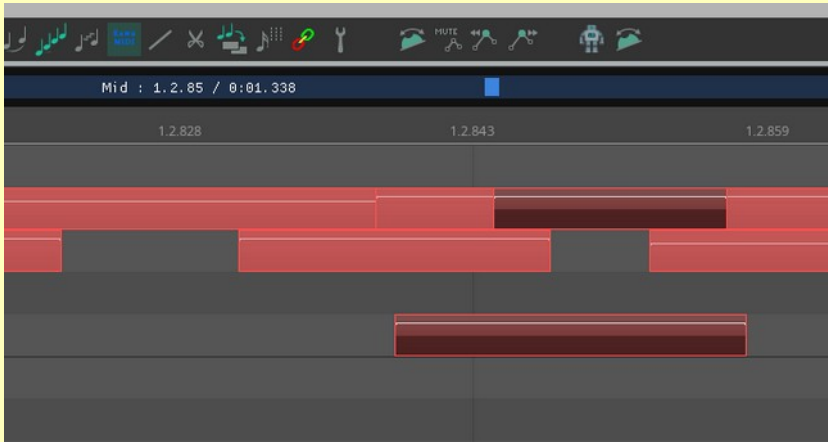


Several Tools in more detail

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.

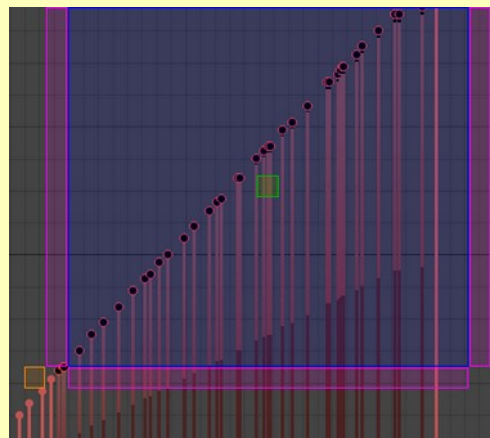
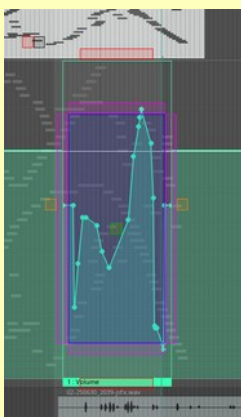
MIDI Ex Machina

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

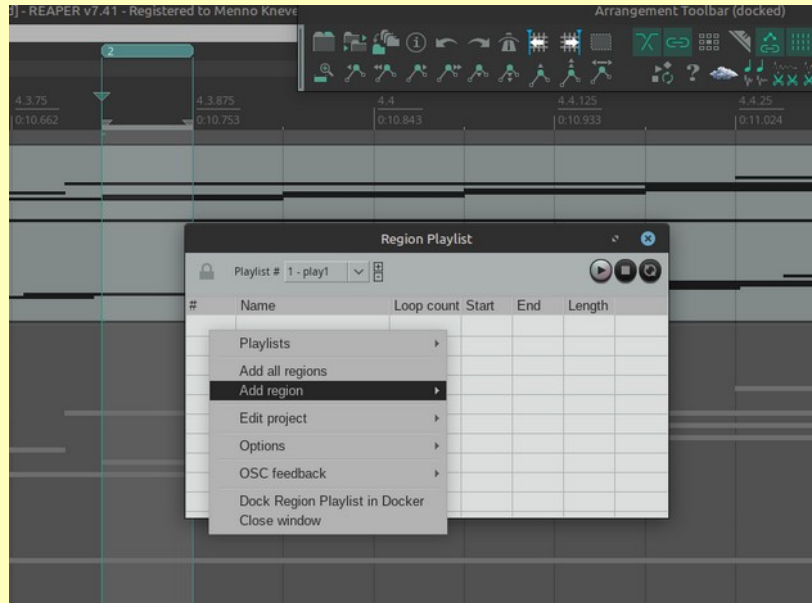
MultiTool

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.

