

REAPER Update Summary Guide

Main changes, versions 6.76 to 6.80

This document has been produced primarily for the benefit of those users who have a printed, hard copy User Guide.

It reproduces in each case sections which are either new or which have changed significantly. Relatively minor tweaks and twiddles are not included here. The "litmus test" that has been applied is whether these changes seem likely to have, or might possibly have, any significant impact on your way of working.

This document is intended to help keep your documentation up to date. You can print off those pages which are relevant to you, file them, and make a mark or annotation in your hard copy guide to that effect.

This Update Summary Guide will itself be updated regularly with future new releases.

Summary of Contents

Version 6.76

Zoom settings and behavior: more actions added for vertical zoom behavior.

Track control modifiers: use alt click to toggle between solo and solo in place.

FX presets: use Ctrl click to select multiple files in browser window.

MIDI: global option to chase/not chase MIDI note-on, CC, PC or pitch in project playback.

Automation: option to preserve trailing values when recording automation

Automation items: summary of rules governing automation item behavior.

Render/dry run window: this can now be resized.

Preferences, media item defaults: specify maximum limit (default 50 pixels) for fades/crossfades when splitting.

Preferences, appearance: settings reorganised and reordered.

Preferences, editing behavior: option to specify maximum vertical zoom limit.

Preferences, automation: whether to Always record to automation items and/or to Record to existing non-selected automation items.

MIDI preferences: toggle option to chase CC/PC when splitting MIDI items.

Versions 6.77/6.78

Changes limited to bug fixes and performance enhancements.

Version 6.79

Recording preferences: configurable naming of in-project MIDI items added.

Normalize items: more options available in Normalize media items dialog.

Sends and Receives: Pre FX type relabelled Pre-Fader (Pre-FX).

Audio mute/solo preferences: options for sends to override source track being muted.

Version 6.80

Track grouping: option to set/change color in track group parameter dialog box.

Snap: action added to set snap offset for item under mouse to mouse cursor.

Regions: action added to select/unselect all regions for rendering

Track panels: Track panel preferences option whether to place track in folder when dragging dropping.

REAPER User Guide

Main changes, versions 6.74/6.75

February 2023

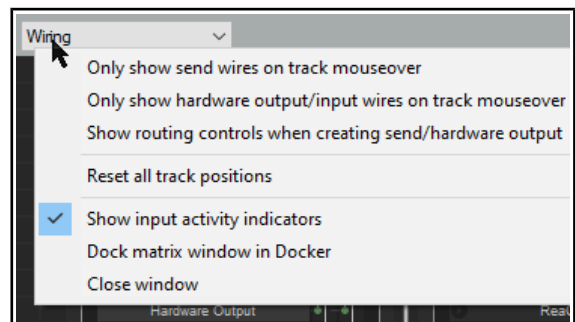
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Page 52 Section 2.27

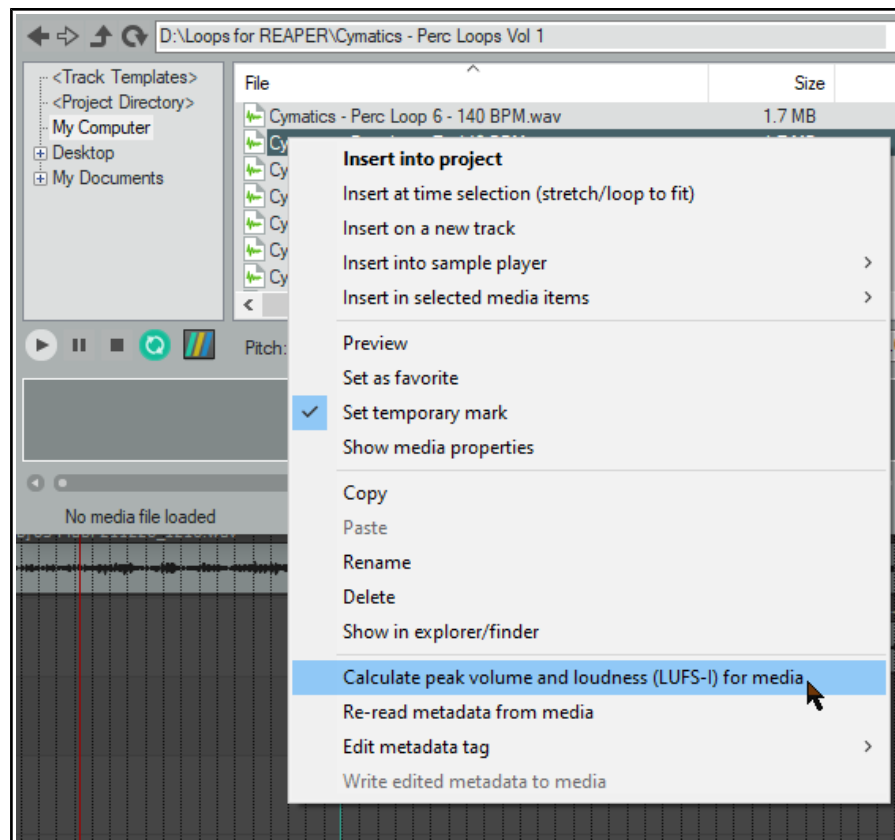
Track Wiring Diagram

Option added to context menu to show input activity indicators.



