

Box Content

Your SE25 box contains the following items:

- The SE25 controller keyboard
- Printed Guide
- A standard USB cable
- Software license card

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

Connection and Power

The SE25 is USB Class Compliant. This means there is no driver to install to get the keyboard set up with your computer. SE25 uses the built-in USB MIDI driver which is already part of your operating system on Windows and OS X, as well as iOS (via the optional camera connection kit).

To get started, connect the SE25 to your computer's USB socket, via the included USB cable.

Nektar DAW Integration

If your DAW is supported by Nektar DAW integration software, you'll need to first create a user account on our website and subsequently register your product to then 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 on-screen instructions given to register your product.

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

Using the SE25

Once you have connected the SE25 keyboard to your computer, you'll need to set it up to work with your MIDI software or DAW. This is made easier if you have registered your product and downloaded Nektar DAW integration files, but you can also check the documentation for your DAW or MIDI software. You'll typically find a menu for configuring MIDI inputs in Preferences or Options menus.

The following assumes you have completed that process and will look at how the SE25 works as a generic controller.

Octave +/-

Pressing the Octave buttons shifts the octave played by the keys down -4 octaves and up +5 octaves. Press both together to reset to 0.

PB1/PB2 buttons

The PB1 and PB2 buttons can be assigned to any of 6 functions listed under the first red line above keys A1-D2.



To assign a function to the PB1/PB2 buttons do the following:

1. Enter Setup mode by pressing the [S]+[2] buttons at the same time. The two LEDs now blink red.
2. Select the function you want to assign to the buttons by pressing the corresponding key on the keyboard (example: press C1 to assign Pan).
3. Once a function has been selected, SE25 immediately exits Setup mode and is ready to be played.

Pitch-Bend (default) (A1)

[PB1] bends the pitch of a played note from a low position up to neutral pitch and [PB2] bends the pitch from a high position down to neutral pitch. The low and high positions are set on the receiving instrument. Note that the rate of the bend is fixed.

Transpose (A#1)

With each press, the [PB1] button will transpose the keyboard down one semitone and [PB2] will transpose the keyboard up 1 semitone to a maximum of +/- 12 semitones. Pressing both [PB] buttons at the same time resets Transpose to 0.

Volume (B1)

When "Volume" is assigned, [PB1] sends descending volume (MIDI cc 7) messages from 127-0 and [PB2] sends the same message but ascending. Press and hold each of the buttons to change volume faster. Note that your receiving instrument must be able to respond to this MIDI message, but most instruments are.

Pan (C2)

Works the same way as Volume but the [PB1] and [PB2] buttons now send descending/ascending panning messages (MIDI cc 10). Press and hold one of the buttons to send messages faster.

Track (C#2)

If your DAW is supported by Nektar DAW Integration software, you'll be able to use [PB1] and [PB2] to select tracks.

Patch (D2)

If your DAW is supported by Nektar DAW Integration software, you'll be able to use [PB1] and [PB2] to select instrument patches.

Sustain/Modulation [S]

Because of its compact size, the SE25 does not have a sustain socket. You can however activate sustain by holding the [S] button. Release [S] again to deactivate sustain.

The [S] button can also be used to trigger modulation.



1. Enter Setup mode by pressing [S]+[2] buttons at the same time. The two LEDs now blink red.
2. Select "Mod" by pressing the B2 key on the keyboard.
3. Once a function has been selected, SE25 immediately exits Setup mode. The [S] button is now assigned to trigger modulation.

To change the setting back, complete steps 1-3 again but this time press the A#2 key, labeled "Sustain".

Part Two [2]

Part Two is a unique feature which allows you to completely change the configuration of the keyboard with one button press and then return to original settings on button release. With this feature you can instantly shift the octave or transpose up or down, trigger two octaves when playing one note, add an interval to a part or layer two sounds on different MIDI channels.

Activating Part Two

Part Two is active when the [2] button is pressed and held. Releasing [2] deactivates Part Two again. By default, SE25 shifts the keyboard up by two octaves when Part Two is activated. Try it, and experience how playing this way is quite different from using the octave buttons.

