

Reaper

Quick Start

First go to www.reaper.fm/download.php

Evaluate REAPER

Download and evaluate REAPER for up to 60 days with full functionality before purchasing a license.

Installing REAPER

Simply download the correct installer for your operating system, and run the installer. You can also copy the installer to a flash drive, and run it on a computer that does not have internet access. There is nothing else to download. The entire download and installation usually takes only a minute or two.

Upgrading REAPER

To upgrade an existing installation of REAPER, download the installer and run it, just as if you were installing REAPER for the first time. Your existing user preferences, shortcuts, customizations, extensions, and plug-ins will all be preserved.

The Upgrade Model

REAPER upgrades are offered whenever something is fixed or some new features are added. Upgrades are released frequently, sometimes as often as every few days.

Releasing upgrades incrementally helps us ensure that bug fixes get the attention they need, rather than being buried under a list of new features, and also gets new features into users' hands quickly, so that users can offer feedback and help guide the development process via the [user forum](#).

32 bit? 64 bit?



And chose the version that corresponding to your system. Click on download and follow the instructions.

Version 4.77
February 7, 2015



Windows 32-bit

8MB
Windows XP/Vista/7/8

download

Windows 64-bit

9MB
Windows XP/Vista/7/8 x64

download

Windows versions also support Wine/Wine64



OS X 32-bit

12MB
OS X 10.4-10.10

download

OS X 64-bit

13MB
OS X 10.5-10.10

download

[OS X PPC version](#)

Is That All of It?

Yes. The REAPER installer is complete and self-contained. There is nothing else to download.

REAPER contains no loop or sample libraries, no crippled evaluation versions of other software, no arbitrary hardware or software restrictions and absolutely no invasive copy protection system.

Included are over a dozen top-quality 64-bit ReaPlugs, the celebrated Elastique 2 real-time pitch shifting and time stretch engine, full REX support, and hundreds of user-programmable effects.

What You Get

There's only one version of REAPER. One complete, solid, full-featured digital audio workstation.

Your one-user, full-use [license](#) includes up to two major version numbers' worth of REAPER's famous frequent upgrades.

Purchasing a license now includes upgrades through REAPER 5.99.

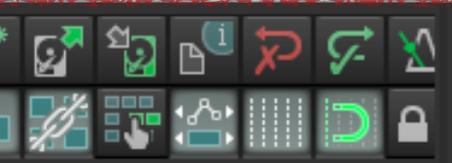
REAPER 3.0 licenses purchased in 2009 are still valid for REAPER 4.x, and have seen over 100 free upgrades and counting.

Additional Downloads

For the REAPER User Guide, quick start guides, REAPER extensions, video tutorials, user-created graphics themes, JSFX plugins, ReaScript documentation, and the REAPER SDKs, please see the [resources](#) page.

Version 4.77 Changelog

tagline



some tools for the edition

Reaper is not free ! But the evaluation version is full and unlimited in time. If you want to work on reaper as a professional you have to buy the discount licence for ±60\$.

The first time you launch the software you have this empty window. It's the workspace.

Play mode transport



Tracks mixer



- About REAPER ⌘F1
- Preferences... ⌘,
- Services ▶
- Hide REAPER
- Hide Others
- Show All
- Quit REAPER ⌘Q

In first, go to reaper's preferences

Chose your sound system in the list

REAPER Preferences

- General
 - Paths
 - Keyboard/Multitouch
- Project
 - Track/Send Defaults
 - Media Item Defaults
- Audio
 - Device
 - MIDI Devices
 - Buffering
 - Playback
 - Seeking
 - Recording
 - Loop Recording
 - Rendering
- Appearance
 - Media
 - Peaks/Waveforms
 - Fades/Crossfades
 - Track Control Panels
 - Theme Editor
- Editing Behavior

Audio device settings

Audio Device: <default system devices>

Request sample rate: 48000

Request block size: 512

Ignore running change notifications (may be required for some devices)

If you need to use multiple devices, open Audio MIDI Setup and create an aggregate device.

