

PeloReaper Extension User Guide

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■ 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 4.5.2 *1
- Microsoft Visual Studio 2015 VisualC++ Runtime *1
- REAPER v5.70~

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>

FX-Randomizer

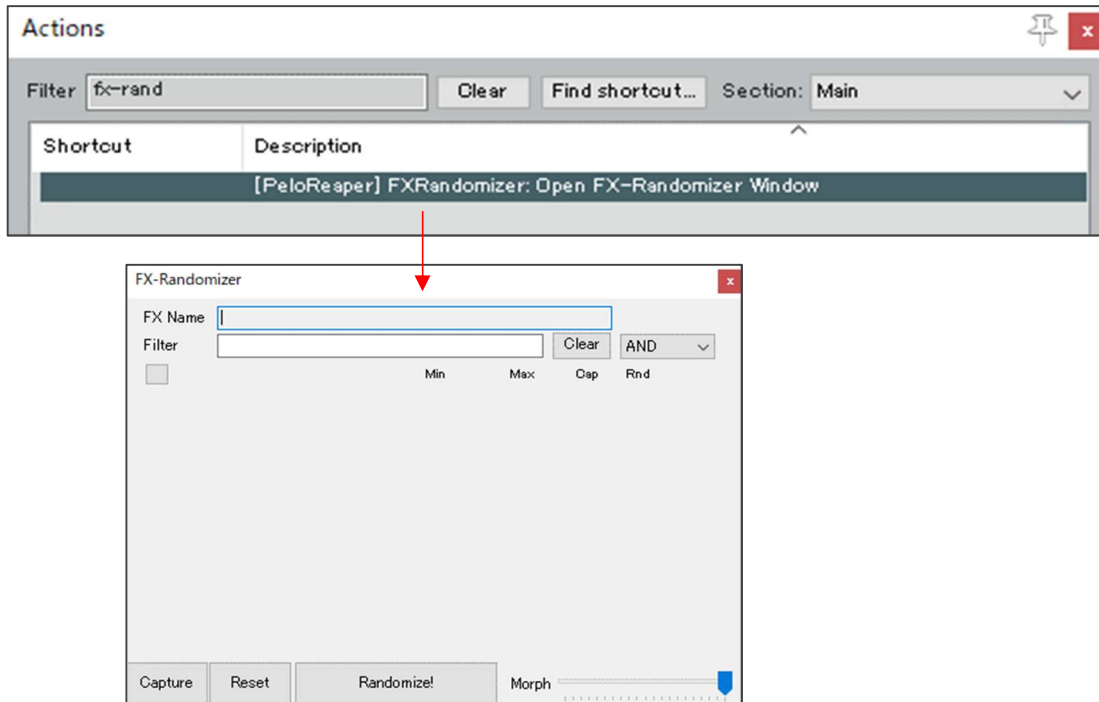
■ About FX-Randomizer

FX-Randomizer can

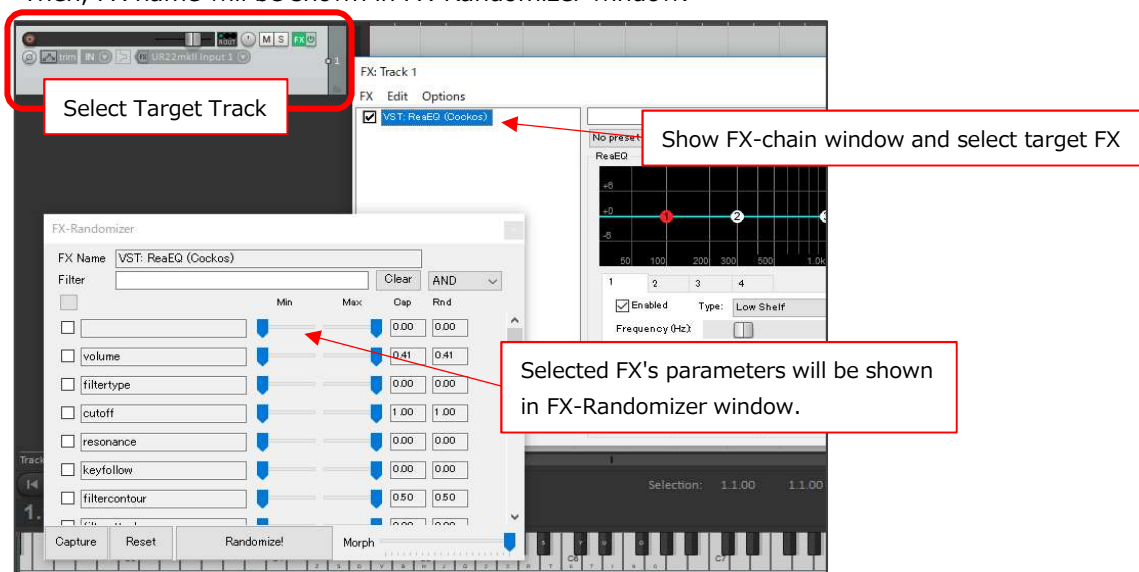
- Change FX(VST, VSTi, JSFX) parameters randomly
 - You can choose parameters to be changed (Check box)
- Morph between current and captured FX parameter values.

