Installation

- Update to the latest version of FL Studio before installing. Some conflicts may occur with earlier versions that limit or prevent any functionality. See troubleshooting below if you have issues.

- Clone the folder and unzip it to Documents/Image-Line/FL Studio/Settings/Hardware/ (put the folder here, not just the files)

- In FL studio under Options/MIDI settings, with the keyboard connected, select the VI61 (or 25/49)(+) under Input. Select "Controller Type" and in the right hand corner you should see the Alesis VIxx option. IMPORTANT: MIDIIN2 must be disabled. Only enable VI61 under the Input settings.

- Version 2.0 requires a new layout. This, more clear-cut layout, simplifies the development process. The layouts are included in the zipped folder and can be installed with the Alesis VI Editor. The layout is described below in an appendix.

- The layout is now fully customizable by going to www.forgery.dev/alesis-vi-setup. Create your layout there, copy the data that is outputted and paste it in the config-layout.py file. Replace the data that is there.

Manual

- For easiest use, the mouse should be moved to a neutral section of the FL layout. This script relies on messages that appear in the hint panel to know what the current mode is. If it is over a knob or step, for example, the message may not display properly.

- Much of this script's behavior is dependent on the window that is focused. Turning a knob when the mixer is focused will change a track and when the channels are focused, it will alter a channel.

- The **mod wheel** figures prominently in this setup. It is used to select channels when channel mode is active and tracks when the mixer or playlist is active. The directional buttons can also be used for the same purpose.

- Two buttons, **Shift** and **Alt**, should be included in your layout as they provide additional functionality that is discussed below.

- Pickup mode is set-up as default so the knob must match the current value of the track/channel before it engages. This prevents values jumping when a knob is first touched. Pickup mode is not able to be deactivated in this script. The FL Studio option does not alter this behavior.

Mixer Mode

- When the mixer is focused, the mod wheel will scroll through the tracks. The knobs will control the track level for the corresponding track (e.g. knob 4 controls track 4 when the Mixer is focused). Pressing the **step/mixer options** button will alternate between panning and volume when the mixer is the mode. Panning mode will change the knob control to panning with the same behavior as the level control. The **Knob/Range** button can increase the track number the knobs control.

- The **Mute**, **Solo**, and **Arm Track** buttons work as expected.

- By pressing the **Alt** button, knobs 1 and 2 will change the level and panning of the selected track respectively, instead of each knob controlling its own track. This mode may serve VI25 users better. Knob 3 will select another track for the current track to be routed to. The **Route Mixer Track** will send it to the selected track.

  Alt can be permanently enabled by editing the config.py file in the folder. Instructions can be found in the file.

- To link a channel to a mixer track, highlight the channel you want to link, then push the mixer button and highlight the mixer channel you wish to link it to. Then push the **Link Mix/Chan** button. This can also be accomplished in another manner described in the Channel Mode section below.

- The **Color** button can be selected to rotate through a set sequence of colors. The colors can be changed in the config.py file.

Channel Mode

- When the channel window is focused, the **Mod Wheel** controls channel selection. As with the mixer, the knobs can control channel level and panning. **Mute** and **Solo** work the same.

- The **Alt** button will control the selected channels volume and panning with the first two knobs. Additionally, the third knob can be used to route channels to a particular track.

- Pressing the **Pad Mode** button will rotate through the pad options. Standard plays the selected channel's notes. Step Mode controls the selected channel as a 16 step sequencer. In Pad Per Channel mode each pad individually controls up to the first 16 channels. In Parameter Entry mode, the pads are used to select steps. The knobs can be used to edit that step's parameters.

- The **Color** button functions the same here as in mixer mode.

Step Sequencer Mode

- In step sequencer mode, the pads will add or remove steps of the selected channel. The **Step/Mixer Parameter** button rotates through the various step parameters - Pitch, Velocity, Release, Fine Pitch, Panning, X value, and Y value. The knobs will control the parameter value for each step of the current track. Release seems to have no effect. Shift does not function well currently, so it is not included. Pitch unfortunately does not always function reliably in setting particular notes.

- When changing parameters, the graph editor will appear. Due to an apparent bug, it does not close without pushing the Escape button.

