

BITWIG STUDIO CONTROLLER EXTENSION

# NOVATION **SL MkIII**



# All Modes

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

## 1 Toggle DAW Mode

Press IN CONTROL to toggle the SL MkIII between stand-alone or DAW Control Mode.

## 2 Shift Menu

Press and hold SHIFT to display the Shift functions on the OLEDs. The following functions are available via the small buttons below the OLEDs:

- **Metronome** toggles the metronome
- **Fill** toggles Fill (used by Operators)
- **Launcher Overdub** toggles overdub recording in the Launcher
- **Launcher Automation** toggles recording of automation data in the Launcher
- **Arranger Automation** toggles recording of automation data in the Arranger
- **Restore Automation** restores playback of recorded automation data
- **Undo** reverts the last command
- **Redo** repeats the last command

## 3 Track Select

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

## 4 Global Options

Hold SHIFT and press OPTIONS to open the global controller options menu

## 5 Track Volume

Faders 1-8 control the volume of the currently selected bank of eight tracks.

## 6 Track Functions

The 2x8 track buttons can be assigned to various track functions. Press the UP or DOWN buttons on the right side to select different functions:

- **Mute** toggles the mute status of a track
- **Solo** toggles the solo status of a track. To solo multiple tracks, press and hold the first solo button, then press other solo buttons
- **Monitor** toggles the monitor mode of a track
- **Arm** toggles record arm status of a track
- **Stop** will stop a playing clip on a track

## 7 Transport Controls

The six buttons control the transport of Bitwig Studio:

- **Rewind** moves the play start marker backwards
- **Fast Forward** moves the play start marker forward
- **Stop** stops the transport. Press again to set playhead position to bar 1.1.1.
- **Play** starts the transport. Press again to stop the transport. Hold SHIFT and press PLAY while transport is active to pause at the current position
- **Cycle** toggles cycle mode on or off
- **Record** toggles recording on or off (when assigned to Arranger\*), or toggles 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)*



# Pad Mode: Clip Launcher

By default the pads are in Clip Launcher mode. Please make sure that neither the GRID nor the OPTIONS button is lit.

## 1 Track Select

Press to select one of the eight tracks currently controlled by the SL MkIII.

## 2 Clip Control

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

The pad colors correspond to the status of the clips:

- **Unlit** Empty slot
- **Clip color** Clip not playing
- **Clip color** (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

Hold SHIFT and press a pad to **ALT-trigger** a clip. Please read the Bitwig Studio manual to learn more about ALT-trigger options.

Hold DUPLICATE (on the left side of the SL MkIII) and press a pad to **duplicate the clip** onto the clip slot below. Warning: Any existing clip will be overwritten by the duplicated clip.

Hold CLEAR (on the left side of the SL MkIII) and press a pad to **delete a clip**.

## 3 Navigate Launcher, Insert/Capture Scene

Press UP or DOWN to move the currently focussed area of 2x8 clips up or down.

Hold SHIFT and press UP to create a new scene out of all currently playing clips.

Hold SHIFT and press DOWN to create an empty scene at the bottom of the Clip Launcher.

## 4 Scene Launch

Press a Scene Launch button to start a scene in the clip launcher.

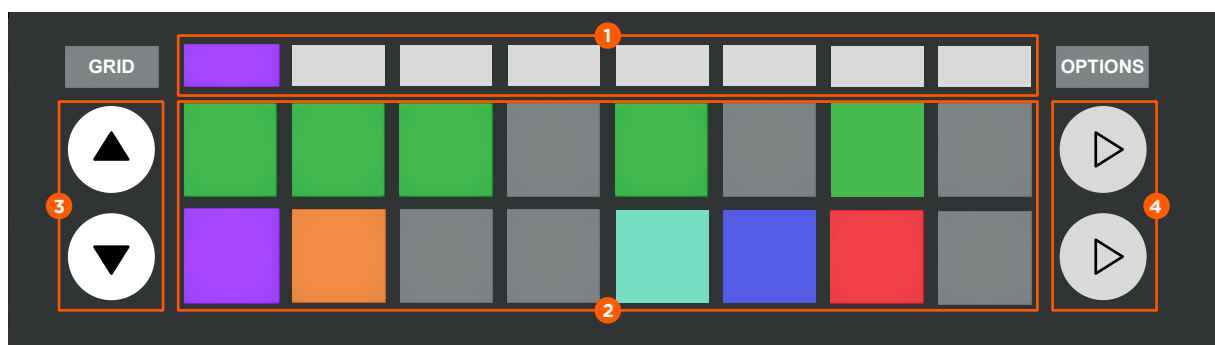
Hold SHIFT and press a Scene Launch button to ALT-trigger a scene.