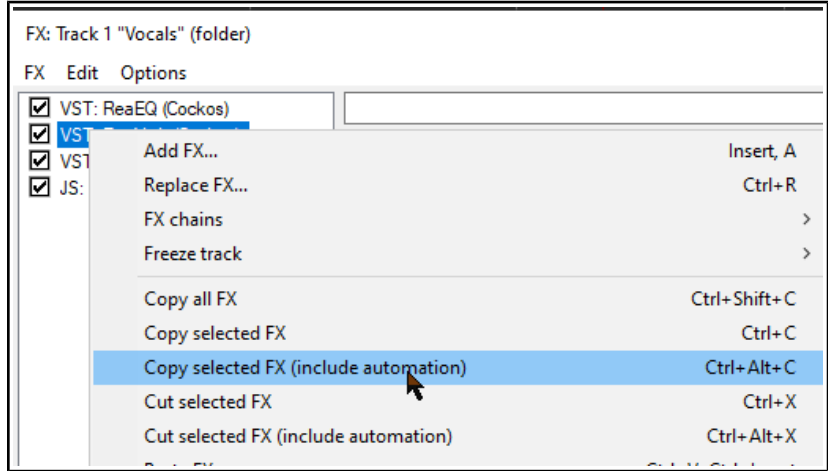
Media Explorer

Context menu option to **Calculate peak volume and loudness for media.**



Managing FX: Tips and Tricks

FX chains: context menu options added to cut/copy FX including automation.



Changing Pitch for Individual Media Items

Options rearranged, more information, ReaReaRea added.

An item's pitch can be changed from the **Media Item Properties** dialog. To open this for any item, select the item and press **F2**. The **pitch adjust** value is measured in semitones. Enter a number to raise or lower the item's pitch, or type in a multiplier, such as **x1.5**.

Choose a pitch shift mode from the drop down list:

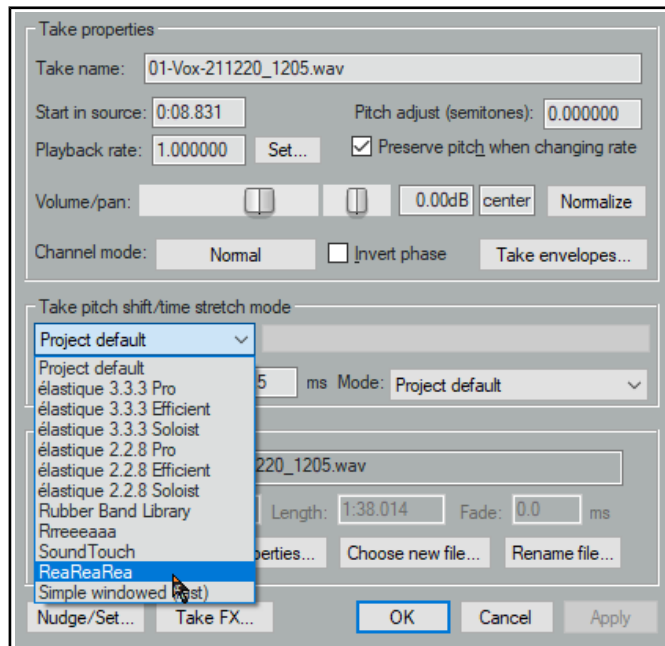
- Project default (from **Project Settings**).
- Élastique 2.2.8 or 3.3.3 Pro (best).
- Élastique 2.2.8 or 3.3.3 Efficient (less resource intensive than elastique Pro).
- Élastique 2.2.8 or 3.3.3 SOLOIST (suitable for monophonic items).
- Rubber band library.
- Rrreeeaaa.
- SoundTouch 1.9.0 (allows stretch rates up to 1,000 times and up to 64 channels).
- ReaReaRea.
- Simple windowed (best).

For any of the **élastique** modes, you should also select an option from the adjacent **Mode** dropdown: options will vary according to the mode selected.

Rrreeeaaa is useful if you want big stretches that do not preserve transients. Application of this mode is defined by an accompanying dropdown list which lets you change FFT, analysis and synthesis options from their defaults. It's unlikely that you would want to use this mode with stretch markers or ReaTune.

For **rubber band library**, available settings include transients, detector, pitch mode and window.

ReaReaRea is similar to a classic digital sampler timestretch algorithm. It processes independent of the signal being stretched, and can be used creatively, being able to be configured in a tempo-synchronized fashion and with different fades, shapes and randomization options.



Play/ Stop Cursor Options

By default, when you use the spacebar to start/stop playback, then on stopping the play cursor will return to join the edit cursor at the position it was at when playback started. However, you also have an option to instead leave the play cursor at its stop position when playback stops, and to move the edit cursor forward to meet it.

Open the **Actions List** and find the action **Transport: Play/stop (move edit cursor to stop)**. This can be assigned to a combination of your choice (e.g. **Shift Space**).

REAPER's Routing Interface

Section rewritten: New routing matrix: context menu option to display input activity indicators.

When using multiple track channels, sends and receives (as do many of the examples in this section) you should consider keeping the Routing Matrix in view. You can use your routing matrix to make adjustments to any of your sends and receives, or to specify the number of channels required for any track. Some examples are summarised below.

Right click over any track name (as shown above right) to display the Track's Routing Window and change the number of Track Channels, or to adjust the parameters of any Send or Receive associated with that track.

Right click over the Send/Receive signal at any intersection on the Routing Matrix to adjust any of the parameters for that Send or Receive (as shown below right). Click over any vacant intersection on the Routing Matrix to create a Send/Receive at that point.

Remember, of course, that you can also create, remove and manage sends and receives in the TCP and the MCP. In either case, you can click on any track's **ROUTE** button to display that track's Routing Window, or right-click over the **ROUTE** button and use the fly out menu to easily add a Send or Receive.

