

User Guide for Image-Line Fruity Loops Studio

Configuration guide for Windows and macOS to use with our Editor & Librarians



Intro

Configuration guide for Windows and macOS users to setup Image-Line FL Studio for our Editor & Librarian.

This is universal tutorial for all our plug-ins. There are little differences between our plug-ins, but overall procedure is the same: Configure DAW MIDI ports, insert our plug-in, insert MIDI and Audio track(s) (if needed) and how to Automate the plug-in parameters.

We are using our Roland JP-80x0 Editor in this guide, so adapt the settings to your Editor as we go along.

Note #1: We are not Image-Line Fruity Loops experts. Read the Fruity Loops user manual to fully understand your DAW.

IMPORTANT:

Make a full backup of your hardware before proceeding. Check your hardware user manual for instructions.

Disclaimer

Our company & product has nothing to do with Image-Line.
If there is an issue with our product, open a support ticket in your account page.
You can find support details at the end of this document.
Support and updates are free for life to anyone who has bought the license from our store

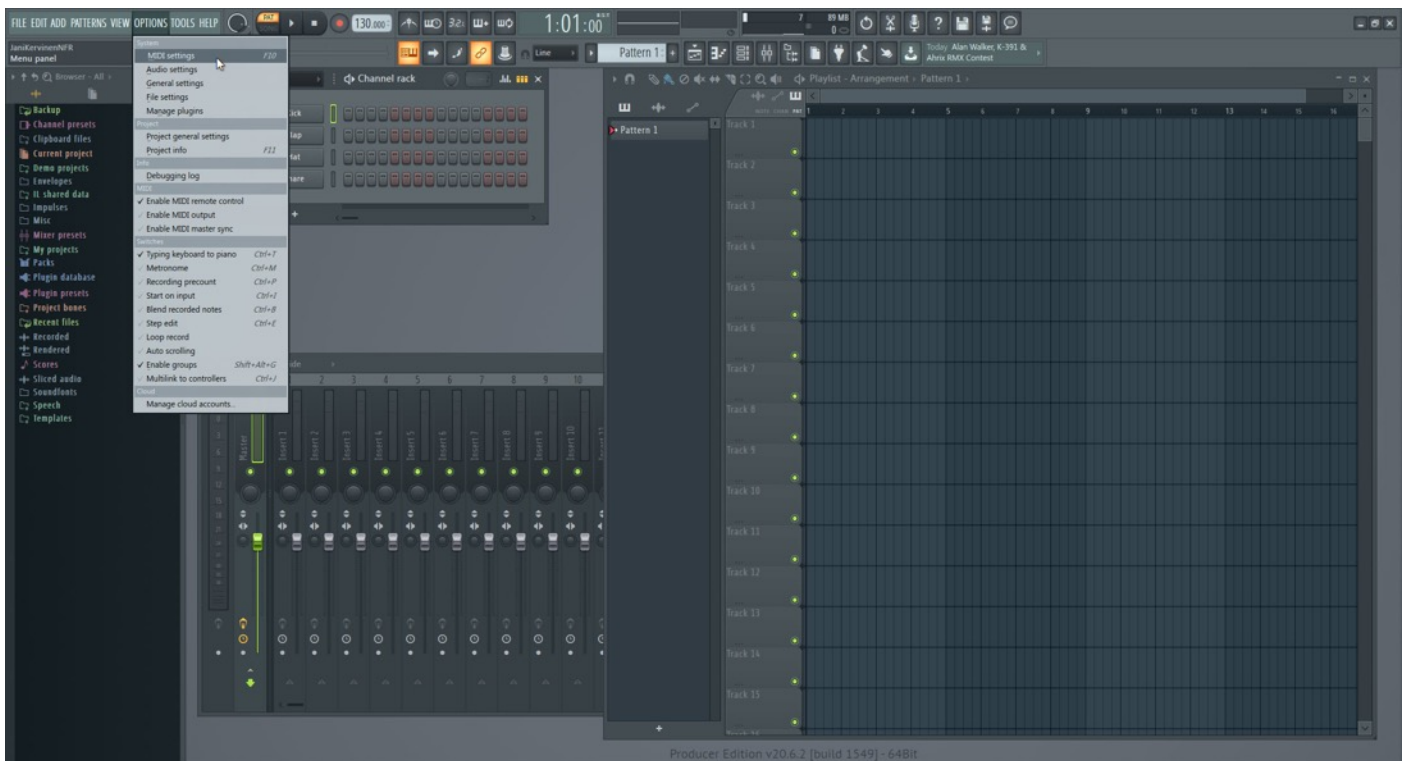
IMAGE-LINE FRUITY LOOPS

Preferences

Open your DAW and enter Preferences. Make sure that MIDI ports are disabled for those ports, where your synthesizer is connected at. This will ensure that our Editor is able to establish connection with the synthesizer.

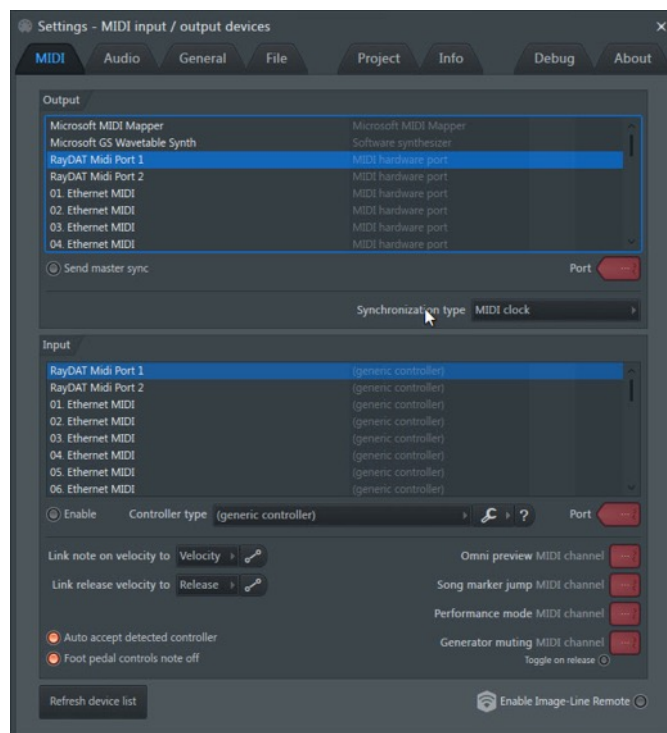
This will also prevent getting double data in to the DAW processing loop.

Options -> MIDI settings

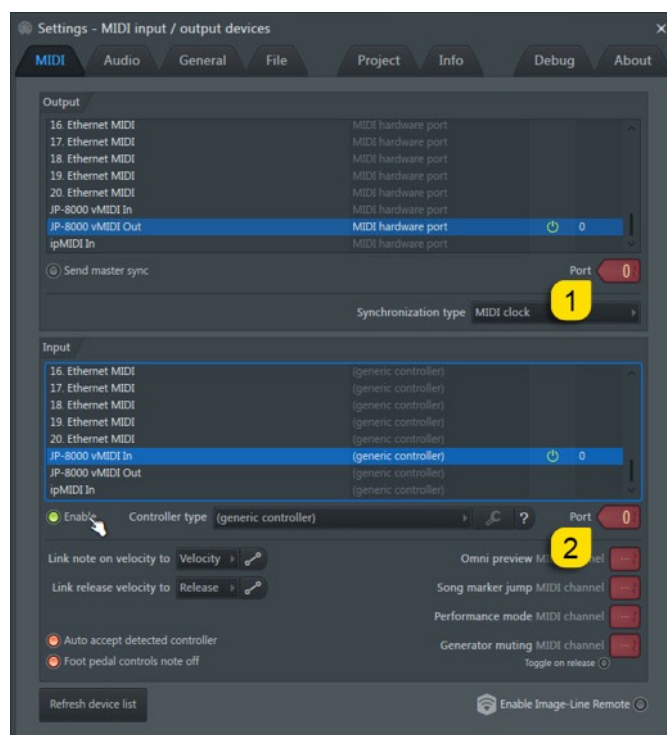


MIDI Settings

Open MIDI tab in preferences. Locate the Input port, which receives MIDI from your synth. Now check that the physical input port has not been assigned to any port number. Do the same for Output port as well. Example: My JP-8000 MIDI Out sends MIDI to RayDAT Port 1 Input. Toggle OFF port assignment.



