PeloReaper Extension User Guide

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Author : Pelori

■About PeloReaper Extension

PeloReaper Extension(PeloReaper) is extension plugin for Cockos REAPER(REAPER).
See details on PeloReaper Blog.
http://peloreaper.blog.jp/archives/52971942.html

■Prerequisites

We could run a PeloReaper Extension under:
・Windows 10 (64bit) ※64bit version ONLY
・Microsoft .NET Framework 4.7.2 *1
・Microsoft Visual Studio 2019 VisualC++ Runtime *1
・REAPER v6.42～
　We don't mention PC specs. But if REAPER can run well on your PC, it might be enough.

*1: Download from Microsoft and install if you need.

■Install / Uninstall

See detail information on my blog.
http://peloreaper.blog.jp/archives/52971942.html

Various documents can be displayed with the following actions.
■[PeloReaper] Misc: Open PeloReaper document (EULA: AllLanguages)
■[PeloReaper] Misc: Open PeloReaper document (ExtensionGuide: English)
■[PeloReaper] Misc: Open PeloReaper document (ExtensionGuide: Japanese)
※Before starting to use PeloReaper, please make sure to read the EULA.
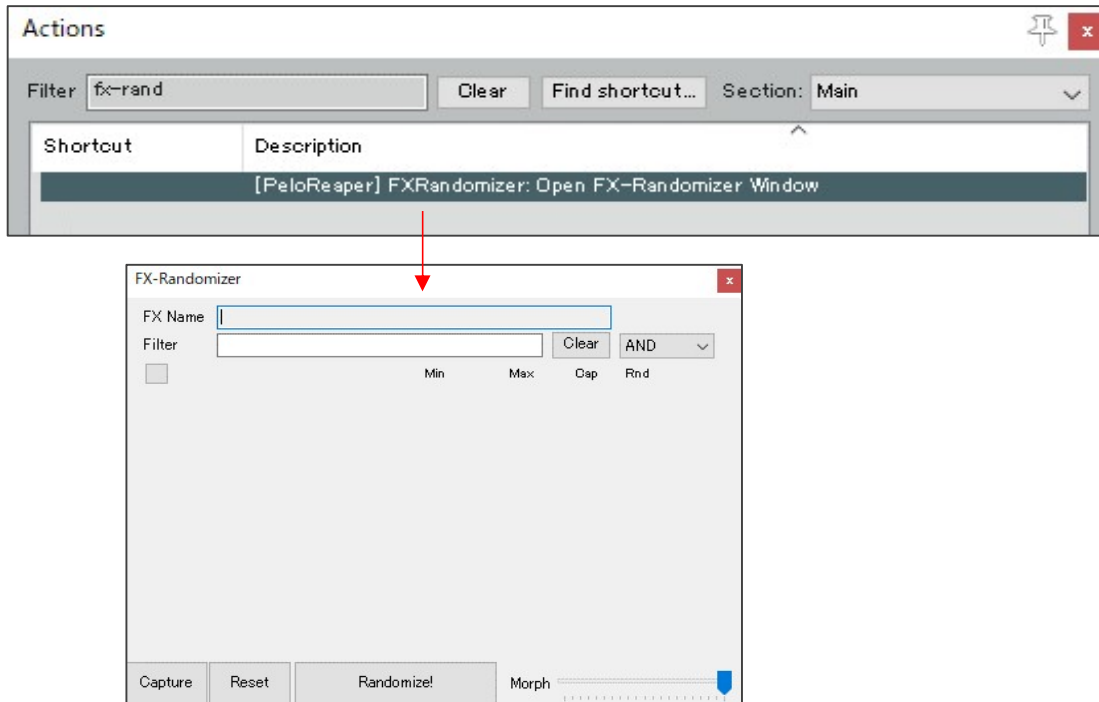
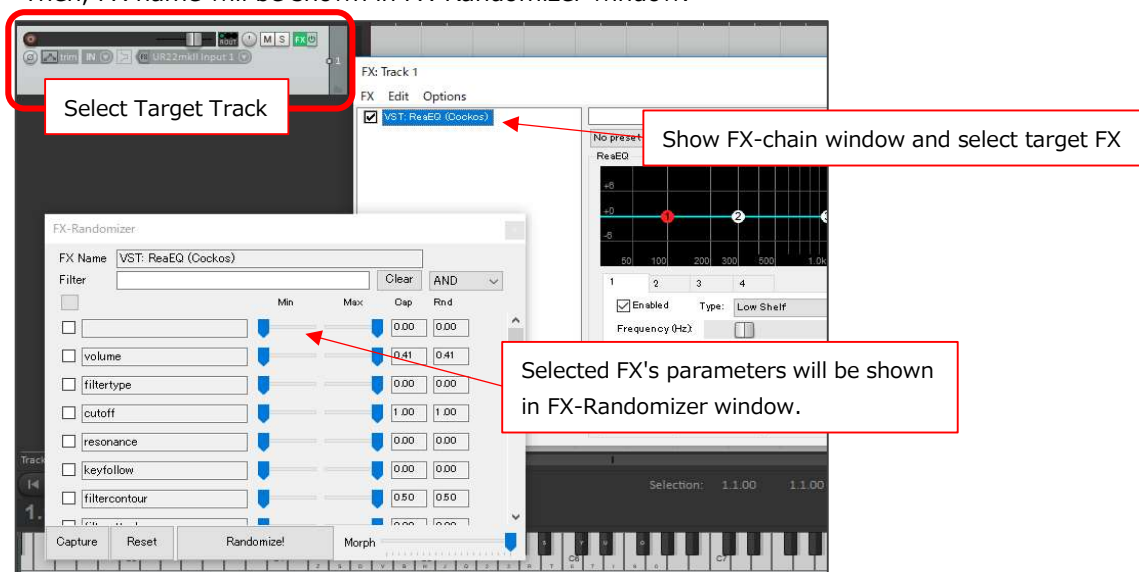# FX-Randomizer

■About FX-Randomizer

FX-Randomizer can
  ・Change FX(VST, VSTi, JSFX) parameters randomly
    - You can choose parameters to be changed (Check box)
  ・Morph between current and captured FX parameter values.

■Usage

①Run action [[PeloReaper] FXRandomizer: Open FX-Randomizer window]
 then, FX-Randomizer window will appear.

②Select track which has FX, and show FX-chain window (press FX button if it's not shown).
 Then, FX name will be shown in FX-Randomizer window.

  ※Item-take FX is also supported. Try select item instead of track, show take-FX Chain window.
  ※You have to use FX-Chain window. Floating window's not supported.
  ※If you selected a track and an item, FX-Randomizer shows take-FX.

③Check parameters you want to change, and click [Randomize!] button.
　Then, checked FX parameters will be changed randomly.
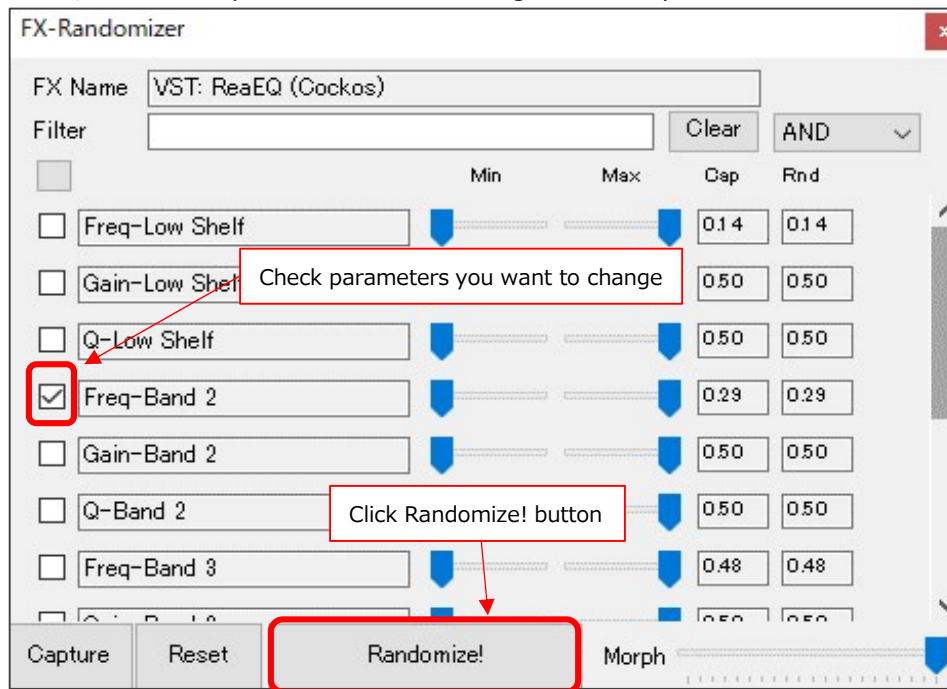
■FX-Randomizer Window
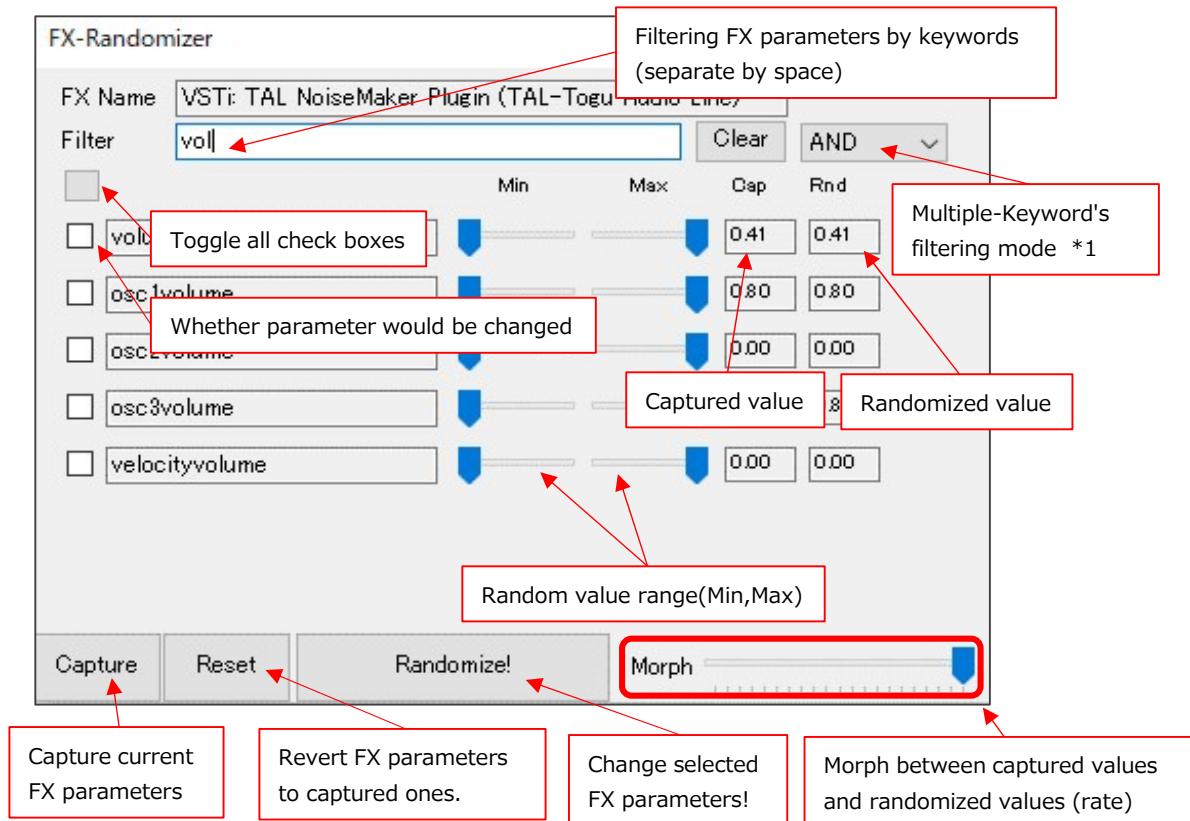
*1. Multiple-Keyword's filtering mode
　　・AND : Parameters that have all keywords will be shown
　　・OR : Parameters that have one or more keywords will be shown

Dancer

■About Dancer

・Dancer is an character animation function.
・You can let characters dance according to playing-beats.
・You can make your own character animations.

■Usage

①Run action [[PeloReaper] Dancer: Open Dancer window].

Then, a character will appear.
The default animation is "DANCER REAPER-Chan", I hope you like it.

②Play something on REAPER (press Transport Play Button), the character begin to dance.

If you stop to play (press Stop Button), the character also stops to dance.

③You can drag the character around the screen using your mouse (click and hold).
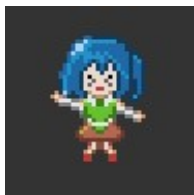
④Right-Click Dancer character, context menu apeears.
　・Settings
　　Show Dancer Settings window.
　・TopMost window
　　Switch the Dancer window's top-most state.
　・Good Bye
　　The character disappears.

◆Dancer
　You can choose a character to display.

◆Dance Transition
　・Transition Type
　　None : Dance animation will never change (fixed).
　　　　　　(obeying [Dance (Trans:None)])
　　Sequential : Play Dance animation sequences sequentially.
　　Random : Play Dance animation sequences randomly.
　・Dance (Trans:None)
　　Fixed animation sequence used when you choosed "Transition Type" to "None".
　・[Seq/Rnd] First(Waiting) dance included
　　First Dance animation sequence is for "Waiting".
　　Check this, and you can play it as well (when REAPER Playing).

◆Misc.
　・Group : Group number this Dancer belongs to.
　　　　　　(You need this when control dance with Actions)
　・Animation Speed : Speed of animation.

Dancer has various Actions to switch dances at any given time.
※It is necessary to understand programming concepts such as flag control, thus this is the advanced feature.

・Preparation
　Dancer window has its group number (0-3) that the Dancer belongs to.
　For each of these groups, you will give the instruction "switch to dance number XX".
　Setup your Dancer's group number in the settings window, set [Transition Type] to [None].
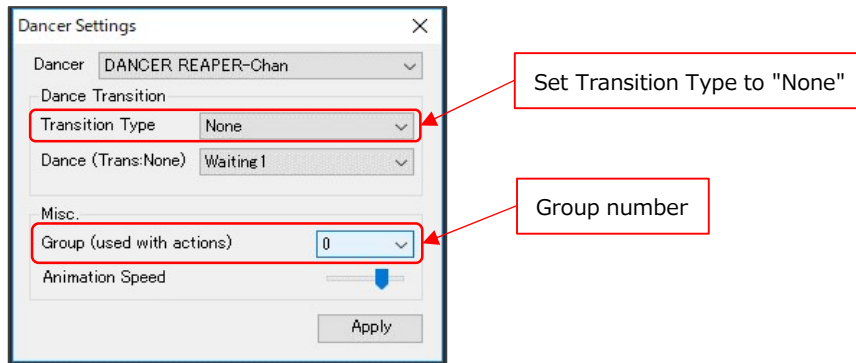
・Creating custom action for dance switching
　Create a custom action for dance switching by combining several actions.
　The custom action should perform the following functions.
　1. Clear the dancer group selection state
　　→ [[PeloReaper] Dancer: Unselect all Dancer groups]
　2. Select the dancer group to which you want to give instructions（Multiple selections possible）
　　→ [[PeloReaper] Dancer: Select Dancer group XX]
　3. Switch dances by specifying the dance number (index) for the selected group
　　→ [[PeloReaper] Dancer: (Selected groups) Switch dance XX]

　↓Example of implementing "Switch to Dance01 for Group0,2" custom action
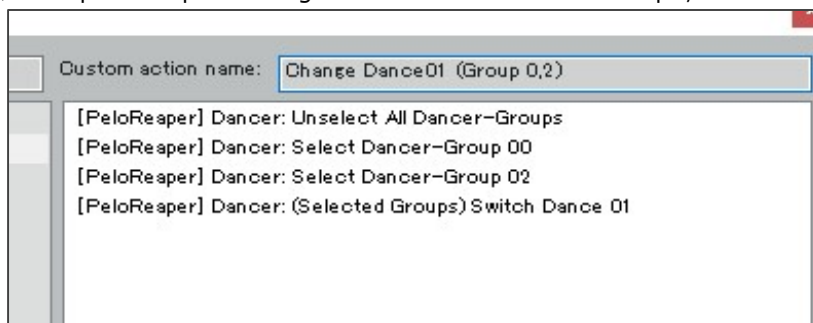
　If you execute such a CustomAction during playback in REAPER, the dance will switch to the specified one.
　It is recommended to execute it with Marker-Action so that it can be switched at any time.

