ENGLISH

FLKEY 49

novation

FLkey 2 49 User Guide

Version 3.0

Table of Contents

Introduction to the FLkey 2 49

Sketch beats and finish tracks fast with the keyboard controller for FL Studio. Full-size, semi-weighted keys; velocity-sensitive RGB pads; and all the encoders, faders, and buttons you need to give you full control of your FL Studio projects. Officially supported by Image-Line, FLkey 2 49 is hardwired to your most important tools and workflows — from step sequencing in the Channel Rack to mixing, creating Patterns, and controlling plugins.

The only keyboard controller made for FL Studio

Play instruments, create Patterns, and take control of your mix: FLkey 2 49 gives you direct, hands-on access to the FL Studio tools and plugins you use most — from the Channel Rack and Step Sequencer to Sytrus, Harmor, and much more.

Capture inspiration fast

FLkey 2 49 features four full-sized octaves of great-feeling, semi-weighted keys plus pitch and mod wheels for added expression. And the built-in creative tools make melodies and chords simpler than ever: Avoid wrong notes with Scale mode, play full chords from a single key with Fixed Chord mode, and quickly create professional-sounding progressions from the pads using Chord Maps. The powerful arpeggiator makes it easy to create and mutate sequences that keep you inspired.

Lay down beats

Trigger samples in the Channel Rack or create and duplicate Patterns directly on the RGB pads. Prefer to play your beats in live? The pads are velocity sensitive for finger drumming with FPC, Slicex, and Fruity Slicer.

Fine tune and finish your tracks

Set levels, sweep filters, dial in effects, navigate your Playlist, and more from eight endless encoders and nine precision faders. The crisp OLED display provides instant visual feedback about whatever you're adjusting.

Refined and redesigned

FLkey 1 was the first MIDI keyboard controller made for FL Studio. Its successor makes it even easier to keep your creativity flowing with deeper connections to FL Studio's most important features plus semi-weighted keys, more expressive pads with polyphonic aftertouch, a crisp OLED display, and more powerful built-in creative tools.

Go beyond FL Studio

FLkey 2 49 works with your whole studio: Connect synths and other MIDI hardware via the full-size MIDI out port, take control of Novation Play and your NKS plugins, or craft custom control layouts for anything you like with Novation Components. Like to switch between FL Studio and another DAW? FLkey 2 has you covered with Mackie HUI support.

Key features

- **Made for FL Studio**
    - Play instruments, create Patterns, and take control of your mix. FLkey 49 is officially supported by Image-Line and connects directly to all your FL Studio essentials, from the Channel Rack to the Mixer and more.
- **Lay down beats**
    - Trigger samples in the Channel Rack or create Patterns directly on the RGB pads. Prefer to play your beats in live? The 16 velocity-sensitive pads with polyphonic aftertouch are perfect for finger drumming with FPC, Slicex, and Fruity Slicer.
- **Play basslines and melodies**
    - The 49 great-feeling, semi-weighted keys are ideal for sketching your ideas — pitch and mod offer added expression.
- **Mix your tracks**
    - Fine-tune levels, sweep filters, dial in effects, and more. Everything is automatically mapped to the eight endless encoders and nine precision faders.
- **No chord packs needed**
    - Quickly and easily lay down chord progressions, melodies, and patterns with built-in Scale and Chord modes, plus a powerful arpeggiator.
- **Instant visual feedback**
    - See exactly what you're controlling, which chord you're currently playing, and more with essential info on the crisp OLED display.
- **Split and layer the keys**
    - Divide the keyboard into two independent zones or layers to control two instruments at once.
- **Connect to other instruments**
    - FLkey 49 connects directly to synths and other MIDI hardware with a full-sized MIDI out port.
- **Custom control**
    - Map anything in FL Studio, your plugins, or external hardware to FLkey 2's pads, faders, and encoders with Novation's easy-to-use Components software.
- **NKS-ready hardware**

- Native Kontrol Standard (NKS) creates a two-way connection between FLkey 2 and all your Native Instruments and NKS-ready software.

What's in the box?

- Novation FLkey 2 49
- USB-C to A cable (1.5 metres)

Troubleshooting

For help getting started with your FLkey 2 49, visit:

novationmusic.com/get-started

If you have any questions or need any help at any time with your FLkey 2 49, visit our Help Centre. Here you can also contact our support team:

support.novationmusic.com

We recommend you check for updates to your FLkey 2 49 so you have the latest features and bug fixes. To update your FLkey 2 49's firmware, you need to use Components:

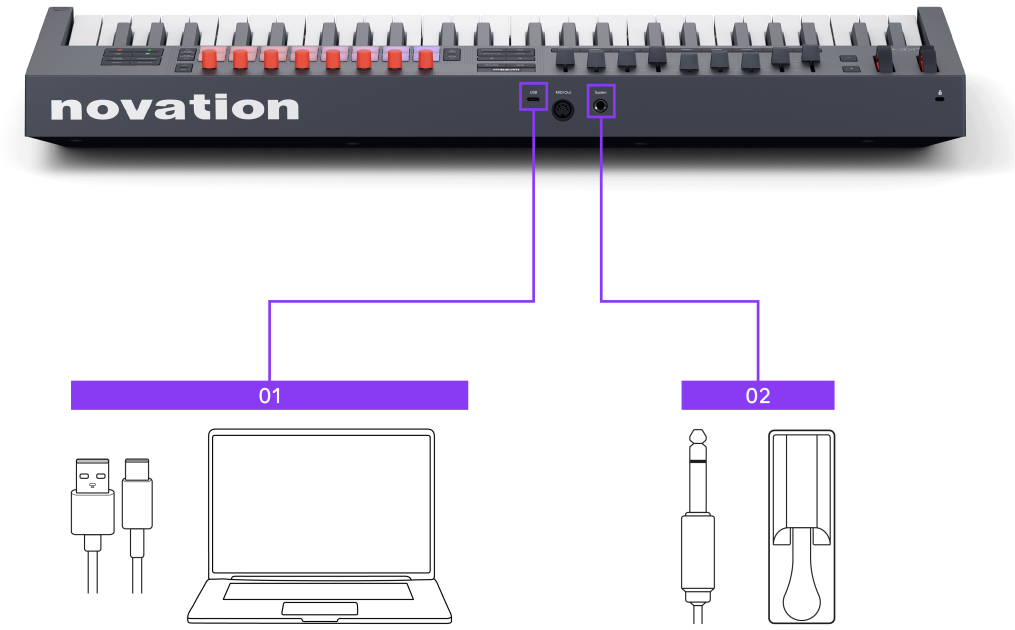
components.novationmusic.com

Getting Started with the FLkey 2 49

Connecting and Powering

Your FLkey 2 is USB bus-powered, it's powered when you connect it to your computer with a USB-C to A cable (1).

Your FLkey 2 also has a 6.35mm (1/4") jack Sustain input. This input supports sustain pedals and momentary foot switches (2).

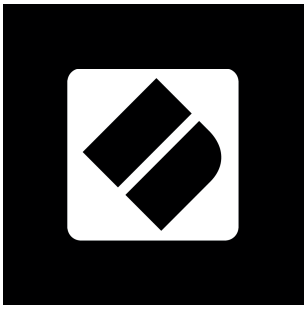


Easy Start

Easy Start gives you a step-by-step guide to setting up your FLkey 2 and creates personalised tutorials based on how you plan to use your FLkey 2. This online tool also guides you through your FLkey 2's registration process and accessing the software bundle.

On both Windows and Mac computers, when you connect your FLkey 2 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 FLkey 2.



Alternatively, if you don't want to use the Easy Start tool, visit our website to register your FLkey 2 manually and access the software bundle.

id.focusritegroup.com/register

IMPORTANT

It's crucial you update your FLkey 2'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 FLkey 2, it's likely many features won't work.

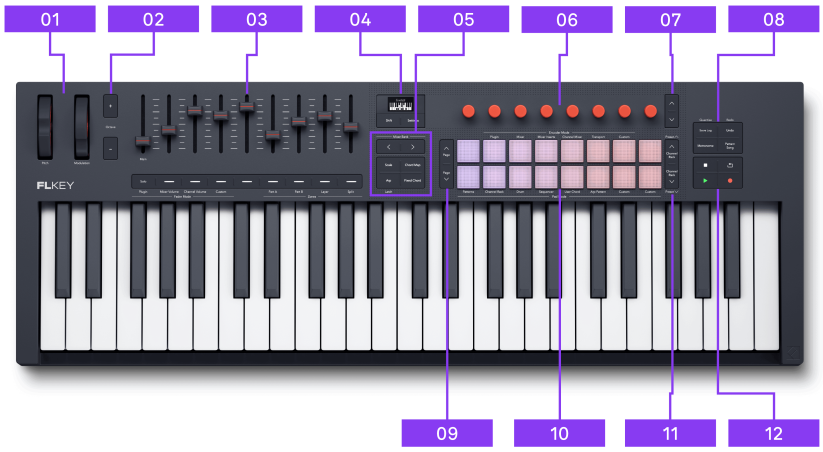
To update your FLkey 2's firmware, you need to use Novation Components. Go to components.novationmusic.com to update your firmware.

Updating your FLkey 2 49

Novation Components manages updates for your FLkey 49. To confirm you have the latest firmware and to update your FLkey 49:

1. Go to components.novationmusic.com
2. Click on FLkey 49.
3. Click on the **Updates** tab at the top of the page.
4. Follow the instructions for your FLkey 49. If your FLkey 49 needs to update Components will tell you how to do this.

FLkey 2 49 hardware overview

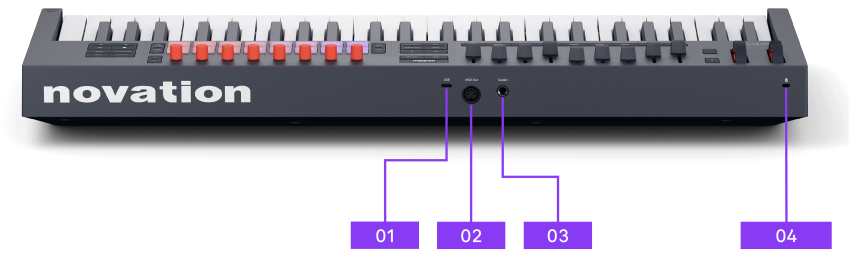


1. **Pitch** and **Modulation** wheels.
    - **Pitch** Wheel - bend the pitch of the note(s) you're playing and send pitch bend messages.
    - **Modulation** Wheel - an assignable wheel to control any hardware or software parameter.
2. Octave **+** and Octave **-** buttons [42] - transpose the keyboard in octaves. Press both buttons to reset to the default octave.
3. Faders and Fader buttons - nine assignable faders and below the related fader button controls.
4. Screen, Shift, and **Settings** buttons - the screen and the two buttons directly below.
    - Screen - shows important information and gives visual feedback from controls and DAWs.
    - Shift button - access secondary controls assigned to buttons, visible in text on the front panel.
    - Settings button [71] - access the settings menu.
    - To enter Standby mode, hold the Shift and Settings buttons for two seconds. To exit press the Shift button again.
5. The six buttons below the screen:
    - **Mixer Bank** buttons - move through mixer tracks in banks of eight. Hold **Shift** and press the buttons to move by single tracks.
    - **Scale** button [63] - enable and control Scale mode.
    - **Chord Map** button [53] - enable and control Chord Map mode.