■ Usage

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

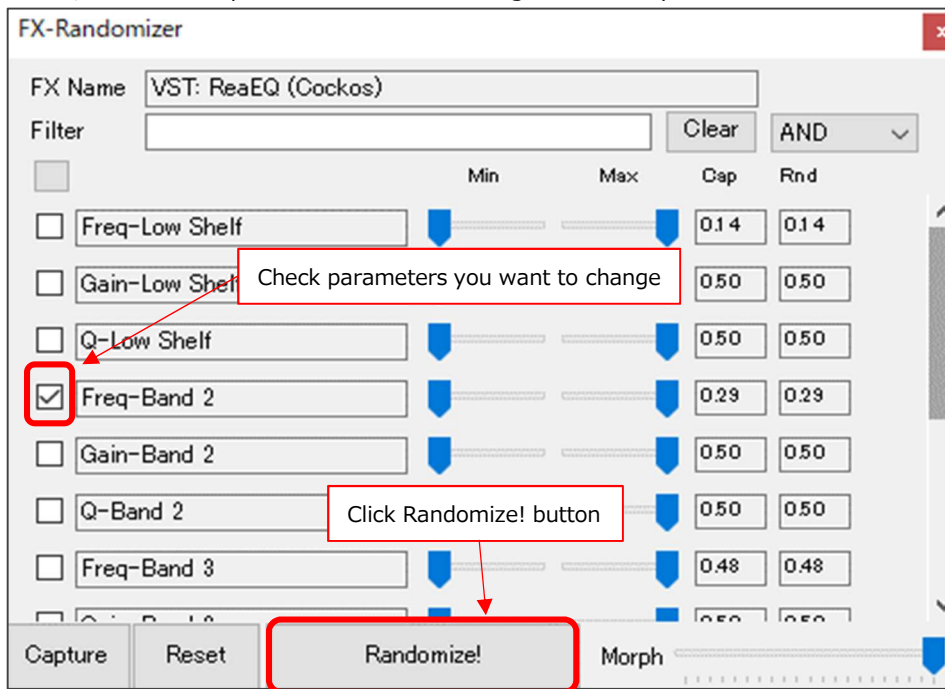


- ② Select track which has FX, and show FX-chain window (press FX button if it's not shown). Then, FX name will be shown in FX-Randomizer window.

