

# Reaper CSV Import

Idea and Implementation by Oliver Waits. Available on GitHub at <https://github.com/owaits/avolites-reaperImport>.

Another port - just a plain HTML/Javascript page - is available at [https://www.avolites.de/downloads/icke\\_siegen/ReaperReader](https://www.avolites.de/downloads/icke_siegen/ReaperReader). See below (end of this document).

**Due to modern browsers' security settings the results may vary. The safest bet is to load the alternate port locally (save the page locally and open it from there).**

Defining and adjusting the correct Timecode timestamps in Titan can be an arduous work, with lots of trial and error. This is where Reaper CSV Import comes into play: within [Reaper](#) it is much easier to define exact timestamps (called Markers in Reaper).

## The quick version

1. in Reaper, set the timeline to be displayed in HH:MM:SS:FF
2. load the track and create your markers as needed
3. open Region/Marker Manager
4. right-click in Region/Marker manager, Export Project Regions/Markers, save as csv
5. open the Reaper CSV Import website
6. connect to your Titan console or PC suite which at least has an empty cuelist, load the exported csv file, select the cuelist and click Import.

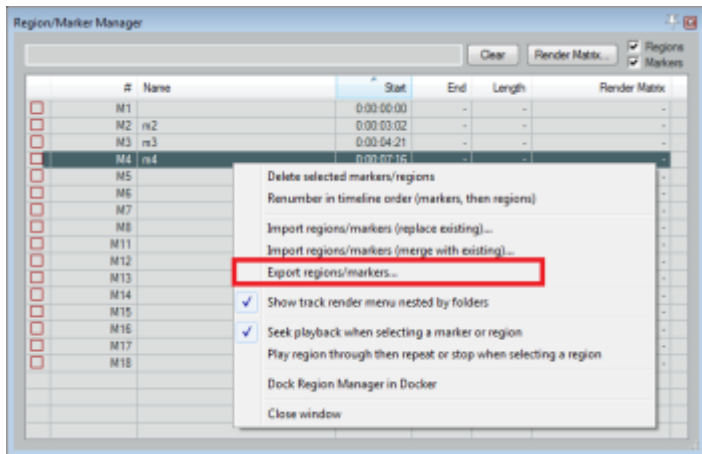
This way your cuelist has magically learned the markers you created in Reaper - you can then play the track from Reaper (with [SMPTE Timecode](#), you can play it with [Winamp](#) (in that case adjust the frame numbers in Reaper), or use any other DAW or video player.

## The long version

### 1. Set timeline format

Titan expects timestamps with four nibbles: hh:mm:ss:ff (for: hours, minutes, seconds, frames). Hence, the csv file needs to contain the correct format as well, and setting Reaper correctly is the easiest way to do this. Right-click in the Timeline area, and from the context menu select Hours:Minutes:Seconds:Frames





If you want you can open the file in a text editor and have a look:

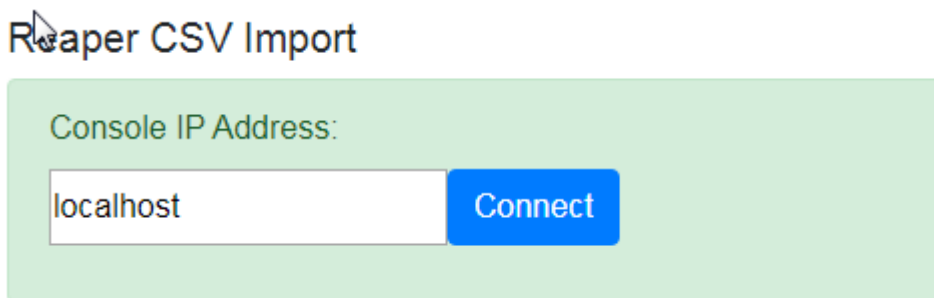
```
1 #,Name,Start,End,Length
2 M1,,0:00:00:00,,
3 M2,m2,0:00:03:02,,
4 M3,m3,0:00:04:21,,
5 M4,m4,0:00:07:16,,
6 M5,,0:00:11:22,,
7 M6,,0:00:13:15,,
8 M7,,0:00:15:00,,
9 M8,,0:00:17:16,,
10 M9,,0:00:19:13,,
11 M10,,0:00:21:27,,
12 M11,,0:00:22:10,,
13 M12,,0:00:22:20,,
14 M13,,0:00:22:28,,
15 M14,,0:00:23:07,,
16 M15,,0:00:24:14,,
17 M16,,0:00:25:18,,
18 M17,,0:00:26:27,,
19 M18,,0:00:30:07,,
20
```

