

Get all VST parameters to CSV in Reaper

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```
ParameterNames.csv VstPresetParameter.csv X
src > 20231014-reapervstpresetscsv > VstPresetParameter.csv
1 VST3i: Surge XT (Surge Synth Team) (2->6ch)
2
3 ID,Name,Value Current,Value Middle,Value Min,Value Max,Context Current,Context Middle,Context Min,Context Max
4 000,M1: -,00.00,00.50,00.00,01.00,0.000000,0.000000,0.000000,0.000000
5 001,M2: -,00.00,00.50,00.00,01.00,0.000000,0.000000,0.000000,0.000000
6 002,M3: -,00.00,00.50,00.00,01.00,0.000000,0.000000,0.000000,0.000000
7 003,M4: -,00.00,00.50,00.00,01.00,0.000000,0.000000,0.000000,0.000000
8 004,M5: -,00.00,00.50,00.00,01.00,0.000000,0.000000,0.000000,0.000000
9 005,M6: -,00.00,00.50,00.00,01.00,0.000000,0.000000,0.000000,0.000000
10 006,M7: -,00.00,00.50,00.00,01.00,0.000000,0.000000,0.000000,0.000000
11 007,M8: -,00.00,00.50,00.00,01.00,0.000000,0.000000,0.000000,0.000000
12 008,Send FX 1 Return,01.00,00.50,00.00,01.00,0.00 dB,-18.00 dB,-inf dB,0.00 dB
13 009,Send FX 2 Return,01.00,00.50,00.00,01.00,0.00 dB,-18.00 dB,-inf dB,0.00 dB
14 010,Send FX 3 Return,01.00,00.50,00.00,01.00,0.00 dB,-18.00 dB,-inf dB,0.00 dB
15 011,Send FX 4 Return,01.00,00.50,00.00,01.00,0.00 dB,-18.00 dB,-inf dB,0.00 dB
16 012,Global Volume,01.00,00.50,00.00,01.00,0.00 dB,-24.00 dB,-48.00 dB,0.00 dB
17 013,Active Scene,00.00,00.50,00.00,01.00,0,1,0,1
18 014,Scene Mode,00.00,00.50,00.00,01.00,Single,Dual,Single,Channel split
19 015,Split Point,00.47,00.50,00.00,01.00,C4,E4,C-1,G9
20 016,FX Disable,00.00,00.50,00.00,01.00,-,-,-,-
21 017,Polyphony Limit,00.23,00.50,00.00,01.00,16,33,2,64
22 018,FX Chain Bypass,00.00,00.50,00.00,01.00,All FX,No Send and Global FX,All FX,All FX Off
23 019,FX A1 FX Type,00.00,00.50,00.00,01.00,Off,Airwindows,Off,Spring Reverb
24 020,FX A1 Param 1,00.00,00.50,00.00,01.00,-,-,-,-
25 021,FX A1 Param 2,00.00,00.50,00.00,01.00,-,-,-,-
26 022,FX A1 Param 3,00.00,00.50,00.00,01.00,-,-,-,-
27 023,FX A1 Param 4,00.00,00.50,00.00,01.00,-,-,-,-
28 024,FX A1 Param 5,00.00,00.50,00.00,01.00,-,-,-,-
29 025,FX A1 Param 6,00.00,00.50,00.00,01.00,-,-,-,-
30 026,FX A1 Param 7,00.00,00.50,00.00,01.00,-,-,-,-
31 027,FX A1 Param 8,00.00,00.50,00.00,01.00,-,-,-,-
32 028,FX A1 Param 9,00.00,00.50,00.00,01.00,-,-,-,-
33 029,FX A1 Param 10,00.00,00.50,00.00,01.00,-,-,-,-
34 030,FX A1 Param 11,00.00,00.50,00.00,01.00,-,-,-,-
35 031,FX A1 Param 12,00.00,00.50,00.00,01.00,-,-,-,-
36 032,FX A2 FX Type,00.00,00.50,00.00,01.00,Off,Airwindows,Off,Spring Reverb
37 033,FX A2 Param 1,00.00,00.50,00.00,01.00,-,-,-,-
38 034,FX A2 Param 2,00.00,00.50,00.00,01.00,-,-,-,-
39 035,FX A2 Param 3,00.00,00.50,00.00,01.00,-,-,-,-
40 036,FX A2 Param 4,00.00,00.50,00.00,01.00,-,-,-,-
41 037,FX A2 Param 5,00.00,00.50,00.00,01.00,-,-,-,-
42 038,FX A2 Param 6,00.00,00.50,00.00,01.00,-,-,-,-
43 039,FX A2 Param 7,00.00,00.50,00.00,01.00,-,-,-,-
44 040,FX A2 Param 8,00.00,00.50,00.00,01.00,-,-,-,-
45 041,FX A2 Param 9,00.00,00.50,00.00,01.00,-,-,-,-
46 042,FX A2 Param 10,00.00,00.50,00.00,01.00,-,-,-,-
