

USER MANUAL

**_MIDI CONTROL CENTER
FOR KEYPAD ESSENTIAL
MK3**

ARTURIA

_The sound explorers

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Thank you for choosing Arturia!

This manual covers the features and operation of Arturia's **MIDI Control Center**, the companion software for many Arturia hardware devices. For additional information about the hardware itself, please read the appropriate owner's manual.

Introduction

Dear musician,

The fact that you're reading this manual means that you have done your research and have purchased one of our products. Thank you! We like to think that you did so having recognized the power, flexibility, and sheer *fun* of the Arturia device you now own. We are certain you are about to begin a journey that will lead to the production of some amazing music.

This manual will help you make the most of your Arturia product by using the MIDI Control Center, the powerful companion software we designed to work with our hardware.

The MIDI Control Center does much more than simply give you another way to tweak the front panel controls of the device; it also provides access to parameters that are not available from the front panel.

If you are reading this manual and have not already downloaded the MIDI Control Center, you can find it here: [Arturia Downloads & Manuals](#).

Another way to access this manual, is to start MIDI Control Center, click on Help in the top menu and select Open Manual.



A pop-up window will let you know when a new version of the MIDI Control Center is available. You'll have the option to update at that time or wait until later.

Be sure to visit the www.arturia.com website for information about all of our great hardware and software instruments. They have proven time and again to be the go-to solutions for musicians around the world.

Musically yours,

The Arturia team

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1. FIRST STEPS WITH THE MIDI CONTROL CENTER

1.1. Installation and location

After downloading the latest MIDI Control Center installer for your operating system from the [Arturia website](#), double-click on the installer file to begin the install process. Then, all you have to do is follow the instructions. The process should be trouble-free.

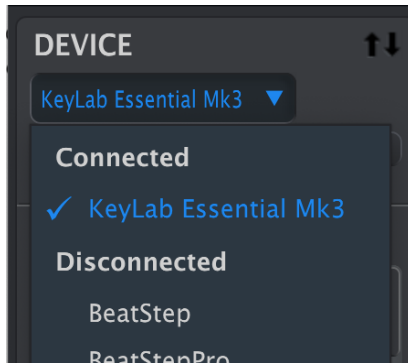
The installer puts MIDI Control Center alongside the other Arturia applications you have. In Windows, check the Start menu. In macOS, you'll find MIDI Control Center inside the Applications > Arturia folder.

KeyLab Essential mk3 is a class-compliant USB device, so Mac users don't need to install any drivers. Under Windows, a MIDI driver is installed during installation of Arturia's MIDI Control Center.

1.2. Connection

Connect KeyLab Essential mk3 to your computer using the included USB-C to USB-A cable, or use any USB-C to USB-C cable if your computer has USB-C. Connecting to a USB hub is also fine. KeyLab Essential mk3 will be ready to go almost immediately.

Now launch the MIDI Control Center app. KeyLab Essential mk3 will automatically connect, and you'll be able to see it in the list of connected devices:



1.3. Built-in Manual

Manuals for all Arturia products are always available at our website arturia.com under *Support -> Downloads & Manuals*.

The quickest and easiest way to access the manual you're reading now, is to open MIDI Control Center and select *Help > Open Manual*.

1.3.1. MIDI Control Center Features

When MIDI Control Center and KeyLab Essential mk3 are connected, you are able to:

- Edit a KeyLab Essential mk3 Template locally in the computer, then drag and drop the Template to one of the internal Device Memory locations
- Use the **Store To** and **Recall From** buttons to transfer a Template to or from the KeyLab Essential mk3
- Edit the Device Settings (i.e., the Global parameters)
- Perform other MIDI Control Center functions such as file management and Template creation, among other things.

2. TEMPLATES AND DEVICE MEMORIES

You will mainly work with two types of memory objects with KeyLab Essential mk3 in MIDI Control Center: **Local Templates** and **Device Memories**.



Both contain [controller maps \[p.10\]](#) – assignments you create by clicking on the knobs, faders, pads, and wheels in the graphical display of KeyLab Essential mk3, then edit the parameters.

So what's the difference between a Device Memory and a Template? Simply put, **Device Memories** live inside the KeyLab Essential mk3 hardware and **Templates** live on your computer in the MIDI Control Center software.

The intended workflow is that you can create as many Templates as you like for different uses in the software, then pipe up to five different ones into KeyLab Essential mk3 as Device Memories.

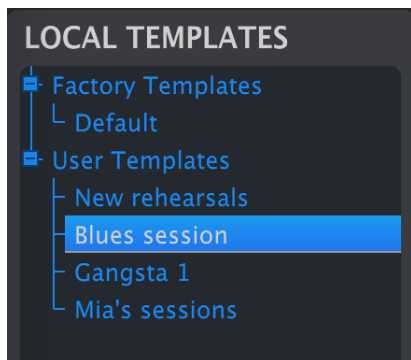
These can then be enabled as User Programs in the Device Settings window, which lets you select them from KeyLab Essential mk3 by pressing **Prog** repeatedly. But we're getting ahead of ourselves.



! A Template does not contain the Device Settings themselves, which are global. We'll show you how to work with those in the [Device Settings \[p.26\]](#) section.

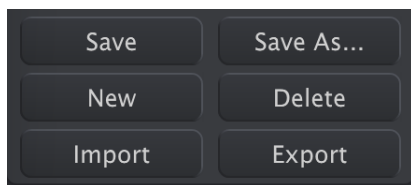
2.1. Templates

When working in MIDI Control Center, you are always editing a Template, never a Device Memory directly.



The Template Browser shows a list of all the Templates available to you inside MIDI Control Center. These are divided into two main groups of Templates: Factory and User.

2.1.1. Template Operations



The buttons at bottom left manage templates. Please remember, that all operations are done locally in the computer and don't affect user programs saved inside the KeyLab Essential mk3 as long as you don't store them in the KeyLab Essential mk3.

- **Save:** Saves any changes to the currently selected local template.
- **Save As:** Saves a copy of the currently selected Template in the User bank.
- **New:** Creates a new Template in the User bank.
- **Delete:** Deletes the current User Template.
- **Import:** Imports a Template file from your computer as a new User Template.
- **Export:** Exports the currently selected Template to your computer.

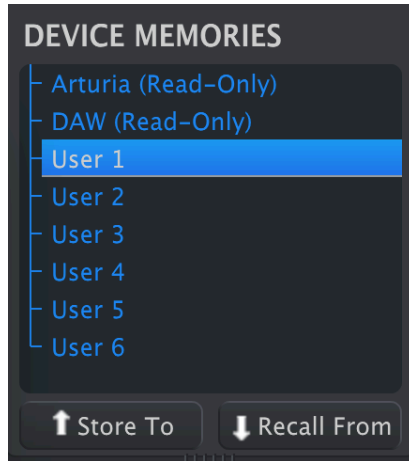
Factory Templates cannot be deleted or overwritten – copy them with a Save As operation first.

When clicking on New to create a template, you will be asked to enter its name. After doing that, confirm with Return.



The Import/Export options are great for sharing Templates with other users. Template files have the extension “.keylabessential3”

2.2. Device Memories



There are five memory locations in the Device Memories window. These correspond to the User Program memories inside KeyLab Essential mk3. Each Device Memory / User Program contains a full set of [controller mappings \[p.10\]](#) – custom assignments for what KeyLab Essential mk3’s knobs, faders, pads, and touch-strips do. User Programs can be enabled one by one in [Device Settings \[p.26\]](#). You can then call up enabled Programs by holding **Shift** and pressing Pad 3 on the KeyLab Essential mk3 until you see the Programs you want (“User1,” “User2,” etc.) on the display.

