Features Added to WireReady32 in Version 10

WireReady32 is the product family name that refers to the following software applications: NewsReady, ControlReady, and SalesReady.   All 3 products are contained in the same EXE file that makes up our software, but each product's screens are accessible only to customers who have licensed those products. For example, if you use NewsReady you may notice that the Sales, Automate and Live Assist buttons are grayed out. If you use only SalesReady, you will notice the Automate and Live Assist buttons are grayed out. Generally speaking, machines licensed for ControlReady and/or SalesReady automatically have access to the news/copy writing screens too.

This document describes all major changes and improvements to WireReady32 in version 10.0, broken out based on each product.   WireReady32, NewsReady, ControlReady and SalesReady are products manufactured, sold and supported by WireReady NS Inc. The WebReady product is mentioned because WebReady also utilizes WireReady32, along with additional web publishing software.

      9/25/12   WireReady32 Features Version 10-new.doc

Information and Bulletins

Version 10 Information and Bulletins

WireReady NSI has made many improvements to the software over the past year, in both improving the performance of the program and adding additional features. Many of these new features are described below, along with information on how to configure the settings for them. Each description gives the division of WireReady NSI that the new feature is used in. The features are listed by version within each section, with the newest at the top.

Please contact WireReady NSI if there are any questions about how to set up or use any of the described features.

Version 10.0 is our newest release and if anyone reports a bug we will issue a new version above.

When introduced in March of 2011, Version 10.0 used all the source code from Version 9.0 plus new code we added in the 9.5 series which was used by select customers from July 2010 thru February 2012 to prepare for Version 10's debut.

With very slight exceptions Version 10 now ONLY receives bug fixes. Customers on version 10 who download the latest version above have a low chance of receiving a bug because the above version is virtually the exact source code you run now, except for a few bug fixes.

Note: ANY CUSTOMER USING VERSION 9.5xx should upgrade to version 10.0 ASAP.
ANY CUSTOMER USING VERSION 8.5xx should upgrade to version 9.0 ASAP.
ANY CUSTOMER USING VERSION 7.5xx should upgrade to version 8.0 ASAP.
ANY CUSTOMER USING VERSION 6.5xx should upgrade to version 7.0 ASAP.
Version 5 and later will ONLY run from 2000 and XP.

Important: Upgrade WR_WIN.EXE when upgrading to Version 10.
The new version of wr_win.exe that is on the www.wireready.com website, under the link to version 10 of WireReady32, should be upgraded at the same time as version 10. The older wr_win.exe will not properly copy and update the version when used in a desktop shortcut to start WireReady32. Wr_win.exe should be put into the "wire" folder on the drive that the program is running from.

Attention automation and 1616 users: Anyone using a 1616 relay controller, or who uses COMTALK, Pulse/Latch, and WAIT FOR CHANNEL based commands with version 3.823 or later - must be using Win2000/XP, as the commx.ocx driver file is no longer used nor supported. Customers who use these features should upgrade to 2000/XP before going to any version higher than 3.823. However, Win95/98/ME may still be used without difficulty with all other functions/features of the software. If you don't use the mentioned features, there is no need to upgrade your operating system at this time.

Attention Windows 95 and Windows 98 users: Versions 4.500 and higher of WireReady32 only support Windows 2000 and Windows XP. Users with versions of Windows prior to Windows 2000 should only use versions of WireReady lower than 4.500.

BULLETINS:
* Version 10.0 is compatible with European and Asian Time Zones (GMT +1 thru GMT +12).

If you have any questions you can call our support department.

NewsReady Revisions

NewsReady Improvements (for customers licensed for NewsReady)

Version 10.000

Make Word Time Calculation Configurable Within Notepad
In the Notepad, the total script length is calculated based on the number of words read per second, with the default being 3.5 words per second. Although this value could be edited for each user, it was not convenient to access the setting that controls this value. It is now possible to set this words per second value from within the WireReady32 program.
From the Notepad, under the Setup drop-down menu, there is now a Words Per Second choice. The value entered in the Words Per Second dialog box will be used to calculate the script length in the Notepad and saved FileLog stories. Values can be entered as whole numbers, or in decimal format.
The program does not need to be restarted after changing this value.

Restore ClipIt Window Size and Position
Values have been added to the user's configuration file to restore the size of the ClipIt window and its position on the screen.

    [ClipIt]
    Restore Left=
    Restore Top=
    Restore Width=
    Restore Height=

If these values are left blank, the ClipIt window will not be restored to a set position on the screen.
When clip it is first opened in a WireReady32 session, if there are values set in the lines, they will be used to position the window on the screen. These values are not changed as the user moves the ClipIt window on the screen.

The user in WireReady32 has the ability to restore the ClipIt window using these restore values by clicking on the Restore ClipIt Window Position choice under the Setup menu on the ClipIt window. In addition, this same menu choice is available under the Setup menu in the MediaLog.

ClipIt GUI changes
Several changes have been made to ClipIt to make it easier to use.
   -The Record button is purple when not recording. Once a recording has started, the button is turned gray and displays "Recording" on it.

   -The Stop button turns red when a recording is active.