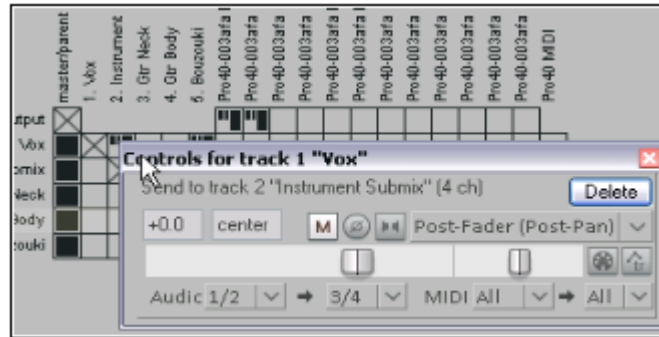
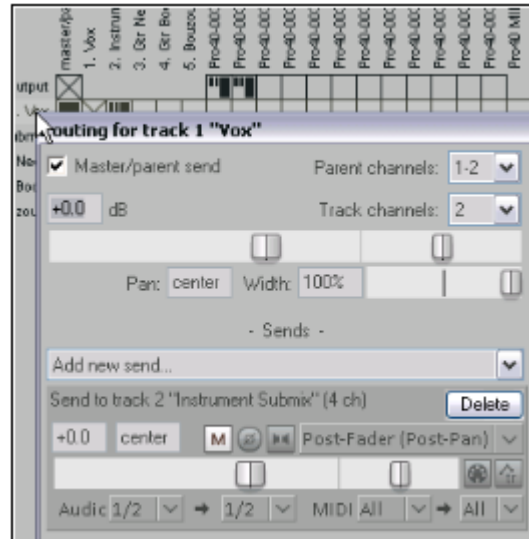
Tip: Sends can be copied in the Routing Matrix from one track to another: if you have created a send from (say) track 1 to (say) an effects bus on (say) track 6, then to create similar sends from other tracks you simply drag and drop that send up and down the matrix column.

Note: The Routing Matrix right-click context menu can be used to limit what is shown as destinations and as sources – for example, any combination of master/parents, tracks, audio hardware outputs, MIDI hardware and MIDI channels.

There are also options to display (or not) tooltips and input activity indicators. The latter causes MIDI and audio input rows to light up in response to any input signal



N.B.: The three different send types are shown in the Routing Matrix by the symbols on the left. From top to bottom these are **Pre Fader (Post FX)**, **Post Fader (Post Pan)**, and **Pre FX**. In each case, the height of the large thick bar indicates the send volume level. The [flow charts](#) in Chapter 6 will help you to understand the differences between these.

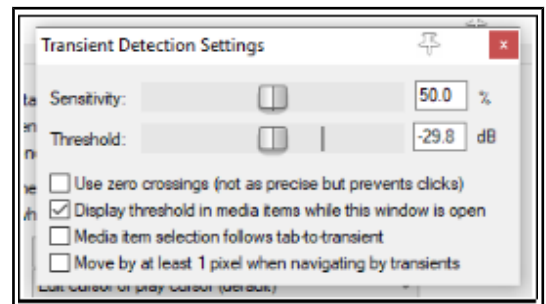
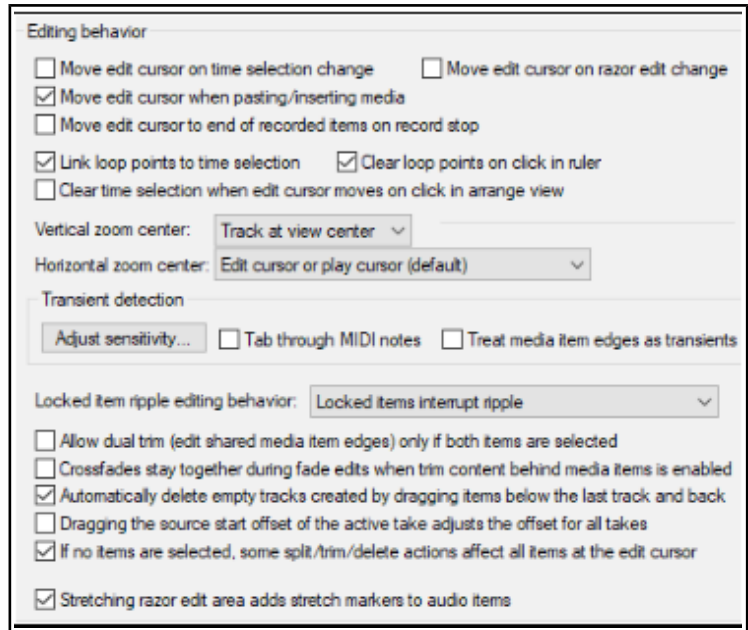


Editing Behavior Preferences

Options added to move edit cursor on edit change, move edit cursor to end of recorded items on stop.