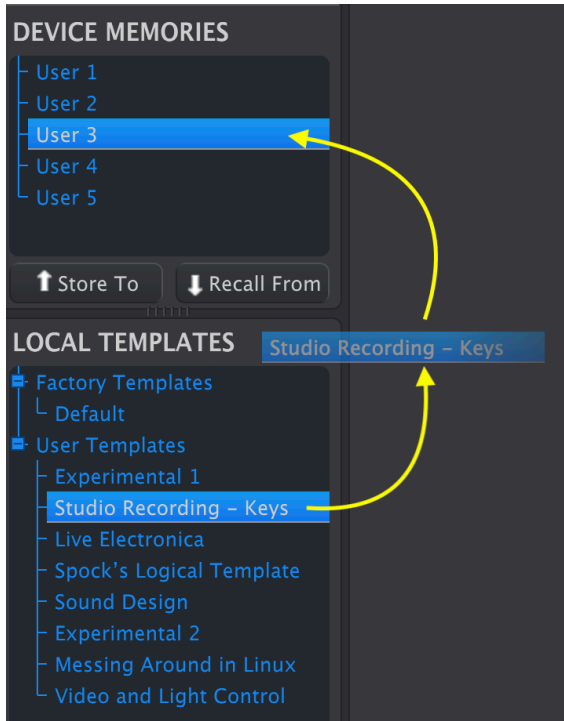
2.3. Drag and Drop

You can drag and drop a Template to a Device Memory and vice-versa.

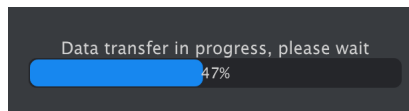
When dragging a Template into a Device Memory, you'll be able to use your custom mapping.

2.3.1. Template to Device Memory

To bring a Template into KeyLab Essential mk3, drag it onto one of the Device Memory locations, like so:



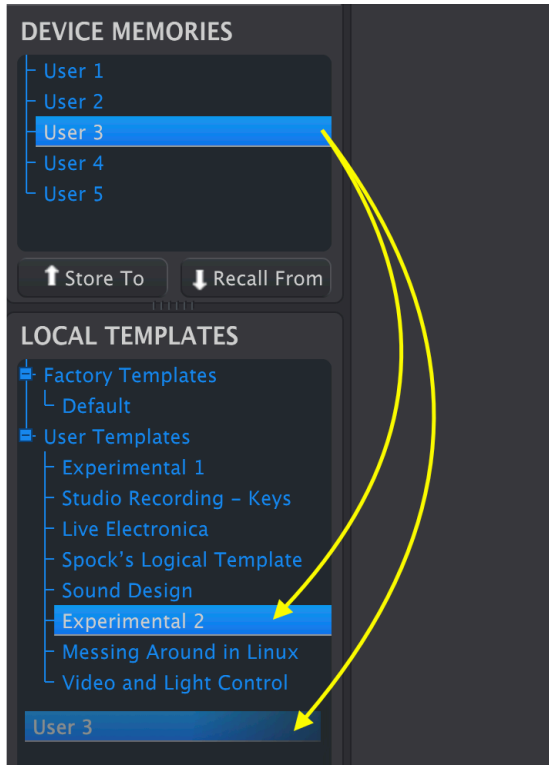
MIDI Control Center will display a progress bar as the data migrates into KeyLab Essential mk3.



i ! This process overwrites the memory for one of the corresponding User Programs in KeyLab Essential mk3, so be sure the Template is exactly to your liking.

2.3.2. Device Memory to Template

You can also drag a Device Memory into the Template area in one of two ways.



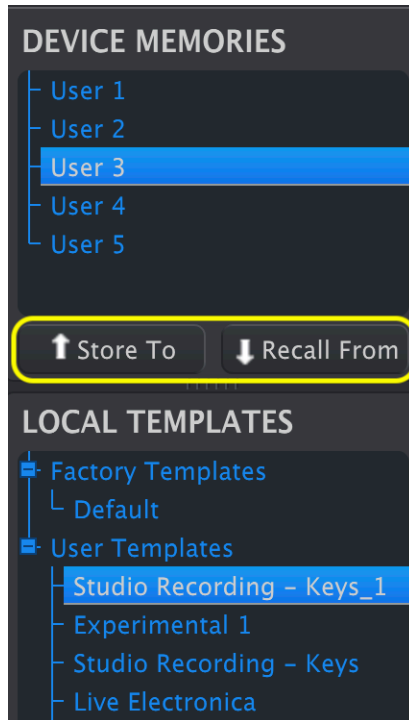
- Dragging it onto an existing Template name overwrites that Template with the contents of the Device Memory and keeps the name.
- Dragging it into the blank area creates a new User Template.

In either case, you can now edit that Template in MIDI Control Center.



! When an edit is made, an asterisk will appear next to the name of the source Template. This means you need to Save or Save As to preserve your new data.

2.4. Store To and Recall From

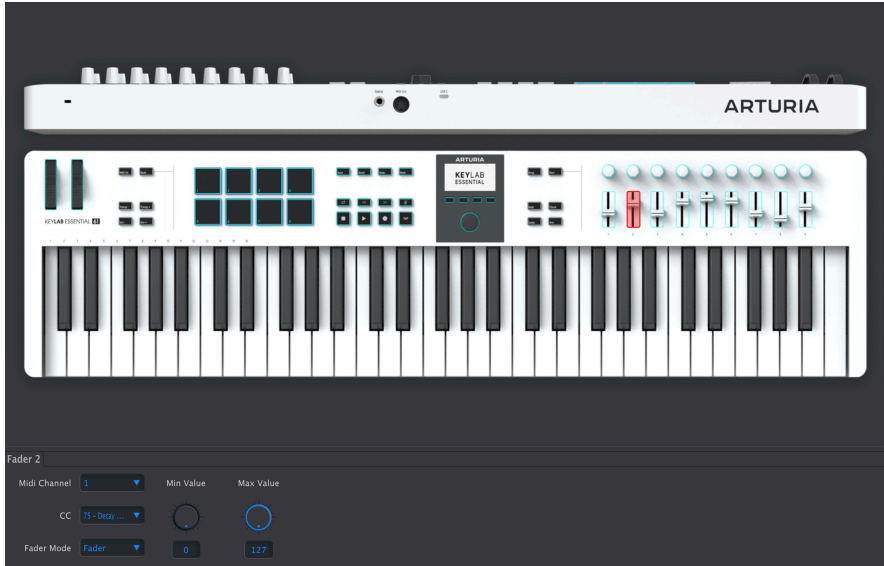


The **Store To** and **Recall From** buttons mirror the drag-and-drop operations.

- To move a Template into KeyLab Essential mk3, select the Template and the destination Device Memory and click **Store To**.
- To save a Device Memory as a User Template, select the Device Memory and click **Recall From**.

Unlike drag-and-drop, **Recall From** always creates a new User Template; it does not overwrite existing ones.

3. EDITING A TEMPLATE



This is where the fun begins: creating Templates in the **Controller Map** tab of MIDI Control Center's main window. Click on any eligible control onscreen. The control will be highlighted in red and a group of parameters will appear below.

Remember that you are editing the currently selected template, and an asterisk will appear after its name in the Local Templates list to remind you to save your changes.

There are generally three different ways you'll enter parameter values in MIDI Control Center:

- clicking something and moving it
- selecting an option from a pop-up menu
- typing a number into a field



3.1. Controllers that can be modified

Some Controller buttons are set to perform one task only. These buttons include the 6 buttons next to the wheels and the 6 buttons to the right of the screen.



The remaining controller items can be set to function in various ways. These include The Wheels, the Pads, the Transport controls, the Main Encoder, and the knobs and sliders on the right side of the controller keyboard.

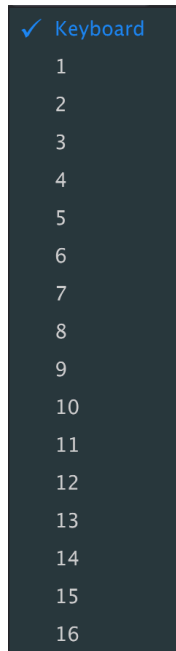
3.2. Using a Template

After you have edited settings in a Template, you want to try it out on KeyLab Essential mk3. You must first use the Save button to save that Template. By double-clicking on its title you are free to name the Template.

