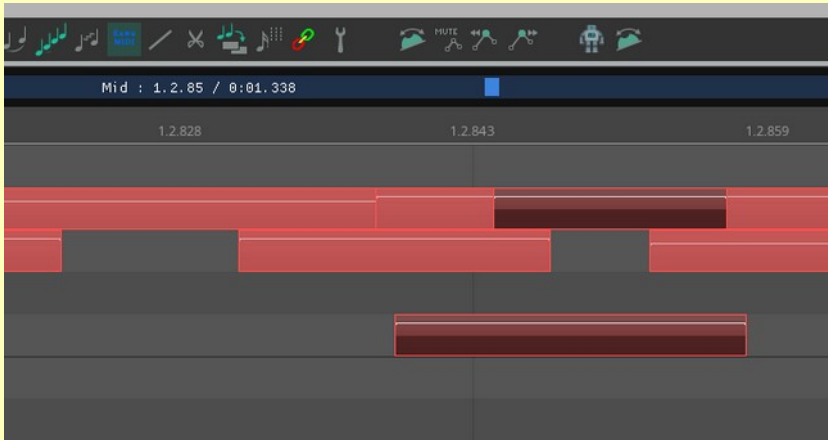


Several Tools in more detail

Legatool



Activate the Legatool icon, this sets Legatool in the ON mode. Then select 2 notes – and only 2 notes, not more- and use the slider to adjust the end position of the 1st note and start position of the 2nd note.

It is some kind of post-production tool for subtle note movements.

The size of the gap (if there is any) between the 2 notes remains the same. The text in the LegaTool slider shows the anchor point. The real movement is depending on the start position of the 2nd note and it is the 2nd note that moves relative to the 1st one.

Set The P to pin the tool.

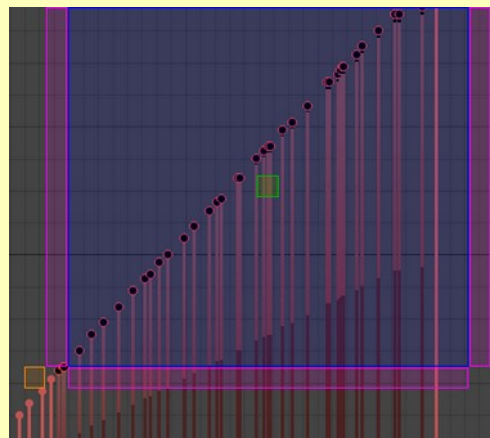
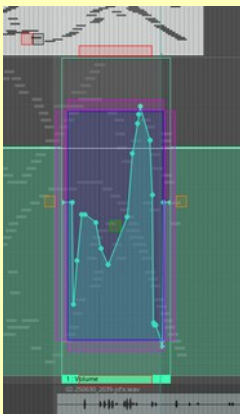
MIDI Ex Machina

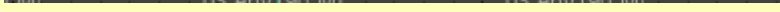
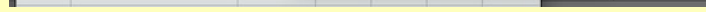
<https://github.com/RobU23/ReaScripts/wiki/MIDI-Ex-Machina>

