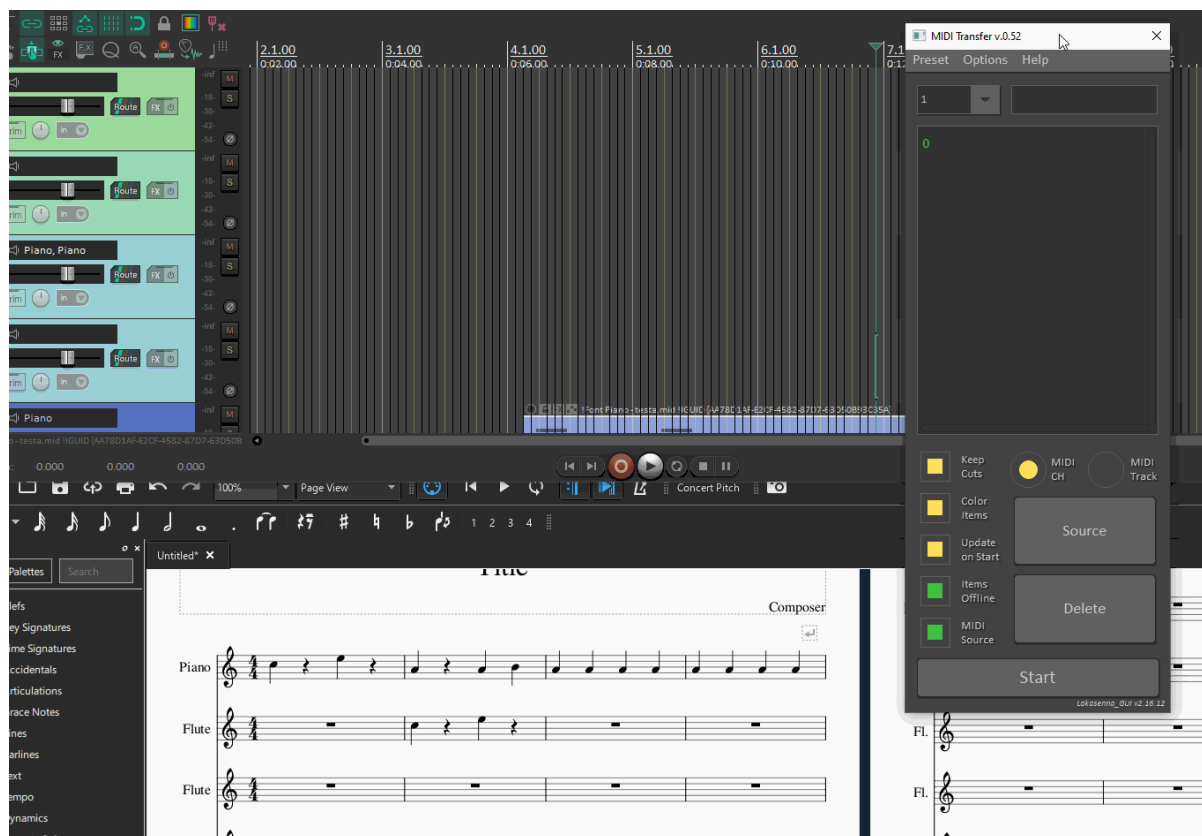


MIDI TRANSFER MANUAL



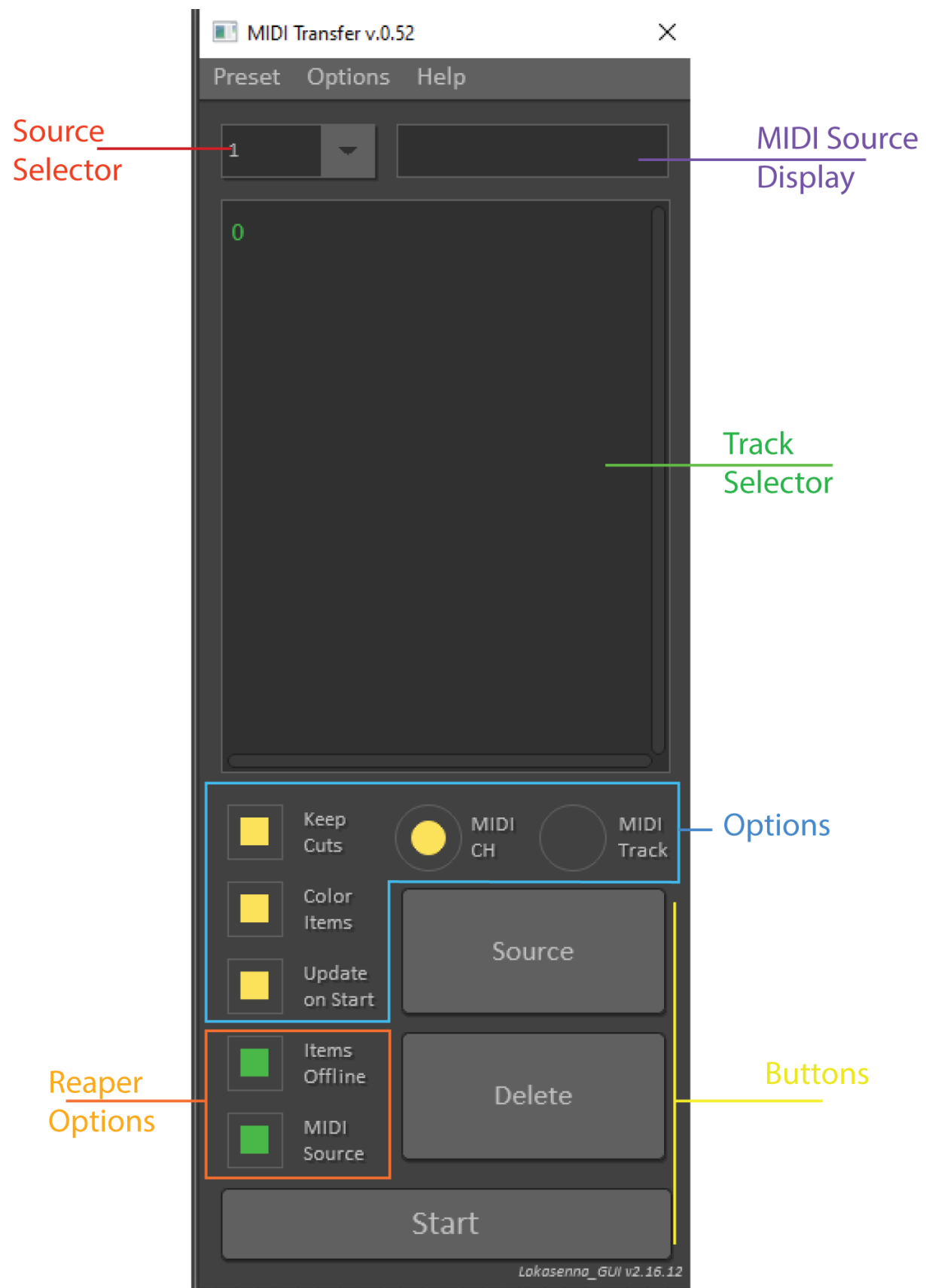
This Is an REAPER script for using other softwares as MIDI Editors for REAPER. Every time you export MID from the other software, it will update and organize in REAPER. It is really good for softwares that afford different workflows but are good to use with an DAW, like Notation Editors (Musescore, Sibelius, Dorico. Finale....) or softwares like PureData, MAX/MSP etc etc etc...