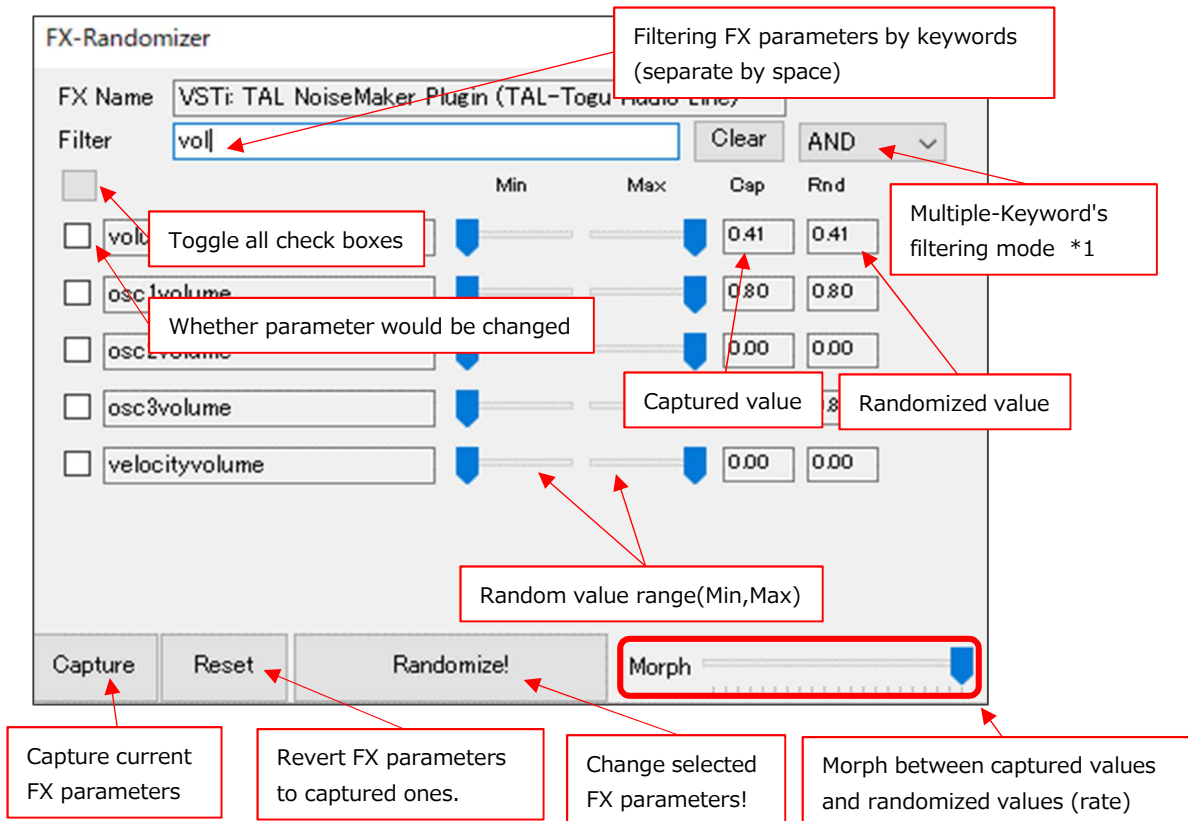


- ※ Item-take FX is also supported. Try select item instead of track, show take-FX Chain window.
- ※ You have to use FX-Chain window. Floating window's not supported.
- ※ If you selected a track and an item, FX-Randomizer shows take-FX.

- ③ Check 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.

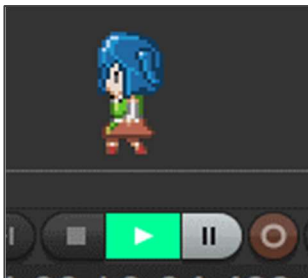
■ Usage

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



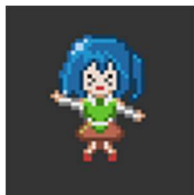
Then, a character will appear.
The default animation is "DANCER REAPER-Chan", I hope you like it.

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.

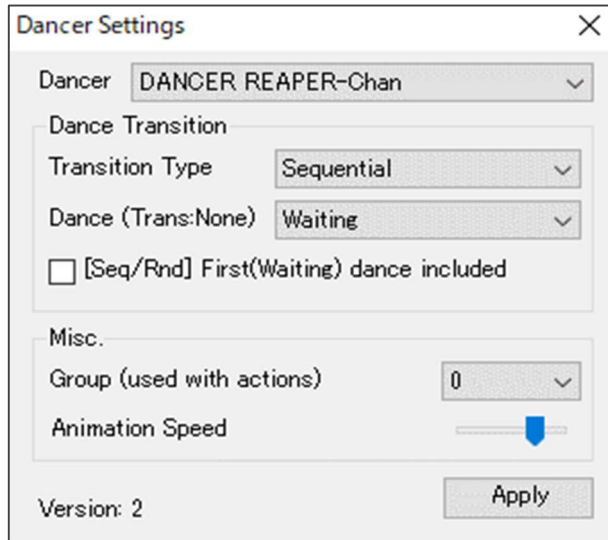
③You can drag the character around the screen using your mouse (click and hold).



