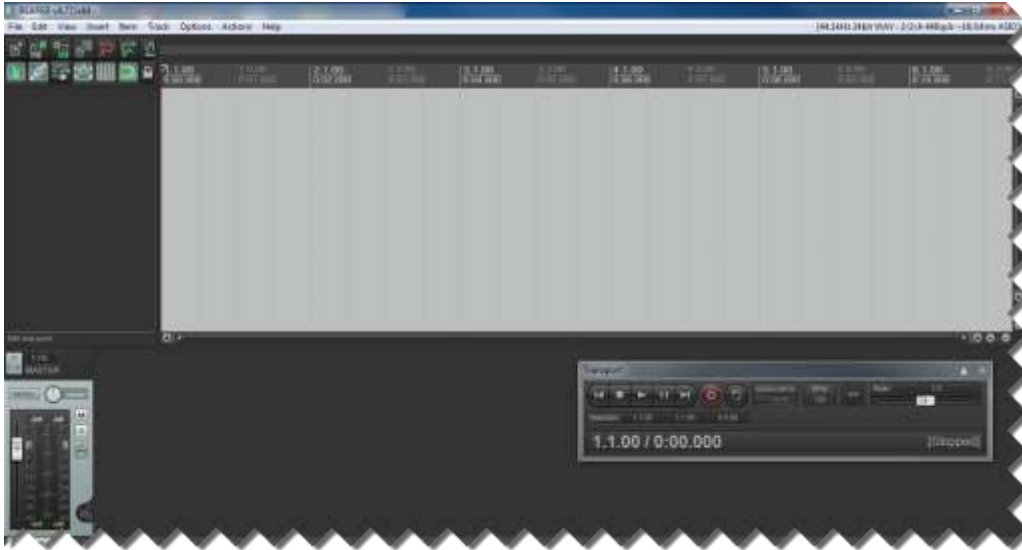
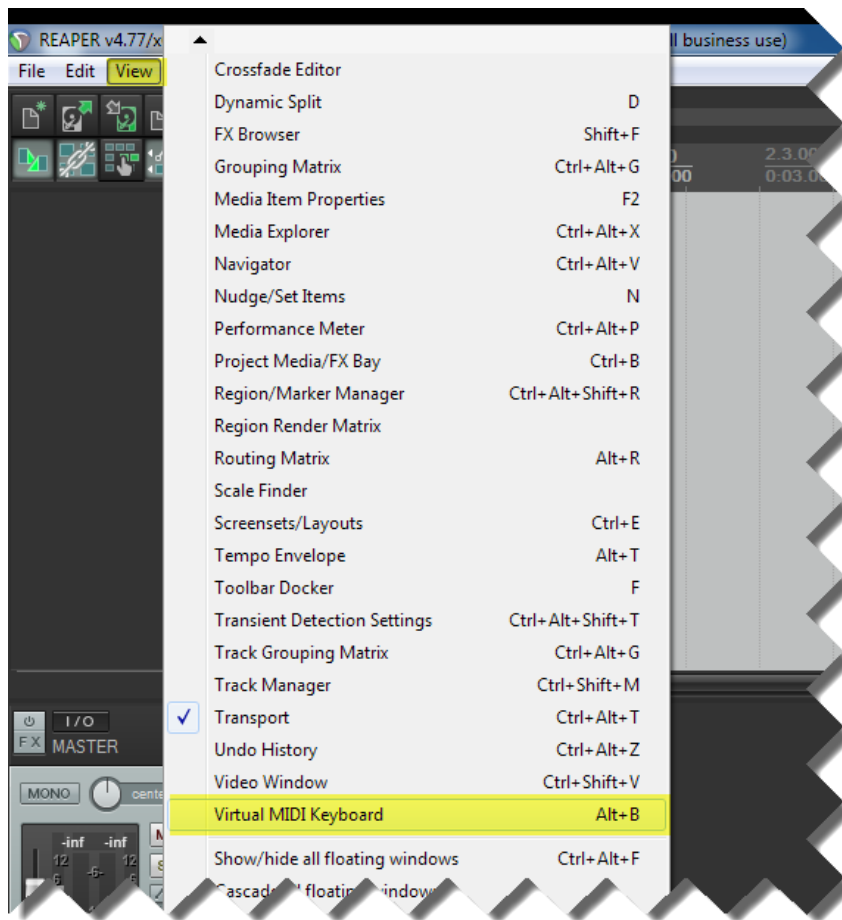


