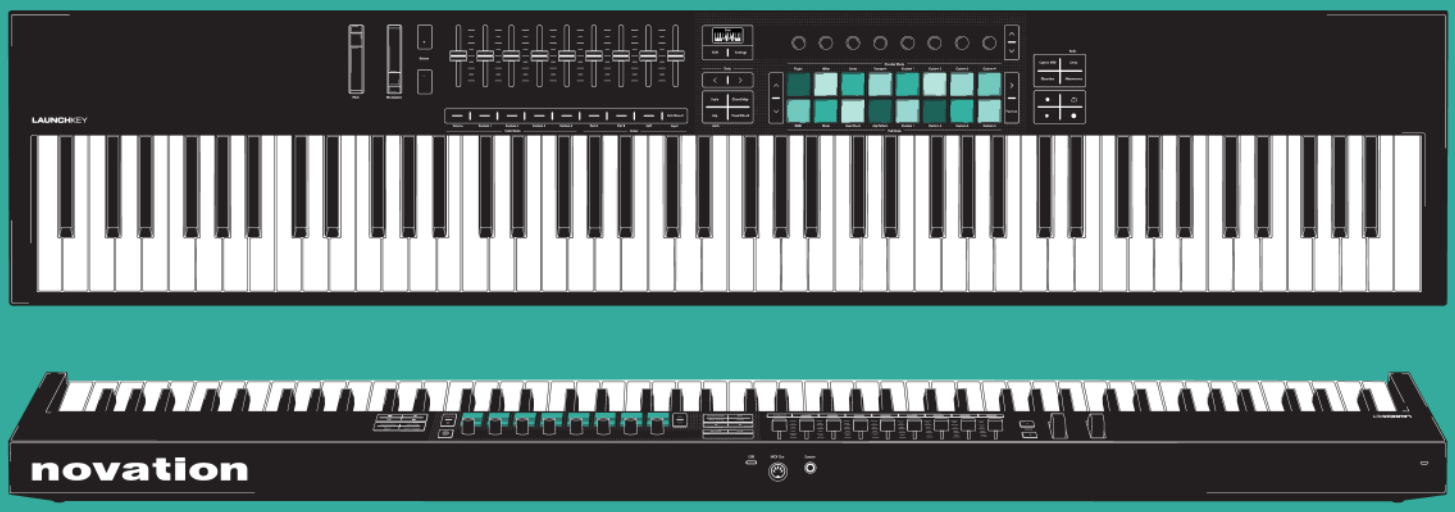
ENGLISH

LAUNCHKEY 88



novation

Launchkey 88 MK4 user guide

Version 5.0

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Introduction to the Launchkey 88 MK4

Get hands-on control of your music software with Launchkey 88 MK4. It works instantly with major DAWs and features a crisp OLED display, semi-weighted keybed, 16 velocity-sensitive pads, and powerful on-board creative tools.

- **Get in-depth DAW control**
  Powerful control of Ableton Live, Logic, Cubase, FL Studio, Reason, Bitwig, and Ardour, with no set-up required.
- **Tweak your software**
  Eight encoders and nine faders give you instant control over your DAW mixer, virtual instruments and effects.
- **Perform with a high-quality keybed**
  88 note semi-weighted keyboard with waterfall keys; delivers exceptional playability and musical feel.
- **Play drums and instruments**
  16 velocity-sensitive pads with polyphonic aftertouch for playing drums and instruments (patented pad technology).
- **Powerful tools for creating chords and patterns**
  Powerful built-in Arpeggiator and three Chord Modes to easily create musical progressions: Fixed Chord, User Chord and Chord Maps.
- **Always stay in key**
  Scale Mode keeps you in the right key; Chord Detector tells you what chord you're currently playing.
- **Split and layer the keyboard**
  Split enables you to divide the keyboard into two independent zones, and Layer means you can trigger two MIDI channels simultaneously from the same keys.
- **Connect to other instruments**
  A 5-pin DIN MIDI out port means you can connect Launchkey 88 MK4 to synths and other MIDI hardware.

This is Version 5.0 of the Launchkey 88 MK4 user guide.

What's in the box?

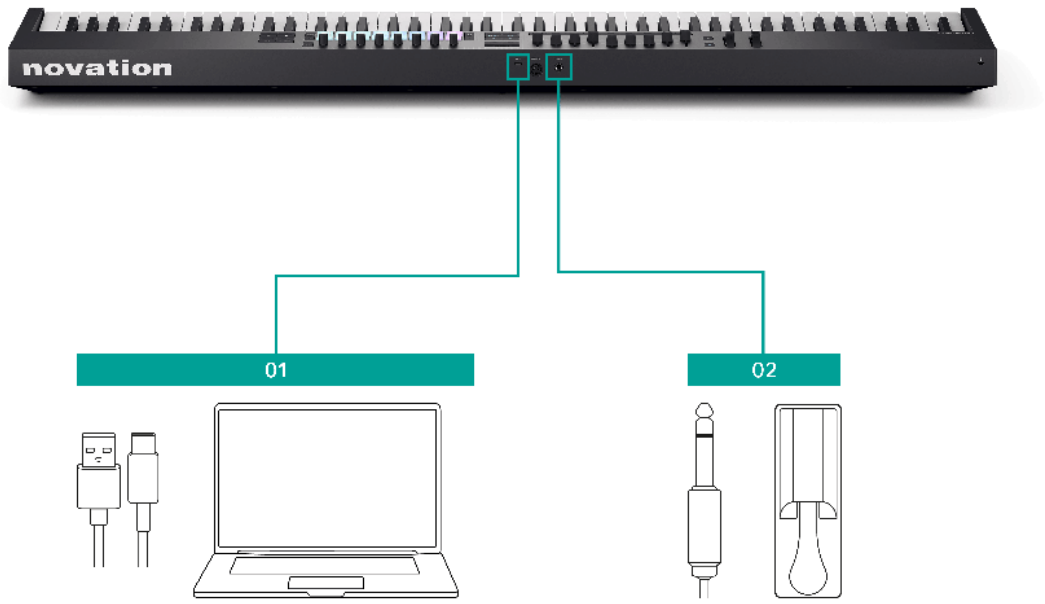
- Novation Launchkey 88 MK4
- USB-C to A cable (1.5 metres)

Getting started with your Launchkey 88 MK4

Connecting and Powering

Your Launchkey is USB bus-powered, it's powered when you connect it to your computer with a USB-C to A cable (1). The same cable also transfers data to and from your Launchkey.

Your Launchkey also has a 6.35mm (1/4") jack Sustain input. This input supports sustain pedals and momentary foot switches (2).



Easy Start

Easy Start gives you a step-by-step guide to setting up your Launchkey and creates personalised tutorials based on how you plan to use your Launchkey. This online tool also guides you through your Launchkey's registration process and accessing the software bundle.

On both Windows and Mac computers, when you connect your Launchkey to your computer, it first appears as a Mass Storage Device, like a USB drive. Open the drive and double click 'Click Here To Get Started.url'. Click 'Get Started' to open Easy Start in your web browser.

After you've opened Easy Start, follow the step-by-step guide, to install and use your Launchkey.

Alternatively, if you don't want to use the Easy Start tool, visit our website to register your Launchkey manually and access the software bundle.

id.focusritegroup.com/register

IMPORTANT

It's crucial you update your Launchkey's firmware when you first plug it in, whether you go through Easy Start or not.

If you don't update the firmware of your Launchkey, it's likely many features won't work.

To update your Launchkey's firmware, you need to use Novation Components. Go to components.novationmusic.com to update your firmware.

Novation Play included

So you can get started with keys and synth sounds, your Launchkey 88 comes with Novation Play. This software runs on your computer, either standalone or in your DAW, and gives you access to basses, leads, pads, pianos, drum kits, and more we've sampled, curated, and packaged for you.

Created in collaboration with plugin company Klevgrand, Novation Play integrates seamlessly with your Launchkey 88's keyboard and controls.

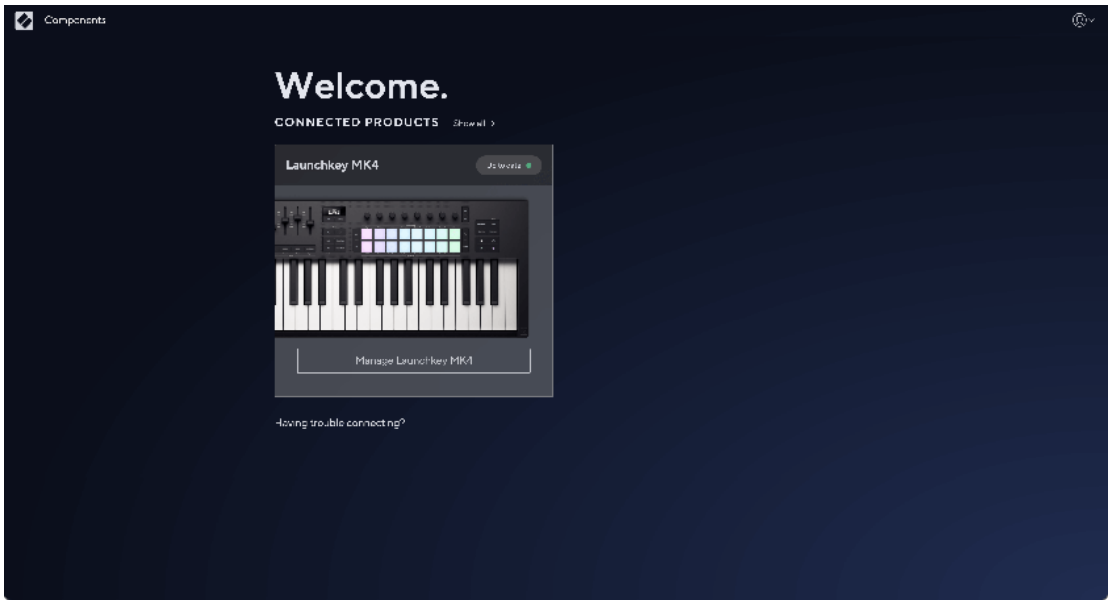
If you'd like a more simple way to get started with sounds on your Launchkey 88, you can register your Launchkey 88 and download Novation Play from your Novation account here:

id.focusritegroup.com/register

What is Novation Components?

Novation Components allows you to customise your Launchkey 88 to suit your workflow and preferences. There are two versions of Components, a desktop app (Components Standalone) and a web version. To use the web version, you must use a Web MIDI-enabled browser (such as Google Chrome or Opera). You can find both versions of Components here:

components.novationmusic.com



The key features and functions of Novation Components for your Launchkey 88 are:

- **Firmware Updates**: Novation Components is the place to update your Launchkey 88's firmware . This ensures you always have the latest features, improvements, and bug fixes. You'll also need to do a firmware update when you first receive your Launchkey 88, otherwise some features may not work properly.
- **Custom Modes**: With Novation Components, you can create custom MIDI mappings for your Launchkey 88. This allows you to assign specific functions to different controls on the keyboard, giving you a personalised and efficient workflow tailored to your preferences.
- **Backup and Restore**: Safeguard your custom settings and configurations by creating backups with Novation Components. If you need to restore your Launchkey 88 to a previous state or transfer settings between devices, this feature makes the process simple and efficient.
- **Pedal and Mod wheel settings**: Novation Components enables you to edit the settings for the Sustain pedal input and Modulation wheel.

- **Wheel calibration**: Novation Components allows you to calibrate your Launchkey 88's Pitch and Mod wheels.

Troubleshooting

For help getting started with your Launchkey 88 MK4, visit:

novationmusic.com/get-started

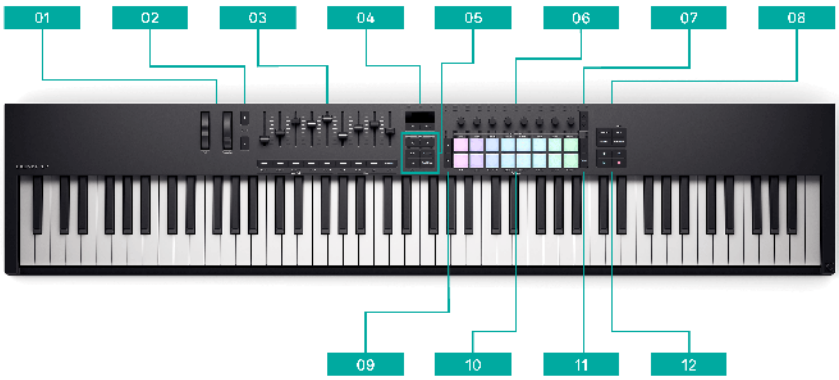
If you have any questions or need any help at any time with your Launchkey 88 MK4, visit our Help Centre. Here you can also contact our support team:

support.novationmusic.com

We recommend you check for updates to your Launchkey 88 MK4 so you have the latest features and bug fixes. To update your Launchkey 88 MK4's firmware, you need to use Components:

components.novationmusic.com

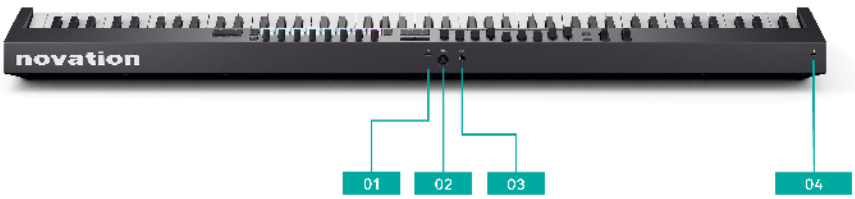
Launchkey 88 MK4 hardware overview



1. **Pitch** and **Modulation** wheels.
    - **Pitch** Wheel - bend the pitch of the note(s) you're playing and send pitch bend messages.
    - **Modulation** Wheel - an assignable wheel to control any hardware or software parameter.
2. Octave **+** and Octave **-** buttons [16] - transpose the keyboard in octaves. Press both buttons to reset to the default octave.
3. Faders and Fader buttons [29] - nine assignable faders and below the related fader button controls.
4. Screen, Shift, and **Settings** buttons - the screen and the two buttons directly below.
    - Screen - shows important information and gives visual feedback from controls and DAWs.
    - Shift button [13] - access secondary controls assigned to buttons, visible in text on the front panel.
    - Settings button [52] - access the settings menu.
    - To enter Standby mode, hold the Shift and Settings buttons for two seconds. To exit press the Shift button again.
5. The six buttons below the screen:
    - Track buttons - move through tracks in your DAW.
    - **Scale** button [32] - enable and control Scale mode.
    - **Chord Map** button [34] - enable and control Chord Map mode.
    - **Arp** button [45] - enable and control arp mode.