Allow use of different input and output devices (legacy option, not recommended)

Find OK Cancel Apply

And set your sample rate

GLOBAL AUTO NONE 1.1.00

⏪ ⏩ ⏸ ⏹

I/O MASTER

MONO center

M S TR

-inf -inf

12 -6- 12

6- -6- 6

0- 0- 0

6- -18- -6

12- -30- -12

18- -30- -18

24- -42- -24

30- -42- -30

36- -36- -36

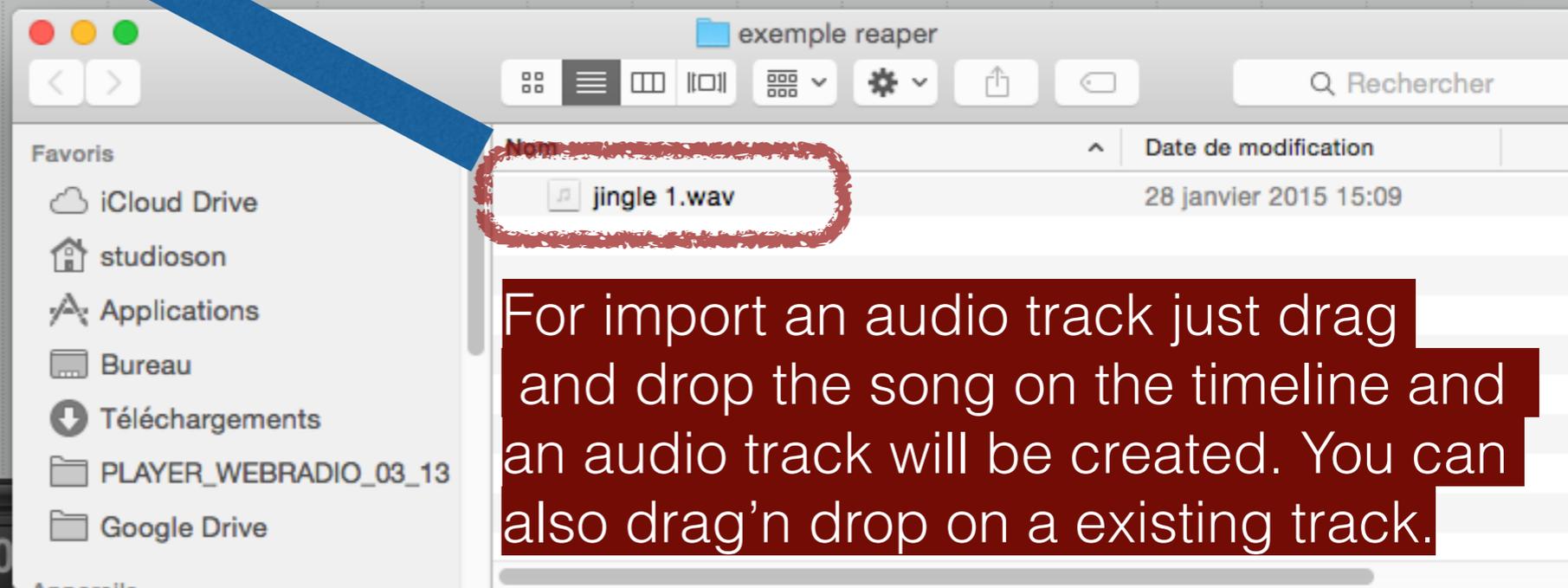
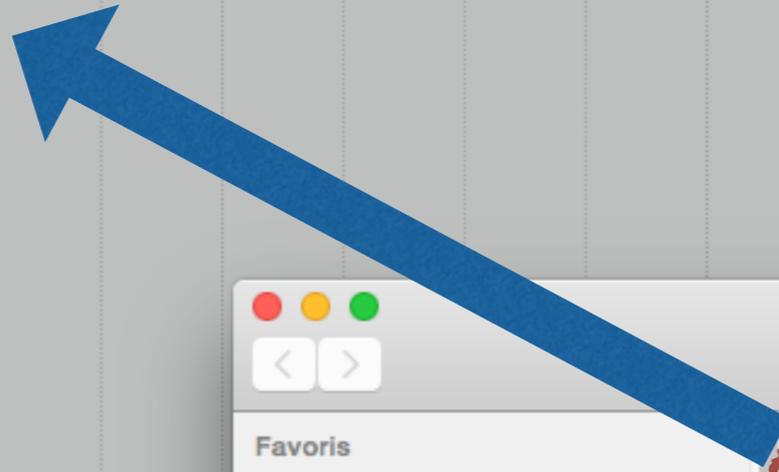
42- -54- -42

-inf -inf

Mixer



1.1.00 1.3.00 2.1.00 2.3.00 3.1.00 3.3.00 4.1.00 4.3.00 5.1.00 5.3.00
0:00.000 0:01.000 0:02.000 0:03.000 0:04.000 0:05.000 0:06.000 0:07.000 0:08.000 0:09.000



For import an audio track just drag and drop the song on the timeline and an audio track will be created. You can also drag'n drop on a existing track.

