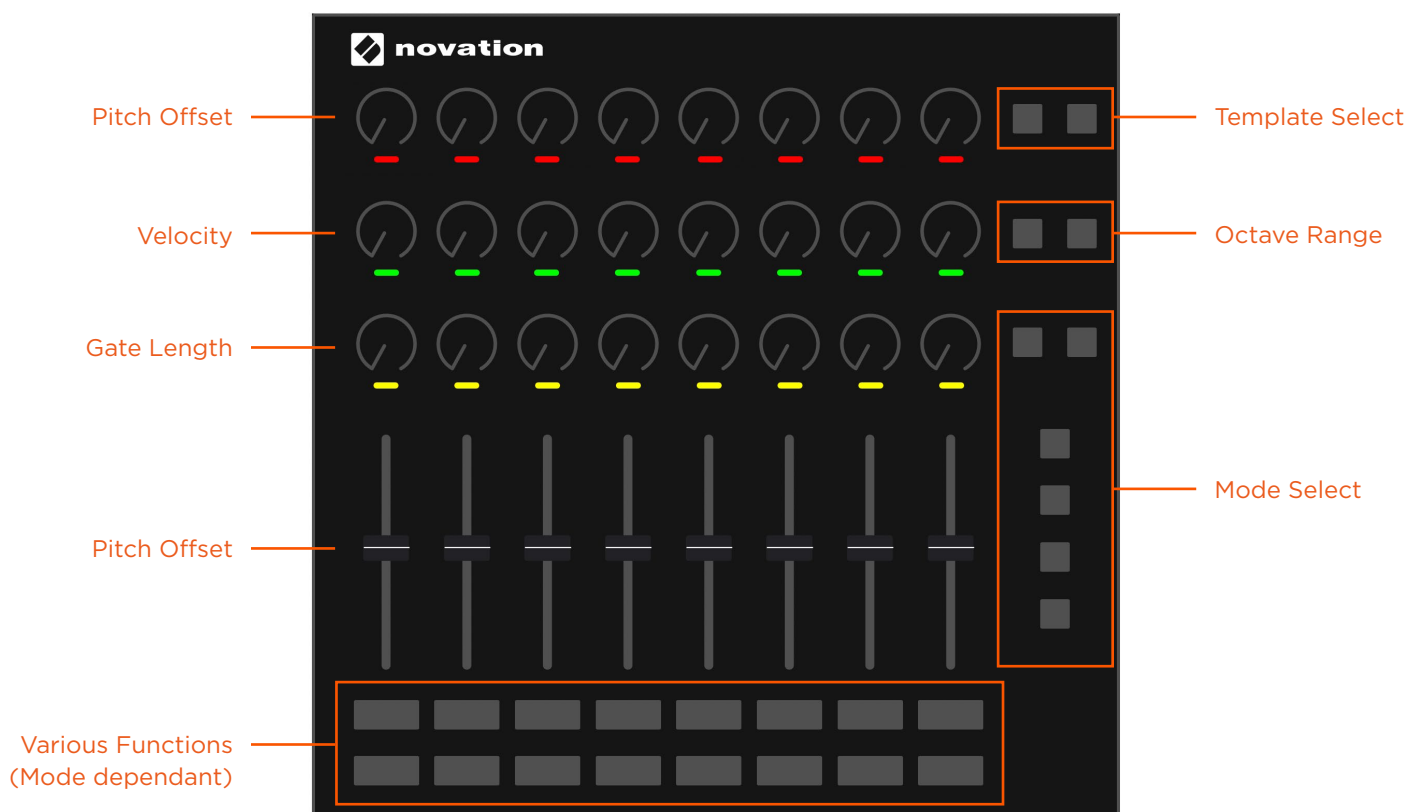


Novation LaunchControlXL

This extension was made to control an **Arpeggiator** device in Bitwig Studio. To use the extension, load the USER template on your controller. In Bitwig Studio, select a track that contains an **Arpeggiator** device. You can then control the first 8 steps of the **Arpeggiator**. If you switch focus onto another track that doesn't contain an **Arpeggiator**, the lights on the Launch Control will turn off.



Template Select: The extension only works with User Mode 1 selected — all other modes are not supported. To activate User Mode 1, hold down the User button and press button 1 on the bottom row.