   -The timer is larger and the text for the field has been changed to say "Recording Time:"

   -The title bar displays "Recording" along with the audio device being used and the path and file name of the master recording.

NewsReady Revisions

-When a user hits the Stop button to stop a recording, a warning pos up: "Are you sure that you want to stop master recording?" If the user chooses the OK button, the recording stops. If the user chooses the Cancel button, the warning window closes and the recording continues.

-The last master recording file can be opened into the default audio editor. This ability is only active when nothing is being recorded. Under the Record menu choice in the ClipIt window, the "Open Last Master Recording File" menu choice has been added.

-The clips can be opened into the default audio editor when one of the Clip buttons is used. Under the ClipIt Setup menu is "Auto-launch clips into Editor". When this is checked, the clip will be opened into the default *.wav audio editing program after it is named and saved as if someone had double clicked on the file.

New Search Navigation Bar in Wire Browser

Searches in the WIRES screen are now shown as large single-click buttons at the top of the screen. The searches that are displayed in the Search Options window after using F2 are now available above the list of wire feeds. The first four buttons reflect the standard searches (Category, Priority, Headline and Text). The remaining 16 buttons reflect the first 16 saved custom searches. As searches are added, deleted or renamed in the Search Options window, the button names are updated to reflect this. There are no configuration changes that are needed for this feature.

Switch between Screen Modes

WireReady32 has always had the option to choose between Classic, Dual-Screen and Standard modes, but this could only be configured using the Setup32 utility. The ability to change screen modes is now available from within the WireReady32 program.
From the FileLog screen, select "Choose SplitScreen Mode" under the Setup menu above the main yellow buttons. In this window you can select between Classic, Dual and Standard modes for how the windows are displayed in the program. In addition, you can choose to split the screen either vertically or horizontally. This setting affects how the screen is split when using F8, and also when using Dual screen mode.
After making any changes, the program will need to be restarted for the changes to take effect.

Folder Length Setting for Rundown Mode

Each FileLog folder can now be set with a desired show length for use when in Rundown mode. To set the length for a folder, click the "Set Show Time" choice under the Setup menu above the main yellow buttons. Enter in the desired length in hours, minutes and seconds. The time will be displayed along the bottom of the screen in the Show/Folder Length: box. This display will show the desired show length and the total amount of time for the files in the folder (for example: 01:00:00/00:44:00, which shows that there is 44 minutes of stories in the show folder that should be 1 hour long).

Accumulated and Time Left Columns Added to FileLog

Two new columns have been added to the FileLog screen: Accumulated and Time Left. These columns work in conjunction with the Show or Folder Length setting. The Accumulated

NewsReady Revisions

column displays the total of the time of the stories up to that point in the folder. The Time Left column displays how much time is left between the Accumulated time and the Folder Length configured for the folder. As stories are added or removed from the folder, these values will adjust. When in Rundown mode, as stories are moved up or down in the broadcast, the values in these columns will adjust.

Drag and Drop stories between FileLog folders

When set in Dual Screen mode, it is now possible to drag and drop stories from any folder any other FileLog folder. This can be very helpful when in Rundown mode to create a script for a show. In Rundown mode, you can drag and drop the stories, choosing the order in the script, and read them from top to bottom during your newscast. When not in Rundown mode, the story will be dropped at the top position in the folder (since it is the newest file in the folder).

New Files Appear in Red in the FileLog

Newly modified stories show in red in the FileLog. The entire line displaying all of the fields for a newly created or modified file will display with red text. After 2 minutes, the display will revert back to black text. This does not affect the text in the body of the story. Files that are dragged and dropped will be seen as modified in the folder they were dropped into, and will display in red.

Archive Stories to One Script

Now users can take individual stories and combine them into one file/script. When in Rundown mode, the user can read each story individually, or use our Archive feature to make a copy of all those individual stories into a single script to read and have it archived, while saving the individual stories for re-use later in the day. This is designed to be used when in Rundown mode.

Put the stories in order of how they will be read in the script. Highlight all the stories to be archived in the script, and then choose the Archive rundown/FileLog choice under the File menu, or strike Shift+F6 on the keyboard. Enter a Slug in the Text Header window, then click OK. Choose the folder to save the file to. The individual stories are now copied in order to a single file/script, while the original stories are left unchanged.

Create Subfolders under existing Folders

Users can now create subfolders under existing folders in the Custom Folder dialog window. A new button, Create Subfolder, has been added to the Select Custom Folder window. Highlight a folder alias from the list, and then click the Create Subfolder button. Enter the new folder name into the dialog box and click OK. A new folder will be created as a subfolder of the highlighted custom folder.

Search And Destroy Supports RPL Deletion

Search And Destroy in the MediaLog now allows deletions of *.RPL (rotation) files, in addition to WAV, MPG and AVI.

Removed IDX Warning When IDX File Is Not Readable or Missing

The warning dialog that the index file is missing has been removed when switching or refreshing folders in the MediaLog and FileLog.