## Stop Clips

Assign the eight track buttons above the faders on the right to the Stop function. Press the track buttons to stop currently playing clips.

## Stop All Clips

Hold SHIFT and press the STOP button in the transport control section to stop all currently playing clips.



# Pad Mode: Drums

## 1 Toggle Drum Pad Mode

On tracks with a Drum Machine device, press GRID to toggle Drum Pad Mode on or off.

When Drum Pad Mode is activated, the UP/DOWN buttons and the upper SCENE LAUNCH button light up in green.

## 2 Track Select

Press to select one of the eight tracks currently controlled by the SL MkIII.

## 3 Drum Notes

Press the pads to play notes on a Drum Machine device. The bottom left pad of the SL MkIII corresponds to the bottom left drum cell of the Drum Machine.

The pads will be dimly lit in the track color (default) or the color 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 brighter color. A currently selected cell will pulsate dimly.

## 4 Transpose

Press UP or DOWN to transpose the drum pads by 4 semitones.

Hold SHIFT and press UP or DOWN to transpose the drum pads by 16 semitones.

The currently selected drum cells are shown in the Drum Machine device as a colored 4x4 grid.

## 5 Auto-Select Instruments

Press > to toggle the auto-select instrument option:

When activated, pressing a pad automatically selects the instrument in the Drum Machine device, allowing you to quickly manipulate its remote controls with the eight encoders (if Encoder Device Mode is selected).

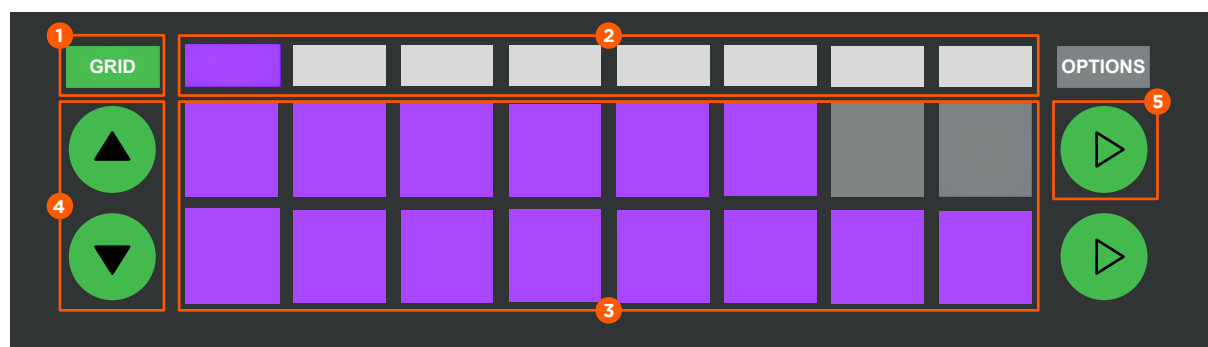
## Manually Selecting Instruments

Hold SHIFT and press a pad to select the corresponding drum instrument.

To select the main Drum Machine device again, hold OPTIONS and select the Drum Machine by pressing its pad.

## Deleting Drum Notes

Hold CLEAR (on the left side of the SL MkIII) and press a pad to delete all of its drum notes in the currently selected clip.



# Pad Mode: Scales

## 1 Toggle Scale Mode

On tracks with no Drum Machine device present, press GRID to toggle Scale Mode on or off.

When Scale Mode is activated, the UP/DOWN and SCENE LAUNCH buttons light up in green.

## 2 Track Select

Press to select one of the eight tracks currently controlled by the SL MKIII.

## 3 Notes of the Selected Scale

Press the pads to play notes on an Instrument or MIDI track.

The pads will be dimly lit in the track color with root notes shown in white. If a pad is triggered it will light up in brighter color.