- **Arp** button [47] - enable and control arp mode.

  Latch button - Hold Shift and press the Arp button to button.
- **Fixed Chord** button [60] - enable and control Fixed Chord Mode.

6. Encoders - assignable encoder controls.
7. Encoder bank buttons - move ˄ up and ˅ down through banks of encoder controls.
8. Workflow buttons - A set of four buttons.
   - **Score Log** - Capture the last five minutes of played MIDI notes in FL Studio
     - **Quantise** button - trigger the quantise function in supported DAWs to snap notes to the grid.
   - **Undo** (**Redo**) button - triggers your DAW's undo function. Hold Shift and press Undo to trigger the Redo function.
   - **Metronome** button - enable the metronome.
   - Pattern Song button - Toggles between pattern and song mode
9. Page ˄ up and ˅ down buttons - two buttons to the left of the pads to move the pads up and down.
10. Pads - 16 velocity-sensitive, aftertouch-enabled, pads that change functionality depending on the pad mode.
11. Channel Rack (Preset) ˄ up and ˅ down buttons - two buttons to the right of the pads to move up and down within the Channel Rack, or hold shift to change Preset.
12. Transport buttons - Clockwise starting top left: Stop, Loop, Play, and Record.



1. **USB** Port - a type-C USB port. Sends and receives data, and powers your Launchkey.
2. **MIDI Out** port (5-pin DIN) - sends MIDI from your FLkey 2 to external MIDI hardware.
3. **Sustain** input - connect a sustain pedal (expression, soft, and sostenuto pedals are not supported).
4. - Kensington Lock, use a lock to secure your FLkey 2 and deter theft.

Working with the FLkey 2 49 in FL Studio

We've designed FLkey 2 to work seamlessly with FL Studio, offering deep integration through powerful production and performance controls. You can also change your FLkey 2 to suit your needs with Custom Modes [66].

Installation

Before using FLkey 2 with FL Studio make sure it's up to date, for steps on how to do this please see Updating your FLkey [9].

To use the FLkey 2 you need to be running FL Studio version 25 or above. After you've connected the FLkey to your computer open FL Studio and the FLkey 2 is automatically detected and set up in FL Studio's MIDI settings.

Manual Installation

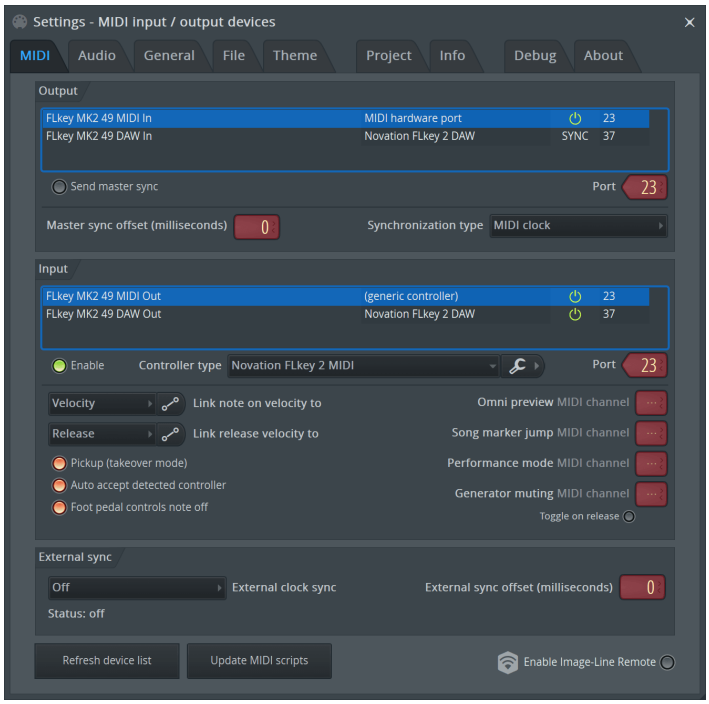
NOTE

FL Studio should automatically detect your FLkey 2 49. These steps are only if FL Studio doesn't automatically detect your FLkey 2 49.

If you still have problems make sure:

- You have updated FL Studio to the latest version.
- Your FLkey 2 49 firmware is updated in Novation Components.

In the MIDI **Settings** window, (Options > Settings > MIDI) make sure it is set up like the following screenshot. For a text guide on setting up your MIDI Settings, you can also use the steps after the screenshot.



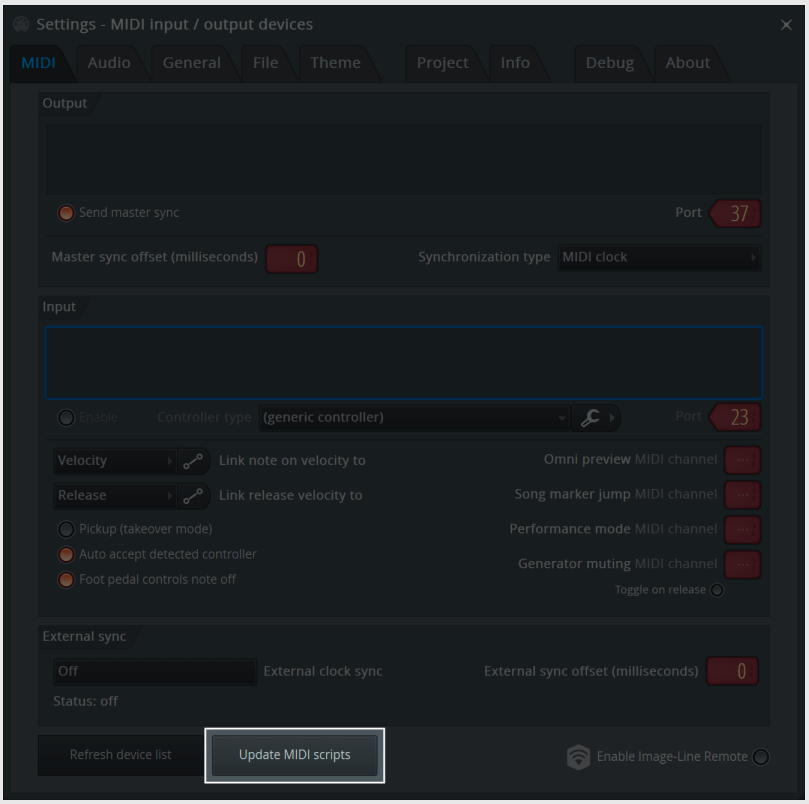
Manual Installation steps:

1. Select and enable the FLkey MIDI and DAW input ports in the lower '**Input**' panel:
    - FLkey MIDI Out
    - FLkey DAW Out (named MIDIIN2 on Windows)
2. Click on each Input and, using the red '**Port**' tab below, set different port numbers for both.
    - Port numbers can be set to anything not already in use
    - Choose different port numbers for the MIDI and DAW ports
3. Select each input and assign the scripts:
    - Click on the MIDI input, click the '**Controller type**' drop down and choose: 'FLkey 2 MIDI'.
    - Click on the DAW input, click the '**Controller type**' drop down and choose: 'FLkey 2 DAW'.
4. Click the output ports in the upper '**Output**' panel and set the '**Port**' numbers to match the inputs.
    - FLkey MIDI In.
    - FLkey DAW In (named MIDIOUT2 on Windows).
    - The scripts you set in Step 3 automatically link.
5. Select the DAW output (upper panel) and enable '**Send master sync**'.
6. Near the bottom of the window, enable '**Pickup (takeover mode)**'.
7. Click 'Refresh device list' in the bottom left.

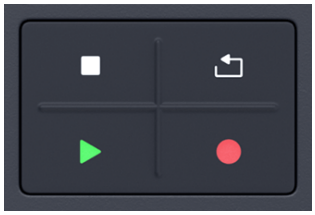
THE FLKEY 2 49 ISN'T IN MIDI SETTINGS

If you can't see the scripts for your FLkey 2 49 in FL Studio's MIDI Settings, you can Update the MIDi scripts.

To do this, click the button Update MIDI scripts in the bottom of the MIDI Settings window.



Transport Controls



- The Stop ■ button stops the playback and resets the play position.
- The Loop button turns on and off FL Studio's Loop recording function.
- The Play ▶ button works in the same way as FL Studio's Play button, it continues and pauses playback.

- The Record ● button toggles FL Studio's recording state.

The Play and Stop buttons send real time MIDI messages when they're not controlling a DAW. This lets you start and stop hardware sequencers or drum machines directly from your FLkey 2 49, so you can keep your whole setup playing, even without a DAW.

External Connections

Connecting FLkey 2 49 MIDI Out with external MIDI instruments

The FLkey 2 49 has a MIDI output you can use to send MIDI note and control data to other hardware like synths and drum machines. You can use the MIDI output on your FLkey 2 49 with or without a computer. To use the FLkey 2 49 without a computer you need to power the unit with a standard USB power supply (5V DC, minimum 500mA).

Sustain Input

You can connect any standard sustain pedal via the TS jack input. Not all plugins support sustain pedal signals by default, so you might need to link it to the right parameter inside the plugin.

The FLkey 2's sustain input automatically senses the pedal's polarity. The Sustain input does not support sostenuto, soft or volume pedals.

Fader Modes

The FLkey 2 has nine faders to control various elements inside FL Studio depending on the fader mode.