NewsReady Revisions

Added Configuration Setting To Disable the Text Appended To Stories When Moved

When someone uses the ALT-M Move choice in the FileLog, by default a line of text is added to the end of the file(s) being moved that shows the user name, source and destination folders and date/time (for example: "News1 Moved File from Audio to Newscasts @ 06/24/11 11:37 AM").

A new line has been added to the user's configuration file to disable this feature. To disable this text from being written to the moved files, edit the user's ini file ([drive]:\wire\users\[username]\[username.ini]). Search for "Append-Move-Stamp-on-Alt-M-moves=" under the [FileLog] group, and set this line to No. Save the changes to the file and restart WireReady32.

Replace Audio Function

For users who re-use the same spot or cut names and want to preserve the metadata information, the Replace function has been added to the MediaLog. Like renaming, now you can choose the new file, then choose the file you want to replace and preserve and re-use the original description and metadata.

From the MediaLog, click the File menu, and then Replace, or strike F12 on the keyboard. A File Select window will open for the user to choose the source file. Use the Select Folder button along the right side of the window if the Current Folder is not where the source file is located.

Check the statements in the upper right corner of the window to enable the options you want to use:

Delete Source – when checked, the source file will be deleted once the audio is copied into the destination file. When unchecked (default), the source file will not be deleted.

Preserve Destination Metadata – when unchecked (default), the metadata from the source file will overwrite the metadata in the destination folder. When checked, the metadata in the destination file will not be overwritten.

Review Metadata – when checked, the MediaLog Editor window will open after the destination file is selected. The user can edit and save the metadata that will be stored in the destination file. When this setting is checked and Preserve Destination Metadata is unchecked, the MediaLog Editor screen will display the metadata from the source file. When this is checked in combination with Preserve Destination Metadata, the MediaLog Editor screen will display the metadata from the destination file.

Note: These settings will be stored and will be used when Replace is used again, until a setting is checked/unchecked.

Once the source file is selected, click the OK button or strike the Enter key on the keyboard. A new File Select window will open for the user to choose the destination file. Use the Select Folder button along the right side of the window if the Current Folder is not where the destination file to be replaced is located.

Select the destination file to overwrite/replace and then click the OK button or strike the Enter key. If the Review Metadata statement was selected on the first File Select window, the MediaLog Editor window will open, and the user can edit any of the metadata fields, and then click the Save Changes button.

Note: any changes to the destination file will not be displayed until a refresh is done.

NewsReady Revisions

Add Audio Function
The ability to copy an existing file from one folder to another has been in the program for several versions using the Dupe function. Dupe allowed a user to copy or move a file from one custom folder to another. The Add function now allows the user to modify the metadata as the file is copied or moved.

From the MediaLog, click the File menu, and then Add, or strike F11 on the keyboard.   A File Select window will open for the user to choose the source file. Use the Select Folder button along the right side of the window if the Current Folder is not where the source file is located. Check the statements in the upper right corner of the window to enable the options you want to use:

   Delete Source – when checked, the source file will be deleted once the file is copied to the destination folder. When unchecked (default), the source file will not be deleted.

   Review Metadata – when checked, the MediaLog Editor window will open after the destination folder is selected. The user can edit and save the metadata that will be stored in the destination file. When this setting is unchecked (default), the metadata from the source file will be used in the destination file.

   Note: These settings will be stored and will be used when Replace is used again, until a setting is checked/unchecked.

Once the source file is selected, click the OK button or strike the Enter key on the keyboard. The Custom Folder window will open. Select the folder to copy or move the file to and click the OK button or strike the Enter key. If the Review Metadata statement was selected on the File Select window, the MediaLog Editor window will open, and the user can edit any of the metadata fields, and then click the Save Changes button.

Make Hyperlink Improvements
The right-click "Make Hyperlink" option in the Notepad will now automatically detect and adjust forward slashes if the user happens to type them as back slashes incorrectly.

Additionally, the user can now highlight text in the Notepad, right-click and choose "Make Hyperlink" and the highlighted text will auto-fill into the correct field of the dialog. The user is still required to type or paste in the URL in the second field, so the standard HTML anchor tag can be automatically included in the Notepad.

New Embed Email Address Right-click Option
Similar to the "Make Hyperlink" right-click option in the Notepad, there is a new "Embed Email Address option". It also requests the user to fill in 2 fields (one for the actual email address and one for the text to be hyperlinked) to create a standard HTML hyperlink in the Notepad. Ultimately, that embedded email hyperlink, when clicked from the published story, will open the default email program and begin a new email message with the embedded address in the To: field.

Changes to the On-Air 10-Deck screen
1. The ability to have F3 play the current deck without stacking the other loaded decks has been added. There is a statement in the Onair drop-down menu that is checked by default (F3 Play Key Stacks). When the statement is checked, using F3 will cause the lowest numbered deck to begin playing, and will stack the other decks that have audio in the Loaded

NewsReady Revisions

status. When the statement is unchecked, only the lowest numbered deck will begin playing, and the status of the other decks will remain unchanged.

 2. The ability to have the space bar play rather than stack a deck. In the Onair drop-down menu, there is a "Space Bar Plays the Deck" statement that is unchecked by default. When the statement is unchecked, the space bar will stack the current deck. When the statement is checked, the space bar will play the audio in the current highlighted deck.

