

English



User Guide

FLkey 49 and 61

FLKEY

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Introduction

FLkey is Novation's range of MIDI keyboards for making music in FL Studio. Combining hands-on control of the most important FL Studio features with our best keys to date, FLkey puts production and connection with your music in your control.

In this user guide, you'll find all the information you need to get started with your new FLkey. We'll provide you with guides on how to set up your device with FL Studio, script features in FL Studio, and how to make the most of FLkey's standalone features. We'll help you to get started with your FLkey hardware and get making music as quickly and easily as possible.

Stay in the groove and keep focused on your music with unparalleled dedicated integration with FL Studio. The full-size MIDI keyboard gives you complete hands-on control of your music production. FLkey's pads map to FL Studio's step sequencer and build beats fast, and four pad modes give your rhythms a real human feel. Play straight into the Channel Rack or FPC and trigger slices in Slicex and Fruity Slicer, or use Note Repeat to make perfect beats every single time.

FLkey also brings FL Studio's Mixer and Channel Rack controls off the screen and into your hands. Mix, create and automate with ease using the eight pots and essential transport buttons. Get access to your Score Log and undo, redo, Quantise and trigger Metronome in an instant. Browse presets in your Image-Line plugins to change up instruments and sounds fast, with no mouse needed.

Keep the creativity flowing with inspirational musical tools like Scale mode, so you always hit the right note. Three Chord modes – Fixed, Scale, and User Chord mode – let you play a range of chords with one finger, unlocking big harmonies and new sounds instantly.

FLkey MIDI keyboards also come with an extensive bundle of high-quality instruments and effects. Throw all this content into your existing FL Studio projects and make music however you want, wherever you want.

Key Features

- **Dedicated Integration with FL Studio:** Produce music easily with essential controls at your fingertips
- **Mixer, Channel Rack and Plugin control:** Adjust volume and pan for the perfect mix, tweak Image-Line plugins and record natural-sounding events with FLkey 49/61's eight rotary knobs.
- **Step sequencer:** Take control of FL Studio's step sequencer and programme drums easily.
- **Channel Rack playability:** Play directly into the Channel Rack from FLkey's pads.
- **Instrument control:** Trigger FPC and Slicex with the pads for more expressive beats and melodies.
- Never hit the wrong note with **Scale Mode**.
- **Creativity with chord modes:** Fixed Chord mode, User Chord Mode, and Scale Chord mode allow you to assign custom chords, play chords from scales, and store chord progressions for rapid song building and easy performance with just one finger.
- Velocity-sensitive keys and 16 velocity-sensitive RGB pads.
- **Preset browsing:** Find your favourite presets from Image-Line plugins directly from FLkey 49/61.
- **Custom Modes:** Assign custom controls on FLkey 49/61 to tailor your music production workflow.

Box Contents

- FLkey 49/61
- USB Type-A to B cable (1.5 metres)
- Safety Instructions

Troubleshooting

For help getting started with your FLkey, please visit:

novationmusic.com/get-started

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

support.novationmusic.com

Getting Started

Connecting FLkey with a Computer

FLkey is USB bus-powered, it turns on when you connect it to your computer with a USB cable. When you connect FLkey to a Mac, it may show the **Keyboard Setup Assistant**. This is because FLkey also functions as a computer keyboard to enable the Navigate functionality. You can dismiss the Keyboard Setup Assistant.

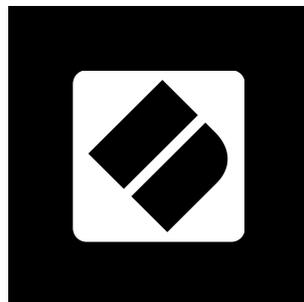


Easy Start

The 'Easy Start' give you a step-by-step guide to setting up your FLkey. This online tool guides you through your FLkey's registration process and accessing the software bundle.

On both Windows and Mac computers, when you connect your FLkey 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 the Easy Start tool, please follow the step-by-step guide, to install and use your FLkey.



