



# KEYLAB ESSENTIAL

FL Studio script user manual



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# 1.KeyLab Essential Presentation

## General layout



Figure 1.

- 1. Pitch and Mod wheel
- 2. Chord, transpose and octave buttons
- 3. Midi Channel
- 4. Pads
- 5. Useful FL Studio functions
- 6. Screen and navigation knobs : Ease the browsing, visual feedback
- 7. Knobs and sliders : Control parameters of Mixer, Plugins and Channel rack
- 8. Keybed

**This spec highlights a script that integrates the KeyLab mkII into FL Studio.**

## 2.FL Studio Setup

As there are many different workflows associated with this software, we implemented generic scripts that handle all basic features for performance mode with visual feedback.

### a. Set up the controller

#### File Location

Make sure you place the folder *KeyLabEss V.1* at the end of this path:

This PC > Documents > Image-Line > FL Studio > Settings > Hardware





The first thing to do is to set the *DAW* program by pressing the *Map + Pad2*.  
Now your controller is set for FL Studio.

## FL Studio MIDI Settings

### Windows

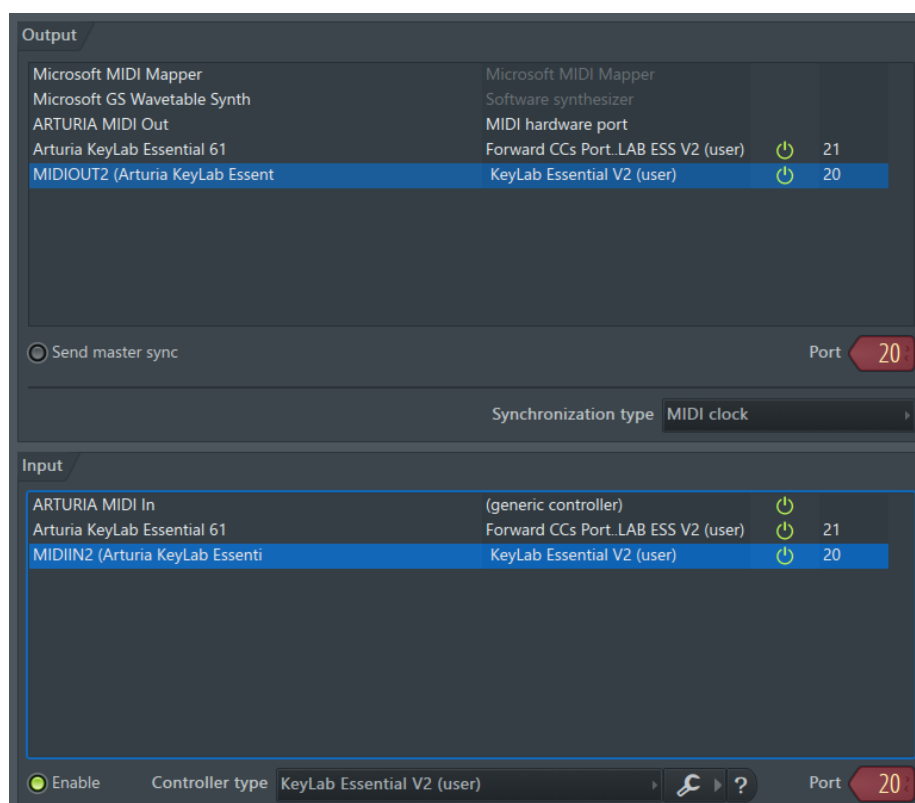
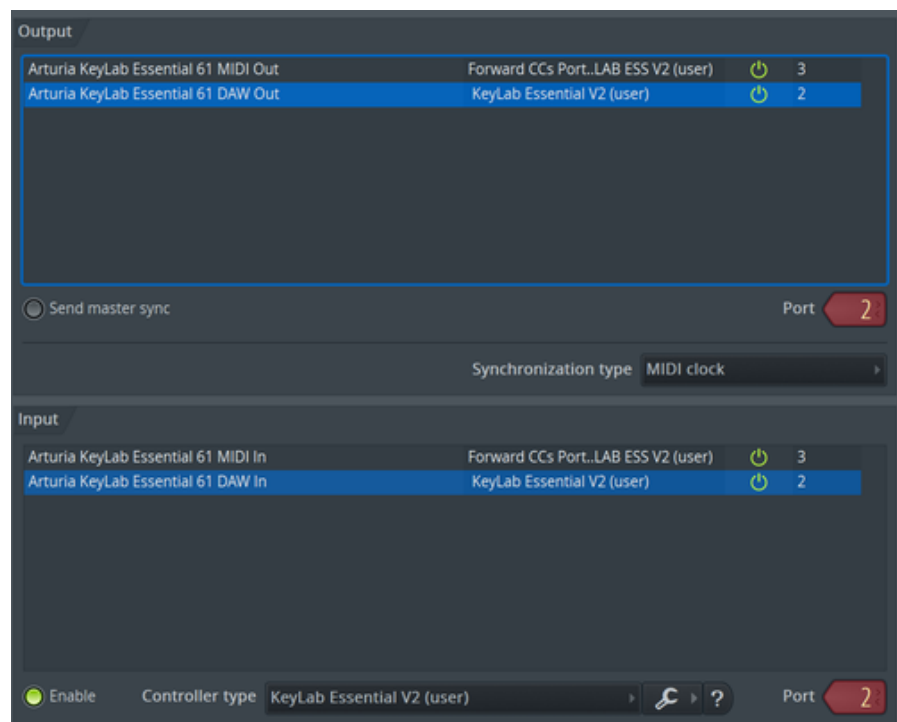


