

Midi Menu Bar (Part 2)

The right hand portion of the midi toolbar contains all of the customizations OTR has provided to enhance the overall midi experience within Reaper. To begin with, I want to give credit where credit is due. The functionality that all but one of these buttons provide was freely given to the Reaper community by Julian Sader. While he provided these amazing scripts that enhance midi workflow, they are not intuitive to setup or add to the Reaper installation. In fact, they are not even intuitive to use because they break down the walls of the mind to what is possible with CC editing. So including these is more of a service to the users of OTR, rather than a feature set of OTR. The same can be said for the last button - which deals with Expression Maps. This was another solution given freely to the Reaper community - but this time by Blake Robinson. All in all, what you will see is a wealth of features provided from some of the best brains in the Reaper community. Now let's look at what these buttons do.

- **Quick Help** - launches a quick help menu for these buttons
- **Warp 1** - highlight notes in the midi editor, tap the "A" key to warp the notes. Tap the "A" key to end the warping process.
- **Warp 2** -highlight notes in the midi editor, tap the "A" key to warp the notes. Tap the "A" key to end the warping process. A different warping algorithm to Warp 1.
- **Split Selected** - select notes in the midi editor. Tap the "A" key to begin drawing a line that will split the notes. Tap the "A" key again to end the line. Any midi notes *that were selected* and fell in the lines view will be split.
- **Split All** - Same thing as above, but does not require any notes to be selected. It slices through anything in its path.
- **CC Dots** - move the mouse into a CC lane and tap the "A" key to quickly add a CC note
- **CC Sine** - move the mouse into a CC lane and tap the "A" key to begin drawing a sine curve. Tap "A" to end. Option+Shift+scrollwheel will modify the shape of the selection as long as you have not tapped the "A" key a second time to complete the drawing.
- **CC Sine Chase** - Same as above, but the height of the first CC note will latch onto the height of any previous CC entries nearby. This is great for continuity in your CC drawing.
- **CC Curves** - move the mouse into a CC lane and tap the "A" key to begin drawing a line. Tap "A" to end. Option+Shift+scrollwheel will modify the shape of the selection from a line into a curve as long as you have not tapped the "A" key a second time to complete the drawing.
- **CC Curves Chase** - Same as above, but the height of the first CC note will latch onto the height of any previous CC entries nearby. This is great for continuity in your CC drawing.
- **CC Tilt** - Select a series of CC notes. Engage the tilt function by tapping the "A" key. Move the mouse to change the angle of the tilt. Tap "A" to disengage.
- **CC Stretch** - Select a series of CC notes. Engage the stretch function by tapping the "A" key. Move the mouse to change the length of the stretch. Tap "A" to disengage.
- **CC Arch Sine** - Select a series of CC notes. Engage the arch function by tapping the "A" key. Move the mouse to change where the arch appears. Option+Shift+scrollwheel will modify the shape. Tap "A" to disengage.
- **CC Arch Power** - Same as above, but different arch shape
- **CC LFO Time** - first you must highlight a selection of time in the midi toolbar, then click in a CC lane. Now press the CC LFO time button to launch a CC editor that uses LFO functions.
- **CC LFO Selected** - first you must make a selection of cc notes in a cc lane. Now press the CC LFO time button to launch a really awesome CC editor that uses LFO functions.
- **Expression Maps** - This feature works when a midi track contains the "JS: Map Midi to Keyswitch" plugin inserted on the track. It will allow you to handle midi notes similar to the way other DAWs handle expression maps. Visit <http://syntheticorchestra> for more information.