

What if REAPER had the tools of Pro Tools?



"Reapers" by Muse is a reference among all



Scripts Reaper inspired from Protools and more - by Mariow

Installation via ReaPack

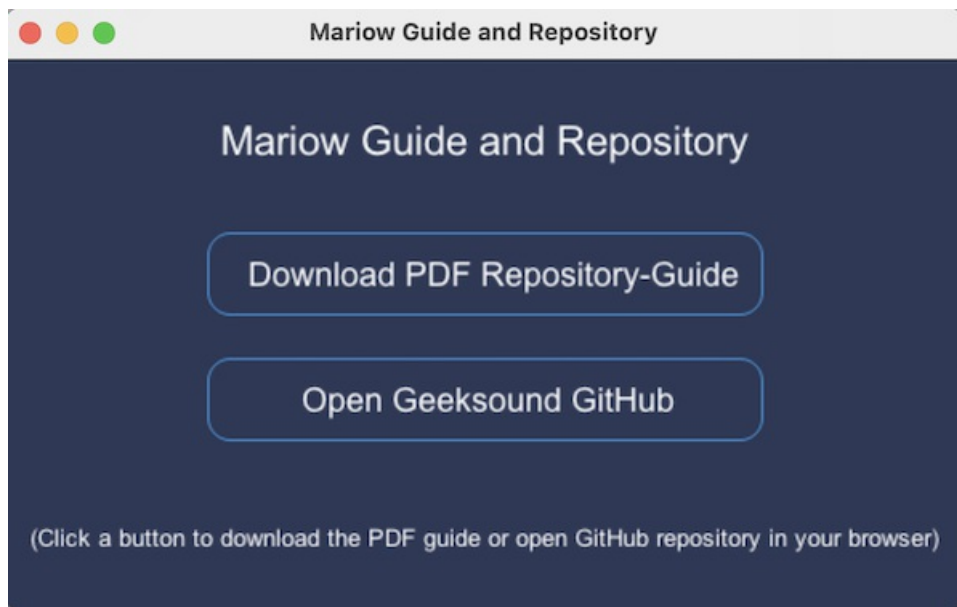
Add this URL to your Reapack repositories (Reapack > Manage Repositories... import/export) to install these Scripts
https://github.com/Geeksound/Reaper_Scripts-Mariow/raw/main/index.xml