Recalling Part Two Presets

Part Two settings can be stored in 5 preset locations for recall at any time. Here are the steps to recall or load presets:

1. Enter Setup mode by pressing the [S]+[2] buttons at the same time. The two LEDs now blink red.
2. Select "Recall" by pressing the E1 key.
3. Select location 1-5 by pressing the black number keys (example: press F#1 to recall preset 2).
4. Press "Enter" by pressing the C3 key.

If you load preset 2, activating Part Two will now play a fifth interval. See the default preset chart in the next column under "Recall/Default Part Two Presets".

Part Two Programming Options

Programming Part Two presets is not complicated, but it's easiest to start from an existing preset that's close to what you want. For example, if you want the keyboard to play a layered note 2 octaves above the played note, just recall preset 1 and switch layer on.

There are 5 programming options listed under the second red line above keys E2-G#2.



To program a Part Two function, do the following:

1. Enter Setup mode by pressing the [S]+[2] buttons at the same time. The two LEDs now blink red.
2. Select the function you want to set by pressing the corresponding key on the keyboard (example: press E2 to set the Part Two octave).
3. If octave, channel or transport have been selected, the next step is to set a value by pressing the black value keys 0-9. Press "Enter" C3 to confirm and exit.
4. If Layer or Latch are selected, the change happens immediately because these two functions are either on or off.

Octave (E2): Sets the octave +/- offset for Part Two. If you change the octave for the default Part One, Part Two will play at the offset value set here. For example: If Part Two octave is set to -1, Part two will always play one octave below Part One. To enter negative values, press C#1 first "(0/-)" followed by the value.

Channel (F2): The MIDI channel for Part Two is an absolute value. So if you set it to 3, Part Two will send data on MIDI Channel 3 regardless of the Global Channel setting. If you set channel to 0 (default) Part Two will send on whatever the Global Channel is set to.

Transpose (F#2): Sets the Transpose +/- offset for Part Two. If you change the Transpose value for Part One, Part Two will play at the offset value set here. For example: If Part Two transpose is set to 7, Part Two will always play a fifth above Part One. To transpose down, press C#1 "(0/-)" first, followed by the value.

Layer (G2): When on, plays Part 1 and Part 2 MIDI notes at the same time.

Latch (G#2): When on, triggers a Part Two note on message at first press and the corresponding note off value at the second press. You could trigger drone notes using Part Two for example, and then play additional sections over this drone using Part One.

Global Settings

The 7 functions accessible via C1-F#1 are global settings. Each of the functions are programmed or operated in the following way:

1. Enter Setup mode by pressing the [S]+[2] buttons at the same time. The two LEDs now blink red.
2. Select the function by pressing the corresponding key on the keyboard (example: press C#1 to change velocity curve).
3. Enter a numerical value using the black keys numbered 0-9.
4. Press "Enter" (C3) to confirm and exit.

Return To Default (C1)

You can revert to the default setting for a selected function by first selecting the function (such as "Global Channel" via steps 1+2 in the process), then pressing C1 "Return" to restore the default.

Velocity Curve (C#1)

There are 3 different keyboard velocity curves to choose from. Select a velocity curve in step 3 using values 1-3.

Vel. Curve Num.	Description
1	Standard
2	Soft, emphasis on lower values
3	Hard, emphasis on higher values

Global Channel (D1)

MIDI notes as well as controls for volume or pan are sent on the Global MIDI channel. MIDI channels can be used to send data to multiple destinations at the same time.

In step 3, enter a value from 1-16 using the black number keys.

Sending a Program Change Message (D#1)

If your receiving device or software is able to receive a program change message, it can be used to select sounds or presets on a device (for example a General MIDI sound module). Values in step 3 should be programmed from 0-127, which provides a total of 128 program options.

Recall/Default Part Two Presets (E1)

As already mentioned in the Part Two section, settings can be recalled from 5 different presets at any time. In step 3, enter value 1-5 to make your selection. Below is an overview of the default presets.

	1 (Default)	2	3	4	5
Octave	2	0	-1	1	3
Channel	0	0	2	2	0
Transpose	0	7	0	0	0
Layer	Off	On	On	Off	On
Latch	Off	Off	Off	On	Off

Store a Preset (F1)

If you store your settings to any of the 5 preset locations, it will overwrite the default settings. The process is the same as recalling a preset so simply enter a location number 1-5 in step 3.

Panic (F#1)

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

Once you have pressed F#1 in step 2, the reset will be sent and the SE25 will exit the Setup menu.