

BITWIG STUDIO CONTROLLER EXTENSION

NOVATION
Launch Control XL 3



All Modes

This document gives you a brief overview of the functions of the Launch Control XL 3 with Bitwig Studio. For an in-depth explanation of all controller functions, please read the Launch Control XL 3 user guide provided by Novation.

1 Track Volume

The faders control the volume of the tracks in the currently selected bank.

2 Solo/Arm Tracks

Buttons 1-8 toggle either the Solo or Record Arm status of the tracks in the currently selected bank of eight tracks.

Press the SOLO/ARM button on the left side to toggle between Solo (yellow) and Record Arm (red).

3 Mute/Select Tracks

Buttons 1-8 toggle either the Mute status or select a track in the currently selected bank of eight tracks.

Press the MUTE/SELECT button on the left side to toggle between Mute (orange) and Select (white).

4 Select Tracks

Press < or > to select the previous or next track.

Hold SHIFT and press < or > to select the previous or next bank of eight tracks.

5 Record/Overdub

Press RECORD to toggle recording on or off (when assigned to Arranger*), or toggle Clip Launcher Overdub on or off (when assigned to Clip Launcher*).

**You can change the assignment in the Controller Status Window (see the last page)*

6 Play

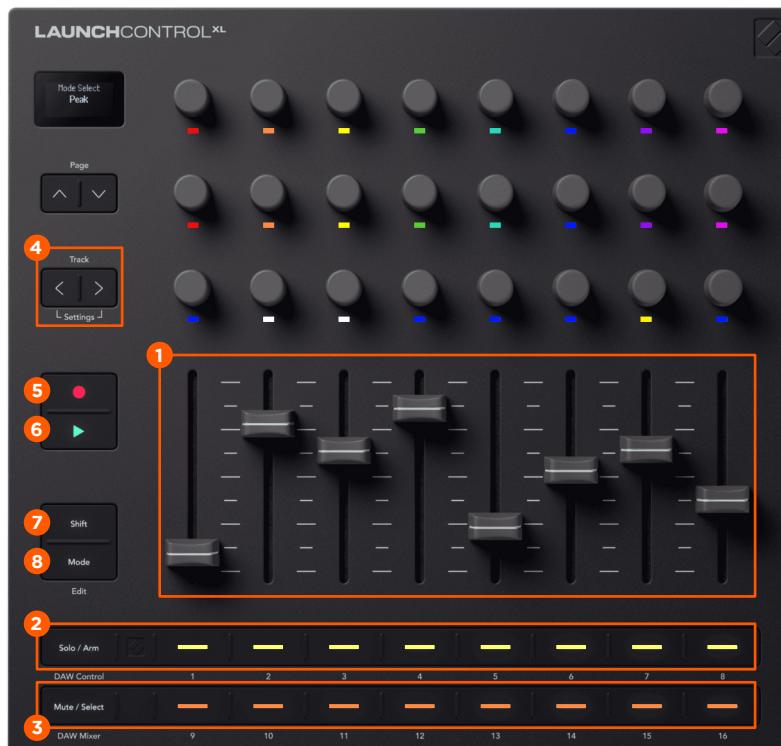
Press PLAY to start the transport, press again to stop the transport.

7 Preview Knob Parameters

Hold SHIFT and turn a knob to see its currently assigned parameter and value on the display without changing it.

8 Toggle DAW Control/Mixer Mode

Press MODE to enter DAW Mode selection. Press either the DAW CONTROL or DAW MIXER button below to enter the mode, then press the Mode button again to exit the selection.



DAW Control Mode

1 Remote Controls

The 16 encoders control the remote controls of the currently selected device, track, or project remotes.

Row 1 controls the remote controls of the currently selected remote controls page.

Row 2 controls the remote controls of the following remote controls page (if there is more than one page).

2 Select Parameter Page/Select Device

Press PAGE UP or DOWN to select the previous or next remote controls page (if there is more than one page).

Hold SHIFT and press PAGE UP or DOWN to select the previous or next device.

3 Transport Controls

The encoders control various transport functions:

1. Move the playback marker to a different position
2. Zoom in and out the timeline horizontally (Arranger)
Select the previous/next track (Mixer/Clip Launcher)
3. Zoom the track height of the currently selected track (Arranger)
Select previous/next scene (Clip Launcher)
4. Move the loop start
5. Adjust the loop duration
6. Toggle Loop on/off
7. Select previous/next cue marker
8. Adjust the project tempo



DAW Mixer Mode

1 Effect Sends

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

2 Send Select

Press PAGE UP or DOWN to toggle between the different effect sends (if there are more than two effect sends in the project).

3 Pan Control

The encoders control the pan position of the tracks in the currently selected bank.



Setup and Options

Setup

The Launch Control XL 3 should be detected and set up automatically when it is connected. If you add the controller manually, make sure the correct MIDI ports are selected in the correct order.

Mac:

In: LCXL3 1 DAW Out
Out: LCXL3 1 DAW In

Windows:

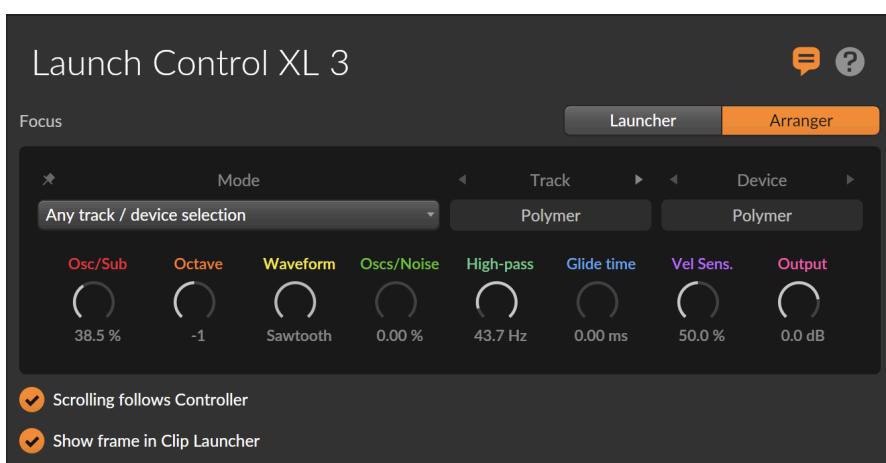
In: MIDIIN2 (LCXL3 1 MIDI)
Out: MIDIOUT2 (LCXL3 1 MIDI)

Linux:

In: LCXL3 1 LCXL3 1 DAW Out
Out: LCXL3 1 LCXL3 1 DAW In

Controller Status Window

When the Launch Control XL 3 is recognized by Bitwig Studio, a small keyboard icon appears in the top right corner of the application window. Clicking on this icon will open the controller status window.



You can change the **Record Button Assignment** to control recording either in the Launcher or the Arranger.

In the middle section the current knob assignment is shown. Pressing one of the pin icons lets you permanently assign the controls to certain parameters. For more information please read the Bitwig Studio user guide.

