The Mastering Explained Starter Pack for Reaper - Installation and Setup

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Introduction

The **Mastering Explained Starter Pack for Reaper** is a set of scripts and templates for Reaper with the purpose of making it easier to learn audio mastering. It is included with the **SM Switcher**, a VST3/AU plugin.

The Starter Pack includes:

- A project template set up with a master and mix track, routed to the SM Switcher
- Scripts for controlling the SM Switcher via keyboard shortcuts and/or toolbar buttons
- A script for easily adding regions around selected items, with pre- and post-gap
- A toolbar preset with buttons for the SM Switcher and various useful Reaper actions

Prerequisites

Important: Before you start you need to have **Reaper** installed and set up. Note that Reaper or a license for Reaper is **not included** in this Starter Pack. You will need to get Reaper yourself from Cockos, see <u>https://reaper.fm</u>.

You will also need to install the **SM Switcher plugin**. This plugin is needed for loudness matching when comparing the master to the original mix. The instructions for installing can be found in the manual of the SM Switcher.

The Starter Pack and SM Switcher are currently **only available for macOS** and are tested from macOS Monterey 12.6.3 and upwards.

The Starter Pack will add a few scripts and templates to your Reaper installation, but will not change or remove any existing files or settings. We still highly recommend that you backup your Reaper installation before installing the Starter Pack.

You also need to read the **EULA** at the last two pages of this PDF and make sure you understand and agree before continuing to install the Starter Pack.

Note: If you are currently using our old discontinued version of the Mastering Starter Pack for Reaper we recommend that you start from a fresh standard installation of Reaper instead. There is no tested or supported way to upgrade from the old Starter Pack.

Installation

1. First make sure that Reaper is closed.

2. Install the SM Switcher plugin if you haven't done so already.

3. Unzip the file named "MasteringExplainedStarterPackForReaper_vX.X.X.zip" by double clicking it in a Finder window and then open the folder "MasteringExplainedStarterPackForReaper".

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Now it's time to install the Starter Pack files into your Reaper installation. This is done via a configuration file that is drag-and-dropped into Reaper.

4. Open Reaper

5. Drag the file named "MasteringExplainedStarterPackForReaper_vX.X.X.ReaperConfigZip" from the Finder window and drop it inside the Reaper window.

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6. Click "OK" to restart Reaper and begin importing the configuration.



7. Make sure that "Remove local data that is not in imported file (caution!)" is **NOT** checked. Press "Import".

The files of the Starter Pack are now copied into the right places within your Reaper installation.

	Import will install to mes	
Project and track templates Cursors and key maps Menu sets	Filename	Action
	KeyMaps/MasteringExplained_StarterPack_ImportScripts.ReaperKeyMap	Create
	MenuSets/MasteringExplained_StarterPack_Menu.ReaperMenu	Create
ReaScripts	ProjectTemplates/StartTemplate_MasteringExplained_StarterPack.RPP	Create
	Scripts/ME_StarterPack2/Create regions from items with pre and post-ga	Create
	Scripts/ME_StarterPack2/EULA.txt	Create
	Scripts/ME_StarterPack2/lib/rmsp.lua	Create
	Scripts/ME_StarterPack2/SMSwitcher Keep buttons updated (runs in bac	Create
	Scripts/ME_StarterPack2/SMSwitcher Select Input 1.lua	Create
	Scripts/ME_StarterPack2/SMSwitcher Select Input 2.lua	Create
	Scripts/ME_StarterPack2/SMSwitcher Show.lua	Create
	Scripts/ME_StarterPack2/SMSwitcher Toggle Flip Stereo.lua	Create
	Scripts/ME_StarterPack2/SMSwitcher Toggle Mono.lua	Create
	Scripts/ME_StarterPack2/SMSwitcher Toggle Polarity.lua	Create
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Now there are a few things to do inside Reaper in order to get everything set up.

8. First, open the Action list. You will find the Action list in the top menu under "Actions \rightarrow Show Action list..." or by pressing "?" if you are using the default keymap.

9. Click "Key map..." and select "Import shortcuts/custom actions, import all sections...".



10. Select the file named "MasteringExplained_StarterPack_ImportScripts.ReaperKeyMap"

and press "Open". This will add the Starter Pack scripts to the Action list, but will not add or change any of your current key mappings.



You should now be able to see a few new scripts in the Action list. Close the Action list.

	Actions	
Filter	Clear Options Find shortcut Section: Main	_
Shortcut	Description	 State
	Script: Create regions from items with pre and post-gap.lua	
	Script: Default_6.0_theme_adjuster.lua	
	Script: Default_7.0_theme_adjuster.lua	
	Script: SMSwitcher Keep buttons updated (runs in background).	ua
	Script: SMSwitcher Select Input 1.lua	
	Script: SMSwitcher Select Input 2.lua	
	Script: SMSwitcher SnowJua Script: SMSwitcher Tongle Elin Steren Iva	
	Script: SMSwitcher Toggle Mono.lua	
	Script: SMSwitcher Toggle Polarity.lua	
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Shortouts for	Script: SMSwitcher Toggle Solo Lattua Script: SMSwitcher Toggle Solo Right/Jua r selected action Kay map Add New action Edit action	Menu editor Delete

Now it's time to add the SM Switcher to the Monitoring FX chain. *Note: If you already have the SM Switcher in your Monitoring FX chain you can skip ahead to step 14.*

11. Open the Monitoring FX Chain from the top menu "View \rightarrow Monitoring FX".



12. Add the SM Switcher to the plugin chain. If you have other monitoring plugins in the chain, make sure to add the SM Switcher *before* any speaker/headphone calibration or cross-feed plugins and *after* any measuring plugins, like LUFS meters or spectrum analyzers.



13. Open the Plugin pin connector window and make sure that "Track channels" is set to 4 or more. Note that in Reaper you can have up to 128 channels in the Monitoring FX chain, no matter how many outputs your audio interface actually has.



Note: If your audio interface has more than two mono outputs, and you want to use the third and fourth output channels for other things, please refer to the SM Switcher manual for how to set up this.

Now it's time to set up a toolbar for the Starter Pack. This is optional but can be helpful, especially if you are new to Reaper.

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14. Open the Toolbar Docker ("View \rightarrow Toolbar Docker")

15. Find a toolbar that is empty, for example Toolbar 1 if you are using a new Reaper installation.

16. Right click in the empty area and select "Customize toolbar...".





18. Select the file "MasteringExplained_StarterPack_Menu.ReaperMenu" and click "Open".

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19. This will fill the toolbar with the buttons for the Starter Pack. Click "OK"

If you want you can keep it as a floating toolbar, but we have found that it's usually best to have it always available at the top of the main window in Reaper.

20. To do this, right click somewhere in the empty area around the buttons and select "Position toolbar \rightarrow At top of main window".



Now you have the Mastering Explained Starter Pack installed and ready to go!

Keep an eye on our YouTube channel for more information on how to use the Starter Pack!

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