④Right-Click Dancer character, context menu appears.

- Settings
Show Dancer Settings window.
- Good Bye
The character disappears.

■ Dancer Settings Window



◆ 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.

FavSrc

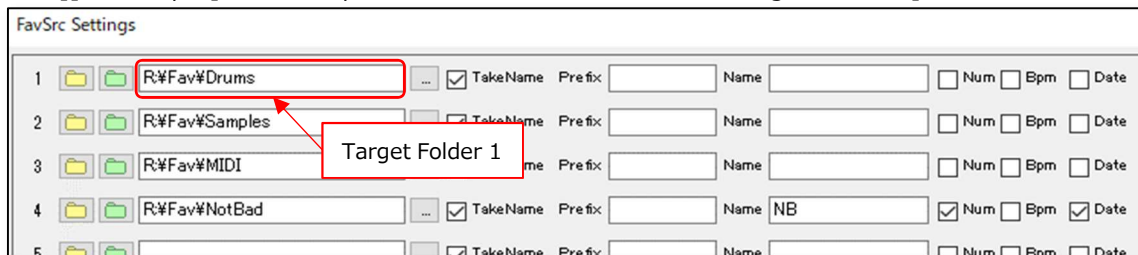
■ About FavSrc

- 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...
 - storing 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.

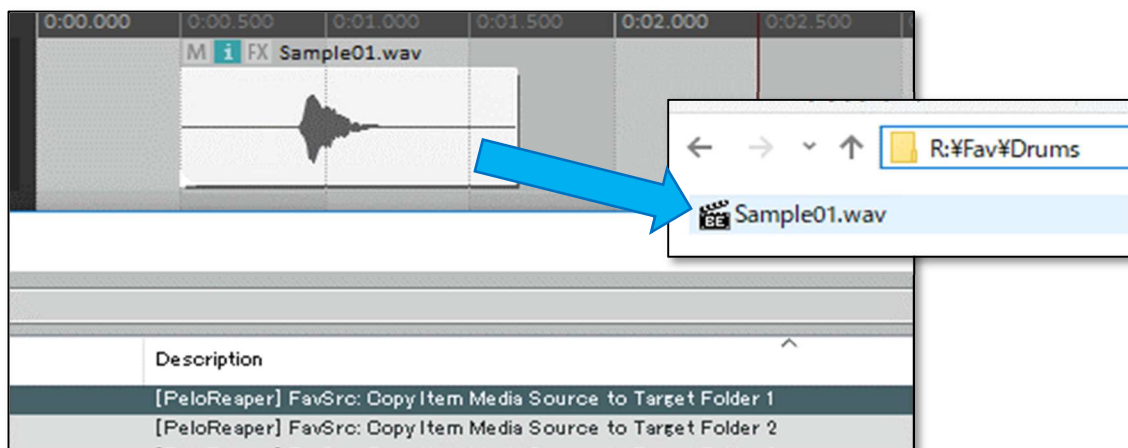
(Seeing above image, here you can see "R:\Fav\Drums" as your target folder 1 example)

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".

■ Usage notes for Media Source

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.

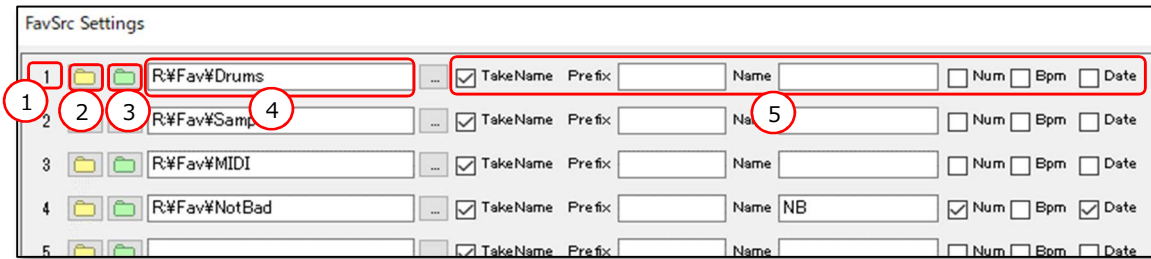
TIPS

- 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]

■ FavSrc Action Reference

■ [[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.