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

customer.novationmusic.com/register

Updating your FLkey

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

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

FLkey 49/61 Hardware Overview



1. **LCD Display** - Shows the device status, and parameter values, and lets you navigate through menus.
2. **Shift & Settings** buttons - Enable access to secondary shift functions, shown in text on the front panel and open the Settings menu on the screen.
3. **Page** ◀ ▶ Buttons – These navigate left and right in the Channel Rack to extend patterns when sequencing, page between banks in FPC and bank between pages of Slicex/Fruity Slicer. You can also change the voicing page in Scale Chord mode, Transpose in User Chord or Custom mode and, adjust the pad octave in Instrument mode.
4. **Fixed Chord** Button – Stores a chord for you to play anywhere on the keyboard. While holding the **Fixed Chord [41]** button, press and release the keys you wish to be part of the ‘fixed’ chord.
5. **...** Button (Navigation Mode) - Pressing the “...” button puts the FLkey into a navigation mode for browsing samples and presets.
6. **Octave** - + Buttons - Transposes the keyboard across ten octaves (C-2 to C6). Pressing both buttons sets the transposition amount back to 0. See [Octave Buttons \[41\]](#).
7. **Pitch** Wheel - Bends the pitch of the note being played.
8. **Modulation** Wheel - You can map this to modulate software/hardware parameters.
9. **Note Repeat** Button - Enables the pads to send repeated notes at various rates specified using the Shift function on the keyboard. See [Note Repeat \[42\]](#).
10. **Pads** – Audition and select channels in Channel Rack mode. Use integrations with FPC, Slicex, and Fruity Slicer in instrument mode. Sequence beats using Sequencer mode. Trigger chords using the Scale and User Chord modes and Custom Modes.

11. **Mixer** ◀ ▶ Buttons – Move left and right in the FL Studio Mixer section.
12. Faders **1-8** and **Master** - Control various parameters using the available modes. The 9th fader controls main volume in your DAW (excluding HUI).
13. **Quantise** - Triggers the [Quantise \[36\]](#) function in FL Studio, to snap notes to the grid.
14. **Metronome** – Toggles FL Studio’s Metronome, or click-track, on and off.
15. **Undo** - Triggers FL Studio’s Undo function.
16. **Redo** - Triggers FL Studio’s Redo function.



17. **Scale** Button - Turns on and off FLkey’s [Scale Mode \[40\]](#).
18. **Preset** ▲ ▼ Buttons - Navigates through FL Studio native plugin presets.
19. Pots - Control parameter preset mappings for FL Native generator plugins, control Mixer Volume/pan, Channel Rack volume/pan, or assign your own parameters with custom modes.
20. **Channel Rack** ▲ ▼ Buttons - Move up and down FL Studio’s Channel Rack in all modes to change the selected instrument (and the instrument played by FLkey).
21. **Fader Mode** buttons - Control various parameters using the available modes.
22. **Solo** button - Changes the functionality of the Fader Buttons in FL Studio.
23. Play, Stop, Record - Controls the playback in FL Studio.
24. **Score Log** - Capture the last five minutes of played MIDI notes in FL Studio



25. **Sustain** – 6.35mm jack input for sustain pedals.

26.  - USB Type-B port.

27. **MIDI Out** – 5-Pin MIDI Din connector for connecting to [external MIDI hardware \[14\]](#).

28.  - Kensington Lock Port, use a compatible Kensington lock to secure your FLkey to your workstation.

Working with FL Studio

We've designed FLkey to work seamlessly with FL Studio, offering deep integration through powerful production and performance controls. You can also change your FLkey to suit your needs with [Custom Modes \[44\]](#).

