



Luminosity ReFill Documentation
Nucleus-SoundLab.com

Welcome

Thank you very much for purchasing Luminosity! Luminosity is a Reason ReFill created for [Propellerhead's Parsec 2 Rack Extension](#). Just to be 100% crystal clear, **it is NOT compatible with Parsec 1.x versions and requires Parsec 1.x users to have the paid upgrade to Parsec 2**. Read on for additional information on installation of the ReFill, as well as some notes about the patch content included.

Design Thoughts

Parsec 2 provides a wide new palette of sound design tools. New generators, modifiers and especially the drawable filter curves and partial envelopes are rich sources of inspiration for our sounds. The goal of Luminosity was to make maximum use of these tools to create sounds that were not previously possible in Reason.

Installation

To install Luminosity, simply copy the ReFill (**Luminosity.rfl**) to your Reason ReFill folder. Note that the full version of Parsec 2 is required, as well as Propellerhead Reason 7 or higher. A dual-core CPU of at least 2.5ghz is recommended for optimal performance. Although if you use very low polyphony, certainly Luminosity is playable on lesser systems.

Patch Information

Combinator patches are split into five categories:

- Bass
- Keys
- Lead
- Pad
- Sequence

Device Patches (.REpatches) are also categorized into 4 simple categories:

- Bass
- Keys
- Lead
- Pad

All Combinator patches have fully and uniquely mapped rotaries and buttons. Make sure to try these out first, as it is possible to completely change the timbre of a patch with a few simple tweaks. Additionally, all patches have a **Modwheel** mapping as well. This MW mapping is saved in the .REpatch itself, so if you load a device patch on its own, you can still use MW modulation.

All patch filenames end with two initials. These initials signify the patch designer. The initials and the corresponding designers names are below:

AF= Adam Fielding

TP=Tom Pritchard

Credits and Legalese

Jeremy Janzen: Planning, Concept, Editing, Documentation, Art and Manual

Adam Fielding: Patches, Editing, Demo Audio

Additional patch content, and testing by:

Tom Pritchard

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