Track Inspector and Track List

With Articulation-Keyswitching System

For Reaper*

*Reaper: http://www.reaper.fm/

Installation

1. **SWS/S&M** extension is required

Got to: http://www.sws-extension.org/

Download and install SWS/S&M

2. Unzip inspector archive
3. Copy **Inspector** folder into **$REAPER/Scripts**

To find where is located $REAPER folder go to menu: Options > Show REAPER resource path in explorer/finder…

4. Copy file : Inspector/jsfx/midi_keyswitches

Into folder: $REAPER/Effects/midi

To find where is located $REAPER folder go to menu: Options > Show REAPER resource path in explorer/finder…

How to run inspector script

1. Go to menu: **Actions** > **Show action list…**
2. Click on button: **Load…**
3. Open file: **$REAPER/Scripts/Inspector/inspector.lua**

To find where is located $REAPER folder go to menu: Options > Show REAPER resource path in explorer/finder…

4. Select: **Script: inspector.lua**
5. Set a keyboard shortcut by clicking on button **Add** (**Shortcuts for selected action**)
   Example: **Shift+I**
6. Click on button: **Run**

Close Actions window by clicking on Close button
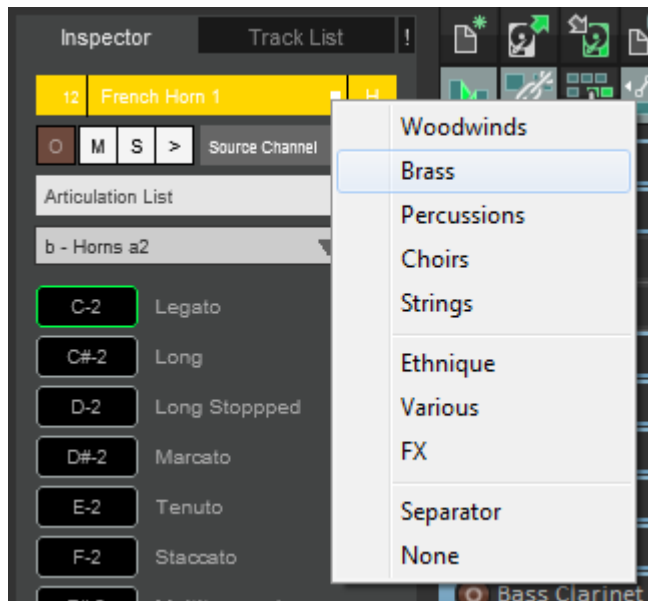
Track Inspector

Global features
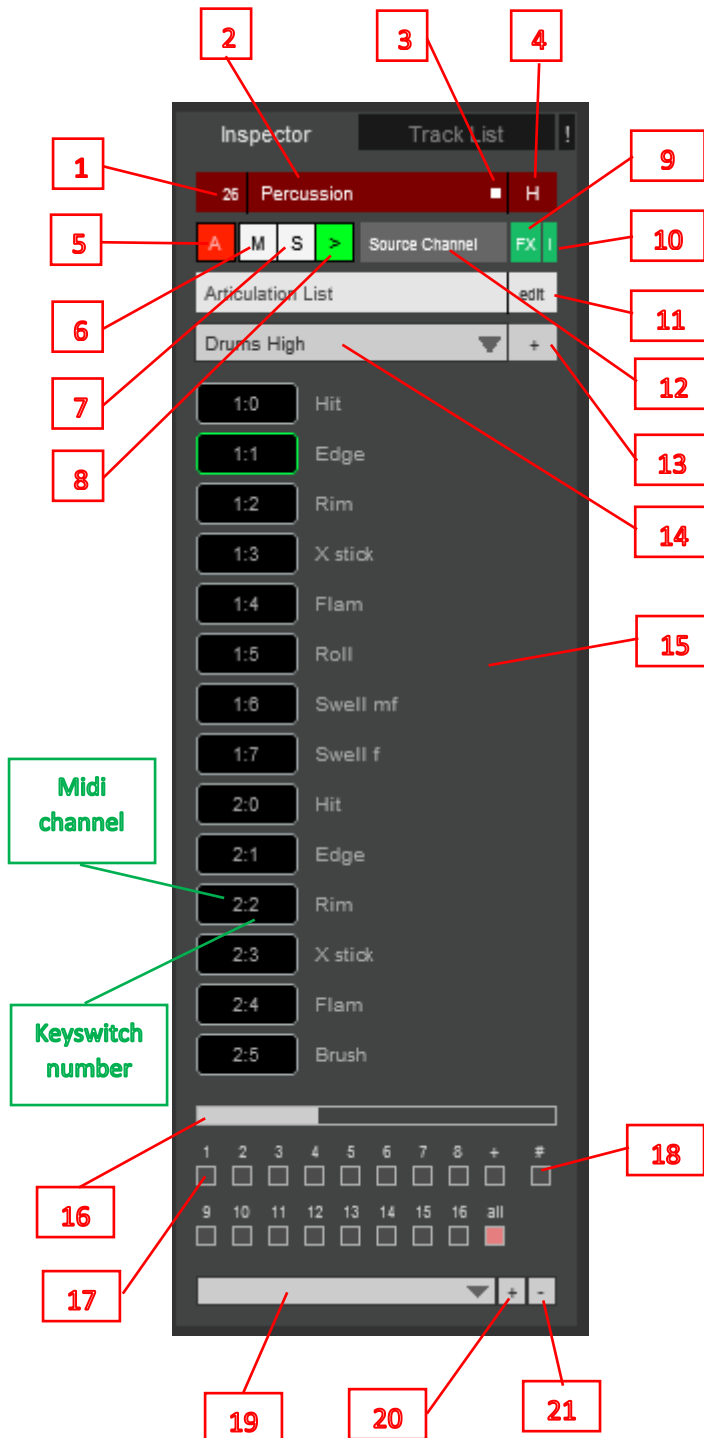
1. Track number
2. Track name
3. Color track presets
4. Height track presets
5. Record Arm/Disarm
   - Disarm
   - Arm
   - Automatic record-arm when track selected
6. Mute track
7. Solo track
8. Monitor Input
   - Monitor Input off
   - Monitor Input on
   - Monitor Input (Tape Auto Style)
9. Open FX Chains window
   - No effect
   - One or more effect
10. Open instrument window
    - no instrument
    - One or more instrument
11. Edit .reabank file
12. Map input to channel
13. Select Bank midi
14. Dropdown list to select .reabank file
15. Articulation list
16. Pager
17. Articulation filter by midi channel
18. Display note name instead of midi channel :keyswitch number
19. Piano roll Midi controller scene
20. Add piano roll scene
21. Delete piano roll scene

