# FL Studio 6 and TranzPort

This document assumes you have already installed the TranzPort Windows driver and have the TranzPort remote ready for operation. (If not, see the TranzPort Users Guide or Quick Start Guide for installation details.) It is based on using TranzPort v1.2.1 drivers with Fruity Loop FL Studio 6, but may apply to later versions of software as well.

FL Studio 6 Set-up

Make sure the TranzPort USB interface is connected and the control mode is set to 'TranzPort Native' before starting FL Studio 6. This will configure the TranzPort to send and receive the correct set of MIDI messages for use with FL Studio 6. For more information on Control Modes see the TranzPort Users Guide.doc.

Start FL Studio 6 and open the Options\MIDI Settings window, or press F10 and click the MIDI icon on the left. In the "Output" section, highlight TranzPort and verify that its Port number is set to '100'. Under "Input" select the TranzPort. Click on the Controller Type tab and select "Frontier Design TranzPort" from the list that appears. Make sure that the 'Enable' button is highlighted as well. Close this window and select "Enable MIDI Remote Control" and "Enable MIDI Output" directly from the options menu. At this point the TranzPort LCD should display the message "LINKED TO FL STUDIO".
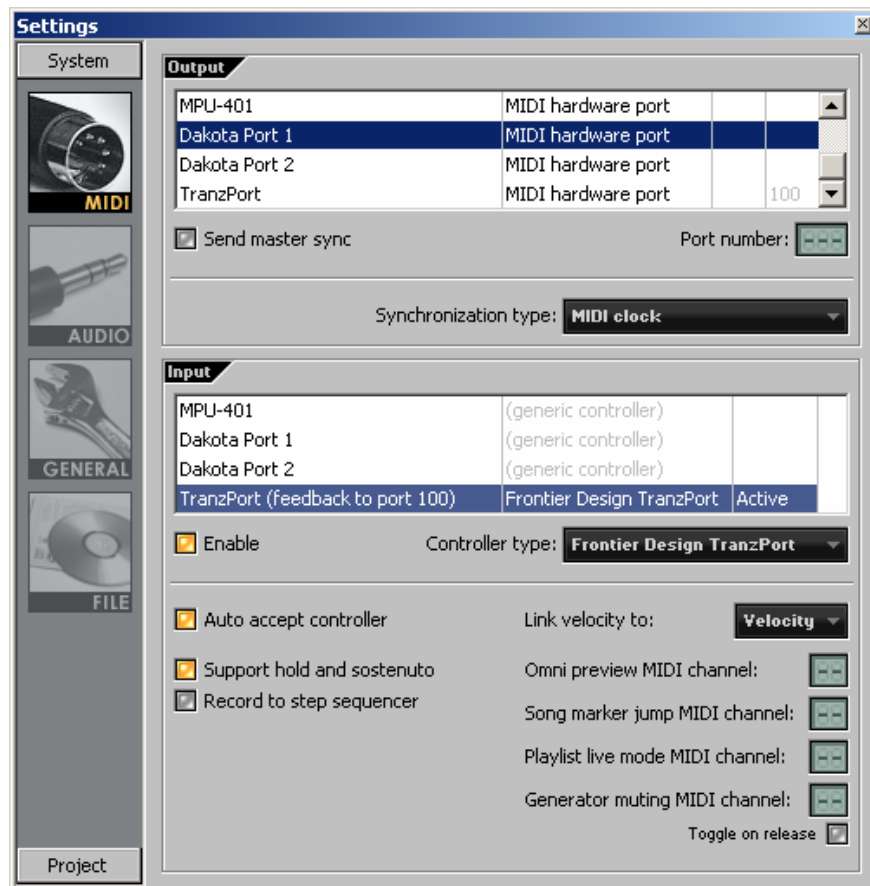
Operation

The TranzPort has 18 function buttons, 2 local control buttons, a data wheel, and a backlit 2x20 character LCD display. Silk screened labels clearly indicate the basic functions of most buttons although some may have different functions then are labeled when used with FL Studio 6.

When you open an FL Studio 6 project, pressing PLAY will cause the project to begin playback just as if you had clicked the play button on the screen. Likewise most of the buttons function just like their on-screen equivalents. Transport activity will be reflected in the control section at the top of the FL Studio 6 display. Track selection, Rec Arm, Mute and Solo status will be highlighted on the FL Studio 6 Mixer panel. As well as the LCD and LED's on the TranzPort.