47 043,FX A2 Param 11,00.00,00.50,00.00,01.00,-,-,-,-
```

Figure 1: Parameters of Surge VST to CSV

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Links

- <https://hoanglongplanner.blogspot.com/2023/10/get-all-vst-parameters-to-csv-in-reaper.html>
- <https://hoanglongplanner.wixsite.com/blog/post/get-all-vst-parameters-to-csv-in-reaper>
- <https://github.com/hoanglongplanner/share-blog/tree/main/doc>
- <https://github.com/hoanglongplanner/share-blog/blob/main/doc/hoanglongplanner-ReaperVSTPresetCSV.pdf>
- <https://github.com/hoanglongplanner/share-blog/tree/main/src>
- <https://github.com/hoanglongplanner/share-blog/tree/main/src/hoanglongplanner-ReaperVSTPresetCSV>
- <https://youtu.be/ir-Vk7YBjHo?si=2MeEDHw0jYWVCrbS>

References

- <https://www.cockos.com/EEL2/>
- <https://www.cockos.com/reaper/sdk/reascript/reascripthelp.html>
- <https://forum.cockos.com/showthread.php?t=180466>
- <https://forum.cockos.com/showthread.php?t=132627>
- <https://forum.cockos.com/showpost.php?p=2249924&postcount=447>

Video Showcase

<https://youtu.be/ir-Vk7YBjHo?si=2MeEDHw0jYWVCrbS>

Introduction

tldr: Use Reaper to get all parameters of a VST in the 1st track and export those values to CSV and TXT.

This script was written as ELL2 format that Reaper support. More info can be found at <https://www.cockos.com/EEL2/> with ReaScript API <https://www.cockos.com/reaper/sdk/reascript/reascrpthelp.html>

Usecases:

- Archival purpose, export VST parameters into raw readable format text
- For use in other audio softwares (if possible)

This script able to export to following formats:

- CSV
- TXT
- From then on, you can use 3rd party libraries to convert to other formats (XML, etc...)

Acknowledgement - Disclaimer - Limitation

This code was written by users, on Reaper forum post. I make changes to better suited for purposes stated above, the script test okay on Reaper 6.72 / Windows 11.

This script has limitations, since this is just a wrapper script that use Reaper API calls to get these values available publicly

- This is just a spreadsheet with all parameters listed
- In order to really get the real preset of specific plugin, it would have to be the native format is using however sometimes it will be encrypted with unreadable weird symbols and gibberish binary stuffs

Please note: This script will never be accurate, only the native format (XML, JSON, H2P, NMSV, FXP, FXB, etc...) that each audio instrument supports is

To illustrated this inaccuracy I'm talking about, here's some examples

- In H2P preset use for u-he synths, a long string full of numbers and letter, supposedly represent as sample wavetable, which this script cannot extract it from the internal engine of u-he audio instruments
- Some audio instruments will use values as enum types, so you have to guess what the real context between 0 and 1

Code Breakdown

The code below will initialise and set the values by using provided Reaper API functions, in this case we only want to get parameter values from the 1st track only.

