

# MPL QuantizeTool 2.0

## 1. About

MPL QuantizeTool is a Lua script for REAPER.

It allows to manage various DAW objects manipulation/creating.

## 2. Requirments

REAPER 5.95 and upper (reaper.fm)

Installation from ReaPack (reapack.com)

SWS Extension 2.9.7 and upper (sws-extension.org)

## 3.Installation.

Make sure you are connected to the internet

Open REAPER

Open Action list

Run action: *ReaPack: Browse packages...*

Search for *QuantizeTool*, right click, *Install*

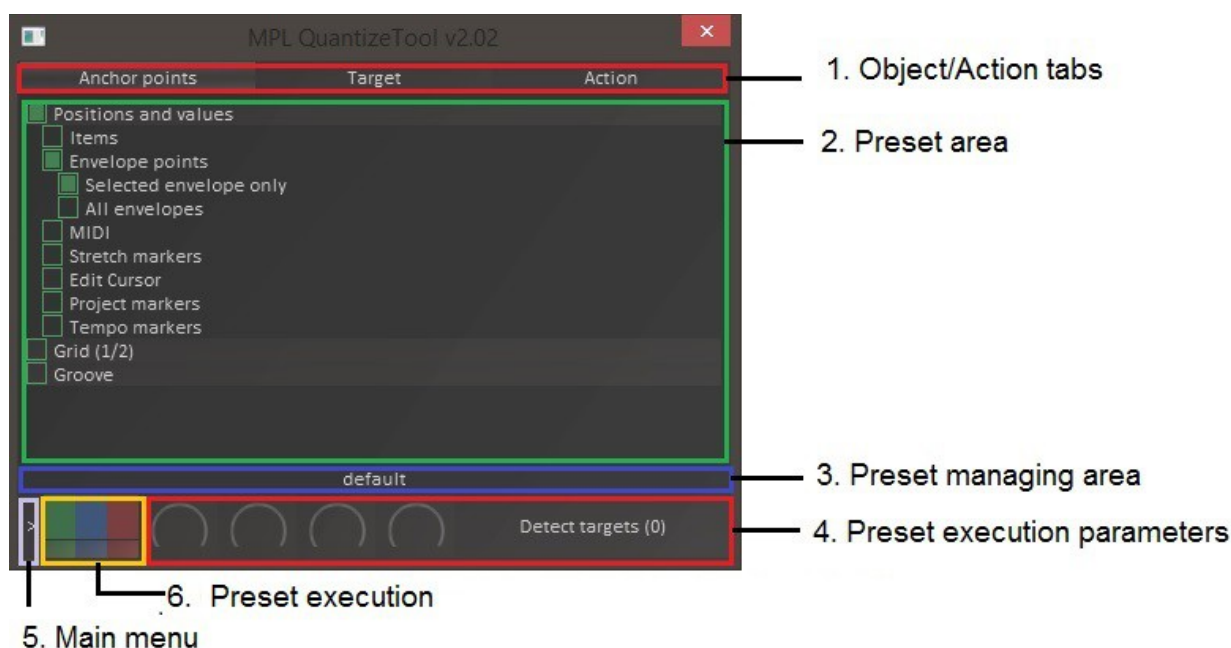
Search for *Various\_functions*, right click, *Install*

Click *Apply/Ok*

## 4. Contact

<http://forum.cockos.com/showthread.php?t=165672>

## 5. GUI Overview



## 5.1 Object / Action tabs

Depending on current preset action (Action tab) you can change related various objects.

## 5.2 Preset area

Changing preset configuration. Mostly parameters are checks (fill/empty rectangles), but depending on tab there can be other controls.

## 5.3 Preset managing area

This line show current preset name. On click it shows preset manager menu.

## 5.4 Preset execution parameters

Depending on action in area there knobs allow to apply preset with specified parameters (strength, limits, areas to apply etc)

## 5.5 Main Menu

Menu is basic for most MPL`s scripts.

## 5.6 Preset execution

Area contains multiple buttons mostly for dealing with data in manual mode.

## 6. Manual executing preset.

- 1) Setup preset in area (5.2) for all tabs (5.1)
- 2) Select anchor points
- 3) In preset execution area (5.6) click on top green button
- 4) Optionally you can overview anchor points as markers by pressin bottom small green button in area 5.6
- 5) Select targets
- 6) In preset execution area (5.6) click on top blue button
- 7) Optionally you can overview anchor points as markers by pressin bottom small blue button in area 5.6
- 8) Calculate output values by pressing top red button in preset execution area (5.6)
- 9) Apply calculated positions/values to targets by moving related knob (for Position-based Alignment it is first and second knobs)

## **7. Running QuantizeTool with predefined preset.**

- 1) Setup preset in area (5.2) for all tabs (5.1)
- 2) Go to preset manager (5.3)
- 3) make sure you preset isn't named as "default" and doesn't contain any special characters, which is not possible to put into file name like ?\|:"<>
- 4) save preset to file and action list (5.3), it creates both preset file and additional lua script which says to QuantizeTool on next initialization load this preset from external state
- 5) make a Custom Action: a) set your QuantizeTool preset b) run QuantizeTool