

## Introduction

On the official release of REAPER V6, for some strange reason, I decided to have a go at creating a theme myself. Actually, I think it was because I started tweaking a few things in the default V6 theme, like track widths and fader knob sizes, and found the complex code almost impossible to follow and understand.

Of course, I could have simply carried on using the same V5 default theme that I had been using for a year or so. But I didn't and I started to look closely at the various SDK documents available on WALTER and theming.

And so the Simple theme was born.

I pretty much started from scratch with a totally blank rtconfig file. I quickly found that certain things were not working so I copied the non-WALTER or Global Settings section from the V6 default theme, seeing as I was going to be working with REAPER V6. But other than that I have built each section from the ground up, learning about each UI element as I went along.

There are still some aspects eluding me, like yellow and pink lines, for instance. I think I have an understanding of the pink lines now, but when yellow lines are introduced I spend much time head scratching.

In this document I have gone through each section, one element at a time mainly in image name alphabetical order, though I have bucked that system in a couple of places. For each element I have show the WALTER code and associated images as applicable.

What this document does not do is go into the fine detail of how the WALTER code is made up for each element. For that you will still need to refer to the various SDK documentation found on the internet. For more information on that the first port of call is the official REAPER forum, specifically, the Color Themes and Icon Sets sub forum:-

<https://forum.cockos.com/forumdisplay.php?f=26>

But there should be enough here to allow new users to theming and WALTER to be able to follow the very basic code used.

The Simple theme is, indeed, very simple. It is a fixed theme, meaning that the code is written in such a way that elements are not rearranged as sections are re-sized. This was a deliberate approach based on the fact that I rarely mess around with sections. I set and forget. So everything is located to suit my current and basic work flow.

I am sure that some eyebrows will be raised at some of the decisions I have made. The Master Track Control Panel has very few elements and the Master Mixer Track Panel even less. When mixing I have always left the Master level at 0dB. And I never adjust pan or width on the Master Track, so all those controls have been left off.

In the Track Control Panel, the only time I turn on the Master Track is when I need to automate the tempo. And in the Mixer section all I need to see is the main meter and the insert effects section.

## RTCONFIG Global Settings

As it currently stands the Global Settings in the rtconfig.txt file looks like this:-

```
#>-- Global Settings --
version 6.0
use_pngs 1
tcp_showborders 0
mcp_showborders 0
transport_showborders 0
tcp_vupeakwidth 2
mcp_vupeakheight 2
mcp_mastervupeakheight 4
use_overlays 0
mcp_vol_zeroline FFFFFFFF
gen_vol_zeroline FF000000
gen_pan_zeroline FF000000
item_volknobfg 85000000 FF778485 00474F4F
tcp_master_minheight 60
mcp_min_height 370
envcp_min_height 26
mcp_volttext_flags 5 5
tcp_volttext_flags 12
no_meter_reclbl 1
tcp_heights 4 26 50 64 ; supercollapsed, collapsed, small(norecarm), recarm size
tcp_folderindent 10
```

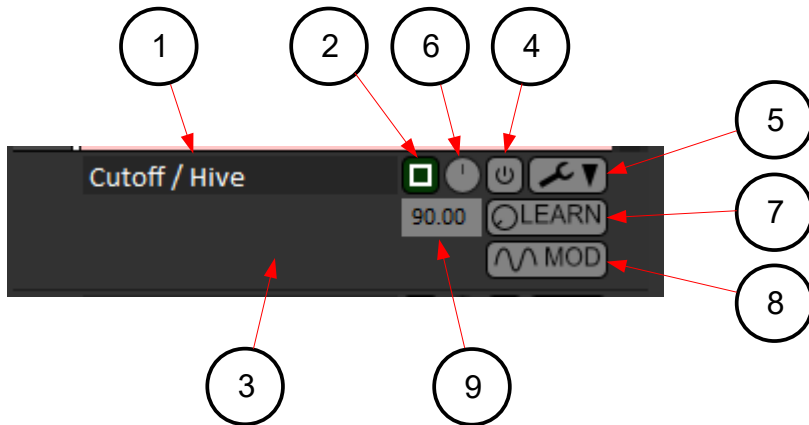
## Fonts

The following is a reminder of what fonts are used throughout the WALTER code:-

```
; -- WALTER --

; -- Fonts --
; font #1/10/15/16 - calibri regular 8
; font #2 - calibri regular 9
; font #3/5 - calibri regular 10
; font #4 - calibri regular 11
; font #6 - calibri regular 12
; font #7 - calibri regular 13
; font #8 - calibri regular 15
; font #9 - calibri regular 4
; font #11 - calibri regular 16
; font #12 - calibri regular 18
; font #13 - calibri regular 20
; font #14 - calibri regular 22
```

## Envelope Control Panel



### Initial WALTER code for Envelope Control Panel:-

```
;- Envelope Control Panel --
```

```
Layout "STANDARD"
```

```
clear envcp.*
```

```
front envcp.label
```

```
set envcp.size [340 70]
```

#### 1) Envelope Label element WALTER code:-

```
set envcp.label w<210 [0] [35 3 180 17 0 0 1 0]
```

```
set envcp.label.color [255 255 255]
```

```
set envcp.label.font [4]
```

```
set envcp.label.margin [3 470 0 470 0] ; large top and bottom margins prevent label rotation
```

#### 2) Envelope Arm for recording button

WALTER code:-

```
set envcp.arm [217 2 19 19 1 0 1 0]
```

```
set envcp.arm w<135 [0] .
```

Image – envcp\_arm\_off.png (sliced button 57 x 19px)



Image – envcp\_arm\_on.png (sliced button 57 x 19px)



### 3) Envelope Control Panel background

The size of the Envelope Control Panel background is set by initial WALTER code

Image – envcp\_bg.png (background 48 x 12px)



Image – envcp\_bgsel.png (background 48 x 12px)



### 4) Envelope Bypass button

WALTER code:-

```
set envcp.bypass          w<93 [0] [259 2 19 19 1 0 1 0]
```

Image – envcp\_bypass\_off.png (sliced button 57 x 19px)

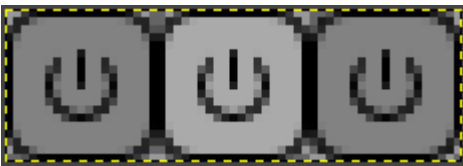


Image – envcp\_bypass\_on.png (sliced button 57 x 19px)



### 5) Envelope Hide/Clear button

WALTER code:-

```
set envcp.hide           w<72 [0] [280 2 40 19 1 0 1 0]
```

Image – envcp\_hide.png (sliced button 120 x 19px)



## 6) Envelope Fader knob

WALTER code:-

```
set envcp.fader.fadermode [1] ; to force knob  
set envcp.fader w<114 [0] [238 2 19 19 1 0 1 0]
```

Image – envcp\_knob\_small.png (background 19 x 19px)



## 7) Envelope MIDI Learn button

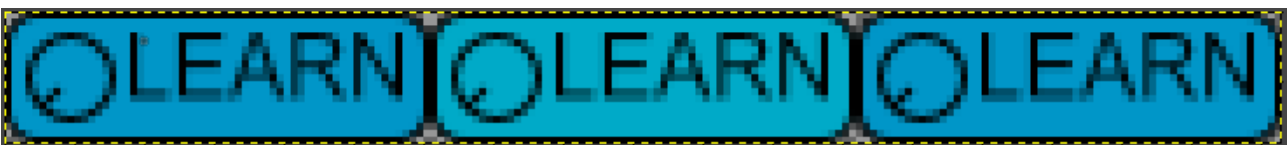
WALTER code:-

```
set envcp.learn w<93 [0] [259 23 61 19 1 0 1 0]  
set envcp.learn h<44 [0]
```

Image – envcp\_learn.png (sliced button 183 x 19px)



Image – envcp\_learn\_on.png (sliced button 183 x 19px)



## 8) Modulation button

WALTER code:-

```
set envcp.mod w<93 [0] [259 44 61 19 1 0 1 0]  
set envcp.mod h<65 [0].
```

Image – envcp\_parammod.png (sliced button 183 x 19px)



Image – envcp\_parammod\_on.png (sliced button 183 x 19px)