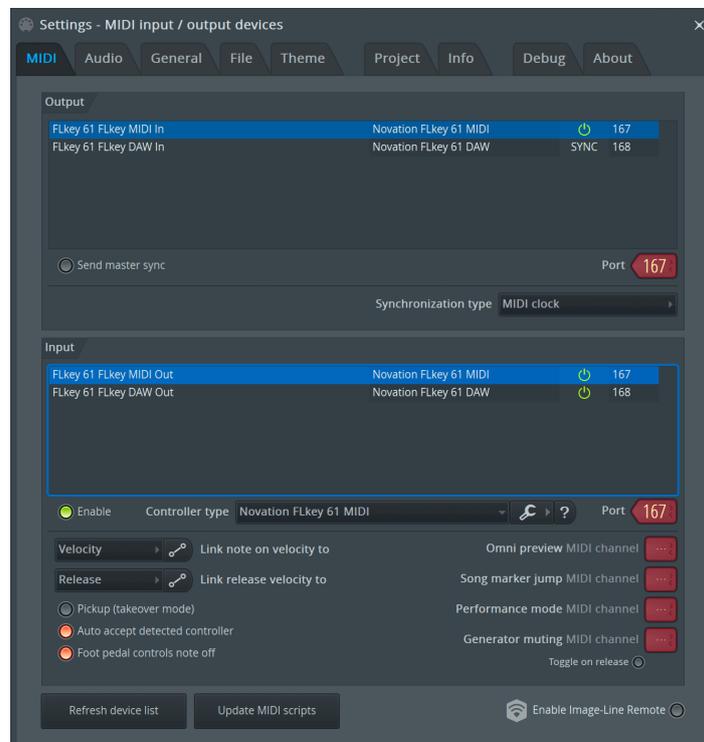
Installation

Before using FLkey with FL Studio make sure your FLkey is up to date, for steps on how to do this please see [Updating your FLkey \[7\]](#).

To use the FLkey you need to be running FL Studio version 21.0.3 or above. After you've connected the FLkey to your computer open FL Studio and the FLkey is automatically detected and set up in FL Studio's MIDI settings.

Manual Installation

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 (except 0)
 - 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: 'Novation FLkey MIDI'.
 - Click on the DAW input, click the '**Controller type**' drop down and choose: 'Novation FLkey 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.

Transport Controls



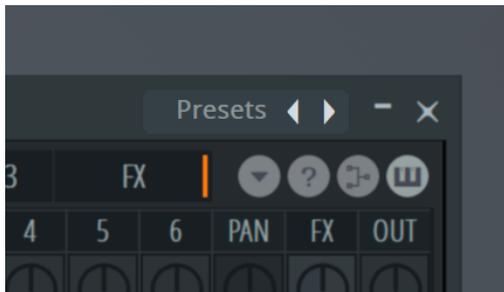
- The Play ► button works in the same way as FL Studio's Play button, it continues and pauses playback.
- The Stop ■ button stops the playback and resets the play position.
- The Record ● button toggles FL Studio's recording state.

Preset Navigation

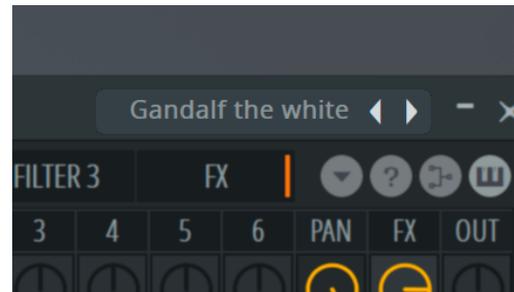
You can use the FLkey to scroll through presets. Select an instrument or plugin and press the Preset ▲ or Preset ▼ buttons to select the next/previous preset. You can use the keys/pads to audition the preset.