By default, Mixer Volume is selected. To access the different fader modes:

1. Hold the Shift button.
2. Press the respective Fader Mode button.

Mode	Use
Plugin	Plugin mode controls eight parameters, dependent on the plugin in focus. The screen shows the parameter name together with the new value temporarily. The Main fader and fader button control the main master fader in FL Studio.
Mixer Volume	Mixer Volume mode maps the mixer faders in banks of eight to the faders. The Main fader and fader button control the main master fader in FL Studio.
Channel Volume	Channel Volume mode maps the Channel Volume pots in banks of eight to the faders. The Main fader and fader button control the main master fader in FL Studio.
Custom	You can assign the faders to custom parameters

Fader Banking

When you're in the fader modes for Mixer or Channel Volume you can bank between mixer tracks or channels.

- In Mixer Volume mode press the Mixer Bank buttons ◀ or ▶ to move the selection to the previous/next eight track(s). The red selection in FL Studio shows which bank the pots control. Hold Shift and press the Mixer Bank buttons to move by single tracks.
- In Channel Volume mode press the Channel Rack ▼ or Channel Rack ▲ to move the selection to the previous/next track or bank. The red selection in FL Studio shows which bank the pots control.

Fader Mode: Plugin

In Plugin mode, you can use the FLkey's faders to control eight parameters in the plugin you have in focus. Most native FL Studio plugins support FLkey's fader mode.

When you move a fader your FLkey 2 49's screen temporarily shows the plugin parameter's name and new value.

> **NOTE**
>
> The parameters the FLkey 2 maps to in FL Studio's plugins are fixed preset mappings. For third-party plugins, you can use the Custom fader mode to create your own mappings.

Fader Mode: Mixer Volume

In Mixer Volume mode, the FLkey 2's faders map to the mixer faders in FL Studio. You can control the mixer track volumes in the current bank in groups of eight with faders 1- 8.

When you select the Mixer Volume layout, the FL Studio mixer window is brought to the front.

Fader Mode: Channel Volume

In Channel Volume mode, FLkey 2's eight faders map to the Channel Volume control in groups of eight.

When you select the Channel Volume layout, the FL Studio Channel Rack window is brought to the front.

Fader Mode: Custom

This fader mode gives you freedom over whichever parameters you wish to control and up to nine simultaneously. Using Novation Components, you can edit the messages the faders and fader buttons send in Custom Mode.

To map most parameters in FL Studio to the Faders or buttons on the FLkey 2:

1. Right-click a parameter in FL Studio.
2. Select one of two remote control modes (explained below).
3. Move a fader to map the parameter to the fader you moved.

Remote control modes:

- Link to controller - creates a connection between one instance of the parameter and the pot, regardless of focus. This link works project-wide.
- Override global link - creates a link across all projects, unless overwritten by a 'per-project-link'. As this depends on the focused instance, you can control many parameters with one pot.

Fader Buttons

The row of buttons below the faders can control the Mute/Solo states of Mixer Tracks or Channels.

When you select the Fader Mode **Mixer Volume** the fader buttons Mute or Solo FL Studio Mixer Tracks.

When you select the Fader mode **Channel Volume** the fader buttons Mute or Solo FL Studio Channels.

Mute/Solo Mode

When the Solo button is dim, the buttons act like the Mute buttons in FL Studio.

- Press a button to Mute/Unmute a Track/Channel.
- Buttons assigned to active tracks will light the Channel/Track colours, and muted tracks are unlit.

Solo Mode

To turn on Solo mode, press the Solo button, the Solo button is brightly lit and the fader buttons start dimly lit.

- Pressing a dimly lit fader button Solos that track/channel, (equivalent to CTRL + left-clicking a mute button in FL Studio) the fader button lights to show a Soloed track/channel.
- Continue pressing unlit Fader Buttons to turn on those tracks/channels (equivalent to left-clicking mute buttons in FL Studio); the fader buttons light to show active tracks/channels.
- If you want to Solo a single track/channel again, press the Solo button, followed by the track/channel you want to Solo.
- When a Track/Channel is Soloed, double-tap the Solo button to unmute all tracks/channels in your project.

In FL Studio, only one track can be soloed at a time. One soloed track is equivalent to all other tracks being muted, and you can unmute muted tracks by pressing the dimly lit fader buttons.

NOTE

You can change the behaviour of double-tapping the Solo button so that instead of unmuting every track/channel, it restores the Mute/Solo states you had before soloing a track/channel.

To change this setting, In FL Studio go to OPTIONS > General settings > enable the setting **Restore previous state after solo**.

Fader Pickup

When you connect FLkey 2 to FL Studio it follows the Pickup (takeover mode) setting in FL Studio's Settings.

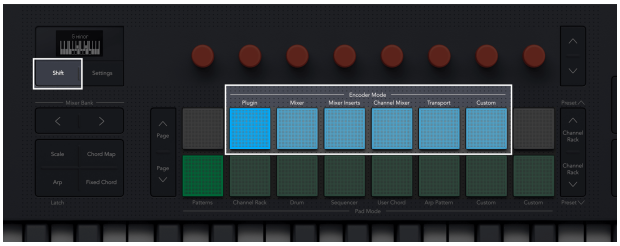
When you move a fader and it's not yet picked up the value, the screen displays the saved value until you've moved it to the pick-up point.

Encoder Modes

The FLkey 49 has eight encoders to control various parameters inside FL Studio depending on the encoder mode.

To access encoder modes:

1. Hold (or double press to latch) Shift to enter shift mode. The pads light up. The top row of pads represents the encoder modes. The text above each pad shows which encoder mode the pad selects.
2. Press a pad to select the encoder mode you want to use. The table below lists FLkey 49's encoder modes.



Mode	Use
Plugin	Plugin mode controls eight parameters, dependent on the plugin in focus. The screen shows the parameter name together with the new value temporarily.
Mixer	Mixer Volume and Mixer Pan – use the encoder bank buttons to change between the mixer's volume and pan controls. Mixer Volume mode maps the mixer faders in banks of eight to the encoder. Mixer Pan mode maps the Mixer Pan encoder, in banks of eight, to the encoders.
Mixer Inserts	Mixer Inserts lets you control the mix level of your inserts. There are three Mixer Inserts pages, to change page the encoder bank buttons . • Page 1 – Mixer Inserts 1-8 • Page 2 – Mixer Inserts 9-10 • Page 3 – Equalizer
Channel Mixer	Channel Volume and Channel Pan – use the encoder bank buttons to change between the channel volume and pan controls. Channel Volume mode maps the Channel Volume controls, in banks of eight, to the encoders. Channel Pan mode maps the Channel Panning controls, in banks of eight, to the encoders.
Transport	Transport mode brings controls of your DAW's arrangement view onto your encoders, giving you hands-on control of your project's navigation.
Custom	You can assign the encoders to custom parameters

Banking in encoder Modes

When you're in the encoder modes for Mixer or Channel settings you can bank between mixer tracks or channels. While using Channel Rack Pad mode navigation banks in groups of eight so

the encoders line up with the bottom row of pads; in all other pad modes banking moves one Track or Channel at a time.

-
- In Channel Volume or Channel Pan encoder modes press the **Channel Rack ▼** or **Channel Rack ▲** to move the selection to the previous/next track(s). The red selection in FL Studio shows which bank the encoders control.

Plugin encoder mode

In Plugin mode, you can use the FLkey 2's encoders to control eight parameters in the plugin you have in focus. Most native FL Studio plugins support FLkey 2's encoder mode.

NOTE

The parameters the FLkey 2 maps to in FL Studio's plugins are fixed preset mappings. For third-party plugins, you can use the Custom encoder mode to create your own mappings.

Mixer encoder modes

There are two Mixer encoder modes: Mixer Volume and Mixer Pan.

To get to Mixer Pan, go to the Mixer encoder mode and press the encoder bank button down.

Mixer Volume encoder mode

In Mixer Volume mode, the FLkey's eight encoders map to the mixer faders in FL Studio. You can control mixer track volumes in groups of eight.

Mixer Pan encoder mode

In Mixer Pan mode, the FLkey's eight encoders map to the pan controls in FL Studio's mixer. You can control the mixer track's panning in groups of eight.

Mixer Inserts encoder mode

Mixer Inserts lets you control the mix level of your inserts.

If you have more than eight inserts, you can use the encoder bank buttons to move to the next bank of eight.

Channel Rack encoder modes

There are two Channel Rack Mixer encoder modes: Channel Rack Mixer Volume and Channel Rack Mixer Pan.

To get to Channel Rack Mixer Pan, go to the Channel Mixer encoder mode and press the encoder bank button down.

Channel Rack Mixer Volume encoder mode

In Channel Rack Mixer Volume mode, FLkey 2's eight encoders map to the Channel Volume control in groups of eight.

Channel Rack Mixer Pan encoder mode

In Channel Rack Mixer Pan mode, FLkey's eight encoders map to the Channel Pan control in groups of eight.

Transport encoder mode

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

The screen shows short names for the following controls, explained in the table below and following sections:

Encoder	Function	Short name
1	Transport Position (Scrub)	Scrb
2	Zoom	Zoom
3	N/A	N/A
4	N/A	N/A
5	Marker selection	Mark
6	N/A	N/A
7	N/A	N/A
8	Tempo (BPM)	BPM

Custom encoder Mode

This encoder mode gives you freedom over whichever parameters you wish to control and up to eight simultaneously. Using Novation Components, you can edit the messages the controls send out in Custom Mode.

components.novationmusic.com.

To map most parameters in FL Studio to the encoder on the FLkey:

1. Right-click a parameter in FL Studio.
2. Select one of two remote control modes (explained below).
3. Move a encoder to map the parameter to the encoder you moved.

Remote control modes:

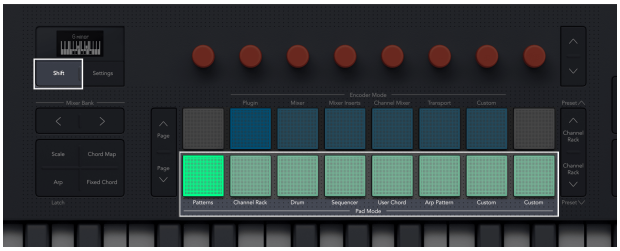
- Link to controller - creates a link between one instance of the parameter and the encoder, regardless of focus. This link works project-wide.
- Override global link - creates a link across all projects, unless overwritten by a ‘per-project-link’. As this depends on the focused instance, you can control many parameters with one encoder.

Pad Modes

The FLkey 2 49 has 16 pads to control various elements inside FL Studio depending on the pad mode.

To access pad modes:

1. Hold (or double press to latch) Shift to enter shift mode. The pads light up. The bottom row of pads represents the pad modes. The text below each pad shows you the pad mode.
2. Press a pad to select the pad mode you want to use. The table below lists the FLkey 2 49's pad modes.



