WireReady® Incorporated

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6 Deck
Live Assist
Manual

6-Deck Live Assist

The 6 Deck screen (also called the Live Assist) can be found by simply clicking the yellow **6 Deck** button across the top of the WireReady software window, or striking "Alt+\" (Alt and the Backslash keys together).

See the screen below:
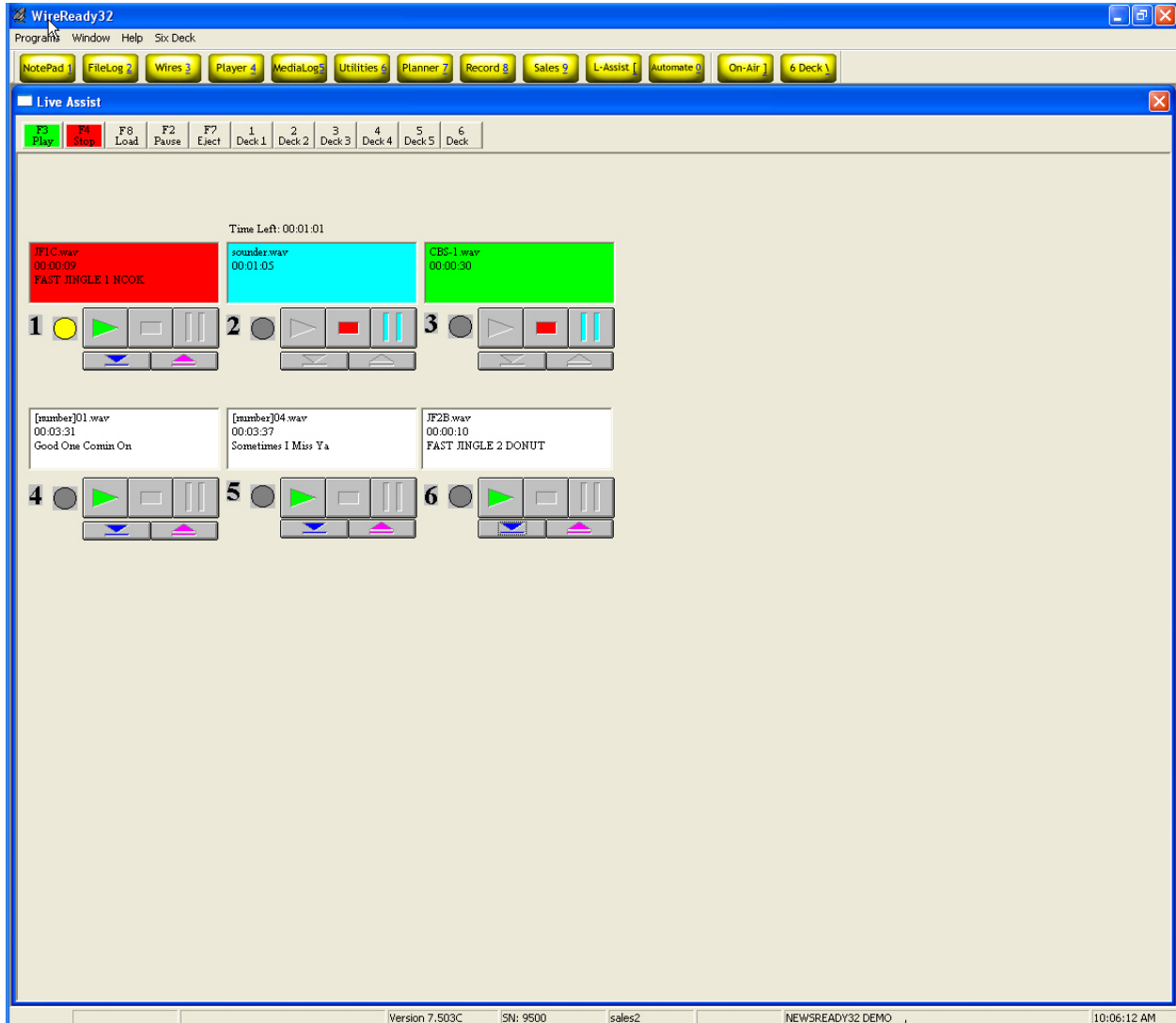
Live Assist 6-deck screen

For the users that prefer to use a cart deck to load and play audio cuts **WireReady32** provides the 6-deck **Live Assist** feature. Up to six audio files can be loaded, played, paused, and ejected. The audio cuts can be played in any order. Counters display the time remaining for the audio that is currently playing, directly above the playing deck. The 6-deck screen uses the default audio device assigned in Windows.

