

HeDa Projects v2.2.3

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The idea is to organize your projects in a catalog database to be able to have a quick access to the projects you are currently working the most, or have a quick look at all the projects you have finished too, in a visual way with images of the covers of the songs/projects, rendered audio previews of the projects without having to open the projects, and metadata per project, like rating, tags, deadline date, notes, author, etc.

1 Installation

After you install it with the HeDaScripts Manager, you will have the "HeDaScripts/Projects settings" folder where the catalogs and settings will be saved. Don't delete this folder and you may want to make backups of it to preserve your settings.

1.1 Requirements

This script uses JS functions provided by the js_Reascript API and SWS extensions. You probably already have them installed

- **SWS Extensions** v2.7.3 or more recent:
- **js_ReaScriptAPI** extension: <https://forum.cockos.com/showthread.php?t=212174>

- **Imagemagick**

- The images used for the projects are resized copies stored in the cache folder inside Project settings folder. In order to resize the images, the Imagemagick software is used. This is to generate smaller cached images for fast loading all the image thumbnails of the projects. When you set an image for the project you can browse and select a large image that is 4000 pixels for example but we only need 250 pixels or less to display a small thumbnail. You can define the size of the thumbnail in the settings page. It uses magick command internally to resize the image to a cached copy in your settings folder. Windows and MacOS users can download it from <https://imagemagick.org>
- Linux users, use your favorite method to install imagemagick package. Or read more on the website about installing on Linux. You need the command magick available in the system command, or terminal window. If you use Imagemagic v6, you can also use **convert** instead of **magick**.

1.2 Running and setting up a Toolbar icon

Search for **HeDa Projects** in the actions list to find the action to run the script.

There is an included toolbar icon "Data/toolbar_icons/HeDa_PJ.png" that you can use to setup a toolbar button in REAPER for the script.

1.3 Screenshots feature

The script uses image files to setup the thumbnails/covers of the projects. You can also take a screenshot of your REAPER project. For screenshots in Linux you must install **ffmpeg** package. After you select to make the screenshot you have to drag a rectangle of the area you want to capture.

For Windows it doesn't need ffmpeg, but it only supports screenshot of the entire REAPER window. You can always use the windows capture utility to get a region of the screen and save it to a file and set the image manually.

2 Usage


2.1 Catalogs

The first time you start, it creates a new empty "Projects" catalog where you can start adding projects. You can create different catalogs and quickly switch between them with the catalog buttons that appear when you have more than one catalog.

2.2 Catalog Options

You can right click these catalog buttons to open a catalog options page where you can customize the catalog.

- Background color, Background Image and opacity: Changes the overall look of the background with a solid color or an image. If the image is very strong, you can set the opacity to a value between 0.1 and 1.0 to adjust the image opacity.
- Header image and header Text and text margin: Here you can put some description of the catalog for example or some logo. It appears before any of the projects.

You can create, rename and remove catalogs, using the menu button 

Each catalog is saved in a .db file in the "Project settings" folder. If you remove a catalog the file won't be deleted. It will be there in Project settings folder renamed as .db.removed extension. If you want it back you can manually rename the file back to .db extension. You can import external catalogs too by simply copying the .db files to the Project settings folder where the other catalogs are. Then restart the script.

2.3 Adding projects

- You can click "**Add project**" to browse for a RPP file to add the project
- **Right click the "Add project"** button. If you have a project currently opened, it won't ask you for the RPP file, and will automatically add this project.
- Another way to add projects is to use the menu, Add Projects from Folder and Add Projects from Sub-folders commands. Import folder will import all RPP projects found in the folder, and Import Sub-folders will import one project(the last one alphabetically) for each sub-folder found.

2.4 Reordering projects

You can drag projects to reorder them manually and you can drag and drop projects into another catalog button to move the project to the new catalog.

2.5 Opening Projects

Double click to open the project. Press **CTRL** key while opening when double clicking will open it in a **new tab**.

Right click and select Open Project, or Open Project in new tab.

Right click and Open as Project template. and as Project template in new tab. This will make the RPP project to be like a Project Template, when saving it will ask for a name, not overwriting the project.

2.6 Images

When you add a project it will try to find an image reference file for the thumbnail in the **render metadata fields** of the project. If it doesn't have the metadata, it will try to find a **png image file with the same name as the RPP project file but .png extension**. If it doesn't find it then you can later always specify the image manually, right click the project and **Set Image**:

When you set an image, a copy of it is created in the cache folder inside your Project settings folder, this cached image is resized to be smaller so it will load faster as we don't need high resolutions images just for the thumbnails. The script uses Imagemagick program "magick" to resize the image copy in the cache folder. The original image is not affected. In the options/settings page, you can change the command to be "convert" if you have an old version of Imagemagick installed too. It works the same as magick. You can also specify the size in pixels for the cached images.

2.7 Custom Title


You can rename the Title instead of using the RPP file name. Right click and **Set Custom Title**:

If you set it to blank, deleting it, it will go back to display the RPP file name.