・Executing custom action at a marker (Marker-Action)
　If you set the marker name to [! + (Action command ID)], the action will be executed when playback cursor reaches it.
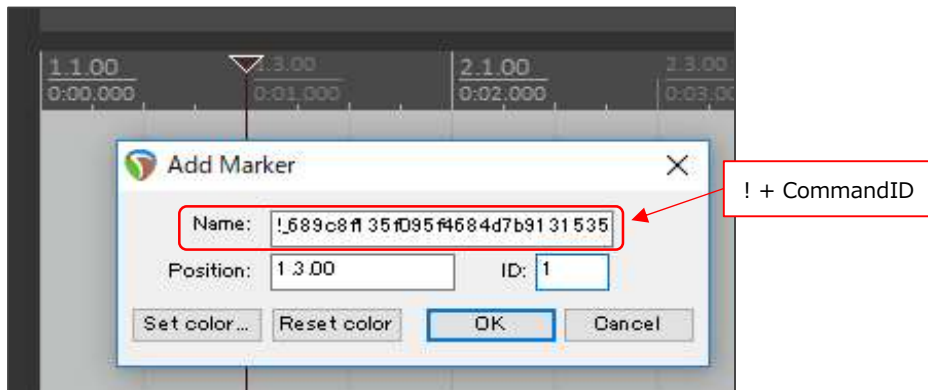　　※ex.）!12345　　→ The action(commandID=12345) will be executed at the marker

　It is also possible to specify the CommandID of a custom action.
　Right-click in ActionList and copy the ID to the clipboard using [Copy selected action command ID].

Shortcut	Description ︿	State	Command ID
	Custom: Change Dance01 (Group 0,2)		689c8f 35f095f684d7b91 21 5251 9of

✓ Remember last action filter
✓ Close after action on doubleclick/enter
✓ Show action IDs
Copy selected action command ID
Copy selected action text

Create a marker and setup for executing the custom action

! + CommandID

Add Marker ✕

Name: !_689c8f1 35f095f4684d7b91 31 535

Position: 1.3.00   ID: 1

Set color... Reset color OK Cancel

Press the play button in REAPER and when the PlayCursor passes this Marker, the dance will switch.

Group 0   Group 1   Group 2

Dance was switched
only in the group 0 and 2

PlayCursor passed
the marker
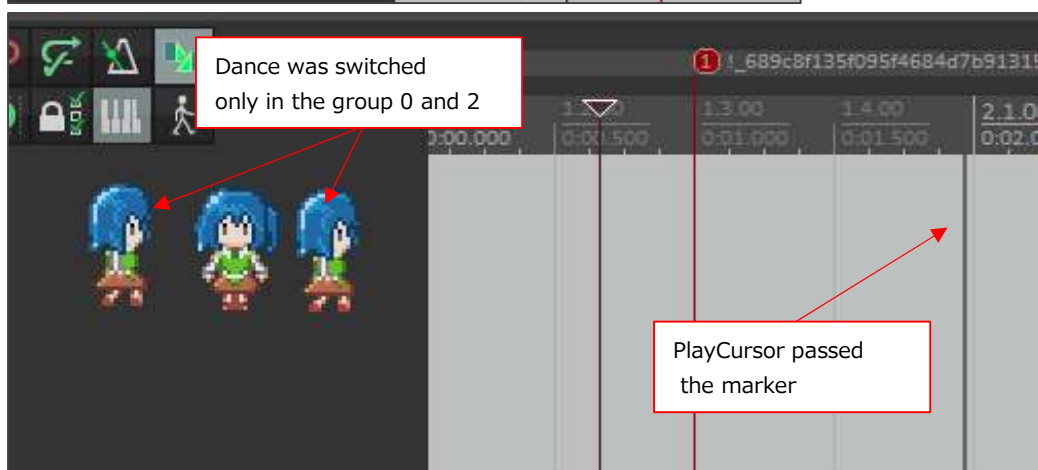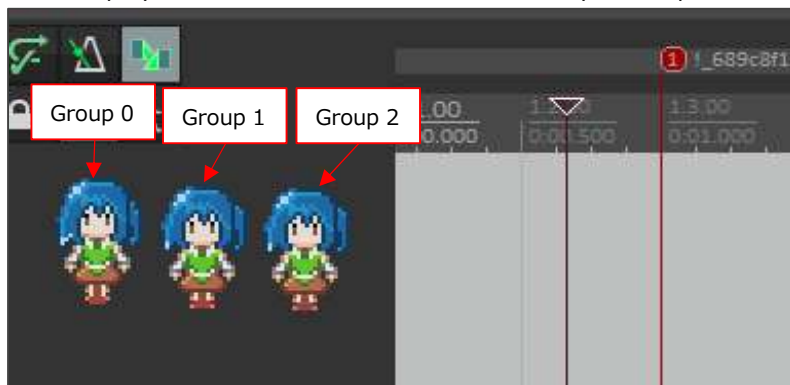
As a tip, you can actually place a MarkerAction to reset the dance at the beginning of the project.
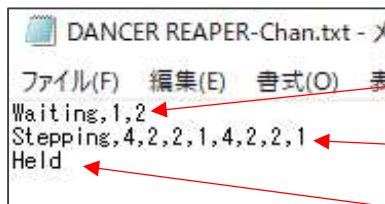This is the dancer status management, so those who are good at programming should try it.

・You can add a new dancer with creating a Dancer sprite sheet on your own.

◆ Sprite sheet specification
 ・Image file for the dance animations
  ・Fixed 8 frames of animated dance images per dance, side by side.
   (When used in IMG mode, the entire image is displayed and no animation is performed.)
  ・If multiple dances are included, they are arranged vertically in order.
  ・Image size at a frame (displaying size)
   ・Frame width = (whole image width) / 8
   ・Frame height = (whole image height) / (number of dances)
   (The number of dances is determined by the dance definition file described below)
  ・Image file format: Transparent PNG

 ・Dances definition file (*.dat)
  ・Text file, file name (excluding extension) should be the same as the above dance image file.
   (If the dance image file is Dancer1.png, then Dancer1.dat)
  ・Text file contains information on one dance per line.
   (Each line should be written in CSV format, and each field should contain information in the
    following order)
   ・(Required) Dance name
   ・(Optional) Up to 8 display durations for each frame of the dance image

◆ Example of the sprite sheet
 ・Dances definition file

Ex.: Specified only first 2 frames' duration (equals 1,2,1,1,1,1,1,1)

Ex.: Specified durations of all frames (8 frames)

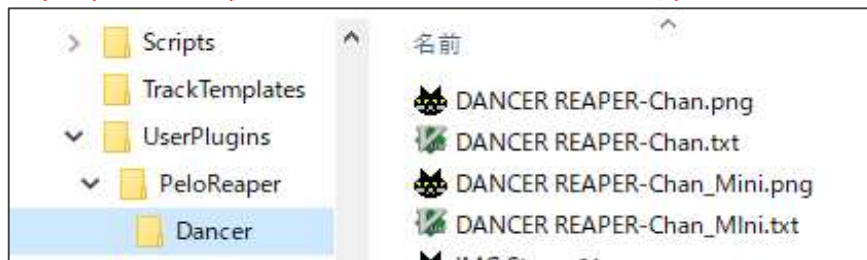Ex.: No durations specified (equals 1,1,1,1,1,1,1,1)

 ・Dances image file (PNG)

◆Install your sprite sheets for Dancer
　・We will assume that PeloReaper is installed in the UserPlugins folder of the REAPER resource folder.
　・Place the sprite sheets' files (png, dat) in UserPlugins/PeloReaper/Dancer.
　　※If you place new sprite sheets or rewrite definition files, please restart REAPER.

　※The REAPER resource folder can be opened from the REAPER menu
　　[Options > Show REAPER resource path in explorer/finder...].

FavSrc

■ About FavSrc

・Using FavSrc, you can copy item media sources to your favorite folder(directory).
・FavSrc has some features for importing media sources, collaborate with media-explorer as well.
・Item media source types are WAV, MIDI, Movie, Image and so on (anything REAPER accepts).
・You can use FavSrc features for...
　・storeing favorite samples (kick, snare, synth timbre, ... you made) to your favorite folders
　・opening your favorite folder with Media Explorer (or Windows Explorer) directly.
　・importing some media sources from your favorite folder randomly.

■ Usage (Getting started)

First, you need to setup your favorite folders settings. To show setting window, run next action.
　・[[PeloReaper] FavSrc: Open item media source action setting window...]
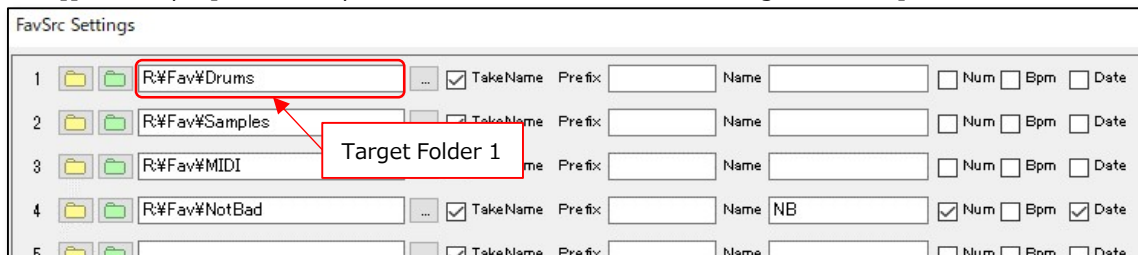
Set your favorite folder path to target folder 1.
(Seeing above image, here you can see "R:¥Fav¥Drums" as your target folder 1 example)
Then, click OK button at the right bottom of this window to apply settings.

Next, select wav item(sample or recorded one) and run the action below.
　・[[PeloReaper] FavSrc: Copy item media source to target folder 1]
This action copies your item media source(Sample01.wav) to your target folder 1(R:¥Fav¥Drums).
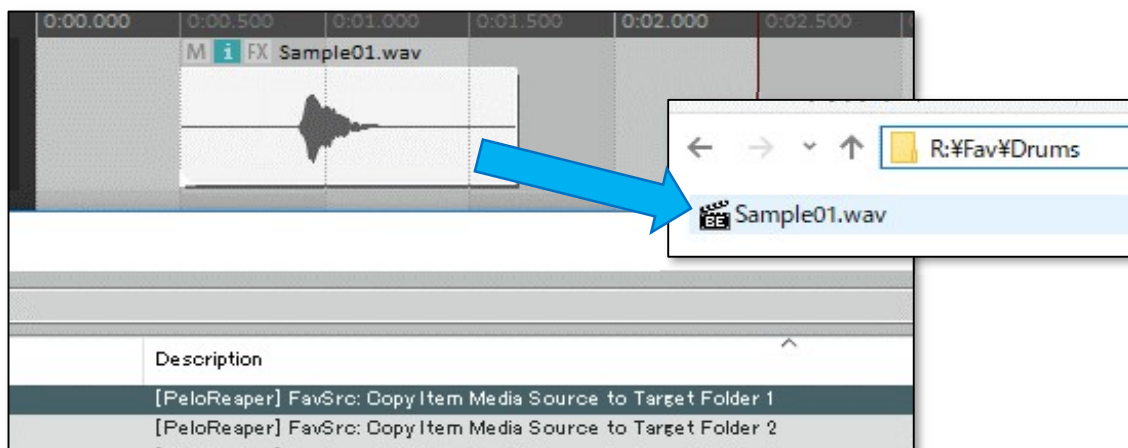
Now, you've done the first tutorial.
If you register shortcut (or create button) of this action, you can use this feature anytime you like.

FavSrc has some other features, see "FavSrc Action Reference".

You need to know what you're copying is media source itself.
Despite FXs you'd insert on items or tracks, media sources of the items keep original data such as waveforms.
Glueing or Rendering item, FXs would be applied to your waveform (this processing creates new wavefile that fx applied as media source). Then you can copy them using FavSrc.

TIPS

■ Glue if you use only Take FX for item
  ・[Right click item > Glue items] (or use action [Item: Glue items])

■ You need to render item if you're using Track FX
  you can use some actions for rendering like these...
  ・[Track: Render selected area of tracks to mono stem tracks (and mute originals)]
  ・[Track: Render selected area of tracks to stereo stem tracks (and mute originals)]
    ...

■ How to create MIDI Items' media source file
  MIDI Items created on REAPER have no media source file-reference by default.
  You can generate MIDI(SMF) File using the action below.
    ・[Convert active take MIDI to .mid file reference]
  ※You can revert MIDI Item to non-file-referenced-MIDI using the action below.
    ・[Convert active take MIDI to in-project MIDI source data]

■ [PeloReaper] FavSrc: Open item media source action setting window...
This action shows FavSrc setting window.
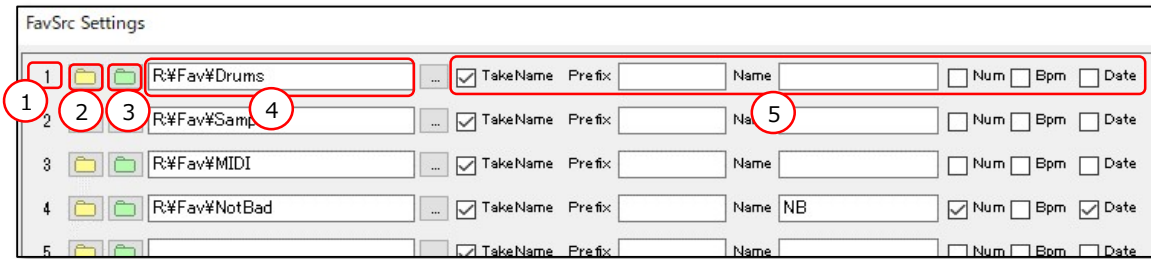
① Setting Number
② Button: Open target folder with Windows Explorer
③ Button: Open target folder with REAPER Media Explorer
④ Target folder Path
⑤ Optional settings for destination filename
　・TakeName　　Using item take name instead of media source filename
　・Prefix　　　 Add prefix text
　・Name　　　　Replace filename with this text
　・Num　　　　 Force add consecutive number (ex. Sample_0001.wav)
　・Bpm　　　　 Add tempo (BPM)
　・Date　　　　 Add date

■ [PeloReaper] FavSrc: Open item media source target folder (WindowsExplorer) 1〜16
This action opens target folder 1-16 with Windows Explorer.

■ [PeloReaper] FavSrc: Open item media source target folder (ReaperMediaExplorer) 1〜16
This action opens target folder 1-16 with REAPER Media Explorer.
※Known issue
Each time you restart REAPER and show Media Explorer window, Media Explorer restores current folder used previous time. Sometimes this behavior looks like the action doesn't works correctly, but it does.
Pay attention to this problem each time you restart REAPER and Media Explorer.