The Preset ▲ and Preset ▼ buttons have the same interaction as clicking Presets ◀ ▶ in your FL Studio plugin GUI:



Default Preset



After clicking the Preset ▶ button



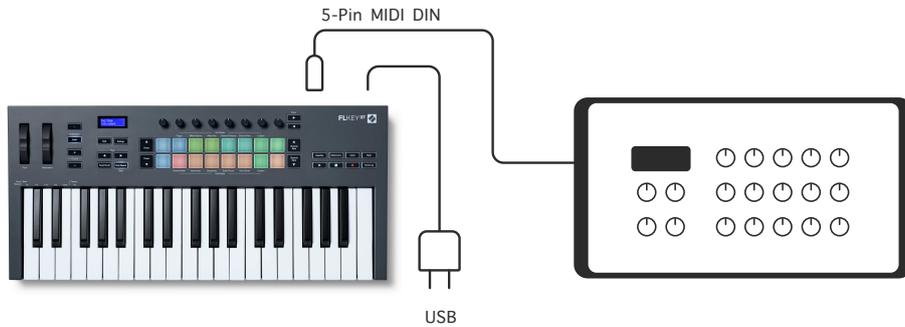
NOTE

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.

External Connections

Connecting FLkey MIDI Out with External MIDI Instruments

To use the 5-pin DIN socket for MIDI output on your FLkey without a computer, you can 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's sustain input automatically senses the pedal's polarity. The Sustain input does not support sostenuto, soft or volume pedals.

Pot Modes

The FLkey has eight pots to control various parameters inside FL Studio depending on the pot mode.

To access pot modes:

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



When you enable 'Pickup (takeover mode)' inside FL Studio's MIDI settings, the pot needs to reach the original value before the changes apply to the parameter connected to the current pot.

Pot Mode	Use
Plugin	<p>Plugin mode controls eight parameters, dependent on the plugin in focus.</p> <p>The screen shows the parameter name together with the new value temporarily.</p>
Mixer Volume	Mixer Volume mode maps the mixer faders in banks of eight to the pots.
Mixer Pan	Mixer Pan mode maps the Mixer Pan pots, in banks of eight, to the pots.
Channel Volume	Channel Volume mode maps the Channel Volume pots in banks of eight to the pots.
Channel Pan	Channel Pan mode maps the Channel Panning pots in banks of eight to the pots.
Custom	You can assign the eight pots to custom parameters

Pot Mode: Banking

When you're in the pot 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 pots line up with the bottom row of pads; in all other pad modes banking moves one Track or Channel at a time.

- In Mixer Volume and Mixer Pan pot modes press the ◀ or ▶ buttons under the 'Mixer' label to move the selection to the previous/next track(s). The red selection in FL Studio shows which bank the pots control.
- In Channel Volume or Channel Pan pot 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 pots control.

Pot Mode: Plugin

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



NOTE

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

Pot Mode: Mixer Volume

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



Pot Mode: Mixer Pan

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



Pot Mode: Channel Volume

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



Pot Mode: Channel Pan

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



Pot Mode: Custom

This pot 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 pots and fader buttons send out in Custom Mode

components.novationmusic.com.



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

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

Remote control modes:

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

Pad Modes

Depending on the pad mode, the FLkey has 16 pads to control various elements inside FL Studio.

To access pad modes:

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



Mode	Use
Pattern	Add or select new patterns using FLkey's pads.
Channel Rack	The Channel Rack mode lets you audition and select channels.
Instrument	You can control the selected instrument; FPC, Slicex, and Fruity Slicer have special layouts.
Sequencer	In Sequencer mode, you can create and edit steps. You can also edit the whole graph editor.
Scale Chord	You can play predefined chords in your set root key and scale.
User Chord	You can record and playback up to 16 chords.
Custom	You can assign the sixteen pads to custom parameters.

Pad Mode: Channel Rack

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 you assign the pad 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 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 pot layout.



Pad Mode: Channel Rack Banking

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

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

Pad Mode: 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.

Pad Mode: Instrument

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

- FPC pads
- Slicex
- Fruity Slicer
- A Default Instrument layout

By default, Instrument 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

In Instrument mode, 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

In Instrument mode, 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 **Page** ▶ 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 instrument mode when you select a Channel Rack channel with this plugin.

You can press the **Page** ◀ left or **Page** ▶ right page left or page right 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.

Pressing the **Page** ◀ left button decreases the octave, and the **Page** ▶ right button increases the octave. The brighter bottom right/top left pad is always the root note (C by default). With Scale mode enabled, the pad layout matches the scale you select, starting with the root note on the bottom left pad.