DOCUMENTATION

- Documentations/-----

Docs & Repository Guide

Special Script to see and download guide for my repository and scripts

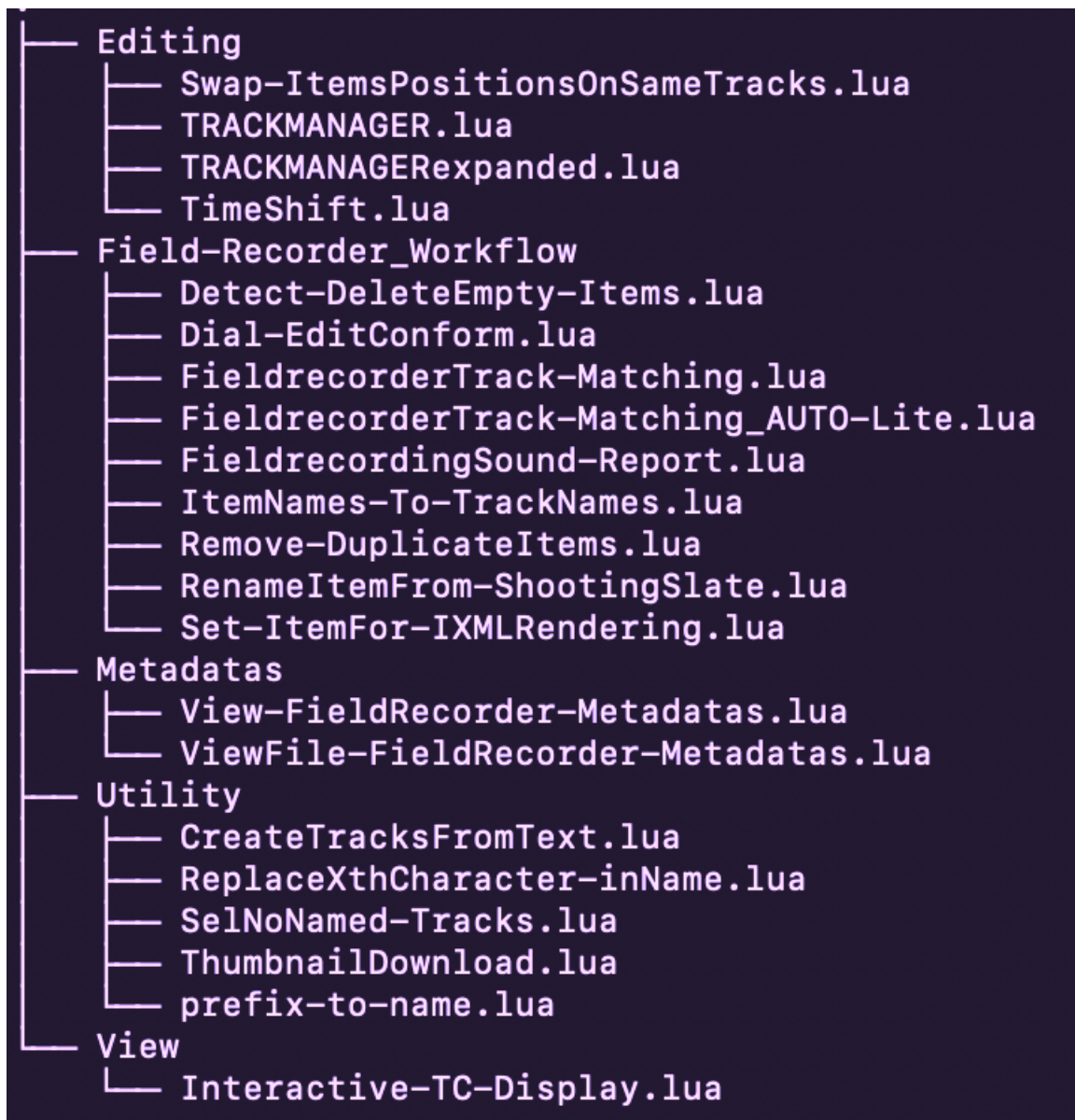


Directory Structure

- *'DOCUMENTATIONS'*

For better knowledge of scripts &
RECORDING-TRACK GUIDE "as in PROTOOLS"

- Editing/ : Scripts for editing
- Field-Recorder_Workflow/ : Exclusive Scripts for Dialogue editing & conformation inspired by Pro Tools' Field-recorder Track
- Metadatas/ : Scripts related to metadata
- Utility/ : Utility scripts
- View/ : Scripts related to display

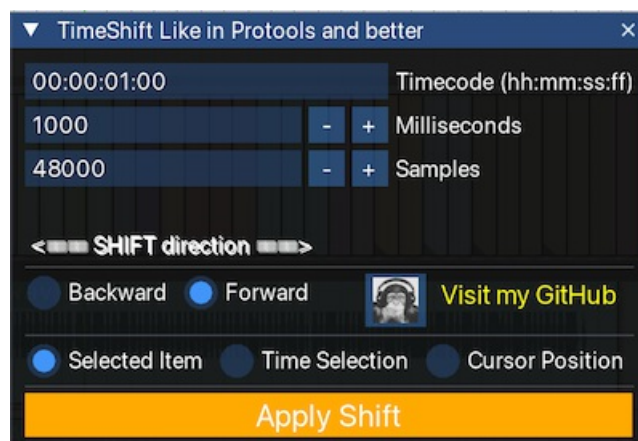


- Editing/-----

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

[TimeShift.lua](#)

RealmGui script for REAPER that allows precise shifting of items, time selection, or the edit cursor using a user-defined value in various formats. Inspired by the Edit/Shift function in PROTOOLS, with added improvements.



