

Intellinoise Studio  
Intelligent Audio Conception

[www.intellinoise.com](http://www.intellinoise.com)

## **Tutorial – How to use Flstudio Rewiered with Cubase, using Silverspike TapeIt2**

Material needed :  
- Cubase SX or newer  
- FL Studio 6 or newer  
- Silverspike TapeIt 2

### **1. Introduction**

Welcome in this tutorial to understand how to record FL studio sequences and use them in your Cubase project as audio parts. First of all, FL Studio is one of the best option combined with Cubase, because Cubase doesn't have an internal sampler/sequencer engine. You could use other tools like Halion or others, but after years of use, FL Studio is highly recommended and will offer you much more than you could expect. Another question that could come to your mind is : « Why to use Silverspike Tapeit2 and what is it for ? » - This small and quiet cheap plugin (19us\$) is a nice alternative to Cubase internal rendering, because this last one is quiet buggy when used with FL Studio. The error that comes on many systems is that FL will need a long time to sync the rendering, while Silverspike will record the audio « live ». If you use Cubase and FL Studio already, just give it a try with Tapeit2 demo version, believe me it's worth a try ! Personally, I couldn't think working without.

Ok, that's it, now lets go through the process...

### **2. Setting up Cubase**

- First open a basic cubase empty project.
- Open « VST Instruments » with F11 hotkey.
- Load FL Studio VSTI as a normal instrument. (here we will use the 2 Channels version)  
*(Here already you may ask why to open it as a VSTI and not in Rewire. Ok, simply because it works exactly the same as in Rewire mode, but in Rewire i found out that the shortcut keys don't work anymore. That's the only reason I prefer to open it as VSTI.)*
- To work easier with the FL channel and have a quicker access to it, I like to move it out from the VSTI folder in cubase and put it as the top channel. (see the picture)  
You can move it out by dragging the channel. Be careful to well take the FL audio channel out, and not the VSTI channel. It's easy to figure out, it's the one that has « Mute » and « Solo » buttons.
- Then you can already load Silverspike Tapeit2 plugin in an insert slot. (Here i put it into the last slot which is post fader. It doesn't really matter unless you change the channel volume).

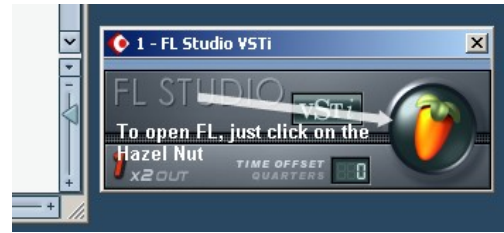


When you loaded FL Studio as a VSTi, you got this new windows. Just click on the hazel nut to open FL.

- Set the « Time Offset » on 0 to have song position synchronized between the 2 applications.

*Note that when you want to return into cubase, you have to hit the cross and not the « minimize » button.*

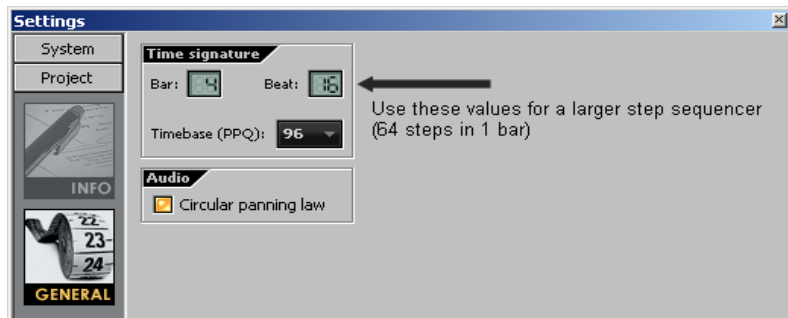
*If you like to work with Cubase and FL Studio together, you'll quickly figure out that an extra screen would be/is greatly appreciated :)*



