ENGLISH

FLKEY MINI 25

novation

FLkey 2 Mini 25 User Guide

Version 7.0

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Introduction to the FLkey 2 Mini 25

Sketch beats and finish tracks fast with the mini-keyboard controller for FL Studio. Great-feeling synth-action mini-keys; velocity-sensitive RGB pads; and an array of knobs and buttons give you full control of your FL Studio projects. Officially supported by Image-Line, FLkey 2 Mini 25 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 Mini 25 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 Mini 25 features two octaves of great-feeling, synth-action mini-keys plus pitch and mod touch strips 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. 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 more expressive pads with polyphonic aftertouch, a crisp OLED display, and more powerful built-in creative tools.

Go beyond FL Studio

FLkey 2 Mini 25 works with your whole studio: Connect synths and other MIDI hardware via the mini-jack 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 Mini 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 25 great-feeling, synth-action mini 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.
- **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.
- **Connect to other instruments**
    - FLkey Mini connects directly to synths and other MIDI hardware with a mini-jack MIDI out port.
- **Custom control**
    - Map anything in FL Studio, your plugins, or external hardware to FLkey 2’s pads 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 Mini 25
- USB-C to A cable (1.5 metres)

Troubleshooting

For help getting started with your FLkey 2 Mini 25, visit:

novationmusic.com/get-started

If you have any questions or need any help at any time with your FLkey 2 Mini 25, 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 Mini 25 so you have the latest features and bug fixes. To update your FLkey 2 Mini 25's firmware, you need to use Components:

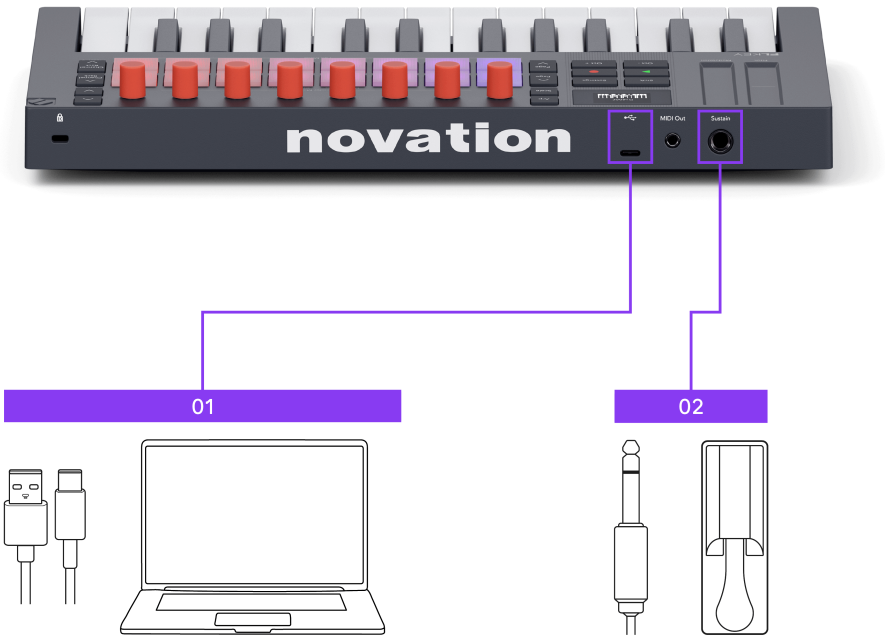
components.novationmusic.com

Getting Started with the FLkey 2 Mini 25

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).

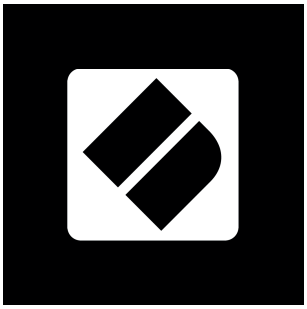


Easy Start

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.

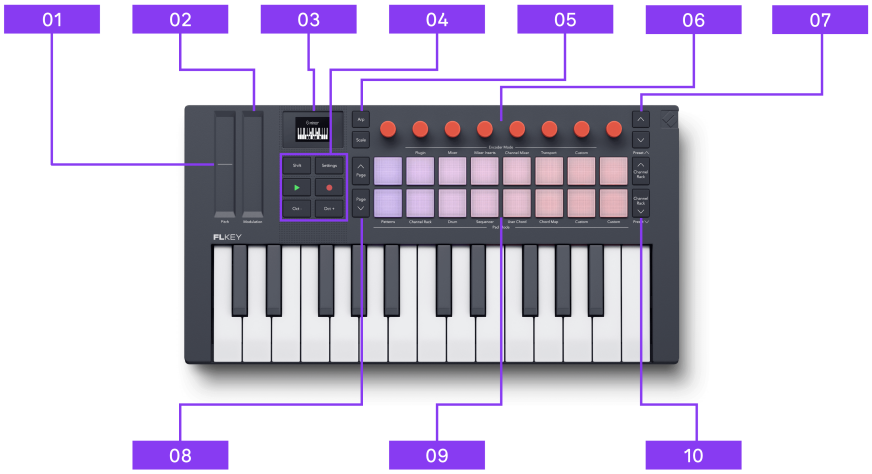
To update your FLkey 2's firmware, you need to use Novation Components. Go to components.novationmusic.com to update your firmware.

