

FLPAD

novation

FLpad user guide

Version 1.0

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Introduction to the FLpad

Co-developed with Image-Line, FLpad is the fast, hands-on, way to make beats in FL Studio. Trigger samples in the Channel Rack, step sequence up to four instruments at once, play drums and melodies on the velocity-sensitive pads, and create and edit Patterns.

Key features

- **Made for FL Studio**
  Get hands-on in the Channel Rack, sequence drums and melodies, play parts live, and create Patterns directly from FLpad.
- **Make beats in the Channel Rack**
  Select and trigger your samples directly from FLpad's 64 velocity-sensitive pads.
- **Step sequence your ideas**
  Quickly create and edit melodies, basslines, and drum patterns for up to four instruments at once.
- **Play drums live**
  FLpad's velocity-sensitive pads are ideal for finger drumming with dedicated layouts for FPC, Slicex, and Fruity Slicer.
- **Perform basslines, melodies, and chords**
  Note view allows you to play melodic instruments — either locked to your chosen scale or chromatically.
- **Build tracks with Patterns**
  Develop your ideas directly from FLpad. A dedicated view makes it easy to create, select, clear, and duplicate Patterns.
- **Edit every note directly on FLpad**
  Get hands on with FL Studio's Graph Editor, directly from the grid.
- **Control the Channel Rack mixer**
  Turn FLpad's grid into a row of faders with Channel Rack Mixer mode.
- **Dedicated transport controls**
  Stop and start playback and recording, undo actions, and more from FLpad's buttons.
- **Make it your own**
  With Novation Components, it's easy to make your custom layouts for FL Studio — or your other software and hardware.

What's in the box?

- Novation FLpad
- USB-C to A cable
- Important safety information sheet

Troubleshooting

For help getting started with your FLpad, visit:

novationmusic.com/get-started

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

support.novationmusic.com

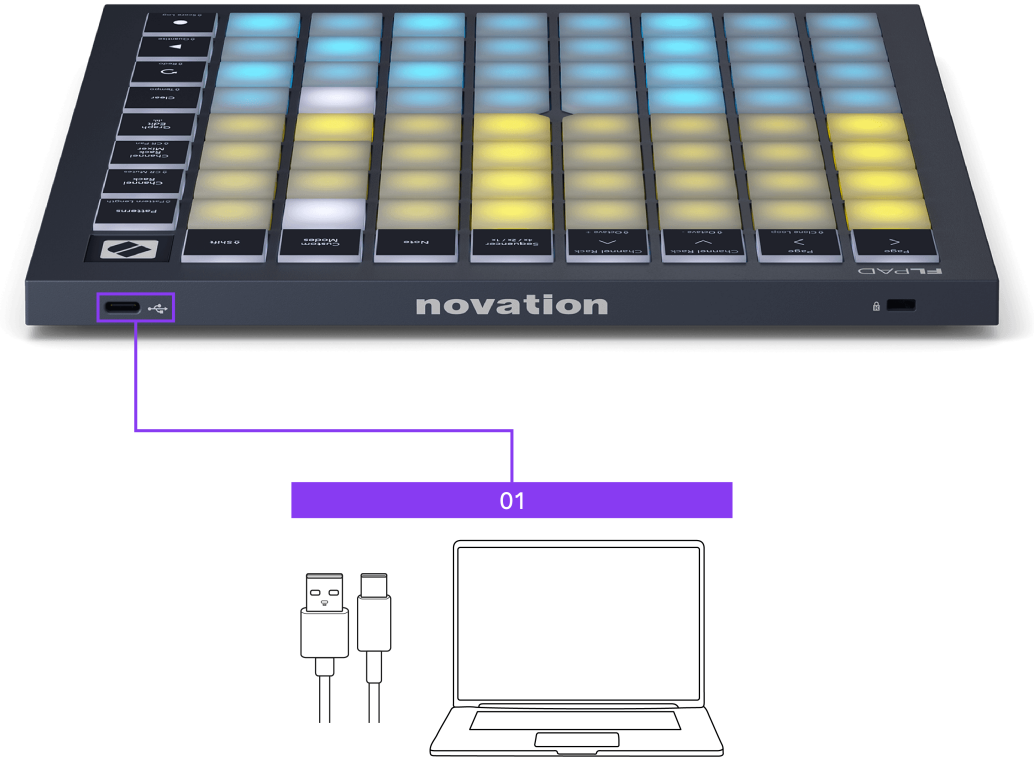
We recommend you check for updates to your FLpad so you have the latest features and bug fixes. To update your FLpad's firmware, you need to use Components:

components.novationmusic.com

Getting Started with your FLpad

Connecting and powering FLpad

Your FLpad is USB bus-powered, it's powered when you connect it to your computer with a USB-C to A cable (1). The same cable also transfers data to and from your FLpad.

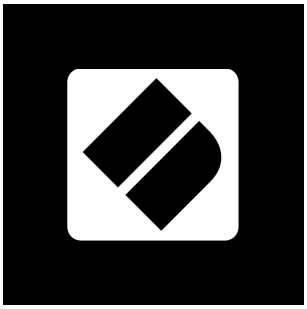


Easy Start

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

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



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

id.focusritegroup.com/register

IMPORTANT

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

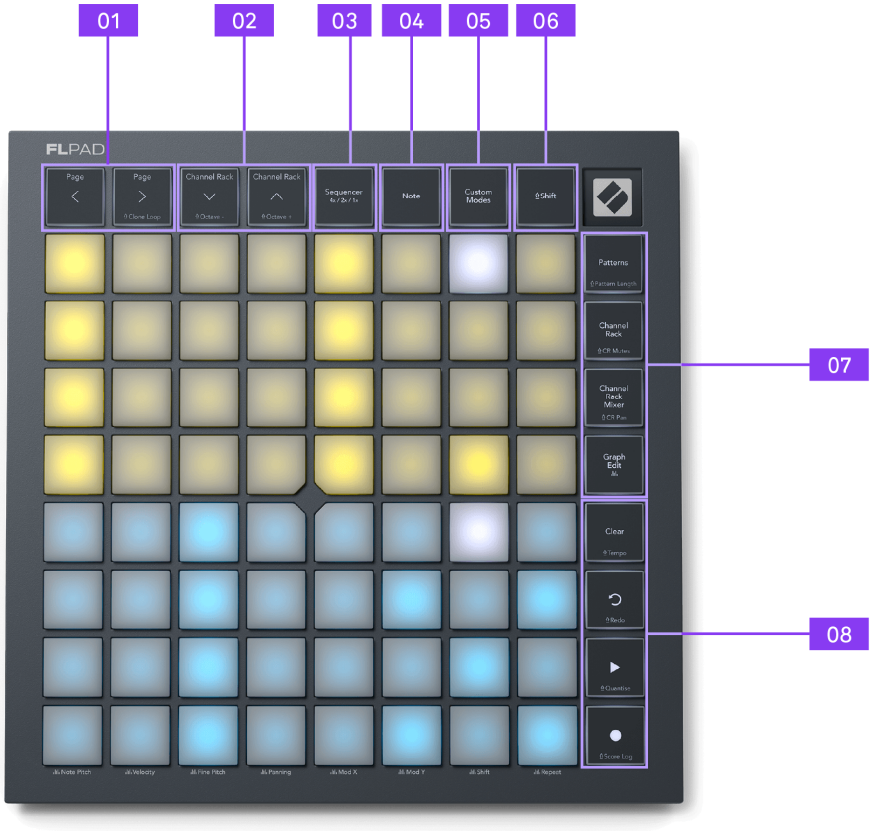
To update your FLpad's firmware, you need to use Novation Components. Go to components.novationmusic.com to update your firmware.

Updating your FLpad

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

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

FLpad hardware overview



1. **Page ◀ ▶** left and right buttons – enable you to move through steps in a sequence.

   Clone Loop – duplicates the pattern length along with any MIDI data.
2. **Channel Rack ▲▼** up and down buttons – moves the FLpad's pads through the channel rack.

   Octave -/+ buttons – Hold Shift and press the Channel Rack buttons to move the pad's octave up and down in Note mode.
3. **Sequencer 4x / 2x / 1x** button – changes the pads to show the sequence for four, two, or one channel on the pads. The fewer channels visible on the pads, the more sequence steps you can see.
4. **Note** button – sets the FLpad's pads to Note view.
5. **Custom Modes** button – press the Custom Modes button to cycle through the FLpad's four custom modes.

6. **Shift** button – hold to access secondary functions of buttons on the FLpad.FLpad's shift functions are shown in grey text on the buttons or on the front panel. When you're in a shift view, the selected button pulses white.
7. Performance view buttons:
    - **Patterns** button – see all your patterns at a glance and switch between them using FLpad's grid.

      Pattern Length – see and set the length of the sequence in the current pattern.
    - **Channel Rack** button – change channel rack instrument and quickly edit their sequences.

      CR Mutes – quickly mute and unmute channel rack instruments.
    - **Channel Mixer** button – edit the volume of your channel rack insturments.

      CR Pan – edit the pan of your channel rack instruments.
    - **Graph Edit** button – edit the graph edit parameters per step of your sequence.
8. Transport and workflow buttons:
    - **Clear** button – remove steps, patterns, and sequences with single button combo.

      Tempo – adjust FL Studio's tempo, in BPM, and swing value.
    - Undo button – triggers your DAW's undo function.

      Redo – Hold Shift and press undo to trigger the redo function.
    - Play button – trigger FL Studio's playback.

      Quantise – trigger FL Studio's quantise function and snap notes to the grid.
    - Record button – arm FL Studio's recording to play notes in live.

      Score Log – recall unrecorded MIDI notes so you never lose an idea.



9. **USB** Port – a type-C USB port. Sends and receives data, and powers your FLpad.
10. - Kensington Lock, use a lock to secure your FLpad and deter theft.

