

BITWIG STUDIO CONTROLLER EXTENSION

NOVATION  
**Launchkey Mini Mk4**



# All Modes

This document gives you a brief overview of the functions of the Launchkey Mini Mk4 with Bitwig Studio. For an in-depth explanation of all controller functions, please read the Launchkey Mini Mk4 user guide provided by Novation.

## 1 Play

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

Hold SHIFT and press PLAY to continue playback from the position the transport was stopped previously.

## 2 Record

Press RECORD to toggle recording on or off (when assigned to Arranger\*), or to 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)*

## 3 Navigate Launcher/Track Select

Press the UP or DOWN to select the previous or next scene in the Launcher.

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



# Encoder Modes

## 1 Mode-dependent Parameters

Eight encoders control various parameters dependent on the currently selected encoder mode.

## 2 Select Parameter Page

Press UP or DOWN to select the previous or next parameter page of the eight encoders (if there are more than eight parameters)

## 3 Remote Controls Mode

Hold SHIFT and press PLUG-IN to select Remote Controls Mode.

You can control three different types of remote controls in Bitwig Studio: **Plug-ins/Devices**, **Track Remotes** or **Project Remotes**. Hold SHIFT and press PLUG-IN repeatedly to toggle between them.

If there is more than one remote controls page press UP or DOWN next to the encoders to switch between pages.

## 4 Mixer Mode

Hold SHIFT and press MIXER to select Mixer Mode.

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

Press UP or DOWN next to the encoders to switch between Volume and Panning. Alternatively hold SHIFT and press MIXER to toggle between the two options.

## 5 Sends Mode

Hold SHIFT and press SENDS to select Sends Mode.

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

Press UP or DOWN next to the encoders to toggle between the different sends (if there is more than one send in the project).

## 6 Transport Mode

Hold SHIFT and press TRANSPORT to select Transport Mode.

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 (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. Select previous/next cue marker
7. —
8. Adjust the project tempo



# Pad Mode: Clip Launcher

## 1 Select Clip Launcher Mode

Hold SHIFT and press DAW to select Clip Launcher Pad Mode. The OLED will display *Pad Mode: Launcher 1/2*.

## 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
- **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 UP or DOWN to select the previous or next scene.

## 4 Launch Scene

Press > 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



# Pad Mode: Sequencer

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* which is located in Dashboard > Settings > Behavior.

## 1 Select Sequencer Mode

Hold SHIFT and press DAW to select Clip Launcher Pad Mode. The OLED will display *Pad Mode: Sequencer 2/2*.

## 2 Step Edit

Use the pads to enter and edit notes of 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. Alternatively you can hold a pad first and then play notes on the keyboard.

## 3 Clip Length/Scene Select

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.

In Clip Select Mode press UP or DOWN 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 FUNC and press one or several pads to copy the notes. The OLED will display *copied*. While still holding FUNC press another pad to paste the notes. The OLED will display *pasted*.

Hold FUNC and press UP to double the clip's content.

Hold FUNC and press DOWN 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



# Pad Mode: Drums

## 1 Select Drum Mode

Hold SHIFT and press DRUM to select Drum Pad Mode. The OLED will display *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 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 light up in bright white.

## 3 Transpose

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

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





# Setup and Options

## Setup

The Launchkey Mini Mk4 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. In this example a Launchkey Mini Mk4 25 is used:

### Mac:

In 1: Launchkey Mini MK4 25 DAW Out  
In 2: Launchkey Mini MK4 25 MIDI Out  
Out 1: Launchkey Mini MK4 25 DAW In  
Out 2: Launchkey Mini MK4 25 MIDI In

### Windows:

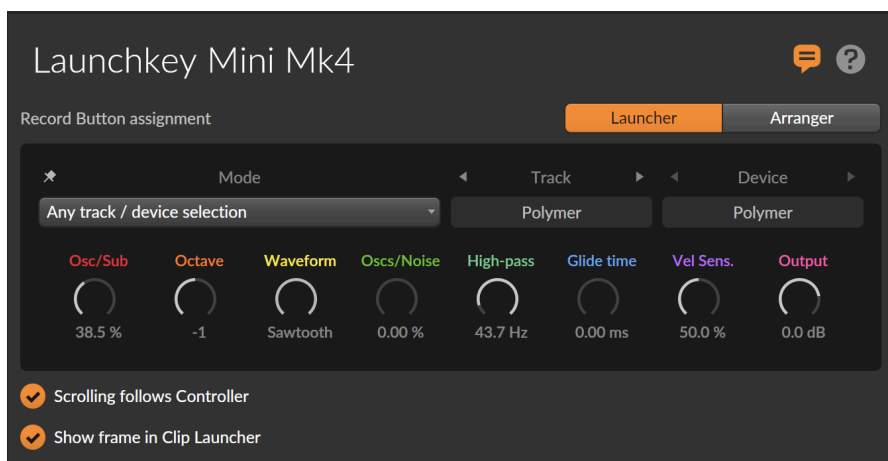
In 1: MIDIOUT2 (Launchkey Mini MK4 25)  
In 2: Launchkey Mini MK4 25 MIDI  
Out 1: MIDIIN2 (Launchkey Mini MK4 25)  
Out 2: Launchkey Mini MK4 25 MIDI

### Linux:

In 1: Launchkey Mini MK4 25 Launchkey #2  
In 2: Launchkey Mini MK4 25 Launchkey  
Out 1: Launchkey Mini MK4 25 Launchkey #2  
Out 2: Launchkey Mini MK4 25 Launchkey

## Controller Status Window

When the Launchkey Mini Mk4 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.