      Latch button - Hold Shift and press the Arp button to button.
    - **Fixed Chord** button [44] - enable and control Fixed Chord Mode.

6. Encoders [22] - assignable encoder controls.
7. Encoder bank buttons - move ˄ up and ˅ down through banks of encoder controls.
8. Workflow buttons - A set of four buttons.
    - **Capture MIDI** button [66] - recover recently played MIDI notes in supported DAWs.
        - **Quantise** button [66] - trigger the quantise function in supported DAWs to snap notes to the grid.
    - **Undo** (**Redo**) button [66] - triggers your DAW's undo function. Hold Shift and press Undo to trigger the Redo function.
    - **Quantise** button [66] - trigger the quantise function in supported DAWs to snap notes to the grid.
    - **Metronome** button [66] - enable the metronome in supported DAWs.
9. Pad bank ˄ up and ˅ down buttons - two buttons to the left of the pads to move up and down the pads, e.g. moving clips in Live, accessing different chords etc.
10. Pads [24] - 16 velocity-sensitive, aftertouch-enabled, pads that change functionality depending on the pad mode.
11. To the right of the pads are the:
    - **>** Button - Scene Launch button.
    - **Function** button - enables various secondary functions based on the pad mode.
12. Transport buttons [65] - Clockwise starting top left: Stop, Loop, Play, and Record.



1. **USB** Port – a type-C USB port. Sends and receives data, and powers your Launchkey 88.
2. **MIDI Out** port () - sends MIDI from your Launchkey to external MIDI hardware.
3. **Sustain** input - connect a sustain pedal (expression, soft, and sostenuto pedals are not supported).
4. 🔒 - Kensington Lock, use a lock to secure your Launchkey and deter theft.

DRUM PAD TERMINOLOGY

Throughout this user guide, we'll refer to the drum pads in the following way:

- The two buttons to the left of the pads are the Pad Bank up and down buttons.
- The pads are numbered left to right: the top row 1 to 8 and the bottom row 9 to 16.
- The two buttons to the right of the pads are the > Scene launch and function buttons.

Shift button

The Launchkey's **Shift** button allows access to secondary functions on many buttons. To access the secondary functions, hold **Shift** and press any of the buttons with a secondary shift function. This is a list of buttons with secondary, shift functions. Some functions vary by DAW.

Shift lets you preview controls. Hold **Shift** and move a control; the screen shows you the value without changing it. You can also double-press the Shift button to latch it.

> **NOTE**
>
> When you hold the **Shift** button, any other buttons with an available shift function light up.

Table 1. Buttons Shift Functions

Combination	Function
Shift + Octave +	Transpose + [17]
Shift + Octave -	Transpose - [17]
Shift + < Track button	< Track left [56]
Shift + > Track button	Track > right [56]
Shift + Arp	Latch [45]
Shift + Undo	Redo [66]

Table 2. Fader Button Shift Functions

Combination	Function
Shift + Fader button 1	Fader mode: Volume [29]
Shift + Fader button 2	Fader Mode: Custom 1 [30]
Shift + Fader button 3	Fader Mode: Custom 2 [30]
Shift + Fader button 4	Fader Mode: Custom 3 [30]
Shift + Fader button 6	Fader Mode: Custom 4 [30]
Shift + Fader button 6	Part A [18]
Shift + Fader button 7	Part B [18]
Shift + Fader button 8	Split [18]
Shift + Fader button 9	Layer [18]

Table 3. Pad Shift Functions

Combination	Function
Shift + Pad 1	Encoder Mode: Plugin [57]
Shift + Pad 2	Encoder Mode: Mixer
Shift + Pad 3	Encoder Mode: Sends
Shift + Pad 4	Encoder Mode: Transport [58]
Shift + Pad 5	Encoder Mode: Custom 1 [23]
Shift + Pad 6	Encoder Mode: Custom 2 [23]
Shift + Pad 7	Encoder Mode: Custom 3 [23]
Shift + Pad 8	Encoder Mode: Custom 4 [23]
Shift + Pad 9	Pad Mode: DAW [55]
Shift + Pad 10	Pad Mode: Drum [63]
Shift + Pad 11	Pad Mode: User Chord [26]
Shift + Pad 12	Pad Mode: Arp Pattern [49]
Shift + Pad 13	Pad Mode: Custom 1 [28]
Shift + Pad 14	Pad Mode: Custom 2 [28]
Shift + Pad 15	Pad Mode: Custom 3 [28]
Shift + Pad 16	Pad Mode: Custom 4 [28]

Standby mode

Your Launchkey's Shift button also allows you to put your Launchkey into Standby mode. In Standby mode, you can leave your Launchkey connected to power or your computer, but turn off all the lights.

To get in, and out, of Standby mode:

1. Hold the Shift button.
2. Hold the Settings button for two seconds.

   All the lights on your Launchkey switch off, and you're now in Standby mode.
3. Press either the Shift or Settings button again to exit Standby mode.

   The Launchkey switches back on.

TIP

Standby mode just turns off the lights, so your Launchkey's controls still send MIDI data.

Latching Modifier Buttons

Some Launchkey functions need you to press a button combination starting with a 'modifier' button, for example, Shift + a button. You can 'latch' modifier buttons to make these functions easier. To latch a modifier button, double press the modifier button.

This applies to the following buttons:

- Shift
- Split - double tap shift and hold Split to make choosing a split point easier.

Playing the Launchkey 88 MK4's keyboard

Your Launchkey keyboard gives you both Octave and Transposition options. You can also play with parts. Parts allow you to change on the fly, split, or layer your keys to send MIDI messages on multiple MIDI channels.

Changing Octave

When you power on your Launchkey 88 its keyboard defaults to the note range A1 – C7 where C3 is middle C.

You can change the octave range using the Octave - and Octave + buttons. The octave shift range for the Launchkey 88 is -2 to +2 octaves.

To reset to the default octave, press both Octave - and Octave + buttons together.

When you change the Octave range, the screen temporarily shows the octave shift in a number (e.g +1) and the range the current keyboard is at, e.g. C1 – C5.

In addition to the temporary screen display, the Octave buttons light to show the octave position.

With no octave shift, the Octave buttons are dim. When you shift up an octave the Octave + button lights brighter, when you shift down an octave the Octave - button lights brighter. The button brightness shows the shift amount, the brighter the button, the more the shift.

In total, there are 128 MIDI notes. 128 is not divisible by 12 so you can shift the octave and transposition, so some keys are out of the MIDI note range. When you shift to the extreme ends of the MIDI note range, out of range keys won't play any notes.

Transposing the keys

You can transpose your Launchkey 88 MK4's keys up or down in semitone increments. The transposition range is ±12 semitones.

To transpose the keys, hold the Shift button and press Octave - or Octave +. Octave - transposes the keys down one semitone, Octave + transposes the keys up one semitone.

To reset to the default transposition, hold Shift and press both Octave - and Octave + buttons together.

When you change transposition, the screen temporarily shows the semitone shift as a number and the current keyboard range.

Playing with Parts

Your Launchkey has two Parts. The two parts play out on two configurable MIDI channels. You can set the MIDI channels for each Part in the Settings [52] menu.

You can play the parts individually, split across the keyboard, or layer the two parts.

To select a Part mode, hold Shift and use Fader buttons 6-9. When you hold Shift, the currently selected Part mode lights bright yellow and the other options light dim yellow.

The part modes are:

Fader Button	Part Mode	Behaviour
6	Part A	The keyboard plays on Part A MIDI channel (default mode)
7	Part B	The keyboard plays on Part B MIDI channel.
8	Split	Keys below the Split point play on Part A MIDI channel, the Split point key and above play on Part B MIDI channel.
9 (Arm/Select)	Layer	The notes are duplicated and play on both Part A and Part B MIDI channels

TIP

Using the Split part mode is a really useful tool for playing bass instruments alongside lead sounds, for example you could try the following:

- A cello/double bass on the left hand using the lower keys and a violin on the upper octaves.
- A mono bass synth on the lower notes and polyphonic pad on the upper octaves.

- A bass guitar sample on the left with a guitar or piano sound on your right hand.

Setting the Part Split point

Split point refers to the first note of Part B when your Launchkey is in Split mode. To set the Split point for the two parts:

1. Hold Shift (or double press to latch).
2. Press and hold Fader button eight (Part Mode: Split).
3. Keep holding the Shift and fader buttons, and press a key on the keyboard to choose a Split point.
4. Release the fader eight and shift buttons to save the split point.

NOTE

When you release the buttons, your keyboard is now in Split mode.

When you press a key, the screen shows you the current split point.

NOTE

The default Split point is C3. The Split point note is the first note of Part B.

Control areas of the Launchkey 88 MK4

Your Launchkey has a few areas of control we'll cover in the next few sections:

- Faders and fader buttons
- Encoders
- Pads
- Transport and workflow buttons.

Encoder Modes

Your Launchkey's encoders have eight modes. To change modes, hold the Shift button and press a pad from 1-8.

Some modes are only available while you're using a DAW. For more information, see the section relating to your DAW.

The encoder modes available are:

Drum Pad Number	Mode	Availability
1	Plugin	DAW Mode Only
2	Mixer	DAW Mode Only
3	Sends	DAW Mode Only
4	Transport	DAW Mode Only
5	Custom 1	Always
6	Custom 2	Always
7	Custom 3	Always
8	Custom 4	Always

The pad for the current encoder mode lights bright pink. The other available modes light dim pink. Unavailable modes, for example, if you don't have a DAW open, are unlit.

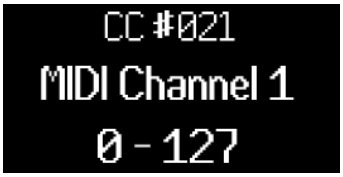
When you enter an Encoder mode, the screen temporarily shows the control name and the mode you selected.

When you select a Custom Mode, the mode title is the name you give the Custom Mode when you create it in Novation Components. For more information, visit What is Novation Components? [8].

Using the Encoder Custom Modes

Your Launchkey has four Custom Modes. Custom Modes allow you to send customised MIDI messages from the controls. You can set up the messages each control sends in Novation Components.

When you move an encoder in a Custom Mode, the screen displays the parameter name and the value. You can set the parameter name in Components but if you've not set this the screen displays the destination of the MIDI message.



Default Encoder Custom Mode name.

Encoder with a custom name.

In each Custom Mode, there are two pages of encoder controls. To access the other page, press the Bank Next or Bank Previous buttons to the right of the encoders.

The default page is page one. On page one, only the Bank Next button lights to show you can access the second page. On page two, the Bank Previous button lights to show you can access the first page.

When you change the encoder page, the screen temporarily displays which page you're on.

Pad Modes

Your Launchkey's pads have eight modes. To change the mode, hold the Shift button and press a pad from 9-16.

Some modes are only available while you're using a DAW. For more information, see the section relating to your DAW.

Drum mode is the default selected mode, the pad modes available are:

Drum Pad Number	Mode	Availability
9	DAW (see Common DAW Control [55])	DAW Mode Only
10	Drum [64]	Always
11	User Chord [26]	Always
12	Arp Pattern [49]	Always
13	Custom 1 [28]	Always
14	Custom 2 [28]	Always
15	Custom 3 [28]	Always
16	Custom 4 [28]	Always

The last pad mode you select lights bright blue. The other available modes light dim blue, unavailable modes are unlit.

When you enter a new Pad mode, the screen temporarily shows the control name and the mode you select.

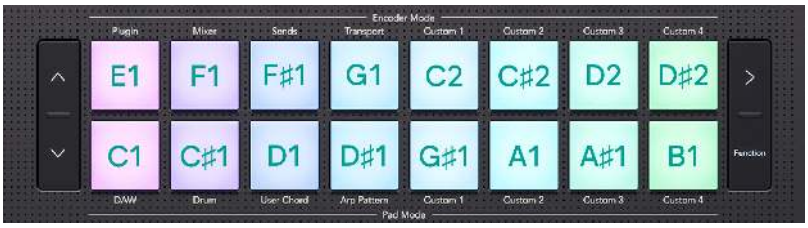
DAW Pad mode.