Your next move will be dragging that Local Template to one of the Device Memories **User 1-6**. When doing so, you'll notice how MIDI Control Center sends that Template to your controller keyboard. It takes a few seconds.

3.3. MIDI Channels

Every editable control on KeyLab Essential mk3 includes a MIDI Channel parameter. In all cases, the menu looks like this:

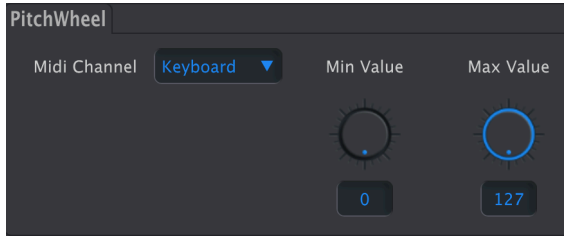


You can specify the channel on which the control transmits, or select *Keyboard* to use the same MIDI channel as KeyLab Essential mk3's keys, which is set as the Main Channel in the Device Settings.



♪ The keyboard is preferable if you want to control whatever virtual instrument has the focus in your host software. Locking different controls to send on different channels is useful if you need real-time control over parameters in multiple instruments at once – for example, the filter cutoffs in several different soft synths on different instrument tracks.

3.4. Pitch Wheel

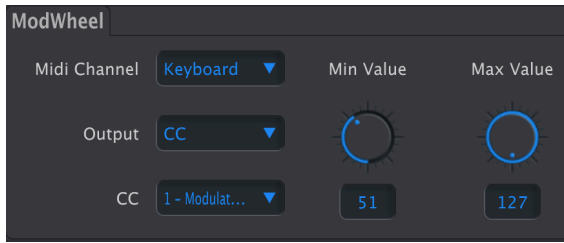


- **MIDI Channel:** Selects the [MIDI channel \[p.12\]](#) on which the wheel transmits.
- **Min Value:** Sets the minimum value the wheel can send when pulled towards you.
- **Max Value:** Sets the maximum value the wheel can send when pushed forward.

Please note that center position (no pitch-bend) has a MIDI value of 64 – lesser values apply downward bend and greater values bend the pitch up.

You can also invert the pitch wheel by setting the minimum value higher than the maximum value.

3.5. Mod Wheel



- **MIDI Channel:** Selects the [MIDI channel \[p.12\]](#) on which the wheel transmits.
- **Output:** Selects whether the wheel transmits a continuous controller (CC) message or a non-registered parameter number (NRPN).

When Output is set to CC, the following parameters are available:

- **CC:** Selects the continuous controller message sent by the wheel (CC 1 is the MIDI standard for modulation).
- **Min Value:** Sets the value sent at the wheel's minimum position.
- **Max Value:** Sets the value sent at the wheel's maximum position.

When Output is set to NRPN, the available parameters change.

- **Parameter MSB:** Adjusts the most significant bit in the NRPN.
- **Parameter LSB:** Adjusts the least significant bit in the NRPN.



♪ What is this NRPN, MSB, and LSB stuff? We don't have room for a full MIDI tutorial but in a nutshell, a non-registered parameter is a way of sending instrument-specific or manufacturer-specific commands that go beyond the core MIDI standard. Unlike a CC, an NRPN sends two values: the most and least significant bits. This allows for 16,384 possible values instead of just 127.

3.6. Pads

The Pads can generate two kinds of information according to the **Output** setting: *MIDI notes* and *MIDI CCs*. This can be set for each pad individually, with separate settings for the same pad in banks A and B.

3.6.1. Pads – Note

C-2	C#-2	D-2	D#-2	E-2	F-2	F#-2	G-2	G#-2	A-2	A#-2	B-2
C-1	C#-1	D-1	D#-1	E-1	F-1	F#-1	G-1	G#-1	A-1	A#-1	B-1
C0	C#0	D0	D#0	E0	F0	F#0	G0	G#0	A0	A#0	B0
C1	C#1	D1	D#1	E1	F1	F#1	G1	G#1	A1	A#1	B1
C2	C#2	D2	D#2	E2	F2	F#2	G2	G#2	A2	A#2	B2
C3	C#3	D3	D#3	E3	F3	F#3	G3	G#3	A3	A#3	B3
C4	C#4	D4	D#4	E4	F4	F#4	G4	G#4	A4	A#4	B4
C5	C#5	D5	D#5	E5	F5	F#5	G5	G#5	A5	A#5	B5
C6	C#6	D6	D#6	E6	F6	F#6	G6	G#6	A6	A#6	B6
C7	C#7	D7	D#7	E7	F7	F#7	G7	G#7	A7	A#7	B7
C8	C#8	D8	D#8	E8	F8	F#8	G8				

When **Output is set to Note**, each pad can send a MIDI note of your choosing.

- **MIDI Channel:** Selects the [MIDI channel \[p.12\]](#) on which the pad transmits.
- **Led On:** Turns the Pad LED on or off.
- **Color:** Lets you choose any of 42 different colors.
- **Type:**
 - *Gate:* The pad plays the note as long as it is held.
 - *Toggle:* Pressing the pad once plays the note, which will continue until the pad is pressed again.
- **Note:** Selects the note played from the following pop-up:

C-2	C#-2	D-2	D#-2	E-2	F-2	F#-2	G-2	G#-2	A-2	A#-2	B-2
C-1	C#-1	D-1	D#-1	E-1	F-1	F#-1	G-1	G#-1	A-1	A#-1	B-1
C0	C#0	D0	D#0	E0	F0	F#0	G0	G#0	A0	A#0	B0
C1	C#1	D1	D#1	E1	F1	F#1	G1	G#1	A1	A#1	B1
C2	C#2	D2	D#2	E2	F2	F#2	G2	G#2	A2	A#2	B2
C3	C#3	D3	D#3	E3	F3	F#3	G3	G#3	A3	A#3	B3
C4	C#4	D4	D#4	E4	F4	F#4	G4	G#4	A4	A#4	B4
C5	C#5	D5	D#5	E5	F5	F#5	G5	G#5	A5	A#5	B5
C6	C#6	D6	D#6	E6	F6	F#6	G6	G#6	A6	A#6	B6
C7	C#7	D7	D#7	E7	F7	F#7	G7	G#7	A7	A#7	B7
C8	C#8	D8	D#8	E8	F8	F#8	G8				

The black and white backgrounds correspond to black and white keys on a keyboard.

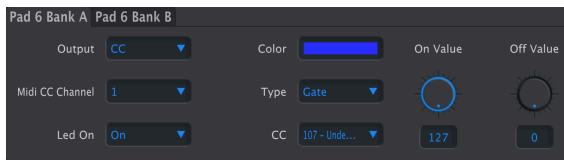


♪ There is no rule that pads have to send contiguous notes. One cool use here is to set the pads to play only the root notes of the chords in your song, in a bass range, and even mapped to the MIDI channel of a specific bass synth. This really expands on the range of KeyLab Essential mk3's keyboard!



♪ Of course you can also use the Pads to play drum sounds on one MIDI channel while the keyboard plays i.e. an arpeggio on another channel.

3.6.2. Pads – CC



When **Output is set to CC**, a pad can send a continuous controller message at a fixed value.

- **MIDI Channel:** Selects the [MIDI channel \[p.12\]](#) on which the pad transmits.
- **Led On:** Turns the Pad LED on or off.
- **Color:** Each pad can have any of 42 different colors.
- **Type:** Chooses momentary or latched behavior.
 - *Gate:* Pad sends On Value only as long as it is held.
 - *Toggle:* Pressing the pad switches between On and Off values.
- **CC:** Selects the continuous controller message sent by the pad.
- **On Value:** Sets the value transmitted when the pad is pressed.
- **Off Value:** Sets the value transmitted when the pad is released in gated mode or pressed again in toggle mode.

