REAPER Cheatsheet

Navigation

- Scroll horizontally: Alt + Mousewheel / Opt + Mousewheel
- Scroll vertically: Ctrl + Alt + Mousewheel / Cmd + Opt + Mousewheel
- Zoom horizontally: Mousewheel
  - Using only keyboard: Up / Down arrows
- Zoom vertically: Ctrl + Mousewheel / Cmd + Mousewheel
  - Using only keyboard: Ctrl + Shift + Up/Down / Cmd + Shift + Up/Down

Editing Shortcuts

- Move edit cursor: Left click on ruler
- Split selected media item at edit cursor: S
- Enable/disable snap to grid: Hold Shift (disabled while holding) OR Alt + S / Opt + S

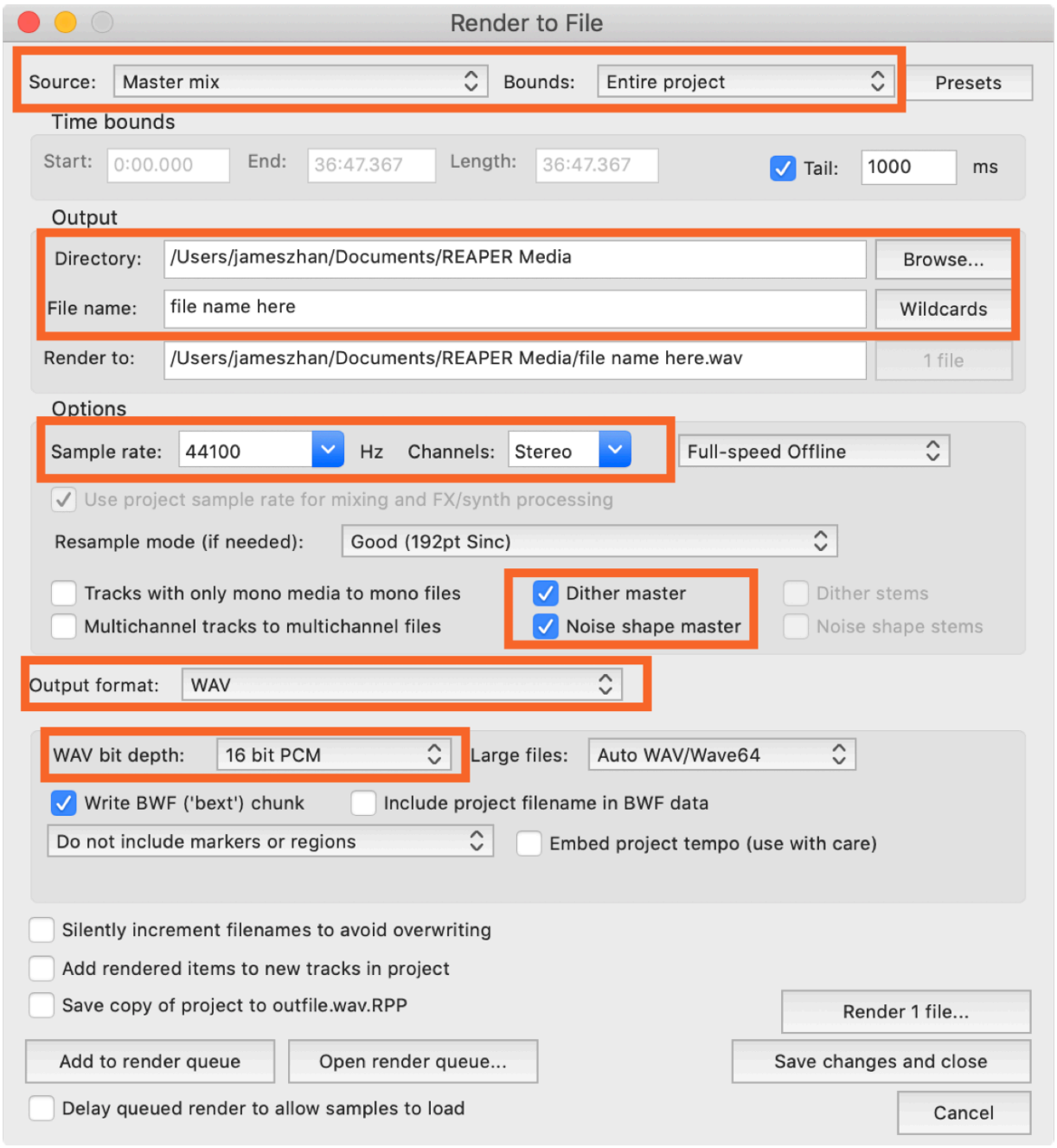
Common Plugin Chain for Voice-over/Podcast (Order Matters)