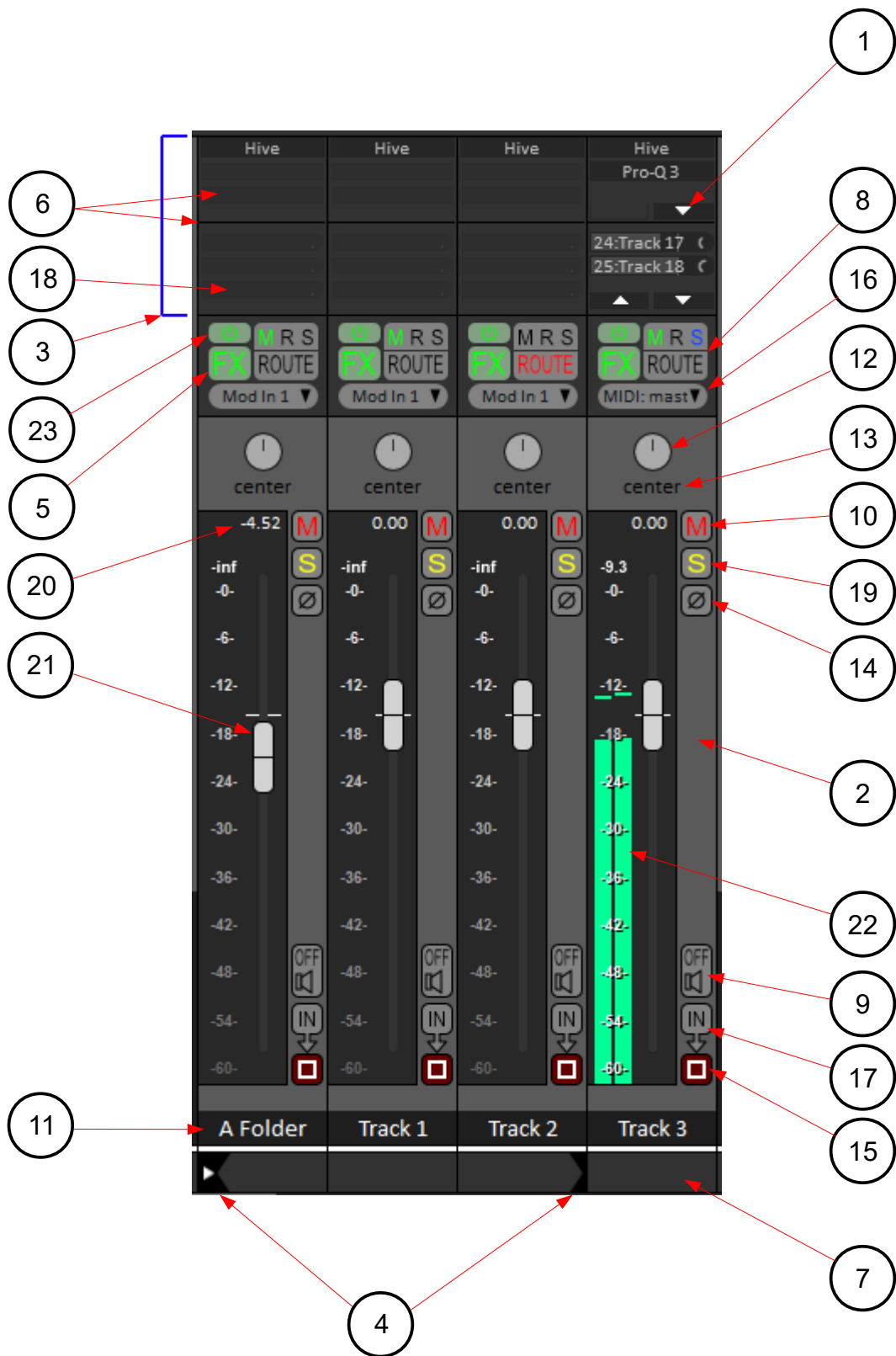
**9) Envelope Value element WALTER code:-**

```
set envcp.value          w<135 [0] [217 23 40 19 1 0 1 0]
set envcp.value          h<44 [0] .
set envcp.value.color    [0 0 0 255 130 130 130 0]
set envcp.value.font     [2]
set envcp.value.margin   [0 0 0 0 0.5]
```

**Closing WALTER code:-**

*EndLayout*

# Mixer Control Panel



## Initial WALTER code for Mixer Control Panel:-

```
; -- Mixer Control Panel --
```

```
Layout "STANDARD"
```

```
clear mcp.*
```

```
set mcp.size [77 370 77 370]
```

```
set mcp.extmixer.mode [0]
```

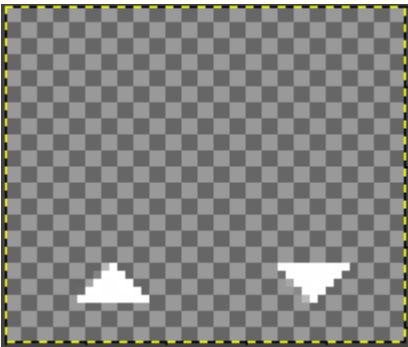
What follows is the code and images for the "STANDARD" MCP layout. There is also a "DIVIDER" MCP layout which will be covered later.

Because I never use the Extended Mixer section as a "sidebar" mcp.extmixer.mode is set to 0. See official documentation.

### 1) Insert FX and Sends Scroll Arrow buttons

No WALTER code required. Up/Down Arrows are placed automatically when the number of Insert FX or Sends do not fit in the number of slots available.

Image – mcp\_arrowbuttons\_ud.png (background? 50 x 42px)



There is no explanation in the official documentation on how this image is "sliced" or how it works. The default image is modified to create a stronger plain white up/down arrow.

Associated images, mcp\_fxlist\_arrows.png and mcp\_sendlist\_arrows.png are left as-is.

### 2) Mixer Control Panel background

The size of the Mixer Control Panel background is set in the initial WALTER code and the background image is stretched to suit respecting any pink and yellow lines used.



Image – mcp\_bg.png (background 6 x 66px)



Note the pink line that represents the unstretchable section of grey background which is the location of the routing, FX and recording input buttons at the top of the Mixing Control Panel.

The V6 default image is modified to have a larger unstretchable area.

The 1px wide black border is now on the right hand side of the panel and returns at the top in order to cap off the top of the panel.

Image – mcp\_bgssel.png (background 6 x 66px)

The “selected track” image is identical to the “unselected track” image above. The V6 default image had a transparent background which imparted a change in tint/shade of the original track colour. This was removed for the Simple theme so that the colour of the Mixer Control Panel did not change when selected.

### 3) Extended Mixer section

The Extended Mixer section can display the Sends List, FX List and FX Parameters List depending on options selected in REAPER.

In the initial WALTER code, the Extended Mixer section is set to automatic mode [0] and will therefore only appear directly above the Mixer Control Panel. No other WALTER code is associated with the Extended Mixer section when in automatic mode.

Image – mcp\_extmixbg.png (background 85 x 6px)



Image – mcp\_extmixbgssel.png (background 85 x 6px)



In both images the 1px wide black border is now on the right hand side of the panel and returns at the top in order to cap off the top of the Extended Mixer section.

### 4) Folders (Parent and Child Tracks)

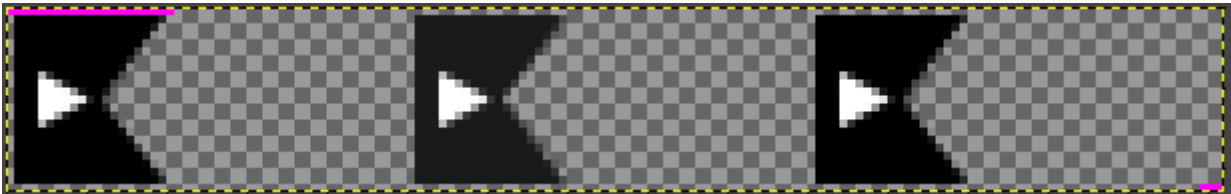
WALTER code:-

```
set mcp.folder          folderstate<0 [58 346 19 24 0 1 0 1] [0 346 77 24 0 1 0 1]
```

Depending on whether a track is a folder, or is within a folder and the last track, an appropriate image is used at the bottom of the track. The state of a track is stored in the *folderstate* variable and that is used to determine which image is used.

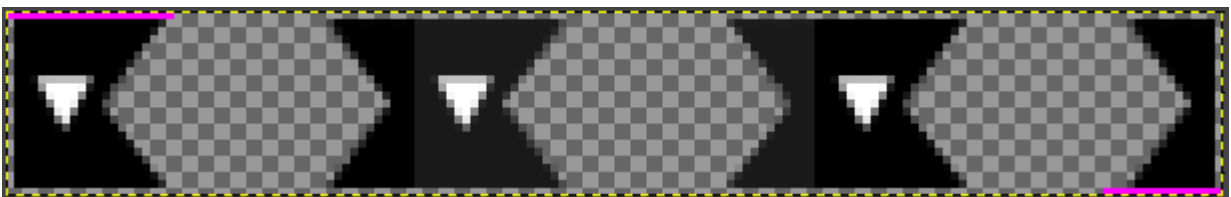
Also, REAPER determines if the folder is expanded or compacted and uses the appropriate image to represent that state. Hence, the one line of WALTER is sufficient to locate and show all of the images.

Image – *mcp\_fcomp\_off.png* (sliced button 152 x 23px)



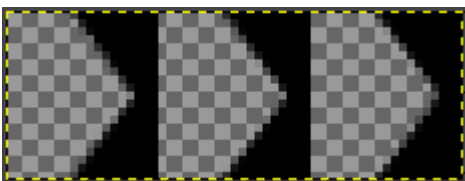
This image is shown when the folder is compacted. All of the child tracks will be visible to the right of the folder (parent) track (if they are turned on in Track Manager).

Image – *mcp\_fcomp\_tiny.png* (sliced button 152 x 23px)



The “tiny” image is shown when a folder track is compacted and the child tracks will not be visible.

Image – *mcp\_folder\_last.png* (sliced button 57 x 21px)



If *folderstate* shows that a child track is the last track in a folder and that folder is not compacted then this image is shown.

## 5) Insert FX button

WALTER code:-

```
set mcp.fx [6 19 25 20 0 0 0 0]
```

Image – mcp\_fx\_dis.png (sliced button 75 x 20px)



Image – mcp\_fx\_empty.png (sliced button 75 x 20px)



Image – mcp\_fx\_norm.png (sliced button 75 x 20px)



## 6) Insert FX List background

Because `mcp.extmixer.mode` is set to 0 there is no WALTER code required to locate and size the Insert FX background. However, the following code is used to centre the label text:-

```
set mcp.fxlist.margin [0 0 0 0.5]
```

All other elements of the Insert FX section are as per default settings.

Image – mcp\_fxlist\_bg.png (background 84 x 5px)



This image is mainly transparent with a 1px thick horizontal black line which acts as a dividing line between the Insert FX section and the Sends List section.