3.6.3. Pad Color

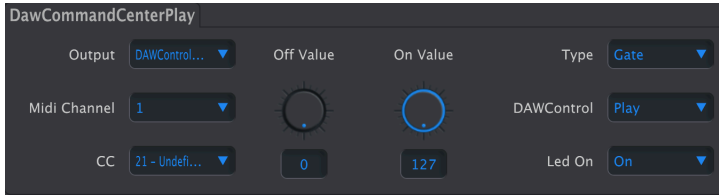


The **Color** setting is common to both Output modes for the pads. Changes become visible, like all parameters, when you move the current Template into a Device Memory.

3.7. Save/Quant/Undo/Redo and DAW Command Center

The top row is dedicated to act as a remote control for your DAW or Arturia plugin. Below are 8 buttons that are dedicated to perform as remote controls for your DAW.

To edit the functionality of any of these buttons, simply click on a button in MIDI Control Center and edit its function and values in the lower area of the screen.

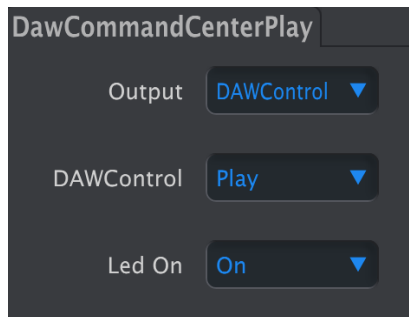


- **Output:** The options are Off, CC, DAWControl and DAWControlAndCC.
 - *Off:* No action.
 - *CC:* Send MIDI CC value determined by Off and On Value knobs.
 - *DAWControl:* Send any Mackie Control Universal (MCU) command selected from the list below, like Play, Rec etc.
 - *DAWControlAndCC:* Like CC, but sending Mackie Control Universal (MCU) commands.

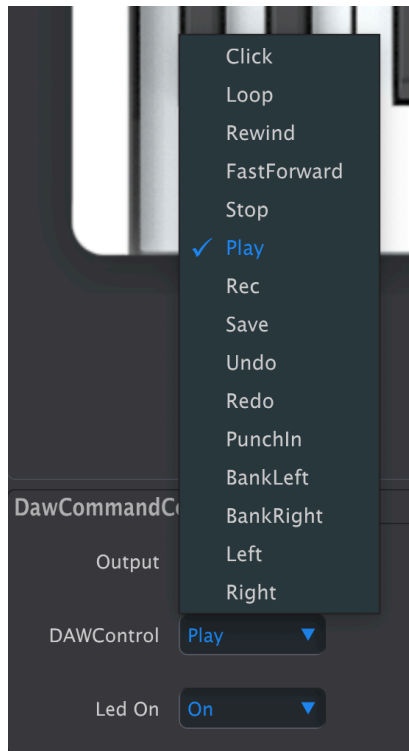
With Output set to **CC** or **DAWControlAndCC**, further parameters are:

- **MIDI Channel:** Selects the [MIDI channel \[p.12\]](#) on which pressing the knob transmits.
- **CC:** Selects the continuous controller message sent by pressing the encoder.
- **Off Value:** Sets an alternate value for when the knob is toggled in Gate mode.
- **On Value:** Sets the value sent when the knob is pressed.
- **Type:** Determines whether pressing the encoder is momentary or latched.
 - *Gate:* On value is sent on press and off value is sent on release.
 - *Toggle:* Clicking the encoder switches between On and Off values.
- **Led On:** Turns the Led on and off.

With output set to *DAWControlAndCC*, there's an additional setting called **DAWControl**. It gives you the option to perform various transport functions, such as Stop, Play, Rec, etc.



With Output set to *DAWControl*, pressing the button can perform DAW transport functions on any MIDI channel according to the Mackie Control Universal (MCU) protocol.



The options include turning the click (metronome) on or off, entering or exiting loop mode, rewind, fast-forward, stop, play, and record etc.

There is also an option to turn the Led on and off.

3.8. DAW Command Center

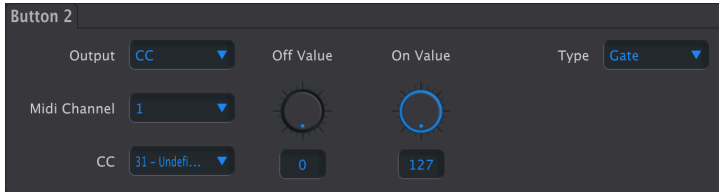
In the area to the left of the OLED Display there are 8 buttons dedicated to perform as remote controls for your DAW.

To edit the functionality of any of these buttons, simply click on a button and edit its function and values in the lower area of MIDI Control Center.

3.9. Contextual buttons 1-4

The four buttons below the OLED Display perform various tasks depending on context. When editing parameters in the display, these buttons are used to navigate through the menus.

However, you can also instruct these buttons to perform various tasks.



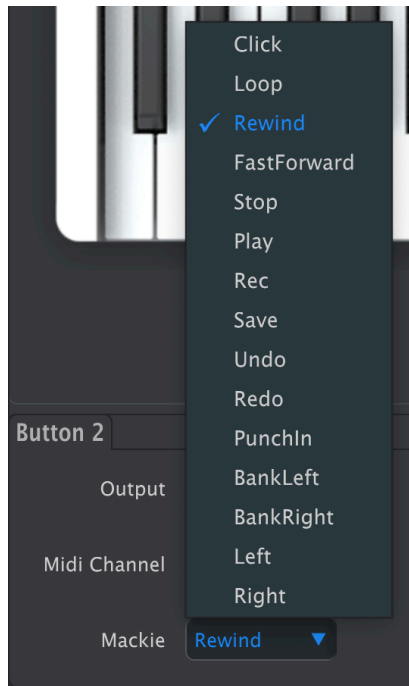
- **Output:** The options are Off, CC, Mackie, and Mackie CC.
 - *Off:* No action.
 - *CC:* Send MIDI CC value determined by Off and On Value knobs.
 - *Mackie:* Send any Mackie Control Universal (MCU) command selected from the list below, like Play, Rec etc.
 - *Mackie CC:* Like CC, but sending Mackie Control Universal (MCU) commands.

With Output set to **CC** or **Mackie CC**, further parameters are:

- **MIDI Channel:** Selects the [MIDI channel \[p.12\]](#) on which pressing the knob transmits.
- **CC:** Selects the continuous controller message sent by pressing the encoder.
- **Off Value:** Sets an alternate value for when the knob is toggled in Gate mode.
- **On Value:** Sets the value sent when the knob is pressed.
- **Type:** Determines whether pressing the encoder is momentary or latched.
 - *Gate:* On value is sent on press and off value is sent on release.
 - *Toggle:* Clicking the encoder switches between On and Off values.
- **Led On:** Turns the Led on and off.

With output set to *Mackie CC*, there's an additional setting called **Mackie**. It gives you the option to perform various transport functions, such as Stop, Play, Rec, etc.

With Output set to *Mackie*, pressing the Contextual Button can perform DAW transport functions according to the Mackie Control Universal (MCU) protocol.



The options include turning the click (metronome) on or off, entering or exiting loop mode, rewind, fast-forward, stop, play, and record etc.

3.10. Main Encoder knob

Selecting the main encoder brings up tabs to adjust its behavior in different states.

3.10.1. Main Knob



This tab determines what happens when you turn the main knob.

A few words about the 4 options - Absolute, Relative 1, Relative 2, and Relative 3.

In **Absolute** mode, the position of the encoder knob is sent to the instrument, DAW, or hardware device. This is great if you know what setting you want to dial in.

If the Min Value and Max Value knobs are set to anything else than 0 and 127, the range sent from the knob is limited accordingly.

In **Relative** mode, the encoder sends fixed values for clockwise and counterclockwise that can be understood by certain types of devices (either hardware or software). That way, the receiving device understands that it has to increase or decrease the corresponding parameter.

