



CRASH COURSE FOR COLLABORATING

Key Commands

You can click the toolbar at the top left for many of these. Key commands save time.

- Space bar: play/pause
- ESC (escape): clear time selection
- Zoom in =; Zoom out -
- Cmd R: record
- W: back to the beginning
- S: split item at cursor
- Option S: toggle Snap to grid
 - Turn it off to move items/make time selection when they're not lining up as you want
 - Turn it on when things are lined up, but you want to move it over a measure, a beat, etc.
- M: marker at cursor
- R: toggle repeat (loop playback of selection at bottom)
- Cmd S: saves what you're doing
- Cmd Z: the mighty Undo!

Making your own custom commands

Make your own commands for anything you find yourself using a lot: glue items, turning the metronome on and off, rendering, etc. You will save hours, maybe days.

- Actions menu/show actions list (?)
- Use filter to search for your desired action
- Click ADD (lower left), then type your command in Shortcut box
- Hit OK, then close (unless you want to make another one)
 - It will warn you if you're about to replace an existing command.
 - KG suggests using the "claw": Control-Alt-Command plus the letter you want. That way you're not likely to overwrite a pre-existing command. And your hand remembers the claw shape.
 - Ex. I made *Ctrl Alt Cmd M* to toggle the metronome on and off.

Saving conventions

- Cmd S often
- Use Save As... to save multiple versions of your file. It doesn't take much space on your drive and lets you easily go back to previous versions. I try to give my versions a number and some key words:
 - Title 1.0, Title 1.1 vcl takes, Title 1.2 vcl comp, Title 1.3 Vcl glued
 - That way, if I mess up or decide I don't like my comp, I know exactly which version I made before the comp.
 - if you're feeling ninja-esque, you can set Reaper to automatically make multiple versions for you (every 15 minutes, for example). They can be named automatically with the date and time. Check out this tutorial if interested.

Inserting/importing audio tracks

- Set the tempo of session BEFORE you import (BPM box, bottom).
- Import
 - Select desired track (eg, double click on empty guide track)
 - *Insert* menu: media file (Shift-Cmd I)
 - Select item from desktop, wherever, then click *open* OR
- Drag and drop
 - In any track
 - Or in blank space
 - A track will automatically be created and named after whatever the file is called.

Making loops from longer files

- Trim item to desired length
 - Usually turn on Snap to Grid to ensure exact length (2 bars, etc)
- *Item menu/glue items* to make a new file
- Click cursor at right edge of item and drag to desired length

Record settings

- Record-enable track (red button, far left)
- Set input (analogue 1 or 2; where is your mic plugged into?)
- Turn on green triangle (monitor IN) to hear what you're recording
- Set the cursor where you want to start
- Hit record button at bottom (or use key command) and you're recording.
 - Remember: un-enable (dis-enable? Disable?) each track when you're done recording; otherwise you'll record on multiple tracks at the same time, which will be annoying.

Render procedures: Two options

1. MASTER MIX: separate files

- Make your time selection (usually the length of the whole guide track, plus lead in measures)
- SOLO the track you want to render
- File menu: Render (or key command)
- Select:
 - Master mix
 - Selected length
 - Sample rate: 48000
 - WAV output format
 - MONO (for vocal) STEREO for mix
 - Full-speed offline
 - Wave bit depth 24 bit PCM (or 32 FP)
 - Type in name of track
 - Hit Add to render queue
- Un-solo track you just did, solo next victim and repeat above
 - All selections will be the same, so really just a) type track name then b) add to render queue
- When finished, File/render and hit *Open render queue*
- Select *Render all*. Watch the magic.

2. SELECTED ITEMS & WILDCARDS

If your tracks are all glued (ie, each one is one unbroken file, they're all the same length (or at least begin at the same point), then this is the quickest and coolest method

- Select all the tracks you want to render
 - Hold SHIFT as you double click on the tracks to select multiple tracks
- File menu: Render (or key command)
- Select:
 - Selected items
 - Sample rate: 48000
 - WAV format
 - MONO (for vocal) etc (same as above)
 - Instead of typing a track name, go to the WILDCARD button on the right
 - Select #item or #track
 - Item will name each according to the item name (eg, vocal 1 glued)
 - Track will name each according to the track name
- You should see the number of items to be rendered at the bottom right. That should match the number of tracks you're hoping to poot forth.
- Hit render all. Watch the magic.