# **Controlling Reaper from Titan on the same PC**

(inspired by Oliver Waits, December 2019)

The idea is to control REaper (see Software List) in a similar way like Winamp, i.e. start, stop, pause etc.

# Prerequisites

- 1. Titan PC-Suite, from v13 on (AvoKey required)
- 2. loopMIDI (see Software List, to route the MIDI signal from one program to another
- 3. Reaper (see Software List)
- 4. macros to send MMC commands, see MIDI Machine Control

5. at least one music track to play with

# Make it run

## 1. loopMIDI

This needs to be started (usually: automatically when Windows starts). By default it provides a virtual MIDI port named loopMIDI Port:

IoopMIDI     Konfiguration     Erweitert     Über     Meine Loopback MIDI-Ports				
Name	1011010	Gesamtdaten	Durchsatz / Sek.	
loopMIDI Port	:	0	0 Byte	
+••	Neuer Port-Name: loop	MIDI Port 1		

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### 2. Titan PC Suite

Launch Titan PC Suite, load the MMC macros and copy the macros you plan to use on buttons as you like:

Macros					
17 MMC Play	18 MMC Pause	19 MMC Stop	20 MMC Goto Start		
E		10	11	12	

#### 3. Reaper

Launch Reaper and load a track.

In the Options menu select Preferences - this opens the preferences window. Find MIDI devices in the Audio section. This should list loopMIDI Port as MIDI input:

S REAPER Preferences	;			Ŧ <b>×</b>	
Keyboard/Multitouch Project	*	MIDI hardware settings MIDI inputs to make available (selectable as track inputs and/or learnable or action-bindable):			
Track/Send Defaults		Device	Mode	ID	
Media Item Defaults Audio		loopMIDI Port	Enabled+Control	0	
Device					
MIDI Devices					
Buffering					
Mute/Solo	=				
Playback	-				
Seeking		L			
Recording Loop Recording		MIDI outputs to make available (selectable as track outputs):			
Rendering		Device	Mode	ID	
Appearance		loopMIDI Port	<disabled></disabled>	1	
Media		Microsoft GS Wavetable Synth [use cautio	uslv] <disabled></disabled>	0	
Peaks/Waveforms				-	
Fades/Crossfades					
Track Control Panels					
Editing Behavior Envelope Display					
Automation			1		
Mouse		Restrict MIDI hardware output to one thr	ead	Reset all MIDI devices	
Mouse Modifiers	Ŧ	Reset by: 📝 All-notes-off 📝 Pitch/susta	in Reset on: 📝 Play	Stop/stopped seek	
Find			ОК	Cancel Apply	

Right-click on loopMIDI Port input and either enable input for control messages from the menu...

🕥 REAPER Preferences 🛛 🕂 💌					
Keyboard/Multitouch Project	*	MIDI hardware settings MIDI inputs to make available (selectable as track inputs and/or learnable or action-bindable):			
Track/Send Defaults Media Item Defaults		Devi		Mode	ID
Audio		loop	MIDI Port	Enabled+Control	0
Device			Configure input		
MIDI Devices					
Buffering			Input ID	•	
Mute/Solo	-		Forget device		
Playback	=				
Seeking		4 ✓	Enable input		
Recording			Enable input for control messages	ts):	Add joystick MIDI
Loop Recording					10
Rendering		Devi	ce	Mode	ID
Appearance		loop	MIDI Port	<disabled></disabled>	1
Media Peaks/Waveforms		Micro	osoft GS Wavetable Synth [use cautiously]	<disabled></disabled>	0
Fades/Crossfades					
Track Control Panels					
Editing Behavior					
Envelope Display					
Automation			estrict MIDI hardware output to one thread	ſ	Deast all MIDI devices
Mouse				l	Reset all MIDI devices
Mouse Modifiers	-	Reset	t by: 🔽 All-notes-off 🛛 Pitch/sustain	Reset on: V Play	Stop/stopped seek
Find Enable the MIDI Input devices you wish to use by right-clicking on the Device OK Cancel Apply					

... or select Configure input... and make the settings there:

🕥 REAPER Prefere	nces		X I		
Keyboard/Multitouch Project MIDI hardware settings MIDI inputs to make available (selectable as track inputs and/or learnable or action-bindable):					
Track/Send Defa	Levice	Mode	ID		
Media Item Defau Audio	🕥 Configure MIDI Input 🛛 🛛 🔫	Enabled+Control	0		
Audio Device MIDI Devices Buffering Mute/Solo Playback	Device name: loopMIDI Port Alias name: loopMIDI Port Enable input from this device Finable input for control messages				
Seeking Recording Loop Recording Rendering Appearance Media Peaks/Waveform Fades/Crossfade Track Control Par Editing Behavior	Advanced MIDI event timestamp options Let REAPER timestamp events (default) High precision system timestamp (QPC) Low precision system timestamp (TGT)	outputs): Mode <disabled> <disabled></disabled></disabled>	Add joystick MIDI ID 1 0		
Envelope Display	OK Cancel				
Automation Mouse Mouse Modifiers	Reset by: All-notes-off Pitch/sustain	Reset on: 🔽 Play	Reset all MIDI devices Stop/stopped seek		
Find	Enable the MIDI Input devices you wish to use by right-clicking on the name and selecting Enable Input.	Device OK	Cancel Apply		

Confirm the settings with OK to close the preferences window.

## 4. Try it out

Essentially this should work staright away: in Titan, fire the macro MMC Play and Reaper should immediately start playing - but see below. This also works together with Reaper sending Timecode back into Titan, like described in Sending Timecode from Reaper to Titan on the same PC

Some caveats I found:

- it looks like Reaper wants to be started internally at first before listening to MMC. Thus, you at first need to hit Play in Reaper and stop this with MMC after this you can play/pause/stop from MMC as you like
- reaper seems to be ignorant to device IDs: when changing the macros to a designated device ID (by defaukt it sends to 7F which is All Devices) Reaper still listens and reacts, even with another ID selected in Reaper

#### 5. How to debug

If things do not work as expected there some tools which help finding the fault:

#### 5.1 loopMIDI

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