Working with the FLpad in FL Studio

We've designed the FLpad to work seamlessly with FL Studio, and give you hands on control of the sequencer. You can also change your FLpad to suit your needs with Custom Modes.

Installation

Before using FLpad with FL Studio make sure it's up to date, for steps on how to do this please see Updating your FLkey [7].

To use the FLpad you need to be running FL Studio version 2026 or above. After you've connected the FLpad to your computer open FL Studio and the FLpad is automatically detected and set up in FL Studio's MIDI settings.

Manual Installation



NOTE

FL Studio should automatically detect your FLpad. These steps are only if FL Studio doesn't automatically detect your FLpad.

If you still have problems make sure:

- You have updated FL Studio to the latest version.
- Your FLpad 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.

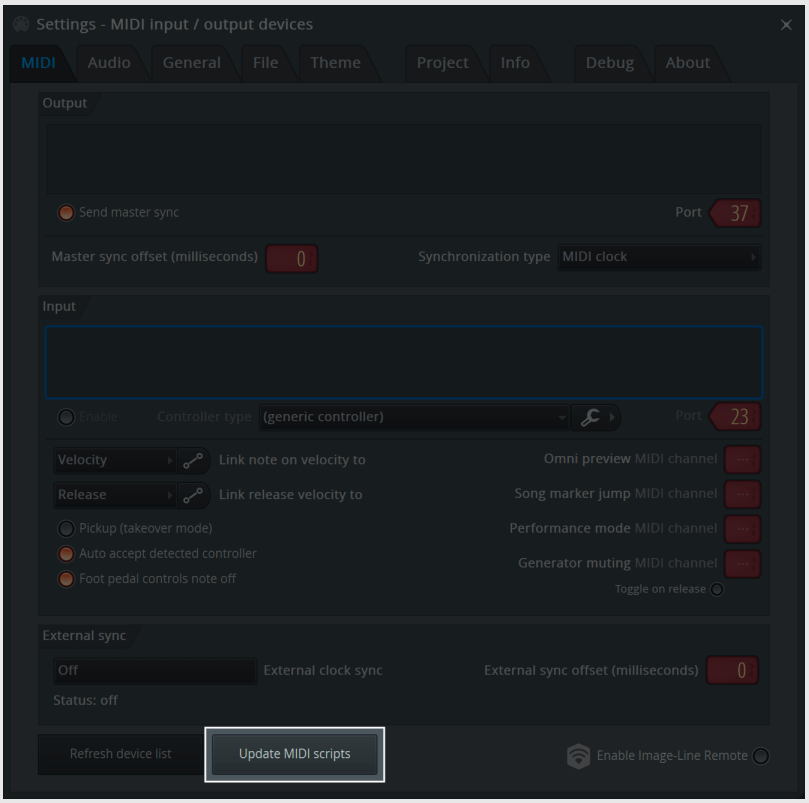
Manual Installation steps:

1. Select and enable the FLpad MIDI and DAW input ports in the lower '**Input**' panel:
    - FLpad MIDI Out
    - FLpad 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: 'FLpad MIDI'.
    - Click on the DAW input, click the '**Controller type**' drop down and choose: 'FLpad DAW'.
4. Click the output ports in the upper '**Output**' panel and set the '**Port**' numbers to match the inputs.
    - FLpad MIDI In.
    - FLpad 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 FLPAD ISN'T IN MIDI SETTINGS

If you can't see the scripts for your FLpad 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.



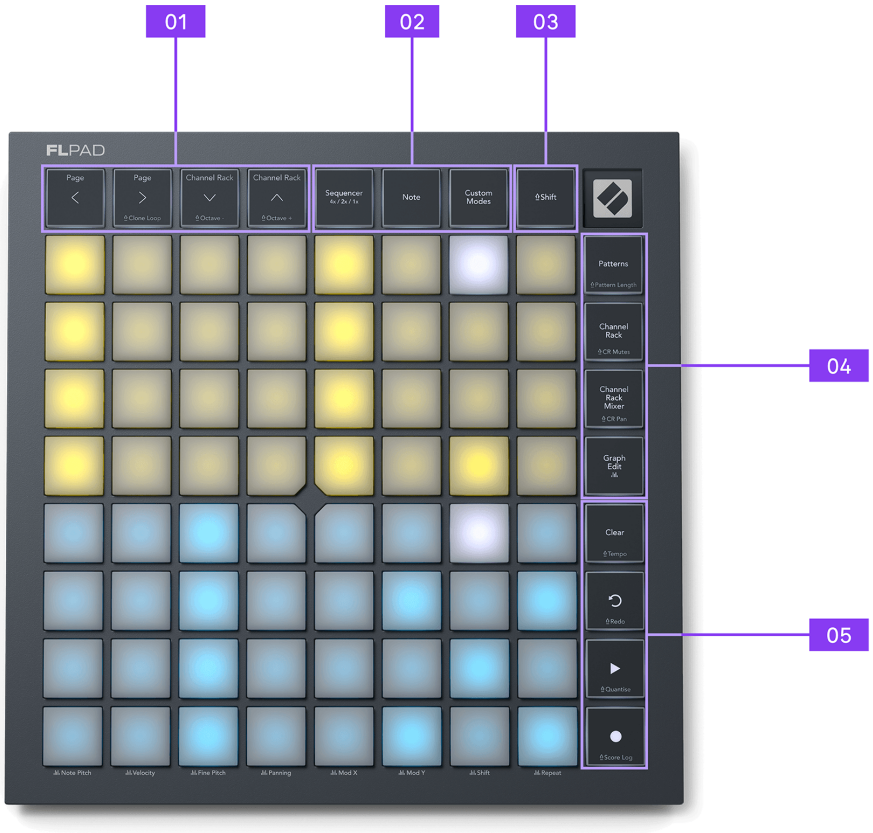
Understanding views and navigation on FLpad

We've designed FLpad's workflow around a number of "views" that let you interact with different ways with windows in FL Studio.

The buttons around the pad grid are divided into:

1. Navigation buttons.
2. The first set of FLpad's main views: Sequencer, Note, and Custom Modes.
3. The Shift button — used to access Shift views on some buttons.
4. The second set of FLpad's main views: Patterns, Channel Rack, Channel Rack Mixer, and Graph Edit.

5. The workflow buttons: Clear, undo/Redo, play, and record



To access the views press the buttons around the outside of the FLpad. Each button is labelled with the view it controls.

The main views available are accessed from the buttons around the pad grid:

View	Description
Sequencer	The pads display and let you add or remove steps to the Channel Rack's Step Sequencer for up to four Channel Rack Instruments at any one time. FLpad's Sequencer view itself has four sub-views accessible
Note	The pads display and send notes using a variable layout, with drum, chromatic, or scale layouts you can customise in Note mode's scale settings. To access the Note mode scale settings, hold Shift and press the Note button.
Custom Modes	Four Custom Modes where you can edit data the pads send out. To create Custom Modes you must use Novation Components. To cycle through the four Custom Modes, repeatedly press the Custom Modes button.
Patterns	The pads display the patterns in your project and let you change or create new patterns. Hold Shift and press the Pattern button to set the Pattern Length.
Channel Rack and Channel Rack Mutes	Channel Rack enables you to view or change the currently selected Channel Rack instrument on the lower 32 pads and shows up to 32 sequence steps for that Channel Rack instrument on the upper 32 pads. In Channel Rack Mutes view, the lower 32 pads enable you to mute or unmute the Channel Rack instruments.
Channel Rack Mixer and Channel Rack Pan	Channel Rack Mixer and Channel Rack Pan views show faders or pan controls across the pads for the current bank of Channel Rack instruments.
Graph Edit	Graph Edit view shows 32 sequence steps for currently selected Channel Rack instrument and the lower 32 pads enable you to change the Graph Edit settings per step.
Tempo view	Hold Shift and press the Clear button to open Tempo view. Here you can adjust FL Studio's tempo, in BPM, using the Channel Rack up and down buttons and the Main Swing using pad row eight.

Using FLpad's Sequencer view

FLpad's Sequencer view enables you to see and input notes and drums quickly into FL Studio's Patterns via the Channel Rack's Step Sequencer. Sequencer view gives you a few different ways you can see and input notes to build and change beats and tracks quickly from the FLpad.

For each sequence the pads use the Channel's colour to show each channels sequence.

Pad's lit brightly have notes assigned to that step, pad's lit dimly are empty steps in the sequence.

Changing Sequencer layouts

FLpad's Sequencer view has three layouts named after the number of Channels shown on FLpad 64 pads: 4x, 2x, and 1x. Each layout uses a different number of pads on the grid. Press the Sequencer 4x/2x/1x button to cycle through the layouts.



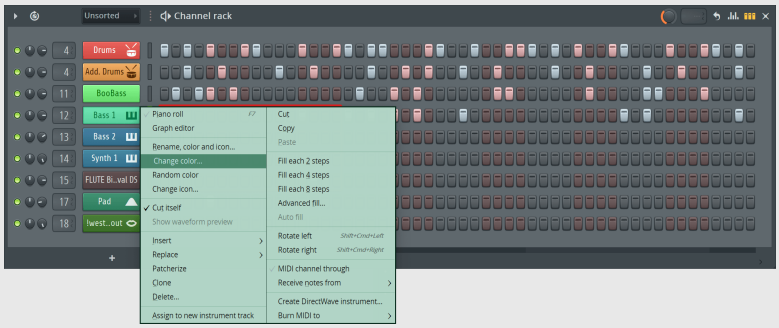
Use the Sequencer 4x/2x/1x button to cycle through the Sequencer layouts.