Track color in inspector panel

Click on the **square button** to open the list of predefined color list

Colors are defined by group of instruments

To add new group of instrument or to change color values, edit inspector.ini file

See **[track_color]** section

```
[track_color]
1=Woodwinds|0,0.58,1
2=Brass|1,0.84,0
3=Percussions|0.49,0,0
4=Choirs|1,0,0.43
5=Strings|1,0.41,0
6=-
7=Ethnique|0.8,0,0.8
8=Various|0,0.49,0.05
9=FX|0.37,0.37,0.37
10=-
11=Separator|0,0,0
12=None|0.49,0.54,0.54
```

First parameter = color name
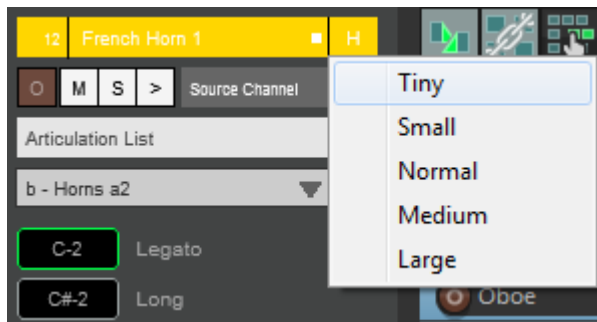
Second parameter = R/255, G/255, B/255

   R, G, B color value divided by 255

Track Height in inspector panel

Click on **H** button to open the list of predefined track height

Track heights are predefined by name

To add new track height or to change her value, edit inspector.ini file

See **[track_height]** section

```
[track_height]
1=Tiny|1
2=Small|0
3=Normal|62
4=Medium|82
5=Large|150
```
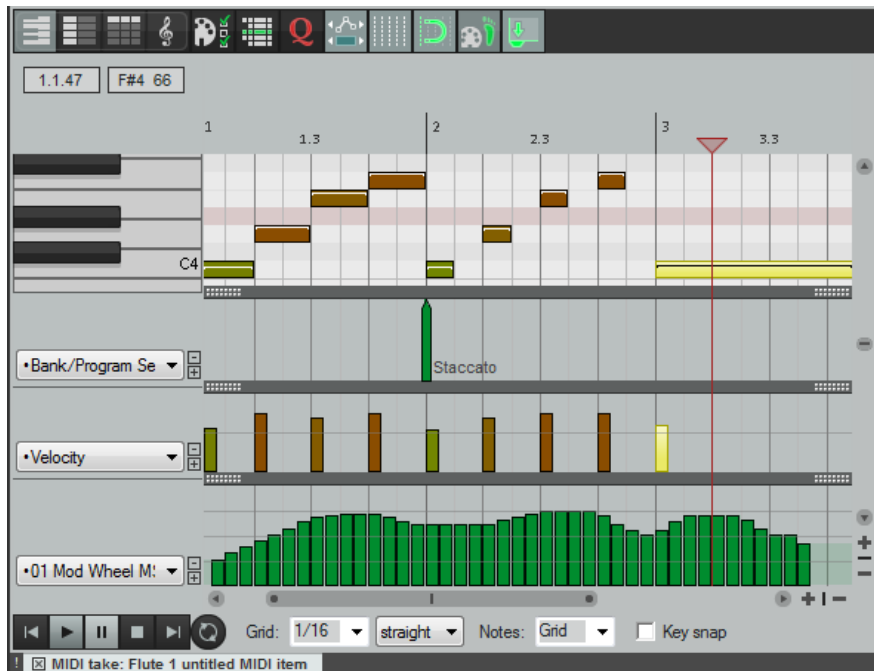
First parameter = predefined name

Second parameter = track height value

Piano roll scene

By creating different scenes, we can have custom view options to simplify our piano roll midi controller view.

Add a scene

1. Add a midi item on a track and open the piano roll by double click on the midi item
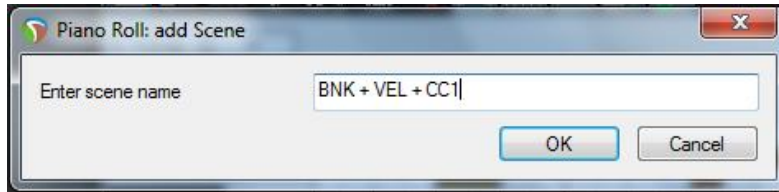2. Show/hide wanted or unwanted midi controllers

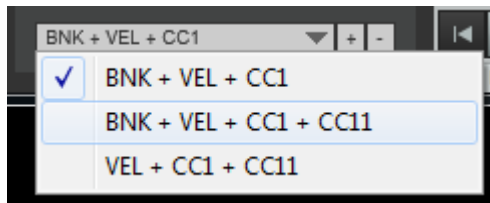3. Click on **+** icon to add a new piano roll scene

Add scene

4. Enter a name to your scene

Scenes are available in the dropdown list.

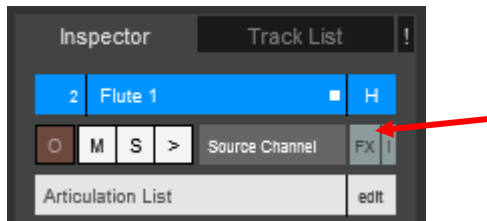Click on a scene name to recall saved piano roll midi controllers view.

