

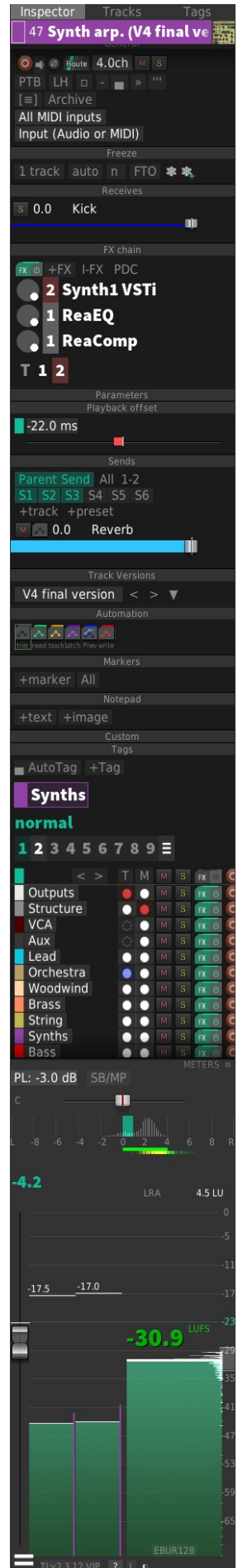


# HeDa Track Inspector 2

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<https://reaper.hector-corcin.com>

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## Abbreviations used in the guide

- **LMB** = Left Mouse Button click
- **RMB** = Right Mouse Button click
- **MMB** = Middle Mouse Button click
- **CTRL** = Ctrl key on PC
- **ALT** = Alt key on PC
- **SHIFT** = Shift key on PC

## Links:

- HeDaScripts: <https://reaper.hector-corcin.com>
- Donate: <https://reaper.hector-corcin.com/vip/donations>
- Download HeDaScripts Manager:  
<https://reaper.hector-corcin.com/app/hedascripts-manager>
- HeDaScripts Manager forum thread:  
<https://forum.cockos.com/showthread.php?t=179003>
- Track Inspector forum thread: <https://forum.cockos.com/showthread.php?t=174202>

# 1 Installation

After you install it with the HeDaScripts Manager, you will have the “HeDaScripts/Track Inspector 2 settings” folder where the settings will be saved. You can uninstall and reinstall, or update and it doesn’t affect your settings. Don’t delete this folder and you may want to make backups of it to preserve your settings.

## 1.1 Requirements

This script uses JS functions provided by the js\_Reascript API and SWS extensions. You probably already have them installed

- **SWS/S&M extension:** <https://www.sws-extension.org>
- **js\_ReaScriptAPI:** <https://forum.cockos.com/showthread.php?t=212174>

## 1.2 Running and setting up a Toolbar icon

Search for **HeDa Track Inspector 2** in the actions list to find the action to run the script.

There is an included toolbar icon “Data/toolbar\_icons/HeDa\_TI.png” that you can use to setup a toolbar button in REAPER for the script.

**A set of actions are added to the actions list. Mainly to start you want to use HeDa\_Track Inspector 2:** Normal instance to use, Or maybe **HeDa\_Track Inspector 2\_Master:** It is a special instance that always displays the Master track. It doesn’t change on track selection change.

You can also use more actions which are added with the name starting with **HeDa\_TI\_** for various purposes.

# 2 Track Name

## 2.1 Top area

This top area displays the selected track name, id number, color, and icon.

### Color button

Click to open/close the Color Panel to change track colors

### ID

**LMB:** the ID number to go to a specific track by the id number.

## Track name:

**LMB:** the Track name to rename the track. If multiple tracks are selected it adds a number suffix to them

**RMB:** Go to Master track. And back.

## Icon:

**LMB:** Browse for icon file to assign to selected track(s)

**RMB:** Menu to remove icon, copy icon to selected tracks, and copy / paste icons

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## 2.2 Color Panel

**LMB:** click to set the color hue in the top bar rainbow colors, and then click the saturation and brightness below

**RMB:** right click the color area closes the color panel.

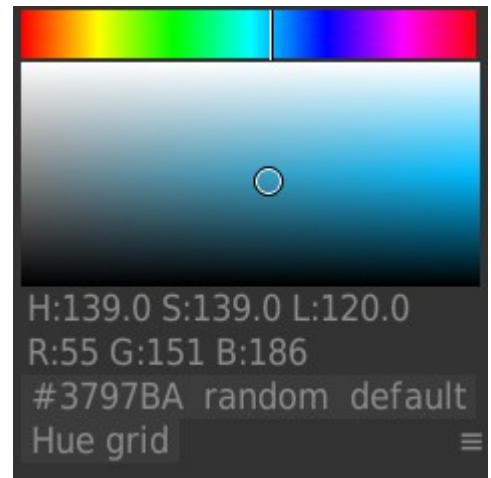
**Hex number:** Sets the color by entering the HEX value. Example Red: #FF0000

**Random:** sets a random color.

**Default:** to set to a gray default value.

**Hue grid:** divides the hue bar in more or less values. + - buttons to set.

**No gradient /L/S/H:** Gradient for multiple selected tracks. If you select multiple tracks, you can define a gradient of colors. Click the button to cycle between Gradient L(luminosity), Gradient S(saturation), and Gradient H(hue) Then in the color picker area, you will see a rectangle instead of a circle, it defines the range of the gradient to apply to all the selected tracks. In Gradient H mode, you can define the gradient with the Left and Right mouse buttons.



# 3 Panels

---

## 3.1 All Panels

Track Inspector (TI) is divided into several panels for each functionality. The panels can be reordered, collapsed, isolated, and hidden completely if desired. If the panels don't fit in the window, you can **scroll** up and down by **Dragging with the left mouse button**, or **with the middle mouse button**, or using the **Mouse Wheel**. It can be configured in Settings page.

## Collapse panel



Each panel has a title header section.

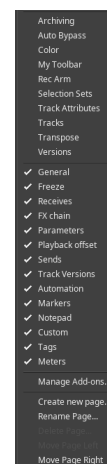
**LMB:** Just click on the title header to collapse/uncollapse the panel.

**CTRL+ LMB:** Shows the clicked panel and collapse all other panels. You can then CTRL click another panel title to isolate that one. To return to see all panels uncollapsed, CTRL click again the panel that is isolated.

Setting: **Isolating panels mode by default.** This setting switches the mode. LMB to isolate and CTRL+LMB to collapse/uncollapse the panel. Isolating panels doesn't affect the special meter panel.

## Hiding panels

If you want to hide a panel completely, you can right click on the page button at the top. By default there is a single page named "Inspector". Right click there to show a list of panels and switch on and off the ones you want in the page. Each page has its own panels visibility configuration. See [TI Pages](#)



## Panels Menu:



If you put the mouse over it, you can see a panel menu button at the right. Click on it to show each panel specific settings.

Or you can also use **RMB** anywhere on the panel header to open the same menu.

## Reordering panels:

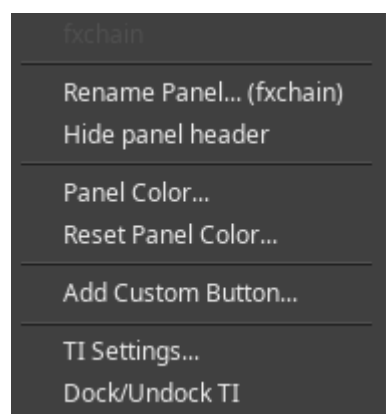


If you put the mouse over the left part of the panel title area, a drag control appears. **Drag** it up and down to move and reorder the panel.

## Rename a panel, hide name, and change panel color:

**RMB: + CTRL:** it shows a menu to change some panel settings like renaming the panel, hide the header, or change the background color.

There are also access to global Settings page and dock/undock the script.



## Footer

At the bottom, there is the footer area with a button to access the

- **Settings** page:

- **Version** button: opens the change log.
- A **help** button to open the guide and toggle tooltips.
- A **Lock** button: This button at the bottom, is to lock the current displayed track on the Inspector, to the current track. When you select other tracks, it won't affect to Track Inspector until you unlock it again.
- **Dock/Undock** button: Track Inspector is usually used docked at the left of the arrange.

