ReSync

Getting Started Guide
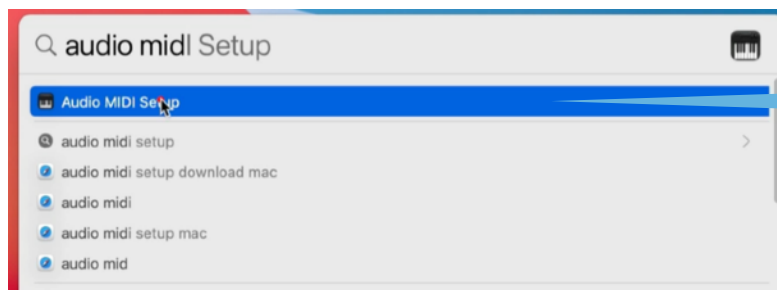### version 2.0.3

Table of Contents

1. Installation Step by Step

Step 1: Creating the virtual midi ports

The ReSync app needs virtual midi ports to communicate with Reason. The following paragraphs will discuss how to create the virtual midi ports on Mac and Windows.
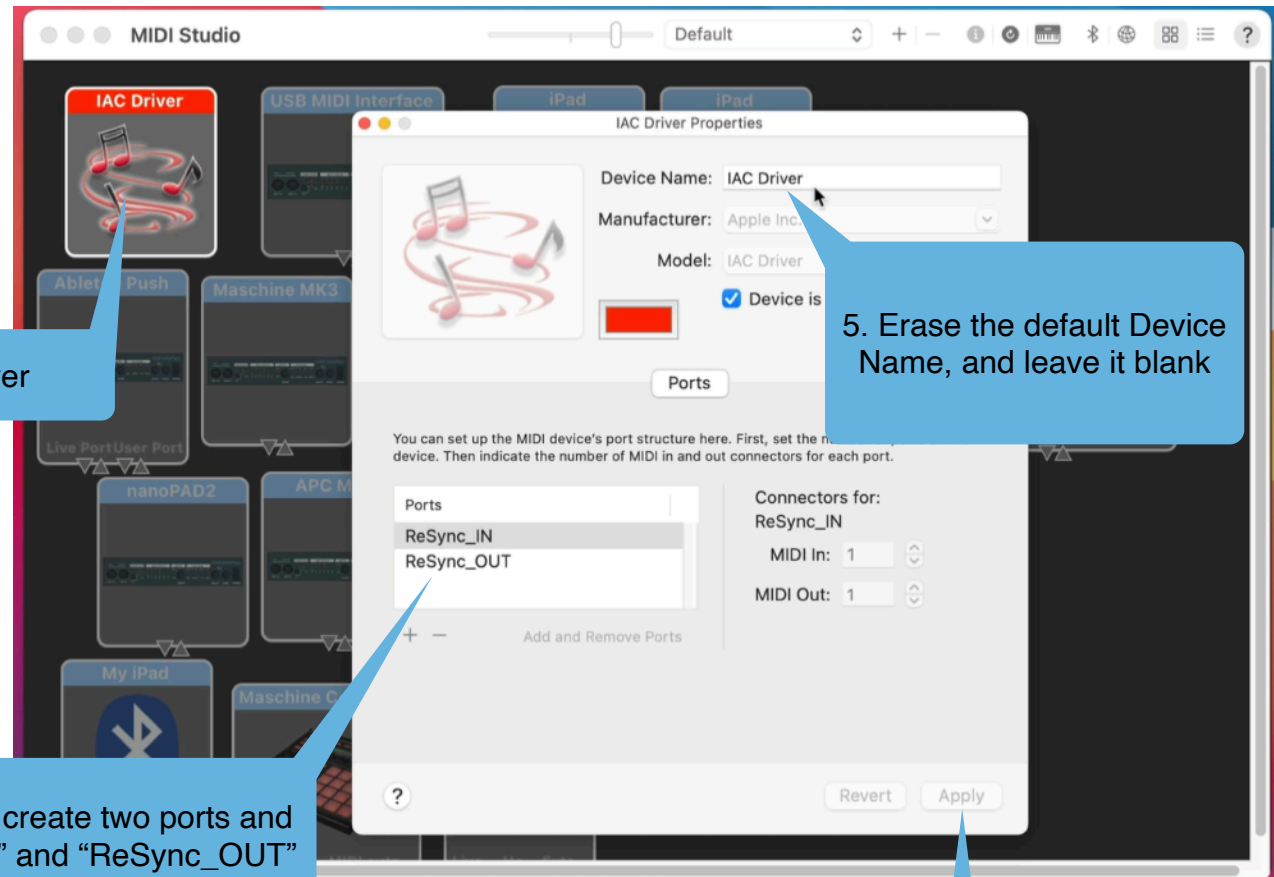
MAC Instructions

