

PeloReaper Extension User Guide

Version : 2019.02.02

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 7/10 (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

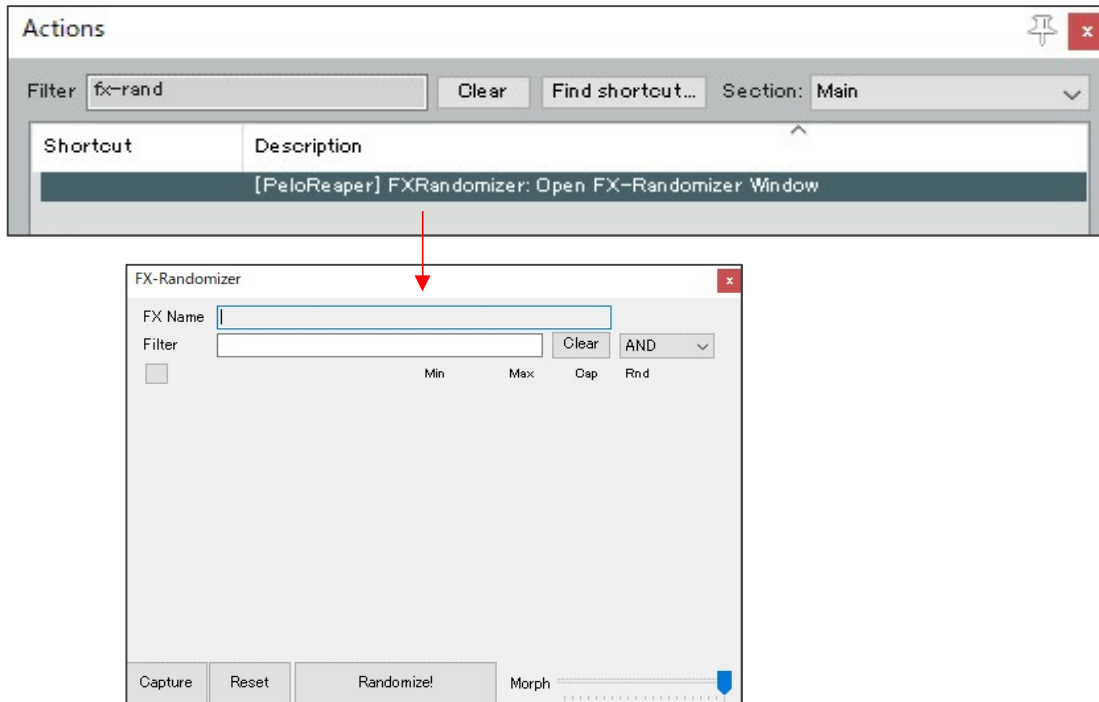
■ About FX-Randomizer

FX-Randomizer can

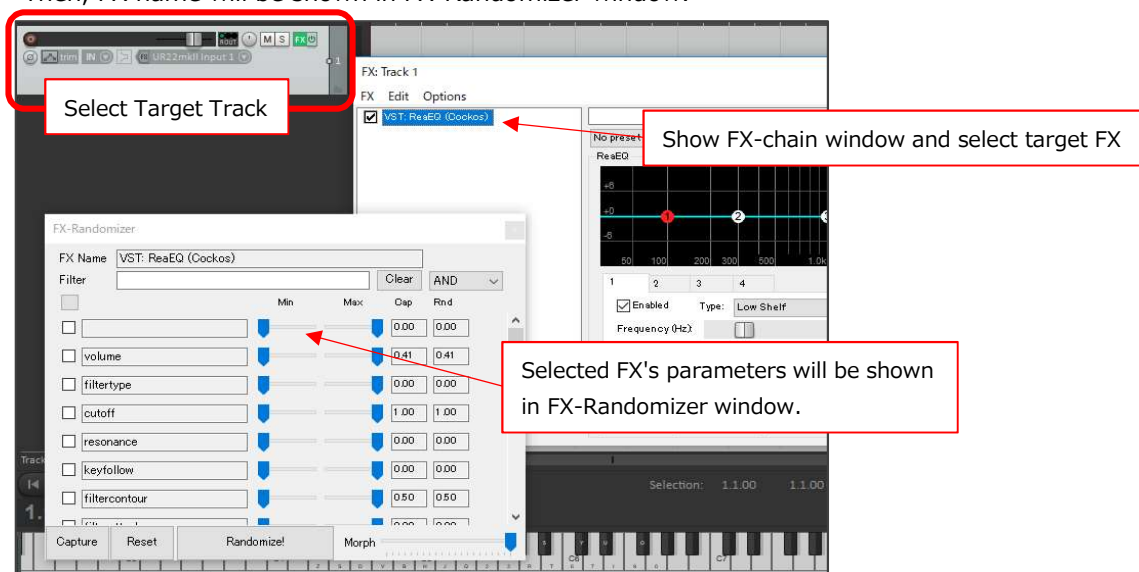
- Change FX(VST, VSTi, JSFX) parameters randomly
 - You can choose parameters to be changed (Check box)
- Morph between current and captured FX parameter values.