Pad Mode: Sequencer

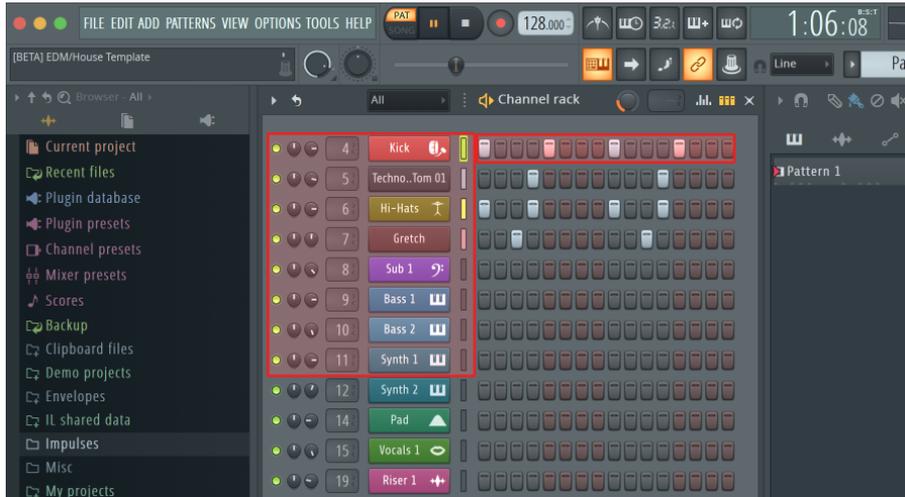
In Sequencer mode, you control the sequencer grid in the FL Studio Channel Rack. You can place and change steps inside the selected instrument and pattern. To use Sequencer mode, hold (or double press to latch) **Shift** + **Sequencer**. The upper row of pads shows steps 1-8, and the lower row steps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

Use the **Page** ◀ and ▶ buttons under the 'Page' label to shift the selection to the previous/next group of 16 steps. A red box briefly highlights which steps you've selected in FL Studio's Channel Rack.

Channel Rack Graph Editor

You can use pots 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 pots default to the last selected pot mode; to enable Graph Editor you need to hold the step(s) you want to change. The Channel Rack Graph Editor modes are below.

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

Latch Edit

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

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

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

Quick Edit

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

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

To exit quick edit mode release all held steps.

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

Pot/Knob	Graph Function
Pot 1	Note Pitch
Pot 2	Velocity
Pot 3	Release Velocity
Pot 4	Fine Pitch
Pot 5	Panning
Pot 6	Mod X
Pot 7	Mod Y
Pot 8	Shift

Scale Chord Mode

Scale Chord Mode provides you with banks of predefined chords. To access these banks, hold the shift button and press the Scale Chord pad (5th pad). Each pad row contains a bank of chords. The root key is C minor by default, to change this see [Scale Mode \[40\]](#).



Each row's first and last pad lights up brighter than the middle pads to show the root chord position. To navigate between pages of chords, use the **Page** ◀ ▶ navigation buttons. This mode has three pages with predefined chords: Triads, 7ths, 9ths, and 6/9ths.

Visible on screen	
Page 1	Top: Triads (Light blue)
(Shown above)	Bottom: 7ths (Dark Blue)
Page 2	Top: 7ths (Dark Blue)
	Bottom: 9ths (Purple)
Page 3	Top: 9ths (Purple)
(Shown below)	Bottom: 6/9s (Pink)



When you press a pad, it lights green and returns to its original colour when released. To change the chord's octave, hold Shift and press the **Page** ◀ ▶ buttons, these provide access to a range of -3 to +3 octaves.

Press Shift + Scale to choose a scale with the pink lit pads and a root key with any note on the keyboard that changes the predefined chord's scale and root key.

User Chord Mode

In User Chord Mode, you can assign up to six note chords to each pad. The FLkey saves these chords to its internal memory and is accessible between power cycles. Any assignments you make are available after you turn your FLkey off and on again.

