ENGLISH

LAUNCHCONTROL XL

novation

Launch Control XL 3 User Guide

Version 2.0

Table of Contents

Introduction to the Launch Control XL 3

Launch Control XL 3 is a MIDI control surface designed to provide hands-on control of DAWs, software synths, effects, and external hardware through USB and MIDI I/O, eight faders, 24 endless encoders, 16 programmable buttons, dedicated transport controls, and an OLED display.

- **The Creative Control Surface**
  Get hands on with your entire workflow. Launch Control XL 3's eight precision faders, 24 endless rotary encoders, and 16 assignable buttons give you tactile control over all major DAWs, right out the box. And with intuitive custom mapping for all your plugins and hardware, Launch Control XL 3 makes an ideal studio centrepiece.
- **Create custom mappings**
  Assign MIDI parameters to encoders and buttons, store up to seven Custom Modes, and manage them with Novation Components.
- **Powerful DAW integration**
  Launch Control XL 3 features deep integration with Ableton Live, Logic Pro, FL Studio, Cubase, and more, plus Mackie HUI support for everything else.
- **Connect all your hardware**
  5-pin MIDI In, Out, and Out2/Thru connections with comprehensive filtering and routing options make it easy to connect and control hardware — with or without a computer.
- **Perfect for hybrid setups**
  Combine your external gear, DAW controls, and essential plugin parameters into one intuitive custom layout for the ultimate hybrid setup.

What's in the box?

- Novation Launch Control XL 3
- 1.5m (4'11") USB type C-to-A Cable

Getting Started with your Launch Control XL 3

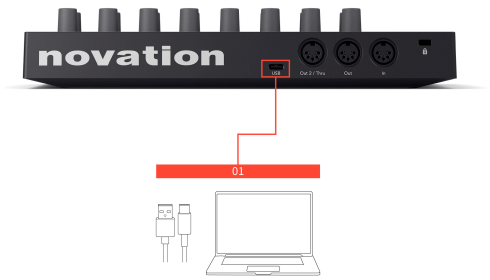
Connecting and powering your Launch Control XL 3

Your Launch Control XL 3 is USB bus-powered; it's powered when you connect it to your computer or to a mains USB power adaptor using the included USB cable.

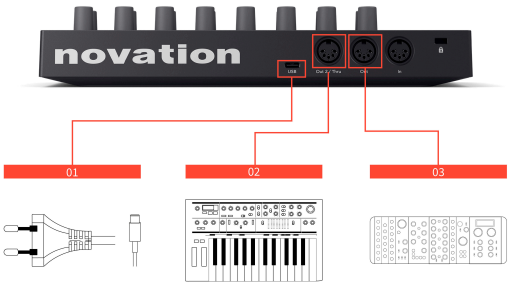
When you connect your Launch Control XL 3 to a computer, it sends and receives MIDI data via the **USB** port.

Your Launch Control XL 3 also has three 5-pin DIN MIDI ports (**In**, **Out**, and **Out 2/Thru**), these are for interacting with external MIDI hardware. For more information, see Launch Control XL 3's back panel [19].

These example setups show how you might power and connect your Launch Control XL 3 to use it with a computer or in a hardware setup.



Connect from your Launch Control XL 3's USB-C port to a computer with a USB-A port.



Using your Launch Control XL 3 to control a hardware setup using 5-pin MIDI DIN to control both synthesisers and powering the Launch Control XL 3 using a mains USB power adaptor.

Using your Launch Control XL 3 with a computer via USB

1. Connect your Launch Control XL 3 to your computer using the included USB-C to A cable.

NOTE

For more information on which USB cables you can use with Novation products, see this article:

Can I use any USB cable with my Novation product?

Using your Launch Control XL 3 to control a hardware setup using MIDI DIN, powering the Launch Control XL 3 using a mains USB power adaptor

1. Connect your Launch Control XL 3 to a mains USB power adaptor (not included).
2. MIDI **Out 2** connected to a desktop synthesiser's MIDI in.
3. MIDI **Out** connected to a modular synthesiser's MIDI-to-CV module.

TIP

A mains USB power adaptor is any adaptor that converts power from a mains plug socket to a USB connector, such as a phone charger.

To power your Launch Control XL 3 your mains USB power adaptor must supply:

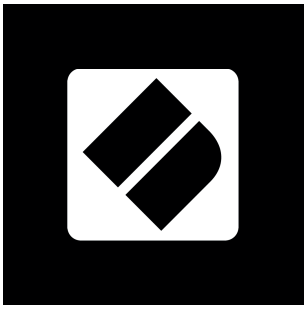
- At least 2.5 W (watts)
- At least 500 mA (milliamps) at 5V

Easy Start

Easy Start gives you a step-by-step guide to setting up your Launch Control and creates personalised tutorials based on how you plan to use your Launch Control. This online tool also guides you through your Launch Control's registration process and accessing the software bundle.

On both Windows and Mac computers, when you connect your Launch Control to your computer, it first appears as a Mass Storage Device, like a USB drive. Open the drive and double click 'Click Here To Get Started.url'. Click 'Get Started' to open Easy Start in your web browser.

After you've opened Easy Start, follow the step-by-step guide, to install and use your Launch Control.



Alternatively, if you don't want to use the Easy Start tool, visit our website to register your Launch Control manually and access the software bundle.

id.focusritegroup.com/register

IMPORTANT

It's crucial you update your Launch Control's firmware when you first plug it in, whether you go through Easy Start or not.

If you don't update the firmware of your Launch Control, it's likely many features won't work.

To update your Launch Control's firmware, you need to use Novation Components. Go to components.novationmusic.com to update your firmware.

Troubleshooting

For help getting started with your Launch Control XL 3, visit:

novationmusic.com/get-started

If you have any questions or need any help at any time with your Launch Control XL 3, visit our Help Centre. Here you can also contact our support team:

support.novationmusic.com

We recommend you check for updates to your Launch Control XL 3 so you have the latest features and bug fixes. To update your Launch Control XL 3's firmware, you need to use Components:

components.novationmusic.com

Launch Control XL 3 hardware overview

The next few pages give you an idea of what the controls on Launch Control XL 3 do. For DAW integration see Controlling your DAW with the Launch Control XL 3 [31], for using Launch Control XL 3 in non-DAW applications, see Using Launch Control XL 3 outside of a DAW [25].

Launch Control XL 3's Top Panel

1. Screen - displays important information.
2. **Page** [10] buttons - navigate through different parts of your Launch Control XL 3. The buttons light when available.
3. **Track** [11] buttons - move through tracks in your DAW.
   To access **Settings** [84], hold both Track < > buttons for 300 milliseconds.
4. Record [11] button - toggles record on/off in your DAW.
5. Play [12] ▶ button - controls and matches your DAW's play button behaviour.
6. **Shift** [12] button - access Shift functions and preview controls without changing values (hold **Shift** and move a control).
7. **Mode** [13] button - select what the Launch Control XL 3 is controlling, DAW Mixer, DAW Control, or a Custom Mode.
   Hold **Shift** and **Mode** to access the Mode Settings Edit menu.
8. **Solo/Arm** [18] button - in DAW Modes, change what this button row controls.
9. **Mute/Select** [18] button - in DAW Modes, change what this button row controls.

10. Novation button - nothing... yet.
11. Encoders [16] - assignable encoder controls.
12. Faders [16] - assignable fader controls.
13. Buttons [17] **1** - **16** - **Solo / Arm** or **Mute / Select**buttons in DAW mode, or assignable button controls in Custom Modes [22].

Using the Page buttons

Page up and down are the first button pair under the screen, on the left-hand side of the Launch Control XL 3.

The buttons light when they're available and allow you to navigate through many areas of the Launch Control XL 3. For example, if you're at the first or last page, only one of the two buttons lights.

When you press either button, the screen shows what's changed.

Track Buttons (Settings)

The **Track** <> left and right buttons are the second button pair under the screen, on the left-hand side of the Launch Control XL 3.

The buttons light when they're available and allow you to navigate through many areas of the Launch Control XL 3. For example, if you're at the first or last page, only one of the two buttons lights.

When you press either button, the screen shows what's changed.

Settings

To access Settings, go to a Custom mode and press and hold both **Track** <> buttons for 300 milliseconds.

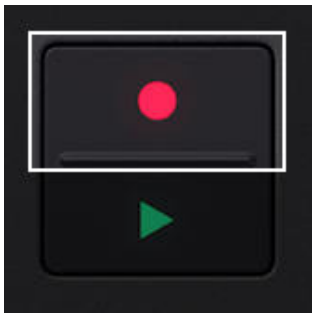
> **NOTE**
>
> The Settings menu is only accessible when you're using a Custom Mode. In either DAW mode, the buttons control Track navigation.

For more information, see Launch Control XL 3's Settings page [84].

Using the Record button

In DAW mode, Record mimics record on/off in your DAW.

Record is the top half of the third button pair below the screen.

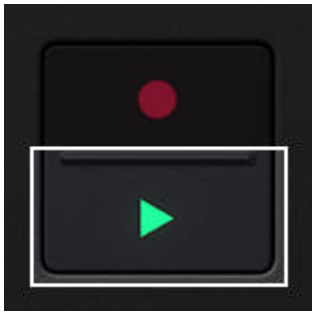


For more information, see Controlling your DAW with the Launch Control XL 3 [31].

Using the Play ▶ button

In DAW mode, Play ▶ mimics your DAWs play button behaviour.

Play ▶ is the bottom half of the third button pair below the screen.



For more information, see Controlling your DAW with the Launch Control XL 3 [31].

Launch Control XL 3's Shift button

Shift allows access to secondary functions on many buttons. Hold **Shift**, and press any button with a secondary shift function.

Shift is the top half of the fourth button pair.

TIP

It's possible to latch the **Shift** button. Double press it to latch.

Shift lets you preview controls. Hold **Shift** and move a control; the screen shows you the value without changing it.

TIP

When you hold the **Shift** button, any other buttons with an available shift function light up.

Mode button (Edit)

Mode lets you choose which mode the Launch Control XL 3 is in. The **Mode** defines the function of all the controls.

Your Launch Control XL 3 has two DAW modes (**DAW Control** and **DAW Mixer**), 15 Custom Modes, and one Default mode (slot 16).

- DAW Modes map your Launch Control XL 3 to preset mappings in your DAWs, see Controlling your DAW with the Launch Control XL 3 [31].
- You can edit the controls in Custom Modes, see Custom Modes [22].

To select a Mode:

1. Press the **Mode** button to enter mode selection.

The 16 buttons light, the currently selected Mode is white, the rest are blue.

2. Press a blue button to change the mode. The screen shows the name of the mode. **Mode** can be a toggle (one press) or momentary (hold) button. You can switch modes multiple times using the buttons, and the other controls update in real time.
3. Press the **Mode** button again to exit mode selection.

USING THE MODE BUTTON MOMENTARILY

You can hold the **Mode** button to access Mode selection temporarily. While you hold it down you can change Modes and adjust controls. When you release the **Mode** button the Mode changes to the last button you pressed.

Editing Custom Mode Settings

Hold Shift and press the **Mode** button to access the **Edit** menu for Custom Modes, via the Mode Settings menu. Each Custom Mode on Launch Control XL 3 has its own **Mode Settings** menu to configure how the Custom Mode interacts with the MIDI ports.

To enter the Custom Mode settings menu, hold **Shift** and press the **Mode** (**Edit**) button.

To exit Custom Mode settings edit menu, press the **Mode** button.

- To find a setting, press **Page** ▲▼ up and down.
- To adjust a setting, use the **Track** <> buttons.

You can change the following settings per Custom Mode. The Custom Mode you're currently editing is shown by the lit pad button. You can change which Custom Mode you're editing by pressing the Custom Mode buttons.

Setting	Value range	Description	Default value
Merge	On Off	**On** allows incoming MIDI data to merge with surface-generated MIDI (when you move a control on Launch Control XL 3) and be sent to that Custom Mode's MIDI output.	On
Merge Filter	Off Ch. 1 - 16	Set which MIDI input channel to merge with surface-generated MIDI for that Custom Mode. **Off** allows all incoming MIDI In channels to merge with that Custom Mode's surface-generated events.	Off
Merge Out Ch	As Input Ch. 1 - 16	Set which MIDI channel the Custom Mode MIDI data and incoming MIDI data goes out on. **As Input** doesn't alter the channel of the incoming MIDI data.	As Input
Output Port	USB DIN 1 DIN 2 All	Sets which port the Custom Mode transmits its MIDI data to. **All** sends the MIDI data to the USB and both DIN ports. If Merge is on, MIDI data at the **In** port will also be sent to your chosen Out port(s).	All

IMPORTANT

The MIDI Thru Setting, in the Settings menu [84], has priority over Custom Mode settings.

If you enable MIDI Thru in the Settings menu, MIDI data at the MIDI **In** port is sent to MIDI **Out 2/Thru** regardless of the custom mode settings.

If the active Custom Mode is set to output on DIN 2 or All, and MIDI Thru is enabled, data from the Custom Mode won't be merged and sent from output DIN 2.

Using the Launch Control XL 3's Encoders

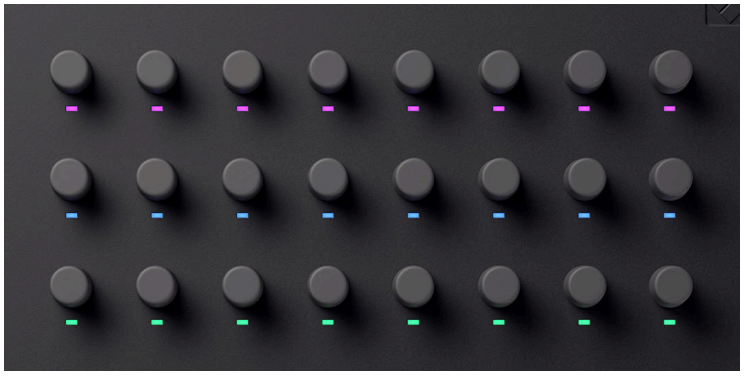
The Launch Control XL 3 has 24 endless encoders, in rows of eight, with LEDs that light depending on the mode.

When you move controls, the screen shows the name and value. To preview a control onscreen, without changing it, hold **Shift** and move the control.

The encoders have different modes, varying by DAW, or you can customise them in Custom Modes.

In DAW modes [31], the encoders have two areas:

- Rows 1 and 2 control one element of the DAW (e.g. plugins or sends).
- Row 3 controls another element (e.g. transport or pan).



To learn more about encoder modes:

- Controlling your DAW with the Launch Control XL 3 [31]
- Using Custom Modes on the Launch Control XL 3 [22]

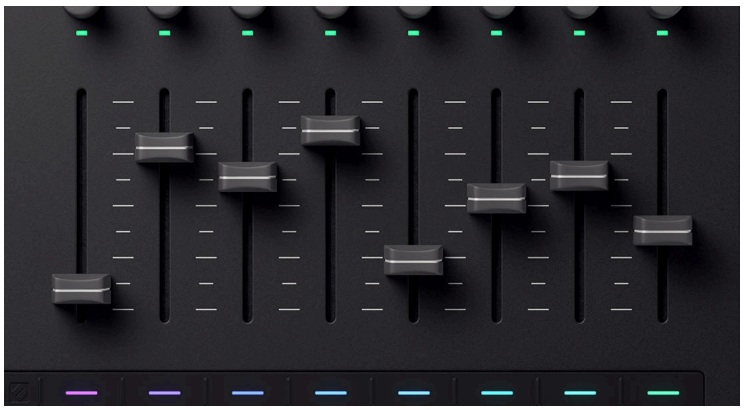
TIP

Endless encoders are rotary knobs that spin continuously. This stops jumps in settings when switching modes or tracks. Your Launch Control XL 3 always stays synchronised with your DAW or other devices.

Using the Launch Control XL 3's faders

The Launch Control XL 3 has eight faders. You can use the faders to control the mixer levels in your DAW or send custom MIDI messages to control other devices, like hardware or plugins.

When you move controls, the screen shows the name and value. To preview a control onscreen, without changing it, hold **Shift** and move the control.



The Launch Control XL 3's faders.

