes are played with the first notes repeats.
3	Beat 8 (Default)	Repeated notes are quantized to 1/8
4	Beat 12	Repeated notes are quantized to 1/12
5	Beat 16	Repeated notes are quantized to 1/16

Here are the steps describing how to select Trigger Sync options:

- Press [Setup]. The button is now illuminated.
- On the keyboard, press C#2 labeled 'Trigger Sync'. RGB buttons 1-5 are illuminated and the currently selected Trigger Sync option is illuminated in full.
- Press the button corresponding to the desired Trigger Sync option (1-5). When selected, [Setup] exit and the trigger sync option is set.

RGB Buttons (14)

Following the 2 Repeat buttons are 4 RGB buttons labelled for use with Nektarine. The 4 buttons as well as the following 10 numerical buttons (14 total), can be assigned to send MIDI messages (Program, Bank and MIDI cc) and each can be setup to display any of the 13 color options. Read more about how to assign MIDI messages and color to buttons in the section covering the Setup menu.

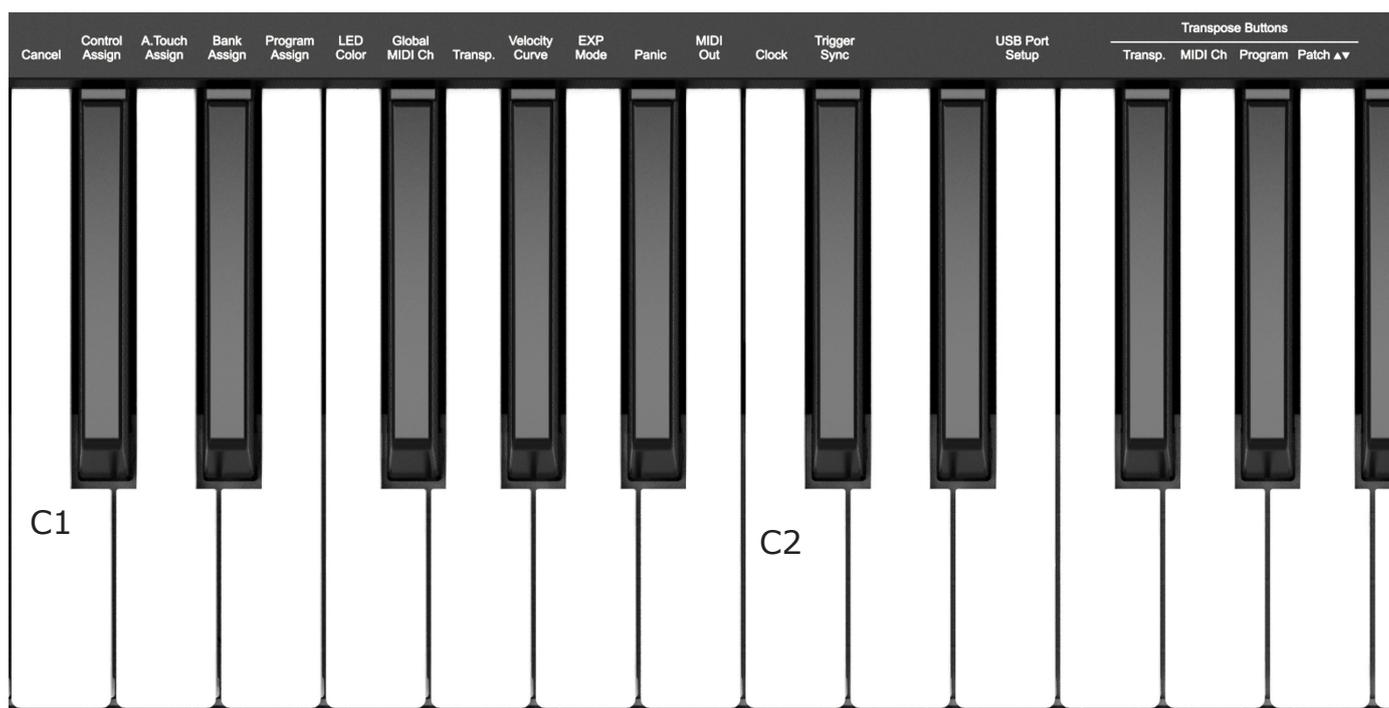
When Nektarine is connected, all 14 RGB buttons are dedicated to Nektarine control. This is described in the PDF guide supplied with the Nektarine download package.

The Setup menu gives access to additional functions such as selecting Transpose button functions, control assign, selecting velocity curves and more. To enter the menu, press the [Setup] button which is illuminated in blue when active. This will mute the MIDI output of the keyboard and so it can be used to select menus instead.