Hold the **Shift** button to enter User Chord Mode and press the **User Chord** pad (6th pad).

To assign a chord to a pad: press and hold a pad and press the notes you want to assign from the keyboard. You can assign up to six notes to each pad using individual key pushes; you do not need to hold all the notes at once if the pad is held.

When you assign a chord, the pad lights up blue. When you press the pad, it plays the chord and lights up green. If a pad has no chord assigned, the pad isn't lit. The four blue pads below show pads with assigned chords.



To delete a chord assignment from a pad, hold the **Preset ▼** button, the pads with assigned chords turn red. Press a red pad to delete the assigned chord, once deleted the pad is no longer lit.



The **Page ◀ ▶** buttons transpose the chord bank in semitones between -12 and +12, the FLkey's screen displays any changes you make.



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 pots send out in Custom Mode.

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, hold **Shift** and press the New Pattern (Preset ▲ pad).

To clone a pattern, select the pattern you want to clone, hold **Shift** and press Clone Pattern (Preset ▼ pad).



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.

Fader Modes

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

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

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



In this example, the **Fader Mode: Plugin** is selected so the **Pot mode: Plugin** lights amber to show you can't select both simultaneously.

Mode	Use
Mixer Volume	Mixer Volume mode maps the mixer faders in banks of eight to the faders. The ninth fader controls FL Studio's master track.
Channel Volume	Channel Volume mode maps the Channel Volume pots in banks of eight to the faders. The ninth fader controls FL Studio's master track.
Plugin	<p>Plugin mode controls eight parameters, dependent on the plugin in focus.</p> <p>The screen shows the parameter name together with the new value temporarily.</p> <p>The ninth fader and fader buttons have no function in Plugin mode.</p>
Custom	You can assign the eight faders to custom parameters



NOTE

You can't assign a mode to both the pots and faders at the same time. If a mode is already mapped to the pots, then the Fader button appears amber while you hold Shift, pressing a Fader button whilst in this state will not assign the faders to that mode.

Fader Banking

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

- In Mixer Volume mode press the ◀ or ▶ buttons under the 'Mixer' label to move the selection to the previous/next eight track(s). The red selection in FL Studio shows which bank the pots control.
- In Channel Volume mode press the Channel Rack ▼ or Channel Rack ▲ to move the selection to the previous/next track or bank. The red selection in FL Studio shows which bank the pots control.

Fader Mode: Plugin

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



When you move a fader your FLkey 49/61's screen temporarily shows the plugin parameter's name and new value.



NOTE

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

Fader Mode: Mixer Volume

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



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



Fader Mode: Channel Volume

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



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



Fader Mode: Custom

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



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

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

Remote control modes:

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

Fader Buttons

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

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

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



Mute Mode



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

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

Solo Mode



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

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

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



NOTE

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

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

Fader Pickup

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

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

Quantise



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

Metronome

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

Undo/Redo Functions



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

Score Log



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

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

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 Pot Control and Channel Selection. If you select a Mixer Pot 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 focussed window in FL Studio. The following actions focus the Channel Rack:

FLkey 49/61FLkey 49/61

- Pad Modes
 - Channel Rack
 - Sequencer
- Pot 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:

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

The following actions focus the plugin for the selected channel:

- Moving a Parameter in Plugin Pot mode

Standalone Features

Navigation Mode - ([...] Button)

Pressing the “...” button enters FLkey into navigation mode for browsing samples and presets. The pads light up as shown below. The four blue pads form a left, right, up, and down keypad which replicates a computer keyboard’s cursor keys.

The green pad functions as the Enter ↵ key on your computer keyboard. The blue pads function as keyboard cursor keys to browse presets and samples in FL Studio or a software plugin. They can also perform any other function of a keyboard’s cursor keys and enter button.

The navigation keys are useful for stepping through samples in the Browser and pressing Enter (the green pad) to load your sample to the Channel Rack.