MultiTool

I have assigned a shortcut for this: Ctrl+Alt+5

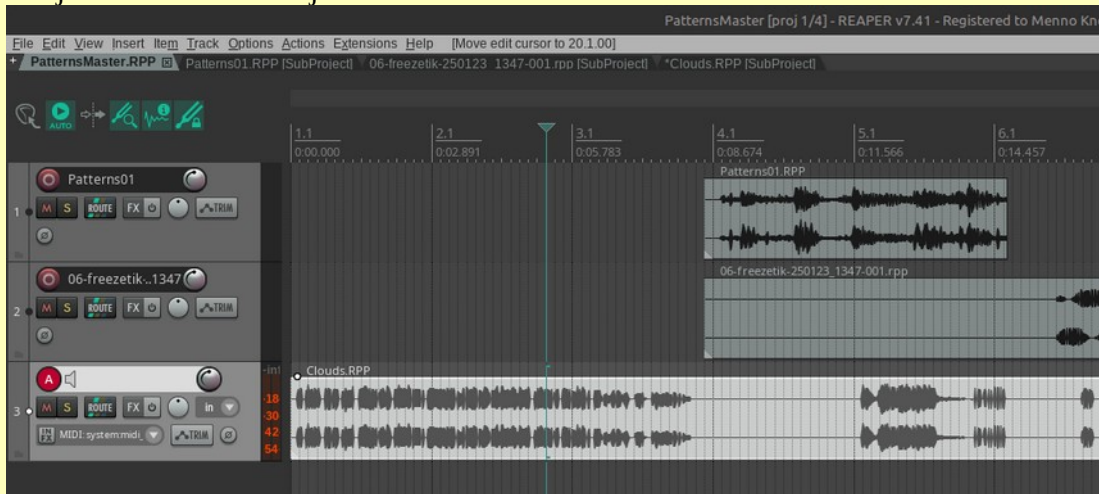
This is MultiTool working on CC lane. Below you see it working on the Automation Lane.





SubProjects

A bit of a confusing subject, largely so because of me not yet quite understanding how to organize a Reaper Projects and its SubProjects.

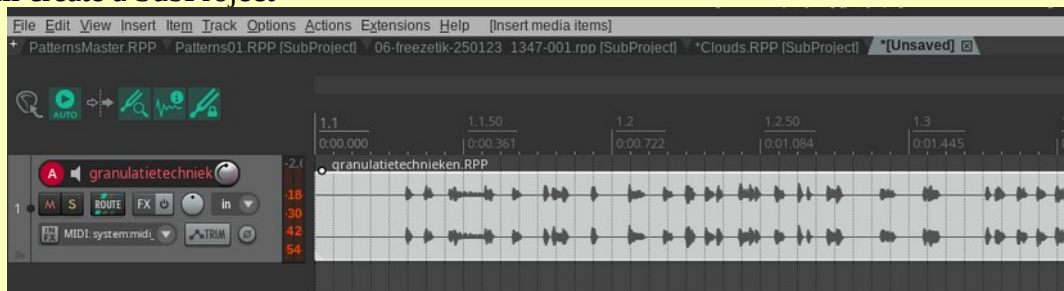


Here, I want to have one Parent Project, called PatternsParent.

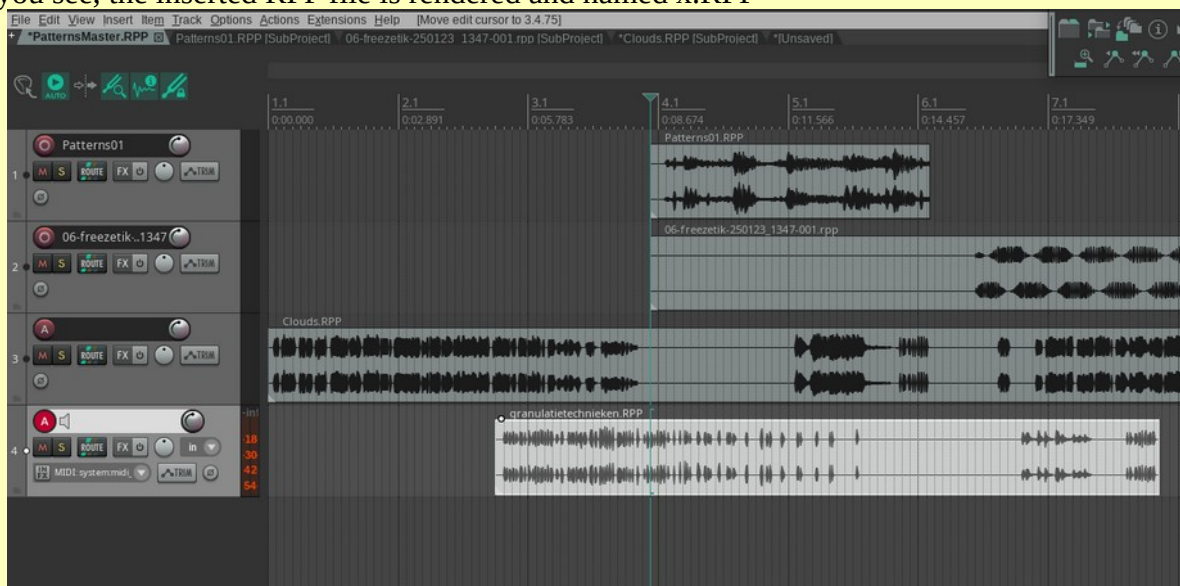
Then I want to insert several Projects I have somewhere laying around. These Projects must become Subprojects of the Parent Project, and I want to have all the data (audio and midi) inside that one Parent Project, called PatternParent.