■ [PeloReaper] FavSrc: Copy item media source to target folder 1〜16
This action copies media source files to target folder 1-16 (according to setting).

■[PeloReaper] FavSrc: Copy item media source to target folder...
This action copies media source files to target folder (choose settings on dialog each time).
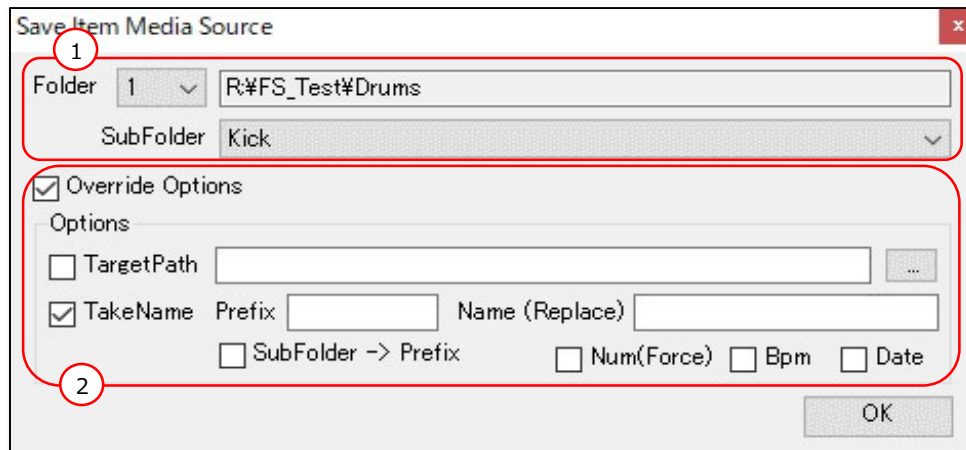
① Choose folder by setting number
    If you created subfolder, you can choose subfolder as destination folder.
    (Above image depicts indicating destination folder as "R:¥Fav¥Drums¥Kick".)
② If you override filename settings, check [Override Options] and set some optional settings.
    When you want to override the target folder path, check the [TargetPath] checkbox and
    write arbitrary folder path in the right textbox.
        ・Check [SubFolder -> Prefix] and toggle [SubFolder] to copy the SubFolder name to the Prefix.

■[PeloReaper] FavSrc: Import random media source from target folder...
This action imports some media files randomly(or all of them) from a target folder.
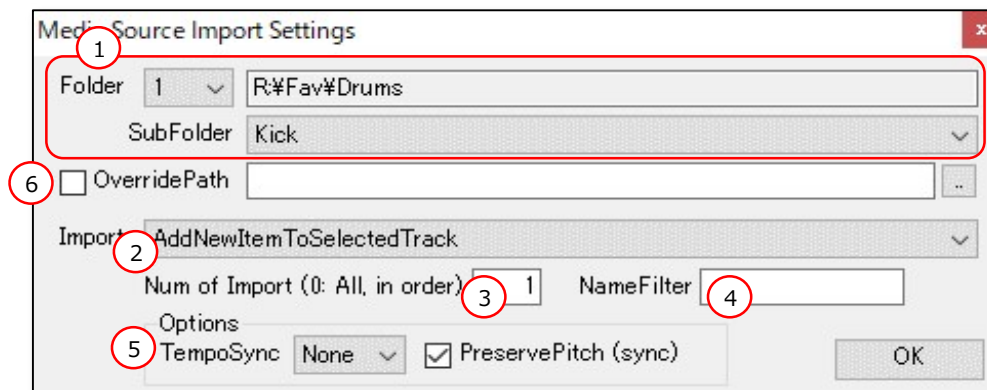
① Choose target folder by setting number
    You can create and use subfolder like "R:¥Fav¥Drums¥Kick".
② Import Method
    ・AddNewItemToSelectedTrack   Import media on selected track
    ・AddNewTakeToSelectedItem   Import media to a selected item as takes
                                      (If no selected items, new item will be created.)
③ Number of Import Media
    ・0 means that all media in target folder will be imported (in order, not randomly).
    ・If you want to import all files in target folder, set large number of files.
④ Filename filter
    ・If you set any text here, media files that have the text in filename will be imported.
    ・Keyword delimiter(comma or space) is available (matches filename contains all keywords)
⑤ Optional setting: try to match tempo
    ・When you choose other than "None", [Preserve Pitch (sync)] check is available.
⑥ Override target folder path
    By checking this checkbox and write an arbitrary folder path in the right textbox,
    you can override target folder.

Neutrino

■About NEUTRINO

NEUTRINO is a vocal synthesizer using neural-networks.
https://n3utrino.work/

PeloReaperExtension has an action for automating NEUTRINO batch processing.
※The creator of PeloReaper Extension cannot take any responsibility for the use of NEUTRINO
itself or any use of audio files generated by it, so please be careful when using it.
Please use this function after correctly understanding all the information such as the terms of
use of the NEUTRINO, the rights of the singing voice model, and the scope of use.

■Running NEUTRINO automatically with MusicXML

■[PeloReaper] Neutrino: Execute Neutrino automation (Using MusicXML)...
Runs NEUTRINO automatically and converts a MusicXML file into a vocal wave file.
When it succeeded, the generated wave file will be imported as a new track item.

①First, you neet to make a MusicXML file with REAPER MIDI Editor (musical notation mode).
・MIDI Editor main menu > [View>Mode: musical notation]
・Click a mouse right button > [Lyrics...], then write lyrics for notes.
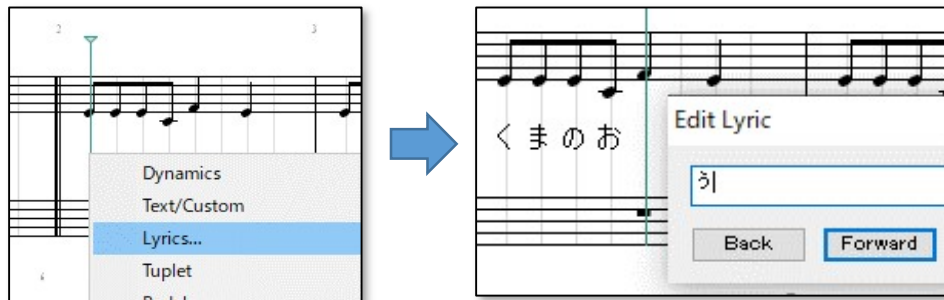
・Breath articulation: you can insert an accent articulation instead of a breath.
※Select a note (mouse right button drag) > right click on yellow bar > [Articulation>Accent]
※Accent articulations will be converted to the breath articulations on process ③.
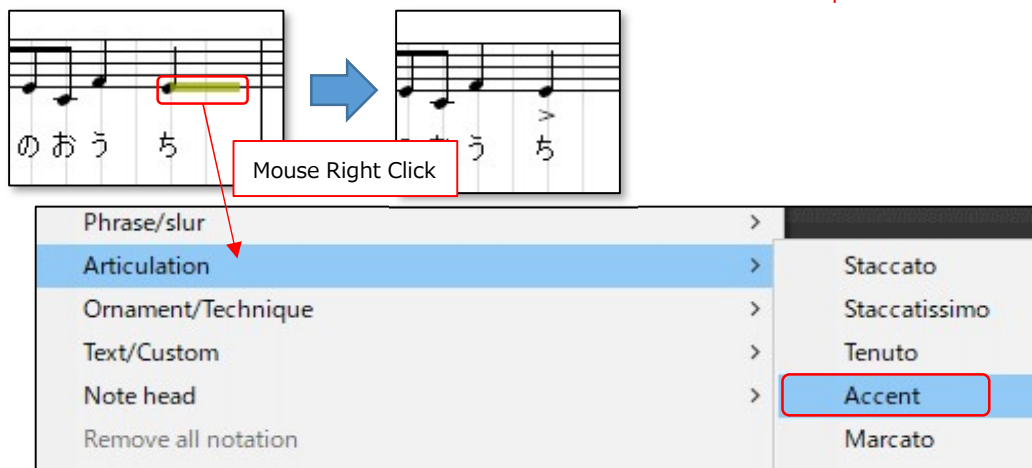
・When you finished to write lyrics and articulations, click the following menu on MIDI Editor.
[File > Notations: Export (PDF, MusicXML)...]
And export a MuxicXML file somewhere.
(Remember the file path. You should point the MusicXML file path later.)
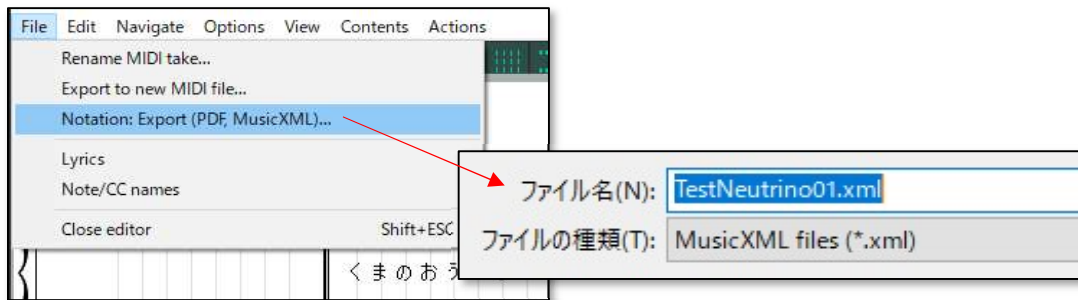
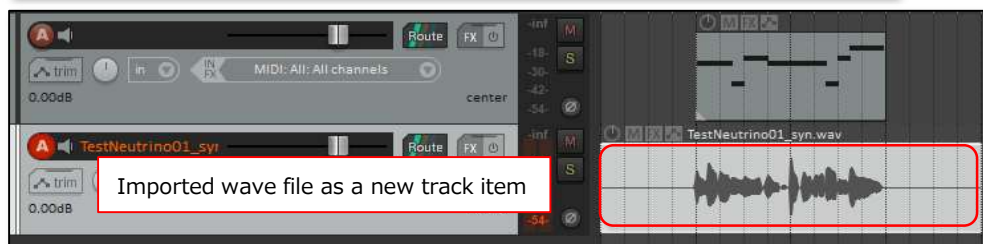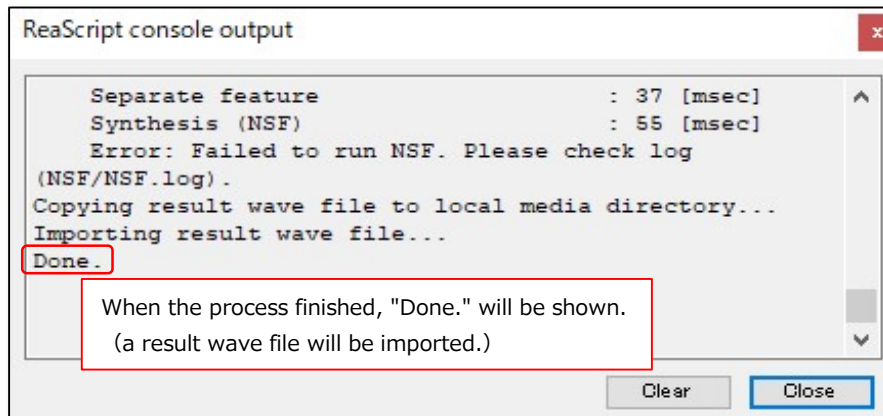②Close MIDI Editor and run this action. Then following dialog will be shown.
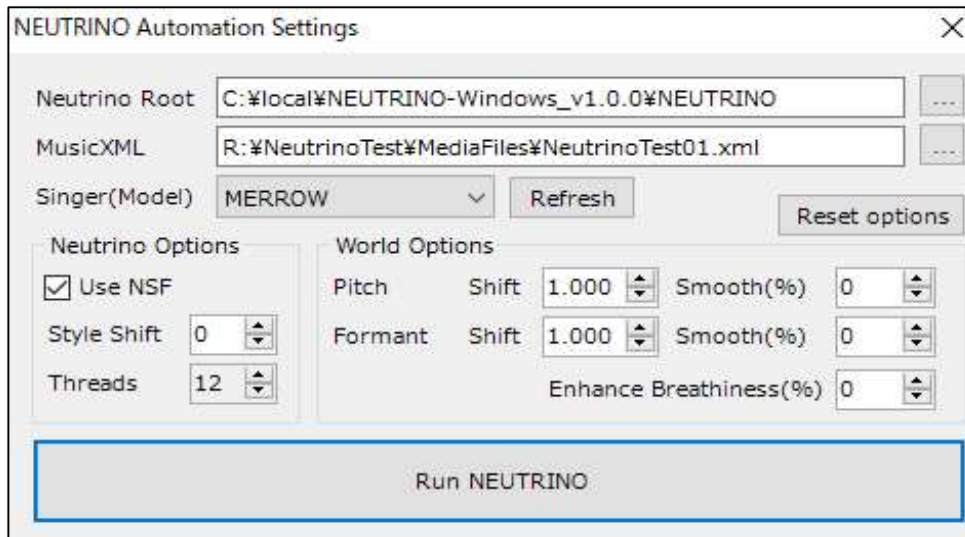
Write and select all settings (example setting is above image)
・Neutrino Root   NEUTRINO root path (where you unzipped and a Run.bat is there)
・MusicXML   MusicXML file path (you saved at ①)
・Singer(Model)   Vocal model name
                          ※Some models are not included in NEUTRINO-*.zip.
                            You need to install some models manually (if you need specific model).
・Refresh   Refresh Singer(Model) list (displays installed models only)
・Neutrino Options
   ・Use NSF   whether to use NSF
   ・Style Shift   Amount of Style Shift
   ・Threads   Number of threads for processing (You can leave it default)
・World Options   ※World Options won't applied when using the NSF
   ・Pitch Shift   Amount of pitch shifting by magnification
   ・Pitch Smooth   Amount of smoothing (%)
   ・Formant Shift   Amount of formant shifting by magnification
   ・Formant Smooth   Amount of smoothing (%)
   ・Enhance Breathiness   Amount of Enhancing Breathiness (%)

・Reset options initialize all option parameters.

・Refer to NEUTRINO blog for details on the various options.
    https://n3utrino.work/1295/

③Click [OK], then NEUTRINO runs automatically and a result wave file will be imported.
・Log messages will be shown, you must wait until it tells "Done."
※This process takes a long time (maybe minutes, it depends on the song length.)

ReaScript console output

```
    Separate feature                    : 37 [msec]
    Synthesis (NSF)                     : 55 [msec]
    Error: Failed to run NSF. Please check log
(NSF/NSF.log).
Copying result wave file to local media directory...
Importing result wave file...
Done.
```

When the process finished, "Done." will be shown.
 (a result wave file will be imported.)

