User Guide for Cockos Reaper

Configuration guide for Windows and macOS to use with our Editor & Librarians

Intro

Configuration guide for Windows and macOS users to setup Cockos Reaper for our Editor & Librarian.

This is universal tutorial for all our plug-ins. There are little differences between our plug-ins, but overall procedure is the same: Configure DAW MIDI ports, insert our plug-in, insert MIDI and Audio track(s) (if needed) and how to Automate the plug-in parameters.

We are using our Roland JP-80x0 Editor in this guide, so adapt the settings to your Editor as we go along.

> **Note #1**: We are not Cockos Reaper experts. Read the Reaper user manual to fully understand your DAW.

IMPORTANT:

Make a full backup of your hardware before proceeding. Check your hardware user manual for instructions.

Disclaimer

Our company & product has nothing to do with Cockos.
If there is an issue with our product, open a support ticket in your account page.
You can find support details at the end of this document.
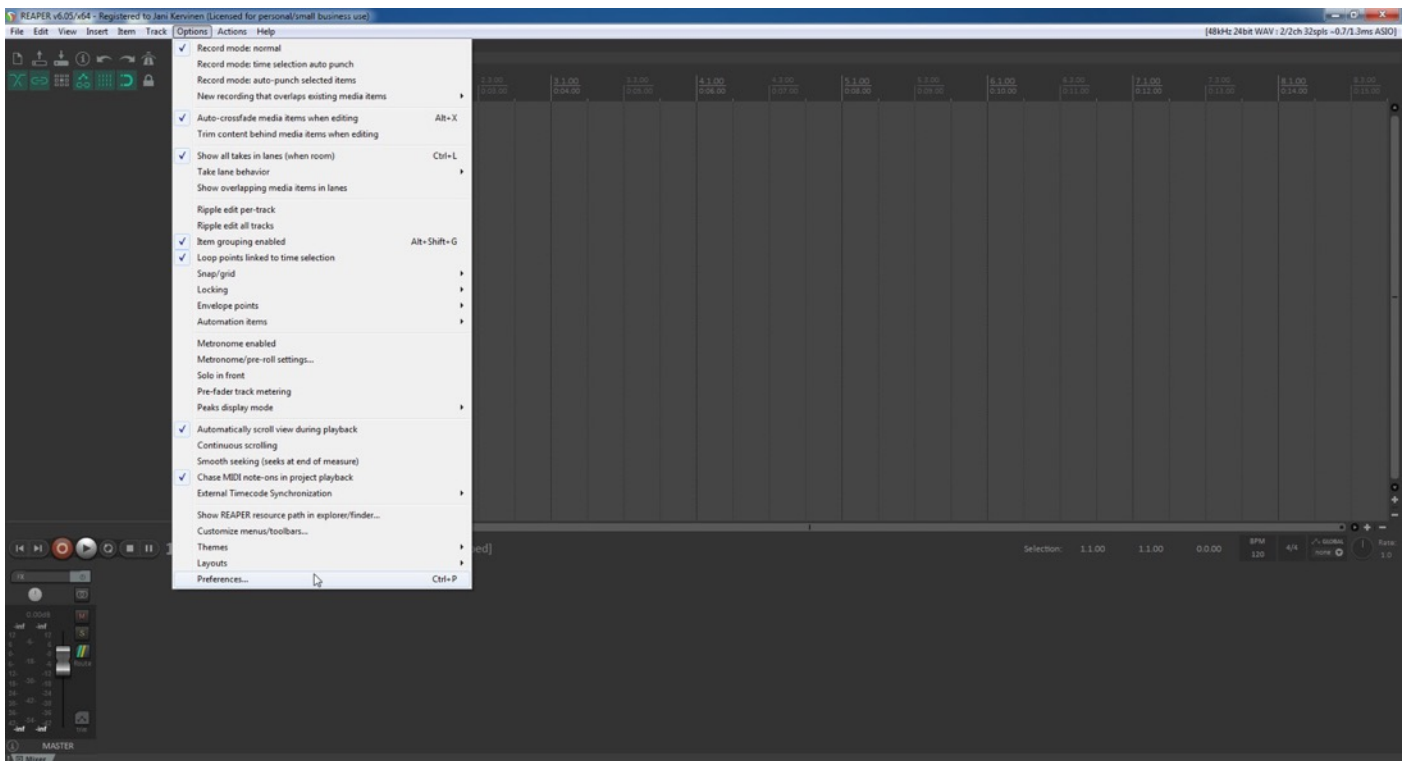Support and updates are free for life to anyone who has bought the license from our store

COCKOS REAPER
Preferences

Open your DAW and enter Preferences. Make sure that MIDI ports are disabled for those ports, where your synthesizer is connected at. This will ensure that our Editor is able to establish connection with the synthesizer.

This will also prevent getting double data in to the DAW processing loop.
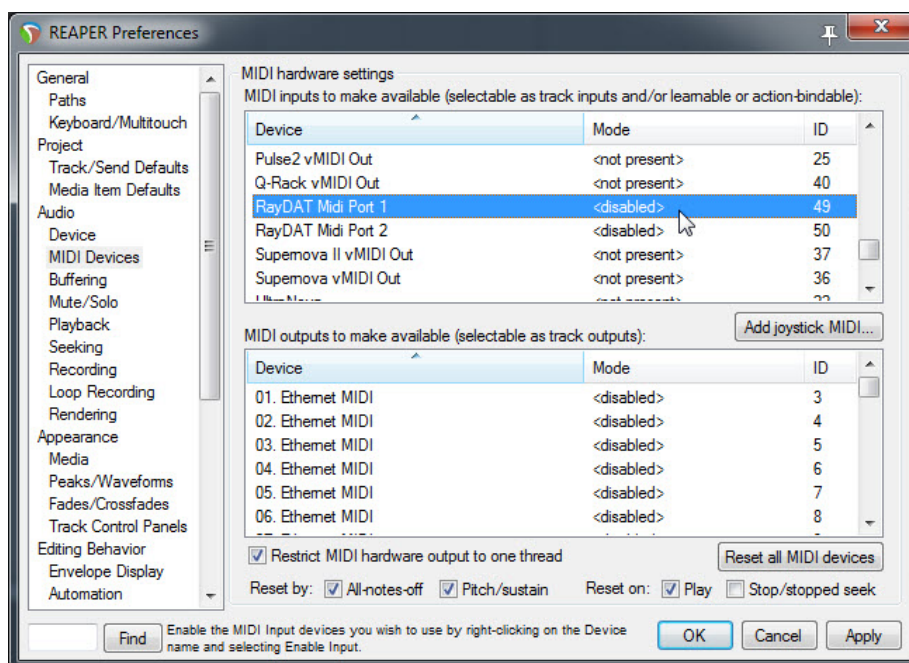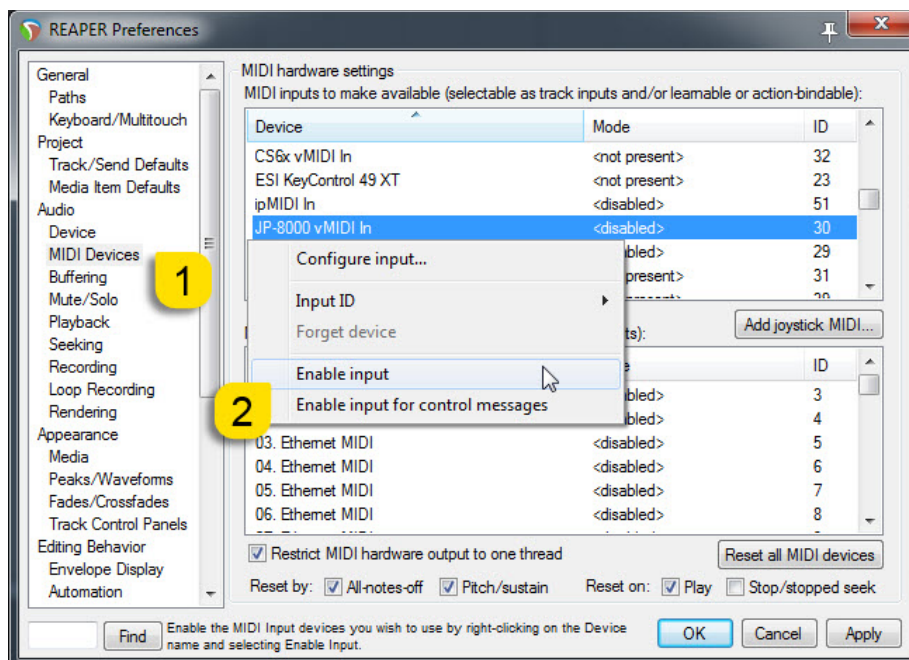
Options -> Preferences…