Figure 2.

### Mac OS



Select the right script in the *Controller type* box under the “Input Section”

Select a MIDI port for each Input as long as the input port and the output port of the same instance match ( see above )

Once this is done, make sure you are in FL Studio Memory by pressing the *Map + Pad2*.

## Project Setup

Prepare your project before using the controller exclusively. During the performance, only the Channel Rack, the Mixer, the plugin Windows and some functions of the general UI will be managed by the controller



Figure 3.

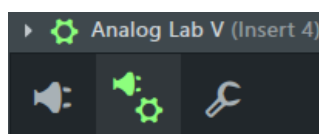


Set the plugins that you want as channels to use during the performance.  
It can be done by clicking on the “+” under the last track or by drag and drop from the browser on the left.

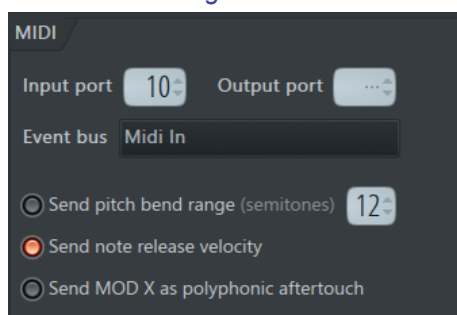


*Figure 4.*

If you uses Arturia's VST like Analog Lab V on the picture above, please make sure to connect the plugin to the MIDI input 10 :



*Figure 5.*



*Figure 6.*

If you are using an Arturia software, make sure you linked the correct device when you open the plugin

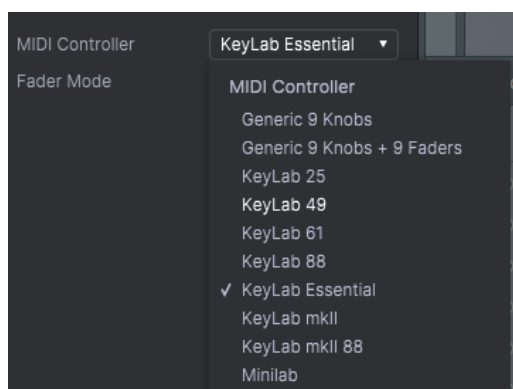


Figure 7.

The user is now ready to use Arturia's controller exclusively.

- DAW Mode

Knobs

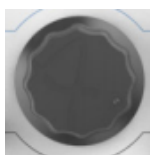


Figure 8.

The **central knob** is the main navigator knob. When the knob is turned and the **Channel Rack Window** is selected, it will navigate in the Channel Rack.

Scrolling the list will automatically close all plugin windows to ease the browsing.

In the picture below, the "Piano Plugin" has been selected by the user.



Figure 9.



When the central knob is pressed, it will show/close the plugin window of the selected channel.

On the picture below, the window of the drum plugin is shown



Figure 10.

When the knob is turned and the **Browser** is selected, it will navigate in the Browser. You can navigate through all folders and banks into FL studio ( useful to select samples and plugins ).