Mode	Use
Patterns	Add or select new patterns using FLkey's pads.
Channel Rack	The Channel Rack mode lets you audition and select channels.
Drum	You can control the selected instrument; FPC, Slicex, and Fruity Slicer have special layouts.
Sequencer	In Sequencer mode, you can create and edit steps. You can also edit the whole graph editor.
User Chord	You can record and playback up to 16 chords.
Arp Pattern	Arp Pattern pad mode brings your arpeggiator steps onto the pads and gives you extra arp functionality for more interactive arp editing.
Custom	You can assign the sixteen pads to custom parameters.

Patterns Pad Mode

Add or select new patterns using FLkey's pads.

To enter pattern mode, press and hold shift and press the Patterns pad.

The pads are lit in the respective pattern colours from FL Studio. The selected pattern will be lit white on the pads. To assign a pattern colour, right-click on the pattern in FL Studio and click Rename and color... Or Random color.

Pressing a pad selects a pattern, you can edit the pattern, for example using the Sequencer pad mode [31].

To add a new pattern, press an empty pad and add steps to the sequencer view.

To clone a pattern, select the pattern you want to clone, hold **Shift** and press the Page down ▼ button).

NOTE

As with adding or cloning patterns in FL Studio, any empty patterns disappear if you don't edit them before selecting a different pattern.

Use the channel rack up/down buttons to the right to change the selection of displayed patterns. Pressing up/down will move the display in banks of eight patterns.

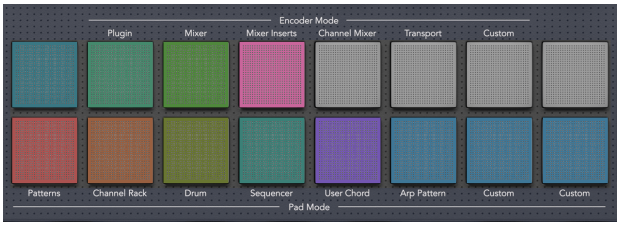
Pattern Groups

In FL Studio, you can group patterns. When you group a set of patterns, FL Studio allows you to filter your patterns by these groups. Your FLkey pads will follow the filters in FL Studio, only showing the filtered patterns on the FLkey pads.

Channel Rack Pad Mode

The Channel Rack pad mode lets you play up to 16 Channel Rack channels at once. Each pad represents a single channel you can trigger using a C5 note. The pads light the channel colour for the channel the pad is assigned to.

When you press a pad, FL Studio selects the channel and triggers audio. The pad then lights white to show the selected channel, and the channel's name shows momentarily on the screen. You can select one channel from the hardware at a time. The FLkey 2 shows when you have no channel selected in FL Studio.



The pad layout is left to right, bottom to top, in two rows of eight. The channels in the lower row align with the Channel Rack Pan/Volume encoder layout.

Channel Rack Banking

You can use Channel Rack ▼ or Channel Rack ▲ to bank the selection to the previous/next channel. The Channel Rack buttons light white when banking is available in that direction. Banking does not affect the selected channel.

The page buttons let you bank the selection to the previous/next group of eight channels.

You can hold down the Channel Rack ▼ or Channel Rack ▲ buttons to auto-scroll through the Channel Rack.

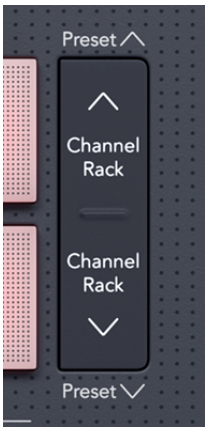
Channel Rack Groups

The Channel Rack pad layout follows Channel Rack groups. When you switch Channel Rack groups in FL Studio using the drop-down at the top of the Channel Rack window the pad grid refreshes to display the new bank within the group you select selected.

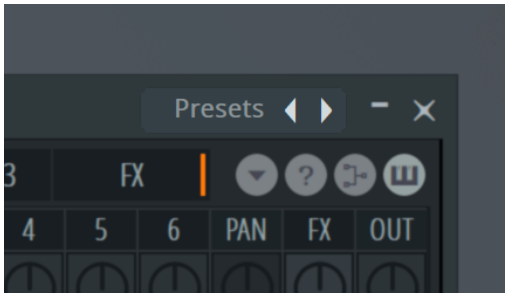
Preset Navigation

In Channel Rack Pad Mode, you can use the FLkey 2 to scroll through presets.

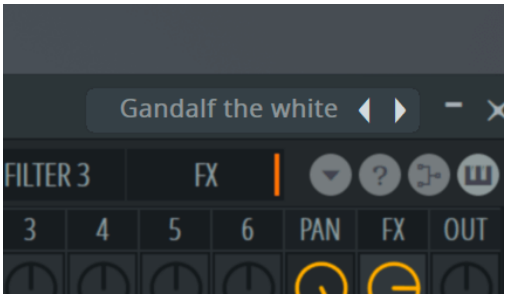
Select an instrument or plugin and press Shift + the Channel Rack buttons to select the next/ previous preset. Use the keys/pads to audition the preset.



The Preset buttons have the same interaction as clicking Presets ◄► in your FL Studio plugin GUI:



Default Preset



After clicking the Preset ►button

NOTE

If you're using third-party plugins you won't be able to browse their stock presets. You can however browse presets you've saved in both FL Studio and third-party plugins.

Drum Pad Mode

You can control Channel Rack plugins from your FLkey 2 49 in Drum mode. To enter Drum mode, hold shift and press the pad above 'Drum'. You can input MIDI note data via pads, adapting special instrument layouts:

- FPC pads
- Slicex
- Fruity Slicer
- Kepler
- A Default Drum layout

By default, Drum Pad mode displays a chromatic keyboard across the pads (shown below). When you have Scale mode enabled in Instrument mode, the MIDI data sent from the pads maps to the eight notes in the scale you select, across two octaves.

The Preset ▲ or Preset ▼, buttons allow you to scroll through the instrument's presets.

FPC

When you add the FPC plugin to a Channel Rack track, you can control the FPC drum pads from FLkey. When you select a channel with the FPC plugin:

- The leftmost 4 × 2 pads control the bottom half of the FPC pads.
- The rightmost 4 × 2 pads control the top half of the FPC pads.

FPC is special in this: As its pads have distinct colours, the pads from the FLkey respect those colours instead of the channel colour.

Slicex

When you add the Slicex plugin to the Channel Rack, you can play back slices using the FLkey's pads.

You can press the **Page** left or right to bank to the next 16 slices and trigger them with the FLkey's pads.

Fruity Slicer

You can play back slices using the FLkey pads while in Drum mode when you select a Channel Rack channel with this plugin.

You can press the **Page** left or right buttons to get to the next 16 slices to be able to trigger them with the FLkey pads.

Default Instrument

This layout is available for a Channel Rack track with any other plugin without custom support or no plugin at all.

By default, the pads show a chromatic keyboard layout, with note C5 (MIDI note 84) on the bottom left pad. You can change this using the FLkey's Scale mode.

Sequencer Pad Mode

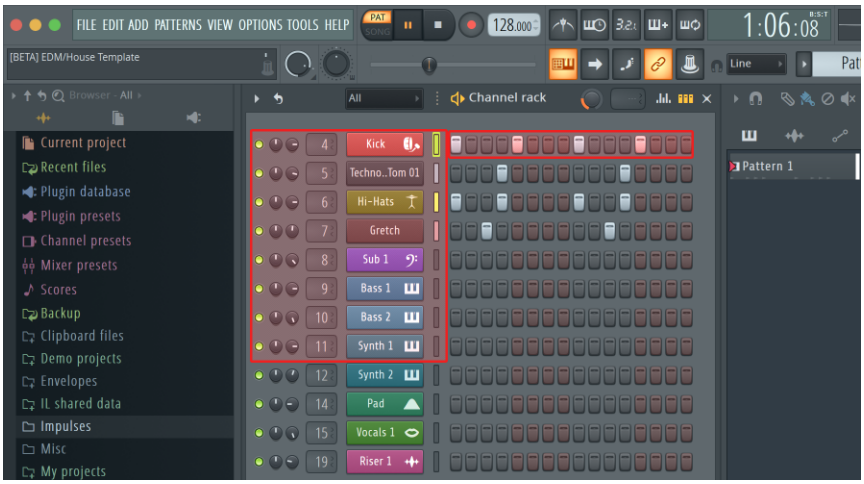
In Sequencer mode, you control the sequencer grid in the FL Studio Channel Rack. You can place and change steps inside the selected instrument and pattern. To use Sequencer mode, hold (or double press to latch) **Shift** + **Sequencer**. The upper row of pads shows steps 1-8, and the lower row steps 9-16.

In Sequencer mode, the pads display the steps for the selected Channel Rack track, active steps appear in bright track colour, and inactive steps in dim track colour. You can toggle the steps by pressing the pads.

Press **Channel Rack ▲** and **Channel Rack ▼** to scroll through the instruments. The pads update to match the colour of the Channel's sequencer you're controlling.

In the following graphic and screenshot of FL Studio– you can see the '**Kick**' channel has four active steps in the sequence and four lit pads on the pads.

While the transport is playing, the currently playing step (Step 6) is lit in bright white. When you pause the sequencer, the playing step's pad stays white, but it doesn't show when you stop the transport.



During Pattern playback, the play button plays the sequencer. While the transport is playing, the currently playing step is lit in bright white. Press the Play button again to stop the sequence. The sequencer always starts from step one when using the FLkey 2 49's transport section. You can move the start position using the mouse, the FLkey 2 49 uses that as the start point.

Channel Rack Graph Editor

You can use encoders one to eight to edit step parameters in Sequencer mode. They map to the eight graph editor parameters from left to right (see table below for more details). In Sequencer mode the encoders default to the last selected encoder mode; to enable Graph Editor you need to hold the step(s) you want to change. The Channel Rack Graph Editor modes are below.

When you edit parameters, the graph editor shows in FL Studio. When you change a step's note value, the graph editor window follows the note value you set.

Latch Edit

Latch edit allows you to edit one, or multiple steps' values. To enter Latch Edit mode, hold a step for more than 1 second. The pads light in a graph editor parameter colour. This means you can release steps before setting their parameters with a pot movement.

Press any step to add or remove it from the selection of latched steps. Any parameter change affects all selected steps.

To exit latch edit mode, press the pulsing Channel Rack ▼ button.

Quick Edit

Hold a step and move a encoder within a second to enter quick edit mode. Press and hold a step pad and move one of the eight encoders to control the parameters in the graph editor. Parameter changes affect any step held in quick edit mode.