INSTANT RECOGNITION OF THE STATUS OF CARTS WITH COLOR CODING

- White means the deck is loaded and idle.

- Green shows when a cart is playing.

- Blue is displayed when a cart is paused.

- Red means the cart has finished playing or has been stopped.
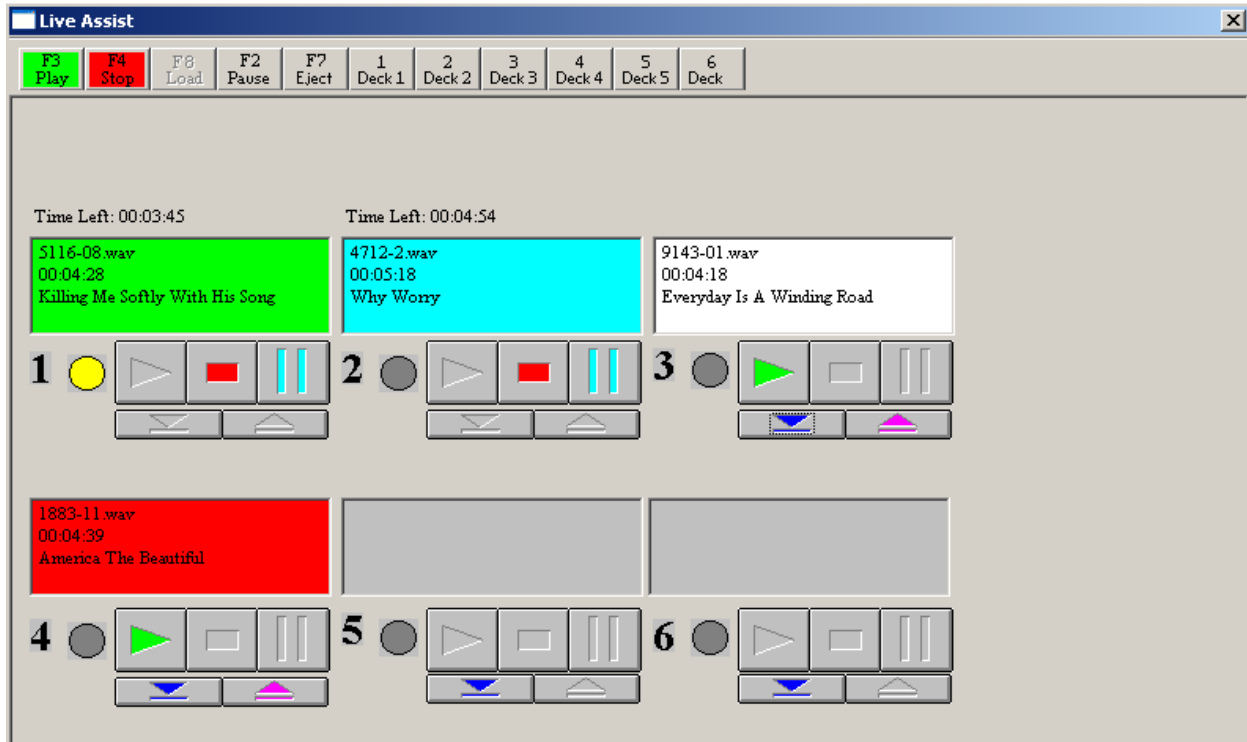
THE OPTIONS BUTTONS

At the top of the On-Air screen are the options buttons. Control of the decks is achieved with the options buttons. Below are brief descriptions of each button's functions *(see screen shot below)*.

F3 Play	Starts playing the audio in the active deck.
F4 Stop	Stops the currently running audio in the active deck.
F8 Load	Loads a cart into the active deck.
F2 Pause	Pauses play of the active deck.
F7 Eject	Ejects the audio from the active deck.
1 Deck 1	Moves the yellow dot to Deck 1 to make it the active deck.
2 Deck 2	Moves the yellow dot to Deck 2 to make it the active deck.
3 Deck 3	Moves the yellow dot to Deck 3 to make it the active deck.
4 Deck 4	Moves the yellow dot to Deck 4 to make it the active deck.
5 Deck 5	Moves the yellow dot to Deck 5 to make it the active deck.
6 Deck 6	Moves the yellow dot to Deck 6 to make it the active deck.

MAIN DROP-DOWN MENUS

Programs

The Programs menu lists the 11 screens in WireReady32.

Notepad – NewsReady Alt+1   The Notepad is used to edit text and create new stories and rotations.