Updating your FLkey 2 Mini 25

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

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

FLkey 2 Mini 25 hardware overview



1. **Pitch** touch strip - bend the pitch of the note(s) you're playing and send pitch bend messages.
2. **Modulation** touch strip - a touch-activated strip to control any hardware or software parameter.
3. Screen - displays important information.
4. The six buttons below the screen left to right, top to bottom are the:
    - **Shift** button - access secondary controls assigned to buttons, visible in text on the front panel.
    - **Settings** button [65] - access the settings menu.
    - Transport buttons - Play and Record buttons for controlling DAWs and sequencers.
    - Octave **+** and Octave **-** buttons [39] - transpose the keyboard in octaves. Press both buttons to reset to the default octave.
5. The two buttons to the left of the encoders are the:
    - **Arp** button [43] - enable and control FLkey 2's built in Arp (arpeggiator).
    - **Scale** button [41] - enable and control Scale mode.
6. Encoders - assignable encoder controls.
7. Encoder bank ˄ up and ˅ down buttons - the two buttons to the right of the encoders move up and down through banks of encoder controls.
8. Page ˄ up and ˅ down buttons - two buttons to the left of the pads to move the pads up and down.
9. Pads - 16 pads that change functionality depending on the mode you select.

10. 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.

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

Working with the FLkey 2 Mini 25 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 [61].

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

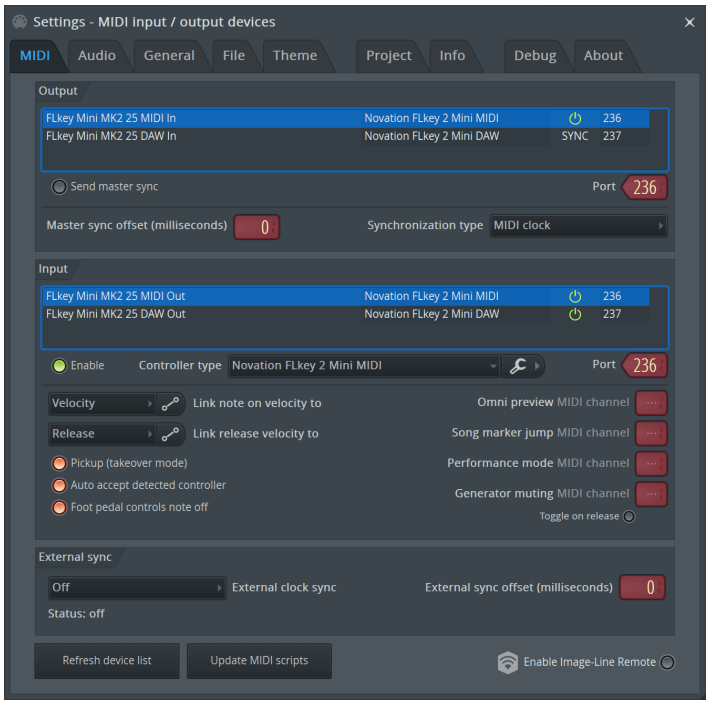
NOTE

FL Studio should automatically detect your FLkey 2 Mini 25. These steps are only if FL Studio doesn't automatically detect your FLkey 2 Mini 25.

If you still have problems make sure:

- You have updated FL Studio to the latest version.
- Your FLkey 2 Mini 25 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.