On Mac, you can use the IAC driver to create the virtual midi ports, as shown below.

1. Use SpotLight to find the Audio MIDI Setup application (included inside Utilities), and open it
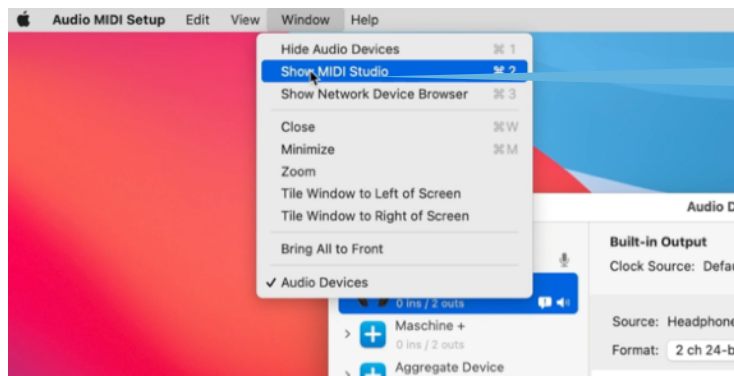
2. Go to Window and choose "Show MIDI Studio" to open the IAC panel

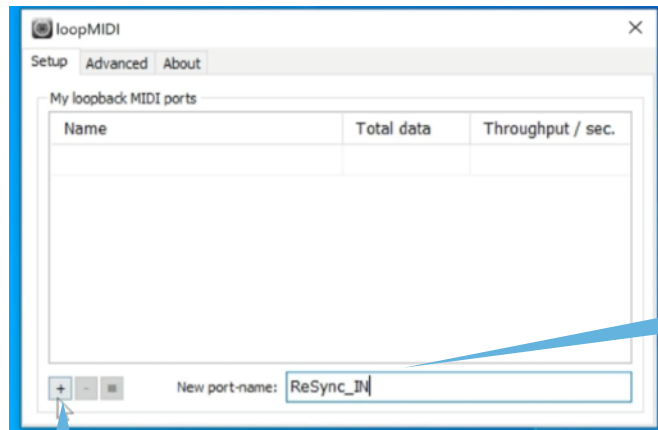3. Double click on the IAC Driver

5. Erase the default Device Name, and leave it blank

4. Click on the + button to create two ports and rename them "ReSync_IN" and "ReSync_OUT"

6. Click on Apply to save the changes

WINDOWS Instructions

On Windows, you need to download and install the free LoopMIDI application from https://www.tobias-erichsen.de/software/loopmidi.html. Launch LoopMIDI to create the ports as shown below.

