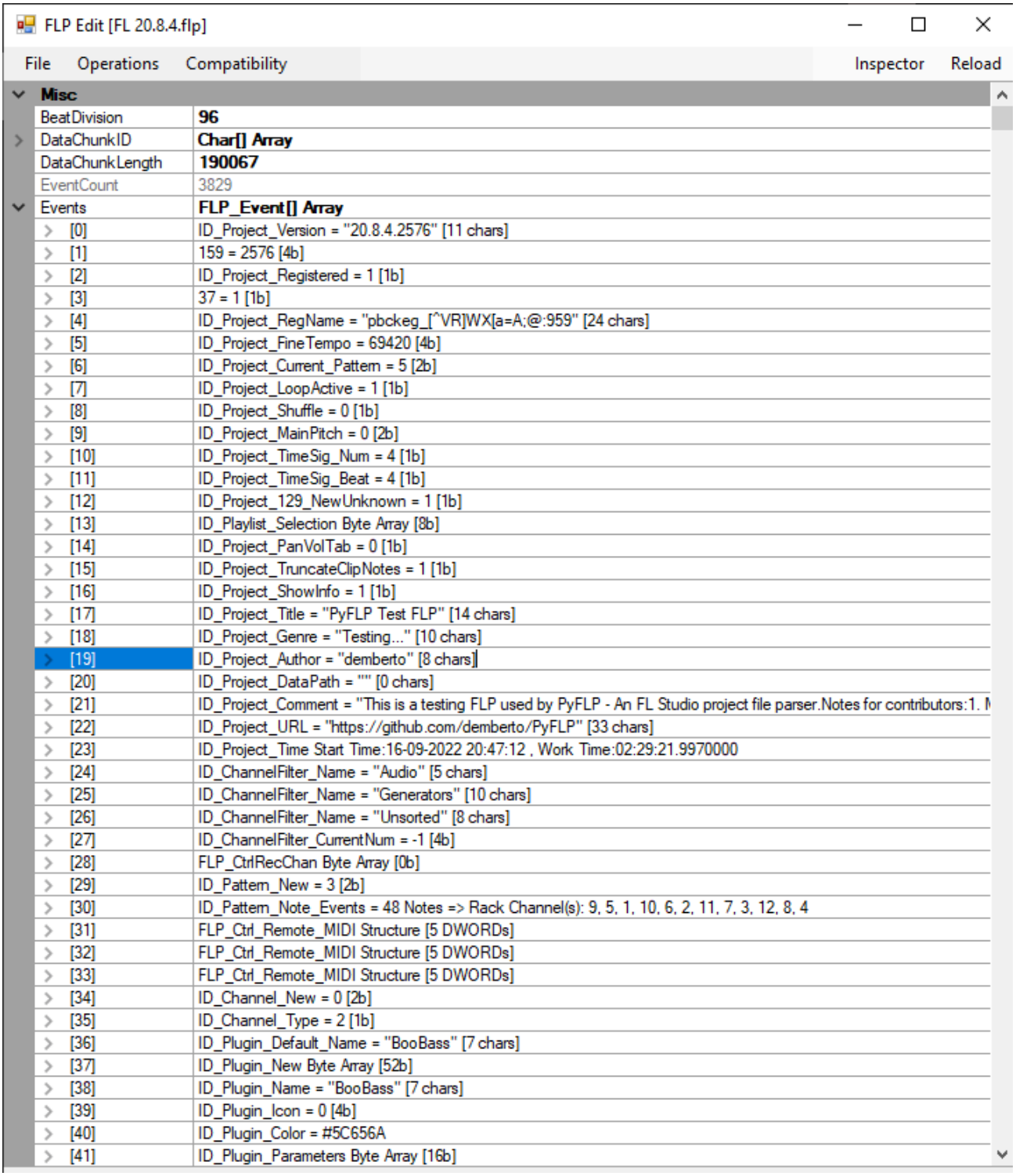
🤓 Reversing FLP format

> You should first take a look at what events are. A decent knowledge of the topics mentioned there as well as Python itself is assumed.

One could use a hex editor, but its too tedious. I have a simpler solution:



FLPEdit, an event view for FLP (and related formats) files.

Download it here.

This is an unmaintained software, written actually in C#. Event ID names are different but the file attached above has source code as well. Check the `FLPFileFormat/FLP_File.cs` file for a list of event IDs and compare them to the ones from `pyflp._events.EventEnum` in PyFLP.

Events

Which event needs to be inspected can only be understood when you observe the ordering of events,

whether they occur for default values or not as well as a general knowledge of new features and changes occuring inside FL Studio.

Check this discussion for a list of unknown / undiscovered events.

Struct fields

Structs whose field names are prefixed with a `_u` are undiscovered fields. Wherever possible, I have added helpful comments right next to them.

Also, throughout PyFLP's codebase, there are a number of `# TODO` comments. Some of these can have additional information about them.

My workflow

1. Create a new test FLP or a preset and save it.
2. Parse the file with PyFLP and record the initial values.
3. Turn knobs / faders all the way to their extremes, save and repeat (2)

> **Hint**
>
> WhatsNew.rtf
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> FL Studio's changelog file `WhatsNew.rtf` exists in its install folder. It is a very helpful source for understanding which features were added when.