Installation:

- 1) To install MIDI Transfer you will need
 - a) REAPER 6 +
 - b) SWS <http://www.sws-extension.org/>
 - c) ReaPack <https://reapack.com/>
 - d) JS extension <https://forum.cockos.com/showthread.php?t=212174>
- 2) Import my repository to ReaPack [Link here](#)
- 3) Browse for MIDI Transfer in the ReaPack and Install it.

Now you can run it from your Action List Menu

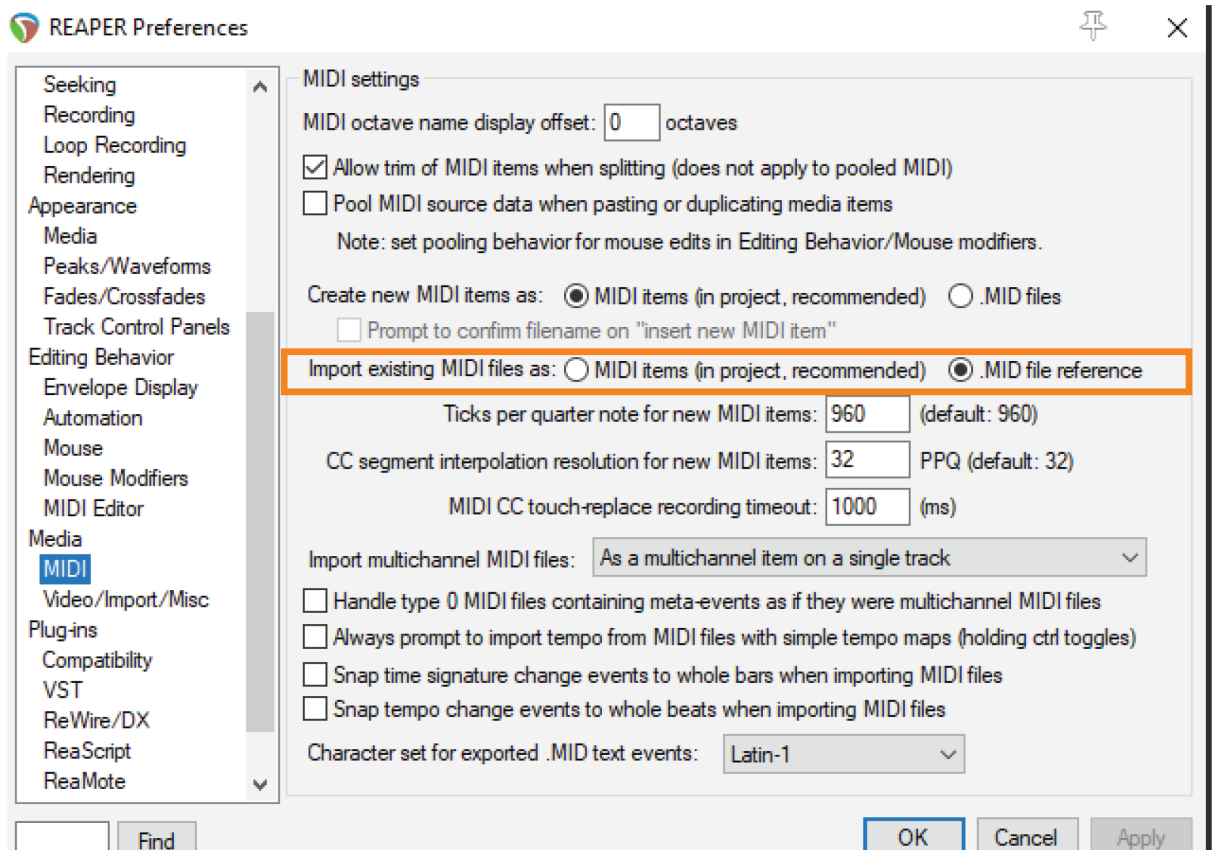
How to Use:



For using MIDI Transfer the first thing you will need to do is to import an MIDI or MID file to your reaper project. But first there are some Reaper options we need to set up!