To learn more about fader modes:

- Controlling your DAW with the Launch Control XL 3 [31]
- Using Custom Modes on the Launch Control XL 3 [22]

Fader pickup

When you change mode, your faders may not align with the new parameters. To avoid values jumping when you move a fader, you can enable fader pick-up in the **Settings** [84] menu.

- When you select Pickup, moving the fader doesn't change the parameter until you pass the current value.
- When you select Jump, moving a fader changes the value immediately, causing the value to 'jump' to the new value.

Using the Launch Control XL 3's buttons

At the bottom of your Launch Control XL 3 top panel are two rows of buttons, 19 in total.

When your Launch Control XL 3 is controlling a DAW, the buttons under the faders act as **Solo/Arm** (top row) or **Mute/Select** (bottom row) buttons. The far-left buttons toggle between the settings, see the following sections for more information:

- Solo mode [18]

- Arm mode [18]
- Mute mode [18]
- Select mode [18]

When you're not using a DAW, the buttons send custom messages such as MIDI Notes, CCs, Program Changes, NRPNs, and keystrokes.

See Using Custom Modes on the Launch Control XL 3 [22] for more information.

Using the Launch Control XL 3 's Solo and Arm DAW buttons

Press the **Solo/Arm** button, to the left of the top button row, to change the top button row between track Solo and record Arm controls.

Solo mode

When the buttons are in Solo mode, pressing a button changes the Solo state of the corresponding DAW track.

Arm mode

When the buttons are in Arm mode, pressing a button changes the record arm state of the corresponding DAW track.

Using the Launch Control XL 3's Mute and Select DAW buttons

Press the **Mute/Select** button, to the left of the bottom button row, to change the bottom button row between Mute and Select controls.

Mute mode

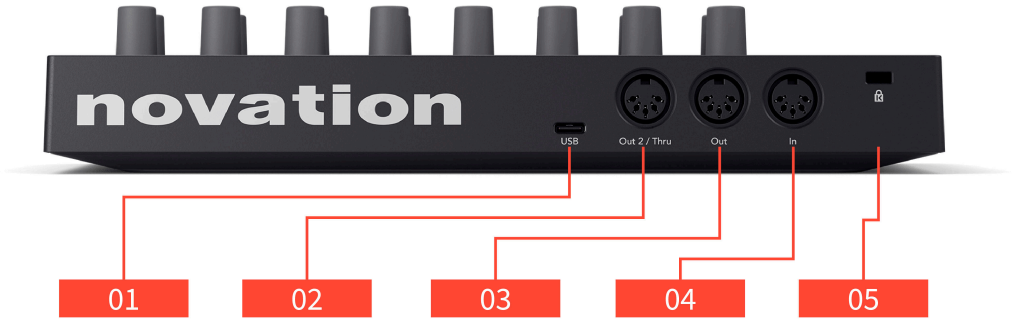
When the buttons are in Mute mode, pressing a button changes the Mute state of the corresponding DAW track.

Select mode

When the buttons are in Select mode, pressing a button changes the Selected track in your DAW.

In Select mode, the buttons light to match the track colours in your DAW. When you select a track, the corresponding button lights white.

Launch Control XL 3's back panel



1. **USB** [20] - USB Type-C to connect your Launch Control XL 3 to your computer using the included USB cable.
2. MIDI **Out2/Thru** [19] - 5-Pin MIDI DIN connector for either sending MIDI data independently of the MIDI **Out**, or sending a copy of the MIDI **In** signal.
3. MIDI **Out** [19] – 5-Pin MIDI DIN connector for connecting to external MIDI hardware.
4. MIDI **In** [19] - 5-Pin MIDI DIN connector for receiving MIDI data from external MIDI hardware (such as a MIDI keyboard) to your Launch Control XL 3 in a chain of equipment.
5. - Kensington Lock, use a lock to secure your Launch Control and deter theft.

Using the Launch Control XL 3's MIDI ports

The MIDI ports allow you to use the Launch Control XL 3 in hardware and hybrid setups. For example, expanding the physical controls on a synthesiser, drum machine, or groovebox.

MIDI In

The 5-Pin MIDI DIN **In** port allows you to send data from other MIDI-enabled devices to your Launch Control XL 3.

For example, to use your Launch Control XL 3 with a MIDI keyboard and control multiple devices, or for daisy-chaining multiple Launch Control XL 3s to increase your control.

For more information, see section Using Launch Control XL 3 outside of a DAW [25].

MIDI Out

The MIDI **Out** port allows you to send MIDI messages to external hardware with MIDI inputs. You can send MIDI messages from surface-generated events, e.g. encoders, faders, and buttons, or merge data at the MIDI **In** port with the surface-generated events.

This is useful for adding extra control to hardware: synthesisers, drum machines, and grooveboxes, or having instant access to parameters without having to menu dive on your hardware instruments.

For more information, see section Using Launch Control XL 3 outside of a DAW [25].

MIDI Out 2/Thru

The MIDI **Out 2/Thru** port allows you to choose between having a second MIDI out, or a MIDI Thru port. You can change this in the Settings menu [84].

- In MIDI Out 2 mode – the port works the same as MIDI Out, you can send MIDI messages from surface-generated events, or merge data at the MIDI In port with the surface-generated events.

  This is useful when:

  - you need to send MIDI messages to hardware independent of MIDI Out. For example, to control two devices using two Custom Modes.
- In MIDI Thru mode – the port works by forwarding a copy of all the MIDI messages coming into the Launch Control XL 3's MIDI **In** DIN port.

  This is useful when:

  - your Launch Control XL 3 is part of a larger MIDI chain, and you need to transmit MIDI messages from a device, e.g. a keyboard, to two devices, one controlled by the Launch Control XL 3 and one controlled by the keyboard via the Launch Control XL 3.

For more information, see Using Launch Control XL 3 outside of a DAW [25].

USB port

The Launch Control XL 3 has a **USB** 2.0 Type-C port. This allows you to connect your Launch Control XL 3 to your computer or a USB MIDI host.

The **USB** port has a few key purposes:

- It provides the Launch Control XL 3 with power, both when connecting to a computer, or in standalone mode.
- It sends and receives MIDI data, either to your DAW, MIDI applications or via a USB MIDI host.
- It allows you to install firmware updates and manage Custom Modes for your Launch Control XL 3 via Components.

USB to DIN MIDI

Your Launch Control XL 3 can act as a MIDI interface and allow you to send MIDI data from your computer (e.g. sequencers and DAWs) to external hardware via the two DIN MIDI outputs.

The USB MIDI device on your computer shows each MIDI DIN port separately so you can send MIDI messages to each port.

IMPORTANT

The Out 2/Thru port continues to follow the Thru setting. Data sent to DIN Out 2 won't be output if MIDI Thru is On in the Settings menu.

Custom Mode settings don't affect the MIDI data. If you set a Custom Mode to output on a DIN port and you send USB data to the same port, the Launch Control XL 3 merges the data.

Using Custom Modes on the Launch Control XL 3

Custom Modes let you personalise the controls on your Launch Control XL 3. They can send various MIDI data (notes, CC, keystrokes, program changes, NRPNs) to control software, hardware, or other MIDI devices.

To access Custom Modes:

1. Press the **Mode** button to enter mode selection.

The 16 buttons light, the currently selected Mode is white, the rest are blue.

2. Press a blue button to change the mode. The screen shows the name of the mode.
3. Press the **Mode** button again.

NOTE

You can't edit mode 16, it's a default set of values [88].

Editing Custom Mode Settings

Hold Shift and press the **Mode** button to access the **Edit** menu for Custom Modes, via the Mode Settings menu. Each Custom Mode on Launch Control XL 3 has its own **Mode Settings** menu to configure how the Custom Mode interacts with the MIDI ports.

To enter the Custom Mode settings menu, hold **Shift** and press the **Mode** (**Edit**) button.

To exit Custom Mode settings edit menu, press the **Mode** button.

- To find a setting, press **Page** ▲▼ up and down.
- To adjust a setting, use the **Track** <> buttons.

You can change the following settings per Custom Mode. The Custom Mode you're currently editing is shown by the lit pad button. You can change which Custom Mode you're editing by pressing the Custom Mode buttons.

Setting	Value range	Description	Default value
Merge	On Off	**On** allows incoming MIDI data to merge with surface-generated MIDI (when you move a control on Launch Control XL 3) and be sent to that Custom Mode's MIDI output.	On
Merge Filter	Off Ch. 1 - 16	Set which MIDI input channel to merge with surface-generated MIDI for that Custom Mode. **Off** allows all incoming MIDI In channels to merge with that Custom Mode's surface-generated events.	Off
Merge Out Ch	As Input Ch. 1 - 16	Set which MIDI channel the Custom Mode MIDI data and incoming MIDI data goes out on. **As Input** doesn't alter the channel of the incoming MIDI data.	As Input
Output Port	USB DIN 1 DIN 2 All	Sets which port the Custom Mode transmits its MIDI data to. **All** sends the MIDI data to the USB and both DIN ports. If Merge is on, MIDI data at the **In** port will also be sent to your chosen Out port(s).	All

IMPORTANT

The MIDI Thru Setting, in the Settings menu [84], has priority over Custom Mode settings.

If you enable MIDI Thru in the Settings menu, MIDI data at the MIDI **In** port is sent to MIDI **Out 2/Thru** regardless of the custom mode settings.

If the active Custom Mode is set to output on DIN 2 or All, and MIDI Thru is enabled, data from the Custom Mode won't be merged and sent from output DIN 2.

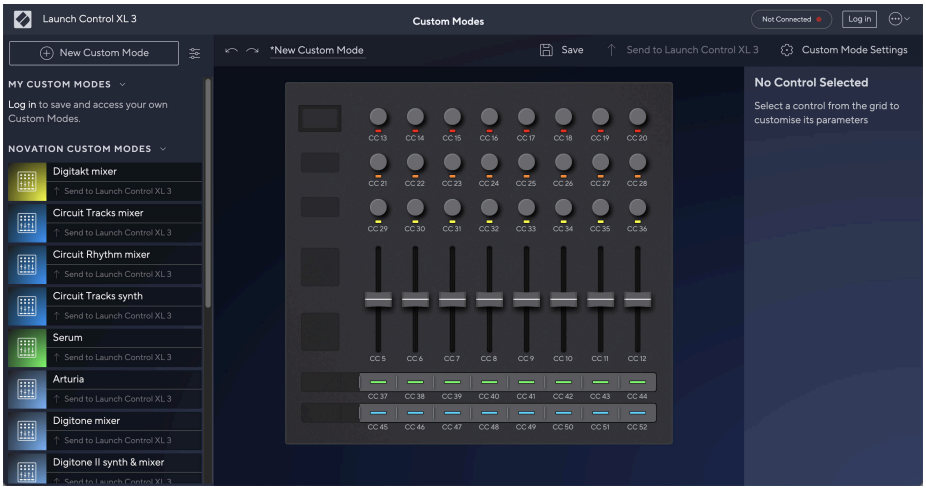
Creating Launch Control XL 3 Custom Modes in Novation Components

Novation Components (web-based and standalone) not only lets you update your Launch Control XL 3's firmware but also lets you create, modify, save, and load Custom Modes for your product Launch Control XL 3.

Go here to use or download Components:

components.novationmusic.com

You can create Custom Modes with or without your Launch Control XL 3 connected and send them when you do connect it.



Using Launch Control XL 3 outside of a DAW

Along with the DAW integration, the Launch Control XL 3 can send MIDI data from its **USB** and MIDI **Out** ports to work with other MIDI-capable software or hardware, in both musical and non-musical applications.

To send MIDI data from the Launch Control XL 3 you need to use one of the Custom Modes.

In each Custom Mode, you can assign different MIDI CC, Note, program change, NRPN , keystroke data to controls on the Launch Control XL 3 and send this to the corresponding software or hardware.

NOTE

The types of message you can assign varies per control.

You can edit the MIDI data the following controls send out using Novation Components:

- Encoders
- Faders
- Buttons

NOTE

The following are examples of what you could do, how you'd set it up and what connections you need to make. Exact functionality of every synth, drum machine, lighting software or editing suite varies, so it's best to check the user guides for your other gear in combination with these examples.

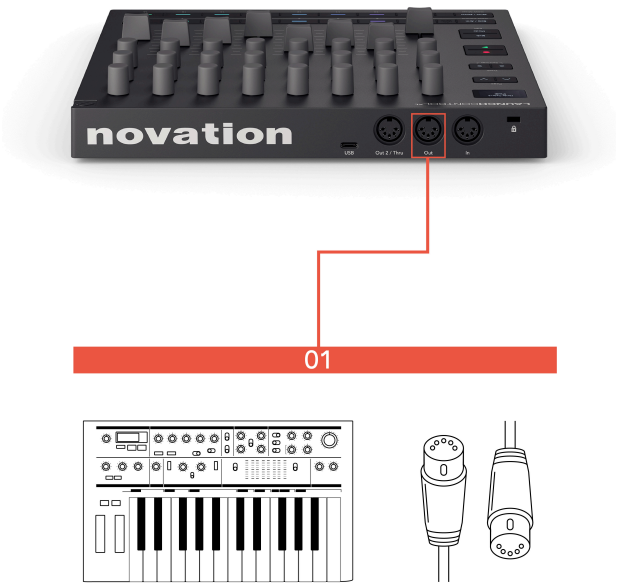
IMPORTANT

The following examples show the Launch Control XL 3's use cases outside a DAW, but you still need to connect it to power. You can power the Launch Control XL 3 from your computer, or from a USB power supply.

Controlling another device with Launch Control XL 3

The simplest setup, outside of a DAW, is using the Launch Control XL 3 to control one device with a single MIDI cable.

This is useful if the device you're controlling doesn't have any controls, or you're looking to expand the number of controls.



1. In this example, the Launch Control XL 3 MIDI **Out** is connected to a synth's MIDI In to control its parameters.
   Using one cable allows you to send MIDI data from the Launch Control XL 3 to control the synth, or other MIDI device.
   When you're doing this, make sure:
   - The Launch Control XL 3's controls send on the MIDI channel the device is set to. You can assign every control to a different MIDI channel.
   - The Launch Control XL 3's controls are set to the correct message type and range. For more information, look at the MIDI implementation chart for the device you want to control's user guide.

Controlling multiple devices with Launch Control XL 3

In this setup, the Launch Control XL 3 is a controller for two devices. We've assigned the controls to control a synth on Custom Mode 1 and a drum machine on Custom Mode 2. Also connected to the MIDI **In** is a keyboard controller using the Launch Control XL 3's MIDI merge function (see Editing Custom Mode Settings [14]) to pass the keys' data directly to the synthesiser.

1. MIDI **In** comes from a controller keyboard.

   The Launch Control XL 3 passes the MIDI information coming into MIDI **In** to MIDI **Out** (**DIN 1)** in Custom Mode 1 and MIDI **Out 2** in Custom Mode 2. To setup the MIDI routing use the **Merge** and **Output Port** settings in the Editing Custom Mode Settings [14] for each Custom Mode. This means you can play the synth with the keyboard and control the synth with the Launch Control XL 3.

   > **TIP**
   >
   > You can set your controller keyboard to any MIDI channel and using the **Merge Out Ch.** in the Custom Mode Edit Settings on Launch Control XL 3 to convert the incoming MIDI data to a different channel. When you change Custom Modes the incoming MIDI data changes channel to the Custom Mode's **Merge Out Ch.** MIDI channel.

2. MIDI **Out** goes from the Launch Control XL 3 to a synth.

You can set the Synth to MIDI Channel 1 (for example) and set up a Custom Mode to use the encoders and faders to control the synth. For example, frequency controls, LFOs, and the faders for the ADSR envelopes.

You could use the buttons at the bottom to toggle switches on your synth like oscillator waveform, or bypassing effects.

3. MIDI **Out 2/Thru** goes from the Launch Control XL 3 to a drum machine.

   You could connect another synth, but in this case, we're going for a full setup and adding drums. In a **second Custom Mode**, set the **Output Port** to **DIN 2** (see Mode Settings Edit menu). Set the controls to map to the drum machine, for example, encoders for pitch, decay, main level for each drum etc.

   You could also use the Launch Control XL 3's buttons to send note data to trigger drums sounds or control drum mutes.

NOTE

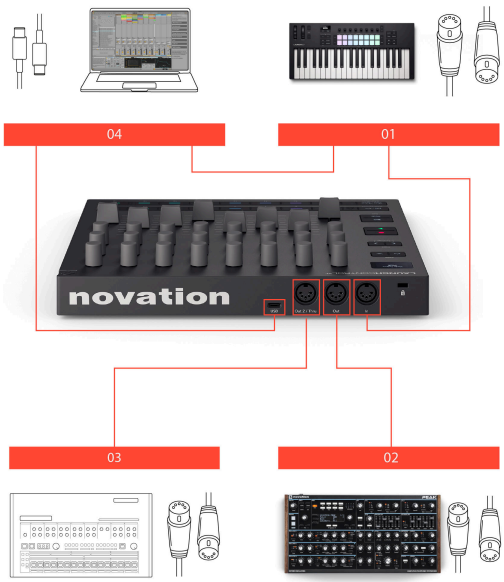
To change what the Launch Control XL 3 is controlling you need to use different Custom Modes. Each Custom Mode is set to the channel of the device receiving MIDI.

Using the Launch Control XL 3 in a hybrid setup

In this setup, the Launch Control XL 3 acts as a controller and MIDI router in a hybrid setup (computer and hardware).

You can connect a MIDI keyboard to Launch Control XL 3's MIDI **In** and as you select different Custom Modes, the incoming keyboard MIDI data is merged with the Launch Control XL 3's controls and routed to different hardware devices.

In the software domain, both the MIDI keyboard and Launch Control XL 3 connect to Live and allow you to blend software sounds and DAW sessions with your hardware.



1. A MIDI controller keyboard connects from its MIDI out to the Launch Control XL 3's MIDI **In**.

   Connecting a MIDI keyboard to your synths via the Launch Control XL 3 allows you to route the incoming MIDI data to either MIDI Out ports on the Launch Control XL 3. For example, if you set Custom Mode 1 to route to DIN **Out,** both the MIDI keyboard and the Launch Control XL 3's controls route to the Peak. If you set Custom Mode to DIN **Out 2** when you change Custom Mode both the keyboard and Launch Control XL 3 control the drum machine connected to DIN **Out 2**.
2. A synthesiser (in this case Peak) is connected to the Launch Control XL 3's MIDI **Out** (this could be any other MIDI device with a MIDI input).
3. A drum machine is connected to the Launch Control XL 3's MIDI **Out 2** (this could be any other MIDI device with a MIDI input).
4. In this hybrid setup, we've also connected both the MIDI controller keyboard and the Launch Control XL 3 to the computer via USB.

This allows us to bring a DAW into the workflow and use software sounds or pre-recorded material mixed with the hardware instruments. You can use the MIDI keyboard to play or control your DAW session and the Launch Control XL 3 in either of the DAW modes to have hands-on control of the DAW session.

TIP

The Launch Control XL 3's three MIDI ports and USB capabilities make it useful in many setups, hardware, software, or hybrid.

Using your Launch Control XL 3 in non-musical applications

Although we've primarily designed the Launch Control XL 3 for music production it's well suited to controlling a range of non-musical software via MIDI and keystrokes. You can set up custom routing using Custom Modes, and map its knobs, faders, and buttons to parameters in any software or hardware that accepts MIDI, for example:

- Video software like Resolume.
- Lighting software or DMX mixers via MIDI inputs.
- Controlling other creative software like for photo or video editing using third-party software such as MIDI2LR for Adobe Lightroom.

Controlling your DAW with the Launch Control XL 3

The Launch Control XL 3 can control a range of DAWs (Digital Audio Workstations) using the encoders, faders, and buttons.

The encoders have two DAW modes, DAW Control and DAW Mixer, accessible using Mode + the DAW buttons in the bottom left. In FL Studio, these modes also change the function of the buttons.

When you connect your Launch Control XL 3 to your DAW, the encoders default to DAW Mixer mode.

Controlling Ableton Live with the Launch Control XL 3

The following sections explain the Launch Control XL 3's Ableton Live integration.

https://www.youtube.com/embed/0j4hQxlQCG0?si=sKKtg9NF8vsVxDfa

Connecting your Launch Control XL 3 to Ableton Live

When you connect your Launch Control XL 3 to Ableton Live it is automatically set up as a Control Surface.

> **IMPORTANT**
>
> Ableton only supports the Launch Control XL 3 in Live 12 and above. It won't work with older versions of Ableton Live.

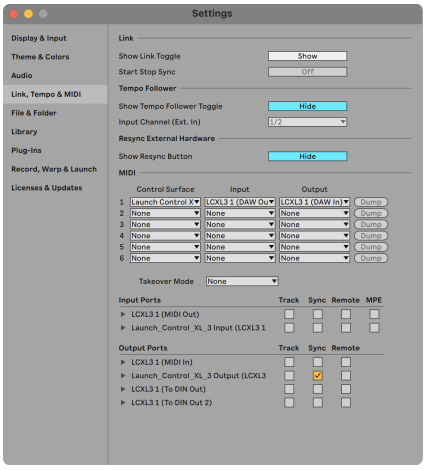
If Ableton doesn't automatically detect your Launch Control XL 3 you need to set it up in the **Link, Tempo & MIDI** tab of Live's Settings menu.

1. Go to:
    - Windows: Options > Settings > **Link, Tempo & MIDI**
    - Mac: Live > Settings > **Link, Tempo & MIDI**
2. Set Control Surface to Launch Control XL 3.
3. Set the Input and Output dropdowns to LCXL3 In and LCXL3 Out.

   Make sure you select the **DAW** Out and **DAW** In on macOS and **Port 2** (MIDIIN2 and MIDIOUT2) on Windows.
4. Close the Settings window.

When correctly set up, your Settings should look like this:

Windows



macOS

Navigating with Track buttons in Ableton Live

Press the **Track** buttons to move to the next/previous track.

Track buttons light to show you when you're able to move track. For example, if you're on Track 1, the < **Track** button wouldn't light as you can only move to the next track.

You can jump in banks of eight: hold **Shift** and press the **Track** buttons to move the selection up or down eight tracks. You can also use this to get to return tracks.

Previewing controls in Ableton Live

Shift lets you preview controls. Hold **Shift** and move a control; the screen shows you the value without changing it.

TIP

You can preview controls in any mode on the Launch Control XL 3.

Using the encoders in Ableton Live

The Launch Control XL 3 has two DAW encoder modes.

To change modes, press **Mode** and press **DAW Mixer** (Mute/Select) or **DAW Control** (Solo/Arm) in the bottom left corner. Press **Mode** again to exit mode selection.

These modes change what the encoders map to. The faders and buttons always control the same elements.

Ableton Live's DAW Mixer encoder mode

In **DAW Mixer** mode, each encoder row controls a different set of mixer settings:

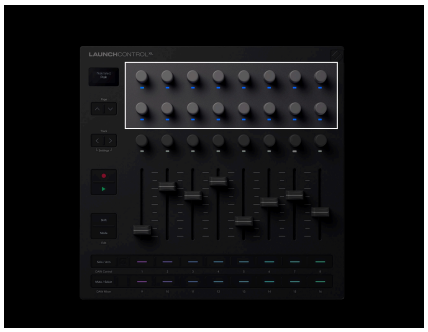
1. Send A/1 levels for the current track bank.
2. Send B/2 levels for the current track bank.
3. Pan value for the current track bank.

TIP

To change modes, press **Mode** and press **DAW Mixer** (Mute/Select) or **DAW Control** (Solo/Arm) in the bottom left corner. Press **Mode** again to exit mode selection.

Ableton Live Send controls in DAW Mixer mode

In **DAW Mixer** mode, the top two encoder rows control the Send levels for the current track bank.



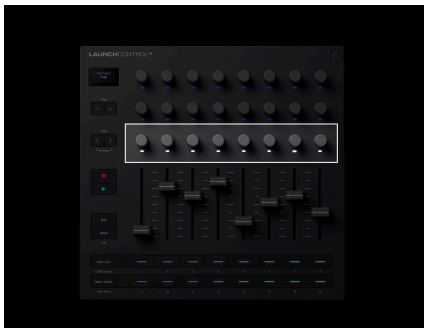
The encoders' LEDs light to match the colour of the sends in Live.

The **Page** buttons navigate through the different Sends.

As you change Sends, the screen shows the Sends' names.

Ableton Live Pan controls in DAW Mixer mode

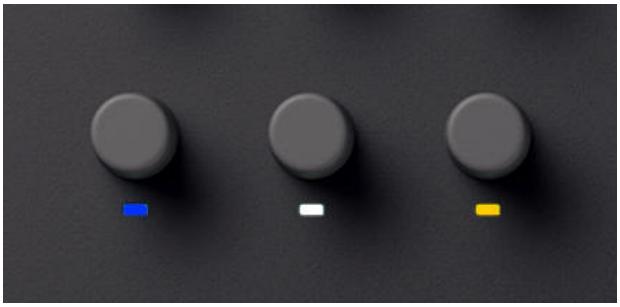
In **DAW Mixer** mode, the encoders can control Pan for the current track bank.



When you move a Pan encoder, the screen shows you the track name and Pan position, L for Left, C for Centre and R for right.

The encoder LED changes colour to show the Pan position:

1. Blue for left.
2. Dim white for centre.
3. Yellow for right.



Ableton Live DAW Control encoder mode

In DAW Control mode, each encoder row controls a different set of settings:

1. Device controls - for the currently selected device.
2. Device controls - for the currently selected device.
3. Transport controls.

TIP

To change modes, press **Mode** and press the **DAW Mixer** (Solo/Arm) or **DAW Control** (Mute/Select) buttons in the bottom left corner of your Launch Control XL 3. Press the **Mode** button again to exit mode selection.

WHAT ARE ABLETON LIVE DEVICES?

Every track in Live can host several devices. Devices come in three different sorts: MIDI effects, audio effects, and instruments

For more information see Ableton's Live user guide here.

Ableton Live Device encoder controls

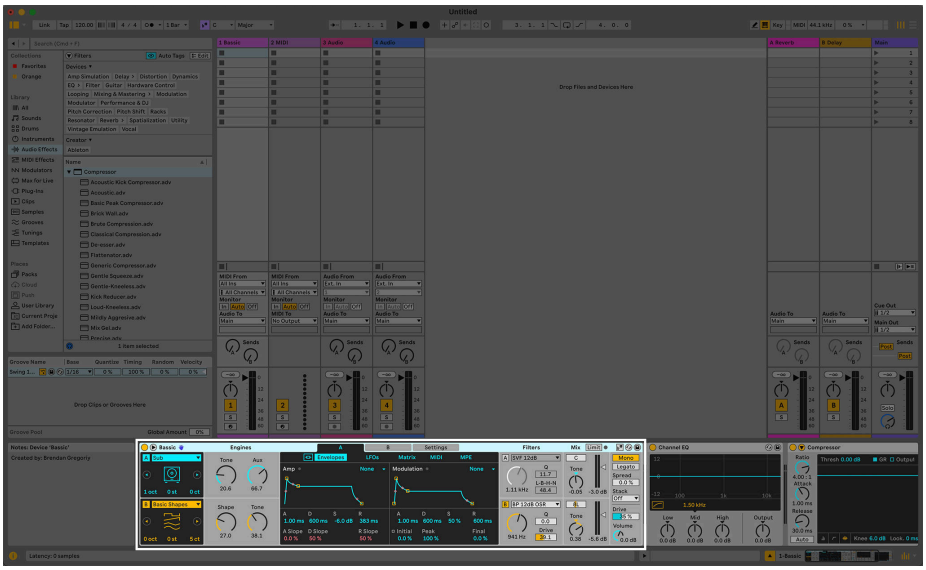
TIP

Every track in Live can host several devices. Devices come in three different sorts: MIDI effects, audio effects, and instruments

- MIDI effects affect MIDI signals on MIDI tracks.
- Audio effects affect audio signals.
- Instruments, found in MIDI tracks, receive MIDI and output audio.

For more information see Ableton's Live user guide here.

When your Launch Control XL 3 is in DAW Control mode, the top two encoder rows map up to 16 controls in the currently selected device.



In this example, Launch Control XL 3 controls the device highlighted.

If your Device has more than 16 controls, you can move through them using the **Page** buttons.

Moving between Devices

If your Track has more than one Device, hold **Shift** and press a **Page** button to move to the next Device (**Page** down) or previous Device (**Page** up).

TIP

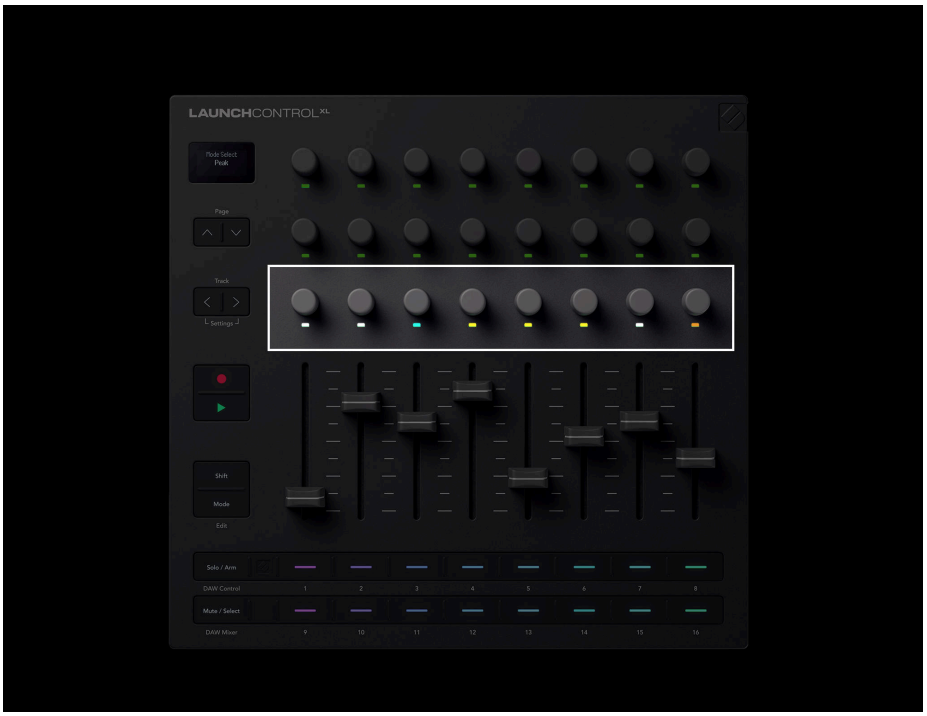
Ableton Live adds a small blue hand icon to the top bar of the device you're controlling.

Ableton Live's Transport encoder controls

In **DAW Control** mode, the third encoder row controls your DAW's Transport.

Transport mode brings controls of your DAW's arrangement view onto your encoders, giving you hands-on control of your project's navigation.

The encoder LEDs light to show which encoders are available and related.



Encoder	Function	Screen name	Encoder LED Colour
1	Arrangement view playback position	Playback Position	White
2	Zoom horizontal (to playback position) Track (Session view)	Zoom Horizontal	White
3	Zoom vertical (Track Height) Scene (Session view)	Zoom Vertical	Turquoise
4	Loop Start point	Cycle Start	Yellow
5	Loop End Point	Cycle End	Yellow
6	Loop active	Cycle Active	Yellow
7	Marker Selection	Marker Select	White
8	Tempo	BPM	Orange

Playback Position

Encoder 1 controls Scrub, or Playback Position. The encoder moves the playhead left and right through your arrangement in beats.

The screen shows the current playhead position.

Ableton's Zoom Control

There are two encoders assigned to zoom in Live: Zoom Horizontal and Zoom Vertical.

Zoom Horizontal

In Arrangement view, Zoom Horizontal keeps the track heights the same but zooms in and out keeping the playback position central to the zoom.

In Session view, the Zoom Horizontal encoder moves between tracks.

Zoom Vertical

In Arrangement view, Zoom Vertical changes the track heights.

In Session view, the Zoom Vertical encoder changes the scene.

Loop Start and End

Encoders 4 and 5 control the Loop Start and Loop End points in your DAW.

When you change the Loop points, the screen temporarily shows the Loop point you've changed, and its position in Bars and Beats.

Loop on/off

Encoder 6 turns on/off the Loop switch in your DAW.

Marker Select

The Marker select encoder moves your DAW's playhead between markers you've set up in your DAW.

Moving the encoder clockwise or anti-clockwise moves your playhead to the next or previous marker.

When you move markers, the screen temporarily shows the name of the marker you've moved to.

If you've not set up any markers in your project yet, the Marker Select encoder doesn't do anything and when you move it the screen shows 'No Markers':

The way you add markers varies by DAW. To find out how to add markers in your DAW, read the user guide for your specific DAW.

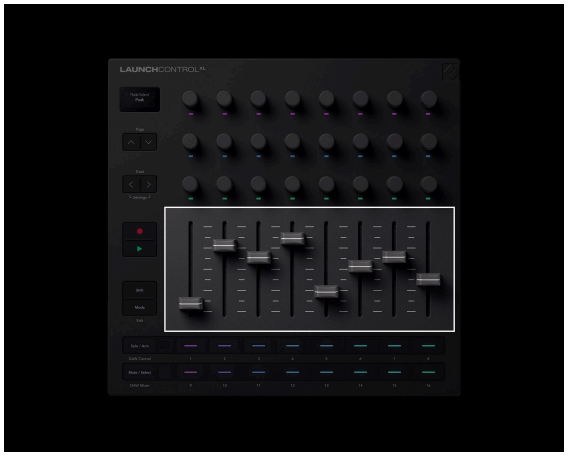
Tempo

Encoder 8 controls the tempo of your DAW.

Using the Launch Control XL 3's faders in Ableton Live

The faders only have one function; to control the volume level of the current track bank.

In both DAW modes, the Launch Control XL 3 faders control the Track Volume of the current track bank.



When you move a fader, the screen shows the track name and level in dB.

Using the buttons in Ableton Live

Each button row has two settings you can individually control.

- The top row controls **Solo** or **Arm**.
- The bottom row controls **Mute** or **Select**.

To change the function, press the far-left button on the button row.

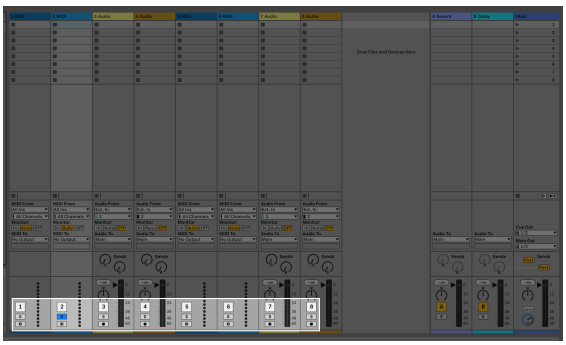
Solo and Arm buttons

You can change the top button row between **Solo** and Record **Arm**.

Solo mode

In **Solo** mode, the buttons toggle the solo state of tracks.

Track 2 is soloed.



In Live, track 2 is soloed.

In **Solo** mode, the buttons light blue; bright blue when the track is soloed and dim blue when they aren't.

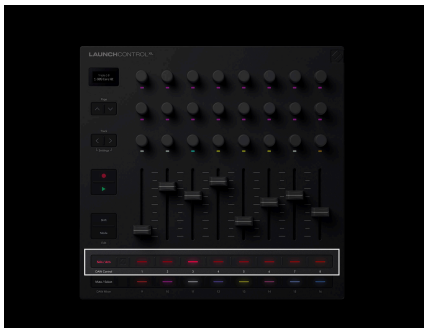
TIP

If your project is set to Cue mode, instead of Solo, the **Solo** function activates Cue. This allows you to preview tracks from a separate Cue output.

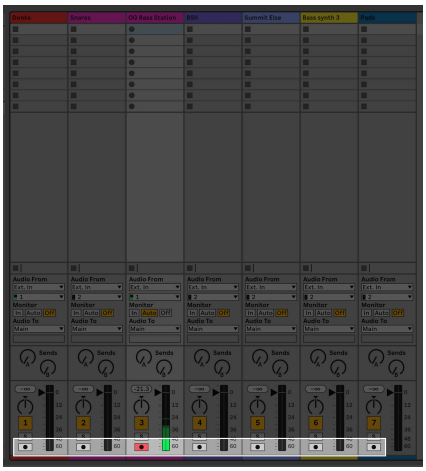
Learn more in Ableton Live's user manual here Soloing and Cueing.

Record Arm mode

In **Arm** mode, the buttons toggle the record arm state of their respective tracks.



Track 3 above is record armed.



Track 3 in Ableton is record armed.

In **Arm** mode, the buttons light red– dim red if the track isn't armed and bright red if the track is record armed.

Mute and Select buttons

You can change the bottom button row between **Mute** and track **Select**.

Mute mode

Mute mode changes the function of the bottom row so they show the mute status of each track. Pressing a button mutes, or unmutes, a track.

Tracks 4, 7, and 8 are muted (buttons 12, 15, and 16 are dim).

Tracks 4, 7, and 8 muted in Live.

In **Mute** mode, the buttons light orange; bright orange when the track is active and dim yellow for muted tracks.

Select mode

In **Select** mode, the buttons select tracks in your DAW for playback and deeper device control.

The **Select** button lights match the Track colours in Live.

The track colours in Live.

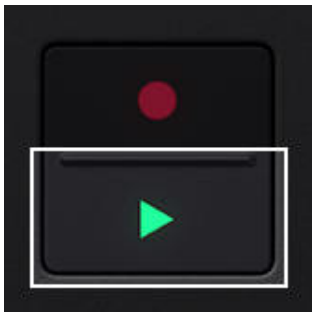
In **Select** Mode, the buttons light up as the tracks' colours.

The selected track lights full brightness, the other tracks are dim.

When you select a track, the screen shows the track's name.

Using the Play button in Ableton Live

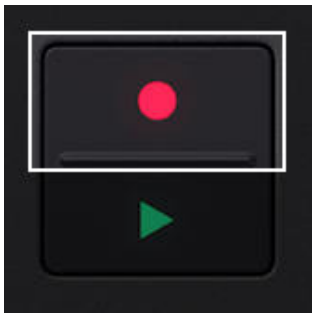
Play controls Live's play function:



- If playback is stopped, play starts playback from the beginning of the session or the start marker.
- If playback is playing, play stops playback.
- Holding Shift and Play continues Play from the stop point.

Using the Record button in Ableton Live

Record toggles arrangement record on and off. When record is active in Live, the button is fully lit.



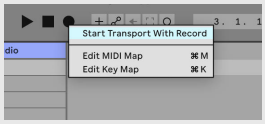
Recording active

TIP

By default, pressing record in Live starts the transport and recording.

You can change this, so pressing the record button arms recording, but won't start until you press play.

To do this, right click Ableton Live's record button and choose disabled Start Transport With Record.



Controlling Logic Pro with the Launch Control XL 3

The following sections explain the integration the Launch Control XL 3 has in Logic Pro.

https://www.youtube.com/embed/mM8_Rw6__bY

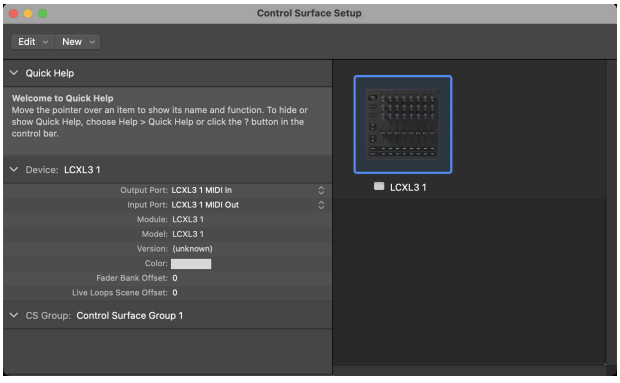
Connecting your Launch Control XL 3 to Logic Pro

When you connect your Launch Control XL 3 to Logic Pro, and you have the script installed, it is automatically set up as a Control Surface.

If Logic Pro doesn't automatically detect your Launch Control XL 3, you need to set it up in Control Surface Setup.

1. Download the Launch Control XL 3 script for Logic Pro from the downloads page here: downloads.novationmusic.com
   Install the script from your computer's downloads folder.
2. Open Logic Pro, the Launch Control XL 3 should be automatically setup.
   If not, go to:
   a. Logic Pro (in the top menu bar).
   b. Control Surfaces.
   c. Setup...
3. Click Launch Control XL 3 in the right-hand side of the window.
4. Set the Input and Output dropdowns to LCXL3 In and LCXL3 Out.
5. Close the Control Surface Setup window.

When set up, your MIDI Settings page should look like this:



Navigating with Track buttons in Logic Pro

Press the **Track** buttons to move to the next/previous track in Logic Pro.

When you move tracks, your Launch Control XL 3 's screen temporarily shows the new track's name.

Track buttons light to show you when you're able to move track. For example, if you're on Track 1, the < **Track** button wouldn't light as you can only move to the next track.

Previewing controls in Logic Pro

Shift lets you preview controls. Hold **Shift** and move a control; the screen shows you the value without changing it.

TIP

You can preview controls in any mode on the Launch Control XL 3.

Using the encoders in Logic Pro

The Launch Control XL 3 has two DAW encoder modes.

To change modes, press **Mode** and press **DAW Mixer** (Mute/Select) or **DAW Control** (Solo/Arm) in the bottom left corner. Press **Mode** again to exit mode selection.

These modes change what the encoders map to. The faders and buttons always control the same elements.

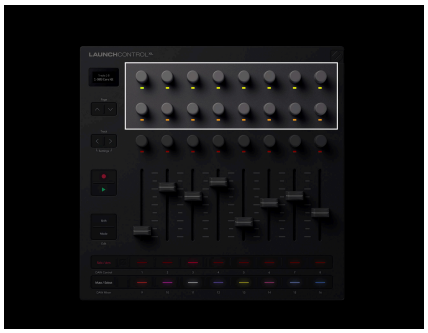
Logic Pro's DAW Mixer encoder mode

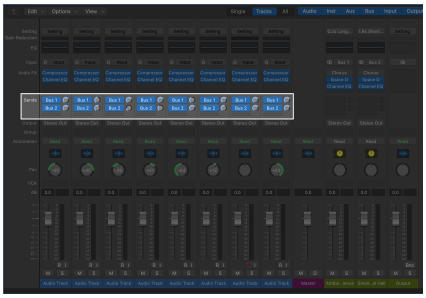
In **DAW Mixer** mode, each encoder row controls a different set of mixer settings:

1. Send A/1 levels for the current track bank.
2. Send B/2 levels for the current track bank.
3. Pan value for the current track bank.

Logic Pro Send controls in DAW Mixer mode

In **DAW Mixer** mode, the top two encoder rows control the Send levels for the current track bank.





The **Page** buttons navigate through the different Sends.

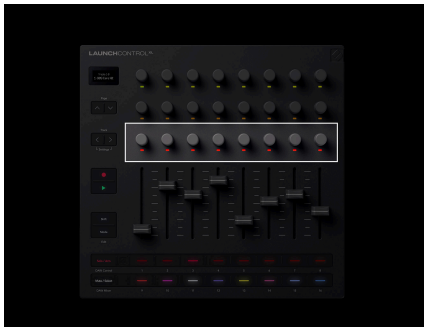
The encoders LEDs light yellow for the top row and amber for the second row. The colours don't change when you bank through your sends.

As you change Sends, the screen shows the Sends' names.

Logic Pro Pan controls in DAW Mixer mode

In **DAW Mixer** mode, the encoders can control Pan for the current track bank.

The encoder LEDs light red when they're controlling Pan.



When you move a Pan encoder, the screen shows you the track name and Pan position, L for Left, C for Centre and R for right.

Logic Pro DAW Control encoder mode

In **DAW Control** mode, each encoder row controls a different set of Logic Pro settings:

Encoder row:

1. Smart controls for the currently selected plugin or Logic EQ controls.
2. Smart controls for the currently selected plugin or Logic EQ controls.
3. Transport controls.

Logic Pro Smart Control and EQ controls in DAW Control mode

The top two encoder rows control Logic Pro's Smart Controls for the current plugin.

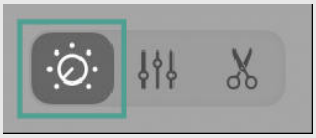
If the plugin/instrument has more Smart Controls, you can use the **Page** buttons to move pages.

As you press the **Page** buttons, the top two encoder rows change from Logic Pro's Smart Controls to Logic Pro's EQ Controls.

When you move an encoder, your screen shows you the name of the track, the parameter, and the value.

TIP

You can access Logic Pro's Smart Controls in the top left corner of Logic or using the shortcut 'B' on your Mac's keyboard.



EQ encoder control

To access the EQ encoder control, use the **Page** down button until the screen shows EQ.

Mixer EQ mode adds an EQ plugin to the selected track if one isn't already present.

When you're in EQ Mixer mode, the encoders map to the following EQ controls:

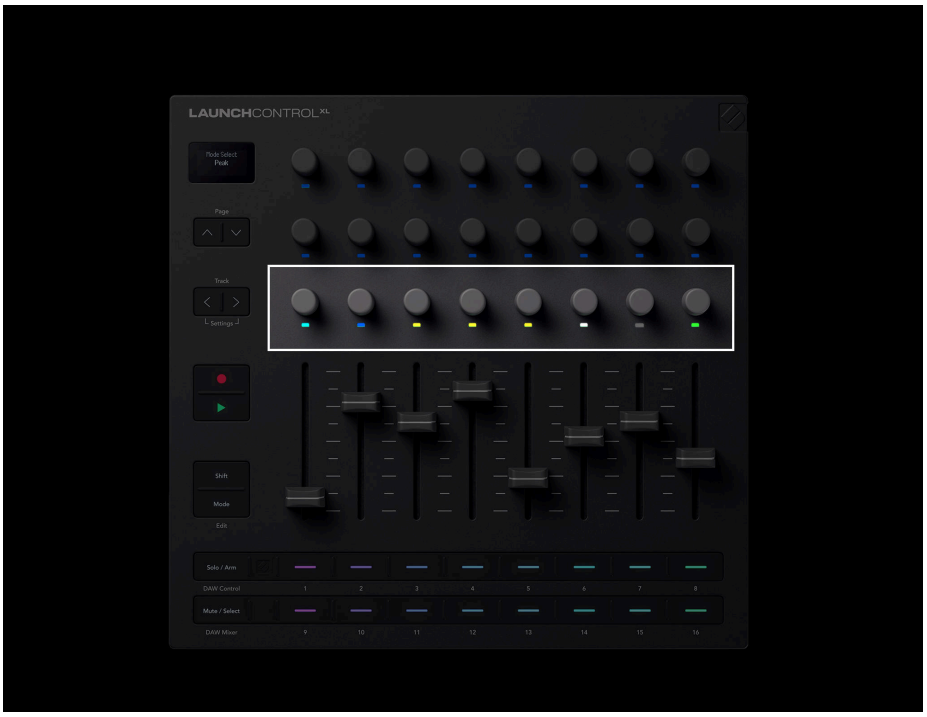
Encoder	Parameter	Screen Name
1	Band 2 Frequency	Low Shelf
2	Band 2 Gain	Low Shelf
3	Band 4 Frequency	Low Mid
4	Band 4 Gain	Low Mid
5	Band 6 Frequency	High Mid
6	Band 6 Gain	High Mid
7	Band 7 Frequency	High Shelf
8	Band 7 Gain	High Shelf

Logic Pro's Transport encoder controls

In **DAW Control** mode, the third encoder row controls your DAW's Transport.

Transport mode brings controls of your DAW's arrangement view onto your encoders, giving you hands-on control of your project's navigation.

The encoder LEDs light to show which encoders are available and related.