All settings are stored immediately and there are no separate presets to manage.

The chart below provides an overview of menus assigned to each key.

Menu keys are the same for all GXP models but the exact key location may be shifted due to the difference key amounts. Refer to the screen printing on the unit to see which keys to press..



The functions are separated into two groups. The first group spanning C#2 covers programming and setup functions. The second group spanning F#2-A2 covers the transpose button assignment options.

On the following page we cover how each of these menus work. Note the documentation assumes you have an understanding of MIDI, including how it works and behaves. If you are not familiar with MIDI, we recommend you study MIDI before making control assignment changes to your keyboard. A good place to start is the MIDI Manufacturers Association www.midi.org.

Cancel

You can cancel any value entry by pressing Cancel (C1) as long as you have not already pressed [Enter] (C5).

Setup Menu

Assign a MIDI cc Message to a Control

MIDI cc messages can be assigned to the modulation wheel, expression pedal, any of the two foot switch sockets, keyboard AfterTouch, the potentiometer and any of the 28 MIDI buttons (when not used for DAW or Nektarine integration). Assignments are stored over power cycling. So the next time you switch your keyboard on, it is set up the way you left it.

- Press the [Setup] button. The LED button is illuminated blue to indicate setup is active.
- Press C#1 on the keyboard to select Control Assign. The Setup button now blinks.
- Move or press a control to select the control you want to assign a MIDI CC message to.
- Enter the MIDI CC value between 0-127, using the white number keys labelled 0-9.
- Press [Enter] (C5) to accept the change and exit Setup.

* **Selecting the AfterTouch strip for assignment:** To select the AfterTouch element in step 3, press a key that does not have a function or number assigned, such as D2.

Channel Pressure/AfterTouch Assign

AfterTouch is both a control element and a message type. The AfterTouch message type or Channel Pressure as it's also called, can be sent not only by the AfterTouch keyboard control element but also modulation wheel, expression pedal and the potentiometer.

The steps are similar to assigning any other control:

- Press the [Setup] button. The LED button is illuminated blue to indicate setup is active.
- Press D1 on the keyboard to select A.Touch Assign. The Setup button now blinks.
- Move a control to select it.*
- Press [Enter] (C5) to accept the change and exit Setup.

* To select the Keyboard AfterTouch control element, play a key with no silkscreen above it and press it as you would when triggering AfterTouch.

Bank and Program Assign

Program messages are used to change a program (also sometimes called preset or patch) on a receiving device. This type of message is typically used on MIDI hardware, but in some cases it is also used to change sounds on software plugins.

Each of the 28 assignable buttons can be programmed to send both a MIDI Program change message as well as a Bank message (when not used for DAW integration). You will need to know which messages your receiving device expect to receive to get this right, so make sure to consult the documentation available for that product.

Program Assign

- Press the [Setup] button. The LED button is illuminated blue to indicate setup is active.
- Press the low E1 on the keyboard to select Program Assign.
- Press one of the assignable MIDI buttons to select it for assignment.
- Enter the Program value using the white number keys spanning G3-B4.
- Press [Enter] (C5) to accept the change and exit Setup.

Bank Assign

A Bank Assign message can be programmed to the same button you assigned the Program message to previously. The Bank message will be sent first, followed by the Program message so that the bank is changed first on the receiving device, followed by the Program.

The process is the same as Program Assign, except select D#1 on the keyboard to select Bank Assign, in step 2.

Next you'll need to enter the Bank MSB/LSB messages which has to be a total of 6 digits. If MSB is 11 and LSB is 120, type in 011120 in step 4.

RGB LED Color

Each of the 14 RGB LED buttons can be programmed to illuminate in any one of 12 colors or be set to off (when Nektarine is not in use).

- Press the [Setup] button. The LED button is illuminated blue to indicate setup is active.
- Press F1 on the keyboard to select LED Color. The Setup button now blinks.
- Press one of the 14 RGB buttons to select.
- Turn the [Data/Tempo] encoder to scroll through color options or enter a color value from the chart below, using the white keyboard keys labelled 0-9.
- Press [Enter] (C5) to accept the change and exit Setup.