- The knob/range button will increase the steps the pads and knobs control by 16 with each push. Up to 64 steps can be controlled this way.

- VI 25 and 49 users will need to use Parameter Edit Mode instead to access all steps.

Parameter Edit Mode

- The fourth option under pad mode allows editing of steps, one at a time. When in the mode, press the pad of the step you want to edit. Now the first 7 knobs control the parameters for that step (pitch, velocity, release, etc).

Playlist

- With the Playlist focused the Mod Wheel will select tracks. Tracks can be muted, soloed and have their color changed. Tracks ***must*** be selected by the Mod Wheel for these functions to work, due a quirk in FL's scripting functionality.

- Left and right will select markers when the Playlist is focused. Enter will set a marker with its beginning time as the name.

Performance Mode

- If performance mode is enabled and the Playlist is in focus, the pads will trigger clips. Pads will trigger the corresponding clip of the currently selected track. If the first track is selected and the 16th pad is pressed, the 16th clip of the first track will be triggered. Again, the track ***must*** be selected using the Mod Wheel.

- The Pitch Wheel can be used to Queue clips by pressing a pad while pushing the wheel all the way down. With the Pitch Wheel up, pushing a pad will mute the selected track.

Random

- The **Random Pattern** button uses the pitch wheel to determine the likelihood of each step being triggered. Down increases

the likelihood that a step will be set. Pushing the wheel all the way up is a way to clear the pattern.

- The random note generator will randomly select a note for each active step. With the **Shift** mode set, the first four knobs can be used to edit the scale. The first knob controls the note and the second control decides the scale. The third and fourth knob control the low and high end of the note range.

Browser Mode

- Selecting the browser button will allow the directional keys to control the selection of samples. Right opens folders and left closes them. Enter will bring up the options menu for the selected item.

Plugins

- When a plugin is in focus, the knobs will control some of its functionality. The knob range can be increased to access more parameters. Some of the plugins have layouts preset in the script for better functionality.

- The double arrow buttons that usually control the pattern number will rotate through plugin presets when a plugin is focused. This will not work with "internal" presets, as found in older FL Studio plugins. It will work with presets saved under the plugin option arrow in the window. For example, Flex and Ogun work outright but in Poizone the

presets within the plugin itself will not rotate so you will have to save the ones you want using the window option.

Other Functions

- By default the left/arrow buttons use the **Previous/Next Preset Pattern** option which will alter presets when a plugin is focused and otherwise change patterns.

VI25

- An extra layout is included in the folder for VI25 users. The layout allows control over switches 25-48, which can be set on the layout maker website. Knobs, pads and transport buttons are the same between the two layouts.

Troubleshooting

- Update FL Studio before you do anything else. If you are on a cracked/illegal copy of FL Studio, please do not ask for help with any issues.

- Most problems arise from the folder not being in the right location. Double check that the unzipped folder is in the exact directory listed in the installation instructions.

- Make sure the user data folder is set to the default location \Documents\Image Line. If you have it set elsewhere and want to keep it that way, clone the folder to the corresponding place ...\Settings\Hardware

- If you are still having an issue, on FL Studio go to View - Script Output, hit a few buttons on the Alesis and copy what is there. Then create an issue on github or respond on the Image Line forum entry (link above) for this controller. Describe the issue and paste the results from the Script Output.

Notes:

- This has only been tested on a VI61 on Windows. Please let me know if you have any issues.

- The .vi6, .vi4 and .vi2 files were created using the Alesis layout editor and are optimized for the script. The 49(.vi4) and 25(.vi2) files are untested but should work.

Appendix:

Layout

All buttons must be set to momentary. For switches, the CC values should match the switch number. Everything except the Sustain Pedal should be set to Channel 1.

Knob 1 - 51

Knob 2 - 52

Knob 3 - 53

and so on…

Left Arrow - 116

Right Arrow - 117

Stop - 118

Play - 119

Loop - 115

Rec - 114

Pitch Wheel - 0

Mod Wheel - 49

Sustain Pedal - 64 (Channel 2) *

* The sustain channel can be set in the config.py file.