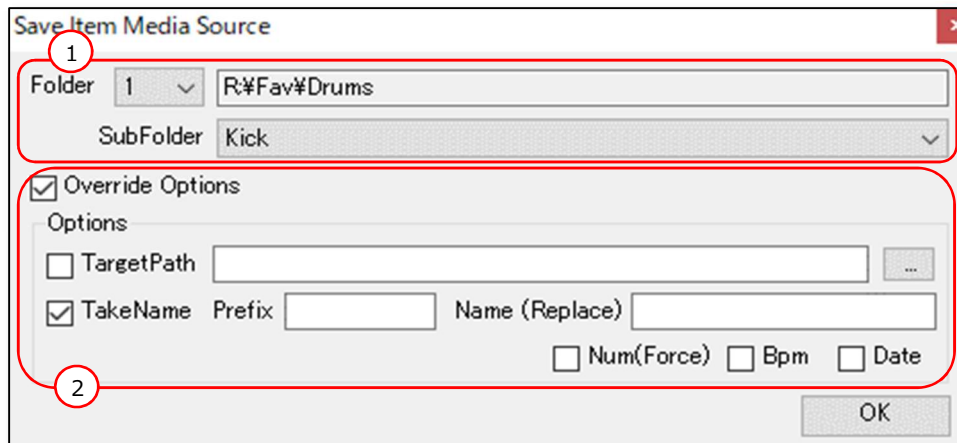
Pay attention to this problem each time you restart REAPER and Media Explorer.

■ [[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

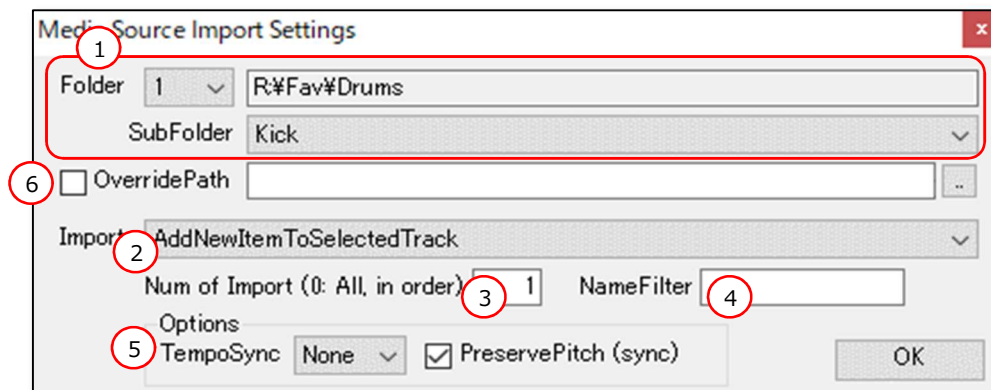
If you created subfolder, you can choose subfolder as destination folder.
(Above image depicts indicating destination folder as "R:\Fav\Drums\Kick".)

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.

■ [[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
- AddNewItemToSelectedItem 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.

MIDI

■ About MIDI

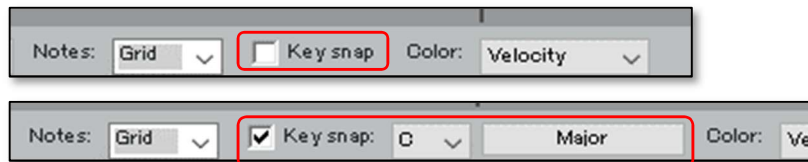
You can use some actions for the MIDI Editor.

※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 KeySnap(Scale)]

This action toggles the KeySnap option checkbox on the MIDI Editor.