When you add a project, it will automatically set a custom title, based on the metadata Project Title if there is any defined in the project.

Sometimes it is good to know which RPP file is referencing so you can right click and see the file in the Set Project menu entry, or in cards view mode, you can enable/disable in Settings, the display of the RPP full path below the title.

2.8 Audio Previews

 There is a play button for each project, which instantly plays the rendered file associated with the project. While you are playing one project you can also click play of another project.

There are 3 player modes:

- **Internal Player:** opens a player at the bottom with information about the regions or markers, the time, and a progress bar where you can click to seek, and pause or stop/close player buttons.
- **Internal SWS player,** Only plays, without any more information or seeking.

- **External player.** if you want to use an external player, enter the path to the binary in the settings page. For example **vlc**

The associated audio file per project can be specified the first time you click the play button. Or you can change it in the right click menu of the project. If there is no audio specified and there is a RPP-PROX file already rendered, it will use it for the audio preview. If you manually set an audio file it will use it and ignore the RPP-PROX file.

What are **RPP-PROX** files? These are the rendered files that REAPER use for sub-projects usage. You can insert a RPP file as media item in REAPER and it can render the project automatically into this RPP-PROX file. In order to generate the PROX file manually, there is an action for it. Open the project and select the action "File: Save project and render RPP-PROX". You can specify the render range as always with the =START and =END project markers.

When using internal project player, it opens a project used for playing and inserts the project associated audio file. This project can be closed without saving. The script will close it when pressing the stop button too. If the RPP-PROX is outdated, when trying to play it in the script as a preview, it may try to open the project to re-render it, depending on your REAPER settings. It is recommended to always keep the RPP-PROX files updated if you are going to use them as audio previews sources.

- The play button is normal if there is an audio associated with the project. Click to listen to the audio file.
- The play button is darker if there is still no audio associated with the project. Click it to set the audio file.
- The play button has a green color if it has a RPP-PROX file. Click to listen to the RPP-PROX audio.

2.9 Released, Deadline, Tag, Rating

Right click the project name or thumbnail, and the menu with options for the project opens. You can find some options to set some data for the projects such as:

- **Set released:** You have finished the project, and exported the master. Congratulations. Mark it as Released and it will be displayed in another color. And deadline disappears. You can make it to hide all released projects too with the NR filter button in the toolbar.
- **Set deadline date:** Enter the data when you must finish the project. Then the number of days left will be displayed. To remove the deadline, just use the same set deadline option and delete the date and press OK. You can show only the projects with deadline using the DL button in the toolbar.

- **Set tag:** You can use a tag to set a category for example. Then a list of used tags appears below the catalog buttons area. Clicking on a tag button will show only projects with that tag. Right click on the tag button, will hide projects with the tag. Drag and Drop: You can assign a existing tag to a project by dragging the project into the tag button instead of typing the tag again.
- **Rating from 0 to 5:** Assign stars. You can also click somewhere in the window, to remove the focus on the search bar, and then mouse over the project and press the keys from 1 to 5 to assign stars, or 0 to remove the rating. You can filter projects with only a specified number of stars by using the rating filter button in the toolbar.
- **Set to always open in new tab, or always open as Project Template.** These options affect only this project, for example if you always want to open a specific project in a new tab by double clicking normally.

2.10 Search box

If the cursor is blinking in the search box, it means the focus is there and you can start typing the name of the project file to filter the project list by this name

Right click to reset the search.

2.11 Recent Filter

Use the Recent filter button in the toolbar to show only the projects that also appear in the REAPER's recent project list. It is useful to focus only in current working projects. Note that projects that are in the recent list, but are not in the catalog won't appear either. To be displayed, they must be in the catalog too.

2.12 Sorting

- **Manual** sort. You can **drag** projects into another project to change the order. You can also use the Move to first and Move to last in the right click menu.
- Sort by **Opened Date**. When you open the projects from the script, it adds the date when it was opened to the catalog database, and then you can sort the list by this date, showing you the recently opened projects first.
- Sort by **Modified Date**. This is experimental. It access the RPP file modified date and adds it to the catalog database. This sort mode is useful, but it can be slow if you have many imported projects. In order to keep opening the script fast, it will first display the list with the previous

sorting using cached dates, and then start looking at the dates of the files in all projects and update the list again. It is still only implemented in Linux and MacOS(untested) The modified date can also be shown in Cards mode view.

2.13 Zoom buttons - +

You can change the size of the images and font of the titles by using the zoom buttons. You can also use **CTRL+Mouse wheel** for quicker zoom.

Each view mode has its own zoom level

2.14 View modes: Grid, Cards, List modes

- **Grid mode:** You have a big image thumbnail and the title and data below. Zooming changes the number of projects displayed per row.
- **Cards mode:** Only 1 project per row. It can display more data, like Modified date, RPP path, and metadata inside the project like Title, Author and Project Notes. These can be found/edited in the REAPER project settings window.
- **List view mode:** This displays titles in a table and minimal thumbnail image. Zooming changes the font size. You can fit many projects in this mode making the font smaller.