

FL Studio Mixing Cheat Sheet

An expanded Producer Hub workbook for FL Studio mixing, with practical diagrams, process steps, mistakes to avoid and session checklists.

1. FL Studio mix map

This FL Studio mixing guide is designed as a proper mini-workbook, not a thin download. Read one page, apply it inside a real session, then move to the next page. The aim is to give you a repeatable process you can use while making music, not trivia to memorise.

Channel Rack



Mixer



Groups



FX



Export

- Route every important sound to a named Mixer insert.
- Color drums, bass, music, vocals and FX.
- Use the Playlist for arrangement decisions and the Mixer for mix decisions.
- Save versions before destructive consolidation.

In-session process

Step	What to do	Why it matters
Listen	Play the section and name the main FL Studio mixing problem before touching a control.	A named problem stops random plugin moves and keeps the session focused.
Adjust	Make one clear change, then gain-match or level-match before judging it.	Most producers overrate a change simply because it got louder.
Check	Bypass the change, listen in context, then compare against the rest of the arrangement.	A good solo sound can still damage the record.
Commit	Write a note, save a version, bounce/print when useful and move to the next decision.	Finished tracks come from committed decisions, not perfect uncertainty.

Mistakes to avoid

Common mistake	Better move
Working in solo for too long	Return to the full track as soon as the technical problem is clear.
Adding another processor before level-matching	Match loudness first so tone and movement are judged honestly.
Fixing every small flaw immediately	Fix the flaw that blocks the song, then keep the arrangement moving.

Practice drill: Spend ten minutes applying this page to one real project. Export a short before/after bounce, then write one sentence explaining what improved and one sentence naming the next problem.

2. Channel Rack to Mixer discipline

This stage matters because it changes what you do next in the session. Work slowly enough to make a decision, then move on before the track turns into endless tweaking.

Transport

Views

Edit

Arrange

Mix

Export

Learn shortcuts by workflow zone, not by memorising a giant list.

- Use Ctrl/Cmd + L to link selected channels to Mixer tracks where appropriate.
- Avoid leaving important sounds on unrouted channels.
- Name inserts by role, not plugin.
- Keep patterns split by job so arrangement edits stay clean.

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3. Gain and EQ

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Trim

Parametric EQ 2

Compression

Sends

Bus

- Turn samples down before Parametric EQ 2 and Fruity Limiter.
- Cut mud and harshness in context.
- Use broad EQ for tone and narrow EQ for resonances.
- Gain-match after EQ so louder does not pretend to be better.

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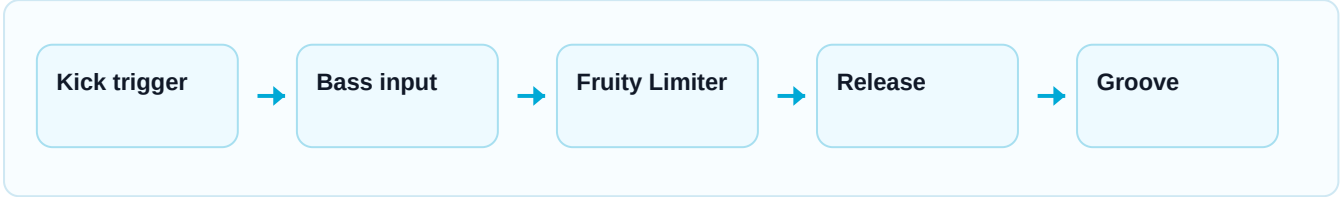
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4. Sidechain and low end

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- Decide whether kick or 808/sub owns the lowest octave.
- Use sidechain to restore groove, not as a default wobble.
- Tune release so the bass returns musically.
- Check low end in mono before export.

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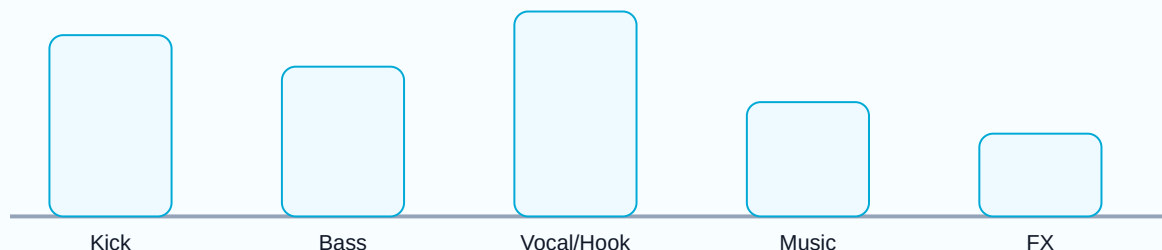
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5. Buses and sends

This stage matters because it changes what you do next in the session. Work slowly enough to make a decision, then move on before the track turns into endless tweaking.



- Create drum, bass, music and vocal/audio buses.
- Use sends for shared reverb and delay.
- Keep drops drier than breakdowns unless the style asks otherwise.
- Automate sends for throws instead of leaving everything wet.

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6. Arrangement-to-mix pass

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Markers



Mute check



Automation



Consolidate

- Use Playlist markers for sections.
- Mute every layer once; if nothing changes, delete or repurpose it.
- Consolidate CPU-heavy or unstable parts.
- Automate filters, risers and transitions before final mix polish.

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7. FL export checklist

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Check	Why it matters
Mixer clipping	Stops hidden distortion
Automation clips	Prevents wrong final states
Render tail	Keeps reverbs/delays from cutting
Split mixer tracks	Useful for stems
File naming	Keeps versions clear

- Export a full mix, instrumental and stems when useful.

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