SUPPLEMENTARY GUIDE

1 Introduction

About this guide

About This Guide

This short manual is supplementary to the main FlowStone user guides and describes ONLY the differences in operation between the FlowStone plugin and the standalone FlowStone application.

Everything else is common to both versions of FlowStone and can be found in the user manuals for the standalone version which can be found on the Manuals section of our web site at:

http://www.dsprobotics.com/manualsarea.php

You can also access these manuals from the Download menu of the FlowStone plugin.

Other Information

Additional information and articles about the software can be found at:
http://www.dsprobotics.com/support

If you have any comments about this guide please email them to info@dsprobotics.com

2 User Interface

About FlowStone for FL Studio

It's a Plugin

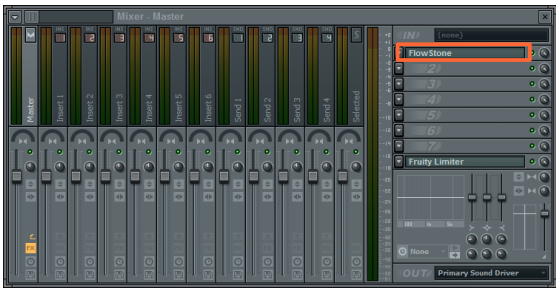
FlowStone for FL Studio is a plugin that runs within FL Studio. You can create multiple instances of the plugin and each one has its own schematic. Note that unlike the standalone version of FlowStone, each plugin instance must have one and only one schematic.

When you build a schematic inside an instance of FlowStone you define how that plugin instance behaves: how it sounds, how it looks, how it is controlled. If you want another instance with the same behaviour you simply save the schematic and load it into another instance of FlowStone.

Generator and Effect Versions

FlowStone comes in two versions: Generator and Effect. When you add a FlowStone channel in the Channel Window you'll get the generator and when you add FlowStone into an FX channel in the Mixer you'll get the Effect version.

Generator



Effect

Default Schematics

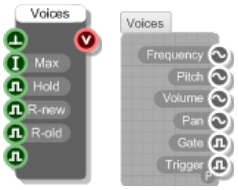
FlowStone loads up with a default schematic. The Generator has a basic single oscillator synth and the Effect has a simple echo delay. These are provided to help you see how a schematic needs to be constructed.

Once you become comfortable with the software you may want FlowStone to open with an empty schematic. You can set this up by selecting Application from the Options menu and clicking Empty Schematic in the Startup Options section.

FL Studio Specific Components

There are a few components that are unique to FlowStone for FL Studio. This section covers those components.

Voices

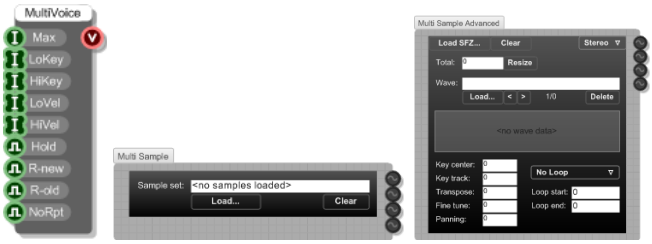


For the generator version the Voices component allows you to create a poly signal for each voice that is generated by FL Studio. This happens when you play notes into FlowStone through FL Studio using a keyboard or from a recorded pattern.

In FlowStone you would have to use MIDI In but FL Studio has it's own internal voice management system and does not use MIDI.

In most cases you will use the Voices module. This contains the Voices component and acts as a wrapper providing extra voice management options and portamento.

Multi Voices



FlowStone for FL Studio has a unique Multi Voices component. Like the Voices component, this allows you to generate poly signals in response to voices generated by FL Studio. However, unlike the Voices component you can specify key and velocity ranges. Poly signals are then only generated if they fall inside the specified ranges - moreover they get tagged so that you know which range they belong to.

This allows you to play notes differently depending on the key or velocity. Perhaps most important of all, by duplicating one of these ranges you can generate multiple poly signals in response to a single voice or note.

