*"Reapers" by Muse is a reference among all*

Scripts Reaper inspired from Protools and more - by Mariow

Installation via ReaPack

Add this URL to your Reapack repositories (Reapack>Manage Repositories... import/export) to install these Scripts https://github.com/Geeksound/Reaper_Scripts-Mariow/raw/main/index.xml

Directory Structure

- `Editing/` : Scripts for editing
- `Field-Recorder_Workflow/` : Conformation tools to edit Dialog for films
- `Metadatas/` : Scripts related to metadata
- `Utility/` : Utility scripts
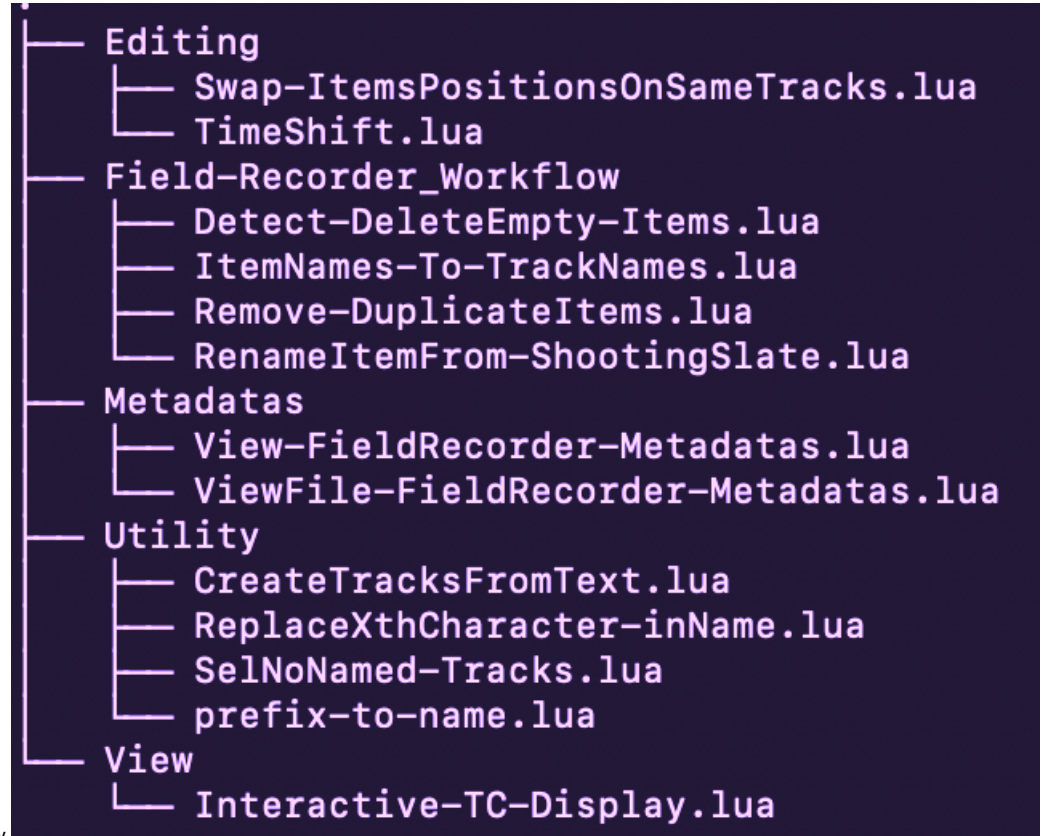
- `View/` : Scripts related to display

- `Editing/` --------

1. TimeShift "PROTOOLS Edit/Shift in better" :)

()
Precise Time Shifting (RealmGui) ReaImGui script for REAPER that allows precise shifting of items, time selection, or the edit cursor using a user-defined value in various formats. This script is inspired by the Edit/Shift function in PROTOOLS, with added improvements.
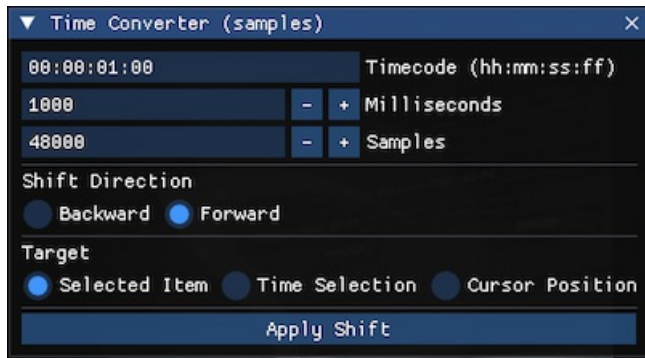
FEATURES