## 3.2 General Panel

### Record

LMB: Toggles record arm for selected track(s)

RMB: Opens Record settings window for selected track

### Monitor

LMB: Record monitor mode of selected track. ON/AUTO/OFF

### Polarity

LMB: Inverts polarity of selected track

### Route

Opens the track routing I/O window

### Channels

Self explanatory, it changes the number of channels of the track or selected tracks.

Setting: Channel suffix, can be used to remove or change the “ch” suffix

### Mute

LMB: Mute selected track(s)

RMB: or CTRL+LMB: Unmute All tracks

CTRL+ALT+LMB: Exclusive Mute

ALT+LMB: Mute all others

### Solo

LMB: Solo selected track(s)

RMB: or CTRL+LMB: Unsolo All tracks

ALT+LMB: Solo (ignore routing)

CTRL+ALT+LMB: Exclusive Solo

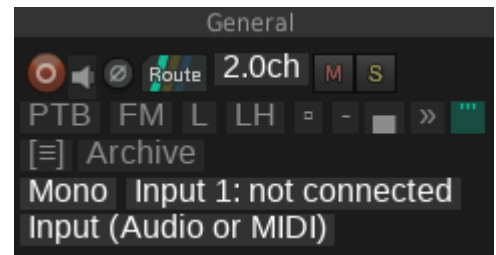
CTRL+SHIFT+LMB: Toggle Solo defeat

### Timebase button

Change selected track(s) timebase: PTB (Project settings timebase), Time, Beats (position, length, rate), Beats (position only)

### Free Item positioning mode

Toggles Free item positioning for selected track(s)





## Lock track controls

Toggles Lock track controls TCP for selected track(s)

## Lock track height

Toggles Track height lock for selected track(s). When locked to a height, you can click the number to set it to a specific number of pixels.

## Change track on item selection

This enables the track selection change when selecting items (without having to change the global preference to do so in REAPER)

## Show envelopes for selected track

Enabling this, makes sure that envelopes of selected track are always displayed. It also hides the rest of envelopes in the project.

## Enlarge selected track

Enabling this makes selected track height in TCP larger temporarily .

**RMB:** set default height in pixels when enlarged.

Setting: **Auto enlarge scrolls into view.** When selecting a track, it scrolls into view. Useful if you select from somewhere else, not from TCP.

Setting: **Auto enlarge track height per track.** This allows to remember which height to set when enlarged per track. It starts with the default, but if you adjust it, it remembers the height for that track for next time.

## Hide others (h)

Click this to isolate visibility of selected tracks, hiding all other tracks. Click again to restore visibility of tracks.

## Hide others with sends option. (S)

When enabled, hide others button also shows track's that receive from the track you are isolating.

## Archiving:

Show archived tracks: LMB: click to toggle visibility of archived tracks. RMB: Show only archived tracks. Then Close button to restore track visibility.

Archive/Unarchive button: This archives/unarchives the track. When archiving, it hides the tracks, locks controls and put FX chain offline to save CPU and memory. It adds a suffix in the track name which can be configured in settings page.

## Track Inputs

Change the track input audio channel, or MIDI All.

## Record Mode **Input (Audio or MIDI)**

Change track recording mode, Audio or MIDI. Overdub etc..

### 3.3 Receives

This panel shows the receives of the track. You can adjust the gain of each one.

**LMB:** on the number to adjust the gain by entering the precise value.

**Drag slider:** change the receive gain value.

**LMB:** on receive name: It opens the routing window for the track, allowing to change sends and receives from REAPER window.

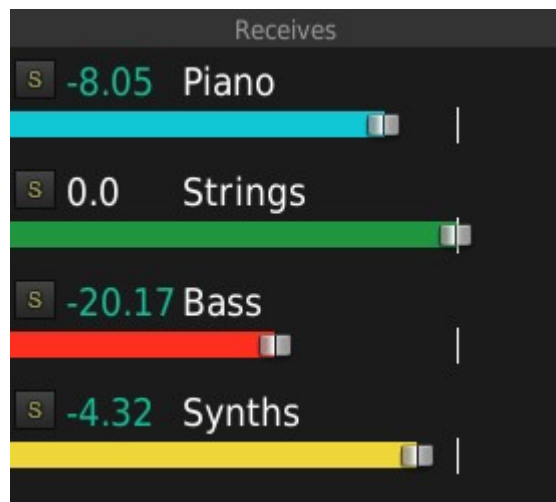
**RMB:** on the name. It changes track selection to the track where the send originates.

**ALT+LMB:** Removes the receive/send.

**Shift+LMB:** on the name to Mute/Unmute receive.

**Shift+RMB:** on the name to Solo/Unsolo the receive. You can also **LMB:** the S buttons to solo the receives. You can hide these buttons from the panel menu. There is no native solo button in REAPER for the sends. What it does is muting the rest. And restores the muting state of all when unsolo.

**CTRL+LMB:** on the name. Selects multiple receives. You can also quickly select all from the panel menu. Once they are selected. Drag the slider to adjust the gain of all receives proportionally. If you click the number to adjust the gain, it won't change proportionally but set all of them to the specified value.



### 3.4 Sends

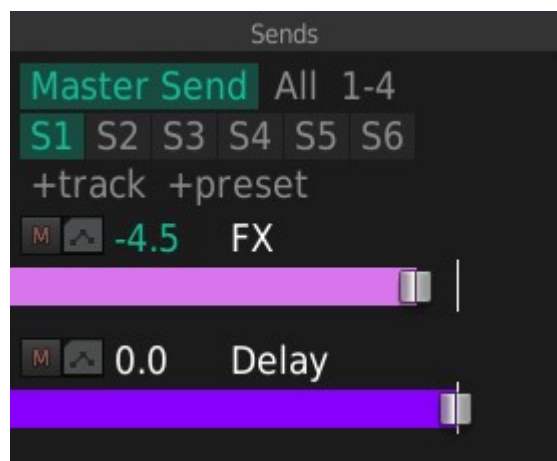
It is like the receives panel, but this time it is for the sends to other tracks and the main send to parent track or to master.


#### Main send

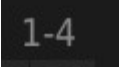
**Master send:**

**Master Send**

Enables/disables Master/parent send.



**All/1/...:**  sets the number of channels to send

**x-y:**  sets the channel offset number x

**S1, S2, S3 ... buttons:** 

This is the presets buttons. You can assign some tracks as receive tracks to each of the buttons.

**CTRL + LMB:** defines current selected track as send preset. Then the button is highlighted in green as it has a track destination assigned to it

**CTRL+SHIFT+LMB:** Sets Autofind track destination by track name to automatically sets the presets.

**ALT + LMB:** Removes the preset.

**RMB:** Go to the assigned track

**LMB:** Creates a send from selected track or tracks, to the send preset track.

**SHIFT+LMB:** Creates a send from selected track or tracks, to the send preset track in channel 3-4 (for auxiliary inputs / side chains)

**+track** 

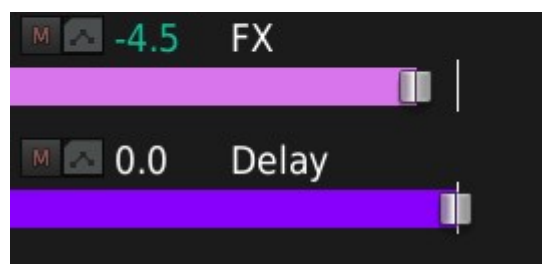
This opens a search box to type track name to show a list of tracks. Then click on the track list to create a send to that track.

**+preset** 

this is another way to see the presets buttons, in a compact menu, to create sends to the presets destination tracks.

## Sends list

- **Mute button:** Mute/unmute the send
- **Automation button:** Shows the send's envelope to automate the value
- **FX button:** Shows the FX Chain of the send's destination track.
- **Gain value:** Adjust the gain with a specific precise value.
- **Send name:**
  - **LMB:** To open the routing window to adjust send parameters there.
  - **SHIFT+LMB:** Mute send. In case you have hidden the mute button
  - **RMB:** Go to send. Selects the receiving track. There will be an added back button at the top of the TI window to go back to the original track.
  - **ALT+LMB:** Removes the send.