The Multi Voices component is the FlowStone plugin equivalent of the MIDI to Multi Voice component in the standalone version of FlowStone. Aside from the fact that it takes MIDI as an input It works in exactly the same way so for more information you should look up the MIDI to Multi Voice in the Component Reference.

One of the main uses of the Multi Voices component is in multi sample players so we've created two off-the-shelf modules that allow you to create a multi sample player really easily. The Multi Sample and Multi Sample Advanced modules are listed in the Component Reference so check them out for more info. These modules can be found in the Audio group.

LRVolume

This module helps you to make use of the Volume and Pan outputs from the Voices module and apply it to the left and right audio channels before passing back to FL Studio. Again, this only applies to the generator version of the plugin.

Audio In

For the effect version there is a component for receiving data from FL Studio. This comes in the form of two mono audio streams, one for each of the stereo channels.

Audio Out

Both versions of the plugin need to pass processed stereo data back to FL Studio and the Audio Out component allows you to do this.

Internal Controllers

FL Studio allows you to use Internal Controller plugins inside the application itself to control the values of knobs etc.

Using FlowStone you can create your own Internal Controllers. You can create your own custom controls to generate the data (knobs, sliders, x-y pads etc.) or you can use some of the new external devices like a Wiimote or Xbox controller as input.

All you need is something that generates a value in the range 0-1. Then just connect it to an Internal Controller component. Attach a string to give the controller a name and then when you try and assign a controller to a parameter in FL Studio your new controller will appear in the list.

To make it even easier we've created an Internal Controller module.

Clock

If you need to sync to the FL Studio clock then you can do so using the Clock module. You can set the step length and number of steps and the clock will count through each step in time with the FL Studio clock.

When the FL Studio transport is set to play then the clock syncs exactly with the playback clock. When transport is stopped and there is no playback then the clock is free running.

The clock module makes use of the new Float output on the PPQ Position component. This gives you the pulses per quarter position at a rate equal to the number of pulses per quarter as set within the Project General Settings of FL Studio. The default is 96 so you'll get 96 pulses (ticks or triggers) per quarter note.

The Time Signature component now gives you the PPQ setting from FL Studio and by using this with the PPQ position the Clock module is able to determine exactly when a note or fraction of a note starts.

You should be careful not to do too much processing in response to PPQ changes as they happen at a high rate and so you can easily reduce performance.

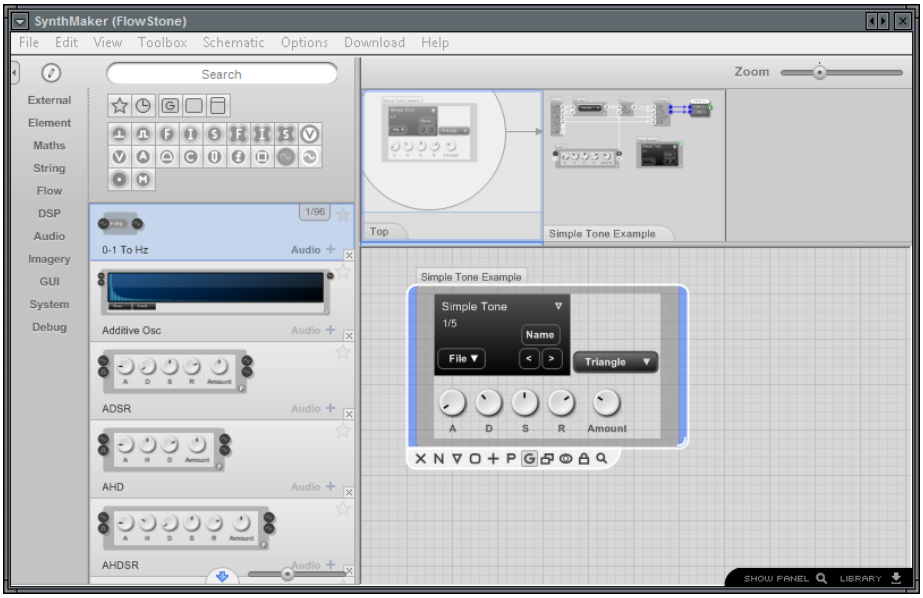
Plugin Toolbar

There are a couple of new features that are unique to FlowStone for FL Studio. These are accessed from the plugin toolbar which appears at the bottom-right corner of the plugin window.