- **Quick shifting** of selected items or time selection
- **Flexible input options** :
- **Timecode** (hh:mm:ss:ff)
- **Milliseconds**
- **Samples**
- **Automatic conversion** between formats
- **Interactive interface** using RealmGui
- **Directional shifting** : forward or backward
- **Action buttons** for instant application

How to use

1. Choose whether to shift the Selected Item, the Time Selection, or the Edit Cursor.⬚
2. Enter the desired offset value (e.g. 00:00:02:15, 1500 ms, or 44100 samples).⬚
3. Click the appropriate button to shift forward or backward.

Dependancy

- [RealmGui](#) (install via ReaPack)

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2. Swap-ItemsPositionsOnSameTracks

()
Swap 2 Items on a Track for listening and editing purpose

FEATURES

- **Quick comparative listening between 2 items
- **Particularly useful during sound editing for picture

How to use

1. Select the 2 items you wish to swap positions.
2. Run the Script

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3. SelNoNamed-Tracks

()
Select Tracks without Names or unnamed
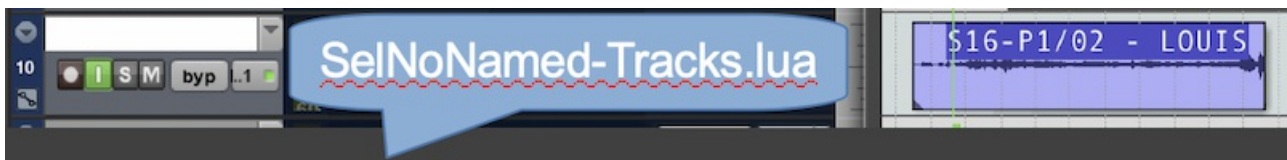
- `Field-Recorder_Workflow/ ---------`

