



SUPPLEMENTARY GUIDE

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Introduction

ABOUT THIS GUIDE

About This Guide

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

Everything else is common to both versions of SynthMaker 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.synthmaker.co.uk/dokuwiki/doku.php>

You can also access these manuals from the Help menu of FL SynthMaker.

Other Information

Additional information and articles about the software can be found at:

<http://www.synthmaker.co.uk/forum>

Or on our wiki at:

<http://www.synthmaker.co.uk/dokuwiki/doku.php>

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

2 User Interface

ABOUT FL SYNTHMAKER

It's a Plugin

FL SynthMaker 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 SynthMaker, each plugin instance must have one and only one schematic.

When you build a schematic inside an instance of FL SynthMaker 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 FL SynthMaker.

Generator and Effect Versions

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



Generator



Effect

Default Schematics

FL SynthMaker 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 FL SynthMaker 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.

Wired into FL Studio

When you open an instance of FL SynthMaker you'll see that the filter bar has no External group. Instead you have an FL Studio group.



The FL Studio group contains all the components you need to interface to FL Studio. Most of these are similar to existing SynthMaker components which are used to interface to a host when exported as a VST plugin.

However, there are a few components that are unique to FL SynthMaker.

FL SynthMaker Specific 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 FL SynthMaker through FL Studio using a keyboard or from a recorded pattern.

In SynthMaker you would have to use MIDI In but FL Studio has its 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



New in FL SynthMaker 2 is the 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 FL SynthMaker equivalent of the MIDI to Multi Voice component in the standalone version of SynthMaker. 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 FL SynthMaker 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.

Plugin Toolbar

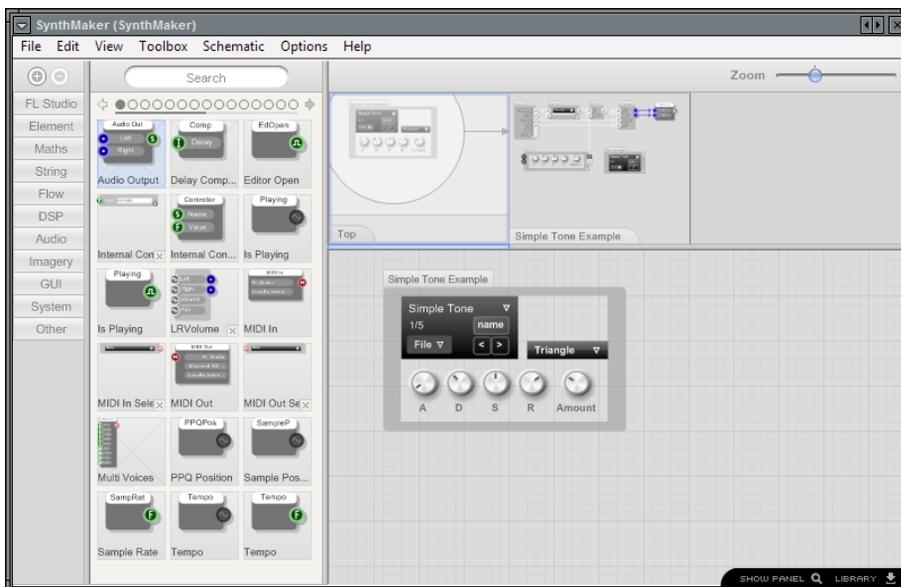
There are a couple of new features that are unique to FL SynthMaker. These are accessed from the plugin toolbar which appears at the bottom-right corner of the plugin window.



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 SynthMaker. 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 FL SynthMaker 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

FL SynthMaker is completely compatible with SynthMaker. 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

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

Modules

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

NOTE: if you are using Vista you will have to run FL Studio as Administrator if you want modules you add to the toolbox in FL SynthMaker to appear in SynthMaker as well.

MIDI Handling

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

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 FL SynthMaker has three new components. You'll find these in the MIDI group.

Filter Port



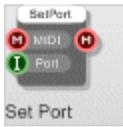
This component allows you to filter out MIDI messages so that only those from a specified Port pass through.

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.