

## Working with Reaper and Key Musician Keyboard from a Blindness Perspective

If you're sufficiently sight-impaired to require the use of a screen reader, then this is for you!

Please be advised that in order to use Reaper to its fullest from a screen reader user's perspective, you'll need to download and install the following software in addition to Reaper, which should already be installed.

- 1) OSARA: <https://osara.reaperaccessibility.com/snapshots/> This software is available for both Windows and Mac users.
- 2) If using Jaws as your screen reader: download the Snowman's scripts: [https://reaperaccessibility.com/index.php/Useful Links and Resources#JAWS Scripts for Reaper](https://reaperaccessibility.com/index.php/Useful_Links_and_Resources#JAWS_Scripts_for_Reaper)
- 3) SWS Extensions: <http://www.sws-extension.org/>

Please consult

[https://reaperaccessibility.com/index.php/Getting\\_Started](https://reaperaccessibility.com/index.php/Getting_Started)

for additional instructions regarding installation of these components.

## Recording Key Musician Keyboard Using Reaper

In order to use the Key Musician Keyboard (KMK) with Reaper, you'll need to download a virtual midi driver. Aere recommends LoopBe1 for this purpose in several of her newsletter articles regarding use of the KMK with various digital audio workstations, and there's no reason from an accessibility viewpoint to indicate otherwise. The software is available from:

<https://www.nerds.de/data/setuploopbe1.exe>

Notice that the program is free for noncommercial use only. If you use it in any kind of business capacity, it does cost money, but the charge is seriously minimal. If funds are available, even if you're using the software noncommercially, it might prove worthwhile just to throw the small amount of money he's asking his way just as an incentive for further development.

Installing LoopBe1 is standard, so I won't go through it. It remains in the system tray, and you'll be notified of its presence each time you start your computer.

Once LoopBe1 is installed, open KMK. Dismiss the dialog on using the numpad to enter chords by pressing enter. At this point, you'll be presented with a message:

“Output Device Specification No output synthesizer or interface specified.

Do you want to use the Java Sound Synthesizer (default)?

Since we need to output to LoopBe1, answer ‘no’ (alt-n).

The following appears: “You cannot play anything on the keyboard if no MIDI output device (synthesizer or interface) is specified.”

Press spacebar or enter to dismiss.

Tab about 5 times till you hear:

“Select the MIDI device (or interface connected to a device) to transmit-to.”

Down arrow till you hear “LoopBe Internal MIDI=External MIDI Port”

At this point just press f2, and let’s now visit Reaper.

Open Reaper using your favorite method. I suggest starting a new project. I called mine reaper-kmk

The next step is to insert a track with a virtual instrument on it. For purposes of this demonstration, I’m going to use ReaSynth, but please understand it sounds pretty crappy, and I personally don’t use it. For this demo, though, in order to avoid downloading and installing yet another piece of software, it’s what we’ll use.

One word of warning. Sometimes the trouble with written demos is that they appear more complicated than they really are. This is certainly the case here. It sounds a lot more complex than it is. Just follow the bouncing ball, and you’ll be fine.

Step 1:

Press alt-I to go to the insert menu, then v to insert a virtual instrument. Choose RaeSynth from the dropdown list that appears and press enter.

If required, press escape to get back to the track manager view. You’ll hear something like “ 1 armed RaeSynth free item positioning ... once there.

Step 2:

Press f to enter the FX dialog.

Right-click (shift-f10) to bring up a context menu.

Up arrow to the selection: Build 16 channels of MIDI routing to this track  
and press enter.

If required, press escape to return to the track view.

Step 3:

As you down arrow, you can see that new tracks have been added, with names containing midi 1, midi 2, etc.

Right-click the track that says RaeSynth Midi 1.

Down arrow till you hear "input midi submenu.

Press right arrow. If loopBe internal is not selected, down arrow until it is.

Press right arrow, then down arrow to select MIDI Channel 1.

Press enter to select the channel and return to the track view.

Step 4:

Repeat the steps for midi 2, and select channel 2 for the chords track.

The next thing you'll need to do is arm tracks 2 and 3. F7 is a toggle, thus, pressing it while a highlighted track is armed will disarm it and vice versa. So go to trac 1, unarm it by pressing f7, then down arrow to tracks 2 and 3 and arm them both, again by pressing f7. As you arrow up and down through your track list, the status of each track is reported.

Your last step is to press r for record, alt tab to KMK, and begin playing. There's more you can do, such as turning on the metronome, renaming your tracks to reflect their functions, such as chords and melody, etc, but those are beyond the scope of this tutorial. We hope you enjoy recording KMK with Reaper.