1. Noise Gate (ReaGate)
2. De-esser
3. Compressor (ReaComp)
4. EQ (ReaEQ)

Render Settings

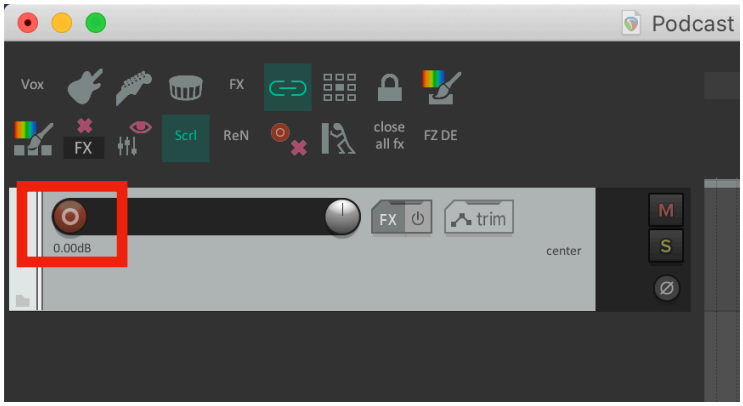
To open the render window: File > Render... OR Ctrl + Alt + R / Opt + Cmd +R
Source: Master mix Bounds: Entire project
Directory: Where in your computer the audio will be render to
File name: File name of the output audio file

Highest quality (larger file sizes)	Good quality (smaller file sizes)
• Sample rate: 44100 Hz • Channels: Stereo • Check “dither master” and “noise shape master” • Output format: WAV • WAV bit depth: 16 bit PCM	• Sample rate: 44100 Hz • Channels: Stereo • Check “dither master” and “noise shape master” • Output format: MP3 • Mode: Target quality (VBR); Better q=2 (recommended) • Quality: 100 (best)


Render to File
Source: Master mix
Bounds: Entire project
Presets
Time bounds
Start: 0:00.000
End: 36:47.367
Length: 36:47.367
Tail: 1000 ms
Output
Directory: /Users/jameszhan/Documents/REAPER Media
Browse...
File name: file name here
Wildcards
Render to: /Users/jameszhan/Documents/REAPER Media/file name here.wav
1 file
Options
Sample rate: 44100 Hz
Channels: Stereo
Full-speed Offline
Use project sample rate for mixing and FX/synth processing
Resample mode (if needed): Good (192pt Sinc)
Tracks with only mono media to mono files
Multichannel tracks to multichannel files
Dither master
Noise shape master
Dither stems
Noise shape stems
Output format: WAV
WAV bit depth: 16 bit PCM
Large files: Auto WAV/Wave64
Write BWF ('bext') chunk
Include project filename in BWF data
Do not include markers or regions
Embed project tempo (use with care)
Silently increment filenames to avoid overwriting
Add rendered items to new tracks in project
Save copy of project to outfile.wav.RPP
Render 1 file...
Add to render queue
Open render queue...
Save changes and close
Delay queued render to allow samples to load
Cancel

How to Record

Step 1: Enable the track you want to record on:

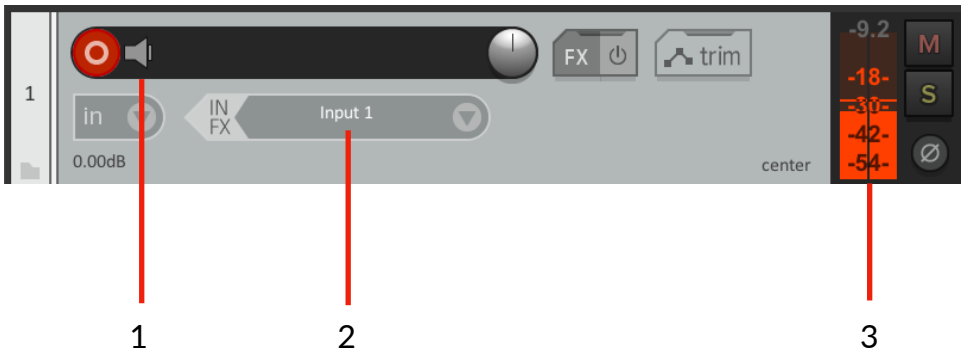


In order to record audio on a track, you must first enable recording for that track (called "arming" the track for recording in REAPER lingo). To do that, simply left click the specified button as seen in the screenshot. (Enabling this button does NOT start recording.)

If you have two microphones and are recording two separate voices simultaneously, you will need to create two tracks and arm both of them to record.