MIDI Devices

Open MIDI Devices [1] tab in Preferences. Locate the Input port, which receives MIDI from your synth.
Right click the MIDI device (RME RayDat Port 1 in my case) and choose "**Disable input**".
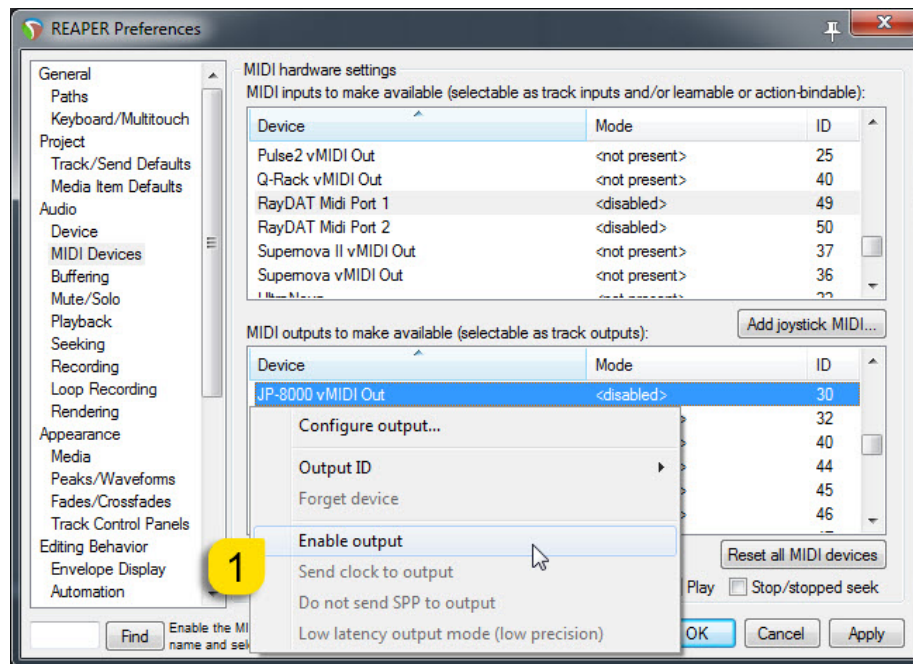Example: My JP-8000 MIDI Out sends MIDI to RayDAT Port 1 Input.

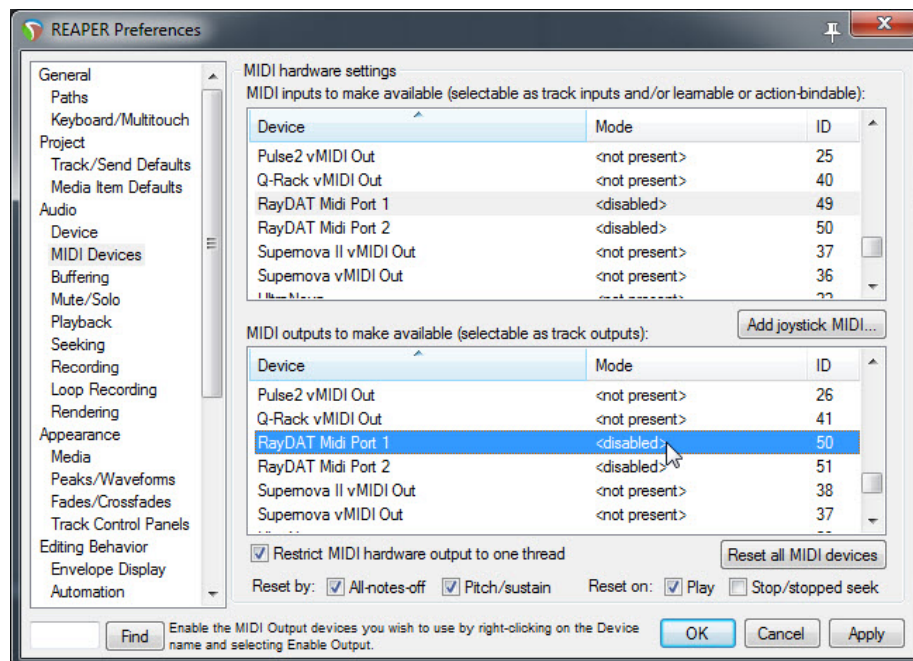**Windows:** Do the same for JP-8000 vMIDI Out we created in Setting MIDI Devices User Guide.
JP-8000 vMIDI In [2] can be "**Enabled**", so we get the notes to our DAW from the synthesizer itself!

Windows: Now in the next image you can see how I have enabled **[1] JP-8000 vMIDI Out**.

