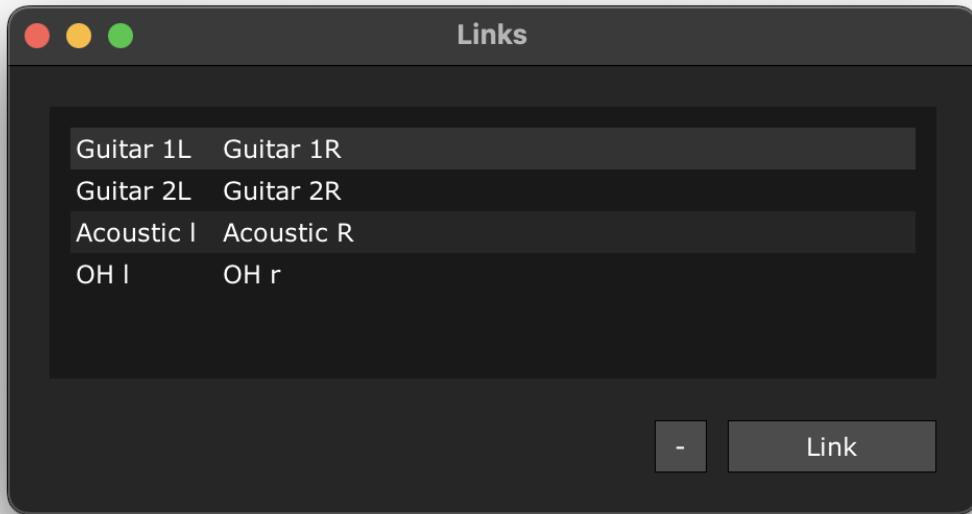


ReaLink

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<https://github.com/mattia-marini/ReaperLink>



A GUI based lua script to link FX parameters across different tracks

This plugin runs a background task that links the selected tracks, ensuring that the plugin configurations of the 2 FX chains match

Version 1.0.0

1 Introduction

Features	Non-features
<ul style="list-style-type: none">Linking <u>every</u> parameters of <u>every</u> plugin across different tracksLinking state is saved on project basisGUI based link managementMultiple tabs support and hot project reloadingFlexible and robust linking<u>Zero dependency script</u>	<ul style="list-style-type: none">Single parameter or single plugin linkDoes not support undo tree (cmd/z)Gui does not support docked state yetParameters linking on more than 2 tracks (have 1 track control 2 or more other)Windows HiDpi support(not tested, and highly doubt the gui would scale correctly)

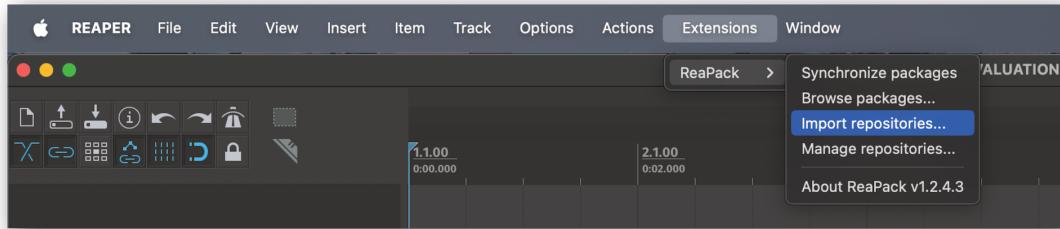
2 Installation

You can install ReaLink either with ReaPack or directly from source

2.1 With ReaPack

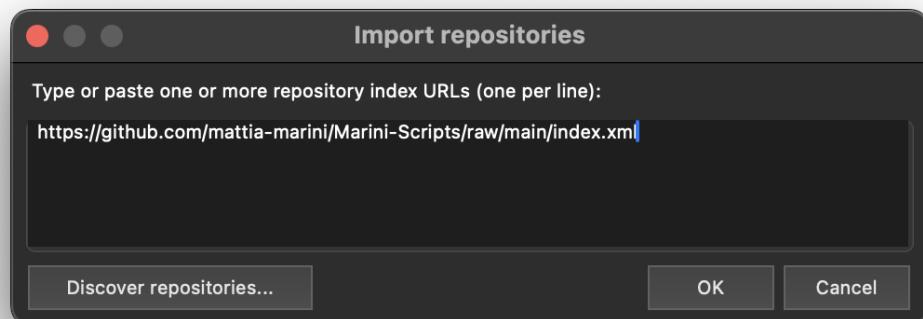
Assuming you have reapack installed correctly, proceed like follows:

- Add a new repository by clicking on *Extensions* → *ReaPack* → *Import repositories...*

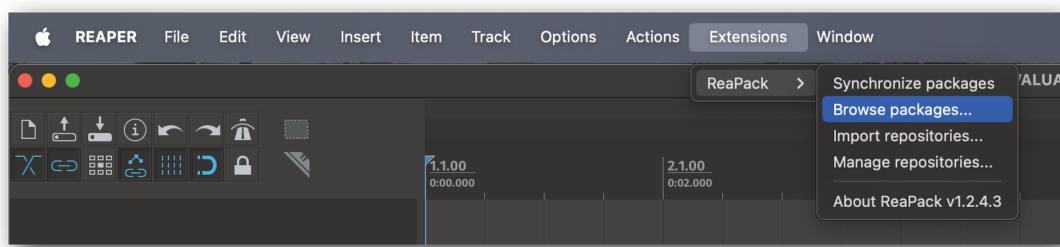


- Paste the following link and press ok:

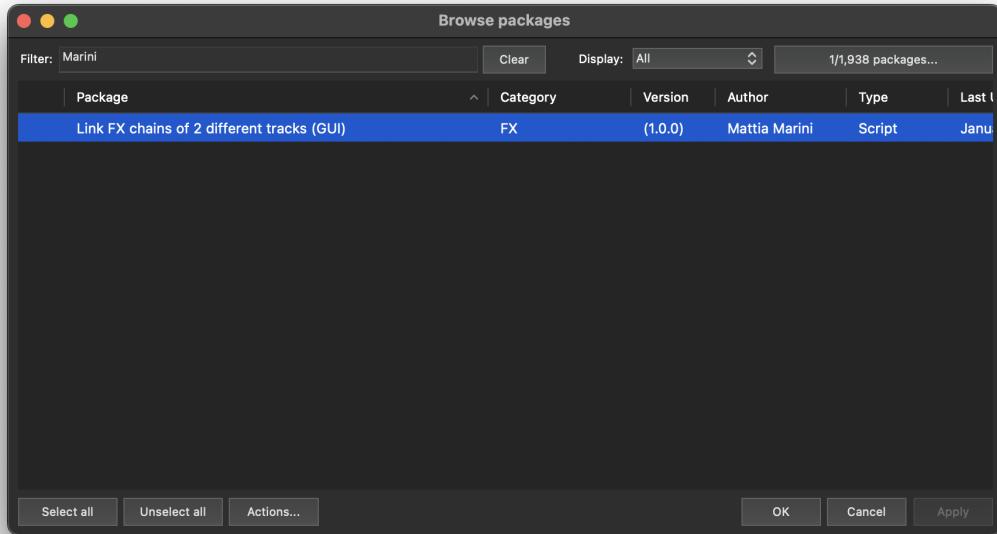
<https://github.com/mattia-marini/Marini-Scripts/raw/main/index.xml>