■ Show scale settings

■ [PeloReaper] MIDI: MIDIEditor Show Current Scale Settings

This action shows current scale settings.

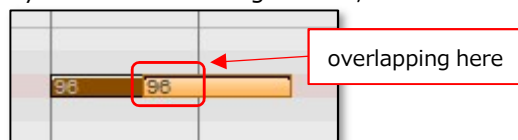
■ Overlapping notes detection

■ [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.



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) ...

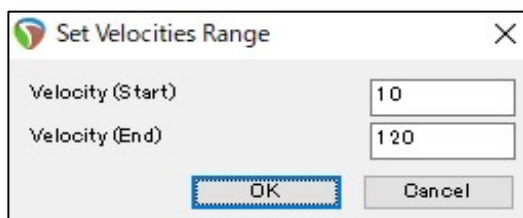
■ [PeloReaper] MIDI: Set Selected Notes Velocity Interpolated (*1) with Before Settings

*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).

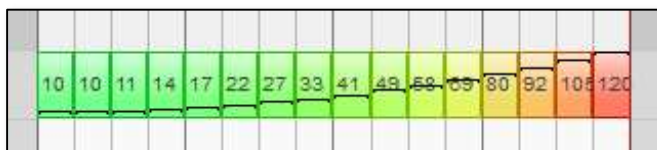
The action of *1=Cycle will be executed with changing interpolation curve cyclically.



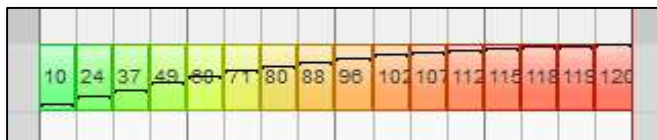
• Linear



• EaseIn



• EaseOut



• EaseInOut



■ Setting velocities of selected notes randomly

■ [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

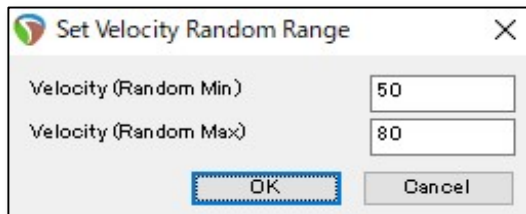
SetRange You can specify a range of random values (Dialog)

UseBeforeSettings The range of random values you set before will be used

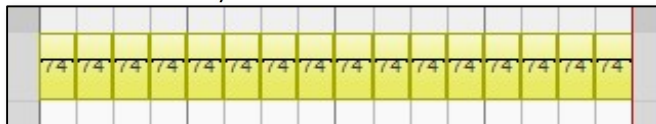
*2

OneRandomVelocity Velocities will set to one random value

RandomVelocities Velocities will set to random values of each



•OneRandomVelocity



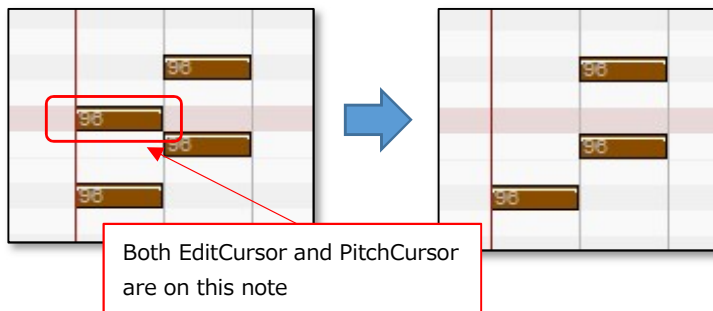
•RandomVelocities



■ 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.