Windows: And here in the last picture we can see how the RayDat Port 1 has been disabled so DAW does not use it.
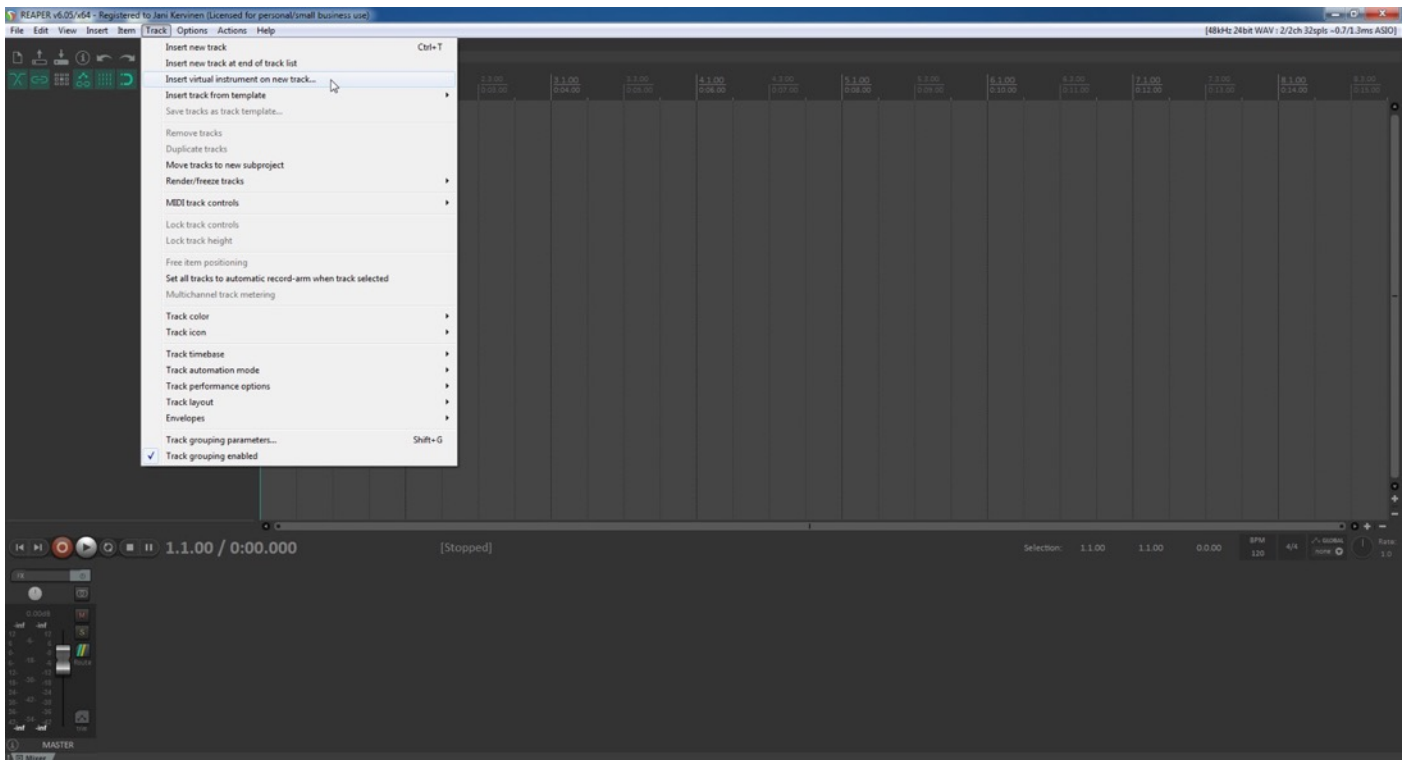

Now we can close Preferences.

NOTE #1: You can check our support site for additional guides like Setting MIDI Devices to learn how we added JP-8000 vMIDI In and JP-8000 vMIDI Out ports in the DAW.
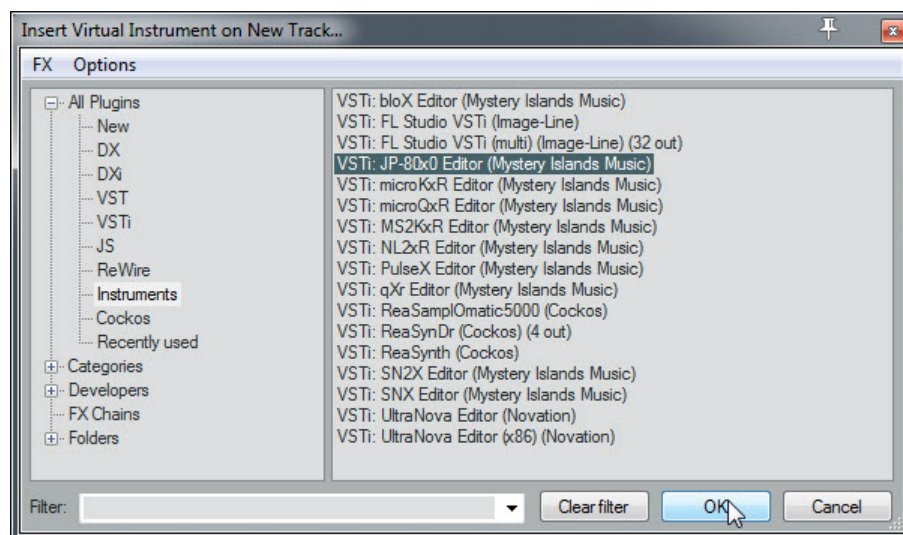
INSERT THE PLUG-IN

We can now safely add the plug-in to the arrangement as we have disabled the physical ports in the Preferences.

Track -> **Insert virtual instrument on new track…**

Locate the plug-in you are using from the Instruments menu. See image below.

Plug-in window will now appear.

Select your Hardware model

Some plug-ins have ability to control multiple models from the same hardware-range. Choose your hardware model before moving forward. There are differences between models which makes the incoming data unique.

If model is not set properly, it might cause timed out messages and data is not properly handled in the hardware.

MIDI IN / MIDI OUT

Now we can select the Physical MIDI input port which receives MIDI data from your synthesizer.
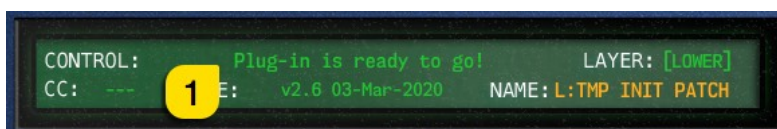

And then we choose the Physical MIDI Out port which sends data to the synthesizer MIDI input.
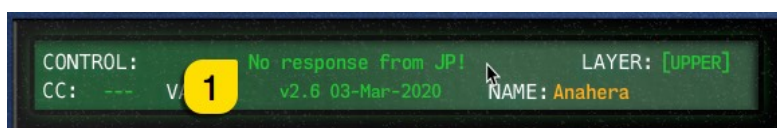
Plug-in will now attempt to establish connection with the synthesizer, so it might take some time if your settings are not right or if you chose a wrong MIDI port by mistake. You should see plug-in saying "**PROCESSING…**" somewhere in the plug-in interface and also **ABORT PROCESS** button will appear.

If all the settings are correct, you will see **Plug-in is ready to go! [1]** message in the plug-in display.

