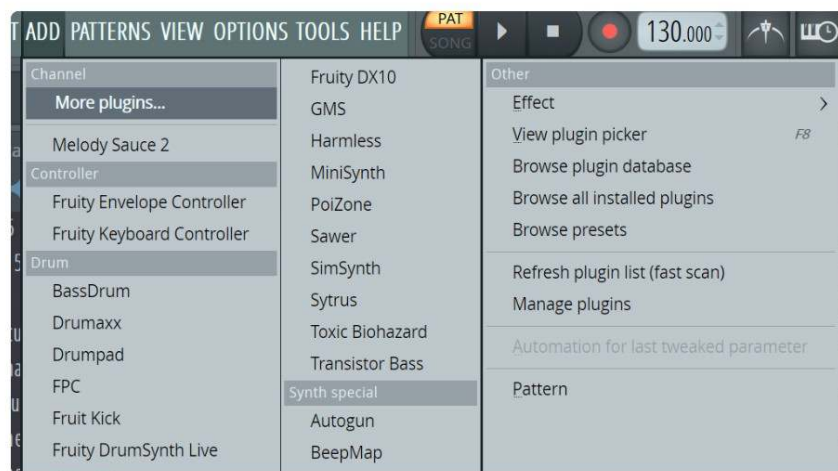# FL STUDIO SET UP

In FL Studio you simply load Melody Sauce 2 as a VST plugin onto its own MIDI channel. You then either use the internal sounds by selecting INSTR mode or route the outgoing MIDI from this channel to another channel with your chosen 3rd party software instrument (as detailed below).

NB: For setup with native FL Studio synths (MiniHost etc), please see separate instructions below.
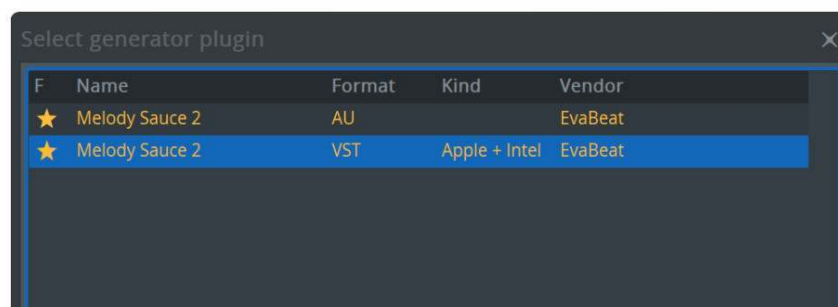
3rd Party Plugins:

Insert Melody Sauce 2 VST onto a new channel by clicking on ADD and More plugins....

Note: be sure to use the VST version, and not the AU/Audio Unit:

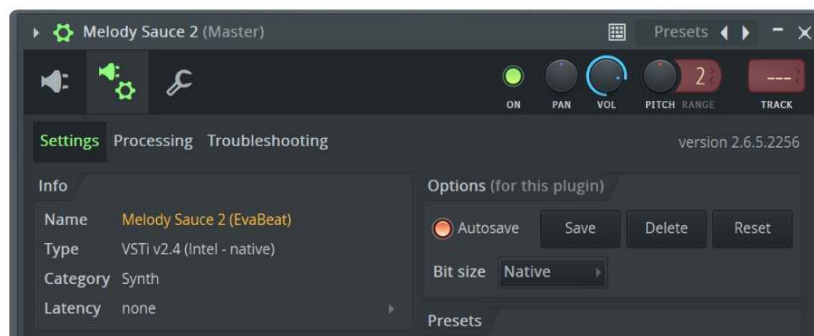Search for Melody Sauce 2 and double-click on the VST plugin.