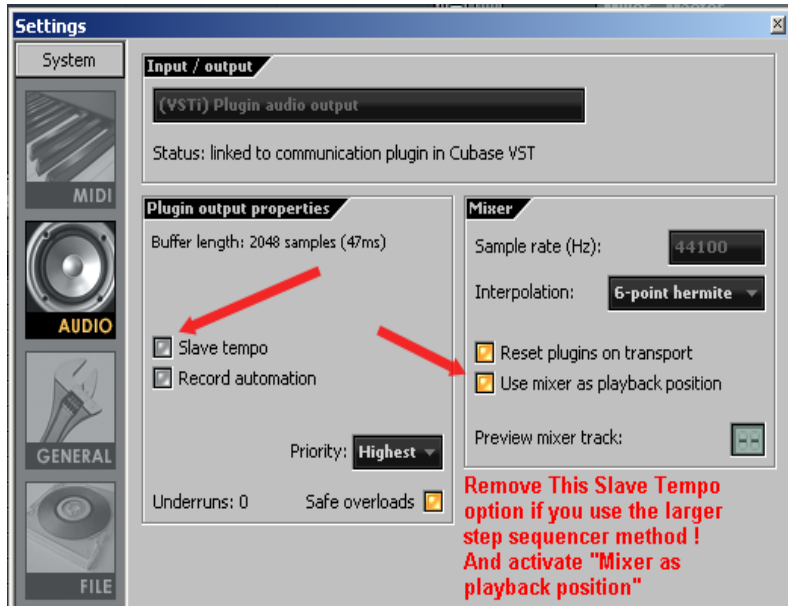
### 3. Setting Up FL Studio

*(In this chapter, i'm showing a personal way of working with FL. I'm using a larger step sequencer (64 steps instead of the 16 by default). You may skip this step if you use the default settings. If you occure problems with the cursor display or the tempo sync, you may have to try to change the following parameters to make it work properly.)*

- Go to « Options » Menu, -> « Project General Settings ». Change the values for time signature on 4 and 16.



- Then go to « Options » Menu again, and this time to « Audio Settings ». Uncheck the « Slave Tempo » to not have tempo sync problems, and check the « Use mixer as playback position » to have a right response of the cursor display.

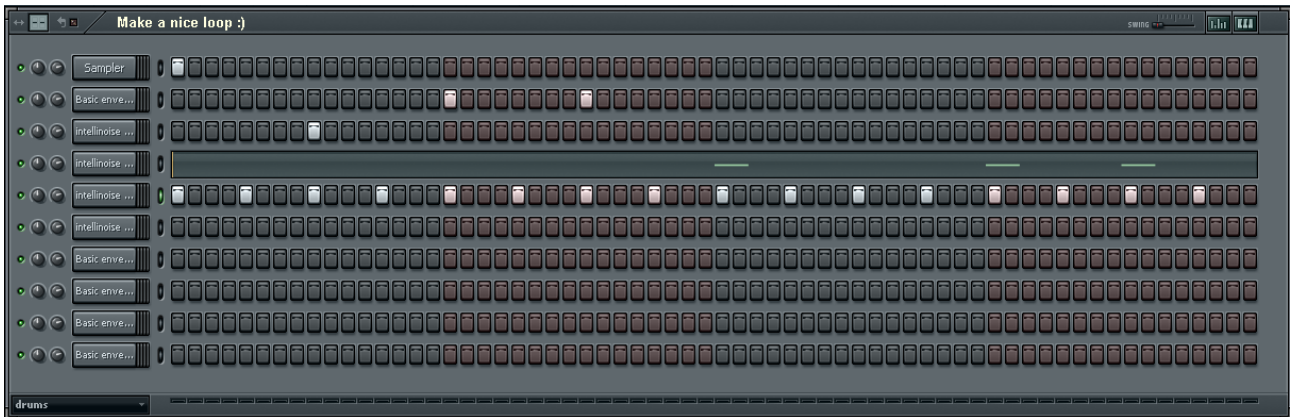


*Settings are done for Cubase and FL, not too complicated hu ?! :)*

#### 4. Making some FL stuffs

I won't explain you how to use FL Studio in this tutorial... Please try by your own if you never used it. It's very intuitive and you will quickly get the basics.

