

CUBICPACK2 - v2.90 version (17th january 2018) - EyssinaAM/EyssinaFM & FremaAM/FremaFM themes : how to use these ?

These themes are supposed to be used with reaper 5, NOT previous Reaper versions. This, if possible, with an installed and compatible version of **SWS extensions** (starting from 2.6.0, if I remember well...). There are two themes in it, each of them having two declinations : *AM*, which has adjustable MCP panels heights, and *FM*, which has fixed ones. Also, these themes are designed to work with fader range set at **-72/+6 dB** and shape set to **default** (the involved Reaper preferences settings are in the *Appearance>Track Control Panels* page).

These themes are 'Cubase like and feel' ones, essentially by the way different kinds of tracks can be distinguishable, one from the others, via the bundled TCP and MCP layouts. The downside of this is that their installation process is much more complicated than it is for a genuine Reaper one, I admit. Another specific character of these themes, concerns folder tracks : as they are meant to be used as submix busses (and the Reaper user guide clearly states it), I removed for these all the controls dedicated to any recording task. It's much coherent this way, in my view, and additionally it helps distinguishing them from the other ones. This is debatable, of course, but I am much more at ease working with this kind of functionaly 'reduced' folder tracks.

So, more about the TCP layouts used. In Cubase, each track added has a specific purpose (audio, instrument track, MIDI, Fx send, etc.). To make this doable in Reaper, I'm using a workaround which consists to define eight different track appearances corresponding to different usages, each of them having a specific TCP header icon. Here are the types of track used :



Audio : used for any audio recording task.



Instrument : this is more or less an equivalent to Cubase instrument track : a VSTi loaded (as an FX in Reaper) with only MIDI messages recorded.



MIDI : a layout without phase control, designed to be used only with MIDI data, whether for external instruments or multichannels VSTis.



Send : the typical effect track which should receive audio sends to apply to them effect(s).



VSTi : the kind of track which isn't meant to record something (there is no record related controls in it), but has a VSTi as main FX, uses MIDI track(s) as receive(s) and audio track(s) as send(s). Typically, a multiout VSTi such as BFD2 or Kontakt that can use several MIDI channels and audio outputs.



VCA-GM : this is a layout I added as a facility to set a VCA master track, this with added controls to eventually set it also as a group master track.



Video : basically an audio file to be used in video context editing.

Actually, the *Audio*, *Instrument*, *Send*, *video* and *Default* are all functionaly the same. In other words, they show the same set of controls : only the TCP header make each of them distinguishable from the others. Each type of track has four layouts combinations (excepting the VCA-GM one, which doesn't have *Reduced* ones) :

- *TCP Normal / MCP Large*,
- *TCP Normal / MCP Narrow* (in this case, the mixer strip has a 47 pixels width instead of 83 for a large one),
- *TCP Reduced* (only button controls as Cubase ; the pan/width and volume controls are hidden) / *MCP Large*,
- *TCP Reduced / MCP Narrow*.

Beside the usual Reaper *Options/Layouts* commands, you can quickly apply a specific mcp/tcp layouts combination to any track(s) selection, using the dedicated buttons (shown above) of the bundled *Toolbar1* (more on this later). Each of them opens a menu that allow its selection.

1) INSTALLATION

Once the *Cubicpack.zip* file unpacked, there are 19 files and 1 folder in the pack (obviously too much, I admit...). But, in my opinion, all these contribute to make this theme a full environment efficiently usable in a 'Cubase' way. So, more explanations about all these and what to do with them. If you are not sure about where and how Reaper is installed on your system, use the *Options/Show REAPER resource path in explorer/finder... command*. The location indicated by it is called *<ReaperPath>* in the rest of this section which, for each type of files, gives the location in which they must be copied. So there are :

- 4 files with a *.ReaperThemeZip* extension, which are the actual two declinations of the theme :

<ReaperPath>\ColorThemes

- 4 files with a *.ReaperMenu* extension --> they are the toolbars that I use with these themes (see in §2 and §6) :