1. Double click on the existing name to highlight it and delete it.

2. Type "ReSync_IN" as the name of the new port

3. Press on the + button to create the first virtual midi port
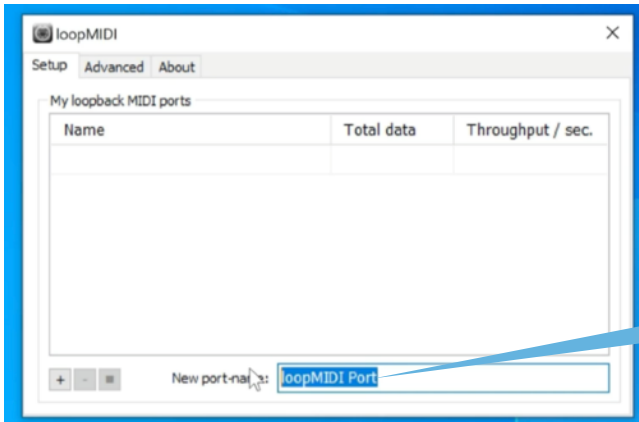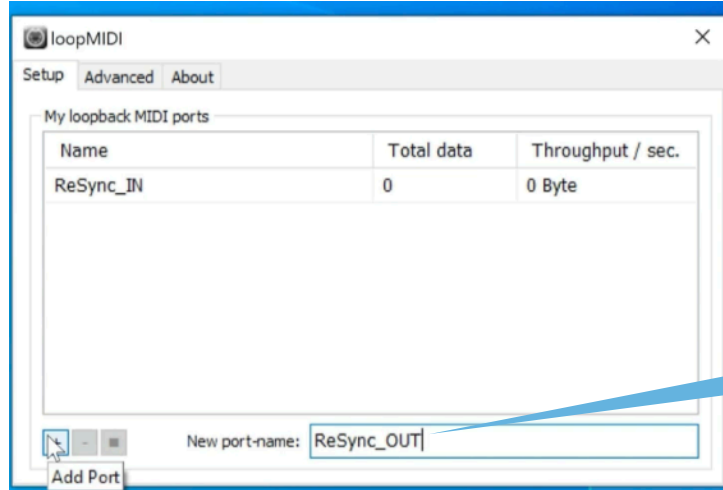
4. Repeat the same procedure as before and create the second port named "ReSync_OUT"

Step 2: 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.
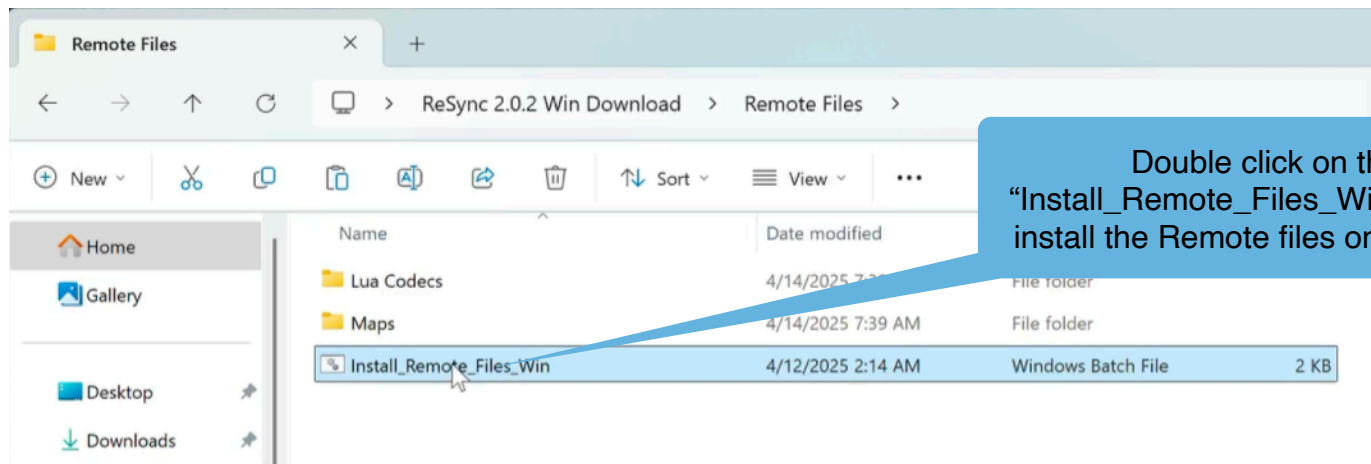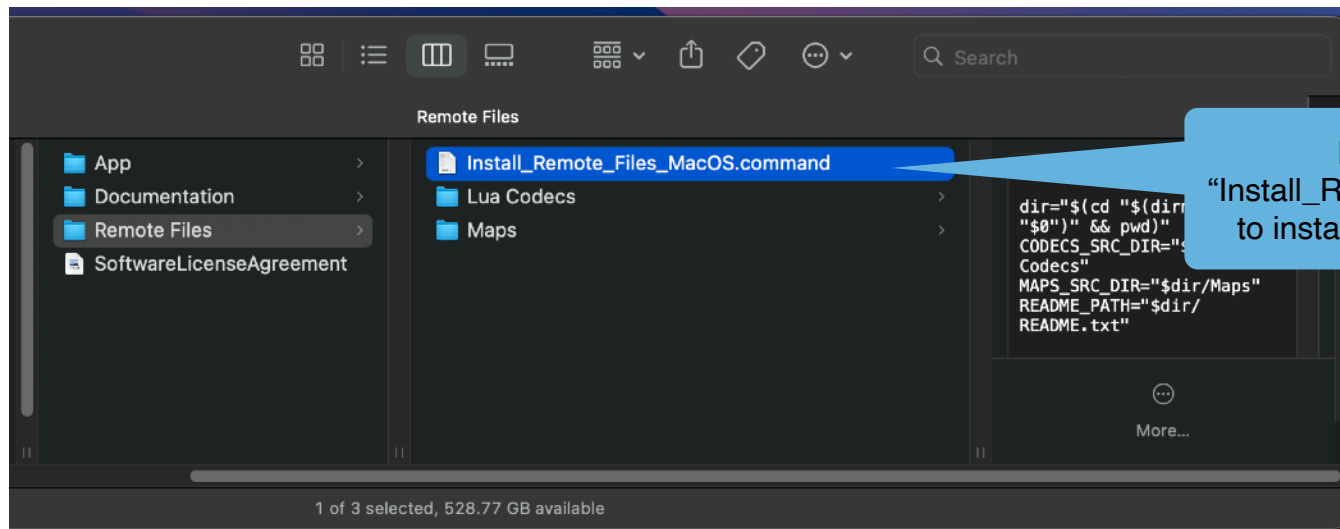
OS X:
Macintosh HD/Library/Application Support/Propellerhead Software/Remote/Codecs/Lua Codecs
Macintosh HD/Library/Application Support/Propellerhead Software/Remote/Maps

