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Subject: "Delete unused files" surprise.  
Posted by [mani1147](#) on Tue, 19 Jan 2010 03:28:54 GMT  
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Maybe this has already been documented but here it goes anyway.

When you copy an entire project folder (ppj and paf files) to a new location, then open it and select unused files in the audio bin and do a "delete unused files" Paris will delete the files in the original folder you copied from, not your newly created folder....go figure.

Things I have tried so far:

Setting new rec path in copied folder  
Saving copied ppj project under new name

Rob\_A

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Subject: Re: "Delete unused files" surprise.  
Posted by [kerryg](#) on Tue, 19 Jan 2010 04:27:00 GMT  
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That could lead to unpleasant surprises. Brutal. Thanks, I'll wiki it.

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Subject: Re: "Delete unused files" surprise.  
Posted by [Mike Bloomer](#) on Wed, 27 Jan 2010 06:54:58 GMT  
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I have run into that as well so I wait until I'm done with the project. Then clear the unused files from the audio window. Select all, export the file and segment list and then the .paf files, then "save as" in the new folder. Re-open and set the record path. More steps but it is pretty reliable. (although "export" doesn't always work as advertised....)

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Subject: Re: "Delete unused files" surprise.  
Posted by [Ted Gerber](#) on Wed, 27 Jan 2010 12:12:19 GMT  
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Wouldn't the best thing be to "clear" unused files instead of deleting them? Deleting them would send Paris back to the original location to remove them from the hard drive. Are you saying that the original files are deleted from the HD, but the copies stay in the new folder?

Ted

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Subject: Re: "Delete unused files" surprise.  
Posted by [mani1147](#) on Wed, 27 Jan 2010 13:28:57 GMT  
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Are you saying that the original files are deleted from the HD, but the copies \_stay\_ in the new folder?

Yes Tom, the originals are deleted and the copies in the new folder that I am working out of at the moment remain.

I usually never delete anything at all until the project is done and out the door at which time I delete unused files and then burn everything to DVD for archiving.  
The reason I created a copy was that I had a project "go funky" on me with that darn "\_tptQueProject" error. As we have discovered, this is probably related to a bad segment/crossfade in the editor so I made a copy of the project folder and was trying to "delete unused" files in the copied project to narrow down my search of the problem, that's when I noticed that the files were not being deleted in my copied folder but in the original folder. I did manage to get the project cleaned up and working again by the way.  
Rob\_A

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