Windows: Now in the next image you can see how I have **enabled JP-8000 vMIDI Out [1]** and **JP-8000 vMIDI In [2]** as I'm using my JP-8000 as a master keyboard. Both are assigned to port 0.



NOTE #1: You can check our support site for additional guides like Setting MIDI Devices to learn how we added JP-8000 vMIDI In and JP-8000 vMIDI Out ports in the DAW.

INSERT THE PLUG-IN

Drag the plug-in from the Plug-ins pool to the track you want.



Plug-in window will now appear.



Select your Hardware model

Some plug-ins have ability to control multiple models from the same hardware-range. Choose your hardware model before moving forward. There are differences between models which makes the incoming data unique.

If model is not set properly, it might cause timed out messages and data is not properly handled in the hardware.

MIDI IN / MIDI OUT

Now we can select the Physical MIDI input port which receives MIDI data from your synthesizer.



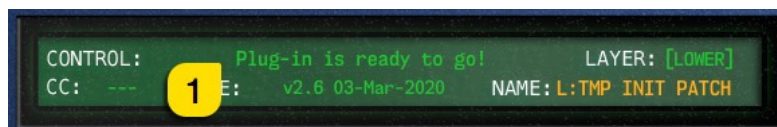
And then we choose the Physical MIDI Out port which sends data to the synthesizer MIDI input.



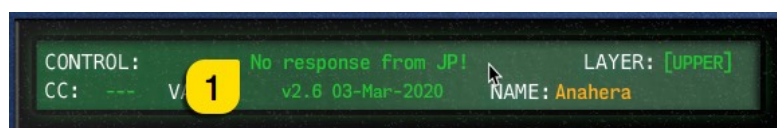
Plug-in will now attempt to establish connection with the synthesizer, so it might take some time if your settings are not right or if you chose a wrong MIDI port by mistake. You should see plug-in saying “**PROCESSING...**” somewhere in the plug-in interface and also **ABORT PROCESS** button will appear.



If all the settings are correct, you will see **Plug-in is ready to go! [1]** message in the plug-in display.



If something is wrong with your settings, plug-in will say **No response from JP! [1]** and that indicates something is wrong with your synth settings, MIDI device or Cubase Preferences.



Once the connection is established, you should sync the data with your hardware. This function can be executed from the patch librarian tab / page of the plug-in & **Sync Data From HW** button. Check the Editor User Manual to learn more.

We can now close the plug-in window and move on.

NOTE #1: Check troubleshooting from the editor, DAW or synthesizer manual if you cannot establish connection. You can also seek help from our support site if you can't find out what is causing error in your setup.

Automating Editor Parameters

First, we need to right click the arrow in top left corner to reveal the menu. Choose "Browse Parameters". See image below.



Next we are going to right click on the parameter we want to automate and choose "Create automation clip". See image below.



Now the Filter Cutoff is in the arrangement window and we have drawn in some curves for it. See image below.



Note #1: You can configure as many parameters as you wish. Some System Exclusive (SysEx) parameters and system buttons cannot be automated.

Note #2: If automation cannot be drawn by moving knobs from the hardware, you can automate parameters by moving the parameter from the plug-in user interface.

Start drawing in OR move the knobs in the plug-in while recording to make automation!

Assign MIDI tracks to Fruity Loops arrangement

In order to send MIDI notes to the synthesizer, we need to have MIDI tracks in the DAW.

Click the + -sign [1] to reveal the menu.

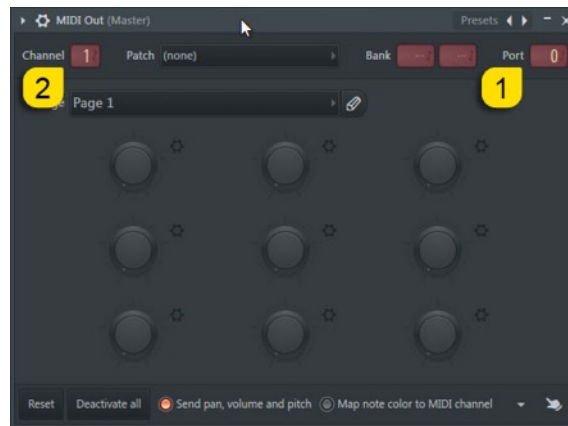
macOS users can point the MIDI out to physical MIDI port where the synthesizer is connected.



