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## Fl studio 12 zipped loop package

Topic Author: Zip Loop Package does NOT open with zip loop package audio clip (Read 167 times) 0 Members and 1 Guest viewed this topic. When you create an FL Studio project that uses third-party samples, it is best to export them to a Zip loop package, so finally, all your samples and project files will be archived in a Zip file. Why is that? When you export it to zip loop packages, FL Studio automatically exports all samples with it. This is a very useful feature to keep your projects and FL samples safe as it may happen that you accidentally deleted the folder where your sample was originally located or your hard drive may be stuck, etc. Also, if you want to share FL Studio project files with other FL Studio users and use third-party samples, they can't open them correctly if they don't have the exact sample you used. But you can solve this problem by exporting your project to .zip. So how do you export your project to .zip later? Just open File then to Export and select Zip loop package... and you're done! (see image below). That's it for now. ☺ Hey, how are you today? In this article, I want to cover everything there is to know with respect to best practices on backing up songs in FL Studio. Also, I will explain the folder structure of my personal music production to keep you organized for your life as a musician. FL Studio really makes backing up easy! But there are some gotchas that need to be known to make the organization of files and backups run smoothly. If you choose to use FL Studio User Data Folders, this is a complete way to ensure your project stores all files, recordings, project bones, and the like. However, you still have to be careful when working with plugins like Edison and Slicex, because your loops aren't saved; You have to save it manually! In my opinion, just as useful as the User Data Folder, this folder contains too many unnecessary files for the average manufacturer. (I explained how I'll work later in this article.) Now, I know the topic of backing up your music is boring for most people, but it's important that you take an hour of your time to find a backup solution. Once your FL Studio backup system is built, maintaining it only takes about 10 minutes a month. (Make sure your backups actually work and everything is just right.) Here's what we authenticated about backing up your FL Studio Projects and files: User Data Folders vs. The FL Studio Custom Studio STUDIO FL Studio folder has a feature called Your User Data Folder. The default location for your FL Studio User Data Folder in Windows 10 is: C:\Users\[Your This is where you can manage all your music production projects, etc., but if you have third-party sounds that you've bought or downloaded over the years, you'll need to include them manually. (Covered in the Extra Search Folders Section.) This is what the default folder structure looks like - you'll spend most of your time in the FL Studio folder; you can also choose a specific location for this User Data Folder. (Using a service like Dropbox will be smart here, because you can keep some computers in sync with your music production; plus, it's a backup form!) To set a custom location, press F10 to open Settings, and select File: Under User data folders, Left-Click the folder or directory path to select your own folder. If you select a path specific to the FL Studio User Data Folder, it will prompt you to close and restart FL Studio. Additionally, if you have been using this User Data Folder for many years, you will need to manually copy the file from the default User Data Folder to your new location. I thought I'd use this User Data Folder if it didn't contain all these additional files like fl studio's original VST preset. (Because most manufacturers use third-party plugins.) As an idea: Image-Line should use this User Data Folder as a child to their parent folder that is already in FL Studio installation. That way, we can create a special folder if we end up using one of these original FL Studio plugins to create our own custom presets, which will be added after their default file. Custom Folder Approach The reason I like custom folders is that it allows me to organize my folders as they like. It is important that you create a Music Production Folder early in your production career. My music production folder contains everything I plan with my music. I keep all my voices, VSTs, projects, and even whatever things I do with clients. (The VST3 plugin should be installed in the Windows General Files folder – it's a bit annoying because not all of them can't be contained in this single music folder.) I find this the easiest way to stay organized, keep things to a minimum, and back-up. Here's the process of creating your own custom music production folder: Create your own main Music Production Folder to stack all the music things. Create Sub-Folders: Albums, Beat Cassettes, Sounds, Sound Design, Clients, etc. Create a new folder for each project. Assign a Project Data Folder to each song in Settings -> Project. Step by step walk inside my music folder course. Note – I've created a course to make sure you create the right music production folder to enjoy your career as a music producer. When creating your own custom folders, you take things into your own hands, so to speak. So when you back up your files, you have to make sure that EVERYTHING is included that you need for that song later The backup process in FL Studio appears later in this article, but it's important I add this info here as well: Every time you start a new project in FL Studio, take advantage of their Data Project folder -> (This is different from the User Data Folder discussed earlier - I am it can be confusing, lol.) This folder takes precedence over the User Data Folder. Why setting up the Project->Data folder is important is because it improves the workflow. Every audio recording you do, if you use Slicex/Edison and drag and drop the audio from inside their editor, it saves that piece to this folder. But when backing up, this is where things get complicated; for User Data Folders + your own custom folders. FL Studio has the option of Zip loop packages and Project data files. (Explained with pictures later.) This will back up the individual voices in your project. So that's all you need, right? Well, not if you've used Edison or Slicex and want to keep a loop in it. By default, when you save .flp (FL Studio project), it will save you all your VSTs settings, so no need to worry about that. When you back up individual sounds with the features above (Zip/Project data files), this should also cover your base; it backs up all the individual sounds of the song. But, you still have to manually save the loop in Slicex like: It's just one of those little gotchas to protect yourself for a safe backup. Let's quickly cover the hardware and software you need for the right back up solution. We'll then learn how FL Studio backs up your music, available features, and best practices. Necessary Hardware and Software for Proper FL Studio Backup In the backup world, an important term is redundancy. This means having duplicates of yours, so to speak. Backing up extremists even takes this as far as making sure you keep your back up on various forms of media; USB, CD, HDD, and Cloud for example. My advice is: External Cloud Hard Drive Backup (Dropbox or something similar) The Current Computer You're Working on I actually don't use two external hard drives. One place I saved the file and was in the fire box, then the file that is always connected to my computer for new changes. I think it's a very simple approach, and it secures you pretty well. As popular as the cloud backs up, I feel it's still very important to have a local copy of your own music data. To do that, you need an external hard drive and backup software. Hard Drive Suggestion: USB powered (doesn't require an AC adapter) Double the size of your current hard drive (prevent the software from saying full!) USB 3.0 is pretty standard now, but make sure it's not 2.0! We want your backup system to literally set it up, and forget about it! Backup Hardware + Software Products In terms of using your backup software, I like to use Incremental Backup. Idea like this: You create one full backup, then an additional backup saves only the files you've changed, added, or deleted. Full backup takes a long time, and consumes a lot of CPU; so this is a great approach to support yourself, and not having your computer bogged down by Backup. I usually set this full backup to happen once a week, then my incremental backup is another 6 days a week. I would usually keep about 3-4 complete backups, and choose an option in the backup software to remove the oldest complete backup. This way my external hard drive is not full, and set on auto-pilot! Pretty simple, hey! Option to Back Up Songs in FL Studio The best approach to staying organized with your FL Studio project is to create a new folder for each project. In FL Studio, you will then specify the Project Data Folder below: Settings -> Project -> Data folders The convenient feature that Drawing Lines adds is the Automatic button; automatically select the path from where you open .flp (FL Studio Project). I personally created this folder in my own custom folder, but if you use User Data Folders, you can save it in your Projects folder. This ensures any files you have dragged to FL Studio from Edison/Slicex, or audio recorded through the mixer are automatically stored inside the project folder. If you don't specify a project folder, these dragged records and files will be saved to your default User Data Folder location. (Unless you manually select a storage location via Save as.) When you set a project folder, it becomes the home folder. This takes precedence over a common User Data Folder for most things, such as project files, individual files, dragged files, and recorded audio. But your User Data Folder is still used for Project bones, templates, and other things. Let's cover how FL Studio allows us to back up our songs and save in several different ways: Zipped loop data file package Project Exporting Bone Project Zipped Loop Trunk Package Zipped loop package contained below: File -> Export -> Zip loop package FL Studio zip loop package is your all-in-one solution for backing up your songs. This creates a .zip file: FL Studio Project (.flp) All Sounds Used in Project Again, Zip loop package does not include Slicex or Edison files! Why it's important to back up manually is because right now, you're on the same computer as this User Data Folder. If you end up reformatting, or purchasing a new computer, but forgot to transfer this User Data folder, these Edison and Slicex instances have lost files. And I know for me, if I use Slicex, I repeatedly move my slice markers to perfect my cuts of meat. Or for Edison, I use it to record SFX or various other creative uses, and rely on Edison to store it as a backup, hoping to stay there with the project. The Data Project Data File Data Project file contained under File -> Export -> Project Data File Using FL Studio Project Data File is very similar to the Zip Loop Package, except it does not create .zip files, and does not save a copy of .flp. It only supports support files (sample one shot, recording, Direct Wave file, etc.) I personally use Project Data Files because, as I mentioned, I create a new folder for each project I work on. This folder already contains .flp (my FL Studio project), I just need to back up my voice. So in this folder, I actually created a new folder, labeled it with an acronym of the song name, then -sounds. For example; Let's say the song title is Never Going to Give Up: I'd create a folder called ntgu-sounds in the project folder. This keeps my folder clean. I have .flp and sound for archival purposes. Exporting Trunks has many uses as a producer: Collaborating with Other Producers Sends Your Songs Out to Be Mixed in Mastering Other DAW Rods (More Master Control Over Master) Archiving Purposes/Backups I personally don't use the rods for backup, because I think having .flp and your sound should be good enough. My main reason is just hard drive space. But this is a risk; what if in 10 years you can not open the project because the new version of FL Studio is not compatible with the retreat. And what if the new version of Windows can't open the old version of FL Studio? So, if you are very serious about your backups and don't want any risk, then other than .flp and sound, I'll back up the trunk as well. (Some people even back up the rod with and without effect. I would say only one version with your effect is safe.) Here's how to export bars in FL Studio: FL Studio will export .WAV for the sound of a set mixer track. If you have added an effect on the inserts of this mixer, it will be applied to it. WAV FILE. These include MASTER as well as individual instruments; You're going to have to .WAV trackers for each. Here are some pictures of what the rod looks like: An example of this project has 40 files @ 1.36 GB (This track is called Ambition, from BEAT MY TAPES By GratuTous Vol. 8) So if I export about 3 minutes and 30 songs both @ 16-Bit .WAV, it's going to be about 40 MB. But when exporting rods, you actually create this file multiplied by how many mixer inserts you have. Compare this only with .flp votes and individually supported at maybe 20 MB haha! To export the rod, you all your sounds must be assigned to the mixer track to have full control, otherwise it will simply be inferred into the MASTER file; this will not give you control over mixing. Next, you export songs as usual, except with one difference. Select File -> Export -> Wave file: In your export settings, turn on Split Mixer Tracks: Again, you will see your file size increase drastically, just so you are aware. I will personally export this to to keep your projects organized. Just click Start to continue rendering! And that's how the trunk works in FL Studio, some of its uses, and what to look out for. Bone Project I personally do not use bones too often, but it is important to know what the FL Studio Project bone is doing. Project bone is located under File -> Export -> Project bone: The default export folder for project bones is actually located in your User Data Folder, not your Project Data Folder. This is even so you can drag and drop different elements between songs. After exporting the Project bone, the following folder looks like this: As you can see, the Project bone stores information such as: NOTE MIDI / Step Sorter Mixer Sound Information Inserts Data Automation Effects Plugin if you have used the same sound twice in your project, FL Studio will even label this as Pattern 1 – Kick and Pattern 2 – Kick so you keep each pattern unique. (Genius!) Now the only reason you really need to export Project bones is if you want to transfer multiple elements from one song to another. You simply drag and drop the previous MIDI note: In addition, it will be like duplicating .flp (FL Studio project). Bone projects just make it very easy to pull certain elements of your song for re use in other projects. The Browser Extra Search Folder is how FL Studio finds your own voice. Since I use my own custom music production folder, FL Studio doesn't know its location, so we had to help guide FL Studio where to look. FL Studio recommends not including your entire hard drive! - Right where your voice is! So in my music production folder, I have a folder called Sounds. Inside Sounds, he also holds two other folders: VSTs and Drum Kits. I'll make sure to include Drum Kits as An Extra Search Folder inside FL Studio. Extra Search Folder is located at: Settings (F10) -> File -> Browser extra search folder if you want to rename this folder, you can do so with the Browser Name column! FL Studio allows you to manually select your custom folder, or you simply drag and drop the folder directly into the browser, and it will be there for you to use. This benefits me in two ways: FL Studio searches this folder at startup, finding all my third-party sounds. I can access this folder directly from within the browser to listen to sounds and drag and drop them for use in my projects. I highly recommend using a service like Dropbox for your Drum Kit. It not only backs up your files, but it's easy to keep some computers in sync with your voice. And if you want to remove your custom folder from the browser, in the settings you have to double-click the path to highlight it, press Backspace and then Enter. After you close the settings, you'll see the (It's hard to figure out when to use FL Studio!) To include your VSTs, located at: Settings -> Files -> Plugins -> Manage FL Studio Auto Save Folder Location Plugin and How FL Studio works really try to help you in every way possible. I really like this company how they listen to their users. (It would be hard to find a similar company, which also offers free updates for life!) FL Studio automatically backs up to your User Data Folder. The default FL Studio auto storage location is: C:\Users\[Your Username]\Documents\Image-Line\FL Studio\Projects\Backup Select one of these files to return to the fl studio project's auto storage. This autosave/auto-backup option lets you choose how often FL Studio will save your work. But you have to be careful what option you choose. (That's why you read the help manual, right) For example, some autosave options are saved only when you manually save, and don't save if FL Studio plays! (That's dangerous! - Most of the times if FL Studio gets stuck, usually when FL Studio is playing!) The safest approach here is to choose: Often (every 5 minutes & before risky operations) Additionally, FL Studio only backs up 20 versions of your songs. The whole idea is to use in case of an emergency, as your own backup should help you to never lose the project; since this autosave happens very quickly (every 5 minutes), it can help you lose the quick and fresh changes you've made.) As a bonus tip, you should use Save as and save the song with the new name. (For example, Song\_Name-1) This allows you to return at any time from your project, as FL Studio only backs up the last 20 versions of your auto storage. Yes, it's getting more thorough, but for those who work this way, the choice is there. It's important to understand these features and take advantage of them when it comes to your workflow. FL Studio Backup Questions are often asked over the years, and through some Google research, I noticed there are some common questions out there with respect to backing up with FL Studio. I'll cover these questions in this section. How to Fix Some Data Files Can't Be Found in FL Studio (Missing Files) Experiencing missing files in FL Studio is probably the worst experience you can have as a producer. Such as FL Studio error: Studio some data files could not be found. Over the years, I have found the best way to prevent lost files. The way FL Studio works is that it will search all the files in the folder you include. (Browser Extra Search Folder) If you're always working from the same computer, you'll never know the experience of missing files until you start moving folders around, reformatting, or buying a new computer. This dampen your creative vibrations, and slow you down by having to filter your files to find the right files. For example: FL Studio will remember the path where you dragged the file, while working on the same computer without the folder being moved, etc. Let's say you're working on two songs that Vocal. If you label a song one verse 1 first, then also label the song the first two paragraphs of Verse 1, FL Studio will really know which one, if you haven't moved the file around. But if you have moved the folder after you save, when you reopen the project, you can experience: The wrong Paragraph 1 loaded into your song you get a missing file error in FL Studio This is why I included an acronym before my voice folder in my project, and also included this acronym before paragraph one. Again, if the name of my song Never Gives Up, I will label my Verse 1 as ngu-verse-1. This keeps your files unique so FL Studio won't pull the wrong files. And if FL Studio brings up an error with a missing file, you'll know exactly where to find it. (Then you can set your Project data folder accordingly, or just drop .flp in the same folder as the song sound, and reopen the project.) In addition, if you are wondering how to make FL search again for missing files, you just need to reload the project. If FL Studio pulls a missing file error, the worst thing you can do is save. If you save, you actually told FL Studio, Oh, it's okay I've lost files, I want my project to be like this. So if you open a project, and have a missing file, DO NOT SAVE. Find out what he did wrong, and fix it! In this lost file, you may just have to drag and drop .flp to the same folder as the sound, and reopen the project. You can then organize your project's Data Folders in Settings -> Project -> Data Folder and you must be good to go. That's how the FL project finds the audio files that have been moved. This has been my solution to prevent file loss in FL Studio. How to Recover a Stalled Project in FL Studio Over the years, FL Studio was so reliable to me, it almost never crashed. This could be because I have a solid computer, but if your FL studio has crashed, and you've lost your project, this is where to find it. FL Studio has an automatic storage folder inside your User Data Folder: C:\Users\[Your Username]\Documents\Image-Line\FL Studio\Projects\Backup Make sure you set up your automatic backups for up to 5 minutes + risky operations under: Settings (F10) -> Files -> Backup This will allow you to maintain changes before crashing in FL Studio! Error: Unable to Save to FL Studio File that I also experienced. This just happened to me in the latest version of FL Studio, though. How do I fix this just trying to save again. Sometimes it just works! If it really is, I will actually make another copy through Save as with a unique name. (I'll then delete the old one, and change the new file back to the original song name.) After some research, it seems as if it could be a file/folder permission issue as discussed in this Image-Line forum thread. Wrap Back Up STUDIO FL So it's me guide on how to back up songs correctly in FL Studio. If you have any questions, you can always send me an email and I can add to this list of commonly asked questions. I hope my experience and guide help you to focus more on your music and less on your backups. Don't be silly. Take out an hour, grab your backup equipment, and set it up on auto-pilot. You'd be foolish not to. # GratuTous GratuTous

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