Octave Range: Select the octave range of the **Arpeggiator** (1 to 4)

Pitch Offset (Row 1 + Fader): Both controls offset the pitch of incoming notes by +/- 24 semitones. Values of both controls are simply added or subtracted from each other. The LEDs indicate the value of the aggregate offset:

Yellow = no transposition

Bright red = -12 or -24 semitones

Dim red = other values < 0 semitones

Bright green = +12 or +24 semitones

Dim green = other values > 0 semitones

Velocity (Row 2): Sets the velocity of each step. The higher the velocity value, the brighter the (green) LEDs will be.

Gate Length (Row 3): Sets the gate length of each step. The longer the gate length, the brighter the (yellow) LEDs will be. Turning the knob fully counter-clockwise will mute the step and turn off the LED.

2x8 Button Matrix: These buttons have various functions depending on the mode selected with the buttons on the right side (**Track Select** / **Device** / **Mute** / **Solo** / **Record Arm**).



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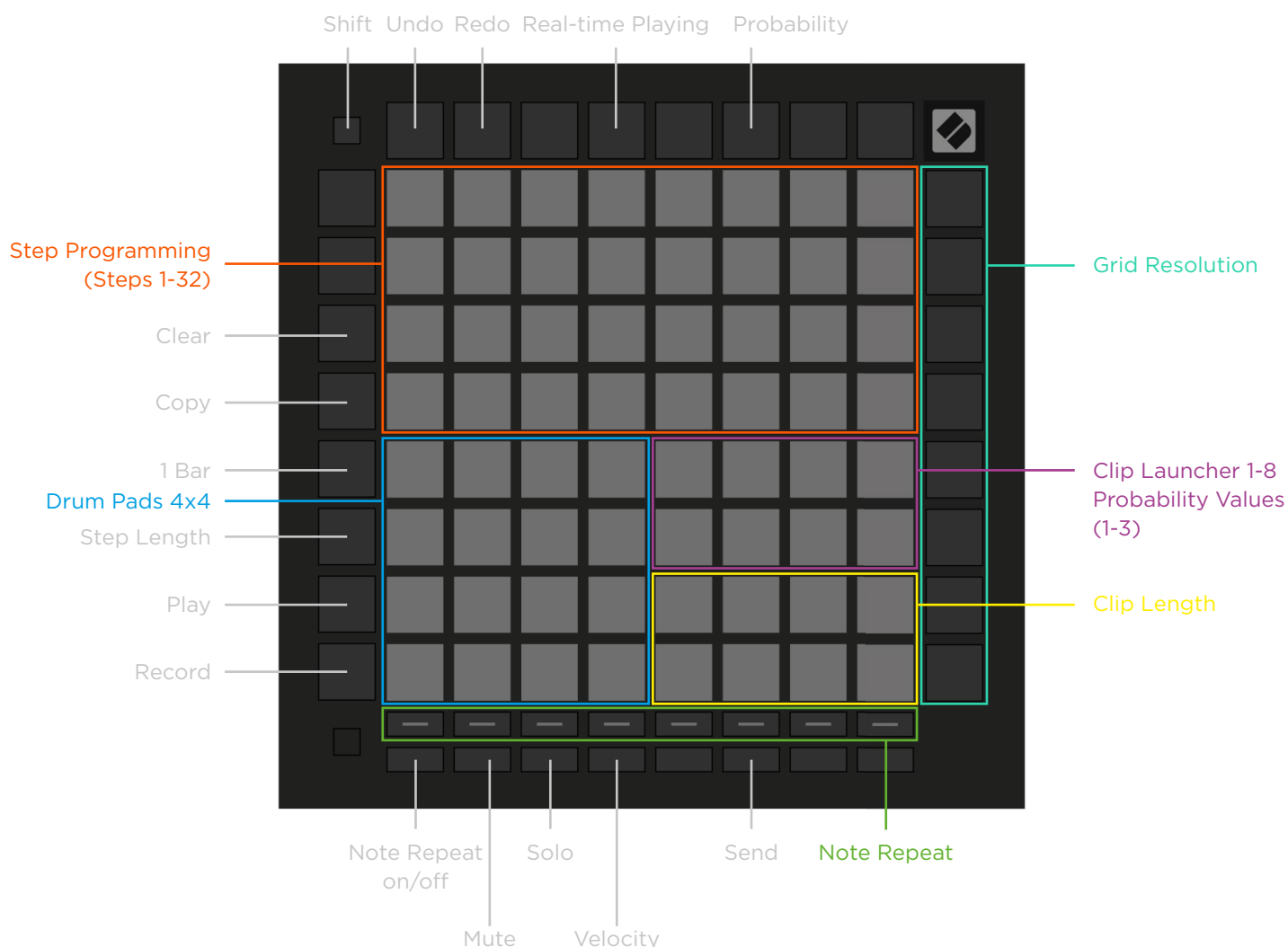