Below is a chart that describes the functions of each button. Most shifted button combinations are not currently supported in FL Studio 6 but may become active in the future. You will also find "FL Studio 6 Layout.pdf" on the CD-ROM which serves as a quick visual guide for the TranzPort functions with Fruity Loops. You may want to print this document for quick reference.

TranzPort Button and Data Wheel Functions

Name	Normal Function	Shifted Function
REW	Rewind	n/a
FFWD	Fast forward	n/a
STOP	Stop	n/a
PLAY	Play	n/a
RECORD	Record	n/a
PREV	Go to previous marker	n/a
ADD	Add or Delete marker at current location	n/a
NEXT	Go to next marker	n/a
IN	Set region beginning,or Clear existing region	n/a
OUT	Set region end	n/a
PUNCH	Selects region when held during playback	n/a
LOOP	Toggle Pattern/Song mode	n/a
< TRACK	Previous track (left)	Previous Pattern in Playlist
TRACK >	Next track (right)	Next Pattern in Playlist
REC	Toggle track's record arm on/off	n/a
MUTE	Toggle track's mute on/off	n/a
SOLO	Toggle track's solo on/off	n/a
UNDO	Undo/Redo last action	n/a
DATA WHEEL	Scroll timeline	n/a
FOOTSWITCH	Selects region when held during playback	n/a

The LCD Display

When FL Studio is first opened the TranzPort's display will show "LINKED TO FL STUDIO". This message will remain on the display until some other action replaces it. Selecting tracks, Patterns, or timeline/region values will all cause the display to update. Track or Pattern selections made on screen will not be reflected on the TranzPort LCD, however selections made with the TranzPort will be reflected on screen.

The Data Wheel

In addition to controlling display contrast and backlight level when used with the local control buttons, the data wheel can perform several other functions in FL Studio 6. Use it to move the current-time indicator along the timeline of your project for quickly locating a point to begin playback or recording, or for selecting a region when used in conjunction with the IN and OUT buttons.

Holding either Track ◄ or ► while turning the wheel quickly scrolls through tracks.

Holding Shift + Track ◄ or ► while turning the wheel will scroll through all Patterns in your current Playlist.

Track or Pattern Selection

TranzPort is able to navigate through the tracks of your FL Studio 6 project one at a time, or by scrolling with the data wheel. Pressing the Track ◄ or ► buttons will move you from one track to the next. Holding either Track button while turning the data wheel will scroll for faster navigation across numerous tracks. Track scrolling will 'wrap' around to the first or last track if you go beyond either end. The TranzPort's LED indicators for record arm, mute, and solo status will update as will the FL Studio 6 mixer window to reflect the state of each track.

Holding Shift + Track ◄ or ► will select each of the Patterns in your Playlist. Add the data wheel to scroll patterns. If the TranzPort is in Pattern mode then pressing PLAY will playback the selected pattern only.

Song/Pattern Mode

The LOOP button toggles FL Studio 6 between Pattern and Song playback modes. If the LOOP LED is not lit then you are in Song mode. Likewise, if the LOOP LED is lit then Pattern mode is active. Pressing PLAY will either begin song playback, or play the currently selected pattern depending on which mode is selected.

The Punch Button and Footswitch

In FL Studio 6 the Punch button and Footswitch jack both work just like the IN and OUT button combined. If you hold either one during playback, or while turning the data wheel, the project area covered will then be selected as the current region. The Footswitch jack uses any standard, ¼ inch, normally-open switch. Pressing IN alone will clear an existing region.

Markers

In FL Studio 6 marker navigation can be done with the PREV and NEXT buttons. FL Studio 6 supports marker wrapping, meaning if you are at the last marker in the sequence and you press NEXT again, the timeline will wrap around to the first marker in the sequence. This also works in reverse.

The ADD button will insert a new marker at the current timeline location with a default name which can be edited. If a marker already exists at the current location then pressing ADD will delete it.

Visual Tempo Indicator

In FL Studio 6 the 'ANY SOLO' LED is used as a visual indicator of the current tempo, blinking at the selected rate.