Appendix: Troubleshooting REAPER

This section aims to help you resolve problems that are sometimes encountered by new users. Many of these issues relate to Windows, though some will also be relevant for macOS users. These tables are not the panacea that will solve all your problems, but it is a good place to start.

1. Input/Output Issues

Input Output Issues	
Problem	**Diagnosis and Possible Solution**
When I try to record audio, nothing is recorded	The problem could be with your REAPER settings or with your hardware set up. Make sure the track is armed for recording. Make sure that the track has been assigned an input. Check (Options, Preferences, Audio Device) that your range of audio inputs has been defined *and enabled*. Make sure under the Options menu that you have the correct required Record Mode set (usually this should be Normal). Check that *Record Input* is enabled. Or, if you have selected *Record Output*, check the FX window for any FX that could be silencing the track's output. Make sure that the microphone or lead for the instrument being recorded is connected to the correct audio input. If the microphone requires phantom power, make sure that the phantom power supply is enabled. Check your audio input mixer (external hardware desk, sound card mixer software, or both) to make sure that the incoming signal is correctly routed. Check your audio input mixer (external hardware desk, sound card mixer software, or both) to make sure that the incoming signal is not muted.
When I play back, my audio track is silent, even though there is activity in the track's VU meter.	The problem is likely to be either with your routing in REAPER, your sound card's settings or with your audio hardware setup. **REAPER's Routing:** Make sure that the track's output is directed to the master. Make sure that the Master output is directed to the correct outputs on your sound card for your speakers or headphones. **Sound Card Settings:** Use the control software supplied with your soundcard to make sure that neither of the following has occurred: 1. Output muted, or volume lowered too much. 2. Output patched to different hardware output. **Audio Hardware Setup:** Make sure that the amplifier is connected to the same outputs on the soundcard as the output of the Master. Make sure that everything is connected to the power supply, switched on, and with appropriate volume levels. Use Windows Device Manager (Control Panel, System, Device Manager, Sound video and game controllers) to ensure the device is enabled and functioning correctly. **Tips:** Opening a different application and playing any audio file can help determine whether the problem lies within REAPER or with your Sound Card or Audio Setup.
I get an error message to the effect that MIDI device(s) cannot be opened	The device may not be connected, or may be in use by another program. Check that the device is connected and supplied with power. Check whether another program has use of the MIDI device. Check that you have not accidentally opened REAPER twice.

Input Output Issues	
When I play back, my audio track is silent, and there is no activity in the track's VU meter.	The problem is likely to be specifically related to that track or item, especially if you have other projects which do play correctly. Make sure that the track has not been muted. Make sure that the item has not been muted (right click over item, Item Properties). Check the FX Window for the track to make sure there is no FX which is causing the track to be silenced. Check the track's volume fader to make sure it is not too low.
When I play back, I don't hear some or all of a track's FX being applied	The problem could be happening in the track's FX window or in the plug-in's own window, or both. Check that the track's FX Window is not in bypass mode. Check that the individual FX has not been set to bypass mode. This might occur in the FX Chain window or with some plug-ins within the plug-in's own window. Check that the plug-in's Wet/Dry mix setting (where present) has not been set to 100% dry.
When I play back, left/right panning does not work, everything comes from the center	Check Preferences, Audio, Device settings, especially first and last output. Check Master output is not set to mono, and that master outputs are correct (usually this should be channels 1/2). Check track is routed to the Master via correct parent channels - usually 1/2 .
When I play back, I get clicks, pops, stutters or dropouts	This probably means that you are attempting to play this project at a latency too low for your system. This is more likely to happen if you use a large number of CPU hungry FX such as Reverb. Try one or more of these remedies: Consider rearranging your mix to use fewer CPU intensive plug-ins, e.g. by making more use of FX busses to share FX used by more than one track. If you are using a high sample rate, such as 88200 or 176400, try a lower one. Go to File, **Project Settings** and reduce the Sample rate to 44100. This will reduce the load on the CPU and you will probably find that you can live with any perceived difference in sound quality. Consider increasing buffer size. This increases latency, but should not be a problem when playing back. Go to Options, Preferences, **Audio Device**. Click on *ASIO Configuration* to bring up the Control Software for your sound card. Increase buffer size, perhaps to 1280 samples. Check your **Audio Buffering** preferences, especially for **FX processing/multiprocessing.** Be prepared to experiment with *Render ahead size* and with which options are allowed.
When I play back, the Master clips into the red and distorts, even though the track level(s) appear low	This can arise as a result of routing problems, for example when you have any track or tracks routed to the Master by several different routes at the same time. Check the Routing Matrix
When I play back, the audio sounds clipped, even though it doesn't appear to be visibly clipping anywhere	This could be caused by a routing problem, or by some FX or combination of FX which might be distorting your sound. Check the Routing Matrix to see if any track or tracks is/are being directly routed to the same audio hardware output as the Master. If this isn't the cause of the problem … Disable all FX to see if this fixes the problem. If it does, reintroduce the FX gradually until you can identify which is causing the problem.

