Subject: OMF to Reaper
Posted by thesandbox1 on Tue, 29 Nov 2011 00:20:34 GMT
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anyone still doing this or have any issues when trying? I have some projects I would like to start mixing while I am away on my laptop and have tried importing the whole project into Reaper via OMF export and AATranslator (V5 now). It seems to complete the export in PARIS...does the translation in AAT but when I open up the project in reaper the files open up on the correct tracks and most of them lined up but about 1/4 or them are randomly moved forward or backward or the item showing different portions of the original take and not the edits I made in PARIS. I have tried both wav and paf files in Reaper 3 and 4 but get the same thing

Subject: Re: OMF to Reaper
Posted by thesandbox1 on Tue, 29 Nov 2011 00:30:29 GMT
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Here is what I am talking about with the original PARIS project tracks 1-16 and the resulting Reaper project of those same tracks

File Attachments
1) P1050324.JPG, downloaded 533 times

Edit   Audio   Settings   View   Grid & Snap   Go To

TOOLS

OBJECT DAILS

NUDGE & SLIP   100   75   50   25   10   5   1   ◀START   ALL   END▶   SLIP   1   5   10

GRID & SNAP   ON: TT: SMPTE   M:S

SHOW / HIDE   BIPOL   NAME   INST   BIN: AUDIO   VIEW

OBJ

1	1 kick in	animatied-017/
2	2 kick out	animatied-018/
3	3 sn top	animatied-019/
4	4 sn btm	animatied-020/
5	5 hh/hde	animatied-021/
6	6 tom 1	animatied-022/
7	7 tom 2	animatied-023/
8	8 tom 3	animatied-024/
9	9 tom4	animatied-025/
10	10 oh 1	animatied-026/
11		

2) P1050325.JPG, downloaded 475 times

File   Edit   View   Insert   Item   Track   Options   Actions   Help   [Set track color]

1.1.00
0:00.000

17.1 00
0:21.942

33.1.0
0:43.88

1:kick in   I/O   M   S
-inf

1

2:kick out   I/O   M   S
-inf

2

3:sn top   I/O   M   S
-inf

3

4:sn btm   I/O   M   S
-inf

4

5:hh/ride   I/O   M   S
-inf

5

6:tom 1   I/O   M   S
-inf

6

7:tom 2   I/O   M   S
-inf

7

8:tom 3   I/O   M   S
-inf

8

9:tom4   I/O   M   S
-inf

9

10:oh l   I/O   M   S

10

animated-017.wav

animated-018.wav

animated-019.wav

animated-020.wav

animated-023.wav

animated-024.wav

animated-025.wav

animated-026.wav
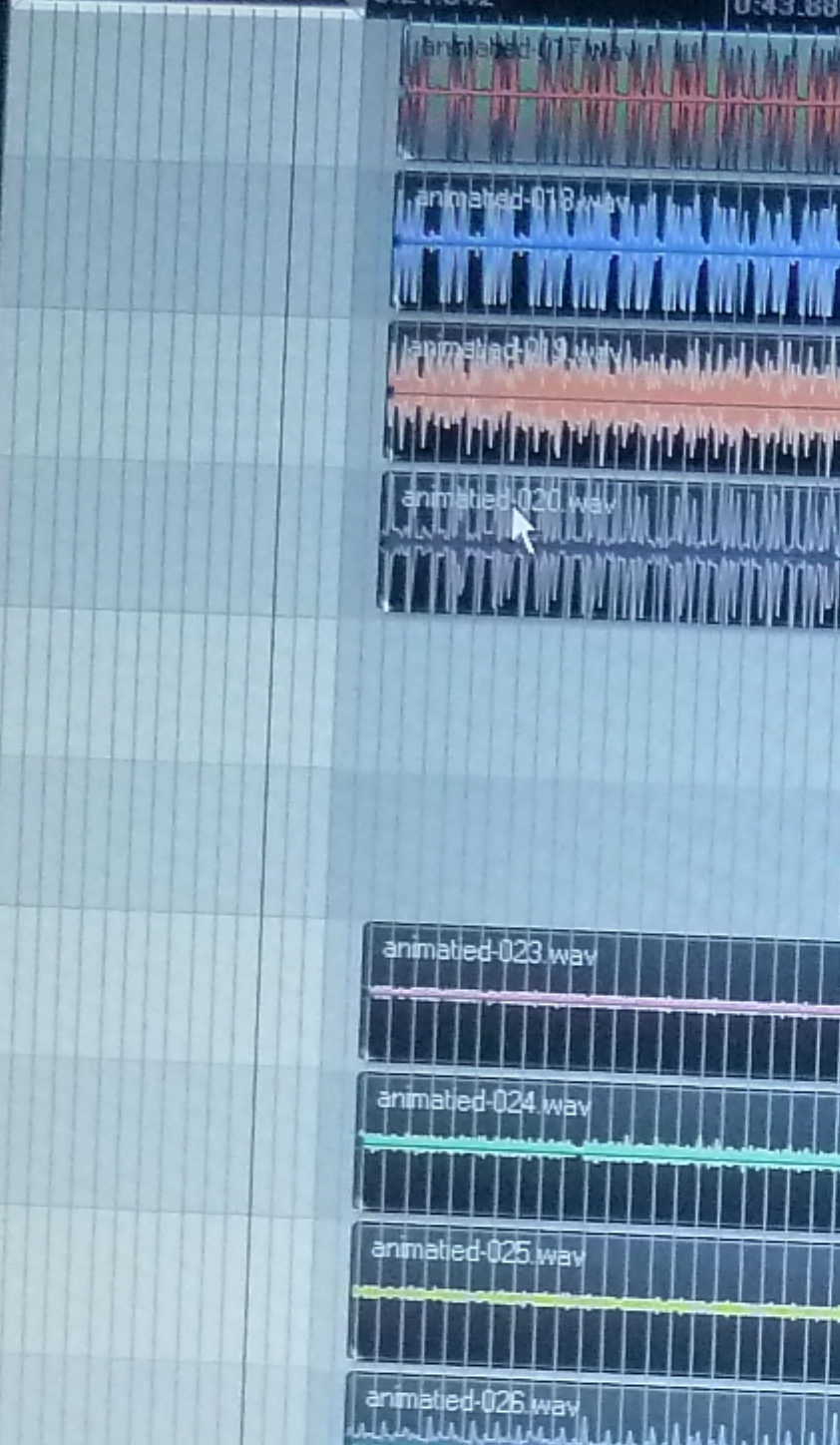
Subject: Re: OMF to Reaper
Posted by kerryg on Fri, 02 Dec 2011 16:09:49 GMT
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Ah, was just looking at this again and remembered that I did get some odd results like this when I exported a song that referenced a couple of damaged audio files. Re-rendering that clip as indicated here (scroll down to the section labeled B) Make sure your audio isn't corrupted) fixed things.

Subject: Re: OMF to Reaper
Posted by thesandbox1 on Sat, 03 Dec 2011 12:38:50 GMT
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I will give that a try then when I get a chance this next week. I figured if the audio files were corrupted they wouldn't play anywhere and would be in every song I tried.