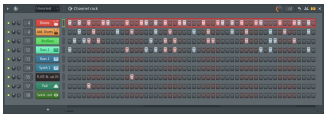
- 4x, enables you to see and sequence four Channels with 16 steps in each channel — this view is used throughout other views on the FLpad.
- 2x enables you to see and sequence two Channels with up to 32 steps in each channel.
- 1x enables you to see one channel with up to 64 steps.

TIP

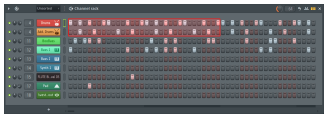
Colour coding your Channel Rack Channels makes seeing which Sequencer view you're in and which Channel you're Sequencing.

To set Channel colours, right-click a Channel's name and either click either Choose Colour or Random Colour.

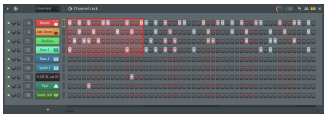




In Sequencer 1x view, one Channel Rack channel has a red ring controlling up to 64 steps.



In Sequencer 2x view, two Channel Rack channels have red rings controlling up to 32 steps.



In Sequencer 4x view, four Channel Rack channels have red rings controlling up to 16 steps.



In Sequencer 1x view, the pads control one Channel Rack sequence with up to 64 steps .



In Sequencer 2x view, the pads control two Channel Rack sequences with up to 32 steps in each.



In Sequencer 4x view, the pads control four Channel Rack sequences with up to 16 steps in each.

NOTE

Each Sequencer layout can show up to the maximum pads available but if your sequence length is shorter than the maximum length available for that setting blank pads show unavailable steps.

For example if you're using Sequencer 4x and the pattern length is eight steps, every other pad row is blank.

Starting playback

In any of the Sequencer views, the FLpad's play button lights green to show it's available. In these views, the play button starts and stops FL Studio's step sequencer playback.



When you press the Play button, playback starts from the start of the step sequence. The white pad shows the active step in the sequence.

You can still control playback from within FL Studio, using either the play button, or the space bar.

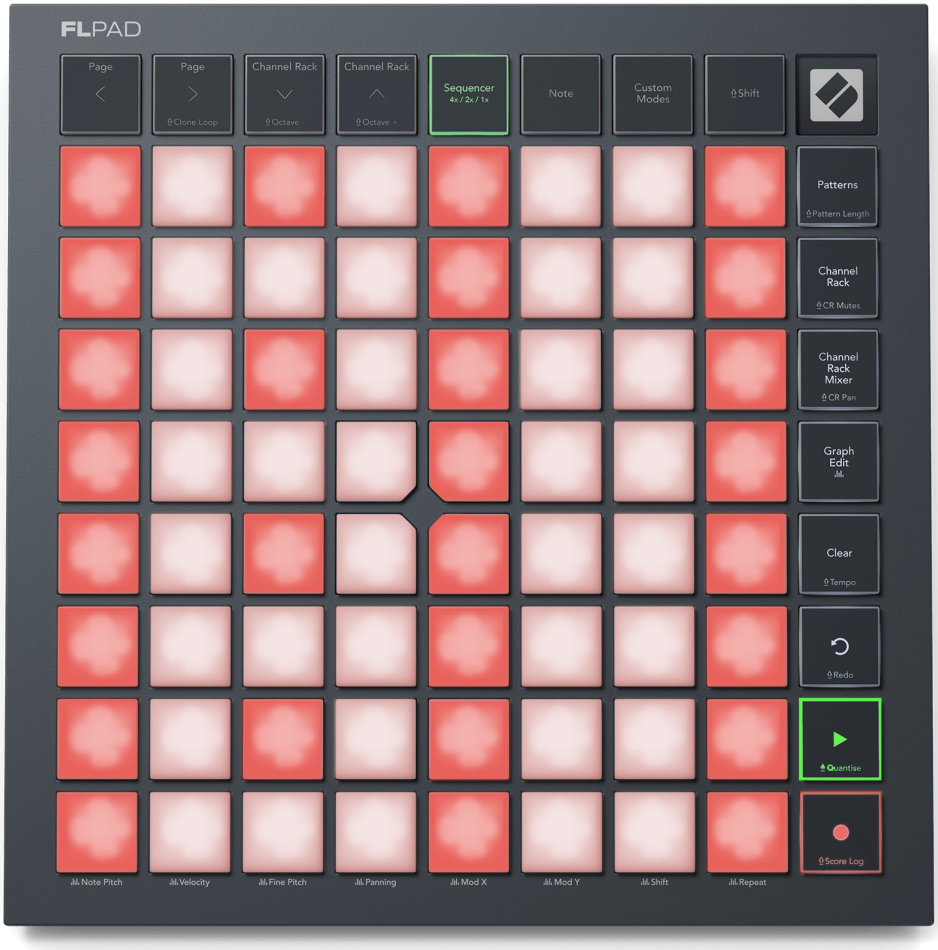
Adding and removing notes

You can add notes to the step sequencer in three ways:

- Manually, by pressing pads in the sequence as the sequence is playing or stopped.
- Playing the sequence and using Note view to record notes in live, as the sequence is playing.
- Using Score Log to add notes you just played in Note view, but weren't recording.

Manually adding notes to the sequence

You can add notes to the sequence by pressing dim pads on the FLpad's grid.



Pad's lit brightly have notes assigned to that step, pad's lit dimly are empty steps in the sequence.

You can add notes to the sequence with the pads while the sequence is playing or stopped. Notes you add in FL Studio with your mouse, or any MIDI device, also appear on the FLpad's pads in the Sequencer view.

Recording notes to the sequence

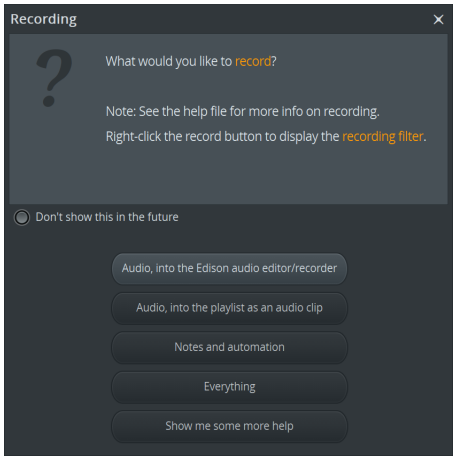
You can record notes to the Step Sequencer as the sequence is playing.

To record notes into the Step Sequencer:

1. Press the Record button — the record button lights bright red.



If FL Studio's Recording window appears, choose what you would like to record. If you're just recording MIDI from the FLpad, click Notes and automation, but if you'd like to know more, click Show me some more help.



FL Studio is now armed to record.

2. Press the Play button — the play button lights bright green and the pads show a white playhead moving through the sequence showing the currently active step.



You can press the play button either on the FLpad or in FL Studio itself.

3. Press the Note button to go to Note view.



4. Play notes using the pads, any notes you play get recorded into the sequence.
   You can play notes from FLpad's Note view, or using a MIDI keyboard or any other MIDI device sending notes into FL Studio.
5. Press either the:
   - Play button to stop recording and stop the sequence.
   - Record button to stop recording, but keep the sequence playing.



PUNCHING IN AND OUT

You don't have to stop the sequence to wait to record, if you have an idea you can turn on the record button add notes to the sequence as it's playing, then turn off the record button. This allows you to "punch in and punch out".

Using Score Log to add notes to the sequence

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.

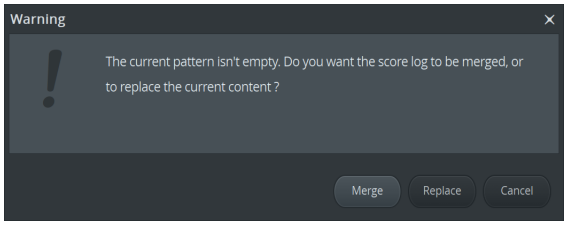
This button is identical to using the Tools > Dump Score Log to Selected Pattern option in FL Studio.

To use Score Log

1. Press the Note button to enter Note mode.
2. Play any notes you'd like to insert to the sequence.
3. Hold Shift and press the Record button (also labelled Score Log).



If the current Channel already has note data FL Studio shows a warning. In this warning you can either choose Merge, to combine the new note data with the existing note data, or choose Replace to overwrite the data in the pattern.



4. Choose to Merge or Replace the Score Log note data.

FL Studio adds note data you've played over the last five minutes to the relevant channel sequences. You can add notes to multiple channels simultaneously using Score Log.

Quantising notes in the sequencer

Quantise snaps off-beat notes to the nearest beat, fixing timing errors. Sometimes you might want to use quantise to make things sound perfect and robotic, but sometimes you might not want to quantise to give your track a more human feel.

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

To use FLpad's Quantise:

1. Hold Shift.
2. Press the Play button, also labelled Quantise.



FL Studio snaps the start of each note in the current channel to the nearest beat.

Undo/Redo Functions



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

The undo function works by pressing the undo button. To use the redo function, hold shift and press the undo button.

Extending pattern length

Using FLpad's Sequencer view you can create patterns longer than 16 steps. You can do this in two ways:

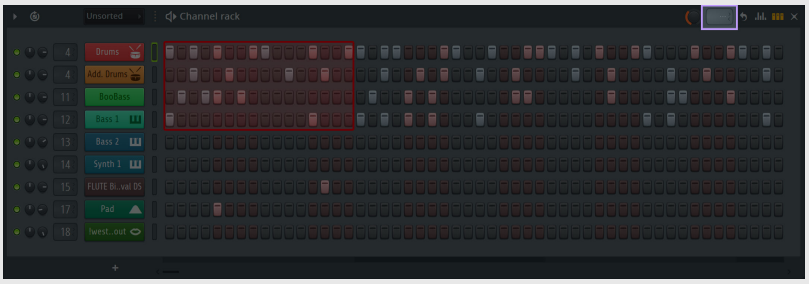
1. In Sequencer 2x view, you can see 32 steps on the pads. In 1x, you can see 64 steps. When you add a step past the end of the pattern, FL Studio makes the pattern longer to the next multiple of 16.
2. In Sequencer 4x view, use the Page > right button to move forward in the pattern. If you add a note to a step longer than the current pattern, FL Studio makes the pattern longer to the next multiple of 16.