Custom Pad mode with custom name.

When you select a Custom Mode, the mode title is the name you give the Custom Mode when you create it in Novation Components. For more information, visit Components [8].

Drum Pad mode

When you select the Drum pad mode, the pads trigger MIDI notes. By default, the notes are arranged from C1 to D♯2 (bottom left to top right) and on MIDI channel 10.



In Drum mode, the pads light blue outside your DAW and the track colour in your DAW. The pads light when you play the pads.

User Chord

User Chord mode allows you to input your own chords.

To access User Chord hold Shift and press Drum Pad 11.

When you're in User Chord mode, if you've not added any chords yet the pads are blank. In the following example we've added chords to five pads:

To play a chord, press a blue pad. The pad lights white when you're playing a chord.

NOTE

Chord modes on your Launchkey 88 may not be on the same MIDI channel as your keys. By Default, Chord modes send their notes out on MIDI Channel 3. To change this, go to: Settings → Press the Pad ˆ up and ˇ down buttons until you see Chords Channel → Set the channel using the pads or Encoder 1.

Assigning User Chords

To assign a user chord to the pads:

1. Press and hold a blank pad. The screen shows a representation of the keyboard.

2. Press the notes on the keyboard you want to assign to the chord. You can either play the entire chord, or play each note independently (e.g. for chords you can't play with one hand). You can assign up to six notes– the Launchkey ignores any extra notes. The screen shows the notes you've added to the chord and the chord name:

3. Release the pad.

Transposing User Chords

In User Chord mode you can use the pad ˆ up and ˇ down buttons, to the left of the pads to transpose the entire User Chord bank.

To transpose by a single semitone, press either the pad up or pad down button. You can transpose up to 12 semitones (one octave) up or down.

To transpose by an octave (12 semitones) hold shift and press the pad up or pad down buttons. You can transpose up to three octaves, up or down.

Removing User Chords

To remove your User Chords, hold the Function button and press the chord's pad you want to remove.

When you hold the button, any pads with a chord light red and the screen shows “Delete Chord!”:

Pad Custom Modes

Your Launchkey has four Custom Modes. Custom Modes allow you to send customised MIDI messages from the controls. You can set up the messages each control sends in Novation Components.

When you enable a Custom Mode, the pads output custom messages you can set up in Components.

When you press a pad in a Custom Mode, the screen displays the parameter name and the value. You can set the parameter names in Components but if you've not set this the screen displays the destination of the MIDI message, e.g. CC 21.

Fader Modes

Your Launchkey's faders have five selectable modes. To change the mode, hold the Shift button and press one of the first five fader buttons below faders one to five.

Some modes are only available while you're using a DAW. For more information, see the section relating to your DAW.

The fader buttons follow the mode you set the faders to.

Custom Mode 1 is the default selected mode, the fader modes available are:

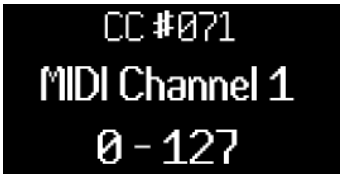
Fader Button Number	Mode	Availability
1	Volume	DAW Mode Only
2	Custom 1	Always
3	Custom 2	Always
4	Custom 3	Always
5	Custom 4	Always

Fader Custom Modes

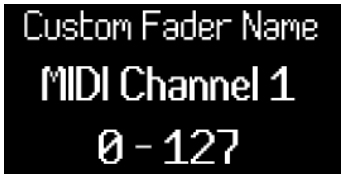
Your Launchkey has four Custom Modes. Custom Modes allow you to send customised MIDI messages from the controls. You can set up the messages each control sends in Novation Components.

When you enable a Custom Mode, the faders output custom messages you can set up in Components.

When you move a fader in a Custom Mode, the screen displays the parameter name and the value. You can set the parameter name in Components but if you've not set this the screen displays the destination of the MIDI message, e.g. CC 21.



Default Fader Custom Mode name.



Fader with a custom name.

Fader Buttons

The Fader Buttons follow the Fader Custom Modes. Like faders, in Custom Mode they output the messages you set up in Components.

When you press a fader button in a Custom Mode, the screen displays the parameter name and the value. You can set the parameter name in Components but if you've not set this the screen displays the destination of the MIDI message, e.g. CC 21.

If you've not set a parameter to a fader button, when you press it, the screen shows 'No Control':

Default Fader button Custom Mode name.

Fader button with a custom name.

TIP

The screen only displays 16 characters so make sure the custom names you give are useful.

Using the Launchkey 88 MK4's built-in features

The Launchkey 88 MK4 has a set of built-in creative tools to make it easier to create musical progressions, and give you another source of inspiration.

The features covered in the next few sections include:

- Using the Launchkey 88's Scale Mode [32]
- Using the Launchkey 88's Chord Modes [34]
- Using the Launchkey's Arpeggiator (Arp) [45]

Using the Launchkey 88's Scale Mode

Scale mode allows you to pick a scale and your Launchkey helps you play in that scale more easily.

To enable scale mode, press the Scale button. When you turn on scale mode, the screen shows the currently selected scale:

Changing the scale

You can change the scale using the first three encoders.

1. Encoder 1 changes the scale's root note. The default root note is C.
2. Encoder 2 changes the scale. The default scale is Major.
3. Encoder 3 changes the scale mode. There are three modes:
    - Snap to scale [33]
    - Filter out of scale [33]
    - Easy scale. [33]

    The Default mode is Snap to Scale.

TIP

Hold Shift and move an encoder to show the parameter on the screen without changing it.

Scales

The table shows the Scales available by moving encoder 2.

Scales	
Major	Dorian #4
Minor	Phrygian Dominant
Dorian	Melodic Minor
Mixolydian	Lydian Augmented
Lydian	Lydian Dominant
Phrygian	Super Locrian
Locrian	8-tone Spanish
Whole Tone	Bhairav
Half Whole Dim	Hungarian Minor
Whole Half Diminished	Hirajoshi
Blues	In-Sen
Minor Pentatonic	Iwato
Major Pentatonic	Kumoi
Harmonic Minor	Pelog-Selisir
Harmonic Major	Pelog-Tembung

Snap to Scale

In Snap to Scale mode, your Launchkey rounds any note outside the Scale to the nearest note in the chosen scale.

Filter out of Scale

In Filter out of Scale mode, your Launchkey filters out any notes not in the chosen scale. Any time you press the key of a note not in the scale, that note won't play.

Easy Scale

In Easy Scale mode, your Launchkey maps all the notes in your chosen scale to your Launchkey's white keys.

TIP

If your chosen scale has less than seven notes, the scale won't match the octaves on the keyboard. This allows you to do harp-like runs by dragging your fingers up and down the keyboard.

Using the Launchkey 88's Chord Modes

Your Launchkey has three different built in chord modes to help you create ideas or push your music to the next level. The chord modes available are:

- Chord Map - set the scale and use the encoders and performance controls to discover new chord banks and play them via the drum pads.
- User Chord - define the key chords in your workflow by assigning your favourites to the drum pads.
- Fixed Chord - set up a chord using the keys and play it in new places using a single key press.

NOTE

Chord modes on your Launchkey 88 may not be on the same MIDI channel as your keys. By Default, Chord modes send their notes out on MIDI Channel 3. To change this, go to: Settings → Press the Pad ˆ up and ˇ down buttons until you see Chords Channel → Set the channel using the pads or Encoder 1.

Chord Map

In Chord Map mode, your Launchkey's pads and encoders enable you to perform chords that fit with the Scale you select. Chord map is based on a few key functions:

- The leftmost eight pads, the Chord pads, allow you to play chords that fit the selected scale. Press the eight pads to trigger the chords. Although there are eight chords accessible, each chord map gives you access to 40 chord banks that fit the scale.
- The rightmost six pads, or Performance pads, let you perform the chords in different ways (e.g. arps or inversions). To use the performance pads, hold the performance pad and press the blue chord pads to play the chords with the performance effect (you might need to press the chord pad multiple times to hear the full performance effect).
- The encoders give you access to parameters to change the chords, Adventure, Explore, Spread, and Roll. Changing the Adventure and Explore parameters gives you access to the 40 banks of eight chords. The Spread and Roll parameters change the way the chords sound.

To access Chord Map, press the Chord Map button.

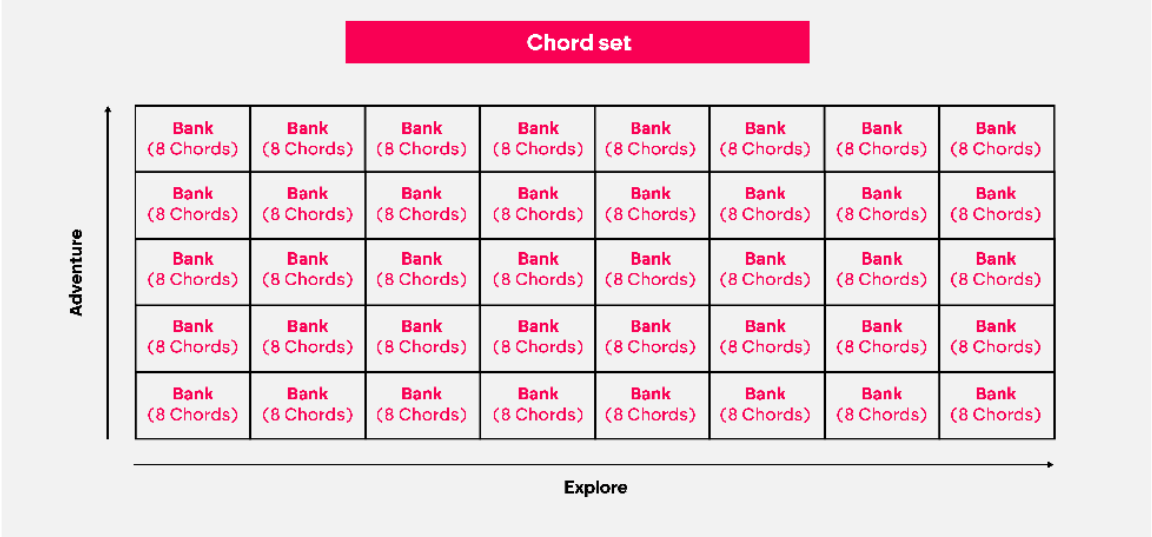
Chord Map Sets

Chord map gives you a chord set to match the key and scale you've selected using scale mode.

When you play a chord, the screen shows the name of the chord and visual representation of the keyboard notes it's triggering.

The chord sets and the matching scales are shown in the table below:

Chord Set	Scales
Major	Major
	Major Pentatonic
	Whole Tone
Minor	Minor
	Minor Pentatonic
	Blues
	Melodic Minor
	Hirajoshi
	Kumoi
	Hungarian Minor
Dorian	Dorian
	Dorian #4
Mixolydian	Mixolydian
Lydian	Lydian
	Lydian Augmented
	Lydian Dominant
Phrygian	Phrygian
	In Sen
	Iwato
	Pelog-Selisir
	Half Whole Diminished
Locrian	Locrian
	Super Locrian
Harmonic Minor	Harmonic Minor
	Bhairav
	Whole Half Diminished
Harmonic Major	Harmonic Major
Phrygian Dominant	Phrygian Dominant
	Pelog-Tembung
	8 tone spanish



Each Chord Set is made up of 40 chord banks. If you imagine there's a table of the chord banks with a scale of Explore and Adventure, as you increase each parameter you progress across the chord banks. The higher the Adventure and Explore parameters, the more gnarly the resulting chords get.

Chord Map performance pads

The right-most six pads (Pads 6-8 and 14-16) enable the Chord map performance functions. To use them, you hold the performance pads then press the chord pads. When you hold the performance pad, it changes how you play the chord.

To use the performance pads, hold, or latch, a performance pad on the right, in this case Split: Left and right, and press a chord pad to play that chord with the performance element.

The performance pads change the chords in the following way. For detailed descriptions, see the relevant section.

Pad	Behaviour
6	Manual Arp Up [38] - each press on the chord pads cycles through the chord's notes.
7	Inversion Up [40] - Plays through the chord's different inversions with each press.
8	Split: Bass + Chord [41] - Two presses of the chord pad play the bass note, followed by the rest of the chord's notes.
14	Manual Arp Down [38] - each press on the chord pads cycles through the chord's notes.
15	Inversion Down [40] - Plays the chord's first inversion down.
16	Split: Left and Right [41] - Two presses of the chord pad play what would be the left and right handed versions of the chord.

NOTE

You can only use one performance pad at a time.

To latch a performance pad, so you don't have to hold it:

1. Press the Scene launch button > to enable latching.
2. Press the performance pad you'd like to latch.

When Latch is on, the Scene launch button > lights white and the performance pads toggle between on and off.

Turning latch off, turns off any active performance/modifier pads.