## 7) Track Index Number

WALTER code:-

```
set mcp.trackidx [0 346 77 24 0 1 0 1]
set mcp.trackidx.color ?track_selected [170 170 170] [70 70 70]
set mcp.trackidx.font [6]
set mcp.trackidx.margin [0 0 0 0.5]
```

Image – mcp\_idxbg.png (background 6 x 46px)



Image – mcp\_idxbg\_sel.png (background 6 x 46px)



The 1px wide black border in both images is now on the right hand side of the Track Index Number area to match the other background images.

The colours of the text elements and the image backgrounds are such that the Track ID Number is not visible in the Mixer Control Panel.

### 8) Routing button

WALTER code:-

```
set mcp.io [33 5 38 34 0 0 0 0]
```

Image – mcp\_io.png (sliced button 114 x 34px)



Image – mcp\_io\_dis.png (sliced button 114 x 34px)



Image – mcp\_io\_r.png (sliced button 114 x 34px)



Image – mcp\_io\_r\_dis.png (sliced button 114 x 34px)



Image – mcp\_io\_s.png (sliced button 114 x 34px)



Image – mcp\_io\_s\_dis.png (sliced button 114 x 34px)



Image – mcp\_io\_s\_r.png (sliced button 114 x 34px)



Image – mcp\_io\_s\_r\_dis.png (sliced button 114 x 34px)



A total of eight images required for the MCP IO button but fortunately very simple WALTER code and REAPER takes care of which image to display based on the current track routings.

### 9) Record Monitoring button

WALTER code:-

```
set mcp.recmon [55 222 19 32 0 1 0 1]
```

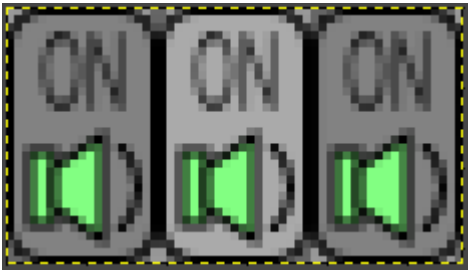
Image – mcp\_monitor\_auto.png (sliced button 57 x 32px)



Image – mcp\_monitor\_off.png (sliced button 57 x 32px)



Image – mcp\_monitor\_on.png (sliced button 57 x 32px)



## 10) Mute button

WALTER code:-

```
set mcp.mute          [55 116 19 19 0 0 0 0]
```

Image – mcp\_mute\_off.png (sliced button 57 x 19)

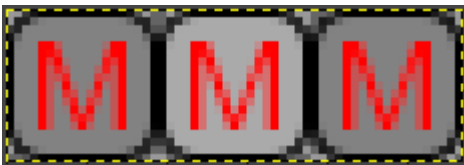


Image – mcp\_mute\_on.png (sliced button 57 x 19)



## 11) Mixer Track Label

WALTER code:-

```
set mcp.label          [0 321 77 20 0 1 0 1]  
set mcp.label.margin   [0 0 0 0 0.5]  
set mcp.label.color    ?track_selected [80 180 100] [255 255 255]  
set mcp.label.color    ?recarm [255 0 0].  
set mcp.label.font     [4]
```

If track is armed for recording the label text colour is red, otherwise it is white.

Image – mcp\_namebg.png (background 5 x 7px)

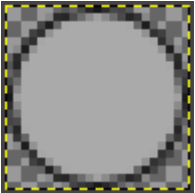


## 12) Pan knob

Walter Code:-

```
set mcp.pan [27 70 23 23 0 0 0 0]
set mcp.pan.color [0 0 0]
set mcp.pan.fadernode [1]
```

Image – mcp\_pan\_knob\_small.png (background 23 x 23px)



## 13) Pan value label

WALTER code:-

```
set mcp.pan.label [19 95 39 15 0 0 0 0]
set mcp.pan.label.color [0 0 0 255]
set mcp.pan.label.font [2]
set mcp.pan.label.margin [0 0 0 0 0.5]
```

Image – mcp\_pan\_label.png (background 4 x 4px)

This is a simple 4 x 4px transparent image. It could be removed from the folder but I have kept it just in case I decide to use a different colour for the Pan value label background.

## 14) Phase button

WALTER code:-

```
set mcp.phase [55 160 19 19 0 0 0 0]
```

Image – mcp\_phase\_inv.png (sliced button 57 x 19px)



Image – mcp\_phase\_norm.png (sliced button 57 x 19px)





## 15) Record Arm button

WALTER code:-

```
set mcp.recarm      [55 287 19 19 0 1 0 1]
```

Image – mcp\_recarm\_norec.png (sliced button 57 x 19px)

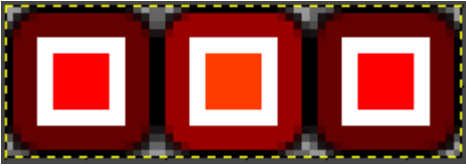


Image – mcp\_recarm\_off.png (sliced button 57 x 19px)



Image – mcp\_recarm\_on.png (sliced button 57 x 19px)



## 16) Record Input menu

WALTER code:-

```
set mcp.recinput      [6 41 65 15 0 0 0 0]  
set mcp.recinput.color [0 0 0]  
set mcp.recinput.font [1]  
set mcp.recinput.margin [3 0 12 0 0.5]
```

Image – mcp\_recinput.png (background 67 x 17px)



## 17) Recording Mode button

WALTER code:-

```
set mcp.recmode [55 257 19 30 0 1 0 1]
```

Image – mcp\_recmode\_in.png (sliced button 57 x 30px)



Image – mcp\_recmode\_off.png (sliced button 57 x 30px)



Image – mcp\_recmode\_out.png (sliced button 57 x 30px)



## 18) Sends List background

Because mcp.extmixer.mode is set to 0 there is no WALTER code required to locate and size the Sends List background. Also, because the text in the label will usually take up all of the space available I could not see the point of making the text centre justified. So no WALTER code at all.

All other elements of the Sends List section are as per default settings.

Image – mcp\_sendlist\_bg.png (background 72 x 5px)

The image for the Send List background is transparent and therefore the colour is set by the images for the Extended Mixer, mcp\_extmixbg.png and mcp\_extmixbgssel.png

## 19) Solo button

WALTER code:-

```
set mcp.solo [55 138 19 19 0 0 0 0]
```

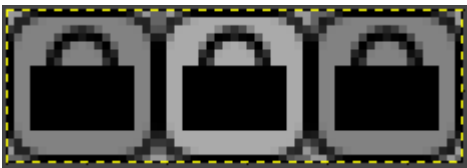
Image – mcp\_solo\_off.png (sliced button 57 x 19px)



Image – mcp\_solo\_on.png (sliced button 57 x 19px)



Image – mcp\_solodefeat\_on.png (sliced button 57 x 19px)



## 20) Volume Label

WALTER code:-

```
set mcp.volume.label [24 116 28 15 0 0 0 0]  
set mcp.volume.label.color [255 255 255]  
set mcp.volume.label.font [-1]  
set mcp.volume.label.margin [0 0 2 0 0.5]
```

Image – mcp\_vol\_label.png (background 43 x 5px)

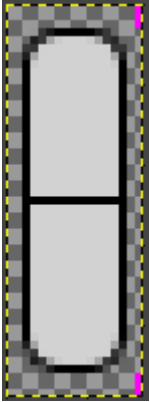
Image is totally transparent and therefore the colour set by the element behind.

## 21) Volume Fader

WALTER code:-

```
set mcp.volume.fadermode [-1]  
set mcp.volume [26 140 24 160 0 0 0 1]
```

Image – mcp\_volthumb.png (fader 17 x 49px)



## 22) Level Meter

WALTER code:-

```
set mcp.meter [4 135 22 170 0 0 0 1]
```

There are nine UI elements altogether that set how the Level Meter looks in the Mixer Control Panel. Just one is used in this theme which sizes and locates the meter background. All other settings are left as default for the “naked” theme.

Image – meter\_bg\_mcp.png (background 36 x 36px)



I have yet to grasp how the pink and yellow lines work in this image. As soon as I find out I will add what I know to this document.

Image – meter\_bg\_v.png (background 4 x 4px)

This image is a solid colour and provides the background fill in between the meter strip readout. The colour matches the “unlit” part of the meter strip images.

All the meter strip and clip images are used as-is from the V6 theme.

## 23) Insert FX Bypass button

WALTER code:-

```
set mcp.fxbyb [6 5 25 12 0 0 0 0]
```

Image – track\_fxempty\_v.png (sliced button 75 x 12px)



Image – track\_fxoff\_v.png (sliced button 75 x 12px)



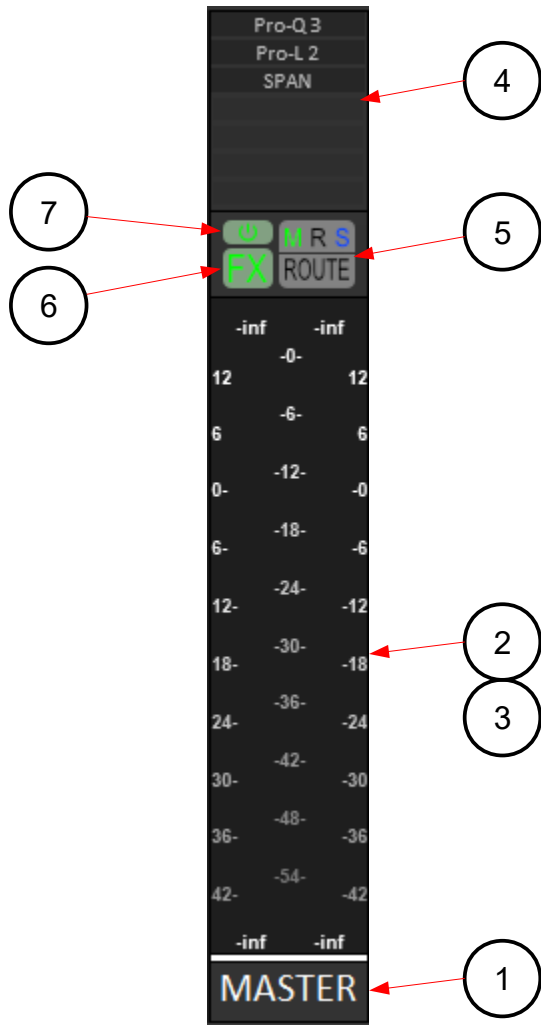
Image – track\_fxon\_v.png (sliced button 75 x 12px)