When you make a sequence longer, FL Studio automatically sets the pattern length to the next multiple of 16. For example, if your sequence is 32 steps and you put a note at step 38, the pattern changes to 48 steps. This is the normal way FL Studio works.



NOTE

It's only possible to extend a sequence's length this way if you haven't already manually set the length. To enable you to set the pattern length this way, you must reset the pattern length setting in the top-right corner of the Channel Rack:



Setting pattern length

FLpad lets you set how many steps are in your sequence, or the Pattern Length.

To set the Pattern Length:

1. Hold Shift and press the Patterns button (also labelled Pattern Length).
   The Pattern button pulses to show Pattern Length is active and the top right pads show a numerical value for the Pattern Length (8, 16, 32, or 64 steps).



The third button on the bottom left is selected, and the pads show the Pattern length as 32 steps.

2. Press one of the bottom left four pads to change the Pattern Length between 8, 16, 32, or 64 steps.
   Alternatively, press the Channel Rack up and down buttons to set the Pattern Length to other values.



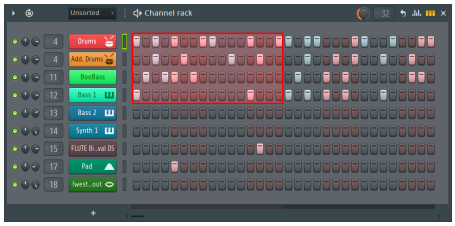
3. Press another view button to leave the Pattern Length setting.

Navigating in the Channel Rack's sequencer

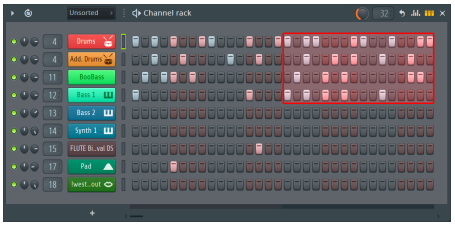
When you're in any of the Sequencer 4x, 2x, or 1x views you can use FLpad's page navigation buttons to move through your sequence.



If you're in the view Sequence 4x with four channels on the FLpad's pads and your sequence has 32 steps you can only see 16 steps at a time. Use the Page buttons to move through the steps. Page > right moves the FLpad's view further into the sequence, Page < left moves the pads back to the start of the sequence.



Sequencer 4x in its original position, steps 1 – 16.



Sequencer 4x after pressing the Page button, steps 17 – 32.

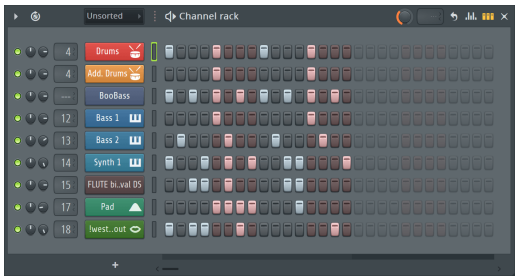
The Page buttons light to show when you can move in your Sequence. When the Page left button is dim you're at the start of the sequence, when the Page right button is dim you're at the maximum sequence length (512 steps).

Using Clone Loop

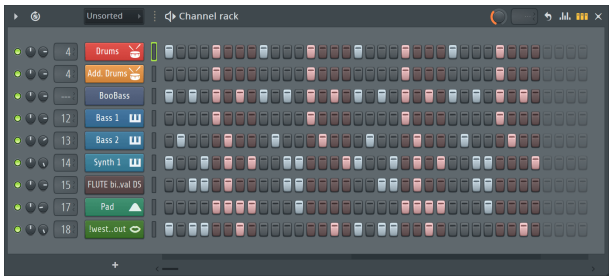
Clone Loop enables you to double the length and create a copy of the notes in the current Pattern. This allows you to create longer, repeating, patterns and beats more quickly.

To use Clone Loop, go to the loop you want to clone, hold Shift and press the Clone Loop (Page >) button.

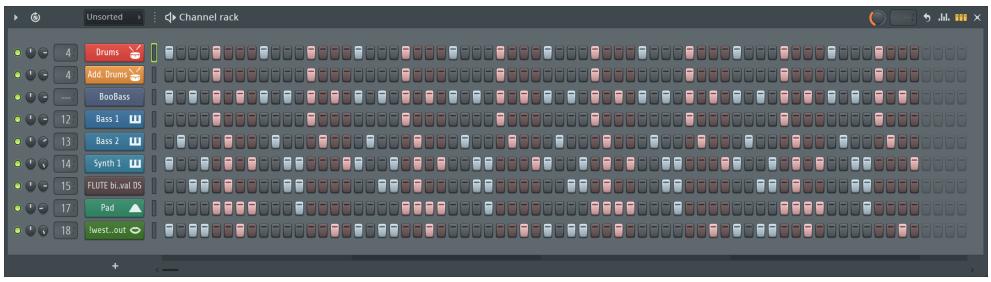
If your loop is 16 steps, when you activate Clone Loop, 16 steps becomes 32 — from here, if you activate Clone Loop, 32 steps becomes 64. If you make any changes to the 32 step loop, any changes apply to the 64 step loop.



The original loop with 16 steps.



32 steps, a cloned version of the original loop.

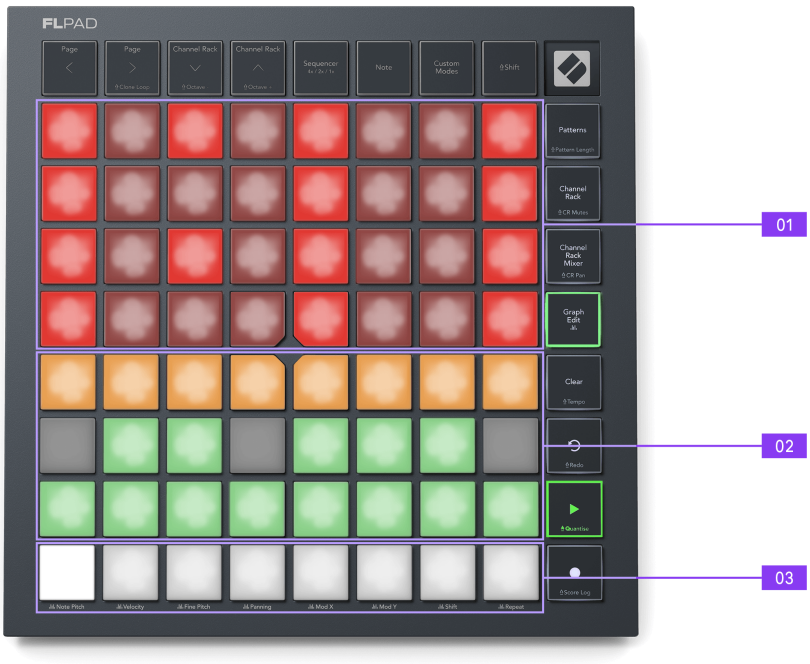


64 steps, a clone of the 32 step pattern.

Editing sequence steps with the Graph Edit view

The Graph Edit view enables you to change the settings for each step in your sequence from FLpad.

When you open Graph Edit view, the grid of FLpad is split into three parts.



1. Pad rows 1–4 show the 32 steps you're currently viewing.
2. Pad rows 5–7 change the values for the current Graph Edit parameter.

   Pad rows 5–7 change automatically based on the Graph Edit parameter you are editing. For more details, see the section about that specific Graph Edit parameter.
3. Pad row 8 lets you select which Graph Edit parameter to edit with the Graph Editor parameters written below the pads.

The Graph Edit parameters:



1. Note Pitch [33]
2. Velocity [33]
3. Fine Pitch [34]
4. Panning [35]
5. Mod X [35]
6. Mod Y [35]
7. Shift [36]
8. Repeat [36]

To edit a step's Graph Edit Parameters

1. Press the Graph Edit button to open Graph Edit view.
2. Choose which Graph Edit Parameter you want to edit using pad row 8.
   Pad rows 5–7 update to reflect which Graph Edit parameter you're editing.
3. Select one, or more, steps you'd like to edit by pressing the pads in pad rows 1–4.
   You can only edit steps with notes. There are three brightness levels in Graph Edit view, dim pads have no notes assigned, medium steps have notes assigned, white pads are steps you're editing.
4. Use pad rows 5–7 to update the Graph Edit parameter for the currently selected step(s). Not all Graph Edit paramters use all three rows.
5. Press the steps again to deselect them and make sure you're no longer editing them.

Editing step Note Pitch

Note Pitch changes the MIDI note for the step you're editing. If you select multiple steps when you set the note, all the steps update to that note value.

Note Pitch view's editor pads are laid out across three rows.

- Row 5 is lit orange and controls octave of the chromatic keyboard from low to high, left to right.
- Rows 6 and 7 display a Chromatic keyboard on the pads with each note from C to C.

When you assign a note to steps the note assigned lights brightly on the Chromatic keyboard. If you select multiple steps and the notes are different no pads light on the chromatic keyboard and when you choose a new note all the steps change to the new note.

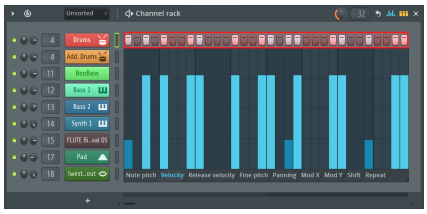




Editing step Velocity

Velocity changes the MIDI velocity for the step you're editing. If you select multiple steps when you set the velocity, all the steps update to that velocity value.

In Velocity view, pad rows 6 and 7 edit the velocity of the steps from 3% the top left pad, to 100%, the bottom right.





