

Midi Menu Bar (Part 1)

At the top of the midi menu bar on the left hand side, you will see quite a few icon buttons (in the image below). These are the mostly the native midi functionality of Reaper. And while they likely are easy to understand what they do, let's review them real quick before moving on to the OTR portion of the midi toolbar (which is the right hand side).



From left to right, the buttons are as follows:

- **Notation View** - this will change the present midi editor into a score editor.
- **Piano Roll View** - this is the default view for editing midi. Piano keyboard on the left. Enter notes on the right.
- **Drum Map View** - this view will remove the piano and allow you to type in note names (handy for drums). It will also change the notes displayed in the midi editor to diamonds instead of the default rectangles.
- **Load Key Map** - if you don't want to manually type in the names of what each key does in the drum map view, OTR includes a selection of the key maps that have been made available for free to the Reaper community. While not all-inclusive, the Reaper community has many of the most popular drum maps and even some other instrument maps, like some of the Orange Tree Samples and Embertone instruments.
- **Remove Key Map** - this will remove the key map from the screen
- **Note Icons** - this will cycle through the midi note representations of diamonds, triangles, or rectangles in the midi editor
- **List View** - this will show a list of the midi notes in a grid...like in a spreadsheet
- **Filter** - this will allow you to filter what you see
- **Track View** - this will add a list of the midi tracks to the right side of the screen allowing you to overlay, and toggle between them
- **Quantize** - this quantizes notes
- **Humanize** - the halo head means it will make quantized notes sound more human-like and not robotic
- **Transpose** - this will allow you to transpose groups of notes
- **CC-Attach** - when enabled, this will cause the CC events to be selected in the CC lanes when a note in the midi editor is selected
- **Grid** - turns the grid on and off
- **Snap to Grid** - this will snap the timeline and note input to the grid
- **Step Sequencing** - enable this to step sequence
- **Dock Mode** - if you want to expand the midi editor to fill the whole screen and not have it as a floating window, click this button.

...continuing on to part 2 of the midi toolbar