2. Swap-ItemsPositionsOnSameTracks

[Swap-ItemsPositionsOnSameTracks.lua](#)

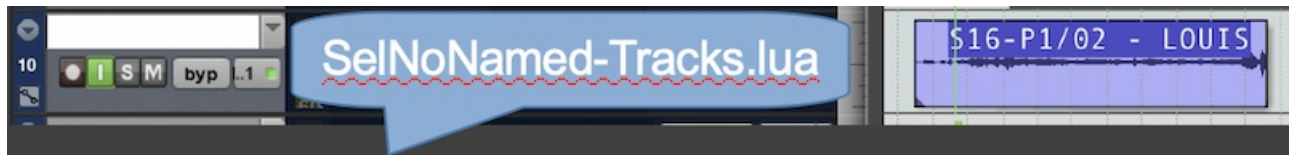
Swap 2 Items on a track for listening and editing purposes.



3. SelNoNamed-Tracks

[SelNoNamed-Tracks.lua](#)

Select tracks without names.



TRACKMANAGER

2 versions of Track Manager



- Field-Recorder_Workflow/-----

2 Versions of the Fieldrecorder-Track

1. Full version with innovative presets
2. Auto-mode version that works on its own in most cases

Conformation FieldRecorder suite

1_ Expand Raw files

2_ Sort&Organize Items in Tracks

Reaper
Ultimate

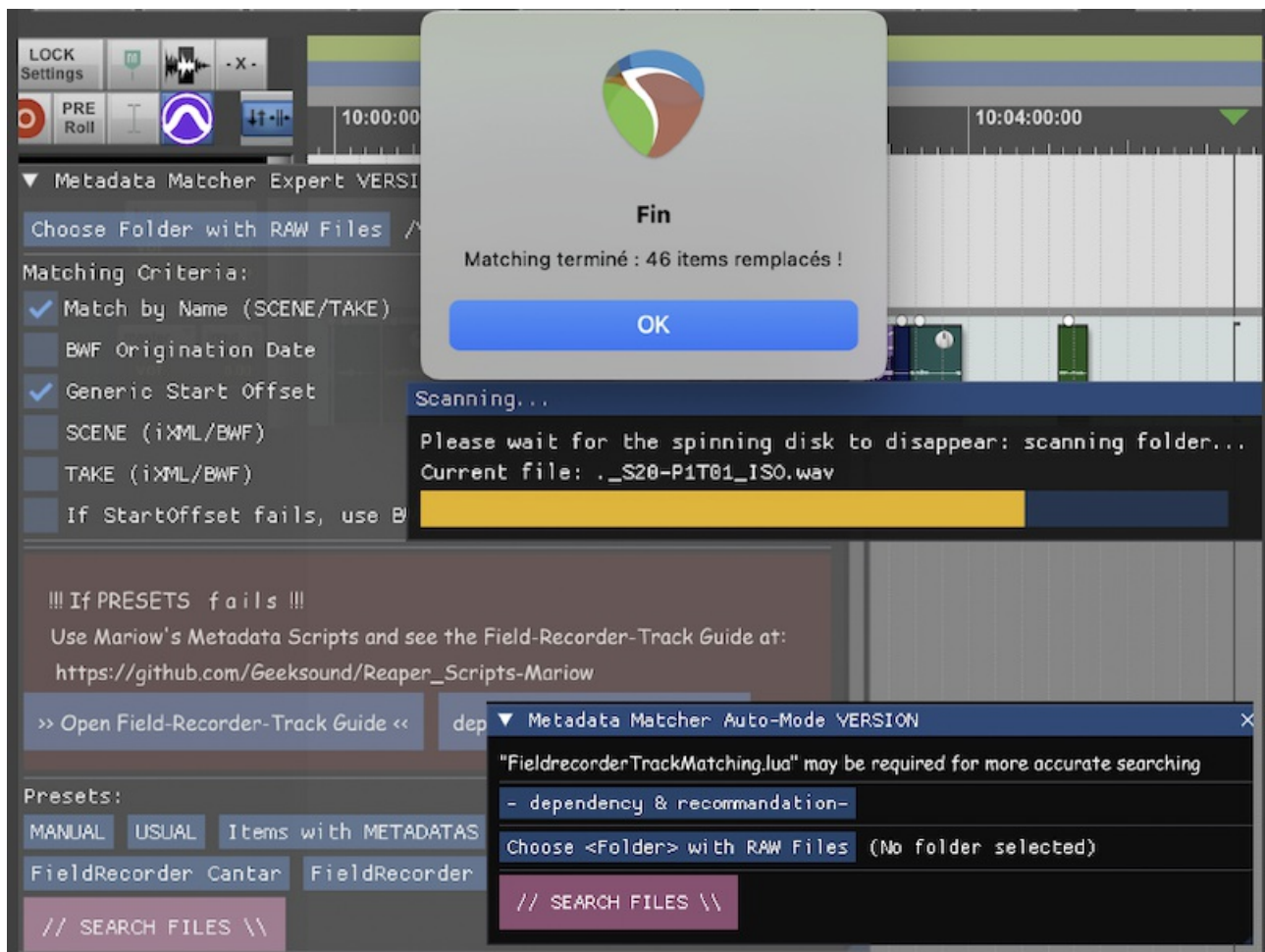


1. FieldrecorderTrack-Matching_AUTO-Lite

[FieldrecorderTrack-Matching_AUTO-Lite.lua](#)