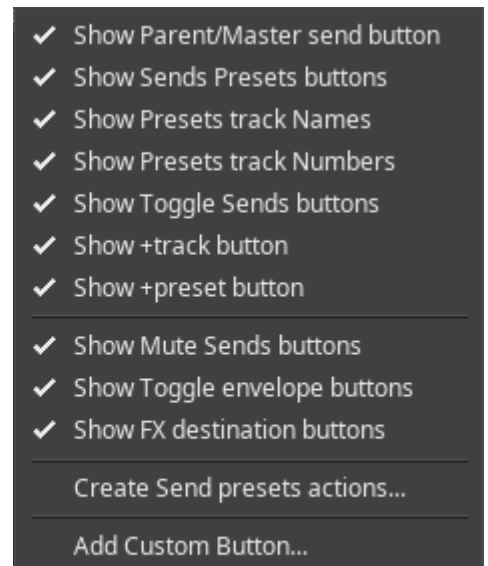


- **CTRL+LMB:** Selects multiple sends. You can also quickly select all from the panel menu. Once they are selected. Drag the slider to adjust the gain of all receives proportionally. If you click the number to adjust the gain, it won't change proportionally but set all of them to the specified value.
- **Slider: Drag** it to adjust the send gain value. **CTRL+Drag:** to adjust with more precision.

## Panel Menu:

In the Sends panel menu, there are some additional options to configure the panel to show/hide parts of it and configure them.

- Show Parent/Master: Shows the Main Send options
- Show Sends Presets buttons: Shows/Hides the S1, S2,... presets buttons.
- Show Presets track Names. Instead of compact S1,S2 buttons, it shows a list of the buttons, one per line, with the track's destination names
- Show Presets track Numbers: Shows the track numbers too.
- Show Toggle Sends button: It adds a special mute button at the top of the sends list, before the +track button. **LMB:** it mutes/unmutes the sends that are not already muted. **RMB:** It toggles all the sends muting
- Show +track +presets buttons. Toggles display of these buttons.
- Show Mute Sends buttons, envelope and FX buttons: Toggle display of the buttons for each send.
- **Create Send presets actions...** It will add actions to the REAPER actions list to create a send to the presets so it is possible to assign a quick keyboard shortcut from REAPER.



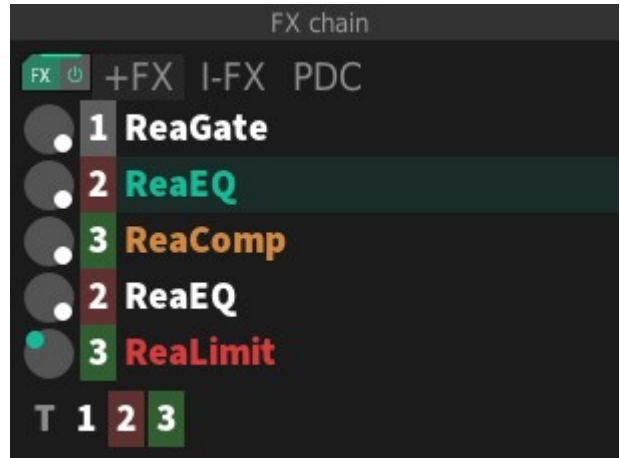
## Settings:

- **Sends bar height.** Sets additional height in pixels to the send bar slider.
- **Scroll to track's send.** When activated, it scrolls the track into view when right clicking a send.
- **Indicate sidechains sends.** It draws in half height, the sliders when the send goes to channels 3-4
- **Sends Maximum dB** and **Minimum dB.** Sets the range of the sliders.
- **MIDI sends opacity.** Draws sends that have MIDI send data, with a different opacity

- **Sends absolute mouse mode.** It should help with tablet input devices.
- **Number of sends presets.** Specify how many S1,S2... buttons you want to be used.

## 3.5 FX Chain




The FX Chain panel displays the plugins in the FX Chain. It is possible to drag them to reorder, bypass them, make them offline, open their UI windows, display their PDC, and assign a group number to them.




### Buttons

- FX and bypass button: opens the FX Chain window and bypasses it
- +FX button: opens the Add FX window to add a plugin to the chain.
- I-FX: opens the input fx chain.
- PDC: Toggles display of the PDC (Plugin delay compensation) for each plugin. Use to quickly see which plugin is creating an excessive delay compensation.

### Plugins list:

- **Wet/Dry knob.**  Drag it up and down to set the wet parameter of the plugin. **RMB:** Soft bypass. It just sets the wet to 0 and back to where it was. It is good to use this method instead of bypassing a plugin when the plugin has PDC because it can cause glitches when enabling it back.
- **Soft bypassing between two effects.** For example, you have two effects and you want to compare between the two while playing and without the latency issue, **CTRL+LMB** on the first plugin wet knob, and then Right click on the second one and right click on the second one again as many times as needed to compare. **CTRL+LMB** again to finish this mode.
- **Group number:**  Use **LMB** and **RMB**, to set the group number to the plugin.
- Plugin name:  **LMB:** Opens the UI window. **RMB:** menu with several options **SHIFT+LMB:** Bypass the plugin. **CTRL+LMB:** Sets Offline the plugin. **ALT+LMB:** Remove the plugin. **Drag:** reorder plugin.

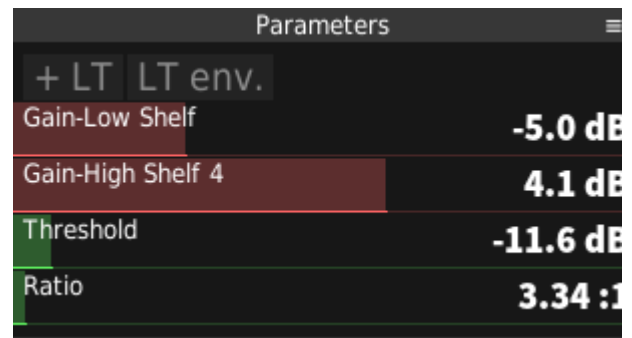
- FX Groups:  **T/A/S: button:** Sets the fx group buttons to work on current **T**rack, **A**ll Tracks in project, or **S**electe tracks, Group buttons: **LMB:** Opens UI for all plugins in group. **RMB:** Soft bypass for all plugins in group. **SHIFT+LMB:** Bypass the plugins in group. **CTRL+LMB:** Offline plugins in group. **ALT+LMB:** Removes the plugins in FX Group

## 3.6 Parameters

Touch one parameter of a plugin, and click the +LT button. It adds it to the TCP and parameter panel with a slider to **drag** and adjust it. **ALT:+ LMB:** Removes the parameter.

**RMB:** the +LT button sets a mode that automatically adds last touched parameters all the time.

**LT Env** button: It shows the envelope for the last touched parameter. **RMB:** continuous mode that shows only the last touched parameter envelope.



## 3.7 Freeze

Freeze and Unfreeze management. Helps to quickly see if there is any track left in the project for freezing and display the frozen plugins of the track

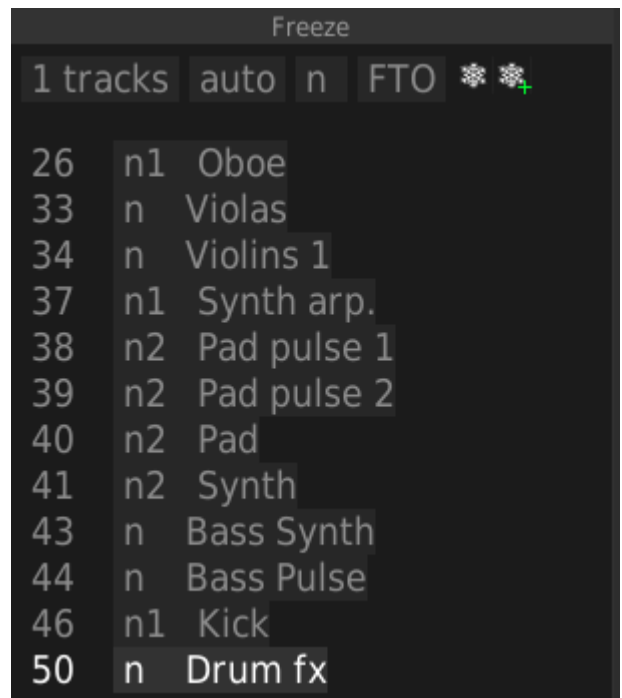
### Selection button: 1 tracks

It displays a list of the tracks to freeze and selects them all. You can select only one or more tracks from the list. Once you have the tracks selected you can freeze them

**LMB:** Go and Select the track

**CTRL+LMB:** select multiple tracks from the list.

- Select tracks for freezing: Select all tracks except those set as “Do not freeze”
- Select tracks for freezing containing only MIDI active takes
- Select tracks for freezing containing only AUDIO active takes
- Select all visible frozen tracks: useful to unfreeze all frozen tracks.



