Subject: XP Paf Wav converter . . . Win7 ?
Posted by Wayne on Mon, 09 Mar 2015 07:21:37 GMT
View Forum Message <> Reply to Message

On my XP machines and future Win7 comps:

I've been meaning to ask this every time I use it. I use Melodyne Uno (a stand alone pitch editor which uses only 24 bit mono wave files) to tune vocals. Yes it's tedious and a bit old school but works well for me.

I use the XP Paf/Wav converter (stand alone) outside of PARIS when I want to convert a mono 24bit paf to mono 24bit wave so I can tune a vocal and then back to mono 24bit paf and add it back into my project thru the audio window. This process has worked great for me as I tune a lot of vocals.

Does the Paf/Wav converter XP version work in Win7-64 or is there a new one that I'm not aware of? I realize it's 32 bit and I'm OK with that if it works.

Wayne

Subject: Re: XP Paf Wav converter . . . Win7 ?
Posted by danielcornelius on Mon, 09 Mar 2015 20:38:11 GMT
View Forum Message <> Reply to Message

WaveLab from Steinberg works well to ! You can drag and drop your paf/mixdown etc. into the wavelab window and it converts paf into wav automatically. WaveLab 8 64bit newest Version. I used it a lot of times !

Subject: Re: XP Paf Wav converter . . . Win7 ?
Posted by kerryg on Mon, 09 Mar 2015 20:51:01 GMT
View Forum Message <> Reply to Message

Reaper, with the Xenakios extension, will do the job - at least one way, importing PAF and letting you edit and work on it in Melodyne plugins - so it's a good addition to the toolbox. Only minor hassle is that currently it won't write PAF so you'd have to render your edited vocal as a WAV and re-import it into PARIS but aside from that it's all win. It's got the tools to strip out on export the problematic headers that used to require StripWav (just deselect the BWF checkbox in the render dialog).

Subject: Re: XP Paf Wav converter . . . Win7 ?
Posted by Wayne on Wed, 11 Mar 2015 02:49:16 GMT

Hi guys,

Thanks for the ideas.

I can't believe I didn't check this out myself before I bothered you guys.

Anyway, Stripwave and PafWavCon-XP work just fine on Win7-64.

Stripwave in my Win7-64 comp works the same and the file size was exactly the same on my XP comp.

PafWavConverter-XP - I ran each function going both ways on both my XP and Win7-64 comp and each file was identical in file size and played fine.

Pro - a nice thing about Windows is that it is in many cases backward compatible with earlier programs.
Con - I believe it makes it a clunkier operating system.

Thanks again,
Wayne