
Subject: Documentation for .ppj file format?
Posted by [Phil Aiken](#) on Tue, 17 Apr 2007 14:39:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Does anyone have a lead as to how we might be able to dig up .ppj file format documentation? Justin, the developer of Reaper, indicated that it might be possible to have Reaper read Paris projects directly. T'would be very cool.

Subject: Re: Documentation for .ppj file format?
Posted by [Phil Aiken](#) on Wed, 18 Apr 2007 18:07:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

"Phil Aiken" <asdf@asdf.asd> wrote:

>
>
> Does anyone have a lead as to how we might be able to dig up .ppj file
>format documentation? Justin, the developer of Reaper, indicated that it
>might be possible to have Reaper read Paris projects directly. T'would be
>very cool.

Bumping this.....this would be a boon for current PARIS users, as well as ex-users who would then be able to open their projects in Reaper to archive as wav files, etc. For current users, you could open a project you're working on, render VSTi's or delay compensated aux busses w/ UAD compressors etc. and then bring all that stuff back into PARIS.

Subject: Re: Documentation for .ppj file format?
Posted by [gene lennon](#) on Thu, 19 Apr 2007 13:43:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

We all know that ID has been asked a few times to open it up, and Chuck had some luck. You could always try one more time and write ID a nice letter.
Gene

"Phil Aiken" <sdfadfa@asdf.dfs> wrote:

>
>"Phil Aiken" <asdf@asdf.asd> wrote:
>>
>>
>> Does anyone have a lead as to how we might be able to dig up .ppj file

>>format documentation? Justin, the developer of Reaper, indicated that it
>>might be possible to have Reaper read Paris projects directly. T'would be
>>very cool.
>
>Bumping this.....this would be a boon for current PARIS users, as well
>as ex-users
>who would then be able to open their projects in Reaper to archive as wav
>files, etc.
>For current users, you could open a project you're working on, render VSTi's
>or delay compensated aux busses w/ UAD compressors etc. and then bring all
>that stuff back into PARIS.
>
>
>

Subject: Opening PARIS projects directly in Reaper....
Posted by [Phil Aiken](#) on Thu, 19 Apr 2007 21:08:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm retitling this floundering thread on the off chance that it was too non-descriptive and/or boring to be read. On the other hand...it just might be that noone has this info...

Does anyone have a lead as to how we might be able to dig up .ppj file format documentation? Justin, the developer of Reaper, indicated that it might be possible to have Reaper read Paris projects directly. T'would be very cool.

Subject: Re: Opening PARIS projects directly in Reaper....
Posted by [chuck duffy](#) on Thu, 19 Apr 2007 22:25:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ask Edmund. Somehow the paf file format snuck out, but I've never ever seen the ppj format, because that was Edmund's baby, and I've never seen so much as a snippet of his code :-)

Chuck

"Phil Aiken" <asdf@asdf.sfd> wrote:

>
>
>I'm retitling this floundering thread on the off chance that it was too

non-descriptive
>and/or boring to be read. On the other hand...it just might be that noone
>has this info...
>
>
>Does anyone have a lead as to how we might be able to dig up .ppj file format
>documentation? Justin, the developer of Reaper, indicated that it might
>be possible to have Reaper read Paris projects directly. T'would be very
>cool.
>

Subject: Re: Opening PARIS projects directly in Reaper....
Posted by [OIIU](#) on Fri, 20 Apr 2007 04:07:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just decompile it... who's really gonna give a shit?

It's not like that's gonna prevent Edmund from continuing to charge for the three copies of 3.0 he sells per year, anyway.

Neil

"chuck duffy" <c@c.com> wrote:

>
>Ask Edmund. Somehow the paf file format snuck out, but I've never ever
seen
>the ppj format, because that was Edmund's baby, and I've never seen so much
>as a snippet of his code :-)

>
>Chuck

>
>"Phil Aiken" <asdf@asdf.sfd> wrote:

>>
>>
>>I'm retitling this floundering thread on the off chance that it was too
>non-descriptive
>>and/or boring to be read. On the other hand...it just might be that noone
>>has this info...

>>
>>
>>Does anyone have a lead as to how we might be able to dig up .ppj file
format
>>documentation? Justin, the developer of Reaper, indicated that it might
>>be possible to have Reaper read Paris projects directly. T'would be very
>>cool.
>>