The moment you move a encoder, the graph editor appears in FL Studio and disappears when you release the step.

To exit quick edit mode release all held steps.

To edit steps with more parameters, hold the step on the pads and then turn the encoder.

encoder	Graph Function
encoder 1	Note Pitch
encoder 2	Velocity
encoder 3	Fine Pitch
encoder 4	Panning
encoder 5	Mod X
encoder 6	Mod Y
encoder 7	Shift
encoder 8	Repeat

User Chord Mode

User Chord mode allows you to input your own chords.

When you're in User Chord mode, if you've not added any chords yet the pads are blank. In the following example we've added chords to five pads:

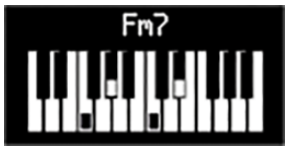
To play a chord, press a blue pad. The pad lights white when you're playing a chord.

Assigning User Chords

To assign a user chord to the pads:

1. Press and hold a blank pad. The screen shows a representation of the keyboard.

2. Press the notes on the keyboard you want to assign to the chord. You can either play the entire chord, or play each note independently (e.g. for chords you can't play with one hand). You can assign up to six notes– the FLkey 2 ignores any extra notes.
   The screen shows the notes you've added to the chord and the chord name:



3. Release the pad.

Transposing User Chords

In User Chord mode you can use the page ˄ up and ˅ down buttons, to the left of the pads to transpose the entire User Chord bank.

To transpose by a single semitone, press either the pad up or pad down button. You can transpose up to 12 semitones (one octave) up or down.

To transpose by an octave (12 semitones) hold shift and press the pad up or pad down buttons. You can transpose up to three octaves, up or down.

Removing User Chords

To remove your User Chords, hold the Channel Rack down button and press the chord's pad you want to remove.

When you hold the button, any pads with a chord light red and the screen shows “Delete Chord!”:

Arp Pattern Mode

Arp Pattern is a pad mode that brings your arpeggiator steps onto the pads and gives you extra arp functionality for more interactive arp editing.

To access Arp Pattern Mode, hold shift and press Drum Pad 13.

When you select Arp pattern mode, the screen temporarily shows Pad Mode Arp Pattern.

In Arp Pattern Mode:

- Active steps are lit blue and inactive steps are unlit. The arp plays active steps and mutes for inactive steps. When the arp is playing, the current step position lights on the top row of pads.
- You turn off arp steps using the top row of drum pads. Press a pad to remove the step from the arp sequence.
- The bottom row of pads gives you more arp functions you can control per step. Press the button to cycle between the three functions available: Accent [37], Ratchet [37] and Tie [36].

These steps are the same as the arp rhythm pattern. Arp rhythm mode affects the grid, changing the arp rhythm value changes the pattern shown in the grid and overwrites any changes you make.

Arp Tie

When Arp Tie is on, the Function button lights red and any steps with Arp Tie light red.

Arp tie, links two notes in an arp pattern together. In Arp Tie mode, press a pad on the bottom row to tie that arp step to the next step. The pad turns red to show the step above it is tied.

When a step has a tie on it, the Arp gate increases to 110%.

Arp Accent

When Arp Accent is on, the Function button lights orange and any steps with Arp Accent light orange.

When you add an accent to a step, the Arp step's velocity jumps by +30 velocity compared to the step without an accent.

The Accent velocity value is capped at 127.

NOTE

Accent affects both notes when Accent and Ratchet [37] are both active for a step.

Arp Ratchet

When Arp Ratchet is on, the Function button lights yellow and any steps with Arp Ratchet on light yellow.

When you add arp ratchet to a step, the arp plays two triggers for that step. For example, if the arp is at 1/16 a step with ratchet on plays two 1/32 notes. The pitch of the notes stays the same.

Custom Pad Mode

This pad mode gives you freedom over whichever parameters you wish to control. Using Novation Components, you can edit the messages the pads send out in Custom Mode.

Score Log

The Score Log button allows you to insert all MIDI notes received by FL Studio in the last five minutes into the selected pattern. If note data is already in the pattern, a popup asks you to confirm to overwrite the notes.

This button is identical to using the Tools > Dump Score Log to Selected Pattern option in FL Studio.

Quantise

When you press the Quantise button on FLkey it performs the ‘quick Quantise start times’ function in FL Studio. This quantises all note's start positions in the piano roll for the currently selected Channel Rack channel to the current piano roll snap setting.

To access Quantise, hold Shift and press the Score Log button.

Undo/Redo Functions

You can press the Undo and Redo buttons on FLkey to trigger FL Studio's undo and redo functions. The FL Studio setting "Alternate undo mode" doesn't affect how these buttons work.

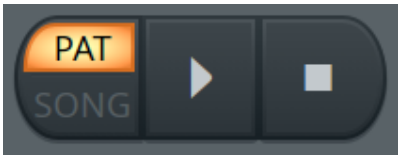
Metronome

The Metronome button toggles FL Studio's metronome on/off.

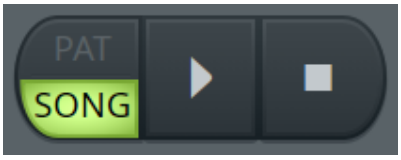
Pattern/Song mode button

The Pattern/Song mode button switches FL Studio between pattern and song mode.

In Pattern Mode, only the current pattern is played. In Song Mode the whole Playlist arrangement is played.



Pattern mode active.



Song mode active.

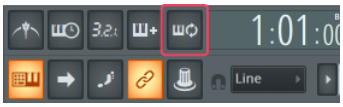
View Channel Rack Selections

Hold **Shift** in any pad layout mod while the FL Studio Channel Rack is visible to see the current selection. This applies to Channel Bank Selection, Channel Rack encoder control and Channel Selection. If you select a Mixer encoder mode, this displays the selected mixer bank.

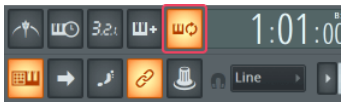
Loop Record

(on first boot)
You can't toggle Loop Record from FLkey, it's set to ON the first time you connect the FLkey to FL Studio. This ensures your current pattern loops when recording, and doesn't extend infinitely.

To disable Loop Record, to the left of FL Studio's main clock is an icon with a keyboard and circular arrows. If you disable Loop Record, it stays disabled– even if you disconnect and reconnect FLkey.



Loop Record Off



Loop Record On

Focussing FL Studio's Windows

Some interactions with FLkey affect the focused window in FL Studio. The following actions focus the Channel Rack:

- Pad Modes
    - Channel Rack
    - Sequencer
- encoder modes
    - Channel Volume
    - Channel Pan
- Paging left or right on the Sequencer
- Selecting a channel in the Channel Rack

The following actions focus the Mixer:

- encoder modes
    - Mixer Volume
    - Mixer Pan
- Moving a Mixer Volume or Pan encoder
- Banking in the mixer

The following actions focus the plugin for the selected channel:

- Moving a Parameter in Plugin encoder mode

Playing the FLkey 2's keyboard

Your FLkey 2 keyboard gives you both Octave and Transposition options.

Changing Octave

When you power on your FLkey 49 its keyboard defaults to the note range C1 - C5 where C3 is middle C.

You can change the octave range using the Octave - and Octave + buttons. The octave shift range for the FLkey 49 is -3 to +4 octaves.

To reset to the default octave, press both Octave - and Octave + buttons together.

When you change the Octave range, the screen temporarily shows the octave shift in a number (e.g +1) and the range the current keyboard is at, e.g. C1 – C5.

In addition to the temporary screen display, the Octave buttons light to show the octave position.

With no octave shift, the Octave buttons are dim. When you shift up an octave the Octave + button lights brighter, when you shift down an octave the Octave - button lights brighter. The button brightness shows the shift amount, the brighter the button, the more the shift.

In total, there are 128 MIDI notes. 128 is not divisible by 12 so you can shift the octave and transposition, so some keys are out of the MIDI note range. When you shift to the extreme ends of the MIDI note range, out of range keys won't play any notes.

Transposing the keys

You can transpose your FLkey 2 49's keys up or down in semitone increments. The transposition range is ±12 semitones.

To transpose the keys, hold the Shift button and press Octave - or Octave +. Octave - transposes the keys down one semitone, Octave + transposes the keys up one semitone.

To reset to the default transposition, hold Shift and press both Octave - and Octave + buttons together.

When you change transposition, the screen temporarily shows the semitone shift as a number and the current keyboard range.

Playing with Parts

Your has two Parts. The two parts play out on two configurable MIDI channels. You can set the MIDI channels for each Part in the Settings [71] menu.

You can play the parts individually, split across the keyboard, or layer the two parts.

To select a Part mode, hold Shift and use Fader buttons 6-9. When you hold Shift, the currently selected Part mode lights bright yellow and the other options light dim yellow.

The part modes are:

Fader Button	Part Mode	Behaviour
6	Part A	The keyboard plays on Part A MIDI channel (default mode)
7	Part B	The keyboard plays on Part B MIDI channel.
8	Layer	The notes are duplicated and play on both Part A and Part B MIDI channels
9 (Arm/Select)	Split	Keys below the Split point play on Part A MIDI channel, the Split point key and above play on Part B MIDI channel.

TIP

Using the Split part mode is a really useful tool for playing bass instruments alongside lead sounds, for example you could try the following:

- A cello/double bass on the left hand using the lower keys and a violin on the upper octaves.
- A mono bass synth on the lower notes and polyphonic pad on the upper octaves.

- A bass guitar sample on the left with a guitar or piano sound on your right hand.

Setting the Part Split point

Split point refers to the first note of Part B when your FLkey 2 is in Split mode. To set the Split point for the two parts:

1. Hold Shift (or double press to latch).
2. Press and hold Fader button eight (Part Mode: Split).
3. Keep holding the Shift and fader buttons, and press a key on the keyboard to choose a Split point.
4. Release the fader eight and shift buttons to save the split point.

NOTE

When you release the buttons, your keyboard is now in Split mode.

When you press a key, the screen shows you the current split point.

NOTE

The default Split point is C3. The Split point note is the first note of Part B.

Using FLkey 2 49's built-in features

Using the FLkey 2's Arpeggiator (Arp)

An arpeggiator (arp for short) allows you to hold a number of notes, e.g. a chord, and your FLkey 2 plays each note individually in a sequence.

