

COHLER CLASSICAL

The premiere platform for
Source-Destination 4-Point Editing

Quick-Start Guide

IMPORTANT: You need to read this short **Quick-Start Guide** before you do the installation. Even if you are a REAPER expert, you need to read this. The installation procedure is at the **end** of this document for a reason. **COHLER CLASSICAL** adds hundreds of features, functions, data structures, and concepts to REAPER, so if you make operational assumptions based on your knowledge of REAPER alone, you **will** have problems.

That said, **COHLER CLASSICAL** is designed to be highly intuitive, and everything you need to get started is contained in this short **Quick-Start Guide**. If you are familiar with multitrack, multi-take, trackgroup audio editing, most things will be familiar. *The links in this document take you directly to detailed short videos—10 minutes or shorter—that explain and demonstrate each of the referenced features in greater detail.*

Contact us directly if you have any questions or problems, and we will be happy to immediately set up a Zoom meeting with you to address your issues.

Jonathan Cohler
Cohler & Associates, Inc.
info@cohlerclassical.com
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Introduction

The premiere platform for [Source-Destination Editing](#) has arrived ([4](#), [3](#), and [2-point](#) of course)! See [what customers are saying](#), and watch the [videos](#). Discerning buyers worldwide spanning the gamut from performing musicians, to independent studio engineers, record companies, and major studios that hail from five continents in cities as far flung as San Francisco, New York, Boston, London, Berlin, Amsterdam, Christchurch (New Zealand), North Sydney (Australia), Cisternino (Italy), Laguna de Duero (Spain), and Kuala Lumpur (Malaysia) are taking advantage of our industry-leading functionality, speed, price, and immediate customer service/no bugs policy!

Available for Windows, Mac OS X, Unix, and designed from the ground up for multitrack, multi-take, track-group, source-destination editing of classical music, drum sets, and other multi-microphone acoustical audio projects, **COHLER CLASSICAL** is the answer for new and seasoned editors alike and runs exclusively on REAPER. Pyramix, Pro Tools, Sequoia, SADiE, or soundBlade users searching for a *faster, more responsive, more flexible, more precise*, and *much less expensive* system, including an all-new, lightning-fast, click & drag [Crossfade Editor](#), and a supercharged 64-bit floating-point audio engine underneath the hood, need search no further. **COHLER CLASSICAL** will blow you away!

Short Feature List

- [Unlimited track groups: 1 Destination & 9 Sources per tab](#)
- Multitrack track & item-group editing
- Auto-soloing, collapsible [track groups](#)
- Click & drag [crossfade editor](#)
- 99 [markers](#) per track-group including IN/OUT
- All-new [menus](#)
- 1-minute [install & instant auto-updates](#)
- Fixed many REAPER limitations
- Ripple audio, markers, and automation
- Super fast project [setup & load](#)
- [CD Mastering](#) including CD Text
- Redbook-standard CUE/WAV/CDT/DDP export
- Track-group [consolidation](#)
- [Automation](#) functions for detailed balancing
- Resizable automatic [take number window](#)
- Auto track group record arming
- One-click track-group [recording](#)
- Templates for 1, 2, 4, 5, 6, 8, 14, 16, and 31-channel recording
- WAV file [metadata](#) record/edit
- [Sample-accurate editing](#) for videos
- [Play-stop with fades](#)
- Multitrack recording transfer mode
- 420+ new functions, 270+ shortcuts
- 45+ [navigation](#) shortcuts
- 15+ [audition](#) shortcuts
- Automatic [error protection](#)
- Mac OS X, Windows, and Unix
- And [MUCH MORE](#)

Unlimited Sources and Destinations

COHLER CLASSICAL allows for an unlimited number of sources and destinations with 10 **Track Groups** including 1 **Destination** group at the top, followed by 9 **Source** groups in each project tab. Each track group is configured identically so that grouped multitrack takes from your recording sessions can be seamlessly dragged, dropped, and edited between the **Source** groups and the **Destination**.