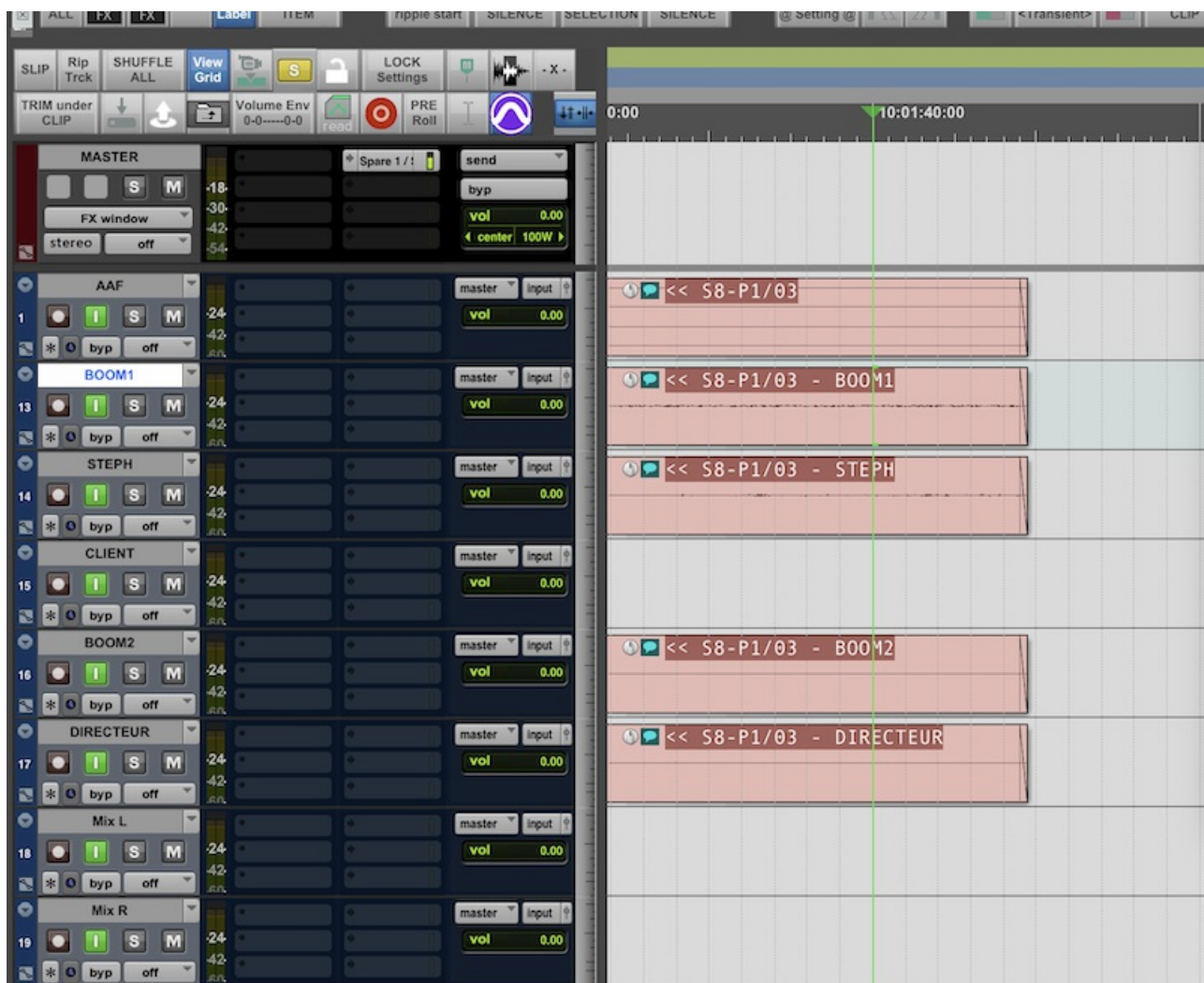
2. FieldrecorderTrack-Matching

[FieldrecorderTrack-Matching.lua](#)



3. Dial-EditConform

[Dial-EditConform.lua](#)



4. FieldrecordingSound-Report

FieldrecordingSound-Report.lua