To enable your FLkey 2's arp press the Arp button. When the Arp is on, the Arp button lights and the screen shows the arpeggiator controls in the order they are assigned to the encoders:

1. BPM (Tempo) [48]
2. Swing [49]
3. Rate [49]
4. Gate [50]
5. Type [50]
6. Oct (Octaves) [50]
7. Mut (Mutate) [50]
8. Rytm (Rhythm) [51]

TIP

Holding Shift and pressing Arp latches the arpeggiator. Any notes you press last indefinitely while the arp continues to play them. You can trigger a new set of notes to overwrite the arp notes.

Arp latch is really useful for experimenting with arp settings without keeping your fingers on the keys.

Arp Controls

With Arp on, the FLkey 2's encoders map to the arp's controls. Moving an encoder temporarily displays the parameter and the value on the FLkey 2's screen.

TIP

Hold Shift and move an encoder to show the parameter on the screen without changing it.

The following arp controls are available on the encoders:

Encoder	Parameter	Default value
1	Tempo (BPM)	120
2	Swing	0
3	Rate	1/16
4	Gate	50%
5	Type	Up
6	Octaves (Oct)	1
7	Mutate (Mut)	0%
8	Rhythm (Rytm)	0

Arp Tempo

Tempo controls the arp's speed in beats per minute (BPM) when your FLkey 2 isn't receiving a MIDI clock.

You can set the internal tempo of the FLkey 2 from 40 to 240 BPM using encoder 1. The default tempo is 120 BPM.

When your FLkey 2 is receiving MIDI clock, and you move encoder 1, the screen displays the tempo it's synchronising to instead of the internal BPM.

Arp Swing

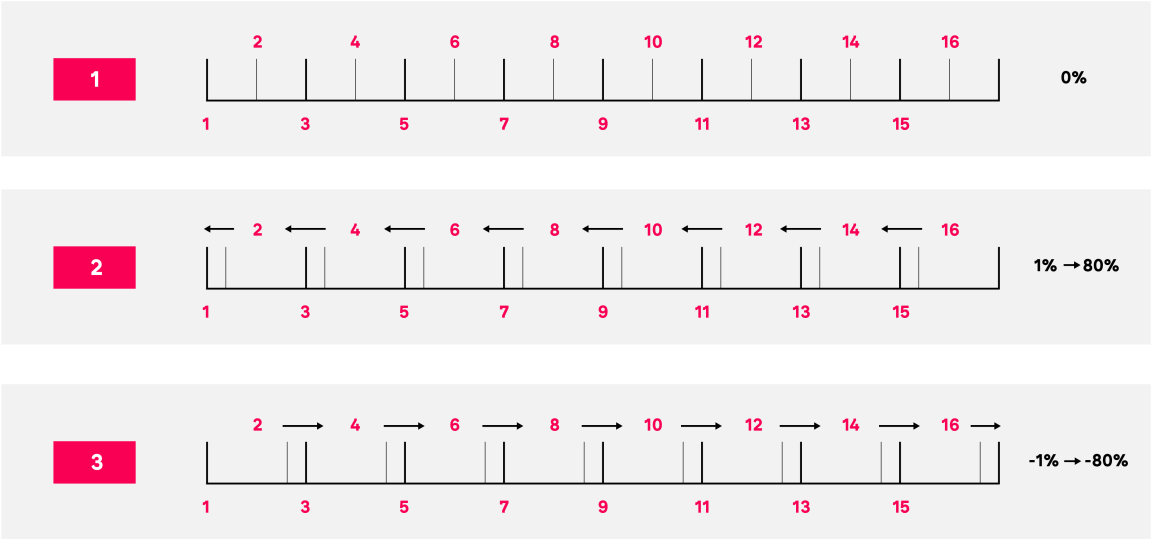
By default, each note in an arpeggiator pattern is equally spaced in time. At the default tempo and rate of 120 BPM, 16th notes the pattern repeats every two seconds, making the steps one-eighth of a second apart.

Changing the Arp Swing parameter from its default value of 0% changes the timing of even-numbered steps (the offbeats).

You can adjust swing using encoder 2 in the range of -80%, negative swing, to +80%, positive swing.

A negative swing value shortens the time between an even step and the previous odd step, a positive Swing value has the opposite effect.

This diagram gives a rough visual representation of what happens in each swing setting:



Arp Rate

You can control the Arp rate, or the musical division of the arp notes, using encoder 3. Arp rate defines how often the notes play per bar.

The Rates available are:

- 1/4
- 1/4 triplet
- 1/8
- 1/8 triplet
- 1/16
- 1/16 triplet
- 1/32
- 1/32 triplet

Arp Gate

Encoder 4 controls how much of the time between the arp notes each note fills. The range is 0% to 95%.

TIP

It is possible to have longer gates, see Arp Tie [36] for more information.

Arp Type

Encoder 5 changes the Arp Type. Arp Type refers to how the notes, or chord, you are holding are played by the arpeggiator.

Arp Type	Behaviour
Up	Plays each note from the lowest note to the highest note.
Down	Plays each note from the highest note to the lowest note.
Up/Down	Plays each note from low to high, then back again. The highest and lowest notes **are not** repeated.
Up/Down 2	The highest and lowest notes **are** repeated.
As Played	Plays the notes you're holding in the order you played them.
Random	Plays the notes you're holding in a random order.
Chord	Plays all notes as a chord on each arpeggiator step.
Strum	Notes play when you move the modulation control. Hold some keys and as you move up or down with the modulation control the notes (or Latched or Chord mode notes) play. This emulates the way chords are strummed on a guitar.

Arp Octave

Encoder 6 adjusts the number of octaves the arpeggiator plays the notes over. You can select from one to four octaves.

Arp Mutate

Encoder 7 adjusts how much the mutate control affects the arpeggiator. Arp mutate affects all arp types.

Turning encoder 7 adds variation to every note in your arpeggio. A new 'mutation' happens each time you move the encoder or retrigger from the keys. When you stop turning the encoder, the notes are set and repeat indefinitely.

Encoder position	Possible mutation applied (semitones)
0	No additional notes
1 - 19	+12
20 - 63	+12, -12, -7
64 - 100	+12, -12, -7, +7
101 - 115	+12, -12, -7, +7, +3, +4, +10
116 - 127	Any note from -12 to +12

Arp Rhythm

Encoder 8 changes the arp's rhythm and shows a representation of the steps on the screen.

Turning the Rhythm encoder makes rhythmic variations. Every time you move the encoder, you'll create a different pattern of rests.

Arp Pattern Mode

Arp Pattern is a pad mode that brings your arpeggiator steps onto the pads and gives you extra arp functionality for more interactive arp editing.

To access Arp Pattern Mode, hold shift and press Drum Pad 13.

When you select Arp pattern mode, the screen temporarily shows Pad Mode Arp Pattern.

In Arp Pattern Mode:

- Active steps are lit blue and inactive steps are unlit. The arp plays active steps and mutes for inactive steps. When the arp is playing, the current step position lights on the top row of pads.
- You turn off arp steps using the top row of drum pads. Press a pad to remove the step from the arp sequence.
- The bottom row of pads gives you more arp functions you can control per step. Press the button to cycle between the three functions available: Accent [37], Ratchet [37] and Tie [36].

These steps are the same as the arp rhythm pattern. Arp rhythm mode affects the grid, changing the arp rhythm value changes the pattern shown in the grid and overwrites any changes you make.

Arp Tie

When Arp Tie is on, the Function button lights red and any steps with Arp Tie light red.

Arp tie, links two notes in an arp pattern together. In Arp Tie mode, press a pad on the bottom row to tie that arp step to the next step. The pad turns red to show the step above it is tied.

When a step has a tie on it, the Arp gate increases to 110%.

Arp Accent

When Arp Accent is on, the Function button lights orange and any steps with Arp Accent light orange.

When you add an accent to a step, the Arp step's velocity jumps by +30 velocity compared to the step without an accent.

The Accent velocity value is capped at 127.

NOTE

Accent affects both notes when Accent and Ratchet [37] are both active for a step.

Arp Ratchet

When Arp Ratchet is on, the Function button lights yellow and any steps with Arp Ratchet on light yellow.

When you add arp ratchet to a step, the arp plays two triggers for that step. For example, if the arp is at 1/16 a step with ratchet on plays two 1/32 notes. The pitch of the notes stays the same.

Using the FLkey 49's Chord Modes

Your FLkey 2 has three different built in chord modes to help you create ideas or push your music to the next level. The chord modes available are:

- Chord Map - set the scale and use the encoders and performance controls to discover new chord banks and play them via the drum pads.
- User Chord - define the key chords in your workflow by assigning your favourites to the drum pads.
- Fixed Chord - set up a chord using the keys and play it in new places using a single key press.

NOTE

Chord modes on your FLkey 49 may not be on the same MIDI channel as your keys. By Default, Chord modes send their notes out on MIDI Channel 3. To change this, go to: Settings → Press the Pad ˄ up and ˅ down buttons until you see Chords Channel → Set the channel using the pads or Encoder 1.

Chord Map

In Chord Map mode, your FLkey 2's pads and encoders enable you to perform chords that fit with the Scale you select. Chord map is based on a few key functions:

- The leftmost eight pads, the Chord pads, allow you to play chords that fit the selected scale. Press the eight pads to trigger the chords. Although there are eight chords accessible, each chord map gives you access to 40 chord banks that fit the scale.
- The rightmost six pads, or Performance pads, let you perform the chords in different ways (e.g. arps or inversions). To use the performance pads, hold the performance pad and press the blue chord pads to play the chords with the performance effect (you might need to press the chord pad multiple times to hear the full performance effect).
- The encoders give you access to parameters to change the chords, Adventure, Explore, Spread, and Roll. Changing the Adventure and Explore parameters gives you access to the 40 banks of eight chords. The Spread and Roll parameters change the way the chords sound.

To access Chord Map, press the Chord Map button.

NOTE

If your encoders are in a different mode you can hold the **Chord Map** button to quickly access the Chord Map parameters on the encoders. When you release the button, the encoders go back to the previous encoder mode.

