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Subject: PAF support in REAPER in final testing now (PARIS/REAPER testers probably needed soon!)

Posted by [kerryg](#) on Wed, 11 Mar 2009 16:39:39 GMT

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<http://forum.cockos.com/showthread.php?t=33102>

From REAPER developer Xenakios:

Quote:1) ... I might be very close in succeeding to add Paris audio file support via an extension plugin. I can already import the files into Reaper, and a new item of correct length is created, as well as the item source file properties show correct looking values. I'd really appreciate some genuine Paris created .paf files now... Hopefully I get audio playback and peaks displays to work soon too.

edit : peaks displays and audio playback work now. So what this actually turned out to be is on-the-fly support for .paf in Reaper (among some other potential audio file formats like Sound Designer 2). Nothing needs to be immediately converted etc to play the .paf files in Reaper. However, the performance may not optimal, so possibly using glue etc might be needed for big projects.

edit2 : unfortunately this exists only for Windows at the moment. However, not much platform specific code is in the plugin so I might be able to compile relatively easily for OS-X once I get to an OS-X machine.

edit3 : the code has some problems with audio that needs to be resampled by Reaper. But if no resampling needs to happen for the audio, things seem to work quite fine.

A few hours later:

Quote:I just need them to verify things really work. I am using libsndfile and to test this I converted some wavs and flacs to .paf using libsndfile's tools. Quite obviously libsndfile will handle files it has itself created...

I think I also got the resampling issue solved.

It must be pointed out that this is within \*three days of the community asking for it\*, by the way. Big kudos to the REAPER gang!

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