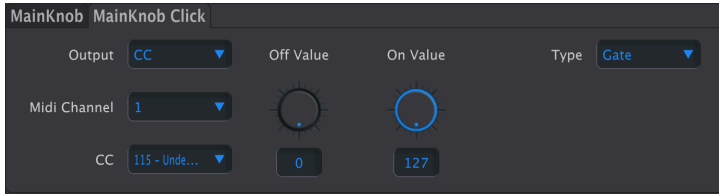
- *Absolute*: Sends values according to the limits set under Min Value and Max Value.
- *Relative 1*: Counterclockwise = 62, clockwise = 66. Works with most devices.
- *Relative 2*: Counterclockwise = 127, clockwise = 1. Works better with certain devices.
- *Relative 3*: Counterclockwise = 15, clockwise = 17. Some devices prefer this method.

Output: The options are CC and Off.

MIDI Channel: Selects the [MIDI channel \[p.12\]](#) on which the encoder knob transmits.

CC: Selects the continuous controller message sent by the encoder.

3.10.2. Main Knob Click



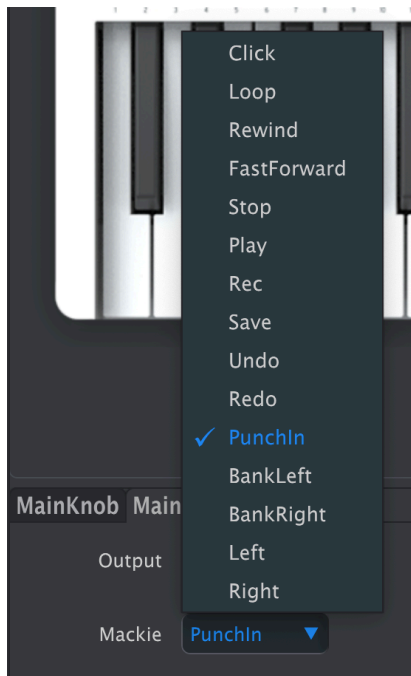
In this tab, you decide what happens when you simply press the main encoder knob like a button.

- **Output:** The options are Off, CC, DAWControl, and DAWControlAndCC.
 - *Off:* No action.
 - *CC:* Send MIDI CC value determined by Off and On Value knobs.
 - *DAWControl:* Send any Mackie Control Universal (MCU) command selected from the list below, like Play, Rec etc.
 - *DAWControlAndCC:* Like CC, but sending Mackie Control Universal (MCU) commands.

With Output set to **CC** or **DAWControlAndCC**, further parameters are:

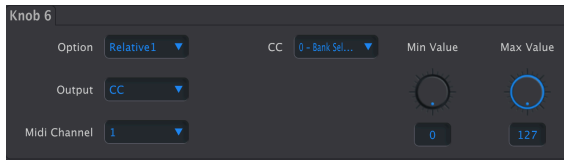
- **MIDI Channel:** Selects the [MIDI channel \[p.12\]](#) on which pressing the knob transmits.
- **CC:** Selects the continuous controller message sent by pressing the encoder.
- **Off Value:** Sets an alternate value for when the knob is toggled in Gate mode.
- **On Value:** Sets the value sent when the knob is pressed.
- **Type:** Determines whether pressing the encoder is momentary or latched.
 - *Gate:* On value is sent on press and off value is sent on release.
 - *Toggle:* Clicking the encoder switches between On and Off values.

With output set to *DAWControl*, pressing the encoder knob performs a DAW transport function according to the Mackie Control Universal (MCU) or Human User Interface (HUI) protocol depending of your DAW Mode parameter in the *Device Settings*.



The options include turning the click (metronome) on or off, entering or exiting loop mode, rewind, fast-forward, stop, play, and record etc.

3.11. Encoder Knobs 1-9



Encoder knobs 1-9 on the right side all have the same functionality.

A few words about the 4 options - Absolute, Relative 1, Relative 2, and Relative 3.

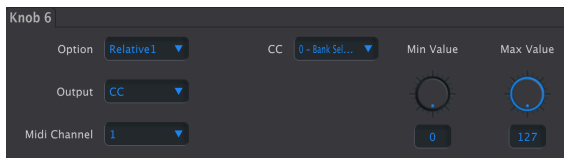
In **Absolute** mode, the position of the encoder knob is sent to the instrument, DAW, or hardware device. This is great if you know what setting you want to dial in.

If the Min Value and Max Value knobs are set to anything else than 0 and 127, the range sent from the knob is limited accordingly.

In **Relative** mode, encoders send fixed values for clockwise and counterclockwise that can be understood by certain types of devices (either hardware or software). That way, the receiving device understands that it has to increase or decrease the corresponding parameter.

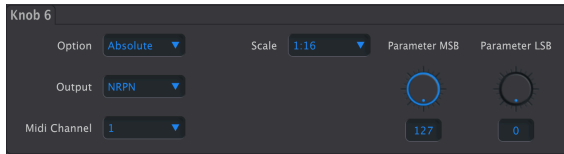
- *Absolute*: Sends values according to the limits set under Min Value and Max Value.
- *Relative 1*: Counterclockwise = 62, clockwise = 66. Works with most devices.
- *Relative 2*: Counterclockwise = 127, clockwise = 1. Works better with certain devices.
- *Relative 3*: Counterclockwise = 15, clockwise = 17. Some devices prefer this method.

3.11.1. With Knob Output set to CC



- **Output**: Selects whether the knob transmits a continuous controller (CC) message or a non-registered parameter number (NRPN). In CC mode, the following settings are available:
- **MIDI Channel**: Selects the [MIDI channel \[p.12\]](#) on which the encoder knob transmits.
- **CC**: Selects the continuous controller message sent by the encoder.
- **Min Value**: Minimum value can be set between 0 and 127.
- **Max Value**: Maximum value range is 0-127.

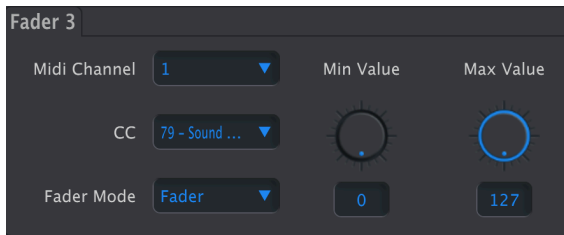
3.11.2. With Knob Output set to NRPN



- **Output:** Selects whether the knob transmits a continuous controller (CC) message or a non-registered parameter number (NRPN). In NRPN mode, the following settings are available:
- **MIDI Channel:** Selects the [MIDI channel \[p.12\]](#) on which the encoder knob transmits.
- **Scale:** Adjusts how finely or coarsely the knob moves through the range of values when turned.
- **Parameter MSB:** Adjusts the most significant bit in the NRPN.
- **Parameter LSB:** Adjusts the least significant bit in the NRPN.


 You can invert the knob's behavior (clockwise = down and counterclockwise = up) by making the minimum value greater than the maximum.

3.12. Faders 1-9

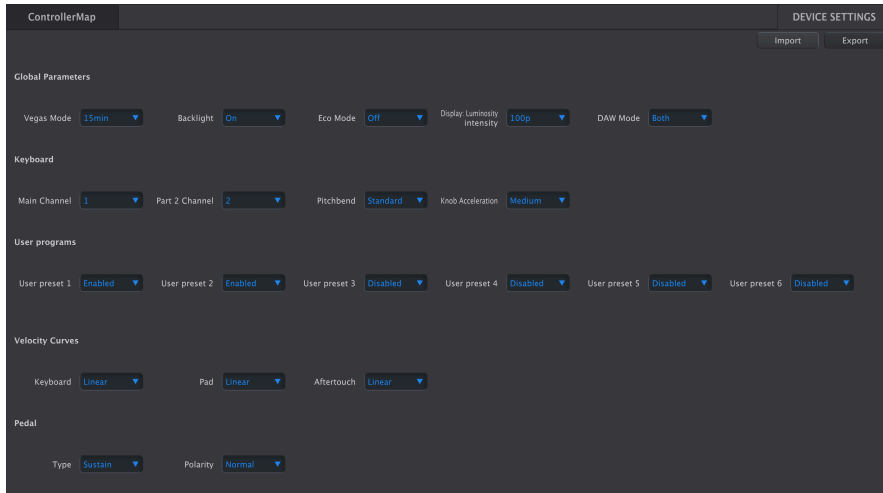


The faders are relatively simple – they send MIDI CC messages only.