GLOBAL AUTO 1.1.00 / 0:00

I/O MASTER

center

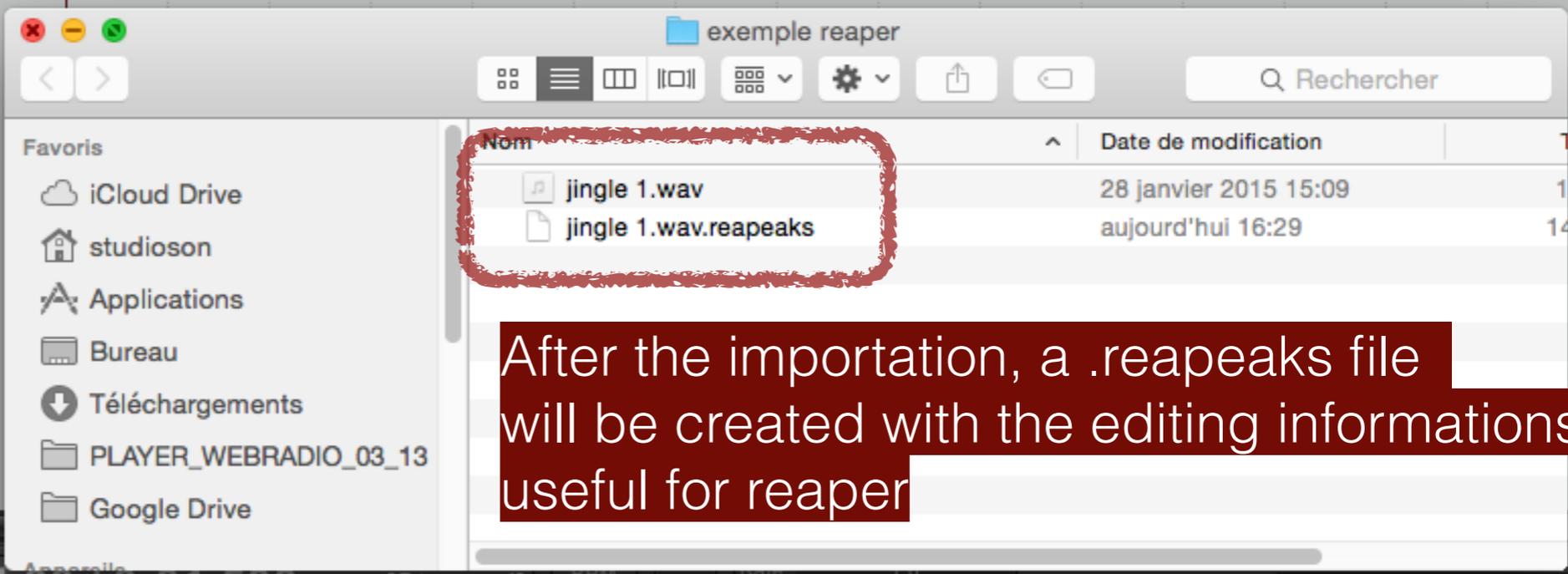
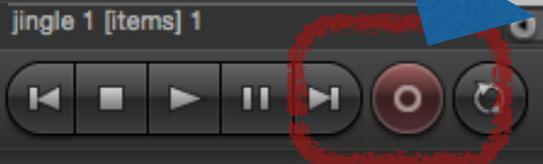
M
S
TR
-inf -inf
12 12
6 -6 6
0 0
6 -18 -6
12 -12
18 -30 -18
24 -24
30 -42 -30
36 -36
42 -54 -42
-inf -inf

Mixer



For record a song click on the red button on an existing track.

Then click on record on the transport



After the importation, a .reapeaks file will be created with the editing informations useful for reaper





Control panel for track 1 and 2, including volume faders, mute (M) and solo (S) buttons, and FX options.

Timeline showing two tracks of 'jingle 1.wav'. A red dashed box highlights a region on the timeline from 0:02.000 to 0:02.500. A second instance of the audio clip is shown being dragged to a new position on the timeline.

For separate a song region, click on the time line where you want to cut the song. And Press S on your Keyboard

You can move the song where as you prefer and also create a new track by the drag'n drop

Transport and playback controls including play, stop, and record buttons. Display shows 2.2.00 / 0:02.500 [Stopped], BPM 120, 4/4, Rate: 1.0, and Selection: 1.1.00 1.1.00 0.0.00.