### Mode button: auto

This is to set the selected tracks freeze mode.

- auto (by default)
- Do Not Freeze: Assign this to auxiliary tracks, busses, vca tracks, or folders.. anything that you don't want to freeze. These won't be selected for freezing.
- Freeze to Mono/Stereo/Multichannel: Force freeze to each mode independently of how many channels the track has.

### N button: n

This allows to set a line in the FX Chain. **LMB** and **RMB** to change the number. The plugins after the line, are not included in the freezing. This is useful for example if you only want to freeze the VSTi part and maybe something else too, but leave later plugins for further tweaking.

## FTO


Adds a dummy “Freeze Tracks Only” plugin in the FX Chain. So you can use it to freeze that only and leave all the rest of the FX Chain intact. Allowing to freeze the items to consolidate the items.

Settings:

- **Freeze Tracks Only Name:** Defines the name of the dummy plugin
- **Freeze Tracks only button:** text to display on the the FTO button.
- **Show FTO button.** You can hide this button if you never need to use it.

## Freeze buttons:

Freeze, Freeze to new version, and Unfreeze: It will go and freeze the selected tracks. If multiple tracks are selected, it will freeze them one by one instead of freezing them all at once like REAPER does. This could be slower, but it can help in some cases. The reason to go one by one is that it needs to freeze to Mono or stereo or multichannel, depending on the configuration of each track. If all tracks to freeze are on Auto, you could just use the regular REAPER freeze function to do them all at once in one render pass.

**Freeze to new version:**  will duplicate the track as a new version, and freezes it. This can be used to freeze the track but still have access to the previous version with MIDI items without having to unfreeze it to see which notes were used.

## Freeze Settings:

- **Frozen suffix:** Add this suffix to the track names that are frozen.

## Panel menu:

- **Add frozen suffix to track version name:** When freezing to a new version, adds the suffix specified in settings to the track version name
- **Archive children of frozen tracks:** With this option, if you freeze a folder, all the children tracks are archived for a cleaner project view. They are restored when unfreezing the folder.
- **“Show frozen plugins list”.** in some cases, some plugins like Kontakt for example, can save a lot of data in the track, and it makes the script slow when switching tracks and searching for the frozen plugins. In that case, you can disable the searching for the plugin list.

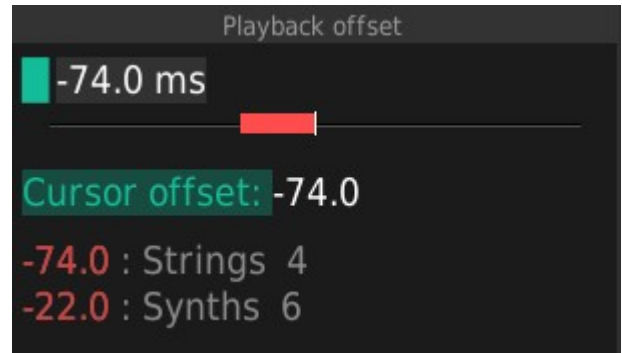


## 3.8 Playback offset

Button to **enable/disable** the media playback offset for the track. A number that displays the value and **LMB**: to enter a precise value to set.

### Bar

**Drag**: to set the value of the offset. Negative and positive are displayed in a different color. **RMB**: Removes the offset.



### Panel menu:

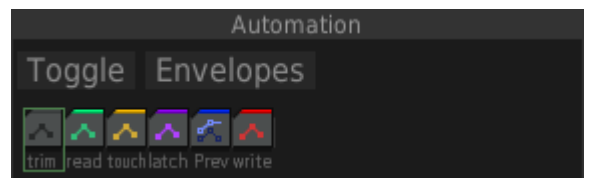
**Playback offset mode**: enabled by default with the native Media Playback Offset. No need for a plugin. It used to use a JS plugin before.

**Show Maximum Project Playback Offset**: Displays the maximum offset in all tracks. Enable or disable the **Cursor offset** button to rewind the offset value when starting playback.

**Show List of Tracks with Offsets**: List of all tracks in the project that have an offset. **LMB**: on the track name goes to the track.

## 3.9 Automation

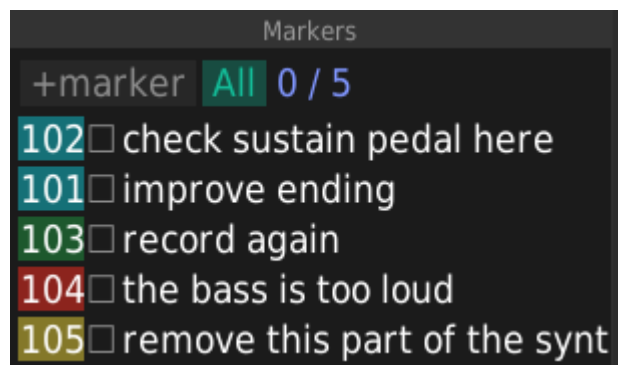
This is just a simple panel, with some buttons to set the automation mode of the tracks. And toggle envelopes. It doesn't reflect all the automation capabilities in REAPER.



## 3.10 Markers

Track markers are just the same as REAPER markers. But they are deleted and created as you change tracks to display only the markers of the track you select. Or you can also see all of them.

They are used to enter small notes of things to review or change as a reminder, the position of the marker is used to remember in which part of the track you have to review something.



**+marker** 

Adds a track marker at current position

All



Enable view all track markers in the project.

Done / Total

0 / 5

Displays the total number of markers in the project and how many of them are marked as done

### List of markers

102  check su

**LMB:** on the marker to go to the position of the marker.

101  improve

**ALT+LMB:** remove the marker

103  record a

There is a **checkbox** to set the marker as done.

### Settings:

**Minimum track notes marker ID:** the track markers are created and deleted as needed, so to avoid collision with existing normal markers you may be using, you can define the minimum ID number for the track markers.

## 3.11 Notepad

### +text

Adds a custom text associated to the track. Only one text can be added. If you click on it you can edit it and remove it

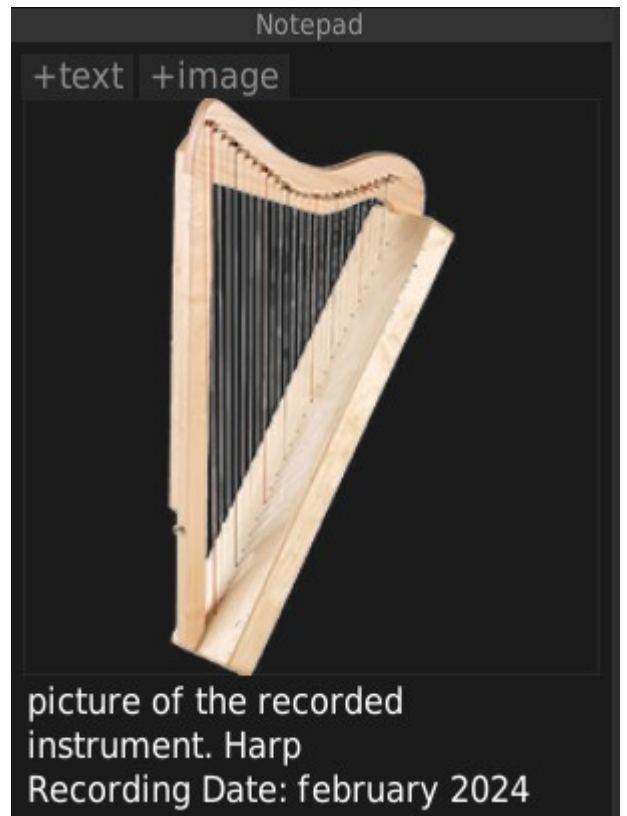
SWS track notes are also supported to be displayed.

### +image

Adds an image, by linking an image file to the track. Multiple images can be added. Click on the images to change the size, open the image in full application, or remove it.