If something is wrong with your settings, plug-in will say **No response from JP! [1]** and that indicates something is wrong with your synth settings, MIDI device or Cubase Preferences.
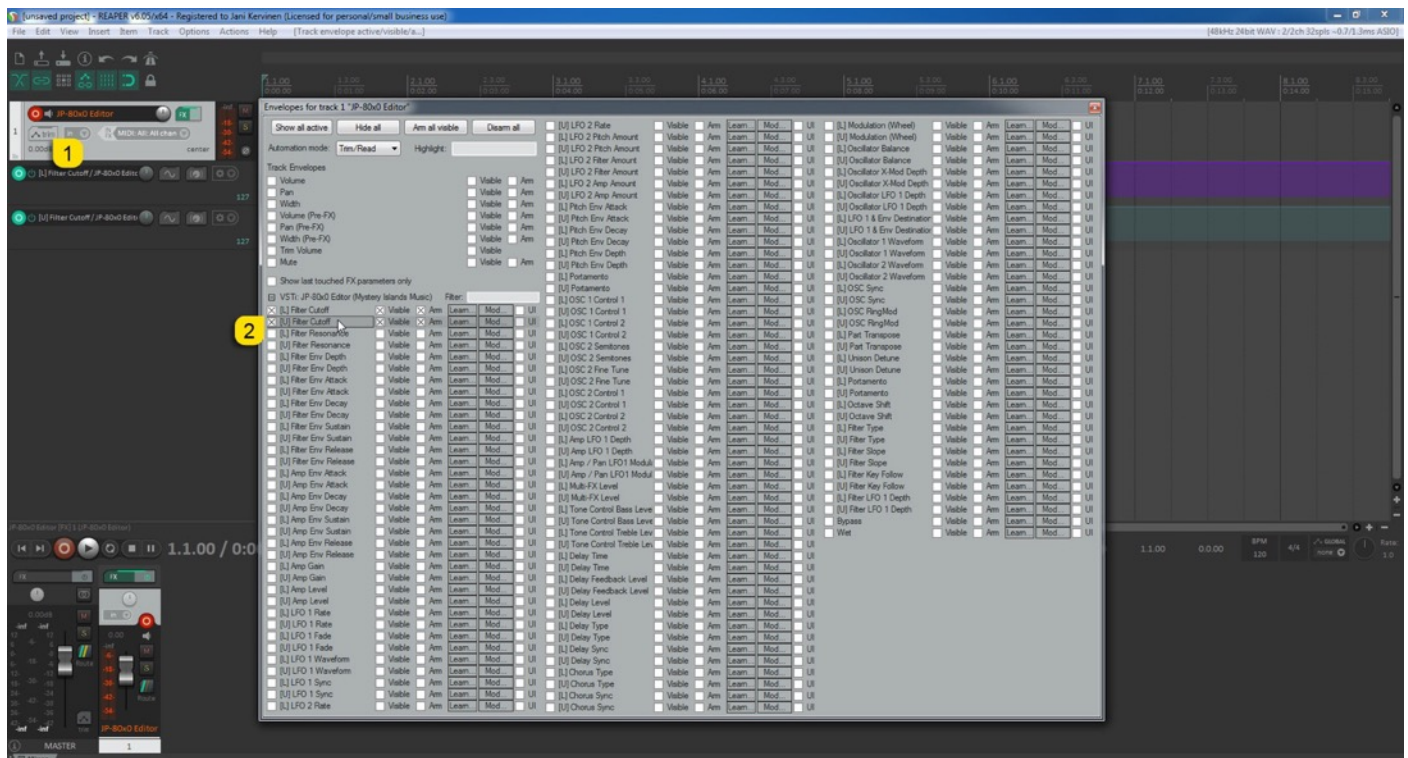

Once the connection is established, you should sync the data with your hardware. This function can be executed from the patch librarian tab / page of the plug-in & **Sync Data From HW** button. Check the Editor User Manual to learn more.

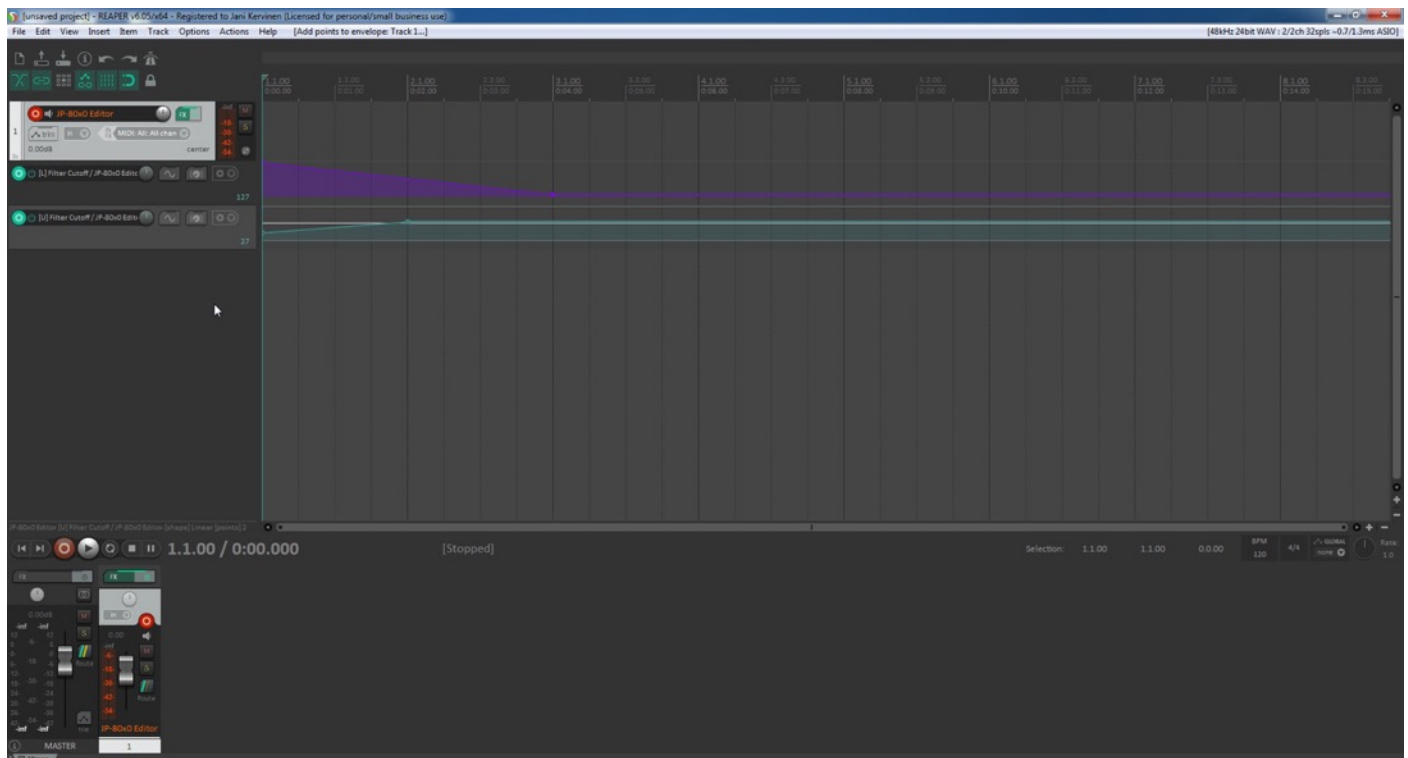We can now close the plug-in window and move on.

> **NOTE #1**: Check troubleshooting from the editor, DAW or synthesizer manual if you cannot establish connection. You can also seek help from our support site if you can't find out what is causing error in your setup.

Automating Editor Parameters

Click the "Trim" **[1]** button on the plug-in instrument channel and select parameters **[2]** you want to automate with Reaper. See image below.

Now there are new tracks below the instrument track indicating automation with lane on the arrangement.

Note #1: You can configure as many parameters as you wish. Some System Exclusive (SysEx) parameters and system buttons cannot be automated.

