

Projects

Pyramix Interchange Options													
Interchange Format	Software Key	Import	Export	Audio File Format(s)	clip name	clip gain	clip envelope	clip fades	x-fade curves	Markers	CD/SACD Markers	Max. Sampling Rate	Max. EDL Duration
AAF	PSO-AAF	y	y	BWF	y	y	y	y	no (note 1)	n	n		
AES31	PSO-AES31	y	y	BWF	y	y	y (note 2)	y	y	n	n	192khz/DSD	
AKAI DD/DR	PSO-AKAI	y	y	Proprietary									
CD Import	PSO-CDR	y		PMF, AIF, WAV, etc.							y		
CMX-EDL	-	y	y	-									
DAR	PSO-DAR	y		Proprietary	y	y	n	y	y	n	n		
OMF V1 unembedded	PSO-OMF	y	y	OMF, AIF, BWF/WAV	y	n	n	y	no (all to Power)	n	n		13h30
OMF V2 unembedded	PSO-OMF	y	y	OMF, AIF, BWF/WAV	y	y	n	y	no (all to Power)	n	n		13h30
OMF V2 embedded	PSO-OMF	y	y	OMF, AIF, BWF/WAV	y	y	y (note 4)	y	no (all to Power)	n	n		13h30
OPEN TL	PSO-OTL	y	y	BWF/WAV	y	y	n	y	basic	n	n		
PT5	PSP-PT5	y	y	SD2	y	y (note 3)	y (note 3)	y	y	n	n	48 kHz	13h30
SACD Edited Master Import	PSO-SAA	y		DSDIFF Edited Master	em name	n	n	n	n		y	2822 kHz	
Sonic Solution	PSO-SONIC	y		AIF									
XML EDL	-	y	y	-	y	y	y	y	y	y	y		unlimited

n = Not supported
y = Supported

note 1: currently being improved

note 2: clip envelopes will be supported soon when specification is published by AES

note 3: Protocols only supports envelopes and does not have an additional clip gain. On export, the volume automation can be set to represent the clip gain, the clip envelope or a combination of both.

note 4: Export from Pyramix is feasible but not import yet, currently import is only supported by PT

Files

Pyramix Supported Audio Files												
File Formats	Extension	Play	Record	Export	Audio Data Format	Max # of Channels in a single file*	Interleaved	Max Bit depth	Max Sample Rate	Max File Size	Unique Identifier (UID)	Data Chunk (metadata) format
PMF	pmf	y	y	y	PMF	virtually unlimited (note1)	block	32bit float	384 kHz	virtually unlimited	in Name & PMF	PMF (Proprietary)
PMF (DXD)	pmf	y	y	y	PMF	Currently up to 16	block	32bit float	352.8 kHz	virtually unlimited	in Name & PMF	PMF (Proprietary)
WAV	wav	y	y	y	WAV	virtually unlimited (note1)	y	32bit float	384 kHz	4GB	in iXML	iXML
BWF	wav	y	y	y	WAV	virtually unlimited (note1)	y	32bit float	384 kHz	4GB	in iXML	BWF & iXML
WAV	wav	y	y	y	RIFF64	virtually unlimited (note1)	y	32bit float	384 kHz	virtually unlimited	in iXML	iXML
BWF	wav	y	y	y	RIFF64	virtually unlimited (note1)	y	32bit float	384 kHz	virtually unlimited	in iXML	BWF & iXML
AIF	aif	y	y	y	AIF	virtually unlimited (note1)	y	32bit float	384 kHz	4GB	n	n
SD2	sd2	y	y	y	SD2	virtually unlimited (note1)	y	24bit	48kHz	2GB	n	n
PMI	pmi	y		y	WAV	virtually unlimited (note1)	y	32bit float	384 kHz	virtually unlimited		CD TOC
OMF	omf	y	y	y	WAV or AIF		y	32bit float	384 kHz	2GB	n	n
MXF	mxf	y	y	y	AES3 or WAV		y	32bit float	384 kHz			
AVI	avi	y			WAV		y	32bit float	384 kHz			
DSDIFF	dff	y	y	y	DSD64	Currently up to 16	y	1bit	2822 kHz	virtually unlimited	n	PMF (Proprietary)
DSDIFF Em	dff	y		y	DSD64	Typically 2, 5 or 6	y	1bit	2822 kHz	virtually unlimited	n	PMF (Proprietary)

n = Not supported
y = Supported

note 1: While both block interleaved and sample interleaved formats may theoretically accept an unlimited number of channels, disk performances of multichannel sample interleaved files will degrade severely over 24 to 32 tracks

note 2: Beware of the fragile data fork / resource twin file structure of (MacOS) SD2 file format, requiring special care to be handled properly in a PC. More on this topic here: <http://www.merging.com/forum/viewtopic.php?t=1414>