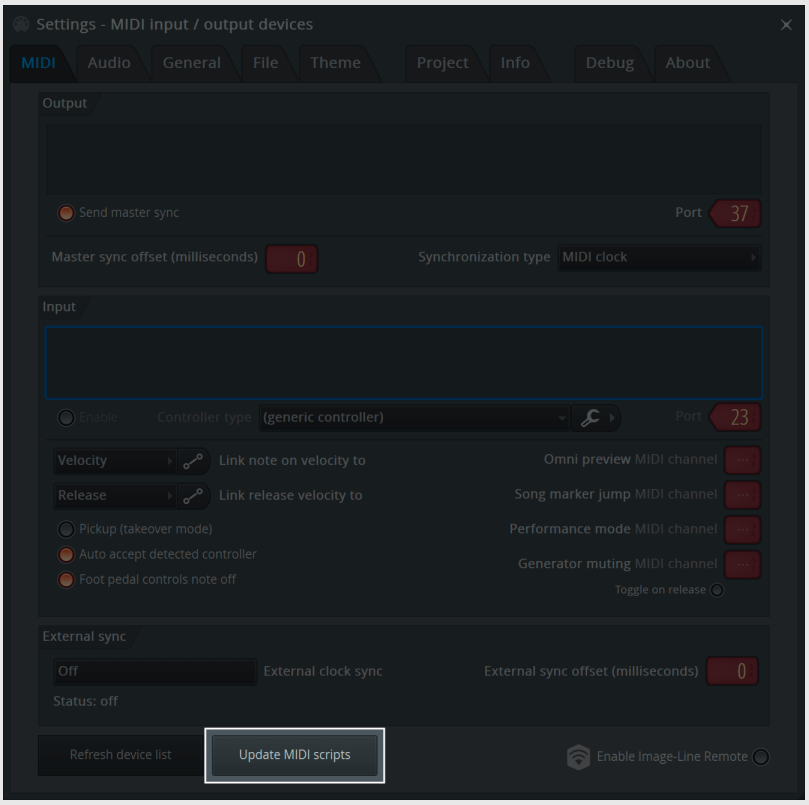
Manual Installation steps:

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 Mini MIDI'.
    - Click on the DAW input, click the '**Controller type**' drop down and choose: 'FLkey 2 Mini 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.

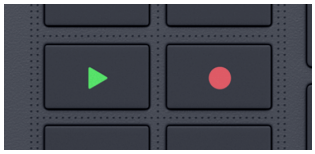
THE FLKEY 2 MINI 25 ISN'T IN MIDI SETTINGS

If you can't see the scripts for your FLkey 2 Mini 25 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 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 Mini 25, so you can keep your whole setup playing, even without a DAW.

External Connections

Connecting FLkey 2 Mini 25 MIDI Out with external MIDI instruments

The FLkey 2 Mini 25 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 Mini 25 with or without a computer. To use the FLkey 2 Mini 25 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.

Pad modes

The FLkey 2 Mini 25 has 16 pads to control various elements inside FL Studio depending on the pad mode.

To access pad modes:

1. Hold or double press Shift to enter shift mode. The pads lights up. The text next to 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 Mini 25's pad modes.

Mode	Use
Patterns	Use the pads to select, add, clone, or navigate through FL Studio patterns displayed in their assigned colours.
Channel Rack	The Channel Rack mode lets you audition and select channels.
Drum	Control Channel Rack plugins like FPC, Slicex, Fruity Slicer, Kepler, or a default chromatic layout directly from the pads.
Sequencer	In Sequencer mode, you can create and edit steps. You can also edit the whole graph editor.
User Chord	Assign custom chords (up to six notes) to pads, and transpose the entire bank by semitone or octave.
Chord Map	Chord Map gives you a set of eight playable chords on the pads to fit the scale you're in. You can develop the chord voicings using the encoders and change the performance using the right-most six pads.
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 [22].

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.

Adding Generators and Effects to the Channel Rack

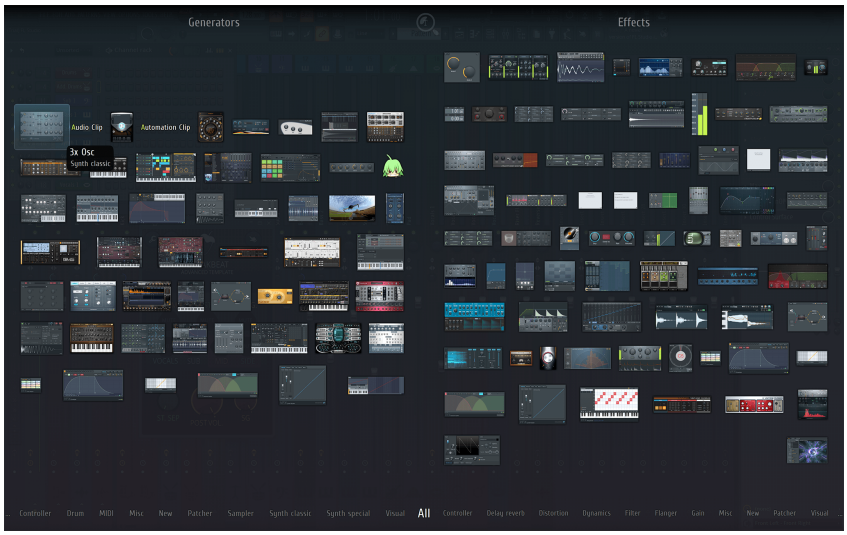
In Channel Rack pad mode you can add generators and effects using your FLkey 2.

When you add a generator, FL Studio adds a new channel in the Channel Rack.