Sound-Report

Sound-Report Datas :

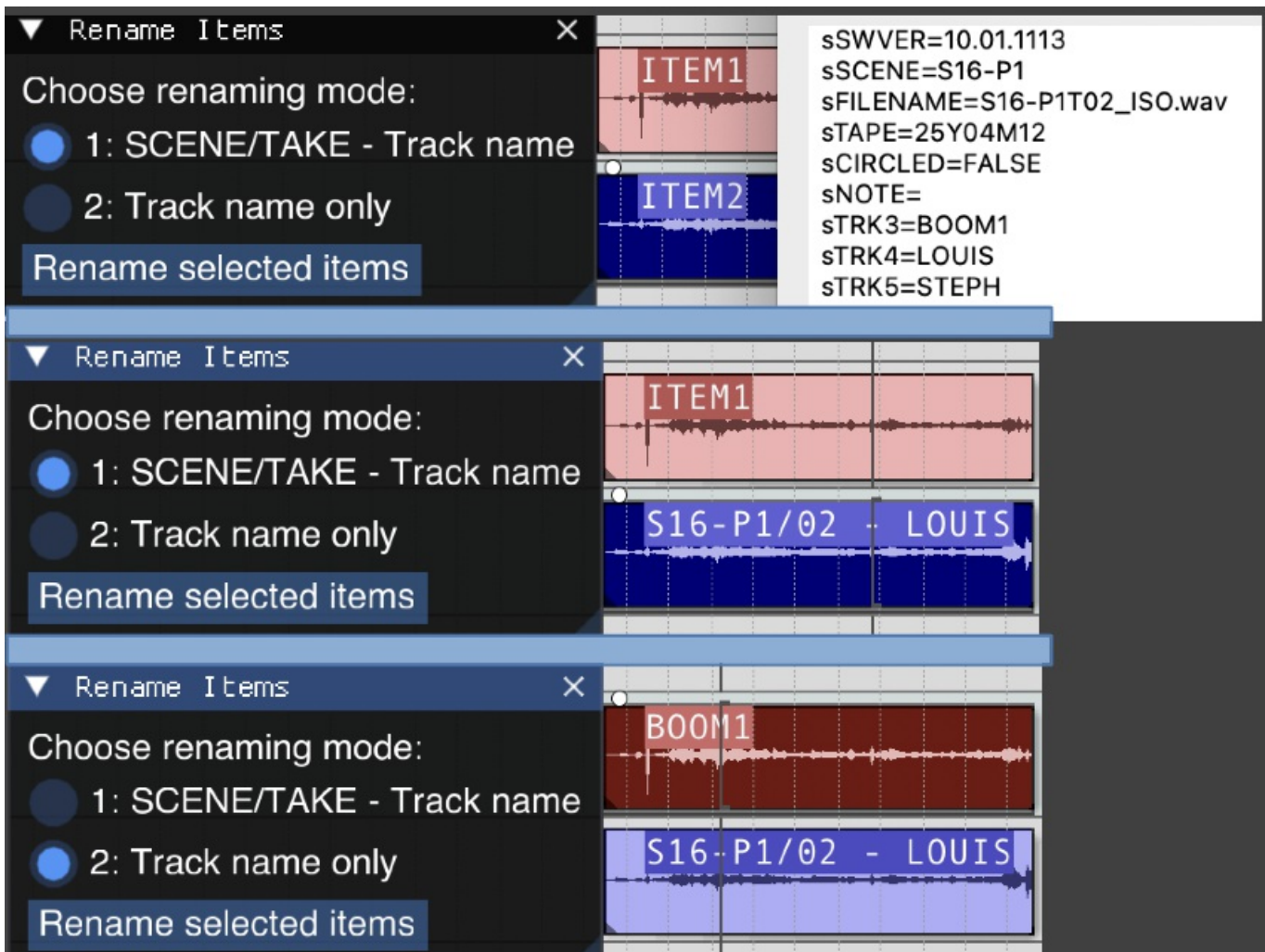
Fieldrecorder	Project	Sound-Mixer Name	Phone	E-Mail
Cantar X3	Avengers Ultimate over the night	Geeksound Mariow	+336-*****	cedricmariotti@gmail.com