■ 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

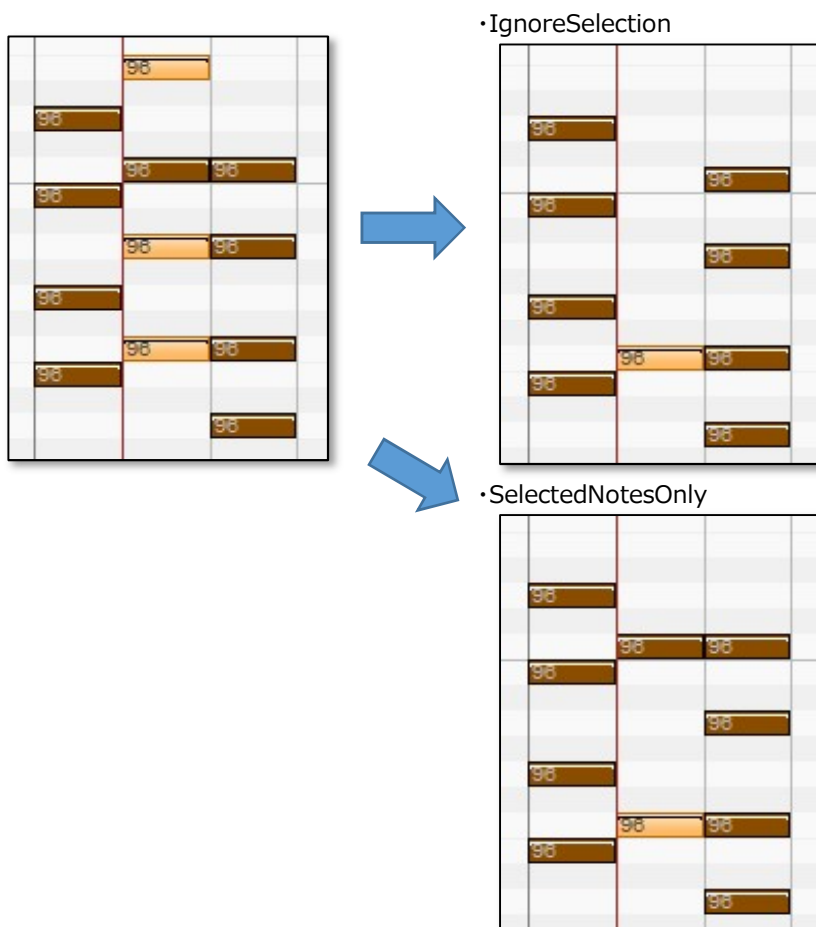
SelectedNotesOnly

Smart

Any notes at edit cursor will be candidates

Only selected notes at edit cursor will be candidates

Some notes selected: "SelectedNotesOnly" mode,
otherwise "IgnoreSelection" mode



■ 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 selecting 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.

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]

