



MINILAB MKII

FL Studio script user manual



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1. MiniLab mkII Presentation

General layout



Figure 1.

- 1. Shift Button
- 2. Bank A/B: Switch between the 2 available banks
- 3. Octave buttons : Change the octave offset
- 4. Touch strips
- 5. Knobs: Control the navigation and general parameters
- 6. Pads: Controls transport functions and generate sounds
- 7. Keybed

This guide highlights a script that integrates the MiniLab 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 *MiniLab MkII V.1* at the end of this path:

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

MIDI Control Center

The first thing to do is to configure a FL Memory Slot in the Midi Control Center. In the MCC, click on *Import* and select the file *FL Studio 20.MINILABMK2* in the downloaded folder. Then drag and drop this template into an empty slot

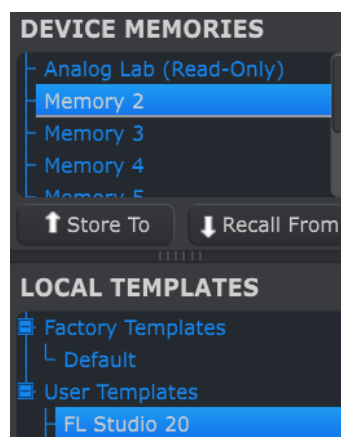


Figure 2.

FL Studio MIDI Settings

In FL Studio, check that Arturia's controller is well MIDI connected to the soft using the MiniLab mkII script:

Windows

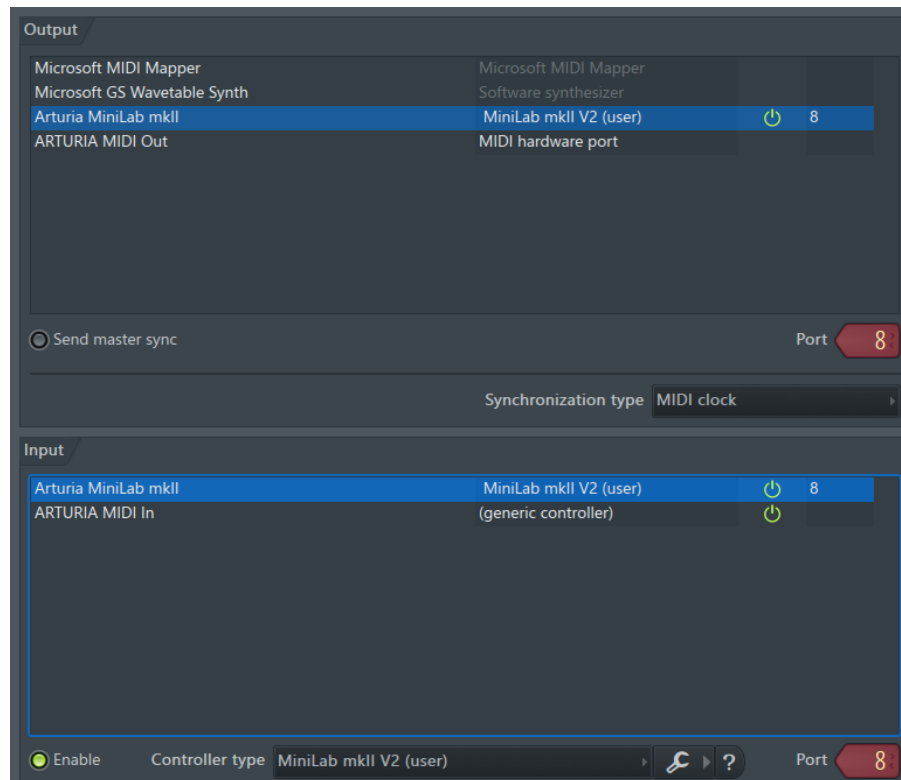
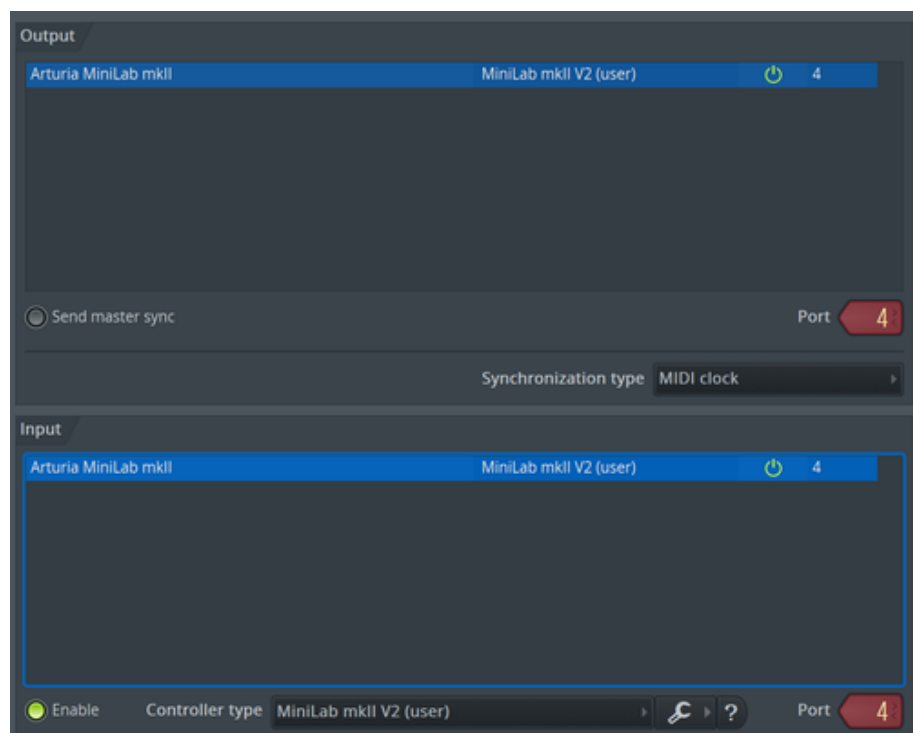