Item and Track Grouping

COHLER CLASSICAL provides fully collapsible track groups. Most of the time, when you are editing, you will be working with collapsed track groups that display just one waveform for each n-track take. So ten track groups in one project tab could contain ten sets of 6-track waveforms or ten sets of 45-track waveforms, for example, and when collapsed they appear exactly the same. Editing in this way is maximally compact and efficient, and allows you to do *full-orchestral or other large multitrack editing projects easily even on a small notebook computer*.

Marker System

COHLER CLASSICAL includes separate marker sets for each track group, including traditional IN and OUT markers for each track group (*all of which is totally absent in native REAPER*).

Menus and Keyboard Shortcuts

The **COHLER CLASSICAL** menu system is completely customized and optimized for multitrack track-group editing, with custom keystrokes and menu selections making everything you need to do just one keystroke away! *Note: REAPER displays some keyboard shortcuts incorrectly in the menus. For those commands, we have inserted the Mac OS X keystrokes directly into the menu text. The corresponding PC keystrokes in those cases are obtained by converting “^” (Control) to “Win”, “⌥” (Option) to “Alt”, and “⌘” (Command) to “Control” (“⇧” is “Shift” and “↵” is Return).*

Audio Filenames

The audio files for each RPP file are kept in a single directory and named as follows: “**TrackName_nnn.xxx**” where “**xxx**” is any audio file extension that Reaper accepts and “**nnn**” is a one-to-three-digit take number. TrackName must start with an alphabetic character and can include alphanumeric characters, spaces, underscores and hyphens. *Important Note: If you have pre-existing audio files that are not named this way, you can easily and quickly rename them using the [Renamer](#) app on Mac OS X or any similar app for Windows.*

Project Setup

1. If you are loading previously recorded audio files, first *make sure they are named as described above* and they are all located in one directory (your “Load path”), and do as follows:
 - a. Set audio file load path using **Options => (COHLER CLASSICAL) Load path...**
 - b. Create Tracks using **Options => (Project Setup) Initial Setup => Create tracks**. This will automatically create one track for each track file it finds in your load path.
2. If you are recording new audio, then do (a) or (b) below:
 - a. Load an existing template using **File => Open project template**. If you use the template as is, you can skip to Step 10. If you want to make changes to the template then continue reading as necessary. *Note: **COHLER CLASSICAL** includes preconfigured templates for 1, 2, 4, 5, 6, 8, 14, 16, and 31-channel recordings. If you modify one of our templates, be sure to save it under a different name, otherwise it will be overwritten when we issue updates.*
 - b. Create one track for each microphone using **Track => Insert => Track or Multiple tracks...** then click in the track name box and type a name for each track. Make sure that the track names start with an alphabetic character and contain only alphanumerics, spaces, underscores, and hyphens. *Note: The files created when you record will use these precise names with take numbers automatically appended. Do not use accented European characters.*
3. Reorder Tracks by dragging as desired in the Track panel on the left. Your first track in the group is the one that will display when the group is collapsed, *so choose preferably a mono track and one that is a general (not spot) microphone*. This will make your editing easy and efficient.
4. Track Hierarchy. If you are working with large numbers of tracks, as in orchestral editing, you should set up several folder tracks to contain subsets of other tracks for ease of mixing. The folder tracks will contain no audio files, but they are used to create your hierarchical mixer which

is then much easier to adjust and modify. A typical classical orchestra setup might be as follows:

- a. Editing Mix (folder track)
 - i. Main Mics (folder track)
 1. Room Left
 2. ORTF Stereo
 3. Room Right
 - ii. Woodwinds (folder track)
 1. Flute 1
 2. Flute 2
 3. Oboe 1
 4. Oboe 2
 5. Clarinet 1
 6. Clarinet 2
 7. Bassoon 1
 8. Basson 2
 - iii. Brass (folder track)
 1. Horn 1
 2. Horn 2
 3. Trumpet 1
 4. Trumpet 2
 - iv. Percussion (folder track)
 1. Timpani
 - v. Strings (folder track)
 1. Violin 1 (folder track)
 - a. Vn 1-1
 - b. Vn 1-2
 - c. Vn 1-3
 2. Violin 2 (folder track)
 - a. Vn 2-1
 - b. Vn 2-2
 - c. Vn 2-3
 3. Viola (folder track)
 - a. Va 1
 - b. Va 2
 - c. Va 3
 4. Cello (folder track)
 - a. Vc 1
 - b. Vc 2
 5. Bass (folder track)
 - a. Cb 1
 - b. Cb 2
 - vi. Reverb (*set to invisible in Track Control Panel*)
- b. Live Mix