Mode	Function
Default (no button active)	Row 1 = Step Skip Row 2 = Step Count
Track Select left	Row 1= Step Count Row 2 = Global Velocity (8 predefined values)
Track Select right	Row 1 = Step Skip Row 2 = Global Gate Length (8 predefined values)
Device	<p>Row 1</p> <p>Button 1 = Note type straight Button 2 = Note type dotted Button 3 = Note type triplet Button 5 = Enable / Disable shuffle</p> <p>Row 2</p> <p>Button 1 = Base rate full note Button 2 = Base rate 1/2 note Button 3 = Base rate 1/4 note Button 4 = Base rate 1/8 note Button 5 = Base rate 1/16 note Button 6 = Base rate 1/32 note Button 7 = Base rate 1/64 note Button 8 = Retrigger on/off</p>
Mute	<p>Row 1 = Toggle velocity values between org. value and 100%</p> <p>Row 2 = Toggle gate length between org. value and 0% (Mute)</p>
Solo	Row 1+2 = Select different arpeggiator patterns
Record Arm	Row 1+2 = Custom Scale Mode. Buttons represent a one octave keyboard and are used to activate or deactivate notes.

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	<p>Hold this button and press a pad in the clip section (purple) to delete the clip content</p> <p>Hold this button and press a pad in the drum pad section (blue) to delete all notes of this drum pad</p>
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



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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

