# Novation LaunchPad Pro MKIII

This extension was made to control the **Drum Machine** device in Bitwig Studio. Make sure you have the latest firmware of your Launchpad Pro installed. In Bitwig Studio, select a track that contains a **Drum Machine** device. If you switch focus onto another track that doesn't contain a **Drum Machine**, the buttons of the Launchpad Pro won't have any effect.

The Pads of the Launchpad Pro are grouped into different sections:
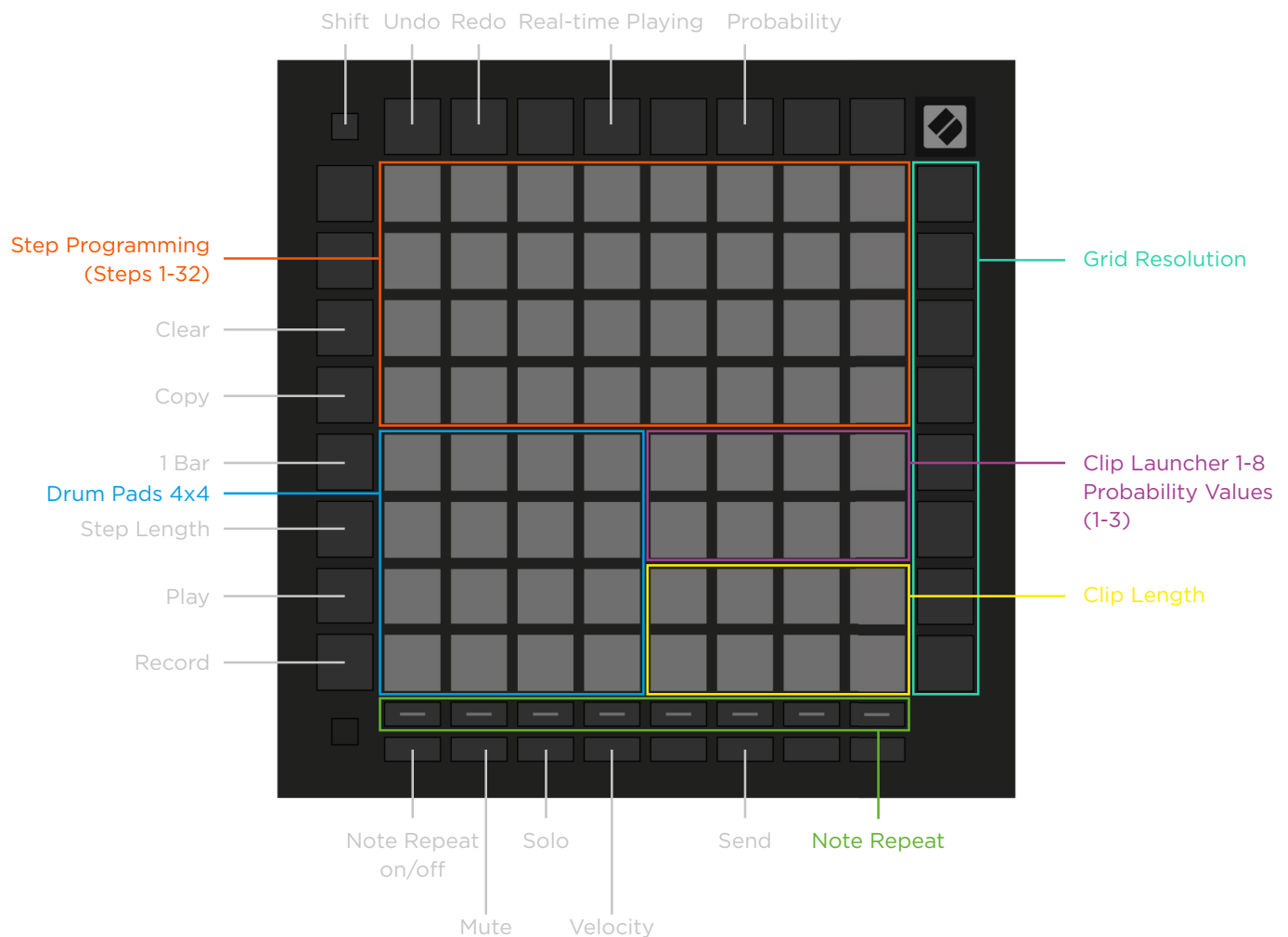
Step Programming: The pads in the red section (Row 1-4) are used for step programming and represent the notes of the currently selected drum note.