5. Setup Mixer. Automatically layout your mixer using **Options => (Project Setup) Initial setup => Set mixer layout**. (Note: Name your reverb track "Reverb" and your live mix track "Live Mix" or "LiveMix" and the **Standard mixer layout** will automatically assign sliders to those tracks as opposed to thin strips). You can further customize your layout however you like using **View => Mixer...** and **Track => Layout => Mixer Panel** (or right clicking on any track or set of tracks and going to **Layout => Mixer Panel**). See sample layout below. *Note: You can double click on any folder track in the Mixer to display or hide its contained tracks.*



6. Reverb track. If you do have a Reverb track, *make sure you set it to be invisible*, because it will not contain any audio files itself. To do this, select that track alone and do **Track => Visibility => Hide selected tracks in track view**. Or you can select the track in the mixer and then right click on the track to pull up the same menu.
7. Create Source Groups. Create the nine **Source** track groups from your **Destination** track group using **Options => (Project Setup) Initial setup => Create source groups**. *Note: COHLER CLASSICAL automatically links the volume, pan, width, mute, and polarity settings of corresponding tracks. So if you change one of those settings in any track group, it changes in all of them.*
8. Updating Mixers. If after creating the source groups you want to make any adjustments to effects (FX), sends, or any track settings other than

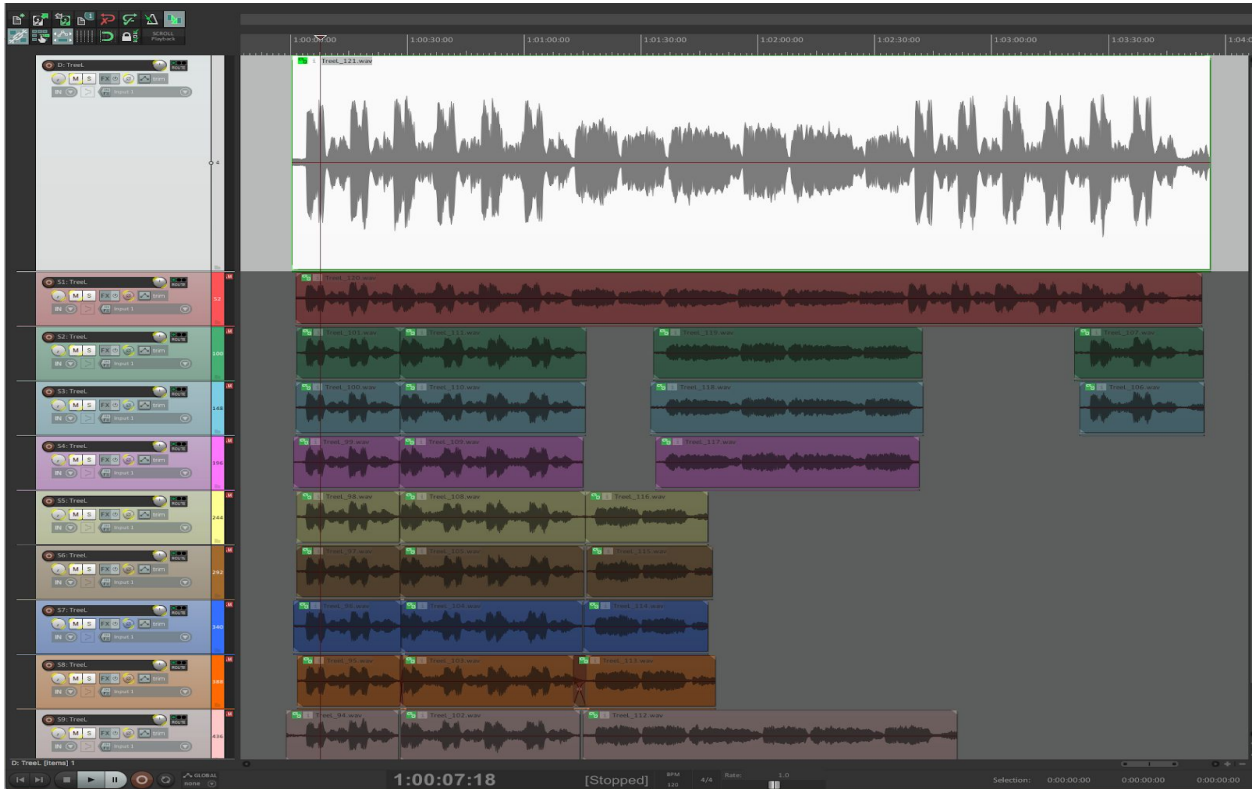
volume, pan, width, mute, and polarity, make sure you make those changes *only* in the **Destination**, and then execute **Options => (Project Setup) Update setup => Copy mixer settings to sources**.