AVAILABLE SOON for REAPER - under construction

--2 VERSIONS--

of the Fieldrecorder-Track
that everyone thought was
exclusive to **PROTOOLS**

1.Full version with innovative Presets

2.Auto-mode version that will work on its own in most cases
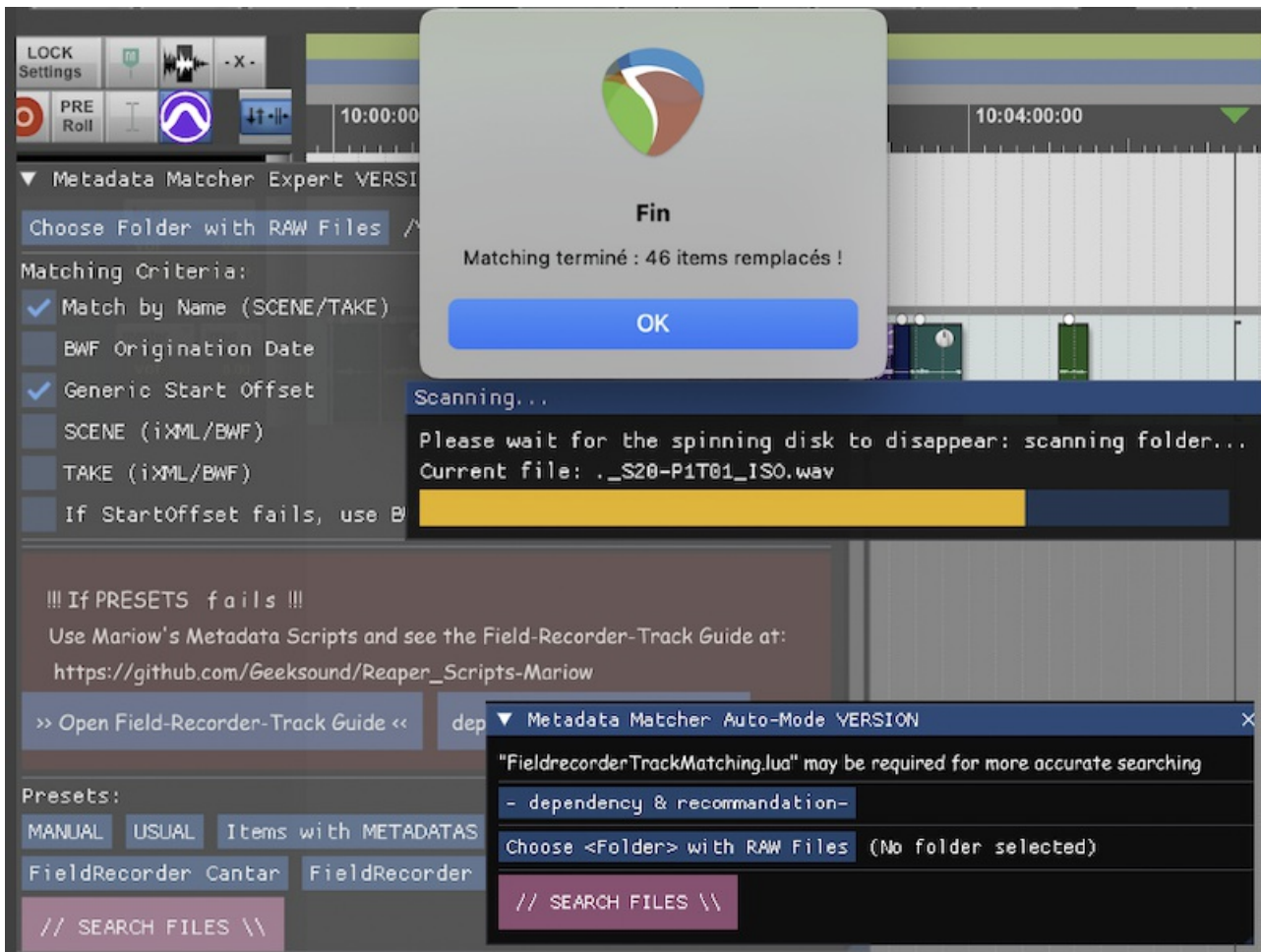
Utilities

1. RenameItemFrom-ShootingSlate

(https://github.com/Geeksound/Reaper_Scripts-Mariow/blob/main/Field-Recorder_Workflow/RenameItemFrom-ShootingSlate.lua)
This script Rename Items with the SCENE/Take and/or TRACK NAME edited during Shooting on the FIELD RECORDER May be useful for Post-production editing Dialogues