Refresh Export CSV

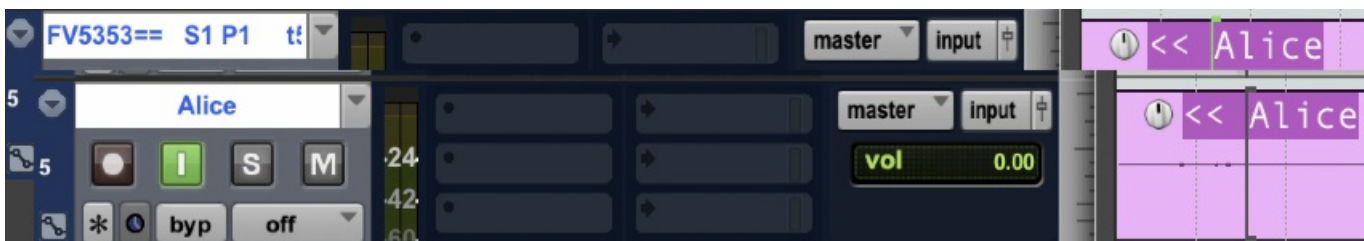
FILENAME	TAPE	Date	Time	SCENE	TAKE	TRACK1	TRACK2	NOTE	ITEMNOTES	CIRCLED
+14-1T02_ISO	J1	2025-04-01	17:25:42	14-1	02	Boom2	Fils	PEU SUP LA FIN BOOM		NO
1-1RHT01_ISO	J1	2025-04-01	12:04:35	1-1RH	01	Boom1	Fils			NO
1-1T02_ISO	J1	2025-04-01	12:18:08	1-1	02	Boom1	Fils	SIRENE MOTEURS		NO
+14-1T02_ISO	J1	2025-04-01	17:25:42	14-1	02	Boom2	Fils	PEU SUP LA FIN BOOM		NO
+14-1T02_ISO	J1	2025-04-01	17:25:42	14-1	02	Boom2	Fils	PEU SUP LA FIN BOOM	Very cool sound	NO
1-1RHT01_ISO	J1	2025-04-01	12:04:35	1-1RH	01	Boom1	Fils		This is one more note	NO
1-1T02_ISO	J1	2025-04-01	12:18:08	1-1	02	Boom1	Fils	SIRENE MOTEURS		NO
1-1RHT01_ISO	J1	2025-04-01	12:04:35	1-1RH	01	Boom1	Fils			NO
1-1T02_ISO	J1	2025-04-01	12:18:08	1-1	02	Boom1	Fils	SIRENE MOTEURS		NO