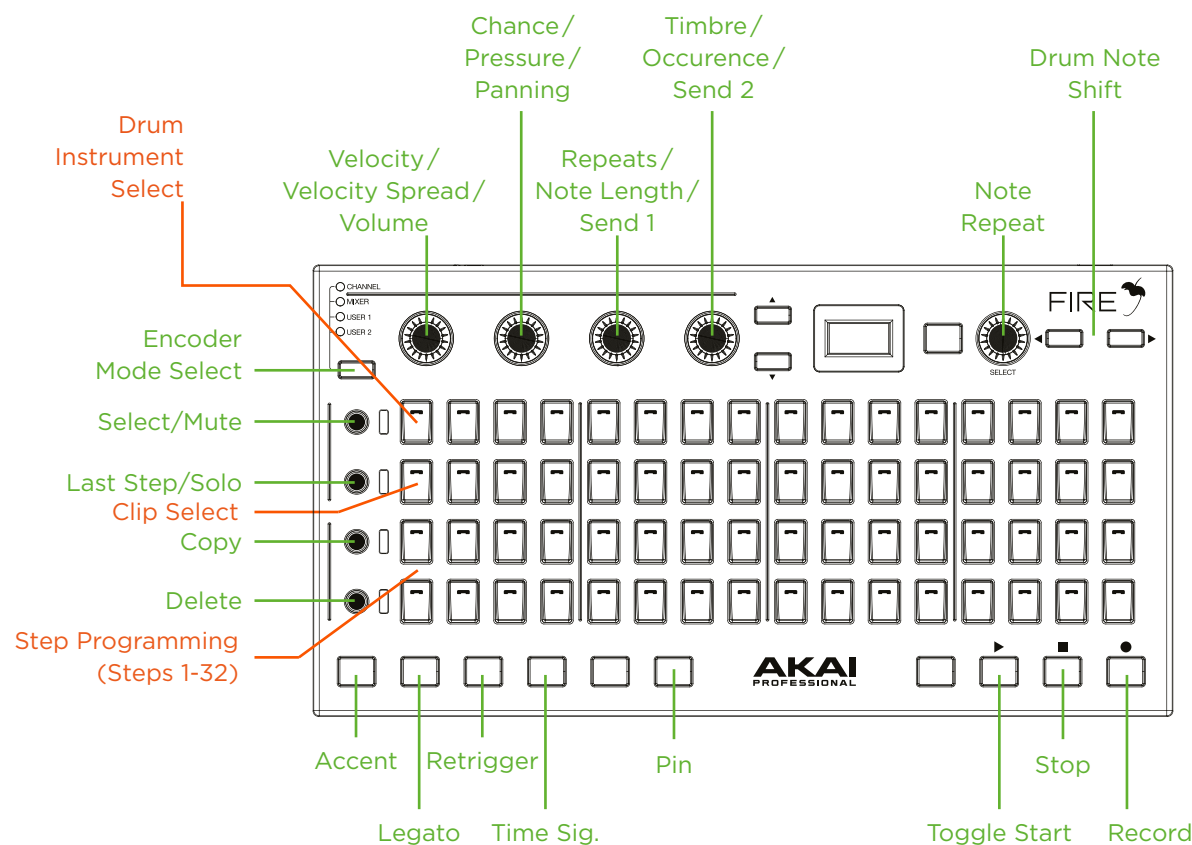


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AKAI Fire

This extension was made to control a **Drum Machine** device in Bitwig Studio. You need to select a track that contains a **Drum Machine**. If you switch focus onto a track that doesn't contain a **Drum Machine** as the primary device, you will not be able to properly edit a sequence. You will, however, still have control over the first 16 clips of that track.



Row 1-4 (Button Matrix)

Function

1	Selects one of 16 drum instruments of the Drum Machine device. The color of the pads correspond to the color of the pads in the Drum Machine . If Note Repeat mode is activated by pressing the Note Repeat button, the pads can trigger the drum instruments at the current Note Repeat rate. The rate can be set with the Select Encoder. The current value is displayed on the OLED.
2	Selects one of 16 clips of a track
3	Steps 1-16 of a clip
4	Steps 17-32 of a clip

Button (left of matrix)	Function
Select / Mute	Dual-function button for selecting or muting clips. Hold shift and press this button to switch between modes.
Last Step / Solo	<p>SELECT (green): Hold and select a clip from Row 2 for programming – without launching it</p> <p>MUTE (red): Hold and select a drum instrument from Row 1 to mute / unmute it</p> <p>Dual-function button for selecting or soloing clips. Hold shift and press this button to switch between modes.</p> <p>LAST STEP (green): Hold and press a step button (Row 3+4) to set the last step of that clip</p> <p>SOLO (red): Hold and select a drum note from row 1 to solo / unsolo it</p>
Copy	<p>Copy a pattern of one drum sound to another</p> <p>Copy a full clip to another clip</p>
Delete	<p>Hold Delete and press a drum instrument button (Row 1) to delete all notes of that drum instrument</p> <p>Hold Delete and press a clip button (Row 2) to delete the content of a clip</p> <p>Hold Delete + Shift and press a clip button (Row 2) to delete the entire clip</p> <p>Hold Delete and touch the encoder to reset values (except velocity values)</p>

Button (bottom left)	Function
Accent	Hold and press any step button (Row 3+4) to toggle velocity values between 127 and 100. Hold and turn the select encoder to change the values. Switch between accented and unaccented values by pressing the Select encoder
Legato	Press to toggle clip legato mode (Dim = Continue, Bright = Continue With Quantization). It is applied as soon as the clip length is set to a value not divisible by sixteenth notes Hold Delete and touch the encoder to reset values (except velocity values)
Retrig	Restarts the currently playing clip
Time Sig.	Hold Time Sig. and turn the select encoder to select a different grid resolution for the clip
Pin	Lock to a specific drum machine and track

Button (bottom right)	Function
Metronome	(Unassigned)
Play	Starts or stops the transport
Stop	Stops the transport
Record	Enable / Disable clip overdub

The four encoders have different functions depending on which mode you have selected with the Mode Select button. You can switch between CHANNEL, MIXER and USER 1 mode. To see the assignment without changing the mode, hold Shift and press the Mode Select button.

The values of the encoders in CHANNEL, MIXER and USER 1 mode only apply in conjunction with held sequencer steps.