The **Editing Behavior** page of **Options, Preferences** (shown here) includes a number of areas in which you can specify default settings in a range of matters that will affect how you work when editing your REAPER projects. Here is a summary of some of the most useful options:

- Specify your **edit cursor behavior**, in particular which of the following actions should cause the edit cursor to be moved: Changing time selection, Pasting/inserting media, and/or Stopping recording.
- Specify whether or not to **Move edit cursor on razor edit change**.
- By default link (or unlink) **time selection and loop points**.
- Enable or disable the ability for **loop points to be cleared by clicking on the ruler**, and/or **time selection to be cleared by clicking in arrange view**. For example, if you want to click on the ruler as a means of repositioning the edit cursor then you probably won't want loop points automatically cleared.
- Zoom preferences: **Vertical zoom** options are **Track at center of view**, **Top of view**, **Last selected track** or **Track under mouse cursor**. **Horizontal zoom** options are **Edit or play cursor**, **Edit cursor only**, **Centre of view** or **Mouse cursor**. Choosing both mouse cursor options ensures that as you zoom whatever is under the mouse cursor will stay on screen.
- **Adjust tab sensitivity of transient detection**, both percentage sensitivity and dB threshold. Click on **Adjust sensitivity** to access the options in the **Transient detection settings** dialog (right).
- You can also specify whether to **Tab thru MIDI notes** and/or **Treat media item edges as transients**.
- How REAPER should behave when locked items are included in a ripple editing selection. Options are **Locked items interrupt ripple** (ripple edit interrupted at first locked item but can be completed by repeating the action as often as required to choose which items are ripple edited), **Locked items interrupt ripple per-track** (similar but on a per track rather than per item basis), **Locked items unaffected by ripple** (these are edited normally but other items are ripple edited), or **Locked items are affected by ripple (lock ignored)** (all items in selection are ripple edited, including locked items).
- Whether to allow **dual trim options** shared media item edges only if both items are selected.
- Whether **crossfades** should **stay together** during fade edits.
- Whether to **automatically delete empty tracks** created when dragging items below last track.
- Whether **dragging the source start offset** of the active take should adjust the offset of all takes.
- Whether to **split/trim/delete all items at edit cursor** if splitting/trimming/deleting with no items selected. Disabling this will prevent, for example, all items being split if you press **S** with no item selected.
- Whether to **add stretch markers** to audio items when stretching razor edit area.



REAPER User Guide

Main changes, version 6.76

March 2023

This document reproduces those sections of the User Guide that are either new or have important modifications.

Any minor tweaks and twiddles are not included here, but are listed on page 13 of the main document.

This update does not introduce any major new features to REAPER but does include a fair number of useful enhancements to existing features.

Minor Changes

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Section 2.8

Zooming and scrolling with the Mousewheel

Various zoom management options, such as set zoom center and max zoom level, are set in your Preferences, Editing Behavior (Chapter 22).

Also, the Actions List includes several zoom actions, e.g. to set vertical zoom according to theme defined sizes.

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Section 2.12

Using the Supplied FX Presets

You can now use Ctrl Click to build up a selection of files within the browser window.

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Section 18.10

Automation Mode Actions

Automation write action added to preserve trailing values when recording automation.

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Section 21.3

Rendering a Project

The render/dry run window can now be resized using the normal window resizing techniques.

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Section 22.3.2

Preferences, Media Item Defaults

Preference added to specify maximum limit (default 50) for fades/crossfades when splitting media items.

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Section 22.8

Preferences, Editing Behavior

Preference option added to specify maximum vertical zoom limit.

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Section 22.8.2

Preferences, Editing Behavior, Automation

Option added whether to always record to automation items and/or to record to existing non-selected automation items.

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Section 22.9.2

Preferences, Media, MIDI

Toggle option added whether to chase CC/PC when splitting MIDI item.

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Section 5.2

Alt click on the solo button of a soloed track will now toggle between solo and solo in place.

Track Control Modifiers

Mute and Solo Controls

Modifier Key	with Mute Button	with Solo Button
Shift	When more than one track is selected, only the current track is toggled.	When more than one track is selected, only the current track is toggled.
Ctrl	Clears all mutes.	Clears all solos.
Alt	Unmutes selected track(s), mutes others.	Solo selected tracks, excluding any sends.
Ctrl Alt	Mutes selected track(s), unmutes others.	Solo exclusive: Solos selected track(s), unsolos all others.
Ctrl Shift	Not applicable	Toggles <i>Solo Defeat</i> mode. The track(s) will still be heard even when another track or track selection is soloed exclusive.

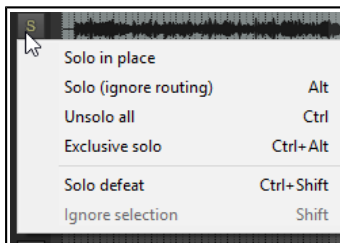
Note: When a track is muted, a small red **M** icon is shown in its VU meter. A **!S** icon indicates that the track is not being heard because another track or tracks is or are soloed.



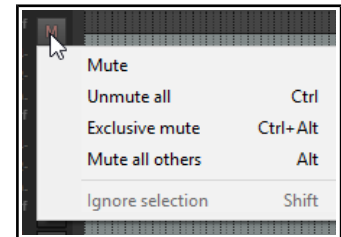
Solo vs Solo in place

Clicking a track's **solo** button engages **solo in place**: as well as the track, the output of any sends from that track (e.g. to a reverb bus) will also be heard. **Alt click** on the solo button of an already soloed track toggles between this state and plain **solo**, when only the track will be heard, without any sends.

The Mute and Solo control context menus



The options shown above are also available by right-clicking over the Mute and Solo buttons respectively. These context menus are shown on the right. They can be applied to an individual track or to a selection of tracks.



Bulk Track Mute/Solo

To mute or solo a range of tracks, click and drag in the TCP from the button of the first track to the same button on the last track, then release the mouse. Repeat this action to reverse this.

