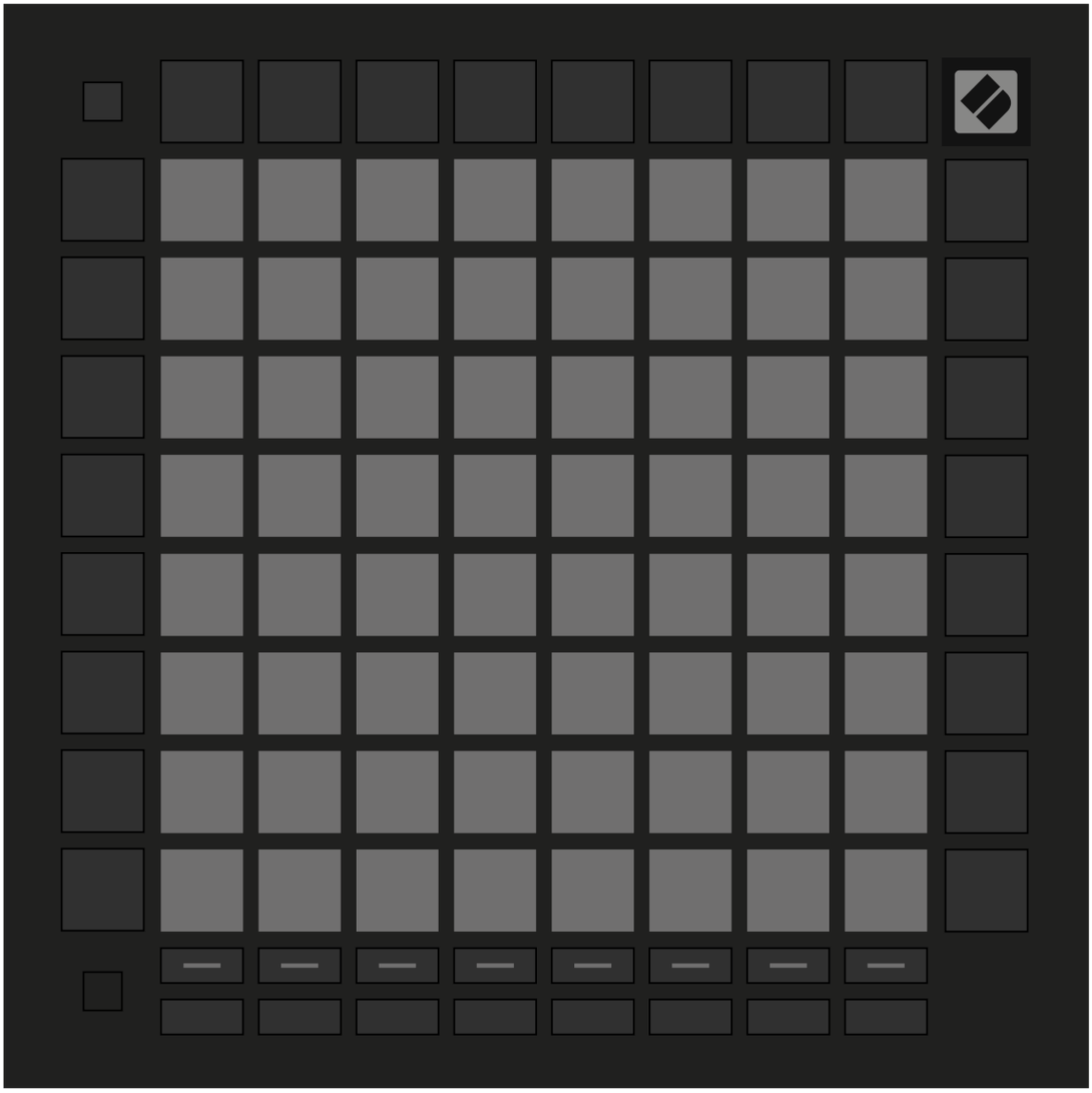
Launchpad Pro [MK3]

Programmer's reference manual



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About this Guide

This document provides all the information you need to be able to control Launchpad Pro [MK3].

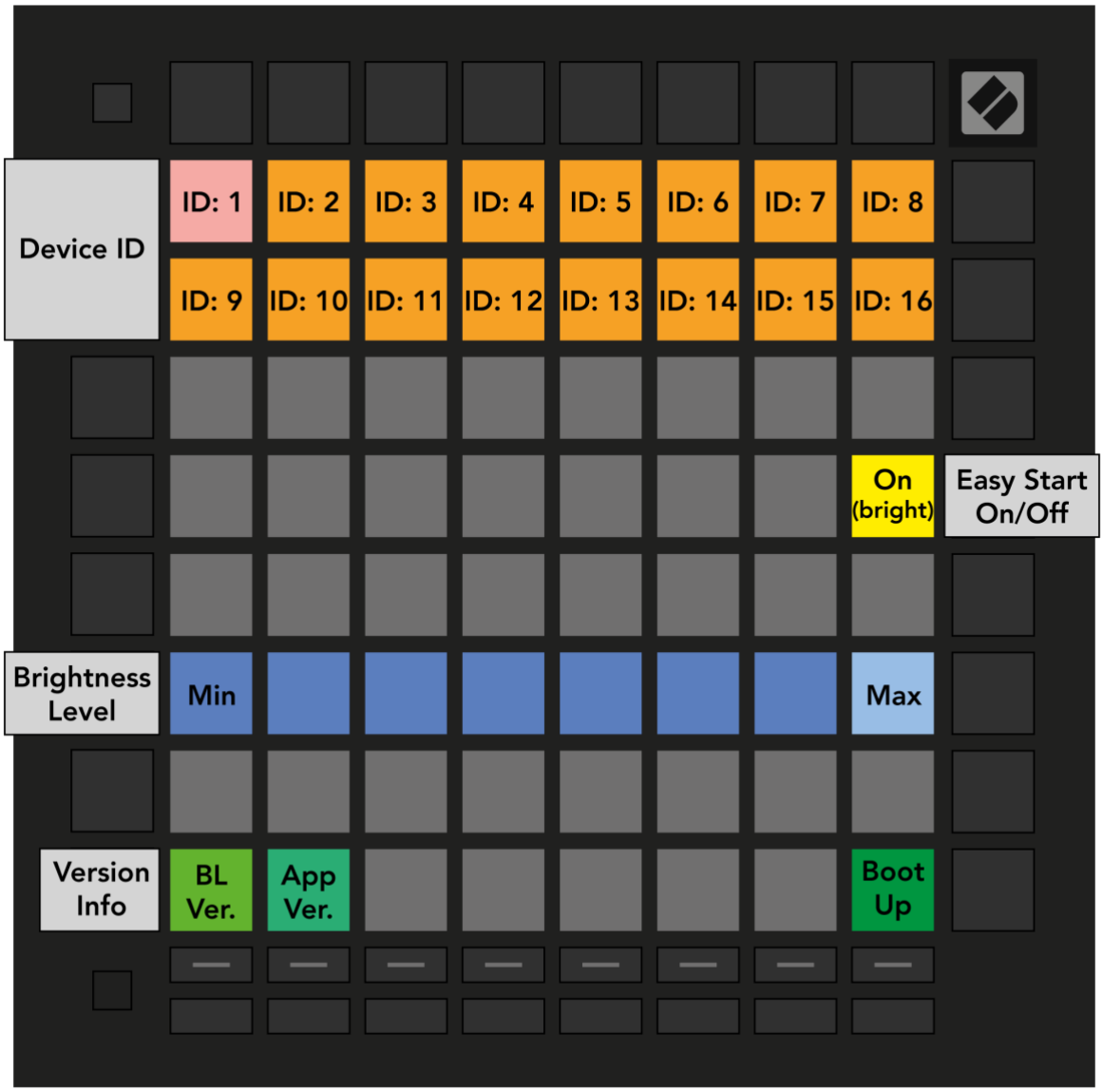
Launchpad Pro [MK3] communicates using MIDI over USB. This document describes the MIDI implementation for the device, which can be used to control LEDs and access Launchpad Pro [MK3]'s various features.