Mixer section showing volume faders, pan controls, and solo/mute buttons for tracks 1 and 2.

Media Item Properties: jingle 1.wav

Position: 0:03.500 time beats HMSF
Length: 0:02.920
Snap offset: 0:00.000
Fade in: 0:00.010
Curve: 0.00
Fade out: 0:00.010
Curve: 0.00

Item timebase: Track/project default timebase Loop source
Item mix behavior: Project default item mix behavior Mute
Active take: 1: jingle 1.wav Lock
 No autofades
 Play all takes

Take properties

Take name: jingle 1.wav
Start in source: 0:02.500 Pitch adjust (semitones): 0.000000
Playback rate: 1.000000 Preserve pitch when changing rate
Volume/pan: 0.00dB center Normalize
Channel mode: Normal Invert phase Take envelopes

Take pitch shift/time stretch mode

Project default
Stretch marker fade size: 2.5 ms Optimize for tonal content

Take media source

2ch 0:05.420 : jingle 1.wav
 Section: 0:02.500 Length: 0:02.920 Fade: 0.0 ms
 Reverse
Properties... Choose new file... Rename file...

Nudge/Set... Take FX... OK Cancel Apply

For the sound propriety access, double click on the song region and this window will appear.

Mixer

Mixer panel showing two channels with volume faders and meters.

Stopped] BPM 120 4/4 Rate: 1.0 Selection: 1.1.00 1.1.00 0.0.00



Control panel for 'jingle 1' tracks, showing volume levels, mute (M), solo (S), and FX options for 'Front Left'.

For create a fade in/out click on the corner and slide. For change the curve of the fade right click on the curve of the fade.

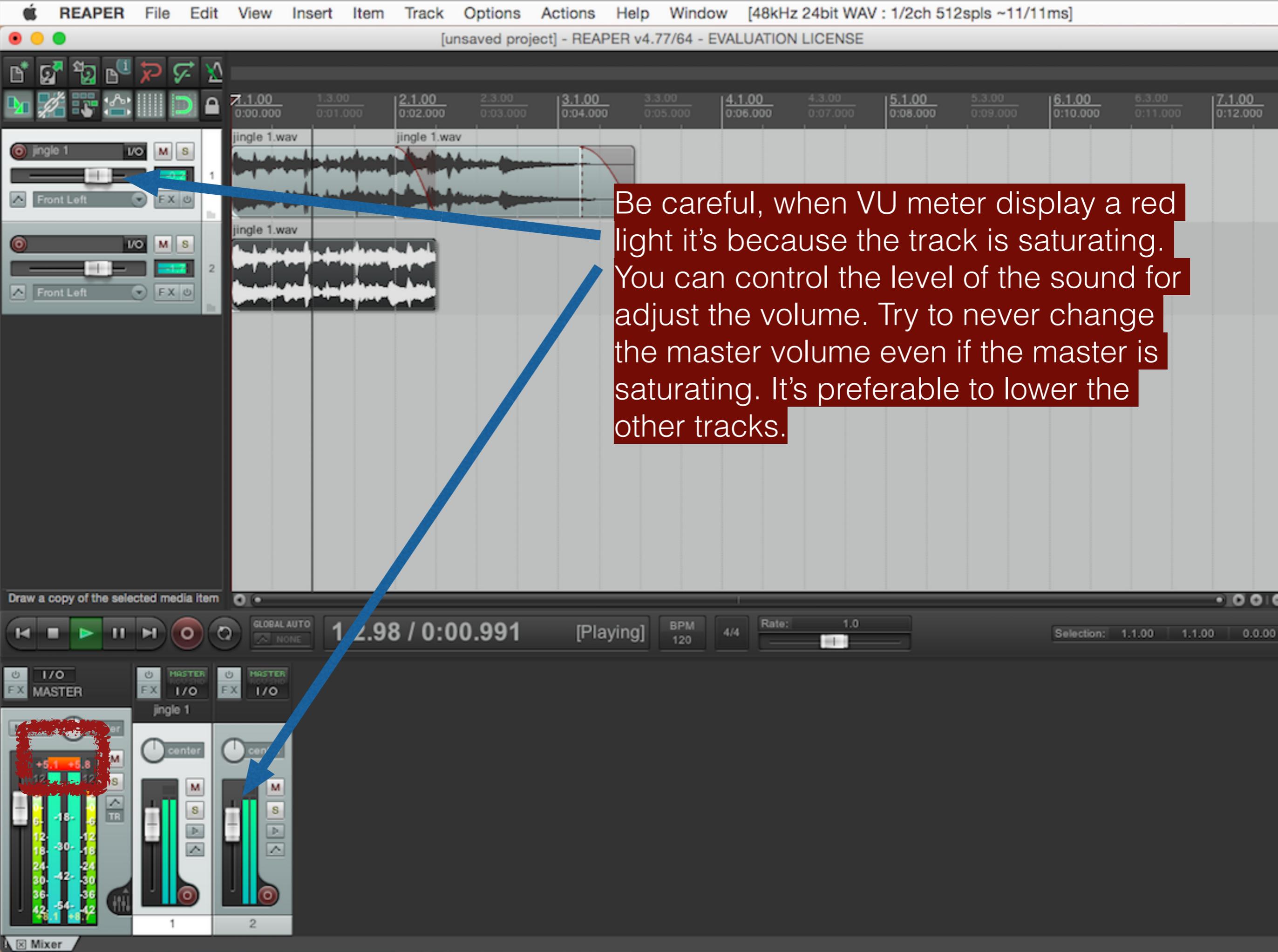
For the crossfade is very simple, just move the region on an other region and a crossfade will be automatically created.