<ReaperPath>\MenuSets

- 1 file with a *.ReaperKeyMap* extension --> this one contain actions needed for color and layouts settings or zooming purposes (see in §3) :

<ReaperPath>\KeyMaps

- 8 scripts files with a *.lua* extension --> 7 of them are dedicated for TCP header and layout choice (see in §7), the last one being used for the 'Enlarge selected track' feature (see in §5) :

<ReaperPath>\Scripts

- 1 file with a *.ini* extension --> this one is tightly related to the script file which allows the use of the 'enlarge selected track' feature. I suggest, as other SWS related *.ini* files are already saved here by default (if SWS extensions are installed) :

<ReaperPath>

- The present *ReadMe_CubicPack280.pdf* file.

- The *CubicPack_ToolbarIconsSet* folder, which is a kind of 'Icons pool' allowing the configuration of the toolbars as wanted (more about this in §6).

Separatly, you can also download from the stash two other packs which have added themes with different tints. Now, more about how to use all these...

2) THE TOOLBARS

I joined the four toolbars (*.ReaperMenu* files) that I am using with this theme. IMO, these are not mandatory to use these themes, but help a lot using them efficiently, mainly for one reason : among others, the *Toolbar1* contains the icons which allows the choice of the type of tracks and, for each of them, its predefined layouts, this for both the TCP and MCP panels, in one pass. **CAUTION** : before eventually using it, don't forget to save your own toolbars in *.ReaperMenu* files, using the *Export...* button of the *Customize menus/Toolbars* window. Once installed (see above), they should be loadable, using the *Import...* button of the same window. I load them as following, using the elements list on the top left of it :

EF_MainToolbar.ReaperMenu --> to be load as 'Main toolbar'

EF_Toolbar1.ReaperMenu --> to be load as 'Floating toolbar 1'

EF_PianoRollToolbar.ReaperMenu --> to be load as 'MIDI piano roll toolbar'

EF_EventListToolbar.ReaperMenu --> to be load as 'MIDI event list toolbar'

3) THE ADDED ACTIONS

They are bundled in the *EF_AddedActions.ReaperKeyMap* file and are the following :

- 8 actions needed to launch the bundled lua scripts,
- 2 'macros' used with two of the *Toolbar1* 'vertical zoom' icons,

To be able to use them, just import this file with the 'Import/Export...' button of the 'Actions' window to make all these available for Reaper.

4) THE LAYOUTS SCRIPTS

They are meant to quickly set both the TCP and MCP layouts for any selection of track(s) as one of the seven types described above in one pass. Almost all of them open a menu that allows the desired combination of TCP/MCP view without having to use the Reaper 'Set track layout' submenu. Much more efficient in my view, but it has a graphical quirk : a little window is opened each time a menu is invoked. Couldn't get rid of it until now, but the essential remains : both convenient TCP and MCP layouts can quickly be set with these. See in §1 and §3 to install them and §7 for their usage.

5) THE *ENLARGE SELECTED TRACK* SCRIPT (optional)

I've made this one to be able to have an equivalent of the Cubase 'Enlarge selected track' feature : actually, it allows the user to automatically enlarge the present selected track for inline editing or just to see all the TCP controls at one glance, without the need to enlarge it manually. IMO, it's a great workflow enhancement tool and I was using it almost all the time with Cubase. What the script does is the following :

- a) Once launched, it remains in the background until you stop it with either the dedicated toolbar icon of the *Toolbar1* or via the 'Actions' window.
- b) While active, you can choose the 'enlarged' height as wished by redimensioning with the mouse the current selected track. Once done, any further selected track will 'inherit' the same height while the previously selected one will come back to its original height.
- c) In case of several tracks selection, the first selected one will take precedence over the others.

To install and use it : see in §1 and §3.

About the cycle action joined as an .ini file : it needs a Reaper 5 compatible SWS extensions version installed to work.

It is designed to allow the toggling state display of the 'Enlarge selected track' icon which is in the bundled 'Main toolbar', as well as the start/stop of the 'Enlarge selected track' script (see above for more details). To make it work, it must be loaded in the SWS 'Cycle actions editor' as *EnlargeSelectedTrack.ini* file. Once loaded, there is a cycle action that appears as *Toggle enlarge selected track(s) on/off* and it is this action that should be associated with any button dedicated to activate/disable this feature, and not directly the script one.