- **MIDI Channel:** Selects the [MIDI channel \[p.12\]](#) on which the fader transmits.
- **CC:** Selects the continuous controller message sent by the fader.
- **Fader Mode:**
 - *Fader:* Moving the fader upwards increases the value; downwards decreases it.
 - *Drawbar:* Moving the fader downwards *increases* the value; upwards decreases it, like on a drawbar organ.
- **Min Value:** Sets the lower value limit.
- **Max Value:** Sets the upper value limit.

 Drawbar mode does the same thing as swapping the maximum and minimum values, only with one click. This makes the fader work like an organ drawbar in instruments such as Arturia B-3 V.

4. DEVICE SETTINGS



The Device Settings panel, accessed by clicking the Device Settings tab at the upper right of the MIDI Control Center window, controls the global settings of KeyLab Essential mk3.

4.1. Understanding Device Settings

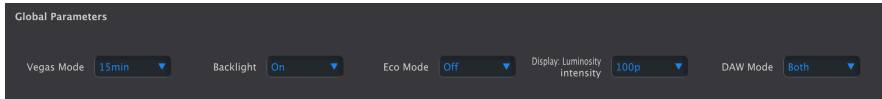
You can think of Device Settings as the Preferences section in other software. There are a few key things to note in order to avoid confusion relating to Template files.

- Only one User Memory (User1 - User 5) can be active in KeyLab Essential mk3 at a given time.
- Device Settings are *not* saved as part of Template files – notice that if you change a setting, no asterisk appears next to the current Template name.
- Changing a setting in MIDI Control Center changes the setting in KeyLab Essential mk3 in real time – try the Backlight parameter to see this.
- The setting then stays that way in the hardware until you change it again.

MIDI Control Center divides these settings into three groups:

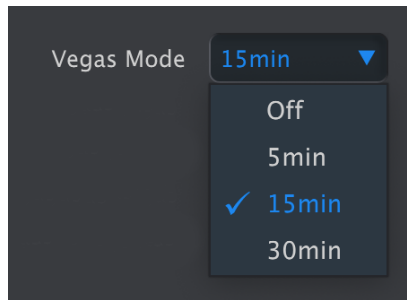
- Global Parameters
- Keyboard
- User Programs
- Velocity Curves
- Pedal

4.2. Global Parameters

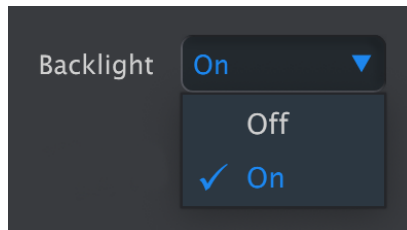


4.2.1. Vegas Mode

This sets the time delay before KeyLab Essential mk3's "screen saver" disco light show begins. The options are 5, 15, and 30 minutes – or you can turn off Vegas mode altogether. With Vegas turned off, KeyLab Essential mk3 will go into sleep mode after 5 minutes of inactivity.



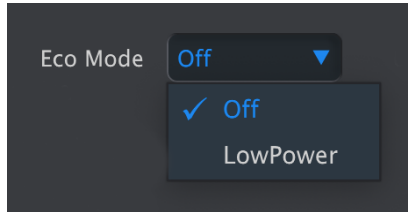
4.2.2. Backlight



This is a simple on/off selection that decides whether the pads and buttons are lit by default or not. In the off position, pads and buttons will still light if you press them.

4.2.3. Eco Mode

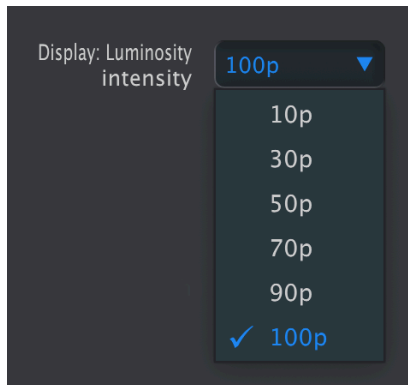
Turning this mode on dims backlights on all pads and buttons and engages other internal power-saving tactics.



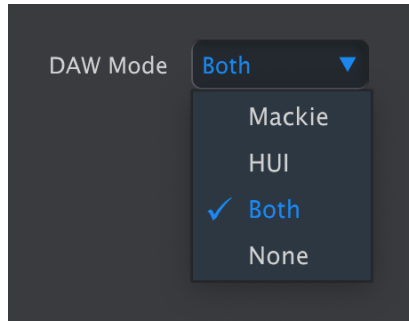
This is especially useful if you are powering KeyLab Essential mk3 from a device that is itself running on battery power. Use low power mode in conjunction with turning the backlight off to minimize power usage.

4.2.4. Display: Luminosity Intensity

Here's where you control the brightness of KeyLab Essential mk3's OLED Display.



4.2.5. DAW Mode

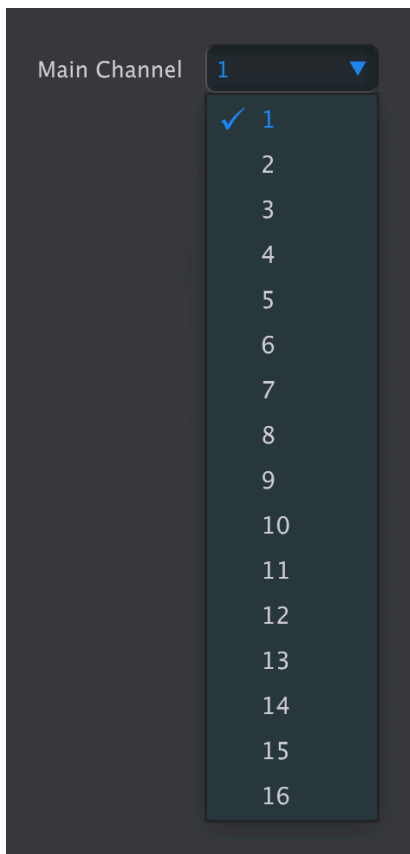


Here's where you can select to use the somewhat older Mackie Human User Interface (HUI) protocol or the more modern Mackie Control Universal (MCU) variant.

4.3. Keyboard

4.3.1. Main Channel

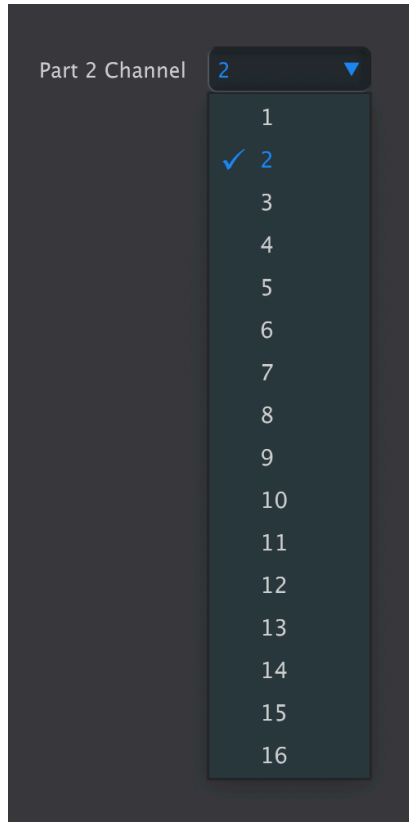
This is where the master MIDI channel for the KeyLab Essential mk3 is chosen in MIDI Control Center. Available values are 1-16. The one with the blue check mark is the current value.