So.. Make a nice loop



(here the loop is show in « pattern mode », you can off course use the « song mode » and record a long and complex sequence you did here. **Be aware that the project position in FL will follow the project position of Cubase.** So you can play what is in Cubase and what is in FL Studio perfectly synchronized, and decide to record it when it's exactly what you want. Unfortunately, it's not possible to move the cursor in the FL playlist and control the song position of Cubase. This is simply because FL is the slave while Cubase is the master. It's one more reason to have an extra screen and be able to display both applications at the same time.

Lets say now you're happy with what you did in FL and want to record it in audio and use it into Cubase.

#### 5. Recording using Silverspike TapeIt2

- Go back in Cubase and display TapeIt2.
- First, let me introduce you to this plugin and some of its functions...

This nice friend will help you much when the situation is that you want to record VSTis « live ». As an insert plugin, it will record all the audio passing through it. Then you can drag and drop the recorded file directly into your cubase project. How efficient! To record a loop from FL and the get it in cubase, nothing easier!

Here is the description of the functions :

1. Display the name of the recording file.
2. Hit this button to choose your file location. (Usually, the best is to choose the Audio folder of your project, so all audio files will be at the same place. Once it's set, you don't have to care about it anymore)
3. Hit this to start or to arm the record.
4. Shows the recording state.
5. Shows the recording file size.
6. Volume control and compression option.
7. Several options here. If nothing is activated, it will start recording as soon as you hit the record button. If the first « play » option is activated, it will start recording when you will hit the play button in cubase.

