

The UCS Reaper Renaming Tool

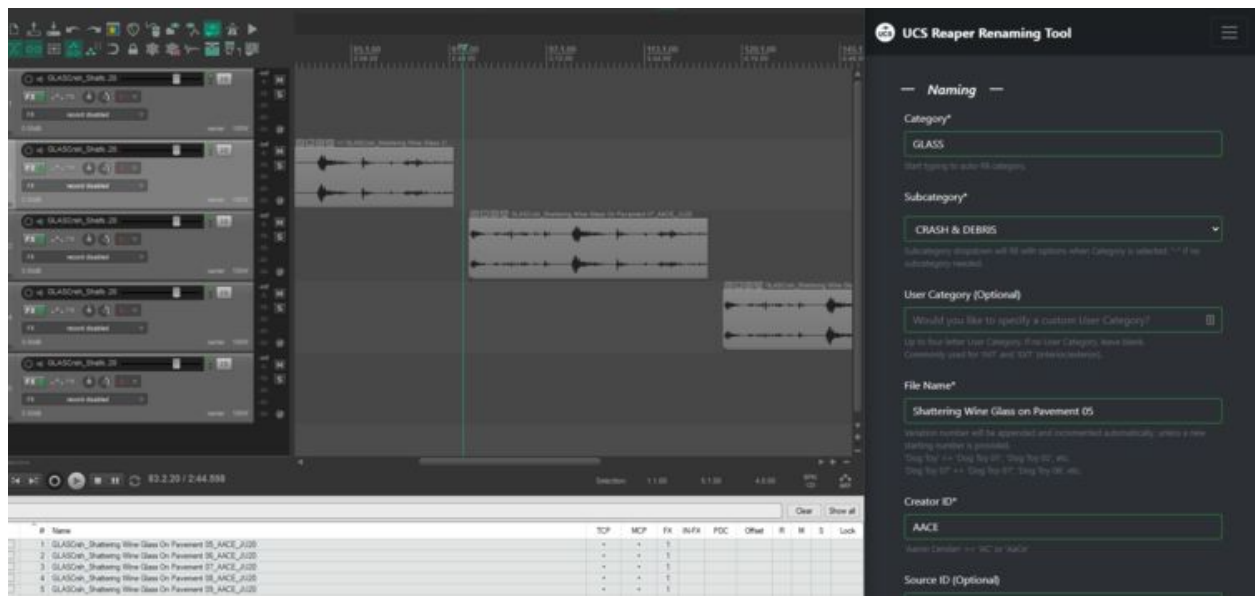
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“The goal of the UCS is to stabilize and unify a standard category system for the classification of sound effects. It aims to establish a common CategoryID (CatID) for each of these categories in the hopes of making organization and portability of sound files more uniform and convenient.” -Tim Nielsen, Founder of the UCS

The [Universal Category System](#) is a newly proposed methodology for naming audio files to facilitate the management of the beautiful, but often difficult to manage audio libraries that many sound designers have come to accumulate. The system itself is rather straight forward, breaking down most things one could feasibly record or otherwise produce sound with into a set of discrete and fixed categories. As you are well aware, many things make noise; and thus there are many categories/subcategories (**657** at the time of writing this). To help facilitate the smooth adoption of this system Universally, from film to game audio to field recording to sound libraries, a number of tools are being developed by community members. I wrote this tool to help seamlessly integrate the UCS with a wide variety of workflows in the audio workstation [Reaper](#).



The UCS Reaper Renaming Tool (right) in action, renaming items and tracks in Reaper (left).

Reaper Web Interfaces

ReaScript offers a way for Reaper users to write custom code that makes use of Reaper's built-in functions for processing and managing audio (via the [Reaper API](#)). Most ReaScripting is done in the programming language Lua, [which I've discussed previously](#) as a quick way to tweak, combine, and batch process core features in Reaper. However, ReaScripting in Lua is somewhat limited in that graphic user interfaces, while feasible, are pretty tricky to implement. It would be similarly difficult to, say, pull data from an active Google Sheet containing the latest information on the UCS everytime the user loads the tool.

Reaper **Web Interfaces** can resolve these issues, among many others, by allowing the user to host a webpage in their browser that communicates and triggers actions directly in the active Reaper session. Web Interfaces are built using HTML files with Javascript and CSS, an environment that web developers may be more acquainted with. While I wouldn't venture to call myself a web developer, there is a plethora of information available to streamline the web development process. Thus, I built this tool to take advantage of the pros in both Web Interfaces and conventional Reascript by:

- Giving the user a clean, responsive interface for building file names in line with the UCS standards
- Triggering a custom ReaScript to write those names to appropriate items, tracks, regions, and/or markers in the active Reaper project

Overview and Installation

Rather than dive into the weeds on how the tool works, I recommend watching my brief video on getting started. It should take you from installation to actively editing a session in just over five minutes. Thanks for checking it out and if you have any questions or ideas for improving the tool to match your workflow, let me know in the comments section of this post or through the contact form above!

<https://youtu.be/fO-2At7eEQ0>