FileLog – NewsReady Alt+2   The FileLog is used to access text stories that have been saved from the Notepad, and to edit rotations.

WireBrowser – NewsReady Alt+3   The WireBrowser displays the wire stories that have been captured.

Notepad - NewsReady...	Alt+1
FileLog - NewsReady...	Alt+2
WireBrowser - NewsReady...	Alt+3
AudioPlayer...	Alt+4
MediaLog/AudioLog... - NewsReady	Alt+5
Utilities...	Alt+6
Planner - NewsReady...	Alt+7
Record...	Alt+8
Sales - SalesReady...	Alt+9
Automate - ControlReady...	Alt+0
OnAir...	Alt+Shift+1

AudioPlayer Alt+4   The Player is used to read newscasts and play the embedded audio.

MediaLog/AudioLog – NewsReady Alt+5   The MediaLog is used to store audio files to be used in newscasts and automation.

Utilities Alt+6   The Utilities screen allows access to StormReady32, QuickRecorder, and the DOS PhoneReady and StormReady programs.

Planner – NewsReady Alt+7   The Planner is a calendar program to track appointments and assignments for newsrooms.

Record Alt+8   The Record button is used to manually record new audio files.

Sales – SalesReady Alt+9   The Sales screen is used to record and track contacts with customers/advertisers.

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6deck in CR32-LATEST.doc

Automate – ControlReady Alt+0   The ControlReady for Windows decks are used to automate recording and playback of audio, and for web publishing.

OnAir Alt+Shift+1   The OnAir 10-deck screen is used for playback of audio while live.
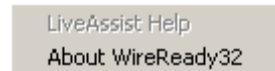
Window

This drop-down menu displays all open windows within WireReady32 and choices used when the program is used for News or in different modes. Please contact WireReady NSI or consult the WireReady32 manual for news if there are questions about these menu choices.

Previous Window	Escape
Cascade …	Shift+F5
Tile …	Shift+F4
Arrange Icons	
Jump to Next Open Window…	Ctrl+Tab
Toggle Active Dual Screen	Ctrl+F2
Switch	F7
Split Last Two	
Zoom/Split with NotePad	F8
Clear Alert	Shift+F11
Clear Alert for All Users	Shift+F12
1 Notepad1 - Notepad1.txt	
2 ALL STORIES as of 17:57:28 WireBrowser	
✓ 3 On Air	
4 Live Assist	

Help

LiveAssist Help This menu choice is not active at this time.

About WireReady32   Displays the version number of the software and contact information for WireReady NSI.

LiveAssist Help
About WireReady32

About WireReady32

WireReady32
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LexSarus Speller Technology
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Version 3.999

Contact us at:
Tech Support + Sales (800)833-4459
support@wireready.com
sales@wireready.com
Visit us on the Web at:
http://www.wireready.com

OK
Email Sales
Email Support
Goto Website

Six Deck

This menu has all the commands needed to use the 6 Deck screen.

Load	▶
Play	▶
Stop	▶
Pause	F2
Eject	F7
Select Deck	▶

Load   Used to load the decks

Load Selected Deck F8   Load the deck that has the yellow dot next to it.

Load Deck1 Ctrl+F1   Load a cart into deck 1

Load Deck2 Ctrl+F2   Load a cart into deck 2

Load Deck3 Ctrl+F3   Load a cart into deck 3

Load Deck4 Ctrl+F4   Load a cart into deck 4

Load Deck5 Ctrl+F5   Load a cart into deck 5

Load Deck6 Ctrl+F6   Load a cart into deck 6

Load Selected Deck	F8
Load Deck 1	Ctrl-F1
Load Deck 2	Ctrl-F2
Load Deck 3	Ctrl-F3
Load Deck 4	Ctrl-F4
Load Deck 5	Ctrl-F5
Load Deck 6	Ctrl-F6

Play   Used to play carts in the decks

Play Selected Deck F3 Play the cart in the deck that has the yellow dot next to it.

Play Deck1 Alt+F1   Play the cart in deck 1

Play Deck2 Alt+F2   Play the cart in deck 2

Play Deck3 Alt+F3   Play the cart in deck 3

Play Deck4 Alt+F4   Play the cart in deck 4

Play Deck5 Alt+F5   Play the cart in deck 5

Play Deck6 Alt+F6   Play the cart in deck 6

Play Selected Deck	F3
Play Deck 1	Alt-F1
Play Deck 2	Alt-F2
Play Deck 3	Alt-F3
Play Deck 4	Alt-F4
Play Deck 5	Alt-F5
Play Deck 6	Alt-F6

Stop   Used to stop the playing carts in the decks

Stop Selected Deck F4 Stop the playing cart in the deck that has the yellow dot next to it.