2. ItemNames-To-TrackNames

(https://github.com/Geeksound/Reaper_Scripts-Mariow/blob/main/Field-Recorder_Workflow/ItemNames-To-TrackNames.lua)
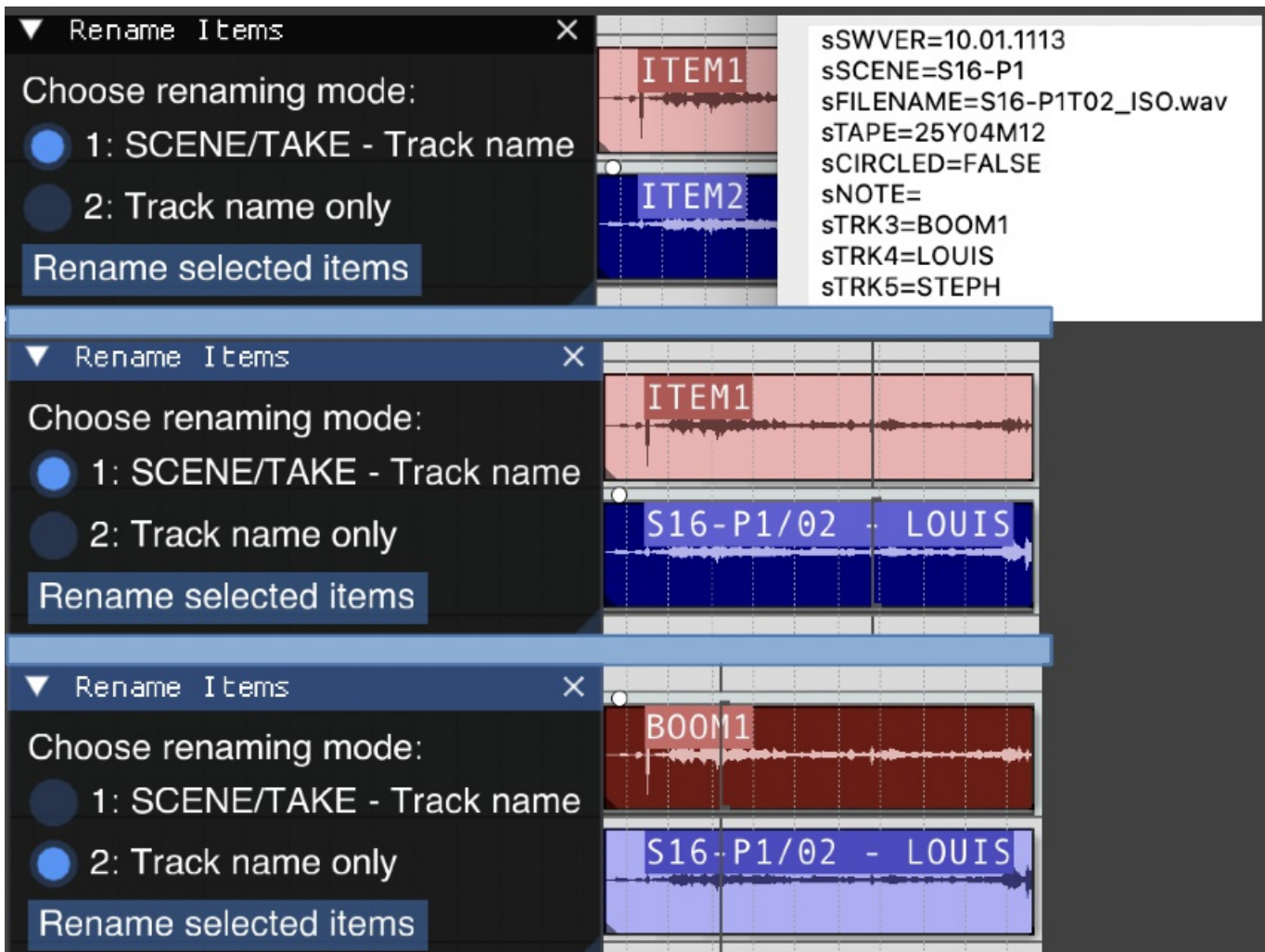This script Rename the Track from item selected. May be useful for Post-production editing tasks and other.

3. Remove-DuplicatesItems

(https://github.com/Geeksound/Reaper_Scripts-Mariow/blob/main/Field-Recorder_Workflow/Remove-DuplicateItems.lua)
This script delete the unnecessary duplicates Items that are imported
when Matching Raw Files with AAFs during conformation.
Very useful when editing dialog.

4. Detect-DeleteEmpty-Items

(https://github.com/Geeksound/Reaper_Scripts-Mariow/blob/main/Field-Recorder_Workflow/Detect-DeleteEmpty-Items.lua)
This script delete the empty Items that sometimes are recorded
on a Field Recorder when track as no input but is ARMED.

-- Don't worry , ROOM TONES won't be deleted :) ! --

- `Metadatas/ --------`

1. View-FieldRecorder-Metadatas

(https://github.com/Geeksound/Reaper_Scripts-Mariow/blob/main/Metadatas/View-FieldRecorder-Metadatas.lua)
This script allows you to read and analyze the metadatas of the selected item through its source file in a window. The metadatas being examined are that entered by Sound Recorders in Film Sound Recording, such as the Scorpio or Cantar, in order to answer questions in this type of workflow.