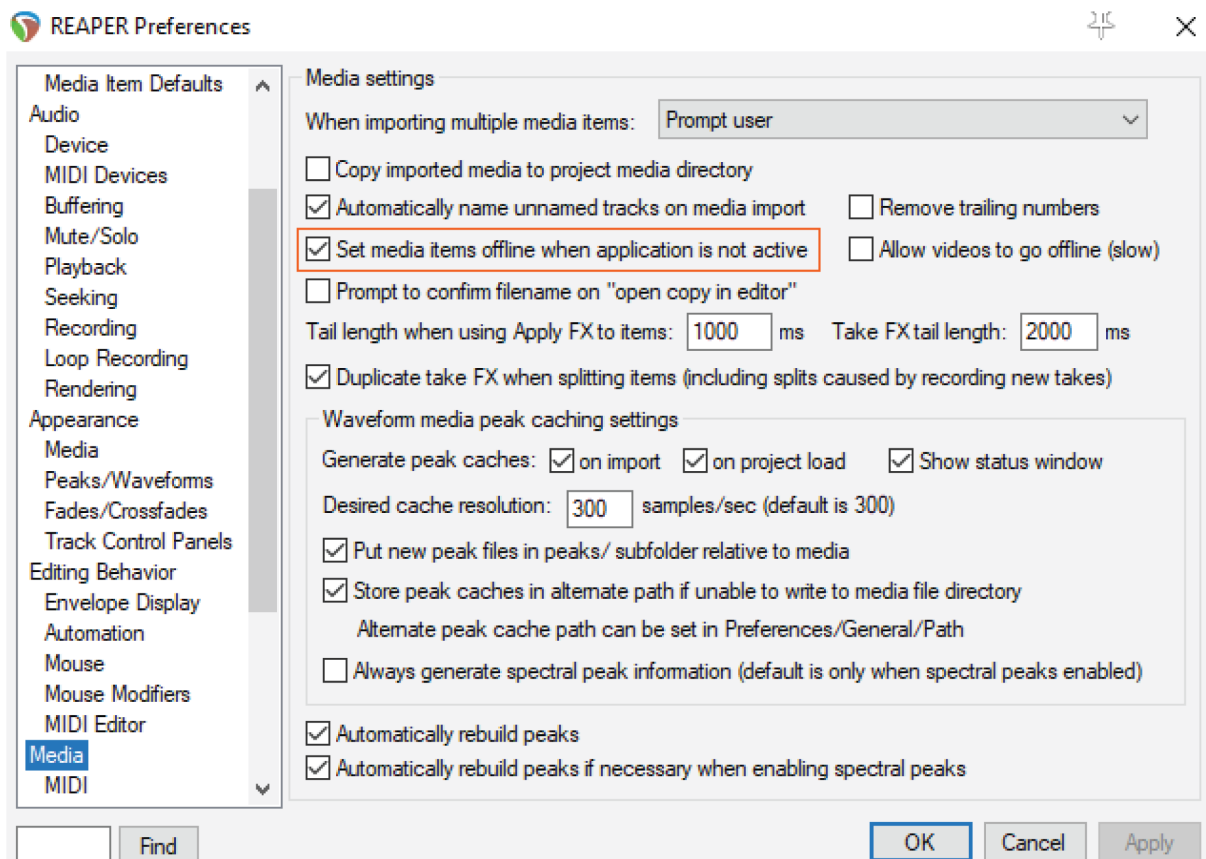
Reaper Options:

First is the option to when importing mid files it be referenced to the mid file (so when the mid file is changed it will update in reaper also) (this options does 80+ % of our work updating midi files in REAPER we will only need to explode the MIDI Item to the desired tracks now!)



For convenience I add the (MIDI Source) button in the MIDI Transfer GUI, so you can just click there.

The second thing we need to make sure is turn on is make Items 'Offline when application is not active'. This will allow us to update the MID file when REAPER is not on focus.



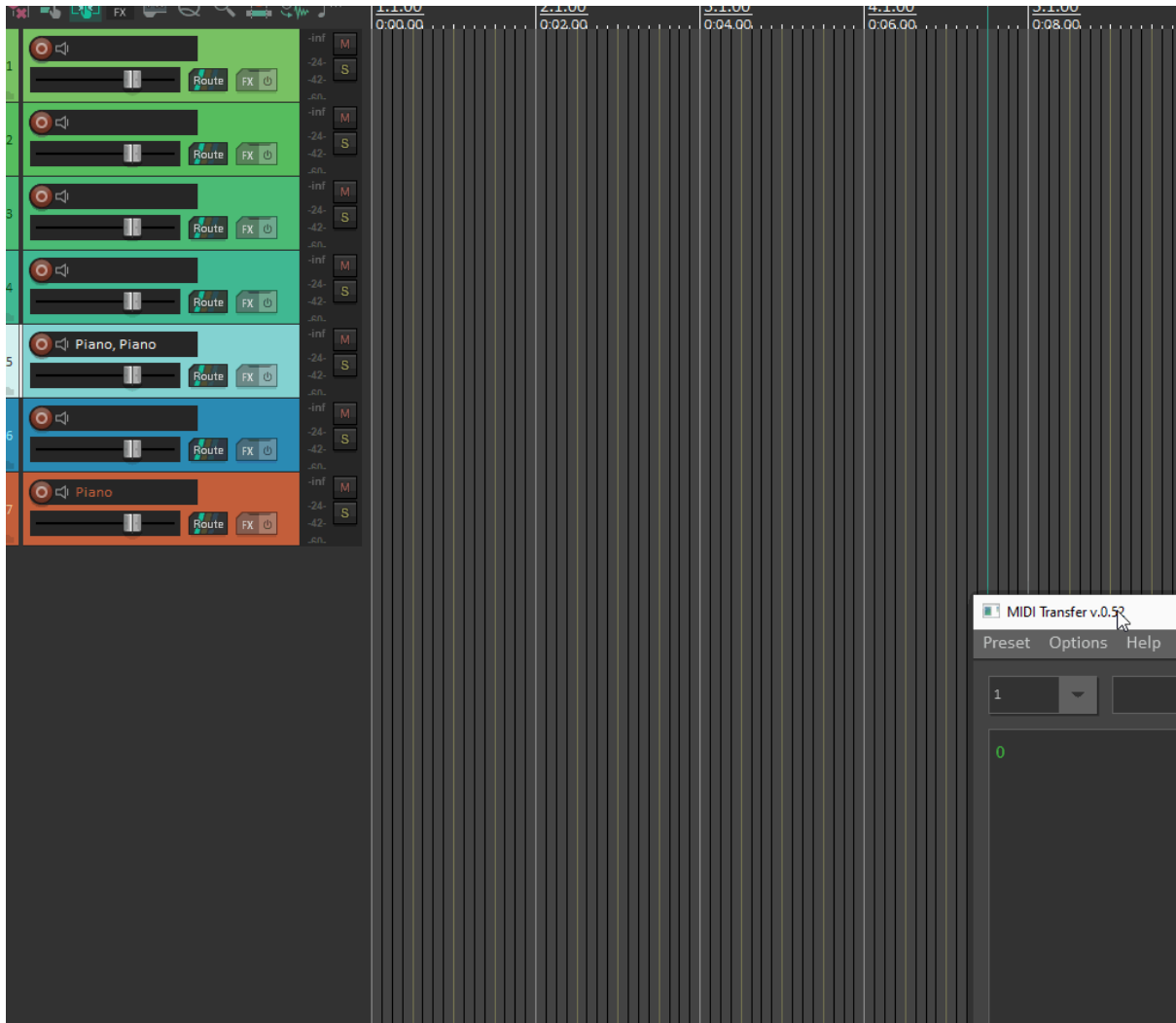
For convenience I add the (Items Offline) button in the MIDI Transfer GUI, so you can just click there.