■ Usage

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

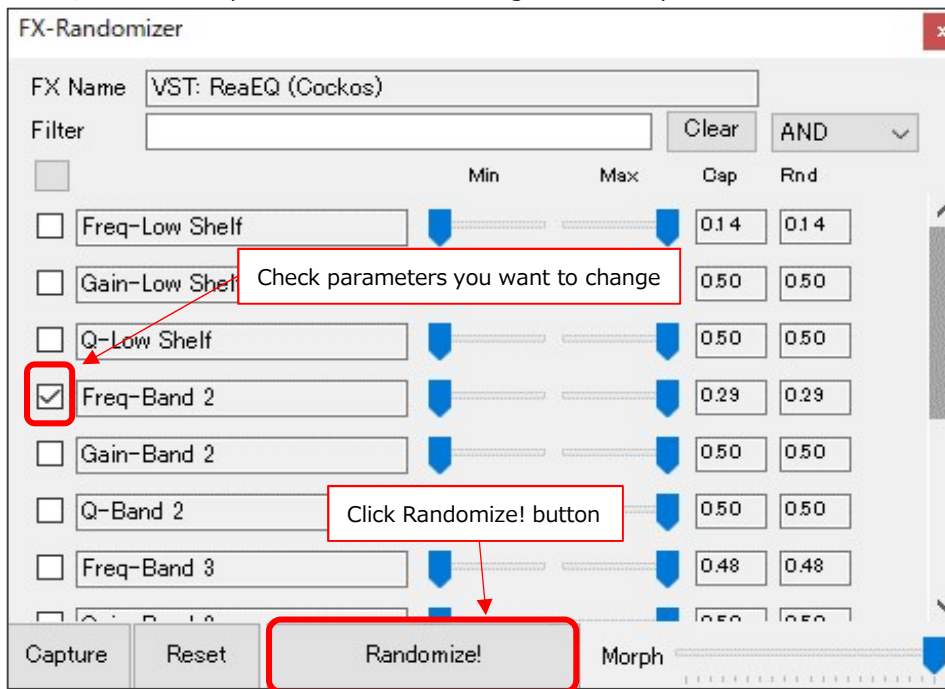


- ② Select track which has FX, and show FX-chain window (press FX button if it's not shown). Then, FX name will be shown in FX-Randomizer window.