For shorten the song, click on the extremity of the region and slide. If you slide out of the limite of the song, reaper will create a loop.

le 1.wav [start] 2.4.00 [end] 4.1.84 [le

Transport and playback controls including play/pause, stop, and transport status: 3.3.00 / 0:05.000 [Stopped], BPM 120, 4/4, Rate: 1.0.

Mixer section showing 'MASTER' and 'jingle 1' tracks with volume faders, pan controls, and solo/mute buttons.



Be careful, when VU meter display a red light it's because the track is saturating. You can control the level of the sound for adjust the volume. Try to never change the master volume even if the master is saturating. It's preferable to lower the other tracks.

Track 1: jingle 1, Front Left, FX, M, S

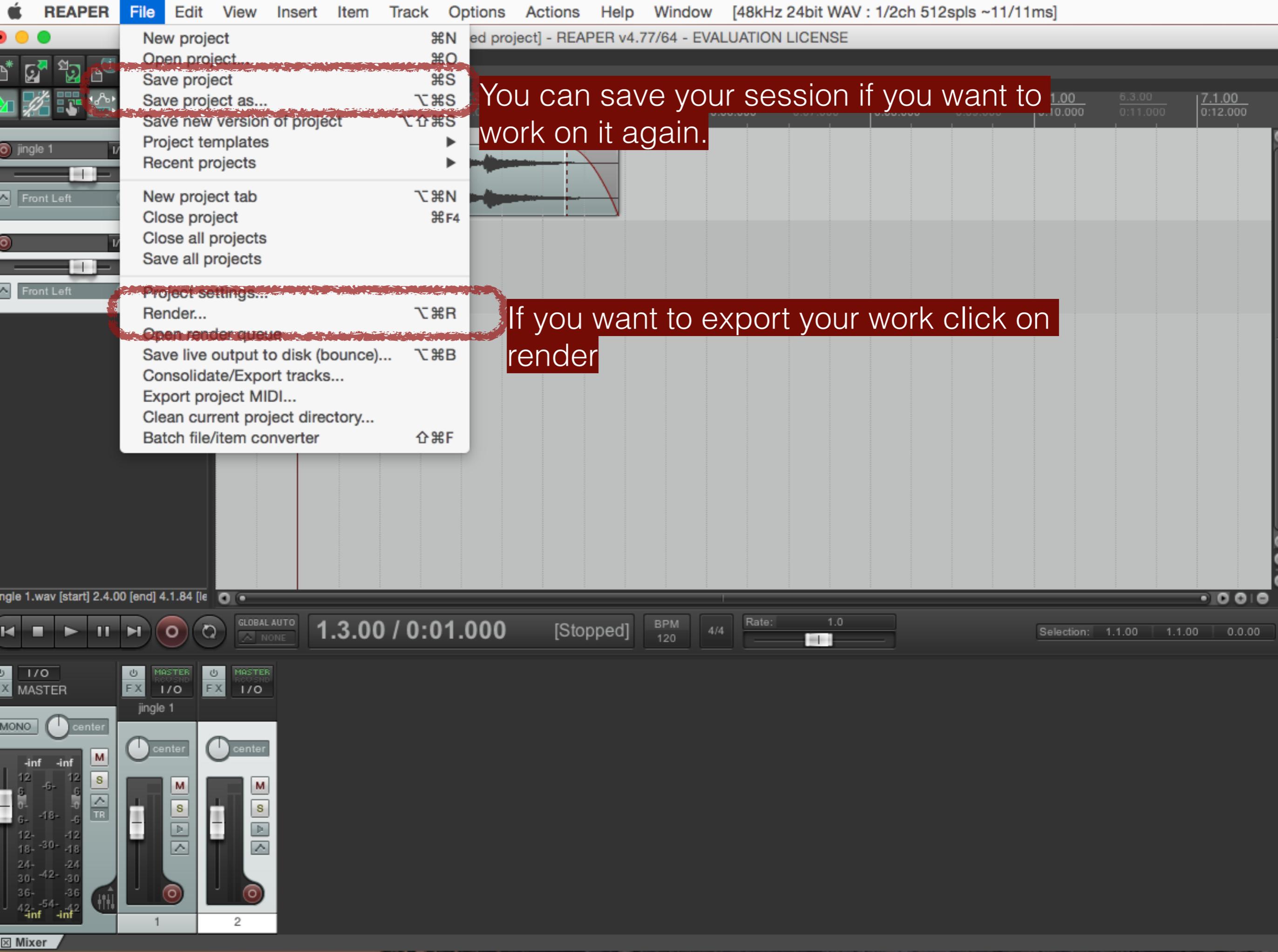
Track 2: jingle 1, Front Left, FX, M, S

Timeline with waveforms for 'jingle 1.wav' and time markers from 0:00.000 to 0:12.000.

Transport controls: Play, Stop, Record, Undo, Redo, Global Auto, 12.98 / 0:00.991 [Playing], BPM 120, 4/4, Rate: 1.0, Selection: 1.100 1.100 0.000

Mixer section showing VU meters for MASTER and jingle 1. A red box highlights the MASTER VU meter.

Frequency	Master	1	2
0	+5.1	-12	-12
6	+5.8	-18	-18
12		-30	-30
18		-42	-42
24		-54	-54
30		-66	-66
36		-78	-78
42		-90	-90
48		-102	-102



- New project ⌘N
- Open project... ⌘O
- Save project ⌘S
- Save project as... ⇧⌘S
- Save new version of project ⇧⌘⌘S
- Project templates ▶
- Recent projects ▶
- New project tab ⇧⌘N
- Close project ⌘F4
- Close all projects
- Save all projects
- Project settings...
- Render... ⇧⌘R
- Open render queue
- Save live output to disk (bounce)... ⇧⌘B
- Consolidate/Export tracks...
- Export project MIDI...
