PeloReaper Extension User Guide

Version : 2019.03.21
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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 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.
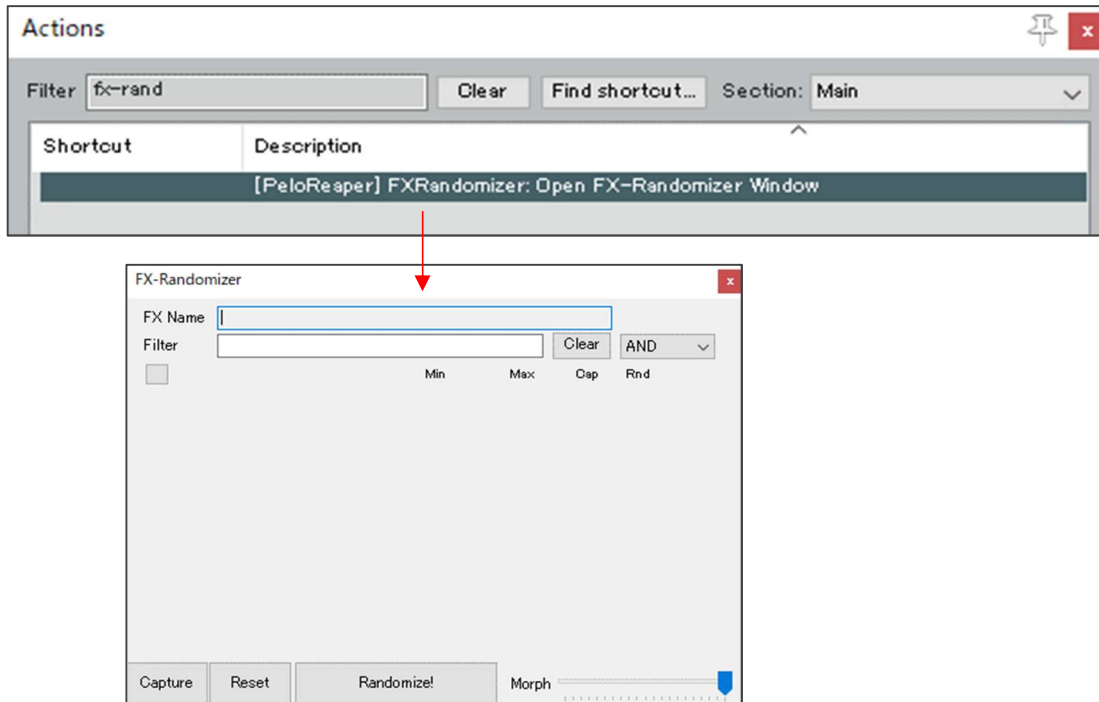http://peloreaper.blog.jp/archives/52971942.html