Utilities

1. RenameItemFrom-ShootingSlate



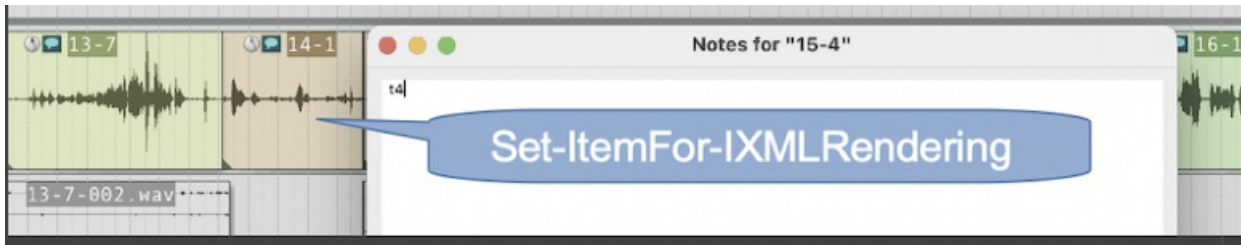
2. ItemNames-To-TrackNames



3. Remove-DuplicatesItems



4. Set-ItemFor-IXMLRendering



ixml metadata based on
\$item name
\$itemnotes

XML Tags are re-created & injected in the new Item rendered to better match with RAW files using « FieldrecorderTrack »

Parts	Circled Ta		CIRCLED
Parts	Scene	\$item	SCENE
Parts	Sound Ro		TAPE
Parts	Take ID	\$itemnotes	TAKE

File info:

VOLUME=AUDIO FILE

BWF:BWF_ORIGINAL

BWF:BWF_ORIGINAL

BWF:BWF_ORIGINAL

BWF:BWF_TIME_RE

BWF:BWF_TIME_RE

SCENE: 14-1

TAKE: t6

XMP tags:

dc/date: 2023-04-0

dc/description:

- Metadatas/-----

1. View-FieldRecorder-Metadatas

[View-FieldRecorder-Metadatas.lua](#)

2. ViewFile-FieldRecorder-Metadatas

2504_E3_C12...AAF_SON.aaf

BACKUP

EXPRT

ISO

J1 2025-04-01

J2 2024-04-02

J3 2025-04-03

J4 2025-04-04

J5 2025-04-05

J6 2025-04-06

FV5373== S1...t1==PN.WAV

FV5374== S1...t2==PN.WAV

FV5375== S1...t3==PN.WAV

FV5376== S1...t4==PN.WAV

FV5377== S1...t5==PN.WAV

FV5378== S1...t6==PN.WAV

FV5379== S1...t7==PN.WAV

FV5380== S1...t1==PN.WAV

FV5381== S1...t2==PN.WAV

FV5382== S1...t3==PN.WAV

Actions

Clear

Options

Find shortcut...

Section: 1

Description

Script: Mariow ViewFile-FieldRecorder-Metadatas.lua

Cancel

Open

BWF:Description : aUBITS=\$04042500

aSCENE=S14-P2

aTAKE=t6

aTAPE=0404

aSPEED=025.000-ND

aTAG=FV5378

aNOTE=permanent no

aTYP=poly

IXML:AATON_CANTAR:ALL_TRK_NAME:DATA:ACTIVE : YES

IXML:AATON_CANTAR:ALL_TRK_NAME:DATA:ACTIVE:2 : YES

IXML:AATON_CANTAR:ALL_TRK_NAME:DATA:ACTIVE:3 : YES

IXML:AATON_CANTAR:ALL_TRK_NAME:DATA:ACTIVE:4 : YES

IXML:AATON_CANTAR:ALL_TRK_NAME:DATA:ACTIVE:5 : DISARMED

IXML:AATON_CANTAR:ALL_TRK_NAME:DATA:ACTIVE:6 : DISARMED

IXML:AATON_CANTAR:ALL_TRK_NAME:DATA:ACTIVE:7 : YES

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]

aTAKE : [non trouvé ou vide]

aTAPE : [non trouvé ou vide]

aSPEED : [non trouvé ou vide]

aTAG : [non trouvé ou vide]

aNOTE : [non trouvé ou vide]

--- NOMS DES PISTES ---

Piste 1 (iXML) : MIX-L

Piste 2 (iXML) : MIX-R

Piste 3 (iXML) : boom

Piste 4 (iXML) : Appoint

Piste 5 (iXML) : DISARMED

Piste 6 (iXML) : DISARMED

Piste 7 (iXML) : boom2

- Utility/-----

1. CreateTracksFromText

Write parent (green)