The authorisation window will appear. Enter your license/serial key to authorise Melody Sauce 2 (this requires an internet connection). See Authorisation Guide for more details.
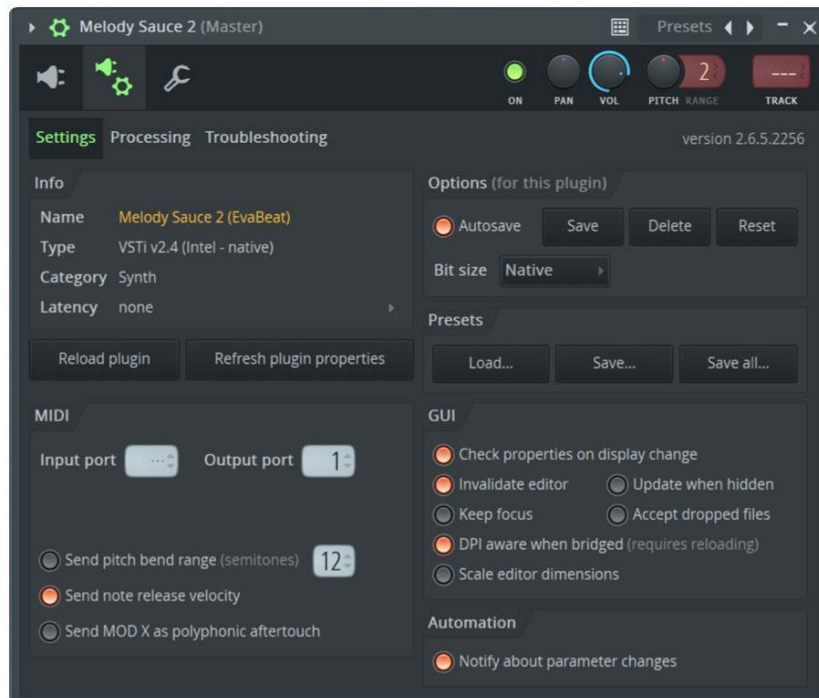
MELODY SAUCE 2

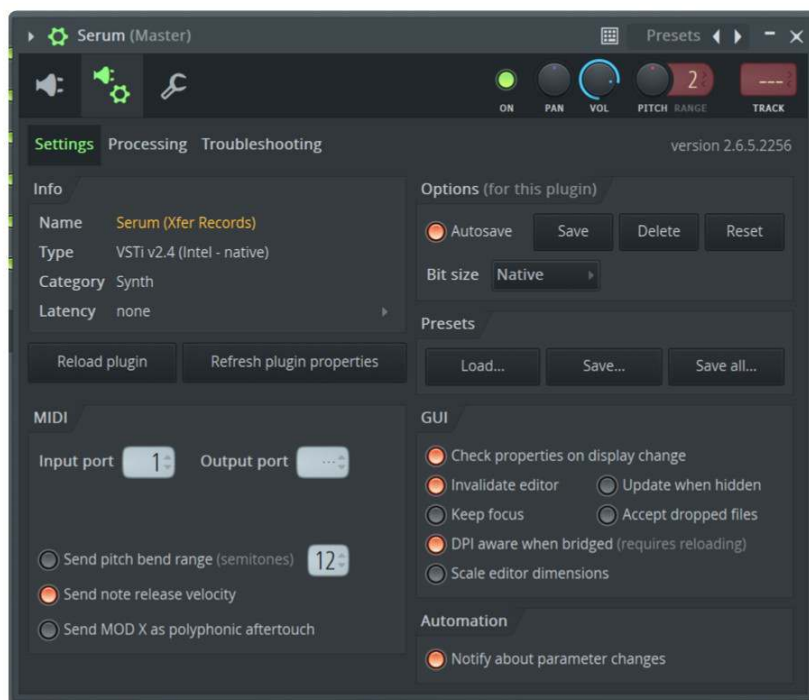Once authorised, open Melody Sauce 2's interface panel and click on the Detailed Settings icon:

Set the MIDI Output port to a specific port e.g. Output port number 1

MELODY SAUCE 2

On a second channel loaded with one of your favourite software instruments, set the MIDI "Input port" to the same port as you selected above (e.g. in this example set the Input port to port "1"):

Make sure your project is playing and we recommend looping playback for at least 8 bars so you can hear the whole melody. Note: A fast, long melody would be 8 bars long and a long, slow melody would be 16 bars long.

You are now ready to start generating melodies!

Native FL Studio synths (MiniHost etc):

1. Open a Patcher channel

2. Add Melody Sauce (right-click Add plugin)

3. Add your native FL Studio synth (eg: MiniHost)

4. Go to the Detailed Settings gear tab on Melody Sauce 2, and select a port (any) for the MIDI Output Port

5. Make sure they are all linked as follows:

 - From FL Studio green MIDI output to Melody Sauce

 - From Melody Sauce 2 green MIDI output to MiniSynth

 - From MiniSynth yellow audio output to FL Studio