3. The lettered Preset buttons can be cleared with the keyboard combination of Ctrl+Shift+[letter].

4. The On-Air screen can be configured to open on the right or left pane when the user is configured for Dual Screen mode. Under the OnAir menu in the On-Air screen, there is an Onair Screen Opens On Right statement. When this is checked, the On-Air screen will always open in the right pane. When unchecked (default), the On-Air screen will always open in the left pane. When not in Dual Screen mode the menu choice will be grayed out.

5. Two buttons were added to the toolbar for resetting the status of the decks. Ctrl+F8 Reset will reset the current highlighted deck back to "Loaded" status. Ctrl+Shift+F8 ResAll will reset all decks back to "Loaded" status.

Player Screen Can Open in Either Pane in Dual Screen Mode

The Player screen can be configured to open on the right-hand side of the screen when you are in Dual Screen mode. Under the AudioPlayer menu, there is now a Player Opens On Right statement. When this is checked, the Player screen will open in the right pane; when unchecked it will open on the left. When not in Dual Screen mode the menu choice will be grayed out.

ControlReady Revisions

ControlReady Improvements (for customers licensed for ControlReady)

Version 10.000

Restore ClipIt Window Size and Position
Values have been added to the user's configuration file to restore the size of the ClipIt window and its position on the screen.

    [ClipIt]
    Restore Left=
    Restore Top=
    Restore Width=
    Restore Height=

If these values are left blank, the ClipIt window will not be restored to a set position on the screen.
When clip it is first opened in a WireReady32 session, if there are values set in the lines, they will be used to position the window on the screen. These values are not changed as the user moves the ClipIt window on the screen.

The user in WireReady32 has the ability to restore the ClipIt window using these restore values by clicking on the Restore ClipIt Window Position choice under the Setup menu on the ClipIt window. In addition, this same menu choice is available under the Setup menu in the MediaLog.

ClipIt GUI changes
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   -The Record button is purple when not recording. Once a recording has started, the button is turned gray and displays "Recording" on it.

   -The Stop button turns red when a recording is active.

   -The timer is larger and the text for the field has been changed to say "Recording Time:"

   -The title bar displays "Recording" along with the audio device being used and the path and file name of the master recording.

   -When a user hits the Stop button to stop a recording, a warning pos up: "Are you sure that you want to stop master recording?" If the user chooses the OK button, the recording stops. If the user chooses the Cancel button, the warning window closes and the recording continues.

   -The last master recording file can be opened into the default audio editor. This ability is only active when nothing is being recorded. Under the Record menu choice in the ClipIt window, the "Open Last Master Recording File" menu choice has been added.

   -The clips can be opened into the default audio editor when one of the Clip buttons is used. Under the ClipIt Setup menu is "Auto-launch clips into Editor". When this is

ControlReady Revisions

checked, the clip will be opened into the default *.wav audio editing program after it is named and saved as if someone had double clicked on the file.

RadioTraffic Confirmation Log Format added

A new confirmation log format called RadioTraffic has been added. This format sets the Description column to be 60 characters wide and shifts the other columns to the right. This value is set in the user's configuration file ([drive]:\wire\users\[username]\[username].ini), under the Confirmation Log group. Edit the line for the deck number that the log should be generated from.

    [Confirmation Log]
    1=RadioTraffic
    2=None
    3=None
    4=None
    5=None
    6=None
    7=None
    8=None

Play Wave Macros

The Play Wave command now allows macros to be used in the File Select window. The macros are case-sensitive and are:

    !Y for the 4-digit year
    !y for the 2-digit year
    !M for the 2-digit month
    !D for the 2-digit day
    !d for the day of the week

When using the macros, the macros are evaluated based on the current date on the computer. If a file with the current date does not exist, the file will show as Missing in the playlist. At execution time it will look for the file based on the current date and those macros when used.

An example of the use of the macros is grocery-!M!D!y.wav. On March 1, 1012, the playlist will be looking for a file called grocery-030112.wav, and if that file exists it will be played.

A Display Macros button has been added to the File Select window, and will display the available macros in a separate pop-up window.

Schedule Missing File in Play Wave Command

When scheduling an audio file in a playlist with the Play Wave command, the File Select will now let you type in a file name with or without macros and schedule it even if it's missing. If the file does not exist, it will prompt the user with a warning: "This file doesn't exist. We will place the file but you should be sure to supply the file before airtime." The file will be scheduled in the playlist, and will be shown as Missing until the audio file is created.

Three Audio Devices can be Configured for Triple Overlapping

When configuring audio devices for the Automate decks, the Play 3 field is now available to allow a third audio device to be used in each deck. This allows triple overlapping during playback, with the deck alternating thru each device.

ControlReady Revisions

The onair computer will need to have either multiple audio cards installed, or an audio card that has multiple outputs (like the MIA Echo, LynxTwo, or M-Audio 1010). To configure a deck to use the third device, click on the Setup menu choice from any Automate deck. Choose Audio Boards from the menu. Each of the 8 decks listed can have a device assigned as Play1, Play2 and Play3. Choose the device from the drop-down list of available devices for each of the 3 fields. Click the OK button after assigning cards to each deck. The program must be restarted for the changes to take effect.

Take Buttons Added to Live Assist2

With Version 10, a third channel has been added for triple overlapping, and the Live Assist2 screen now displays three new TAKE buttons. These 3 buttons (Take 1, Take 2 and Take3) replace the single Play button to allow more user control. In addition, VU meters were added to display activity to allow the user to see what is playing on each channel.
When in AUTO walk-away mode, the computer will choose the next channel to auto overlap and cross-fade the elements based on intro and outro settings in your music and voice tracks.
In MANUAL mode, DJ's can now hit any of the three new TAKE buttons to manually control the exact timing of the airplay and take each song on the fader they choose on their mixer. The TAKE buttons also work with a mini keypad and your mixer's GPI or serial language for using remotes.

Live Assist2 Audio Device Labels

The improved Live Assist2 screen allows the user to assign channel labels on the screen that match the labels on your studio console, so everyone knows what plays where. The default label under the new TAKE buttons is Channel 01, Channel 02 or Channel 03. To change these labels, edit the user's ini file ([drive]:\wire\users\[username]\[username.ini]). Search for "Play Device Label", which should take you to the [Play Device Label] group. The line for the first channel (Label 01=) should be under this group. If the lines for the second and third TAKE buttons do not exist or are blank, the program displays them as Channel plus the number (either 02 or 03). If the lines do not exist, add them under this group.

    [Play Device Labels]
    Label 01=Channel 01
    Label 02=
    Label 03=

The command is limited to 20 characters for the description.
WireReady32 should be exited before editing the user's ini file, or the settings will be overwritten when the program closes. Save and close the ini file, and restart the program.

Voice Tracking now available in Live Assist2

The Voice Tracking screen that has been available from the Automate decks is now available from the Live Assist2 screen. This is the same screen that has been available for several years in the program, just accessible from a different screen.
From the Live Assist2 screen, click on the VT button from the buttons along the right-hand column. Click on the deck where you would like to insert a voice track along the left side of the screen. If a voice track existed in the deck that was clicked, the Voice Tracking window will open. If you are inserting a new voice track, the Voice Track Filename window will open. Enter a name for the voice track and click the OK button.

ControlReady Revisions

Voice Tracking window now displays VU Meters

The Voice Tracking screen now displays a small VU meter below the 1st Selection, Voice Track and 2nd Selection blocks. This change is visible when doing voice tracking from either the Automate decks or the Live Assist2 screen.

Segue to Any Audio in Live Assist2

Version 10 lets you scroll around in the playlist and jump/segue to any command in the playlist if you need to go out of order in your playlist.   When the screen is set to Track, the user can not scroll up or down the decks to choose a file that is not one of the next 8 commands.   When the screen is set to Edit mode, the user can up or down in the playlist and choose an audio file to play out of order.

To play a file out of order, use the plus and minus buttons or the scroll bar to move around in the playlist. Place the audio file that you want to play in the first deck below the Track/Edi radio buttons and the Stop, Pause and Dump buttons. Click one of the Take buttons, and the audio file will begin playing on that channel.

Be cautious when choosing a file out of order. When in Auto mode, the playlist will continue from that point in the playlist. And the program will use the next available channel to play the next audio file.

Configure Colors in Live Assist2

Customize the screen and change the background colors of specific events and audio categories. In the user's ini file ([drive]:\wire\users\[username]\[username.ini]), there are two groups that hold the settings for the command and category colors: Live Assist2 Command Colors and Live Assist2 Category Colors.

Under the [Live Assist2 Command Colors] group, the commands are all listed, and are set with a default setting of RRR,GGG,BBB which corresponds to Red, Green and Blue. The program is coded to use a specific default color for each command, but the user can configure the preferred color for each command. Edit the command line and enter the color for any commands you would like to change. A list of some common color settings are below.

To configure colors for the audio file categories, you must enter the category lines into the user's ini file under the [Live Assist2 Category Colors] group. A list of categories currently configured for the system can be found in the [drive]:\wire\system\Category.ini file. If any new categories need to be added to the system, they should be added to this file. If a category does not exist in the Category.ini file, the setting for that category name will be ignored under the [Live Assist2 Category Colors] group.

The values are integers from 0-255. Some basic color settings are:
Black 0,0,0
White 255,255,255
Red 255,0,0
Green 0,255,0
Blue 0,0,255
Yellow 255,255,128
Violet 255,128,255
Orange 255,128,0
Gray 192,192,192

ControlReady Revisions

New Rotation Viewer/Editor

Rotations have always been created and edited as text file lists in the FileLog.   It is now possible to use an empty Automate deck to load, view, edit and update rotations. Click the Yellow Automate button (or strike Alt+9 on the keyboard) to open the Automate-ControlReady Deck Selector window. Choose an unused automation deck and click the Edit button to open it. If there are commands in the sequence lines, click the Ctrl+E Clear button to set the deck to 2400 Skip lines. Click the File menu, then choose Load Rotation. The files currently in the rotation file will be entered onto the sequence lines. You can then see the immediate status, length, start/stop date and other information for all listed audio cuts in the rotation. You can audition them, roll them all, move the next up pointer, add/delete and, of course, save to update the rotation. Click the File menu, and then Save Rotation to save the rotation with the same name or enter a new name into the File Select window.

Replace Audio Function

For users who re-use the same spot or cut names and want to preserve the metadata information, the Replace function has been added to the MediaLog. Like renaming, now you can choose the new file, then choose the file you want to replace and preserve and re-use the original description and metadata.

From the MediaLog, click the File menu, and then Replace, or strike F12 on the keyboard.   A File Select window will open for the user to choose the source file. Use the Select Folder button along the right side of the window if the Current Folder is not where the source file is located.

Check the statements in the upper right corner of the window to enable the options you want to use:

  Delete Source – when checked, the source file will be deleted once the audio is copied into the destination file. When unchecked (default), the source file will not be deleted.

  Preserve Destination Metadata – when unchecked (default), the metadata from the source file will overwrite the metadata in the destination folder. When checked, the metadata in the destination file will not be overwritten.

  Review Metadata – when checked, the MediaLog Editor window will open after the destination file is selected. The user can edit and save the metadata that will be stored in the destination file. When this setting is checked and Preserve Destination Metadata is unchecked, the MediaLog Editor screen will display the metadata from the source file. When this is checked in combination with Preserve Destination Metadata, the MediaLog Editor screen will display the metadata from the destination file.

  Note: These settings will be stored and will be used when Replace is used again, until a setting is checked/unchecked.

Once the source file is selected, click the OK button or strike the Enter key on the keyboard. A new File Select window will open for the user to choose the destination file. Use the Select Folder button along the right side of the window if the Current Folder is not where the destination file to be replaced is located.

Select the destination file to overwrite/replace and then click the OK button or strike the Enter key. If the Review Metadata statement was selected on the first File Select window, the MediaLog Editor window will open, and the user can edit any of the metadata fields, and then click the Save Changes button.

Note: any changes to the destination file will not be displayed until a refresh is done.

ControlReady Revisions

Add Audio Function
The ability to copy an existing file from one folder to another has been in the program for several versions using the Dupe function. Dupe allowed a user to copy or move a file from one custom folder to another. The Add function now allows the user to modify the metadata as the file is copied or moved.

From the MediaLog, click the File menu, and then Add, or strike F11 on the keyboard.   A File Select window will open for the user to choose the source file. Use the Select Folder button along the right side of the window if the Current Folder is not where the source file is located. Check the statements in the upper right corner of the window to enable the options you want to use:

> Delete Source – when checked, the source file will be deleted once the file is copied to the destination folder. When unchecked (default), the source file will not be deleted.
>
> Review Metadata – when checked, the MediaLog Editor window will open after the destination folder is selected. The user can edit and save the metadata that will be stored in the destination file. When this setting is unchecked (default), the metadata from the source file will be used in the destination file.
>
> Note: These settings will be stored and will be used when Replace is used again, until a setting is checked/unchecked.

Once the source file is selected, click the OK button or strike the Enter key on the keyboard. The Custom Folder window will open. Select the folder to copy or move the file to and click the OK button or strike the Enter key. If the Review Metadata statement was selected on the File Select window, the MediaLog Editor window will open, and the user can edit any of the metadata fields, and then click the Save Changes button.

Check Rotations
The ability to check existing rotation files for expired or missing carts has been added to the MediaLog screen. From the main menu in the MediaLog, choose File, and then Check Rotations.

The Check Rotations window allows the user to check all the audio files within a rotation by choosing an expiration date and a number of days before that date. The default is set for an expiration date seven days from the current date, and to check seven days before that date. These settings will check the current date and the upcoming week.

The user can choose to check all of the rotations within the current MediaLog folder, or only the rotations that are highlighted in the list.

When the check is done, a Notepad window will display any files that are Expired or Missing. The report contains the name of the rotation, the path and filename, description, length, and ISCII fields, the Stop Date and Stop Time if the file is EXPIRED, or MISSING if the file cannot be found. This report can be minimized, saved, or closed as the user checks the files that are reported.

Add Ability to Include the Artist field in Old and New Confirmation Log Formats
When using the Old or New format for confirmation logs, the resulting logs can now include the Artist field for each audio file that has played. To enable this feature, edit the user's ini file ([drive]:\wire\users\[username]\[username.ini]). Search for "Include-Artist=" under the [Confirmation Log] group, and set it to "Yes".

When set to No, no additional fields are included in the confirmation log. When set to Yes, the Artist field from the wave file that plays is to be logged in the confirmation log. The

ControlReady Revisions

information is included at offset 70, and the maximum number of characters included for artist is to be 50. If the artist field has more than 50 characters in it, the data will be truncated after the 50th character.

Search And Destroy Supports RPL Deletion

Search And Destroy in the MediaLog now allows deletions of *.RPL (rotation) files, in addition to WAV, MPG and AVI.