The channel selected here is the channel used for any controller that has its own [MIDI channel \[p.12\]](#) set to *Keyboard*.

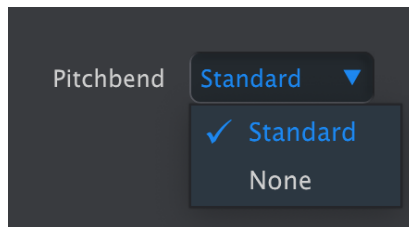
4.3.2. Part 2 Channel

Select the channel to be used for Part 2 when using KeyLab Essential mk3 in split mode.



Basically, this performs the same function as long-pressing **Part** and selecting a MIDI channel in the 'Edit Part 2' menu.

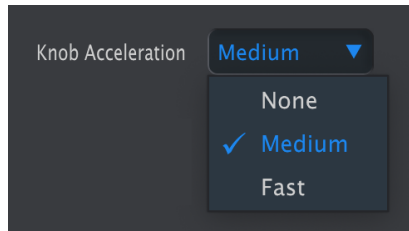
4.3.3. Pitchbend



Another simple on/off selection. Selecting None disables the Pitch Wheel on KeyLab Essential mk3. This can be useful during live performance if you don't plan to use it, to avoid touching it by mistake.

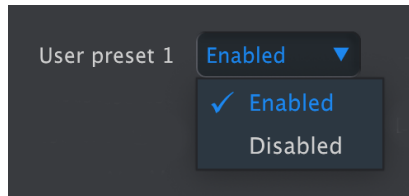
4.3.4. Knob acceleration

It is possible to specify how quickly a parameter value changes in response to turning a knob at a given speed. By default, medium acceleration is selected. Three settings are available:



4.4. User Programs

4.4.1. User Presets 1-6 on/off



Each of these six slots can be independently enabled or disabled. They correspond to the six [Device Memories \[p.6\]](#) that can hold control-mapping Templates you've created.

On KeyLab Essential mk3, you can step through your User Presets in two ways.

- By **pressing the Prog button** repeatedly. This takes you through Arturia, DAWs, and User Presets 1-6 one by one.
- By **holding the Prog button** and hitting the Pads. Presets will be called up in this fashion:
 - **Pad 1:** Arturia
 - **Pad 2:** DAWs
 - **Pad 3-8:** User Presets 1-6

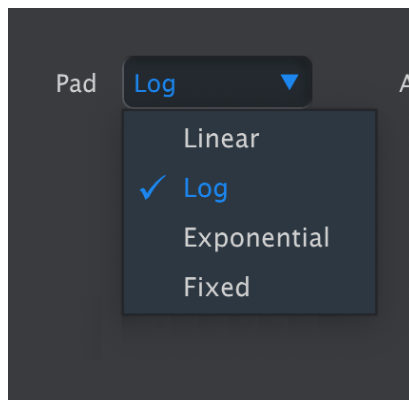
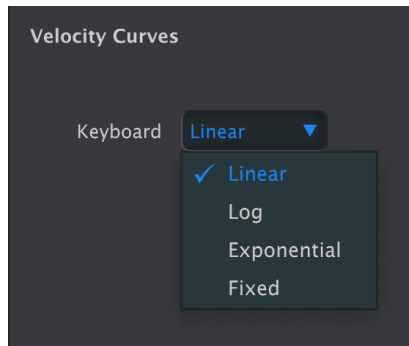
Of course, when you're using the first method, we don't want you to have to scroll through all six slots if you're not using them. This is why you can disable them. For example, with only User Presets 1 and 2 enabled in MIDI Control Center, tapping Prog will cycle through Arturia, DAWs and the User Presets you're actually using.

Also, when you store a local template into a user memory, this memory will be automatically enabled.

4.5. Velocity Curves

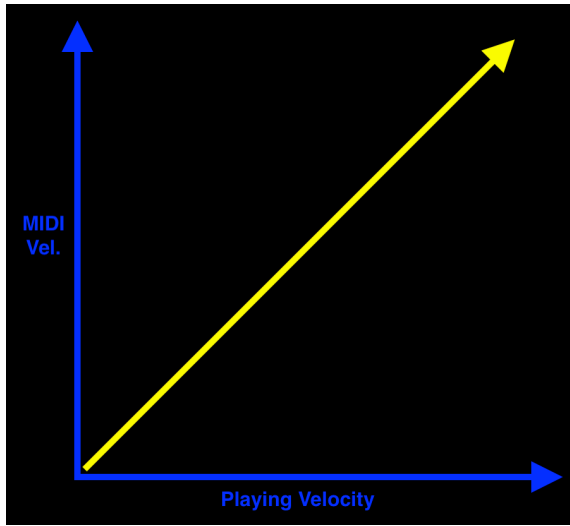
You can personalize the response of KeyLab Essential mk3's keyboard and pads to your playing force. For the pads, aftertouch is also adjustable.

4.5.1. Keyboard and Pads



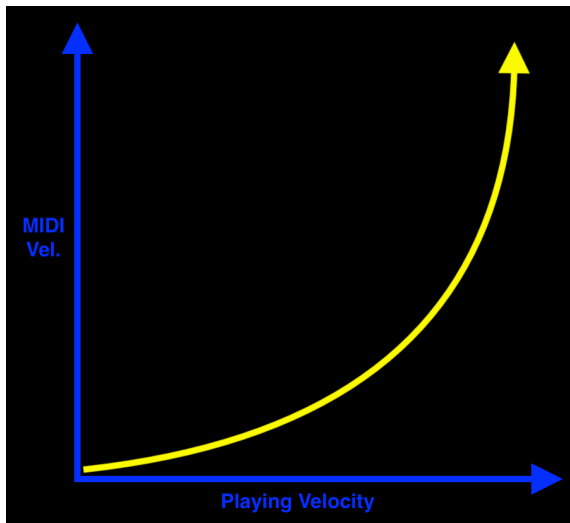
You get four curve options here: Linear, Exponential, Logarithmic, and Fixed.

Each relates your physical velocity to how readily the keyboard and pads transmit MIDI velocity values. A Linear curve is a one-to-one relationship:



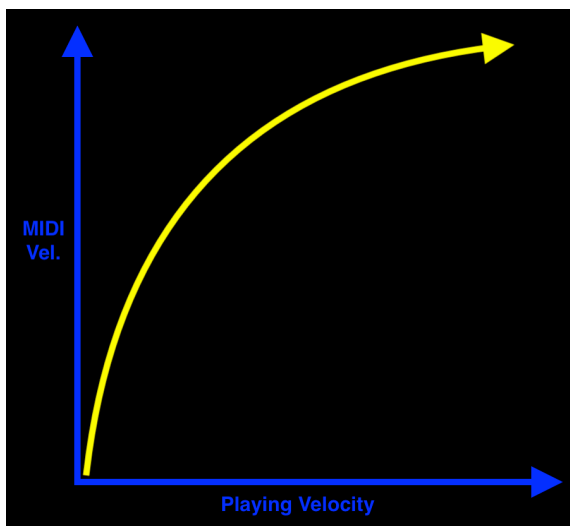
Linear velocity curve

An exponential curve has a "dip" that makes you work a little harder in the middle range:



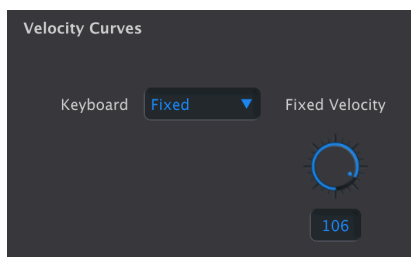
Exponential velocity curve

A logarithmic curve has a "hump" in the middle, corresponding to a lighter keyboard/pad action:



Logarithmic velocity curve

Finally, the Fixed setting sends an adjustable MIDI velocity value no matter how hard or soft you play:



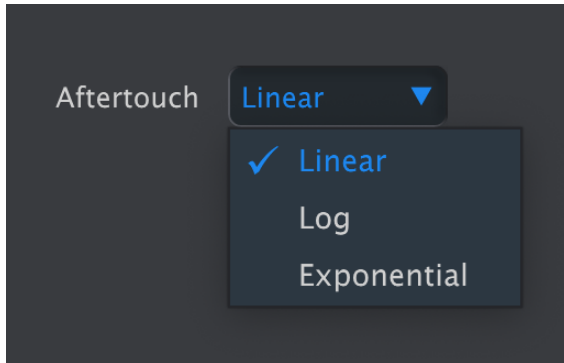
♪ The Velocity value for the pads is common to all pads (in both banks) globally.