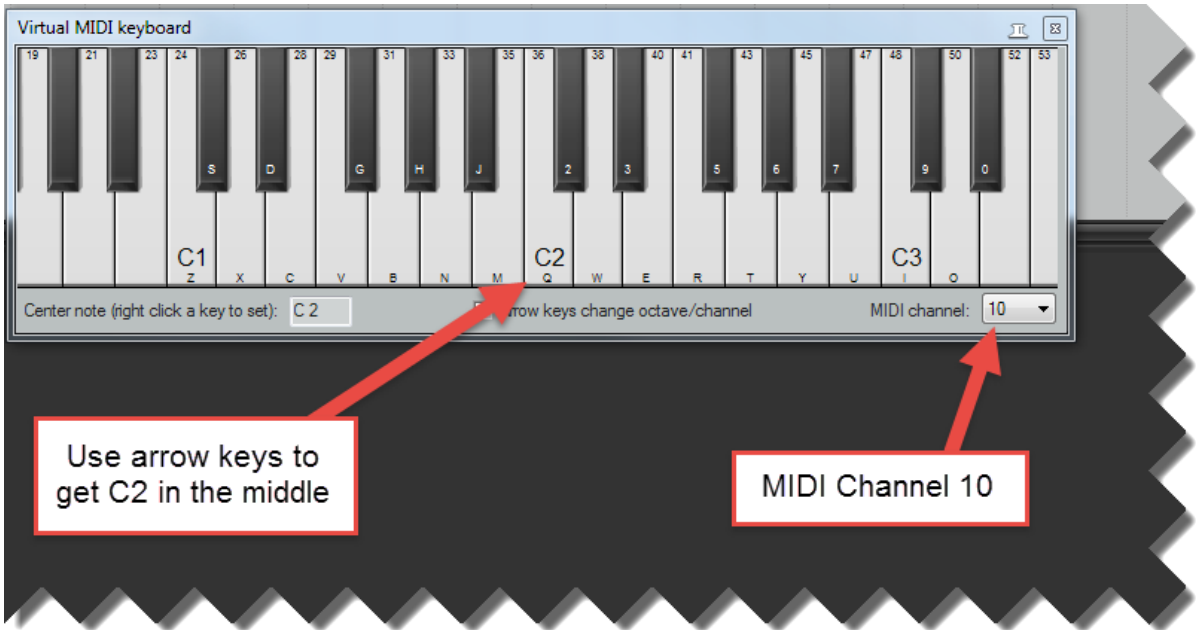
Creating Your First Drum Track in Reaper Software: A Step-By-Step Guide