Input Output Issues	
When I try to play an imported MIDI track, it is silent	This can be a routing, sound card or setup issue – see previous page. In addition it may be caused by a MIDI specific issue. This occurs when the track has not been assigned to a valid MIDI Output device or software synthesizer. If using a MIDI Hardware device, display the track's Routing Window and check it is assigned to a MIDI Hardware Device. If not using a MIDI Hardware device, display the track's FX Window, and insert a software synthesizer or instrument (usually VSTi or DXi).
I don't have enough CPU to play back my project	This could be because you are trying to use more FX than your DAW can handle. Use the Performance Meter to determine which tracks are using the most CPU hungry FX. Then right click over the media items for those tracks and either **Apply FX to items as new take** or **Apply FX to items as new take (Mono)**.
When I stop playback, the instrument/ synth continues to play	Check Options, Preferences, Audio, Playback. Disable *Run FX when stopped* and enable *Flush FX on stop*. Enter a value (e.g. 200) in the *Run Fx for* box to determine length of tail.
When I quit REAPER I am unable to hear any sound on other apps	Check Options, Preferences, Audio and enable *Close audio device when stopped and application is inactive*.

2. REAPER Interface Issues

Interface Issues	
Problem	**Diagnosis and Possible Solution**
When I open REAPER not all of the track controls are visible	This can either be as intended with the default track layout, or (Windows users) you might need to enable HDPI mode. From the Main Menu, choose Options, Layouts, Track Control Panel, B. If that does not solve the problem: Choose Options, Preferences, General. Click on Advanced UI/system tweaks. You will need to find the optimal HDPI mode setting for your system. This is likely to be (but might not be) Multimonitor aware.
When I press Space (or some other Transport Control), nothing happens	This happens when focus is with another window, such as the Routing Matrix, or an open Dialog Box. Two possible solutions are: Give focus to another view such as the Track View or Mixer before pressing the key, or Use an external MIDI control device such as a BCR2000 and assign transport functions to its various buttons. These will then work regardless of which window has focus, or whether a dialog box is open.
When I try to place the edit cursor exactly where I want it, it moves a little	Snapping may be enabled. If so, use the Options, Enable Snapping command to disable it.
When I try to make a time selection, the start and end points move from where I want them.	Snapping may be enabled. If so, use the Options, Enable Snapping command to disable it.