MIDI data is expressed in this manual in several different ways:

1. A plain English description of the message.
2. When we describe a musical note, middle C is deemed to be 'C3' or note 60. MIDI channel 1 is the lowest-numbered MIDI channel: channels range from 1 - 16.
3. MIDI messages are also expressed in plain data, with decimal and hexadecimal equivalents. The hexadecimal number will always be followed by an 'h' and the decimal equivalent given in brackets. For example, a note on message on channel 1 is signified by the status byte 90h (144).

Bootloader

Launchpad Pro [MK3] has a bootloader mode that allows the user to configure and save certain settings. The bootloader is accessed by holding the SETUP button whilst plugging the device in.



The top two rows of pads can be used to set the USB device ID of the Launchpad Pro [MK3]. The device ID ranges from 1 to 16, the selected ID is represented by a brightly lit pad. The default ID from factory is 1. If more than one Launchpad Pro [MK3] is used on the same USB, each should have a different device ID selected.

The single yellow pad on the middle right can be used to toggle Onboarding. When Onboarding is ON, the Launchpad Pro [MK3] shows up as a Mass Storage Device to provide a more convenient first-time experience. You can turn this off once you are familiar with the device to disable this Mass Storage Device.

The blue row of pads can be used to adjust the Launchpad Pro [MK3]'s brightness level to something comfortable for the environment the device is used in. This control is also available on the Setup display when starting the Launchpad Pro [MK3] normally.

The green pads on the bottom left can be used to display the version number of the Bootloader and the Application respectively.

The single green pad on the bottom right can be used to start the Application.

MIDI on Launchpad Pro [MK3]

The Launchpad Pro [MK3] has three MIDI interfaces:

> **LPProMK3 MIDI In** / **Out** (or first interface on Windows)
> This interface is used to receive MIDI from Note/Chord mode and Custom modes; and is used to provide external MIDI input or light LEDs in Custom Modes and Programmer Mode.
>
> **LPProMK3 DIN In** / **Out** (or second interface on Windows)
> This interface is used to receive MIDI sent/received via MIDI DIN.
>
> **LPProMK3 DAW In** / **Out** (or third interface on Windows)
> This interface is used by DAWs and similar software to interact with the Launchpad Pro [MK3]'s Session mode.

The Launchpad Pro [MK3] sends Note On (90h – 9Fh) with velocity zero for Note Offs. It accepts either Note Offs (80h – 8Fh) or Note Ons (90h – 9Fh) with velocity zero for Note Off.

Device Inquiry message

The Launchpad Pro [MK3] responds to the Universal Device Inquiry Sysex message, which can be used to identify the device. This exchange is as follows:

```
Host => Launchpad Pro [MK3]:
Hex: F0h 7Eh 7Fh 06h 01h F7h
Dec: 240 126 127 6 1 247
Launchpad Pro [MK3] => Host (Application):
Hex: F0h 7Eh 00h 06h 02h 00h 20h 29h 13h 01h 00h 00h <app_version> F7h
Dec: 240 126 0 6 2 0 32 41 19 1 0 0 <app_version> 247
Launchpad Pro [MK3] => Host (Bootloader):
Hex: F0h 7Eh 00h 06h 02h 00h 20h 29h 13h 11h 00h 00h <boot_version> F7h
Dec: 240 126 0 6 2 0 32 41 19 17 0 0 <boot_version> 247
```

The <app_version> or <boot_version> field is 4 bytes long, providing the Application or the Bootloader version respectively. The version is the same version which can be viewed using the lower left green pads on the Bootloader's surface, provided as four bytes, each byte corresponding to one digit, ranging from 0 – 9.

SysEx message format used by the device

All SysEx messages begin with the following header regardless of direction (Host => Launchpad Pro [MK3] or Launchpad Pro [MK3] => Host):

```
Hex Version: F0h 00h 20h 29h 02h 0Eh
Decimal Version: 240 0 32 41 2 14
```

After the header, a command byte follows, selecting the function to use.

Selecting layouts

The Launchpad Pro [MK3] has several layouts to choose from, which can be controlled by either the device's User Interface (see the User Guide for more details), or the following SysEx message:

```
Host => Launchpad Pro [MK3]:
Hex Version: F0h 00h 20h 29h 02h 0Eh 00h <layout> <page> 00h F7h
Decimal Version: 240 0 32 41 2 14 0 <layout> <page> 0 247
```

Where the available layouts are:

```
Hex: 00h / Decimal: 0 --- Session (only selectable in DAW mode)
Hex: 01h / Decimal: 1 --- Fader
Hex: 02h / Decimal: 2 --- Chord
Hex: 03h / Decimal: 3 --- Custom Mode
Hex: 04h / Decimal: 4 --- Note / Drum
Hex: 05h / Decimal: 5 --- Scale Settings
Hex: 06h / Decimal: 6 --- Sequencer Settings
Hex: 07h / Decimal: 7 --- Sequencer Steps
Hex: 08h / Decimal: 8 --- Sequencer Velocity
Hex: 09h / Decimal: 9 --- Sequencer Pattern Settings
Hex: 0Ah / Decimal: 10 --- Sequencer Probability
Hex: 0Bh / Decimal: 11 --- Sequencer Mutation
Hex: 0Ch / Decimal: 12 --- Sequencer Micro Step
Hex: 0Dh / Decimal: 13 --- Sequencer Projects
Hex: 0Eh / Decimal: 14 --- Sequencer Patterns
Hex: 0Fh / Decimal: 15 --- Sequencer Tempo
Hex: 10h / Decimal: 16 --- Sequencer Swing
Hex: 11h / Decimal: 17 --- Programmer Mode
Hex: 12h / Decimal: 18 --- Settings Menu
Hex: 13h / Decimal: 19 --- Custom mode Settings
```