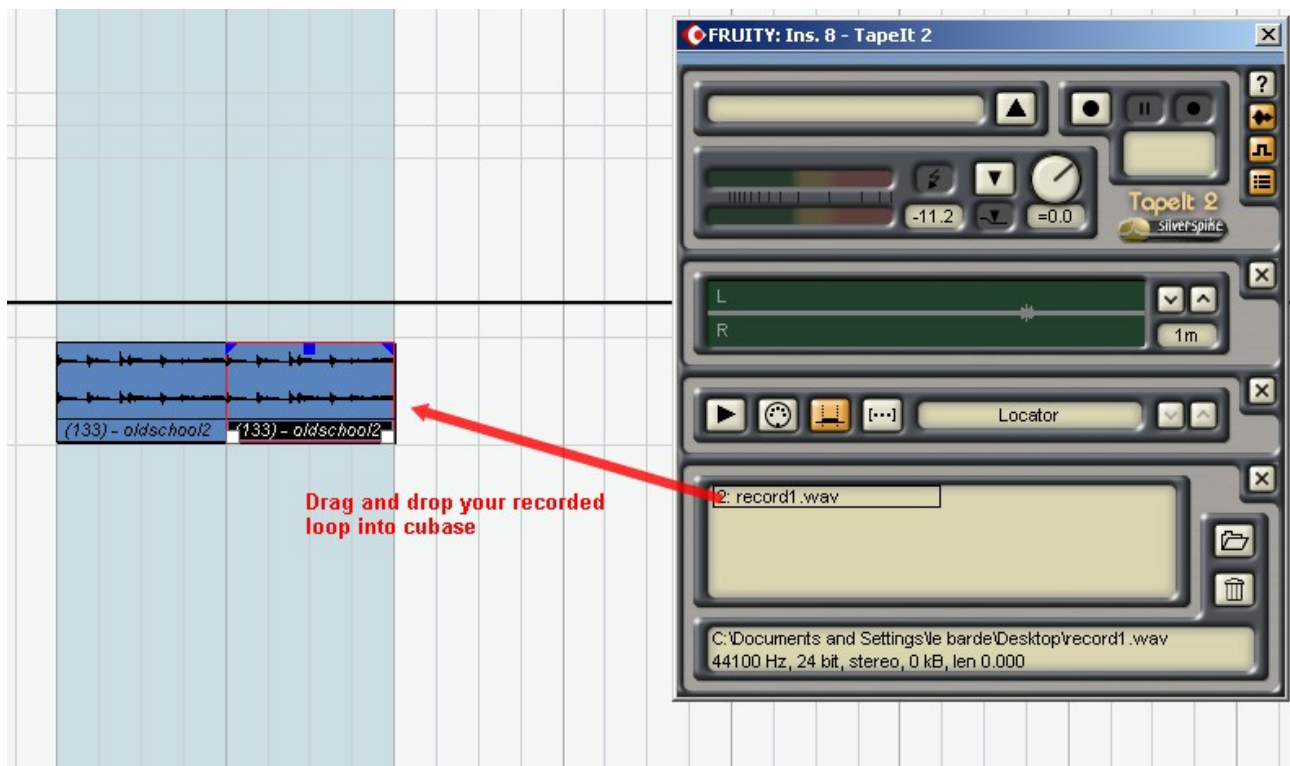


The second « midi » option means it will start recording when the plugin will receive a midi signal. Please refer to TapeIt help to use this function properly. The third option is the one we will use. Its a locator detection. It will start the record when the display cursor will pass the left locator, and stop when it passes the right locator. Please just have in mind that you have to hit « Record button » first, to arm the recording. The last option is to specify a number of bars you want to record.

8. This part of the plugin is to display the recorded files. After you made your record(s), you have to press the « Stop button » and the recorded file will appear here. Then nothing easier than dragging and dropping your file into a new Cubase channel, or into an existing one.

So, lets just make the process step by step :

- Activate « Locators » mode. (Put your cubase locators where you want to record. Note that in FLStudio pattern mode, you can record anywhere a couple of loops and use them anywhere you want afterwards)
- Hit the Record button. A window will pop up to choose where you want to save your file. Choose the Audio folder of your project, recommended. Also don't forget to set to the same bitdepth as your project settings.
- Plugin is armed and waits you to play through the locators.
- Play once from a bit before the left locator, let it go until you got what you wanted to record or till the right locator.
- Press Stop in TapeIt2.
- File appears in the bottom section, just drag and drop it into your project and it's ready to use :)

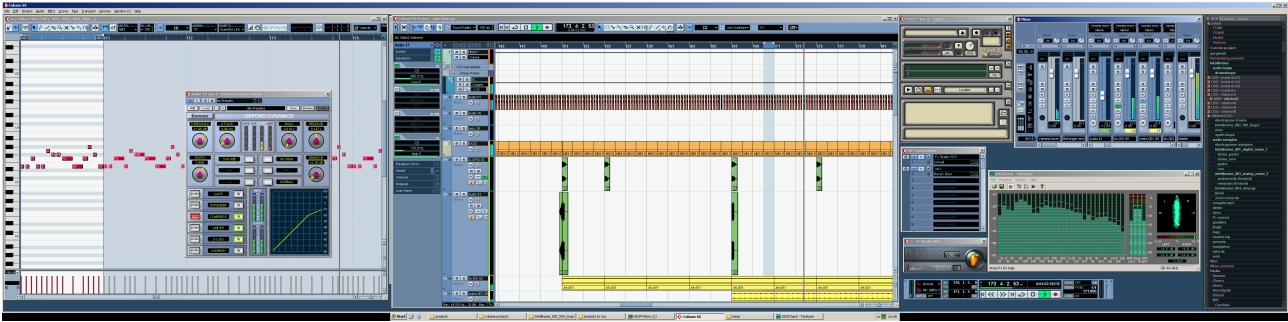


That's it, This can also be used with any other plugin you would like to record « live », tweaking while it's being recorded instead of having to fix all automations.

## 5. FL Browser advantages with Cubase

An extra recommendation here about FL sample browser you could use with Cubase. The advantage here is that you can preview the samples while your track is running, and at any time pick one to import it into your project. This is less interesting in Cubase4 with the new media bay, but still. I personally find the FI Browser much more handy. So, when you're in FL, just open the Browser and detach it from its position to place it anywhere on your screen. When you will get out of FL it will stay as an extra window and can be easily placed in your Cubase configuration.

Here is a screenshot of Intellinnoise 3 screens windows arrangement. As an example of workspace. (Screenshot with FL on background but with the browser on the right)



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*If you have any comments, suggestion or if something appears being wrong in this tutorial, please feel free to contact us : [www.intellinnoise.com](http://www.intellinnoise.com) – [vince@intellinnoise.com](mailto:vince@intellinnoise.com)*

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