Global options added to action list to chase/not chase MIDI note-on, CC, PC or pitch in project playback,

MIDI Editor Actions

Category/Group	Examples of MIDI Editor assignable actions (not comprehensive)
<p>Note inserting/ editing/ manipulating/ moving/ transposing</p>	<p>Color notes by velocity/channel/media item custom color/using colormap/by track custom color. Delete all notes/trailing notes less than [1/128 to 1/8] note in length. Lengthen/shorten one grid unit/one pixel. Make notes legato, preserving note start times/relative note spacing. Move notes down/up one octave/semitone (transpose) Move notes left/right one grid unit/one pixel. Invert selected/all notes, Reverse selected/all notes, Invert chord voicings. Edit note velocity +/- 01/10. Set note length to grid size/double/half, Set length for next inserted note to grid. Trim left/right edge of notes to edit cursor. Insert note [1/128 to 1] note length. Set note length to [1/128 to 1] Set note ends to start of next note. Set note position to edit cursor. Split notes on grid. Copy/cut/duplicate notes within time selection, Fit notes to time selection. Paste events into active media item regardless of source media item (<i>allows items to be copied from a selection of media items into a single media item.</i>)</p>
<p>Loop/time selection</p>	<p>Loop point: set start/end point. Remove loop point. Double/halve loop length. Set time selection to selected notes, Remove (unselect) time selection, Remove (unselect) time/loop point selection. Move cursor to start/end of loop/time selection.</p>
<p>Cursor movement</p>	<p>Cursor advance [1/128 to 1]. Cursor advance [1/32T to 1/4T]. Move cursor left/right one measure, To start/end of current measure. Move edit cursor left/right by grid.</p>
<p>Lyric events</p>	<p>Align lyric events with notes. Import lyrics for selected notes from file. Insert/edit text/lyric event at first selected note. Select next/previous lyric event. Shift lyric events backward/forward one note.</p>
<p>Mouse modifiers</p>	<p>Actions are available to set mouse modifier behavior within the MIDI Editor for each of the categories CC event left drag, CC lane left drag, MIDI editor right drag, note edge left drag, note left click, note left drag, piano roll left click, piano roll left drag, ruler left click and ruler left drag. The list of actions is exhaustive.</p>
<p>Playback</p>	<p>Chase MIDI note-on/CC/PC/pitch in project playback (toggle).</p>
<p>Project sync actions</p>	<p>Timebase: sync to arrange view – <i>syncs midi editor timebase to arrange view.</i> Timebase: toggle sync to arrange view – <i>sets sync on/off.</i></p>

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Section 18.40

Automation Items

New sub-section added, Automation item behavior.

Toolbar Envelope Button

In addition, you can right click the toolbar envelope button to access several toggle options to determine how automation items interact with underlying envelopes. These are:

- Bypass underling envelope outside of automation items**
- Automation items do not attach to the underlying envelope**
- Automation items attach to the underlying envelope on right side**
- Automation items attach to the underlying envelope on both sides.**

Automation Item Behavior

As well as managing preferences, you should familiarise yourself with a small number of rules governing automation item behaviors:

- When automation items are moved they will obey your media item preferences snap start/end options.**
- When recording automation creates new items, smaller items will be created if they intersect with existing items.**
- When trim-behind is used to split automation items, your pool on split preference settings will be obeyed.**

The Media Explorer

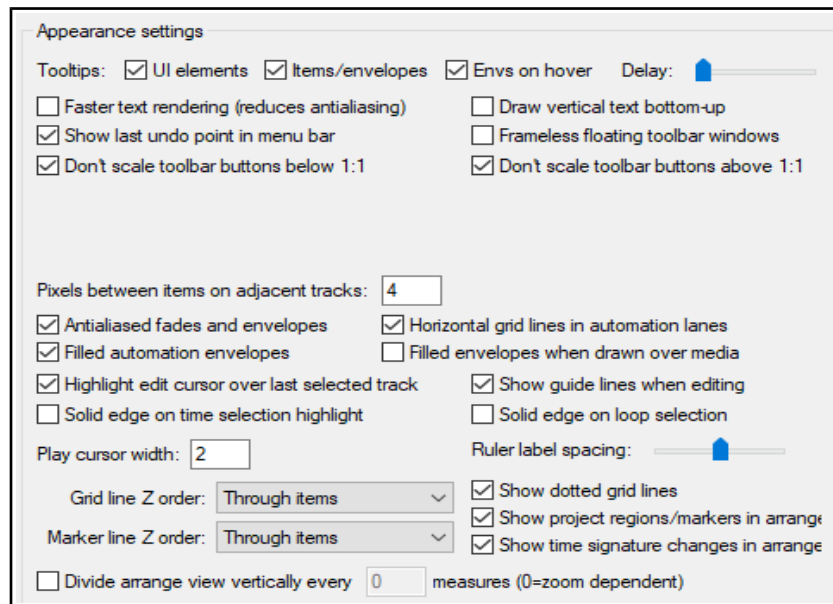
Automation Items can be managed from the [Media Explorer](#) like other media items. Simply navigate to the correct directory to preview. Right click over any item name for a menu of options for inserting into the project.

Preferences, Appearance

Page layout completely reorganised.