**Closing WALTER code:-**

*EndLayout*

## Mixer Control Panel Master Track



### Initial Walter code for Mixer Control Panel Master Track:-

The Master Track in the Mixer Control Panel is very minimal. No level or pan adjustments made here. However, "just in case," there are buttons for Insert FX/Bypass and Routing which will allow such tweaks if needed.

```
; -- Master Mixer --
```

```
Layout "Master"
```

```
clear master.mcp.*
```

```
set master.mcp.size [80 370 0 370]
```

### 1) Master Mixer Track Label

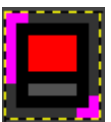
WALTER code:-

```
set master.mcp.label [0 335 80 35 0 1 0 1]
set master.mcp.label.color [255 255 255]
set master.mcp.label.font [8]
set master.mcp.label.margin [0 0 0 0 0.5]
```

Image – mcp\_main\_namebg.png (background 8 x 9px)



Image – mcp\_main\_namebg\_sel.png (background 8 x 9px)



## 2) Master Mixer Track background

The size of the Master Mixer Track background panel is set in the initial WALTER code.

Image – mcp\_mainbg.png (background 22 x 9px)



Image – mcp\_mainbgssel.png (background 22 x 9px)



I had originally intended to have a larger border around the meter but in the end I went for a meter that took up all the available space in the Mixer Master Track. So the images shown here are only to provide a 1px wide border.

## 3) Master Mixer Level Meter

WALTER code:-

```
set master.mcp.meter [1 44 78 291 0 0 0 1]
```

Image – meter\_bg\_v.png (background 4 x 4px)

This image is a solid colour and provides the background fill in between the meter strip readout. The colour matches the “unlit” part of the meter strip images.

All the meter strip images are used as-is from the V6 theme.

## 4) Master Extended Mixer section and Insert FX List

WALTER code:-

```
set master.mcp.fxlist.margin [0 0 0 0 0.5]
```

Like the Mixing Control Panel Extended Mixer and Insert FX List section, There is no specific code for setting the size of this area. The code above is to set the FX list to centre justification.

Image – mcp\_mainextmixbg.png (background 84 x 6px)



Image – mcp\_mainextmixbgssel.png (background 84 x 6px)



Image – mcp\_master\_fxlist\_bg.png (background 84 x 4px)

This is a transparent image.

### **5) Routing button**

WALTER code:-

```
set master.mcp.io          [35 5 38 34 0 0 0 0]
```

The Master Mixer Control Panel uses the same Routing button images as shown in section 8 of the Mixer Control Panel.

### **6) Insert FX button**

WALTER code:-

```
set master.mcp.fx          [7 19 25 20 0 0 0 0]
```

The Master Mixer Control Panel uses the same Insert FX button images as shown in section 5 of the Mixer Control Panel.

### **7) Insert FX Bypass button**

WALTER code:-

```
set master.mcp.fxbyb      [7 5 25 12 0 0 0 0]
```

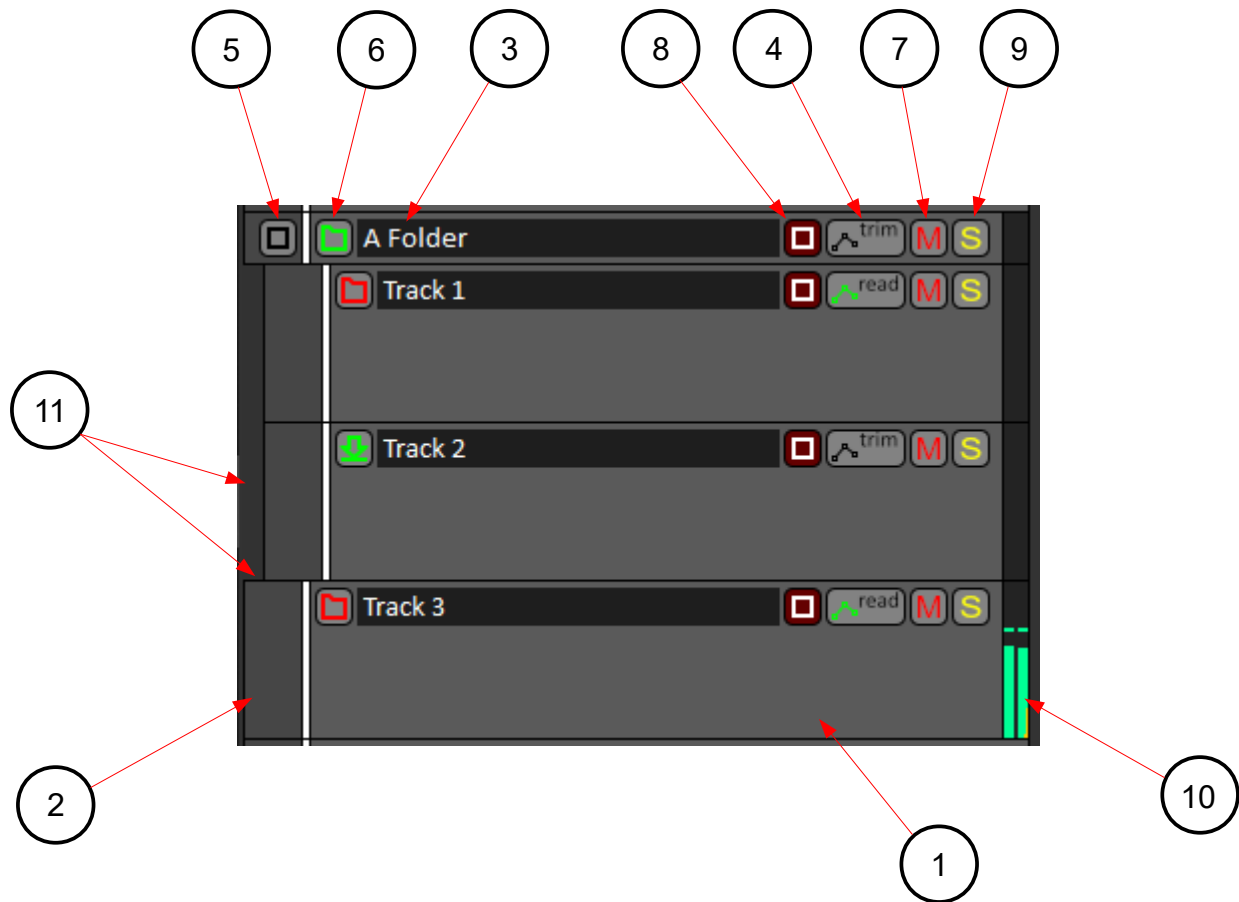
The Master Mixer Control Panel uses the same Insert FX Bypass button images as shown in section 23 of the Mixer Control Panel.

### **Closing WALTER code:-**

```
EndLayout
```



## Track Control Panel



### Initial WALTER code for Track Control Panel:-

```
-- Track Control Panel --
```

```
-- Standard Layout --
```

```
Layout "STANDARD"
```

```
clear tcp.*
```

```
front          tcp.foldercomp
```

What follows is the code and images for the "STANDARD" TCP layout. There is also a "DIVIDER" TCP layout which will be covered later.

## 1) Track Control Panel background

WALTER code:-

```
set tcp.size [340 70]
```

Image – tcp\_bg.png (background 48 x 12px)

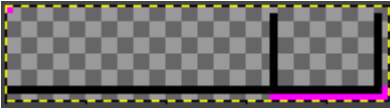


Image – tcp\_bgssel.png (background 48 x 12px)

This image is identical to tcp\_bg.png and therefore does not impart any colour tinting to the track when selected.

## 2) Track Index Number

WALTER code:-

```
set tcp.trackidx h<20 [0] [0 0 30 tcp.size{1} 0 0 0 1]
set tcp.trackidx w<35 [0] .
set tcp.trackidx.color ?track_selected [170 170 170] [70 70 70]
set tcp.trackidx.font [6]
set tcp.trackidx.margin [0 470 0 470 0.5]
```

I have opted not to show the Track ID number. This was achieved by making the colour of the text the same as the colour of the background in the third line of the WALTER code above.

Image – tcp\_idxbg.png (background 12 x 5px)



Yet again, the yellow line thing dumbfounds me...

Image – tcp\_idxbg\_sel.png (background 12 x 7px)



### 3) Track Label

WALTER code:-

```
set tcp.label      w<210 [0] [57 3 158 19 0 0 1 0]
set tcp.label      h<20 [0] .
set tcp.label.margin [3 0 0 0]
set tcp.label.color ?track_selected [80 180 100] [255 255 255]
set tcp.label.color ?recarm [255 0 0] .
set tcp.label.font  [4]
```

Image – tcp\_namebg.png (background 5 x 24px)

This image is a solid colour with no special stretching requirements.