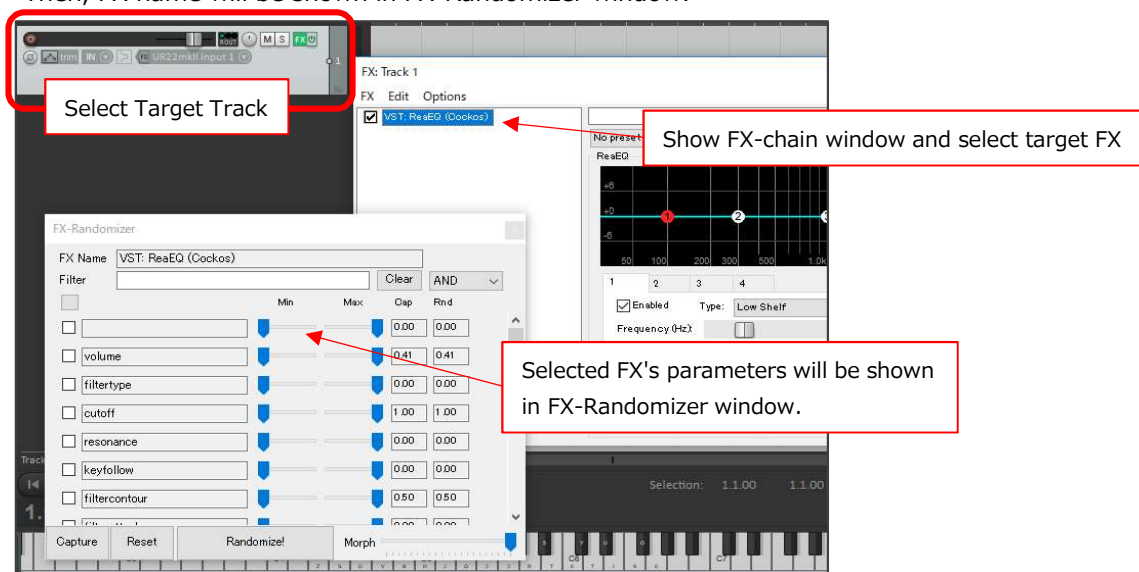# FX-Randomizer

■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

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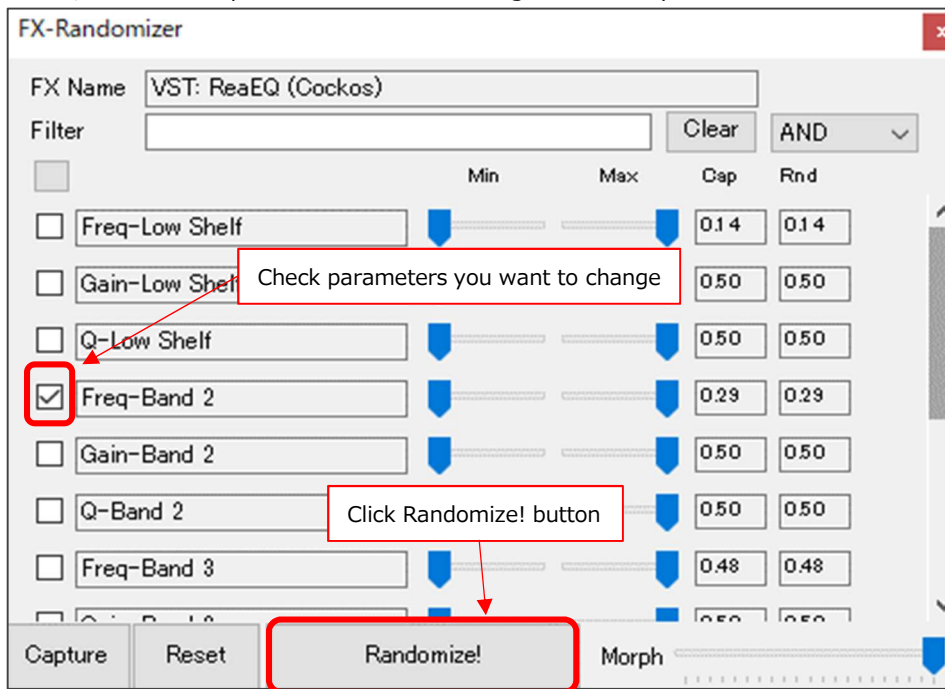　then, FX-Randomizer window will appear.

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.