When you add an effect, FL Studio adds it to the currently selected mixer track.

To add a generator or effect:

1. Go to the Channel Rack pad mode.
2. Hold an blank pad on your FLkey 2.
   Wait for the Plugin / project picker to open.



3. Use encoder 1 to choose a generator or effect.

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

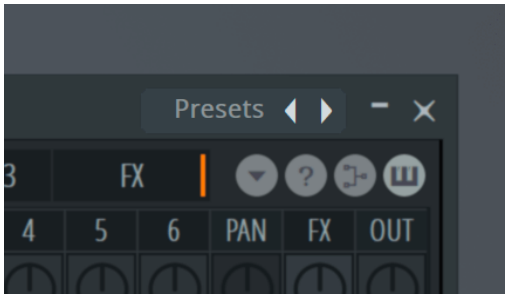
The Channel Rack pad layout follows Channel Rack groups. When you switch Channel Rack groups in FL Studio using the drop-down at the top of the Channel Rack window the pad grid refreshes to display the new bank within the group you select selected.

Preset Navigation

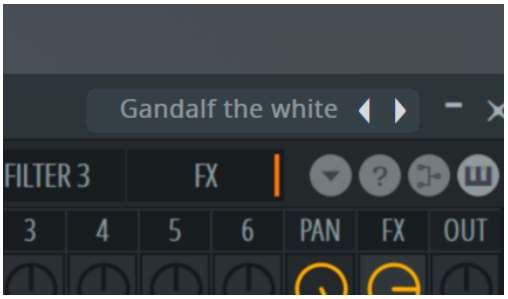
In Channel Rack Pad Mode, you can use the FLkey 2 to scroll through presets.

Select an instrument or plugin and press the Shift + [+] OR [-] 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 Mini 25 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

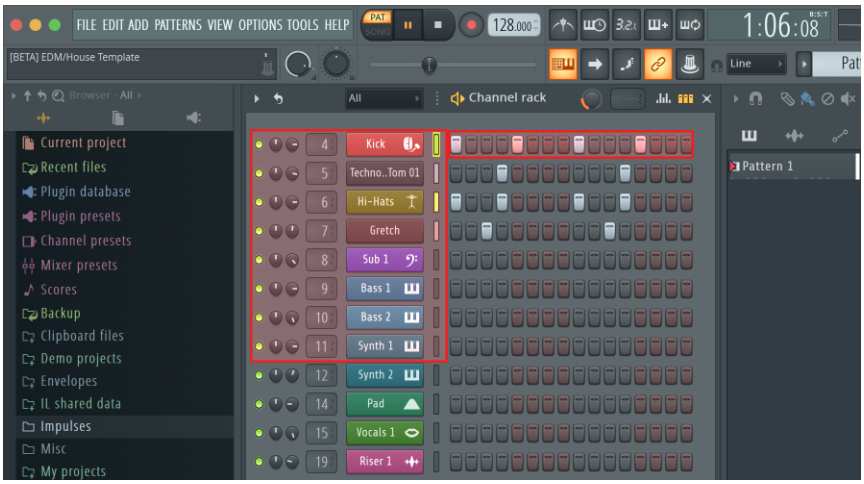
In Sequencer mode, you control the sequencer grid in the FL Studio Channel Rack. You can place and change steps inside the selected instrument and pattern. To use Sequencer mode, hold (or double press to latch) **Shift** + **Sequencer**. The upper row of pads shows steps 1-8, and the lower row steps 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 Mini 25's transport section. You can move the start position using the mouse, the FLkey 2 Mini 25 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.

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:

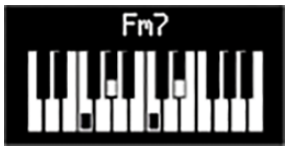
To play a chord, press a blue pad. The pad lights white when you're playing a chord.

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!”:

Disabling Chord Detection

When you're in User Chord mode as you play the keys the FLkey 2 detects the notes you are playing on the keyboard and the screen shows you the chord your playing.

The screen updates every time you play the keys.

If you'd like to disable this feature, for example if you're distracted by the screen constantly changing, press the Channel Rack up button. Press the button again to reactivate the Chord Detection feature.

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.