### 4) Track Envelope/Automation button

WALTER code:-

```
set tcp.env        w<139 [0] [238 3 40 19 1 0 1 0]
set tcp.env        h<20 [0] .
```

Image – track\_env.png (sliced button 120 x 19px)



Image – track\_env\_latch.png (sliced button 120 x 19px)



Image – track\_env\_preview.png (sliced button 120 x 19px)



Image – track\_env\_read.png (sliced button 120 x 19px)



Image – track\_env\_touch.png (sliced button 120 x 19px)



Image – track\_env\_write.png (sliced button 120 x 19px)



### 5) Folder Compaction button

WALTER code:-

```
set tcp.foldercomp w>58 [8 3 19 19 0 0 0 0] [0]  
set tcp.foldercomp h<20 [0] .
```

Image – track\_fcomp\_off.png (sliced button 57 x 19px)



Image – track\_fcomp\_small.png (sliced button 57 x 19px)

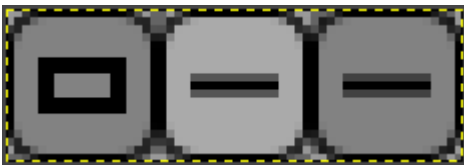


Image – track\_fcomp\_tiny.png (sliced button 57 x 19px)



### 6) Folder Cycle button

WALTER code:-

```
set tcp.folder w>181 [36 3 19 19 0 0 0 0] [0]  
set tcp.folder h<20 [0] .
```

Image – track\_folder\_last.png (sliced button 57 x 19px)

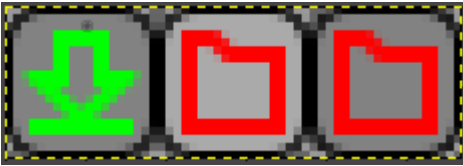


Image – track\_folder\_off.png (sliced button 57 x 19px)

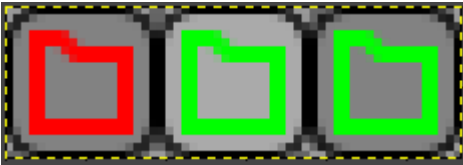


Image – track\_folder\_on.png (sliced button 57 x 19px)



## 7) Track Mute button

WALTER code:-

```
set tcp.mute          w<97 [0] [280 3 19 19 1 0 1 0]
set tcp.mute          h<20 [0] .
```

Image – track\_mute\_off.png (sliced button 57 x 19px)

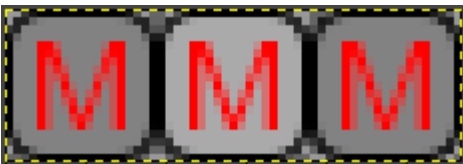


Image – track\_mute\_on.png (sliced button 57 x 19px)



## 8) Track Record Arm/Disarm button

WALTER code:-

```
set tcp.rearm        w<160 [0] [217 3 19 19 1 0 1 0]
set tcp.rearm        h<20 [0] .
```

Image – track\_rearm\_norec.png (sliced button 57 x 19px)

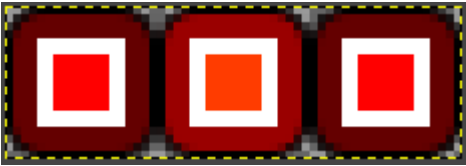


Image – track\_rearm\_off.png (sliced button 57 x 19px)



Image – track\_rearm\_on.png (sliced button 57 x 19px)



## 9) Track Solo button

WALTER code:-

```
set tcp.solo      w<76 [0] [301 3 19 19 1 0 1 0]  
set tcp.solo      h<20 [0] .
```

Image – track\_solo\_off.png (sliced button 57 x 19px)



Image – track\_solo\_on.png (sliced button 57 x 19px)



## 10) Level Meter

WALTER code:-

```
set tcp.meter     w<52 [0] [327 0 12 69 1 0 1 1]  
set tcp.meter     h<20 [0] .
```

Image – meter\_bg\_v.png (background 4 x 4px)



This image sets the colour of the gap between the left and right meter sections.

Image – meter\_clip\_v.png (meter clip 4 x 8px)



The upper portion of this image sets the unlit colour of the clipping meter.

Image – meter\_strip\_v.png (meter strip 32 x 2px)



The far left portion of this image sets the unlit colour of the main meter.

## 11) Folders and indentation

There is no WALTER code for locating and sizing the folder indent images.

Image – folder\_end.png (background 8 x 6px)



This image is used to provide a 1px thick black line at top left of the track below. Without this there would be no border over the length of the indent.

Image – folder\_indent.png (background 3 x 3px)

This image is a solid colour with no special stretching requirements.

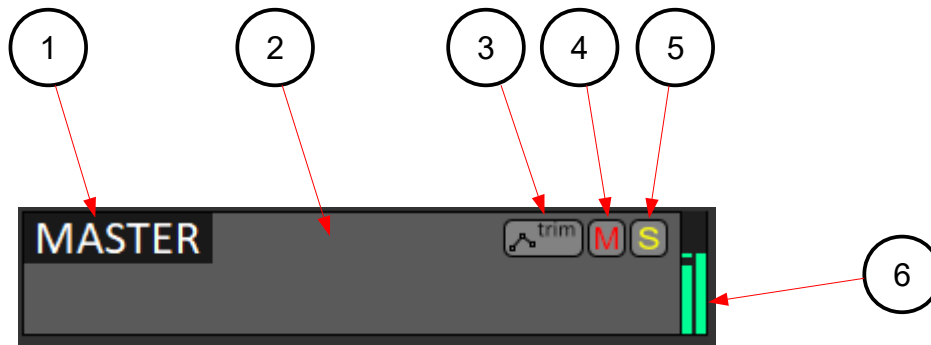
Image – folder\_start.png (background 3 x 3px)

This image is a solid colour with no special stretching requirements. Also, this image is not visible in the Simple theme because it is hidden underneath the TCP Track Index Number image.

### Closing WALTER code:-

*EndLayout*

## Master Track Control Panel



### Initial WALTER code for Master Track Control Panel:-

```
;- Master Track Control Panel -;
```

```
Layout "Master"
```

```
clear master.tcp.*
```

#### 1) Master Track Label

WALTER code:-

```
set master.tcp.label      [1 1 94 25 0 0 0 0]  
set master.tcp.label.color ?track_selected [80 180 100] [255 255 255]  
set master.tcp.label.font [12]  
set master.tcp.label.margin [5 0 0 3 0]
```

Image – tcp\_main\_namebg.png (background 3 x 3px)

This image is a solid colour with no special stretching requirements.

Image – tcp\_main\_namebg\_sel.png (background 3 x 3px)

This image is identical to tcp\_main\_namebg.png

#### 2) Master Track background

WALTER code:-

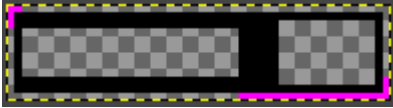
```
set master.tcp.size      [340 70 340 60]
```

Image – tcp\_mainbg.png (background 48 x 12px)





Image – tcp\_mainbgssel.png (background 48 x 12px)



### 3) Master Track Envelopes/Automation

WALTER code:-

```
set master.tcp.env          [238 4 40 19 1 0 1 0]
```

The Master Track Control Panel uses the same Envelope/Automation button images as shown in section 4 of the Track Control Panel.

### 4) Master Track Mute button

WALTER code:-

```
set master.tcp.mute        [280 4 19 19 1 0 1 0]
```

The Master Track Control Panel uses the same Mute button imaged as shown in section 7 of the Track Control Panel.

### 5) Master Track Solo button

WALTER code:-

```
set master.tcp.solo        [301 4 19 19 1 0 1 0]
```

The Master Track Control Panel uses the same Solo button imaged as shown in section 9 of the Track Control Panel.

### 6) Master Track Meter

WALTER code:-

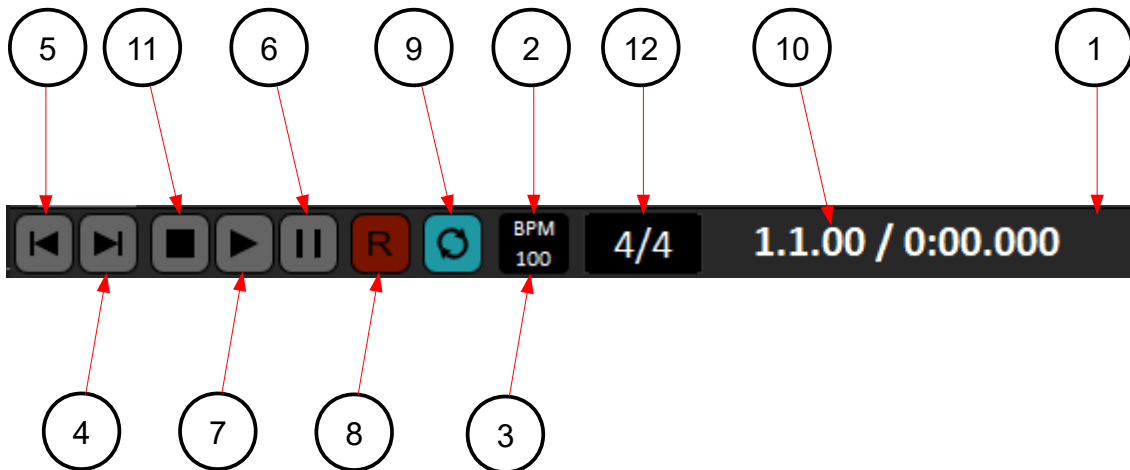
```
set master.tcp.meter       [327 0 12 69 1 0 1 1]
```

The Master Track Control Panel uses the same Meter images as show in section 10 of the Track Control Panel.