### Panel menu:

There are more options in the panel menu which are self explanatory.



## 3.12 Custom

It's just a blank panel. You can fill it with custom buttons as any other panel.

## 3.13 Track Versions

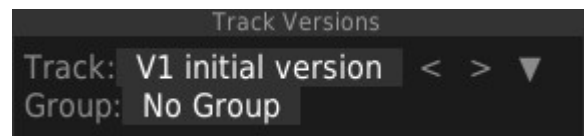
With track Versions you can manage track copies as versions that you can hide and restore easily. Examples of use:

- You have a track with many recorded items and you want to glue them all, but want to keep a copy of them individually in case you need to return back to it.
- You have a track fx chain and want another version of the track with another VSTi or fx chain, and you want to switch easily between them to compare.

Track Versions were created before REAPER 7 fixed lanes. It is encouraged to use the new fixed lanes if you want to have multiple item versions for the track and don't need to change anything else like FX Chain, envelopes, etc...

### Version button:

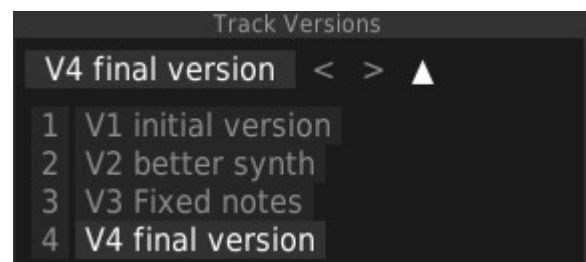
**LMB:** Displays a menu to create new versions, or switch to a new track version from the list at the bottom of the menu.



- Create new versions. Duplicating current track, or without items/envelopes
- Render to new version mono/stereo, whole track or time selected area

If there are more than one version of the track, you can switch to next and previous versions with the < and > buttons.

There is also a triangle button to show/hide a list of track versions. You can click on any version shown here to switch to the version. All the hidden versions will be shown in the arrange view too, in case you want to copy something from one version to another.



### Group button:

If you change the version of a track that is part of a group, all other tracks from the group are changed too.

**LMB:** Assign a group from the list of created groups.

**RMB:** Menu to create, rename or delete a new Track Group

## 3.14 Tags

It is possible to tag tracks with one or several tags. Then you can do different things for all the tracks with the tags, like visibility, muting, soloing, bypassing chains, assign VCA...

There are two types of tags. Normal tags, and Folder tags. When tagging a track, if it is a folder, it asks you if you want to tag it as a “**folder tag**” or a **normal** tag. Folder tags automatically tag any child track when using the **AutoTag** button.

### +Tag button:

Assigns a tag to the selected track(s). The tags are shown then below, you can remove tag by **ALT+LMB** on them.

### AutoTag button:

**LMB:** It assigns tags to all the tracks based on their track names. It searches for a pattern in the track name, assigns the tag, and removes the pattern from the track name. Example of a track name: **Violin**

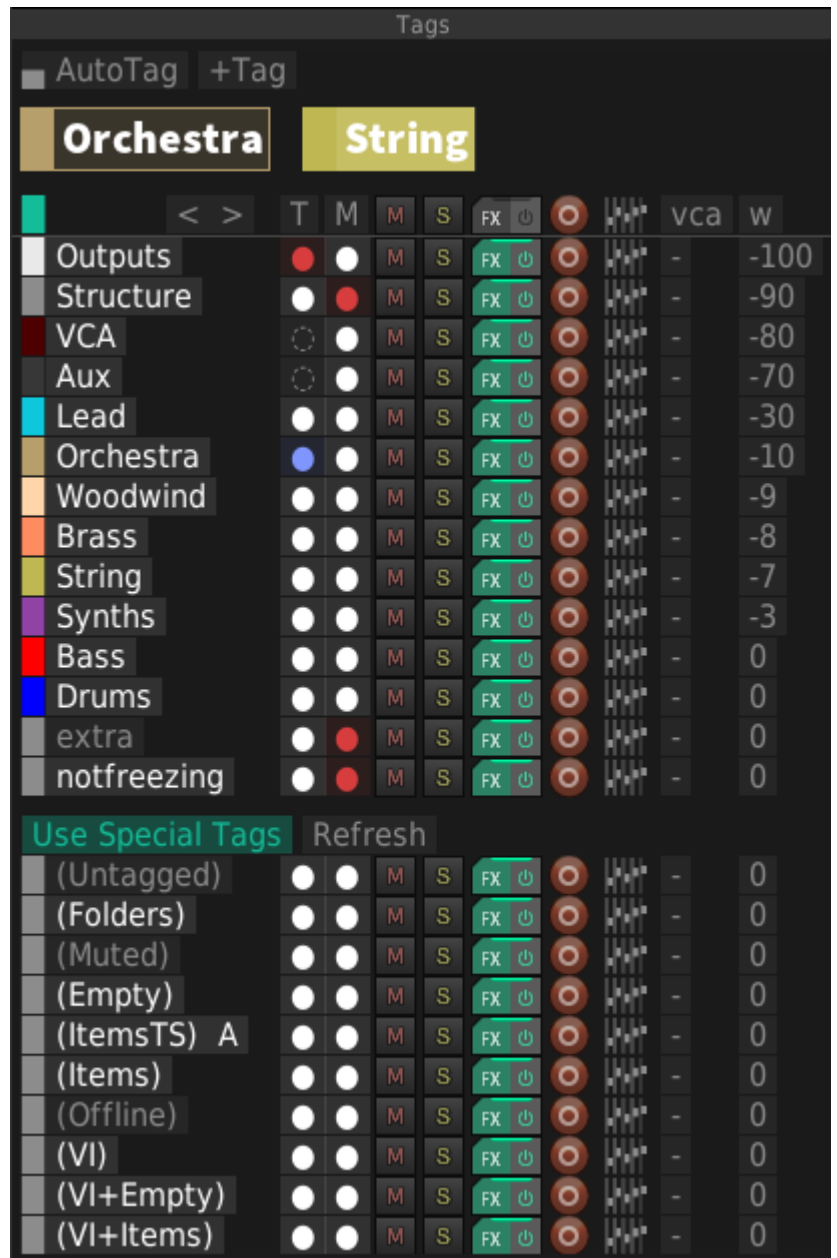
**#Strings #Orchestra** It will assign the tags Violin and Orchestra to the track and rename the track to Violin Orchestra @Orchestra for the orchestra folder track. It will assign a folder tag to the folder.

An easier mode is if “**Autotag using folder names**” is enabled in the panel menu settings, then it will tag the tracks based on their parent track name.

**RMB:** Same but only for selected tracks.

### Tag Color

The tag color button to change the tag color. Tracks can follow the tag color if you enable the use color tags for tracks button at the header of the color column.



## Tag name

**LMB:** Select first track with the tag and scroll view into it.

**RMB:** Select all tracks with tag and scroll arrange to view them.

**CTRL+LMB:** Assign the tag to selected track(s)

**SHIFT+LMB:** Rename the tag

**ALT+LMB:** It removes the tag from all tracks and deletes the tag from project.

## Visibility

- **LMB:** Hide/Show tracks with the tag. You can use the T and M columns to affect the TCP or the MCP visibility. It is possible also to link them (in the panel menu) so there is only one column that affects both.
- **SHIFT+LMB:** Toggles visibility on/off for all tags.
- **ALT+LMB:** Always off. Tracks with this tag will always be forced to be hidden.
- **RMB:** like LMB but using a different logic. It can help when a track has multiple tags. For example you have a track with two tags, one tag is "Instruments", and another tag is "Flutes". You turn off visibility of Instruments tag to hide all instruments, Now you want to show only the flutes, right click the circle of the flutes tag (shown in blue circle) to enable the Flutes visibility even if the instrument tag is off. So if the track has the tag in any of the multiple tags, it will show the track.
- **CTRL+LMB:** isolate tag. All tracks without the tag are hidden. The isolated tag has a green circle to indicate isolation mode. You can CTRL LMB another tag to isolate another one or CTRL LMB the isolated one again to **return to previous state** before isolation.

## Mute/Solo

Toggle Mute and Solo for the tracks with the tag.

## Offline

Sets offline all plugins in the FX Chain for the tracks with the tag.

