
Subject: REAPER PAF extension ready for download and testing!

Posted by [kerryg](#) on Thu, 19 Mar 2009 00:21:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi all. I don't think this was specifically announced, but I'll make it official: Reaper now supports PAF import via an extension coded by developer Xenakios!

It's available right now for download at this link:

<http://stash.reaper.fm/v/2421/libsndfilewrapper.zip>

This should be considered a beta - it's not complete yet, but even in its present form it will allow the PC version of Reaper to load .paf files generated by the PC version of PARIS without limitation (ie 16 and 24 bit, 44.1 and 48k), and pafs generated by the Mac OS version of PARIS with limits (44.1 and 48 k 16 bit only - still pursuing the 24-bit versions).

Developer Xenakios reckons the problem with the Mac version of paf to merely be a bug in libsndfile (the open-source "library" created by brilliant coder Erik de Castro Lopo that he used to create the paf extension). I contacted Erik right away to ask him to check this over, got an immediate response asking for more specific info, passed the contact over to Xenakios who followed up, and now we wait for a fix. I can't estimate the wait time (it might be today or in two weeks), but don't worry, we're not giving up on it.

This version works for *importing* PAF into Reaper, not exporting PAF *from* Reaper. Exporting to PAF is more work. But it would *definitely* be desirable for those puppies to go back into PARIS as easily as they came out, so let's get this thing downloaded and tested and show our gratitude.

The prevailing ethos at Reaper is to get everything consistent across platforms, so I'd rate the odds that a Mac OSX version of the extension will eventually arrive as being pretty good.

I'm extremely happy with this first interaction with the Reaper coders. We asked for a feature of interest only to our small community of users of a long-discontinued platform; the fact that they built something that works this well for us, within *days*, is pretty exciting (although in fact I'd privately predicted "three days").

If you want an idea of "where we go from here", check this thread out (scroll down to post #9): <http://forum.cockos.com/showthread.php?t=33427>

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [Neil](#) on Thu, 19 Mar 2009 05:02:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

Administrator <kg@kerrygalloway.com> wrote:

>the fact that they built something that works this well for
>us, within *days*, is pretty exciting

Within DAYS! Is that anything like "Soon"? :)

Fucking amazing... and congrats to the Reaper-heads.

Neil

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [Aaron Allen](#) on Thu, 19 Mar 2009 05:53:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

Reaper in many ways fails to suck.

AA

"Neil" <OIUOIU@OIU.com> wrote in message news:49c1d657\$1@linux...

>

> Administrator <kg@kerrygalloway.com> wrote:

>>the fact that they built something that works this well for

>>us, within *days*, is pretty exciting

>

> Within DAYS! Is that anything like "Soon"? :)

>

> Fucking amazing... and congrats to the Reaper-heads.

>

> Neil

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [Tom Bruhl](#) on Thu, 19 Mar 2009 06:24:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

> Reaper in many ways fails to suck.

> AA

I have to agree and am watching very closely.

Tom

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [dnafe](#) on Thu, 19 Mar 2009 11:01:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

Awesome news!

Now can anyone explain in layman's terms what the issue is with getting PPJs to open up in

Reaper.

D

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [dnafe](#) on Thu, 19 Mar 2009 11:22:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

double post

sorry

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [kerryg](#) on Thu, 19 Mar 2009 18:08:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

Neil wrote on Thu, 19 March 2009 01:02Administrator <kg@kerrygalloway.com> wrote:
>the fact that they built something that works this well for
>us, within *days*, is pretty exciting

Within DAYS! Is that anything like "Soon"?

Fucking amazing... and congrats to the Reaper-heads.

Neil

Like I said previously - the intent is to bugfix, reclaim and refurbish the word "soon".

And these are *definitely* the guys who can help us do it.

Check the timestamp on this post:

Quote:03-12-2009, 10:04 AM

kerryg

Use of "folder" character in file path causes media import to fail (FIXED)
Perhaps this has been covered before, but in Reaper 2.57 (Mac OSX), naming a folder
"Understood f" (option-f) causes the media imported from that folder to fail, with items being
imported with zero length and no peak view drawn. Changing the folder name fixes it.
<http://forum.cockos.com/showthread.php?t=33259>

Check out the date of release of the bugfix:

Quote:News:

March 16 2009 - REAPER v2.58. Fixes OS X filename issue, fixes Win9x compatibility!