Chord Map Manual Arp

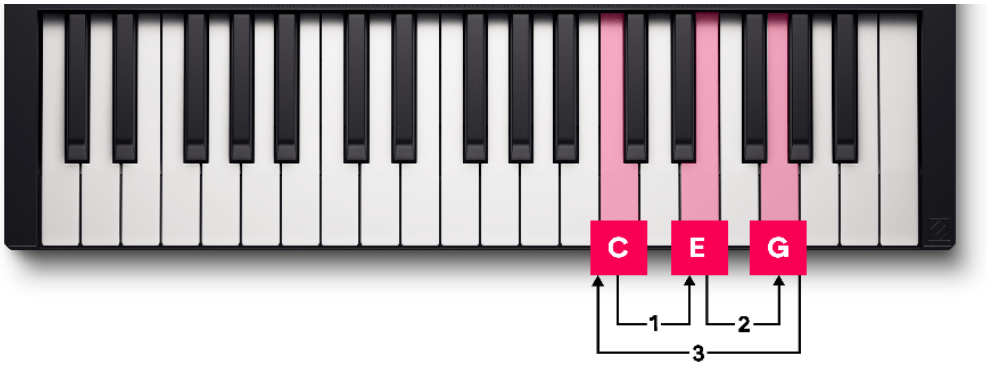
The manual arp performance modes (there are two modes, Manual Arp Up and Manual Arp Down) change the chord pads from playing a chord to playing each note of the chord, with each press of the pad. For example, to play a three note chord (a triad) you need to press the chord pad three times to play all three notes of the chord.

Changing chord or releasing the performance pad resets the arp cycle.

Manual Arp Up

In Manual Arp Up mode, the chord notes cycle from the lowest note of the chord to the highest note of the chord, then reset.

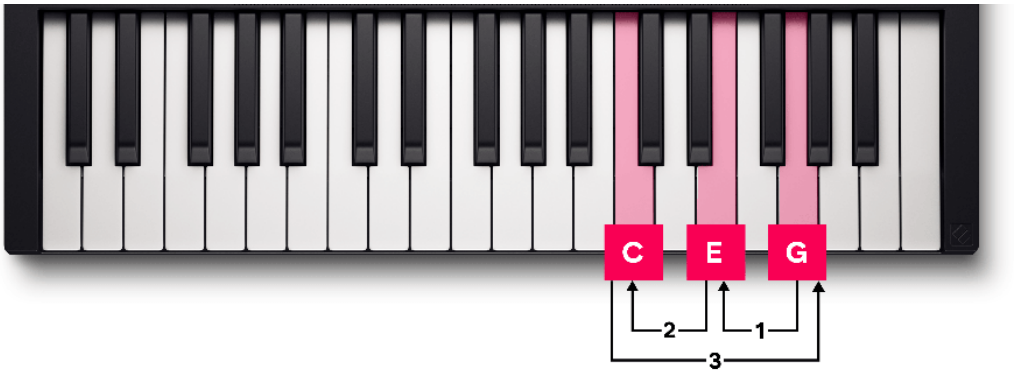
In the case of a C Major chord the notes are C, E and G; Manual Arp Up plays the notes in the order C, E, G, C, E, G, C etc.



Manual Arp Down

In Manual Arp Down mode, the chord notes cycle from the highest note of the chord to the lowest note of the chord, then reset.

Again, in the case of a C Major chord where the notes are C, E and G; Manual Arp Down, plays the notes in descending order G, E, C, G, E, C, G etc.



Chord Map Inversion

The Inversion performance pad allows you to play through different chord inversions each time the chord pad is played. In music, a chord inversion is a different way of playing a chord where the root note (the chord's name, e.g. C) is no longer the bass, or lowest, note in the chord.

To do this, hold the inversion performance pad and each time you press the chord pad it pitches the notes in the chord up (Inversion Up) or down (Inversion Down) by an octave, starting with the lowest note. After all notes have been pitched up (four presses) the chord resets to the original chord.

The cycle resets whenever you play a new chord or release the performance pad.

Inversion Up

With Inversion-Up held, a C major triad (C, E and G) looks like this:

Action	Chord output
Chord pad played without the performance pad	C3, E3, G3
Inversion pad held, chord pad 1st press	C4, E3, G3 (1st inversion)
Inversion pad held, chord pad 2nd press	C4, E4, G3 (2nd inversion)
Inversion pad held, chord pad 3rd press	C4, E4, G4, (Octave up)
Inversion pad held, chord pad 4th press	C3, E3, G3, (Original Chord, Cycle resets)

Inversion Down

With Inversion Down held, a C major triad (C, E and G) looks like this:

Action	Chord output
Chord pad played without the performance pad	C3, E3, G3
Inversion pad held, chord pad 1st press	C3, E3, G2 (2nd inversion)
Inversion pad held, chord pad 2nd press	C3, E2, G2 (1st inversion)
Inversion pad held, chord pad 3rd press	C2, E2, G2, (Octave down)
Inversion pad held, chord pad 4th press	C3, E3, G3, (Original Chord, Cycle resets)

Chord Map Split Mode

The Split modes emulate playing the keyboard with two hands.

- In Split: Bass + chord, the first press plays the bass note. The second press plays the rest of the chord's notes.
- In Split: Left and right, the first press plays the two lowest notes. The second press plays the rest of the chord's notes.

Like the other modes, these cycles are reset when the chord changes or if you release the performance pad.

In both modes, the first press plays straight, the 2nd press follows the roll function.

User Chord Mode

User Chord mode allows you to input your own chords.

When you're in User Chord mode, if you've not added any chords yet the pads are blank. In the following example we've added chords to five pads:

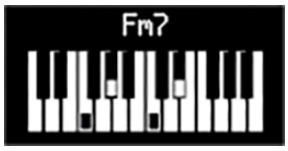
To play a chord, press a blue pad. The pad lights white when you're playing a chord.

Assigning User Chords

To assign a user chord to the pads:

1. Press and hold a blank pad. The screen shows a representation of the keyboard.

2. Press the notes on the keyboard you want to assign to the chord. You can either play the entire chord, or play each note independently (e.g. for chords you can't play with one hand). You can assign up to six notes– the Launchkey ignores any extra notes. The screen shows the notes you've added to the chord and the chord name:



3. Release the pad.

Transposing User Chords

In User Chord mode you can use the pad ˆ up and ˇ down buttons, to the left of the pads to transpose the entire User Chord bank.

To transpose by a single semitone, press either the pad up or pad down button. You can transpose up to 12 semitones (one octave) up or down.

To transpose by an octave (12 semitones) hold shift and press the pad up or pad down buttons. You can transpose up to three octaves, up or down.

Removing User Chords

To remove your User Chords, hold the Function button and press the chord's pad you want to remove.

When you hold the button, any pads with a chord light red and the screen shows “Delete Chord!”:

Fixed Chord Mode

Fixed Chord mode allows you to assign a chord to the keys. You can make chords up to six notes using the keyboard, then play and transpose the same chord harmony playing the keys up and down the keyboard.

Assigning a Fixed Chord

1. Press and hold the Fixed Chord button.
2. Press the notes on the keyboard you want to assign to the chord. You can either play the entire chord, or play each note independently (e.g. for chords you can't play with one hand). The screen shows a visual representation of the chord's notes and name.
3. Release the Fixed Chord button.

Fixed Chord remembers the notes and intervals, and Fixed chord mode is now on.

To turn Fixed Chord mode on/off, press the Fixed Chord button. The last saved chord is available. To reassign the Fixed Chord, repeat the steps above. This clears the previous chord.

Removing a Fixed Chord

1. Press and hold the Fixed Chord button.
2. Press any single key on the keyboard.
3. Release the Fixed Chord button.

Using the Launchkey's Arpeggiator (Arp)

An arpeggiator (arp for short) allows you to hold a number of notes, e.g. a chord, and your Launchkey plays each note individually in a sequence.

To enable your Launchkey's arp press the Arp button. When the Arp is on, the Arp button lights and the screen shows the arpeggiator controls in the order they are assigned to the encoders:

1. BPM (Tempo) [46]
2. Swing [47]
3. Rate [47]
4. Gate [48]
5. Type [48]
6. Oct (Octaves) [48]
7. Mut (Mutate) [48]
8. Rytm (Rhythm) [49]

TIP

Holding Shift and pressing Arp latches the arpeggiator. Any notes you press last indefinitely while the arp continues to play them. You can trigger a new set of notes to overwrite the arp notes.

Arp latch is really useful for experimenting with arp settings without keeping your fingers on the keys.

Arp Controls

With Arp on, the Launchkey's encoders map to the arp's controls. Moving an encoder temporarily displays the parameter and the value on the Launchkey's screen.

TIP

Hold Shift and move an encoder to show the parameter on the screen without changing it.

The following arp controls are available on the encoders:

Encoder	Parameter	Default value
1	Tempo (BPM)	120
2	Swing	0
3	Rate	1/16
4	Gate	50%
5	Type	Up
6	Octaves (Oct)	1
7	Mutate (Mut)	0%
8	Rhythm (Rytm)	0

Arp Tempo

Tempo controls the arp's speed in beats per minute (BPM) when your Launchkey isn't receiving a MIDI clock.

You can set the internal tempo of the Launchkey from 40 to 240 BPM using encoder 1. The default tempo is 120 BPM.

When your Launchkey is receiving MIDI clock, and you move encoder 1, the screen displays the tempo it's synchronising to instead of the internal BPM.

Arp Swing

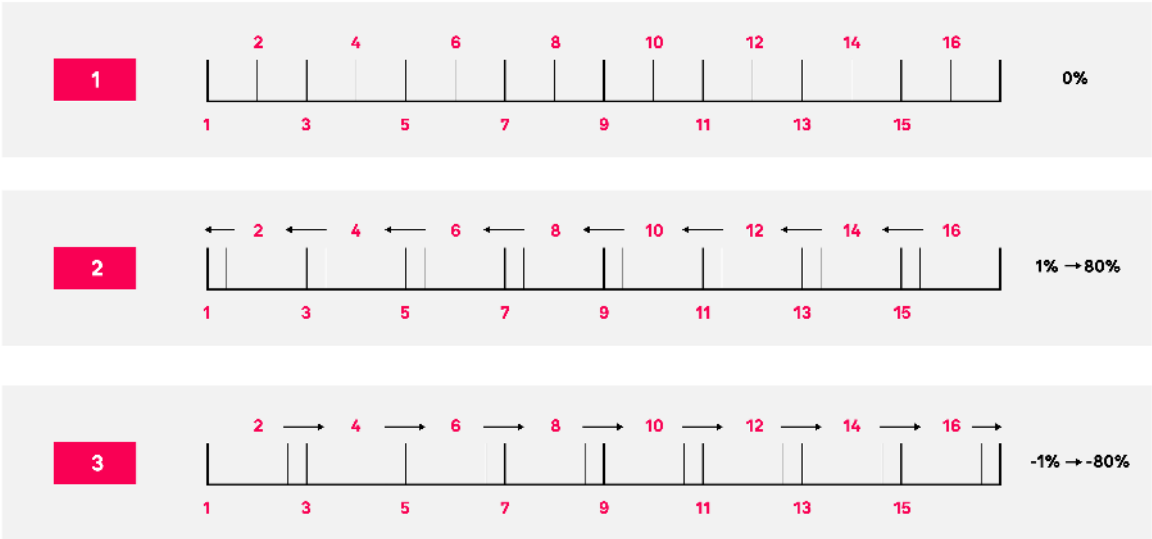
By default, each note in an arpeggiator pattern is equally spaced in time. At the default tempo and rate of 120 BPM, 16th notes the pattern repeats every two seconds, making the steps one-eighth of a second apart.

Changing the Arp Swing parameter from its default value of 0% changes the timing of even-numbered steps (the offbeats).

You can adjust swing using encoder 2 in the range of -80%, negative swing, to +80%, positive swing.

A negative swing value shortens the time between an even step and the previous odd step, a positive Swing value has the opposite effect.

This diagram gives a rough visual representation of what happens in each swing setting:



Arp Rate

You can control the Arp rate, or the musical division of the arp notes, using encoder 3. Arp rate defines how often the notes play per bar.

The Rates available are:

- 1/4
- 1/4 triplet
- 1/8
- 1/8 triplet
- 1/16
- 1/16 triplet
- 1/32
- 1/32 triplet

Arp Gate

Encoder 4 controls how much of the time between the arp notes each note fills. The range is 0% to 95%.

> **TIP**
>
> It is possible to have longer gates, see Arp Tie [50] for more information.

Arp Type

Encoder 5 changes the Arp Type. Arp Type refers to how the notes, or chord, you are holding are played by the arpeggiator.

Arp Type	Behaviour
Up	Plays each note from the lowest note to the highest note.
Down	Plays each note from the highest note to the lowest note.
Up/Down	Plays each note from low to high, then back again. The highest and lowest notes **are not** repeated.
Up/Down 2	The highest and lowest notes **are** repeated.
As Played	Plays the notes you're holding in the order you played them.
Random	Plays the notes you're holding in a random order.
Chord	Plays all notes as a chord on each arpeggiator step.
Strum	Notes play when you move the modulation control. Hold some keys and as you move up or down with the modulation control the notes (or Latched or Chord mode notes) play. This emulates the way chords are strummed on a guitar.

Arp Octave

Encoder 6 adjusts the number of octaves the arpeggiator plays the notes over. You can select from one to four octaves.

Arp Mutate

Encoder 7 adjusts how much the mutate control affects the arpeggiator. Arp mutate affects all arp types.

Turning encoder 7 adds variation to every note in your arpeggio. A new 'mutation' happens each time you move the encoder or retrigger from the keys. When you stop turning the encoder, the notes are set and repeat indefinitely.