Pads lit	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Step Velocity	7	15	23	31	39	47	55	63	71	79	87	95	103	111	119	127

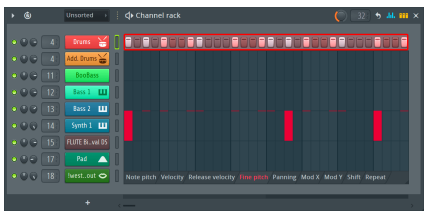
Editing step Fine Pitch

Fine Pitch changes the fine pitch value in cents for the step you're editing. If you select multiple steps when you set the Fine Pitch, all the steps update to that Fine Pitch value.

Fine Pitch is a bipolar control — the default value, ±0 cents, is in the middle. Pads to the right increase the Fine Pitch, the pads to the left decrease the Fine Pitch.

To reset Fine Pitch, to ±0 cents, press the two middle pads simultaneously.

Fine Pitch has a range of -1200 cents to +1200 cents, or an octave up and an octave down.





WHAT IS A CENT?

In Western music theory, the distance between notes, or pitches, like C and C♯ is one semitone. One semitone is 100 cents. It is possible to have pitches between the standard notes in Western 12-tone tuning.

If you were halfway between two notes and another you'd be 50 cents from both notes. This creates a pitch between the named notes of a standard piano keyboard.

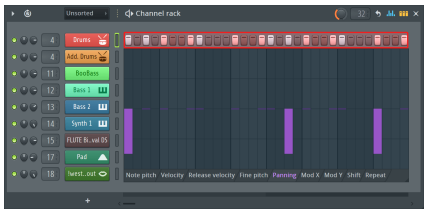
You can use Fine pitch to make notes slightly out of tune, by Western standards, giving them a more natural feel, thickening sounds, or going for a non-Western, micro-tonal, sound.

Editing step Panning

Panning changes the pan position of each step in the stereo field. If you select multiple steps when you set the pan position, all the steps update to that pan value.

Panning has a bipolar control — the default value, of centrally panned, or in the middle. The pads to the left pan left, the pads to the right pan right.

To reset the panning control to centre, press the two middle pads simultaneously.



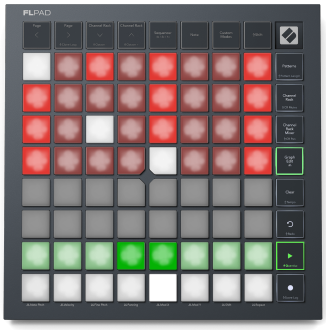


Editing step Mod X and Y

Mod X and Mod Y are two separate parameters in the Graph Edit menu. They each relate to the current instrument's Mod controls. Mod X normally controls Filter Cutoff, Mod Y normally controls Filter Resonance. You can edit which Mod controls Mod X and Mod Y affect from inside the instrument's plugin options (see FL Studio's user guide for more information).

If you select multiple steps, when you set the Mod values, all the steps update to that Mod value.

Mod X and Mod Y are both bipolar controls—this means the default value of ±0 is in the middle. The pads to the right and left decrease or increase the Mod value.



Mod X's control lights green.

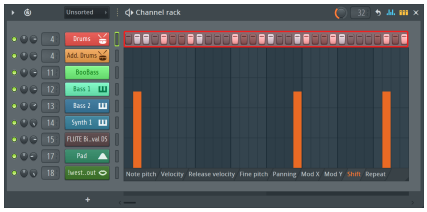


Mod Y's control lights yellow.

Editing step Shift

Shift lets you change the steps note start time offset, the higher the shift the longer after the step the note plays.

In Shift view, pad row 7 gives you eight shift levels from no shift to 87% shift to the next beat.

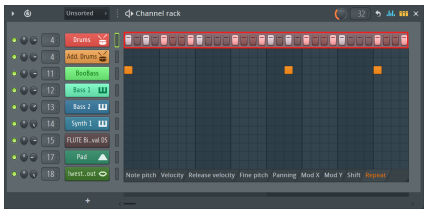




Editing step Repeat

Step Repeat lets you retrigger notes on the step you're editing. If you select multiple steps, when you set the Step Repeat, all the steps update to that Step Repeat value.

Pad row 7 lets you adjust the Step Repeat to no repeats, only the left pad lit, to full repeats, all the pads lit.





Pads lit	1	2	3	4	5	6	7	8
Repeat	No Repeat	1/32 dotted	1/16 triplet	1/32 half-step	1/64 dotted	1/32 triplet	1/64 (quarter step)	1/64 triplet

Using FLpad's Note views

Note view lets you use FLpad's pads to send MIDI notes to FL Studio to play pitched instruments and drums

There are different note view layouts, depending on what Channel rack instrument you're controlling, and how you'd like to control them.

- Chromatic and scale layouts – these layouts organise the pads into notes easier for playing pitched instruments like synthesisers, pianos, and strings.
- FPC layout – this layout arranges the MIDI notes in a 4x4 grid layout easier for playing drums and aligning with FL Studio's FPC instrument.
- Fruity Slicer – assigns each slice of your Fruity Slicer sample to pads on your FLpad.
- Slicex – assigns each slice of your Slicex sample to pads on your FLpad.

You can use Shift + Channel Rack up and down to adjust the octave up or down for the the current view.

Changing the Chromatic or Scale layout

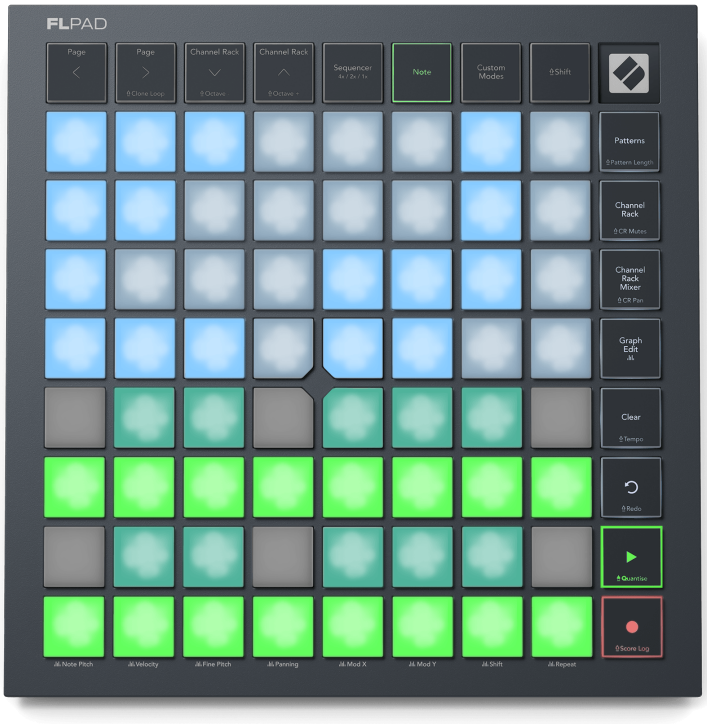
For pitched instruments you can change between Chromatic or Scale layouts, pressing the Note pad repeatedly changes the bottom half of the pads between two note layouts:

- Chromatic – gives you access to all 12 notes, C to C, like a piano.
- Scale – gives you access to a set of notes in a set scale. You can change the Scale in the Scale settings menu (Shift + Note).

Chromatic layout

Set to the Chromatic layout, the bottom four pad rows change into two octaves of chromatic notes in a piano layout.

The light green pads represent the white keys, the dark green pads represent the black keys.



You can use Shift + Channel Rack up and down to adjust the octave up or down for the the current view.

Scale layout

Set to Scale layout, the bottom four pad rows change into four octaves with each row representing the notes in your selected scale.

Pads lit pink are the scale's root notes. The next section teaches you how to change the root note and scale.



You can use Shift + Channel Rack up and down to adjust the octave up or down for the the current view.

Changing root note and scale

To access the Scale settings view, hold Shift and press the Note button:



In the Scale settings view, there are two sections:

- Root note selection – the pink and blue chromatic keyboard allows you to choose the rote note for scale mode. The pad for the currently selected root note lights pink (when the root note is C, both the first and last pads light pink). The light blue pads show the notes in the current scale.
- The scale – the orange pad row enables you to pick the scale. The pad for the currently selected scale lights white.

The scales available are:

- Minor
- Major
- Dorian
- Mixolydian
- Phrygian
- Harmonic Minor
- Minor Pentatonic
- Major Pentatonic

FPC layout

FPC layout uses the bottom left 16 pads to represent the layout of the FPC instrument.

The FLpad's pad colours represent the colours of the FPC's pads in FL Studio:

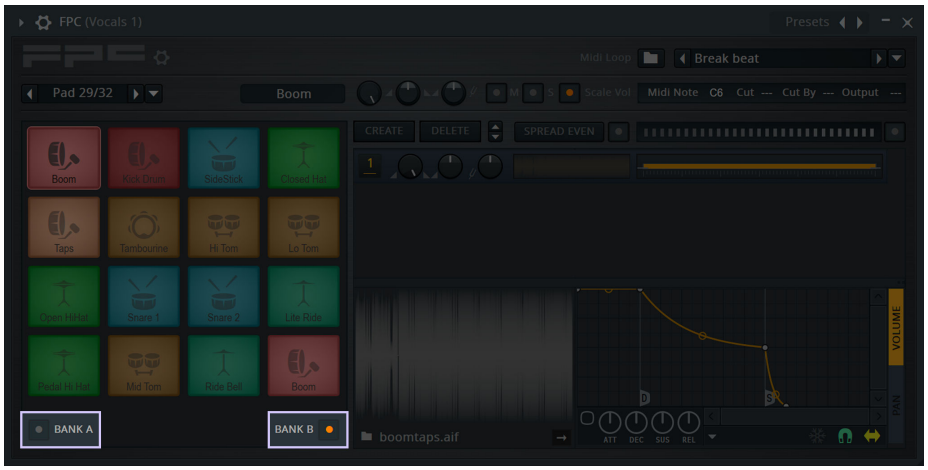


FL Studio's FPC instrument with colour-coded pads next to FLpad's FPC Note view with the layout representing the FPC's pads.