[download]

<http://www.reaper.fm/>

Aw, *four* days - Justin's slipping

Yeah, we *want* a relationship with these guys, and we want it badly. And as you can tell - there's even hope for the Mac guys if we can get OSX drivers happening for the PARIS hardware some day (not currently in the works, but - volunteers?)

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [W Mark Wilson](#) on Sat, 21 Mar 2009 00:33:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

Way cool

M-dub

"Administrator" <kg@kerrygalloway.com> wrote in message
news:49c194d5\$1@linux...

> Hi all. I don't think this was specifically announced, but I'll make it
> official: Reaper now supports PAF import via an extension coded by
> developer Xenakios!

>

> It's available right now for download at this link:
> <http://stash.reaper.fm/v/2421/libsndfilewrapper.zip>

>

> This should be considered a beta - it's not complete yet, but even in its
> present form it will allow the PC version of Reaper to load .paf files
> generated by the PC version of PARIS without limitation (ie 16 and 24 bit,
> 44.1 and 48k), and pafs generated by the Mac OS version of PARIS with
> limits (44.1 and 48 k 16 bit only - still pursuing the 24-bit versions).
> Developer Xenakios reckons the problem with the Mac version of paf to
> merely be a bug in libsndfile (the open-source "library" created by
> brilliant coder Erik de Castro Lopo that he used to create the paf
> extension). I contacted Erik right away to ask him to check this over, got
> an immediate response asking for more specific info, passed the contact
> over to Xenakios who followed up, and now we wait for a fix. I can't
> estimate the wait time (it might be today or in two weeks), but don't
> worry, we're not giving up on it.

>

> This version works for *importing* PAF into Reaper, not exporting PAF
> *from* Reaper. Exporting to PAF is more work. But it would *definitely* be
> desirable for those puppies to go back into PARIS as easily as they came
> out, so let's get this thing downloaded and tested and show our gratitude.

>

> The prevailing ethos at Reaper is to get everything consistent across
> platforms, so I'd rate the odds that a Mac OSX version of the extension
> will eventually arrive as being pretty good.

>
> I'm extremely happy with this first interaction with the Reaper coders. We
> asked for a feature of interest only to our small community of users of a
> long-discontinued platform; the fact that they built something that works
> this well for us, within *days*, is pretty exciting (although in fact I'd
> privately predicted "three days" :d).
> If you want an idea of "where we go from here", check this thread out
> (scroll down to post #9): <http://forum.cockos.com/showthread.php?t=33427>.
>
>
> -----
> :: [posted via the PARISForums] ::
> :: kerrygalloway.com/ParisForums/ ::
> -----

Subject: Re: REAPER PAF extension ready for download and testing!
Posted by [kerryg](#) on Sat, 21 Mar 2009 08:00:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

dnafe wrote on Thu, 19 March 2009 07:01Awesome news!

Now can anyone explain in layman's terms what the issue is with getting PPJs to open up in Reaper.

D
Sure Don, I'll take a layman's stab from my own "picked up as I go along" understanding of the situation.

Like most files, PPJs aren't designed to be human-readable inside; they don't have labelled sections that say, for example, "Fader One data". PPJs aren't encoded or obscured; the organizational system is just unknown to us at the moment.

Under normal circumstances you consult the file documentation (a separate index of what's stored where, what range of values a parameter can have, etc) to figure out where data is. We don't have those docs at the moment, and without info we can't build a translator - it wouldn't know where to look in the file to pull out the info for, say, Fader One.

We have two options open right now. Obviously the first and most preferable would be to get PPJ docs. Failing that, the second option is to figure out what's in our PPJs. Our end of that process is time consuming but not terribly difficult - turn knob, save, turn another knob, save, etc.

After we have that done, we then give them to folks who will take a peek at the changes inside for us. Finally, writing a translator plugin for Reaper is fairly routine work (for those with coding skills).

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [kerryg](#) on Wed, 25 Mar 2009 00:37:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

ombie-like to kitchen.

>

> Grind coffee, pour it into a filte

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [ezurick](#) on Wed, 15 Apr 2009 17:19:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ok, sorry to seem so lame on this, but a little better understanding of how this works would be helpful. Especially for us that still have Paris equipment, but moved to other systems.