Delete a scene
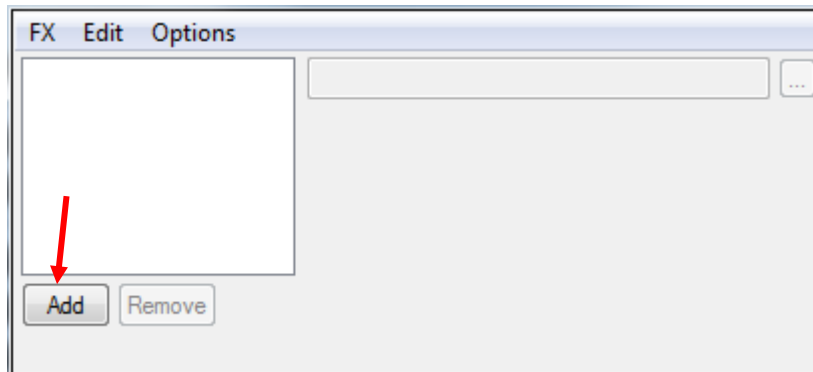
To delete the selected scene, click on - button

Articulation-keyswitching system

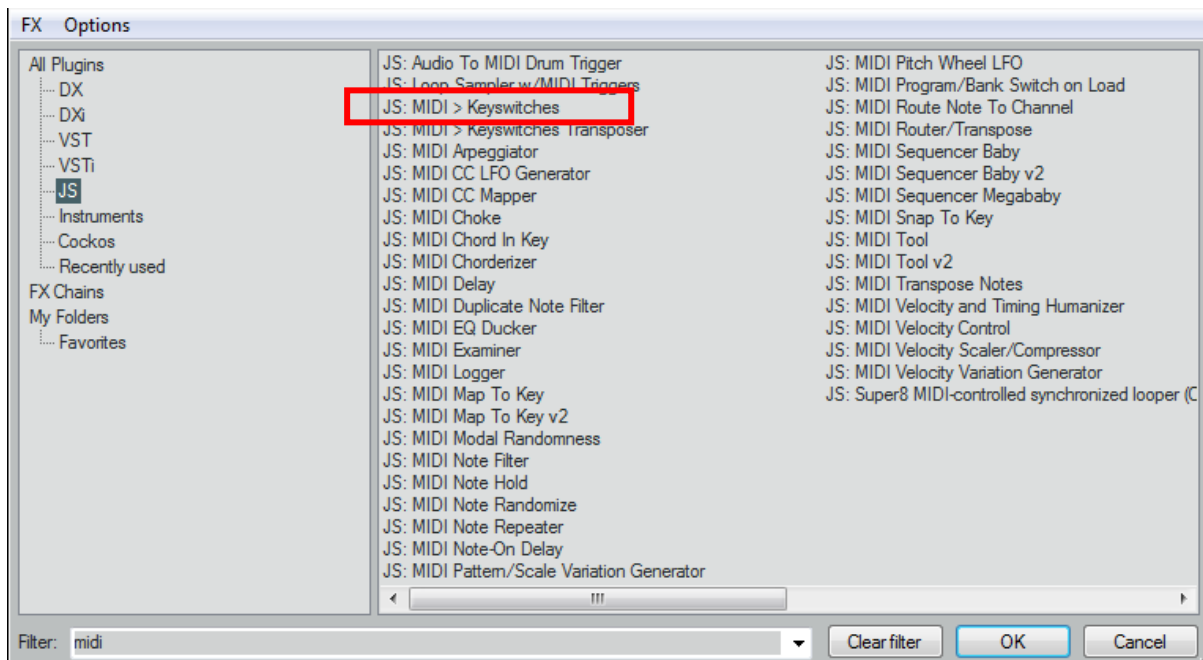## How to setup track for articulation-keyswitching system

1. Add an empty track or select an existing track
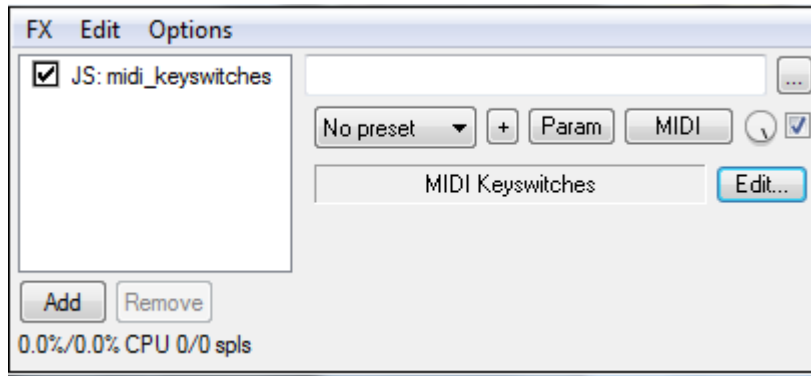2. In track inspector panel, click on button: **FX**

3. Click on button: **Add**

4. In JS location, add the plugin: **JS: MIDI > Keyswitches** and validate by clicking on button: **OK**

JS: midi_keyswitches plugin will be added to your FX chain.

Important: be sure that JS: midi_keyswitches is ALWAYS in first position in the FX chain of the track

The plugin MIDI > Keyswitches will convert midi messages sent by the track inspector and the piano roll for changing articulations and routing midi data to corresponding midi channels

NB: FX button in track inspector panel is green when a plugin is present in the FX chain. Click on FX button to open the FX Chain window.
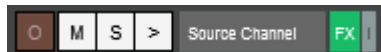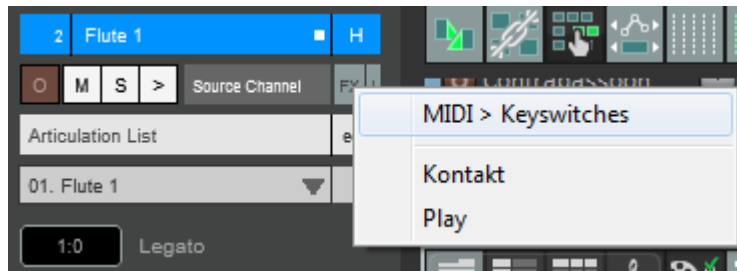

5. Add an instance of your instrument Kontakt or Play.

NB: **I** button in track inspector panel is green when an instrument is present in the FX chains. Click on I button to open the first instrument window.