- Clean current project directory...
- Batch file/item converter ⌘⇧F

You can save your session if you want to work on it again.

If you want to export your work click on render

jingle 1.wav [start] 2.4.00 [end] 4.1.84 [le

GLOBAL AUTO [NONE] 1.3.00 / 0:01.00 [Stopped] BPM 120 4/4 Rate: 1.0 Selection: 1.1.00 1.1.00 0.0.00

Mixer

MONO center

FX I/O MASTER

FX I/O MASTER

jingle 1

center center

M S M S

1 2

When you select render this window appear. Select what you want to export :
- Entire project will take all your active tracks

- Chose time selection or custom time for export a smaller area.

This window will appear when the render is finished.

And you can chose some options for what you want to do with the export

Render: Master mix

Custom time range
✓ Entire project
Time selection
Project regions

Directory: /Users/studioson/Documents/REAPER Media

File name: untitled

Render to: /Users/studioson/Documents/REAPER Media/untitled.wav

Options

Sample rate: 44100 Hz Channels: Stereo Full-speed Offline

Resample mode (if needed): Better (192pt Sinc - SLOW)

Tracks with only mono media to mono files
Multichannel tracks to multichannel files

Master mix: Dither
Noise shaping

Output format: WAV

WAV bit depth: 24 bit PCM

Render 1 file...

Set now the 3 important parts of your sound :

- Sample rate
- format
- Bit depth

And after click on Render

Output: /Users/studioson/Documents/REAPER Media/untitled.wav

WAV File: 24bit, 44100Hz, 2ch, 2067kbps

Render status

Finished in 0:00.388 (12.7x realtime)

Master mix	-6.0	-5.4	-4.8	-4.2	-3.6	-3.0	-2.4	-1.8	-1.2	-0.6	+1.7
	-6.0	-5.4	-4.8	-4.2	-3.6	-3.0	-2.4	-1.8	-1.2	-0.6	+1.7

Launch File Show in finder Close Back