Where the available pages are:

```
Hex: 00h-07h / Decimal: 0-7 --- for Custom Mode Views
Hex: 00h-03h / Decimal: 0-3 --- for any Sequencer View
Hex: 00h-03h / Decimal: 0-3 --- for Fader view
Hex: 00h-04h / Decimal: 0-4 --- for Settings Menu
Hex: 00h / Decimal: 0 --- for any other view
```

Request the current layout with the following SysEx message:

```
Host => Launchpad Pro [MK3]:
Hex Version: F0h 00h 20h 29h 02h 0Eh 00h F7h
Decimal Version: 240 0 32 41 2 14 0 247
```

The device will also send out a select layout message whenever the view changes.

Controlling the Surface

This chapter describes the wide range of possibilities for controlling and lighting Launchpad Pro [MK3].

There are three main options to light Launchpad Pro [MK3]'s pads:

Live Mode + Session (DAW Mode)

This is the typical place to start when writing a script to take control of Launchpad Pro [MK3]'s LEDs. In Session, MIDI messages may be sent to light up the 8x8 grid, all the buttons and the logo. Additional features may also be accessed within DAW Mode, including Drum Rack layout & faders.

In Live Mode, all Launchpad Pro [MK3] functionality is maintained, such as having access to Note Mode, Chord Mode and Custom Modes.

Live Mode + Custom

When a Custom Mode is set to have no On Colour (ie pads will not light when triggered from the hardware itself), pads may be lit via MIDI messages. The MIDI mapping of Custom Modes may be edited using Novation Components.

In Live Mode, all Launchpad Pro [MK3] functionality is maintained, such as having access to Note Mode and Custom Modes.

Programmer Mode

Programmer Mode provides an alternative to Session Mode for creating scripts. In Programmer Mode, every pad and button sends out a MIDI message and may be lit with the same message.

In Programmer Mode, access to all Launchpad Pro [MK3] functionality is disabled. Therefore, pressing the Mode buttons **will not** cause Launchpad Pro [MK3] to change modes when in Programmer Mode.

Lighting LEDs via MIDI

In **Session Mode,** Launchpad Pro [MK3] accepts colours through the **DAW interface.**
In **Custom Modes and Programmer Mode** Launchpad Pro [MK3] accepts colours through the **MIDI interface.**

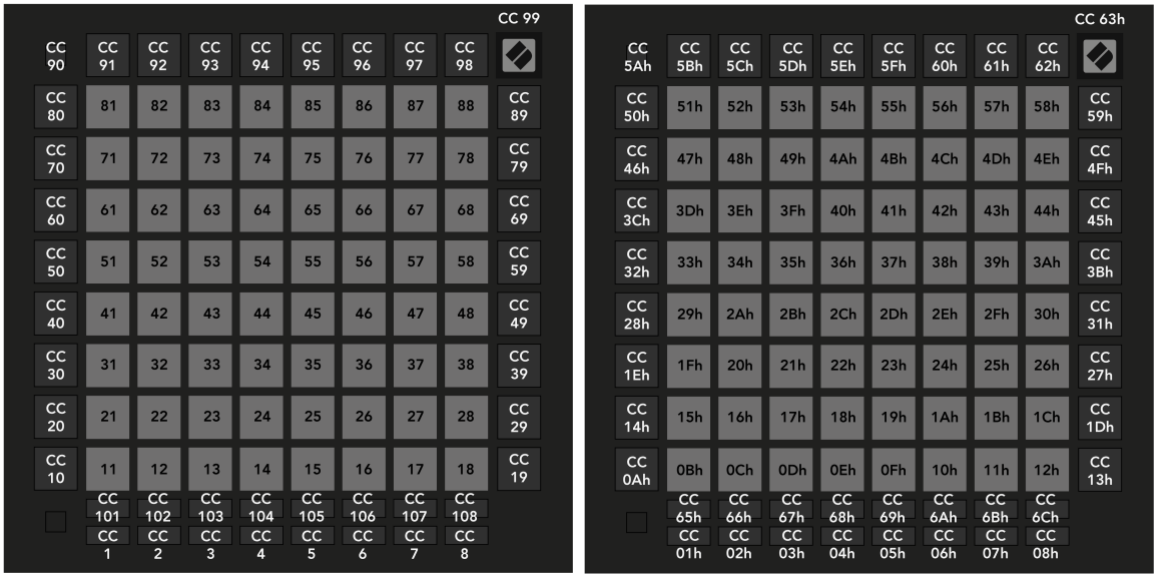
Channels are used as follows:

Channel	Behaviour	Notes	CCs
1	Static Colour	Hex: 90h Decimal: 144	Hex: B0h Decimal: 176
2	Flashing Colour	Hex: 91h Decimal: 145	Hex: B1h Decimal: 177
3	Pulsing Colour	Hex: 92h Decimal: 146	Hex: B2h Decimal: 178

When a Note On message is used to light an LED, the Note Number determines the index of the pad lit, while the velocity determines the colour that the pad is lit.