Importing a MIDI

Now we have everything set up we only need to drag our .mid file to our REAPER section! Now we need to position where we want the item (you can change latter no worries).

After this select the item and click the Source Button in the MIDI Transfer Window. This will tell MIDI Transfer which item we will be using, you can check the items

name at the top of MIDI Transfer (in the MIDI Source Display) .



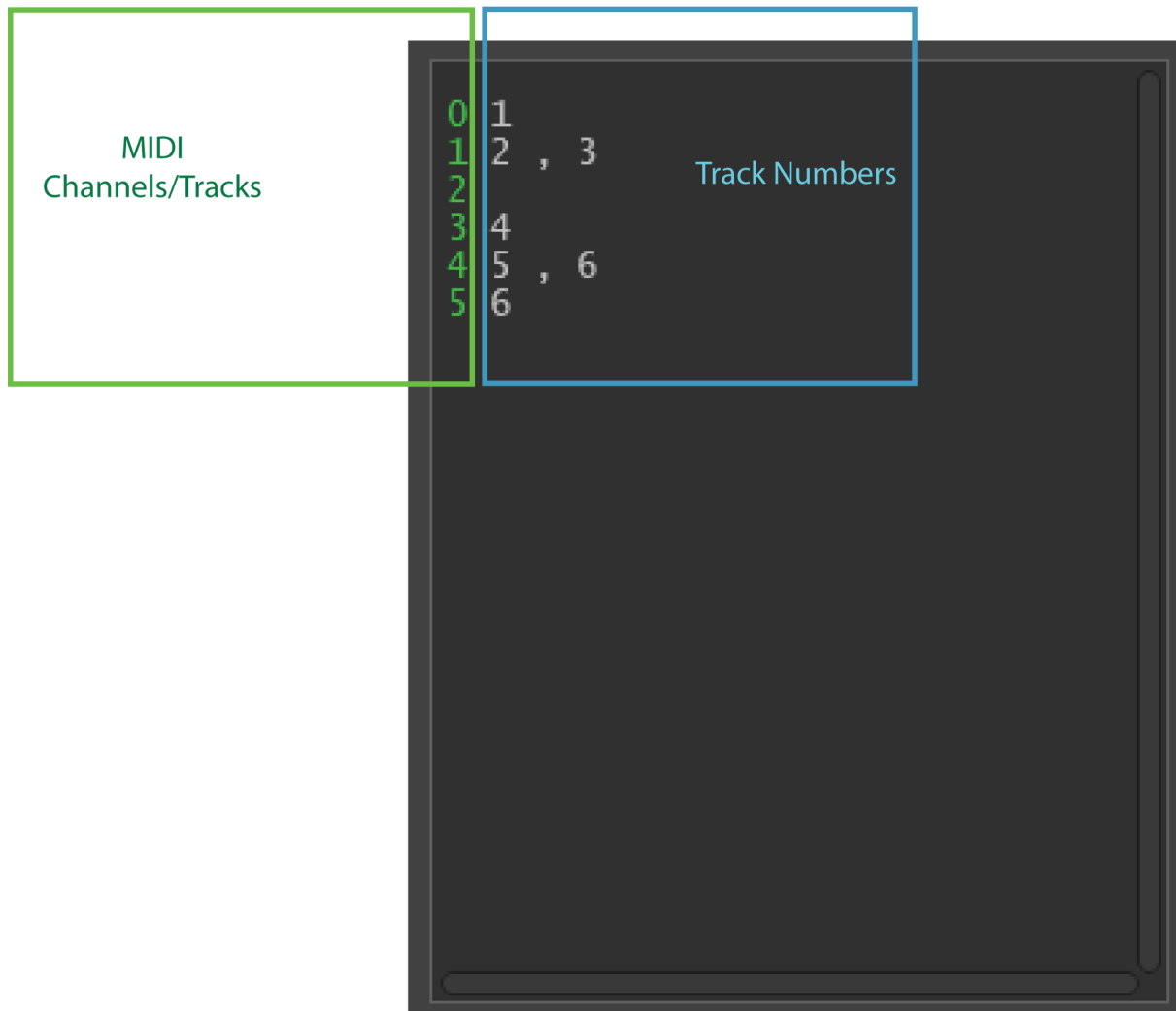
Choose some tracks!

Now we must choose the tracks that will receive the MIDI .

For that we use the **Track Selector** to input the track numbers we want

The green numbers represent the MIDI Channel/ MIDI Tracks, the white numbers represent the tracks in reaper we want to explode our MIDI Item.

