F R U I T Y L O O P S   T U T O R I A L

'how to start with FruityLoops'

For now a very basic *'how to start with FruityLoops'* :

1. *Installing...*

Once you have installed FruityLoops on your HD from the self extracting package, launch it. Now you've got to select at least a **DirectSound** output driver or a **MIDI** output driver. It's you to decide whether you want to use the internal mixing or the MIDI ou tput, but since not everyone has a good soundcard with RAM onboard I suggest you use the internal mixing (which in fact is better supported & allows much more to be done). Note that both MIDI & DirectSound parts in FruityLoops are very separated - they can't be used together...
To select your output drivers, go to the MIDI (F5) or WAV (F6) settings. Just select one from the lists.

Notes:
1. If you chose the DirectSound output maybe you'll have to modify the mixing buffer length (under the drivers list). If a song happens to sound like there are pops & glitches you've got to select a longer mixing buffer (if you don't know what they mean you can just keep both buffers the same length).
2. If you're running Windows in 256 colors mode, you'd better switch it t o a 16bit or 24bit true color mode. If you really want to keep the display in 256 colors you can still download & install (in the /Styles subdirectory) our 'black & white' skin which is designed for a palettized display.

2. *First steps...*

Because the MID I output is designed for those who know well their MIDI system (& maybe are more professional) I'm going to explain the internal mixing part (with DirectSound output) in this tutorial.

Channels are the 'lines' you see in FruityLoops. By default there are 4   channels but you can add as many as you want. Channels are in fact based on a   sample, a set of properties which affect this sample & a set of grids (patterns) which are in fact 'arrangements' of this sample.

This is the grid:

It's where you will place your notes to be played. The default grid is 16 notes.
You can now push the PLAY button & start playing with these grids. You should normally hear the loop playing already. It can't be simpler...

I won't get into details because it's very easy to understa nd. Play with the tempo, th e main volume or effects, etc.

3. *Doing more...*

Now you probably want to use your own drum sounds. Just look at the 'channel settings' button.

The one with the channel name on it... You can drop any *.WAV file (from anywhere)   on it - this will just load the sample into the channel. You can use for that the integrated sample browser (CTRL+B). As I said you can drag/drop samples into channels but you can create new ones automatically by dropping samples outside the channel butto ns. So you can insert new channels (using the sample you dropped) where you want to.

Now you have imported a sample into a channel you can start to play with immediately.   But you can also set its properties by clicking on the set button.   You can define many things which would be hard to explain in details but for now you can just play with   the wheels. You'll see you can add many weird effects to the samples.

4. *Loop vs pattern mode...*

When the 'LOOP' button is off only the current (disp layed) pattern is playing. This allows you to edit the current pattern while previewing it. When the loop button is on (shortcut is L) the whole song is playing according the the playlist.

This introduces the PLAYLIST...   Just right click on the loop butto n or press CTRL+L to pop up the playlist window. The playlist is just a grid. Vertically are the 'bars' (time in the song) & horizontally are the 'patterns'. When the song is playing you can see the playlist showing the currently playing bar (/ & * to chan ge the playing bar). If you have written some patterns already (+ &   - to switch between patterns) you can define the playlist so that it will play the arrangement of pattern(s) you want to. For example you can set it to play the first pattern twice & the s econd pattern four times.

Note:
If you leave the playlist empty it will just play the filled patterns one by one (pattern 1 followed by pattern 2, pattern 3, etc...)

http://listen.to/digitalnoises

...more later at http://www.fruityloops.com