11
Rewiring Reason to FL Studio

In this chapter, we will cover:

- ▸ Understanding the host and the slave
- ▸ Creating MIDI out channels
- ▸ Sending Reason modules into FL Studio Mixer

Introduction

Reason is a DAW made by Propellerheads and can be found at `www.propellerheads.se`. Reason costs $399.00 and comes with 10 software instruments. Reason Essentials includes six software instruments and costs $99.99. A prerequisite for rewiring is to have purchased Reason and have it installed on your computer.

Reason's greatest advantage is that it includes remarkable high-quality software synthesizers and drum samplers. However, the interface for creating and building your song with FL Studio is a bit faster, more intuitive, and has a more capable Piano roll. Consequently, rewiring Reason means that you can simply hijack the software synths and samplers in Reason, but continue to use FL Studio as a sequencer and mixer. We are basically telling Reason that we don't care about their program; we are, however, very impressed with their virtual instruments. The purpose of rewiring is to still use FL Studio's step sequencer, Piano roll, and ease of composing.

> Rewire/rewiring is a term introduced by Propellerheads in order for various DAWS to be linked together. Generally, you will find the terms host and slave when talking about rewiring. In this example, FL Studio is the host and Reason is the slave. This means that the tempo of Reason is slaved and locked to the tempo in FL Studio, allowing you to hijack Reason's instruments with ease.

FL Studio will be the host and Reason will be the slave. This means that FL Studio will be the hub of your music production; you are simply able to incorporate Reason's sounds into an FL Studio channel and mixer slot like any other sound you work with. There are a couple of things you need to set up, which we will review in this chapter. After you set it up, you can save it as a template in both FL Studio and Reason. In that manner, you can be up and running quickly when you want to utilize Reason's sounds in your FL Studio music production.

Understanding the host and the slave

There are specific steps we need to follow in order to make sure FL Studio and Reason are rewired properly.

Getting ready

You must have Reason installed on your computer before rewiring into FL Studio.

How to do it...

Let us review how to rewire Reason into FL Studio using the following steps:

1. From the main FL Studio window, go to **CHANNELS** | **Add one** | **ReWired**. This will create your **ReWire** channel. The channel will show as **Reason** as shown in the following screenshot and, when you click on the channel, the **PLUGIN** tab will show the **ReWire** interface.

2. Click on the dropdown named **CLIENT** and select **Reason**. You will want to enable the button that reads **Multi Outputs**; when selected, it will turn orange as shown in the following screenshot:

Fig 11.1

3. Click on **SHOW PANEL** to automatically launch your Reason software. The top of your Reason hardware device should read **ReWire Slave Mode**, as shown in the following screenshot. It will generally take two to three seconds to actually launch Reason after clicking on **SHOW PANEL**.

Fig 11.2

4. Click on the **MIDI OPTIONS** button on the **ReWire PLUGIN** interface shown in *Fig 11.1*. This will open up the **MIDI Settings** window, which is shown in the following screenshot. Click on **Add/Change** and it will then automatically map your given port number to FL Studio. This will match up with your **MIDI out** channels, which will be reviewed in the subsequent recipe.
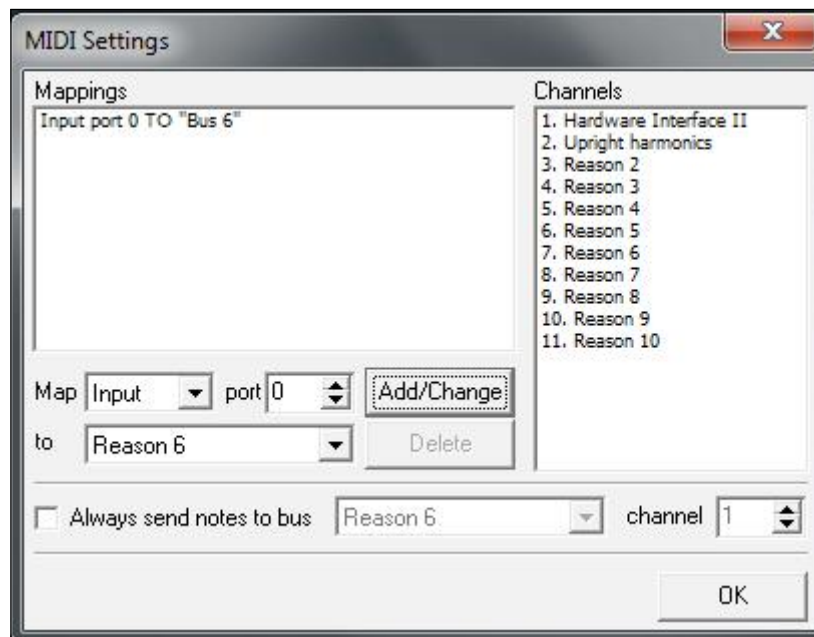