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

ATTENTION MAC USERS: Since Reason 11, the Remote directory inside Application Support is no longer created upon installation of Reason. The ReSync installer will attempt to create that for you, but you will have to grant permission to do so by entering your admin password. Otherwise, you can create the folders manually.

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).

Double click on the "Install_Remote_Files_MacOS" script to install the Remote files on Mac

Double click on the "Install_Remote_Files_Win" script to install the Remote files on Windows

Enter your admin password to create the Remote folders on Mac

```
● ● ● ▢    — Install_Remote_Files_MacOS.command — sudo ‹ Insta

Last login: Mon Apr 14 17:36:26 on ttys000
                                              /Ins
                                         Download/Remote

Requesting administrator privileges
Password:🔒
```

```
■ C:\WINDOWS\system32\cmd.  ×   +  ∨           ▸                      —  ▢  ×
Creating destination folders if needed...
Copying            c folders...
C:\Users          neDrive\Desktop\ReSync 2.0.2 Win Download\Remote Files\Lua Codecs\ReSync\.DS_Store
C:\Users          neDrive\Desktop\ReSync 2.0.2 Win Download\Remote Files\Lua Codecs\ReSync\ReSync.lua
C:\Users          neDrive\Desktop\ReSync 2.0.2 Win Download\Remote Files\Lua Codecs\ReSync\ReSync.luacode
C:\Users          neDrive\Desktop\ReSync 2.0.2 Win Download\Remote Files\Lua Codecs\ReSync\ReSync.png
4 File(s
Copying           ers...
C:\Users          neDrive\Desktop\ReSync 2.0.2 Win Download\Remote Files\Maps\ReSync\ReSync.remotemap
1 File(s

┌£à Installation complete!
Custom Remote files were copied to:
  - C:\ProgramData\Propellerhead Software\Remote\Codecs\Lua Codecs
  - C:\ProgramData\Propellerhead Software\Remote\Maps

Press any key to continue . . . |
```