Removed IDX Warning When IDX File Is Not Readable or Missing

The warning dialog that the index file is missing has been removed when switching or refreshing folders in the MediaLog and FileLog.

Macros for Date and Time added to File Transfer Command

Macros have been added to the File Transfer command in the Automate decks. The following macros can now be used when copying files between folders:

{D} is today's date. That is, the date that this file transfer command is executed in the playlist. The date will be in the format YYYYMMDD.

{D-#} is today's date minus the number of days specified in place of the # symbol. For example, {D-1} would mean yesterday's date.

{T} is the current time. The time will be in the format HHMMSS, with leading zeroes included, and in military format.

These macros are case-sensitive.

Web Publish Command Holds a Fully Qualified Filename Including Path

The Web Publish command from the Automate Decks used the Default Play Path when scheduling the command. Beginning with this version, a user can choose which folder to find the text files to publish from the list of Custom Folders.

The user running WireReady32 needs to be set to use the New Playlist format for saving playlists. Edit the [drive]:\wire\users\[username]\[username].ini file with Notepad to make this change. Search for the line "Use New Playlist File Format=" under the [Automation] group and set this to "Yes". The program will need to be restarted for this change to take effect.

When scheduling a new Web Publish command in a playlist, the user can now navigate to any Custom Folder to choose the file to publish. The command in the playlist will now display the path and filename of the file to be published.

The length of the command has been increased from a limit of 26 characters to allow for the full path to be displayed in the command.

Changes to the On-Air 10-Deck screen

1. The ability to have F3 play the current deck without stacking the other loaded decks has been added. There is a statement in the Onair drop-down menu that is checked by default (F3 Play Key Stacks). When the statement is checked, using F3 will cause the lowest numbered deck to begin playing, and will stack the other decks that have audio in the Loaded status. When the statement is unchecked, only the lowest numbered deck will begin playing, and the status of the other decks will remain unchanged.

2. The ability to have the space bar play rather than stack a deck. In the Onair drop-down menu, there is a "Space Bar Plays the Deck" statement that is unchecked by default. When

ControlReady Revisions

the statement is unchecked, the space bar will stack the current deck. When the statement is checked, the space bar will play the audio in the current highlighted deck.

3. The lettered Preset buttons can be cleared with the keyboard combination of Ctrl+Shift+[letter].

4. The On-Air screen can be configured to open on the right or left pane when the user is configured for Dual Screen mode. Under the OnAir menu in the On-Air screen, there is an Onair Screen Opens On Right statement. When this is checked, the On-Air screen will always open in the right pane. When unchecked (default), the On-Air screen will always open in the left pane. When not in Dual Screen mode the menu choice will be grayed out.

5. Two buttons were added to the toolbar for resetting the status of the decks. Ctrl+F8 Reset will reset the current highlighted deck back to "Loaded" status. Ctrl+Shift+F8 ResAll will reset all decks back to "Loaded" status.

Player Screen Can Open in Either Pane in Dual Screen Mode

The Player screen can be configured to open on the right-hand side of the screen when you are in Dual Screen mode. Under the AudioPlayer menu, there is now a Player Opens On Right statement. When this is checked, the Player screen will open in the right pane; when unchecked it will open on the left. When not in Dual Screen mode the menu choice will be grayed out.

URL Passing RDS Data for Simplecast/SAM Broadcaster

The Simplecast/SAM broadcaster accepts information similarly to Live365, with the data passed to a URL. The ability for the data to be sent to a configurable URL has been added to the RDS functions in the Automate decks.

Under the [RDS] group in the user's ini (configuration) file, the following lines will need to be added if they do not exist:
    Url Enable=Yes
    Url Mode=SAM
    Url User Name=
    Url Password=
    Url Address=http://localhost:8181/ (default for SAM)

When the Url Enable= line is set to Yes, and the Url Mode= line is set to SAM, the program will look in the Url Address= line to find where to send the data for the specified audio files playing in the Automate decks.
NOTE The user name and password keys aren't use with SAM mode, so those fields aren't included on the URL string with the mode SAM.

The format of the string is:
    http://localhost:8181/?artist=myartist&title=mytitle&songtype=S&duration=time

myartist is the *Artist* field from the Info screen in the WireReady32 MediaLog
mytitle is the *Description* field from the Info screen in the WireReady32 MediaLog
S is the first letter of the *Category* field from the Info screen in the WireReady32 MediaLog

time is the time of the audio file in milliseconds

File-based RDS Output for Securenet Streaming Encoder Added
The ability to send now-playing information to the Securenet streaming encoders has been added. To enable this output, edit the user's ini file ([drive]:\wire\users\[username]\[username.ini]). Search for the "[RDS]" group, and find the following lines under this group:
> enable-file-based-output=
> file-based-output-format=
> file-based-output-name=
> file-based-output-path=
> AffiliateID=

Set enable-file-based-output=Yes, and file-based-output-format=Securenet. Enter a file name (with txt as the extension) in the file-based-output-name= line and the drive letter and path into the file-based-output-path= line. Enter the station call letters or other ID into the AffiliateID= line. When format is Securenet, then current offset lines in the [RDS] section of the user's INI file (file-based-output-artist-offset=, etc) will not be used. Save the changes to the file and restart WireReady32.