9. Updating Track Layout. If after completing your whole setup you decide to change the track layout or add/delete tracks, then do so *only* in the **Destination**. Then execute **Options => (Project Setup) Update setup => Copy track layout to sources**.
10. Adjusting Mixer Settings. **IMPORTANT:** When adjusting mixer settings, make sure you always *select the appropriate track(s) first* (using click and Shift-click) before making an adjustment. It is very easy to update many tracks at once if they are all selected, so be careful, and remember you can undo any mistaken change with **Edit => (HISTORY) Undo**.
11. Navigation / Vertical, Horizontal and Waveform Zoom. There are an infinite number of ways to move your cursor around the screen and to instantly zoom your screen and track groups using the **Navigation** and **View** menu zoom functions. Perhaps the most useful zoom function for editing, however, is **View => Vertical => n tracks, large destination**. *Note: The factory default setup displays 10 track groups per screen (Destination plus 9 Sources), and sets the destination 3 times taller than the sources. You can change these default settings using **Options =>(COHLER CLASSICAL) General...***
12. Drag lock. There is a drag lock setting for each group that is set using the **Options => Drag lock** command. By default, the **Destination** drag lock is on and the **Source** drag locks are off. Because the **Destination** is where you assemble all your edits, normally you want to safeguard yourself from accidentally dragging your carefully edited items. You can change this setting however you like. When drag lock is set for a group, mouse drag becomes a marquee selection tool that allows you to select items.
13. If you are going to be recording new audio,
 - a. Assign microphone inputs. If you used one of our templates, the microphone inputs are already assigned in order and you just need to connect your input device. Otherwise, make sure you set

inputs for each track using standard REAPER input assignments.

- b. Arm for recording. Click on the **Record arm** button in the toolbar or execute **Play/record => Record arm**. *Note: Do not click on individual track arm buttons.*
 - c. Take Number Window. If you want to have the take number showing, do **Options => Take window => Open/Close**. Resize and place the window wherever you like. You can also hide/show it at any time using the same command.
 - d. Click to select a track group. The tracks in that track group will be automatically armed and any previously armed track group will be disarmed. *Note: As you record additional takes, the take counter will increment automatically. You can record takes into different source groups so that your audio is already at least approximately vertically lined up by section of the music, and that way you will be ready to edit as soon as you finish recording.*
 - e. Start recording. Execute **Play/record => Record**.
 - f. Stop recording. Execute **Play/record => Record**, or **Play/record => Playback => Play-stop** (Spacebar), or click the Stop button in the transport bar.
14. If you are loading previously recorded audio files,
- a. Load Takes into one of the track groups by clicking where you want to load them and executing **File => Load audio files...** *Note: (1) If you want to load your first items at timecode 00:00:00 or close to that, for example in previewing the time codes of a CD, then make sure you have set the "Project start time" in **Edit => Project settings...** to a negative value. That will give you room on the timeline to still have a large project centered on the screen, and it will leave room for audio to ripple to the left when editing crossfades without causing REAPER errors.*
15. Drag and Drop Takes from wherever you loaded or recorded them into the various **Source** groups aligning them according to their horizontal position in the piece of music, using the waveforms to guide you and

listening as necessary. You may want to copy your best complete take up into the **Destination** group as well. See sample below.