4.5.1.1. Fixed Velocity

Here you can set the velocity level that is always sent out from the keyboard or pads, no matter how hard you play.

4.5.2. Pad Aftertouch

Aftertouch is a method of adding modulation by pressing the pad(s) harder after they have been pressed. Initial keyboard touch sends out a velocity value (higher if you play harder), and pressing the keys harder after you've played them sends another value that can be used for modulation. Typical uses include adding vibrato or opening up the filter of a synthesizer.



Linear velocity curve

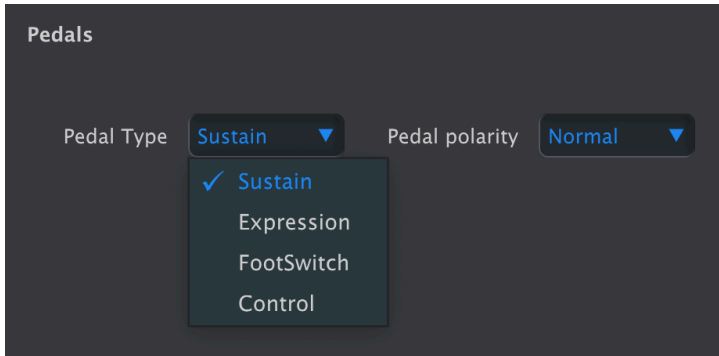
The most common type of aftertouch is Channel Aftertouch - pressing only one pad harder sends out one combined aftertouch value for all the pads. The pads on KeyLab Essential mk3 can all send out *separate* aftertouch values, even if many pads are played at the same time. This feature is called Polyphonic Aftertouch.

For the pads, you can also choose (globally) a Linear, Exponential, or Logarithmic curve for the aftertouch of all pads. There is no Fixed option.

Aftertouch is most expressive when you can gradually increase finger pressure to bring in more vibrato, vary the filter cutoff, or affect any other instrument parameter. So, experiment with the three curves to decide which feels best.

4.6. Pedal

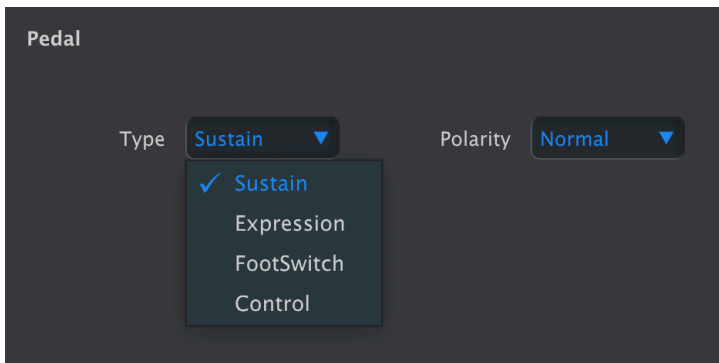
KeyLab Essential mk3's single 1/4-inch TRS pedal input can accept a switch or continuous pedal. Four options for the **Pedal Type** parameter let you tailor this to your needs.



A connected pedal transmits MIDI on the [Default Keyboard Channel \[p.12\]](#).

4.6.1. Sustain

For use with a switch type pedal, this is a shortcut that fixes the pedal CC at 64, which is the common CC for sustain in the MIDI standard.

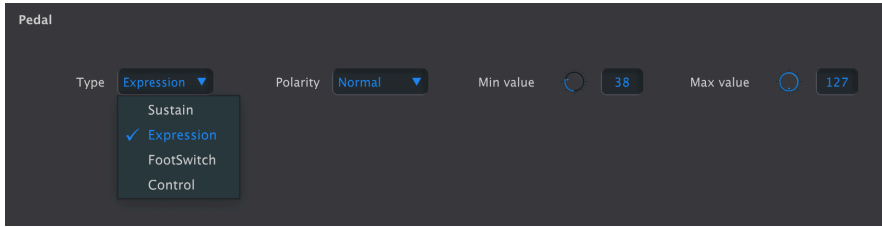


- **Pedal Polarity:** Normal or inverted.




Not all sustain pedals are made alike. If notes are sustaining when you don't press the pedal and cut off when you do, change this parameter.

4.6.2. Expression

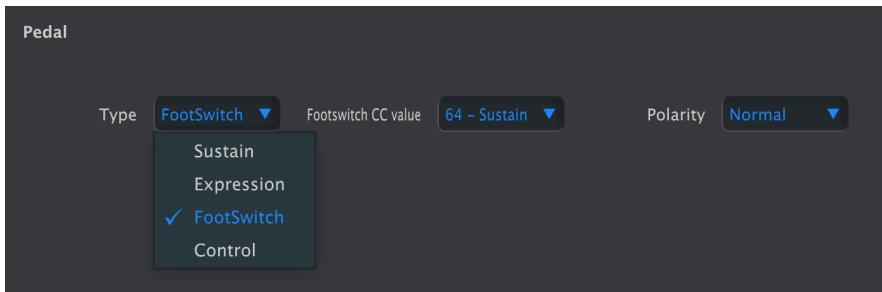


This is another shortcut. It assumes you have a continuous (a.k.a. sweep) pedal plugged in, and sends values on the MIDI standard of CC 11.

- **Pedal Polarity:** Normal or inverted.
- **Min Pedal Value:** Sets the value when the pedal is at its minimum (heel) position.
- **Max Pedal Value:** Sets the value when the pedal is at its maximum (toe) position.

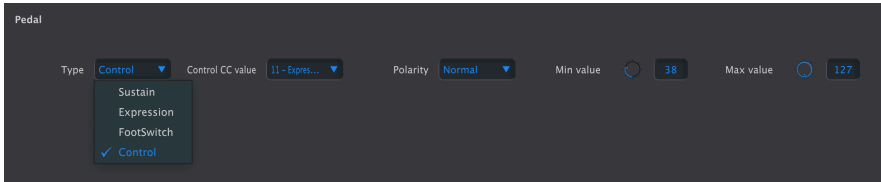
 Inverting the polarity will cause your pedal to send lower values as you “give it more gas,” or correct pedals that are working backwards. For emulating the behavior of a Hammond organ volume pedal, set the minimum value higher than zero; Hammonds never go totally silent when you back off the pedal.

4.6.3. Footswitch




Also for use with a switch type pedal, the main difference from Sustain mode is that you can select from the full range of MIDI CCs in the **CC Value** menu.

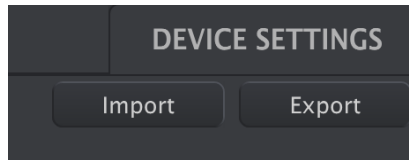
4.6.4. Control



Also for a continuous/sweep pedal, control gives you the full range of MIDI CC options via the **CC Value** menu. The other parameters are as for Expression mode.

 Use Control mode to set up "half-dampening" on a piano instrument with a sustain pedal that supports it. Set the CC to 64 (sustain) and tweak the maximum pedal value until the dampening performs as desired. Raising the minimum pedal value above zero will cause some sustain to be heard all the time.

4.7. Import and Export Device Settings



The **Import** and **Export** buttons at the upper right of the Device Settings window manage files containing *only* the Device Settings. Either will bring up an OS-level navigation box on your computer, prompting you for where to retrieve or save the file.

Device Settings files carry the extension **keylabessential3_ds**. You can swap these files with other users or build a library of configurations for various use cases.

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