You can use Shift + Channel Rack up and down to adjust the octave up or down for the the current view.

FPC Banks

FPC in FL Studio has two banks of 16 samples. FLpad's FPC note mode enables you to see FPC's Bank A on the left-hand 16 pads and Bank B on the right-hand 16 pads. This enables you to see and play both banks of your FPC instrument directly from the pads.



Fruity Slicer layout

Fruity Slicer layout uses up to the bottom 32 pads to represent the slices of the sample you have loaded into your Fruity Slicer instrument.

The pads light to show which pads have a slice assigned. Using the pads you can play individual slices to record them in, or manually assign them step by step to create new sequences from your sliced up samples.





Slicex layout

Slicex layout uses up to the bottom 32 pads to represent the slices of the sample you have loaded into your Slicex instrument.

The pads light to show which pads have a slice assigned. Using the pads you can play individual slices to record them in, or manually assign them step by step to create new sequences from your sliced up samples.





Using FLpad's Custom Modes

You can configure the FLpad's controls to send custom messages using Novation Components. We refer to these custom message configurations as Custom Modes.

To access Custom Modes press the Custom Modes button.

The FLpad has four Custom Modes. To cycle through the Custom Modes, press the Custom Modes button.



Default Custom Modes

The FLpad has four default Custom Modes. We've made these Custom Modes so you can quick access some useful features in FL Studio. However, you can change and edit these.

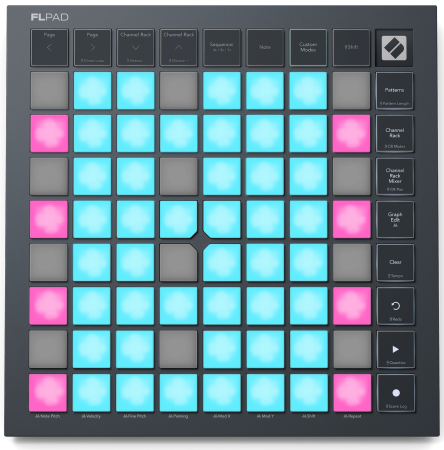
- Custom Mode slot 1 contains useful FL Studio keystrokes and keyboard shortcuts on Windows. For a macOS version, visit Novation Components.



- Custom Mode slot 2 contains mute toggles for channels 1–32. You need to set the generator muting MIDI channel to 8 and activate "Toggle on release" in FL Studio's MIDI settings.



- Custom Mode slot 3 contains four octaves of chromatic note layout.



- Custom Mode slot 4 is a blank Custom Mode ready for you to make your own and send it from Novation Components.

Using FLpad's Patterns view

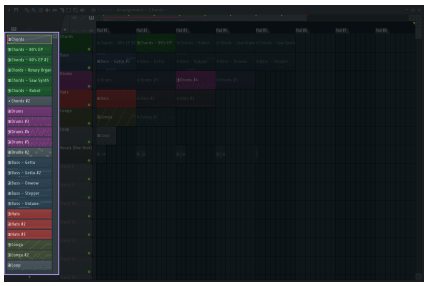
Patterns view gives you access to all the Patterns in your FL Studio project. To access Patterns view press the Patterns button.

In Patterns view you can:

- Change Patterns – you can press the pads to select a new Pattern to edit that pattern from Sequencer view, or change the playing.
- Add new Patterns – you can press any empty pad and start creating a new Pattern in Sequencer view.
- Cloning Patterns – Hold a pattern and press an empty pad to clone it.
- Clear Patterns – Hold Clear and select Patterns to delete.

Changing the active pattern

The FLpad represents each of the patterns in FL Studio with pad's lit to match the Pattern colours:





The white pad shows the active pattern — the currently selected, or playing Pattern.

To change the active pattern press any of the coloured pads. Unlit pads are empty pattern slots, if you press these while FL Studio playback is in progress you won't hear anything playing on this pattern.



TIP

Colour coding your Patterns makes seeing which Patterns are which much easier.

To set the colours, right-click a a Pattern and either click either Choose Colour or Random Colour.

Adding new patterns

1. Go to Patterns view.
2. Find an empty slot, unlit pads show empty pattern slots.
3. Press that pad.
4. Enter notes in FL Studio of from FLpad. FL Studio creates a new pattern.

When you navigate away from the pattern you'll see the pattern slot now has a lit pad showing there's now a pattern in that slot.

Cloning patterns

In Patterns view you can clone patterns. You might do this to give you a new pattern to tweak that's similar to your original pattern.

Cloning a Pattern on FLpad does the same thing as right-clicking a Pattern in FL Studio's Playlist and choosing Clone.

To clone a Pattern:

1. Press the Patterns button to open Patterns view.
   In Patterns view, pads with a pattern light.
2. Hold the pad for the pattern you want to clone and press an empty pad to clone the pattern to that slot.
3. Release both pads.

Both pattern slots now contain identical patterns and the new slot is the active pattern. If FL Studio is playing, the new pattern becomes active and remains playing.

Clearing patterns

Clearing patterns allows you to quickly delete entire patterns and free up slots to start from scratch.

To clear patterns:

1. Press the Patterns button to open Patterns view.



2. Hold the Clear button.



All the pads with patterns light red.

3. Press a red pad to clear the pattern from that pattern slot.



If you Clear the wrong pattern, you can undo this action.

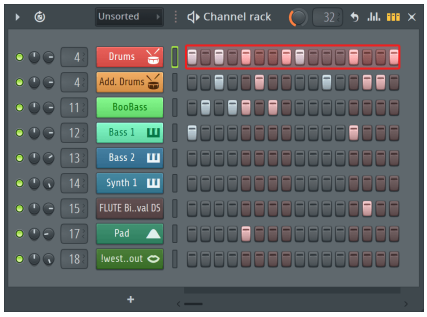
Using FLpad's Channel Rack views

FLpad's Channel Rack views show (2x or 1x) or two (4x) Sequences on the top 32 pads and up to 32 Channel Rack instruments on the lower 32 pads.

You can use the Channel Rack up and down buttons to move through the Channel Rack instruments.

Selecting Channel Rack instruments

When you press a pad, FL Studio selects the channel and triggers audio. The pad then lights white to show the selected channel. You can select one channel from the hardware at a time.





When you select a Channel Rack instrument, the FLpad displays the sequence for that channel (and the adjacent channel if Sequencer 2x is on).

Clearing Channel Rack pattern steps

When you're in Channel Rack view, you can quickly clear the steps in the sequence to reset the pattern.

To clear the steps for a Channel Rack instrument:

1. Press the Channel Rack button to open the Channel Rack view.
2. Hold the Clear button.
   The bottom 32 pads light red:
   - Bright red pads have steps in the sequence.
   - Dim red pads don't have steps in the sequence.
3. Press any bright red pads to clear the step data for that Channel Rack Instrument in the current pattern.

Channel Rack quick select

Channel Rack quick select enables you to access the the Channel Rack view temporarily and select a different Channel Rack instrument.

This temporary view makes swapping Channel Rack instruments efficient when you're working the Sequencer or Note views.

To use Channel Rack quick select:

1. Open a view that isn't Channel Rack view, for example Sequencer or Note view.
2. Press and hold the Channel Rack button.
   The FLpad's pads change to Channel Rack view.
3. While holding the Channel Rack button, you can use the bottom 32 pads to change the Channel Rack instrument, or add steps to the sequencer.
4. Release the Channel Rack button.
   FLpad returns to the view you were in before you held the Channel Rack button.



WHY IS CHANNEL RACK QUICK SELECT USEFUL?

- If you're in Sequencer 1x view and you want to change the sequence for a Channel Rack instrument many slots away, rather than mash the Channel Rack up/down buttons, you can use Channel Rack quick select to select the channel quickly and return to the sequencer for that channel.
- If you're in Note view you can use Channel Rack quick select to change the channel you're sending notes to, or add steps to the sequencer quickly before returning to Note view.

Muting Channel Rack instruments

You can mute channels in the channel rack using the channel rack mutes shift view, or CR Mutes.

To access Channel Rack Mutes:

1. Hold Shift and press the Channel Rack (CR Mutes) button.
   The bottom 32 pads light the colours of your Channel Rack channels.
2. Press one of the 32 pads to mute or unmute a channel rack channel. Bright pads show active channels, dim pads show muted channels.

Using FLpad's Channel Rack Mixer views

FLpad's Mixer contains two views:

1. Channel Rack Mixer lets you adjust the Channel volume of each Channel Rack instrument.
2. Channel Rack Pan lets you adjust the Channel panning of each Channel Rack instrument.



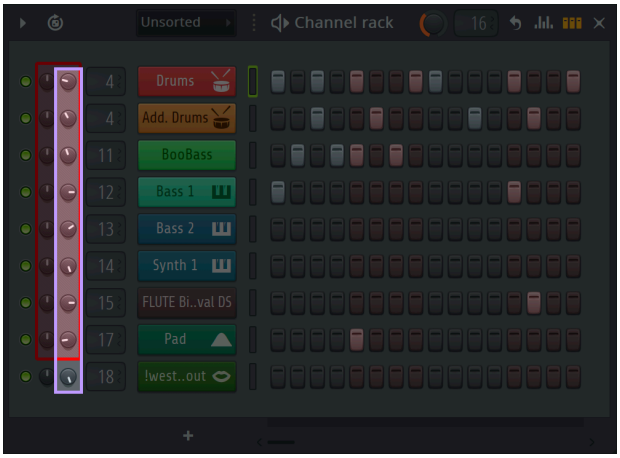
TIP

FLpad's velocity sensitive pads let you control how quickly or slowly the volume or pan change happens.