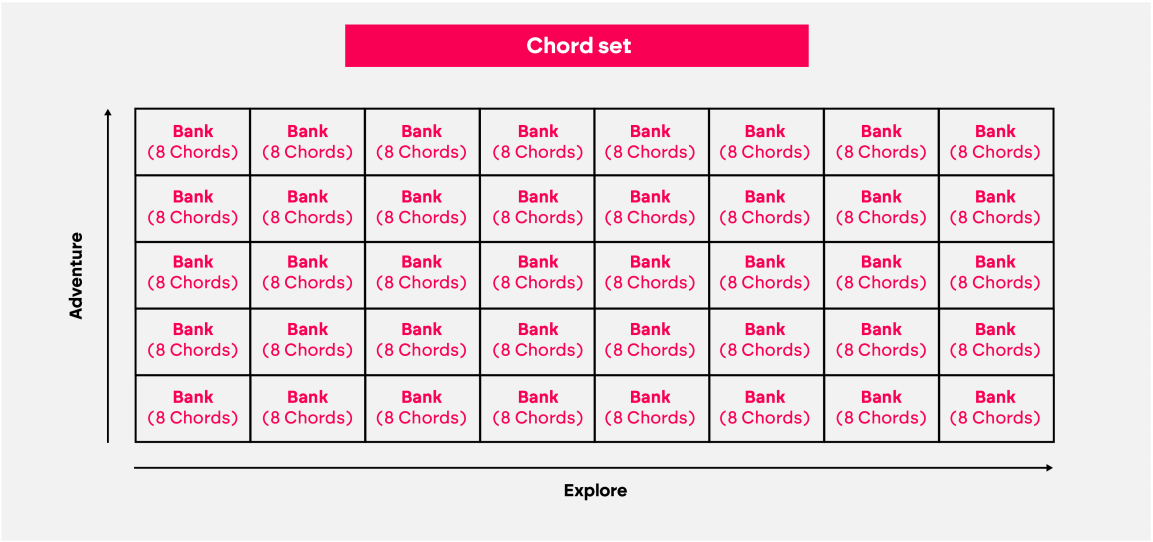
Chord Map Sets

Chord map gives you a chord set to match the key and scale you've selected using scale mode.

When you play a chord, the screen shows the name of the chord and visual representation of the keyboard notes it's triggering.

The chord sets and the matching scales are shown in the table below:

Chord Set	Scales
Major	Major
	Major Pentatonic
	Whole Tone
Minor	Minor
	Minor Pentatonic
	Blues
	Melodic Minor
	Hirajoshi
	Kumoi
	Hungarian Minor
Dorian	Dorian
	Dorian #4
Mixolydian	Mixolydian
Lydian	Lydian
	Lydian Augmented
	Lydian Dominant
Phrygian	Phrygian
	In Sen
	Iwato
	Pelog-Selisir
	Half Whole Diminished
Locrian	Locrian
	Super Locrian
Harmonic Minor	Harmonic Minor
	Bhairav
	Whole Half Diminished
Harmonic Major	Harmonic Major
Phrygian Dominant	Phrygian Dominant
	Pelog-Tembung
	8 tone spanish



Each Chord Set is made up of 40 chord banks. If you imagine there's a table of the chord banks with a scale of Explore and Adventure, as you increase each parameter you progress across the chord banks. The higher the Adventure and Explore parameters, the more gnarly the resulting chords get.

Chord Map performance pads

The right-most six pads (Pads 6-8 and 14-16) enable the Chord map performance functions. To use them, you hold the performance pads then press the chord pads. When you hold the performance pad, it changes how you play the chord.

The performance pads change the chords in the following way. For detailed descriptions, see the relevant section.

Pad	Behaviour
6	Manual Arp Up [57] - each press on the chord pads cycles through the chord's notes.
7	Inversion Up [59] - Plays through the chord's different inversions with each press.
8	Split: Bass + Chord [60] - Two presses of the chord pad play the bass note, followed by the rest of the chord's notes.
14	Manual Arp Down [57] - each press on the chord pads cycles through the chord's notes.
15	Inversion Down [59] - Plays the chord's first inversion down.
16	Split: Left and Right [60] - Two presses of the chord pad play what would be the left and right handed versions of the chord.

NOTE

You can only use one performance pad at a time.

To latch a performance pad, so you don't have to hold it:

1. Press the Channel Rack up to enable latching.
2. Press the performance pad you'd like to latch.

When Latch is on, the Channel Rack up lights white and the performance pads toggle between on and off.

Turning latch off, turns off any active performance/modifier pads.

Chord Map Manual Arp

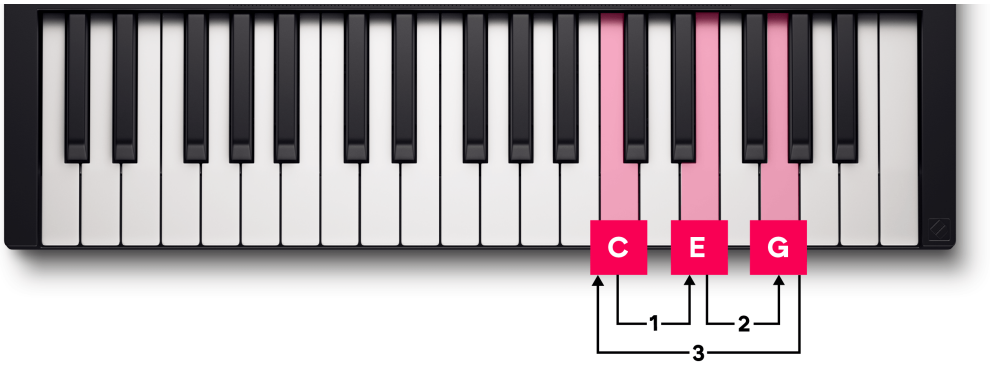
The manual arp performance modes (there are two modes, Manual Arp Up and Manual Arp Down) change the chord pads from playing a chord to playing each note of the chord, with each press of the pad. For example, to play a three note chord (a triad) you need to press the chord pad three times to play all three notes of the chord.

Changing chord or releasing the performance pad resets the arp cycle.

Manual Arp Up

In Manual Arp Up mode, the chord notes cycle from the lowest note of the chord to the highest note of the chord, then reset.

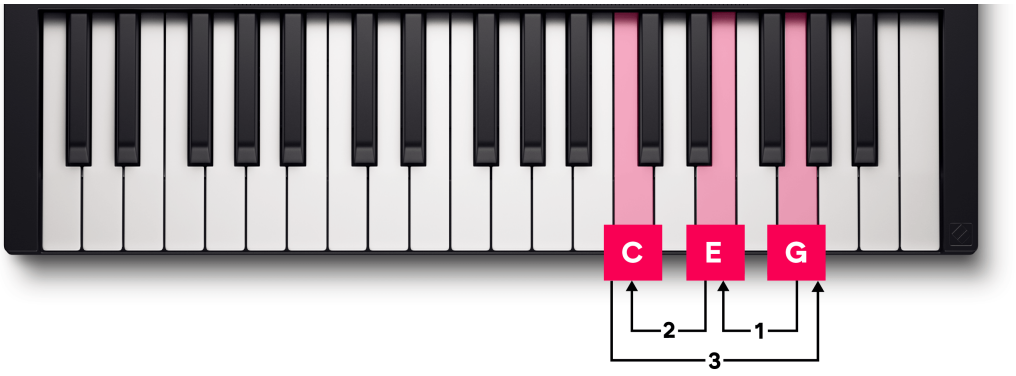
In the case of a C Major chord the notes are C, E and G; Manual Arp Up plays the notes in the order C, E, G, C, E, G, C etc.



Manual Arp Down

In Manual Arp Down mode, the chord notes cycle from the highest note of the chord to the lowest note of the chord, then reset.

Again, in the case of a C Major chord where the notes are C, E and G; Manual Arp Down, plays the notes in descending order G, E, C, G, E, C, G etc.



Chord Map Inversion

The Inversion performance pad allows you to play through different chord inversions each time the chord pad is played. In music, a chord inversion is a different way of playing a chord where the root note (the chord's name, e.g. C) is no longer the bass, or lowest, note in the chord.

To do this, hold the inversion performance pad and each time you press the chord pad it pitches the notes in the chord up (Inversion Up) or down (Inversion Down) by an octave, starting with the lowest note. After all notes have been pitched up (four presses) the chord resets to the original chord.

The cycle resets whenever you play a new chord or release the performance pad.

Inversion Up

With Inversion-Up held, a C major triad (C, E and G) looks like this:

Action	Chord output
Chord pad played without the performance pad	C3, E3, G3
Inversion pad held, chord pad 1st press	C4, E3, G3 (1st inversion)
Inversion pad held, chord pad 2nd press	C4, E4, G3 (2nd inversion)
Inversion pad held, chord pad 3rd press	C4, E4, G4, (Octave up)
Inversion pad held, chord pad 4th press	C3, E3, G3, (Original Chord, Cycle resets)

Inversion Down

With Inversion Down held, a C major triad (C, E and G) looks like this:

Action	Chord output
Chord pad played without the performance pad	C3, E3, G3
Inversion pad held, chord pad 1st press	C3, E3, G2 (2nd inversion)
Inversion pad held, chord pad 2nd press	C3, E2, G2 (1st inversion)
Inversion pad held, chord pad 3rd press	C2, E2, G2, (Octave down)
Inversion pad held, chord pad 4th press	C3, E3, G3, (Original Chord, Cycle resets)

Chord Map Split Mode

The Split modes emulate playing the keyboard with two hands.

- In Split: Bass + chord, the first press plays the bass note. The second press plays the rest of the chord's notes.
- In Split: Left and right, the first press plays the two lowest notes. The second press plays the rest of the chord's notes.

Like the other modes, these cycles are reset when the chord changes or if you release the performance pad.

In both modes, the first press plays straight, the 2nd press follows the roll function.

Fixed Chord Mode

Fixed Chord mode allows you to assign a chord to the keys. You can make chords up to six notes using the keyboard, then play and transpose the same chord harmony playing the keys up and down the keyboard.

Assigning a Fixed Chord

1. Press and hold the Fixed Chord button.
2. Press the notes on the keyboard you want to assign to the chord. You can either play the entire chord, or play each note independently (e.g. for chords you can't play with one hand). The screen shows a visual representation of the chord's notes and name.
3. Release the Fixed Chord button.

Fixed Chord remembers the notes and intervals, and Fixed chord mode is now on. The Fixed Chord button lights to shows this.

To turn Fixed Chord mode on/off, press the Fixed Chord button. The last saved chord is available. To reassign the Fixed Chord, repeat the steps above. This clears the previous chord.

Removing a Fixed Chord

1. Press and hold the Fixed Chord button.
2. Press any single key on the keyboard.
3. Release the Fixed Chord button.

User Chord Mode

User Chord mode allows you to input your own chords.

When you're in User Chord mode, if you've not added any chords yet the pads are blank. In the following example we've added chords to five pads:

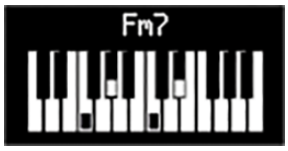
To play a chord, press a blue pad. The pad lights white when you're playing a chord.