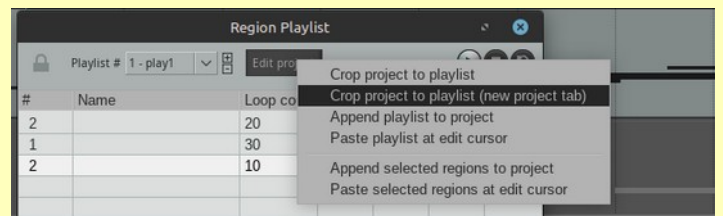


Repeat loops and copy them to Tab



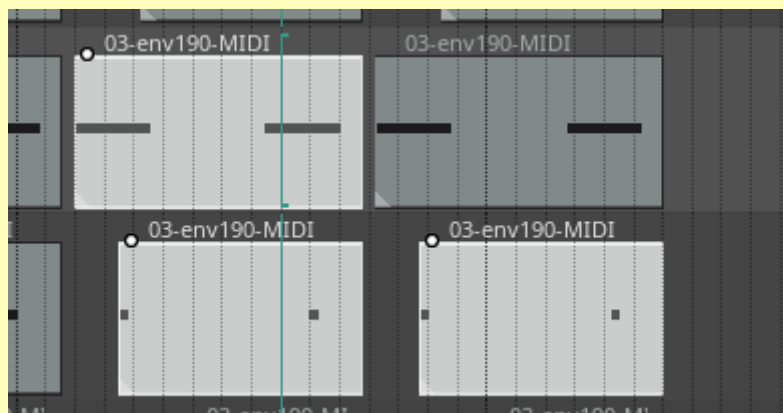
The screenshot shows the Region Playlist window with a table of regions. The table has columns: #, Name, Loop count, Start, End, and Length. The data is as follows:

#	Name	Loop count	Start	End	Length
2		20	4.3.81	4.3.88	0.0.06
1		30	6.1.63	6.4.38	0.2.75
2		10	4.3.81	4.3.88	0.0.06



How to select more than 1 Item

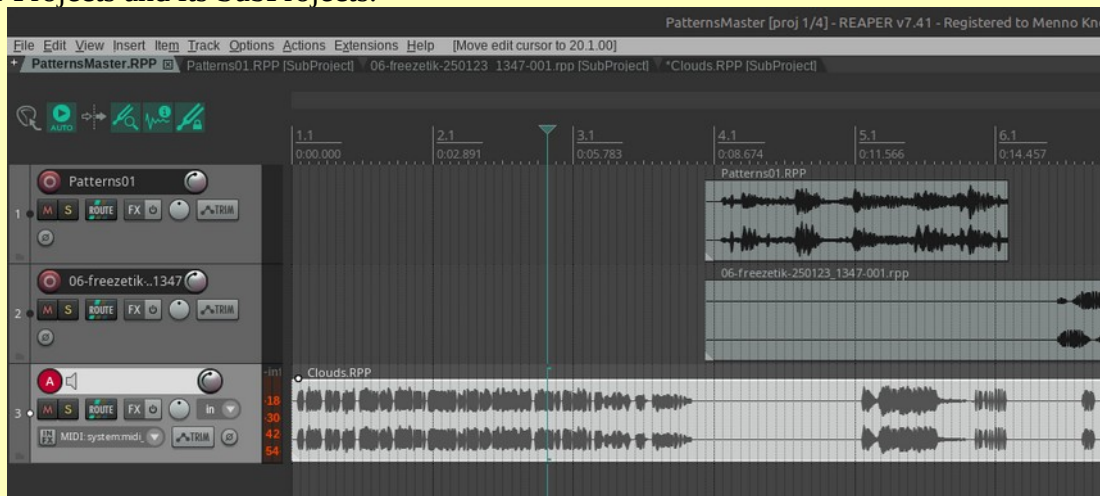
Something to remember: there is a difference in touching the UPPER and the LOWER half of an Item.



Selections for more than one Item is Ctrl+ click in the UPPER half of the Item.

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.

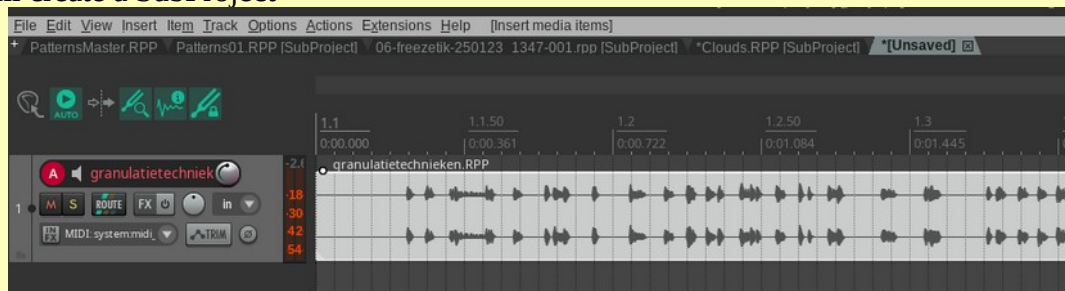


Here, I want to have one Parent Project, called PatternsParent.