Select Target Track

Show FX-chain window and select target FX

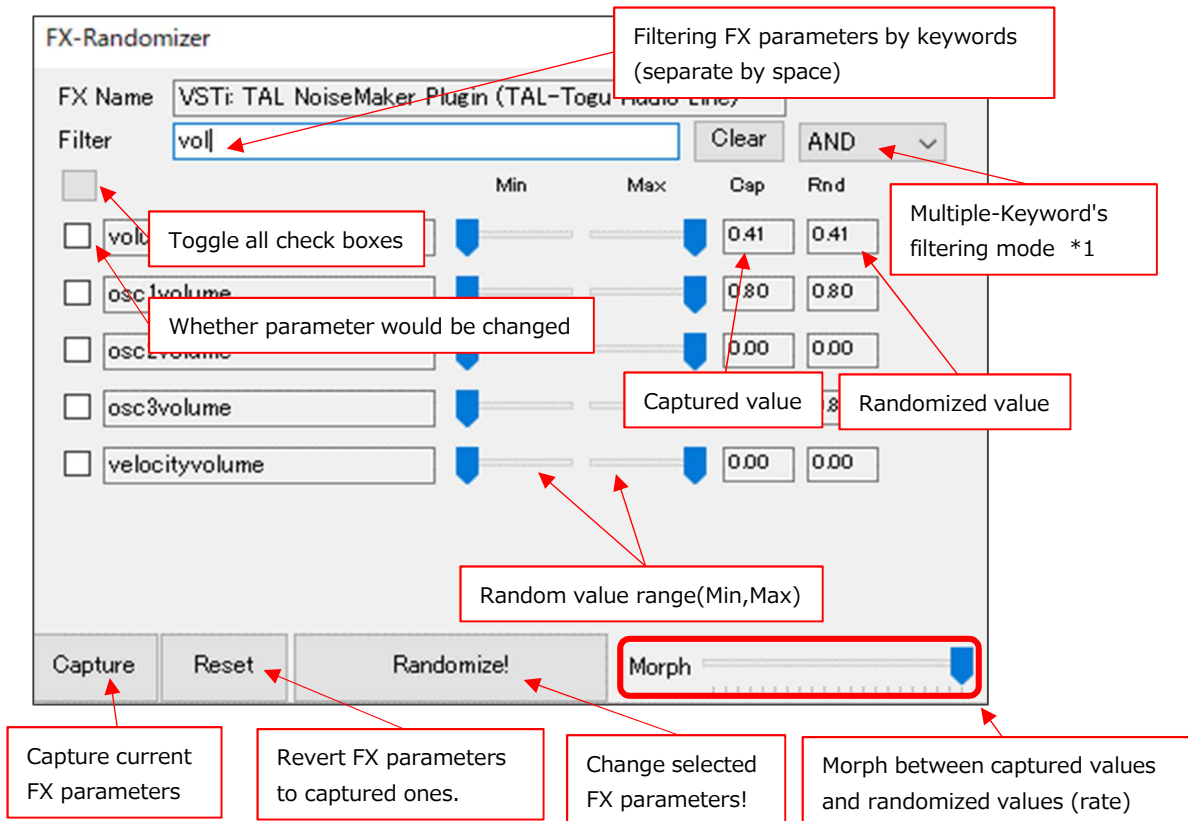Selected FX's parameters will be shown in FX-Randomizer window.

※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

FX Name　VST: ReaEQ (Cockos)

Filter　[   ]　[Clear]　[AND ▼]

	Min	Max	Cap	Rnd
☐ Freq-Low Shelf			0.14	0.14
☐ Gain-Low Shelf			0.50	0.50
☐ Q-Low Shelf			0.50	0.50
☑ Freq-Band 2			0.29	0.29
☐ Gain-Band 2			0.50	0.50
☐ Q-Band 2			0.50	0.50
☐ Freq-Band 3			0.48	0.48

Check parameters you want to change

Click Randomize! button

[Capture]　[Reset]　[**Randomize!**]　Morph ⟨━━━━━━⟩

■FX-Randomizer Window

FX-Randomizer

FX Name　VSTi: TAL NoiseMaker Plugin (TAL-Togu Audio Line)

Filter　[vol|]　[Clear]　[AND ▼]

Filtering FX parameters by keywords (separate by space)

Multiple-Keyword's filtering mode　*1

	Min	Max	Cap	Rnd
☐ volu			0.41	0.41
☐ osc1volume			0.80	0.80
☐ osc2volume			0.00	0.00
☐ osc3volume				
☐ velocityvolume			0.00	0.00

Toggle all check boxes

Whether parameter would be changed

Captured value

Randomized value

Random value range(Min,Max)

[Capture]　[Reset]　[Randomize!]　Morph ⟨━━━━━━⟩

Capture current FX parameters

Revert FX parameters to captured ones.

Change selected FX parameters!

Morph between captured values and randomized values (rate)

*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.