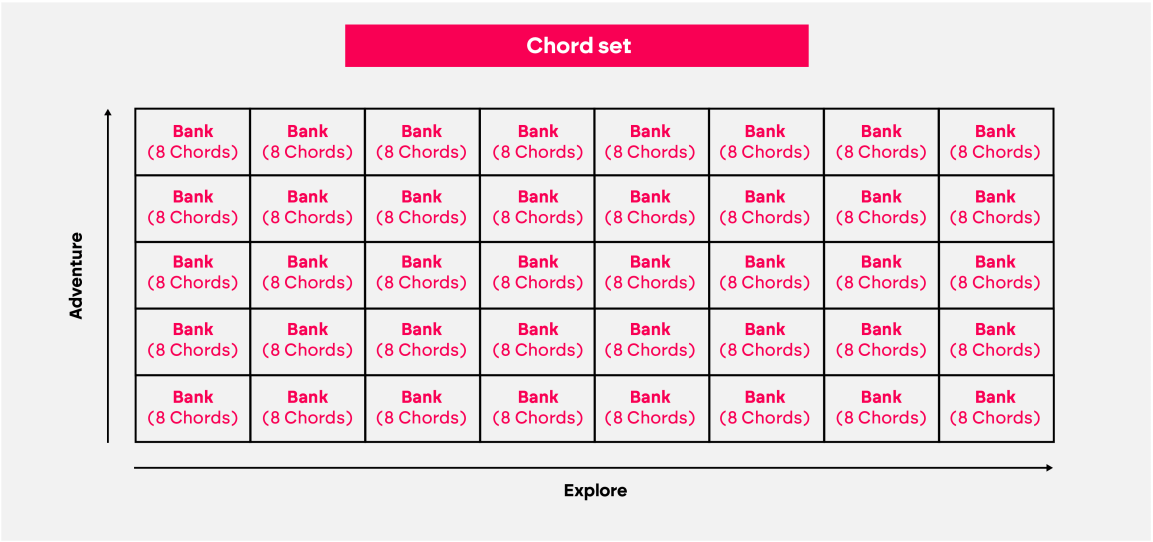
Chord Map Sets

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 [31] - each press on the chord pads cycles through the chord's notes.
7	Inversion Up [33] - Plays through the chord's different inversions with each press.
8	Split: Bass + Chord [34] - Two presses of the chord pad play the bass note, followed by the rest of the chord's notes.
14	Manual Arp Down [31] - each press on the chord pads cycles through the chord's notes.
15	Inversion Down [33] - Plays the chord's first inversion down.
16	Split: Left and Right [34] - 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

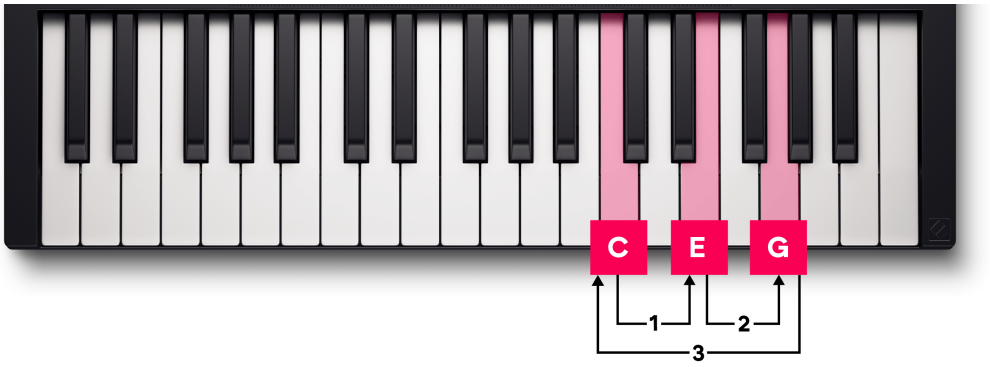
The manual arp performance modes (there are two modes, Manual Arp Up and Manual Arp Down) change the chord pads from playing a chord to playing each note of the chord, with each press of the pad. For example, to play a three note chord (a triad) you need to press the chord pad three times to play all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

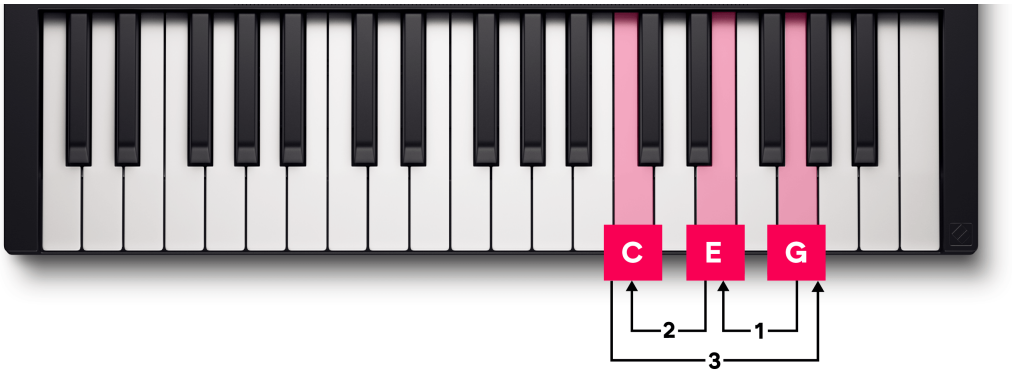
In the case of a C Major chord the notes are C, E and G; Manual Arp Up plays the notes in the order C, E, G, C, E, G, C etc.