Closing WALTER code:-

```
EndLayout
```

## Transport



### Initial WALTER code for Transport section:-

```
; -- Transport --
```

```
clear trans.*
```

```
Layout STANDARD
```

```
clear trans.*
```

#### 1) Transport Panel Background

WALTER code:-

```
set trans.size [1000 100]  
set trans.size.dockedheight [35]
```

Image – transport\_bg.png (background 6 x 5px)



#### 2) Tempo Tap button

WALTER code:-

```
set trans.bpm.tap [244 3 35 15 0 0 0 0]  
set trans.bpm.tap.color [255 255 255 255]
```

Image – transport\_bpm.png (sliced button 56 x 10px)



### 3) Tempo Edit box

WALTER code:-

```
set trans.bpm.edit      [244 18 35 15 0 0 0 0]  
set trans.bpm.edit.color [255 255 255 255]
```

Image – transport\_bpm\_bg.png (background 20 x 10px)



### 4) Project End/Next Marker button

WALTER code:-

```
set trans.fwd          [34 3 30 30 0 0 0 0]
```

Image – transport\_end.png (sliced button 90 x 30px)

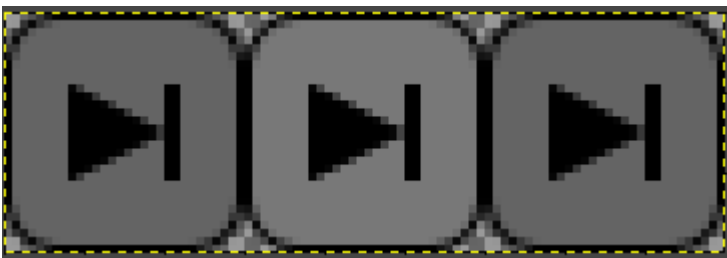


Image – transport\_next.png (sliced button 90 x 30px)



### 5) Project Home/Previous Marker button

WALTER code:-

```
set trans.rew [2 3 30 30 0 0 0 0]
```

Image – transport\_home.png (sliced button 90 x 30px)

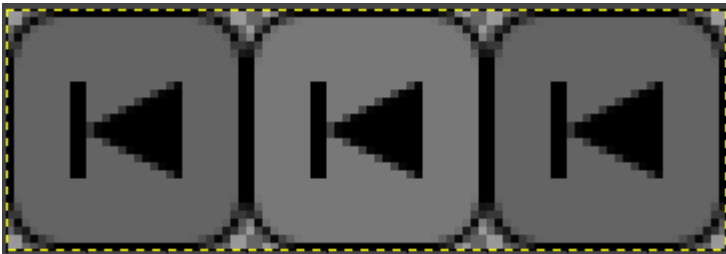
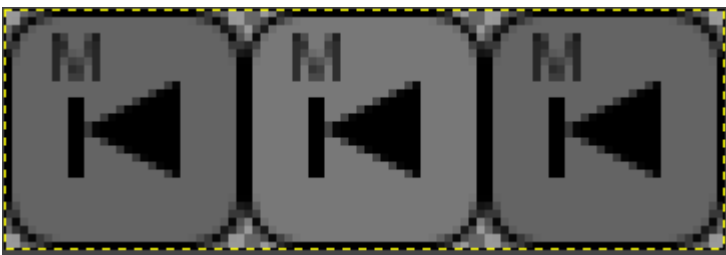


Image – transport\_previous.png (sliced button 90 x 30px)



### 6) Pause button

WALTER code:-

```
set trans.pause [134 3 30 30 0 0 0 0]
```

Image – transport\_pause.png (sliced button 90 x 30px)

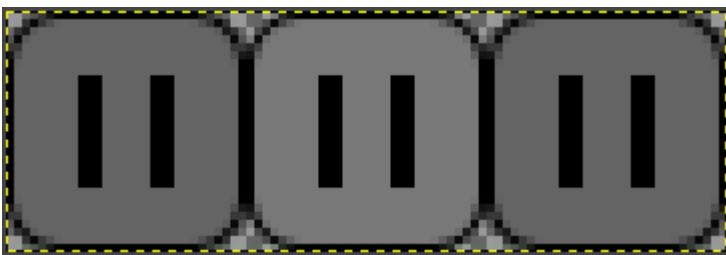


Image – transport\_pause\_on.png (sliced button 90 x 30px)



## 7) Play button

WALTER code:-

```
set trans.play          [102 3 30 30 0 0 0 0]
```

Image – transport\_play.png (sliced button 90 x 30px)

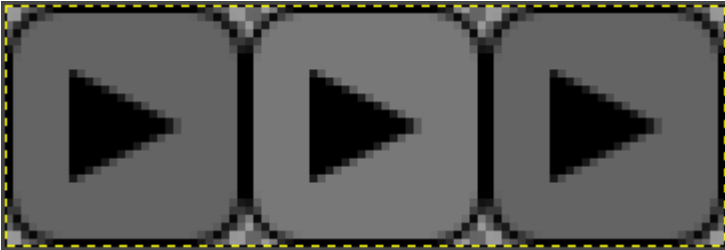


Image – transport\_play\_on.png (sliced button 90 x 30px)



## 8) Record button

WALTER code:-

```
set trans.rec          [170 3 30 30 0 0 0 0]
```

Image – transport\_record.png (sliced button 90 x 30px)



Image – transport\_record\_loop.png (sliced button 90 x 30px)



Image – transport\_record\_loop\_on.png (sliced button 90 x 30px)

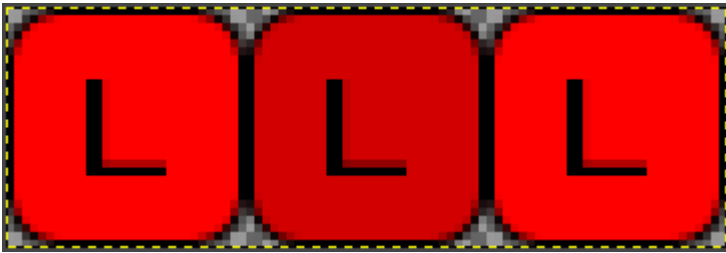


Image – transport\_record\_on.png (sliced button 90 x 30px)



### 9) Pause button

WALTER code:-

```
set trans.repeat [206 3 30 30 0 0 0 0]
```

Image – transport\_repeat\_off.png (sliced button 90 x 30px)



Image – transport\_repeat\_on.png (sliced button 90 x 30px)



## 10) Time Status indicator

WALTER code:-

```
set trans.status          [370 2 600 30 0 0 0 0]  
set trans.status.margin  [0 0 0 0 0]
```

Image – transport\_status\_bg.png (background 6 x 10px)

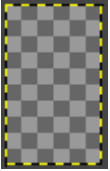


Image – transport\_status\_bg\_err.png

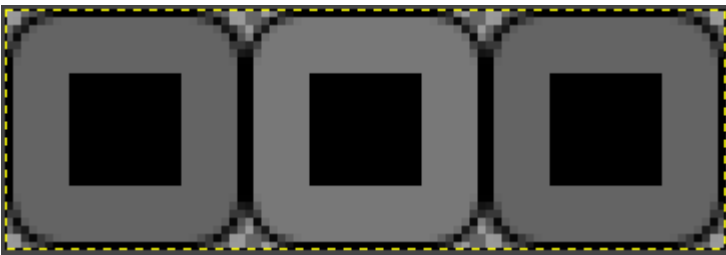


## 11) Stop button

WALTER code:-

```
set trans.stop           [70 3 30 30 0 0 0 0]
```

Image – transport\_stop.png (sliced button 90 x 30px)



## 12) Time Signature display

WALTER code:-

```
set trans.curtimesig     [286 3 60 30 0 0 0 0]  
set trans.curtimesig.color [255 255 255 255 0 0 0 255]  
set trans.curtimesig.font [11]
```

Image not used for this UI element.