Clear   Close

Imported wave file as a new track item

This action will streamline your workflow of using NEUTRINO.
You already don't need to use MuseScore only for inserting breath articulations as well.
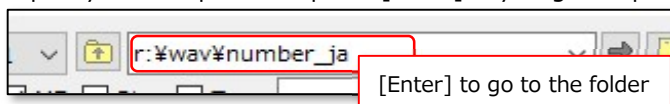
MediaFolder

■About MediaFolder

- ・MediaFolder window is useful for searching media and inserting media to the arrange view.
- ・MediaFolder can synchronize MediaExplorer to select and preview media.
- ・Has a lot of functions (Quick-Path, Random Selection, Easy to use with Keyboard, ...)
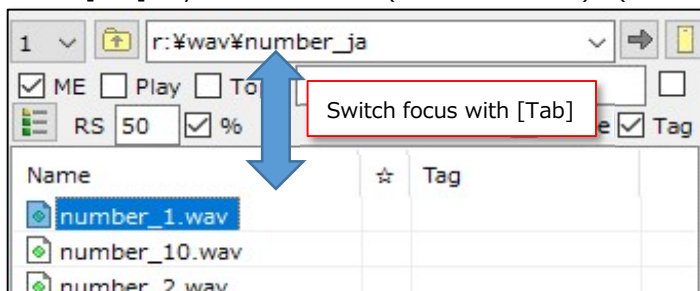- ・Has some operation for multi window (Grouping, Switch focus)

■Basic Tutorial

① Run action [[PeloReaper] MediaFolder: Show MediaFolder window (Number 01)] to show window.

② Specify current path and press [Enter] key to go to specified folder.

[Enter] to go to the folder

③ Press [Tab] key to switch focus (Path ComboBox)⇔(Files ListView).

Switch focus with [Tab]

④ Select some media file(s) and press [Enter] to insert media to the arrange view.

Insert file to the arrange view with [Enter]
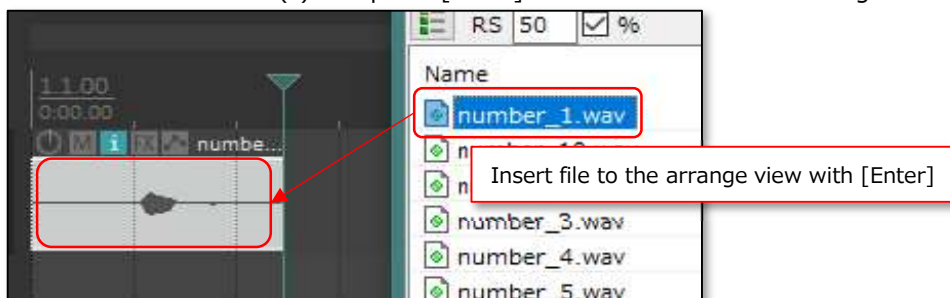
⑤ Check [ME]・[Play] to synchronize MediaExplorer selection state and auto-preview.

Can auto-preview on MediaExplorer
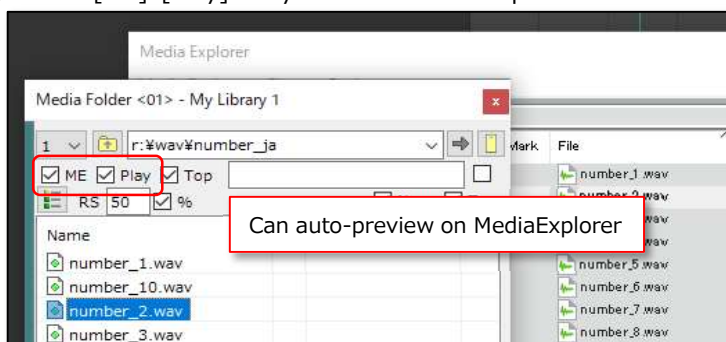
■ MediaFolderWindow

The functions of each part of the MediaFolder window are as follows.
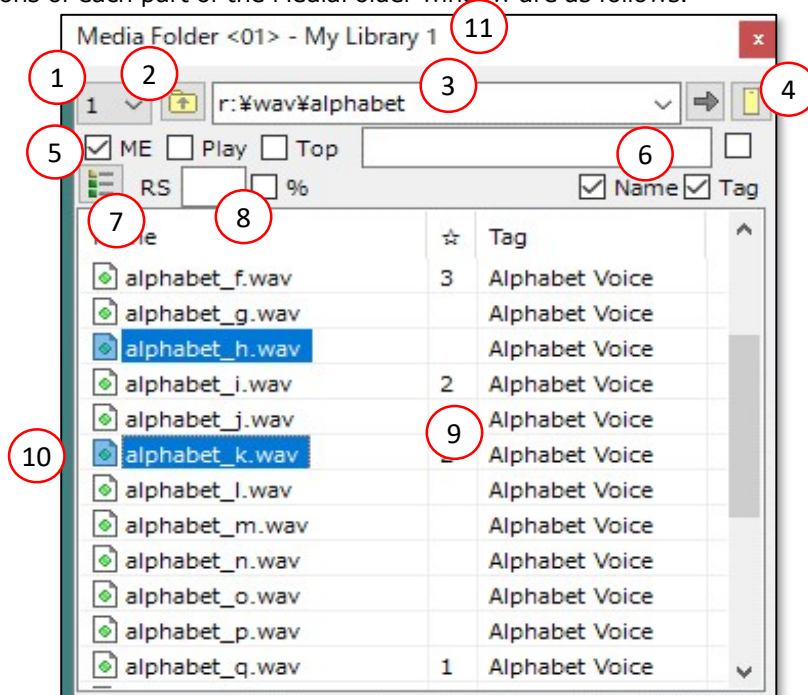
① Windowの Group Number
② Go to the parent folder
③ Current Path ([Enter] or ArrowButton(Right) to go to new path)
④ Bookmarks (Right click: Context menu)
⑤ MediaExplorer synchronization, Window top-most settings
　　・ME　　Synchronously select media on the MediaExplorer
　　・Play　　Auto-Preview on the MediaExplorer
　　・Top　　Window top-most state
⑥ Search files
⑦ Switch files listview display (with [Shift] key, reverse switching order)
⑧ Parameters for random selection
⑨ Files listview (Right click: context menu)
⑩ Window color
⑪ Window title name

■ Select files randomly

[Ctrl+R] to select files randomly.
You can specify the number of selection (or percentage with [%] check box)
Empty [RS] text box means 50% implicitly.

RS (Random selection) parameters
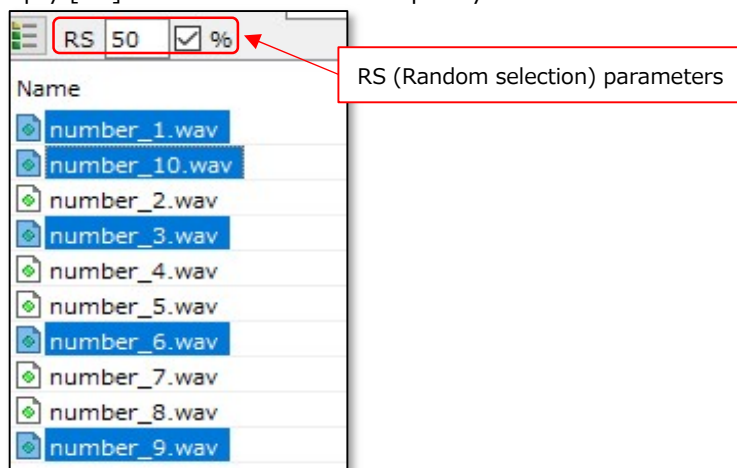
■ Insert media

You can insert media files at EditCursror with selecting some media and press [Enter].
Here are some optional shortcuts.
·[Ctrl+Enter]   Insert media as selected items' new takes
·[Shift+Enter]   Insert media (tempo-matched)
·[Alt+Enter]   Insert media (grid-sized)

·Check the following items in the context menu of the file list to insert using MediaExplorer's Action.
   [Media Explorer > Option: use ME action to insert media on enter on enter key (single selection only)]
      ·Works only when a single file is selected in the file list
      ·Ctrl, Alt, Shift combination + Enter will result in different insertion methods
         ※In the context menu [Media Explorer], the modifier key is located to the right of the item
            [Insert to ~].

■ Insert media randomly

Select files and [Ctrl+I] then some of the selected files will be inserted randomly.
·You can specify the number of insert files with dialog window.
·If you selected items on the ArrangeView, some media will be inserted as a new take.
·Unless you selected any items, selected files will be inserted on the selected track (or new track)
·[Ctrl+Shift+I] is the same above, and tempo-matched (only insersion on a track)

■ Quick-Path

QuickPath is like a bookmark to bind path to number keys(0-9).
·Ctrl+Alt(+Shift)+0-9   Store current path to number key(0-9)
·Ctrl(+Shift)+0～9   Recall path of number key(0-9)
※If Shift is pressed, it will be an individual Window local Quick-Path memory/call (otherwise Global)

Right click on the files listview→[Print all quick paths] to display all Quick Paths.
·F2/Shift+F2: Global/Local Quick-Path displaying shortcut

■ Bookmarks

You can save favorite paths as bookmarks.
Right click on the bookmarks button, then context menu will be shown.
      ·Add current path to favorites   Add current path to bookmark list
      ·Remove current path from favorites   Remove current path from bookmark list
      ·Show favorites file in explorer   Open windows explorer at bookmark list file

Left click on the bookmarks button, saved favorite paths will be shown. (context menu)
※If you edit bookmark list, edit bookmark list file directly.

■ Tags

You can add tag texts to selected files.
With selecting some files and right click, context menu will show up.
      ·Edit tags of selected item   Edit tags of selected file
      ·Add tags to selected items   Add tags to selected files
      ·Remove tags from selected items   Remove specified tags from selected files
      ·Remove all tags from selected items   Remove all tags from selected files
      ·Load tags from selected media file   Load tags from selected media files (if available)

■ ☆:Favorite rank

Select files and right click→[Mark selected items as favorite] to set rank number.
You can do it with [Ctrl+G]

■ Search files

By entering keywords in the search text box, you can view only the files that match your keywords.
You can enter multiple keywords separated by spaces, and the search will usually be an OR search.
　　・If the checkbox on the right is turned on, the search will be an AND search.

Following checkboxes allow you to switch the text to be compared when searching.
検索テキストボックス右下にあるチェックボックスで、検索時に比較対象とするテキストを切り替えられます。
　　・Name　　　　Compare to filenames
　　・Tag　　　　Compare to tags

■ Window title

You can set the window title name to each window.
Right click any place of MediaFolder window→[Set window title name] to set the title name.
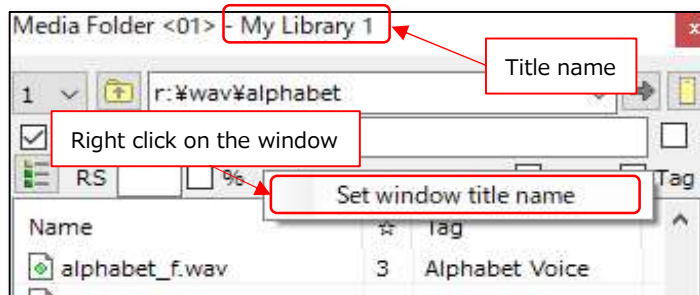
■ Window color

Click on the left edge of the window to set the desired color.
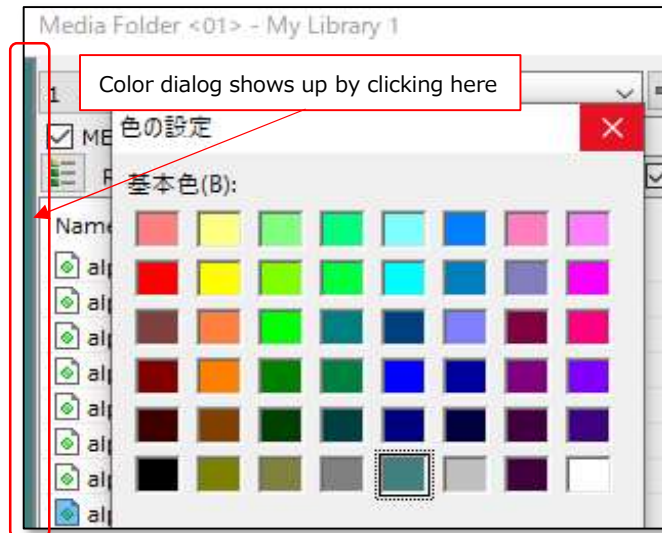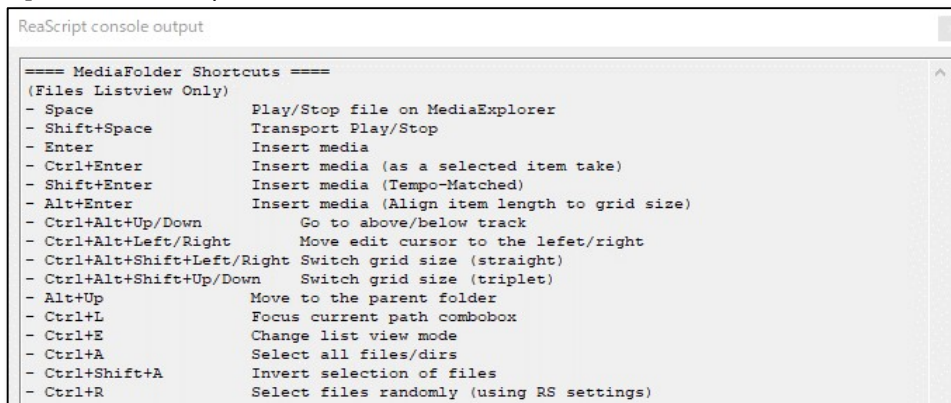
■ ArrangeView operation

It is also possible to operate the ArrangeView while the focus is on the FileList of the window.
・Move Current Position of EditCursor, track selection
　　・[Ctrl+Alt+Left/Right]　　　　Move EditCursor to the right/left (1 grid)
　　・[Ctrl+Alt+Up/Down]　　　　Go to above/below track (track selection)
・Switching grid size
　　・[Alt+Shift+Left/Right]　　　　Change grid size (Straight)
　　・[Alt+Shift+Up/Down]　　　　Change grid size (Triplet)
・Transport Play/Stop
　　・[Shift+Space]　　　　Transport Play/Stop

[F1]   Show all keyboard shortcuts

```
ReaScript console output

==== MediaFolder Shortcuts ====
(Files Listview Only)
- Space                 Play/Stop file on MediaExplorer
- Shift+Space           Transport Play/Stop
- Enter                 Insert media
- Ctrl+Enter            Insert media (as a selected item take)
- Shift+Enter           Insert media (Tempo-Matched)
- Alt+Enter             Insert media (Align item length to grid size)
- Ctrl+Alt+Up/Down            Go to above/below track
- Ctrl+Alt+Left/Right         Move edit cursor to the lefet/right
- Ctrl+Alt+Shift+Left/Right Switch grid size (straight)
- Ctrl+Alt+Shift+Up/Down    Switch grid size (triplet)
- Alt+Up                Move to the parent folder
- Ctrl+L                Focus current path combobox
- Ctrl+E                Change list view mode
- Ctrl+A                Select all files/dirs
- Ctrl+Shift+A          Invert selection of files
- Ctrl+R                Select files randomly (using RS settings)
```

■ MediaFolder window actions

■ [PeloReaper] MediaFolder: *1 MediaFolder window (Number *2)
  *1: Show, Hide, Toggle
  *2: 01〜10
  Show/Hide/Toggle MediaFolder window (By window number).

■ [PeloReaper] MediaFolder: *1 MediaFolder window (Group *2)
  *1: Show, Hide, Toggle
  *2: 01〜10
  Show/Hide/Toggle MediaFolder window (By window group number).
  This function is useful for switching the display of multiple windows in a group.

■ [PeloReaper] MediaFolder: *1 MediaFolder windows
  *1: Show, Hide, Toggle
  Show/Hide/Toggle all MediaFolder windows.
 Warning: many windows will shows up!

GameSynth Integration

■ About GameSynth

・GameSynth is a sound data production tool for games developed by tsugi Studio.
It allows you to create sounds using procedural approaches such as physical modeling.
For more details, please refer to the official website below.
   http://tsugi-studio.com/web/en/products-gamesynth.html
   ※GameSynth tool itself is not included in the PeloReaper Extension package.