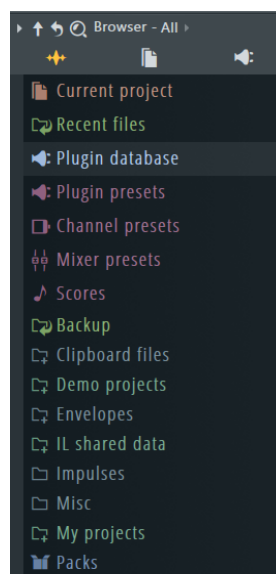


Figure 11.

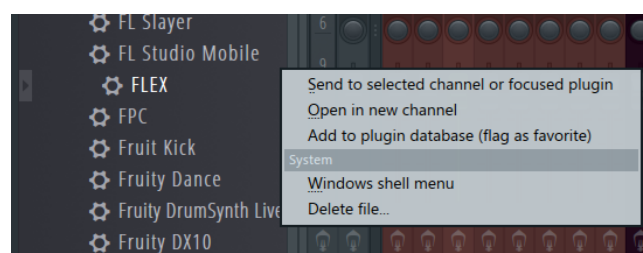
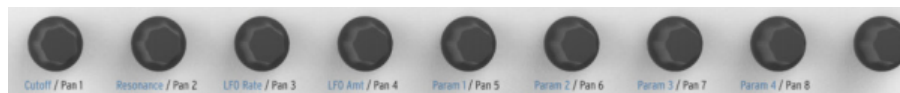


Figure 12.





There are **9 physical encoders** on the KeyLab Essential :



*Figure 13.*

- In **Channel Rack Mode**, the 8 first encoders control some parameters of the current focused plugin



*Figure 14.*

The 9th encoder does not send any value (Hardware issue)

- In **Mixer Mode**, the 8 first encoders control the pan of the current track bank



*Figure 15.*

## Sliders

There are **9 physical sliders** on the KeyLab Essential :

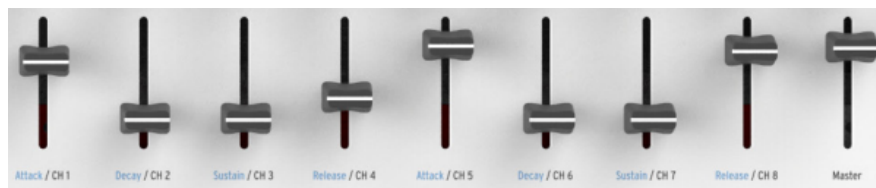


Figure 16.

- In **Channel Rack Mode**, the 8 first sliders control some parameters of the current focused plugin

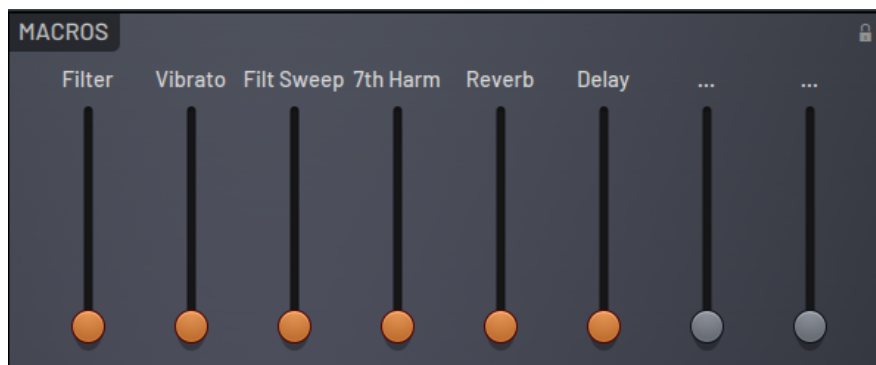


Figure 17.