Encoder position	Possible mutation applied (semitones)
0	No additional notes
1 - 19	+12
20 - 63	+12, -12, -7
64 - 100	+12, -12, -7, +7
101 - 115	+12, -12, -7, +7, +3, +4, +10
116 - 127	Any note from -12 to +12

Arp Rhythm

Encoder 8 changes the arp's rhythm and shows a representation of the steps on the screen.

Turning the Rhythm encoder makes rhythmic variations. Every time you move the encoder, you'll create a different pattern of rests.

Arp Pattern mode

Arp Pattern is a pad mode that brings your arpeggiator steps onto the pads and gives you extra arp functionality for more interactive arp editing.

To access Arp Pattern mode, hold shift and press Drum Pad 12.

When you select Arp pattern mode, the screen temporarily shows Pad Mode Arp Pattern.

In Arp pattern mode:

- Active steps are lit blue and inactive steps are unlit. The arp plays active steps and mutes for inactive steps. When the arp is playing, the current step position lights on the top row of pads.

- You turn off arp steps using the top row of drum pads. Press a pad to remove the step from the arp sequence.

- The bottom row of pads gives you more arp functions you can control per step. Press the Function button to cycle between the three functions available: Accent [51], Ratchet [51] and Tie [50].

These steps are the same as the arp rhythm pattern. Arp rhythm mode affects the grid, changing the arp rhythm value changes the pattern shown in the grid and overwrites any changes you make.

Arp Tie

When Arp Tie is on, the Function button lights red and any steps with arp tie light red.

Arp tie, links two notes in an arp pattern together. In arp tie mode, press a pad on the bottom row to tie that arp step to the next step. The pad turns red to show the step above it is tied.

When a step has a tie on it, the arp gate increases to 110%.

Arp Accent

When Arp Accent is on, the Function button lights orange and any steps with arp accent light orange.

When you add an accent to a step, the arp step's velocity jumps by +30 velocity compared to the step without an accent.

The accent velocity value is capped at 127.

> **NOTE**
>
> Accent affects both notes when accent and ratchet [51] are both active for a step.

Arp Ratchet

When Arp Ratchet is on, the Function button lights yellow and any steps with arp ratchet on light yellow.

When you add arp ratchet to a step, the arp plays two triggers for that step. For example, if the arp is at 1/16 a step with ratchet on plays two 1/32 notes. The pitch of the notes stays the same.

Launchkey 88 MK4 Settings

To access the Settings menu, press the Settings button. When settings is active, the Settings button is fully lit.

The Settings menu takes over the screen, pads, and encoders. To navigate settings, use the:

- ˆ Up and ˇ down buttons to move through the settings screens.
- < Track and Track > buttons, Encoder 1, or the pads to change the value of the current setting.

Each screen shows you the Setting and the current value:

To exit Settings, press Settings again. This returns the keyboard to its previous pad and encoder modes.

The settings are:

Setting	Value range	Description	Default value
Part A Channel	1-16	Sets the MIDI channel part A transmits on.	1
Part B Channel	1-16	Sets the MIDI channel part B transmits on.	2
Chords Channel	1-16	Sets the MIDI channel the chord modes transmit on.	3
Drums Channel	1-16	Sets the MIDI channel the drum mode transmit on.	10
Vel Curve (Keys)	Soft Normal Hard Fixed	Sets the key's velocity curve.	Normal
Vel Curve (Pads)	Soft Normal Hard Fixed	Sets the pad's velocity curve.	Normal
Fixed Velocity	1-127	Changes the value of the fixed velocity and the accent value in the arp gates.	120
Arp Velocity	On/Off	When on, the Arp takes the velocity values from the keys. When off, Arp velocity defaults to 100.	On
Arp Note Source	Part A Part B	Sets which part triggers the arpeggiator.	Part A
Pad Aftertouch	Off Channel Poly	Defines if the pads transmit aftertouch and if so, which type.	Polyphonic
Pad AT Threshold	Low Normal High	Sets the point when aftertouch starts on the pads.	Normal
MIDI Clock Out	On/Off	Enables or disables if the Launchkey transmits MIDI clock.	On
LED Brightness	1-10	Controls the LED brightness.	8
Screen Brightness	1-10	Controls the screen brightness.	8
Display Timeout	1-10	Changes the length of temporary screen messages in 1 second intervals.	5
Encoders Curve	Slow Medium Fast	Sets how the encoders respond to how quickly you turn them. Fast mode lets you sweep the full range with a quick spin. Slow mode spreads the same range across more turns for added control. You can make precise changes by turning the encoders slowly on all settings. This affects all Custom Modes; it doesn't affect DAW modes.	Medium

Setting	Value range	Description	Default value
Fader Pickup Type	Jump Pickup	In jump, the control instantly outputs MIDI when you move a fader. In pickup, the control only outputs MIDI when you move it to the position of the parameter you're controlling. This prevents sudden jumps in value.	Jump
External Feedback	On/Off	Changes incoming MIDI to light corresponding drum or Custom Mode pads.	On
Vegas Mode	On/Off	Enable or disable Vegas mode.	Off
Power On Modes	Encoder Mode: Custom 1–4 Pad Mode: Drum – Custom	Sets the default , Encoder and Pad modes.	Fader: Custom 1 Encoder: Custom 1 Pad: Drum

DAW control with the Launchkey 88 MK4

The Launchkey can control a range of DAWs (Digital Audio Workstations) using various Encoder and Pad modes.

You can use the Encoder modes on your Launchkey to control Plugins, your DAW's Mixer, Sends, and DAW Transport modes using the Encoders.

You can also use your Launchkey's pads in DAW and Pad modes.

Many of the DAW controls on your Launchkey are DAW specific, whereas others are shared features. We've split the DAW features into two sections:

- Features common to all DAWs.
- Features specific to certain DAWs.

Read through both the Common DAW Controls [55] section and the section about your DAW to fully understand how you can integrate Launchkey in your workflow.

Common DAW Control

Common DAW control relates to your Launchkey's features that work in all supported DAWs.

Once you've read this section, you can read the section relating to your DAW.

Default DAW Control Modes

When you first connect your Launchkey to a DAW, the sections of your Launchkey default to the following modes:

Control Area	Default Mode
Encoders	Plugin
Drum Pads	DAW
Faders	Volume
Fader Buttons	Arm

Track Buttons and Navigation

The track buttons do the same thing in all DAWs: Press Track > to move to the next track, and < Track to move to the previous track.

When you move tracks, your Launchkey 88 MK4 's screen temporarily shows the new track's name.

The **Track** buttons light to show you when you're able to move track. For example, if you're on Track 1, the < **Track** button wouldn't light as you can only move to the next track.

Track Banking

Track Banking allows you to move tracks in groups of eight. The bank of tracks you're on is also the set of eight tracks your Launchkey's mixer settings (e.g. encoders and faders) control.

To bank by eight tracks, hold Shift and press the < Track or Track > buttons to move to the previous or next bank.

When you move banks, your Launchkey's screen temporarily shows the new set of tracks, e.g. Mixer Tracks 9 - 16.

DAW Encoder Modes

Encoder modes assign your Launchkey 88's encoders to different sets of controls.

To change Encoder mode, hold the Shift button and press one of the top row's pads.

The Encoder modes that relate to DAW control are:

- Plugin - controls the currently focused plugin.
- Mixer - controls Tracks' Level and Pan.
- Sends - controls the DAW Mixers Send controls
- Transport - controls elements of the DAW's transport beyond the Play/Pause/Loop/Stop buttons

For more information on each DAW Encoder mode, read the next few sections.

Plugin Encoder Mode

Plugin mode assigns your encoders to control the currently focused plugin in your DAW. You can control your DAW's stock plugin effects and instruments and third-party plugins.

Each DAW has its own way of assigning plugin controls to the encoders, so please see the section relating to your DAW.

Transport Encoder Mode

Transport mode brings controls of your DAW's arrangement view onto your encoders, giving you hands-on control of your project's navigation.

The screen shows short names for the following controls, explained in the table below and following sections:

Encoder	Function	Short name
1	Transport Position (Scrub)	Scrb
2	Zoom	Zoom
3	Loop Start point	LPS
4	Loop End point	LPE
5	Marker selection	Mark
6	N/A	
7	N/A	
8	Tempo (BPM)	BPM

NOTE

This mode is slightly different in Ableton Live. For more information, see Live's Transport Encoder Mode [69].

Playback Position

Encoder 1 controls Scrub, or Playback Position. The encoder moves the playhead left and right through your arrangement in beats.

The screen shows the current playhead position.

Zoom

In Transport Encoder mode, Encoder 2 increases and decreases the Zoom level.

Moving the Zoom encoder clockwise Zooms in, anti-clockwise Zooms out.

The screen temporarily shows the last Zoom change:

Loop Start and End

Encoders 4 and 5 control the Loop Start and Loop End points in your DAW.

When you change the Loop points, the screen temporarily shows the Loop point you've changed, and its position in Bars and Beats.

Marker Select

The Marker select encoder moves your DAW's playhead between markers you've set up in your DAW.

Moving the encoder clockwise or anti-clockwise moves your playhead to the next or previous marker.

When you move markers, the screen temporarily shows the name of the marker you've moved to.

If you've not set up any markers in your project yet, the Marker Select encoder doesn't do anything and when you move it the screen shows 'No Markers':

The way you add markers varies by DAW. To find out how to add markers in your DAW, read the user guide for your specific DAW.

Faders

The faders only have one function, to control the volume level of the current track bank.

The first eight faders control your track bank, the ninth fader controls the main output level control in your DAW.

When you move a fader, the screen shows the track name and level in dB.

Fader Buttons

The fader buttons have two modes, Select mode and Arm Mode.

To change the fader button mode, press the ninth fader button.

When you change the fader button mode, the screen temporarily shows the mode you've selected.

NOTE

In **Select** Mode, the buttons light up as the tracks' colours.

In **Arm** mode, the buttons light red– dim red if the track isn't armed and bright red if the track is record armed.

Select Mode

In Select mode, press a fader button to select that track in your DAW. This allows you to play the track and/or have deeper control over the track's plugins in plugin encoder mode [57].

In **Select** Mode, the buttons light up as the tracks' colours.

When you select a track, the screen shows the track's name.

Arm Mode

In **Arm** mode, the buttons toggle the record arm state of their respective tracks.

In **Arm** mode, the buttons light red– dim red if the track isn't armed and bright red if the track is record armed.

When you change the record arm state, the screen shows the track name you changed.

Using the DAW and Drum Pad modes

In terms of DAW control, the pads have two modes: DAW and Drum. You can change these using Shift + Drum pad mode buttons.

In DAW mode, the pads change function depending on the DAW you're using. Checkout the DAW specific sections of this user guide to find out more.

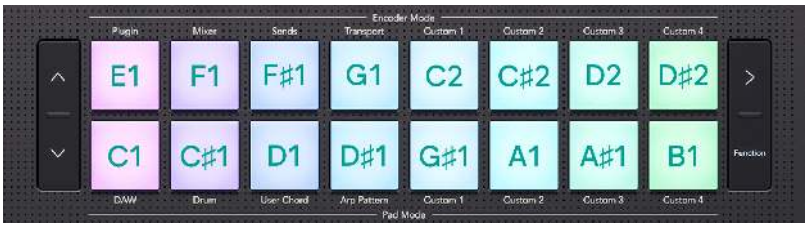
Drum mode

In Drum mode, the pads follow the same behaviour as the regular Drum Pad mode [64].

However, when you're using Drum mode in a DAW, the pads light in the colour of the currently selected track to clarify which track you're controlling.

Drum Pad mode

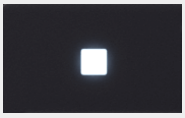
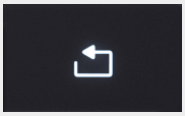
When you select the Drum pad mode, the pads trigger MIDI notes. By default, the notes are arranged from C1 to D♯2 (bottom left to top right) and on MIDI channel 10.



In Drum mode, the pads light blue outside your DAW and the track colour in your DAW. The pads light when you play the pads.

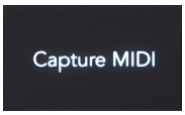
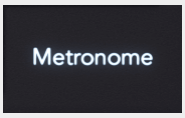
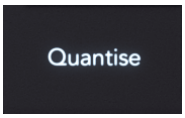
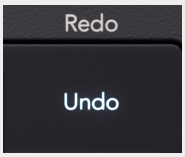
Transport Buttons

The transport buttons match the transport functions of your DAW. However, you can use the Shift button to access extra functions.

Button	Function	Shift/Secondary Function
Play	Starts playback.	Hold shift and press Play to pause/ continue playback.
Stop 	Stops playback.	Press Stop for a second time to return the playhead to the start of your project.
Record	Toggles your DAW's main record function.	
Loop 	Toggles loop on/off.	

Workflow Buttons

The workflow buttons of your Launchkey give you quick access to DAW features to speed up your workflow.