How to add a SubProject?

- create a new Tab: New Project Tab
- Insert → Media File
- this will create a SubProject



As you see, the inserted RPP file is rendered and named x.RPP



- copy the RPP file over to PatterParent. The Tab called (Unsaved) can be closed.

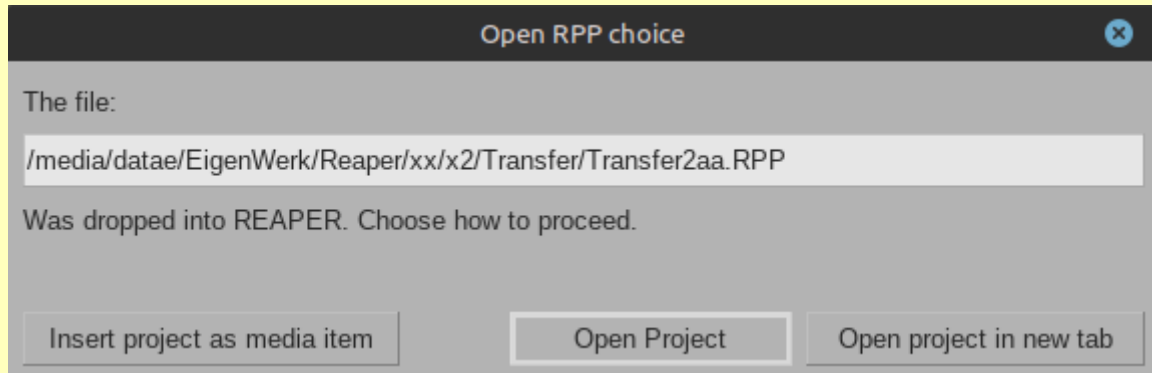
- double click on granulatietechnieken.RPP and the new SubProject with that name is created and added

* PatternsMaster.RPP Patterns01.RPP [SubProject] 06-freezetik-250123 1347-001.rpp [SubProject] *Clouds.RPP [SubProject] granulatietechnieken.RPP [SubProject]

Disadvantage using this method is that all files keep their original path and are not copied over to the same folder as PatternParent.

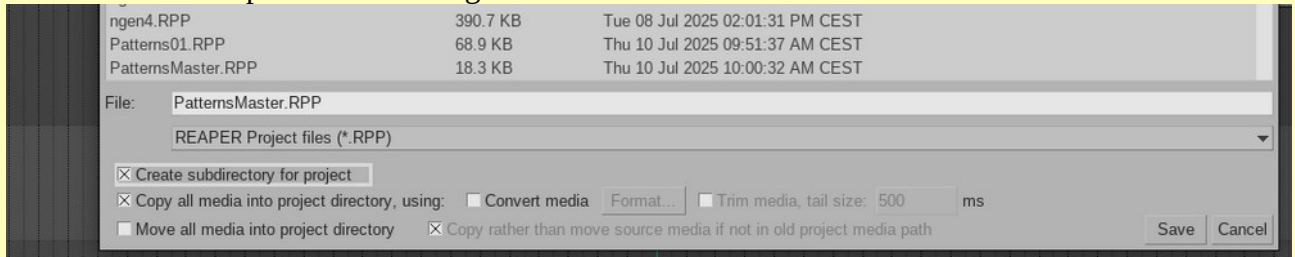
Quicker way

Just go to the Parent RPP and throw in the RPP that you want to be the SubProject. A dialogue opens:



Choose Insert project as media item; a SubProject will be created automatically.