The 9th slider control the volume of the current mixer track selected

- In **Mixer Mode**, the 8 first sliders control the volume of the current track bank

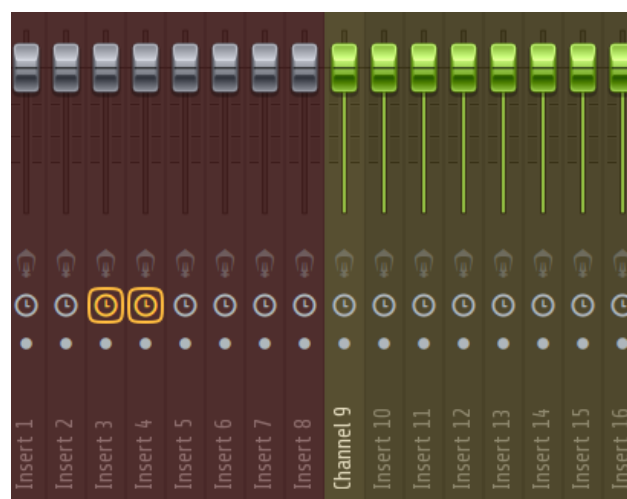


Figure 18.

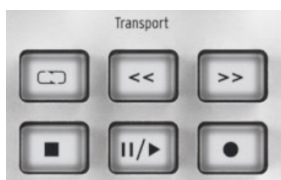
The 9th slider control the volume of the master track



## Buttons

The KeyLab mkII is fitted with a lot of buttons that can be assign to different functions :

Transport function :



*Figure 19.*

<< : Rewind

>> : fast Forward

Stop : Puts the song marker at the beginning ( lights if song is stopped )

Play/Pause : Play/Pause the Pattern/Song ( blink for play, lights for pause )

Record : Start recording ( blink if recording, lights if ready to record )

Loop : Activate loop recording ( lights if activated )

DAW Functions :



*Figure 20.*

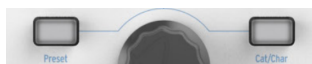
From top-left to bottom-right :

Save : Cut

Punch : Activate Overdub

Undo : Undo the last change

Metro : Activate metronome ( lights if activated )



*Figure 21.*

Cat/Char : Switch between Channel Rack and Browser window

Preset : Switch between Channel Rack and Mixer window



Figure 22.

Next/Prev : 8-Offset of the Tracks or the Channels depending on the selected mode  
The Bank button should be on to access this function.

## Pads

There are **8 physical pads** on the KeyLab Essential. They are useful for drum tracks to trigger and organize drum sound

All pads trigger a **Note CC** that can be mapped on FL to trigger drums or sample banks.  
They are mapped by default to the 8 bottom pads of FPC.



Figure 23.

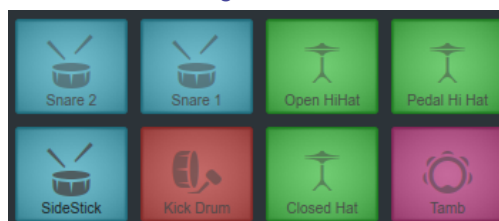


Figure 24.

- Analog Lab Mode

Enter the Analog Lab Mode by pressing *Map + Pad1*  
Make sure The plugin receive MIDI on the port 10

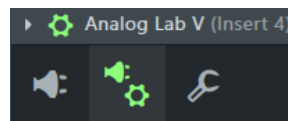


Figure 25.

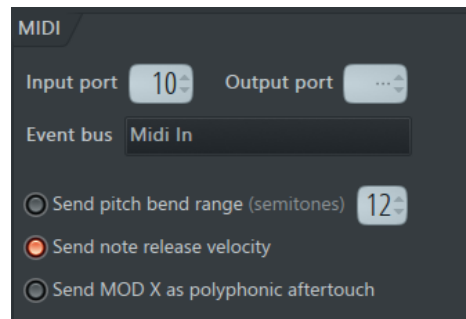


Figure 26.



Figure 27.

The Analog Lab mode control the focused plugin if it is an Arturia Plugin ( browsing preset, change parameters etc... )

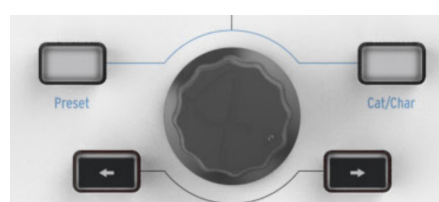
To control a plugin, **make sure you have focused the window** by selecting it with the center knob



Figure 28.



Figure 29.





*Figure 30.*

- **Screen**

The screen returns the current pattern, the name and the number of the channel selected in DAW Mode. It also returns the name of the tweaked parameter and its value for all plugin mapped in the database

In Plugin Mode, the screen displays the Analog Lab and Plugin parameter. It can also display the Analog Lab Browser.



*Figure 31.*