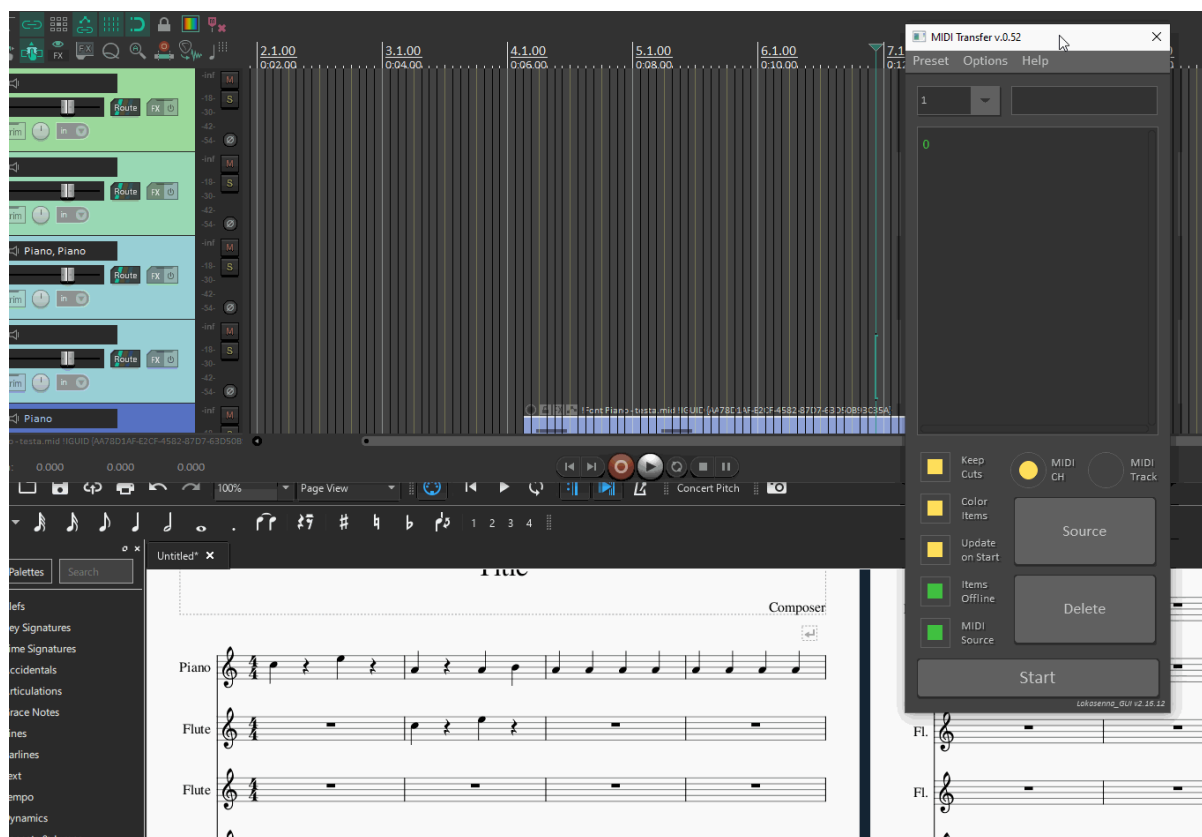
We can write the numbers inputting via keyboard as a text editor, or we can select the tracks and CTRL (COMMAND) + Click the **Track Selector** it will write the track numbers for us!



The MIDI CH/Track 0 is actually an Omni option that contains all others.
You can select more than one track per MIDI CH/Tracks! (as In channel 1 above)
You can select the same track in more than one MIDI CH/Tracks (as in track 6 above)

Just Start!

Click the button **Start** it will push the mid files to the tracks! And Every time you upload the mid file it will get updated! I will disponibilize at the end of the manual plugins for Musecore 3.5 and Sibelius for exporting in just one click (without having to go File>Export>Boring Menus>ahh my time is gone doing this stuff>Etc....)



(Every time I hit my shortcut for the Export MIDI plugin reaper get an update!) (Plugin at the end of the manual)

If you close the MIDI Transfer without stopping the transfer it will continue running in the background ! (This is a feature not a bug ok?! hahaha). This is for enomizing some CPU the script is pretty light , but running without GUI makes it even lighter :) (most of the cpu resources are being used to maintain the GUI). If you run again the script it will then stop the transfer and if you run one more time it will open again !

Don't worry closing it, it will save you your options/track selection! It will only not save you options/track selection if you close REAPER first, so always terminate MIDI Transfer Script and then close reaper.

MIDI Transfer Options!

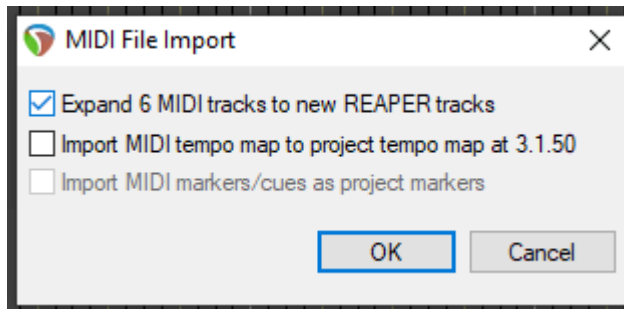
Midi Transfer have some options on how to import and organize your MIDI files. The first one you need to know is the **MIDI Channel x MIDI Tracks Options**



In MIDI CH mode you are limited to the 16 MIDI channels, With MIDI Track Mode you can achieve more much tracks¹, and import time signatures/ tempo changes. It will use the tracks order in the mid file.. The downside of using in track mode is everytime reaper tries to

¹ (I haven't found how much tracks the MID file is capable of handling but it seems to be a lot) <http://www.music.mcgill.ca/~ich/classes/mumt306/StandardMIDIfileformat.html#BM1>

update the midi items you will get this message. **AND YOU MUST ANSWER WITH A TICK IN THE FIRST OPTION, AND YOU MUST CLICK OK!** please :) (If you want to import MIDI tempo map tick the second box).