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.

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.

Accessing encoder modes

The FLkey Mini 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 text above each pad shows you the pad's encoder mode.
2. Press a pad to select the encoder mode you want to use. The table below lists FLkey Mini'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 has two banks, Mixer Volume and Mixer pan. the encoder bank buttons change between them. Mixer Volume maps the mixer faders in banks of eight to the encoders. Mixer Pan mode maps the Mixer Pan controls, in banks of eight, to the encoders.
Mixer Inserts	
Channel Mixer	
Transport	
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 Shift + 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 Shift + 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.

View Channel Rack Selections

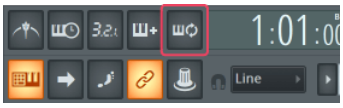
Hold **Shift** in any pad layout mod while the FL Studio Channel Rack is visible to see the current selection. This applies to Channel Bank Selection, Channel Rack encoder control and Channel Selection. If you select a Mixer encoder mode, this displays the selected mixer bank.

Loop Record

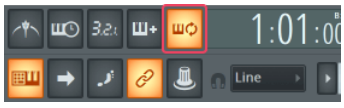
(on first boot)

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 Mini its keyboard defaults to the note range C2 - C4 where C3 is middle C.

You can change the octave range using the Octave - and Octave + buttons. The octave shift range for the FLkey Mini is -4 to +5 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 Mini 25'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.

Using FLkey 2 Mini 25's built-in features

Using the FLkey Mini'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 [42]
    - Filter out of scale [42]
    - Easy scale. [42]

    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.

Shift button

The Shift button allows you to access the features printed on the FLkey's front panel. When you hold the shift button (Or latch the Shift button [43]) The following options are available:

- Channel (Transpose Button) – To change the FLkey's MIDI channel, use the Shift button and hold Channel (or Latch). The pads light red with the brightest pad showing the current MIDI channel, press a pad 1-16 to change the MIDI channel.
- Preset (Octave Buttons) – Hold Shift and Press the Octave up and down buttons to step up and down FL Studio native plugin presets. The buttons' LEDs light to show if preset navigation is available.
- Page ◄► (Channel Rack Up/Down buttons) – Press these buttons to page left and right in FL Studio.
- Mixer Track Press the Mixer track ◄► buttons (Scale/Note Repeat) to move left and right in your FL Studio Mixer tracks.

Latching pages

You can latch control pages open and access the controls for those modes. This feature gives single-hand access to control pages, including:

- Scale controls
- Transpose setting
- Shift functions - such as rotary control select and MIDI Channel.

Control pages

Double press the Control Page button and the controls appear and remain accessible on the pads and rotary controls. To return to normal operation and exit the Controls page, press the Control Page button again.

Shift controls

To latch the Shift controls, double press the Shift button. The Shift controls open and remain accessible on the pads. The Shift button remains lit to show it is active. To exit the controls, press Shift. After you've latched Shift controls, you can latch the MIDI channel controls. To do this, double press Transpose. To exit the MIDI channel controls, press Transpose or Shift.

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) [45]
2. Swing [46]
3. Rate [46]
4. Gate [47]
5. Type [47]
6. Oct (Octaves) [47]
7. Mut (Mutate) [47]
8. Rytm (Rhythm) [48]

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

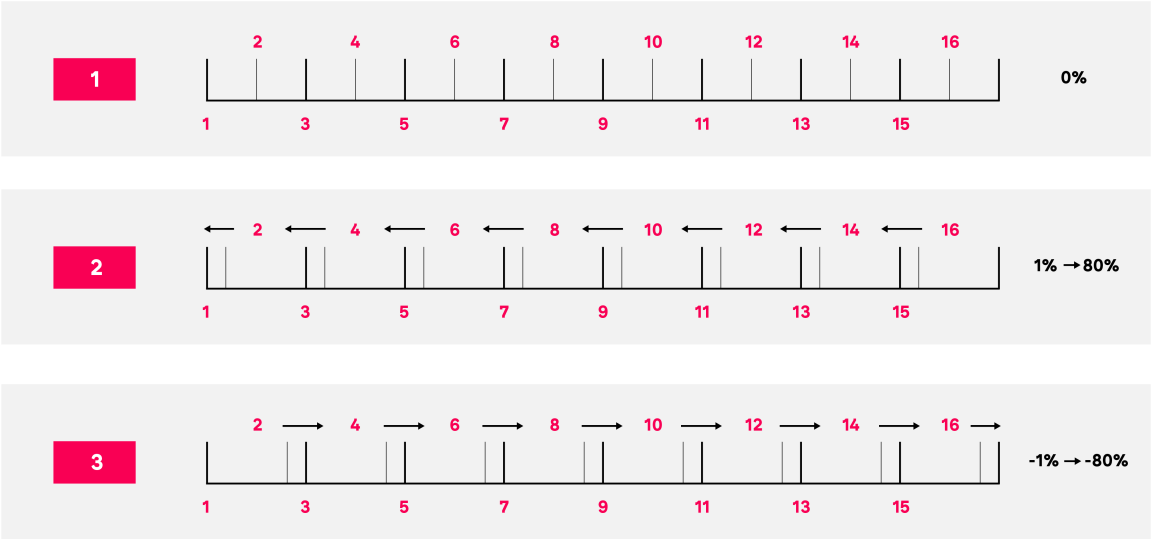
By default, each note in an arpeggiator pattern is equally spaced in time. At the default tempo and rate of 120 BPM, 16th notes the pattern repeats every two seconds, making the steps one-eighth of a second apart.