Press any key to continue the installation on Windows

On both Mac and Windows, after the installation is completed, a new Finder and Explorer window will open. These windows automatically point to the directories where the ReSync remote files were installed. You should check that the ReSync folders were properly installed.
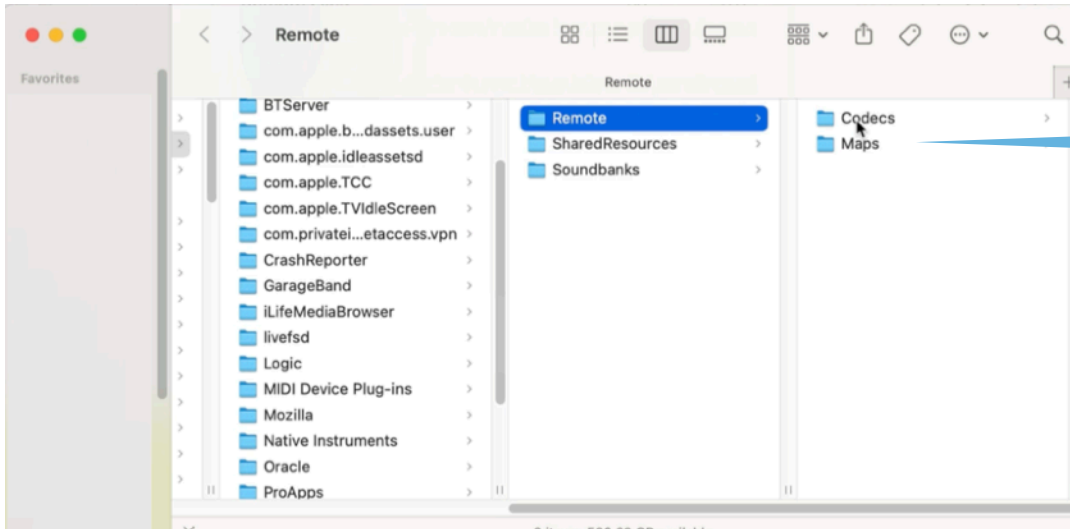

Finder window pointing to the folders where the Remote Files were installed
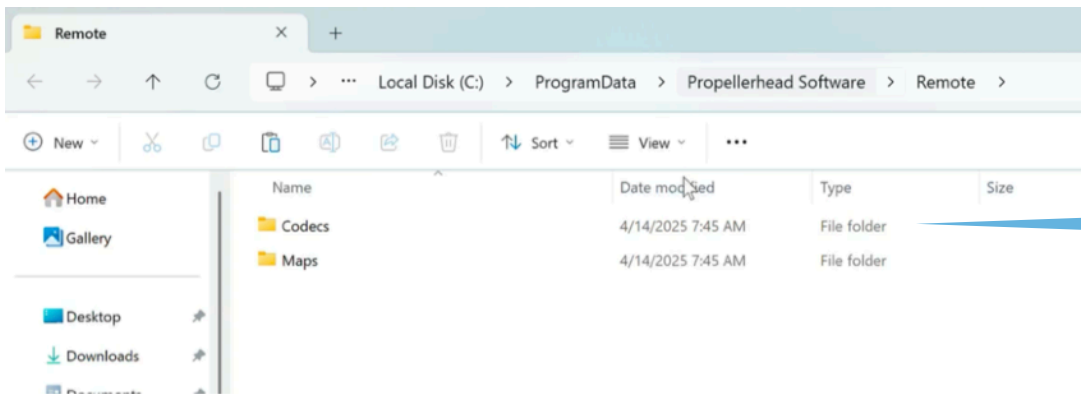
Explorer window pointing to the folders where the Remote Files were installed

