

# Reason and TranzPort

This document assumes you have already installed the TranzPort Windows driver, and have the TranzPort remote ready for operation. (If not, see the TranzPort Users Guide or Quick Start Guide for installation details.) It is based on using TranzPort v1.0.0 drivers with Reason 3.0.3 or later, but may apply older versions of Reason as well. Some notes about using TranzPort with earlier versions of Reason are also included at the end of this document.

## Reason Set-up

Before starting Reason, open the TranzPort Manager, or right-click on the TranzPort applet in your taskbar and set the control mode to “Native.” For more information on Control Modes see the TranzPort Users Guide.doc.

Open Reason and select Preferences. In the Preferences window select “Control Surfaces and Keyboards.” Then click on “Auto-detect Surface.” After a short while, Reason will find the TranzPort, and will put up a dialog asking you to make sure it is in “Native Mode.” Click “OK” and close that dialog and the Preferences window.



## Operation

The TranzPort has 18 function buttons, 2 local control buttons, a data wheel, and a backlit 2x20 character LCD display. Silk screened labels clearly indicate the basic functions of the buttons. The SHIFT button allows all other buttons to perform more than one function, expanding the range of control that TranzPort has over Reason. Shift is a momentary button that is only active while it is being held.

When you open a Reason project, the LCD display on the TranzPort displays the name of the first track in your project on the top line, and shows the sequencer location on the bottom line to the right. You may also have one or more status LED's lit indicating the track's solo and mute status, as well as loop mode status for the project. Pressing play will cause the project to begin playback just as if you had clicked the play

button on the screen, and track metering will appear below the track's name on the display. Many of the buttons function just like their on-screen equivalents.

Below is a chart that describes the default mappings of the normal and shifted functions of each button. You will also find "Reason 3 Layout.pdf" on the TranzPort CD-ROM which serves as a quick visual guide for the default TranzPort mappings in Reason 3. You may want to print that document for quick reference.

## TranzPort Default Button and Data Wheel Functions

Name	Normal Function	Shifted Function
<b>REW</b>	Rewind	Rewind
<b>FFWD</b>	Fast forward	Fast forward
<b>STOP</b>	Stop	Stop
<b>PLAY</b>	Play	Play
<b>RECORD</b>	Record	Record
<b>PREV</b>	MIDI record mode (overdub/replace)	Decrement tempo
<b>ADD</b>		Quantize on/off
<b>NEXT</b>		Increment tempo
<b>IN</b>	Go to Left indicator	Go to Left indicator
<b>OUT</b>	Go to Right indicator	Go to Right indicator
<b>PUNCH</b>	Reset automation	Click on/off
<b>LOOP</b>	Loop on/off	Loop on/off
<b>&lt; TRACK</b>	Previous track (left/up)	Next patch
<b>TRACK &gt;</b>	Next track (right/down)	Previous patch
<b>REC</b>		
<b>MUTE</b>	Toggle track's mute on/off	Clear all mutes
<b>SOLO</b>	Toggle track's solo on/off	Clear all solos
<b>UNDO</b>	Undo	Redo
<b>DATA WHEEL</b>	Scroll time by quarter notes	Scroll time by 16 <sup>th</sup> notes
<b>FOOTSWITCH</b>		

There are a few things worth noting about these default mappings. In v3.0.3 the next/previous patch mappings are probably the opposite of what you would expect. (SHIFT+ Prev TRACK goes to the next patch, for example.) Also, the PREV and NEXT MARKER buttons, unshifted, are unmapped, as is the REC button and the FOOTSWITCH. But as you will see in the next section, adding and changing mappings is easy.

## Mapping Buttons to Other Functions

The default mappings may be just what you want, but you can remap any of the buttons to essentially any other on-screen button on any module. To do this, select "Options/Remote Override Edit Mode." Your rack will become grayed-out. Click on a module that you want to control (possibly Reason's transport module at the bottom) and then double-click an on-screen button that you want to map. The mappable buttons will show a blue arrow on them. Double-click the button you wish to control and a small lightning bolt starts to rotate on it. Then press a TranzPort button map it to the on-screen button. Unselect "Options/Remote Override Edit Mode" when you are done mapping buttons. In Reason 3.0.3, this mapping is not aware of "shifted" button versions, so mapping to the "<TRACK" button also eliminates the "SHIFT + <TRACK" combination.

Besides the on-screen buttons, there are another set of actions that can be mapped to TranzPort buttons. Select Options/Additional Remote Overrides which brings up a window of functions that you can double-click to edit. When you push the SHIFT button down, it shows another set of default mappings. Select "Learn From Control Surface Input" and click on a TranzPort button to map it. (Again, "shifted" non-default mappings are not supported.)

## Reason 2 and TranzPort

TranzPort can be used to toggle Reason 2 on-screen buttons, but it is a very limited form of support. There is no LCD screen or LED light feedback. It is easy to map TranzPort's buttons to Reason buttons. Put TranzPort in "Native" control mode, and enable "Option/Edit MIDI Remote Mapping" in Reason. The main 5 transport buttons, loop on/off, and automation reset can easily be mapped to a TranzPort button, along with any other "random" rack button. You just click on the on-screen button, enable "Learn from MIDI," and click a TranzPort button.

## Reason 3.0.0 and TranzPort

There are two different ways to use TranzPort with Reason 3.0.0. One is to set the TranzPort to "Cubase (Mackie Control)" mode. Then in Reason, go to Preferences/Control Surfaces and Keyboards. Then press the Add button, and select Manufacturer "Mackie" and Model "Control". You can change the device "Name" to TranzPort, and manually map the MIDI In Port and MIDI Out Port to TranzPort. Now TranzPort acts as a subset of the Mackie Control. The basic transport buttons work, and the data wheel will let you scroll through time, but the display is somewhat confused.

A preferred option with Reason 3.0.0 is to manually add it as a generic device, and then map the buttons as you wish. To do this, first set the TranzPort to its Native control mode. Then go to Preferences/Control Surfaces and Keyboards, and press Add. Then select Manufacturer <Other> and Model "MIDI Keyboard w Controls". Change the Name to TranzPort and set the MIDI Input to TranzPort. Note that this is a one-way solution. The LCD display and LED's will not be used.

To map the on-screen buttons to TranzPort buttons, select Options/Remote Override Edit Mode. The modules are then grayed-out. Then click on a module (possibly Reason's transport module at the bottom) and then double-click an on-screen button that you want to map. The mappable ones have a blue arrow on them. A small lightning bolt starts to scroll on the on-screen button. Then press a TranzPort button, and voila, it is mapped! You can use this method for the transports, loop control, click on/off, tempo up/down, and automation override reset. You can also use it to control particular buttons in realtime on sound and mixer modules.

Besides the on-screen buttons, there are another set of actions that can be mapped to TranzPort buttons. Unselect Options/Remote Override Edit Mode, and then select Options/Additional Remote Overrides. This brings up a window of functions that you can double-click to edit. Then select "Learn From Control Surface Input", click on a TranzPort button, and voila again! This section has some great mappable functions, like prev/next track, prev/next patch, undo/redo, and goto left/right indicator.