Reference

CONTENTS:

- Arrangements
 - Arrangement
 - o **■** Playlist
 - Track
- Channel Rack
 - Tale Automation
 - Channel
 - DisplayGroup
 - Instrument
 - o 📚 Layer
 - o **Sampler**
 - Shared
- ## Mixer
 - o 🎏 Insert
 - o 🔄 Slot
- Patterns
 - o Pattern
- 🌲 Plugins
 - o Effects
 - Generators
 - o VST
- Controllers
- ••• Events
- Exceptions
- 🔓 Project
- **%** Timemarkers

API

PyFLP provides a low-level events-based API and a high-level API. Generally, you should only need the high level API though.

pyflp.parse(file: Path | str) → Project

[source]

Parses an FL Studio project file and returns a parsed Project.

PARAMETERS:

file – Path to the FLP.

RAISES:

- **HeaderCorrupted** When an invalid value is found in the file header.
- VersionNotDetected A correct string type couldn't be determined.

pyflp.save(project: Project, file: Path | str) → None

[source]

Save a parsed project back into a file.

Caution

Always have a backup ready, just in case 😉

PARAMETERS:

- **project** The object returned by parse().
- **file** The file in which the contents of **project** are serialised back.

Copyright © 2022, demberto

Made with Sphinx and @pradyunsg's Furo