Step 3: Launching the "ReSync" application

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 "ReSync_OUT" in the pull down menu at the bottom of the UI, next to the "gear" icon.
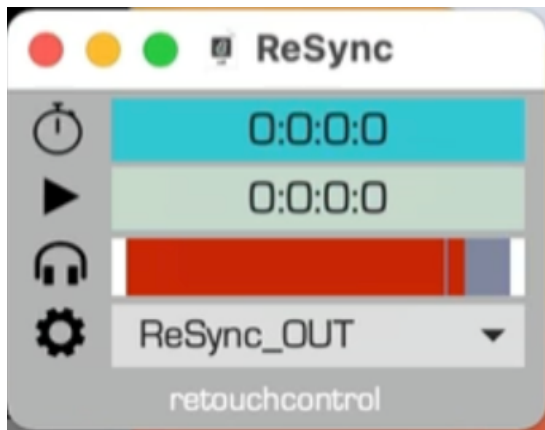

ReSync app on Mac
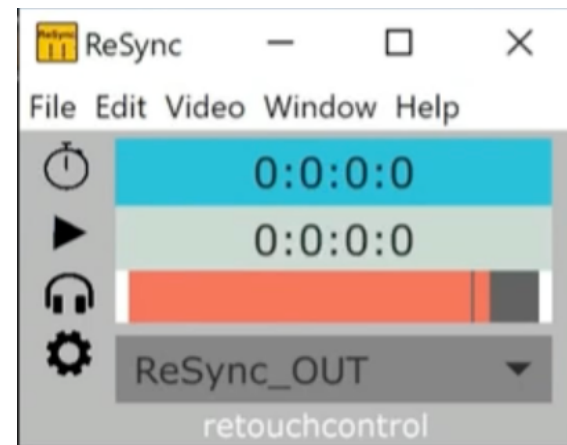
**ReSync app on Windows with LoopMIDI**