This message will only show when you get back to REAPER AND the .MID file is already created and done by the other software.

Update On Start:

Update on Start will make an update when you click the Start Button, I normally leave this on, if off it will only will update when the .mid file is updated!

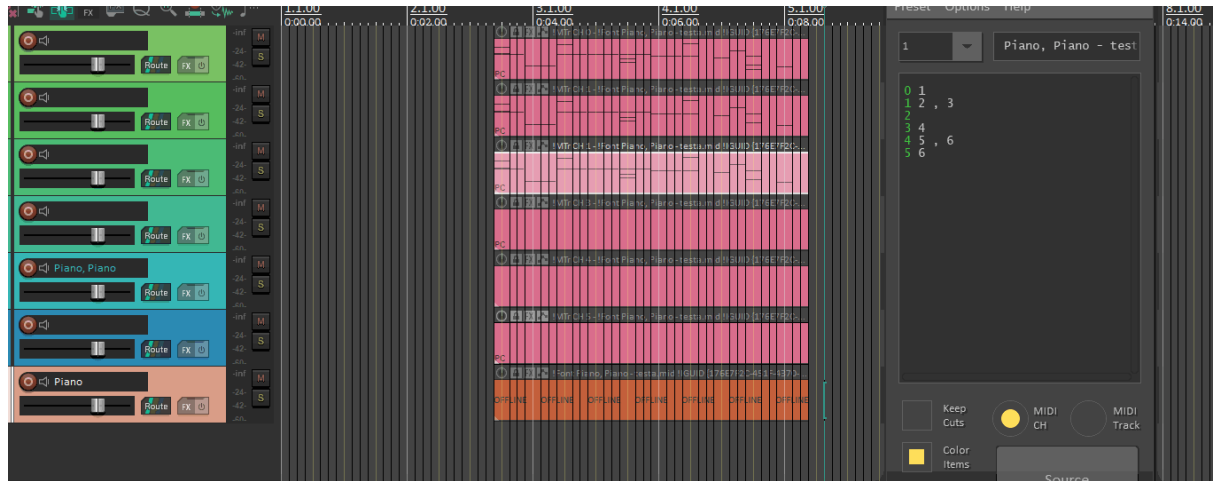
Color Items

By default The MIDI Files Created will have an different color, you can leave it on or off. You can pick an random color by clicking with the right button in it. You can choose a color by ctrl click in it!

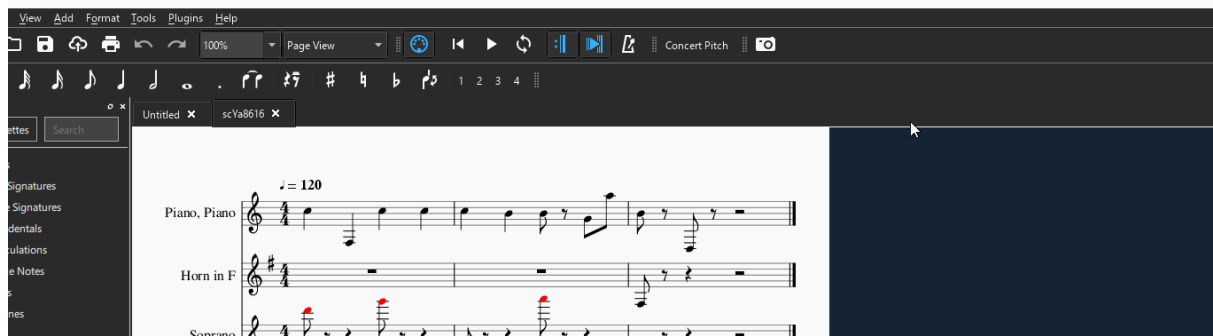
Keep Cuts

This is an more advanced option,it will only updates your midi items in the parts where they are placed in the track. Benefits: you can make areas where the MIDI not get updated, I use this areas to start making MIDI editions in reaper and it will not get updated by what is coming from the Transfer.

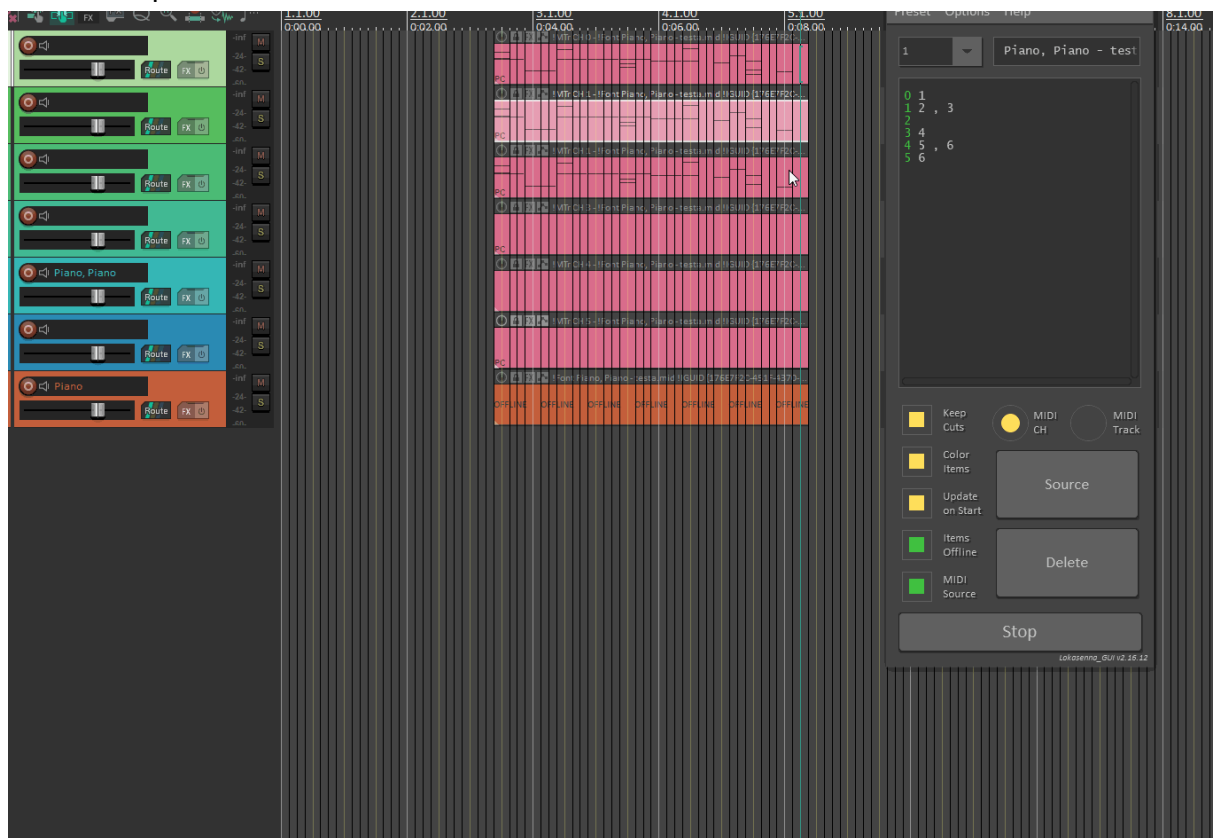
Keep Cuts off Demo:



core 3: scYa8616



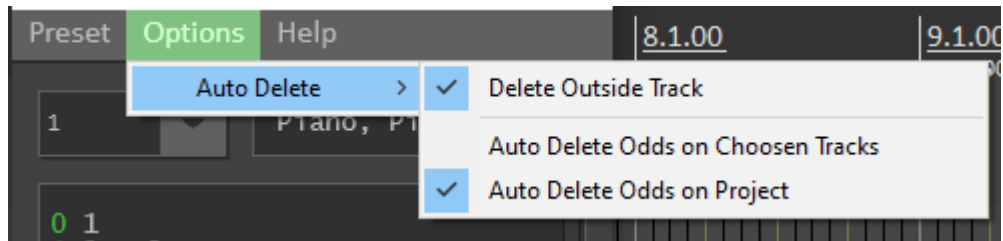
Keep Cuts On Demo



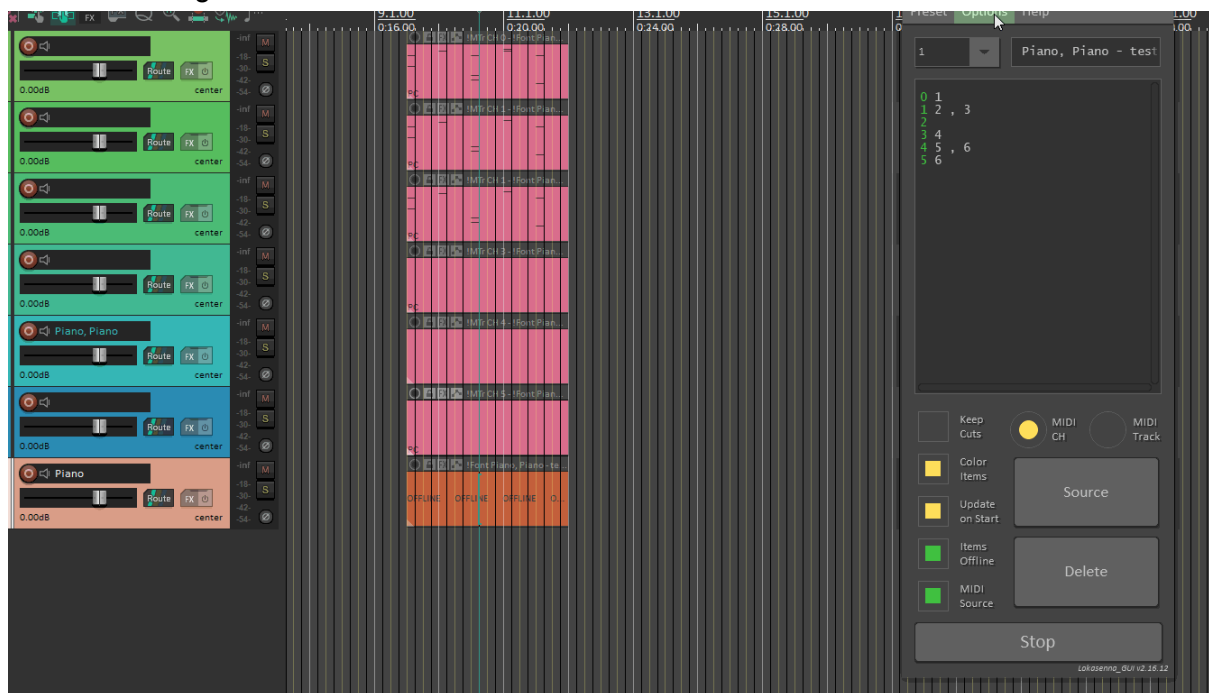
(The item turned Green when I glued it (it is the track color))Now that area will not get updates and I can move on with my edits in reaper! If I want to have updates in that area again I just need to redrag the pink items to the area.

Advanced Options

If you go Options>Auto Delete You will find 3 options (I would normally leave at it is by default)



1) Delete Outside Track: This will remove MIDI Transfer Items when they are outside of the MIDI Item being transferred Area.



2) Delete Odd Items Options:

First: An Odd Item is an item that is not in the track it belongs. It happens if you for exemple change the track you want to transfer.

Lets say you want to transfer CH1 to track 1 , but then after the tranfer you change your mind and want to change CH1 to track 2. This would leave in track 1 one item that you do not want. An odd item. But the script by default will scan and delete the remaining odd items (it scans every time your MIDI Transfer get an update !). It have an option to scan in the hole project or only in the tracks you are using. I would leave as it is unless you are doing some very specific task with it!

