

REAPER Host Automation Recommendation

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Direct Answer

Yes, adding a REAPER headless lane is beneficial for LocusQ. It will improve automated host-level regression tes

What It Helps With

- Fast, repeatable DAW-level smoke checks after each patch.
- Detecting host lifecycle regressions (load/render/exit behavior).
- Validating transport/layout stability in a real host path.
- Reducing manual setup overhead for repeated QA cycles.

What It Does Not Replace

- Human listening validation for binaural/spatial quality.
- Device-specific perceptual checks (for example AirPods behavior).
- UX-level interaction quality judgments.

Recommended Test Model

Use a hybrid model:

1. Automated lane (headless REAPER)

- Render a fixed ` .rpp` test project with LocusQ inserted.
- Assert clean process exit and artifact generation.
- Use for transport/layout and plugin load regressions.

2. Manual listening lane (REAPER session template)

- Track 1: synth source.
- Track 2: LocusQ insert.
- Route Track 1 -> Track 2.
- Validate `stereo_downmix` vs `steam_binaural` in headphones.

Added Repo Artifacts

- `scripts/reaper-headless-render-smoke-mac.sh`
- `qa/reaper/reascripts/LocusQ_Create_Manual_QA_Session.lua`
- `Documentation/testing/reaper-manual-qa-session.md`
- `Documentation/plans/reaper-host-automation-plan-2026-02-22.md`
- Backlog item `BL-024` in `Documentation/backlog-post-v1-agentic-sprints.md`

Steam Diagnostics Status (BL-009)

Latest opt-in self-test evidence confirms active Steam path on current host:

- `steamCompiled=true`
- `steamAvailable=true`
- `stage=ready`
- `err=0`
- Evidence: `TestEvidence/locusq_production_p0_selftest_20260221T104708Z.json`

Key REAPER References Tracked in Backlog

- <http://reaper.fm/userguide.php>
- <http://reaper.fm/sdk/reascript/reascript.php>
- <http://reaper.fm/sdk/plugin/plugin.php>
- <https://sws-extension.org/>
- <https://reapack.com/>
- <https://github.com/Cockos-Reaper-DAW/Reaper-Audio-Software>
- <https://github.com/reaper-oss/sws>
- <https://github.com/X-Raym/REAPER-ReaScripts>
- <https://github.com/MichaelPilyavskiy/ReaScripts>
- <https://github.com/przemoc/REAPER-ReaScripts>
- <https://github.com/flavianohonorato/scriptsForReaper>
- <https://github.com/edkashinsky/reaper-reableton-scripts>
- <https://github.com/bitfocus/companion-module-cockos-reaper>
- <https://github.com/indiscipline/awesome-reaper>
- <https://github.com/topics/reaper>
- https://github.com/ashaduri/reaper_plugins
- <https://lykaiosnz.github.io/reaper-osc.js/classes/reaper.html>