・GameSynth Integration includes features such as the ability to render GameSynth patches using
GameSynth's command-line converter and automatically import the generated wav files.

■ Basic Tutorial

① Purchase GameSynth and set it up, which can be purchased from the original site or from stores
such as SONICWIRE. Also, you don't need any special settings in GameSynth tool to use this
plugin's GameSynth Integration.

② Configure the settings to run GameSynth Integration.
Run [[PeloReaper] GameSynth: GameSynth integration settings window...] action.
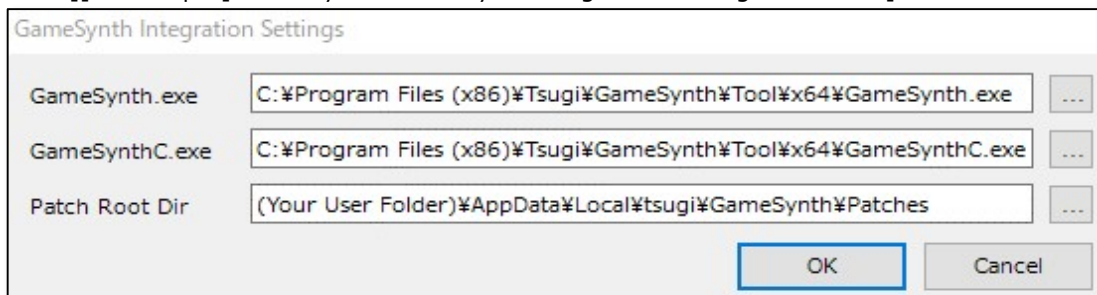
If you have installed GameSynth in the default location, you don't need to make any changes.
Press [OK] button, then settings will be saved.

③ Display the GameSynth Rendering window to render patches of GameSynth.
Run [[PeloReaper] GameSynth: Show GameSynth render window...] action.
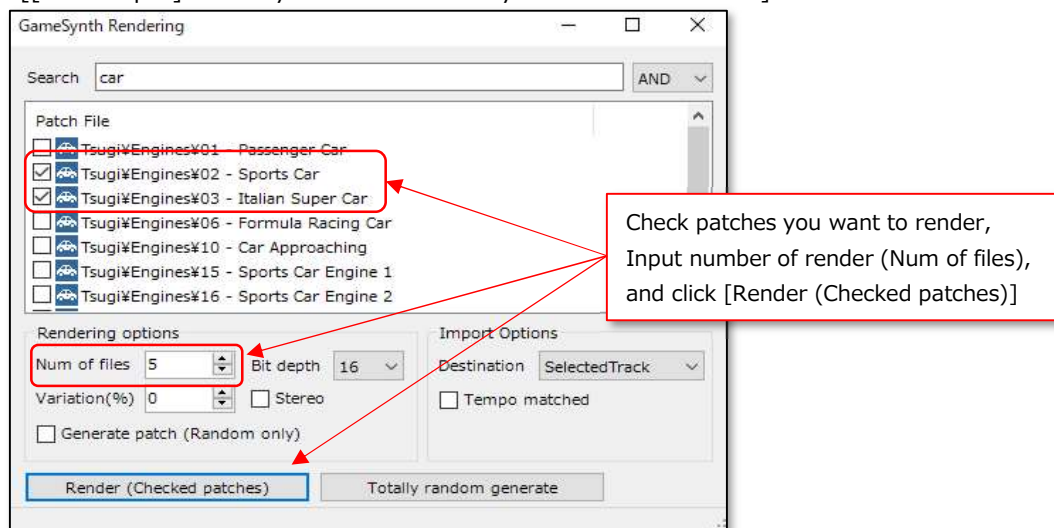
Rendered wav files will be automatically imported for each patch in the specified number.

■ GameSynth Integration Settings Window

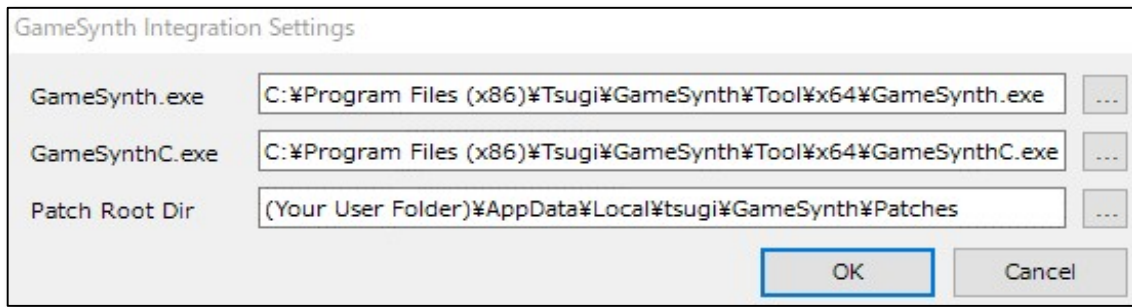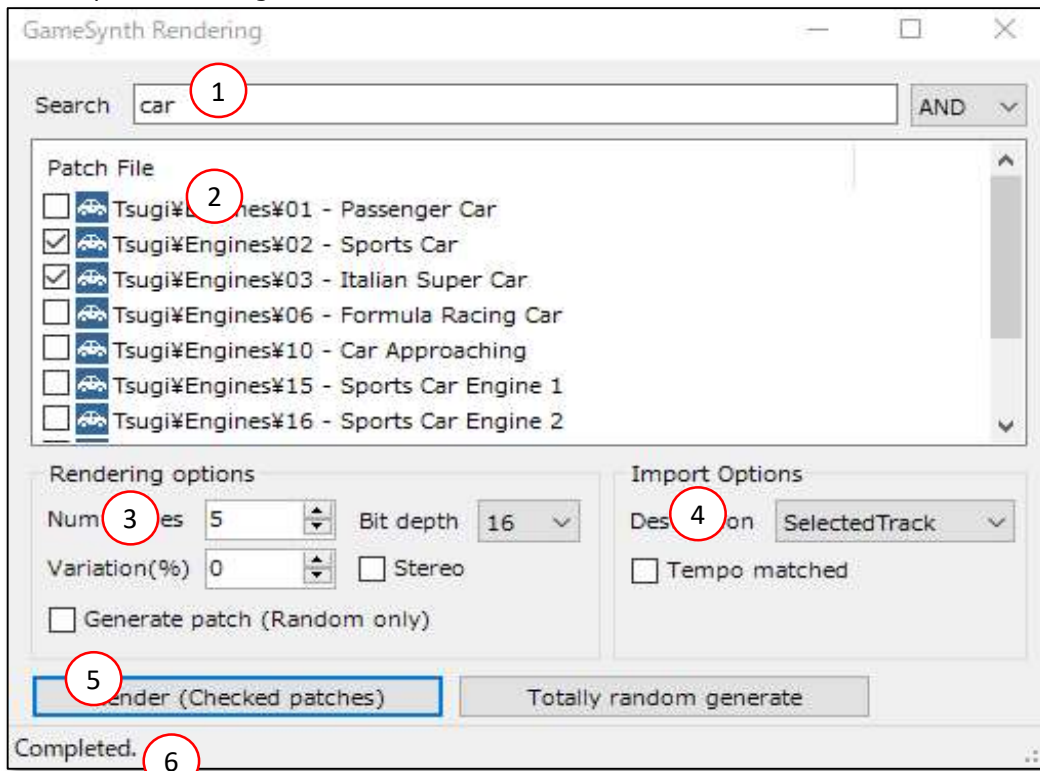|	
・GameSynth.exe	Location(path) of the GameSynth.exe
・GameSynthC.exe	Location(path) of the GameSynthC.exe (Command-line tool)
・Patch Root Dir	GameSynth patch root folder. Default location is below.
	(Your User Folder)¥AppData¥Local¥tsugi¥GameSynth¥Patches

■ GameSynth Rendering Window

① Search textbox for patches
    The combo box on the right side allows you to decide the search method(AND, OR, RegExp).
    If the search method is [RegExp], regular expressions can be used, and only in this case,
    the search will be executed by entering the Enter key.

② Patch list. You need to check box of patches to render.
    Right-click to display the menu for item selection, etc.
    You can also use the following shortcut keys.
    ・Ctrl+A   Select all patches
    ・Ctrl+Shift+A   Toggle all check boxes of patches
    ・Ctrl+R   Select patches randomly (the number of selection is set by Ctrl+Shift+R)
    ・Ctrl+Shift+R   Select patches randomly (input number of selection)
    ・Tab   Focus the search textbox
    ・F3   Focus the search textbox
    ・F5   Refresh patch list

③ Rendering options
　　Specifies the rendering options for patch rendering or random generation.
　　・Num of files　　　　The number of wav files to be rendered per patch
　　・Variation(%)　　　　Variation value of the GameSynth patch
　　・Bit depth　　　　　Bit depth of the wav file
　　・Stereo　　　　　　Using stereo audio channels
　　・Generate patch　　Whether to save the generated patch (for random generation only)

④ Wav file importing options
　　・Destination　　　　Specify the destination (Track, ItemTake) to import the rendered wav file.
　　・Tempo matched　　Tempo-matched import (only for importing files to a track)

⑤ Buttons for executing to render
　　・Render (Checked patches)　　Render patches checked in the list of ②
　　・Totally random generate　　　Automatically generate wavs with the number of [Num of files],
　　　　　　　　　　　　　　　　　　　regardless of the check in ②.

⑥ Status display
　　Displays the running status. When rendering finished, "Completed." appears here.

■ GameSynth Integration Action Reference

■ [PeloReaper] GameSynth: Open GameSynth integration settings window...
　　Displays the GameSynth Integration Settings window.

■ [PeloReaper] GameSynth: *1 GameSynth render window...
　　*1: Syow, Hide, Toggle
　　Switches the display of the GameSynth Render window.

■ [PeloReaper] GameSynth: Launch GameSynth tool (GameSynth)...
　　Launches the GameSynth Tool.

■ [PeloReaper] GameSynth: Launch GameSynth tool (PatchRepositorySite)...
　　Displays the GameSynth Patch distribution site in your Web browser.
　　Please refer to the GameSynth manual for how to use the site.

VOICEVOX Integration

■ VOICEVOX

・VOICEVOX is a free text-to-speech software.
　　For more details, please refer to the official website below.
　　　https://voicevox.hiroshiba.jp/
　　※VOICEVOX-related files are not included with PeloReaper. They must be downloaded
　　　separately as described below.
・About PeloReaperExtensionのVOICEVOX Integration
　　PeloReaper implements the ability to perform speech synthesis using VOICEVOX ENGINE.
　　This function converts text into an audio file and imports it into REAPER.
　　・Support version:　　VOICEVOX ver.0.13.3

■ Basic tutorial (VOICEVOX ENGINE Integration)

① Prepare the runtime environment
　　Download and Install VOICEVOX
　　　https://voicevox.hiroshiba.jp/

　　Start VOICEVOX Editor (VOICEVOX ENGINE will be started at the same time).
　　Check that the VOICEVOX itself is working properly. If it is OK, the preparation is completed.
　　※Leave VOICEVOX Editor running to use it as a text-to-speech server.

② Execute audio synthesis
　　■ [PeloReaper] VOICEVOX: Generate dialogue with VOICEVOX ENGINE TTS...
　　Select the Speaker's voice style, enter text in the Text field, and press the "Generate" button.
　　If the process is successful, the synthesized wav file is imported into REAPER.
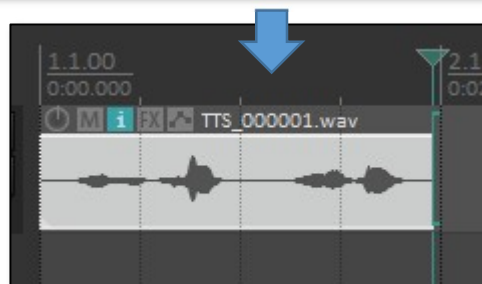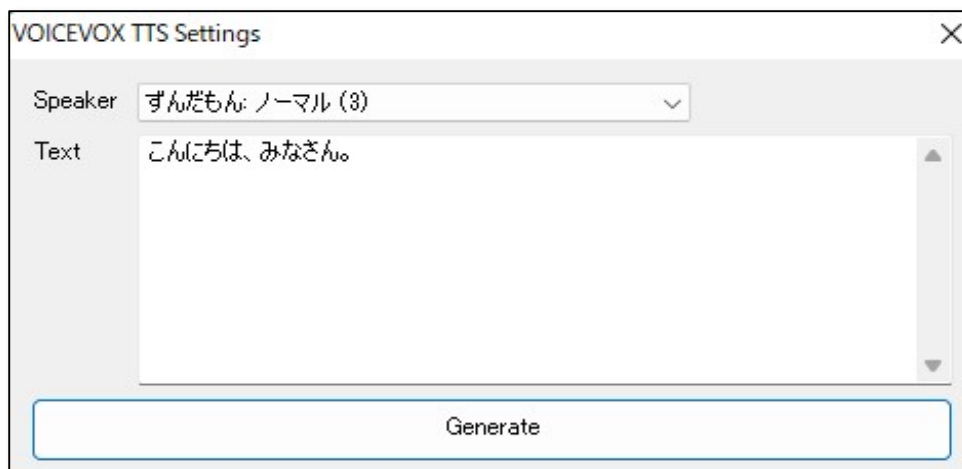
　　・Parameters
　　　・Speaker　　　　You can select a combination of speaker types and vocal styles.
　　　・Text　　　　　　text for text-to-speech
　　　・Generate　　　This button performs the text-to-speech and imports the wav file into REAPER.

■[PeloReaper] VOICEVOX: Generate dialogue with VOICEVOX ENGINE TTS (CVS: *1)...
  *1: ShiftJIS, UTF8

If you prepare a CSV file, you can import wav files by batch text-to-speech processing.
Each field of the CSV record describes the following in turn.
・SpeakerID   Specify ID number or ID text to represent speaker/style
                          ID text format: Speaker:Style
                          ex.) 四国めたん:ノーマル
                     Speaker IDs can be found in the speaker info csv described below.
                     If this field does not correspond to any SpeakerID, it will be skipped.
・Text   text for text-to-speech.
・Insert time   You can specify the time to import the wav file in seconds or time code.
                     ・To specify in seconds, specify numerically
                          ex.) 1、2.2, ...
                     ・Specify in HH:MM:SS:FF format when specifying by time code
                          ex.) 00:01:02:15, ...
                     ・If blank, it is inserted at the end of the previous line of Item.

・Example of a simple description in Excel (just save this to a CSV file)
  ※Three fields are required per line, so provide a label line like the first line without kana or time.

	A	B	C
1	SpeakerID	テキスト	配置時刻
2	四国めたん:あまあま	こんにちは。	
3	ずんだもん:ノーマル	こんにちわ。	
4	四国めたん:あまあま	どこの出身なんですか？	
5	ずんだもん:ノーマル	東北地方ですよ。	
6	四国めたん:あまあま	私は四国ですね。	

Execute the above Action and specify the CSV file, and the process will be executed.

■[PeloReaper] VOICEVOX: Save VOICEVOX speaker infos to csv file...
Saves all speaker informations into csv file.