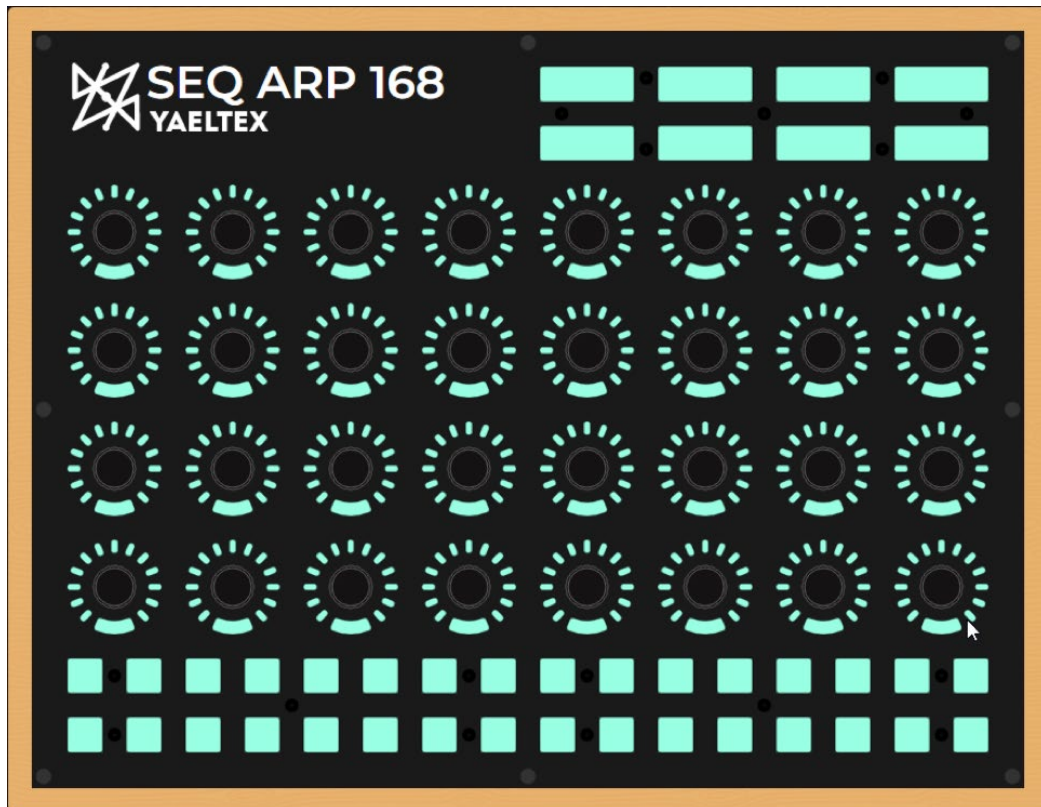
To change a value of a step, hold down one (or multiple) step button(s). (Row 3+4) and turn an encoder. If you hold down multiple buttons, the values will change relatively. Only one value will be displayed on the OLED.

Encoder	Function
Encoder 1	CHANNEL: Selects and changes the Velocity value of the currently selected step. Touching the encoder shows the current value MIXER: Sets the Velocity Spread value USER 1: Sets the Volume of the selected pad
Encoder 2	CHANNEL: Changes the Chance value of the selected step in 25 % steps. Touching the encoder shows the current value MIXER: Changes the Pressure note expression USER 1: Sets the Panning of the selected pad
Encoder 3	CHANNEL: Activates the Repeats note operator. Turning the encoder clockwise increases the repeats (maximum value is 16), while turning it all the way counterclockwise turns it off. Touching the encoder shows the current value MIXER: Changes the Note Length USER 1: Sets the Send 1 Level of the selected pad
Encoder 4	CHANNEL: Changes the Occurrence operator. As soon as you touch the Occurrence encoder with a step button held, Row 2 displays the length and the current pattern of the Occurrence of that particular step. You can use the first 8 buttons to edit the Occurrence pattern. MIXER: Changes the Timbre note expression USER 1: Sets the Send 2 Level of the selected pad

Button (top right)	Function
Pattern Up/Down	Switches between different 4x4 pages of drum instruments of the Drum Machine device
Grid Left/Right	Moves the notes of a drum clip left or right