- To make a quick change, press a pad harder.
- To make a smooth, slower, change, press a pad lighter.

Channel Rack Mixer volume

Channel Rack Mixer enables you to adjust the Channel volume of each Channel Rack instrument:



FL Studio's Channel Rack with Channel Volume highlighted

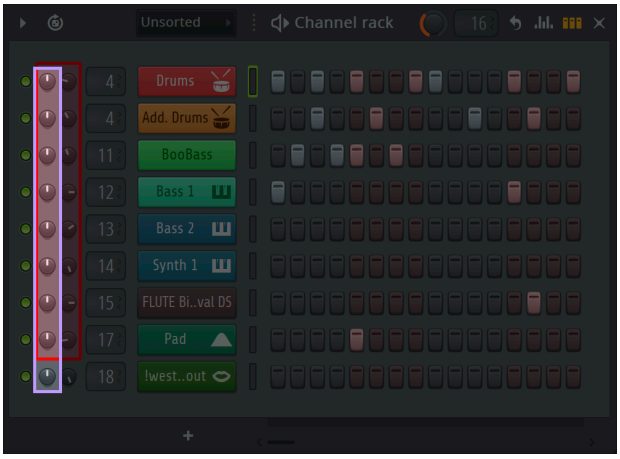
In Channel Rack Mixer, the FLpad arranges the Channel Rack instruments vertically with the colour coded volume level for each channel shown left to right.



If you have more than eight instruments in the Channel Rack, use the Channel Rack up and down buttons to navigate through them.

Channel Rack Pan

Channel Rack Pan (CR Pan) enables you to adjust the Channel panning of each Channel Rack instrument:

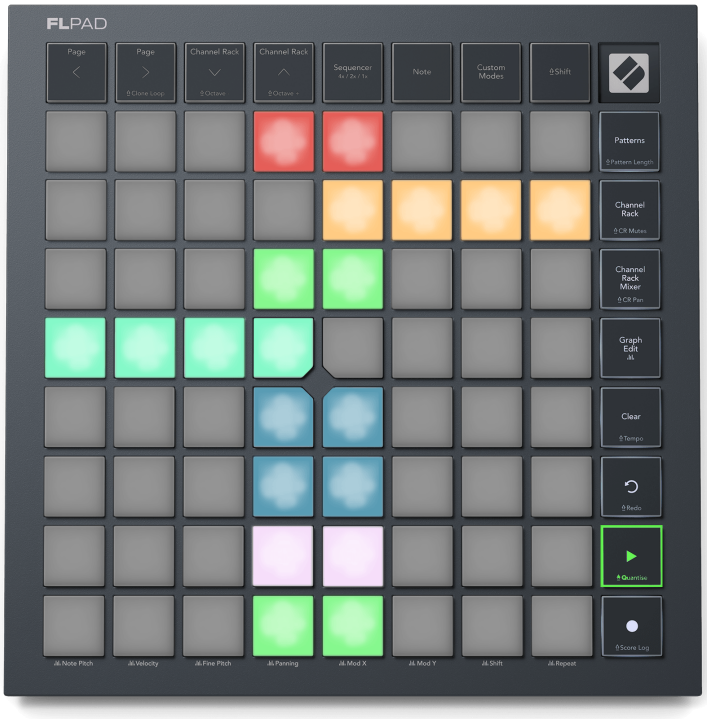


FL Studio's Channel Rack with Channel Rack panning highlighted

In Channel Rack Pan, the FLpad arranges the channel rack instruments vertically with the colour coded pan position for each channel show on each pad row left to right.

To change the pan, press pads to the left or right of the centre. To reset the pan press both centre pads together.

- Two pads lit in the centre shows the instrument is centre-panned.
- Pads lit to the left show the instrument is left-panned.
- Pads lit to the right show the instrument is right-panned.



Using FLpad's transport and workflow buttons

The four buttons in the bottom right of FLpad control some of FL Studio's transport and workflow.

Tempo button (BPM/Swing view)

To access FLpad's Tempo view, hold Shift and press the Clear (Tempo) button:



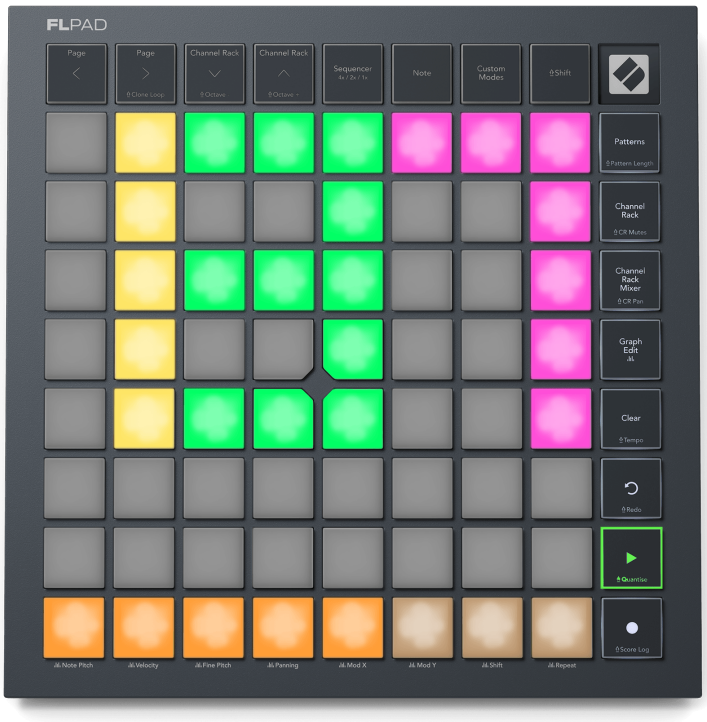
Hold Shift and press the Clear button to access the BPM/Swing view.

In this view the pads at the top show FL Studio's tempo in BPM (beats per minute) the bottom padd row adjusts the Channel Rack's Main Swing.

To adjust the temp use the Channel Rack up and down buttons.

The minimum tempo the pads can display is 10 bpm, the maximum is 299 bpm — you can however set the tempo higher, FL Studio shows the tempo in its toolbar.

To adjust the Main Swing, press a pad on the bottom row, from left to right, less (0%) to more (100%) swing. Main Swing is a global control in FL Studio to add a human-like groove to your beats.



The tempo set to 137 BPM, the swing set to 55%.

Play button

FLpad's Play button triggers FL Studio's playback in both Pattern and Song modes.



Record button

FLpad's button enables FL Studio's record arm in both Pattern and Song modes.


FLPAD
Page
Page
Channel Rack
Channel Rack
Sequencer
Note
Custom Modes
Shift
Patterns
Channel Rack
Channel Rack Mixer
Graph Edit
Clear
Score Log

FLpad's Settings menu

FLpad's settings and setup menu allows you to set your preferences across many of its aspects. There are four pages available: LED, velocity, aftertouch, and fader.

To enter the settings menu, hold the Sequencer button. The top four right-hand buttons show which Settings page you're on. Use the top four buttons on the right change the Settings page.



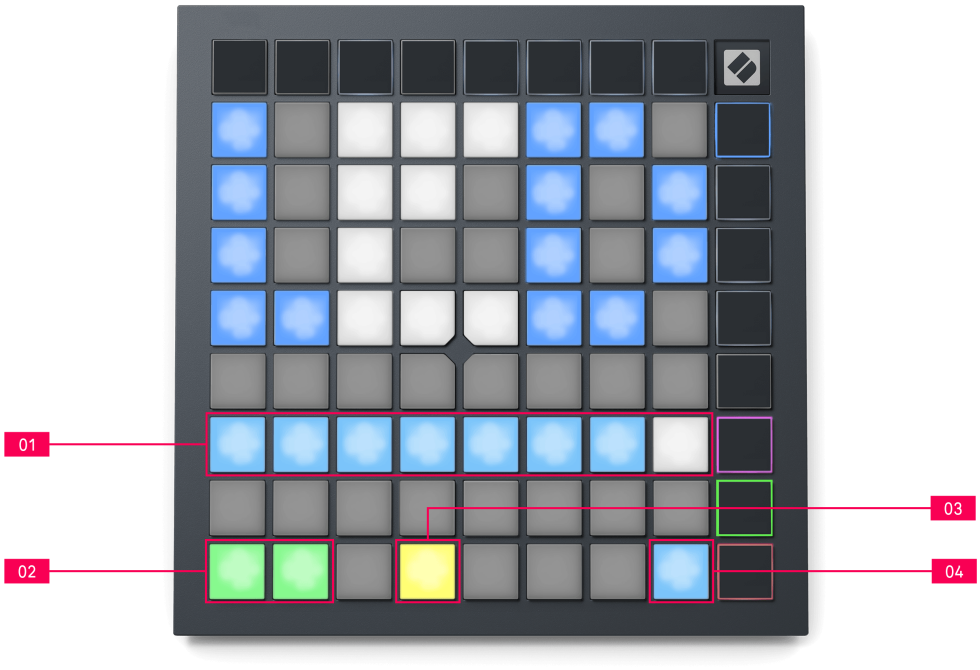
The Settings pages are:

1. LED
2. Velocity
3. Aftertouch
4. Fader

LED settings

LED settings lets you adjust settings relating to the pad and button lights.