	A	B	C	D
1	Name	Style	SpeakerID(Text)	SpeakerID(Num)
2	四国めたん	ノーマル	四国めたん:ノーマル	2
3	四国めたん	あまあま	四国めたん:あまあま	0
4	四国めたん	ツンツン	四国めたん:ツンツン	6
5	四国めたん	セクシー	四国めたん:セクシー	4
6	四国めたん	ささやき	四国めたん:ささやき	36
7	四国めたん	ヒソヒソ	四国めたん:ヒソヒソ	37
8	ずんだもん	ノーマル	ずんだもん:ノーマル	3

This section explains how to easily create the text and placement information for a line on REAPER.
・Empty Item
An item can contain notes (Item Notes), which are displayed on the item in Empty Item.
※Empty Item can be created with the Action [Insert empty item] with the time selection.

・Dialogue Track
You can create a Dialogue Track by preparing Tracks and Items according to the following rules.
・Track name contains only SpeakerID (ex: ずんだもん:ノーマル)
・Create an Empty Item, double-click and fill in the lines (dialogue text).
※the length of the item has no effect for TTS waveforms.
(The figure below is an example of creating a dialogue tracks)

・Once you create a dialogue track, you can use the following features from it.
・Batch speech synthesis with VOICEVOX based on Dialogue Tracks
・CSV file import/export for Dialogue Tracks

■ [PeloReaper] VOICEVOX: Generate dialogue from selected item notes with VOICEVOX ENGINE TTS *1
*1: (Insert to new track)
Speech synthesis is performed based on the Empty Items selected on the Dialogue Tracks.

■ [PeloReaper] VOICEVOX: Save selected dialogue tracks to csv file...
Export the selected Dialogue Tracks to a CSV file.

■ [PeloReaper] VOICEVOX: Create dialogue empty items from csv file (CSV: *1)...
*1: UTF8, ShiftJIS
Import the CSV file to create Dialogue Tracks.

The above two actions allow mutual conversion between CSV and Dialogue Tracks.

■ [PeloReaper] VOICEVOX: Save selected dialogue tracks to csv file (for VOICEVOX Editor)...
■ [PeloReaper] VOICEVOX: Create dialogue empty items from csv file (CSV: *1, VOICEVOX Editor Text)...
*1: UTF8, ShiftJIS
Import and export text files that can be read and written by the VOICEVOX Editor.
※The VOICEVOX Editor does not have insert time information, so time information will be lost.
※The encoding of the text file exported from VOICEVOX Editor seems to be UTF8.

□Empty Item length for lines when importing CSV
The default rule is 4 characters per second, which determines the length of the generated Items.
This can be adjusted in the VOICEVOX Settings window.
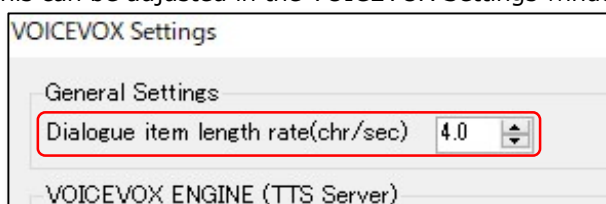
It can communicate with REAPER and the VOICEVOX ENGINE running on a machine on the same network to perform speech synthesis.

① Assumption
　　・2 Windows PCs required.
　　・PC_A: for REAPER, PC_B: for VOICEVOX ENGINE(Server)

② Preparation
　　□PC_B
　　　・Download and install VOICEVOX.
　　　・There
　　　・There is run.exe in the VOICEVOX installed folder. You can run it on the command prompt.
　　　　> run.exe --host (IP-Address of PC_B)
　　　※it is necessary to start the VOICEVOX ENGINE in this way for accessing from another PC.
　　　※To finish VOICEVOX ENGINE(run.exe), Press Ctrl+C on the command prompt.

　　□PC_A
　　　Execute following action and setup external server settings.
　　　　　■[PeloReaper] VOICEVOX: Show VOICEVOX ENGINE settings window...
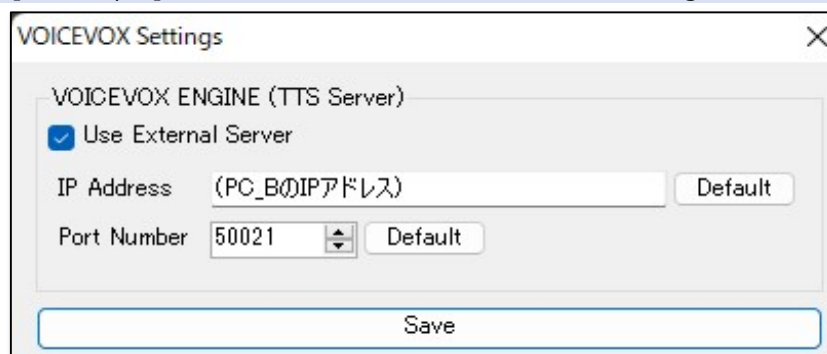
　　　・VOICEVOX ENGINE (TTS Server)
　　　　・Use External Server　　　　Whether to use external server connection settings
　　　　・IP Address　　　　　　　　External server IP-Address (Set PC_B IP-Address)
　　　　・Port Number　　　　　　　External server port number (Use default value)
　　　　・Default button　　　　　　Reset parameter to default value
　　　・Save button　　　　　　　　Save settings

③ Synthesize audio
　　The procedure for voice synthesis in dialog and CSV is the same as usual.
　　By executing the aforementioned Action in the REAPER of PC_A, speech synthesis is performed in PC_B and the result can be received in PC_A.
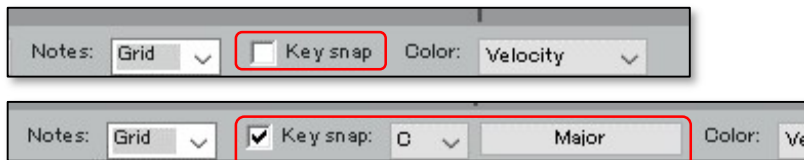
MIDI

■About MIDI

You can use some actions for the MIDI Editor.
※Actions below are available in the action list [MIDI Editor] section only.

■Toggle Key-snap option on the MIDI Editor Action

■[PeloReaper] MIDI: MIDIEditor Toggle key snap(Scale)
This action toggles the KeySnap option checkbox on the MIDI Editor.

■Select previous/next key signature root

■[PeloReaper] MIDI: MIDIEditor Select key signature root *1
*1: Prev, Next
Select previous/next key signature root in MIDI Editor.
※REAPER already has the same functional actions but they never update piano roll settings...

■Show scale settings

■[PeloReaper] MIDI: MIDIEditor Show current scale settings
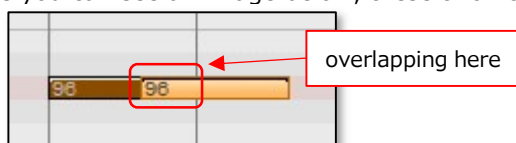This action shows current scale settings.

■Overlapping notes detection

■[PeloReaper] MIDI: Check overlapping notes
This action checks if there are any overlapping notes, and ask you whether to correct them.
(If there are some, confirmation dialog will be shown)

■Overlapping notes problem
As you can see an image below, these two notes are overlapping.

overlapping here

REAPER cannot treat these notes correctly (especially the second note).
For example, when we try to select second note with some action, REAPER selects the overlapped part as a second note. Another case, when we change the note state with ReaScript, sometimes notes would lengthen to the end of current MIDI item unexpectedly.

This action is for checking this problem and correcting notes if necessary.

REAPER has some options below. You can use them as well.
・Correcting overlapping notes action
　・[Correct overlapping notes]
・MIDI Editor option (menu)
　・[Options > Automatically correct overlapping notes]

■Setting time selection to current measure

■[PeloReaper] MIDI: Set TimeSelection to current measure
This action set the time selection to current measure.

■Moving pitch cursor to notes pitch

■[PeloReaper] MIDI: Move pitch cursor to next higher note pitch (*1, *2)
■[PeloReaper] MIDI: Move pitch cursor to next lower note pitch (*1, *2)
*1: Any, SelectedOnly, SmartSelect
*2: EditCursorOverlapped、(nothing)

The pitch cursor will move to the pitch of some notes.
*1
Any	Any notes will be candidates
SelectedOnly	Only selected notes will be candidates
SmartSelect	Some notes selected:"SelectedOnly" mode, otherwise "Any" mode

*2
(nothing)	Any notes will be candidates
EditCursorOverlapped	Notes overlapping with edit cursor will be candidates

■[PeloReaper] MIDI: Move pitch cursor to notes pitch at edit cursor (*1, *2)
*1: Any, Selected, Smart
*2: Highest, Lowest, Cycle

The pitch cursor will move to the lowest/highest pitch of notes.
*1
Any	Any notes will be candidates
Selected	Only selected notes will be candidates
Smart	Some notes selected:"Selected" mode, otherwise "Any" mode

*2
Highest	Move to the highest pitch
Lowest	Move to the lowest pitch
Cycle	Execute cyclically these modes above

■ Changing length of selected notes

■ [PeloReaper] MIDI: Multiple selected notes length by 2/3
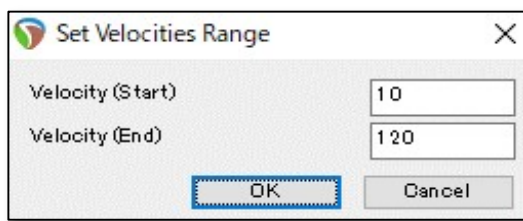Notes length will be multiplied by two thirds.

■ Setting velocity of selected notes

■ [PeloReaper] MIDI: Set selected notes' velocity to 1〜127
The velocity of selected notes will be set to the value(1, 10, 20, ..., 120, 127).

■ [PeloReaper] MIDI: Set selected notes' velocity to 10〜100 percent
The velocity of selected notes will be set to the value of percentage(10〜100).

■ Setting interpolated velocities of selected notes

■ [PeloReaper] MIDI: Set selected notes' velocity interpolated (*1) ...
■ [PeloReaper] MIDI: Set selected notes' velocity interpolated (*1) with before settings
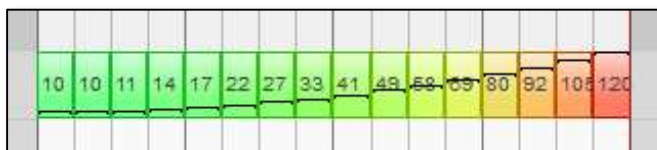*1: Linear, EaseIn, EaseOut, EaseInOut, Cycle
The velocity of selected notes will be set to interpolated values within the specified range.
The action which has "with Before Settings" will use start/end velocity settings you specified
before (on Set Velocities Range dialog).
The action of *1=Cycle will be executed with changing interpolation curve cyclically.

・Linear

・EaseIn

・EaseOut

・EaseInOut

■ [PeloReaper] MIDI: Set selected notes' velocity to random value of range (*1, *2)
  *1: SetRange, UseBeforeSettings
  *2: OneRandomVelocity, RandomVelocities

The velocity of selected notes will be set randomly.

*1
  SetRange   You can specify a range of random values (Dialog)
  UseBeforeSettings   The range of random values you set before will be used

*2
  OneRandomVelocity   Velocities will set to one random value
  RandomVelocities   Velocities will set to random values of each

・OneRandomVelocity

・RandomVelocities

■[PeloReaper] MIDI: (*1) note pitch randomize window...
　*1: Show, Hide, Toggle
　Sets display state of note pitch randomize window.

■[PeloReaper] MIDI: Randomize selected notes pitch with range (setting (*1)(, *2))
　*1: 00～08
　*2: One random, Avoid duplication
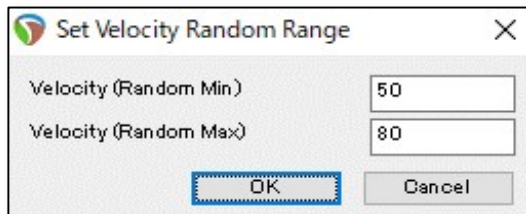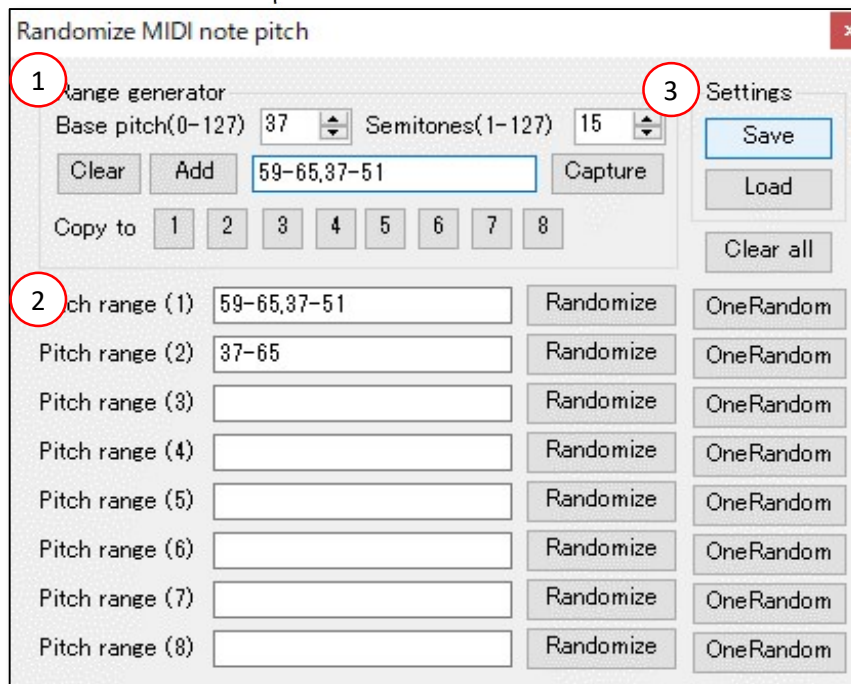　Sets notes' pitch randomly based on the randomize range settings.
　・Normal (*2: nothing)　Pitch duplications exists
　・Avoid duplication　　Avoids pitch duplications
　・One random　　　　uses one random pitch for all selected notes

□Randomize MIDI note pitch window

① Range generator
　　This is the utility for creating random range settings for ease.
　　　・Base pitch　　　Minimum pitch of the pitch range
　　　・Semitones　　　Number of semitones from base pitch
　　　・Clear　　　　　Clear the result text box
　　　・Add　　　　　　Create and add the pitch range setting based on [Base pitch][Semitones]
　　　・Capture　　　　Captures notes' pitch range from selected notes on MIDI Editor
　　　・Copy to 1-8　　Copy result settings to the settings 1-8
② Slots of pitch range settings (1-8)
　　　・Pitch range (1-8)　Settings of pitch range (multiple ranges can be combined with comma)
　　　・Randomize　　　Execute randomization (+Shift key: avoid pitch duplication)
　　　・OneRandom　　　Sets one random note pitch to the selected notes
③ Save/Load all settings
　　　・Save　　　　　　Save all settings to file
　　　・Load　　　　　　Load all settings from file
　　　・Clear all　　　　Clear all settings on the window

□Shortcuts on the window
　・Ctrl+(1-8)　　　　Execute randomization (pitch duplication allowed)
　・Ctrl+Shift+(1-8)　Execute randomization (pitch duplication avoided)
　・Ctrl+Alt+(1-8)　　Execute one-random

■ Deleting a note at Edit/Pitch cursor (or selected notes)

■ [PeloReaper] MIDI: Delete selected notes or delete note at edit/pitch cursor (Smart delete)
When there are no selection of notes, a note at both Edit and Pitch cursor will be deleted.
Otherwise (there are some selection of notes), they will be deleted.