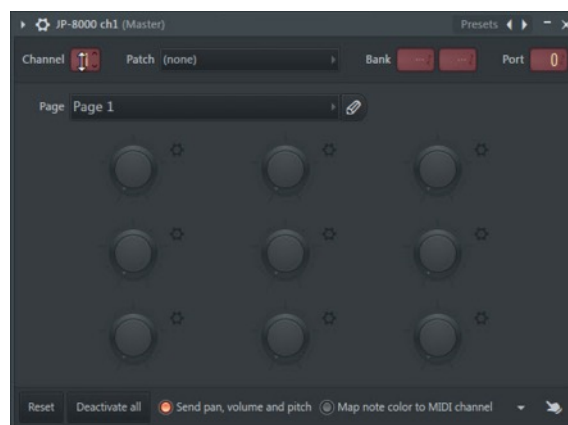
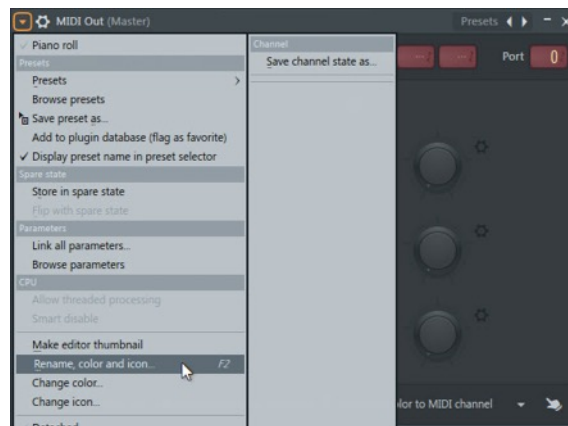
Select "MIDI Out" from the list.



Now we need to configure the MIDI Out to work as we want. MIDI Out is pointing to **port 0 [1]** (JP-8000 vMIDI Out), which I've created in our Setting MIDI Devices guide. Channel is set to 1 [2]. macOS users can point the MIDI out directly to physical MIDI port of synth.



Just for the clarity, I'm gonna rename my track to JP-8000 ch1 so that its easier to spot in the DAW. Right click on the top left corner and choose **"Rename, color and icon..."** if you wish to do the same.



Check track channel number. This must be the same as the plug-in channel setting. Example, if Lower layer in the plug-in points to channel 1, then MIDI channel 1 in the MIDI track will send MIDI data to synthesizers lower layer.

Note #1: If your synthesizer can do multitimbral setup, which most can do, then add more MIDI tracks and point them to respected MIDI channels.

Note #2: You can route MIDI output from MIDI tracks to the Instrument channel as well to experiment with DAW sync.

FINISHING IT UP!

Final step is to add Audio, so we can hear the synthesizer in action. In this case I have chosen track in the mixer which I renamed to JP-8000 Input [3] and I've chosen the Input where my JP-8000 Audio Output jacks are connected to. Now you need to enable track monitoring to hear the synth in action while playing some chords!

Summary: MIDI track 1 is pointing to port 0 at channel 1 [1], MIDI track 2 is pointing to port 0 at channel 2 [2], Mixer is set to have input from [3] from the RME RayDAT channels 1-2 [4].



Note #1: You might have routed your Audio Output from the synth itself to external mixing desk or speakers, so make sure you power those units on. Otherwise, there won't be any sound because our plug-in does not transmit any audio data to the DAW.

That's it for the Image-Line Fruity Loops Studio user guide. We hope you find this useful.

ADDITIONAL SOURCES

loopMIDI and MIDI-OX are both shipping their own user manuals, so please refer to their documentary to learn more about how they work.

If you have any questions about the product, you can reach us online from our website at <https://auraplugins.com> – or Join our amazing [Discord](#) community!

We are open for new feature requests, roses and surely, we would love to know if we've done something wrong as well!

If you would like to contribute and help our development work, head to our Ko-fi page and support us there – That would be super helpful and keep the business alive.

<https://ko-fi.com/auraplugins>

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