Important: when you want to copy all files as used in the SubProject, over to the Parent Project, be sure to tick these option when saving the Parent.



Audition Item

Script: mrtnz_solo and play selected items(pressed).lua

Keep Ctrl+Alt+P pressed

and it will start at the beginning of the selected Item

Ripple Edit

Turn on Ripple Edit mode



Select it for One Track or All tracks and pick one of the Items you want to move. All after the Item will be moved.

I made a shortcut: Win+Alt and Win+Alt+Shift

Context:	Media item	left drag
Modifier	Behavior	
Default action	Move item ignoring time selection	
Shift	Move item ignoring snap and time selection	
Ctrl	Copy item	
Shift+Ctrl	Copy item ignoring snap	
Alt	Move item contents ignoring snap	
Shift+Alt	Adjust take pitch (fine)	
Ctrl+Alt	Render item to new file	
Shift+Ctrl+Alt	Copy item, pooling MIDI source data	
Win		
Shift+Win		
Ctrl+Win		
Shift+Ctrl+Win		
Alt+Win	• Move item ignoring time selection, enabling ripple edit for	
Shift+Alt+Win	• Move item ignoring time selection, enabling ripple edit for	

How to start

1. start Jack
2. start Reaper
3. start Midisnoop and check which Midi Input is active. Then make that Midi connection to Reaper Midi In
4. select track and Midi Input channel you want to play with Midi keyboard

Here, the monitoring is set to OFF → no sound

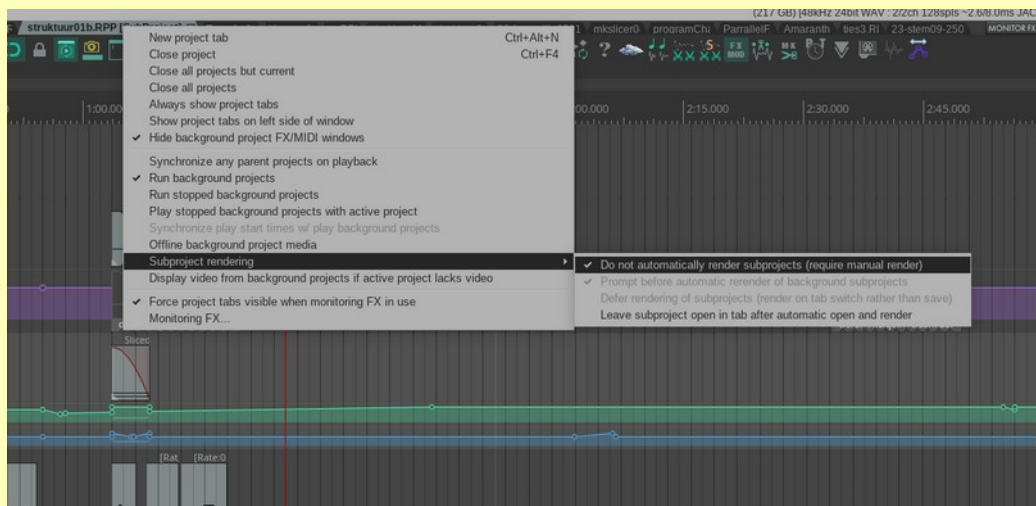


Here, the monitoring is set to ON and you hear sound



Save SubProject

File: Save project and render RPP-PROX
I have assigned the key PAUSE for this.



Several Arpeggiators

BlueARP

Is also a step sequencer.

RandARP

Simple Arpeggiator that goes up and down or similar.