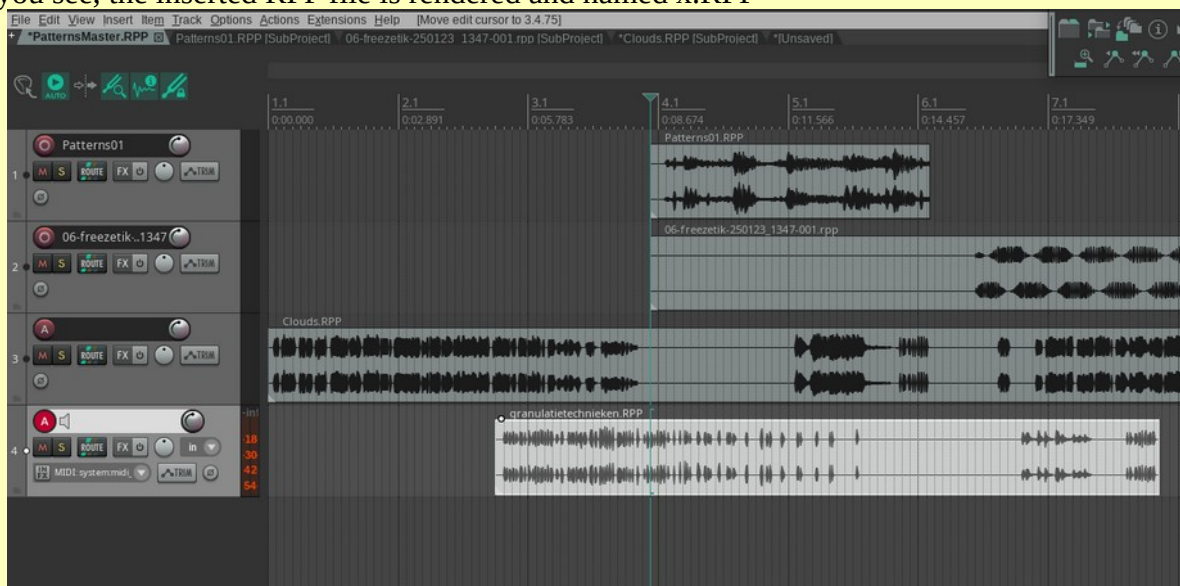
Then I want to insert several Projects I have somewhere laying around. These Projects must become Subprojects of the Parent Project, and I want to have all the data (audio and midi) inside that one Parent Project, called PatternParent.

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.

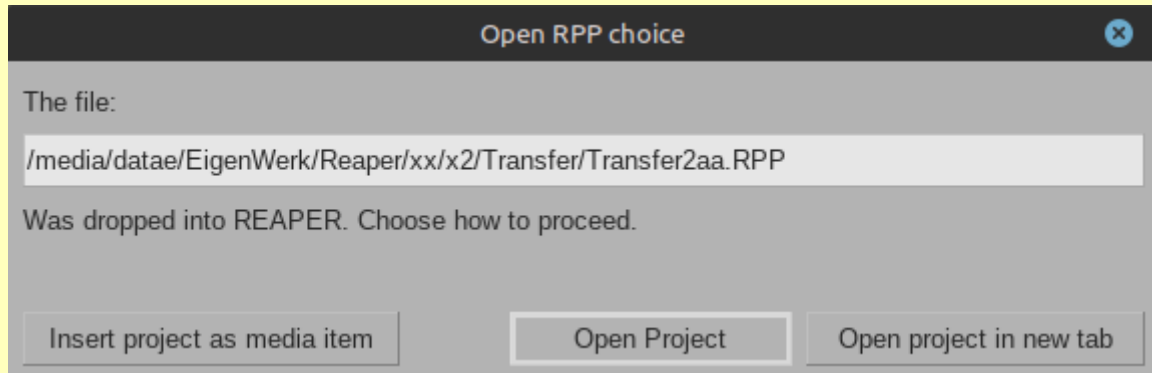
- double click on granulatietechnieken.RPP and the new SubProject with that name is created and added

*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.

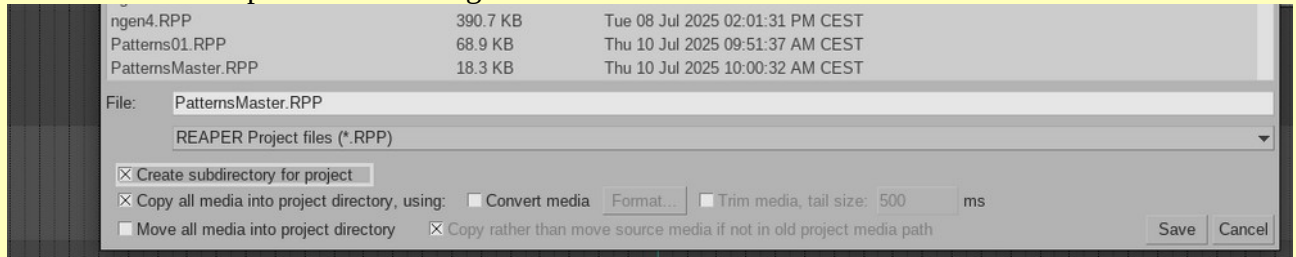
Quicker way

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: mrtznz_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.