The **Appearance** screen lets you specify parameters to determine the look of your REAPER interface, especially the Track Control Panel and Mixer. Settings include:

- Whether to use **tooltips for UI elements** such as buttons and faders, media items and envelopes, etc.: you can specify the length of any delay that precedes the tooltip being displayed.
- Whether to use **faster text rendering** (which reduces antialiasing).
- Whether to **draw vertical text bottom up**.
- Whether to **show the last undo point on the menu bar** (just after the Help command). If you enable this option, clicking on the action shown will open the Undo History window.
- Whether to enclose **floating toolbar windows** with or without **frames**.
- Whether to **limit the scaling of toolbar buttons**. Enabling both these options will prevent the buttons from becoming smaller or larger if you resize the main or floating toolbar.
- **Number of pixels to leave between adjacent tracks** – i.e., between the bottom of one media item and the top of the one underneath it. A higher setting may make defining time selections easier.
- Whether to use **antialiased fades and envelopes**.
- Whether to **show horizontal grid lines** in automation lanes.
- Whether to use **filled automation envelopes**, including when **Drawn over media**: enabled, these color the area below the envelope.
- Whether to **Highlight the edit cursor over the last selected track**.
- Whether to **show guidelines when editing**. Toggle thru three states: on (checked), off (not checked) and on except for item move horizontal guides (filled).
- Whether to **apply solid edges** to time selection highlights. and/or **loop** highlights.
- **Play cursor width**. Default setting is 2 pixels.
- **Ruler label spacing**: length of increments used for ruler display.
- The **width (in pixels) of the play cursor**. Default is 1 pixel, but you can make this wider.
- Whether to show **grid lines** over, through, or under items.
- Show **dotted grid lines** and/or **project regions/markers in grid** and/or **time sig markers in grid**.
- Whether to show **marker lines** over, through or under items.
- Optionally, to **divide arrange view vertically by a specified number of measures**.



REAPER User Guide

Main changes, versions 6.79

April 2023

This document reproduces those sections of the User Guide that are either new or have important modifications.

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This update includes several relatively minor but nevertheless handy changes:

Recording preferences: configurable naming of in-project MIDI items added.

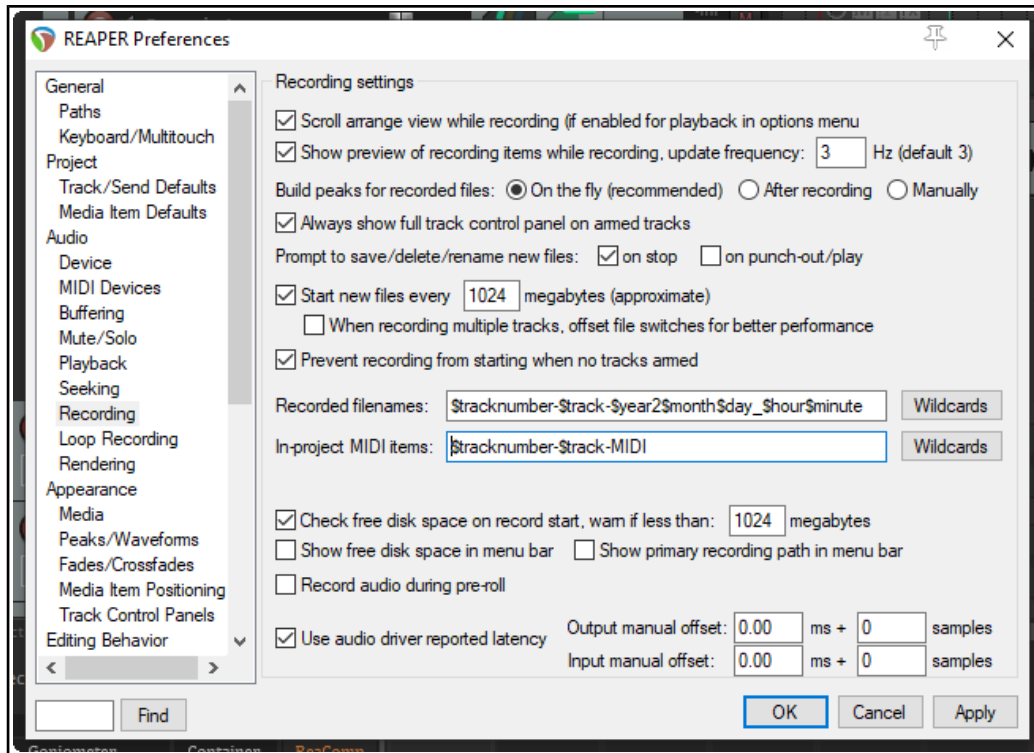
Normalize items: more options available in Normalize media items dialog.

Sends and Receives: Pre FX type relabelled Pre-Fader (Pre-FX).

Audio mute/solo preferences: options for sends to override source track being muted.

Preference Settings for Recording

You can now use wildcards for auto-naming midi items created in project.



Normalizing Items

More options now available in Normalize dialog.

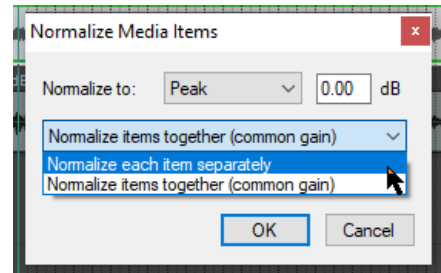
Normalizing Items

Normalizing means adjusting the volume of an item (or item selection) to a standard level. Select an item (or make a selection of items). From the right-click context menu choose **Item processing** then **Normalize items (Peak/RMS/LUFS)** to open the Normalize Media Items dialog.

You can optimize to **LUFS-1, RMS-1, Peak, True Peak, LUFS_M max** or **LUFS-S max**, as per [JS Analysis Loudness Meter](#) options.

Normalize items together will raise the level on all items relative to each other. At 0.00 dB this will be as far as is possible without the loudest item clipping. If you **Normalize each item separately** it can be expected to result in a greater increase in volume for some items than for others.