## Bypass

Bypasses the FX Chain of the tracks with the tag.

## Record Arm

Automatically arm selected track if it has the tag.

## HeDaMixer

Opens a special instance of HeDaMixer showing the tracks with the tag.

## VCA

All tracks with the tag will be assigned to the VCA follow for the group number you set.

## Weight -10

(Right click the column header to show the weight column)

Change the number to reorder tags in the list. Numbers can be negative or positive. They do not need to be consecutive.

## Special Tags

Enabling the button to use the special tags. They are assigned to the tracks automatically in most cases. Refresh button forces to reassign them in case it is needed.

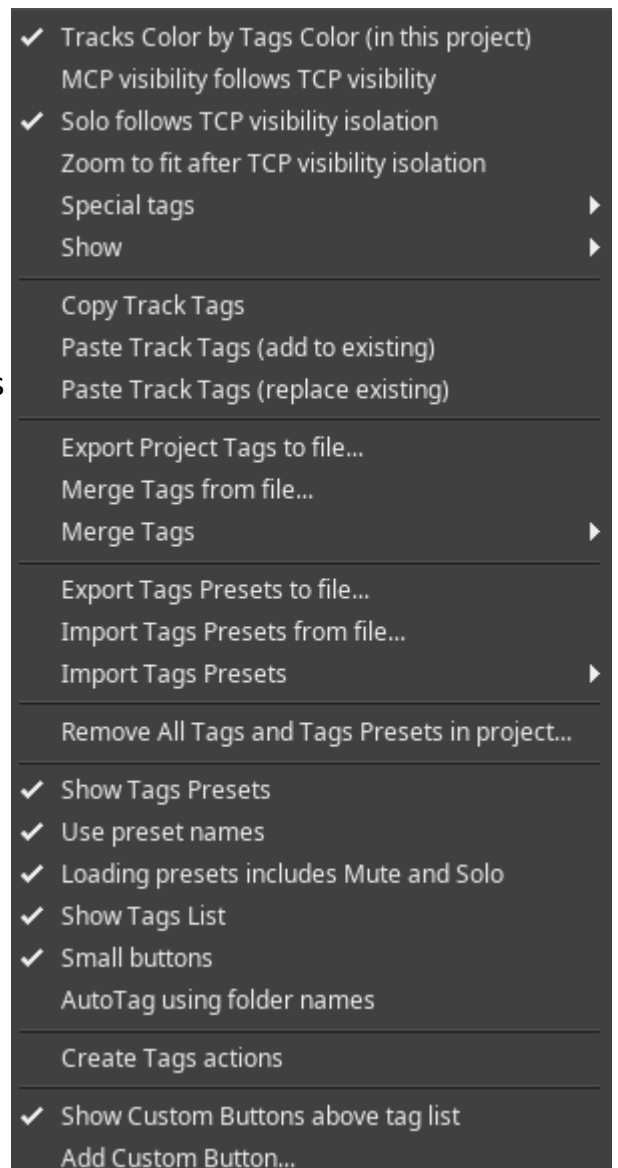
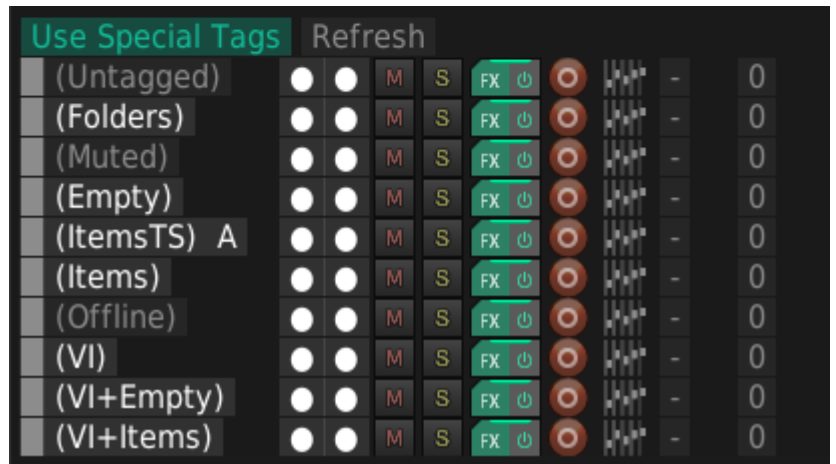
### (ItemsTS) A

The **(ItemsTS)** is a special special tag. Items in Time Selection tag automatically tags the tracks that have items inside the current time selection. It has an A button to enable automatic tagging when changing the time selection in the project. For example. CTRL+LMB in TCP visibility of (ItemsTS) and enable the Automatic button in the tag. Then change time selection, and you see that visibility of tracks is changed to show only the tracks that have items inside time selection as you keep changing time selection.

## Panel menu:

There are several options in the Tags panel menu:

- **Track colors by Tags color.** Changes all tracks colors to use the tag color. If a track has multiple tags assigned to it, it will use the first one or you can click on which tag to use as the color.
- **MCP visibility follows TCP:** This groups the two columns in one. Changing visibility of the tag affects both the TCP and MCP.
- **Solo follows TCP visibility:** This will solo the tracks with the tag that is isolated using CTRL+LMB on the



visibility. So you will only see the tracks with that tag and only listen to those tracks.

- **Zoom to fit after TCP visibility isolation:** It zooms to fit vertically the tracks that are shown when the tag is isolated using CTRL+LMB
- **Special Tags:** Use and configure which special tags to use.
- **Show:** configure which columns to show for the tags list. You can also **RMB** the column header
- **Copy / Paste tags:** self explanatory. To tag other tracks from the tags in another track.
- **Export / Merge Project tags to a file:** This allows to export the current tags into a file, and use it as a template for new projects by using the Merge project tags from file.
- **Export / Merge Tag Presets to file:** The same but also including the tag presets. Useful for project templates.
- **Remove all tags and tags presets.** Removes all the tags from the project.
- **Show tags presets:** Shows the tag preset buttons or not. The presets are used to load/save different tags states, with their visibility, etc...  
**CTRL+LMB:** Save current tags state into the preset number. **LMB:** Loads the preset **ALT+LMB:** Removes the preset.
- **Use preset names:** When saving the preset it asks for a preset name. It shows the preset name when the mouse is over the preset number and displays the last loaded preset.
- **Loading presets includes mute and solo:** Solo and Mute the tags, when loading a preset. This can be further customized in the menu button in the presets buttons which extends this initial feature by selecting which things to use when saving and loading presets.
- **Show Tags List:** displays the project's tags list or not. All tags used or not in the project. Some tags that appear in gray, may be in the project to be used but not currently assigned to any track. The columns can be used to configure various actions for the tags. Visibility, muting, soloing, offline, bypass, etc...
- **Small buttons:** just smaller columns for TCP and MCP columns.
- **Autotag using folder names:** The autotag button will use the parent track name as a tag, without having to put #tags in the track names. It is an easier method to autotag if you organize all in simple folders.
- **Create Tags actions:** It will export all the tags in the project as REAPER actions.