16. Begin editing! See below for some basics on *Markers and Editing*.

Markers

COHLER CLASSICAL includes separate markers for each track group as well as Project markers for the entire RPP file. When you select a particular track group, only the following markers are visible:

- Selected track group
- Project
- Destination IN and OUT
- Selected Source IN and OUT

The **Selected Source** group is the most recent source group on which you have created an IN or an OUT point using **Markers => IN/OUT => IN** or **Markers => IN/OUT => OUT** point. You may also set the **Selected Source** using **Edit => Set S-D source**.

Each track group has its own set of 99 markers, and there are 99 project markers as well. Marker numbers 98 and 99 in each track group are reserved for the IN and OUT markers, and project markers 98 and 99 are reserved for the LASTSTOP and LASTPLAY markers. You can manually assign up to 97 markers in each track group plus 97 project markers. Each marker also has a REAPER marker number (which is displayed first on the timeline) and an optional name that you can type.

CC Marker Name	REAPER Number
D-1 to D-99	1 to 99
S1-1 to S1-99	101 to 199
S2-1 to S2-99	201 to 299
S3-1 to S3-99	301 to 399
S4-1 to S4-99	401 to 499
S5-1 to S5-99	501 to 599
S6-1 to S6-99	601 to 699
S7-1 to S7-99	701 to 799
S8-1 to S8-99	801 to 899
S9-1 to S9-99	901 to 999
P-1 to P-99	1001 to 1099

Marker numbers 98 and 99 in each track group are the IN and OUT markers so they also have the following names:

- D-IN or 98, D-OUT or 99
- S1-IN or 198, S1-OUT or 199
- ...
- S9-IN or 998, S9-OUT or 999

And project marker numbers 98 and 99 are the **LASTSTOP** and **LASTPLAY** markers, so they are named P-LASTSTOP (1098) and P-LASTPLAY (1099).

When you execute the **Play/Record => Playback => Play-stop** (Spacebar) command to start playback, it begins at the edit cursor. When you execute it again to stop playback, the cursor returns to where playback started and **COHLER CLASSICAL** creates the two named project markers P-LASTSTOP (where playback started) and P-LASTPLAY (where playback terminated).

When you execute the **Play/Record => Playback => Play-pause with horizontal scroll** (↵ or Return) command to stop playback, **COHLER CLASSICAL** creates or updates only the P-LASTPLAY (1099) marker. These two markers can be used with various commands in the **Playback, Markers, Navigation,** and **Options** menus to conveniently play from, navigate to, and delete the current markers.

If you delete the **LASTSTOP** and/or **LASTPLAY** markers, they will be recreated the next time you execute **Play-stop** or **Play-pause**, of course. You can, however, toggle the visibility of those two markers using **Options => LASTSTOP/LASTPLAY**. The default setting is invisible.

Editing

The most important editing command is **Edit => S-D Edit, crossfade => Set IN-OUT**. To use it, simply set the IN and OUT markers in one of the **Source** track groups, set the IN and OUT points in the **Destination** track group, and then execute **Edit => S-D Edit, crossfade => Set IN-OUT**. *Note: Set the default fade length in **Edit => Preferences... => Project => Media Item Defaults** where the first box on the screen is misleadingly placed and titled, "Create automatic fade-in/fade-out for new items, length:". You do not have to check the checkbox. Set the default crossfade shape just below in this same screen under "Default fade-in/fade-out shape" NOT "Default crossfade shape".*

To edit a fade, use **Edit => Edit Crossfade => Near mouse** or **Edit => Edit Crossfade => Under cursor**. Adjust the fade by dragging the waveforms on either side or various other mouse drags. To audition the fade, use Space, F9, and F10. *Note: When you are done editing a fade, you can exit and automatically save your changes by hitting the Esc key, which invokes **Edit => Exit Crossfade => Cursor @ xfade**.*

Familiarize yourself with the various [audition functions](#) that work both on any selected track group as well as in the fade editing mode. You will use these audition functions frequently as you edit crossfades and locate edit points. These context sensitive commands are all in the **Play/Record** menu under AUDITION, and they all use keyboard shortcuts based on the intuitively laid out function keys F8, F9, F10, F11, and F12 with various modifier keys.