Step 4: Creating Control Surfaces in Reason's Preferences

It's time to launch Reason. Go to "Preferences" and select "MIDI" (previously called "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 "ReSync_IN" for "In Port" and "ReSync_OUT" for "Out Port".
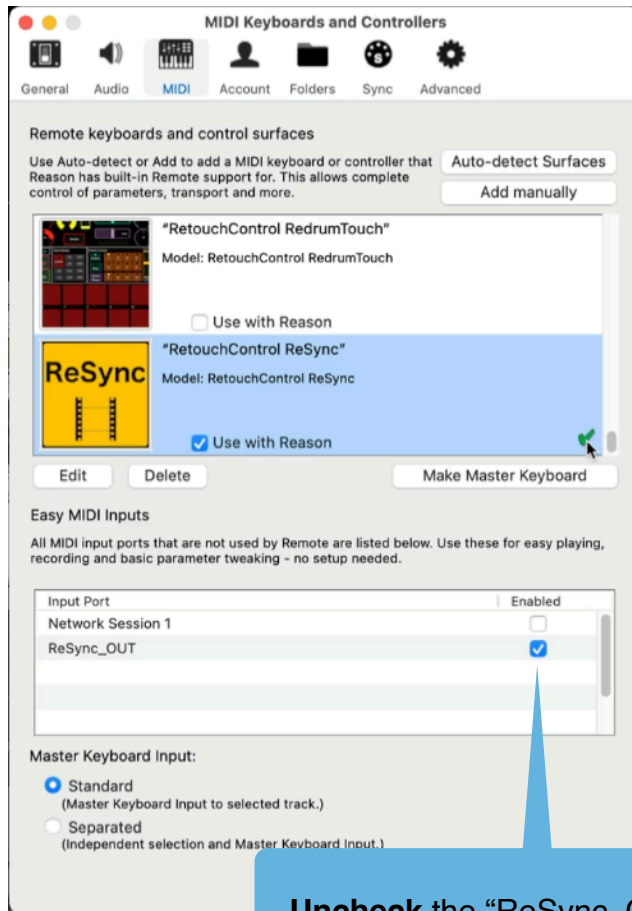- On Win, select "ReSync_IN" for IN and "ReSync_OUT" for OUT.
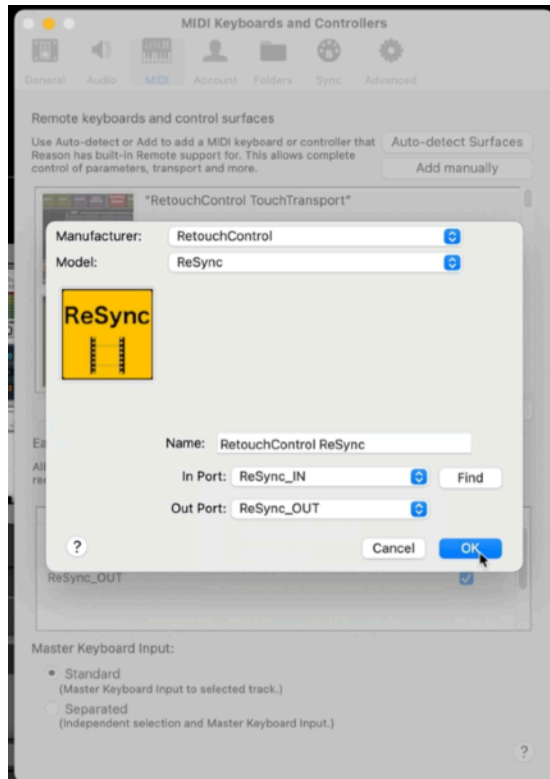
Adding control surface on Mac
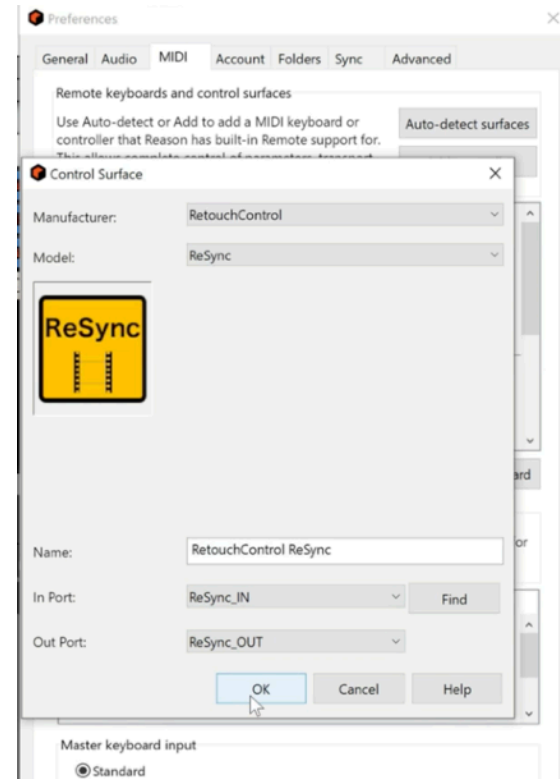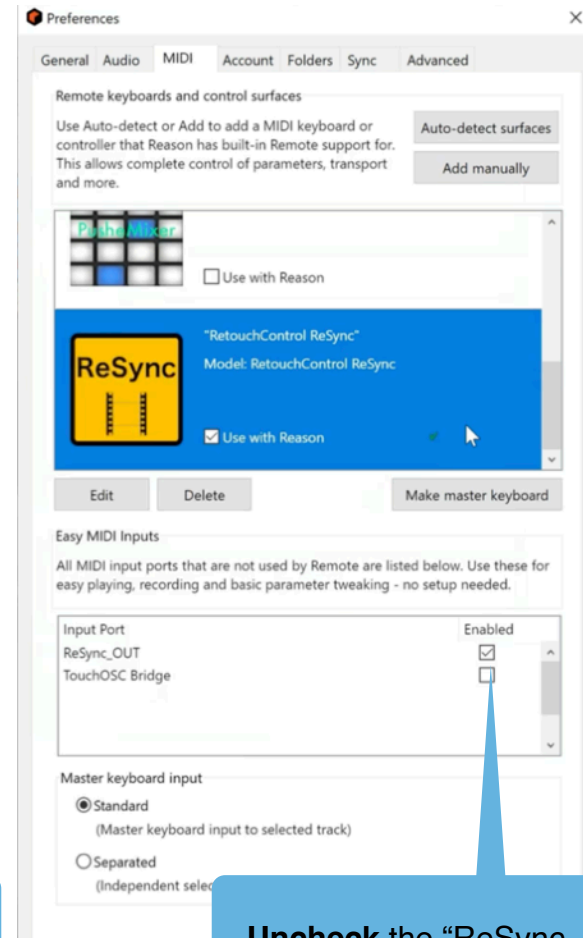
Adding control surface on Windows

