**Reaper Tutorial: How to Trim and Align Audios with the Same Number of Samples**

Welcome to this quick and friendly guide on how to trim and align audio files in **Reaper** (Reaper is a versatile and feature-packed Digital Audio Workstation (DAW) that you can download for free from its official website at [reaper.fm](https://www.reaper.fm/" \t "_new)) ensuring they have the same length and sample count. Follow these steps, and you'll have perfectly aligned and trimmed audio files ready for rendering!

**1. Disable Snap**

Before starting, make sure **Snap** is turned **off** so you can trim your audio with precision.

* Find the **Snap** button in the toolbar (it looks like a magnet) and click it to disable it.

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**2. Align Audio Files**

**Step 1: Trim the Audio Start**

* **Zoom in** as much as possible (Ctrl + Mouse Scroll) for better accuracy.
* Place your mouse at the **beginning** of the audio clip.
* Click and **drag the edge** of the clip until it starts at the exact moment the sound begins.  
  **Pro Tip**: The decay might differ between files, so focus on aligning the **start** of each sound precisely.

**Step 2: Check Alignment**

* Compare the waveforms visually and ensure they are aligned at the starting point. This step is crucial for consistency.

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**3. Trim to the Same Length**

Once the starts are aligned:

1. **Select All Audio Clips**:  
   Hold Ctrl (Windows) or Cmd (Mac) and click each audio clip to select them.
2. **Open Item Properties**:  
   Right-click on any selected audio clip and choose **Item Properties**.
3. **Set the Same Length**:  
   Use the length field in the Item Properties window to trim all selected clips to the same length.

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**4. Save and Prepare to Render**

Now that all your files are aligned and trimmed:

1. **Save Your Project**:  
   Press Ctrl + S to save your work in case you need to make adjustments later.
2. **Render Each File Individually**:  
   Since Reaper renders selected items:
   * **Delete all but one file** (don’t worry, you’ll undo this later).
   * Render the single file.

**Render Shortcut**

* **Windows**: Press Ctrl + Shift + R
* **Mac**: Press Ctrl + Option + R
  + **Double-check** that all parameters (length, format, etc.) are the same for every file, including the original.

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* + **Use Ctrl + Z (Undo) to restore all files and repeat the process for the next file.**

**Zat’s advice:** Be sure to carefully name each audio file, clearly indicating the speaker, the room where it was recorded, and the recording device used. Keeping your file naming consistent and detailed is crucial to staying organized. Pay extra attention during the rendering process—it’s easy to overlook details when juggling multiple tasks. While it might feel tedious to delete and restore files repeatedly, taking this extra care will save you from confusion or mixing up recordings later. You've got this—good luck with your project!