- Now go to on *Extensions* → *ReaPack* → *Browse packages...*



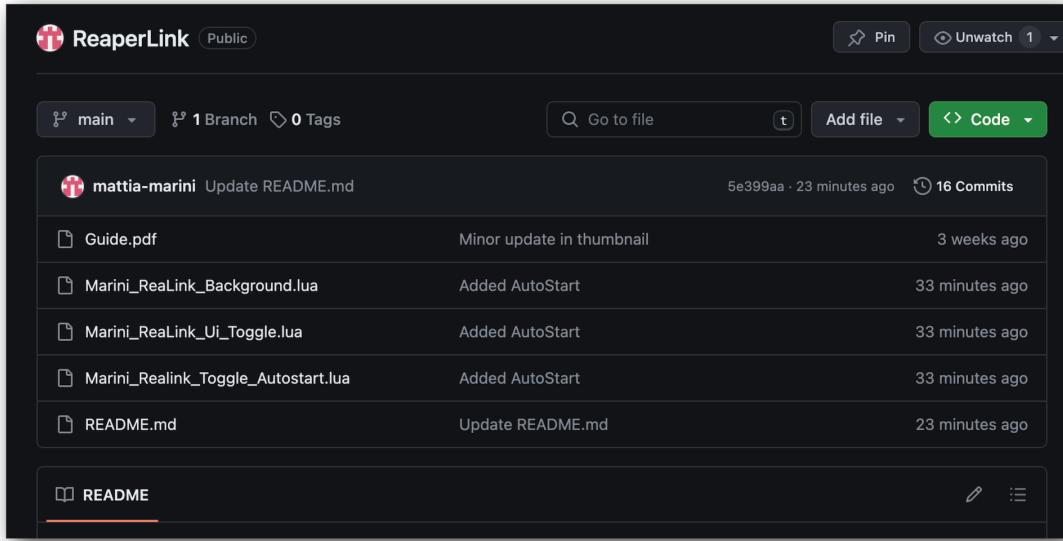
- Search for "Marini" and the script should pop up:



- Right click on it, press *install* and then *apply* at the bottom right of the window.
Done!

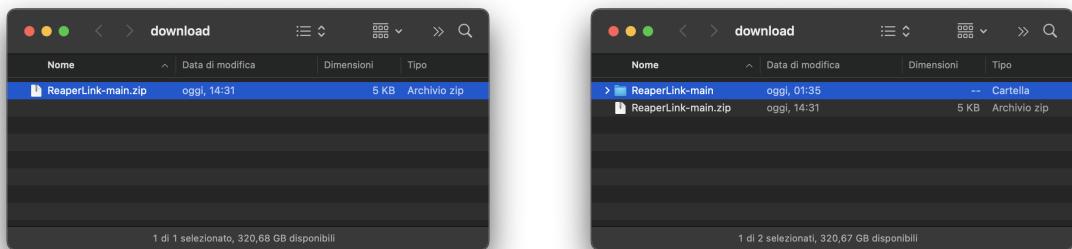
2.2 Without ReaPack

- First of all, download the script from the github repo: <https://github.com/mattia-marini/ReaperLink>.