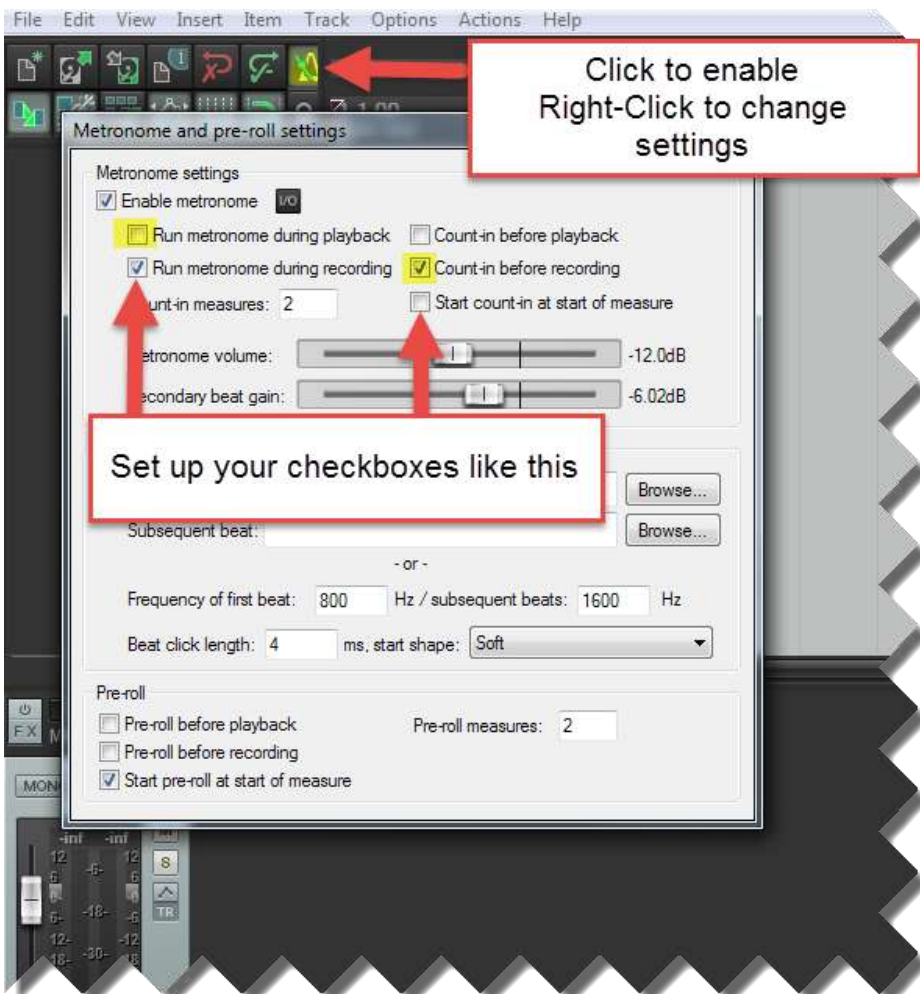
STEP 1: Start With a blank new project in Reaper



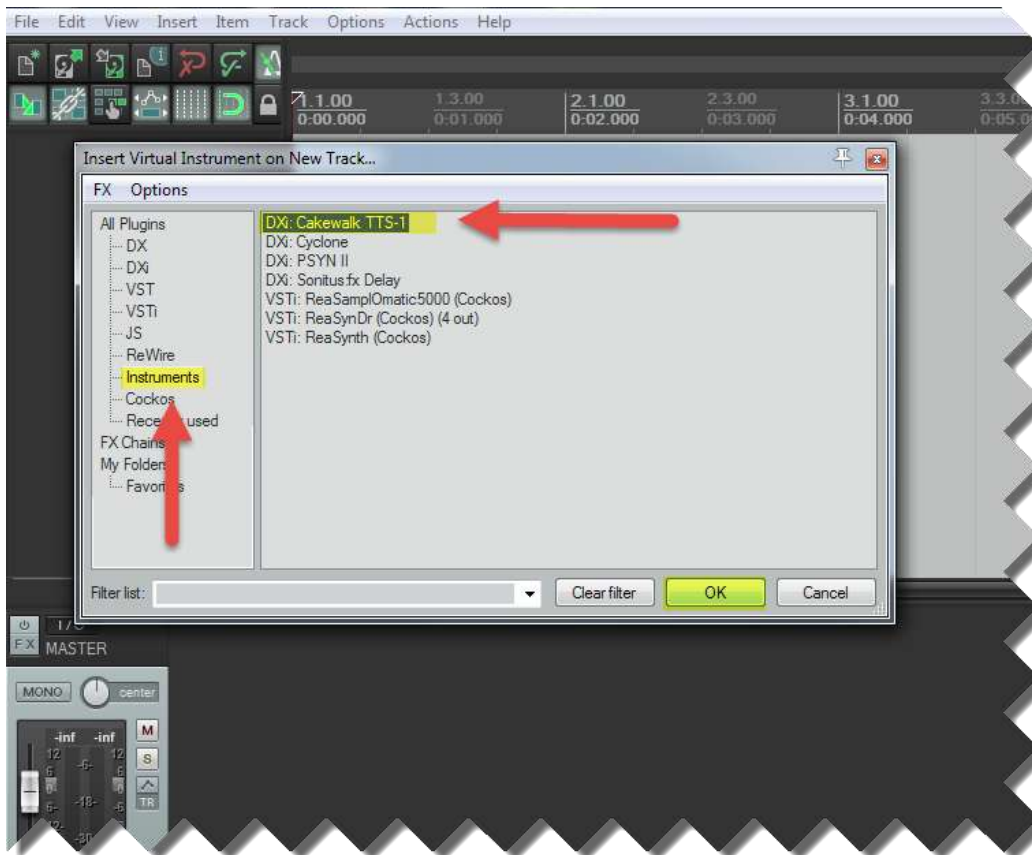
STEP 2: Menu View->Virtual MIDI Keyboard or (Alt+B)