Note #2: If automation cannot be drawn by moving knobs from the hardware, you can automate parameters by moving the parameter from the plug-in user interface.
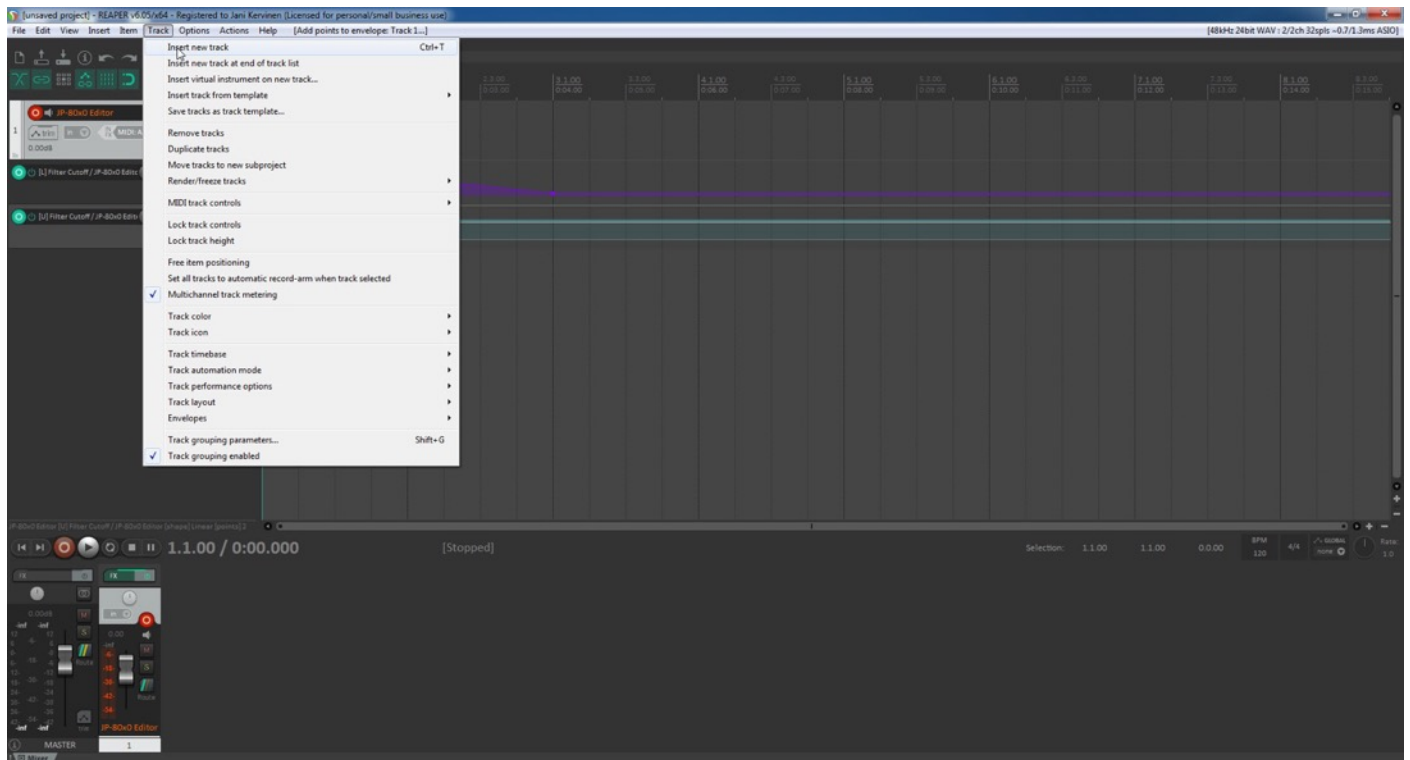
Start drawing in OR move the knobs in the plug-in while recording to make automation!
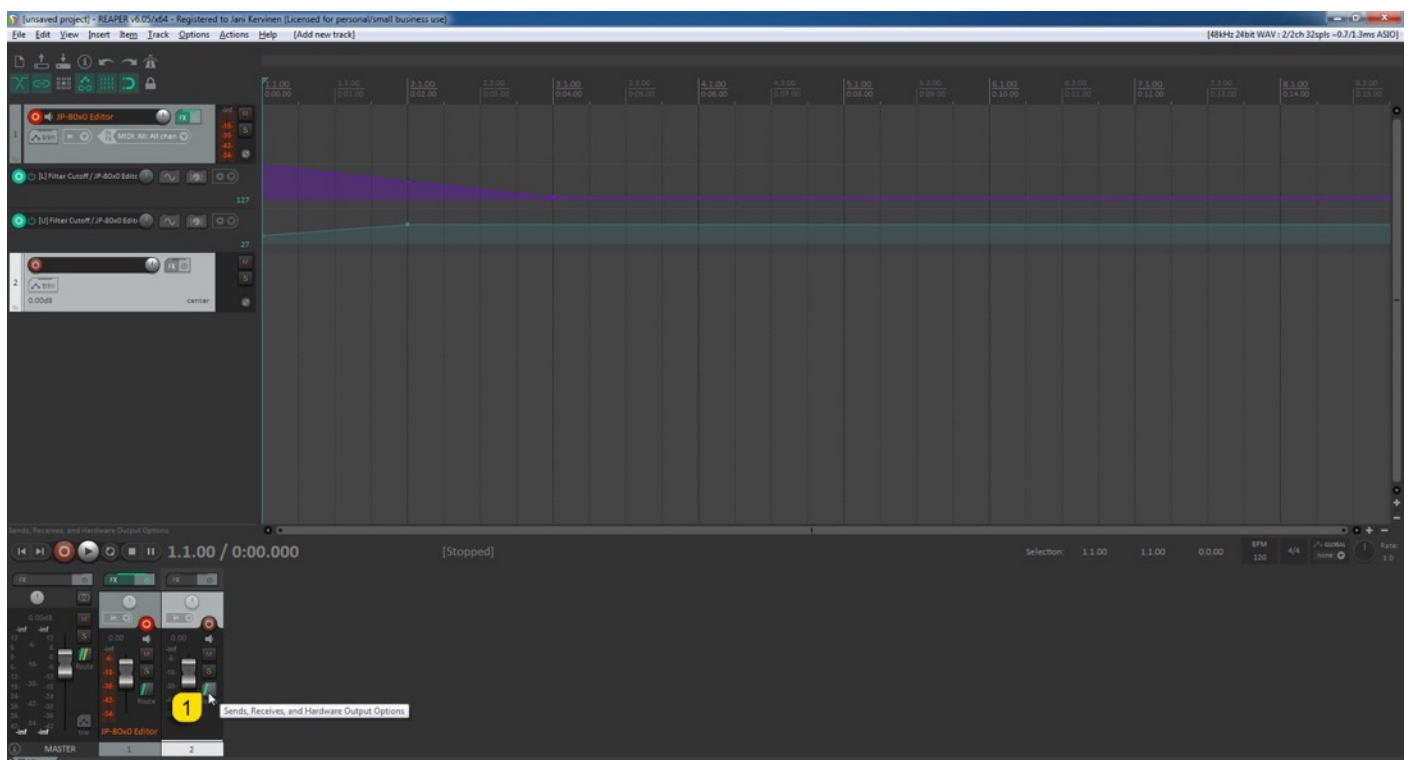
Assign MIDI tracks to Reaper arrangement

In order to send MIDI notes to the synthesizer, we need to have MIDI tracks in the DAW.
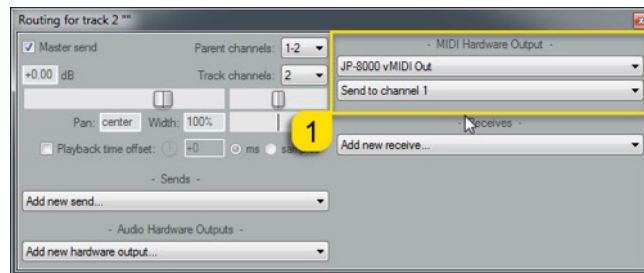
Track -> **Insert new track**

macOS users can point the MIDI out to physical MIDI port where the synthesizer is connected.