Fig 11.3

How it works...

Using this method will enable you to have FL Studio as the host and Reason as the slave. You may want to save both projects under the same name, and possibly mention `ReWire` in the filenames in order to stay organized and be able to recall your projects later. Adding the **ReWired** channel in FL Studio is the way to set up your slave. If you have other DAWs that are able to launch as a slave, they will be displayed in the **CLIENT** drop-down box on the screen depicted in *Fig 11.1*. For example, Albeton Live can be a slave to FL Studio.

There's more...

Sometimes, the **SHOW PANEL** button may not be working properly. If that is the case, you may keep your FL Studio project open, minimize it, and launch Reason manually. As long as your Reason software says **ReWire Slave Mode** at the top of Reason's rack, you know you are good to go. If you run into problems with Reason launching, try restarting your computer.

Both the ReWire host and Reason must run on the equivalent operating systems (32-bit or 64-bit). If FL Studio is running on your 64-bit computer, then Reason must be consistent with that.

See also

▸ The *Exploring Channel settings* recipe in *Chapter 3, Working with Step Sequencer and Channels*

▸ The *Adding virtual instruments* recipe in *Chapter 4, Building Your Song*

▸ The *Working with MIDI controllers and MIDI pads* recipe in *Chapter 4, Building Your Song*

Creating MIDI out channels

Creating MIDI out channels in FL Studio is how you actually connect your Reason sound modules to an FL Studio channel. You can then use the FL Studio Piano roll to trigger your Reason sound like any other channel you have used in FL Studio. Using a MIDI controller is also fair game.

Getting ready

To begin adding MIDI channels in FL Studio and connecting them with Reason virtual instruments / modules / synthesizers, we need to have completed the first recipe of this chapter. We also want to have Reason modules loaded within the Reason project.

How to do it...

Let's examine the steps needed to create an instance of Reason's sounds inside the FL Studio step sequencer:

1. From the FL Studio main window, go to **CHANNELS** | **Add one** | **MIDI Out**. This will create a MIDI out channel in the FL Studio step sequencer.

2. Load up a sound module in your Reason rack. In this example, we have loaded the NN-XT Advanced Sampler.

3. Take a look at your **MIDI OPTIONS** button (within the **PLUGIN** tab on your **ReWired** main channel from the first recipe of this chapter), which will bring up the **MIDI Settings** window as shown in the following screenshot:
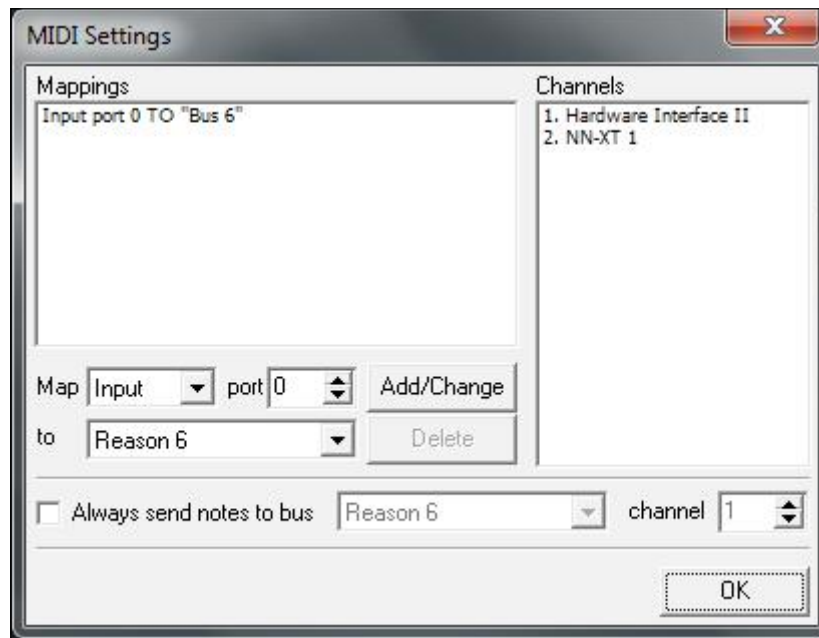