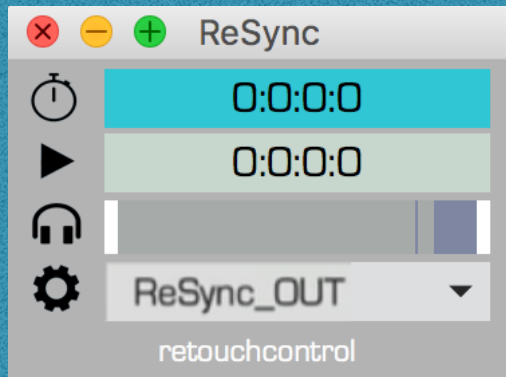The last step is to make sure the ReSync ports are disabled inside the Easy MIDI Inputs!

Uncheck the "ReSync_OUT" inside Easy MIDI Inputs

Uncheck the "ReSync_OUT" inside Easy MIDI Inputs
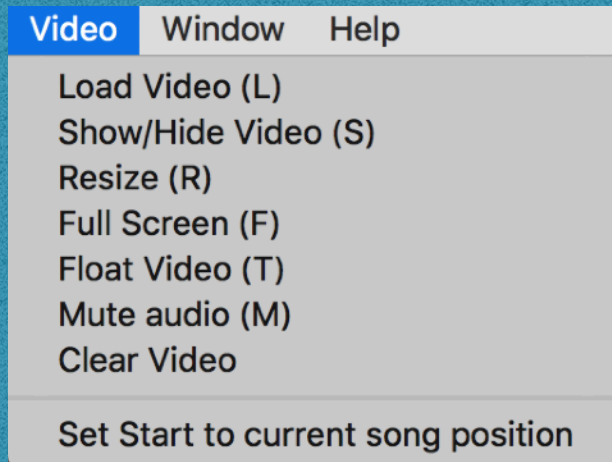
2. Controls Overview

Video length in hh:mm:ss:ms

Reason playhead position

Volume control

Remote midi port setting

Video Menu options

Launches the "Open" dialog window
Opens/Closes the video window
Resizes the video window to custom dimensions
Makes the video window full screen (Windows Only)
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.
- On Windows, 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. On Mac, you can maximize the video window to go full screen mode.
- 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.
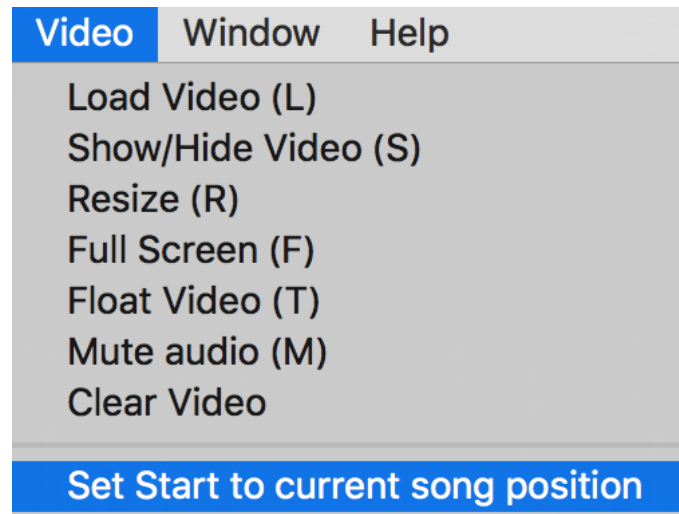
Offsetting the start of the video playback

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.