Click "**Sends, Receives, and Hardware Output Options**" **[1]** button in the mixer to reveal more settings.
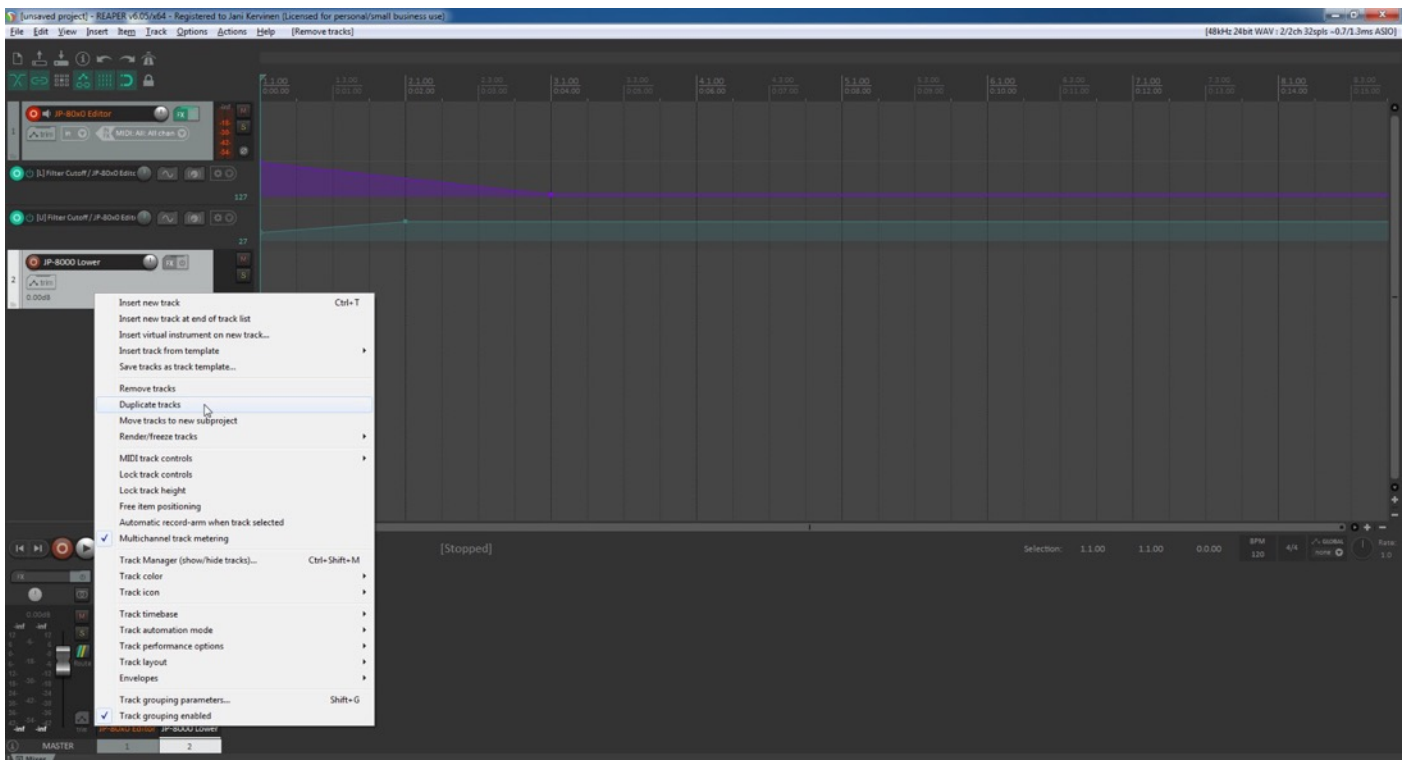
Set Port to "**JP-8000 vMIDI Out**" and "**Send to channel 1**" in "**MIDI Hardware Output**" **[1]** highlighted box. macOS users can point the MIDI out directly to the hardware physical port.
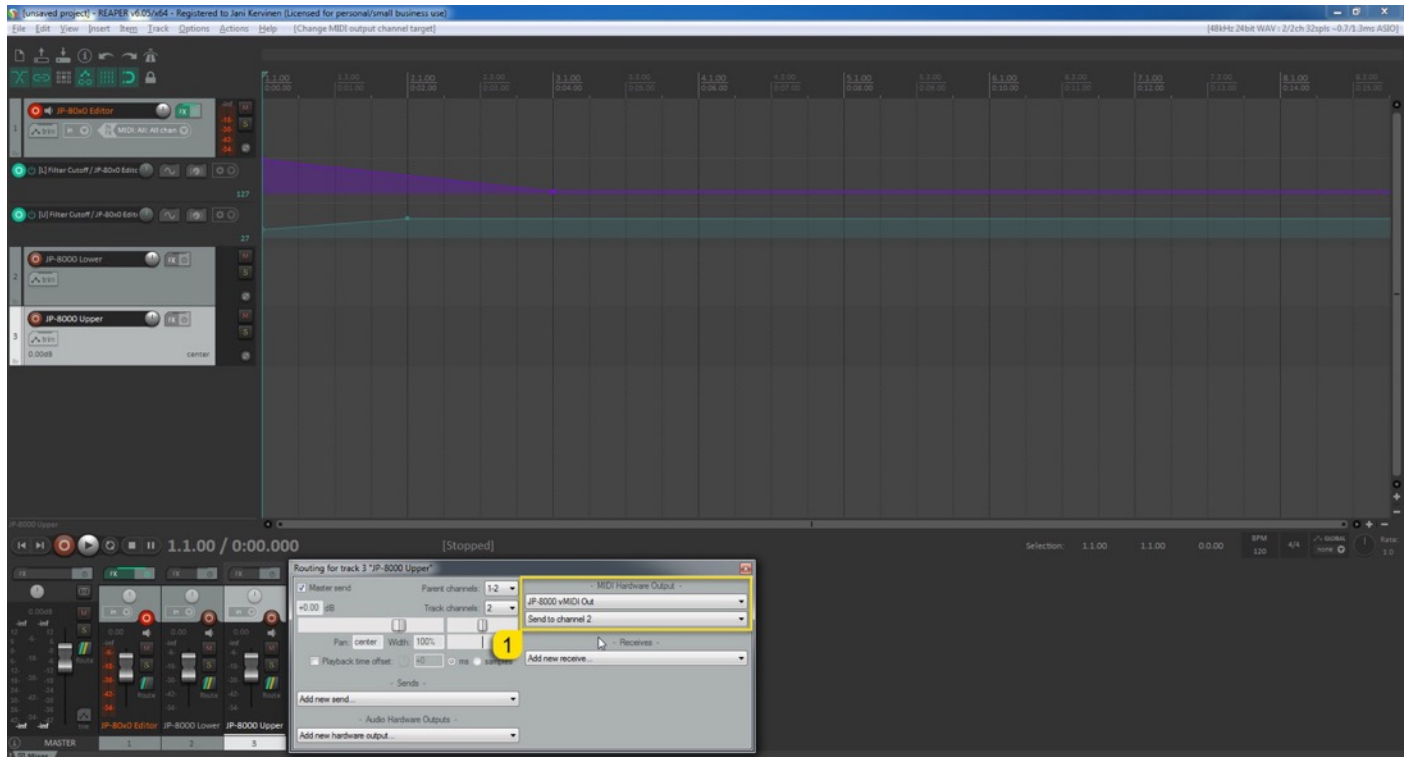