Step 2: Choosing the settings

Once the track is armed for recording, new controls will appear on the track:



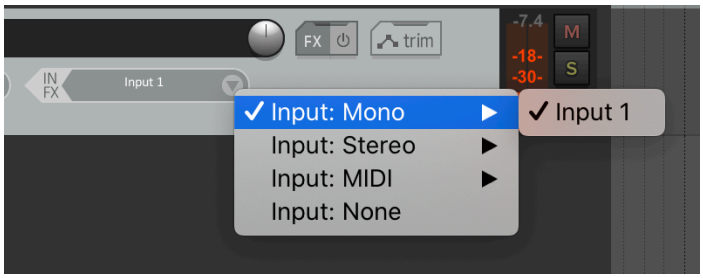
1. Monitor button:
   - When the button is grey (meaning ON, as shown in the screenshot above), it means that REAPER's output is playing everything the microphone is picking up live. You will hear your own voice as picked up by the microphone through your headphones or speaker. This is called live monitoring.

     Do NOT have this on if the speaker you are using is close to the microphone (e.g. laptop speakers and laptop microphone). Doing so can create feedback and your speaker would play weird sounds. If that happens, just disarm the record button.

- When the button is red (meaning AUTO), it means that, automatically, live monitoring will be on when you are recording, and off when you are not recording.
- When the button is hollowed (just an outline with no fill color), it means live monitoring is OFF.

Generally, if you are recording audio on a track, setting it to AUTO (button is red) will do.

2. Recording input:



This is where you specify the audio source for the recording—it is usually the microphone. Clicking the down arrow will activate a dropdown menu, and you would want to select an input from "Input: Mono." In some cases, you will see more than one options, or "Input L" and "Input R." If this happens, just select one of them.

3. Audio level

When you have a track armed for recording, this meter will become red, and the level should move as the microphone picks up sounds. This meter shows you how loud the sounds the microphone is picking up are. If you don't see any movement, it means your input is not set to the microphone. In that case, try setting the recording input to a different one.

Step 3: Making sure the microphone isn't too loud

If you want to capture good audio, you will need to make sure that the microphone level is not too loud; otherwise, the recording you get will sound distorted.

To make sure the microphone isn't too loud, simply start speaking to the microphone as if you were recording, and pay attention to the red meter.

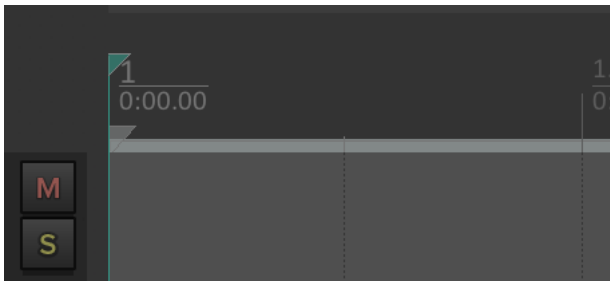
If you see a red indicator on top of the meter, and there is a plus sign followed by a number (e.g. +1.4), it means that your input (microphone) is too loud. To fix this, you should lower the volume of the microphone (not of the track). USB microphones should have a setting either on the

microphone itself (like a knob) or on their driver software to lower the microphone level. If you are using a digital audio interface, the interface will have a knob that controls the microphone level. If you can't do any of those, you just have to move farther away from the microphone.

After adjusting the microphone level, left click on the red indicator above the meter to dismiss it, and test again by speaking to the microphone. Repeat this process until the meter no longer shows you a red indicator at any point.

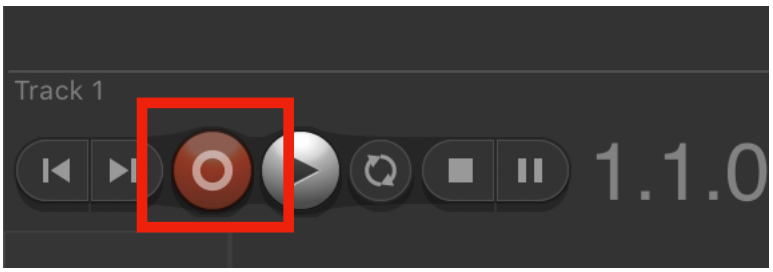
Step 4: Setting the starting position of the recording

REAPER will start recording at the edit cursor, so you want to make sure it is set to a place you want. It's usually at 1, as seen in the screenshot. You can move it by dragging the upside-down triangle or clicking on the ruler.



Step 5: Start recording

To start recording audio, click this button on the transport:



Click the spacebar on your keyboard to stop recording.

You should see something like this if REAPER is recording audio on a track: