

StagePilotPro V3 Editor – User Guide

The **StagePilot Editor** is used to create, structure, and time-align song lyrics in so-called **blocks** (e.g. Verse, Chorus, Bridge).

It is designed as a **deliberately focused song editor** and enables safe, controlled editing.

1) First step: Create a new song

When starting for the first time, there are **no songs yet**.

Create a new song

- Open **Songs**
- Tap **New**

The editor now creates a **new song** and automatically opens the **meta data**.

- ➡ The song is saved as soon as you click “**Save**”
- ➡ It then appears **automatically in the song list**

2) Very important: Song ID = REAPER region

The **Song ID** is the **file name** and at the same time the **link to REAPER**.

👉 The Song ID must **exactly match** the spelling of the **song region in REAPER**.

This includes:

- Upper / lower case
- Spaces
- Special characters

Example

REAPER region:

Vergessener Traum
Song ID in the editor:

Vergessener Traum

➡ Only with an **exact match** can the song be correctly assigned and loaded.

3) Set meta data

In the **Meta** section you define:

- **Song ID**
→ file name & REAPER assignment
- **Title**
→ display name in the system
- **Fallback text**
→ used when no blocks exist

The block editor remains the **main working area**.

4) Overview of the interface

At the top is the **transport area** (always visible):

- **Song / ID**
→ song currently loaded in the editor
- **State**
→ PLAY / STOP from REAPER
- **t live**
→ current playback position from REAPER
- **Rem**
→ remaining time

Top right:

- **Control** – switch to the Control view
- **Play / Pause** – controls REAPER
- **Save** – saves the current song

5) Create blocks (core function)

Blocks are individual text sections of a song
(e.g. Verse, Chorus, Bridge).

Add a block

- **+ current t**
→ creates a block at the current live position from REAPER
- **+ manual**
→ creates a block at 0.0

Select the block type via the preset menu
(Verse, Chorus, Bridge, C-Part ...).

6) Edit blocks

Each block consists of:

- **Time** – start time
- **Label** – block type
- **Text** – lyrics

Edit time

- Enter in **seconds** (29.5)
- or **mm:ss** (01:32)
- automatic rounding to **one decimal place**

Live sync

- **Set t=current**
→ takes over the current live position from REAPER

Keep an overview

- Blocks can be **collapsed and expanded**
- Additionally:
 - **Collapse all**
 - **Expand all**

7) Load & switch songs

Via **Songs** you can load any existing song at any time.

- Tap a song →
the song is loaded into the editor and is immediately editable
- All saved songs appear automatically in the list

Important working principle

The editor always works on the **currently loaded song**.

- Changing the song in REAPER
does **not** automatically change the song being edited in the editor
- This keeps your editing focus stable and unambiguous

 To edit another song, deliberately load it via **Songs**.

8) Saving

With **Save**:

- all changes are permanently saved as JSON
- the song (or change) appears in the song list
- the song is immediately available again

Note:

Changes only take effect after clicking **Save**.

9) Delete or archive songs

In the song list, a song can be removed using the **delete function**.

- Deleting removes the corresponding **JSON file**
- The action is confirmed beforehand

Archive instead of delete

If a song should **no longer appear in the list** but should **not be permanently deleted**:

- move the corresponding **.json file** from Documents/lyrics/
- to another folder (e.g. Documents/lyrics_archive/)

 The song will no longer appear in the editor, but remains **fully preserved** and can be restored at any time.

10) Deliberate working concept

The StagePilot Editor is:

- a **structured song editor**
- independent of spontaneous song changes in REAPER
- designed for **controlled, error-free editing**

Live data (state, time, remaining) comes from REAPER,
the edited song always remains the one **loaded in the editor**.

11) Typical workflow

- Create a song region in REAPER
- Create a new song in the editor
- Name the Song ID **exactly like the REAPER region** (e.g. “*Vergessener Traum*”)
- Create blocks using **+ current t**
- Enter lyrics
- **Save**
- Create the next song or archive songs