Both EditCursor and PitchCursor
are on this note
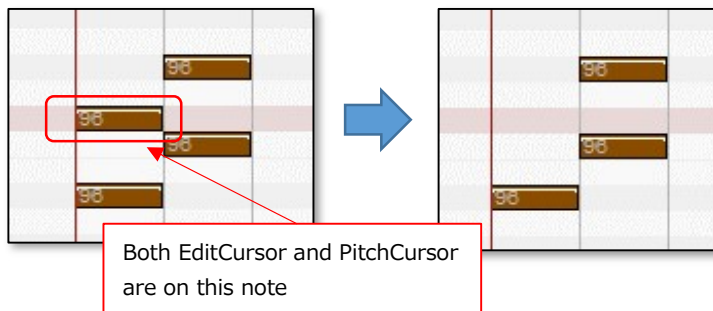
■ Deleting Notes except for lowest pitch note at edit cursor

■ [PeloReaper] MIDI: Delete notes except for lowest pitch note (*1)
*1: IgnoreSelection, SelectedNotesOnly, Smart

Some notes at edit cursor except for lowest pitch note will be deleted.
*1

IgnoreSelection	Any notes at edit cursor will be candidates
SelectedNotesOnly	Only selected notes at edit cursor will be candidates
Smart	Some notes selected:"SelectedNotesOnly" mode, otherwise "IgnoreSelection" mode

・IgnoreSelection

・SelectedNotesOnly
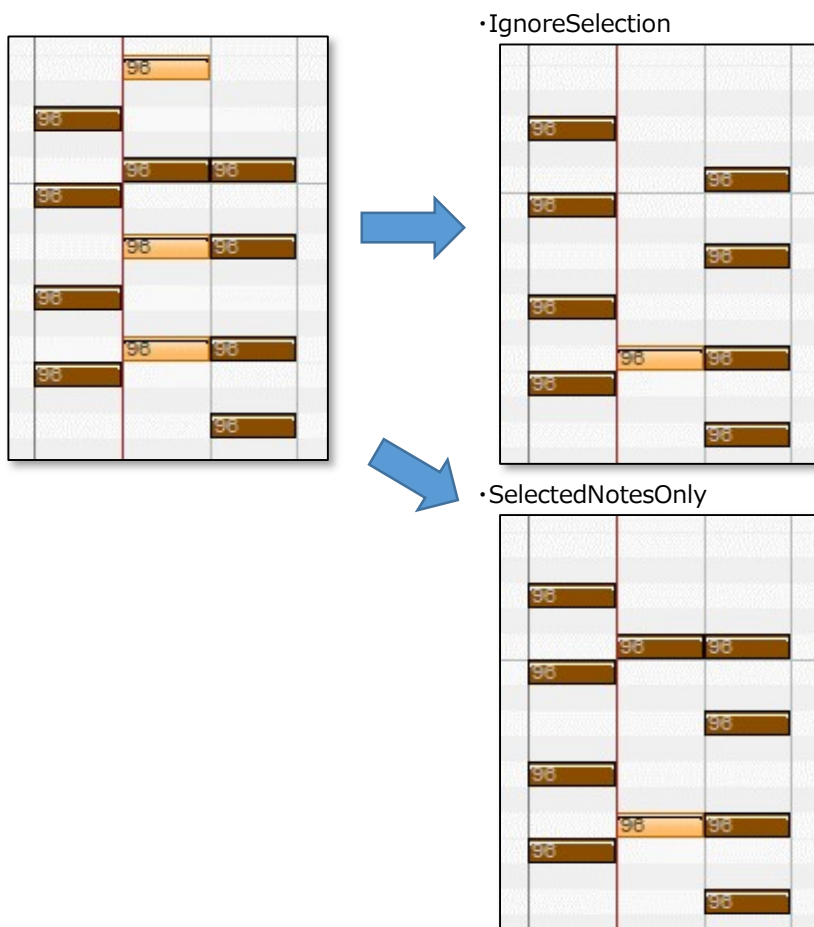
■ Add or move note selection

■ [PeloReaper] MIDI: Smart select note horizontally(*1 *2)
*1: Add, Select
*2: Next, Previous

This action adds notes to selection, or move selections of notes to other notes.
·If there are notes with the same pitch in the direction of movement, they'll be candidates
 for selection.
·Otherwise, if there are any notes in the direction of movement, they'll be candidates.
·If no note is selected, a nearest note to Edit/Pitch cursor will be selected.

■ [PeloReaper] MIDI: Smart select note vertically(*1 *2)
*1: Add, Select
*2: Higher, Lower

This action adds notes to selection, or move selections of notes to other notes.
·Basically, notes which starts the same time will be candidates for selection.
·If there are no notes with the same start time in the direction of movement, any other notes
 in the direction of movement will be candidates.
·If no note is selected, a nearest note to Edit/Pitch cursor will be selected.

■ Selecting all notes at Edit cursor(vertically) or Pitch cursor(horizontally)

■ [PeloReaper] MIDI: Unselect notes at edit cursor
■ [PeloReaper] MIDI: Select notes at edit cursor (*1)
*1: Add, Select, Toggle

The selection state of all notes at edit cursor will be set.

■ [PeloReaper] MIDI: Unselect notes at pitch cursor
■ [PeloReaper] MIDI: Select notes at pitch cursor (*1)
*1: Add, Select, Toggle

The selection state of all notes at pitch cursor will be set.

■ Selecting nearest note to pitch cursor at edit cursor

■ [PeloReaper] MIDI: Unselect note nearest to the pitch cursor at edit cursor
■ [PeloReaper] MIDI: Select note nearest to the pitch cursor at edit cursor (*1)
*1: AddSelection, Select, Toggle

The selection state of note nearest to pitch cursor at edit cursor will be set.
This action is useful for selectiong a note nearest both Edit and Pitch cursor.

■ Selecting bass notes

■ [PeloReaper] MIDI: Select bass notes in time selection
Bass notes in time selection will be selected.
·If there is no time selection, all notes will be checked.

■ Detecting melody notes intervals of P4, P5

■ [PeloReaper] MIDI: Detect selected notes P4,P5 intervals (Monophonic)
This action detects monophonic melody notes intervals are 5 semitones or 7 semitones.
Detected notes will keep selection.

■ Important notes of scale snapping actions below

■ Scale settings
REAPER accepts scale setting as a 12 numeric characters string.
This indicates available scale tones in the scale, for example Major Scale is 10203405067.
Technically, for scale snapping, all that matters is which values are not zero.
There is an example of scale setting file. : (REAPER resource folder)/Data/sample.reascale
(You can import a scale setting file like this on MIDI Editor window)

■ Restriction of scale settings
Following actions which use scale settings require a specific scale setting rule.
But don't worry about it, default scale settings which REAPER has go with the rule.
★Restriction: Scale tone numbers are unique in the scale
  OK: 102034050607
  NG: 102234050677 (2,7 is doubled)
When you download .reascale file from internet (ex. REAPER forum), be careful about this rule.

■ Moving pitch cursor according to scale

■ [PeloReaper] MIDI: Move pitch cursor up according to scale
■ [PeloReaper] MIDI: Move pitch cursor down according to scale
If key snapping is enabled, pitch cursor will move up/down according to scale settings.

■ Moving pitch cursor to specific scale tone according to scale

■ [PeloReaper] MIDI: Move pitch cursor to nearest *1 scale tone
*1: 1st, 2nd, 3rd, 4th, ...
Pitch cursor will move to the nearest scale tone pitch according to scale settings.
・This action is available when key snapping is enabled.

■ [PeloReaper] MIDI: Move pitch cursor to *1 scale tone (within current octave range)
*1: 1st, 2nd, 3rd, 4th, ...
Pitch cursor will move to the scale tone pitch within the current octave according to scale settings.
・This action is available when key snapping is enabled.

■ Inserting scale interval note based on current pitch

■ [PeloReaper] MIDI: Insert scale(Diatonic) interval note at pitch cursor up *1
■ [PeloReaper] MIDI: Insert scale(Diatonic) interval note at pitch cursor down *1
*1: 1st, 2nd, 3rd, 4th, ...
This action inserts interval note from current pitch according to scale settings.
・This action is available when key snapping is enabled and current pitch is one of the scale tone.
・This is useful for inserting diatonic chords of sorts.

■ Inserting chromatic scale tones based on current pitch

■ [PeloReaper] MIDI: Insert chromatic scale interval note at pitch cursor up *1
■ [PeloReaper] MIDI: Insert chromatic scale interval note at pitch cursor down *1
*1: 1st, 2nd, 3rd, 4th, ...
This action inserts chromatic scale interval note based on current pitch.
・Even if key snapping is enabled, this doesn't obey key snapping.

■ Sending MIDI note ON/OFF at pitch cursor

■ [PeloReaper] MIDI: MIDIEditor Send note on message (at pitch cursor, velocity: 10〜100%)
■ [PeloReaper] MIDI: MIDIEditor Send note off message (at pitch cursor)
Send MIDI Note ON/OFF (as a Virtual Keyboard).
・Assigning a shortcut, you can audition some notes with a PC keyboard without mouse click
 on piano roll keyboard (especially useful for drums and samplers).
・Better to assign shortcut to [Send all notes off to all MIDI outputs/plug-ins] for stopping sounds.

■ Sending MIDI note ON/OFF at pitch cursor (Scale Tone)

■ [PeloReaper] MIDI: MIDIEditor Send scale(Diatonic) interval note on at pitch cursor *1 *2
■ [PeloReaper] MIDI: MIDIEditor Send chromatic scale interval note on at pitch cursor *1 *2
*1: Up, Down *2: 1st〜12th
Send MIDI Note ON message at pitch cursor according to scale setting on MIDI Editor.
Diatonic: Scale tone only, Chromatic: Force chromatic if key-snap is enabled.

■ [PeloReaper] MIDI: MIDIEditor Set scale note on velocity...
Set a note on velocity for above actions.

■ PitchCursor位置を基準にScale上の相対音程でNote挿入やNote ONを発行（モード切替可能）

■ [PeloReaper] MIDI: MIDIEditor Execute switchable scale(Diatonic) note action *1 *2
■ [PeloReaper] MIDI: MIDIEditor Execute switchable scale(Chromatic) note action *1 *2
Executes some scale-tone oriented actions depends on internal mode.
internal modes are following.

■ [PeloReaper] MIDI: MIDIEditor Switch switchable scale note action (*3)
*1: Up, Down *2: 1st〜12th *3: Next, Previous
Modes (switchable) InsertNote+NoteOn
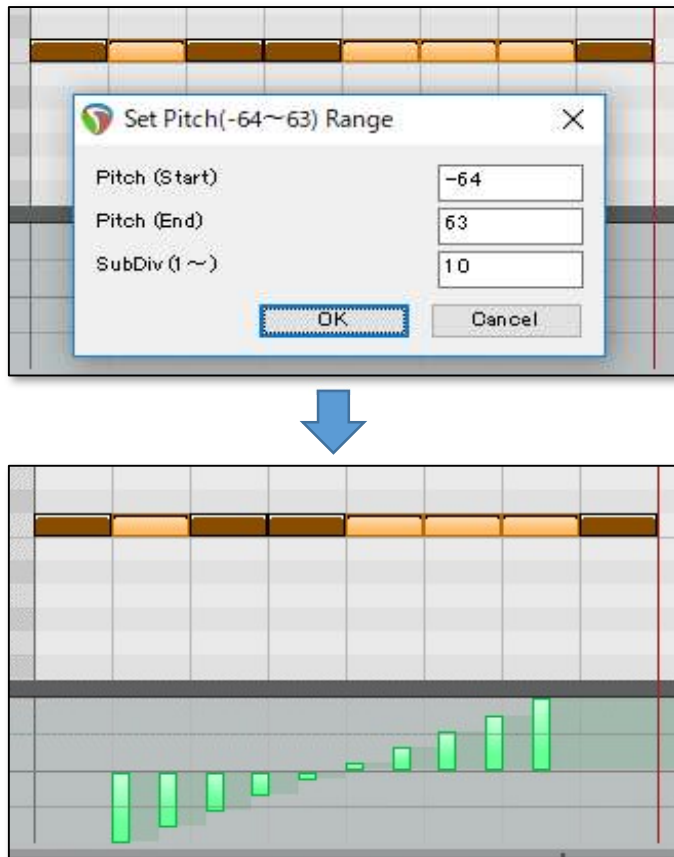   InsertNote
                    NoteOn
Switch internal modes for switchable-actions.
InsertNote, NoteOn functions are the same as actions written before.

■ [PeloReaper] MIDI: Insert multiple MIDI CCs under selected notes range...
Inserts multiple pitch CC events under selected notes whole range.

■ Set selected CC values interpolated

■ [PeloReaper] MIDI: Set selected CC values interpolated (*1) ...
■ [PeloReaper] MIDI: Set selected CC values interpolated (*1) with before settings
■ [PeloReaper] MIDI: Set selected CC values interpolated (*1) using selected CC min max
   *1: Linear, EaseIn, EaseOut, EaseInOut, Cycle
Sets selected CC values interpolated according to interpolation type. (see below images)
・First, use [[PeloReaper] MIDI: Set selected CC values interpolated (*1) ...] to specify CC
 values' range.
・Next, you can use "... with before setting" actions to recalculate values with no dialog.
・"... using selected CC min max" actions use the selected CC's min, max values to calculate.
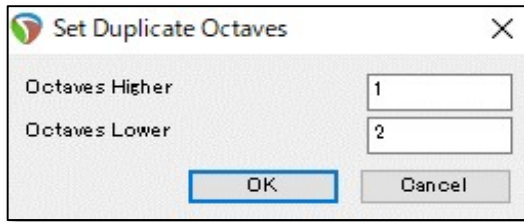
・Linear

・EaseInOut

・EaseIn

・EaseOut

■[PeloReaper] MIDI: Duplicate selected notes (Octaves in a row)...
 Duplicate the selected notes in a row to the specified octave upper/lower.

・Octaves Higher　How many octaves up to duplicate consecutively (0: no duplication)
・Octaves Lower　How many octaves down to duplicate continuously (0: no duplication)

Misc

■ About Misc

Here are miscellaneous actions (not categorized before).

■ Actions for copying media source to local proj

■ [PeloReaper] Misc: Copy item source media to local proj and replace
■ [PeloReaper] Misc: Copy item source media to local proj and replace (with console log)
This action copies selected item's media source to it's owner project media folder and replaces reference to it.

It is useful when you copy items between projects.
For example, When you copied item from ProjA to ProjB, copied item's media source reference would not be changed (ProjA item and ProjB item refer to the same media source file).
Using these actions, you can copy media source to ProjB and replace item's reference to it.

Select item(ProjB) and run the action

Item will refer to copied media.