```
RV = TrackFX_GetFormattedParamValue(tr, 0, Pidx, #form_pv);  
pval = TrackFX_GetParam(tr, 0, Pidx, minval, maxval);  
pval_ex = TrackFX_GetParamEx(tr, 0, Pidx, minval_ex, maxval_ex, midval_ex);  
pval_norm = TrackFX_GetParamNormalized(tr, 0, Pidx);  
RV = TrackFX_GetParameterStepSizes(tr, 0, Pidx, step, smallstep, largeststep, istoggle);
```

The code below will get parameter values (different than context value), round and automatically append these values into #pv2 array

- min
- max
- middle
- step (how much to increase and decrease knob, 0.1 0.01 0.001) (DISCARD)
- isToggle (in theory it should only be 0 or 1) (DISCARD)
- contextValue

Note: DISCARD meaning it won't be present in the new script, I discard these value because they are not helpful at all. (You could compare the old and new CSV version provided in Github repo).

```
// ! ORIGINAL VERSION
sprintf(#pv2,
"%05.2f, %05.2f, %05.2f, %05.2f, %05.2f, %05.2f, %05.2f,
%05.2f, %05.2f,%05.2f, %05.2f, %05.2f,\ ",
minval,
maxval,
minval_ex,
midval_ex,
maxval_ex,
step,
smallstep,
largeststep,
istoggle,
pval,
pval_ex,
pval_norm
);

// ! NEW VERSION
sprintf(#pv2,
"%05.2f, %05.2f, %05.2f, %05.2f,\ ",
pval_norm,
midval_ex,
minval,
maxval
);
```

The code below will get context values.

These are just hacks to get highest/lowest/middle value by manipulating Reaper to set the 1st track of highest/lowest/middle possible value.

```
//Reaper Hack to get middle value
TrackFX_SetParam(tr, 0, Pidx, midval_ex);
TrackFX_GetFormattedParamValue(tr, 0, Pidx, #form_def);
#pv2 += ", ";
#pv2 += #form_def;

//Reaper Hack to get minimum value
TrackFX_SetParam(tr, 0, Pidx, minval_ex);
TrackFX_GetFormattedParamValue(tr, 0, Pidx, #form_min);
#pv2 += ", ";
#pv2 += #form_min;

//Reaper Hack to get maximum value
TrackFX_SetParam(tr, 0, Pidx, maxval_ex);
TrackFX_GetFormattedParamValue(tr, 0, Pidx, #form_max);
#pv2 += ", ";
#pv2 += #form_max;

All value items in #pv2 array will be appended to #pvalues
#pvalues += #pv2;
```

The code below specify where Reaper should export those VST parameters to (CSV and TXT), please change this to suit your own need. By default, Reaper will export at the script folder.

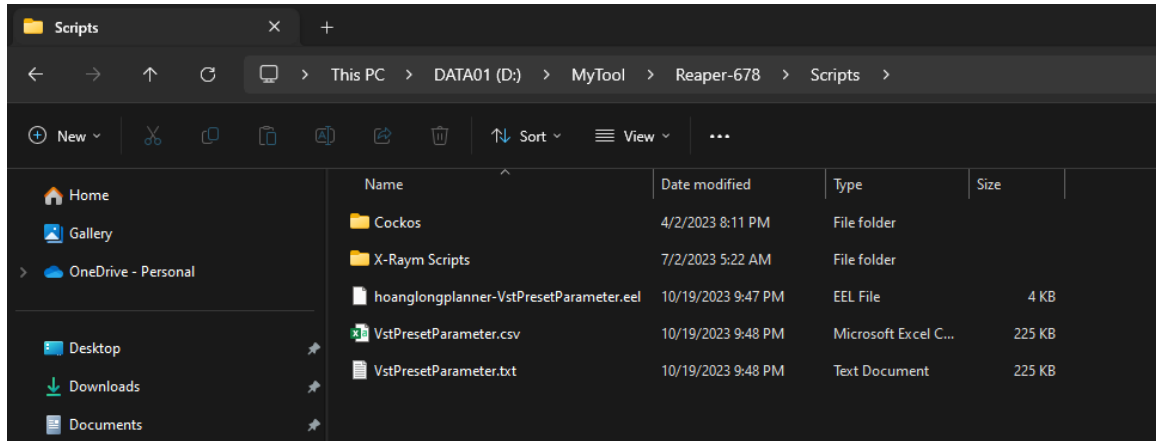


Figure 2: CSV Filepath Location

```
//--FilePath--  
K_FileLocation_CSV = "/Scripts/VstPresetParameter.csv";  
K_FileLocation_TXT = "/Scripts/VstPresetParameter.txt";  
ParseTo(K_FileLocation_CSV);  
ParseTo(K_FileLocation_TXT);
```