Alternative:

1. Right click on **FX** Button

2. Select **MIDI > Keyswtiches** menu
3. Right click on FX Button and select **Kontakt** or **Play** to add a new instance in the track FX chain

NB: new instruments can be added by editing inspector.ini in inspector script folder

See **[fx]** section

```
[fx]
1=MIDI > Keyswitches|midi_keyswitches
2=-
3=Kontakt|Kontakt
4=Play|Play
```

Adding a new entry:
Example:

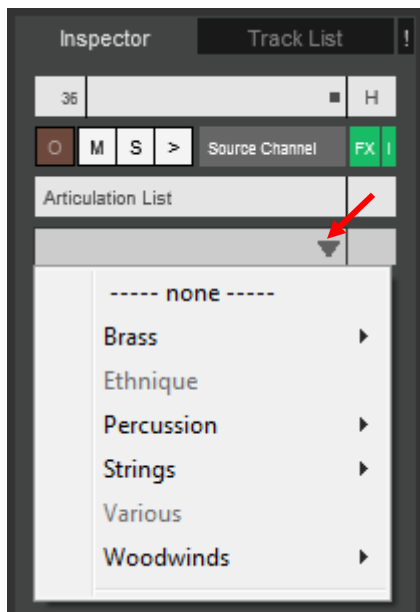5=Vienna Ensemble Pro|Vienna Ensemble Pro

First parameter = title of the menu
Second parameter = name of the plugin used by Reaper

```
[fx]
1=MIDI > Keyswitches|midi_keyswitches
2=-
3=Kontakt|Kontakt
4=Play|Play
5=Vienna Ensemble Pro|Vienna Ensemble Pro
```

How to load articulation definition

1. Click in the dropdown list "Articulation List"


2. Select a reabank file

Reabank files are stored in Inspector/reabank folder in inspector script folder.

You can freely add new files and organized them in folder and subfolder.

3. Click with **left mouse button** on an articulation button to send the corresponding keyswitch to your Kontakt or Play instance.

Midi channel and keyswitch number used are defined in .reabank file, which is the instrument definition selected in *Articulation List* dropdown list. See chapter about reabank files to learn how to write your own files.

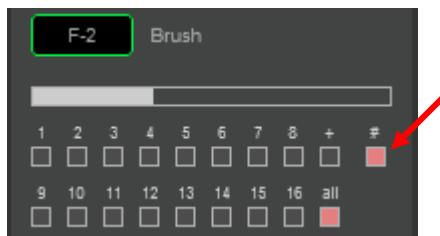A green border show the selected articulation.
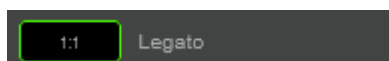
NB: Buttons can be filtered by midi channel by using channel filter button.

By default, button label is **Midi Channel**: **Keyswitch number**

Keyswitch note name can be displayed instead of Midi Channel:Keyswitch Number by clicking on **#** button.