Encoder	Function	Screen name	Encoder LED Colour
1	Arrangement view playback position	Scrub	Light Teal
2	Zoom horizontal (to playback position)	Zoom	Blue
3	Loop Start point	Cycle Start	Yellow
4	Loop End Point	Cycle End	Yellow
5	Loop active	Cycle	Yellow
6	Marker Selection	Marker Select	White
7	N/A		
8	Tempo	Tempo	Green

Playback Position

Encoder 1 controls Scrub, or Playback Position. The encoder moves the playhead left and right through your arrangement in beats.

The screen shows the current playhead position.

Zoom

In Transport Encoder mode, Encoder 2 increases and decreases the Zoom level.

Moving the Zoom encoder clockwise Zooms in, anti-clockwise Zooms out.

The screen temporarily shows the last Zoom change:

Loop Start and End

Encoders 4 and 5 control the Loop Start and Loop End points in your DAW.

When you change the Loop points, the screen temporarily shows the Loop point you've changed, and its position in Bars and Beats.

Marker Select

The Marker select encoder moves your DAW's playhead between markers you've set up in your DAW.

Moving the encoder clockwise or anti-clockwise moves your playhead to the next or previous marker.

When you move markers, the screen temporarily shows the name of the marker you've moved to.

If you've not set up any markers in your project yet, the Marker Select encoder doesn't do anything and when you move it the screen shows 'No Markers':

The way you add markers varies by DAW. To find out how to add markers in your DAW, read the user guide for your specific DAW.

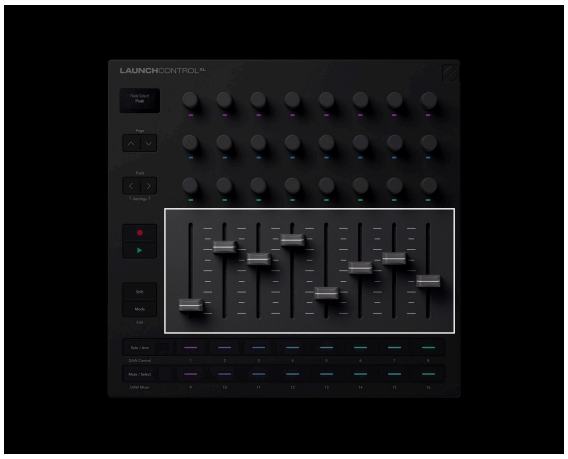
Tempo

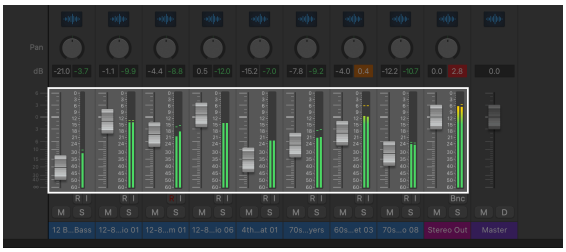
Encoder 8 controls the tempo of your DAW.

Using the faders in Logic Pro

The faders only have one function; to control the volume level of the current track bank.

In both DAW modes, the Launch Control XL 3 faders always control the Fader Volume of the current bank of eight tracks.





When you move a fader, the screen shows the track name and level in dB.

Using the buttons in Logic Pro

Each button row has two settings you can individually control.

- The top row controls **Solo** or **Arm**.
- The bottom row controls **Mute** or **Select**.

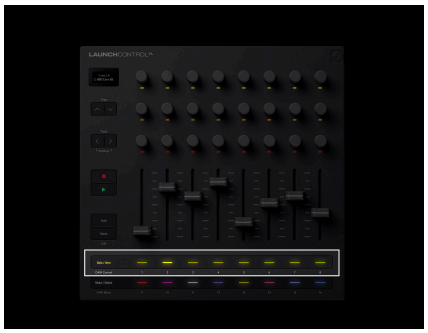
To change the function, press the far-left button on the button row.

Solo and Arm buttons in Logic Pro

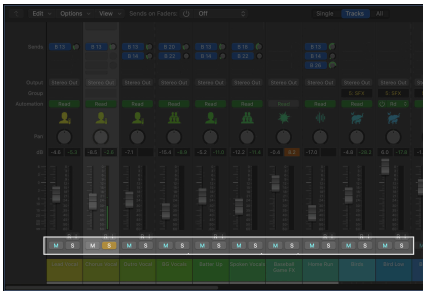
You can change the top button row between **Solo** and Record **Arm**.

Solo mode

In **Solo** mode, the buttons toggle the solo state of tracks.



Track 2 is soloed.



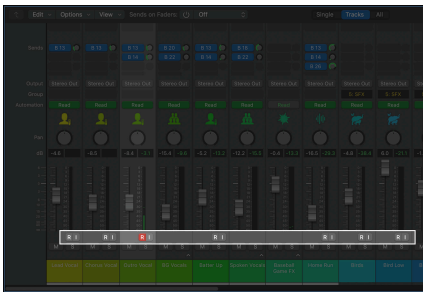
Track 2 is soloed in Logic.

In **Solo** mode, the buttons light bright yellow when the track is soloed and dim yellow when they aren't.

Record Arm mode

In **Arm** mode, the buttons toggle the record arm state of their respective tracks.

Track 3 above is record armed.



Track 3 in Logic is Record armed.

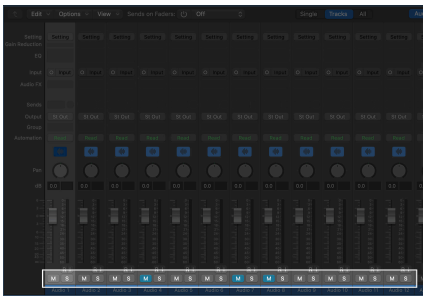
In **Arm** mode, the buttons light red– dim red if the track isn't armed and bright red if the track is record armed.

Mute and Select buttons in Logic Pro

You can change the bottom button row between **Mute** and track **Select**.

Mute mode

Mute mode changes the function of the bottom row so they show the mute status of each track. Pressing a button mutes, or unmutes, a track.

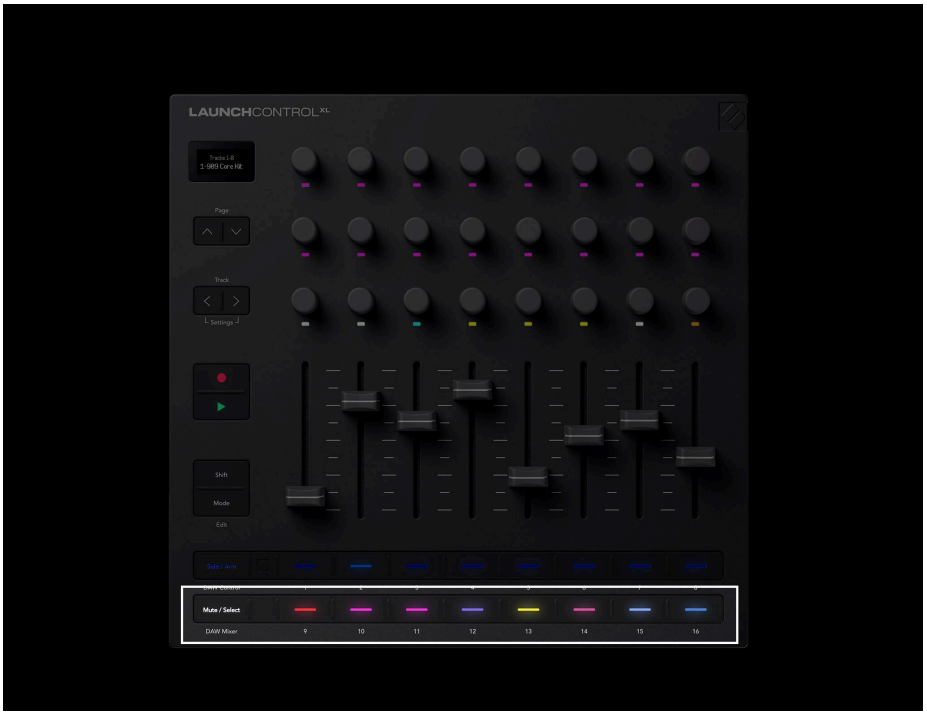


Tracks 4, 7, and 8 are muted (buttons 12, 15, and 16 are dim).

In **Mute** mode, the buttons light bright blue when you mute track and dim blue for active tracks.

Select mode

In **Select** mode, the buttons select tracks in your DAW for playback and deeper device control.



The **Select** button lights match the Track colours in Logic Pro.

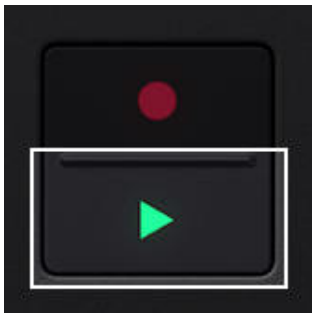
In **Select** Mode, the buttons light up as the tracks' colours.

The selected track lights full brightness, the other tracks are dim.

When you select a track, the screen shows the track's name.

Using the Play button in Logic Pro

Play controls the play function.



- If playback is stopped, play starts playback from the playhead position.
- If playback is playing, play stops playback.
- Hold Shift and press Play to move the playhead to the Arrangement start or Loop start.

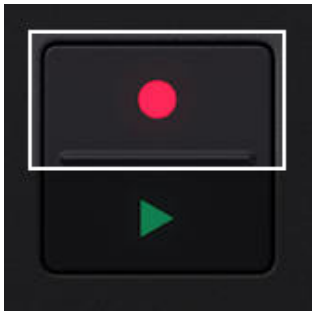
Using the Record button in Logic Pro

Record starts the recording process.

To stop recording and playback, press the Play button.

To stop recording and continue playback press the record button (e.g. when punching in and out).

While you're recording, the Record button is fully lit.



Controlling Cubase with the Launch Control XL 3

The following sections explain the integration the Launch Control XL 3 has in Cubase.

https://www.youtube.com/embed/qa0UP-NwWK4

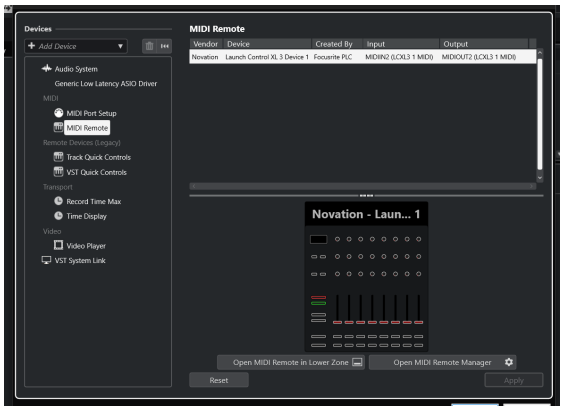
Connecting your Launch Control XL 3 to Cubase

Cubase is set up so when you connect a Launch Control XL 3 it's automatically detected as a MIDI Remote.

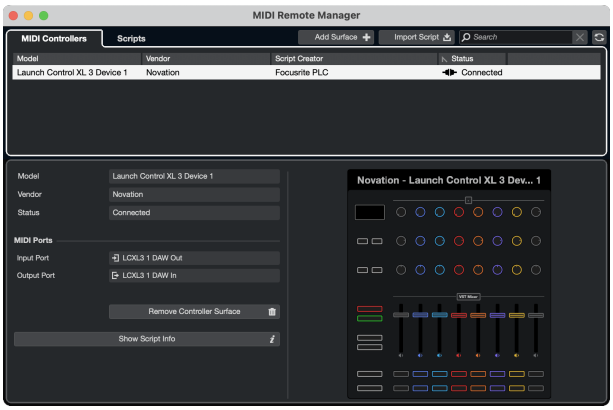
If Cubase doesn't automatically detect the Launch Control XL 3, you need to set it up in the MIDI Remote menu.

1. Download the Launch Control XL 3 script for Cubase from the downloads page here: downloads.novationmusic.com
   Install the script from your computer's downloads folder.
2. Open Cubase and go to:
   a. Studio (in the top menu bar).
   b. Studio Setup.
   c. MIDI Remote.
3. Click Open MIDI Remote Manager
4. Set the Input and Output dropdowns to LCXL3 In and LCXL3 Out.
   Make sure you select the **DAW** Out and **DAW** In on macOS and **Port 2** (MIDIIN2 and MIDIOUT2) on Windows.

When correctly set up, your MIDI Remote Manager page should look like this:



Windows



macOS

Navigating with Track buttons in Cubase

Press the Track buttons to move to the next/previous track in Cubase.

When you move tracks, your Launch Control XL 3 's screen temporarily shows the new track's name.

Track buttons light to show you when you're able to move track. For example, if you're on Track 1, the < **Track** button wouldn't light as you can only move to the next track.

Previewing controls in Cubase

Shift lets you preview controls. Hold **Shift** and move a control; the screen shows you the value without changing it.

TIP

You can preview controls in any mode on the Launch Control XL 3.

Using the encoders in Cubase

The Launch Control XL 3 has two DAW encoder modes.

To change modes, press **Mode** and press **DAW Mixer** (Mute/Select) or **DAW Control** (Solo/Arm) in the bottom left corner. Press **Mode** again to exit mode selection.

These modes change what the encoders map to. The faders and buttons always control the same elements.

Cubase's DAW Mixer encoder mode

In **DAW Mixer** mode, each encoder row controls a different set of mixer settings:

1. Send A/1 levels for the current track bank.
2. Send B/2 levels for the current track bank.
3. Pan value for the current track bank.

Cubase Send controls in DAW Mixer mode

In **DAW Mixer** mode, the top two encoder rows control the Send levels for the current track bank.

The **Page** buttons navigate through the different Sends.

The encoders LEDs light yellow for the top row and amber for the second row. The colours don't change when you bank through your sends.

As you change Sends, the screen shows the Sends' names.

Cubase Pan controls in DAW Mixer mode

In **DAW Mixer** mode, the encoders can control Pan for the current track bank.

When you move a Pan encoder, the screen shows you the track name and Pan position, L for Left, C for Centre and R for right.

The encoder LEDs light red when they're controlling Pan.

Cubase DAW Control encoder mode

In DAW Control mode, each row of encoder controls a different set of settings relating to Cubase:

Encoder row:

1. Cubase's eight Track Quick Controls for the selected track.
2. Cubase's Channel EQ for the selected track.
3. Transport controls.

Cubase's Track Quick Controls in DAW Control mode

When the encoders are in DAW control mode, the top row maps to the eight Cubase Track Quick Controls for the currently selected track.

Cubase Quick Controls are per-track. The encoders map to the selected track's Quick Controls.

TIP

To set up Quick Control assignments for each track in Cubase see the Track Quick Controls section in the Cubase User Guide.

You can see the Quick Controls assignments in the MIDI Remote section of Cubase.

When you move an encoder, the screen shows the Quick Control's name and value.

Cubase Channel EQ DAW Control mode

When the encoders are in DAW control mode the second row maps to the Cubase Channel EQ for the current track.

When your encoders are in Mixer EQ Mode, the encoders map to the following:

Encoder	Parameter	Screen Name
1	Band 1 Frequency	Lo Freq
2	Band 1 Gain	Lo Gain
3	Band 2 Frequency	LMF Freq
4	Band 2 Gain	LMF Gain
5	Band 3 Frequency	HMF Freq
6	Band 3 Gain	HMF Gain
7	Band 4 Frequency	Hi Freq
8	Band 4 Gain	Hi Gain

TIP

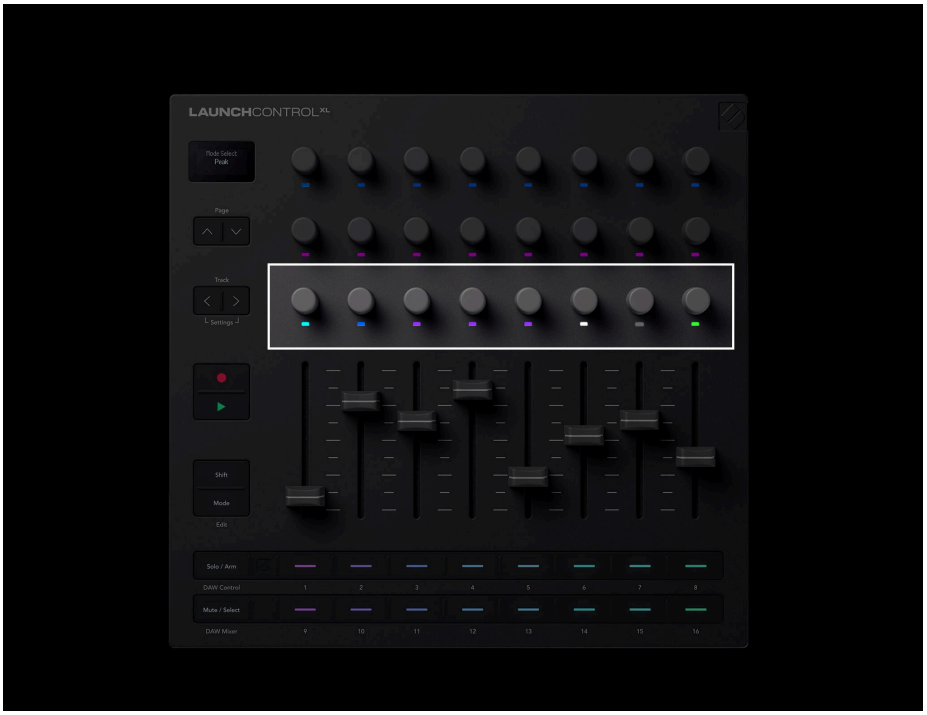
To open the Cubase channel strip, go to the MixConsole and click the Edit Channel Settings button  for the track you want to adjust.

Cubase's Transport encoder controls

In **DAW Control** mode, the third encoder row controls your DAW's Transport.

Transport mode brings controls of your DAW's arrangement view onto your encoders, giving you hands-on control of your project's navigation.

The encoder LEDs light to show which encoders are available and related.



Encoder	Function	Screen name	Encoder LED Colour
1	Arrangement view playback position	Scrub	Light Teal
2	Zoom in/out	Zoom	Blue
3	Loop Start point	Left Locator	Purple
4	Loop End Point	Right Locator	Purple
5	Loop active	Cycle Activate	Purple
6	Marker Selection	Marker Select	White
7	N/A		
8	Tempo	Tempo	Green

Playback Position

Encoder 1 controls Scrub, or Playback Position. The encoder moves the playhead left and right through your arrangement in beats.

The screen shows the current playhead position.

Zoom

In Transport Encoder mode, Encoder 2 increases and decreases the Zoom level.

Moving the Zoom encoder clockwise Zooms in, anti-clockwise Zooms out.

The screen temporarily shows the last Zoom change:

Loop Start and End

Encoders 4 and 5 control the Loop Start and Loop End points in your DAW.

When you change the Loop points, the screen temporarily shows the Loop point you've changed, and its position in Bars and Beats.

Marker Select

The Marker select encoder moves your DAW's playhead between markers you've set up in your DAW.

Moving the encoder clockwise or anti-clockwise moves your playhead to the next or previous marker.

When you move markers, the screen temporarily shows the name of the marker you've moved to.

If you've not set up any markers in your project yet, the Marker Select encoder doesn't do anything and when you move it the screen shows 'No Markers':

The way you add markers varies by DAW. To find out how to add markers in your DAW, read the user guide for your specific DAW.

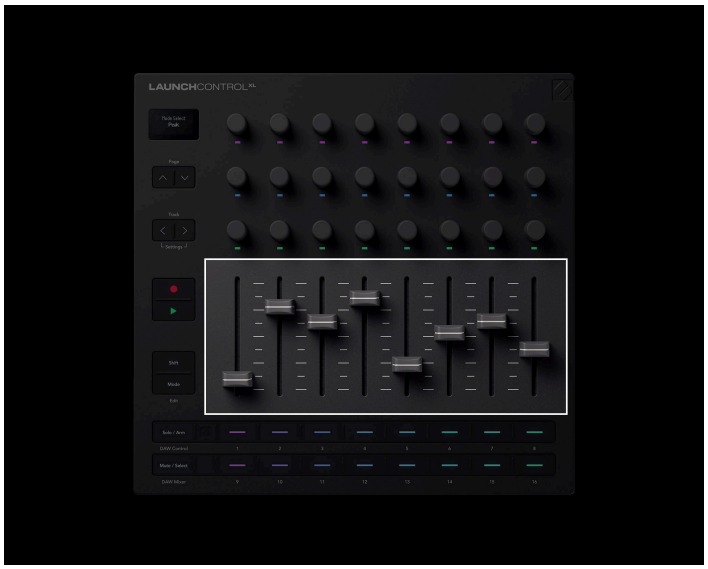
Tempo

Encoder 8 controls the tempo of your DAW.

Using the faders in Cubase

The faders only have one function; to control the volume level of the current track bank.

In both DAW modes, the Launch Control XL 3 faders always control the Volume Faders of the current bank of eight tracks.



When you move a fader, the screen shows the track name and level in dB.

Using the buttons in Cubase

Each button row has two settings you can individually control.

- The top row controls **Solo** or **Arm**.
- The bottom row controls **Mute** or **Select**.

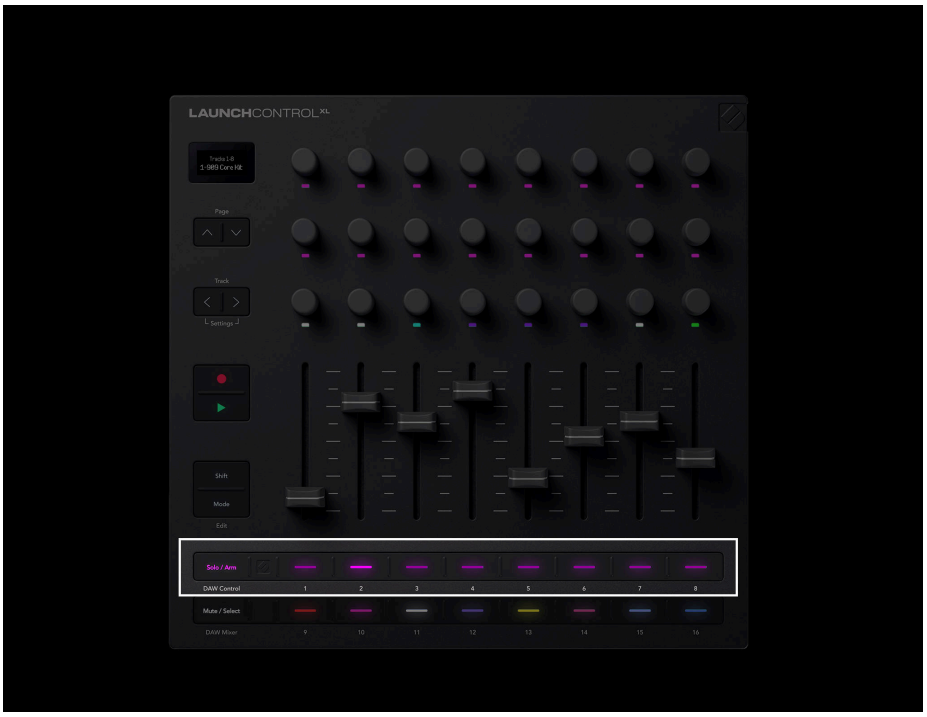
To change the function, press the far-left button on the button row.

Solo and Arm buttons in Cubase

You can change the top button row between **Solo** and Record **Arm**.

Solo mode

In **Solo** mode, the buttons toggle the solo state of tracks.

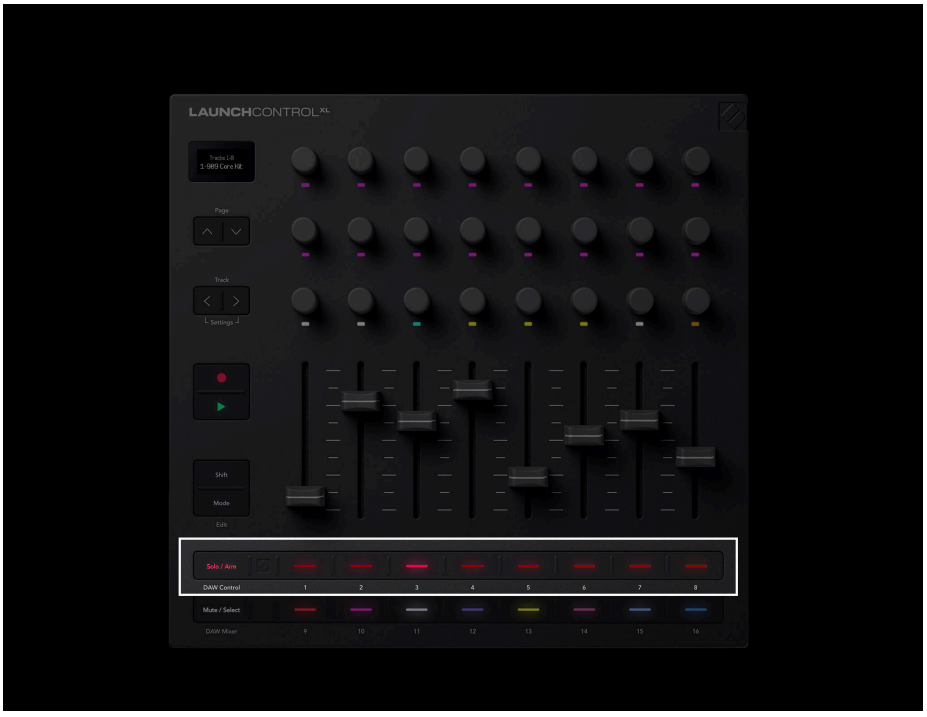


Track 2 is soloed.

In Solo mode, the buttons light bright pink when the track is Soloed and dim pink when they aren't.

Record Arm mode

In **Arm** mode, the buttons toggle the record arm state of their respective tracks.



Track 3 above is record armed.

In **Arm** mode, the buttons light red– dim red if the track isn't armed and bright red if the track is record armed.

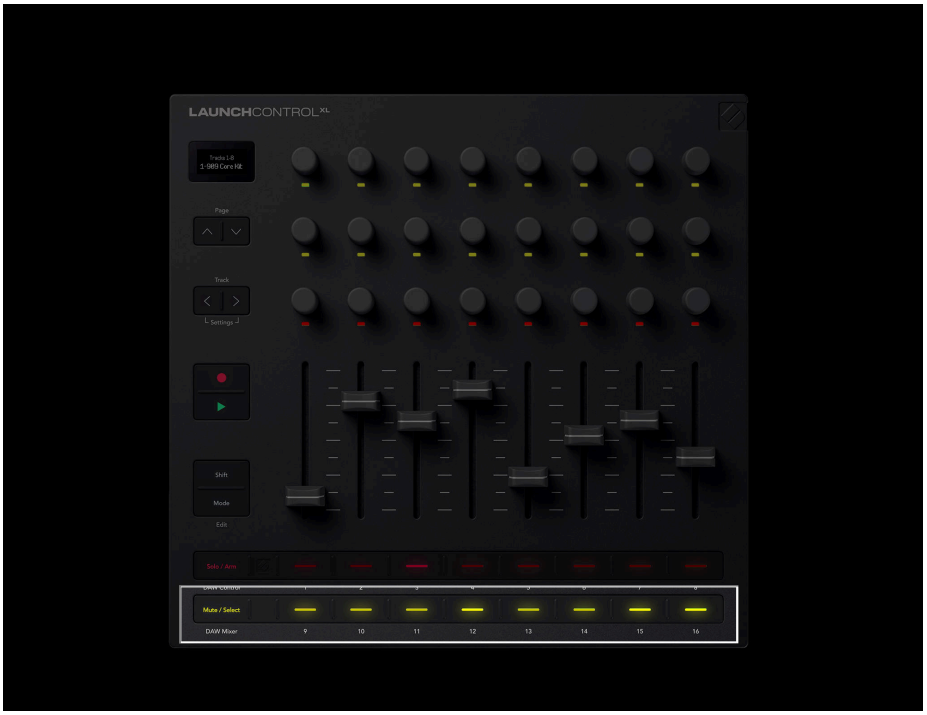
When you change the record arm state, the screen shows the track name you changed.

Mute and Select buttons in Cubase

You can change the bottom button row between **Mute** and track **Select**.

Mute mode

Mute mode changes the function of the bottom row so they show the mute status of each track. Pressing a button mutes, or unmutes, a track.

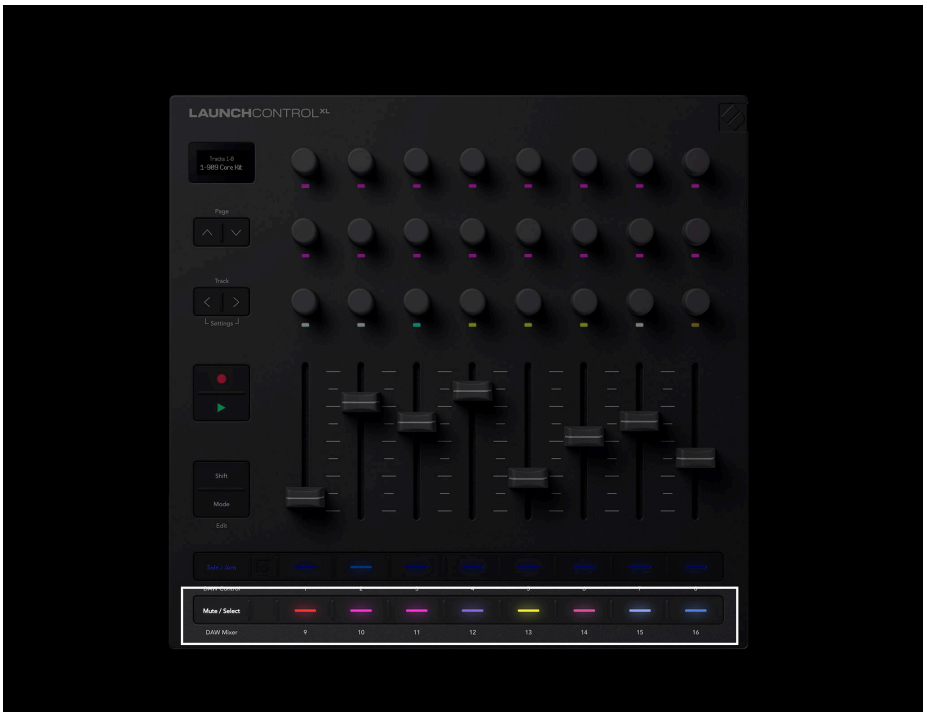


Tracks 4, 7, and 8 are muted (buttons 12, 15, and 16 are dim).

In Mute mode, the buttons light bright yellow when you mute a track and dim yellow for active tracks.

Select mode

In **Select** mode, the buttons select tracks in your DAW for playback and deeper device control.



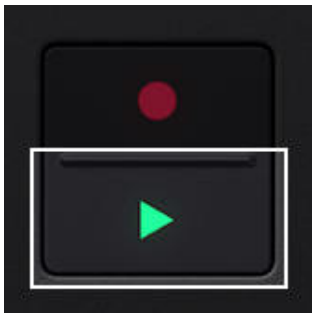
In **Select** Mode, the buttons light up as the tracks' colours.

The selected track lights full brightness, the other tracks are dim.

When you select a track, the screen shows the track's name.

Using the Play button in Cubase

Play controls the play function.



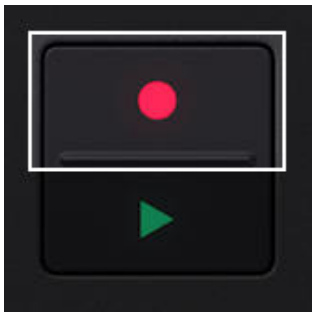
- If playback is stopped, play starts playback from the beginning of the session or the start marker.
- If playback is playing, play stops playback.
- Holding Shift and pressing play moves the playhead to the last stop point.

Using the Record button in Cubase

Record starts the recording process.

While you're recording, the Record button is fully lit.

If you press record again, the recording stops and Cubase carries on playing. To stop playback, press the play button.



Recording active

Controlling FL Studio with the Launch Control XL 3

The following sections explain the integration the Launch Control XL 3 has in FL Studio.

https://www.youtube.com/embed/HN5fGFLhW_o?si=osSNezdQsmm1YCa0

Connecting your Launch Control XL 3 to FL Studio

FL Studio is set up so when you connect a Launch Control XL 3 it's automatically detected.

If FL Studio doesn't automatically detect your Launch Control XL 3, you need to set it up in MIDI Settings.

1. Install the latest version of FL Studio to make sure you have the latest script installed.
2. Open FL Studio.
3. Go to: Options > MIDI Settings.
4. Set the following using the Port field and the Controller type drop down.

   Output

   Using the Port field set:

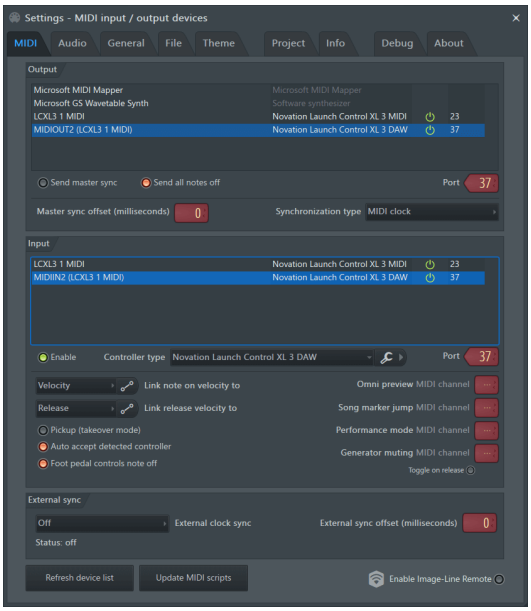
   - **LCXL3 1 MIDI** to a port, e.g. 23.
   - **LCXL3 DAW** (macOS) or **MIDIOUT2 (LCXL3 1 MIDI)** (Windows) to a different port, e.g. 37

   Input

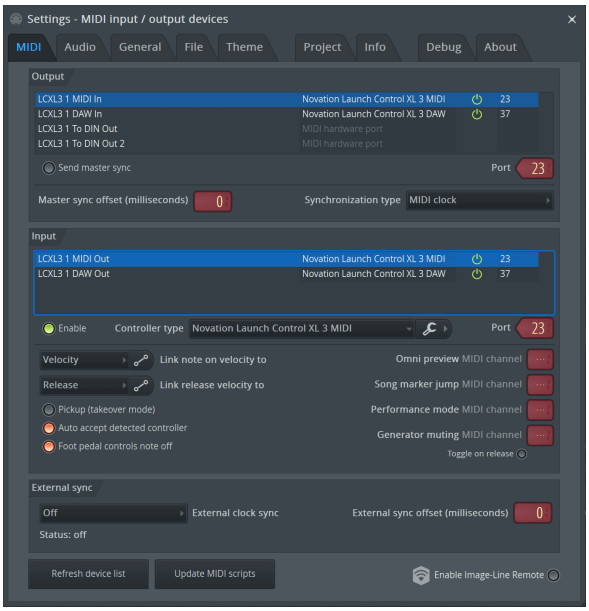
   Using the Controller Type drop-down set the following and match the port numbers to the Output above:

   - **LCXL3 1 MIDI Out** to Novation Launch Control XL 3 MIDI and port 23.
   - **LCXL3 DAW In** (macOS) or **MIDIIN2 (LCXL3 1 MIDI)** (Windows) Novation Launch Control XL 3 DAW and port 37.

When set up, your MIDI Settings page should look like this:



Windows



Mac

TIP

If you're working with more than eight tracks in FL Studio, it's a good idea to enable Pickup (Takeover) mode.

When Pickup (Takeover) is off, switching between track banks can cause levels in the Channel Rack or Mixer to jump as soon as you move a fader because the fader's physical position no longer matches the software value.

When Pickup is on, FL Studio waits until the fader reaches the current value before making any changes. This helps prevent unwanted jumps and keeps your mix smooth when navigating across multiple banks.

Navigating with Track buttons in FL Studio

The Track buttons behaviour changes depending on which mode you're using, DAW Control or DAW Mixer.

- In DAW Control mode, the Track buttons navigate FL Studio's Channel Rack. Holding Shift and pressing the Track buttons selects the next/previous channel.
- In DAW Mixer mode, the Track buttons navigate FL Studio's Mixer in banks of eight tracks. Holding Shift and pressing the Track buttons selects the next/previous tracks.

Previewing controls in FL Studio

Shift lets you preview controls. Hold **Shift** and move a control; the screen shows you the value without changing it.

TIP

You can preview controls in any mode on the Launch Control XL 3.

Using the DAW modes in FL Studio

In FL Studio, the two DAW modes on Launch Control XL 3 change the controls between FL Studio's two mixers, the main mixer and the Channel Rack.

- DAW Control mode controls FL Studio's Channel Rack.
- DAW Mixer mode controls FL Studio's Mixer

FL Studio's DAW Control mode

Launch Control XL 3's DAW Control mode assigns the controls to FL Studio's Channel Rack.

- The encoder rows control:
    1. Plugin parameters
    2. No controls assigned
    3. Channel Rack Pans.
- The faders control Channel Rack volume.
- button row 1 controls Channel Rack selection.
- button row 2 controls Channel Rack mutes.

Controlling FL Studio's Plugin parameters

In DAW Control mode, encoder row 1 controls up to eight parameters of the currently selected Channel Rack plugin.

The number of controls varies by plugin, but the LEDs light for encoders with available parameters.

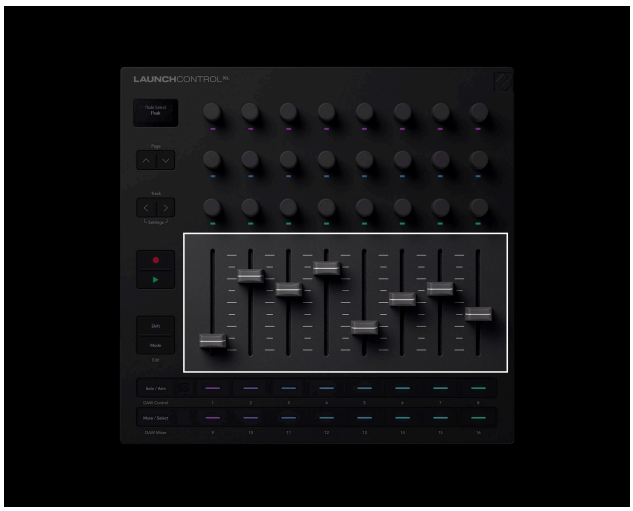
Controlling FL Studio's Channel Rack Pan

In DAW Control mode, encoder row 3 controls Channel Rack Pan for the current bank.

If less than eight Channels are in the Channel Rack, only encoders with available pan controls light red.

Controlling FL Studio's Channel Rack volume

The faders control the Channel Volume of the current track bank.



When you move a fader, the screen shows the track name and Volume in dB.

Using the buttons in FL Studio's DAW Control mode

In DAW Control mode, the button rows control:

- Button row 1 controls the Channel Rack selection. Each button lights the colour of each Channel in the Channel Rack.

- Button row 2 controls Channel Rack mutes. Each button lights the colour of each Channel, bright when it's active, dim when muted.

FL Studio's DAW Mixer mode

Launch Control XL 3's DAW Mixer mode assigns the controls to FL Studio's Mixer.

- The encoder rows control:
    1. Mixer Track Parametric EQ
    2. FL Studio's Transport
    3. Mixer Pans
- The faders control mixer volume.
- Button row 1 controls Solo/Arm.
- Button row 2 controls Mute/Select.

Controlling FL Studio's Track EQ

In DAW Mixer mode, the encoders can control FL Studio's Mixer Track Parametric EQ.

The first six encoders light purple, to show the available controls, and map to the following EQ controls:

Encoder	Parameter	Screen name
1	Band 1 Frequency	Low Shelf
2	Band 1 Level	Low Shelf
3	Band 2 Frequency	Peaking
4	Band 2 Level	Peaking
5	Band 3 Frequency	High Shelf
6	Band 3 Level	High Shelf
7	Not used	Not used
8	Not used	Not used

Controlling FL Studio's Transport

In DAW Control mode, the second encoder row controls Transport.

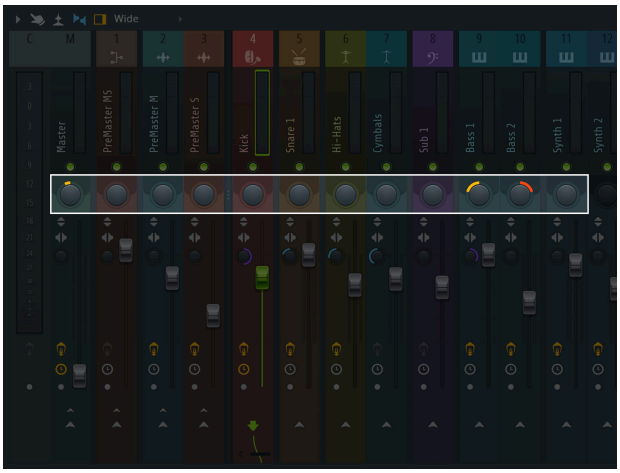
Transport mode brings controls of your DAW's arrangement view onto your encoders, giving you hands-on control of your project's navigation.

The encoder LEDs light to show which encoders are available and related.

Encoder	Function	Screen name	Encoder LED Colour
1	Arrangement view playback position		Turquoise
2	Zoom in/out	Zoom	Blue
3			
4			
5	Marker Selection	Marker	White
6			
7			
8	Tempo	Tempo	Green

Controlling FL Studio's Mixer Pan

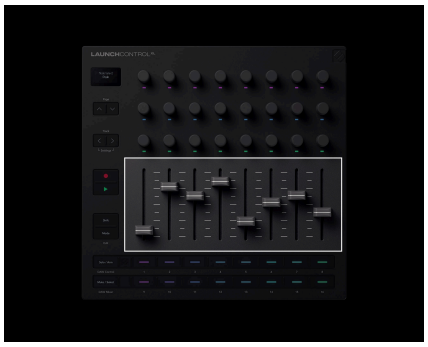
In **DAW Mixer** mode, the encoders can control Pan for the current track bank.

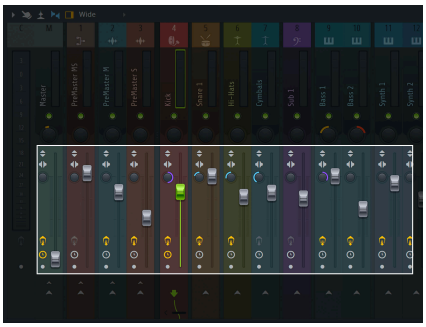


When you move a Pan encoder, the screen shows you the track name and Pan position, L for Left, C for Centre and R for right.

Controlling FL Studio's Mixer volume control

The faders control the mixer volume level of the current track bank.





When you move a fader, the screen shows the track name and level in dB.

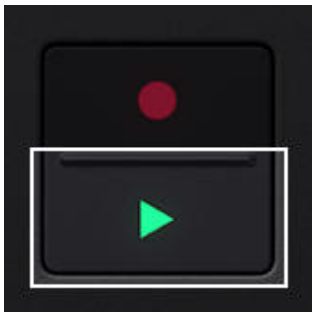
Using the buttons in DAW Mixer mode

In DAW Mixer mode, each button row controls the corresponding controls in FL Studio's Mixer.

- Button row 1 controls either Solo or Arm.
    - In Solo mode the Solo/Arm button lights white.
    - In Arm mode, the whole button row lights red.
- Button row 2 controls either Mute or Select.
    - In Mute mode, the Mute/Select button lights white.
    - In Select mode, the Mute/Select button lights green.

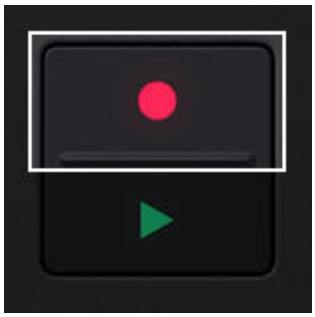
Using the Play button in FL Studio

The Play button triggers FL Studio's Play function.



Using the Record button in FL Studio

The Record button triggers FL Studio's Record button.



What this does, depends on how your Record function is set up in FL Studio. For more information see the FL Studio user guide.

Controlling Bitwig Studio with the Launch Control XL 3

The following sections explain the Launch Control XL 3's Bitwig Studio integration.

Connecting your Launch Control XL 3 to Bitwig Studio

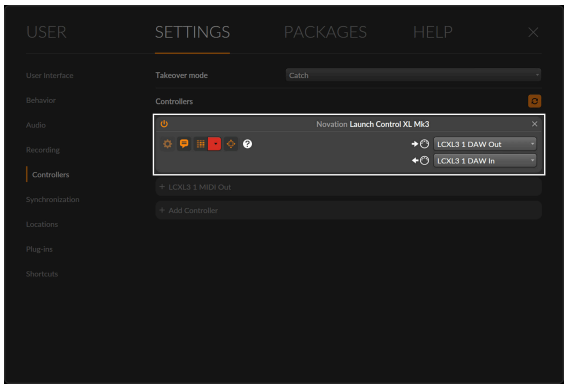
When you connect your Launch Control XL 3 to Bitwig Studio, it should be automatically detected as a control surface.

If the Launch Control XL 3 is not automatically detected and set up:

- Make sure the firmware on the Launch Control XL 3 is up-to-date at components.novationmusic.com.
- Install the latest version of Bitwig Studio.
- Make sure the Controllers settings in Bitwig Studio are correct.

To manually set the Launch Control XL 3 as a controller in Bitwig Studio:

1. Go to the Controllers Settings page
   File (top left) > Settings > Controllers.
2. Find Launch Control XL 3 in the list of Controllers.
3. Set the MIDI In port to LCXL3 DAW Out on macOS, or MIDI IN 2 on Windows.
4. Set the MIDI out port to LCXL3 DAW In on macOS or MIDI OUT 2 on Windows.
   The settings should look like this:



Navigating Tracks in Bitwig Studio

Press the **Track** buttons to move to the next/previous track.

You can jump in banks of eight: hold **Shift** and press the **Track** buttons to move the selection up or down eight tracks. You can also use this to get to return tracks.

Previewing Controls in Bitwig Studio

Shift lets you preview controls. Hold **Shift** and move a control; the screen shows you the value without changing it.

> **TIP**
>
> You can preview controls in any mode on the Launch Control XL 3.

Using the encoders in Bitwig Studio

The Launch Control XL 3 has two DAW encoder modes.

To change modes, press **Mode** and press **DAW Mixer** (Mute/Select) or **DAW Control** (Solo/Arm) in the bottom left corner. Press **Mode** again to exit mode selection.

These modes change what the encoders map to. The faders and buttons always control the same elements.

Bitwig Studio's DAW Mixer encoder mode

In **DAW Mixer** mode, each encoder row controls a different set of mixer settings:

1. Send A/1 levels for the current track bank.
2. Send B/2 levels for the current track bank.

3. Pan value for the current track bank.

TIP

To change modes, press **Mode** and press **DAW Mixer** (Mute/Select) or **DAW Control** (Solo/Arm) in the bottom left corner. Press **Mode** again to exit mode selection.

Bitwig Studio's Send encoder controls

In **DAW Mixer** mode, the top two encoder rows control the Send levels for the current track bank.

The **Page** buttons navigate through the different Sends.

As you change Sends, the screen shows the Sends' names.

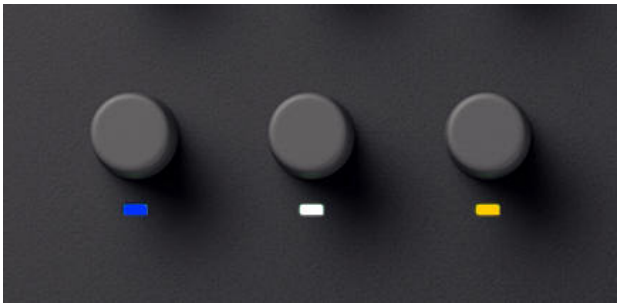
Bitwig Studio's Pan encoder controls

In **DAW Mixer** mode, the encoders can control Pan for the current track bank.

When you move a Pan encoder, the screen shows you the track name and Pan position, L for Left, C for Centre and R for right.

The encoder LED changes colour to show the Pan position:

1. Blue for left.
2. Dim white for centre.
3. Yellow for right.



Bitwig Studio's DAW Control encoder mode

In DAW Control mode, each encoder row controls a different set of settings:

1. Row 1 controls the remote controls of the currently selected remote controls page.
2. Row 2 controls the remote controls of the following remote controls page (if there is more than one page).
3. Transport controls.

TIP

To change modes, press **Mode** and press the **DAW Mixer** (Solo/Arm) or **DAW Control** (Mute/Select) buttons in the bottom left corner of your Launch Control XL 3. Press the **Mode** button again to exit mode selection.

Device controls in Bitwig Studio

When your Launch Control XL 3 is in DAW Control mode, the top two encoder rows map up to 16 controls in the currently selected device.

Sometimes the device might have less than 16 controls, but often Bitwig Studio colour codes the encoder LEDs to match the colours in the device on screen.

If your Track has more than one Device, hold **Shift** and press a **Page** button to move to the next Device (**Page** down) or previous Device (**Page** up).

Bitwig Studio's Transport encoder controls

In **DAW Control** mode, the third encoder row controls your DAW's Transport.

Transport mode brings controls of your DAW's arrangement view onto your encoders, giving you hands-on control of your project's navigation.

The encoder LEDs light to show which encoders are available and related.

Encoder	Arranger function	Mix function	Encoder LED Colour
1	Playback Position	Playback Position	Blue
2	Zoom Arranger	Select Track	White/yellow
3	Zoom Tracks	Select Scene	White/Blue
4	Loop Start	Loop Start	Blue
5	Loop Duration	Loop Duration	Blue
6	Loop	Loop	Blue
7	Marker Select	Marker Select	Yellow
8	Tempo	Tempo	Blue

Using the faders in Bitwig Studio

In both DAW modes, the Launch Control XL 3 faders always control the Fader Volume of the current bank of eight tracks.

When you move a fader, the screen shows the track name and level in dB.

Using the buttons in Bitwig Studio

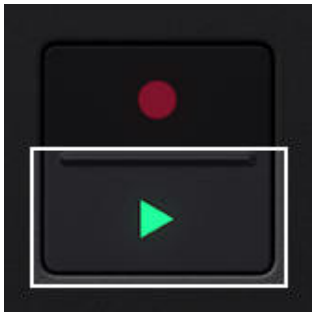
Each button row has two settings you can individually control.

- The top row controls **Solo** or **Arm**.
- The bottom row controls **Mute** or **Select**.

To change the function, press the far-left button on the button row.

Using the Play button in Bitwig Studio

Play controls the play function.

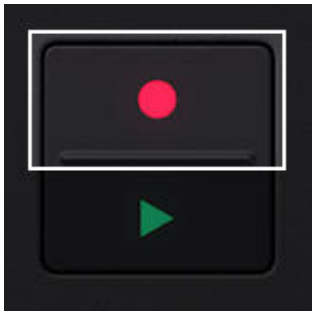


- If playback is stopped, play starts playback from the start marker.
- If playback is playing, play stops playback.

Using the Record button in Bitwig Studio

Pressing the record button arms the record function in Bitwig Studio. To start recording, press the play button.

While transport is playing you can press the record button to start and stop recording on any armed tracks if you want to punch-in for an overdub.



Recording active

Using the Launch Control XL 3 with other DAWs

You can use your Launch Control XL 3 in a range of other DAWs. The integration is less deep but using HUI you can still use some main features.

NOTE

The features in HUI mode are different from the common DAW control section.

What is HUI?

HUI (Human User Interface) is a MIDI protocol allowing MIDI controllers to communicate with DAWs without custom controller scripts. If there's no dedicated script, your DAW may support HUI.

This lets your controller handle basic functions like:

- Mixer control (volume, pan, mute/solo)
- Transport control (play, stop, record)
- Track selection

Which DAWs support HUI?

You can use your Launch Control XL 3, via HUI, in many DAWs. We've outlined the setup in the following DAWs, but the steps are similar in most DAWs:

- Reaper (partial HUI)
- Studio One
- Pro Tools

Setting up Launch Control XL 3 HUI in your DAW

HUI integration in most DAWs isn't automatic; you'll need to change some settings to get your Launch Control XL 3 to work.

Reaper

Windows

1. Go to Options > Preferences...
2. Click '**Control/OSC/web**'.
3. Click '**Add**' and select **HUI (partial)**.
4. Select **MIDI IN 2** under **MIDI input** Launch Control XL 3.
5. Select **MIDI OUT 2** under **MIDI output** Launch Control XL 3 MIDI.
6. Click '**OK**'.
7. Click '**OK**' to close the window.

macOS

1. **Go to Reaper > Settings... > Control/OSC/web**
2. Click '**Control/OSC/web**'.
3. Click '**Add**' and select **HUI (partial)**.
4. **Select Focusrite - Novation - Launch Control XL 3 - DAW Out** under '**MIDI input**':
5. Select **Focusrite - Novation - Launch Control XL 3 - DAW In** under '**MIDI output**':
6. Click '**OK**'.
7. Click '**OK**' to close the window.

Studio One

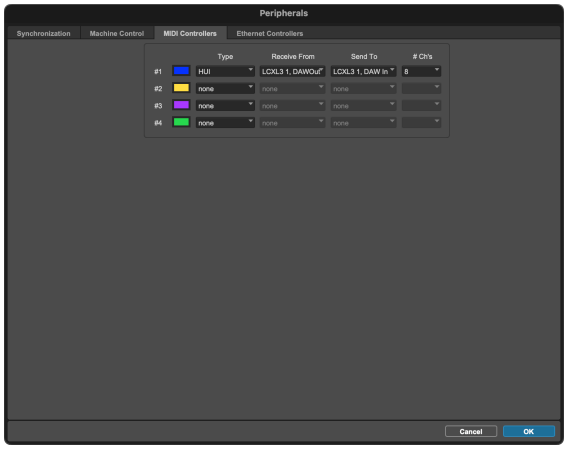
DAW Control

1. Click '**Studio One**' at the top of the screen.
2. Click '**Options**'.
3. Go to '**External Devices**'.
4. Click '**Add**'.
5. Select the '**Mackie > HUI**' option on the left-hand side menu.
6. Set '**Receive From**' and '**Send To**' to the Launch Control XL 3's **DAW ports** (second entries):
    - **MIDIIN2** and **MIDIOUT2** on Windows.
    - **DAW** on Mac.
7. Click '**OK**' at the bottom of the window.

You should now be able to control the mixer.

Pro Tools

1. Go to **Pro Tools > Setup > Peripherals...**
2. Click the '**MIDI Controllers**' tab:
3. Under '**Type**', select **HUI**:
4. Under '**Receive From**', select:
    - Windows: **Predefined > MIDIIN2(Launch Control XL 3 MIDI) [Emulated]**.
    - macOS: **Predefined > Launch Control XL 3 DAW Out**
5. Under '**Send To**', select
    - Windows: **Predefined > MIDIOUT2 (Launch Control XL 3 MIDI) [Emulated]**.
    - macOS: Predefined > Predefined > Launch Control XL 3 **DAW In**.
6. If set up correctly, the settings should match the following, with '**# Ch's**' set to 8:



7. Click '**OK**'.

What functions work via HUI?

When HUI implementation varies by DAW, but generally you can control the following:

- **Navigation**– **Track <** and **Track >** move between tracks.
- The transport controls map to the corresponding transport functions in your DAW.
- Faders 1-8 control the volume levels for the current track bank.
- The top row of encoders controls Pans and Sends.
- The buttons control **Solo/Arm/Mute/Select**.

Launch Control XL 3's Settings page

Settings lets you adjust your Launch Control XL 3's workflow and hardware. The table below shows the available settings.

To access Settings, go to a Custom mode and press and hold both **Track** <> buttons for 300 milliseconds.

When you're in Settings:

- To find a setting, press **Page** ▲▼ up and down.
- Adjust the setting's value using the top-left encoder or the Track ◀▶ buttons. The screen shows the current value.

To exit **Settings**, press the **Mode** button and your Launch Control XL 3 returns to its previous state.

Setting	Value range	Description	Default value
Global MIDI Channel	1-16	Sets the global channel for Custom Mode controls.	1
MIDI Thru	On/Off	When on, it forwards all MIDI messages from the input to DIN output 2.	Off
LED Brightness	1-10	Controls the LED brightness.	8
Screen Brightness	1-10	Controls the screen brightness.	8
Display Timeout	1-10	Set how long temporary messages stay on screen.	3
Encoder Response	Slow Medium Fast	Sets how the encoders respond to how quickly you turn them. Fast mode lets you sweep the full range with a quick spin. Slow mode spreads the same range across more turns for added control. You can make precise changes by turning the encoders slowly on all settings. This affects all Custom Modes; it doesn't affect DAW modes.	Medium
Fader Pickup Type	Jump Pickup	In jump, the control instantly outputs MIDI when you move a fader. In pickup, the control only outputs MIDI when you move it to the position of the parameter you're controlling. This prevents sudden jumps in value. This affects all Custom Modes; it doesn't affect DAW modes.	Jump

Bootloader mode

Bootloader allows you to change some settings you don't need to change on the fly.

To enter bootloader

1. Unplug the USB cable from your Launch Control XL 3.
2. Hold both Page buttons.
3. Connect the USB cable to power it on.
4. Keep holding the Page buttons until the Launch Control XL 3 is on.

In bootloader mode, you can change the following:

1. Easy Start on/off using the record button.
2. Device ID - using button row 1. Useful when you're using multiple Launch Control XL 3's in your DAW.

To exit bootloader

- Press the Play button.

Launch Control XL 3's Specifications

Technical Specifications

Controls	
Screen	OLED Display
Encoders	24 encoders with RGB LED lights.
Faders	Eight 60mm throw faders.
buttons	16 buttons, two below each fader.
Navigation	Two encoder Page up and down buttons. Two Track left and right buttons.
Transport buttons	Record Play
Other buttons	Shift - for accessing secondary functions. Mode - to change the rest of the control surface controls.
Connectivity	1 x USB-C port - for power and data. 3 x MIDI ports - In, Out and Out2/Thru. Out and Out2/Thru support power over MIDI, up to 3.3V, 10mA. Kensington Lock port.

Launch Control XL 3 Weight and Dimensions

Weight	902g (1.99lbs)
Height	43mm (1.69") including knob caps
Width	250mm (9.84")
Depth	239mm (9.41")

A diagram of the Launch Control XL 3 with dimensions.

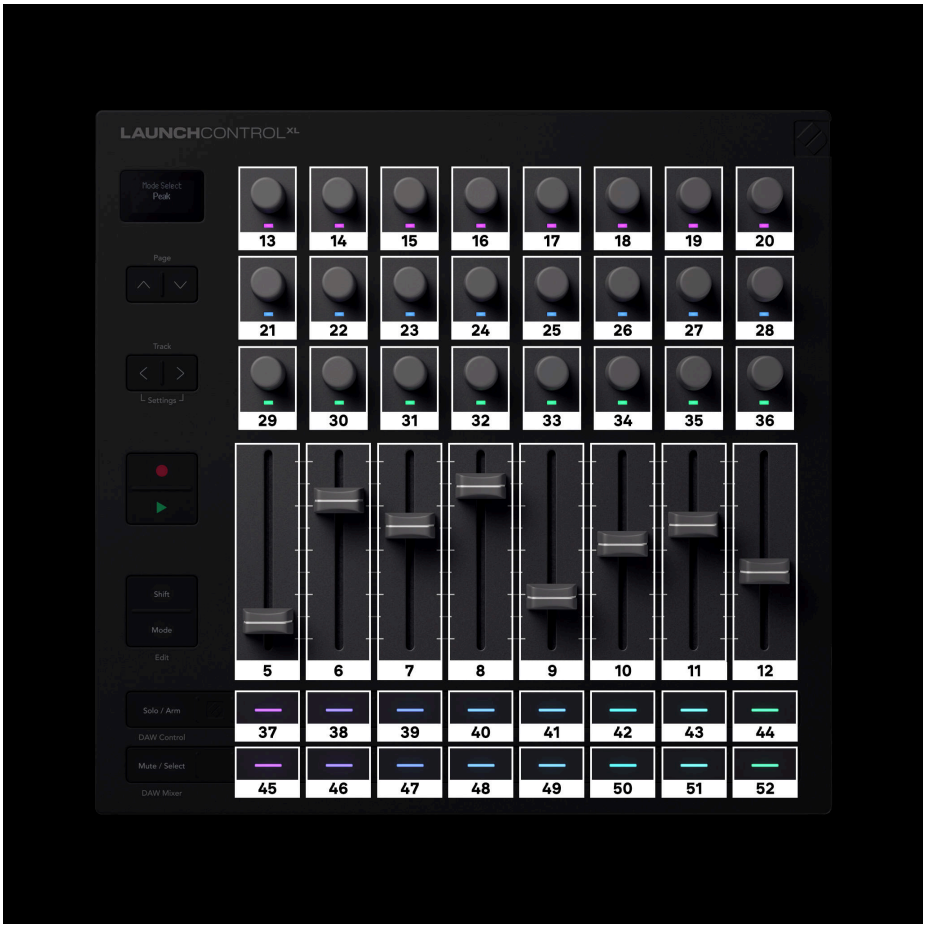
Launch Control XL 3 spares

Part Number	Description	Category
CBLE002141	FFC CABLE 40 WAYS P=0.5mm L=36mm Same side contacts (internal cable)	Cable
FFMB002415	Launch Control XL 3 | Knob cap	Plastics
FFMB002414	Launch Control XL 3 | Fader Cap	Plastics

Launch Control XL 3 appendix

Default Mode (16) parameters

You can't edit Mode 16, instead it's a default set of the following CCs that send on MIDI channel 16.



Novation Notices

Troubleshooting

For help getting started with your Launch Control XL 3, visit:

novationmusic.com/get-started

If you have any questions or need any help at any time with your Launch Control XL 3, visit our Help Centre. Here you can also contact our support team:

support.novationmusic.com

We recommend you check for updates to your Launch Control XL 3 so you have the latest features and bug fixes. To update your Launch Control XL 3's firmware, you need to use Components:

components.novationmusic.com

Trade Marks

The Novation trademark is owned by Focusrite Audio Engineering Ltd. All other brands, products, company names, and any other registered names or trade marks mentioned in this manual belong to their respective owners.

Disclaimer

Novation has taken all steps to ensure the information given here is correct and complete. In no event can Novation accept any liability or responsibility for any loss or damage to the owner of the equipment, any third party, or any equipment which may result from this manual or the equipment it describes. The information provided in this document may be changed at any time without warning. Specifications and appearance may differ from those listed and illustrated.

Copyright and Legal Notices

ELECTROSTATIC DISCHARGE (ESD)

A strong electrostatic discharge (ESD) may affect the normal operation of this product. If this happens, reset the unit by removing and replugging the USB cable. Normal operation should return.

Credits

Novation would like to thank the following Launch Control XL 3 team members for their hard work in bringing you this product:

Mobashir Ahmed, Stefan Archer, Ben Bates, Taavi Bonny, Nick Bookman, Conor Boyd, Adam Briffa, Robert Briggs, Hannah Budworth, Mario Buoninfante, André Cerqueira, William Charlton, Jason Cheung, Richard Collard, Sam Counihan, Vidur Dahiya, Emma Davies, Kai Van Dongen, Ed Fry, Taren Gopinathan, Ryan Gray, Martin Haynes, Jake Helps, Jay Hutchins, Loz Jackson, Eddie Judd, Daniel Kay, Arnav Luthra, Paul Mansell, Ben McCurdy, Rudy McIntyre, Vini Moreira, Julian Mountford, Gagan Mudhar, Danny Nugent, Nick Van Peteghem, Pierre Ruiz, Hasan Saeed, Sophia Sanghera, Dan Stephens, Cerys Williams, Lewis Williams, Alex Wu, Greg Zielinski, Sandor Zsuga

And of course, our beta testers!

Authored by Ed Fry.