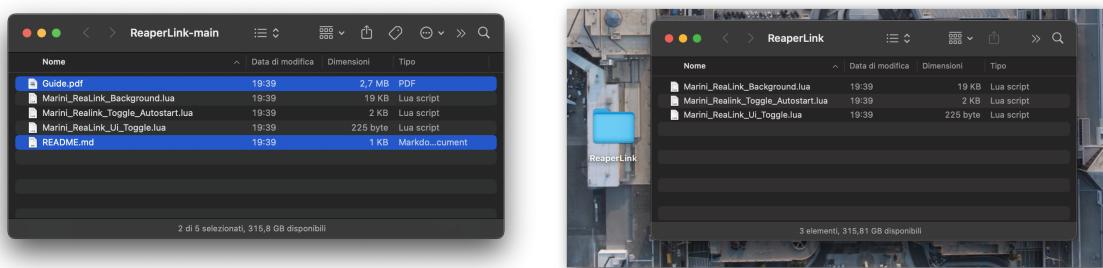


Click on *Code* and then *Download ZIP*

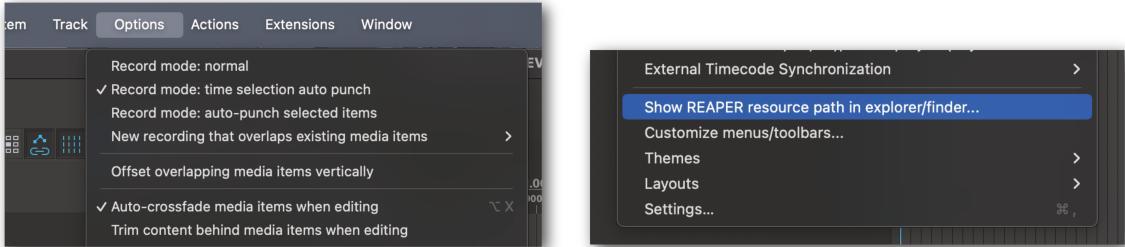
- It will download a zip file. Unzip it



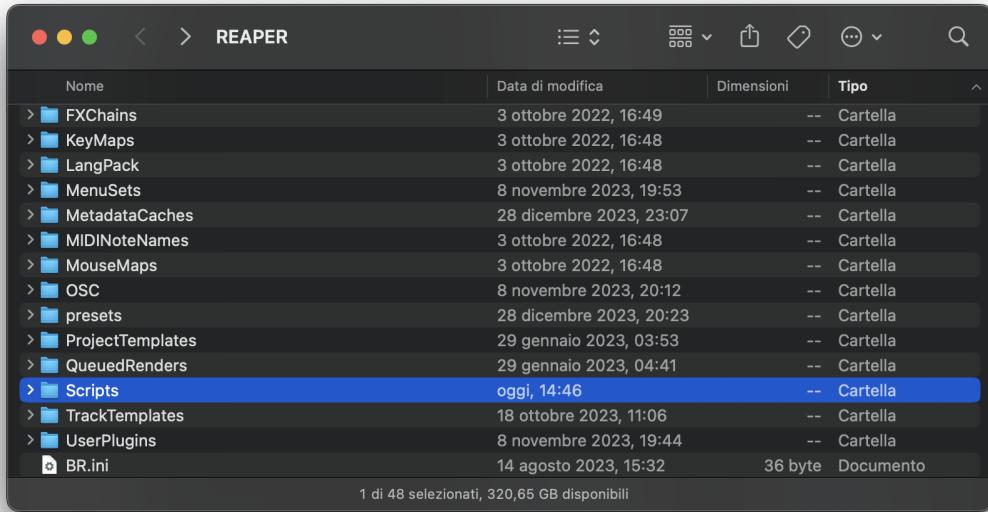
- You can now rename the folder however you want (perhaps somethin like *ReaLink*). You can also delete the readme.md and the Guide.pdf files, they just contain guides, but are not required by the script itself



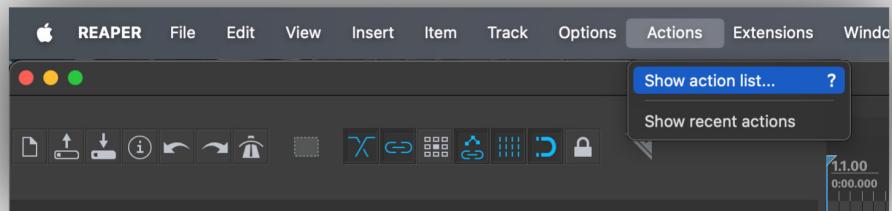
- Now we need to put the script in the correct position, so that it will be backed up with the rest of the reaper config. Open up reaper, on the menu bar go to *Options* → *Show REAPER resource path in explorer/finder*. That should open the folder containing all the reaper data