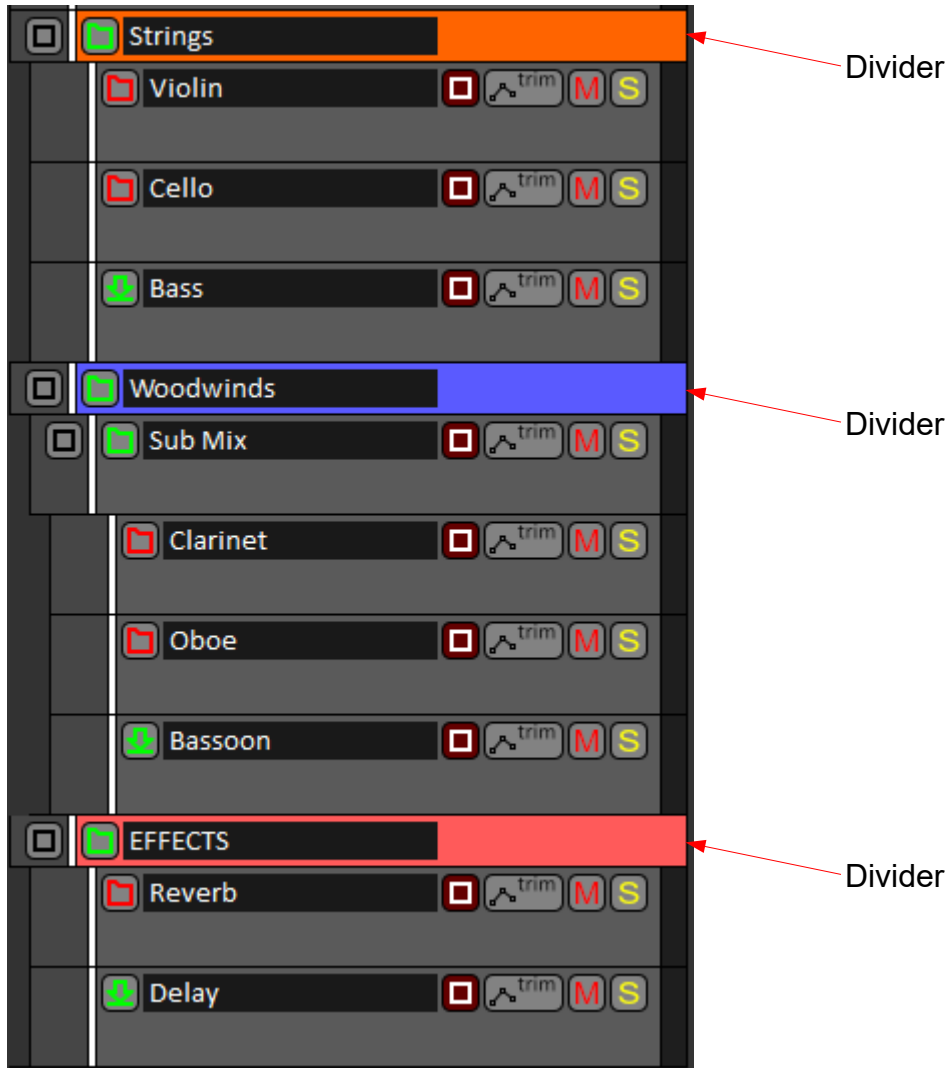
**Closing WALTER code:-**

*EndLayout*

## Track Control Panel Divider

I use a very simple Track Control Panel as a “divider” to deliniate different sections in a project. This, for me, is particularly important in REAPER as it only has one track type, which provides for everything other than the Master track.

For example:-



As you can see, just a label, and a more recent experimental addition which allows a Divider Track to be a folder.

No additional images are required so please see the Track Control Panel section for details. The WALTER code is also very similar and is reproduced in full here:-

```
;- Divider Layout --
```

```
Layout "DIVIDER" "divider"
```

```
clear tcp.*
```

```
set tcp.size          [340 70]  
set tcp.trackidx     h<20 [0] [0 0 30 tcp.size{1} 0 0 0 1]
```

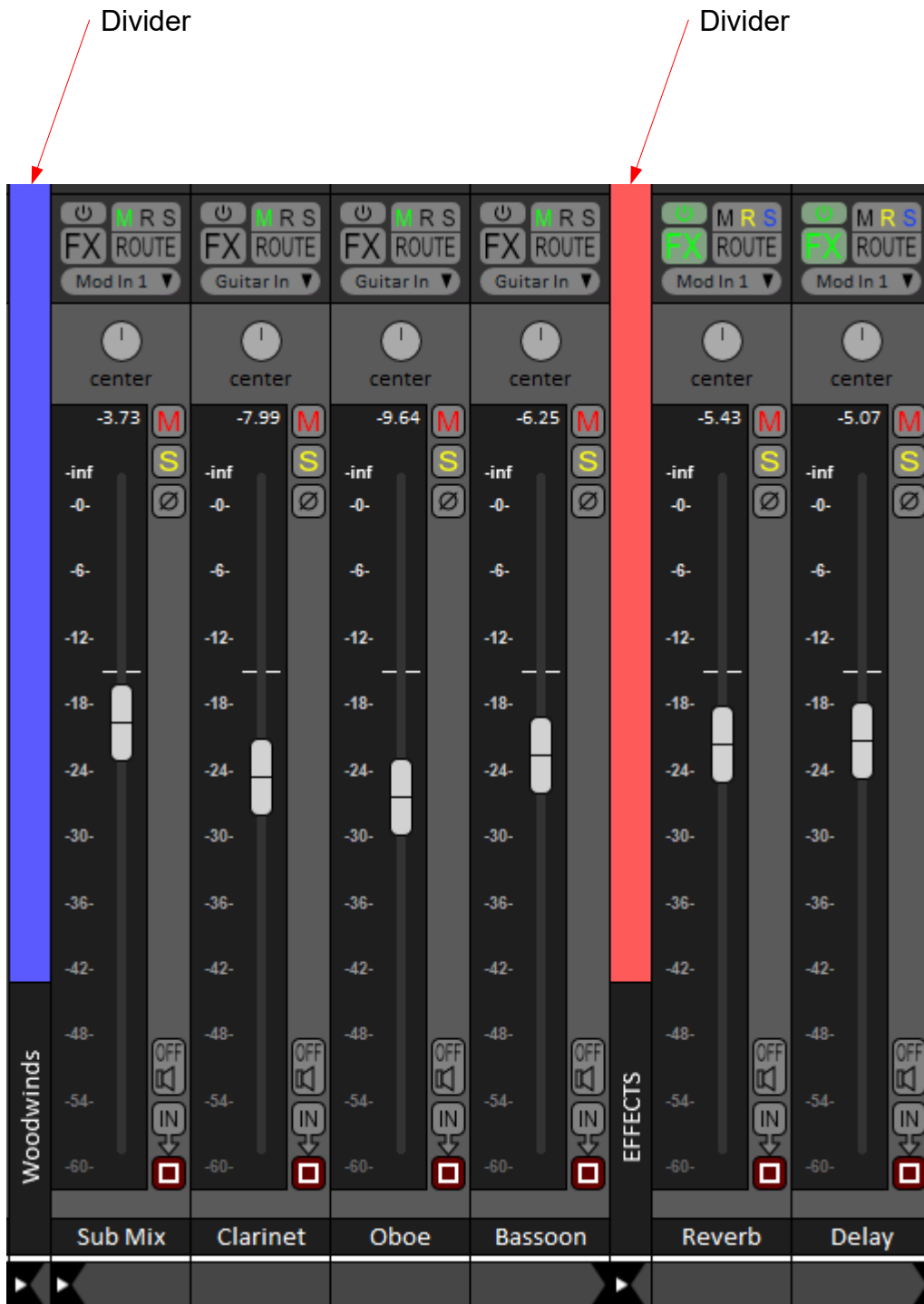


```
set tcp.trackidx      w<35 [0] .
set tcp.trackidx.color ?track_selected [170 170 170] [70 70 70]
set tcp.trackidx.font [6]
set tcp.trackidx.margin [0 470 0 470 0.5]
set tcp.label        w<210 [0] [57 3 158 19 0 0 1 0]
set tcp.label        h<20 [0] .
set tcp.label.margin [3 0 0 0]
set tcp.label.color  ?track_selected [80 180 100] [255 255 255]
set tcp.label.font   [4]
set tcp.foldercomp  w>58 [8 3 19 19 0 0 0 0] [0]
set tcp.foldercomp  h<20 [0] .
set tcp.folder      w>181 [36 3 19 19 0 0 0 0] [0]
set tcp.folder      h<20 [0] .
```

*EndLayout*

## Mixer Control Panel Divider

The Divider Track is also visible in the Mixer Control Panel:-



Again, just a label and folder compact button. See the Mixer Control Panel section for details of images.

WALTER code:-

*Layout "DIVIDER" "divider"*

*clear mcp.\**

```
set mcp.size [23 370 0 370]
set mcp.trackidx [0 346 23 24 0 1 0 1]
set mcp.trackidx.color ?track_selected [170 170 170] [70 70 70]
set mcp.label [0 191 23 150 0 1 0 1]
set mcp.label.margin [0 0 0 0 0.5]
set mcp.label.color ?track_selected [80 180 100] [255 255 255]
set mcp.label.font [4]
set mcp.extmixer.mode [1]
mcp.extmixer.position [0]
set mcp.folder folderstate<0 [58 346 19 24 0 1 0 1] [0 346 77 24 0 1 0 1]
```

*EndLayout*

It should be noted that, unlike the Standard MCP track layout, the Extended Mixer Mode is set to 1. This is so that the Extended Mixer section can be turned off, by setting its position to 0, and the Divider panel extends to the top of the Mixer window.

## Full WALTER code

```
#>-- Global Settings --  
version 6.0  
use_pngs 1  
tcp_showborders 0  
mcp_showborders 0  
transport_showborders 0  
tcp_vupeakwidth 2  
mcp_vupeakheight 2  
mcp_mastervupeakheight 4  
use_overlays 0  
mcp_vol_zeroline FFFFFFFF  
gen_vol_zeroline FF000000  
gen_pan_zeroline FF000000  
item_volknobfg 85000000 FF778485 00474F4F  
tcp_master_minheight 60  
mcp_min_height 370  
envcp_min_height 26  
mcp_volttext_flags 5 5  
tcp_volttext_flags 12  
no_meter_reclbl 1  
tcp_heights 0 26 50 64 ; supercollapsed, collapsed, small(norecarm), recarm size  
tcp_folderindent 10
```

```
; -- WALTER --
```

```
; -- Fonts --
```

```
; font #1/10/15/16 - calibri regular 8  
; font #2 - calibri regular 9  
; font #3/5 - calibri regular 10  
; font #4 - calibri regular 11  
; font #6 - calibri regular 12  
; font #7 - calibri regular 13  
; font #8 - calibri regular 15  
; font #9 - calibri regular 4  
; font #11 - calibri regular 16  
; font #12 - calibri regular 18  
; font #13 - calibri regular 20  
; font #14 - calibri regular 22
```

```
; -- Track Control Panel --
```

```
;-- Standard Layout --
```

```
Layout "STANDARD"
```

```
clear tcp.*
```

```

front
set tcp.size tcp.foldercomp
[340 70]
set tcp.trackidx h<20 [0] [0 0 30 tcp.size{1} 0 0 0 1]
set tcp.trackidx w<35 [0] .
set tcp.trackidx.color ?track_selected [170 170 170] [70 70 70]
set tcp.trackidx.font [6]
set tcp.trackidx.margin [0 470 0 470 0.5]
set tcp.label w<210 [0] [57 3 158 19 0 0 1 0]
set tcp.label h<20 [0] .
set tcp.label.margin [3 0 0 0]
set tcp.label.color ?track_selected [80 180 100] [255 255 255]
set tcp.label.color ?recarm [255 0 0] .
set tcp.label.font [4]
set tcp.env w<139 [0] [238 3 40 19 1 0 1 0]
set tcp.env h<20 [0] .
set tcp.foldercomp w>58 [8 3 19 19 0 0 0 0] [0]
set tcp.foldercomp h<20 [0] .
set tcp.folder w>181 [36 3 19 19 0 0 0 0] [0]
set tcp.folder h<20 [0] .
set tcp.mute w<97 [0] [280 3 19 19 1 0 1 0]
set tcp.mute h<20 [0] .
set tcp.recarm w<160 [0] [217 3 19 19 1 0 1 0]
set tcp.recarm h<20 [0] .
set tcp.solo w<76 [0] [301 3 19 19 1 0 1 0]
set tcp.solo h<20 [0] .
set tcp.meter w<52 [0] [327 0 12 69 1 0 1 1]
set tcp.meter h<20 [0] .