Yaeltex SEQ ARP 168

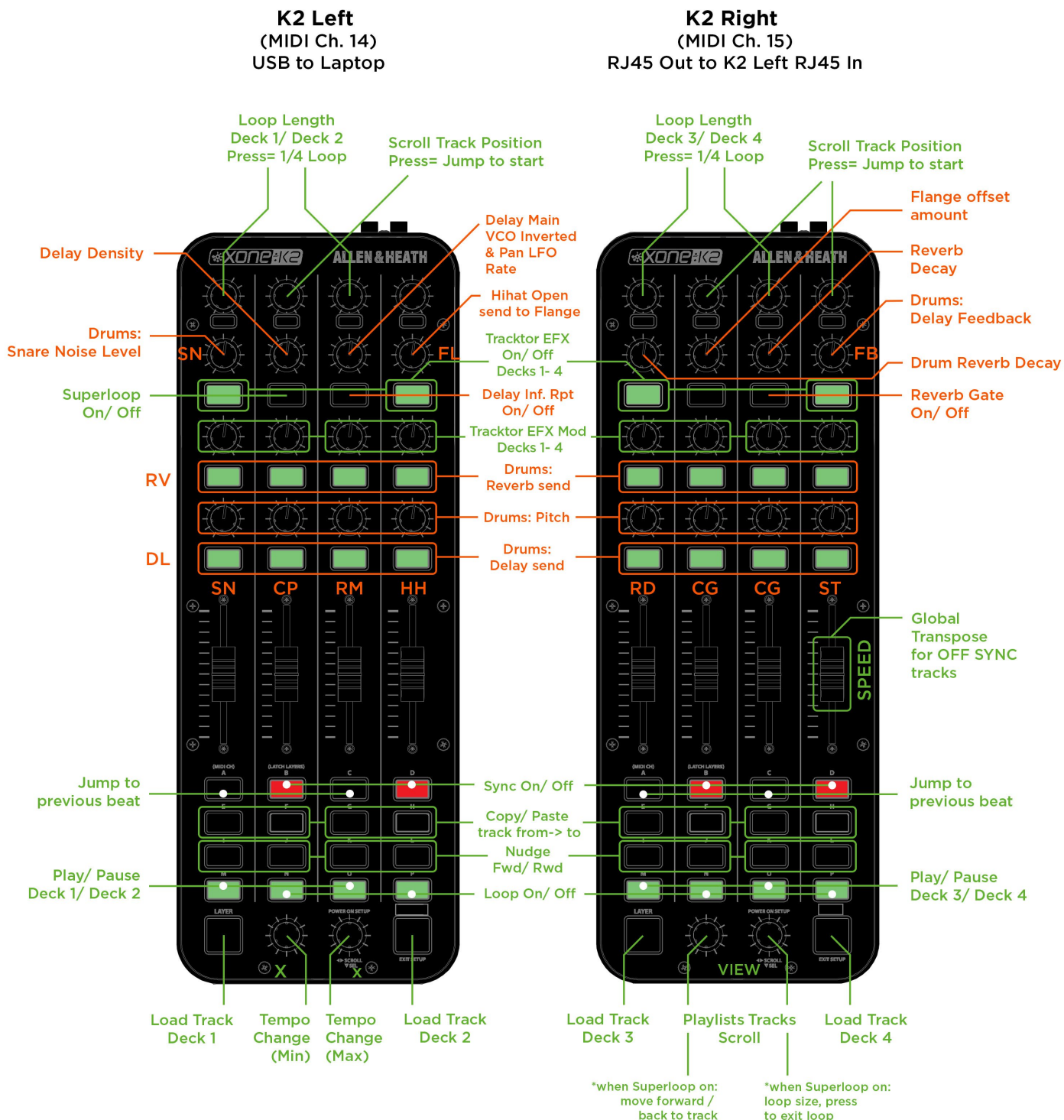
This extension was made to control an **Arpeggiator** device in Bitwig Studio. You need to select a track that contains an **Arpeggiator** device. If you switch focus to another track that doesn't contain an **Arpeggiator**, the controls of the Yaeltex won't have any effect.