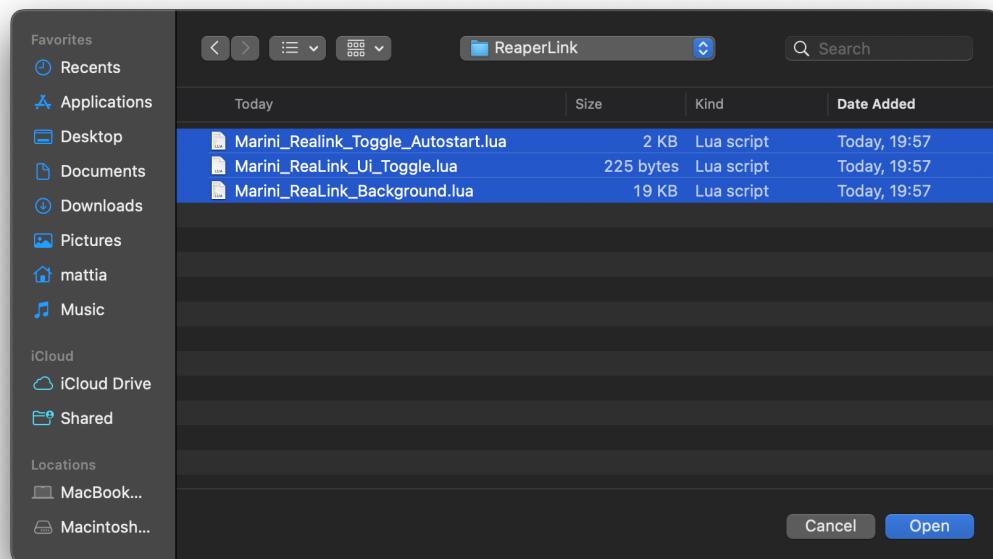
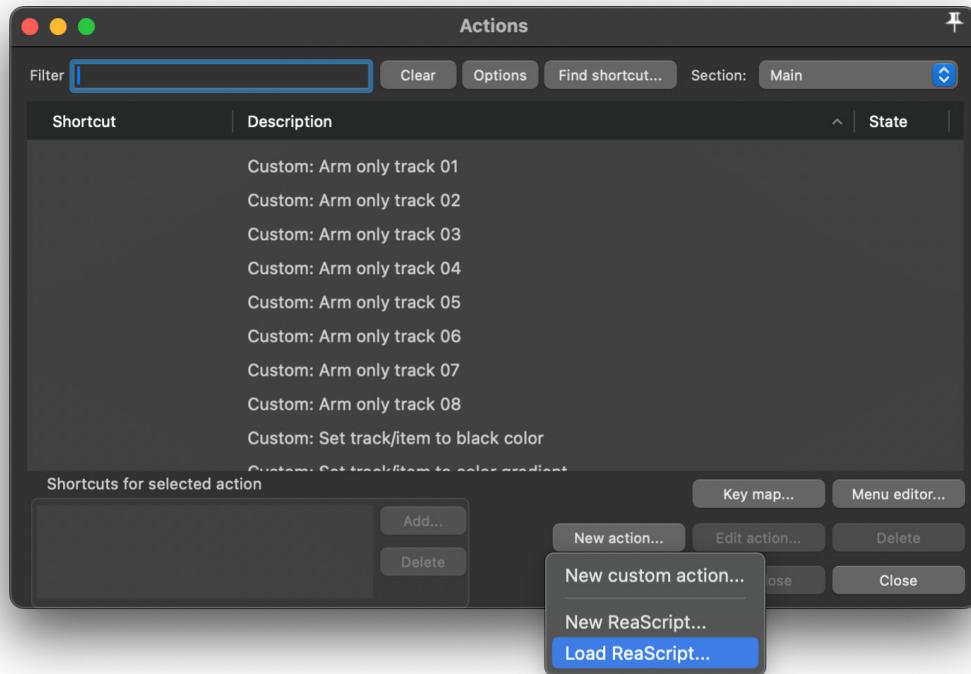
- Now drag it in the Reaper script folder



- To add the script in reaper go to *menu bar* → *Actions* → *Show action list...*