## 3.15 Meters

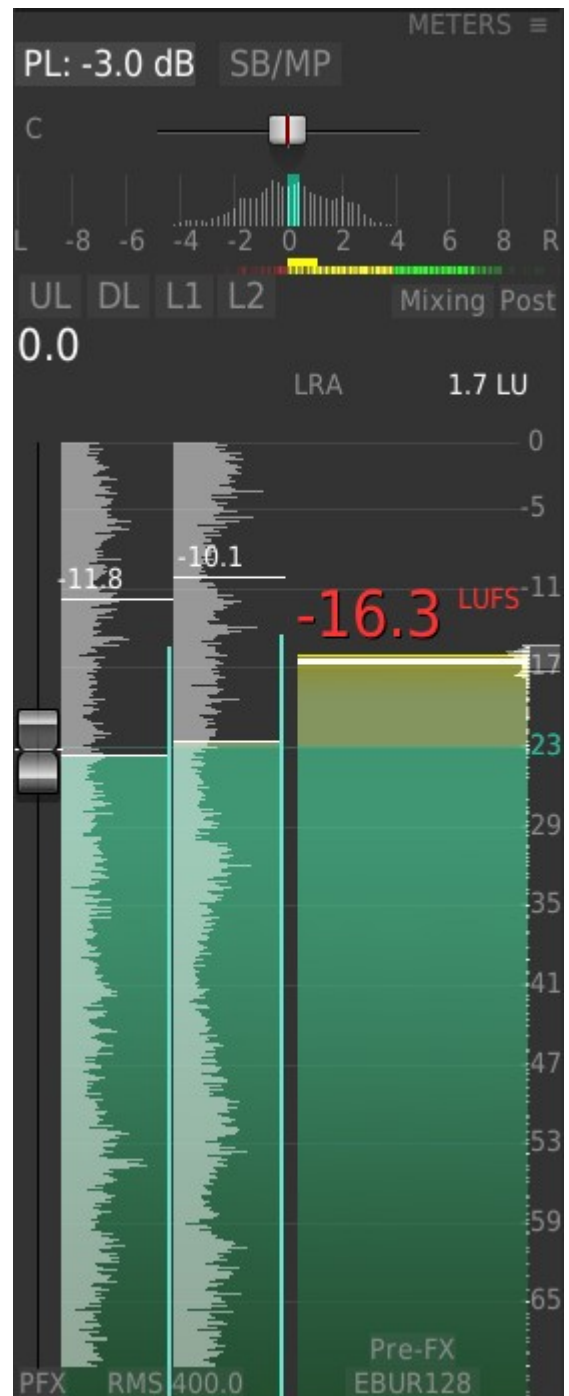
This panel has a different place, always at the bottom part of the script window over the other panels, regardless of the scrolling position of the other panels.

You can click the METERS button in the header to collapse it down or show it again. You can resize the panel dragging the header. Or use the button at the left to set a size:

- ■ Meters panel height fills the space left after all panels. This is the default but sometimes there is no space left for the meter panel.
- .. Meters panel height fills the space left after all panels but with a minimum of half the height reserved for the meter panel.
- . Meters panel always half of height of the window.
- ↓ Meters panel always specific height defined by dragging up and down the header

There are two main modes for metering, can be changed in meters panel menu.

- **Use REAPER meters** (enabled default) . It just uses REAPER peaks from the track. It doesn't create any hidden analysis track. It doesn't have all functionality to analyze direction/correlation/LUFS-I. It is faster.
- If you disable "Use REAPER meters" then TI will create a hidden analysis track. A temporary send is created from selected track to it to be able to analyze the signal after the fader. In this track, analysis plugins are inserted, which can be Cockos Loudness plugin (by default) or dpMeter. And then a Track Inspector plugin for other measurements like direction and correlation. It has more functionality, but in large projects it may be slower to change tracks, since it has to recreate the send from the new track.



## Pan Law and Pan mode buttons:

Change basic pan law options for the track.

## Pan slider

Click the **number** to enter precise value pan. **Drag** the fader to change panning. **Double Click** to reset panning.

## Stereo Direction and Correlation

shows the signal direction and phase correlation. **LMB**: to reset histogram

## True peak maximum level:

Displays a line with the maximum True peak level reached calculated by dpMeter

## Loudness Range meter:

Displays a bar to the right with the loudness range. You have to calculate at least 60 seconds of it to have a meaningful value.

## UL/DL buttons:

**CTRL+LMB**: specify upper and Lower limits for the fader. Like the old tape method on old analog mixers.

**ALT+LMB**: removes the limit.

## L1 and L2 buttons:

Stores and recalls two presets for the fader. **CTRL+LMB** to save the current value to the preset.

**LMB**: to set the fader to the preset value.

**RMB**: configure how fast the fader moves to reach the preset value.

## Mixing/Mastering button:

Switches between mixing and mastering mode. Each mode has a different reference and overs levels in settings.

## Pre/Post button:

set to pre fader, it changes the send to the hidden analysis track to pre-fader, then the fader doesn't affect the metering.

## Gain value button:

It displays the current track's volume gain.

**LMB**: Sets the gain of selected track(s) to a precise value

**RMB**: Offset gain. Adds or subtract a precise value to selected track(s)

## Fader below:

**Drag** to change the value. **CTRL+Drag** to move it more precisely. **Mouse Wheel** to adjust the value too. **RMB**: opens the track's routing window.

**Double Click**: Resets fader.

**PFX button below:**

Prefader button. Changes the fader mode to adjust the PRE-FX envelope of the track.

**EBUR128 button:**

this cycles the grid scale of the meter to EBU +9, EBU +18, and EBUR128 full range which can be customized in settings.

**PRE-FX button:**

It adds another meter with a new send to the hidden analysis track in prefix mode. This way you can compare the signal before the FX Chain, and after.

**RMS window button:**

changes the RMS window for the RMS meters.

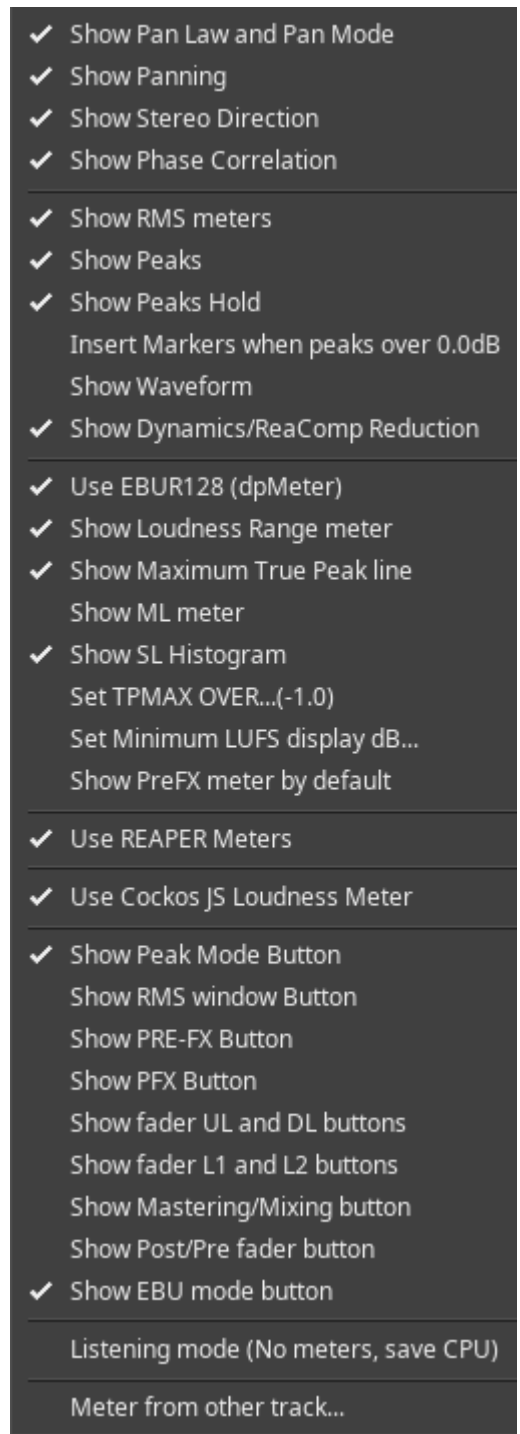
## Panel Menu:

Many options in the Meter panel menu are self explanatory. You can hide/Show elements of the panel.

- **Enable “Use REAPER Meters”.** It just uses REAPER peaks from the track. It doesn't create any hidden analysis track. It doesn't have all functionality to analyze direction/correlation/LUFS-I. It is faster.
- **Disable “Use REAPER Meters”** then TI will create a hidden analysis track. A temporary send is created from selected track to it to be able to analyze the signal after the fader. In this track, analysis plugins are inserted, which can be Cockos Loudness plugin (by default) or dpMeter. And then a Track Inspector plugin for other measurements like direction and correlation. It has more functionality, but in large projects it may be slower to change tracks, since it has to recreate the send from the new track.
- **Use Cockos JS Loudness Meter.** When disabled, it will try to use dpMeter instead.

Other options:

- **Show RMS meter:** Displays two meters, one for each stereo channel of the RMS signal. You can configure the RMS window with the RMS 400 button below.
- **Show Peaks:** small meters next to the RMS meters with the standard peaks meters
- **Show Peak hold:** Draws two lines over the RMS meters (one for each stereo channel) of the highest peak level reached each 3 seconds (you can configure the number of seconds in settings).
- **Insert marker when peaks over 0.0:** When playing it adds a marker to indicate the position when the clip has occurred.
- **Show Waveform:** Overlapped with the RMS meter. It displays scrolling waveform of the signal. When the peak is over 0.0 it is displayed in Red. You can CTRL+drag left and right over the waveform on the meter to change the scale of the waveform.