If you want to learn more about the controller implementation of the Yaeltex SEQ ARP 168 in Bitwig Studio watch this video (<https://youtu.be/3PzCyzEAp6I>)

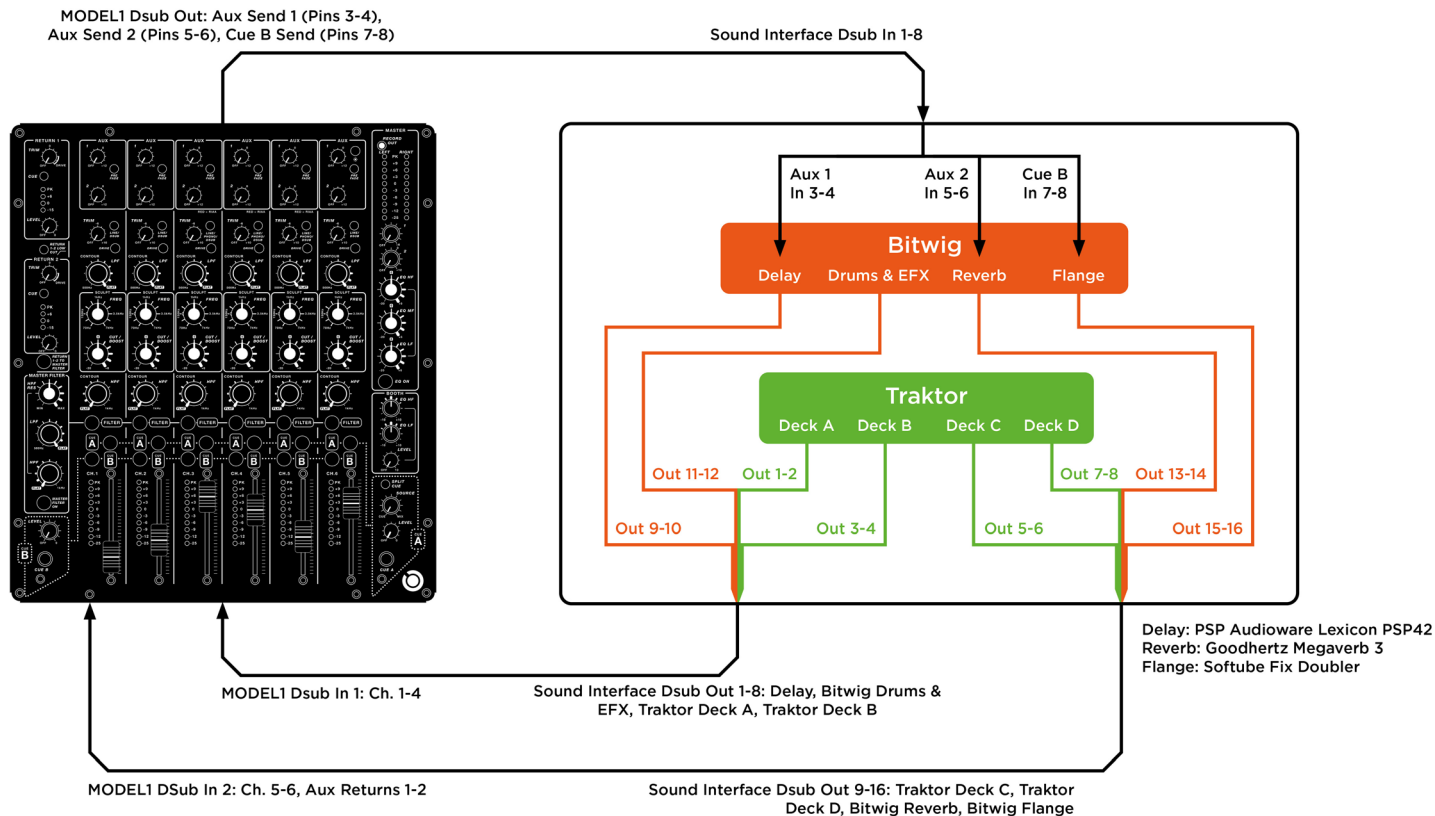
Find out more about Yaeltex MIDI controllers on their website (<https://yaeltex.com>).

Richie Hawtin K2 Midi Mapping



TRAKTOR MAPPING IN GREEN
BITWIG MAPPING IN ORANGE

Richie Hawtin DJ Setup Signal Flow Chart



FROM TRAKTOR IN **GREEN**
 FROM BITWIG IN **ORANGE**



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