An individual item can also be normalised by clicking the **Normalize** button inside the Item Properties dialog box. This is especially useful if you need to make changes to other item properties while you are normalizing.



REAPER Routing Essentials

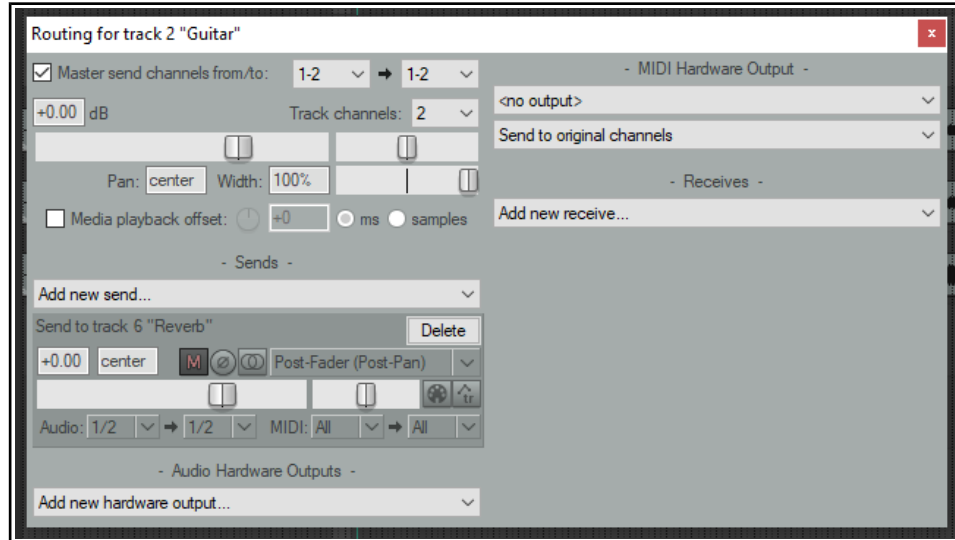
Sends and Receives: Pre FX type relabeled Pre-Fader (Pre-FX). The change is in the terminology only: functionality is the same as before.

Note:

Sends and Receives can be any of three types - **Post Fader (Post Pan)**, **Pre-Fader (Post FX)** and **Pre Fader (Pre FX)**. The differences will be discussed in Chapter 17.

The default is **Post-Fader (Post Pan)**, but you can change this in **Options, Preferences, Project, Track/Send Defaults**.

See also the flow charts in Chapter 6.

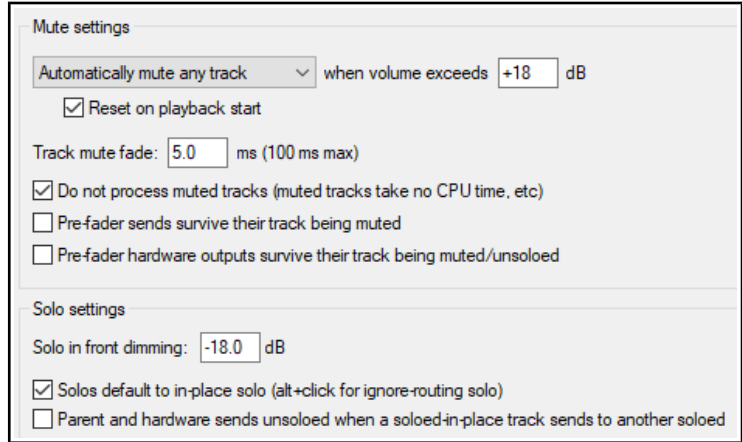


Audio Mute/Solo Preferences

Options have been added for sends to override source track being muted.

Audio Mute/Solo

- ◆ You can **Automatically mute any track** or the **Master track** when a specified dB limit is reached. This can protect your ears and your equipment! A third option is **No automatic muting**. You can also **Reset** (clear auto mutes) on playback start.
- ◆ Enabling the options **Do not process muted tracks** and/or **Reduce CPU use of silent tracks during playback** could lessen the load placed on your CPU.
- ◆ You can specify that **Pre-fader sends** to either another track or direct to any hardware outputs will function **regardless of whether or not the track has been muted**.
- ◆ **Solos defaults to in-place solo**. If enabled, when you solo a track you will hear along with that track the audio output of any other tracks with receives from that track. Disabling this ensures that you will hear only the soloed track. In either event, holding **Alt** while clicking solo will reverse your default option.
- ◆ **Solo in front** plays other tracks in background when one or more tracks are soloed. This may help you to place more in context the track that is being auditioned. The feature itself is enabled/disabled from the **Options** menu: in your preferences you can set your preferred dB level for the background material.
- ◆ You can ensure the **Master/parent send is unsoloed when a soloed in place track sends to another soloed track**.



REAPER User Guide

Main changes, versions 6.80

May 2023

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This update includes several relatively minor but nevertheless handy changes:

Track grouping: option to set/change color in track group parameter dialog box.

Snap: action added to set snap offset for item under mouse to mouse cursor.

Regions: action added to select/unselect all regions for rendering

Track panels: Track panel preferences option whether to place track in folder when dragging dropping.

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Section 3.37

Track Grouping: Set Color from Track Grouping Dialog

This option has been added to the track grouping dialog, as shown here.

By using track and parameter grouping you are able to define relationships between different tracks and their controls so that when you make a change to one control in the group, changes are also made to other tracks. The nature of these relationships can vary from being quite simple to rather complex. Here are some examples.