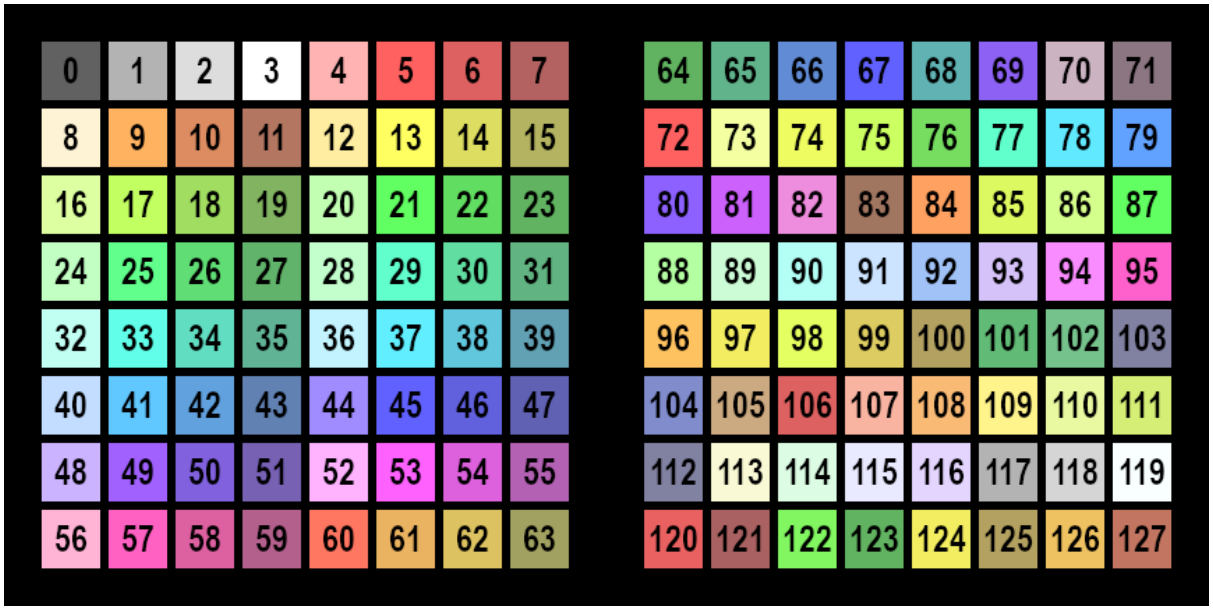
When a CC message is used to light an LED, the CC number determines the index of the pad lit, while the CC value determines the colour that the pad is lit.

See the **Session Mode layout** below in Decimal (left) and Hex (right):
Numbers are notes except where stated as CCs.

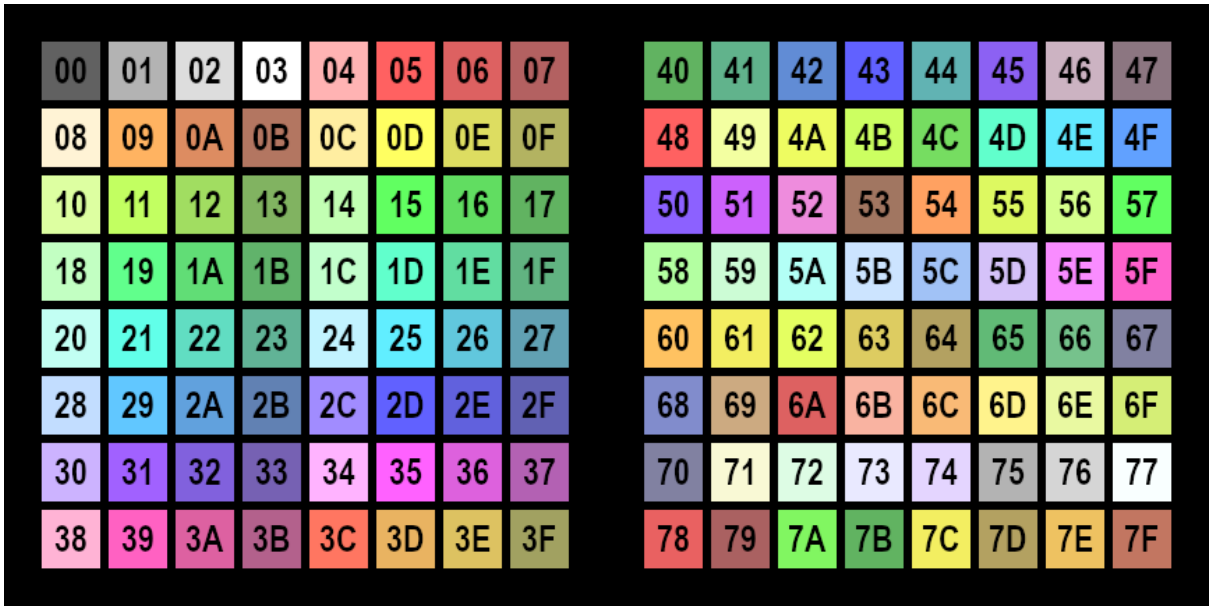


Colour palette

When providing colours by MIDI notes or control changes, the colours are chosen according to the following table, decimal:

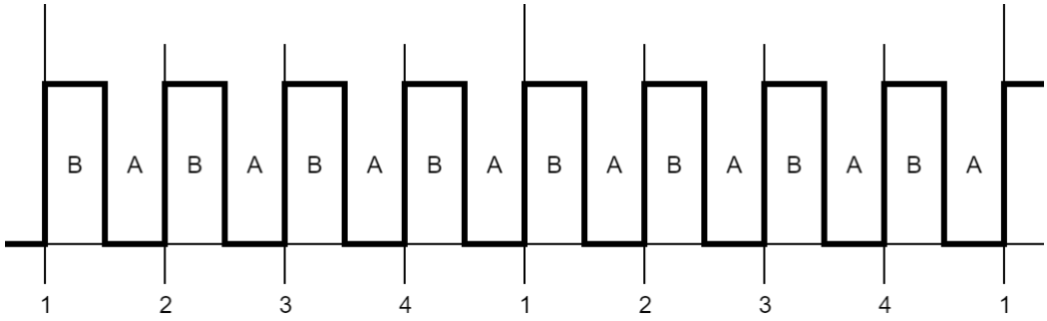


The same table with hexadecimal indexing:


00 01 02 03 04 05 06 07
08 09 0A 0B 0C 0D 0E 0F
10 11 12 13 14 15 16 17
18 19 1A 1B 1C 1D 1E 1F
20 21 22 23 24 25 26 27
28 29 2A 2B 2C 2D 2E 2F
30 31 32 33 34 35 36 37
38 39 3A 3B 3C 3D 3E 3F
40 41 42 43 44 45 46 47
48 49 4A 4B 4C 4D 4E 4F
50 51 52 53 54 55 56 57
58 59 5A 5B 5C 5D 5E 5F
60 61 62 63 64 65 66 67
68 69 6A 6B 6C 6D 6E 6F
70 71 72 73 74 75 76 77
78 79 7A 7B 7C 7D 7E 7F

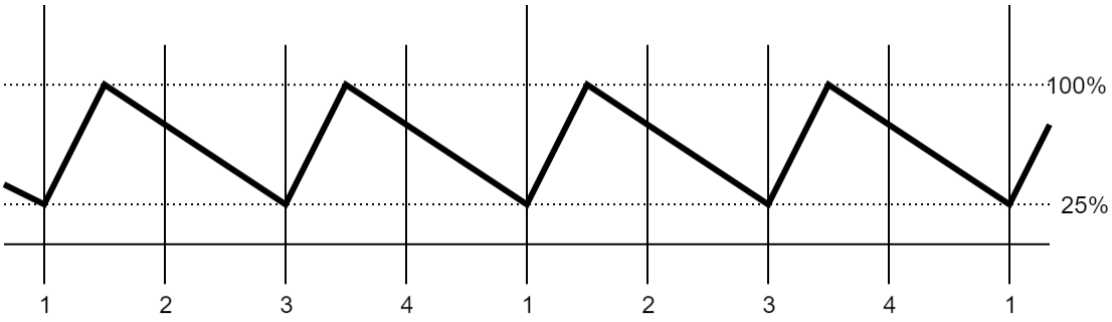
Flashing colour

When sending Flashing colour, the colour flashes between that set as Static or Pulsing colour (A), and that contained in the MIDI event setting flashing (B), at 50% duty cycle, synchronized to the MIDI beat clock (or 120bpm or the last clock if no clock is provided). One period is one beat long.