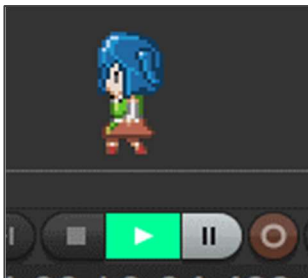## ■Usage

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).
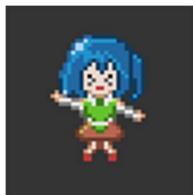
④Right-Click Dancer character, context menu apeears.
　・Settings
　　Show Dancer Settings window.
　・Good Bye
　　The character disappears.

◆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.

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...]
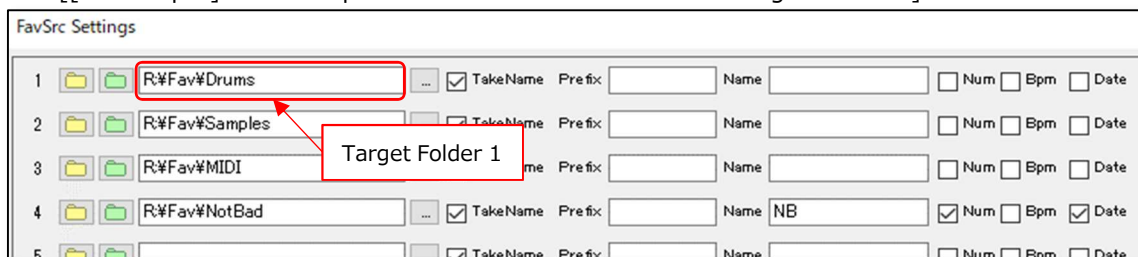

Set your favorite folder path to target folder 1.
(Seeing above image, here you can see "R:¥Fav¥Drums" as your target folder 1 example)
Then, click OK button at the right bottom of this window to apply settings.

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).
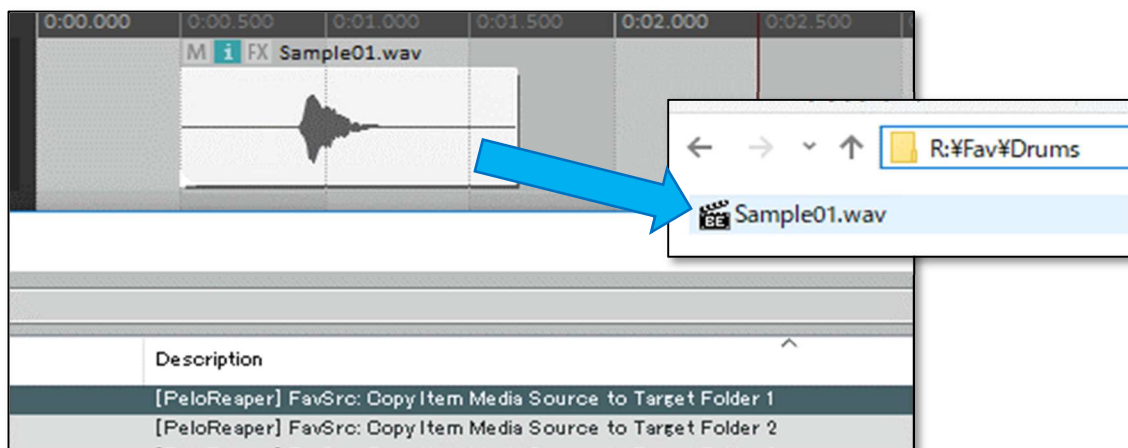
Now, you've done the first tutorial.
If you register shortcut (or create button) of this action, you can use this feature anytime you like.