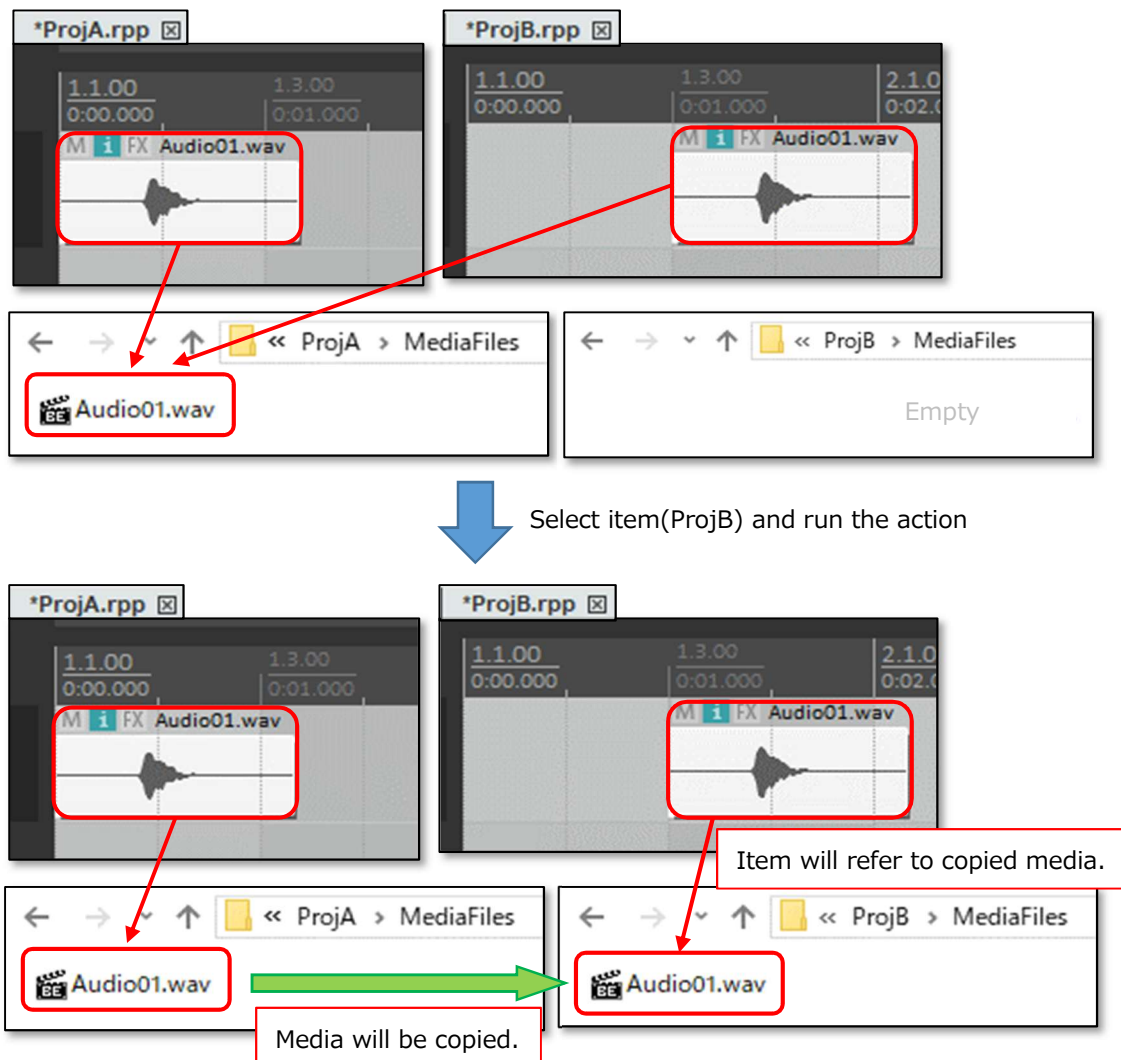
■ [[PeloReaper] Misc: Copy Item Source Media to Local Proj and Replace (with Console Log)]

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.



■ 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 WavFile bext Chunk Info...

You can select wave file and show bext chunk info.

■ [PeloReaper] Misc: Open Project from WavFile 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.

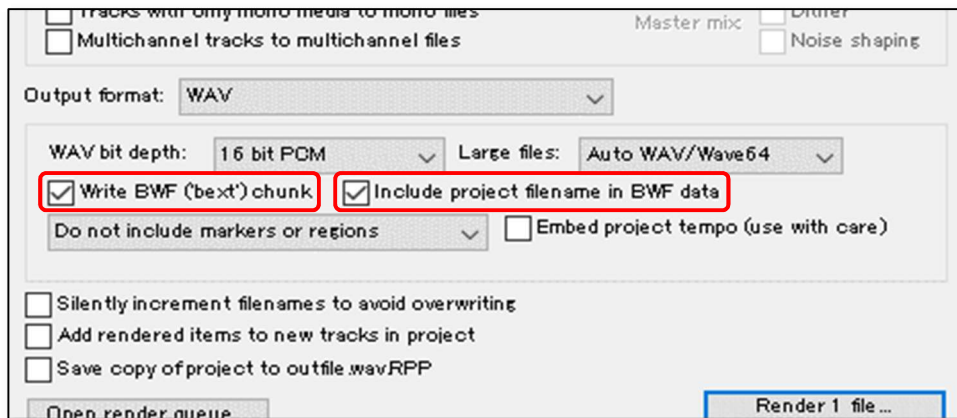
If you render wave files with BWF(bext) info just in case, you would be able to find REAPER project file easily. Because a path of the project file is written in the bext chunk.
(Of course if your project file had moved anywhere, you could not open it. But the path of the project might help you find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



■ Contact Us

•PeloReaper Blog

<http://peloreaper.blog.jp/>

•Twitter (@pelori)

<https://twitter.com/pelori>

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