- You might have two tracks that you wish to keep at a constant volume relative to each other. In this case, you could ensure that whenever one is faded up or down then so is the other.
- You might have two tracks that need to be panned opposite each other. In this case, you can ensure that when one is panned in one direction, the other is automatically panned in the other.
- You might have two or more tracks that you wish to be always soloed or muted together.

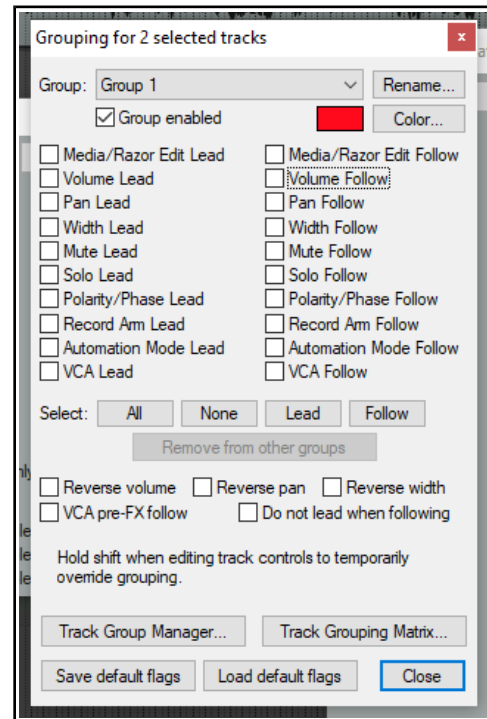
There are two main ways to create and manage your groups. This can be done either using the **Track Control Panel** or the **Track Grouping Matrix**. Here is an overview of both methods.

Method 1 uses the Grouping dialog box (shown right), which can be accessed from the Track Control Panel, the Mixer Control Panel. The method is as follows:

- In the TCP or MCP, select the tracks whose parameters you wish to group. Right-click over any track number in the group and choose **Track grouping** then **Track grouping parameters** from the menu (or press **Shift G**).
- When the Grouping window is displayed (see right) specify those parameters that you want to group. Optionally, you can change the group name from its default, which will be Group 1, Group 2, etc. Click on **Close** when finished.
- Make sure that the option **Track grouping enabled** on the TCP or MCP menu is selected (ticked).

You can use this same method later to make changes to your grouped parameter definitions.

This interface might appear strange at first. For this reason, it may be easier, especially at first, to use the second method. Method 2 uses the **Track Grouping Matrix**.



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Section 7.24

Snap: action added to set snap offset for item under mouse to mouse cursor.

An action (in the actions list) has been added to set the snap offset for the item under the mouse cursor to the mouse cursor.

The **Media items snap to** option can be set to **Snap both start/end**, **Only snap at start/snap offset** or **Mouse position dependent** (i.e. at the mouse position nearer at the time, the start or the end).

Tip: When snapping is enabled, this can be over ridden when selecting a loop along the timeline by holding down the **Ctrl** key while you make the selection.

Note: The action list includes an action **Item: Set snap offset for item under mouse to mouse position**.

Rendering Regions

An action (in the actions list) has been added:

Regions: Select/unselect all regions for rendering

Pages 100, 421

Section 21.7

Track Panel: Drag and Drop Folder Management

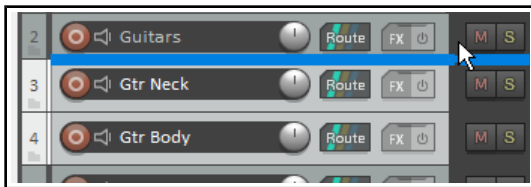
Preference option added not to place track in folder when dragging up/down.

Drag and Drop Folder Management



Another way of creating folders is by dragging and dropping. You identify which track is to be the folder, which are to be its children, then select and drag and drop the children into the folder. When you know what you are doing, this method is probably quicker, but it can be tricky at first. This process is illustrated below, using the same project as before.

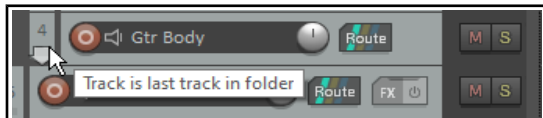
Two tracks have been selected and we have begun to drag and drop them up. Notice that the thick horizontal bar shown above the first of these tracks occupies the whole width of the track control panel.



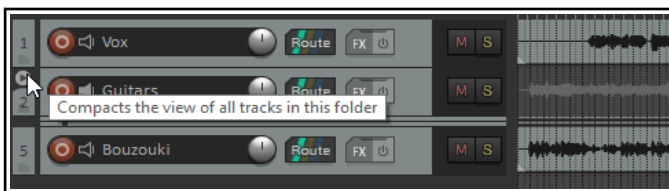
Carefully and slowly drag them a little higher and you will notice that the horizontal bar is now indented slightly.

Now release the mouse and you will see the two tracks have been placed as child tracks within a newly created Guitars folder (see below).

If you hover the mouse over the folder icon for the Gtr Neck track you should see confirmation that it is the last track in the folder.



The drag and drop method can also be used to add tracks into an existing folder, and/or to remove them. However, the technique may take a little getting used to. Experiment with this now if you wish.



Notice the small down pointing arrow just above the track number of the folder track (in this case Track 2). This can be used to toggle the display of child tracks in the folder between normal (as shown above left), minimized and collapsed (as shown below left).

Tip: Track panel drag and drop behavior can be modified in your Preferences, Appearance, Track Control Panels. There is an option When reordering tracks via drag and drop, hold shift key to control fader creation. If this is enabled, drag and drop will simply move the track up or down the track order: if Shift is held down, however, then the track will be placed in a folder.