Interface Issues

I add a Volume or Pan envelope to a track, but on play back the fader does not move.	Make sure that Automation Mode is set to Read and the envelope is armed.
I record multiple takes on a track, but only the last one is visible.	To view all takes for a track, choose the Options, Show All Takes in Lanes Command (Ctrl L), *or* To view a take other than the last take, right click over the media item and choose the Take command from the context menu.
When I maximize a track, the wrong track is displayed	Check your *Vertical Zoom Behavior* settings under Options, Preferences, Editing Behavior. You probably want to set this to *Last Selected Track.*
When I zoom in horizontally, the edit cursor disappears from view and I lose my place	Check your *Horizontal Zoom Behavior* settings under Options, Preferences, Editing Behavior. You probably want to set this to *Edit Cursor or Play Cursor.*
I try to view a window, such as Big Clock or Performance Meter, but I can't see it on the screen	This can be tricky, and can sometimes happen because of changes made to your Windows display settings. There are two main ways to fix this. Use Windows Notepad to edit the **reaper.ini** file in the folder C:\Documents and Settings\User Name\Applications Data\REAPER. This should only be attempted if you are confident that you understand what you are doing. For example, if the Big Clock has been lost, delete only that section of the reaper.ini file, save it, close it, then restart REAPER. For example, in the **reaper.ini** file extract shown here, the Big Clock section is shown as italicized: [flac encoder defaults] default_size=12 default=63616C661000000005000000AB *[bigclock]* *wnd_vis=1* *wnd_left=967* *wnd_top=600* *wnd_width=426* *wnd_height=137* *time_mode=0* [namecache] Analog_In_1_Delta_1010__1_=In 1 A safer option would be to simply rename this file as **reaper.old** or similar. This will return *all* preferences and options to their original default settings next time you run REAPER.
My Undo History window is cluttered with every item and track selection I make	Go to Options, Preferences, General and disable *Create Undo points for item/track selection*.

3. Troubleshooting Record Modes and Monitoring

It can be difficult at first to understand how various permutations of REAPER's record modes (available from the Options menu) and monitoring options (from a track's arm record context menu) can be used together to obtain different results. I am indebted to **John Bercik** for supplying me with the information in summary form that is contained in the table below:

Record Mode	Monitor Options	Behaviors
Normal	**Monitor input ON Monitor track media when recording OFF**	When stopped: monitors live material only When playing: monitors existing and live material continuously When recording: monitors live material only
	Monitor input (tape auto style) ON Monitor track media when recording OFF	Stopped: monitors live material Playing: monitors existing material only Recording: monitors existing and live material
	Monitor input ON Monitor track media when recording ON	Stopped: monitors live material Playing: monitors existing and live material continuously Recording: monitors existing and live outside punch, only live inside punch
	Monitor input (tape auto style) ON Monitor track media when recording ON	Stopped: monitors live material Playing: monitors existing material, then only live in punch Recording: monitors existing material, then only live in punch
Time Selection Auto Punch	**Monitor input ON Monitor track media when recording OFF**	Stopped: monitors live material Playing: monitors existing and live material continuously Recording: monitors existing and live outside punch, then only live material in punch
	Monitor input (tape auto style) ON Monitor track media when recording OFF	Stopped: monitors live material Playing: monitors existing material only Recording: monitors only existing material outside punch, then only live material in punch
	Monitor input ON Monitor track media when recording ON	Stopped: monitors live material Playing: monitors existing and live material continuously Recording: monitors existing and live outside and inside punch
	Monitor input (tape auto style) ON Monitor track media when recording ON	Stopped: monitors live material Playing: monitors only existing material Recording: monitors existing material outside punch, then existing and live inside punch
Auto Punch Selected Items	**Monitor input ON Monitor track media when recording OFF**	Stopped: monitors live material Playing: monitors existing and live material continuously Recording: monitors existing and live outside punch, then records and monitors live material in selected items
	Monitor input (tape auto style) ON Monitor track media when recording OFF	Stopped: monitors live material Playing: monitors existing material only Recording: monitors only existing material outside punch, then records and monitors live material in selected items
	Monitor input ON Monitor track media when recording ON	Stopped: monitors live material Playing: monitors existing and live material continuously Recording: monitors existing and live outside punch, then records and monitors live material in selected items
	Monitor input (tape auto style) ON Monitor track media when recording ON	Stopped: monitors live material Playing: monitors only existing material, then only live in punch Recording: monitors existing selected item(s), then records and monitors live material in selected items