Plugin Toolbar

Show Panel

Having created your schematic and completed editing you may wish to hide all the editing parts of the interface and focus completely on your new creation. The Show Panel button allows you to do exactly that. One click and the interface collapses down to show only the front panel you have created for your plugin.



Editing a Schematic

After pressing Show Panel

Resized Panel

While in this front panel mode you can resize the window and the interface will re-scale perfectly so if a plugin is taking up too much screen space you can shrink it down and still keep it open.

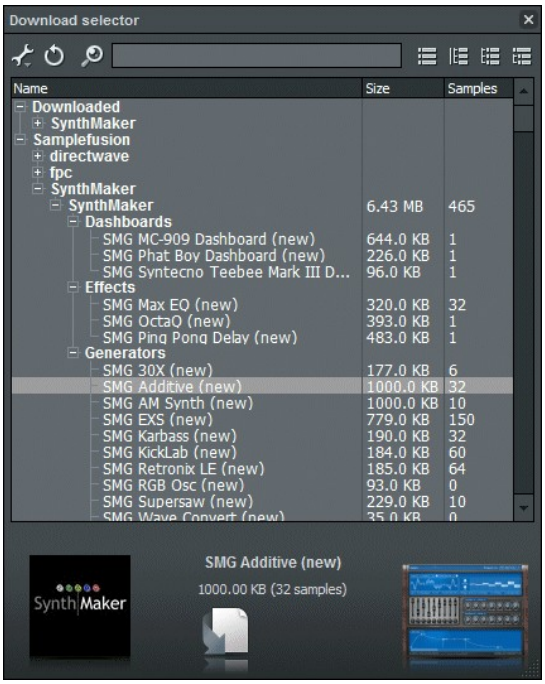
The plugin toolbar is still visible in front panel mode. It now occupies a position across the whole of the bottom of the plugin window. You can click the button again to return to FlowStone. There is an additional button for returning the window to its original size if you have resized it.

By default clicking the Show Panel button will display the largest area front panel for the module at the highest level in your schematic. However, you can choose exactly which module to show. Simply select the module and you'll see an extra button appear at the end of the action panel.

Click the button to display the selected module's panel. This will now be the panel that shows whenever you click the Show Panel button too.

Downloader

Image Line has provided a mechanism for downloading free content directly into FlowStone from their web site. Click the Download button and the Downloader window will appear.



From here you can choose to download content or select from previously downloaded content. For more information on how to use the Downloader see the FL Studio help.

Compatibility

FlowStone for FL Studio is completely compatible with FlowStone. Some settings (mainly those based on window size and setup) are different for the application and plugin versions. However, most others settings are the same.

Files

FlowStone for FL Studio uses the same file format as FlowStone so that all schematic files are compatible. In addition, when you load a FlowStone schematic into FlowStone for FL Studio the software will replace sound out and MIDI to Voices components with their FlowStone for FL Studio equivalents. An equivalent replacement takes place when you load FlowStone for FL Studio schematics into FlowStone.

Modules

Modules in the toolbox are shared between FlowStone and FlowStone for FL Studio so if you have both versions of the software you can use the same set of modules for the two.

MIDI Handling

Although FL Studio does not use MIDI for note handling it can still process and send MIDI messages. FlowStone for FL Studio therefore still contains MIDI In and MIDI Out components just like FlowStone.

One aspect that is slightly different in FL Studio is the concept of Ports. MIDI data can arrive from a particular Port and can also be sent to a particular Port. To handle Port information FlowStone for FL Studio has three new components. You'll find these in the MIDI group.

Filter Port

This component allows you to filter out MIDI messages so that only those from a specified Port pass through.

Get Port

Gets the Port number for MIDI messages that arrive.

Set Port

All MIDI messages that pass through this component are tagged with the Port number that is supplied.