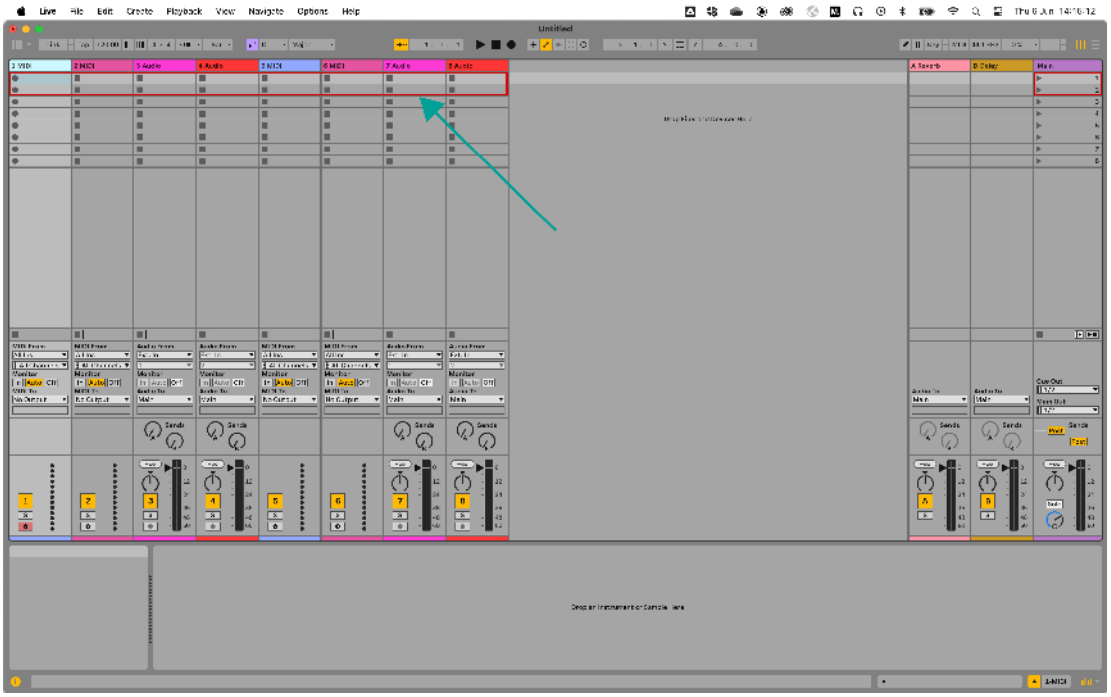
Button	Function	Shift Function
Capture MIDI 	Triggers Capture MIDI (retrospective MIDI record if available in your DAW).	
Metronome 	Toggles the metronome on/off.	
Quantise 	Triggers your DAW's quantise function on the last recorded, or selected MIDI clip.	
Undo 	Triggers your DAW's undo function (like ctrl/command + Z)	Triggers your DAW's redo function (like shift + ctrl/command + Z)

Controlling Ableton Live with the Launchkey 88

In addition to the Launchkey's Common DAW Control [55], you have the following integration specifically designed for you to get the most out of Ableton Live.

Navigating in Ableton Live

When you connect your Launchkey and open Ableton Live, you'll see a 2×8 focus ring around the clips. This ring represents the two rows of eight pads on your Launchkey.



Changing Track

The highlighted track in Live is the currently selected track. Any Track related controls, e.g. your Launchkey's encoders, affect the selected track. To change the selected track, press one of the Track <> buttons. When you move track:

- Your Launchkey's screen shows you the name of the newly selected track.
- The track is 'soft-armed' so you can play it straight away.
- Any Track related controls, e.g. your Launchkey's encoders, affect the newly selected track.

The focus ring only moves when you move the track past the eighth track in the current selection.

Track Banking

To bank in sets of eight tracks, hold Shift and press the Track <> buttons. The focus ring moves to include that track, either at the start or end of the focus area, depending on the direction you're banking.

Moving between Clips

To move the focus ring up and down to select new clips in the same tracks, use the Pad ˆ up and ˇ down buttons.

Ableton Live Encoder modes

For the most part, the Encoder modes on your Launchkey follow the common DAW Encoder modes [57]. However, the plugin control gives you access to more of Ableton's Devices.

Ableton Live Plugin Encoder Mode

The Plugin encoder mode gives you control over eight parameters at a time in the currently selected device or instrument.

The encoders initially control the top eight parameters, but you can use the encoder bank buttons to access more pages of controls for each device. As you move through screen shows the device name and the title for the bank of controls.

Changing device

You can change devices within the same track by holding Shift and pressing the encoder bank up/down buttons.

When you move the device, the screen shows the track name and the new device name.

Live's Transport Encoder Mode

Transport mode brings controls of your DAW's arrangement view onto your encoders, giving you hands-on control of your project's navigation.

The screen shows short names for the following controls, explained in the table below and following sections:

Encoder	Function	Screen name
1	Arrangement view playback position	Playback Position
2	Zoom horizontal (to playback position)	Zoom Horizontal
3	Zoom vertical (Track Height)	Zoom Vertical
4	Loop Start point	Loop Start
5	Loop End Point	Loop End
6	Marker Selection	Marker Select
7	N/A	
8	Tempo (BPM)	Tempo

Playback Position

Encoder 1 controls Scrub, or Playback Position. The encoder moves the playhead left and right through your arrangement in beats.

The screen shows the current playhead position.

Ableton's Zoom Control

There are two encoders assigned to zoom in Live: Zoom Horizontal and Zoom Vertical.

Zoom Horizontal

In Arrangement view, Zoom Horizontal keeps the track heights the same but zooms in and out keeping the playback position central to the zoom.

In Session view, the Zoom Horizontal encoder moves between tracks.

Zoom Vertical

In Arrangement view, Zoom Vertical changes the track heights.

In Session view, the Zoom Vertical encoder changes the scene.

Loop Start and End

Encoders 4 and 5 control the Loop Start and Loop End points in your DAW.

When you change the Loop points, the screen temporarily shows the Loop point you've changed, and its position in Bars and Beats.

Marker Select

The Marker select encoder moves your DAW's playhead between markers you've set up in your DAW.

Moving the encoder clockwise or anti-clockwise moves your playhead to the next or previous marker.

When you move markers, the screen temporarily shows the name of the marker you've moved to.

If you've not set up any markers in your project yet, the Marker Select encoder doesn't do anything and when you move it the screen shows 'No Markers':

The way you add markers varies by DAW. To find out how to add markers in your DAW, read the user guide for your specific DAW.

Ableton Live Pad Modes

In Ableton Live, your Launchkey has three pad modes.

- Clip - for clip launching.
- Sequencer - for editing and sequencing MIDI clips from the Launchkey 's pads.
- Drum - for controlling Ableton's Drum Rack device.

To access the Clip or Sequencer pad modes, hold Shift and press Pad 9 (DAW) once for Clip and twice for Sequencer. The screen shows you which Pad mode you're in when you press the DAW pad.

To access the Drum pad mode, hold Shift and press pad 10 (Drum).

Ableton Live Clip Launcher Pad Modes

In the Clip pad mode your Launchkey gives you controls for live performing your set, bringing Ableton's session mode to life. You have access to clip launching, stopping, and track Mutes and Solos.

Ableton Live Clip Pad Mode

In Clip launching mode, the pads represent the 2×8 focus ring in Live's Session view. Each pad controls a clip in Session view.

Pads light a few ways depending on their state:

- Unlit pads show the clip slot is empty.
- Available clips light the same colour as their clip in Live.
- Pads flash green to show you've cued that clip, and pulse green when a clip is playing.
- Pads flash red to show you've cued that clip for recording, and pulse red while you're recording.

To launch an entire Scene (a row of clips), press the Scene launch > button to the right of the top row. The Scene launch button lights the same colour as the scene in Live, if you have set up Scene colours.

Changing the bottom pad row

You can change what the bottom row of pads controls using the function button. Each press of the function button cycles through the following controls:

- Clip Launcher (the default mode as described above).
- Stop mode. [72]
- Mute mode. [72]
- Solo mode. [73]

Ableton Live Pad Mode: Stop

Stop mode changes the function of the bottom row, so pressing a pad stops the currently playing clip on that track.

In Stop mode, the pads light red; they light bright red when the track has a clip playing and dim red for tracks that don't have a playing clip. In Stop mode, the Function button lights red.

Ableton Live Pad Mode: Mute

Mute mode changes the function of the bottom pad row so they show each track's Mute status. Press a pad to mutes, or unmute, a track.

In Mute mode, the pads light orange; they light dim orange when the track is active and bright orange for muted tracks. In Mute mode, the Function button lights orange.

Ableton Live Pad Mode: Solo

Solo mode changes the function of the bottom row, so pressing a pad changes the Solo state of that track.

In Solo mode, the pads light blue; they light bright blue when the track is Soloed and dim blue that aren't Soloed. In Solo mode, the Function button lights blue.

Using the Launchkey 88's Ableton Sequencer

Your Launchkey 88 gives you hardware control of Ableton Live's clip sequencers. You can create drum patterns and sequence notes inside clips using the Launchkey's pads and modify your sequences using the encoders.

To access the Sequencer mode, hold Shift and press drum pad 9, DAW, so the screen shows Pad Mode Sequencer 2/2.

When you enter Sequencer mode, what the pads show changes depending on what you have selected in Live:

You have a MIDI track selected but no clip selected.	The pads don't show anything, when you add steps to the sequence Live creates a new clip in the selected clip slot for that MIDI track.
You have a MIDI track selected and a clip selected.	The currently selected MIDI Clip's sequence is shown on the pads, and you can edit the sequence (the pads could also be blank if there are no notes in the clip).
You have an audio track selected.	Nothing is shown on the pads, you can only create sequences using MIDI tracks.

Launchkey's Ableton Sequencer layout and navigation

The Launchkey's 16 Pads each represent a 16th step sequencer, allowing you to see a bar of a clip at any point.

Steps with active notes light in the track colour for the clip. Empty steps remain unlit. When the clip is playing the play position is represented by a white pad.

Pad layout with arrows showing the direction of the sequencer

You can create and edit more than a bar of a clip using the Down buttons to the left of the pads to create the extra steps. You can move between steps 1-16, 17-32, and more, using the Up and Down buttons.

You can also hold Function and press the Down button to duplicate the current clip and create a clip double the length with identical bars. After you've done this you can tweak each bar for variation.

Launchkey's Melody and Drum Sequencers

The Launchkey has two styles of sequencer, melody, and drum, depending on the instrument assigned to the MIDI track selected. The instrument varies how you enter notes slightly.

If you select a MIDI track with a Drum Rack, you'll see the drum sequencer. The drum sequencer shows the note sequence for a single drum, the currently selected Drum Rack Pad, e.g. the snare drum. Changing the currently selected Drum Rack Pad changes what the pads show.

For all other tracks types, the pads use the melody sequencer. The melody sequencer shows you all steps that have notes and allows you to sequence polyphonic material.

Entering notes to the Launchkey's Ableton Sequencer

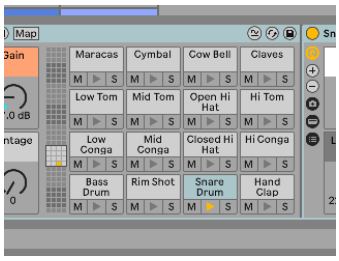
As there are two different styles of sequencer, drum and melody, there are two methods of inputting notes.

Drum Sequencer

This method works when you have a MIDI track selected that's using Ableton's Drum Rack device.

1. Select a clip [78]. If the clip is empty the pads are blank, if the clip has notes you'll see lit pads for each active step of the selected drum.
2. Select a drum rack pad, to do this, press a key on the keyboard that corresponds to the drum you want to use, e.g. D1 selects the Snare drum here.

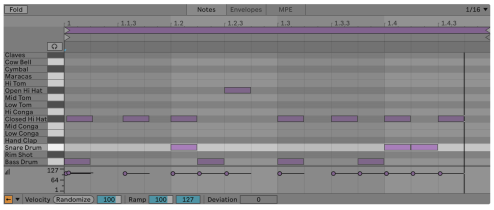
Pressing the Launchkey's D1 key to select the Snare Drum track.



Ableton's Drum Rack with while selecting the Snare Drum track.

3. Press a pad for each step of the sequence you want to assign your selected drum to. In the example below we've added a snare to steps 5, 13, and 14.

The Launchkey's pads when the Snare drum is selected.



Ableton's MIDI Note Editor for the selected Clip, highlighting the Snare drum track.

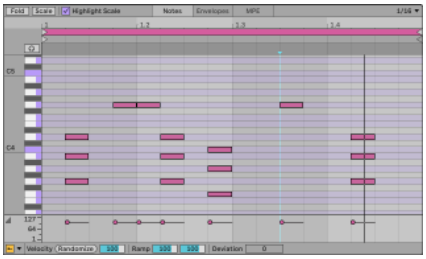
To remove notes from the sequence, press a key to select the drum rack pad you'd like to remove and press the pads for the steps you'd like to remove.

Melody Sequencer

This method works for all instruments, except Drum Racks, on MIDI tracks.

1. Select a clip [78]. If the clip is empty, the pads are blank. If the clip has notes, you'll see lit pads for each active step.
2. You can enter notes in two ways:
    1. Press the note or chord you want to enter on the keys, then press a pad to add it to that step. You don't have to hold the keys, your Launchkey remembers the last key(s) you played and add these to a step when you press the corresponding pad.
    2. Hold a pad and play the note(s) you want to enter on the keys.

The Launchkey's pads representing the notes in the sequencer.



Ableton's MIDI Note Editor for the selected Clip.

> **TIP**
>
> You can add notes and chords to multiple steps simultaneously by pressing multiple pads simultaneously.