Fig 11.4

4. In the **Channels** list shown in the preceding screenshot, we can see that **NN-XT 1** is the second channel. Also note that the **port** number is **0**. We will correspond this exact information to the **MIDI out** channel.

5. Open up the **MIDI out** channel, hover your mouse over the **Channels** area, and click-and-drag it until you reach the **CHANNEL 2**, as shown in the *Fig 11.5*.

This will now control the **NN-XT 1** channel because our FL Studio **MIDI out** channel is engaged on **CHANNEL 2**, and our Reason **MIDI Settings** menu (from the **MIDI OPTIONS** button) shows that the **NN-XT 1** is the second channel. They are congruent, as shown in the following screenshot:

Fig 11.5

How it works...

Once you have followed the steps outlined in this recipe, you can use the **NN-XT** sound module in the FL Studio **MIDI out** channel! You can use the step sequencer steps to enter data or send your sound to the Piano roll like any other virtual instrument in FL Studio. It may be wise to rename your **MIDI out** channel to the name of your sound patch in any given Reason synthesizer/virtual instrument. To do this, right-click on your **MIDI out** channel and rename it.

> Pressing *Shift* and clicking on a channel will also allow you to rename it.

You can even set an icon as a visual reminder. In Reason, you can even rename your sound module by clicking directly on the module name and typing in a new name. This will then show up in the **MIDI OPTIONS**/**MIDI Settings** list on your main **ReWired** channel, instead of just naming the Reason module.

If you want to add more Reason sounds, simply add them to your Reason rack. You can verify the exact Reason channel number in the **MIDI OPTIONS**/**MIDI Settings** list. Then you may simply add another FL Studio **MIDI out** channel and select the corresponding channel number. In order to avoid doing this over and over, you may set up a template in FL Studio and a template in Reason!

There's more...

The ports must always be coordinated on the same channel. It defaults to port 0 in the Reason **MIDI Settings** and **PORT 0** on an FL Studio **MIDI out** channel, so you should be good to go. If you need to change this port, make sure you change it in both areas.

See also

▶ The *Working with MIDI controllers and MIDI pads* recipe in *Chapter 4, Building Your Song*

▶ The *Using the Piano roll* recipe in *Chapter 4, Building Your Song*

▶ The *Exporting an MP3 or WAV file* recipe in *Chapter 8, Exporting and Rendering your Project*

Sending Reason sounds to the FL Studio Mixer

Once you have established your Reason sounds to play on an FL Studio channel as per the previous recipe, the inevitable question that comes up is, "Can I put these Reason sounds on the FL Studio Mixer?" The answer is yes, and is another reason why using Reason ReWired is super creative. However, you will not be using an FX slot in the normal way we send channels to the FL Studio Mixer (there is no option on an FL Studio **MIDI out** channel to send it to an FX slot). We will have to connect our Reason sound modules to the Reason hardware device; they will then show up on the FL Studio Mixer slots where we can further process the sound!

Getting ready

We do not need to do anything special in Reason besides having its hardware device showing. This is not a problem because the Reason hardware device cannot be deleted and will always be showing at the top of the Reason rack. You must have your sound modules in Reason connected to FL Studio **MIDI out** channels as per the previous recipe.

How to do it...