## 4 Transpose

Press UP or DOWN to transpose the pads by one octave.

## 5 Scale Select

Hold > and press UP or DOWN to select a different scale. The following scales are available:

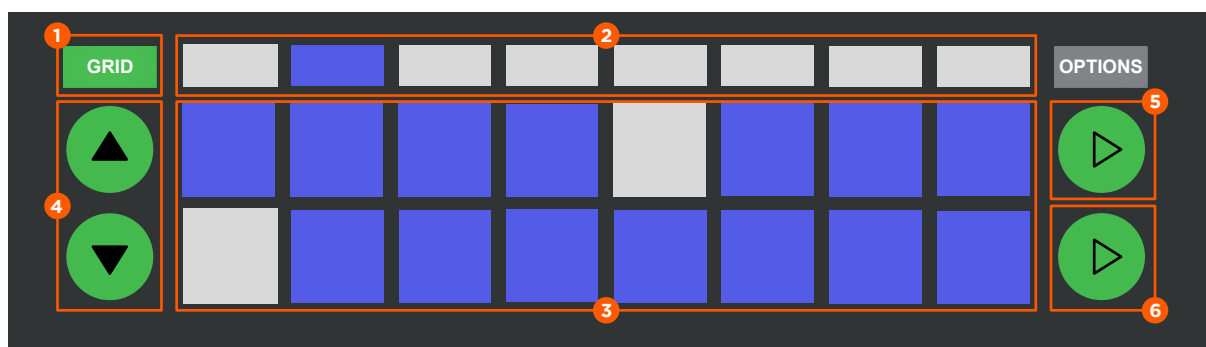
- **Chromatic**
- **Ionian/Major**
- **Aeolian/Minor**
- **Pentatonic**
- **Pentatonic Minor**
- **Dorian (B/g)**
- **Mixolydian (F/g)**
- **Lydian (D/e)**
- **Locrian**
- **Whole**

## 6 Root Note Select

Hold > and press UP or DOWN to select a different root note.

## Deleting Notes

Hold CLEAR (on the left side of the SL MKIII) and press a pad to delete all of its notes in the currently selected clip.



# Encoder Modes

## 1 Toggle Encoder Mode Menu

Press **OPTIONS** to open the mode selection menu to select one of six available Encoder Modes. Press again to close the menu.

To temporarily open the mode selection menu press and hold **OPTIONS**. The menu will be closed immediately when the **OPTIONS** button is released.

## 2 Encoder Mode Select

Press the small buttons below the OLEDs to select one of six available Encoder Modes:

- **Device** The encoders control the eight remote controls of the currently selected device
- **Pan** The encoders control the panning of the currently selected bank of eight tracks
- **Sends** The encoders control the effect sends of the currently selected bank of eight tracks
- **Track Remotes** The encoders control the track remotes of currently selected track
- **Project Remotes** The encoders control the project remotes
- **Drum Mix** If a track with a Drum Machine device is selected, the encoders control volume, panning, or effect sends of the drum instruments. Press the button to toggle between these three parameters.

## 3 Device Select

Press **OPTIONS** to open the mode selection menu. If Device Mode is selected press one of the 16 pads to select a device that you want to control with the encoders.

The color of a pad corresponds to the type of the device:

- **Note Effect** (blue)
- **Instrument** (yellow)
- **Audio Effect** (orange)

## 4 Remote Controls Page or Sends Select

In Device, Track, or Project Remotes Mode press **UP** or **DOWN** to switch between different remote control pages.

In Sends Mode press **UP** or **DOWN** to switch between different effect sends (if there is more than one).

## 5 Drum Instrument Select\*

In Drum Mix Mode, hold **GRID** and press **UP** or **DOWN** to access all drum instruments.

\*This only works when the Encoder Mode menu is closed.

## 6 Encoders

Turn an encoder to control the parameter shown in the display below.



# Sequencer Mode

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

## 1 Toggle Sequencer Mode

Select an instrument track, then hold SHIFT and press GRID to select Sequencer Mode. The buttons will light up in turquoise, indicating the Sequencer is in *Keys Mode*.

On tracks with a Drum Machine instrument, the buttons will light up in blue, indicating the Sequencer is in *Drum Mode*.