Duplicating Notes

You can duplicate notes to different steps in the clip. To do this:

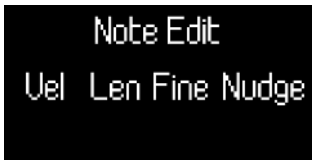
1. Hold the Function button. The screen shows Duplicate:

2. Press and hold the step you want to copy.
3. Press the empty step you want to copy the notes to.

Adjusting Note Sequencer note settings

You can use the Launchkey's sequencer to adjust each step's settings.

To do this, press and hold a note in the Sequence, the screen shows the Note Edit settings you can access from encoders 1-4.



Encoder	Note Setting	Explanation
1	Velocity	Changes the velocity of the note. You can hold multiple pads to adjust the velocity for multiple notes simultaneously.
2	Length	Changes the length of the note in steps up until the next instance of that note.
3	Fine (Length)	Changes the length of the note in tenths of a step (0.1 steps) up until the next instance of that note.
4	Nudge	Moves the note backward up to -20% or forward up to +70% (as long as the note is not at the start/end of the clip).

Selecting Clips in Launchkey's Ableton Sequencer

Clicking any MIDI Clip in Ableton using your mouse selects that Clip and allows you to edit the sequence using your Launchkey's pads. However, you can also change the Clip from the Launchkey. To do this in Sequencer pad mode:

1. Press the Scene Launch button to the right of the top pad row. The screen shows Sequencer Select Clip.

   The pads show the clips available in the current focus ring using the clip colour. Red clips show empty clip slots. You can use the ˆ up and ˇ down and Track <> buttons to move the focus ring.

The Launchkey's pads showing the clips you can select. Empty clip slots light red.

Ableton's Session view showing the focus ring for the current eight tracks.

2. Press a pad to enter that clip and start sequencing it. Depending on the clip you choose:
   - Pressing a MIDI clip takes you to step entry view to edit the sequence.
   - Pressing an empty MIDI clip creates a new sequence in the slot and takes to the step entry view to edit the sequence.
   - Pressing a clip on an audio track does nothing.

   Pressing the scene launch button again takes you to the current sequence.

Controlling Ableton Live's transport

The Transport section of your Launchkey works according to the explanation in common DAW controls: Transport [65], except for the record button.

Ableton's record button

What your Launchkey's record button does varies depending on the view you have open in Live.

- In Session view, record button triggers the Session Record Button in Live.
- In Arrangement view, the record button triggers the Arrangement Record Button in Live.

Ableton Live Global Scale

In Ableton Live, your Launchkey synchronises with Ableton Live's Scale Mode.

When you change the Scale, or open a Live set, the Scale is sent to the Launchkey, this allows the Launchkey's Chord modes to sync with your Live set.

Controlling Logic Pro with the Launchkey 88

In addition to the Launchkey's Common DAW Control [55], you have the following integration specifically designed for you to get the most from Logic Pro.

Logic Pro: Encoder Modes

Plugin Mode

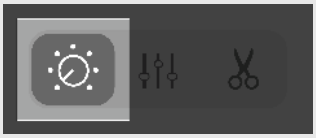
In Plugin DAW mode, your Launchkey's encoders control Logic Pro's Smart controls for the currently selected plugin or instrument.

When you move an encoder, your screen shows you the name of the track, the parameter, and the value.

If the plugin/instrument has more Smart Controls, you can use the **Page** buttons to move pages.

TIP

You can access Logic Pro's Smart Controls in the top left corner of Logic or using the shortcut 'B' on your Mac's keyboard.



Logic Pro Mixer Mode - EQ

Logic Pro's Mixer encoder mode has three pages, the first two are the common DAW Mixer modes, Volume and Pan (see Mixer Encoder Mode). Logic has an extra page for Logic's EQ plugin.

To access the EQ mixer mode, use the encoder bank down button. If you don't have an EQ plugin on that track, moving to Mixer EQ mode adds one to the track you're on.

When you enter Mixer EQ mode the screen temporarily shows Mixer EQ, when you move the encoders in Mixer EQ mode, the screen shows the track name, EQ parameter and the value (either frequency in Hz or gain in dB).

Entering Logic's Mixer EQ encoder mode.

Controlling the High Mid-EQ band's frequency with encoder 5.

When you're in EQ Mixer mode, the encoders map to the following EQ controls:

Encoder	Parameter	Screen Name
1	Band 2 Frequency	Low Shelf
2	Band 2 Gain	Low Shelf
3	Band 4 Frequency	Low Mid
4	Band 4 Gain	Low Mid
5	Band 6 Frequency	High Mid
6	Band 6 Gain	High Mid
7	Band 7 Frequency	High Shelf
8	Band 7 Gain	High Shelf

TIP

A tip to remember EQ mode is: the odd Encoders control the Bands' Frequency and the even encoders control the Bands' Gain.

Logic Pro Pad Modes

DAW Mode

In Logic Pro, DAW pad mode is split into two sub-modes:

- Mixer (Select/Arm/Solo/Mute)
- Live Loops

To change the sub-mode, press the function button.

When you change sub-mode, the screen temporarily shows the Pad Function:

Logic Pro Mixer Pad Mode

Mixer Mode gives you control of Select, Record Arm, Solo, and Mute using the pads.

On page one the top pad row controls which track is selected and the pads light the track colour. The bottom row controls the record arm state, bright red shows the track is record armed, and dim red shows a track is not record armed.

On page two, the top pad row controls track Solos and the bottom pad row controls track Mutes.

To change between Select/Arm and Solo/Mute, press the Pad ˆ up and ˇ down Navigation buttons.

The Launchkey's pads in Logic's Select/Arm mode.

The Launchkey's pads in Logic's Solo/Mute mode.

Select/Arm is the default pad mode.

You can use < Track and Track > to move by a single track.

NOTE

Any Send or “Master” [sic] tracks also show up in Mixer mode. You can change the Mute/Solo states in the same way as other tracks.

Live Loops Mode

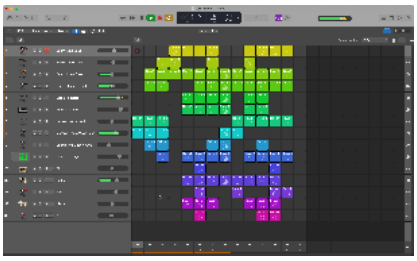
Live Loops mode gives your Launchkey control over individual Loops and the scene buttons to trigger a column of loops.

The top row of pads controls your Loops.

The bottom row of pads controls the Scenes.

Loop Pads

The top row of pads represent the Loops of the selected track. The colours on the pads match the Loop colours.



The Logic Live Loops session with Track 1 selected.

The pads showing the Loop colours.

TIP

To change colours in Logic Pro, go to View > Show Colors > Select a Loop > Click a colour to change the Loop colour.

To play a Loop, press a pad. While a loop is playing, the pad pulses green.

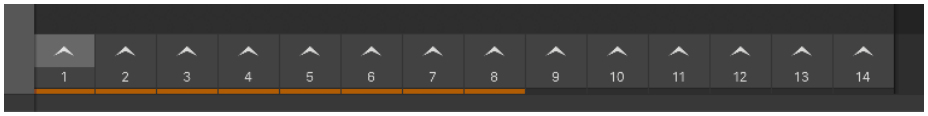
To stop a Loop, press the playing Loop's pad.

If you press another pad on the same row, this cues the next Loop. The next loop starts according to how you've set your “Quantize Start” option in the top right of the Live Loops window.

To record a Loop, press an empty Loop slot (a non-lit pad). While the Loop is recording, the pad flashes red, press it again to stop the Loop recording and start the Loop playing.

Scene Pads

Pressing a bottom row Pad triggers a Scene. In Logic Pro Live Loops, a Scene is a column of Loops, i.e. a Loop from each track.



Logic Pro Live Loops Scene buttons at the bottom of the page. The orange bar shows which scenes correspond to the eight pads.

The Launchkey 88's bottom pad row trigger Logic Live Loops scenes.

> **NOTE**
>
> Triggering a Scene **doesn't** trigger recording in empty Loop slots.

Any playing Loop's pad pulses green to show it's active. As you navigate (see Navigating in Logic Pro Live Loops Mode [85]) through tracks, you'll see which Loops are playing as part of the playing Scene.

Navigating in Logic Pro Live Loops Mode

In Live Loops mode, the ˆ Up and ˇ Down buttons to the left of the pads move between the tracks.

The Track <> buttons scroll left and right through your Loops/Scenes.

As you move around your Tracks and Scenes, the Pad colours update in real-time to match the Live Loops cells

Controlling Cubase with the Launchkey

In addition to the Launchkey's Common DAW Control [55], you have the following integration designed for you to get the most from Cubase.

The Launchkey defaults to the following modes:

- Encoder Mode - Plugin
- Pad mode - DAW
- Fader mode - Volume

For information on what each control on your Launchkey is controlling, go to MIDI Remote at the bottom of your Cubase window, and you'll see the following:

> **TIP**
>
> It's also possible to control Nuendo, Steinberg's “advanced audio production” DAW. The control behaviour is the same as Cubase.

Encoder Modes

Using Cubase's Plugin Encoder Mode

In Plugin mode, your Launchkey encoders map to Cubase's eight Quick Controls.

You can see the Quick Controls assignments in the MIDI Remote section of Cubase.

When you move an encoder, the screen shows the Quick Control's name and value.

Using Cubase Encoder Mode: Mixer EQ

Cubase's Mixer encoder mode has three pages, the first two are the common DAW Mixer modes, Volume and Pan. (see Mixer Encoder Mode). Cubase has an extra page for controlling the EQ section of Cubase's channel strip.

To control Cubase's EQ, use the encoder Bank buttons to go to the Mixer EQ page.

When your encoders are in Mixer EQ Mode, the encoders map to the following:

Encoder	Parameter	Screen Name
1	Band 1 Frequency	Lo Freq
2	Band 1 Gain	Lo Gain
3	Band 2 Frequency	LMF Freq
4	Band 2 Gain	LMF Gain
5	Band 3 Frequency	HMF Freq
6	Band 3 Gain	HMF Gain
7	Band 4 Frequency	Hi Freq
8	Band 4 Gain	Hi Gain

TIP

To open the Cubase channel strip, go to the MixConsole and click the Edit Channel Settings button e for the track you want to adjust.

Cubase Pad Modes

Using DAW pad mode in Cubase

In DAW pad mode, there are two pages of pads.

- Page 1 - Controls Select and Arm
- Page 2 - Controls Mute and Solo

To move between pages use the ˆ up and ˇ down buttons to the left of the pads.

When you change page, the screen temporarily shows you which settings the pads are controlling:

On the Select Arm page, the top row controls track select and the pads light in the track colours.

The bottom row controls the Recording Arm setting for the track. Pads light bright red to show a track is armed, and dim red to show it's unarmed.

Cubase with track 1 selected and the record arm states visible.

The Launchkey 88 pads reflecting the track select and record arm states on the pads.

On page 2 the top row controls Mixer Solo. The pads light bright pink to show a track is soloed and dim pink to show an un-soloed track.

The bottom pad row controls Mute. The pads light yellow, bright yellow to show muted tracks and dim yellow to show unmuted tracks.

Cubase with the Mixer Mute and Solo states visible at the top of the MixConsole tracks.

The Launchkey 88 pads reflecting the mixer Mute and Solo states on the pads.

Controlling FL Studio with the Launchkey 88

In addition to the Launchkey's Common DAW Control [55], you have the following integration specifically designed for you to get the most out of FL Studio.

FL Studio Encoder Modes

FL Studio Plugin Encoder Mode

In Plugin Mode, you can use the Launchkey's encoders to control eight parameters in the plugin you have in focus. Most native FL Studio plugins support Launchkey's encoder mode.

NOTE

The parameters the Launchkey maps to in FL Studio's plugins are fixed preset mappings. For third-party plugins, you can use the Custom encoder mode to create your own mappings.

FL Studio Mixer Encoder Mode

In Mixer encoder mode, your Launchkey has the control over the FL Studio Channel Rack, Mixer, and EQ. There are five pages of control, you can use the encoder bank buttons to move between the controls:

Page	Mixer Mode
1	Channel Rack Volume
2	Channel Rack Pan
3	Mixer Volume
4	Mixer Pan
5	EQ

FL Studio Channel Rack Volume

The encoders control the Mixer Volume in the Channel Rack.

FL Studio Channel Rack Pan

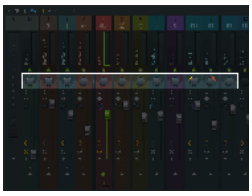
The encoders control the mixer pan in the Channel Rack.

FL Studio Mixer Volume

The encoders control the volume in the mixer section.

FL Studio Mixer Pan

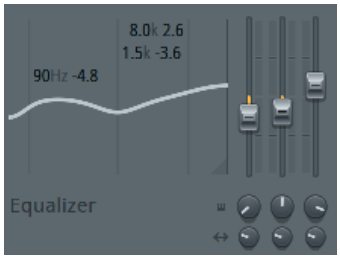
The encoders control the mixer pan in the mixer section.