Color	No	Color	No	Color	No	Color	No
Off	0	Amber	4	Teal	8	White	12
Pink	1	Yellow	5	Blue	9		
Red	2	Lime	6	Lavender	10		
Orange	3	Green	7	Purple	11		

Global MIDI Channel

Controls and the keyboard itself send their messages on a MIDI channel from 1 to 16. To change the MIDI channel do the following:

- Press the [Setup] button. The LED button is illuminated blue to indicate setup is active.
- Press F#1 on the keyboard to select Global MIDI Channel. The Setup button now blinks.
- Enter the MIDI channel value you want (from 1 to 16) using the white keyboard keys labelled 0-9.
- Press [Enter] (C5) to accept the change and exit Setup.

Transpose

You can quickly set a transpose value in the Setup menu. This is ideal if the Transpose buttons are assigned to other functions or if you just need to change a value quickly.

- Press the [Setup] button. The LED button is illuminated blue to indicate setup is active.
- Press the low G1 on the keyboard. The Setup button now blinks.
- Enter the transpose value number you want, entering 0 first for negative transpose settings (i.e. 01 for -1) and regular values for positive settings (i.e. 1 for +1). Enter values using the white number keys labelled 0-9.
- Press [Enter] (C5). This changes the Transpose setting immediately and exit Setup.

To reset transpose to 0, enter 00 in step 3.

Setup Menu

Keyboard Velocity Curves

There are 5 different keyboard velocity curves and 3 fixed velocity levels to choose from, depending on how sensitive and dynamic you want the Impact GXP keyboard to play.

Name	Description	Button No
Soft	Emphasis on lower to mid values with a steeper curve towards max values.	1
Normal	Good control of velocity across the entire range.	2
Hard1	Scaled so the same speed triggers about 10% higher velocity values than Normal. This selection may provide better control of medium velocity values than normal.	3
Hard 2	Focus on the higher velocity levels and trigger approx. 10% higher velocity values than Hard1, with the same speed.	4
Linear	Approximates a linear experience from low to high	5
127 Fixed	Fixed velocity level at 127	6
100 Fixed	Fixed velocity level at 100	7
64 Fixed	Fixed velocity level at 64	8

Here is how you select a velocity curve:

- Press the [Setup] button. The LED button is illuminated blue to indicate setup is active.
- Press the G#1 key on your keyboard, labelled 'Velocity Curve'. The RGB buttons 1-8 are now illuminated.
- Press the RGB button corresponding to the velocity setting you want. This changes the velocity curve setting immediately and exit Setup.

EXP Mode

Impact GXP support most of the expression pedals available on the market, including of course our own universal Nektar NX-P. Not all expression pedals are universal so GXP provides options to select between the two common types.

Mode Option	Expression Pedal Type
1	Korg, M-Audio, Moog (pos. "Std"), Nektar (pos. 1), Roland
2	M-audio (pos. "Other"), Moog (pos. "Other"), Nektar (pos. 2), Yamaha

To select an expression pedal type, do the following:

- Press the [Setup] button. The LED button is illuminated blue to indicate setup is active.
- Press the A1 key on your keyboard, labelled 'EXP Mode'. The RGB buttons 1-2 are now illuminated.
- Press the RGB button corresponding to the expression pedal type you want. This changes the EXP Mode setting immediately and exit Setup.

Panic

Panic sends out the "all notes off" and "reset all controllers" MIDI messages on all 16 MIDI channels.

- Press the [Setup] button. The LED button is illuminated blue to indicate setup is active.
- Press the A#1 key on your keyboard to select Panic. The reset will happen immediately and Impact GXP will exit Setup mode.

MIDI Out

The MIDI Out jack can be used to send MIDI messages directly from Impact GXP or indirectly when used as a USB MIDI interface.

By default, the MIDI Out jack sends MIDI messages directly from Impact GXP. To switch it to act as a USB MIDI interface, do the following:

- Press the [Setup] button. The LED button is illuminated blue to indicate setup is active.
- Press the B1 key on your keyboard, labelled 'MIDI Out'. The RGB buttons 1-2 are now illuminated.
- Press 2 to select 'MIDI Out via USB'. This changes the MIDI Out setting immediately and exit Setup.

To change the setting back, repeat the above but press 1 in step 3.

MIDI Clock

Impact GXP's Repeat feature can sync to MIDI clock sent via USB from a DAW or MIDI device connected to a USB host (such as a computer).

GXP automatically switches to MIDI clock sync when MIDI clock is received and switches back to internal clock when MIDI clock is no longer received.

Here are the steps to set GXP to either Internal or MIDI clock permanently.

- Press the [Setup] button. The LED button is illuminated blue to indicate setup is active.
- Press the C2 key on your keyboard, labelled 'MIDI Clock'. The RGB buttons 1-3 are now illuminated.
- Press the RGB button corresponding to one of these 3 options [1]=Internal, [2]=MIDI clock, [3]=Auto. This changes the MIDI clock setting immediately and exit Setup.