## 2 Note Edit

Use the pads to enter and edit notes of the currently selected clip. If there is no clip present, a new clip will be created when entering the first note.

### Keys Mode:

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. Alternatively you can hold a pad first and then play notes on the keyboard.

### Drum Mode:

Press a key on the keyboard to select a drum instrument. The note or instrument name will be displayed in the second OLED. Press the pads to enter notes into the clip.

## 3 Clip Length

Press UP or DOWN 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.

## 4 Play/Stop Clip

Press > to start the currently selected Clip.

Long-press > to stop the currently selected Clip.

## 5 Clip Select/Navigate Launcher

Hold > and press a pad to select the Clip you want to edit.

Hold > and press UP/DOWN to navigate the Launcher.





# Sequencer Mode

## 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):

Page 1:

1. **Velocity**
2. **Duration**
3. **Duration** (fine)
4. **Chance**
5. **Repeat**
6. **Repeat Curve**
7. **Repeat Velocity Curve**
8. **Repeat Velocity End**

Page 2:

1. **Occurrence**
2. **Recurrence**
3. **Recurrence Pattern** (when changing the Recurrence Length the pattern can be changed with the pads)
4. **Timbre**
5. **Aftertouch**
6. **Velocity Spread**
7. **Pan**

## 7 Note Parameter Pages

Press UP or DOWN to switch the encoders between note parameter page 1 and 2.

## 8 Settings Menu

Press and hold SETTINGS MENU to change various global or clip-related settings:

Encoders:

1. **Grid Resolution**
2. **Clip Length**
3. **Accent**
4. **Shuffle Amount** (global)
5. **Shuffle Rate** (global)
6. **Accent Amount** (global)
7. **Accent Rate** (global)

Buttons:

1. **Global Groove**
2. **Clip Shuffle**
3. **Clip Quantize**

## 9 Sequencer Mode

Toggles the Sequencer between Keys and Drum Mode

## 10 Double Content

Doubles the content of the clip

## 11 Clear All

Deletes all notes of a clip (Keys Mode) or all notes of a drum instrument (Drum Mode). Hold CLEAR and press CLEAR ALL to delete all drum notes.

## 12 Copy/Paste

While holding COPY/PASTE, press a pad you want to copy, then press a pad you want to paste the notes to.





# Sequencer: Step Input

## 13 Toggle Step Input

Press STEP INPUT to activate Step Input Mode for the sequencer.

The following sequencer parameters and clip-related settings can be changed with the encoders:

1. **Grid Resolution**
2. **Clip Length**
3. **Step Recording:** Determines what should happen when a step already contains a note: *Overdub* will add notes, *Replace* will replace notes
4. **Step Advance:** Determines what should happen when the end of the page has been reached: *Same Page* places the next note at the beginning of the current page, *Next Page* places the note on the next page + when the clip end has been reached it jumps back, *Next + Expand* places notes on the next page and expands the clip.
5. **Step Skip** Number of steps that should be skipped after notes have been entered
6. **Step Length** Determines the length of the notes. This parameter is grid-related.
7. **Fixed Velocity:** Notes can either have a fixed velocity (1-127) or the same velocity as the note that has been played (*Input*)