Color in parentheses

Text1

Text2 (yellow)

Spacer (black)

SpacerFor

WriteFour

Template

Like

Book(pink)

Write you Tracks

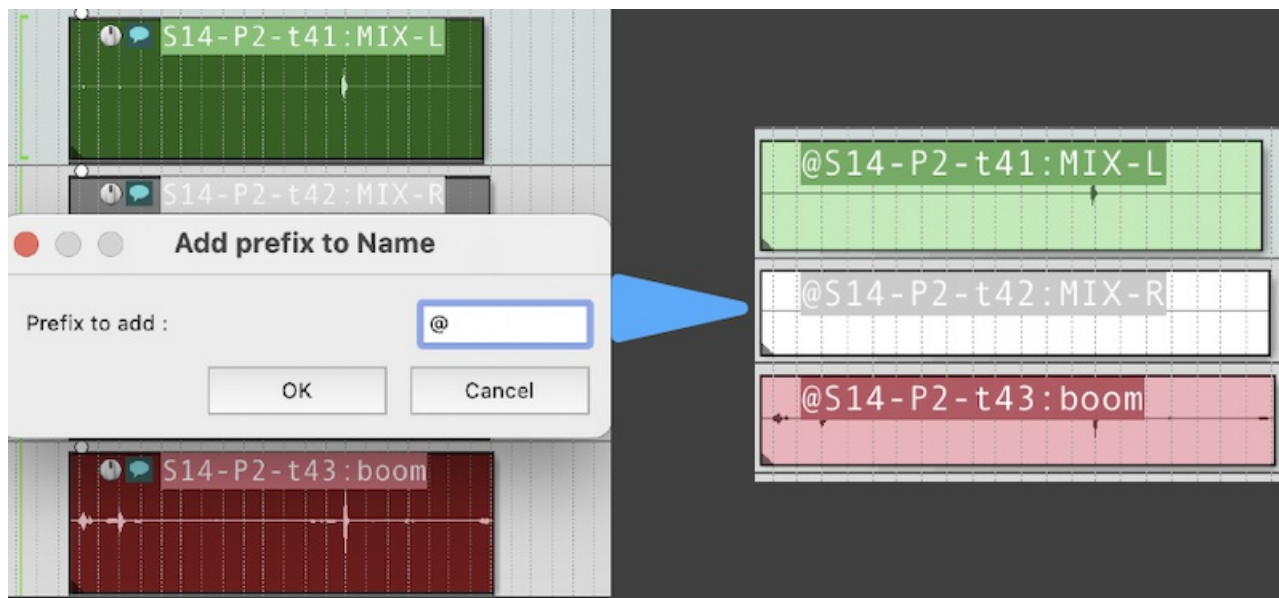
Color in Parenthese

Space for Children

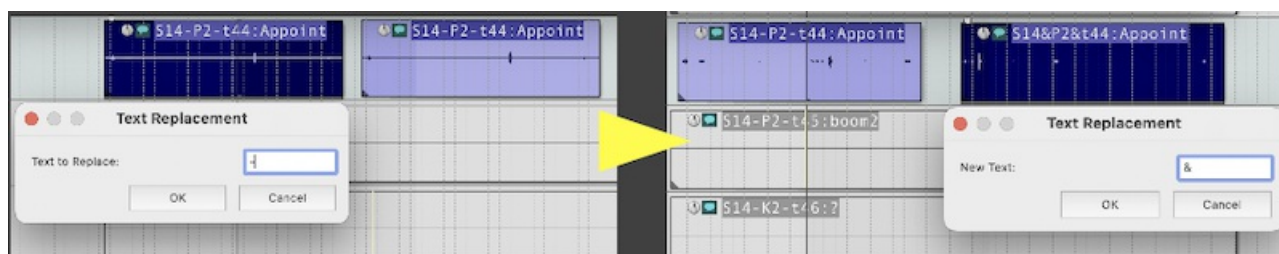
LineSpacing for

Spacer in Reaper

2. prefix-to-name



3. ReplaceXthCharacter-inName



- View/-----

1. Interactive-TC-Display (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.