
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 515 times

Editor: 1-Drums bass (A) : [Animated]

Tools: Edit Audio Settings View Grid & Snap Go To

OBJECT TRAILS

NUDGE & SNAP: 100 75 50 25 10 5 1 < START ALL END > SLIP 1 5 10

GRID & SNAP: [Grid icons] | DN: [DN icons] | TT: SMPTE M.S. m

SHOW/HIDE: [Audio] [BIPOL] [NAME] [INST] [Color] [Bin] [AUDIO] [VIEW]

1		1 kick in	animated-017/
2		2 kick out	animated-018/
3		3 sn top	animated-019/
4		4 sn botm	animated-020/
5		5 hh/hde	animated-021/
6		6 tom 1	animated-022/
7		7 tom 2	animated-023/
8		8 tom 3	animated-024/
9		9 tom 4	animated-025/
10		10 oh 1	animated-026/
11		11 oh 2	animated-027/

2) [P1050325.JPG](#), downloaded 459 times

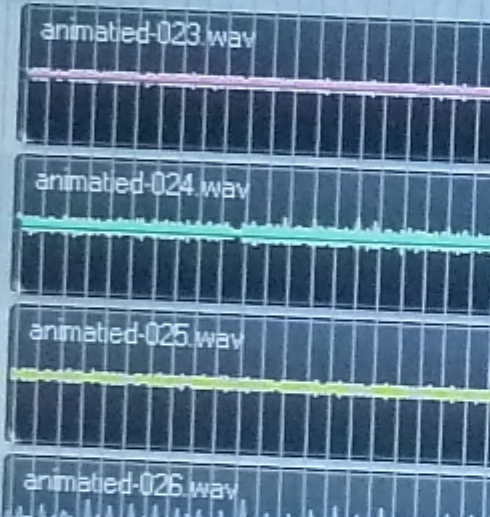
Animated 2-AAT [modified] - REAPER v4.01pre1 - EVALUATION LICENSE

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



1.1.00 17.1.00 33.1.00
0:00.000 0:21.942 0:43.688

1	1.kick in	I/O	M	S	1
2	2.kick out	I/O	M	S	2
3	3.sn top	I/O	M	S	3
4	4.sn btm	I/O	M	S	4
5	5.hh/nde	I/O	M	S	5
6	6.tom 1	I/O	M	S	6
7	7.tom 2	I/O	M	S	7
8	8.tom 3	I/O	M	S	8
9	9.tom 4	I/O	M	S	9
10	10.chl	I/O	M	S	10



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.