Figure 3.

Mac OS



Select the script in the 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 “shift + Pad2” to select the 2nd program that you have just customized. This allows you to access the DAW Mode to control FL.

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

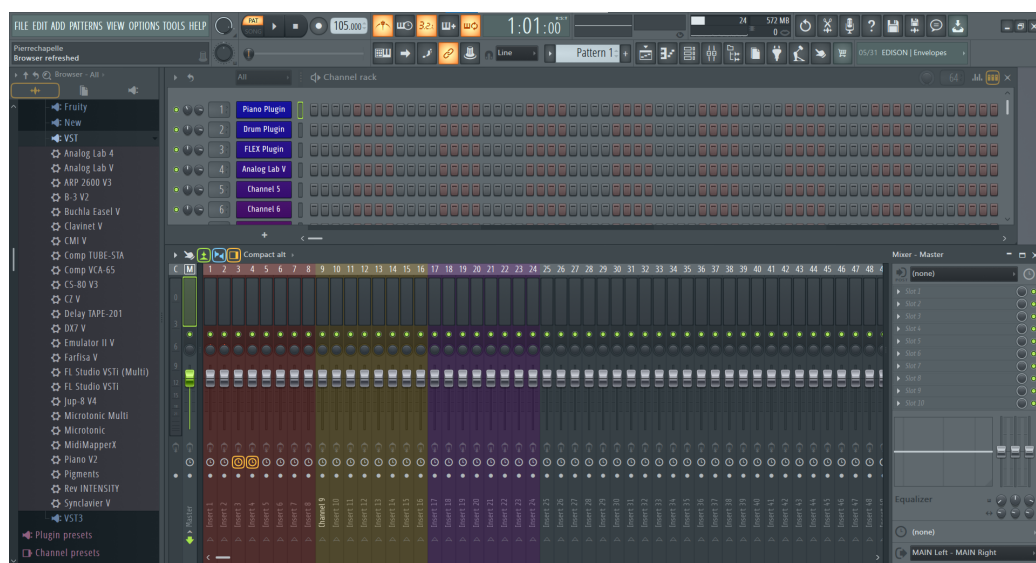


Figure 4.

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.

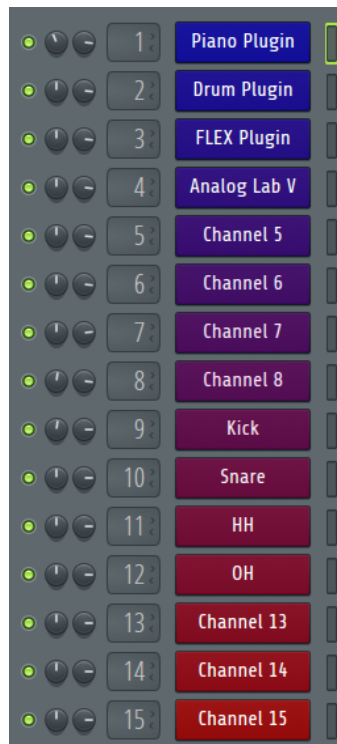


Figure 5.

The number of bars for the loop has to be selected as it will be constant during the whole performance.

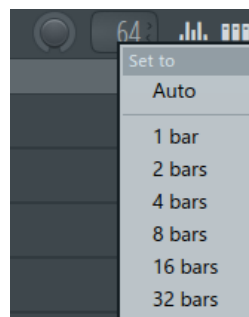


Figure 6.