Give the track a name which is appropriate for your setup. I've renamed my track to "**JP-8000 Lower**" so I know it is sending MIDI data to JP-8000's lower layer.

Since we need to add more tracks to take advantage of the dual timbral feature of JP-8000, I'm going to duplicate the previously created MIDI track. Right click the track and choose "**Duplicate tracks**".

Assign MIDI Channels so that they match your synthesizer part / layer MIDI channels. I have renamed the track to "**JP-8000 Upper**" and I will assign the MIDI channel to MIDI channel 2 [1].
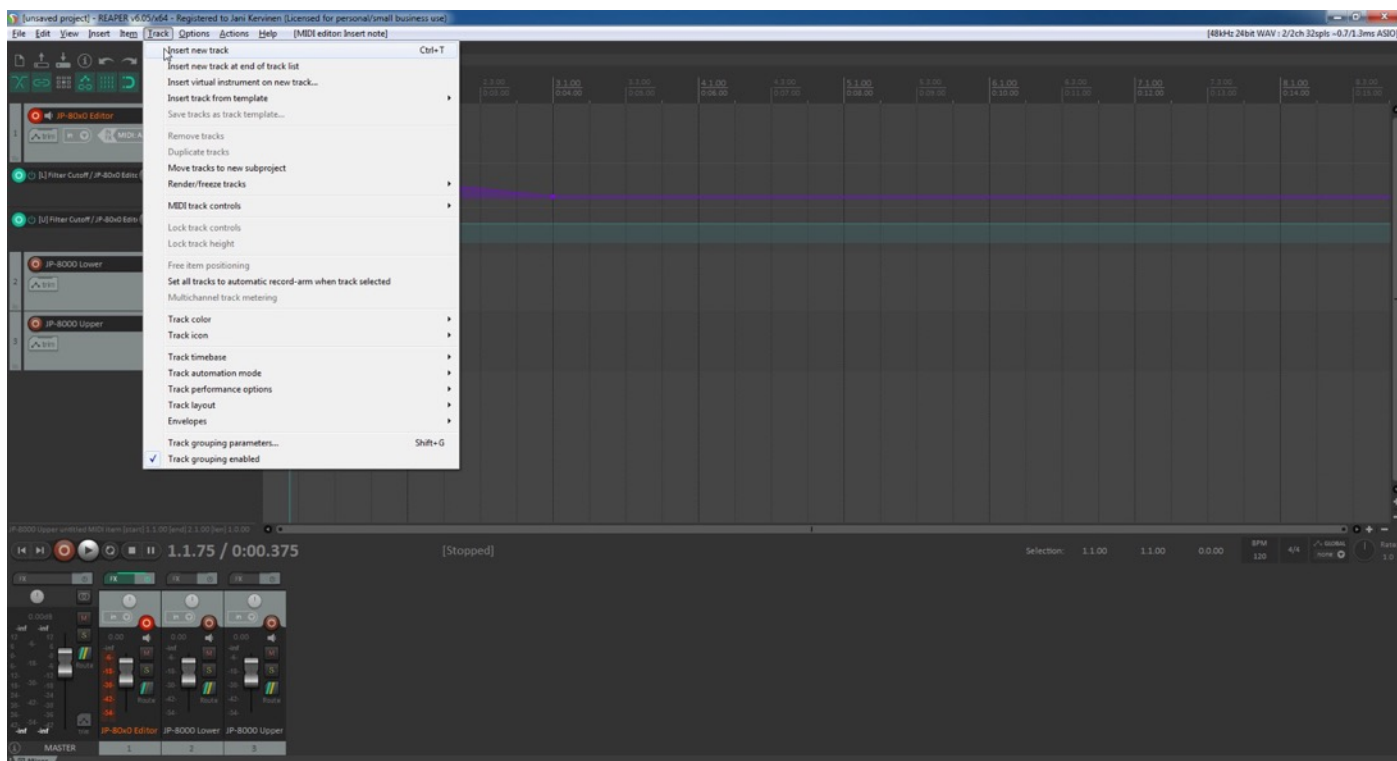

Note #1: If your synthesizer can do multitimbral setup, which most can do, then add more MIDI tracks and point them to respected MIDI channels.