How to add articulation change in the piano roll

1. Open a midi item
2. Display **Bank/Program Select** midi controller
3. Place the cursor where you want to add a new articulation
4. **Right click** on a articulation button. A new bar will be added in Bank/Program Select midi controller to display the selected articulation
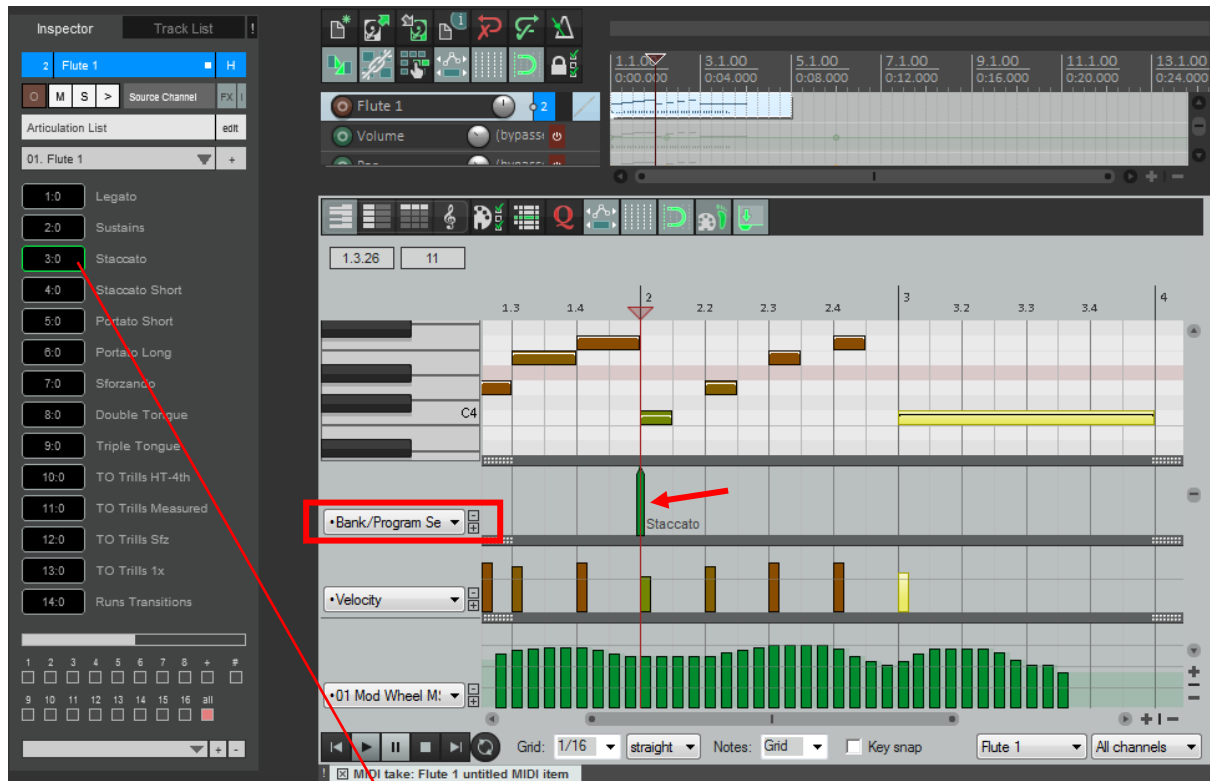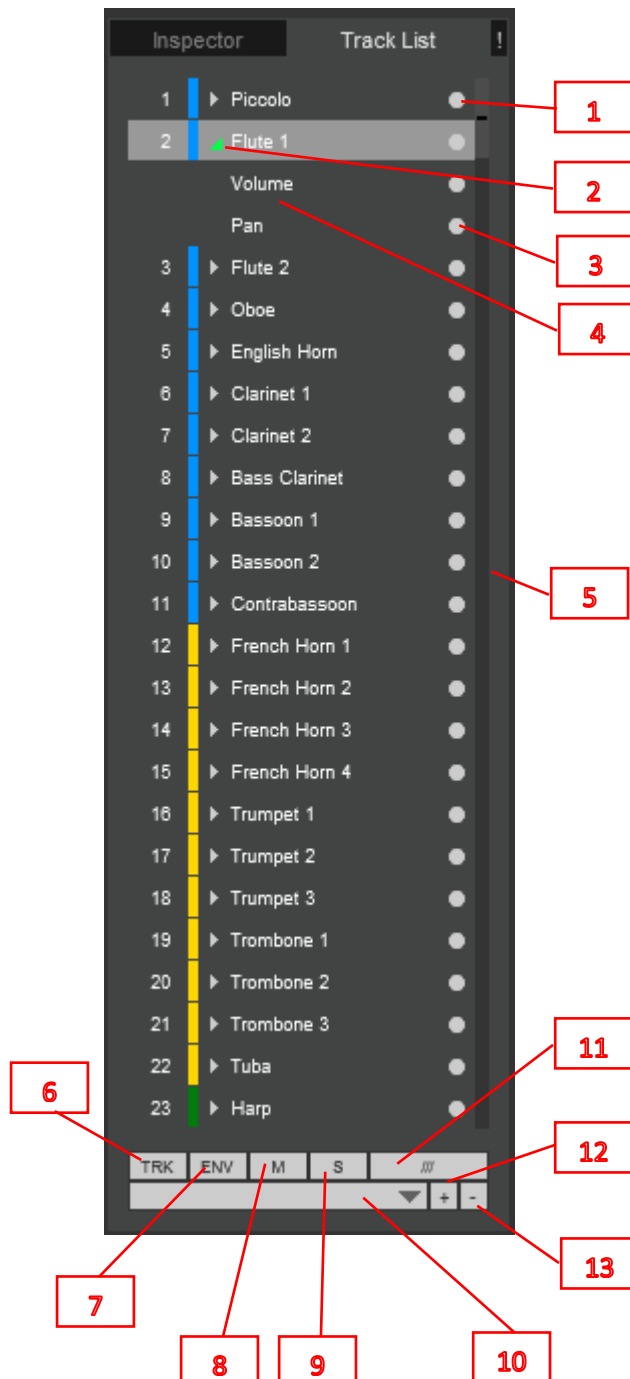

Right click

NB: By clicking bar in Bank/Program Select midi controller, the corresponding articulation button will be selected.

Track List

Global features

1. Show/Hide track
2. Show/Hide track envelopes
   - Green triangle when envelope(s) is present
3. Show/Hide envelopes
4. Envelope(s)
5. Vertical scroller
6. Show/Hide all tracks
7. Show/Hide all envelopes
8. Mute all tracks
9. Solo all tracks
10. Select scene
11. Height presets for all selected tracks
12. Add scene
13. Delete scene
14. Colors presets for all selected tracks

Track and envelope displaying

Click on the rounded icon [icon] to hide/show track in track panel and mixer panel

Envelope displaying

Track with no envelope is displayed with a **grey triangle**

Track with envelope(s) is displayed with a **green triangle**
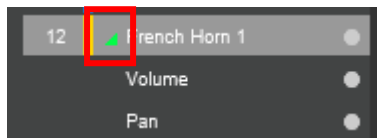
Click with the **right mouse button** on the triangle button to open envelope track window.
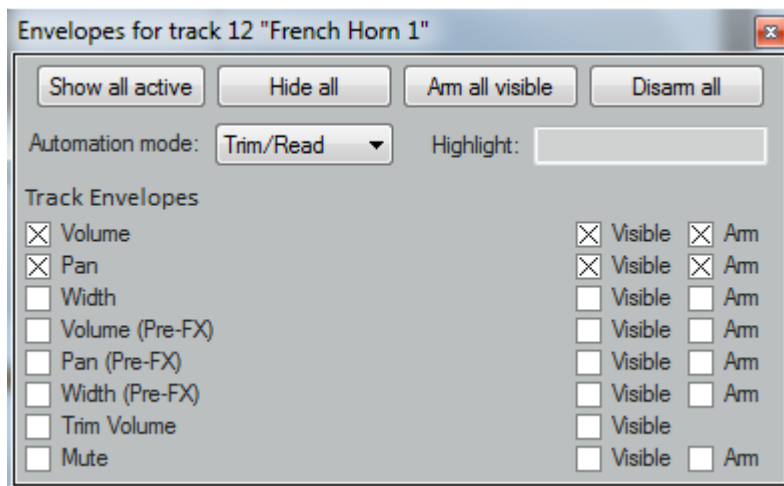
Track selection in track list panel