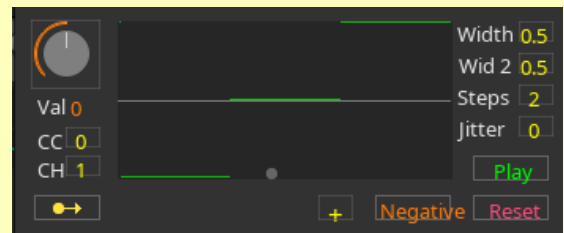
FX Modulator



LFO Native is Reapers' own LFO.
what does Steps stand for??



LFO Snjuk2: Reset not responsive?



ADSR Tlir: provides ADSR for one key. While this one key is kept open, every key pushed after this, keeps the ADSR open = monophonic



ADSR Snjuk2: polyphonic touch, where the first key stays open until the last key is done



AB slider: what does this do?



ACS (Audio Control Signal) Native is part of Reaper. See

https://www.youtube.com/watch?v=Dn5_GvsJIhI

Takes the envelope of an audio signal to create a control signal. This audio can be on a separate Track. This means you should create a send, see video.



Audio Detect does just that: detecting an audio signal. You can set the Threshold so to let some of the peaks come through. These can be smoothed.

Midi Out gets triggered and sends notes on these peaks. Very interesting.



Button needs to be triggered so that it can switch. Here, LFO1 moves *Button* and LFO2 changes the offset from LFO1.

This allows for small triggers to appear in *Button*.

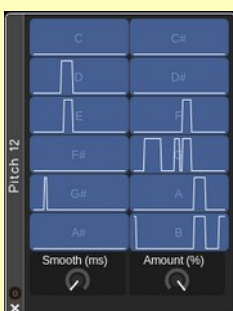


Counter waits for Midi note input and counts the notes. It creates a stepped modulation signal, going between the maximum settings during the total number of steps as set by Steps.



Curve (snjuk2) holds 4 patterns. The 4 patterns are to be formed in the modulator plugin itself. Each of the 4 pattern can contain quite different patterns, optionally adding new points in the pattern.

Great for filter patterns and interesting tremolos.



Pitch 12 (Snjuk2) produces different on/off control signals per note.

You can give a C note a different attack than other notes for example. And another note a different timbre.



Note Velocity does exactly that. Velocity is measured and a control signal is produced. This may be from the midi keyboard or from the notes' velocity in the Midi Item.



Macro no idea how this could be helpful.



Math is doing its math on 2 incoming (moving) modulator signals. These make interesting nearly random-like control signals.



4-in-1-out can combine up to 4 different control signals and adds them together. Complicated but regular waveforms appear.



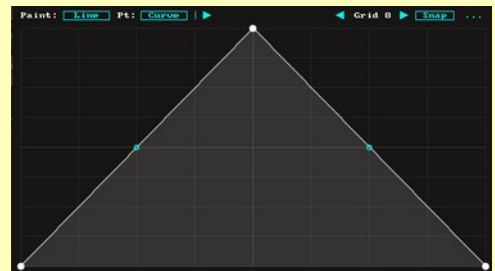
Key Tracker does just that: it tracks the key or the note pitch in a Midi Item. It detects the last key or note played. Can be used to move the attack portion depending on the key pitch.



Macro4 I am not sure how this could be useful. Perhaps for splitting another modulator and being able to add a different offset or width?



MSEG (tilr) allows creating 12 different patterns to choose from. Can be used for filter EG or amplitude EG.



Midi Fader reacts to a Midi CC. You have to select the CC.

Do not know what purpose this would have? Perhaps re-scaling of the CC.

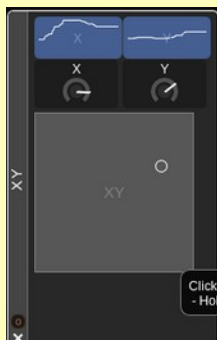


Steps can make a sequencer style step generator or a series of tiny envelopes. Can hold many steps. Reacts to Midi Note on and duration.





Toggle Select 4 makes sense when the Selection is modulated. 4 different spikes are created in equal tempo. Imagine 4 different VSTi volumes being modulated this way. Mixing them is making complex timbres. Or 4 equalizers on one sound.



XY is like a joystick X and Y coordinator.