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.
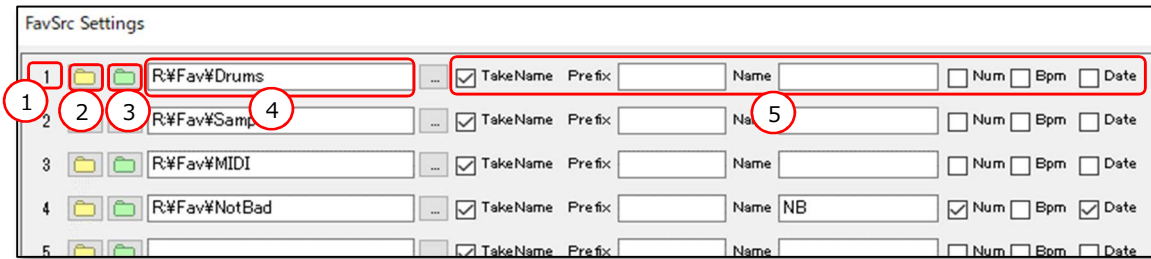
① Setting Number
② Button: Open target folder with Windows Explorer
③ Button: Open target folder with REAPER Media Explorer
④ Target folder Path
⑤ Optional settings for destination filename
　　・TakeName　　Using item take name instead of media source filename
　　・Prefix　　　　Add prefix text
　　・Name　　　　Replace 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
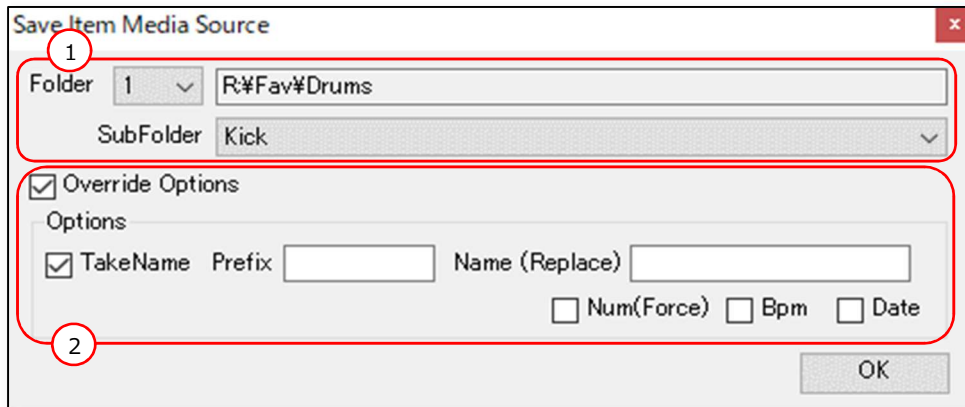　correctly, but it does.
　Pay attention to this problem each time you restart REAPER and Media Explorer.

■[[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).

Save Item Media Source

Folder 1 ▾ R:¥Fav¥Drums
　　SubFolder Kick ▾

☑ Override Options
　Options
　　☑ TakeName Prefix [　　　] Name (Replace) [　　　　　]
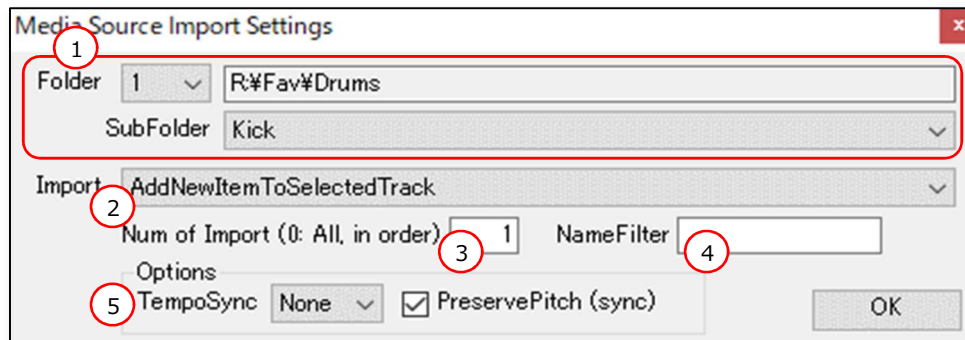　　　　　　　　☐ Num(Force) ☐ Bpm ☐ Date

OK

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.

■[[PeloReaper] FavSrc: Import Random Media Source From Target Folder...]
　　This action imports some media files randomly(or all of them) from a target folder.

Media Source Import Settings

Folder 1 ▾ R:¥Fav¥Drums
　　SubFolder Kick ▾

Import AddNewItemToSelectedTrack ▾
　　Num of Import (0: All, in order) [1] NameFilter [　　　　]
　Options
　TempoSync None ▾ ☑ PreservePitch (sync) OK

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.
⑤ Optional setting: try to match tempo
　　・When you choose other than "None", [Preserve Pitch (sync)] check is available.