Click track with Shift key to select multiple tracks

Track color in track list panel

1. Select one or several tracks
2. Click on color track header to open predefined color list

Predefined colors are defined in **inspector.ini** file

See chapter: **Track Color in inspector panel**

Track height in track list panel
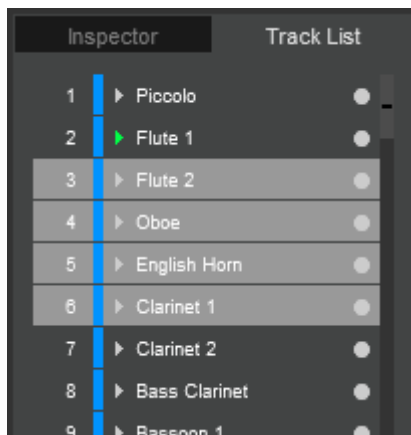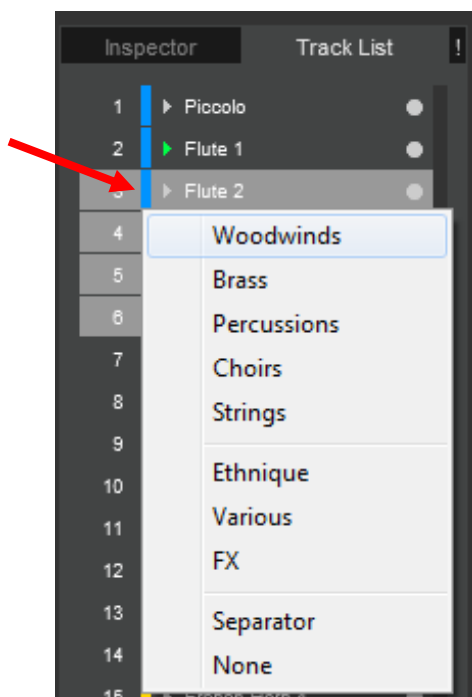
1. Select one or several tracks
2. Click on track height button and select a predefined height
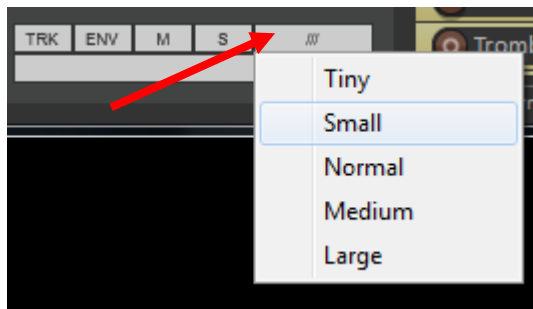
Predefined heights are defined in **inspector.ini** file

See chapter: **Track Height in inspector panel**

Track list scene

By creating different scenes, we can have custom view options to simplify our track list view with larger track counts.

Add a scene

5. Show/hide wanted or unwanted tracks and envelopes by clicking on rounded icons
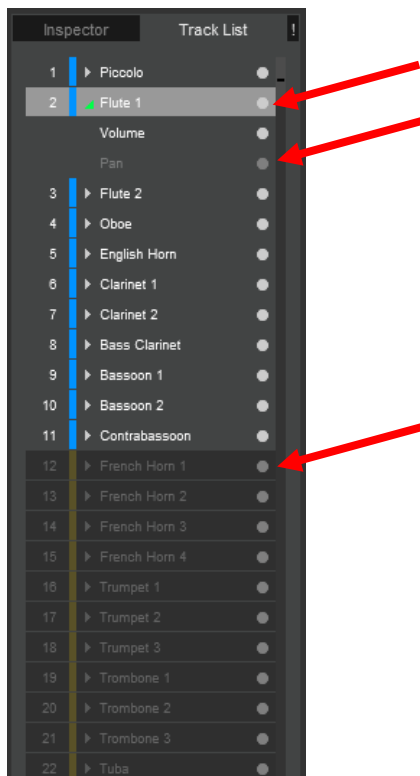
6. Click on **+** icon
7. Enter a name to your scene
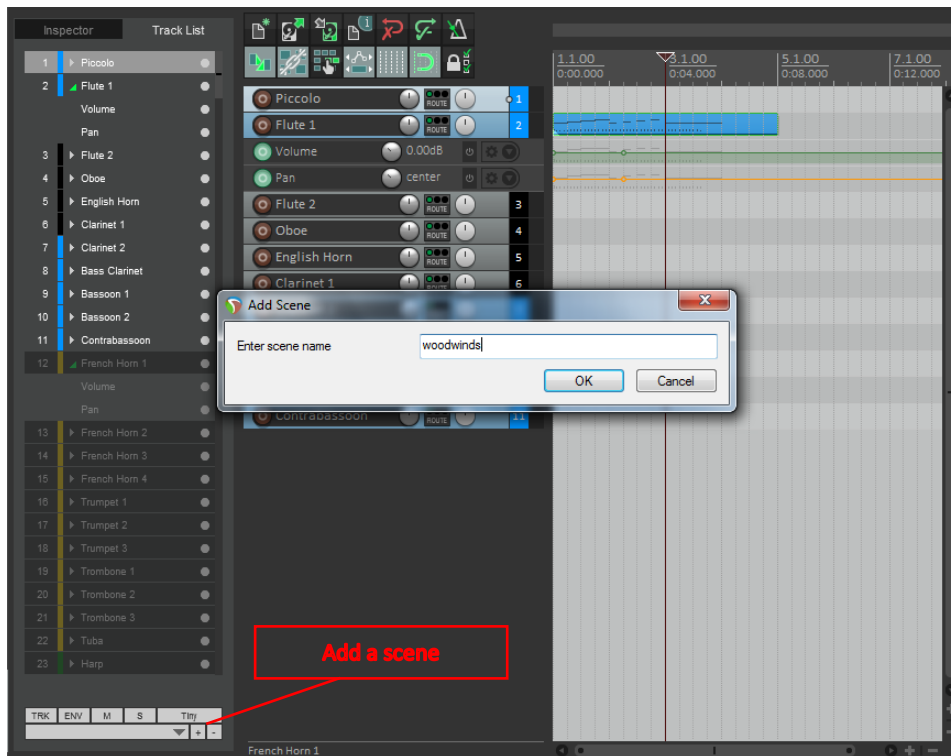
Scenes are available in the dropdown list.