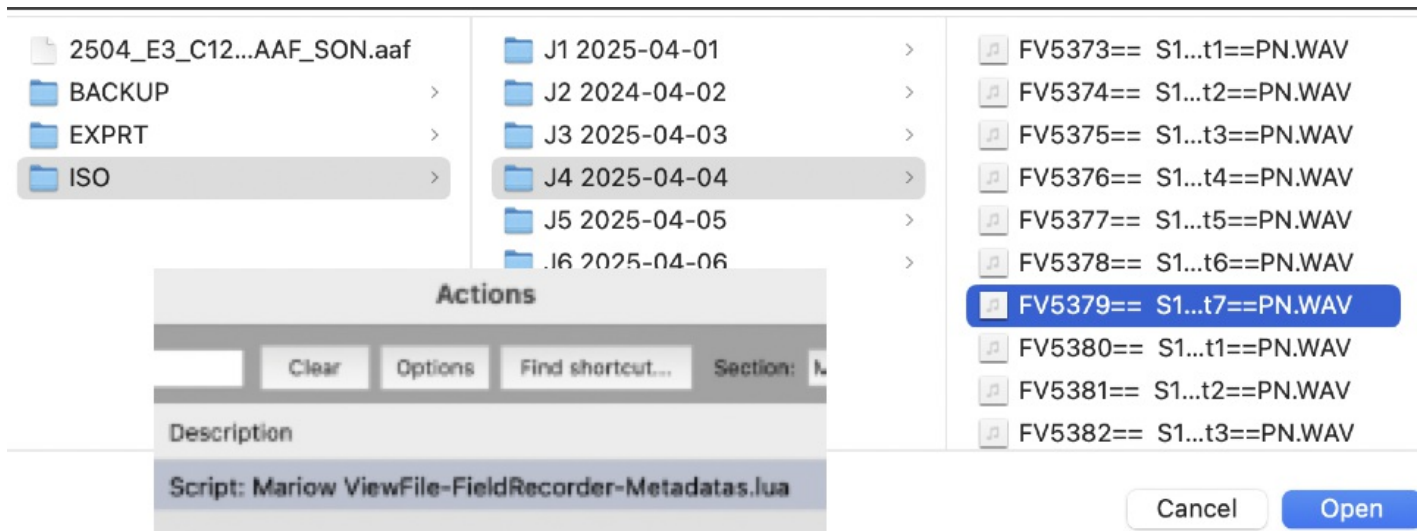# 2. ViewFile-FieldRecorder-Metadatas

(https://github.com/Geeksound/Reaper_Scripts-Mariow/blob/main/Metadatas/ViewFile-FieldRecorder-Metadatas.lua)
This script allows you to read and analyze the metadata of an audiofile in the browser. It may be useful for Conformation and Dialogue Editing duties.

```
2504_E3_C12...AAF_SON.aaf        J1 2025-04-01    >      FV5373== S1...t1==PN.WAV
BACKUP                     >     J2 2024-04-02    >      FV5374== S1...t2==PN.WAV
EXPRT                      >     J3 2025-04-03    >      FV5375== S1...t3==PN.WAV
ISO                        >     J4 2025-04-04    >      FV5376== S1...t4==PN.WAV
                                 J5 2025-04-05    >      FV5377== S1...t5==PN.WAV
                                 J6 2025-04-06    >      FV5378== S1...t6==PN.WAV
                                                         FV5379== S1...t7==PN.WAV
              Actions                                    FV5380== S1...t1==PN.WAV
                                                         FV5381== S1...t2==PN.WAV
       Clear   Options   Find shortcut...  Section: M    FV5382== S1...t3==PN.WAV

    Description                                                  Cancel      Open

    Script: Mariow ViewFile-FieldRecorder-Metadatas.lua
```

```
BWF:Description : aUBITS=$04042500
aSCENE=S14-P2
aTAKE=t6          IXML:AATON_CANTAR:ALL_TRK_NAME:DATA:ACTIVE : YES
aTAPE=0404        IXML:AATON_CANTAR:ALL_TRK_NAME:DATA:ACTIVE:2 : YES