So basically, this "conversion" will take an existing Paris Project .ppj and convert it to a Reaper project? What about all the .paf files and their supporting files. I am not sure I understand completely.

I moved to a firewire and Reaper setup, but I sure do miss the DSP effects that were in Paris. However, I do love the sonics and convenience of tracking with the firewire. I had considered tracking with the firewire and mixdown/mastering in Paris, but that is such a hassle.

One last question for those that have experience with the UAD effects. Is it safe to say that the DSP effects in the UAD is equal or better than what was normally in the Paris DSP effects? Of course there are specials going on with the UAD-1e Express pak and I am considering that or perhaps investing in the UAD-2 Solo. Any quick thoughts on this? Thanks...

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [kerryg](#) on Thu, 16 Apr 2009 00:32:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

This is PAF only, although we *definitely* want PPJ support too. This will let Reaper open your 24-bit PAF audio files directly on the edit screen (and naturally PAF is the only format you can work at 24 bits inside PARIS in).

For the uninitiated - PARIS creates two distinct kind of files. One is the project format, PPJ. PPJ is like a Cubase .cpr file or a Logic .lso file; it's basically your "song" or "project" and it contains mix info, the locations of all your audio regions, your FX presets, etc. It was never designed to be readable by another app.

PAF is an audio file format like SD2, AIFF or WAV (it's been characterized as a form of "pure" WAV). PAF is PARIS's native audio file format, and the only format in which PARIS can record at 24 bit resolution. PAF was always intended to be readable by other audio apps (Wavelab on PC and BIAS Peak on Mac have been able to read PAF since PARIS was in production). The only

reason more apps don't support it is because PARIS didn't achieve the market penetration needed to convince many other software developers to support the format.

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [anfallszonen](#) on Tue, 26 May 2009 10:59:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

hi.

In wich folder do I store the dll files

Best regards Lasse

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [kerryg](#) on Tue, 26 May 2009 17:08:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi Lasse - both included files (libsndfile and the wrapper) go in your REAPER/Plugins folder. After that, PAF (and a number of other file types) should just show up in "add media" dialogs as if they were, say, WAV files.

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [clintusmaximus](#) on Sat, 24 Apr 2010 07:07:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

Has anyone tried to run Reaper as REWIRE so that midi could be done there in piano roll editing? What I want to do is (for example) run EZDrummer on Reaper, dump all the drums into seperate tracks on EZDrummer the route each track to a M-Audo 12 track card and run the snake into Paris so essentially I can mix each individual drum as if they were "real" drums. Anyone know how to run "Rewire" with PARIS?

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [kerryg](#) on Sun, 25 Apr 2010 06:28:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

PARIS isn't Rewire compatible - I put my own workaround for sample accurate PARIS/Reaper slave and track transfer (ADAT cards into an RME 9652) in the new thread you started. It works like a charm, solid as a rock.

- K

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [clintusmaximus](#) on Thu, 29 Apr 2010 04:06:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

theres an engineer in lake jackson using PARIS that did it with CUBAS so when he hits play on PARIS it plays in sync with CUBASE he said there some software out there for it and im just trying to track it down

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [dnafe](#) on Fri, 30 Apr 2010 12:31:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well if you can sync to Cubase (on a second machine) you can utilize rewire in Cubase...of course you'd have to have a way of getting audio to and from Cubase i.e.via ADAT and SPDIF transfers but assuming that's ago then there's no reason (at least from my understanding) not to be able to use rewire

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [mattcelt](#) on Mon, 06 Jan 2014 18:35:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hey lads - I'm curious (and forgive me if I've missed something)... has there been any progress on opening PPJs with Reaper? The last post I see here is from nearly 4 years ago.

Just curious. I recently moved again and haven't had the opportunity to set up PARIS in the new place yet. It would be nice to be able to do some quick work on old projects before getting the whole studio back up and running.

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [mattcelt](#) on Mon, 06 Jan 2014 18:36:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

Oh, and did Xenakios ever release the 64-bit PAF shim for OSX? Is that integrated into the current version of the library available?