1. Pad row six adjusts the LED brightness in eight steps, from minimum to maximum brightness, left to right. The brightly lit pad shows which LED brightness level is currently selected.
2. The left-most two pads in pad row eight toggle LED feedback.
    - The left LED feedback pad (internal) sets if the pads light when pressed in Custom Modes. Bright green shows LED feedback is enabled, whereas dim red shows it's disabled. The setting is enabled by default
    - The right LED feedback pad (external) sets if the pads light when you send MIDI to the FLpad in Custom Modes. Bright green shows LED feedback (external) is enabled, whereas dim red shows it's disabled. The setting is enabled by default.
3. The fourth pad on row eight sets the MIDI Destination. This toggles MIDI data sent to both USB MIDI ports (brightly lit) or only the second USB MIDI port (dim). This setting is ignored in DAW mode where no Note or Custom data is sent to the first USB MIDI port.
4. The bottom right pad in row eight enables LED sleep. This pad turns off all lights. To start using your FLpad again, press any button or pad. This is useful for when you are not using FLpad, but you don't want to unplug it.





WHAT'S AN LED?

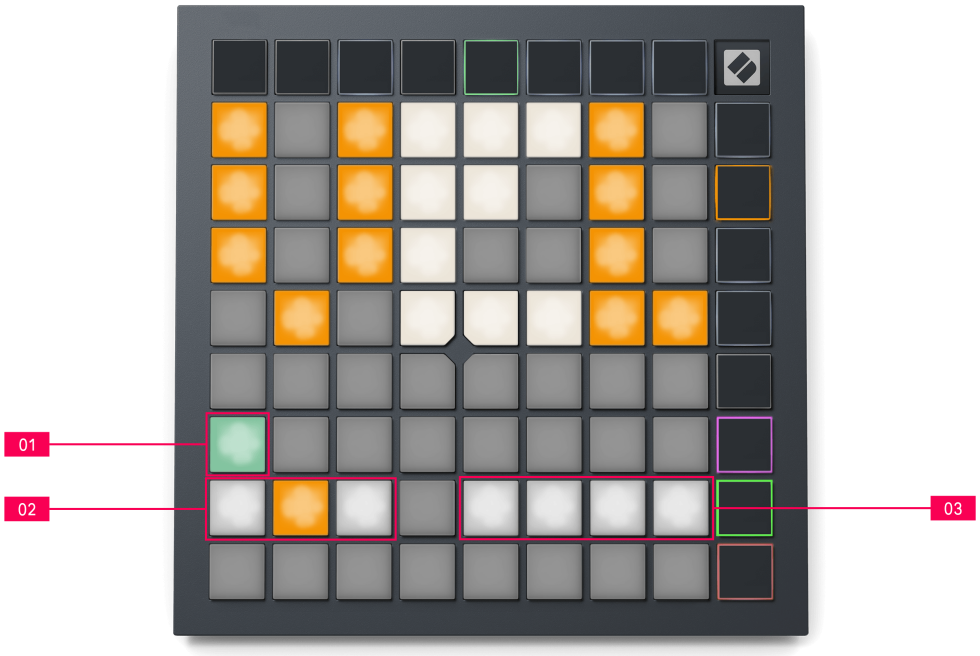
An LED, or Light Emitting Diode, is an electrical component that emits light.

We can control the colour of the light and put it behind controls like pads and buttons and give you useful feedback on what they control.

Velocity Settings

Velocity settings (VEL) lets you adjust the velocity sensitivity and curve of the pads.

1. The far-left green pad on row six lets you turn on or off pad velocity. When off, when you press a pad it outputs maximum velocity (127). The pad lights bright green when velocity is enabled, and dim red when disabled.
2. When velocity is on, you can choose from three velocity curves, using the three left pads on row seven: low, medium, and high.
   Low needs a higher force to trigger high-velocity values, and high requires a lower force for high values. The selected curve is lit bright orange, while the others are lit dim white.
3. These four pads on the right of row seven set the trigger threshold for the pads ranging from low to high, left to right.
   Lower settings need less pressure to trigger a pad, the higher the setting, the more pressure you need to trigger a pad.



Aftertouch settings

Aftertouch settings (AFT) lets you adjust settings relating to Aftertouch, or, the data sent out related to the pressure you apply to pads after triggering them.

1. The first three pads choose if aftertouch is:
    - Disabled – the first pad turns on or off aftertouch.
    - Channel pressure – the same messages are sent out for all notes on the current MIDI channel.
    - Polyphonic pressure – each note, or pad, has independent aftertouch and you can manipulate each note independently.
2. The second row of aftertouch settings sets aftertouch threshold to low, medium, or high.

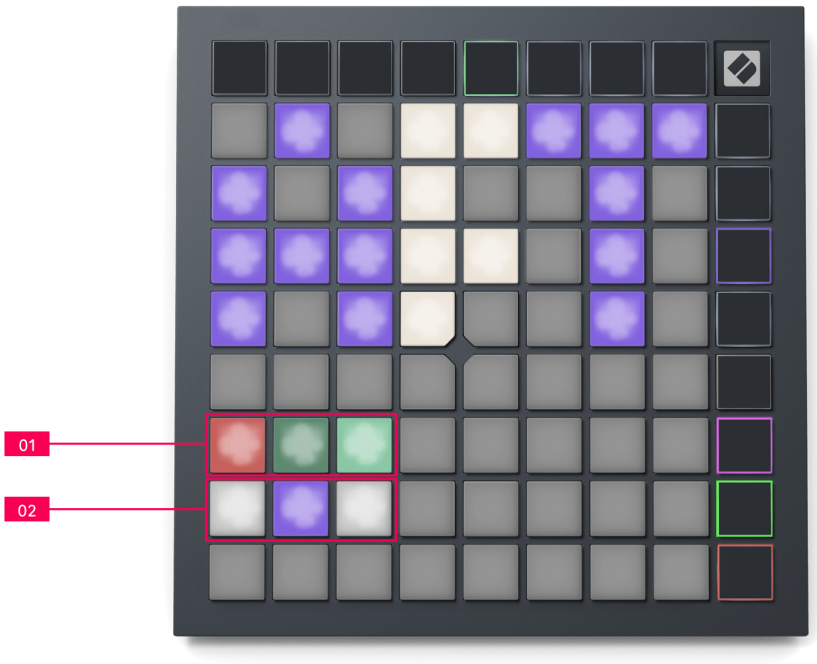
    Low needs a lower force to enable aftertouch, high needs more force. The selected threshold is lit bright purple, the others are lit dim white.



DOES FL STUDIO SUPPORT POLYPHONIC AFTERTOUCH?

FL Studio fully supports channel aftertouch (monophonic), but it doesn't support polyphonic aftertouch and MPE. FL Studio converts any poly aftertouch data to channel aftertouch data.

FLpad's pads send out aftertouch data in Custom Modes, enabling you to control software outside of FL Studio and hardware with aftertouch.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Fader settings

Fader settings (FAD) lets you adjust the velocity sensitivity of the fader views.

1. You can turn on or off velocity sensitivity for the faders, green is on, red is off.

   When the fader velocity is on, faders move to position based on how hard you press the pads.

   - To make a quick change, press a pad harder.
   - To make a smooth, slower, change, press a pad lighter.



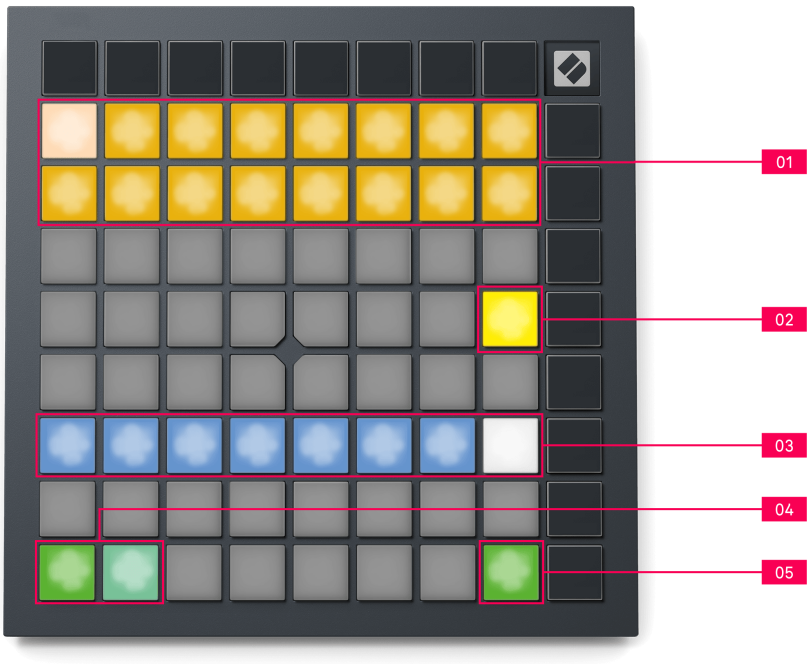
Bootloader Menu

The bootloader menu allows you to change settings that need to be set before the FLpad has booted up or global settings.

To enter the bootloader menu, hold Shift when plugging in FLpad.

The settings available in the bootloader menu are:

1. Device ID – this allows you to use multiple FLpad device at once.
   When a different ID is selected on each FLpad, they each have their own Session Ring (grid outline) to navigate independently.
2. Easy Start toggles the onboarding mode of your FLpad on or off. When on, when you connect your FLpad it appears as a Mass Storage Device (MSD). Inside the folder is a link to Easy Start, to help you set up your FLpad. Once you're set up, you might not need the mass storage device. Use this toggle to disable the behaviour completely. When the pad is brightly lit Easy Start is enabled, and it is dimly lit when disabled.
3. Pad row six adjusts the LED brightness in eight steps, from minimum to maximum brightness, left to right. The brightly lit pad shows which LED brightness level is currently selected.
4. The FLpad's firmware is split into two halves, the bootloader and the application.
   Press the left-hand pad to show the bootloader version number on the pads, press the right-hand pad to show the application version number on the pads.
5. The green pad in the bottom right boots up your FLpad so it's ready to use.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FLpad Credits

Novation would like to thank the following FLpad team members for their hard work in bringing you this product:

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