## 14 Insert Pause

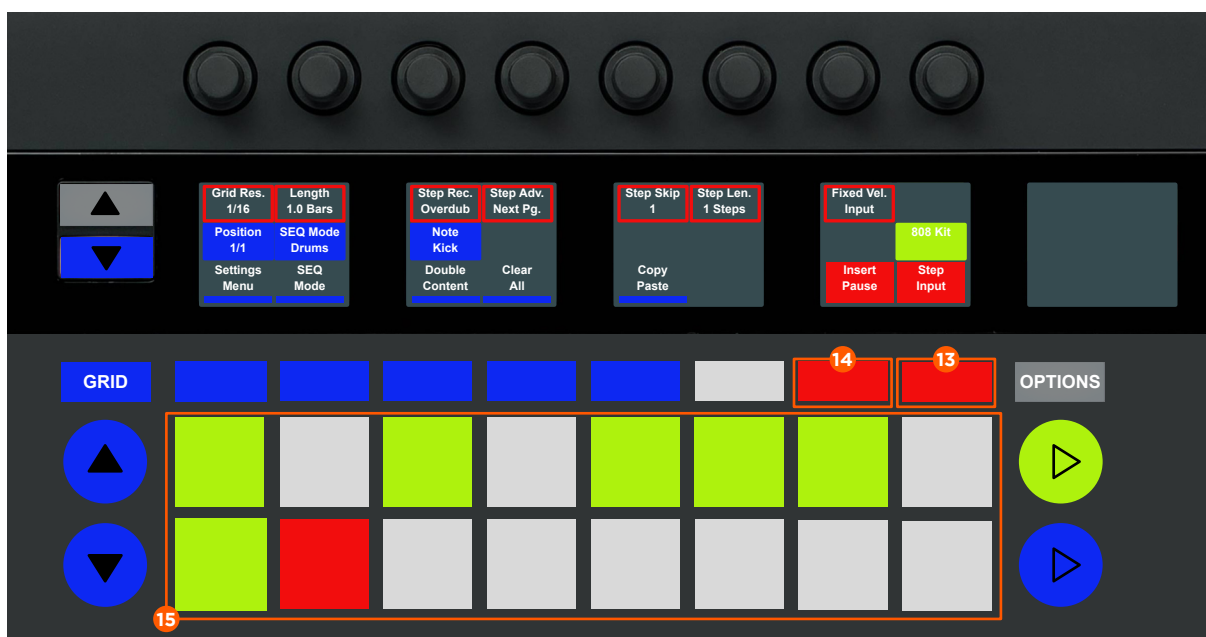
Pressing INSERT PAUSE advances to the next step without placing a note on the current step.

## 15 Note Edit

You can enter notes or chords in a non-realtime fashion by pressing keys on the keyboard. After releasing the key(s), the position will automatically advance to the next step where more notes or rests can be entered.

The current position is shown by a red pulsating pad. It can be manually set by pressing a pad.

Steps that contain notes will be shown by pads in the clip color. Empty steps will be shown with dimmed white pads.



# Setup and Options

## Setup

The SL MkIII 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 1: Novation SL MkIII SL MkIII InControl  
In 2: Novation SL MkIII SL MkIII MIDI  
Out 1: Novation SL MkIII SL MkIII InControl  
Out 2: Novation SL MkIII SL MkIII MIDI

### Windows:

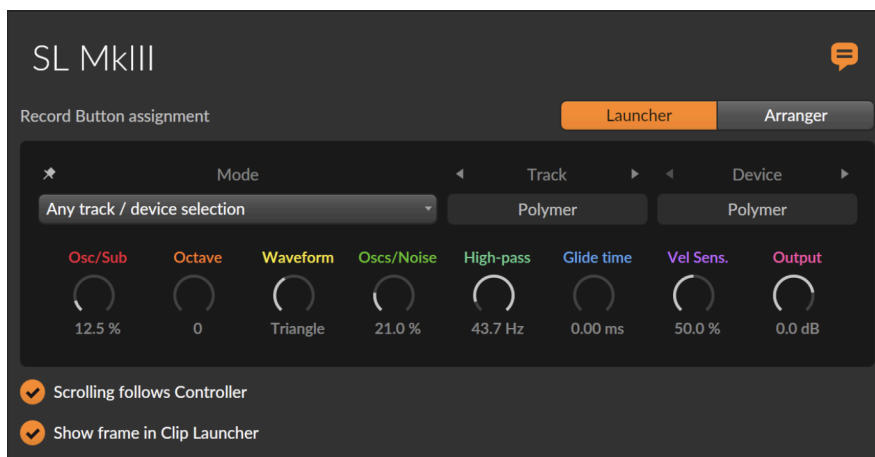
In 1: MIDIOUT2 (Novation SL MkIII)  
In 2: Novation SL MkIII  
Out 1: MIDIIN2 (Novation SL MkIII)  
Out 2: Novation SL MkIII

### Linux:

In 1: Novation SL MkIII SL MkIII InCo  
In 2: Novation SL MkIII SL MkIII MIDI  
Out 1: Novation SL MkIII SL MkIII InCo  
Out 2: Novation SL MkIII SL MkIII MIDI

## Controller Status Window

When the SL MkIII 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.