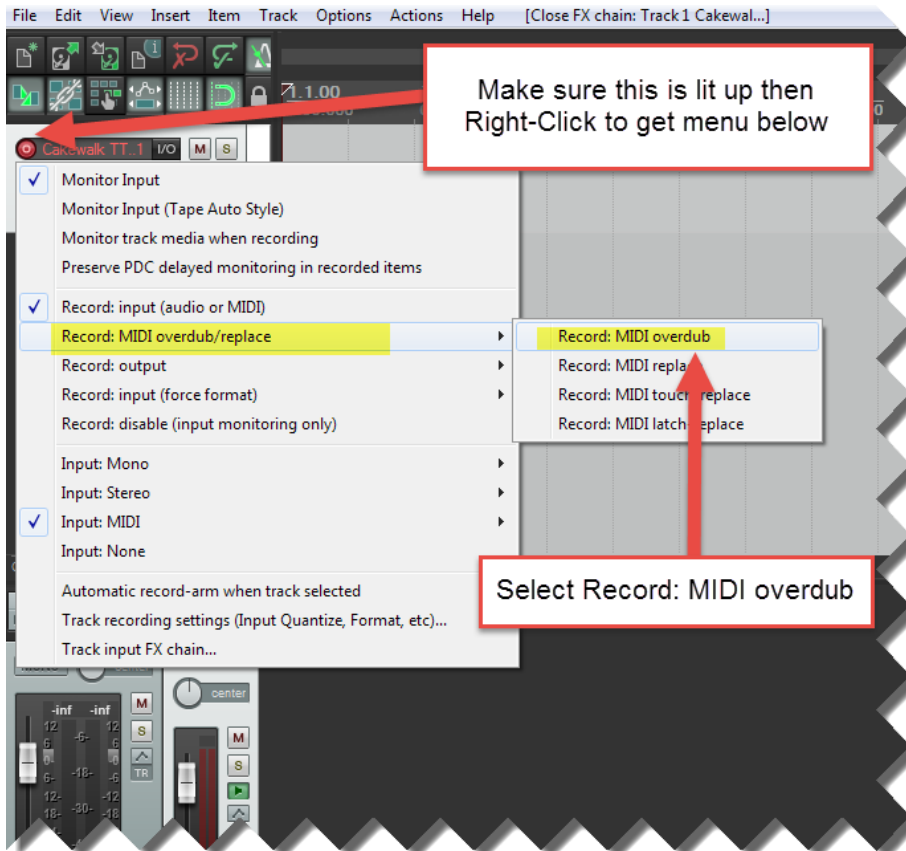
Use the arrow keys on your computer keyboard to make sure the note C2 is in the middle. Make sure the MIDI channel is set to 10 (this is the standard percussion channel)



STEP 3: Enable metronome and set up as above (right-click on metronome button)



STEP 4: Menu Insert -> Virtual Instrument on New Track ...