Note #2: You can route MIDI output from MIDI tracks to the Instrument channel as well to experiment with DAW sync.
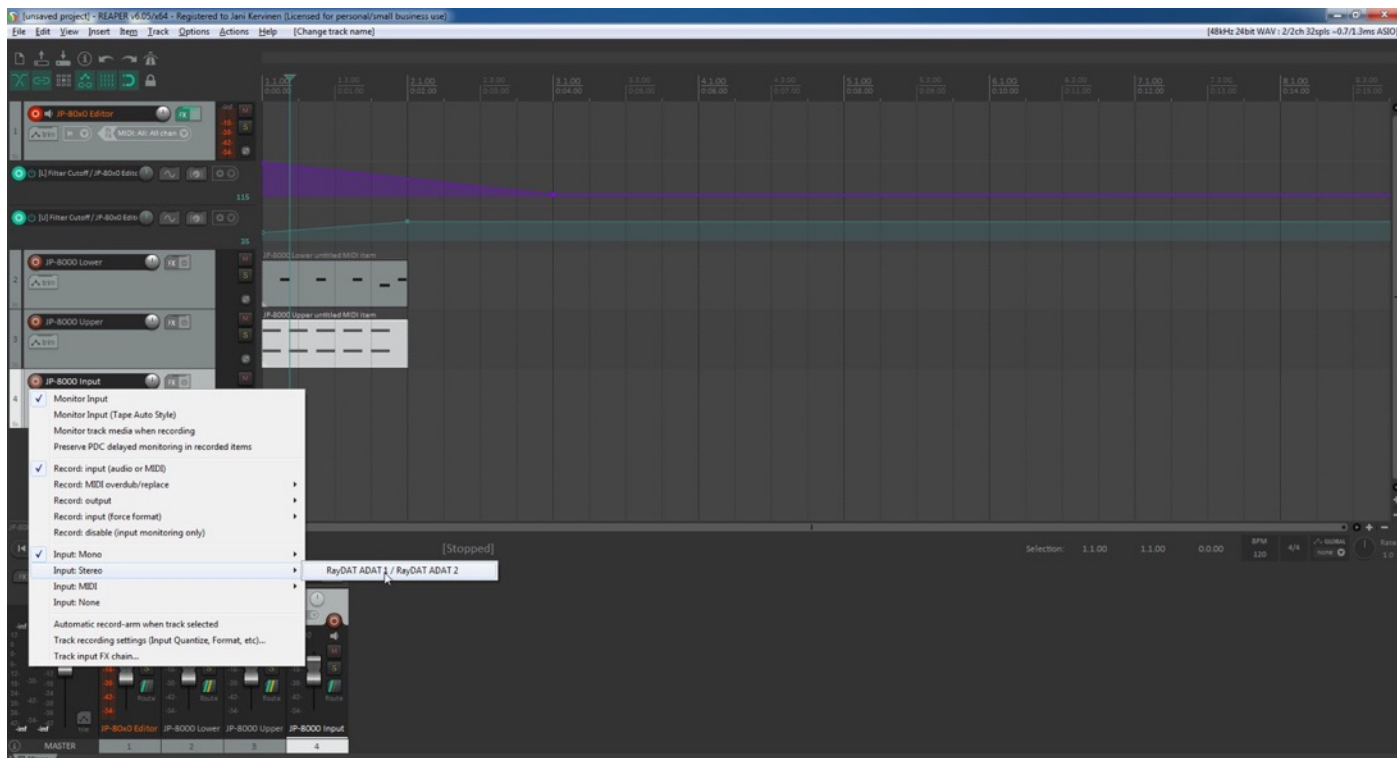
FINISHING IT UP!

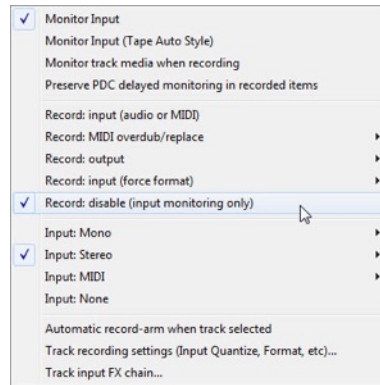Final step is to add Audio track, so we can hear the synthesizer in action.
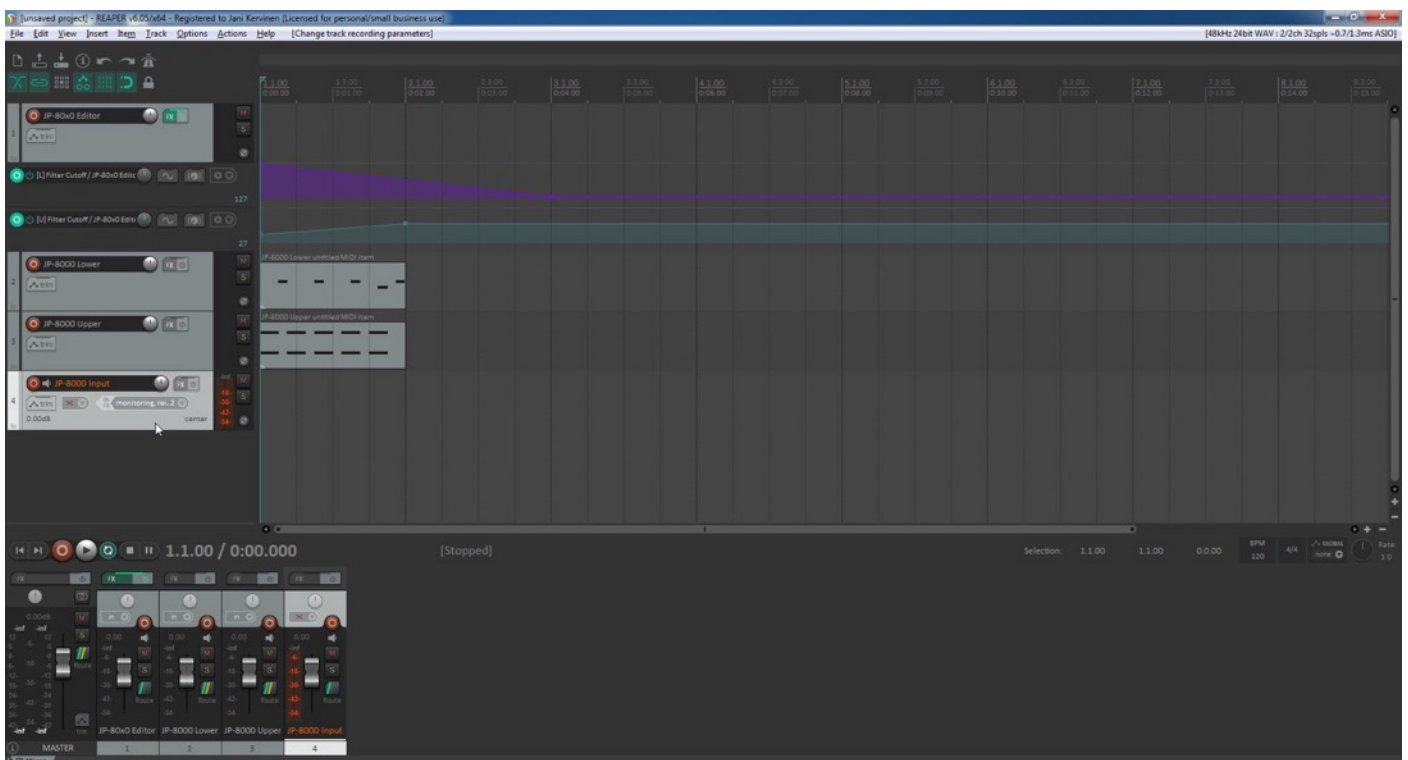
Track -> Insert new track

Select appropriate Audio Inputs and Name your channel as required. Remember to select the inputs where your synth Audio Output is connected! I have renamed the track to "JP-8000 Input".

Based on your setup style, select appropriate Monitor and Record methods for the track. You can reveal the menu by clicking right mouse button on the audio track.

Toggle on Monitoring for the Audio Track to hear the Audio from your synth while making some MIDI blocks and you have some sort of automation (if needed).

> **Note #1**: You might have routed your Audio Output from the synth itself to external mixing desk or speakers, so make sure you power those units on. Otherwise, there won't be any sound because our plug-in does not transmit any audio data to the DAW.

That's it for the Cockos Reaper user guide. We hope you find this useful.

ADDITIONAL SOURCES

loopMIDI and MIDI-OX are both shipping their own user manuals, so please refer to their documentary to learn more about how they work.

If you have any questions about the product, you can reach us online from our website at https://auraplugins.com – or Join our amazing Discord community!

We are open for new feature requests, roses and surely, we would love to know if we've done something wrong as well!

If you would like to contribute and help our development work, head to our Ko-fi page and support us there – That would be super helpful and keep the business alive.

https://ko-fi.com/auraplugins

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