Drum Pads: The pads in the blue section (4x4 grid) represent 16 drum pads. Press a pad to select a drum sound. The currently selected pad will be highlighted, and its steps will be shown in the red section above. The color of the pads correspond to the color of the pad in the **Drum Machine**. If no specific color is assigned to a pad, the track color will be used instead. If you want to play the drum pads in real time, activate the Note button in the top row.

Clip Launcher: The pads in the purple section (2x4 grid) are used to control the first eight clips of a track. Pressing a pad will start a clip. If the clip is empty a new one-bar clip will be created.

Clip Length: The pads in the yellow section (2x4 grid) are used to control clip length:

Button	Function
Button 1-1 (green)	Retriggers current clip
Button 2-1 (purple)	Sets clip to original length
Button 3-1	Sets the clip length to half-bar (in 16th note resolution)
Button 4-1	Sets the clip length to 5x 16th notes
Button 2-1	Sets the clip length to 4x 16th notes
Button 2-2	Sets the clip length to 3x 16th notes
Button 2-3	Sets the clip length to 2x 16th notes
Button 2-4	Sets the clip length to 1x 16th notes

Grid Resolution: The buttons in the white section (right column) set the grid resolution (default is 1/16 note):

Button	Function
Button 1 (Patterns)	1/32 Note
Button 2 (Steps)	1/16 Note
Button 3 (Pattern Settings)	1/8 Note
Button 4 (Velocity)	1/4 Note
Button 5 (Probability)	1/32 Triplet
Button 6 (Mutation)	1/16 Triplet
Button 7 (Micro Steps)	1/8 Triplet
Button 8 (Print to Clip)	1/4 Triplet

Note Repeat: The buttons in the lower green section control the note repeat function. You activate note repeat by pressing the Record Arm button in the lower-left corner. The eight buttons in the green section set the rate of the repeats.

Button	Function
Button 1	1/32 Note
Button 2	1/16 Note
Button 3	1/8 Note
Button 4	1/4 Note
Button 5	1/32 Triplet
Button 6	1/16 Triplet
Button 7	1/8 Triplet
Button 8	1/4 Triplet

Various Buttons:

Button	Function
Play	**Start / Stop** Transport
Capture Midi	**Records** notes played on drum pads into clips
Fixed Length	Hold this button and press a pad in the step section (red) to set the **clip length**
Clear	Hold this button and press a pad in the clip section (purple) to **delete the clip content** Hold this button and press a pad in the drum pad section (blue) to **delete all notes** of this drum pad
Duplicate	**Clip copy** function. Hold this button and press a pad in the clip section (purple). While still holding Duplicate select another pad in the clip section. The first clip is now copied onto the second one.
Record Arm	Activate / Deactivate **note repeat**
Mute	Hold this button and press a pad in the drum pad section (blue) to **mute / unmute**

Various Buttons:

Button	Function
Solo	Hold this button and press a pad in the drum pad section (blue) to **solo / unsolo**
Volume	Hold this button and select a fixed **velocity** value with the pads in the lower right 4x4 grid (turquoise)
Sends	Turns the **Send** for a drum pad on or off
Note	Activates / Deactivates **real-time playing** of drum pads
Quantize	Sets the clip length to one bar
Custom	Press Probability and select one of three Probability values in Row 5: Pad 5 (25% / pink), Pad 6 (50% / orange) or Pad 7 (75% / blue). Then press the pads in the step button area to apply Probability values to the steps
Shift	Press Shift and select a clip in the clip launcher area without starting it. You can then edit the clip and start it when it's ready
<	Undo function
>	Redo function