STEP 5: Ensure track is armed for recording and to Record MIDI overdub

STEP 6: Press a few keys on the virtual keyboard to check it is working



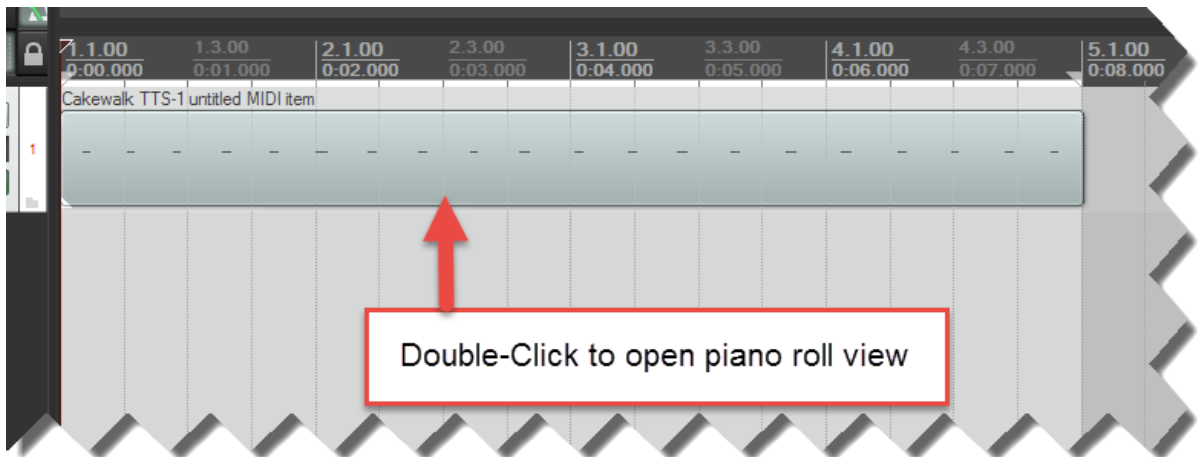
STEP 7: Select a 4-bar section



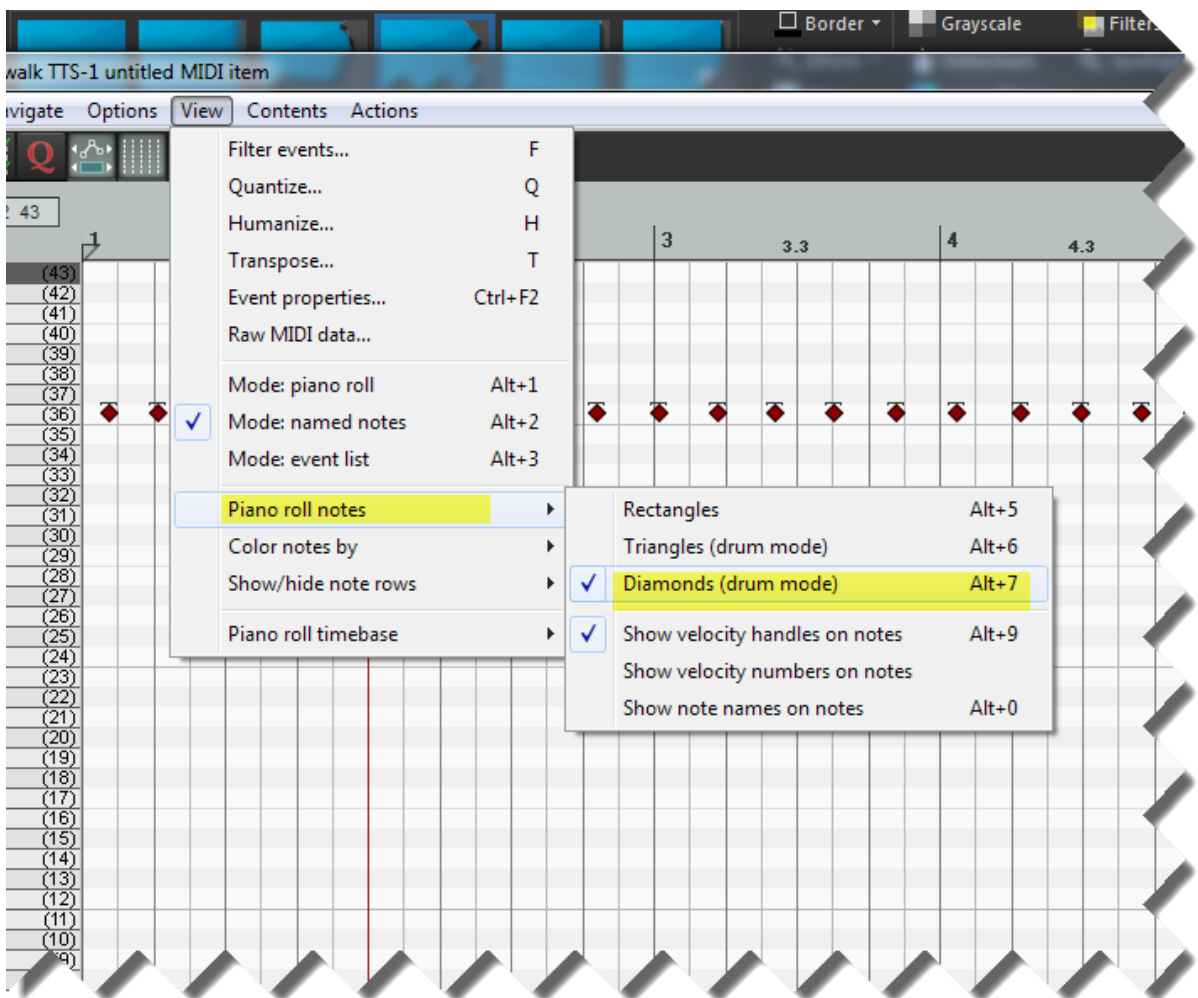
STEP 8: Make sure the repeat button is pressed as above