### 5. Open Reaper CSV Import

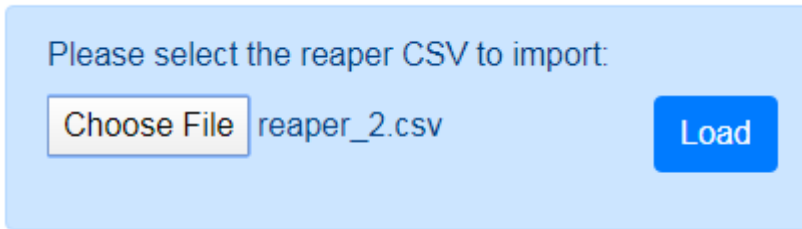
Find it at <https://owaitis.github.io/avolites-reaperImport/>

### 6. Connect, Select, Import

1. connect to your console. Here I hae the Titan Simulator running on the same machine that's why 'localhost' is okay



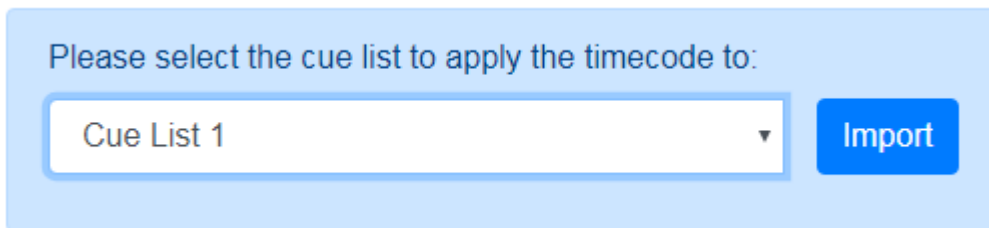
2. choose and load the file you have just exported



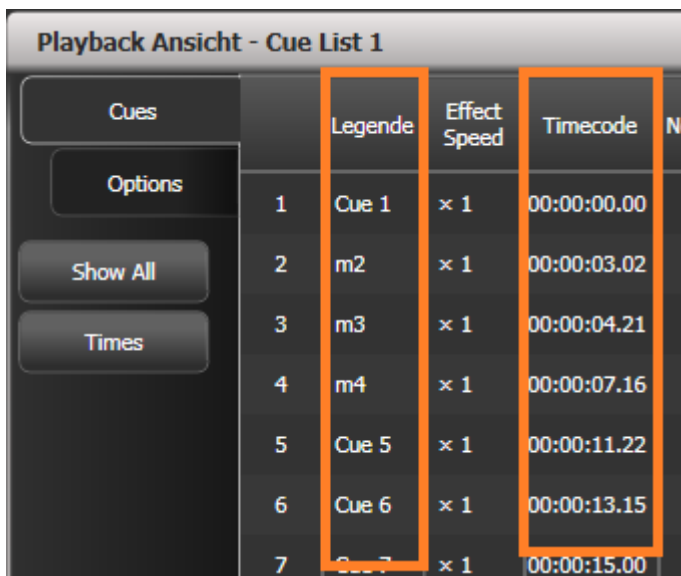
3. now the bottom of the page shows the cues and timestamps found in the file:

Cue	Legend	Timecode
M1		00:00:00
M2	m2	00:00:00
M3	m3	00:04:21
M4	m4	00:07:16
M5		00:11:22
M6		00:13:15
M7		00:15:00
M8		00:17:45

4. select the cue list you want to set the timestamps and click Import



This will result in your cue list being updated with the correct legends and timestamps. If there are more cues in the csv file than in the Titan show then new cues will be appended.



Cues	Legende	Effect Speed	Timecode	No
1	Cue 1	x 1	00:00:00.00	
2	m2	x 1	00:00:03.02	
3	m3	x 1	00:00:04.21	
4	m4	x 1	00:00:07.16	
5	Cue 5	x 1	00:00:11.22	
6	Cue 6	x 1	00:00:13.15	
7	Cue 7	x 1	00:00:15.00	

## Another port

Based on Olie's idea and some of his code I implemented the same thing as one single HTML/JavaScript file. This is online available at [https://www.avolites.de/downloads/icke\\_siegen/ReaperReader/](https://www.avolites.de/downloads/icke_siegen/ReaperReader/). You can also download it here:

reaperreader.zip

. Simply download, unzip, and load this in your browser.

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