Scale Mode

In Scale mode, you can set the entire keyboard, or the pads in instrument mode, to only play notes in a scale you select. Press the “Scale” button to activate this mode, and the button lights to show the mode is active.

The screen displays a message to show the active scale (C minor by default).

To change the scale, you need to access Scale Settings. Hold the Shift button and press the Scale button. The Scale button flashes to show you are in scale settings.

To change the root note, press the corresponding key (all the black keys represent sharps #). The pads change the Scale type. In scale setting mode, they look like this:



The bottom row of the pads lights so you can select a scale, and the screen shows the selected scale. From left to right, the pads select the following scales:

1. Minor
2. Major
3. Dorian
4. Mixolydian
5. Phrygian
6. Harmonic Minor
7. Minor Pentatonic
8. Major Pentatonic.

To exit the Scales setting mode, press the Scale button or any function button. The settings mode also times out after ten seconds of inactivity, with the keyboard returning to its previous state.

Octave Buttons

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

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

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

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

Fixed Chord

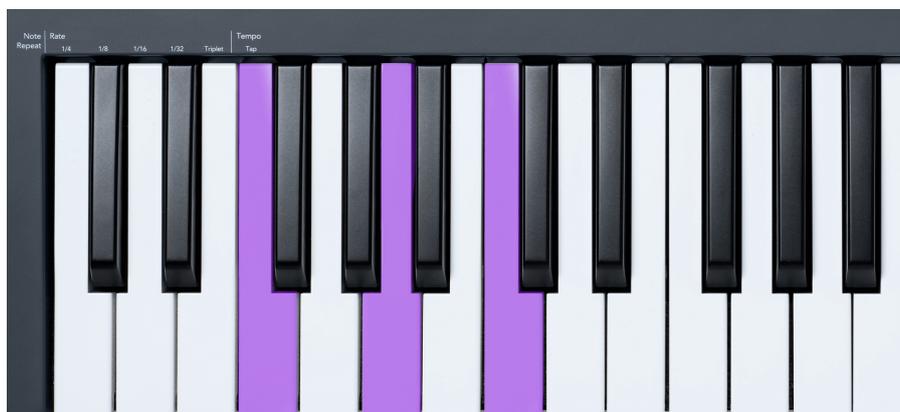
Fixed Chord lets you play a chord shape and transpose it by pressing other keys. To set a chord, press and hold the Fixed Chord button. While still holding the button, press and release the keys you wish to be in your chord. The chord is now stored.

The FLkey sets the first note you input into the chord as the chord's 'root note', even if you add notes lower than the first note.



Press and hold the Fixed Chord button press and release C, E, and finally G (a C Major chord). The FLkey stores this as the 'Fixed Chord'. Release the Fixed Chord button.

Major chords now sound on whatever key you press. For example, you can now press F to hear an F Major chord (shown below), or Ab to hear an Ab Major chord, etc.



Note Repeat

Note Repeat applies to the pads and allows you to play notes (especially drum hits) at various Rates, locked to a set Tempo.

When connected to FL Studio, Note Repeat always follows the DAW tempo regardless of the playback state. By default, master sync (in FL studio's MIDI settings) is enabled, making Note Repeat trigger tightly to the grid. If you disable master sync, Note Repeat begins when you press a pad.

To use Note Repeat

Press the Note Repeat button to enable Note Repeat on the pads. FL Studio sends MIDI clock to the FLkey by default, so it synchronises to this tempo. Hold any pad, and they repeat at the set Rate and Tempo.

In Sequencer mode, the Note Repeat function doesn't affect the pads. In Sequencer mode, the pads assign notes to the sequencer.

Change the Rate

To change the rate, hold the Shift button (or double-tap to latch) and press Note Repeat to enter Note Repeat settings. Press a key labelled 1/4, 1/8, 1/16, 1/32, and Triplet. The Triplet option sets the Rate to a Triplet feel for the currently selected rate, e.g. if the Rate was set to 1/8, enabling Triplet sets the rate to 1/8t.