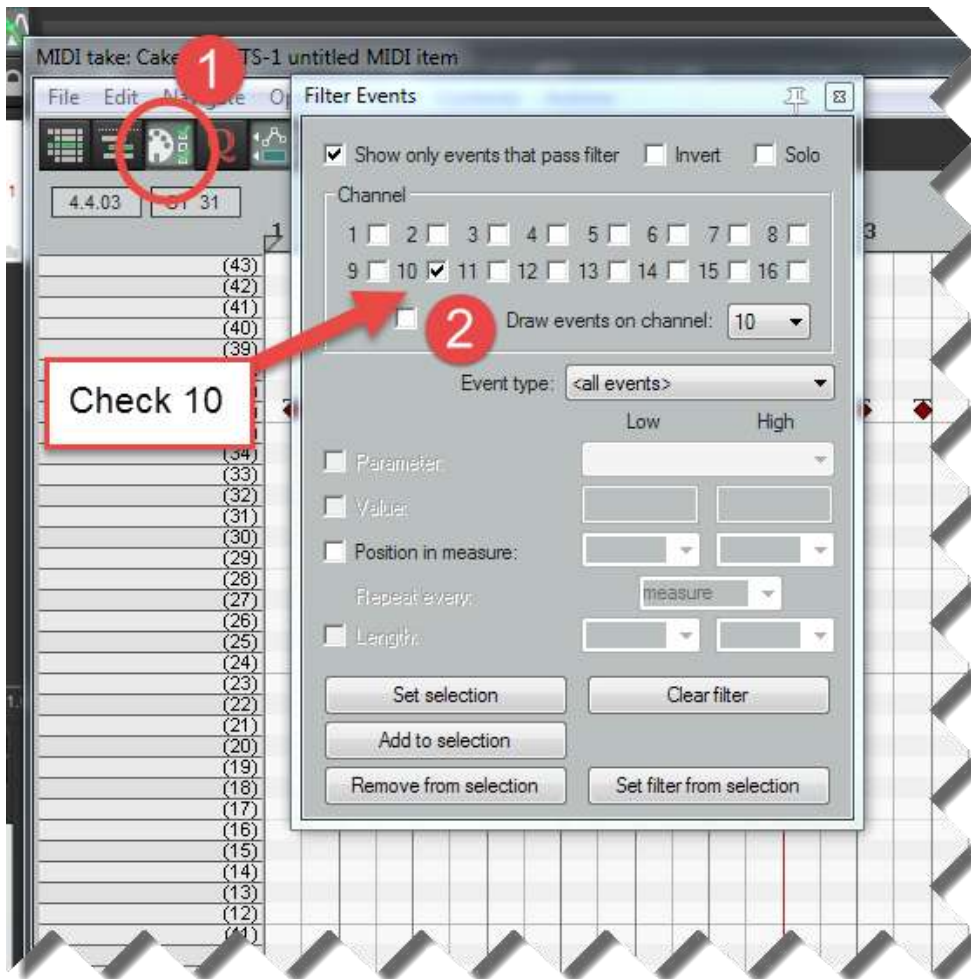
STEP 9: Press the record button (or CTRL+R) then click on the keyboard to bring it into focus during the 2-bar count-in so it is ready to record