```

EndLayout

!-- Divider Layout --

Layout "DIVIDER" "divider"

clear tcp.\*

```

front
set tcp.size tcp.foldercomp
[340 70]
set tcp.trackidx h<20 [0] [0 0 30 tcp.size{1} 0 0 0 1]
set tcp.trackidx w<35 [0] .
set tcp.trackidx.color ?track_selected [170 170 170] [70 70 70]
set tcp.trackidx.font [6]
set tcp.trackidx.margin [0 470 0 470 0.5]
set tcp.label w<210 [0] [57 3 158 19 0 0 1 0]
set tcp.label h<20 [0] .
set tcp.label.margin [3 0 0 0]
set tcp.label.color ?track_selected [80 180 100] [255 255 255]
set tcp.label.font [4]
set tcp.foldercomp w>58 [8 3 19 19 0 0 0 0] [0]

```

```
set tcp.foldercomp      h<20 [0] .
set tcp.folder          w>181 [36 3 19 19 0 0 0 0] [0]
set tcp.folder          h<20 [0] .
```

EndLayout

;*-- Master Track Control Panel --*

Layout "Master"

clear master.tcp.\*

```
set master.tcp.size      [340 70 340 60]
set master.tcp.label     [1 1 94 25 0 0 0 0]
set master.tcp.label.color ?track_selected [80 180 100] [255 255 255]
set master.tcp.label.font [12]
set master.tcp.label.margin [5 0 0 3 0]
set master.tcp.env       [238 4 40 19 1 0 1 0]
set master.tcp.mute      [280 4 19 19 1 0 1 0]
set master.tcp.solo      [301 4 19 19 1 0 1 0]
set master.tcp.meter     [327 0 12 69 1 0 1 1]
```

EndLayout

;*-- Envelope Control Panel --*

Layout "STANDARD"

clear envcp.\*

```
front envcp.label
set envcp.size          [340 70]
set envcp.label         w<210 [0] [35 3 180 17 0 0 1 0]
set envcp.label.color   ?envelope_selected [80 180 100] [255 255 255]
set envcp.label.font    [4]
set envcp.label.margin  [3 470 0 470 0]
set envcp.arm           [217 2 19 19 1 0 1 0]
set envcp.arm           w<135 [0] .
set envcp.fader.fadermode [1] ;-- to force knob
set envcp.fader         w<114 [0] [238 2 19 19 1 0 1 0]
set envcp.bypass        w<93 [0] [259 2 19 19 1 0 1 0]
set envcp.hide          w<72 [0] [280 2 40 19 1 0 1 0]
set envcp.learn         w<93 [0] [259 23 61 19 1 0 1 0]
set envcp.learn         h<44 [0]
set envcp.mod           w<93 [0] [259 44 61 19 1 0 1 0]
set envcp.mod           h<65 [0] .
set envcp.value         w<135 [0] [217 23 40 19 1 0 1 0]
set envcp.value         h<44 [0] .
```

```
set envcp.value.color [0 0 0 255 130 130 130 0]
set envcp.value.font [2]
set envcp.value.margin [0 0 0 0 0.5]
```

EndLayout

; -- Mixer Control Panel --

Layout "STANDARD"

clear mcp.\*

```
set mcp.size [77 370 77 370]
set mcp.extmixer.mode [0]
set mcp.label [0 321 77 20 0 1 0 1]
set mcp.label.margin [0 0 0 0 0.5]
set mcp.label.color ?track_selected [80 180 100] [255 255 255]
set mcp.label.color ?recarm [255 0 0].
set mcp.label.font [4]
set mcp.folder folderstate<0 [58 346 19 24 0 1 0 1] [0 346 77 24 0 1 0 1]
set mcp.fx [5 19 25 20 0 0 0 0]
set mcp.fxlist.margin [0 0 0 0 0.5]
set mcp.trackidx [0 346 77 24 0 1 0 1]
set mcp.trackidx.color ?track_selected [170 170 170] [70 70 70]
set mcp.trackidx.font [6]
set mcp.trackidx.margin [0 0 0 0 0.5]
set mcp.io [33 5 38 34 0 0 0 0]
set mcp.recmon [55 222 19 32 0 1 0 1]
set mcp.mute [55 116 19 19 0 0 0 0]
set mcp.pan [27 70 23 23 0 0 0 0]
set mcp.pan.color [0 0 0]
set mcp.pan.fadermode [1]
set mcp.pan.label [19 95 39 15 0 0 0 0]
set mcp.pan.label.color [0 0 0 255]
set mcp.pan.label.font [2]
set mcp.pan.label.margin [0 0 0 0 0.5]
set mcp.phase [55 160 19 19 0 0 0 0]
set mcp.recarm [55 287 19 19 0 1 0 1]
set mcp.recinput [5 41 66 15 0 0 0 0]
set mcp.recinput.color [0 0 0]
set mcp.recinput.font [1]
set mcp.recinput.margin [3 0 12 0 0.5]
set mcp.recmode [55 257 19 30 0 1 0 1]
set mcp.sendlist.margin [0 0 0 0 0.5]
set mcp.solo [55 138 19 19 0 0 0 0]
set mcp.volume.label [24 116 28 15 0 0 0 0]
set mcp.volume.label.color [255 255 255]
set mcp.volume.label.font [-1]
set mcp.volume.label.margin [0 0 2 0 0.5]
```

```
set mcp.volume.fadermode [-1]
set mcp.volume [26 140 24 160 0 0 0 1]
set mcp.meter [4 135 22 170 0 0 0 1]
set mcp.fxby [5 5 25 12 0 0 0 0]
```

EndLayout

Layout "DIVIDER" "divider"

clear mcp.\*

```
set mcp.size [23 370 0 370]
set mcp.trackidx [0 346 23 24 0 1 0 1]
set mcp.trackidx.color ?track_selected [170 170 170] [70 70 70]
set mcp.label [0 191 23 150 0 1 0 1]
set mcp.label.margin [0 0 0 0 0.5]
set mcp.label.color ?track_selected [80 180 100] [255 255 255]
set mcp.label.font [4]
set mcp.extmixer.mode [1]
mcp.extmixer.position [0]
set mcp.folder folderstate<0 [58 346 19 24 0 1 0 1] [0 346 77 24 0 1 0 1]
```

EndLayout

; -- Master Mixer --

Layout "Master"

clear master.mcp.\*

```
set master.mcp.size [80 370 0 370]
set master.mcp.label [0 335 80 35 0 1 0 1]
set master.mcp.label.color [255 255 255]
set master.mcp.label.font [8]
set master.mcp.label.margin [0 0 0 0 0.5]
set master.mcp.fx [7 19 25 20 0 0 0 0]
set master.mcp.io [35 5 38 34 0 0 0 0]
set master.mcp.meter [1 44 78 291 0 0 0 1]
set master.mcp.fxby [7 5 25 12 0 0 0 0]
set master.mcp.fxlist.margin [0 0 0 0 0.5]
```

EndLayout

; -- Transport --

clear trans.\*

Layout STANDARD



*clear trans.\**

<i>set trans.size</i>	<i>[1000 100]</i>
<i>set trans.size.dockedheight</i>	<i>[35]</i>
<i>set trans.bpm.tap</i>	<i>[244 3 35 15 0 0 0 0]</i>
<i>set trans.bpm.tap.color</i>	<i>[255 255 255 255]</i>
<i>set trans.bpm.edit</i>	<i>[244 18 35 15 0 0 0 0]</i>
<i>set trans.bpm.edit.color</i>	<i>[255 255 255 255]</i>
<i>set trans.fwd</i>	<i>[34 3 30 30 0 0 0 0]</i>
<i>set trans.rew</i>	<i>[2 3 30 30 0 0 0 0]</i>
<i>set trans.pause</i>	<i>[134 3 30 30 0 0 0 0]</i>
<i>set trans.play</i>	<i>[102 3 30 30 0 0 0 0]</i>
<i>set trans.rec</i>	<i>[170 3 30 30 0 0 0 0]</i>
<i>set trans.repeat</i>	<i>[206 3 30 30 0 0 0 0]</i>
<i>set trans.status</i>	<i>[370 2 600 30 0 0 0 0]</i>
<i>set trans.status.margin</i>	<i>[0 0 0 0 0]</i>
<i>set trans.stop</i>	<i>[70 3 30 30 0 0 0 0]</i>
<i>set trans.curtimesig</i>	<i>[286 3 60 30 0 0 0 0]</i>
<i>set trans.curtimesig.color</i>	<i>[255 255 255 255 0 0 0 255]</i>
<i>set trans.curtimesig.font</i>	<i>[11]</i>

*EndLayout*