Assigning User Chords

To assign a user chord to the pads:

1. Press and hold a blank pad. The screen shows a representation of the keyboard.

2. Press the notes on the keyboard you want to assign to the chord. You can either play the entire chord, or play each note independently (e.g. for chords you can't play with one hand). You can assign up to six notes– the FLkey 2 ignores any extra notes.
   The screen shows the notes you've added to the chord and the chord name:



3. Release the pad.

Transposing User Chords

In User Chord mode you can use the page ˄ up and ˅ down buttons, to the left of the pads to transpose the entire User Chord bank.

To transpose by a single semitone, press either the pad up or pad down button. You can transpose up to 12 semitones (one octave) up or down.

To transpose by an octave (12 semitones) hold shift and press the pad up or pad down buttons. You can transpose up to three octaves, up or down.

Removing User Chords

To remove your User Chords, hold the Channel Rack down button and press the chord's pad you want to remove.

When you hold the button, any pads with a chord light red and the screen shows “Delete Chord!”:

Using the FLkey 49's Scale Mode

Scale mode allows you to pick a scale and your FLkey 2 helps you play in that scale more easily.

To enable scale mode, press the Scale button. When you turn on scale mode, the screen shows the currently selected scale:

NOTE

If your encoders are in a different mode you can hold the **Scale** button to quickly access the Scale mode parameters on the encoders. When you release the button, the encoders go back to the previous encoder mode.

Changing the scale

You can change the scale using the first three encoders.

1. Encoder 1 changes the scale's root note. The default root note is C.
2. Encoder 2 changes the scale. The default scale is Major.
3. Encoder 3 changes the scale mode. There are three modes:
    - Snap to scale [64]
    - Filter out of scale [64]
    - Easy scale. [64]

    The Default mode is Snap to Scale.

TIP

Hold Shift and move an encoder to show the parameter on the screen without changing it.

Scales

The table shows the Scales available by moving encoder 2.

Scales	
Major	Dorian #4
Minor	Phrygian Dominant
Dorian	Melodic Minor
Mixolydian	Lydian Augmented
Lydian	Lydian Dominant
Phrygian	Super Locrian
Locrian	8-tone Spanish
Whole Tone	Bhairav
Half Whole Dim	Hungarian Minor
Whole Half Diminished	Hirajoshi
Blues	In-Sen
Minor Pentatonic	Iwato
Major Pentatonic	Kumoi
Harmonic Minor	Pelog-Selisir
Harmonic Major	Pelog-Tembung

Snap to Scale

In Snap to Scale mode, your FLkey 2 rounds any note outside the Scale to the nearest note in the chosen scale.

Filter out of Scale

In Filter out of Scale mode, your FLkey 2 filters out any notes not in the chosen scale. Any time you press the key of a note not in the scale, that note won't play.

Easy Scale

In Easy Scale mode, your FLkey 2 maps all the notes in your chosen scale to your FLkey 2's white keys.

TIP

If your chosen scale has less than seven notes, the scale won't match the octaves on the keyboard. This allows you to do harp-like runs by dragging your fingers up and down the keyboard.

Octave Buttons

Pressing the Octave buttons increments and decrements the keyboard octave by ±1. The available octaves range from C0 to G10 in FL Studio (C-2 – G8 with other software). Shift-pressing the Octave buttons transposes the keyboard up or down by one semitone.

After you change the octave, the screen displays the current Octave range. You can tell if your keyboard is in a different Octave as the Octave +/- button lights. The brighter the button, the more octaves you have moved.

To reset the keyboard octave to 0, press the Octave +/- buttons simultaneously. To reset the keyboard transposition to 0, hold shift and press the Octave +/- buttons simultaneously.

Hold Shift and press Octave +/- to transpose the keyboard up or down in semitones. The screen shows the transposition amount.

Using FLkey 2 49's Custom Modes and Components

Custom Modes allow you to create unique MIDI templates for each control area. You can create templates and send them to the FLkey from Novation Components. To access Components, visit components.novationmusic.com using a Web MIDI-enabled browser (we recommend Google Chrome, Opera, or Firefox). Alternatively, download the Components standalone version from your Novation Account page.

Custom Modes

You can configure the FLkey 2 49's controls to send custom messages using Novation Components. We refer to these custom message configurations as Custom Modes. To access the Custom Modes, press Shift and the Custom Mode Pad buttons.

NOTE

When using Custom Modes, the 16 velocity-sensitive pads light in response to incoming MIDI messages. This allows visual feedback from external hardware or software, improving integration and live performance control.

Custom encoder mode

FLkey 2 has one Custom encoder mode. To access Custom Mode, hold Shift and press the encoder Mode Custom button. You can set the CC numbers using Components.

Without customising anything, the default custom encoder mode already sends messages. You can use FL Studio's Multilink to Controllers function to assign the encoders to parameters in FL Studio.

Custom Pad Modes

FLkey 2 has two Custom pad modes. To access Custom Modes, hold Shift and press one of the Custom Pads. You can set a pads's output using Components.

Without customising anything, the default Pad Custom Modes already send messages. You can use FL Studio's Multilink to Controllers function to assign the Pads to parameters in FL Studio.

Custom Fader Modes

FLkey 2 has one Custom fader mode. To access Custom Modes, hold Shift and press the Custom button. You can set a fader's output using Components.

Without customising anything, the default Fader Custom Mode already sends messages. You can use FL Studio's Multilink to Controllers function to assign the faders to parameters in FL Studio.

Using the FLkey 2 49 with other DAWs

You can use your FLkey 2 49 in a range of other DAWs. The HUI integration allows you to use some main features of the FLkey 2 49 without dedicated scripts.

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 FLkey 2 49, 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 FLkey 2 49 HUI in your DAW

HUI integration in most DAWs isn't automatic; you'll need to change some settings to get your FLkey 2 49 to work.

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(FLkey 2 49 MIDI) [Emulated]**.
    - macOS: **Predefined > FLkey 2 49 DAW Out**
5. Under '**Send To**', select
    - Windows: **Predefined > MIDIOUT2 (FLkey 2 49 MIDI) [Emulated]**.
    - macOS: **Predefined** > **Predefined** > FLkey 2 49 **DAW In**.
6. If set up correctly, the settings should match the following, with '**# Ch's**' set to 8:
7. Click '**OK**'.

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** FLkey 2 49.
5. Select **MIDI OUT 2** under **MIDI output** FLkey 2 49.
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 - FLkey 2 49 - DAW Out** under '**MIDI input**':
5. Select **Focusrite - Novation - FLkey 2 49 - DAW In** under '**MIDI output**':
6. Click '**OK**'.
7. Click '**OK**' to close the window.

Studio One

Keyboard control

1. Click '**Studio One**' at the top of the screen.
2. Click '**Options**'.
3. Go to '**External Devices**'.
4. Click '**Add**'.
5. Click '**New Keyboard**'.
6. Set '**Receive From**' and '**Send To**' to the FLkey 2 49's **MIDI ports** (first entries):
7. Enable '**Send MIDI Clock**' and '**Use MIDI Clock Start**'.
8. Click '**OK**' at the bottom of the window.

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 FLkey 2 49'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.

What functions work via HUI?

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

- **DAW Mode** – the pads control **Mute/Solo**.
- **Mixer Mode** – the encoders control **Pan**.
- **Sends Mode** – the encoders control **Sends A-E**. The Encoder Bank buttons toggle between the different sends.
- The transport controls map to the corresponding transport functions in your DAW.
- Holding Shift and moving an encoder previews the encoder parameter on the screen, without affecting the value.

FLkey 2 49 Settings

To access the Settings menu, press the Settings button. When settings is active, the Settings button is fully lit.

The Settings menu takes over the screen, pads, and encoders. To navigate settings, use the:

- ˄ Up and ˅ down buttons to move through the settings screens.

Each screen shows you the Setting and the current value:

To exit Settings, press Settings again. This returns the keyboard to its previous pad and encoder modes.

The settings are:

Setting	Value range	Description	Default value
Part A Channel	1-16	Sets the MIDI channel part A transmits on.	1
Part B Channel	1-16	Sets the MIDI channel part B transmits on.	2
Chords Channel	1-16	Sets the MIDI channel the chord modes transmit on.	3
Drums Channel	1-16	Sets the MIDI channel the drum mode transmit on.	10
Vel Curve (Keys)	Soft Normal Hard Fixed	Sets the key's velocity curve.	Normal
Vel Curve (Pads)	Soft Normal Hard Fixed	Sets the pad's velocity curve.	Normal
Fixed Velocity	1-127	Changes the value of the fixed velocity and the accent value in the arp gates.	120
Arp Velocity	On/Off	When on, the Arp takes the velocity values from the keys. When off, Arp velocity defaults to 100.	On
Arp Note Source	Part A Part B	Sets which part triggers the arpeggiator.	Part A
Pad Aftertouch	Off Channel Poly	Defines if the pads transmit aftertouch and if so, which type.	Polyphonic
Pad AT Threshold	Low Normal High	Sets the point when aftertouch starts on the pads.	Normal
MIDI Clock Out	On/Off	Enables or disables if the FLkey 2 transmits MIDI clock.	On
LED Brightness	1-10	Controls the LED brightness.	8
Screen Brightness	1-10	Controls the screen brightness.	8
Display Timeout	1-10	Changes the length of temporary screen messages in 1 second intervals.	5
Encoders Curve	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.	Slow

Setting	Value range	Description	Default value
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.	Jump
External Feedback	On/Off	Changes incoming MIDI to light corresponding drum or Custom Mode pads.	On
Vegas Mode	On/Off	Enable or disable Vegas mode.	Off
Power On Modes	Fader Mode: Custom Encoder Mode: Custom Pad Mode: Drum – Custom	Sets the default Fader, Encoder and Pad modes.	Fader: Custom 1 Encoder: Custom 1 Pad: Drum

FLkey 2 49 Weight and Dimensions

Weight	4.08kg (9.00lbs)
Height	93mm (3.66")
Width	730mm (28.74")
Depth	264mm (10.37")

A diagram of the FLkey 2 49 with dimensions.

Novation Notices

Troubleshooting

For help getting started with your FLkey 2 49, visit:

novationmusic.com/get-started

If you have any questions or need any help at any time with your FLkey 2 49, visit our Help Centre. Here you can also contact our support team:

support.novationmusic.com

We recommend you check for updates to your FLkey 2 49 so you have the latest features and bug fixes. To update your FLkey 2 49's firmware, you need to use Components:

components.novationmusic.com

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