Click on a scene name to recall saved track/envelope view
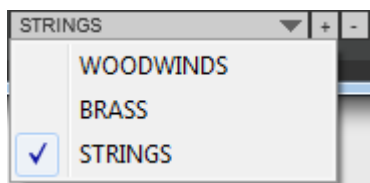
Delete a scene

To delete the selected scene, click on - button

.reabank files

.reabank files are stored in folder: $REAPER/Scripts/Inspector/reabank

Files can be organized by folders and subfolders

NB: If you make changes in reabank folder, click with right mouse button on articulation dropdown list, to reload and refresh the list.

Tip: Organize your files by (group of) instrument or by vendor
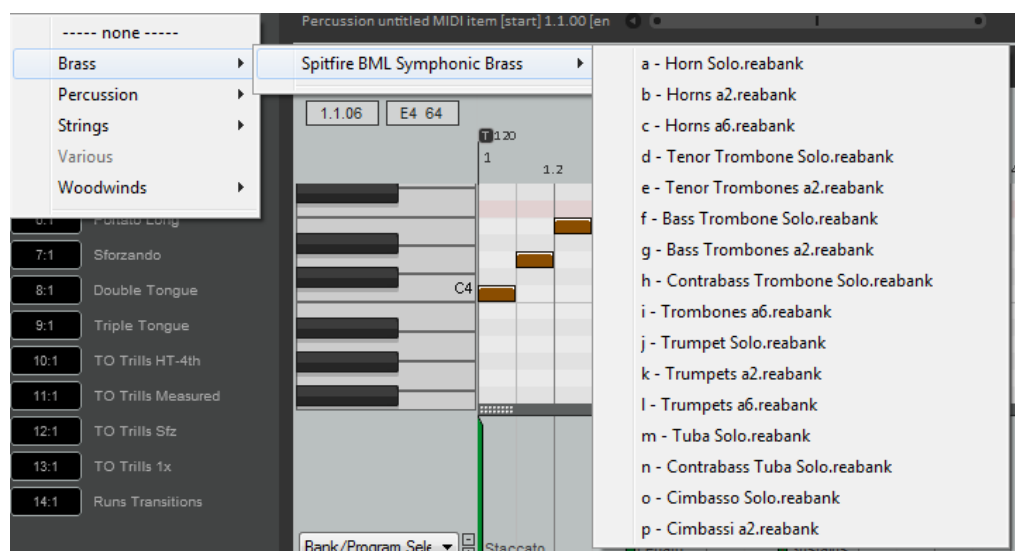
By default .reabank folder is stored in inspector.ini ($REAPER/Scripts/Inspector/inspector.ini)

This emplacement can be changed: see [options] section, reabank_path key

```
[options]
editor=notepad.exe
reabank_path=SCRIPT_PATH/reabank
linkTCP_MCP=1
```

SCRIPT_PATH is a reserved keyword to define folder: $REAPER/Scripts/Inspector
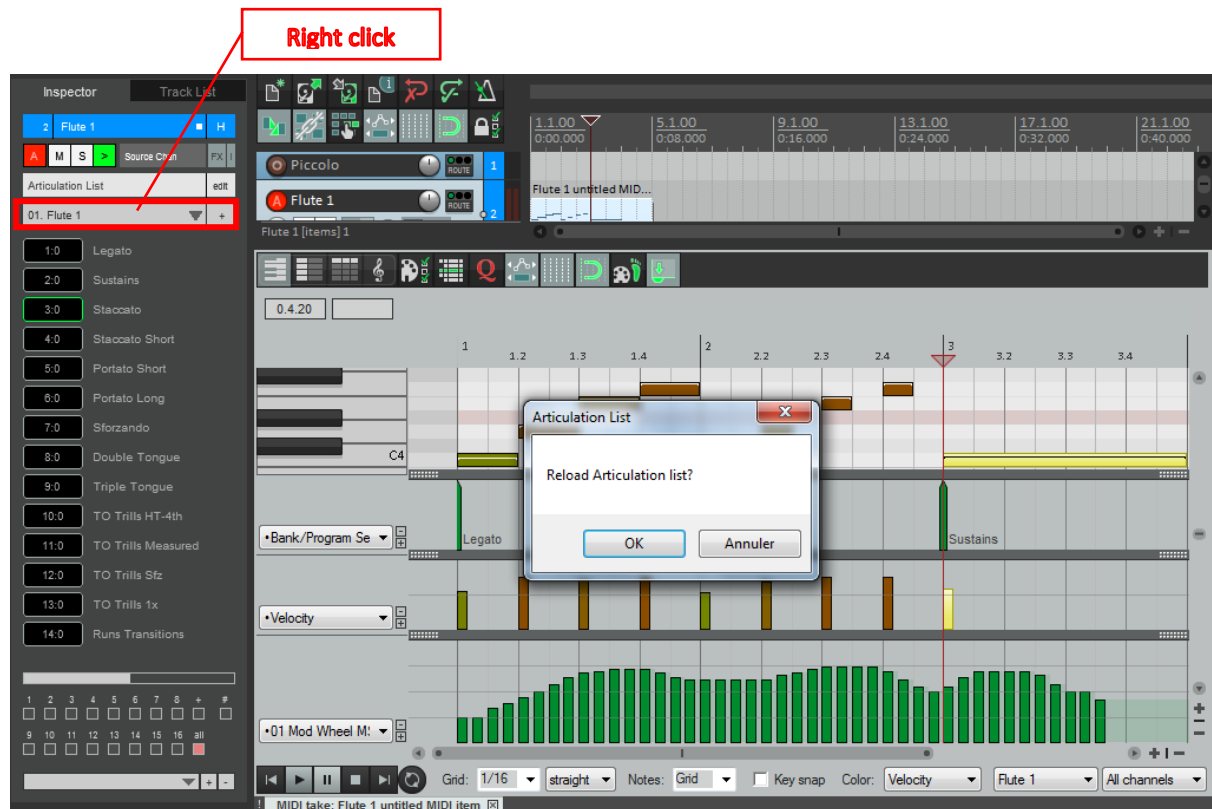
Write your own reabank files

