

# Using Launch Control XL with Circuit

Download the LCXL-Circuit Templates.zip file from [novationmusic.com/downloads](http://novationmusic.com/downloads)

There are five templates in this zip file:

1. Mixer
2. Macros
3. Synth 1 Edit
4. Synth 2 Edit
5. Drums

To use the templates next download the Launch Control XL Editor from the same location, run the installer (Windows) or open the disc image (Mac). Follow the instructions.

Once you have the editor running, connect your Launch Control XL. You then need to load the templates one at a time and save them to your unit. The steps are:

- Click the 'File: Load' button
- Select one of the .syx files, e.g. LCXL1-1to6MixerwSends.syx
- Click the 'Device: Save' button
- Select one of the User template locations\*

Repeat the above steps for each template.

\*We have numbered the templates 1 to 5 so you could use User template slots 1 to 5 to load these into for convenience. If you are using these slots already then you could load them to different numbers. You can also use the Editor to back up your templates.

Once you have the 5 templates loaded to your Launch Control XL you no longer need the Editor. Now you can connect the LC XL to Circuit via your DAW or use a stand-alone USB host.

# 1. Mixer

1

Reverb Delay Level Momentary On = 100 Momentary Mute Synth 1

Reverb Delay Level Momentary On = 100 Momentary Mute Synth 2

Reverb Delay Level Momentary On = 100 Momentary Mute Drum 1

Reverb Delay Level Momentary On = 100 Momentary Mute Drum 2

Reverb Delay Level Momentary On = 100 Momentary Mute Drum 3

Reverb Delay Level Momentary On = 100 Momentary Mute Drum 4

HP/LP Filter Resonance HP/LP Filter Frequency

# 2. Macros

5

Drum 1 Drum 2 Drum 3 Drum 4 Drum 1 Drum 2 Drum 3 Drum 4

Reverb Send Drum Patch Select

Delay Send Distortion

Low / High EQ Decay Length

Level Pitch

A D S R Ring Mod Noise Osc 1 Level Osc 2 Level

Momentary On = 100 Momentary Mute Toggle Mute

### 3. Synth 1 Edit

The Synth 1 Edit interface is divided into several sections:

- Oscillator 1:** Includes parameters for Pulse Width Index, Virtual Sync Depth, Density, Density Detune, Semitones, Cents, and Wave Type.
- Oscillator 2:** Includes parameters for Pulse Width Index, Virtual Sync Depth, Density, Density Detune, Semitones, Cents, and Wave Type.
- Filter:** Includes parameters for Frequency, Resonance, Drive, Env 2 To Freq, Tracking, Drive Type, and Filter Type.
- ENV 1:** Includes parameters for A, D, S, R, Ring Mod, Noise, Osc 1 Level, and Osc 2 Level.
- Polyphony Mode:** Includes buttons for Poly, Mono AG, Mono, C4, D4, E4, F4, and G4.
- Filter Routing:** Includes buttons for Norm, Osc 1, Osc 1+2, C3, D3, E3, F3, and G3.
- Bypass:** A button to bypass the filter.

### 4. Synth 2 Edit

The Synth 2 Edit interface is divided into several sections:

- Oscillator 1:** Includes parameters for Pulse Width Index, Virtual Sync Depth, Density, Density Detune, Semitones, Cents, and Wave Type.
- Oscillator 2:** Includes parameters for Pulse Width Index, Virtual Sync Depth, Density, Density Detune, Semitones, Cents, and Wave Type.
- Filter:** Includes parameters for Frequency, Resonance, Drive, Env 2 To Freq, Tracking, Drive Type, and Filter Type.
- ENV 1:** Includes parameters for A, D, S, R, Ring Mod, Noise, Osc 1 Level, and Osc 2 Level.
- Polyphony Mode:** Includes buttons for Poly, Mono AG, Mono, C4, D4, E4, F4, and G4.
- Filter Routing:** Includes buttons for Norm, Osc 1, Osc 1+2, C3, D3, E3, F3, and G3.
- Bypass:** A button to bypass the filter.

# 5. Drums

Drum 1	Drum 2	Drum 3	Drum 4	Drum 1	Drum 2	Drum 3	Drum 4	
								5 <input type="checkbox"/>
Reverb Send				Drum Patch Select				<input type="checkbox"/>
								<input type="checkbox"/>
Delay Send				Distortion				<input type="checkbox"/>
								<input type="checkbox"/>
Low / High EQ				Decay Length				<input type="checkbox"/>
								<input type="checkbox"/>
Level				Pitch				<input type="checkbox"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Drum 1	Drum 2	Drum 3	Drum 4	<input type="checkbox"/>
Momentary On = 100								<input type="checkbox"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>
Momentary Mute				Toggle Mute				<input type="checkbox"/>