- On the window that pops up, click *New action* → *Load ReaScript...*

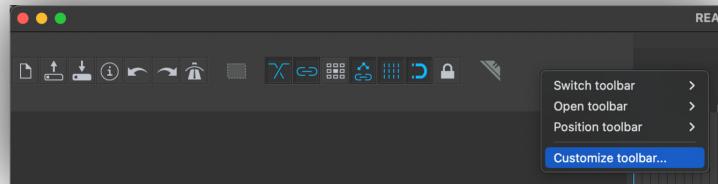


- Done! You

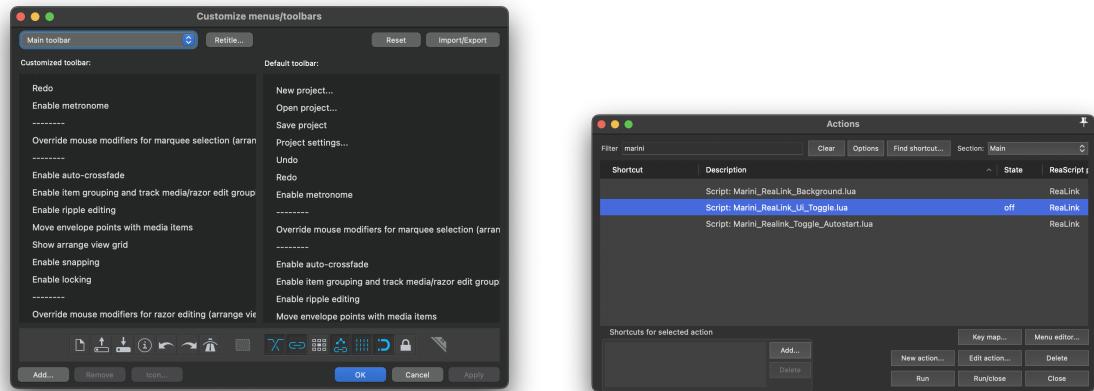
3 Setting up a toolbar button

To toggle the plugins UI its handy to have a toolbar button. You can also run the "Marini_ReaLink_Ui_Toggle.lua" script, via action menu or shortcut

- Go to the *main toolbar* → *right-click it* → *Customize toolbar...*:



- On the bottom left of the window that pops up click *add* and search for the action "Marini_ReaLink_Ui_Toggle.lua". Double click on it and apply the changes.



You should now see a new toolbar item that shows/hides the plugin UI!

4 How to use

Linking

- Open the UI with the toolbarButton that you just set up (or by running the *Marini_ReaLink_Ui_Toggle.lua*)
- Select the 2 tracks that you want to link
- Hit "link" on the script GUI

The track with the lowest number will be the master track, whereas the other one will serve as slave track. That means that you should change the values on the first one to modify the values on both tracks, not vice versa, as it wont work ¹

Unlinking

- Open the UI with the toolbarButton that you just set up (or by running the *Marini_ReaLink_Ui_Toggle.lua*)
- Select on the UI the pair you want to remove
- Hit the "-" button on the script GUI

Note that this script links fx parameters, not the track values themselves (volume, pan). That can be done without any extension

Autostart

In order for the syncing to happen, the *Marini_ReaLink_Background.lua* script must be running.

You can start this manually each time you launch Reaper, or you could run the *Marini_ReaLink_Toggle_Autostart.lua* script to start the aforementioned script each time Reaper starts up! Re running the autostart action will turn off autostart.

¹If you modify anything on the slave track it will just return to the position in which it was. The link is not bi direcional to make the linking algorithm more robust

5 How it works

The linking algorithm basically links the first instances of the same plugin, without considering the order in which those are put. Suppose we have

Track1: $\{A_1, A_2, A_3, B_1, C, D_1\}$
Track2: $\{A_1, A_2, B_1, D_1, D_2, E_1\}$

Then the plugin pairs to be linked would be

$\{\text{Track1}_{A_1}, \text{Track2}_{A_1}\}$
 $\{\text{Track1}_{A_2}, \text{Track2}_{A_2}\}$
 $\{\text{Track1}_{B_1}, \text{Track2}_{B_1}\}$
 $\{\text{Track1}_{D_1}, \text{Track2}_{D_1}\}$

so the following fx remain unlinked:

$\text{Track1}_{A_3}, \text{Track1}_{C_1}$
 $\text{Track2}_{D_2}, \text{Track2}_{E_1}$

Long story short, that means that if the 2 fx chains are the same, then every fx will be linked. If not, only common FX will be linked