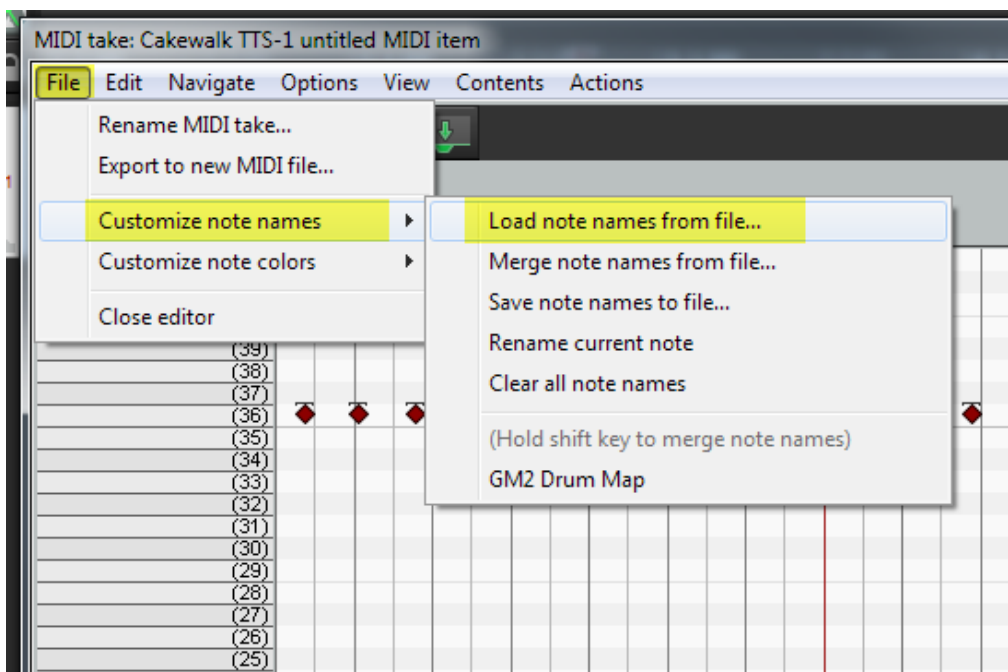
STEP 10: Double click on the track when you have recorded a few events to open up the piano roll view



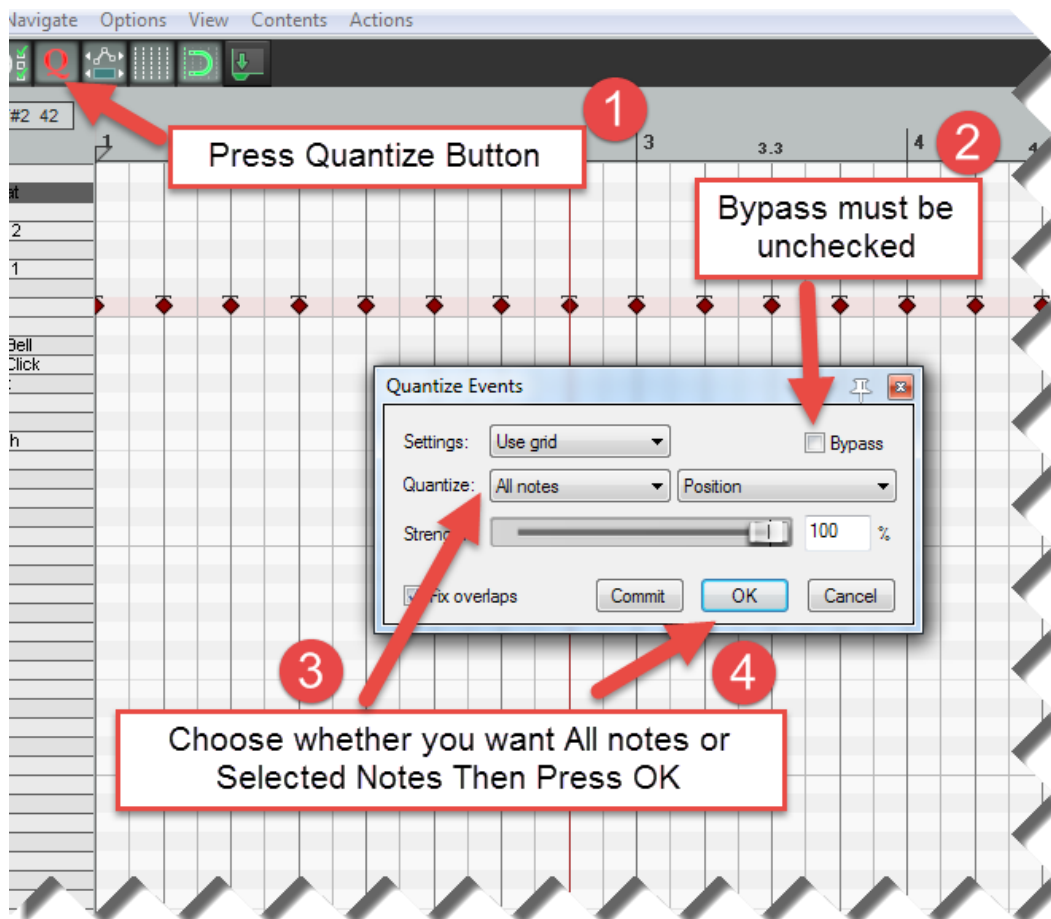
STEP 11: For drum editing, make sure you are displaying the notes as Diamonds or Triangle (whichever you prefer)