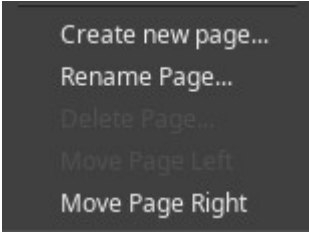
- **Show EBUR128:** Displays the meter with the EBUR128 values read from the dpMeterII plugin, which has to be installed first. The line with the big number represents the IL or programme loudness value since the last reset. If you click on the number it resets to start calculating again. A reset is also done each time you switch to another track.
- **Show ML meter:** Displays the ML (momentary loudness) meter instead of the SL meter.
- **Show SL histogram:** displays the histogram of SL values since last reset of the meter.
- **Set minimum LUFS display dB:** When using the meter in LUFS mode, you can customize the minimum range for the meter with this.
- **Listening mode:** Disables the meters to save CPU if you are not needing to see the meter and decide to use the ears, which is great. The notepad panel is displayed instead by default. You can disable this in settings.

## 4 Pages

At the very top, you can see the pages buttons. By default there is only one "Inspector" button. You can add more pages and each page has its own set of enabled panels displayed. This allows you to reorganize your panels into separate pages and avoid unnecessary scrolling. Panels can be added to multiple pages if desired.

**LMB:** switch to page.

**RMB:** the page button to show a menu with options for the current page:



- Create new page...
- Rename Page...
- Delete Page...
- Move Page Left
- Move Page Right

### List of panels to display

Enable or disable the panel you choose completely. First shown are the add-ons list and then the normal panels.

### Manage Add-ons

Opens a new window with the list of installed add-ons. You need to enable the add-ons here first in order to use them.

### Create new page.

It creates a new blank page, allowing you to selectively display specific panels.

To do this, switch to the newly created page and right click again the page button to enable the desired panels from the available list. Illustrated here is an example of a third page named "Tags" that displays only the General panel and the Tags panel.

### Rename page, move pages:

self explanatory. There is not much space for all the page names. Try to use short names.

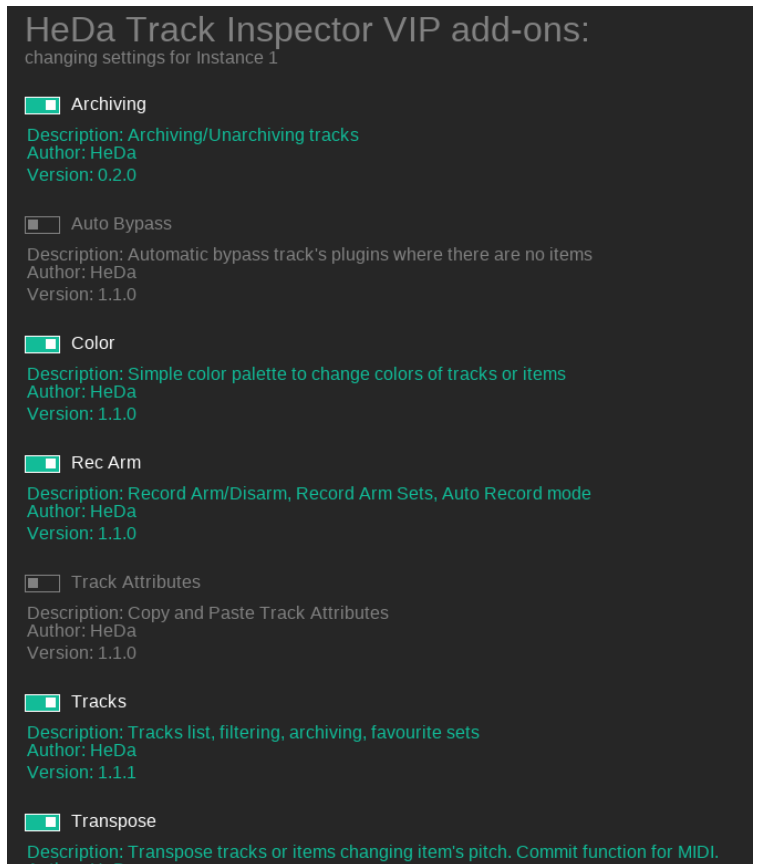


## 5 Add-ons

In VIP version, in order to use add-ons you have to download and install them from the Manager and then **Enable** them in the **Add-on Manager**. You can run the manager from the action or right clicking on any page button at the top and choosing **Manage Add-ons**.

After enabling an add-on, a new panel will become available in the list of panels for the current page. Switch to the page you want the panel to be visible, and right-click on the page button, and select the panel. This will activate the panel in that specific page.

Consult the Add-ons guide for more information.



The screenshot shows a dark-themed interface titled "HeDa Track Inspector VIP add-ons: changing settings for Instance 1". It lists several add-ons with their status (checked or unchecked), descriptions, authors, and versions:

- Archiving  
Description: Archiving/Unarchiving tracks  
Author: HeDa  
Version: 0.2.0
- Auto Bypass  
Description: Automatic bypass track's plugins where there are no items  
Author: HeDa  
Version: 1.1.0
- Color  
Description: Simple color palette to change colors of tracks or items  
Author: HeDa  
Version: 1.1.0
- Rec Arm  
Description: Record Arm/Disarm, Record Arm Sets, Auto Record mode  
Author: HeDa  
Version: 1.1.0
- Track Attributes  
Description: Copy and Paste Track Attributes  
Author: HeDa  
Version: 1.1.0
- Tracks  
Description: Tracks list, filtering, archiving, favourite sets  
Author: HeDa  
Version: 1.1.1
- Transpose  
Description: Transpose tracks or items changing item's pitch. Commit function for MIDI.  
Author: HeDa

## 6 Settings

All the settings, including some options on the panel menus, are stored in your `TI_Settings.cfg` file inside the **“HeDaScripts/Track Inspector 2 settings”**. You can update the script, and the settings files are not affected. But you can still backup your settings files if you want.

To RESET ALL TO DEFAULT: Delete or move your settings files from your settings folder and start TI again. It will load default settings.

---

### 6.1 Auto-start button

Adds an entry in the `__startup.lua` file for Track Inspector. This auto-starts the script each time you start REAPER.

---

### 6.2 Configuration files

Export your configuration to a file. You can also manually copy the files in the Track Inspector 2 settings folder.

---

### 6.3 Preferences

The preferences is a place to change settings that don't need to be changed often. Mouse over to show tool tips. A red line indicates that the setting has been changed from the default. The default value is displayed in the tooltip.

Use mouse wheel to scroll

Use the search box to filter settings.

---

### 6.4 Theme

Click for theme settings, it is a page separated from main settings. Experiment changing fonts, sizes, colors, and elements. Then you can save your theme to a file if you want to share it.

At the bottom you can save or load another theme.



# 7 Instances

## 7.1 Default instances

By default there are 5 installed actions to start TI. You can run each instance independently and all at the same time. Each one has its own configuration files, so all customization is preserved independently.

**HeDa\_Track Inspector 2:** Normal instance to use.

**HeDa\_Track Inspector 2\_Master:** It is a special instance that always displays the Master track. It doesn't change on track selection change.

**HeDa\_Track Inspector 2\_Tags:** Just another instance that you can configure to show only the tags panel for example. It is provided as an example.

**HeDa\_Track Inspector 2\_Floating:** another instance that is displayed floating and around the mouse cursor. See inside the lua file how to set it to open floating next to the mouse cursor.

**HeDa\_Track Inspector 2\_Floating 2:** another instance that is displayed floating and around the mouse cursor.

## 7.2 Creating more instances:

You can create additional instances.

Copy **HeDa\_Track Inspector 2\_Tags.lua** file to the **HeDa\_Track Inspector 2 settings** folder. Rename it there to something else like **HeDa\_Track Inspector 2\_Custom.lua**.

**Edit it** to change the instance number to something more than 5

**Add it to the actions list**

Now when you run this instance, it will have its own settings