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 [49] 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 the Arp button.

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 [49], Ratchet [49] and Tie [49].

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 [49] 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.

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:

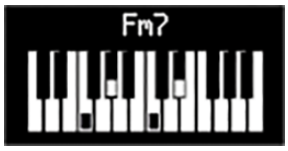
To play a chord, press a blue pad. The pad lights white when you're playing a chord.

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!”:

Disabling Chord Detection

When you're in User Chord mode as you play the keys the FLkey 2 detects the notes you are playing on the keyboard and the screen shows you the chord your playing.

The screen updates every time you play the keys.

If you'd like to disable this feature, for example if you're distracted by the screen constantly changing, press the Channel Rack up button. Press the button again to reactivate the Chord Detection feature.

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.

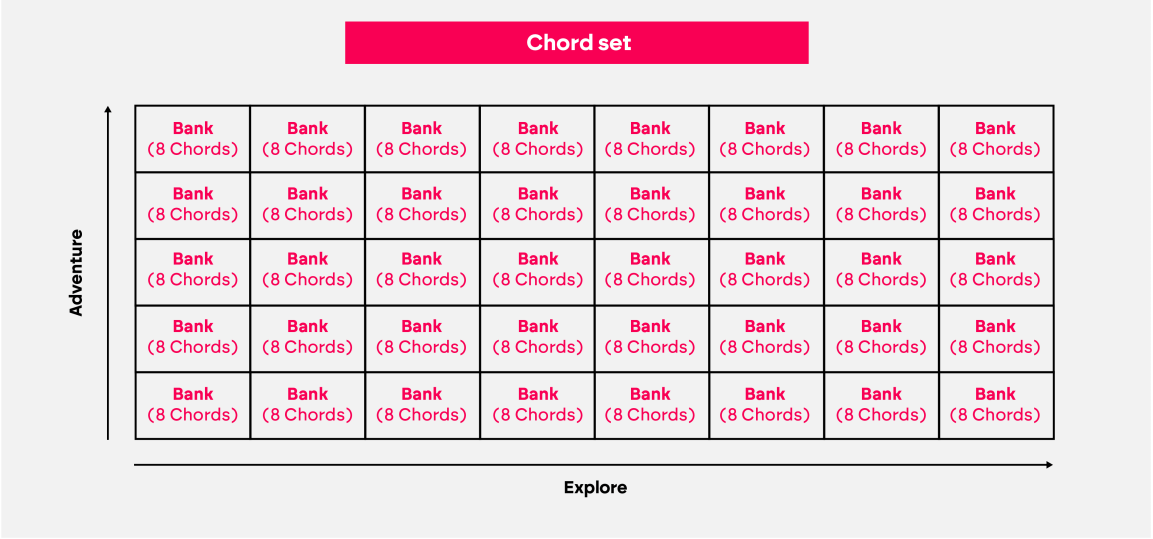
Chord Map Sets

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 [31] - each press on the chord pads cycles through the chord's notes.
7	Inversion Up [33] - Plays through the chord's different inversions with each press.
8	Split: Bass + Chord [34] - Two presses of the chord pad play the bass note, followed by the rest of the chord's notes.
14	Manual Arp Down [31] - each press on the chord pads cycles through the chord's notes.
15	Inversion Down [33] - Plays the chord's first inversion down.
16	Split: Left and Right [34] - 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