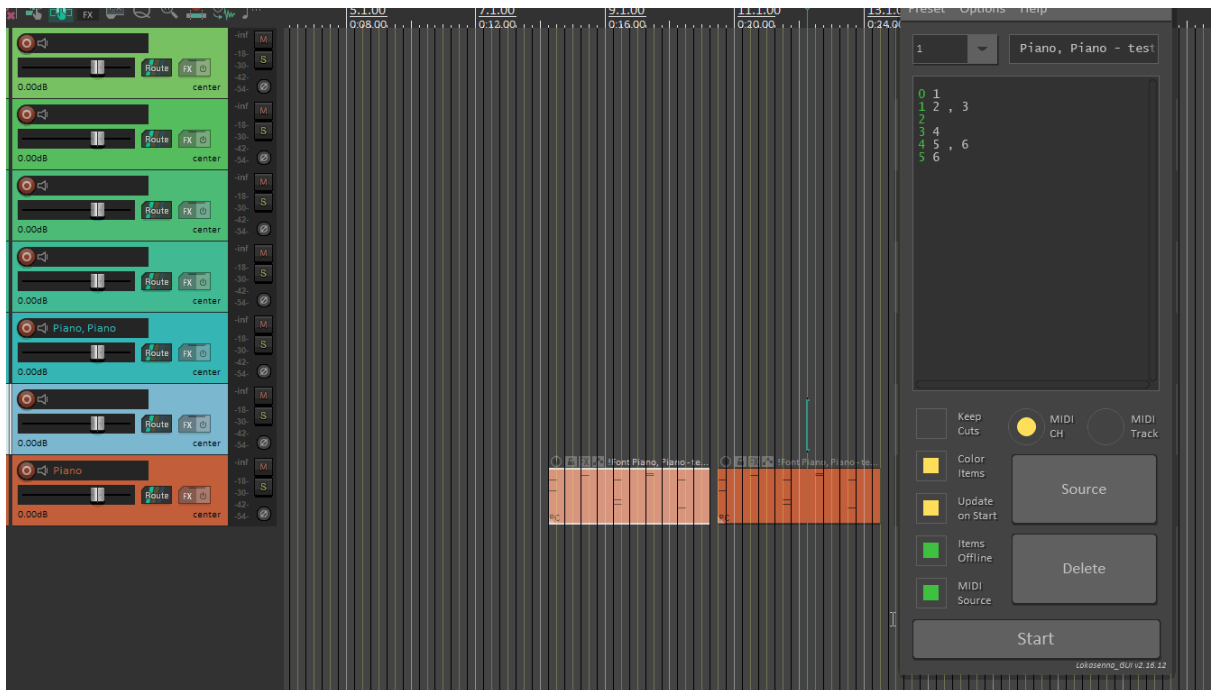
So if it is as default don't worry changing your track destination!

Option Transfer CC

When on It will transfer CC and Program Changes when Off it won't (it can be adjusted per MIDI source !)

Source Pages

With MIDI Transfer you can have multiple MIDI Items being updated, you just have to click in the **Source Selector** to add an new slot or change the slot you are configuring.



Source Display

In the **Source Display** you can see the name of the MIDI Item that are being sync, also you can click in it for changing your selection, here are the options:

Ctrl + click: selects the Source Item
+ **Alt** + click: select all Source Items

Shift + click: selects the transfered Items
Alt + click: selects the transfered Items from all sources

CtrlShift + click: Select the Source Item + The Transfered Items
Alt + click: Select the Source Item + The Transfered Items from all sources

Delete Button

click: Deletes all transfered items on the actual source page
+ **Alt** Deletes all transfered items on the actual source page

Ctrl + click: Deletes any item starting with !MTr and ending with IGUID {.,}

Shift + click: Manual scan and delete of odd items in the actual page on all tracks
Alt + click: Manual scan and delete of odd items in all pages on all tracks

CtrlShift + click: Manual scan and delete of odd items in the actual pages on used tracks
Alt + click: Manual scan and delete of odd items in ALL pages on used tracks

Presets / Reset Button

You can reset your options on presets>Reset. I did not implement Presets yet, and I am thinking if I need to. As MIDI Transfer will remember your options/selections and save with the project!

Musescore Export Plugin

Add This plugin to your Musescore! Put it to some shortcut and it will export every time you hit this shortcut!

Windows

```
import QtQuick 2.0
import MuseScore 3.0
MuseScore {
    menuPath: "Plugins.MIDI Exporter"
    description: "Description goes here"
    version: "1.1"
    onRun: {
        var s = curScore
        var p = curScore.path;
        p = p.slice(0, -5);
        p = p.replace(/\\/gi, "\\")
        writeScore(s, p, 'mid')
    }
}
```

MAC

```
import QtQuick 2.0
import MuseScore 3.0
MuseScore {
    menuPath: "Plugins.MIDI Exporter"
    description: "Description goes here"
    version: "1.1"
    onRun: {
        var s = curScore
        var p = curScore.path;
        p = p.slice(0, -5);
        writeScore(s, p, 'mid')
    }
}
```

Sibelius Export Plugin

Add this text to a new plugin [Run] Method, and assign a shortcut to it!

Windows

```
score = Sibelius.ActiveScore;
file = score.FileName; // File Path
arr = SplitString(file, "\\", true); // Split to concatenate

last = arr.NumChildren;
file_name = arr[last-1];
file_name_len = Length(file_name);
file_name = Substring(file_name, 0, (file_name_len-4)); // remove .sib from file name
arr[last-1] = ""; // remove from the array his last children
folder = JoinStrings(arr, "\\"); // ads \\ to each \
folder_len = Length(folder);
folder = Substring(folder, 0, (folder_len-2)); // remove last \\ as I couldn't make arr[last-1] = null

score.SaveAs(file_name, "Midi", false, folder );
```



That is it!
Report Bugs and Request to me
This is my email if you want:
daniellumertz2@gmail.com
or at
[Reaper Thread](#)
:) nice if you read all that !