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [kerryg](#) on Fri, 10 Jan 2014 21:09:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

heya Matt - I have no idea about a 64-bit shim. does the extension not work in 64 bit? Those tasks that remain to be done on that extension are relatively trivial:

- 1) - write and submit a patch to libsndfile using the documentation we now have on PAF files (I can give directions, but I don't code) to clear up a longstanding "PARIS On Mac OS" bug with 24-bit PAFs, and
- 2) - write the part of the extension which permits PAF file writing in Reaper (currently it just reads .PAF files).

PPJ is another kettle of fish. Once again, my technical understanding is limited, but I believe they're binaries - they're not encoded, but they are compiled into a non-human-readable form, and we don't have that file documentation. They can be figured out via trial and error, but we haven't invested the considerable time that would be required.

Subject: Re: REAPER PAF extension ready for download and testing!
Posted by [justcosmic](#) on Sat, 22 Nov 2014 23:44:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

I've been using the PAF extension on windows and it's been incredibly useful to be able to play back and work with PAF files - especially on a laptop without having to be hooked up to Paris hardware.
It would be great if the extension was finished so that we could record PAF too.
But it's already an amazingly useful tool - and another reason I am so glad I moved to Reaper from Cubase.

Subject: Re: REAPER PAF extension ready for download and testing!
Posted by [danielcornelius](#) on Tue, 17 Feb 2015 12:56:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

I am using Cubase now. But i'm still looking from time to time to reaper. But i have many problems with reaper. In wich way can i install this extension in reaper ?

Subject: Re: REAPER PAF extension ready for download and testing!
Posted by [kerryg](#) on Tue, 17 Feb 2015 22:24:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Download the extension from this link, simple instructions for install are included inside (I think you just drag it into a specific folder and reboot Reaper).

Subject: Re: REAPER PAF extension ready for download and testing!
Posted by [danielcornelius](#) on Wed, 18 Feb 2015 11:37:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

THX Kerry !

It works !

Best regards !

DAN

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [kerryg](#) on Thu, 19 Feb 2015 07:08:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yay! We just have two small hurdles left on that extension -

1) add .paf writing ability to the extension

2) clean up a bug that affects 24 bit PAF created on the Mac version of PARIS (PC works flawlessly at both 16 and 24).

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [JohnG](#) on Sun, 19 Jul 2015 21:12:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi Kerry,

I have a question about the reaper paf file extension.

I built a reaper system and want to move a couple projects to reaper to finishing tracking and then mixing them. They're not mixed or edited yet so I don't care about any mix data, just the original audio files/tracks.

1)Will this extension allow that?

2)Would I have to manually transfer each track into reaper?

Once I did that, could I save it a as a project or song in reaper and add new tracks in reaper?

3)Will the tracks be time aligned or would I have to manually align them?

4)Can I edit the .paf tracks at all?

5)If not, could I at least apply effects or eq to them in reaper?

As always, thanks for sharing your expertise.

John

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [kerryg](#) on Sun, 19 Jul 2015 21:29:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi John - are they generated by PARIS on the Mac or PC? PC is solid - Mac PAFs have a bug at

24-bit.

- 1) Yes, that's what this does - lets you import PAF files into Reaper
- 2) You can bring them all in at once just as if they were WAV files and once in Reaper you can edit/add tracks etc.
- 3) They will not be time-aligned unless you exported them all from zero. However AATranslator can do that perfectly via the mechanism of OMF.
- 4) Yes. Reaper can't export PAF yet though - you'll have to render the edited tracks out as WAV files and re-import them into PARIS. We're working on getting PAF export ability to make this seamless, but AATranslator is a great alternative in the mean time.

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [JohnG](#) on Sun, 19 Jul 2015 22:02:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

Kerry,

They were created on pc, so I should be good to go.

They aren't huge projects so I'll try it without the translator first to save the \$200, and resort to the translator if needed.

Thanks for the quick reply!

John

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [justcosmic](#) on Sun, 19 Jul 2015 22:06:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sorry - just seen this was replied to already...

However for paf/wav translation (& a host of other formats Awave Studio is a lot cheaper and a gr8 tool IMO)

I can't answer all your questions - but some of them.

As far as time placement is concerned the files won't contain any positioning data - they'll just be like raw wav files when you import.

So you'll have to prepare the files and then you can probably batch import although I think I ended up just doing them one at a time.

I'm pretty sure you should be able to treat them like any other file in reaper.

