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Arrangements

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`class pyflp.arrangement.Arrangements`

[\[source\]](#)

Iterator over arrangements in the project and some related properties.

`__getitem__(i: int | str | slice) → Arrangement` [\[source\]](#)

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Returns an arrangement based either on index or name.

PARAMETERS:

i – The index of the arrangement in which they occur or `Arrangement.name` of the arrangement to lookup for or a slice of indexes.

RAISES:

ModelNotFound – An `Arrangement` with the specified name or index isn't found.

`__iter__() → Iterator[Arrangement]` [\[source\]](#)

Yields `Arrangement` found in the project.

RAISES:

NoModelsFound – When no arrangements are found.

`__len__() → int` [\[source\]](#)

The number of arrangements present in the project.

RAISES:

NoModelsFound – When no arrangements are found.

property **current**: `Arrangement` | `None`

Currently selected arrangement (via FL's interface).

RAISES:

ModelNotFound – When the underlying event value points to an invalid arrangement index.

property **loop_pos**: `tuple[int, int]` | `None`

FL STUDIO 1.3.8+

Playlist loop start and end points. PPQ dependant.

Changed in version v2.1.0: `ArrangementsID.PLSelection` is used by default while `ArrangementsID._LoopPos` is a fallback.

property **max_tracks**: `Literal[500, 199]`

time_signature: `TimeSignature`

Project time signature (also used by playlist).

Options › Project general settings › Time settings

class `pyflp.arrangement.ArrangementsID` [\[source\]](#)

TimeSigNum = 17

TimeSigBeat = 18

Current = 100

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_LoopPos = 152

FL STUDIO

1.3.8+

PLSelection = 217

New in version v2.1.0.