FL Studio Mixer EQ Control

When you're controlling FL Studio's EQ the encoders map to the following Equalizer controls:

Encoder	Parameter	Screen name
1	Band 1 Frequency	Low Shelf
2	Band 1Level	Low Shelf
3	Band 2 Frequency	Peaking
4	Band 2 Level	Peaking
5	Band 3 Frequency	High Shelf
6	Band 3 Level	High Shelf



FL Studio DAW Pad mode

The DAW pad mode acts as a Channel Rack selector with up to 16 Channel Rack channels at once. Each pad represents a single channel you can trigger using a C5 note. The pads light the channel colour for the channel you assign the pad to.

When you press a pad, FL Studio selects the channel and triggers audio. The pad then lights white to show the selected channel. You can select one channel from the hardware at a time.

The pad layout is left to right, bottom to top, in two rows of eight. The channels in the lower row align with the Channel Rack Pan/Volume encoder layout.

FL Studio Fader Control

The faders on the Launchkey map to the Mixer Volume faders in banks of eight. The ninth fader controls FL Studio's “master” [sic] track.

Controlling Bitwig Studio with the Launchkey 88 MK4

In addition to the Launchkey's Common DAW Control [55], you have the following integration specifically designed for you to get the most out of Bitwig Studio.

Using the Record button in Bitwig Studio

Record either toggles Arranger recording on/off or Clip Launcher Overdub on/off.

You can change the Record Button assignment in the Controller Status Window.

Navigating Bitwig Studio's Launcher and Arranger windows

When you're in Bitwig Studio's Launcher view, press the up or down buttons to the left of the pads to select the previous or next scene in the Launcher.

To select the previous or next track, press **Track** <>. To bank by eight tracks, hold Shift and Press Track <>.

Bitwig Studio's encoder modes

For the most part, the encoder modes on your Launchkey follow the common DAW Encoder modes [57]. In addition, the plugin controls can access Bitwig's Plugins/Devices, Track Remotes, or Project Remotes.

To change encoder mode, hold **Shift** and press on of the pads on the top row labelled **Encoder Mode**.

Using Bitwig Studio's Remote Controls encoder mode

Hold **Shift** and press the **Plugin** pad to select Remote Controls Mode.

You can control three different types of remote controls in Bitwig Studio:

- Plugins/Devices

- Track Remotes
- Project Remotes.

Holding **Shift** and pressing the **Plugin** pad cycles between them.

If there is more than one page, press the up or down buttons to the right of encoders to switch between pages.

Using Bitwig Studio's Mixer encoder mode

Hold **Shift** and press the **Mixer** pad to select Mixer Mode.

The encoders control either Volume or Panning of the currently selected track bank.

Press the up or down buttons to the right of the encoders to switch between Volume and Panning. Alternatively, hold **Shift** and press the **Mixer** pad to toggle between the two options.

Using Bitwig Studio's Sends encoder mode

Hold **Shift** and press **Sends** to select Sends Mode.

The encoders control the effect sends of the currently selected bank of eight tracks.

If there is more than one page, press the up or down buttons to the right of encoders to switch between pages.

Using Bitwig Studio's Transport encoder mode

Hold **Shift** and press the **Transport** pad to select Transport Mode.

The encoders control various transport functions:

1. Move the playback marker.
2. Zoom in and out the timeline horizontally (Arranger) or Select the previous/next track (Clip Launcher).
3. Zoom the track height of the currently selected track (Arranger) or Select previous/next scene (Clip Launcher).
4. Move the loop start.
5. Adjust the loop length.
6. Select previous/next cue marker.
7. N/A.
8. Adjust the project tempo.

Using Launchkey MK4's Bitwig Studio pad modes

To change Pad mode, hold **Shift** and press one of the pads on the bottom row labelled **Pad Mode**.

The pad modes available are:

- DAW pad - Clip Launcher/Sequencer mode
- Drum pad - Drums mode

Using Bitwig Studio's Clip Launcher pad mode

1 - Select Clip Launcher

Hold **Shift** and press the **DAW** pad to select Clip Launcher Pad Mode - 1. The screen shows **Pad Mode: Launcher 1/2**.

2 - Clip control

Use the pads to trigger or record clips in the Launcher.

The pad colours correspond to the status of the clips:

- **Unlit** - Empty slot
- **Clip colour** - Clip not playing
- **Green** (blinking) - Clip about to start playing
- **Green** (pulsating) - Clip currently playing
- **Red** - Clip slot is record ready
- **Red** (blinking) - Clip about to start recording
- **Red -** (pulsating) Clip, currently recording

3 - Navigate Launcher

Press the up or down buttons to the left of the pads to select the previous or next scene.

4 - Launch Scene

Press the arrow button to the right of the top pad row, >, to launch the currently selected scene.

5 - Stop/Solo/Mute

Toggle through different modes of the bottom pad row:

- **White** - Clip control (default)
- **Red** - Stop clips
- **Yellow** - Solo tracks
- **Orange** - Mute tracks

Using Bitwig Studio's Sequencer pad mode

Sequencer Mode lets you create and edit clips that live in the Clip Launcher of Bitwig Studio. We recommended you activate the option **Select tracks when... Selecting clips in the Clip Launcher**, in Dashboard > Settings > Behaviour.

1 - Select Sequencer Mode

Hold **Shift** and press the **DAW** pad to select Clip Launcher Pad Mode. The screen shows **Pad Mode**: **Sequencer** 2/2.

2 - Step Edit

Use the pads to enter and edit notes for the currently selected clip.

On instrument tracks with a Drum Machine device, first select a drum note you want to edit on the keyboard, then press the pads to enter notes to the clip. Repeat that process for other drum instruments.

On all other instrument tracks, notes can be entered polyphonically. Hold a single note or a chord on the keyboard and press one or several pads to assign the notes to these steps. The last played note or chord is remembered, so you can enter notes by only pressing a pad after playing a note or chord. Alternatively, you can hold a pad first and then play notes on the keyboard, whilst still holding down the pad.

3 - Clip Length/Scene Select

Press the up or down buttons to the left of the pads to navigate through clip pages if the currently selected clip contains more than 16 steps.

To extend the length of a clip, select a clip page you want to edit. When you start entering notes, the clip will be extended automatically.

In Clip Select Mode, press up or down buttons to the left of the pads to select the previous or next scene.

4 - Clip Select

Press > to enter Clip Select Mode. The pads will show the clips present in the currently focussed area.

Press a pad to select a clip you want to edit. The clip will start automatically.

If there is no clip present, a new clip will be created.

5 - Duplicate Functions/Grid Resolution

Hold **Function** and press one or several pads to copy the notes. The screen shows 'Copied'. While still holding **Function,** press another pad to paste the notes. The screen shows 'Pasted'.

Hold **Function** and press the up button to double the clip's content.

Hold **Function** and press the down button to toggle through different grid resolutions of the clip.

6 - Note Parameters

Press and hold one or several pads and turn an encoder to alter one of the following note parameters of the selected note(s):

1. Velocity
2. Note Length (coarse)
3. Note Length (fine)
4. Chance
5. Repeat
6. Repeat Curve
7. Timbre
8. Aftertouch

Using Bitwig Studio's Drum pad mode

1 - Select Drum Mode

Hold **Shift** and press the **Drum** pad to select Drum Pad Mode. The screen shows Pad Mode: Drum.

2 - Drum Notes

Press the pads to play notes on a Drum Machine device. The bottom left pad of the Launchkey corresponds to the bottom left drum cell of the Drum Machine. By default, the pad will send C1 on MIDI channel 10.

The pads will be dimly lit in the track colour (default) or the colour assigned to a drum cell. If a drum cell is empty, the pad will not be lit.

If a drum cell is triggered, the pad will light up in a brighter colour. A currently selected cell will light up in bright white.

3 - Transpose

Press the up or down buttons, to the left of the pads, to transpose the drum pads by four semitones.

The currently selected drum cells are shown in the Drum Machine device as a coloured 4×4 grid.

Using the Launchkey 88 MK4 with other DAWs

You can use your Launchkey 88 MK4 in a range of other DAWs. The HUI integration allows you to use some main features of the Launchkey 88 MK4 without dedicated scripts.

NOTE

The features in HUI mode are different from the common DAW control section.

What is HUI?

HUI (Human User Interface) is a MIDI protocol allowing MIDI controllers to communicate with DAWs without custom controller scripts. If there's no dedicated script, your DAW may support HUI.

This lets your controller handle basic functions like:

- Mixer control (volume, pan, mute/solo)
- Transport control (play, stop, record)
- Track selection

Which DAWs support HUI?

You can use your Launchkey 88 MK4, via HUI, in many DAWs. We've outlined the setup in the following DAWs, but the steps are similar in most DAWs:

- Reaper (partial HUI)
- Fender Studio Pro
- Pro Tools

Setting up Launchkey 88 MK4 HUI in your DAW

HUI integration in most DAWs isn't automatic; you'll need to change some settings to get your Launchkey 88 MK4 to work.

Pro Tools

1. Go to **Pro Tools > Setup > Peripherals...**
2. Click the '**MIDI Controllers**' tab:
3. Under '**Type**', select **HUI**:
4. Under '**Receive From**', select:
    - Windows: **Predefined > MIDIIN2(Launchkey 88 MK4 MIDI) [Emulated]**.
    - macOS: **Predefined > Launchkey 88 MK4 DAW Out**
5. Under '**Send To**', select
    - Windows: **Predefined > MIDIOUT2 (Launchkey 88 MK4 MIDI) [Emulated]**.
    - macOS: **Predefined** > **Predefined** > Launchkey 88 MK4 **DAW In**.
6. If set up correctly, the settings should match the following, with '**# Ch's**' set to 8:
7. Click '**OK**'.

Reaper

Windows

1. Go to Options > Preferences...
2. Click '**Control/OSC/web**'.
3. Click '**Add**' and select **HUI (partial)**.
4. Select **MIDI IN 2** under **MIDI input** Launchkey 88 MK4.
5. Select **MIDI OUT 2** under **MIDI output** Launchkey 88 MK4.
6. Click '**OK**'.
7. Click '**OK**' to close the window.

macOS

1. **Go to Reaper > Settings... > Control/OSC/web**
2. Click '**Control/OSC/web**'.
3. Click '**Add**' and select **HUI (partial)**.
4. **Select Focusrite - Novation - Launchkey 88 MK4 - DAW Out** under '**MIDI input**':
5. Select **Focusrite - Novation - Launchkey 88 MK4 - DAW In** under '**MIDI output**':
6. Click '**OK**'.
7. Click '**OK**' to close the window.

Studio One

DAW Control

1. Click '**Studio One**' at the top of the screen.
2. Click '**Options**'.
3. Go to '**External Devices**'.
4. Click '**Add**'.
5. Select the '**Mackie > HUI**' option on the left-hand side menu.
6. Set '**Receive From**' and '**Send To**' to the Launchkey 88 MK4's **DAW ports** (second entries):
    - **MIDIIN2** and **MIDIOUT2** on Windows.
    - **DAW** on Mac.
7. Click '**OK**' at the bottom of the window.

You should now be able to control the mixer.

What functions work via HUI?

When HUI implementation varies by DAW, but generally you can control the following:

- **DAW Mode** – the pads control **Mute/Solo**.
- **Mixer Mode** – the encoders control **Pan**.
- **Sends Mode** – the encoders control **Sends A-E**. The Encoder Bank buttons toggle between the different sends.
- The transport controls map to the corresponding transport functions in your DAW.
- Holding Shift and moving an encoder previews the encoder parameter on the screen, without affecting the value.

Launchkey 88 MK4's specifications

Launchkey 88 MK4 Weight and Dimensions

Weight	8.04kg (17.73lbs)
Height	93mm (3.66")
Width	1274mm (50.16")
Depth	264mm (10.39")

A diagram of the Launchkey 88 MK4 with dimensions.

Technical Specifications

This table gives you an idea of how the Launchkey 88 differs to the other models in the range.

Controls	Launchkey Mini 25 and Launchkey Mini 37	Launchkey 25 and Launchkey 37	Launchkey 49, 61, and 88
Pitch and Modulation	Two touch-strip controls	Two wheels Edit and calibrate the wheels in Novation Components	Two wheels Edit and calibrate the wheels in Novation Components
Keys	25/37 mini synth-action keys	25/37 synth-action keys	49/61/88 semi-weighted keys
Velocity sensitive keys	Yes	Yes	Yes
Drum Pads	16	16	16
Velocity sensitive pads with polyphonic aftertouch	Yes	Yes	Yes
Encoders	8	8	8
Faders	-	-	9
Buttons	--	-	9
Transport buttons	Play Record	Stop Loop Play Record	Stop Loop Play Record
Workflow buttons	-	Capture MIDI Undo (Redo) Quantise Metronome	Capture MIDI Undo (Redo) Quantise Metronome

Novation Notices

Troubleshooting

For help getting started with your Launchkey 88 MK4, visit:

novationmusic.com/get-started

If you have any questions or need any help at any time with your Launchkey 88 MK4, visit our Help Centre. Here you can also contact our support team:

support.novationmusic.com

We recommend you check for updates to your Launchkey 88 MK4 so you have the latest features and bug fixes. To update your Launchkey 88 MK4's firmware, you need to use Components:

components.novationmusic.com

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ELECTROSTATIC DISCHARGE (ESD)

A strong electrostatic discharge (ESD) may affect the normal operation of this product. If this happens, reset the unit by removing and replugging the USB cable. Normal operation should return.

Credits

Novation would like to thank the following Launchkey 88 MK4 team members for their hard work in bringing you this product:

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Authored by Ed Fry.