Trigger Sync

Trigger Sync is covered on page 10 in the section about Repeat.

Changing Transpose Button Function

The transpose buttons can be assigned to control Transpose, Global MIDI Channel, MIDI Program change and Patch prev/next when used with Nektar DAW integration.

The process of assigning a function to the transpose buttons is the same for all options and works as follows:

- Press the [Setup] button. The LED button is illuminated blue to indicate setup is active.
- Press the key on your GXP keyboard (C2-D2) that corresponds to the function you want to assign to the buttons.
- Press Enter (C5). This will accept the change and exit Setup.

Key	Function	Value range
F#2	Transpose	-/+ 12
G2	MIDI Channel	1-16
G#2	MIDI Program Change	0-127
A2	Patch down/up for Nektar DAW Integration	Relative

MMC Transport & Pro Tools Setup

MMC Transport Control

The Nektar DAW Integration files automatically map the transport and navigation buttons to their respective functions in supported DAWs. If your DAW is not supported directly, you may still be able to control your DAW's transport controls using MIDI Machine Control or if you are using Pro Tools, the dedicated setup for Pro Tools.

Here is how you set up the Impact GXP keyboard to send MIDI Machine Control messages:

- Press the [Setup] button. The LED button is illuminated blue to indicate setup is active.
- Press the A2 key on your GXP keyboard.
- Press the numeric key to enter 3.
- Press Enter (C5). This will accept the change and exit Setup.

Provided your DAW is set up to receive MMC, you can now control transport functions from Impact GXP.

The buttons are assigned according to the chart on the right.

MMC is supported by many DAWs and devices but is not needed for DAWs supported by Nektar DAW integration.

Button	Function
Click	No
<< (Rewind)	Yes
>> (Forward)	Yes
Cycle / Loop	No
Stop	Yes
Play	Yes
Record	Yes

Pro Tools Setup

To setup Impact GXP for Pro Tools, you first need to set the Impact GXP's USB Port Setup Mode to 4:

- Press the [Setup] button. The LED button is illuminated blue to indicate setup is active.
- Press the E2 key on your keyboard, labelled 'USB Port Setup'. The RGB buttons 0, 1-4 are now illuminated.
- Press [4]. This changes the setting immediately and exit Setup.

In Pro Tools, go to Peripherals and select the 'MIDI Controller' tab. Next select the following settings:

Type: 'M-Audio Keyboard'

Receive From: 'Impact GXP MIDI 2' in OSX / MIDIIN2 (IMPACT GXP) in Windows.

Send To: 'Impact GXP MIDI 2' in OSX / MIDIOUT2 (IMPACT GXP) in Windows.

- Click OK to exit.

Impact GXP is now setup to work with Pro Tools. Here is what the buttons do:

Transport	Loop buttons	[Shift] active/illuminated blue
[Click] : Not Assigned	[Loop]+[Play] : Loop playback	S1 : Mute selected track
[<<] : Rewind	[Loop]+[Record] : Loop record	S2 : Solo selected track
[>>] : Forward	[Loop]+[Stop] : Undo	<Track : Select previous track
[Loop] : Used with other buttons. See next column	[Loop]+[<<] : Go to start	Track> : Select next track
[Stop] : Stop playback	[Loop]+[>>] : Go to end	<Patch : Jump back 8 tracks
[Play] : Start playback		Patch> : Jump ahead 8 tracks
[Record] : Arm for recording		

Factory Restore & Declaration of Conformity

Factory Restore

If you need to restore factory settings, for example if you by mistake managed to change the assignments needed for DAW integration files, here is how you do that.

- Make sure your Impact GXP is switched off.
- Press the [Octave up]+[Octave down] buttons and hold them.
- Switch your Impact GXP on.

Declaration of Conformity

Europe

Impact GXP 49, 61 and 88 have been tested to meet or exceed Emissions and Immunity requirements European Standards EN55032: 2012, EN 61000-3-3: 2013, EN 61000-3-2: 2006 + A1: 2009 & A2: 2009 and EN55024: 2010. Aura is in conformity with the provisions of EMC Directive 2014/30/EU.

United States

Impact GXP 49, 61 and 88 have been tested to comply with FCC regulations Part 15, SubPart B, Class B, test method ANSI C63.4: 2014.

Dispose of product securely, avoiding exposure to food sources and ground water. Only use the product in accordance with the instructions.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a Particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

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Designed by Nektar Technology, Inc

(Rev 2)