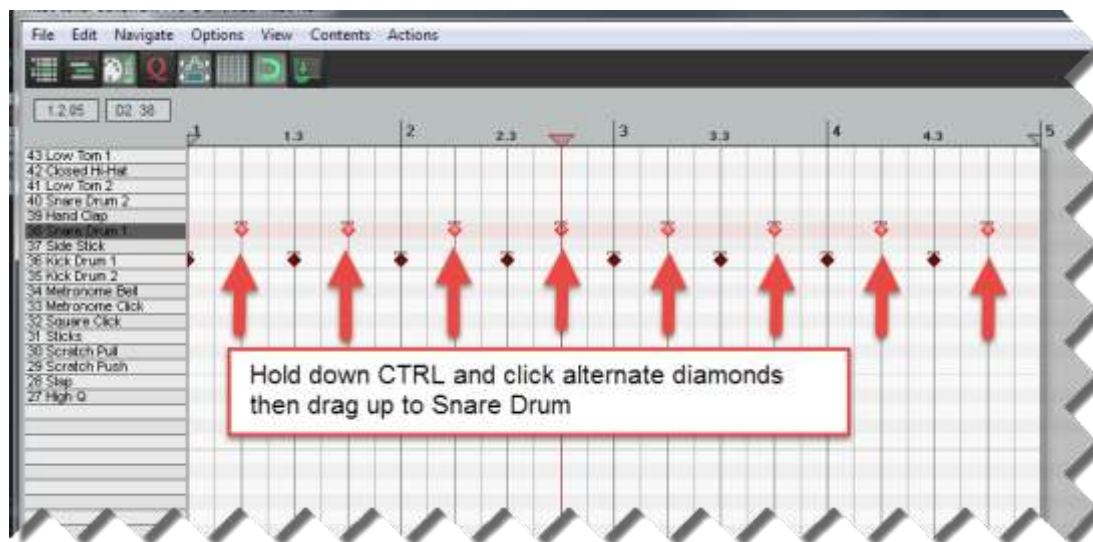
STEP 12: Use the MIDI filter button and check Channel 10 so you only draw notes on the percussion channel. Otherwise you will probably hear the wrong instrument!



STEP 13: If you have downloaded the GM2 Drum Map text file and wish to customize the note names then import as above.



STEP 14: Quantize the beats you have recorded as above



STEP 15: Hold down the CTRL key, and click alternate beats to select them. Then drag them up to the Snare drum.

STEP 16: Have a go at recording further drums on the track you have created. Or use the pencil tool and double-click in the grid to draw them in individually