Pulsing colour

The colour pulses between dark and full intensity synchronized to the MIDI beat clock (or 120bpm or the last clock if no clock is provided). One period is two beats long, using the following waveform:



Examples

For these examples, switch the Launchpad into Programmer Mode.

1. Lighting the lower left pad static red:

```
Host => Launchpad Pro [MK3]:
Hex: 90h 0Bh 05h
Dec: 144 11 5
```

This is Note On, Channel 1, Note number 0Bh (11), with Velocity 05h (5). The Channel specifies the lighting mode (static), the Note number the pad to light (which is the lower left one in Programmer Mode), the Velocity the colour (which is Red, see Colour Palette).

2. Flashing the upper left pad green:

```
Host => Launchpad Pro [MK3]:
Hex: 91h 51h 13h
Dec: 145 81 19
```

This is Note On, Channel 2, Note number 51h (81), with Velocity 13h (19). The Channel specifies the lighting mode (flashing), the Note number the pad to light (which is the upper left one in Programmer mode), the Velocity the colour (which is Green, see Colour Palette).

3. Pulsing the lower right pad blue:

```
Host => Launchpad Pro [MK3]:
Hex: 92h 12h 2Dh
Dec: 146 18 45
```

This is Note On, Channel 3, Note number 12h (18), with Velocity 2Dh (45). The Channel specifies the Lighting mode (pulsing), the Note number the pad to light (which is the lower right one in Programmer mode), the Velocity the colour (which is Blue, see Colour Palette).

4. Turning a colour off:

```
Host => Launchpad Pro [MK3]:
Hex: 90h 12h 00h
Dec: 144 18 0
```

This is Note Off (Note On with Velocity of zero), Channel 1, Note number 12h (18), with Velocity 00h (0). The Channel specifies the lighting mode (static), the Note number the pad to light (which is the lower right one in Programmer mode), the Velocity the colour (which is blank, see Colour Palette). If the Pulsing colour was set up there with the previous message, this would turn it off. Alternatively, a Midi Note Off message can also be used for the same effect:

```
Host => Launchpad Pro [MK3]:
Hex: 80h 12h 00h
Dec: 128 18 0
```

LED lighting SysEx message

This message can be sent to Programmer Mode to light up LEDs. The LED indices used always correspond to those of Programmer mode, regardless of the layout selected:

```
Host => Launchpad Pro [MK3]:
Hex Version: F0h 00h 20h 29h 02h 0Eh 03h <Colour Spec> [ <Colour Spec> [_] ] F7h
Decimal Version: 240 0 32 41 2 14 3 <Colour Spec> [ <Colour Spec> [_] ] 247
```

The <Colour Spec> is structured as follows:

- Lighting type (1 byte)
- LED index (1 byte)
- Lighting data (1 – 3 bytes)

Lighting types:

```
Hex: 00h / Decimal: 0 --- Static colour from palette, Lighting data is 1 byte specifying
palette entry.
Hex: 01h / Decimal: 1 --- Flashing colour, Lighting data is 2 bytes specifying Colour B and
Colour A.
Hex: 02h / Decimal: 2 --- Pulsing colour, Lighting data is 1 byte specifying palette entry.
```

Hex: 03h / Decimal: 3 --- RGB colour, Lighting data is 3 bytes for Red, Green and Blue (127: Max, 0: Min).

The message may contain up to 106 **<Colour Spec>** entries to light up the entire Launchpad Pro [MK3] surface.

Example:

Host => Launchpad Pro [MK3]:
Hex: F0h 00h 20h 29h 02h 0Eh 03h 00h 0Bh 0Dh 01h 0Ch 15h 17h 02h 0Dh 25h F7h
Dec: 240 0 32 41 2 14 3 0 11 13 1 12 21 23 2 13 37 247

Sending this message to the Launchpad Pro [MK3] in Programmer layout sets up the bottom left pad to static yellow, the pad next to it to flashing green (between dim and bright green), and the pad next to that pulsing turquoise

Integrating Launchpad Pro [MK3] with Software

This chapter describes the means to interact with the Launchpad Pro [MK3] with a DAW (Digital Audio Workstation) or DAW like software/hardware. This mostly involves lighting and interacting with the Session layout to realize surfaces through which the DAW may provide its user interface, such as faders for track volumes.

Accessing Session Mode (Enabling / disabling DAW mode)

The device must be in DAW Mode before Session Mode can be selected. The following message enters Launchpad Pro [MK3] into DAW Mode. When DAW Mode is enabled, the Session Button will become lit.

```
Host => Launchpad Pro [MK3]:
Hex Version: F0h 00h 20h 29h 02h 0Eh 10h <Mode> F7h
Decimal Version: 240 0 32 41 2 14 16 <Mode>  247
```

Where **<Mode>** is 0 for Standalone, 1 for DAW (Session / DAW Fader layouts enabled).

The SysEx message is as follows:

```
Host => Launchpad Pro [MK3]:
Hex: F0h 00h 20h 29h 02h 0Eh 10h <mode> F7h
Dec: 240 0 32 41 2 14 16 <mode> 247
```

When the software exits, it should revert the device to Standalone mode. Doing this ensures that the state is cleared, and that Launchpad Pro [MK3] remains usable in Standalone Mode once the software is finished using the device.

The DAW In/Out interface

The DAW should interact with Launchpad Pro [MK3] through the USB DAW In/Out interface. MIDI events sent on this interface control the DAW state within the Launchpad Pro [MK3] as follows:

Channel	Behaviour	Notes	CCs
1	Static Colour in Session View	Hex: 90h Decimal: 144	Hex: B0h Decimal: 176
2	Flashing Colour in Session View	Hex: 91h Decimal: 145	Hex: B1h Decimal: 177
3	Pulsing Colour in Session View	Hex: 92h Decimal: 146	Hex: B2h Decimal: 178
5	Set DAW Fader Positions	N/A	Hex: B4h Decimal: 180
6	Set DAW Fader Colours	N/A	Hex: B5h Decimal: 181
9	Static Colour in Drum Rack	Hex: 98h Decimal: 152	N/A

10	Flashing Colour in Drum Rack	Hex: 99h Decimal: 153	N/A
11	Pulsing Colour in Drum Rack	Hex: 9Ah Decimal: 154	N/A
16	External Note injection on all External MIDI Channels	Hex: 9Fh Decimal: 154	N/A

The Launchpad Pro [MK3] sends button and pad events to the DAW as follows:

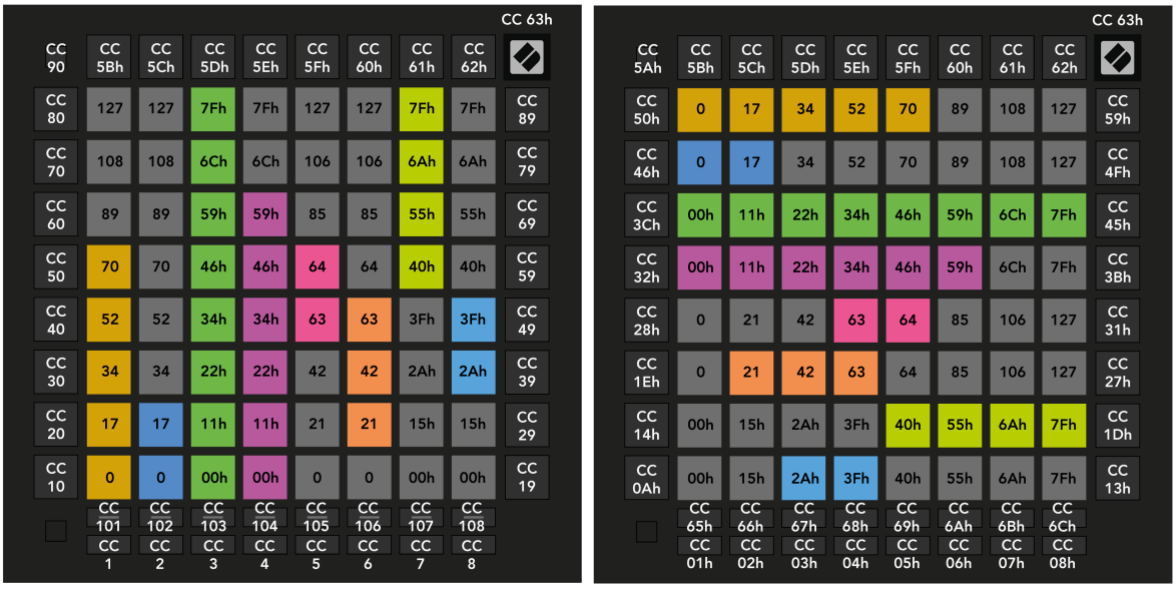
Channel	Behaviour	Notes	CCs
1	Session Layout activities	Hex: 90h Decimal: 144	Hex: B0h Decimal: 176
5	DAW Fader activities	N/A	Hex: B4h Decimal: 180
9	Drum Rack Layout activities	Hex: 98h Decimal: 152	N/A

Note that Aftertouch (either as polyphonic aftertouch or channel pressure depending on configuration) is also sent on the appropriate channels (Channel 1 for Session, Channel 9 for Drum Rack).

These interactions are all available regardless of which layout is selected on the Launchpad Pro [MK3], and the state set up by the MIDI events is preserved even when it is not visible (ie the Launchpad is not on the corresponding layout).

DAW Faders

The DAW can use the DAW Fader layout to set up banks of faders. There are up to 8 faders on a fader bank, which all share the same orientation (either horizontal or vertical), however each may be configured individually to be either unipolar or bipolar.



DAW Fader bank set-up

The DAW Fader bank can be set up using the following SysEx message:

```
Host => Launchpad Pro [MK3]:
Hex Version: F0h 00h 20h 29h 02h 0Eh 01h <Bank> <Orientation> <Fader> [ <Fader> [ _ ] ] F7h
Decimal Version: 240 0 32 41 2 14 1 <Bank>  <Orientation> <Fader> [ <Fader> [ _ ] ] 247
```

The **<Bank>** byte can be

```
Hex: 00h / Decimal: 0 --- Volumes
Hex: 01h / Decimal: 1 --- Pans
Hex: 02h / Decimal: 2 --- Sends
Hex: 03h / Decimal: 3 --- Devices
```

The **<Orientation>** byte can be 0 for Vertical faders or 1 for Horizontal faders.
The **<Fader>** entry specifies the configuration of one fader as follows:

```
Fader index (1 byte), 0 - 7, left to right (vertical) or top to bottom (horizontal).
Fader type (1 byte), 0: Unipolar, 1: Bipolar.
Control Change associated (1 byte).
Fader's colour (1 byte), a palette entry.
```

The fader's colour can be set to 0, this may be used to make the fader not visible (as it will not show on the surface then).

The message may contain up to 8 <fader> entries to set up the entire DAW Fader bank.

Example:

```
Host => Launchpad Pro [MK3]:
Hex: F0h 00h 20h 29h 02h 0Eh 01h 00h 00h 00h 00h 07h 25h 01h 01h 08h 15h F7h
```

```
Dec: 240 0 32 41 2 14 1 0 0 0 0 7 37 1 1 8 21 247

Host => Launchpad Pro [MK3]:
Hex: F0h 00h 20h 29h 02h 0Eh 00h 0Dh F7h
Dec: 240 0 32 41 2 14 0 13 247
```

The first message populates a DAW Fader bank with:

- Vertical orientation
- A turquoise unipolar fader on the leftmost column set to CC 7
- A green bipolar fader in the next column along set to CC 8

DAW Stop Fader for Bank

The following message can be used to stop the movement of any fader that is currently moving, for a specific fader bank.

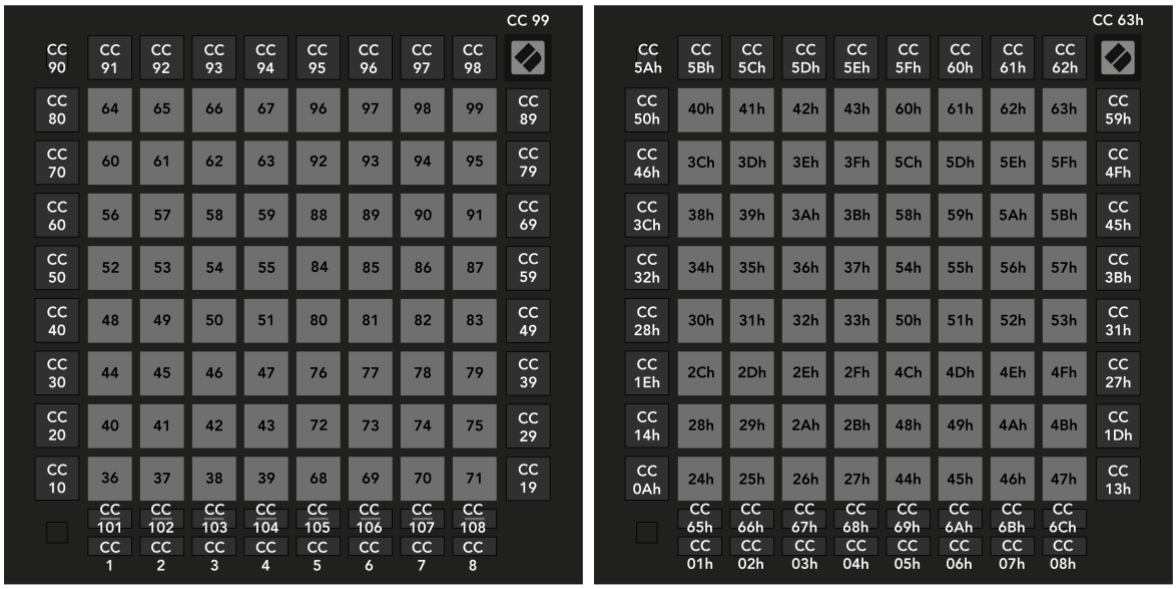
```
Hex Version: F0h 00h 20h 29h 02h 0Eh 19h <Bank> F7h
Decimal Version: 240 0 32 41 2 14 25 <Bank> 247
```

With **<Bank>** being:

```
Hex: 00h / Decimal: 0 --- Volumes
Hex: 01h / Decimal: 1 --- Pans
Hex: 02h / Decimal: 2 --- Sends
Hex: 03h / Decimal: 3 --- Devices
```

DAW Drumrack

The DAW can request the Note mode to show a Drum Rack instead, which it could populate according to the available drum samples using the MIDI events described in the DAW In/Out interface chapter. The layout of this Drumrack is as follows:



DAW Note / Drumrack mode select

This message can be used to select the DAW Drumrack mode. It is only available in DAW mode. Changing the mode does not change layout on the Launchpad Pro [MK3], if Note mode is selected, the change is immediately visible, otherwise next time selecting Note mode will result in showing the selected Drumrack mode instead.

```
Host => Launchpad Pro [MK3]:
Hex Version: F0h 00h 20h 29h 02h 0Eh 0Fh <Mode> F7h
Decimal Version: 240 0 32 41 2 14 15 <Mode> 247
```

Where the **<Mode>** byte can be one of the followings:

```
0: Note mode.
1: Drumrack.
```

DAW Note mode Active colour set

This message can be used to change the active colour of Note mode (which is normally green):

```
Host => Launchpad Pro [MK3]:
Hex Version: F0h 00h 20h 29h 02h 0Eh 17h <Colour> F7h
Decimal Version: 240 0 32 41 2 14 23 <Colour> 247
```

The **<Colour>** is a palette entry. Setting it to zero reverts to the default (green) colour.

DAW Note/Chord mode Buttons

In Note mode, Drumrack mode and Chord Mode, the following buttons may be lit with their respective Session Mode CCs.

- Left hand buttons*, excluding the up and down buttons (CC 10, 20, …, 60)
- Track select buttons (CC 101 – 108)
- Track control buttons (CC 1-8).
- Shift button (CC 90)
- Logo (CC 99)

**(Clear not accessible in Chord Mode)*

Programmer Mode

Programmer Mode provides an alternative to Session Mode for creating scripts. You can use the Programmer / Live mode switch message to achieve this:

```
Host => Launchpad Pro [MK3]:
Hex Version: F0h 00h 20h 29h 02h 0Eh 0Eh <Mode> F7h
Decimal Version: 240 0 32 41 2 14 14 <Mode> 247
```

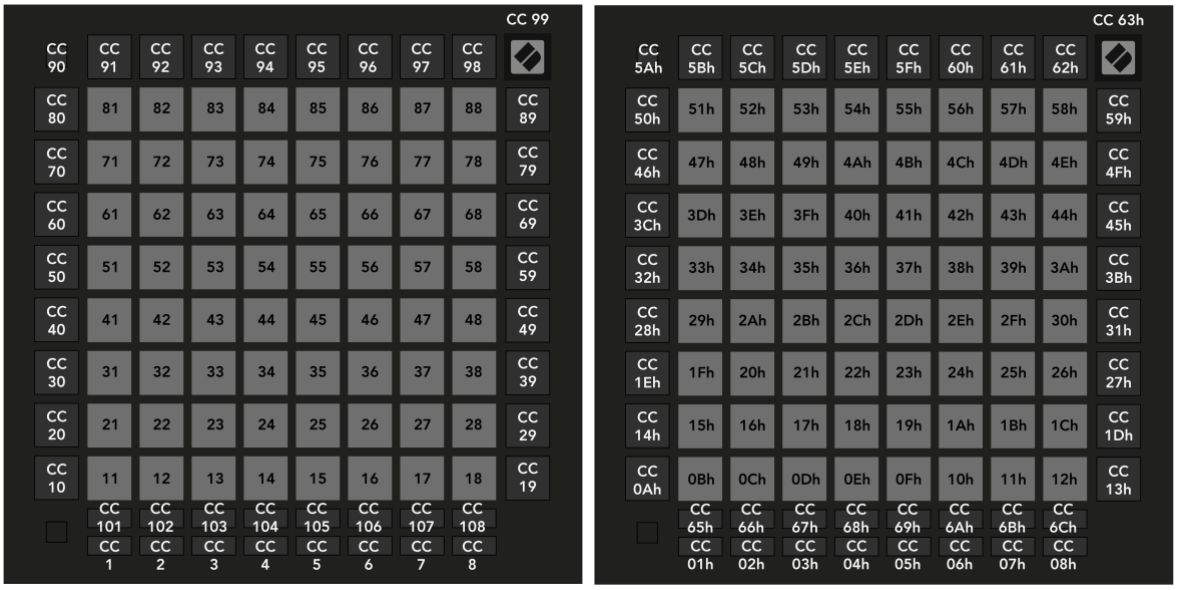
Where **<Mode>** is 0 for Live mode, 1 for Programmer mode.

When selecting Live mode with this message, Launchpad Pro [MK3] switches to Session layout, or Note mode when not in DAW mode.

When selecting Programmer mode using this SysEx message, you may not access the Settings menu. (usually accessed by pressing the SETUP button). To return the Launchpad Pro [MK3] to normal operation, use this SysEx message to select any other layout than Programmer mode.

Alternatively, Programmer Mode may be selected manually from the device. Press and hold SETUP to enter the settings menu, then press the bottom Scene Launch button (lit orange). Now release the SETUP button to enter Programmer Mode. Note that Launchpad Pro [MK3] will always boot into Live Mode.

Programmer mode layout

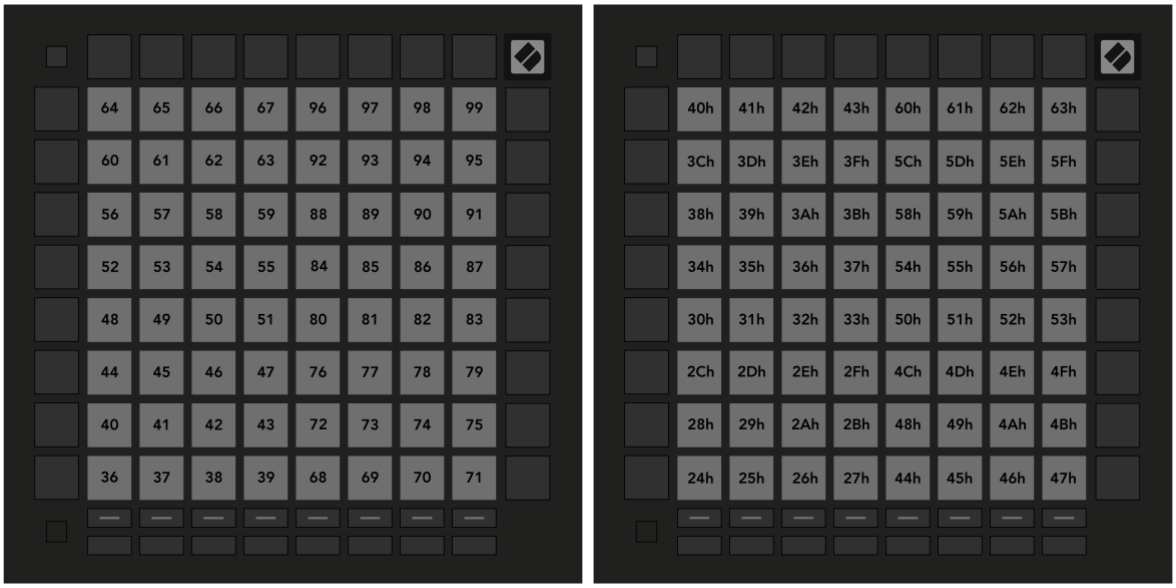


Note that in Programmer mode, all buttons and pads accept either Note or Control Change messages. The indicated type is which is sent by the device on the MIDI interface when the corresponding button or pad is pressed.

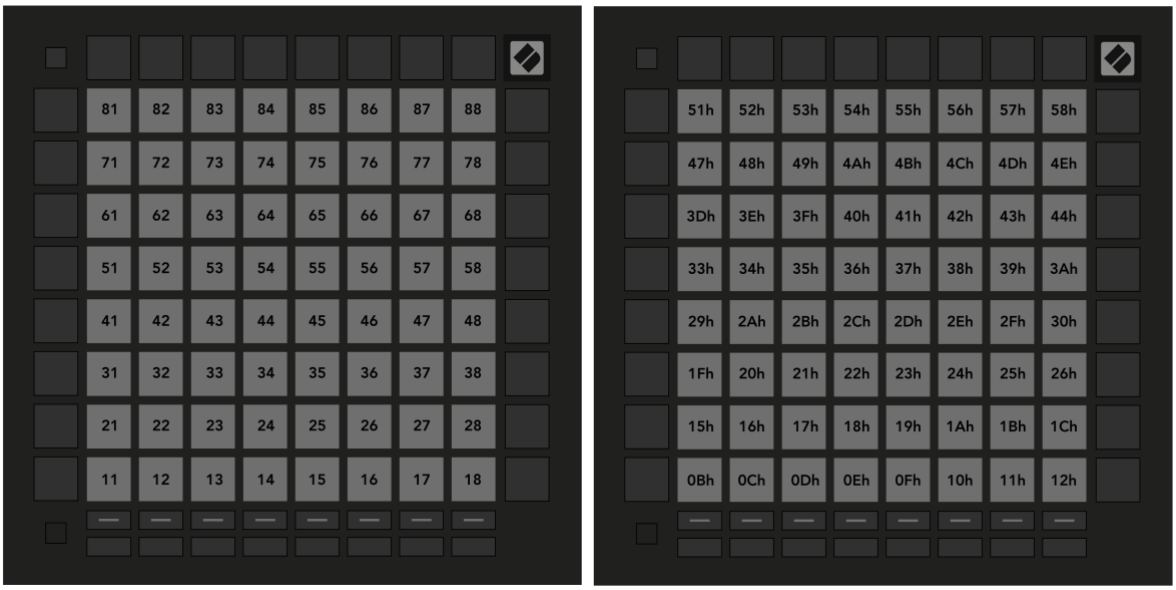
Factory default Custom Mode layouts (for lighting pads)

On a Launchpad Pro [MK3] in its factory default state, Custom Mode 7 and Custom Mode 8 are set up for lighting pads (each with different layouts). You can switch to either of these using the Launchpad Pro [MK3]'s User Interface.

Custom Mode 7:



Custom Mode 8:



SysEx command summary

Each of the following SysEx messages has the same header:

Hex Version: F0h 00h 20h 29h 02h 0Eh
Decimal Version: 240 0 32 41 2 14

Parameter Name	Command Code	Value 1	Value 2	Value 3	Repeatable?
Select Layout	00h (0)	<layout>	-	-	-
DAW Fader Setup	01h (1)	00h (0)	<orientation>	<fader>	<fader> only
LED Lighting	03h (3)	<colourspec>	-	-	<colourspec>
Live/Programmer Toggle	0Eh (14)	<mode>	-	-	-
DAW / Standalone	10h (16)	<mode>	-	-	-
Stop Faders for Bank	19h (25)	<bank index>	-	-	-

Mode Hierarchy Table

<table>
<tr><th colspan="2">Live Mode</th><th>Programmer Mode</th></tr>
<tr><td>DAW Mode

(DAW Mode message sent to enable Session Mode)</td><td>Standalone Mode

(default when turned on)</td><td rowspan="2">Functionality available:
Only the Programmer Layout</td></tr>
<tr><td>Functionality available:

Session Mode, DAW Faders + all Standalone Mode functionality</td><td>Functionality available:

Note Mode, Chord Mode, Custom Modes, Sequencer</td></tr>
</table>