.reabank file corresponds to an instrument definition by naming his keyswitches

All files are with the same structure

- Header with midi channel + instrument title
- Articulation list with keyswitch number

Example 1: one instrument with several keyswitches

Reserved keyword | Midi channel | Instrument title | midi channel | keyswitch number
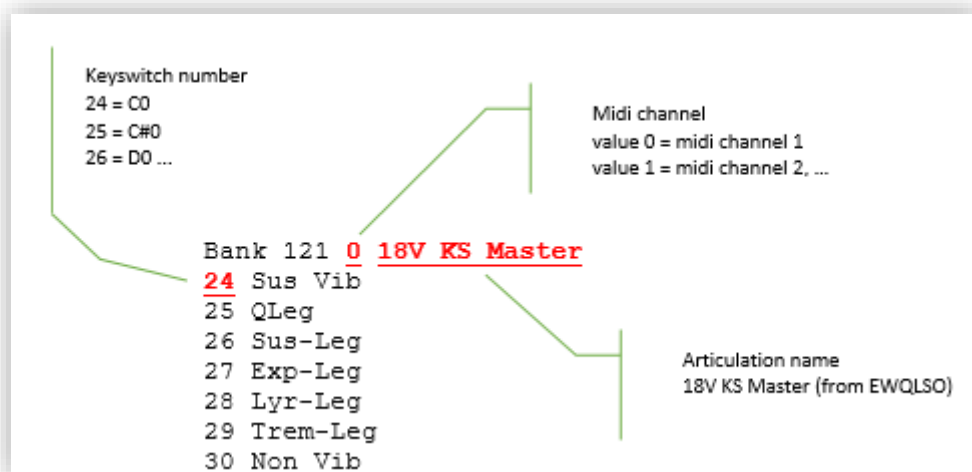
```
Bank 121 0 Spitfire Chamber Strings Ensemble
0 Long
1 Long CS
2 Long Sul Pont
3 Long Sul Tasto
4 Long Flautando
5 Long Harmonics
6 Spiccato
7 Staccato
8 Short CS
9 Pizzicato
10 Pizzicato Bartok
11 Col Legno
12 Tremolo
13 Trill (Minor 2nd)
14 Trill (Major 2nd)
```

Keyswitch number | Articulation name

1:1	Long
1:2	Long CS
1:3	Long Sul Pont
1:4	Long Sul Tasto
1:5	Long Flautando
1:6	Long Harmonics
1:7	Spiccato
1:8	Staccato
1:9	Short CS
1:10	Pizzicato
1:11	Pizzicato Bartok
1:12	Col Legno
1:13	Tremolo
1:14	Trill (Minor 2nd)
1:15	Trill (Major 2nd)

Nb : midi channel starts to **0** value in .reabank file, when displayed value is **1**.

**Example 2 : multiple instruments with unique articulation in several midi channels**

```
Bank 121 0 Legato
0  Legato

Bank 121 1 Sustains
0  Sustains

Bank 121 2 Staccato
0  Staccato

Bank 121 3 Staccato Short
0  Staccato Short

Bank 121 4 Portato Short
0  Portato Short

Bank 121 5 Portato Long
0  Portato Long

Bank 121 6 Sforzando
0  Sforzando

Bank 121 7 Double Tongue
0  Double Tongue

Bank 121 8 Triple Tongue
0  Triple Tongue

Bank 121 9 TO Trills HT-4th
0  TO Trills HT-4th

Bank 121 10 TO Trills Measured
0  TO Trills Measured

Bank 121 11 TO Trills Sfz
0  TO Trills Sfz

Bank 121 12 TO Trills 1x
0  TO Trills 1x

Bank 121 13 Runs Transitions
0  Runs Transitions
```

Articulation name

Keyswitch number

1:1	Legato
2:1	Sustains
3:1	Staccato
4:1	Staccato Short
5:1	Portato Short
6:1	Portato Long
7:1	Sforzando
8:1	Double Tongue
9:1	Triple Tongue
10:1	TO Trills HT-4th
11:1	TO Trills Measured
12:1	TO Trills Sfz
13:1	TO Trills 1x
14:1	Runs Transitions

Nb : midi channel starts to **0** value in .reabank file, when displayed value is **1**.

Example 3: you can combine example 1 + example 2 by writing appropriate reabank file

Edit .reabank from the inspector

1. When a reabank file is selected, click on edit button to open it in default text editor
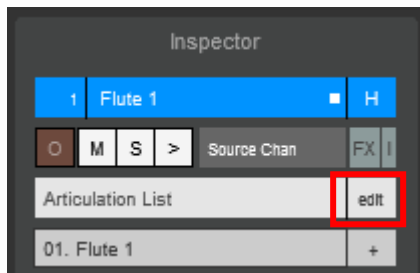
Editor is defined in inspector.ini ($REAPER/Scripts/Inspector/inspector.ini)

See **[options]** section, **editor** key


```
[options]
editor=notepad.exe
reabank_path=SCRIPT_PATH/reabank
linkTCP_MCP=1
```

Example:

<u>Windows</u>

```
editor=notepad.exe
```

<u>Mac OSX</u>

```
editor=open -a TextWrangler
```

Default editor can be entered dynamically from the inspector by clicking on **edit button** with **right mouse button**