Reascript:Giant_MoveWithCursor 0.2
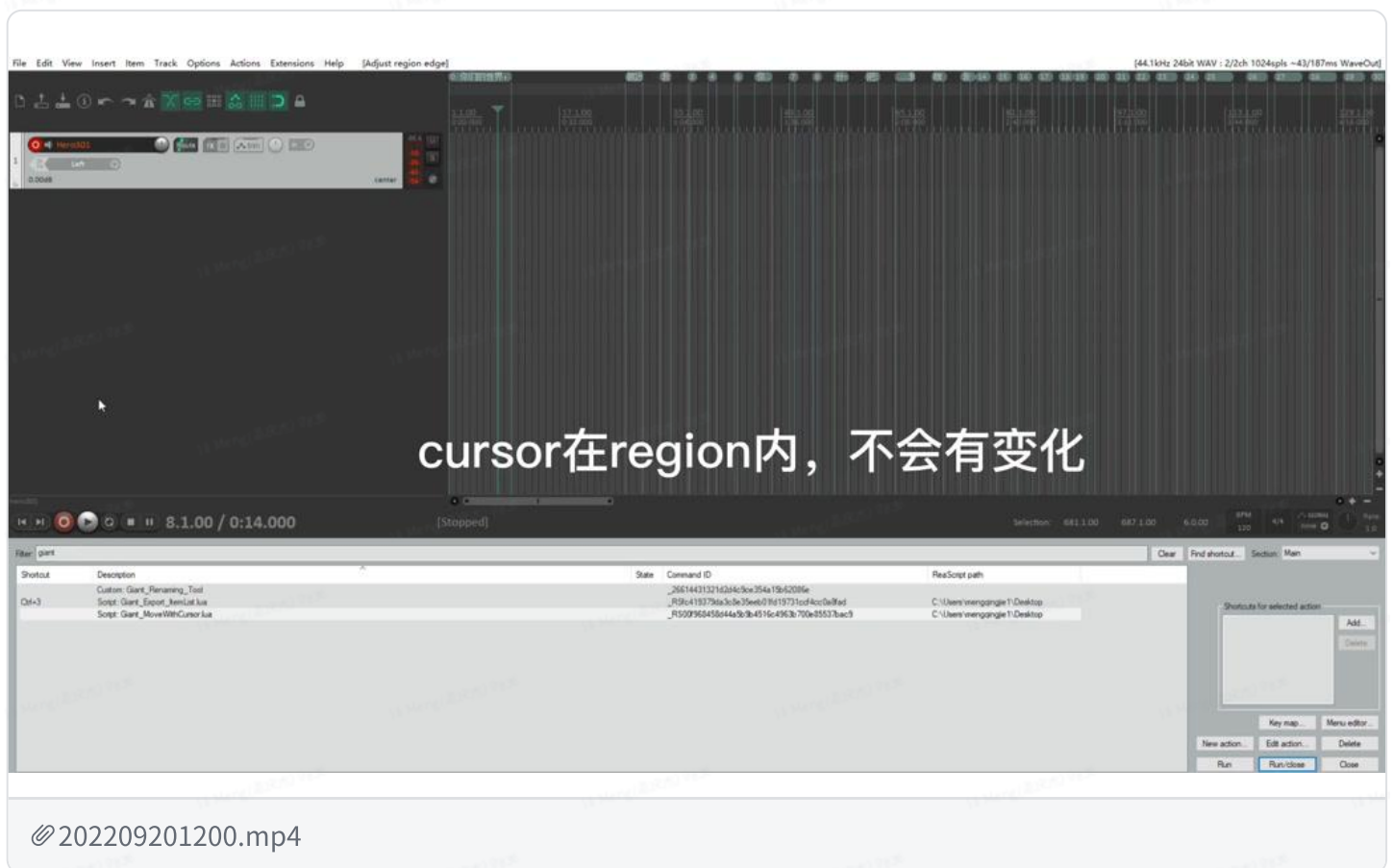
</> Giant_MoveWithCursor_0.2.lua

录音工程台词区间的自适应功能特性：

编写reascript脚本。在录音过程中，当cursor超越提前安排好的范围时，会实时检测cursor当前的位置，并返回停止录音后的cursor position。（api：*number* reaper.GetCursorPosition()）。将这一增加量值增添到之后的所有makers和regions中，作为平移。

Command ID:_RS00f968458d44a5b9b4516c4963b700e85537bac9

呈现结果

@202209201200.mp4

关于Reaper中操作Region的Lua Api备忘

> 💡 吐槽：reaper中的marker（实际上在代码中region也是marker的一种）有很多ID，十分容易弄混淆。

用到的Api:

reaper.EnumProjectMarkers 列举指定idx单个Marker的属性

```
1 local retval, isrgn, pos, rgnend, name, markrgnindexnumber = reaper.EnumProject
  Markers(00000000-0000-0000-0000-000000000000);
```

reaper.SetProjectMarkerByIndex2 设置指定id的单个Marker的属性

这里的id就是按照排列顺序的id，0为第一个，1为第二个以此类推

```
1 boolean reaper.SetProjectMarkerByIndex2(ReaProject proj, integer markrgnidx, bo
  olean isrgn, number pos, number rgnend, integer IDnumber, string name, integer
  color, integer flags);
```

Differs from SetProjectMarker4 in that markrgnidx is 0 for the first marker/region, 1 for the next, etc (see EnumProjectMarkers3), rather than representing the displayed marker/region ID number (see SetProjectMarker3). Function will fail if attempting to set a duplicate ID number for a region (duplicate ID numbers for markers are OK). , flags&1 to clear name.

reaper.GetCursorPosition() 获得当前指针位置

关于实时监测项目

Unfortunately Reaper doesn't have any event hooks, so a background script that polls the current state is all you can do.

Scripts are run in the main thread, so a loop will freeze Reaper. :P Deferring is the way to go.

```
1 local function main()
2   -- check stuff
3   if stuff then
4     -- do stuff
5   end
6   reaper.defer(main)
7 end
8 main()
```

Just be aware that your polling will take resources away from Reaper, so depending on the time resolution you need it may be a good idea to only do the polling every second, or every third

loop, etc.

bug:

当删除region 或者改变region的顺序时 会报错

~~正在录音时 改变cursor 的位置 会改变之前的region~~

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