With Note Repeat held or latched, you can change the Rate as you play the pads, too. In Note Repeat settings, the button pulses to show the keys are controlling the Rate and Tap Tempo.

Set the Tempo

In Note Repeat settings mode, repeatedly press the key labelled Tap Tempo until you've set the desired tempo. With Master Sync enabled in FL Studio (this is by default), the screen reads 'Tempo External'—tap tempo is changing the DAW tempo. The Note Repeat button will flash at the tempo you set.

Change the note/drum hit velocity

You can use pad pressure to control the Note Repeat hit's velocity. The initial velocity is set as you press the pad. As you hold it, you can increase pressure to increase velocity, or reduce pressure to reduce velocity, etc.

If you reduce pressure after the initial hit, the Note Repeat output keeps the initial velocity constant and only change velocity if you increase the pressure above the initial velocity setting.

Pot Pickup

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

In standalone mode, you can turn on Pot Pickup from the settings menu. When Pot Pickup is on, FLkey saves the various pages for the Pot's states. The control only outputs MIDI when it moves to the position of the saved state. This prevents sudden jumps in the control's value.

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

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's pots and pads 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.



Pot Custom Mode

FLkey has one Pot Custom Mode. To access Custom Mode, hold Shift and press the Pot Mode Custom button. You can set a pot's CC numbers using [Components](https://components.novationmusic.com).

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

FLkey Settings

Pressing the Settings button shows the settings menu on the screen. You can scroll through the Settings list using the Preset ▲▼ buttons. To adjust the settings' value, use the pads or the Page ◀▶ buttons. The available settings are shown below.

Settings	Description	Value Range	Default
Keys MIDI Channel	Sets the MIDI channel for the keys	1-16	1
Chords MIDI Channel	Sets the MIDI Channel for the Scale Chord and User Chord	1-16	2
Drums MIDI Channel	Sets the MIDI Channel for the Drum Mode	1-16	10
Velocity Curve (Keys)	Select a velocity curve for the keys	Soft/Normal/Hard/Off	Normal
Velocity Curve (Pads)	Select a velocity curve for the pads	Soft/Normal/Hard/Off	Normal
Pad Aftertouch	Set the Aftertouch type	Off/Channel/Polyphonic	Polyphonic
Pad AT Threshold	Set the threshold in which the aftertouch kicks in	Low/Normal/High	Normal
Pot Pick-Up	Turn pot pick-up on/off for standalone mode. This does not affect FL Studio.	Off/On	Off
MIDI Clock Out	Turn MIDI Clock out on/off	Off/On	On
Brightness	Adjust the pad and screen brightness.	1-16	9
Vegas Mode	Turn off/on Vegas Mode	Off/On	Off

Vegas Mode

If the FLkey is idle for five minutes, it enters Vegas mode. In this mode, colours scroll across the pads indefinitely until you press a pad, button, or key. To turn Vegas mode on and off:

1. Go to the **Settings** page.
2. Use the **Presets** ▲▼ to go to Vegas Mode.
3. Press the **Page** ◀▶ buttons or the first two Pads, the screen displays Vegas Mode: On/Off.

Easy Start

To remove the FLkey from Easy Start mode:

1. Hold the 'Octave +' and 'Octave -' buttons and connect the USB cable to put the FLkey in Bootloader mode. The screen shows Easy Start: status.
2. Press the Note Repeat' button to turn Easy Start Off.
3. Press the Mixer ◀ button to load the FLkey back into the main Firmware.

Weights and Dimensions

	FLkey 49	FLkey 61
Weight	3.03kg (6.68 lbs)	3.43kg (7.56 lbs)
Height	62mm (77mm/3.03" including knob caps)	62mm (77mm/3.03" including knob caps)
Width	789mm (31.06")	952mm (37.48")
Depth	258mm (10.16")	258mm (10.16")

Novation Notices

Troubleshooting

For help getting started with your FLkey, please visit:

novationmusic.com/get-started

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

support.novationmusic.com

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ELECTROSTATIC DISCHARGE (ESD)

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