Media will be copied.
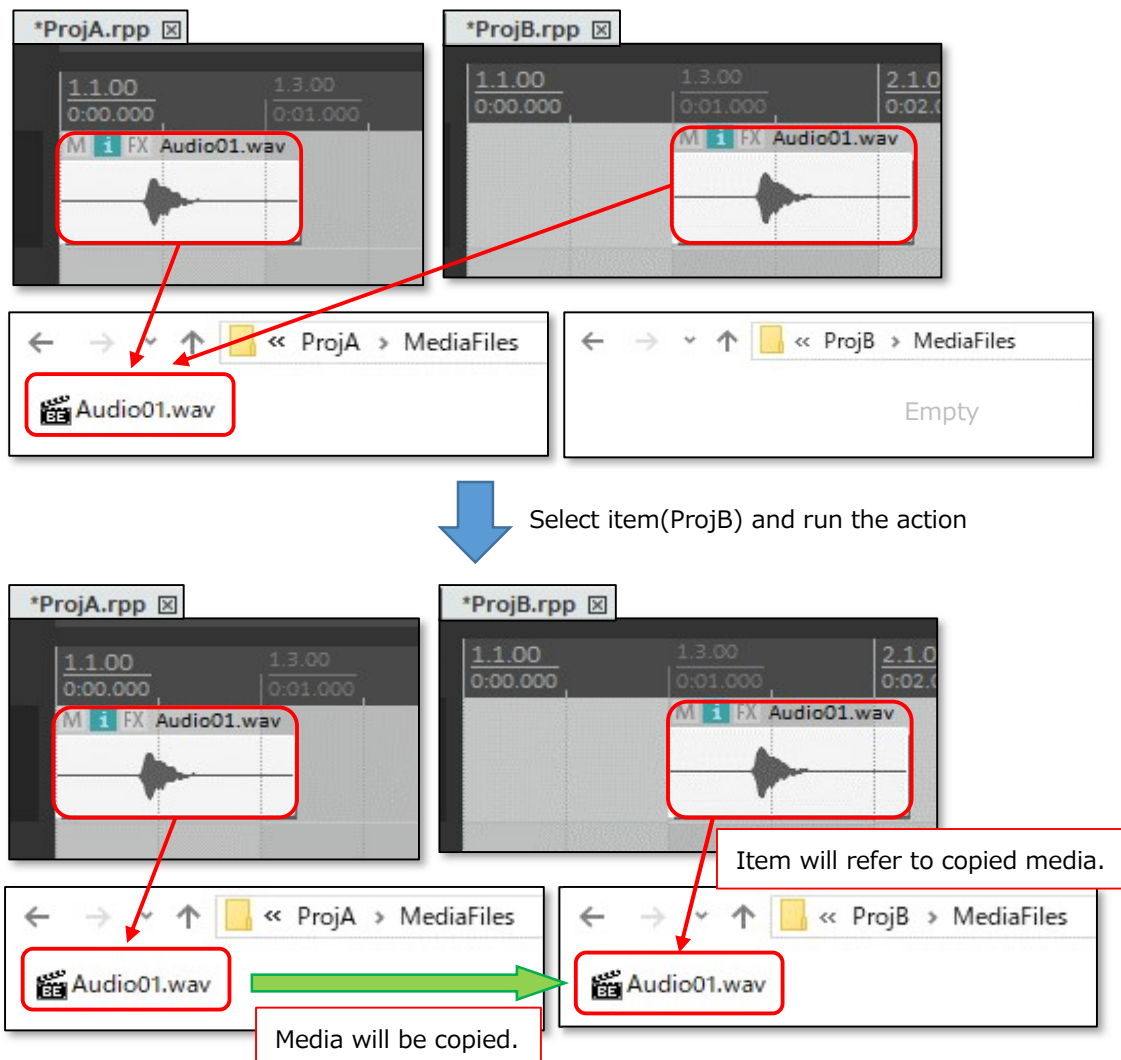
■ Open item media source file path in Windows Explorer

■ [PeloReaper] Misc: Open selected item(take) media source file path in Windows Explorer
This action opens item(take) media source file path in Window Explorer.

■ Open REAPER project file using BWF(bext) chunk in the wave file

■ [PeloReaper] Misc: Show wav file bext chunk info...
You can select wave file and show bext chunk info.

■ [PeloReaper] Misc: Open project from wav file bext chunk info (Embedded by REAPER)...
you can open REAPER project file with selecting wave file which has bext chunk info.
If you've already opened it, its project tab will be shown as current project.

If you render wave files with BWF(bext) info just in case, you would be able to find REAPER
project file easily. Because a path of the project file is written in the bext chunk.
(Of course if your project file had moved anywhere, you could not open it. But the path of the
project might help you find the project files.)

■ How to write BWF(bext) info in a wave file
Actions above are available only when a bext chunk info is written in the wave file.
To write this info, you have to render wave files with these checkbox ON.
　　・[Write BWF('bext') chunk]
　　・[Include project filename in BWF data]
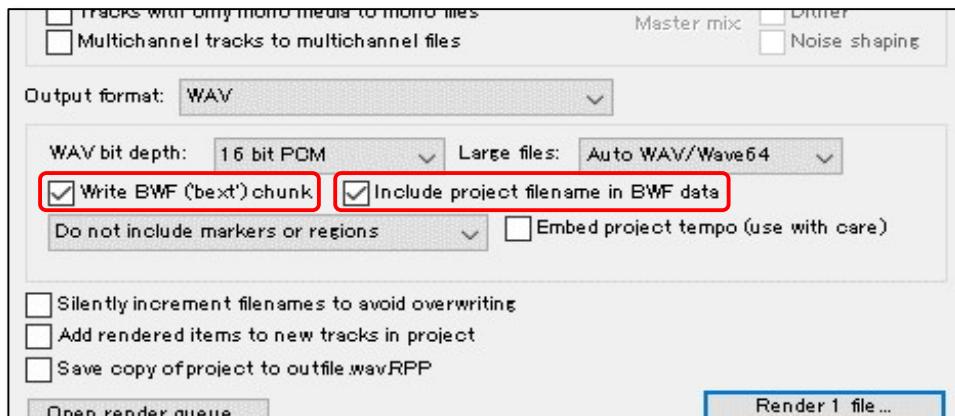
■ Zoom to selected items

■ [PeloReaper] Misc: Zoom selected items (Wheel)
Zoom In/Out at the center of selected items with mouse wheel.
※This action should be assigned to the mouse wheel shortcut.

■ Select items near edit cursor

■ [PeloReaper] Misc: Select item near edit cursor on selected tracks (*1)
■ [PeloReaper] Misc: Unselect item near edit cursor on selected tracks (*1)
■ [PeloReaper] Misc: Toggle item near edit cursor on selected tracks (*1)
　*1: Near, Next, Prev
Select items on the selected tracks and near the edit cursor.

■ Move edit cursor

■ [PeloReaper] Misc: Move edit cursor to loop start
■ [PeloReaper] Misc: Move edit cursor to loop end
Move edit cursor to loop start/end.

■ Change item length

■ [PeloReaper] Misc: Set selected item length to grid size
　Chanes the length of the selected item to grid size.

■ [PeloReaper] Misc: Add selected item length (Grid size)
■ [PeloReaper] Misc: Subtract selected item length (Grid size)
　Lengthen/Shorten the length of the selected item by grid size.

■ [PeloReaper] Misc: Halve selected item length
■ [PeloReaper] Misc: Double selected item length
■ [PeloReaper] Misc: Triple selected item length
　Halve/Double/Triple the length of the selected items.

■ Item volume

■ [PeloReaper] Misc: Apply track volume to selected items (Reset track volume to 0dBFS)
　Set the volume of the selected Item's parent Track to the Item's volume. The volume of the parent Track will be cleared.

■ FX Deletion

■ [PeloReaper] Misc: Remove track fx whose name matches the pattern(*1)...
■ [PeloReaper] Misc: Remove take fx whose name matches the pattern(*1)...
   *1: Text, RegularExpresssion
   Deletes FX with names matching the specified text/regular expression.

■ Setting FXParameter Value

■ [PeloReaper] Misc: Set (*1) fx parameter value(*2)...
   *1: track, take
   *2: (Normalized)
   Sets specified track/take fx parameter values.

■ Volume Adjustment FX

■ [PeloReaper] Misc: Add volume adjustment to (*1) fx (set Adjustment to 0dB)
   *1: track, take
   Adds [JS: Volume Adjustment] jsfx and sets its [Adjustment] parameter to 0dB.

■ FX Chain Windows

■ [PeloReaper] Misc: Switch fx chain window to (*1) (cycle)
   *1: previous, next
   Switches fx chain windows to the previous/next one.

■ [PeloReaper] Misc: Move fx chain window to (*1) of screen
   *1: cycle positions, left top, left center, left bottom, center top, center, center bottom,
        right top, right center, right bottom
   Moves fx chain window to the specified position.
   ・In the case of [cycle positions], [left top] to [right bottom] are cycled.

■ [PeloReaper] Misc: Focus last focused fx chain window
   Focuses the last focused fx chain window.

■ Collaboration with iZotope Relay

※iZotope Relay is included with plug-ins such as iZotope Neutron.
   For more information, please refer to the following URL.
   https://www.izotope.jp/jp/products/category/plugin/

■ [PeloReaper] Misc: (Plugin Specific:iZotope Relay) Apply Relay global output gain to track volume (*1)
   (*1: with clearing Relay output gain, with removing Relay fx)
   Apply iZotope Relay's "Global Output Gain" to track volume.
   ・(with Clearing Relay Output Gain)   Reset Relay's gain after processing
   ・(with Removing Ralay FX)   Delete Relay instance after processing

■ [PeloReaper] Misc: (Plugin Specific:iZotope Relay) Remove all Relay fx instances from selected tracks
   Removes Relay instances from the selected tracks.

■[PeloReaper] Misc: Export selected regions to subtitle file(SRT)...
The name of the Region that overlaps the time selection is written as a subtitle in the SRT file.

■[PeloReaper] Misc: Export selected regions in Region Render Matrix to subtitle file(SRT)...
Export the name of the Region with a check in RegionRenderMatrix to be rendered in some way to the SRT file as a subtitle.
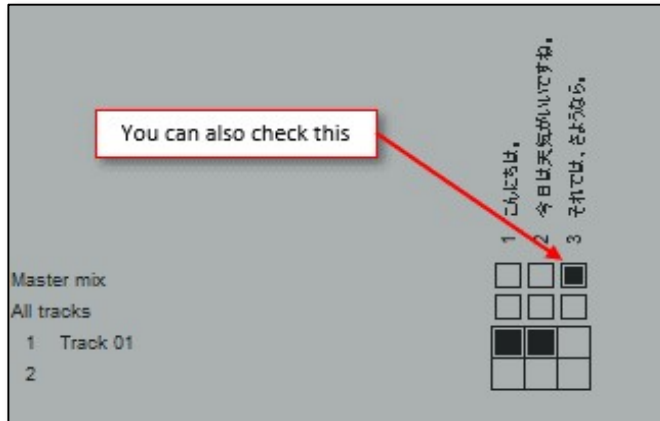
※In the figure above, all of Regions 1-3 are written to the SRT file.

■[PeloReaper] Misc: Import subtitle file(SRT) and create regions...
Read the SRT file and create a Region at the time code specified for each subtitle.
(Region name = Subtitle)

■[PeloReaper] Misc: Import subtitle file(SRT) and VOICEPEAK wave files(ex. 1-Filename.wav)...
This function is designed to work with AHS VOICEPEAK and allows you to easily import audio files into REAPER by following the steps below.
※For more information about VOICEPEAK, please refer to the following URL.
https://www.ah-soft.com/voice/6nare/

① Prepare lines(dialogues) in SRT file
② Import SRT files in VOICEPEAK and make vocal adjustments
　※Refer to the VOICEPEAK manual for information on how to operate VOICEPEAK.
③ Use VOICEPEAK's export function to export the wav file to the location where the SRT file prepared in ① is located.
　・At this time, check the [Save in separate blocks] and set the first naming rule to [1,2,3...].
　(Wave files like 1-Filename.wav, 2-Filename.wav, ... will be generated)

※Place the SRT file and the sequentially numbered wav file in the same location, as shown on the left

④ By executing this Action and specifying the SRT file in the location where the wav file was exported in step ③, the wav file will automatically be placed in the SRT timecode location.
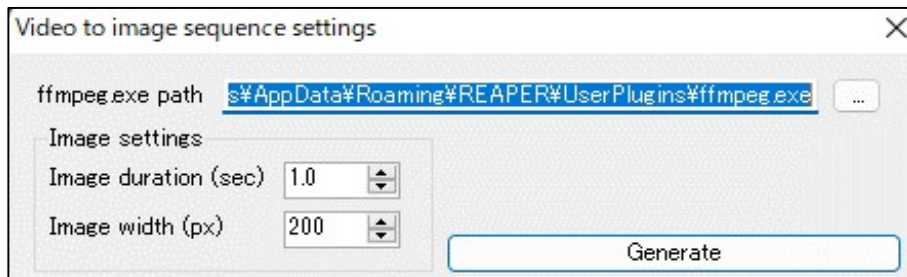

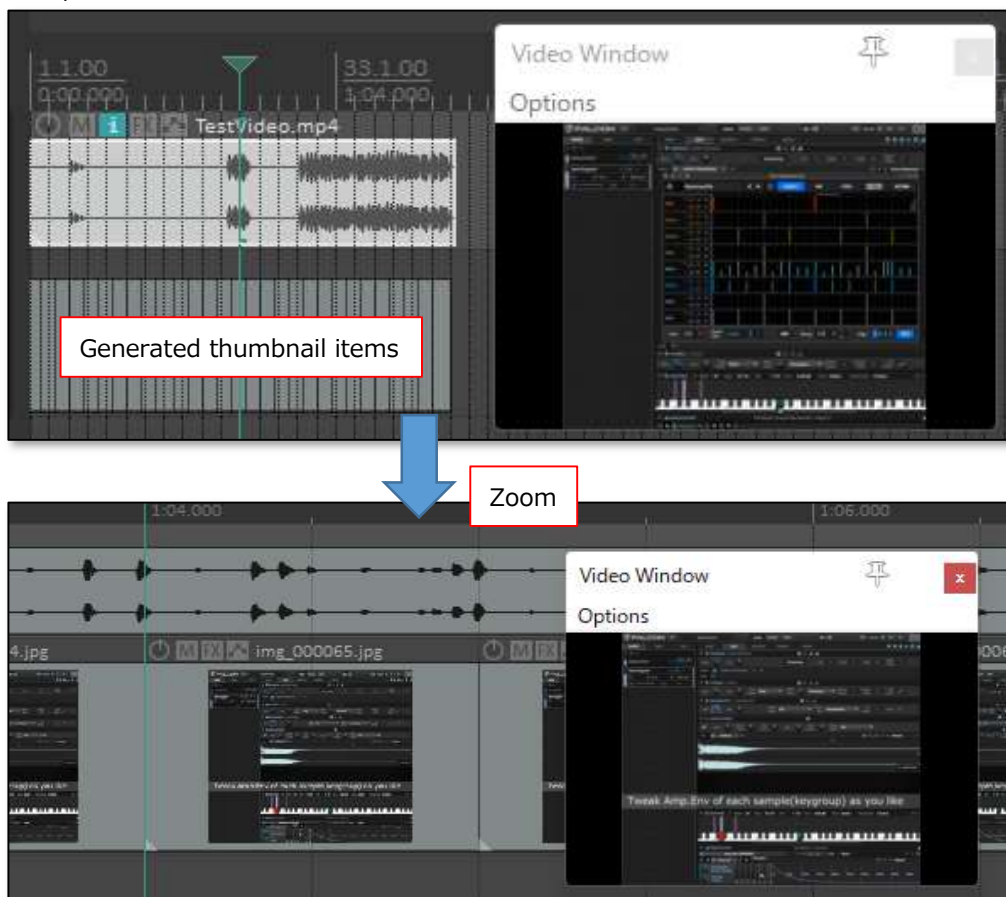↑Example of wav file automatically placed at subtitle timing

■ [PeloReaper] Misc: Create image sequence(thumbnails) track from selected video item...
Create an image sequence (thumbnail) track for the selected video item using ffmpeg.

□Video to image sequence settings window

·ffmpeg.exe path	Specify the path of ffmpeg.exe file
·Image settings	
·Image duration (sec)	Duration of generated image item (seconds)
·Image width (px)	Width of generated image file (pixels)
·Generate	Run processing (generate an image sequence track)

·Example

Generated thumbnail items

Zoom

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