                  IXML:AATON_CANTAR:ALL_TRK_NAME:DATA:ACTIVE:3 : YES
aSPEED=025.000-ND IXML:AATON_CANTAR:ALL_TRK_NAME:DATA:ACTIVE:4 : YES
aTAG=FV5378       IXML:AATON_CANTAR:ALL_TRK_NAME:DATA:ACTIVE:5 : DISARMED
aNOTE=permanent noIXML:AATON_CANTAR:ALL_TRK_NAME:DATA:ACTIVE:6 : DISARMED
                  IXML:AATON_CANTAR:ALL_TRK_NAME:DATA:ACTIVE:7 : YES
aTYP=poly         IXML:AATON_CANTAR:ALL_TRK_NAME:DATA:ACTIVE:8 : DISARMED
                  IXML:AATON_CANTAR:ALL_TRK_NAME:DATA:ACTIVE:9 : DISARMED
                  IXML:AATON_CANTAR:ALL_TRK_NAME:DATA:ACTIVE:10 : DISARMED

aSCENE : [non trouvé ou vide]    --- NOMS DES PISTES ---
aTAKE : [non trouvé ou vide]     Piste 1 (iXML) : MIX-L
aTAPE : [non trouvé ou vide]     Piste 2 (iXML) : MIX-R
aSPEED : [non trouvé ou vide]    Piste 3 (iXML) : boom
                                 Piste 4 (iXML) : Appoint
aTAG : [non trouvé ou vide]      Piste 5 (iXML) : DISARMED
aNOTE : [non trouvé ou vide]     Piste 6 (iXML) : DISARMED
                                 Piste 7 (iXML) : boom2
```

- `Utility/` ---------

1. CreateTracksFromText

(https://github.com/Geeksound/Reaper_Scripts-Mariow/blob/main/Utility/CreateTracksFromText.lua)

Type a text and convert it in Reaper Session

FEATURES

Write your Templates as a Text and transform this in a Reaper session as a Template would do

How to use

1. Write the appropriate form of Text and save the file
2. Open the Script and Browse to your Text file and select it
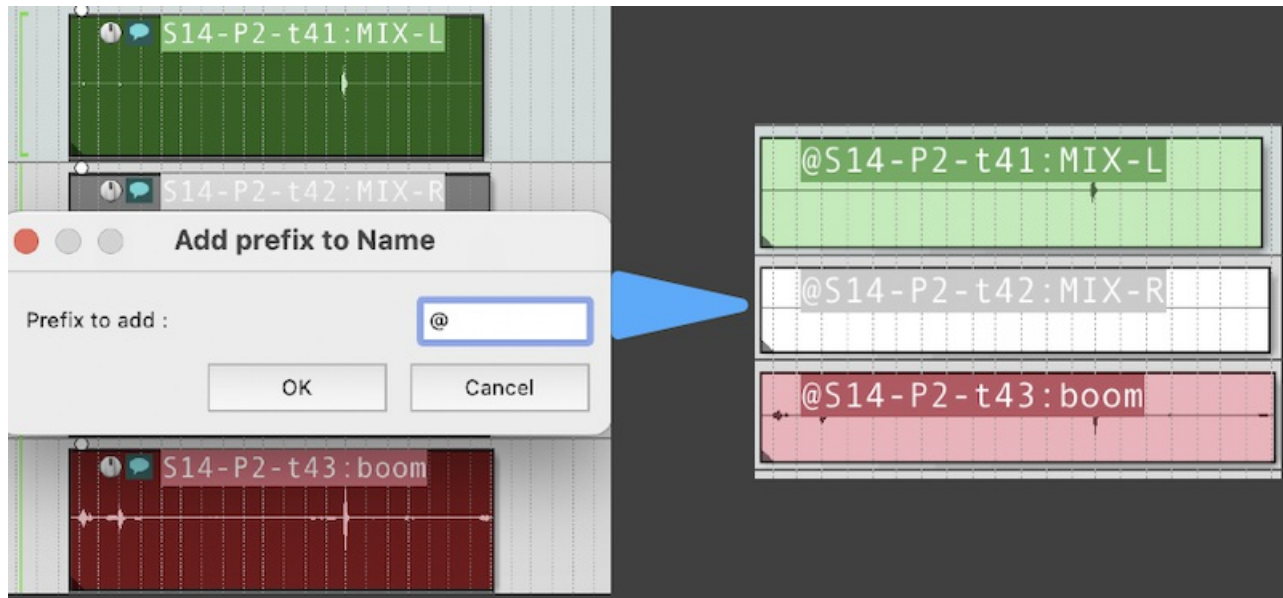3. Your Tracks in Reaper are created