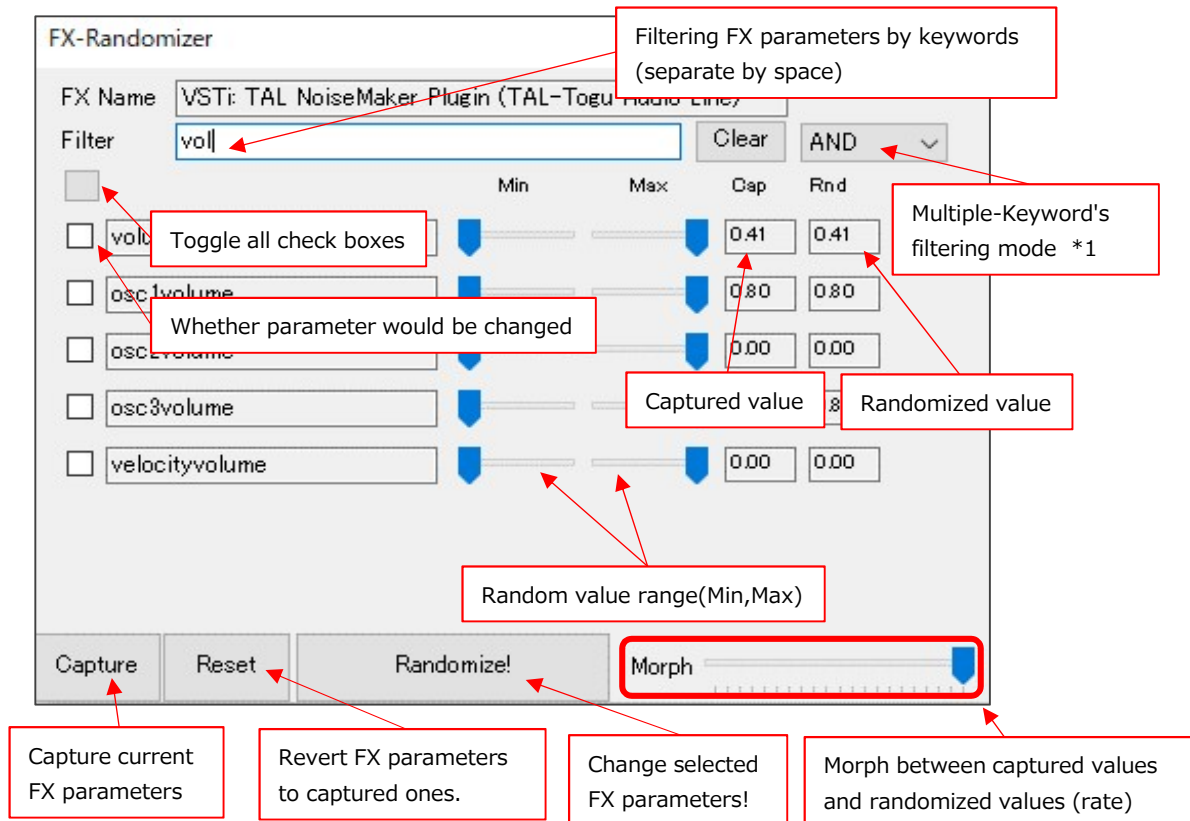


- ※ Item-take FX is also supported. Try select item instead of track, show take-FX Chain window.
- ※ You have to use FX-Chain window. Floating window's not supported.
- ※ If you selected a track and an item, FX-Randomizer shows take-FX.

- 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.

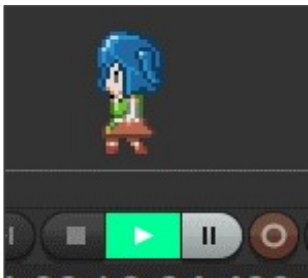
■ Usage

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



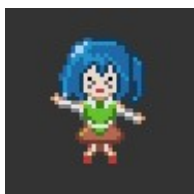
Then, a character will appear.
The default animation is "DANCER REAPER-Chan", I hope you like it.

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.

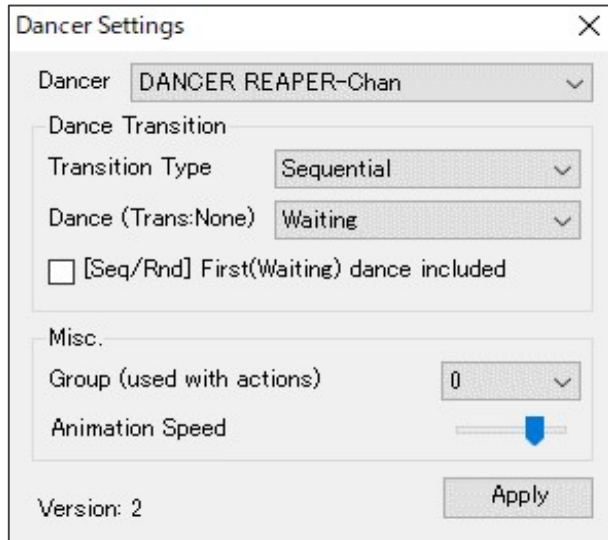
③You can drag the character around the screen using your mouse (click and hold).



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.

■ Contact Us : 連絡先

・PeloReaper Blog

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

・Twitter (@pelori)

<https://twitter.com/pelori>

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