

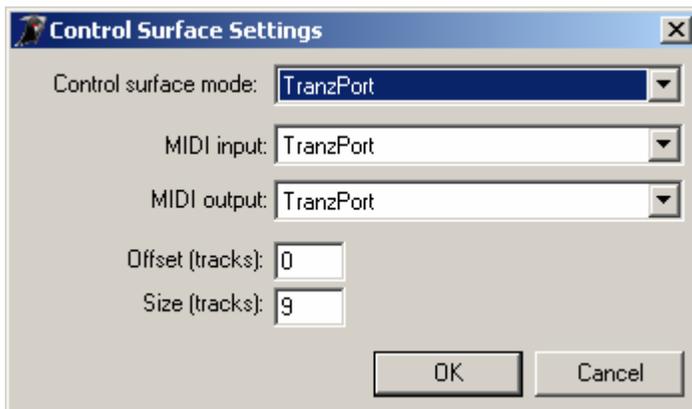
# Reaper v1.0 by Cockos and TranzPort

This document assumes you have already installed the TranzPort Windows driver and have the TranzPort remote ready for operation. (If not, see the TranzPort Users Guide or Quick Start Guide for installation details.) It is based on using TranzPort v1.3.0 drivers with Reaper v1.0, but may apply to later versions of software as well.

## Reaper 1.0 Set-up

Make sure the TranzPort USB interface is connected and the control mode is set to 'TranzPort Native' before starting Reaper. This will configure the TranzPort to send and receive the correct set of MIDI messages for use with Reaper v1.0. For more information on Control Modes see the TranzPort Users Guide.doc.

Start Reaper v1.0 and open the Options\Preferences window. Click on the 'Control Surfaces' tab and select "Add" to access the "Control Surface Settings" panel. Set the mode to "TranzPort" as well as the MIDI Input and output settings. The default values for "Offset (tracks)" and "Size (tracks)" of '0' and '9' are ok as well. Click 'OK' to close the Preferences panel.



## Operation

The TranzPort has 18 function buttons, 2 local control buttons, a data wheel, and a backlit 2x20 character LCD display. Silk screened labels clearly indicate the basic functions of the buttons. All functions performed from TranzPort behave in the same way that they would from the computer keypad. The SHIFT button allows other buttons to perform more than one function, expanding the range of control that TranzPort has over Reaper v1.0. Shift is a momentary button that is only active while it is being held.

When you open a Reaper project, TranzPort's LCD shows the name of the first track in your project followed by track fader and pan positions on the lower line. The upper line displays the current cursor position on the timeline as well as the current sequencer status, ex. Stopped or Playing. You may also have one or more status LED's lit indicating the track's solo, mute, or record arm status. Pressing play will cause the project to begin playback just as if you had clicked the play button on the screen. Likewise most of the buttons function just like their on-screen equivalents.

Below is a chart that describes the normal and shifted functions of each button. Some shifted button combinations are not currently used but may become active in future updates of Reaper. You will also find "Reaper 1.0 Layout.pdf" on the CD-ROM which serves as a quick visual guide for the TranzPort functions with Reaper. You may want to print this document for quick reference.

## TranzPort Button and Data Wheel Functions

Name	Normal Function	Shifted Function
<b>REW</b>	Rewind	Go to Start
<b>FFWD</b>	Fast forward	Go to End
<b>STOP</b>	Stop	n/a
<b>PLAY</b>	Play/Pause	n/a
<b>RECORD</b>	Record	n/a
<b>PREV</b>	Go to previous Marker	n/a
<b>ADD</b>	Add Marker at current location	Add region to loop region
<b>NEXT</b>	Go to next Marker	n/a
<b>IN</b>	Set Loop Start	Zoom in
<b>OUT</b>	Set Loop End	Zoom out
<b>PUNCH</b>	n/a	n/a
<b>LOOP</b>	Toggle loop mode	n/a
<b>&lt; TRACK</b>	Previous track (left/down)	Select wheel parameter
<b>TRACK &gt;</b>	Next track (right/up)	Select wheel parameter
<b>REC</b>	Toggle track's record arm on/off	Clr All Rec
<b>MUTE</b>	Toggle track's mute on/off	Clr All Mutes
<b>SOLO</b>	Toggle track's solo on/off	Clr All Solos
<b>UNDO</b>	Undo	Redo
<b>DATA WHEEL</b>	Adjust selected parameter	Select wheel parameter
<b>FOOTSWITCH</b>	n/a	n/a

## Track Control

TranzPort is able to navigate through the tracks of your Reaper project, allowing the display, data wheel and relevant function buttons to control and display individual track parameters. Pressing the “< Track ” and “Track >” buttons will then let you move from one track to the next. The LCD display will show the currently selected track name, fader and pan settings. Likewise, LED's for record arm, mute, and solo status will update to reflect the state of the selected track. Use the REC, MUTE, and SOLO buttons as well as the data wheel to change or edit the settings for the current track. Note - the “Clear All” functions for Mute and Solo do not affect the Master bus.

## The Data Wheel

In addition to controlling display contrast and backlight level when used with the local control buttons, the data wheel performs several functions within Reaper. Rotating the data wheel alone will adjust either the current track fader level, pan position, or the timeline position. Holding Shift while turning the wheel allows you to select which of these parameters you want to control. The currently selected parameter is indicated by a set of arrows around that value. You can also select the parameter with the Shift+Track < and > button combinations.

## The Loop Button

Pressing the LOOP button enables and disables Reaper's Loop mode. The Loop LED will light to indicate that loop mode is active. Follow normal Reaper procedures, or use the IN and OUT buttons on your TranzPort to define a loop region. If the LOOP LED is lit, and the current time line is before the Loop End point, then pressing PLAY will cause that region to play repeatedly. You can disable the Loop mode at any time even while the sequencer is running.

## **Markers**

Use the PREV and NEXT buttons to navigate the markers within your project. Press ADD to insert a numbered marker at the current time.

## **Regions**

Using the TranzPort you can easily define Regions within your Reaper project. Use the IN and OUT buttons to set the start and end of the area you want and simply press the Shift + Add buttons to define that region.