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.
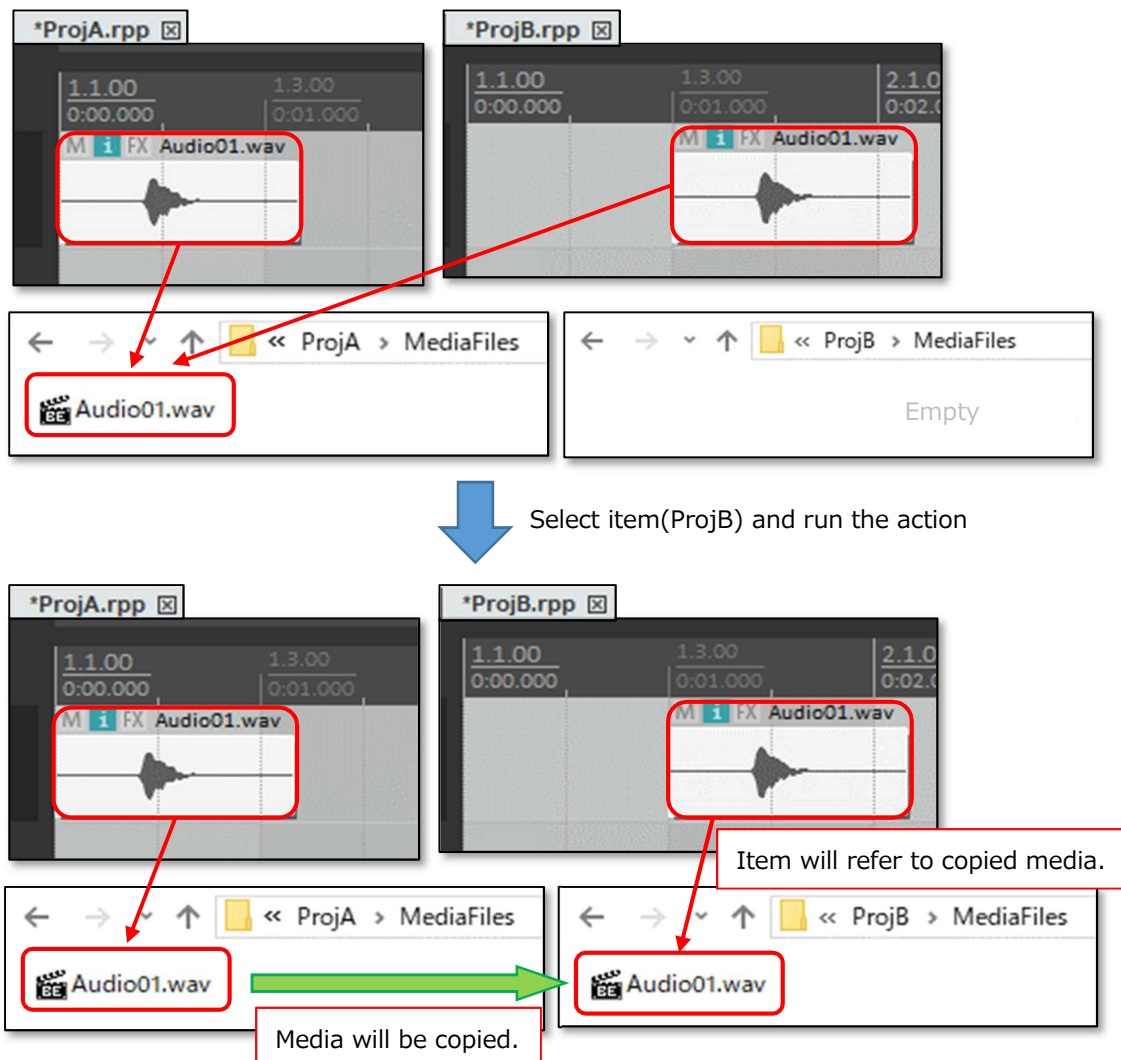
■ Open item media source file path in Windows Explorer

·[[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.

■Contact Us：連絡先

・PeloReaper Blog
  http://peloreaper.blog.jp/

・Twitter (@pelori)
  https://twitter.com/pelori