

# The ProjectConverter Manual

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# 1 Welcome to the ProjectConverter Documentation

This tool converts from Cockos Reaper projects to the open DAWproject format and back.

## 1.1 Installation

Download and run the matching installer for your operating system. After that you can start the application ConvertWithMoss.

### Note

macOS users should read README-MACOS.md document for important notices.

## 1.2 Usage

1. Select a source project file.
2. Select the output folder where you want to create the converted project.
3. The select the source and destination format accordingly. Choosing the same source and destination format is not prevented and might be helpful for checking which information is converted and what is lost.
4. Press the *Convert* button to start the conversion. The progress is shown with notification messages in the log area.

## 1.3 Reaper projects as the destination

This destination format has the option to create an arrangement from the Clip Launcher Data. This puts all clips from the Scenes in the DAWproject in the Arranger. Each scene section has the length of the longest clip in the scene. Additionally, range markers are created for each scene using the name of the scene.

## 1.4 DAWprojects as the destination

This destination format has the option to create an arrangement from the Clip Launcher Data similar to the Reaper destination (see above). This might be helpful for DAWs which support the DAWproject format but do not have a Clip Launcher (e.g. Presonus Studio One).

## 1.5 Converted data

The following data can currently be converted between the 2 formats.

### Metadata

- Project comment and author field; other info taken/written from/to export ID3 tags

### Project

- Time-base seconds or beats
- Tempo and signature

### Markers

- Name
- Position
- Color

Range markers are not supported.

### Master Track

- Number of audio channels
- Volume

- Panorama
- Mute
- Solo
- Color

### Tracks

- Folder structure
- Track type - MIDI and audio, AUX if it has receives
- Active state - Reaper has no active state for tracks, instead the track controls are set to locked and all plugins of the track are set to offline.
- Number of audio channels
- Volume
- Panorama
- Mute
- Solo
- Color

### Device

- VST 2, VST 3 and CLAP devices with their state
- Enabled (bypass)
- Loaded (offline)

### Items

- Name
- Position
- Fade in, fade out

### MIDI Items

- Notes
- Polyphonic / Channel Aftertouch
- Continuous Controller (CC)
- Program Change
- Pitch Bend

### Audio Items

- The sample

### Automation

- Project tempo
- Project signature
- Track volume
- Track panorama
- Track mute

#### 1.5.1 Known Issues

- No clips in clips in Reaper: nested clips in a DAWproject are tried to be *flattened*, this might cause issues.
- Same for fades which are not on the top level. As a workaround consolidate all clips before export.
- Currently, the following features of the DAWproject format are not supported:
  - Built-in devices.
  - AU plugins.
  - Video clips.
  - Panorama on sends (including modulation envelope).

- VST parameter envelopes.
- MIDI parameter envelopes.
- Complex routings (beyond normal sends).
- Continuous tempo changes.

## 1.6 Changes

### 1.6.1 1.2.0

- New: DAWproject Clip Launcher clips can be converted into the Reaper arranger.
- New: DAWproject Clip Launcher clips can be converted into the DAWproject arranger.
- New: Improved user interface.
- New: Improved layout of manual.
- Fixed: WAV files in 32-bit float and OGG-files had a duration of 0 set in the DAWproject target.
- Fixed: Media files were not added to the destination project when converting DAWproject to DAWproject.

### 1.6.2 1.1.4

- Fixed: Support MIDI clips wrapped in another Lane as exported from Studio One.
- Fixed: File reference converted from Reaper could contain mixed slashes (missing audio in Studio One).
- Fixed: Top level buses are now created as well (Studio One source).

### 1.6.3 1.1.3

- Fixed: A DAWproject which did not conform to the project XML schema could not be converted but only a warning should have been displayed.
- Fixed: A DAWproject which contained a VST 2 device with an empty (preset) name could not be converted.

### 1.6.4 1.1.2

- New: Only set DAWproject tracks to hybrid if both audio and MIDI is present.
- Fixed: Fixed a crash when a Reaper project contained an empty node.
- Fixed: An error was shown if the last Reaper top track was set as the end of a folder.
- Fixed: Wrong message was logged when presets were about to be saved.

### 1.6.5 1.1.1

- Fixed: Workaround for incorrect color format in Studio One exports.

### 1.6.6 1.1.0

- New: Added more logging and cancellation option when compressing audio files into a DAWproject.
- New: Implemented converting looped audio clips in both directions.
- New: Added support for OGG files when converting from Reaper.
- New: Added conversion of clip comments.
- Fixed: Converting VST3 states from Reaper could crash.