CARE

TEXT must be in PLAIN TEXT
SHIFT(Cmd+T) in TextEdit or
click on Format,then Make Plain Text.

2. prefix-to-name

(https://github.com/Geeksound/Reaper_Scripts-Mariow/blob/main/Utility/prefix-to-name.lua)
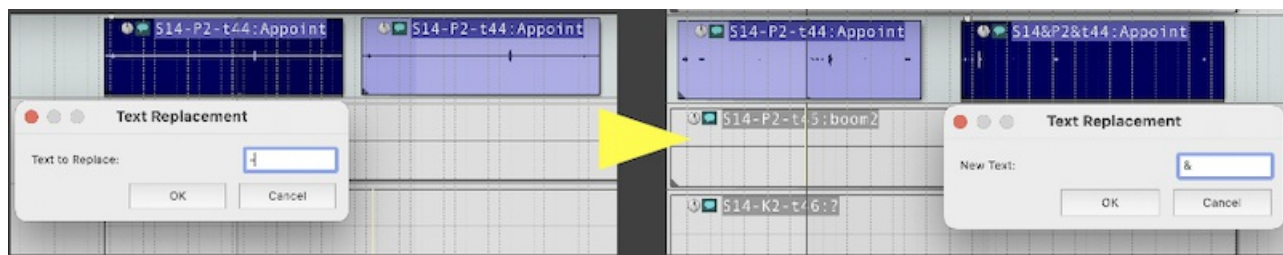Add a prefix to Name of Selected Items to improve sorting and organisation

FEATURES

Batch Re-naming selected Items with a prefix for a better Workflow and sorting ## How to use 1 Select Items 2 Action list / prefix-to-name 3 Choose a prefix

3. ReplaceXthCharacter-inName

(https://github.com/Geeksound/Reaper_Scripts-Mariow/blob/main/Utility/ReplaceXthCharacter-inName.lua)

Replace a /suit of Chararacter(s) in a Name

FEATURES

Replace a/suit of character(s) in a Name for special Worflows and convention

How to use

1 Select Items
2 Action list / ReplaceXthCharacter
3 Enter Character to replace
4 Enter New Character

- `View/ --------`

1. Interactive-TC-Display (RealmGui)

(https://github.com/Geeksound/Reaper_Scripts-Mariow/blob/main/View/Interactive-TC-Display.lua)
Displays either the Timecode or the selected item's name dynamically, based on context. Designed for precise visual feedback in post-production or recording workflows.

RealmGui script for REAPER that displays contextual time information in a clean and readable floating window.

FEATURES

- **Displays the name and timecode** of selected Items (hh:mm:ss:ff)
- **Displays the duration** of the timeselection (if no item is selected)
- **Shows the play cursor or playback position** with large text
- **Dynamic display** :
- `Play` when Reaper is playing
- `REC` when Recording
- `Position` when stopped
- **Colored background** :
- Black by default
- Green during playback
- Red while recording
- **custom typography** : Comic Sans MS for a playful touch

Dependancy

This script requires RealmGui

😁 😎 ⧉ About the Author ⧉ 😎 😁

Geeksound

Sound engineer, professor, eternal student, and workflow "designer".
Working in Film Sound Recording and Post-Production, with a passion for developing innovative workflows.

Wish the best for Reaper, its collaborators and community.