

Make ReFill Packer Work.

To successfully make your own ReFill you will need three things, so I've divided this article into three sections that correspond with these things.

1. Source Folder. AKA 'Input Folder'. This is where you put everything that you need to make the ReFill.
2. Patches and Samples. The device settings and raw audio material that make up the sounds that you want to pack into your ReFill.
3. Destination Folder. This is where you put the 'Output File' - where your ReFill will end up.

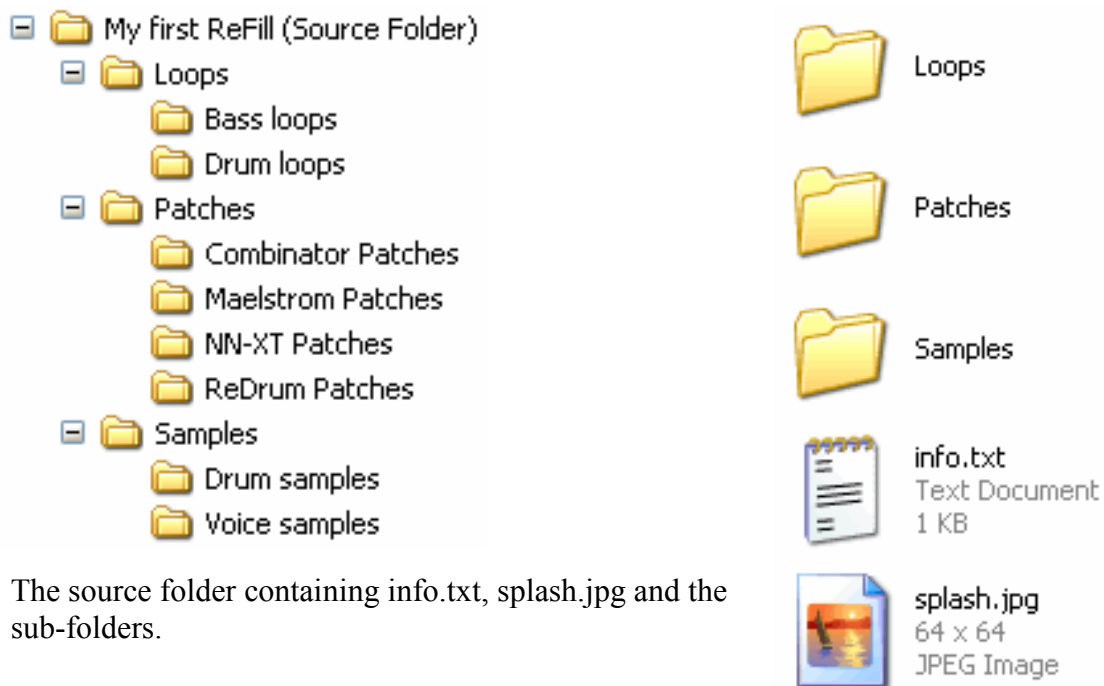
Source Folder.

All of your patches, samples and other raw material such as REX files must be stored in the source folder. You must also include a text file called info.txt and picture file called splash.jpg. Templates of these files will be in the 'Template Folder' that appeared within the 'Program files/Propellerhead/Reason' folder when you installed the ReFill Packer software. If you rename these files the ReFill will not pack. The name of your ReFill, copyright information, URL and any comments will be determined by the contents of the text file so you will need to edit it. Use any standard text editor (such as notepad) to open the file and enter your details, then save the file to your source folder. The splash.jpg file is the ReFill logo that appears when you browse a ReFill from within Reason and can be changed for any picture that has the .jpg (or .jpeg) extension and is 64x64 pixels. (This is all in the ReFill Packer documentation but I've put it in here for completeness).

Folder Organization.

Within your source folder you can organize the patches and samples however you like. If you'd like some recommendations then read on...

I like to separate the 'settings' data from the raw audio material so I would start by making three master folders called 'Patches', 'Samples' and 'Loops'. You should now have three sub-folders within your source folder with these names. In the Patches folder you can now create a new folder for each of the devices that you've got patches for, e.g. 'NN-XT Patches', 'Subtractor Patches' etc.. In the Samples folder you could create any new folders that are appropriate for your required samples. If you're packing some drums sounds you could create folders for each type of drum: 'Toms', 'Snares', 'Kicks' etc.. The picture below shows the folder organization for an imaginary ReFill. In this case the source folder is named 'My first ReFill' and the picture on the left shows that it contains info.txt and splash.jpg as well as all the sub-folders.



The source folder containing info.txt, splash.jpg and the sub-folders.

Patches and Samples.

All of the patches and samples that you need must exist within the source folder. This is the bit where people seem to get caught out. The trick is that everything that is referenced by a Reason device - in order to make a patch - must be in the source folder (or one of its sub-folders) before you use it to make the patch. With the synth devices this is not a problem as they are self-generating but any device that uses samples or REX files must be able to find them in the source folder or the ReFill will not work. Making a sampler patch and then copying the patch and samples to the Source Folder will not work as the sampler will still reference the samples in their original position and so won't be able to find them when you try to pack the ReFill. It could save you a lot of time and effort if you put everything you need into the source folder first and then create the patches. Another way to achieve this would be to use the folder that houses your current 'hot' patches (for example) as the source folder and just copy in the info.txt and splash.jpg files. If you're anything like me, however, there's always some samples or loops being used that reside somewhere else on your hard disk, the whole ReFill fails to pack and you spend hours tracking down the missing reference.....

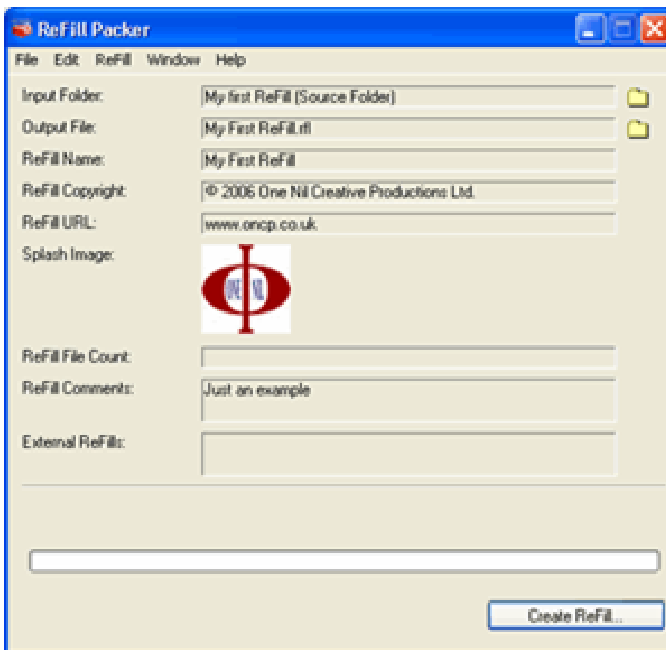
FX Patches.

It is possible to pack standard FX patches (RV-7, Unison, EQ etc.) as long as they are from the Factory Soundbank that is supplied with the Reason software. Any patches that reference another ReFill apart from this may not pack and will certainly not work if another user doesn't have your original set of ReFills. This can be easy to forget when you're dealing with Combinator patches that already include some FX devices such as a compressor or reverb unit. Any patches that you want to pack that you have made up from scratch must of course be present in the source folder.

Destination Folder.

The ReFill packer will allow you to create a new folder for the Output File when you make a ReFill but it might be best to plan ahead a bit. It's quite possible to make a few versions of a ReFill as you are fine-tuning it, so it's important to keep track of which is which. It doesn't matter where you put the new ReFill and once it's packed you can copy it around freely. If you have been using the ReFill in a Reason song, it will expect the ReFill to be in the same place when you next open it!

Create ReFill...



Open the ReFill packer and click on the folder icon at the top right. Browse to your source folder and click. The packer should now display all the details that you entered into your info.txt file and display your own photo as the splash image (if you used one). Now click on the second folder icon to select your Output File's destination folder. ReFill packer will make the output file automatically (i.e. the ReFill) and name it according to your info.txt file details. Click on the 'Create ReFill' button and that's it!

If your ReFill will not pack - don't panic! Check that all your patches are referencing material from the source folder. Check that the splash image is of the correct spec. Check that you are not trying to use FX presets from another ReFill. Check that all your samples are in the right folder. You get the idea..... Now try again. If it still won't work, persevere. It's very easy to overlook one part of a patch that is pointing in the wrong