

# **Getting Started Guide**

version 2.0.0

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# **1. Installation Step by Step**

### Step 1: Installing the Remote files

Navigate to the "Remote" folder contained in the "ReSync" download. Double click on the installer files for your operating system. The installer will create "ReSync" folders and copy the Remote files to the directories on your HD shown below. If the installer is not working, you can copy and paste the files manually by copying the ReSync folders in "Lua Codecs" and "Maps" of the download to the corresponding directories on your HD as shown below.

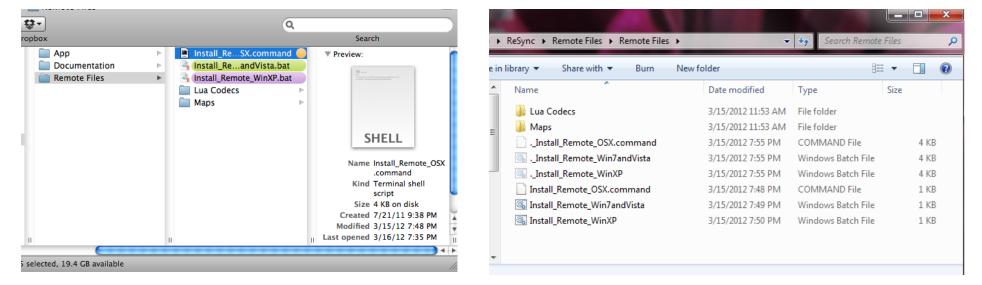
**ATTENTION WINDOWS USERS**: "ProgramData" is hidden by default. You need to enable "Show Hidden Files" in order to see it (google "Show hidden files Windows" for more info on how to do this).

#### OS X:

Macintosh HD/Library/Application Support/Propellerhead Software/Remote/Codecs/Lua Codecs Macintosh HD/Library/Application Support/Propellerhead Software/Remote/Maps

#### Windows

C:/ProgramData/Propellerhead Software/Remote/Codecs/Lua Codecs C:/ProgramData/Propellerhead Software/Remote/Maps



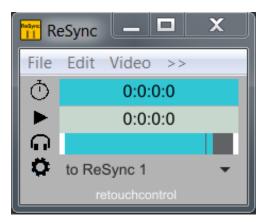
## Step 2: Launching the "ReSync" application

**ATTENTION WINDOWS USERS**: Please install LoopMIDI on your computer before proceeding with this step and create two MIDI ports called: "from ReSync 1" and "to ReSync 1"

Navigate to the "ReSync App" folder in the download. Select the folder for your operating system and open it. If you are on a Mac, double click on the file called "ReSync" (you might want to drag this file on the dock for faster launching in the future). If you are on Windows, double click on the file named "ReSync.exe" (you might want to create a shortcut on the desktop). After launching the application, it will look like the images below. Please make sure that the MIDI port is set to "to ReSync 1" in the pull down menu at the bottom of the UI, next to the "gear" icon.



**ReSync app on Mac** 



**ReSync app on Windows with LoopMIDI** 

### Step 3: Creating Control Surfaces in Reason's Preferences

It's time to launch Reason. Go to "Preferences" and select "Control Surfaces". Then click on "Add". In the window that pops up, select "RetouchControl" from the Manufacturer's drop down menu. Then select "ReSync" from the Model menu.

- On Mac, select "from ReSync 1" for "In Port" and "to ReSync 1" for "Out Port".
- On Win, select "from ReSync 1" for IN and "to ReSync 1" for OUT.

Keyboards and Control Surfaces								
				- <u>M</u>				
General Audio Control Surfaces			Sync	Advanced				
Us I	Manufac	turer:	Retouc	chCon	trol			4
	Model:		ReSyn	с				1
At	ReS	ync 						
	Name: RetouchControl ReSync							
			In Pe	ort: f	rom ReSync 1		C Find	
			Out Po	ort: t	o ReSync 1		0	
I	?					Cancel	ОК	•   •
			🔽 Use	e with	Reason			~
	Add	Edit		Delet	е	Make Ma	aster Keybo	ard
Mas	Master Keyboard Input:							
0	<ul> <li>Standard (Master Keyboard Input to selected track.)</li> <li>Separated (Independent selection and Master Keyboard Input.)</li> </ul>							
								?

Adding control surface on Mac

Use this page to add and set up control surfaces, including MIDI keyboards. One of your MIDI keyboards will automatically be made the master keyboard – this is the keyboard you use for playing devices in Reason.					
🙏 Control Surface	2 A.A. JALAH	X			
Manufacturer:	RetouchControl	•			
Model:	ReSync	Ŧ			
Name:	RetouchControl ReSync 2				
Name: In Port:	RetouchControl ReSync 2				

### Adding control surface on Windows

## 2. Controls Overview

8	🗕 🕂 ReSync	
Ō	0:0:0:0	Video length in hh:mm:ss:ms
	0:0:0	Reason playhead position
		Volume control
<b>\$</b>	to ReSync 1 🚽 🚽	Remote midi port setting
	retouchcontrol	

### Video Menu options

Video	Window	Help				
Load	Video (L)					
Show/Hide Video (S) Resize (R)						
						Full S
Float	Video (T)					
Mute	audio (M)					
Clear	Clear Video					
Set S	Set Start to current song position -					

Launches the "Open" dialog window Opens/Closes the video window Resizes the video window to custom dimensions Makes the video window full screen Floats the video window above all others Mutes the audio from the video Removes the loaded video from memory

Sets the start of the video to the current sequencer position

## **3. Using ReSync**

## A. Loading Videos

To open a video in ReSync, click on the "Video" menu and then from the pull down select "Load Video". You can also use the "L" keyboard shortcut. This will open a dialog window which allows you to choose any FFmpeg supported video. After you have successfully opened a video, its duration will be shown in "hh:mm:ss:ms" format.

To clear the memory from any loaded video, click on the "Clear Video" item in the Video menu.

### B. The Video Player Window

- After you have loaded a video in memory, if the video window is not already opened, click on the "Video" menu and then from the pull down menu select "Show/Hide Video". You can also use the "S" keyboard shortcut.
- It is possible to re-size the video player window to any size by clicking and dragging on the lower right corner, then clicking on the "Video" menu and selecting "Resize" from the pulldown. You can also use the "R" keyboard shortcut.
- By clicking on the "Video" menu and selecting "FullScreen" from the pulldown, the video will launch in full screen mode. You can also use the "F" keyboard shortcut. To exit "full screen" mode, press "Esc" on your computer keyboard.
- To "float" the video player window over all other windows, click on the "Video" menu and select "Float". You can also use the "T" keyboard shortcut.

## C. Playing the video

To start the video playback, press play in Reason. The video will follow along in sync with the playhead. If you would like to offset the start of the video to a different position in the Reason timeline, move the playhead to that position by using the << and >> transport buttons, then from the Video menu, choose "Set Start to current song position". This will offset the start of the video to the chosen position in the timeline.

Video	Window	Help				
Load Video (L)						
Show/Hide Video (S)						
Resiz	Resize (R)					
Full S	Full Screen (F)					
Float	Float Video (T)					
Mute audio (M)						
Clear Video						
Set Start to current song position						

Offsetting the start of the video playback

## D. Volume Control

It is possible to control the audio of the loaded video with the "Volume" control which will go from silence to max volume. Use the M keyboard command to Mute/Unmute the video.