You are now ready to use Arturia's controller exclusively.



3.Features

a. Knobs

There are 16 knobs on the MiniLab mkII :

- Simple endless knobs (2 -> 8 / 10 -> 16)
- Switch knobs (1 and 9)



Figure 7.

On FL Studio, the **knob 8** control the pan of the selected channel in the Mixer and the knob **16 control** the volume of the selected channel in the Mixer.



Figure 8.

The **knob 1** is the main navigator knob. When the knob is turned, it will navigate in the Channel Rack.

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



Figure 9.

When the **knob 1** is pressed, if the Channel Rack is focused, it will show/close the plugin window of the selected channel.

In the picture below, the window of the drum plugin is shown.



Figure 10.

When the **knob 1** is pressed, if the Mixer is focused, it will toggle the arm state of the current selected track



Figure 11.



The **knobs 2, 3, 4, 5 and 10, 11, 12, 13** control some parameters of the current focused plugin when the Plugin window is focused.



Figure 12.

The **knob 9** browse into the different presets of the current plugin



Figure 13.

When the **knob 9** is pressed it will switch the focus between the Mixer and the Channel rack

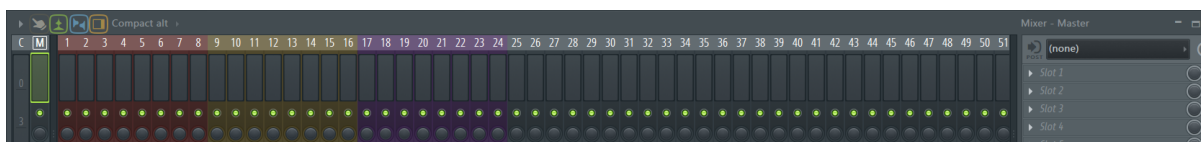


Figure 14.

The **knobs 6, 7 and 14, 15** control the equalizer parameters of the currently selected track in the Mixer.



Figure 15.

b. Pads

There are **8 physical pads** on the MiniLab mkII, Each pad triggers two different CC as there are 2 banks of pads (1-8 / 9-16) :



Figure 16.

You can switch between the 2 banks by pressing the “Pads 1-8 / 9-16” button.

Bank 1 : Button turned off

Bank 2 : Button turned on

The 2 available banks switch between the Drum mode to the Transport mode :

- Bank 1 (1-8), All pads are red
- Bank 2 (9-16), Pads have their own colour code

Bank 1: all pads trigger a **MIDI Note**. They are mapped to fit the FPC plugin

In this example, the 4 bottom pads of the Drum Plugin are linked to the first 4 pads of the controller.



Figure 17.



Figure 18.



Bank 2: used to trigger some transport functions :

- 1 / Green : Play/Pause - blink if on play



Figure 19.

- 2 / Blue : Stop - sets the time marker at its initial value



Figure 20.

- 3 / Red : Record - blink if on record



Figure 22.

- 4 / Yellow 1 : Metronome - yellow if enabled



Figure 23.

- 5 / Yellow 2 : Tap Tempo



Figure 24.

- 6 / Purple : Overdub



Figure 25.

- 7 / Cyan : Undo



Figure 26.

- 8 / White : Toggle Browser-Channel Rack

If the browser window is selected, the knob 1 allows you to navigate and select a sample or a plugin



Analog Lab Mode

Enter the Analog Lab Mode by pressing “Shift” + Pad1 (Analog Lab)



Figure 27.

When Analog Lab is selected, you can manage the plugin as you would do in stand-alone (Navigation, selection and FX)



Annexes

In case you want to customize the layout to your own preferences, here are the values used in the default FL Studio template.

Control	Mode	Option	Color	Channel	Note	CC Number
Encoder 2=>8	Control	Absolute	-	Keyboard	-	31 => 37
Encoder 10=>16	Control	Absolute	-	Keyboard	-	2 => 8
Encoder 1	Control	Relative #1	-	Keyboard	-	101
Encoder 1 Switch	SwCtrl	Gate	-	Keyboard	-	125
Encoder 9	Control	Relative #1	-	Keyboard	-	55
Encoder 9 Switch	SwCtrl	Gate	-	Keyboard	-	126
Pad 1=>8	MIDI Note	Gate	Red	10	C1 => G1	-
Pad 9=>16	SwCtrl	Gate	Color Code	10	-	40 => 47

Table 1.

The color code is for the transport function :

Green (40) - Blue(41) - Red(42) - Yellow(43) - Yellow(44) - Purple(45) - Cyan(46) - White(47)