When set with the Securenet format, the resulting file will look like this:

```
<?xml version="1.0" encoding="UTF-8"?>
<NowPlaying>
 <Current>
   <AffiliateID>KXEN</AffiliateID>
   <Artist><![CDATA[Beatles]]></Artist>
   <Title><![CDATA[Come Together]]></Title>
   <Album><![CDATA[Abbey Road]]></Album>
   <Duration>3:51</Duration>
   <Category><![CDATA[60s]]></Category>
   <RecordLabel><![CDATA[Apple]]></RecordLabel>
   <Composer><![CDATA[Lennon/McCartney]]></Composer>
 </Current>
</NowPlaying>
```

AffiliateID is taken from the new AffiliateID= line in the [RDS] section.
Artist is the *Artist or Advertiser* field from the Ctrl-I Info window of the MediaLog.
Title is the *Description or Title* field from the Ctrl-I Info window of the MediaLog.
Album is the *Album* field from the Ctrl-I Info window of the MediaLog.
Duration is the length of the audio file.
Category is the *Category* field from the Ctrl-I Info window of the MediaLog.
RecordLabel is the *Outcue, Outro, or Label Text* field from the Ctrl-I Info window of the MediaLog.
Composer is the *ISRC* field from the Ctrl-I Info window of the MediaLog.

If the fields do not have data, the file looks like this:

```
<?xml version="1.0" encoding="UTF-8"?>
<NowPlaying>
 <Current>
```

ControlReady Revisions

```
        <AffiliateID></AffiliateID>
        <Artist><![CDATA[]]></Artist>
        <Title><![CDATA[]]></Title>
        <Album><![CDATA[]]></Album>
        <Duration></Duration>
        <Category><![CDATA[]]></Category>
        <RecordLabel><![CDATA[]]></RecordLabel>
        <Composer><![CDATA[]]></Composer>
    </Current>
</NowPlaying>
```

The file is always overwritten.

File-based RDS Output for Orban Streaming Encoder Added

The ability to send now-playing information to the Orban streaming encoders has been added. To enable this output, edit the user's ini file ([drive]:\wire\users\[username]\[username.ini]). Search for the "[RDS]" group, and find the following lines under this group:

```
        enable-file-based-output=
        file-based-output-format=
        file-based-output-name=
        file-based-output-path=
```

Set enable-file-based-output=Yes, and file-based-output-format=Orban. Enter a file name (with txt as the extension) in the file-based-output-name= line and the drive letter and path into the file-based-output-path= line. When format is Orban, then current offset lines in the [RDS] section of the user's INI file (file-based-output-artist-offset=, etc) will not be used. Save the changes to the file and restart WireReady32.

When set with the Orban format, the resulting file will look like this:

```
    <?xml version="1.0" encoding="UTF-8"?>
            <event>
                <Artist><![CDATA[Beatles]]></Artist>
                <Title><![CDATA[I Want to Hold Your Hand]]></Title>
            </event>
```

Artist is the *Artist or Advertiser* field from the Ctrl-I Info window of the MediaLog.
Title is the *Description or Title* field from the Ctrl-I Info window of the MediaLog.

The file is always overwritten.

SalesReady and WebReady Revisions

SalesReady Improvements (for customers licensed for SalesReady)
There have been no new features added specific to SalesReady

WebReady Improvements (for customers licensed for Web Publishing)

Version 10.000

Web Publish Command Holds a Fully Qualified Filename Including Path
The Web Publish command from the Automate Decks used the Default Play Path when scheduling the command. Beginning with this version, a user can choose which folder to find the text files to publish from the list of Custom Folders.
The user running WireReady32 needs to be set to use the New Playlist format for saving playlists. Edit the [drive]:\wire\users\[username]\[username].ini file with Notepad to make this change. Search for the line "Use New Playlist File Format=" under the [Automation] group and set this to "Yes". The program will need to be restarted for this change to take effect.
When scheduling a new Web Publish command in a playlist, the user can now navigate to any Custom Folder to choose the file to publish. The command in the playlist will now display the path and filename of the file to be published.
The length of the command has been increased from a limit of 26 characters to allow for the full path to be displayed in the command.

Make Hyperlink Improvements
The right-click "Make Hyperlink" option in the Notepad will now automatically detect and adjust forward slashes if the user happens to type them as back slashes incorrectly.

Additionally, the user can now highlight text in the Notepad, right-click and choose "Make Hyperlink" and the highlighted text will auto-fill into the correct field of the dialog. The user is still required to type or paste in the URL in the second field, so the standard HTML anchor tag can be automatically included in the Notepad.

New Embed Email Address Right-click Option
Similar to the "Make Hyperlink" right-click option in the Notepad, there is a new "Embed Email Address option". It also requests the user to fill in 2 fields (one for the actual email address and one for the text to be hyperlinked) to create a standard HTML hyperlink in the Notepad. Ultimately, that embedded email hyperlink, when clicked from the published story, will open the default email program and begin a new email message with the embedded address in the To: field.