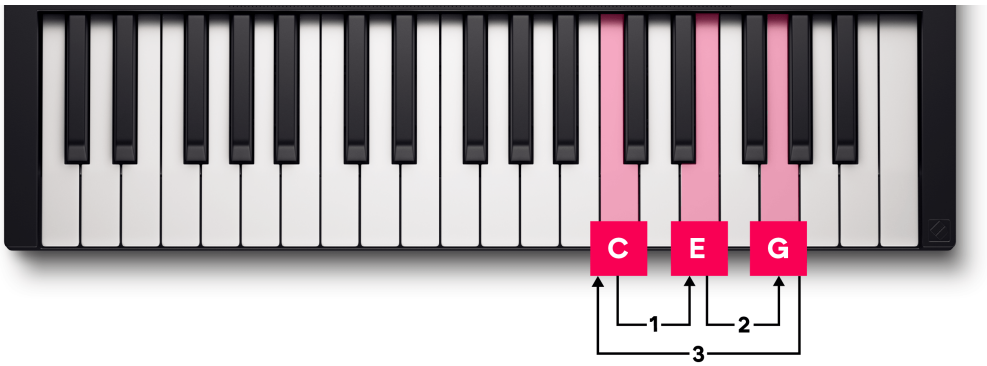
The manual arp performance modes (there are two modes, Manual Arp Up and Manual Arp Down) change the chord pads from playing a chord to playing each note of the chord, with each press of the pad. For example, to play a three note chord (a triad) you need to press the chord pad three times to play all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

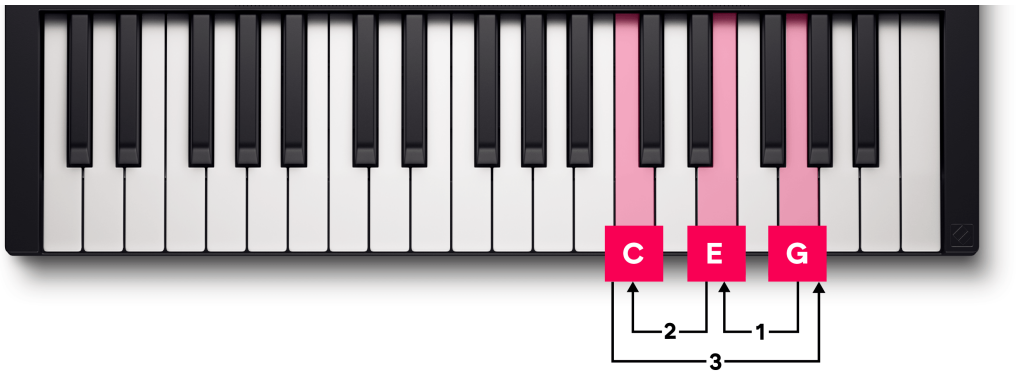
In the case of a C Major chord the notes are C, E and G; Manual Arp Up plays the notes in the order C, E, G, C, E, G, C etc.



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.

Using FLkey 2 Mini 25'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 Mini 25'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.

Pad Custom Mode

FLkey Mini's Custom Pad Mode lets you set pads to send MIDI notes, Program Changes messages and CC (Control Change) messages using Components.

Using the FLkey 2 Mini 25 with other DAWs

You can use your FLkey 2 Mini 25 in a range of other DAWs. The HUI integration allows you to use some main features of the FLkey 2 Mini 25 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 Mini 25, 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 Mini 25 HUI in your DAW

HUI integration in most DAWs isn't automatic; you'll need to change some settings to get your FLkey 2 Mini 25 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 Mini 25 MIDI) [Emulated]**.
    - macOS: **Predefined > FLkey 2 Mini 25 DAW Out**
5. Under '**Send To**', select
    - Windows: **Predefined > MIDIOUT2 (FLkey 2 Mini 25 MIDI) [Emulated]**.
    - macOS: **Predefined** > **Predefined** > FLkey 2 Mini 25 **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 Mini 25.
5. Select **MIDI OUT 2** under **MIDI output** FLkey 2 Mini 25.
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 Mini 25 - DAW Out** under '**MIDI input**':
5. Select **Focusrite - Novation - FLkey 2 Mini 25 - 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 Mini 25'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 Mini 25'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 Mini 25 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.
- Encoder 1 or the pads to change the value of the current setting.

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
Keys Channel	1-16	Sets the MIDI Channel the keys transmit on.	1
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
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
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

Setting	Value range	Description	Default value
Power On Modes	Encoder Mode: Custom Pad Mode: Drum – Custom	Sets the default , Encoder and Pad modes.	Encoder: Custom 1 Pad: Drum

FLkey 2 Mini 25 Weight and Dimensions

Weight	0.82kg (1.81lbs)
Height	49mm (1.93")
Width	339mm (13.33")
Depth	177mm (6.96")

A diagram of the FLkey 2 Mini 25 with dimensions.

Novation Notices

Troubleshooting

For help getting started with your FLkey 2 Mini 25, visit:

novationmusic.com/get-started

If you have any questions or need any help at any time with your FLkey 2 Mini 25, 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 Mini 25 so you have the latest features and bug fixes. To update your FLkey 2 Mini 25's firmware, you need to use Components:

components.novationmusic.com

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