Other important features explained in videos

- [Advanced features](#)
- [Automation](#)
- [Big zoom mode](#)
- [CD Mastering](#)
- [Consolidation](#)
- [Error protection](#)
- [Licensing](#)
- [Metadata](#)
- [Multiple configurations](#)
- [Play-stop with fades](#)
- [Rate change](#)
- [Sample-accurate editing](#) for videos

Installation

Installation of **COHLER CLASSICAL** could not be simpler. There are three types: **Initial install**, **Reinstall**, and **Auto-update**.

- (1) Use the **Initial install** the first time you install **COHLER CLASSICAL**. The entire process takes less than five minutes. *Note: Most subsequent updates will happen automatically via the **Auto-update** feature (you will be prompted), and occasionally you will be instructed by us to do a fresh **Reinstall**.*
- (2) Use the faster one-minute **Reinstall** procedure only after you have done an **Initial Install** of **COHLER CLASSICAL**. *Note: If you created any custom keystrokes, save and reload those using the **Import/Export...** button under **View => Action list** before/after doing any reinstall. In general, updates after your **Initial Install** will happen automatically via the **Auto-update** feature (you will be prompted), but occasionally you will be instructed by us to use this **Reinstall** procedure.*
- (3) The 2-second **Auto-update** procedure takes place after you have done an **Initial Install** of **COHLER CLASSICAL**. You will be automatically prompted at program startup time whenever a new update is available. You can also check for an update at any time using **Options => Check for update**.

(1) Initial Install, go to the [Downloads Page](#) on the website

1. Click **DOWNLOAD NOW**
2. Read Agreement and click **ACCEPT** under heading **Initial Install** for Mac or Windows to download “.zip” file
3. Double click on “.zip” file to unzip (Mac) / open in Explorer (Windows)
4. Double click on “.dmg” file to mount (Mac) / extract files to folder (Windows)
5. Open REAPER
6. Type ? to open Actions List
7. Click **New action...** button and choose **Load ReaScript...** (*Note: In older versions of REAPER there was a **Load** button instead of **New action...***)
8. From mounted dmg (Mac) / extracted folder (Windows), select **Install_Mac.lua** (Mac) / **Install_Win.lua** (Windows)
9. Click **Run** button
10. Select and open the **COHLER CLASSICAL ReaperConfigZip** file in the REAPER **Configurations** folder which should be showing on your screen at this point.
11. Click **OK** on popup to import
12. Click **Import** on file listing window
13. REAPER will now flash several windows, restart, and eventually present the **Cohler Classical License Options** window.
14. Follow on-screen instructions from there. *Also see Licensing section below.*

(2) Reinstall, go to the [Downloads Page](#) on the website

1. Click **DOWNLOAD NOW** button
2. Read Agreement and click **ACCEPT** button under heading **Reinstall** to download **ReaperConfigZip** file
3. Launch REAPER
4. Click on **Edit => Import Configuration...**
5. Select the **Cohler Classical [version number].ReaperConfigZip** file that you just downloaded and click **Open**.
6. When prompted, save your current project if necessary.
7. Click **Import** on file listing window.
8. REAPER will now flash several windows, restart, and eventually present the **Cohler Classical License Options** window.
9. Follow on-screen instructions from there.

(3) Auto-update, when prompted in REAPER

1. Click **OK**.
2. Wait for REAPER to apply the update and restart.

Licensing

Note: License functions are available only while you are connected to the Internet. Therefore, for example, if you license a machine while on the Internet, and you go offsite for a session, you needn't worry about dongles or USB keys, because the license is installed and cannot be uninstalled while not connected to the Internet.

On startup, **COHLER CLASSICAL** presents you with the **Cohler Classical Licensing Options** window. There are three choices:

1. 14-day FREE Trial License
2. Purchase License
3. Enter License Code

Select one and follow the instructions on screen.

The **Options => License** command provides the following license-related functions

- **Install/Uninstall** - Install or uninstall a license
- **View** - View your license
- **Buy now** - Purchase a license
- **Agreement** - Review the license terms and conditions
- **Set proxy...** - If your system is in a firewalled corporate or institutional setting, you may be restricted from accessing the Internet directly. This command allows you to set an approved proxy server URL (including protocol, port, and username/password if necessary) and a timeout parameter for **COHLER CLASSICAL** Internet access during licensing processes.