Any overdubs you record won't be PAF though as the extension doesn't allow for that as yet (would be great).

So if you want to then mix in Paris after editing you'd need to convert any overdubs to PAF using

something like Awave Studio.
Hope that helps get you pointed in the right direction.

Subject: Re: REAPER PAF extension ready for download and testing!
Posted by [kerryg](#) on Sun, 19 Jul 2015 22:09:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

You can just export them as WAV files from Reaper, PARIS imports those fine - just remember to turn of "BWF Header" in the export dialogue, that performs basically the same thing as Paris StripWav used to do to make modern WAV files Paris compatible.

Subject: Re: REAPER PAF extension ready for download and testing!
Posted by [justcosmic](#) on Sun, 19 Jul 2015 22:14:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Kerry - can both versions of Paris reliably import 24bit wav?
(i.e. 2.x and v3)

Subject: Re: REAPER PAF extension ready for download and testing!
Posted by [kerryg](#) on Sun, 19 Jul 2015 22:17:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Great! Render them out from zero from PARIS and you're golden, they'll import into Reaper as if they were WAV files. And then drum editing and beat detective-ing is a breeze.

Subject: Re: REAPER PAF extension ready for download and testing!
Posted by [kerryg](#) on Sun, 19 Jul 2015 22:18:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

I believe so

Subject: Re: REAPER PAF extension ready for download and testing!
Posted by [JohnG](#) on Sun, 02 Aug 2015 21:48:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi Kerry,
What I think are a few simple follow up questions regarding moving a project to reaper for mixing:

1) Pardon my ignorance, but how do you "render from zero"? Is there any quality loss from

rendering?

2) If all the tracks started at zero, would I have to render from zero before importing them to reaper?

If they didn't all start from zero, is that the reason I would want to render from zero?

3) When I go into a paris project folder, there seem to be 2 types of files (other than PPJ, which I know reaper cannot use). Some that are paf and others that are OVW.

Do I need the OVW files imported into reaper as well and what are they for?

Thanks for your help. It is greatly appreciated.

John

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [justcosmic](#) on Sun, 02 Aug 2015 22:45:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

The OVW files are for displaying the waveform "overview" in Paris and the PPJ files are the Paris project files - so you don't need them you just need the PAF files.

For transfer into Reaper the best thing is to drag the beginning of the audio (in Paris)so that it extends back to the start (zero on the timeline).

You would also want to glue together any separate audio takes on the same track in a similar way.

I haven't been using Paris recently so I can't remember in more detail, but I hope that points you in the right direction.

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [kerryg](#) on Sun, 02 Aug 2015 23:02:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

Heya John - yes, all that's needed is that the PAF tracks all get exported with the same start time (they don't even have to end at the same time, and you can put silence at the beginning of say a punched-in guitar solo and glue it together; I keep a little "silence" file for sticking at the beginning of punched tracks). There should be no quality loss, there's no conversion involved.

That way there's no problem making sure they're all in sync when you take them into Reaper. As to 3), .ovw files are just PARIS' waveform overview graphics, which it uses to display the file's waveform in the editor; they can be ignored.

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [JohnG](#) on Mon, 03 Aug 2015 03:48:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Kerry and JustCosmic, thanks for clarifying that.

Have a great week!

John

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [JohnG](#) on Tue, 04 Aug 2015 03:10:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hey Kerry,

I tried to import some .paf files from a flash drive, using insert media in reaper.

I followed one of the links in this thread and downloaded the file extensions and placed them in reaper's plug in folder.

The files wouldn't play.

It loaded short little 1 or 2 second files for every track, It did put the track names on the track controls and faders. When I hit play, the small files played silence for 1 second, then stopped.

Any idea what I am doing wrong?

Thanks for any suggestions.

John.

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [kerryg](#) on Wed, 05 Aug 2015 00:35:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

There's a bug in 24-bit files generated by the Mac version of Paris. They weren't exported from PARIS Mac OS9 in that bit depth, by any chance?

(never mind, I just reread your earlier post; they're PC, huh? try copying them onto your drive rather than reading them off the USB stick in case it's just not fast enough for realtime audio)

(another question that comes to mind - is your version of Reaper the 64-bit or 32-bit? and are you running Reaper on your PC? or on a Mac?)