Click on the 'Apply' button to make it available in the Reaper 'Actions...' list so that it becomes visible for the dedicated 'Main toolbar' icon.

6) CONFIGURING YOUR OWN TOOLBARS (with the *Cubicpack_ToolbarIconsSet* folder)

This folder provides four shapes of each icon used in this theme, to allow freely your own toolbars composition (with an exception to this, though : the 'Ripple editing' related ones ; see at the end of this section), which are :

toolbar_<iconName>.png ---> independent (isolated) shape

toolbar_<iconName>_l.png ---> shape that fit on the left of an icon group

toolbar_<iconName>_m.png ---> shape that fit anywhere inside an icon group

toolbar_<iconName>_r.png ---> shape that fit on the right of an icon group

To use any of these :

- a) Copy the involved *.ReaperThemeZip* files in independent folders
- b) Unzip them : you now have, for each of them, a file with a *.ReaperTheme* extension and a folder which includes all the graphic files.
- c) Copy the needed icon shapes in the latter. You can also copy all the content of the *ToolbarIconSet* to have everything at your disposal, if needed.
- d) Zip again the two elements together and change the .zip extension to *.ReaperThemeZip*.
- e) Replace the existing file in Reaper 'ColorThemes' subfolder with the new one
- f) In Reaper, reload the theme and reshape the toolbar as desired, with the 'Options/Customize menus/toolbars...' command.

Included in this folder, there are also 6 files named as *Toolbar-[main]frame*.png* which allow to create more easily your own icons for different relative positions either in the main toolbar or other ones.

About the 'Ripple editing' command

It's a cycle one with three states. To be used from a toolbar, it requires the following :

- 1) Three icons are needed and must be named EXACTLY as :

toolbar_ripple_off.png

toolbar_ripple_one.png

toolbar_ripple_all.png

From which, be sure to rename the three icons choosed for the 'Ripple editing' command exactly as so, after having copied them in the theme subfolder.

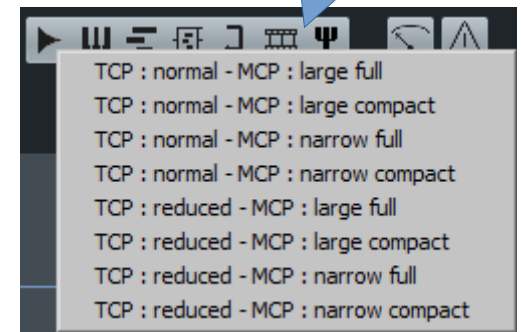
- 2) Do NOT try to affect a toolbar icon for it : instead, directly use the 'Add...' button and choose the *1155 Options: Cycle ripple editing mode* action. This should allow the right cycling of the three involved toolbar icons, if they are named exactly as what is stated in 1).

7) THE TCP HEADERS AND TRACK TYPES

Reaper theming doesn't allow the coloring of the left of a TCP panel with a choosed color track, due to the fact that, in a given panel, and when a folder indentation is involved, only the controls are shifted to the right, not the panel itself. But, since the 2.00 version of these themes, the TCP header is colored accordingly to the track color choosed, thanks to a kind of « hack », mainly involving one of the tcp control that allows this. Remains the choice of the type of track : I bundled in this theme 7 lua scripts (see how to install them in §1 and §3) which allow, first, the choice of the type of track and, second, the choice of the mcp/tcp layouts combination needed for the selected track(s). These scripts are launched by a group of icons of the bundled *Toolbar1*, as shown in the picture on the right.

That's all, folks ! Much too long and complicated, I admit, but well : I had to cope with the present theming limitations, but this is another debate...

7 icons - one by type of track -
each one launching a lua script which allow
a choice of a mcp/tcp layout combination
for the selected track(s).



For any feedback or comment, please use the dedicated *CubicPack2 for Reaper 5...* thread in the Reaper theming forum. Thanks ! :)