In our example, we will again be working with the Reason NN-XT Advanced Sampler. Let's see how to send the audio output of your Reason sound modules into the FL Studio Mixer using the following steps:

1. Open your Reason software and then press *Tab* to turn your Reason rack around.

2. Click-and-drag the left audio output of your Reason sound module into output **3** on your Reason hardware device. Alternatively, you can also right-click on the left audio output of the NN-XT module, hover over **Hardware Interface II**, and select **Output 3**, as shown in the following screenshot:

Fig 11.6

3. Your NN-XT sound module will now be sent to mixer slot 1 on the FL Studio Mixer, as shown in the following screenshot:

Fig 11.7

How it works...

You never want to send any Reason output to output 1 or output 2 on the Reason hardware interface/device. Outputs 1 and 2 on the Reason hardware device are dedicated as the automatic main stereo output for **HARDWARE DEVICE** so that FL Studio is accessible.

In the previous example, with the NN-XT, sending it to output 3 on the Reason hardware device will, in turn, make it show up on FL Studio insert slot 1. We can clearly see this in the preceding screenshot. We have also renamed our **MIDI out** channel to read **NN-XT Piano** and the **Insert** mixer slot to read **NN-XT Grand Piano**.

The process needs to be repeated if you want to include additional Reason instruments to the FL Studio Mixer. If you send a Reason sound module to output 4, it will show up as track 2 of FL Studio Mixer; if you send a Reason sound module to output 5, it will show up as track 3 of FL Studio Mixer; and so on.

It will always be two slots behind with regard to **HARDWARE DEVICE** and the FL Studio insert slots. Once you have your Reason modules sent to the **HARDWARE DEVICE** outputs, you can save both Reason and FL Studio as a template.

There's more...

Please be mindful of the volume of your Reason sound module, the volume of the **MIDI out** channel in the step sequencer, and the volume on your FL Studio Mixer. They are all related. The level of your Reason instruments may look like a lower value on the peak meter display on each mixer slot compared to regular sounds in FL Studio. The best advice is to use your ears. You may also want to start with a suitable drum sequence using wave samples from your FL Studio Browser in order to make sure your Reason instruments will be mixed at a suitable level. Using a reference CD of a high-quality music production sample always works.

Using send tracks on Reason instruments in the FL Studio Mixer is a great tool. Sending a little bit of reverb or delay produces awesome results. If you are familiar with utilizing Reason as a standalone DAW, you can still add effects inside Reason or use a mixer inside Reason before sending it through HARDWARE DEVICE.

See also

▸ The *Using send tracks in the mixer* recipe in *Chapter 6, Using the FL Studio Mixer and Recording Audio*

▸ The *Adding effects and your effect chain* recipe in *Chapter 6, Using the FL Studio Mixer and Recording Audio*

▸ The *Getting the best out of your mixer* recipe in *Chapter 6, Using the FL Studio Mixer and Recording Audio*

▸ The *Humanizing with the OFS knob* recipe in *Chapter 9, Humanizing Your Song*

▸ The *Creating automation clips* recipe in *Chapter 10, Recording Automation*

Your Rights as a Composer and Copyrights

Any musical piece (for example, a song) you make in FL Studio comprises the following: the master recording and the song (the song can be considered the music). If you understand that, you can understand the entire songwriting industry. Your musical production (song) in FL Studio is made up of the master recording (sometimes referred to as masters) as well as the *music* in the *song*. The music/song is owned by you alone if you made the harmonies that embody the song. Otherwise, it can be split 50-50 with a lyricist because, inside a song, the music is 50 percent and the lyrics are 50 percent. If there is more than one lyricist that created original lyrics for the song, that portion may be split by two lyricists. In that scenario, the music is 50 percent and the lyrics would be divided into 25 percent each. That would represent an even split; there are many cases where it may not be exactly even. It is purely based on business and negotiations.

> There are many situations that arise with regard to who created what and what stake they have. The best thing to do is to communicate, agree, and document how the song rights are allocated.

The music is the notes or the sequencing of the Piano roll in FL Studio, and may or may not include lyrics. The master recording is the entire production transcribed onto a physical medium.

If you sell music to a film production company, they will be buying the master recording as well as the music. The master recording is the master use license and music is the synchronization license. The synchronization, meaning the music inside the song that is synched with visual images, is also your clout as a songwriter and part of your publishing income.