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [JohnG](#) on Wed, 05 Aug 2015 01:20:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

No they were 20 or 24 bit paf files from a pc.

There are 2 different links to the reaper stash for the file extensions in this thread. Is there any difference between the two?

They appear to be two different pages. I didn't know if there was any difference so I just picked one.

Thanks

John

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [kerryg](#) on Wed, 05 Aug 2015 01:28:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

Check that it's the latest, from this link: <http://stash.reaper.fm/v/2597/libsndfilewrapper.zip> - may make no difference but it's worth checking.

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [JohnG](#) on Wed, 05 Aug 2015 01:36:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

No,

recorded on a pc in paris.

reaper pc is a 64 bit windows machine running 64 bit version of reaper.

Sorry for noob question , but which file should they go in on my hard drive? The only files I could locate were the reaper project files.

thanks,

John

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [kerryg](#) on Wed, 05 Aug 2015 16:42:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

Oh snap. I have no idea whether the extension works on the 64-bit version of Reaper. Can you download the 32-bit version of Reaper and give it a try to see if this is the issue?

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [JohnG](#) on Sat, 08 Aug 2015 01:46:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

Kerry,

Does anyone here have contact info for xenakios, to ask him if the file extensions run in 64 bit reaper?

I intend to run reaper in 64 since I have 32 gigs of RAM I want to be able to take advantage of

Thanks!

John

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [kerryg](#) on Sat, 08 Aug 2015 08:56:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

Reaper user Xenakios has done his good deed for the Paris community with that extension and has said he doesn't have any time to put into it, but he's a good guy and has released the source code for it so we can, at least in theory, update it and modify it ourselves. Of course that usually means "Mike Audet can" and he's got his hands full. Anyone else with skills want to take a stab at it?

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [JohnG](#) on Sat, 08 Aug 2015 13:09:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

Agreed, its very cool that he created the extensions. I didn't have any expectation that he would create new ones.

So are you saying they need to be updated to work in 64 bit reaper?

I'm just trying to save myself some unnecessary trouble shooting by finding that out.

If that's the case, I could just use 32 bit reaper to finish those projects I am transferring from paris to reaper, albeit with only 4 gigs of RAM to power the plugins. I was hoping to get it to work with the 64 bit version, though.

Do you know if I can have both the 32 and 64 bit versions of reaper on my pc at the same time, or does it have to be one or the other.

If I can have only one, do I just install the 32 bit version and it will replace the 64 bit one, or do I have to uninstall 64 bit version first?

If you don't have time to answer, I understand. You've already helped me tons! Your help is appreciated.

Thanks again

John

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [kerryg](#) on Sat, 08 Aug 2015 18:33:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

I'm guessing that's the case - the extension may not work in the 64-bit version because it was created for the 32-bit. There's no problem at all having both versions of Reaper on your drive (besides the RAM limitations you pointed out), they don't interact. If there's any issue when you install them ("an application named Reaper exists, do you want to replace it?"), name your first one Reaper 64 and that'll avoid a name clash.

And it's a pleasure to help! I'm just delighted we have solutions like this in 2015 to point you to,

this would have been so much harder ten years back if it were possible at all. Improving the bridge to Reaper is definitely a community priority; if we can find a coder to take some of the work like this off Mike's shoulders it'll be a real boon.

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [JohnG](#) on Sat, 08 Aug 2015 23:46:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

OK.

I will first download extensions from the latest link you provided.

I will then just go ahead and download the 32 bit version and try that. Will I be quite limited on plug in use in the 32 bit version?

And I am still amazed you guys have kept paris going all this time. Quite remarkable. You've helped a lot of people as a result.

Nice work!

John

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [Amuse](#) on Wed, 19 Aug 2015 10:53:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi John,

How did you go with the 32bit version?

I assume you can just use the 32bit version to import, then save the reaper project. Then open 64 bit reaper and continue there?

Cheers,

Pete

Subject: Re: REAPER PAF extension ready for download and testing!

Posted by [JohnG](#) on Thu, 20 Aug 2015 02:12:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi Pete,

I actually have not had success opening the files in 64 bit reaper.

I was however able to open them in the 32 bit version.

The thing is, they didn't sound good at all.

I was getting pops and crackles during playback and things sounded dull and thin. I don't know why that is.

They sounded better in Paris.

Thanks for checking in.
John