Stop Deck1 Shift+F1   Stop the playing cart in deck 1

Stop Deck2 Shift+F2   Stop the playing cart in deck 2

Stop Deck3 Shift+F3   Stop the playing cart in deck 3

Stop Deck4 Shift+F4   Stop the playing cart in deck 4

Stop Deck5 Shift+F5   Stop the playing cart in deck 5

Stop Deck6 Shift+F6   Stop the playing cart in deck 6

Stop Selected Deck	F4
Stop Deck 1	Shift-F1
Stop Deck 2	Shift-F2
Stop Deck 3	Shift-F3
Stop Deck 4	Shift-F4
Stop Deck 5	Shift-F5
Stop Deck 6	Shift-F6

Pause F2 Pauses the audio in the deck with the yellow dot next to it.

Eject F7 Ejects the audio from the deck with the yellow dot next to it.

Select Deck Used to select the decks

    Select Deck1 1 Select deck 1 and move the yellow dot to it.

    Select Deck2 2 Select deck 2 and move the yellow dot to it.

    Select Deck3 3 Select deck 3 and move the yellow dot to it.

    Select Deck4 4 Select deck 4 and move the yellow dot to it.

    Select Deck5 5 Select deck 5 and move the yellow dot to it.

    Select Deck6 6 Select deck 6 and move the yellow dot to it.

Select Deck 1	1
Select Deck 2	2
Select Deck 3	3
Select Deck 4	4
Select Deck 5	5
Select Deck 6	6

LOADING A CART DECK

There are several ways to select and load a deck. Any combination of these keyboard and mouse procedures is allowed.

KEYBOARD PROCEDURE

1. Use the **ARROW** keys to select which deck to load, or strike the number of the deck, and then strike **Enter**. A yellow dot indicates which deck is the active deck.

   OR

   Strike **Ctrl+** the function key number for the deck to load. **Ctrl+F1** to load deck 1, **Ctrl+F2** to load deck 2, etc.

   OR

   Strike **Alt+S** to access the **Six Deck** menu. Then strike **L** for the **Load** menu, then strike the number for the deck to load.

2. Strike **Alt+L** to bring up the list of custom folders, if needed. The **Current Folder** field displays the active custom folder.   Use the arrow keys to select the folder containing the audio file to load, and then strike **Enter**.

3. Use the **ARROW** keys to choose the audio file, or type the name of the file in the **Selected** entry box. Then strike **Enter**.

MOUSE PROCEDURE

1. Click on the dot next to the number of the deck you wish to load. The dot will turn yellow. Click the **F8 Load** button.

   OR

   Click the blue down-triangle under the deck you wish to load.

   OR

   Click on the **Six Deck** menu at the top of the WireReady32 screen. Click on the **Load** menu choice, and then click on the deck you wish to load.

2. Click the **Select Folder** button to bring up the list of custom folders, if needed. The Current Folder field displays the active custom folder. Double-click the folder containing the audio file to load, or single-click to highlight, and then click **OK**.

3. Double-click the audio file, or single-click to highlight, and then click **OK**.

PLAYING AND STOPPING A CART DECK

KEYBOARD PROCEDURE

To **start** a deck, use the **ARROW** keys to move the yellow dot to the appropriate deck, then strike **F3** to play.

OR

Strike **Alt+** the Function key number for the deck to play. **Alt+F1** for deck 1, **Alt+F2** for deck 2, etc.

OR

Strike **Alt+S** to access the **Six Deck** menu. Then strike **P** for the **Play** menu, then strike the number for the deck to play.

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To **stop** a deck, use the **ARROW** keys to move the yellow dot to the appropriate deck, then strike **F4**. *NOTE: This option will work only if the deck with the yellow dot is currently playing.*

OR

Strike **Shift+** the function key number for the deck to stop. **Shift+F1** for deck 1, **Shift+F2** for deck 2, etc.

OR

Strike **Alt+S** to access the **Six Deck** menu. Then strike **S** for the **Stop** menu, then strike the number for the deck to stop.

To **pause** a deck, use the **ARROW** keys to move the yellow dot to the appropriate deck, then strike **F2**. Strike **F2** again to re-start the audio at the point it was paused.

MOUSE PROCEDURE

To **start** a deck, click on the green triangle of any deck to instantly play it.

OR

Click to move the yellow dot to the appropriate deck, and then click the **F3 Play** button.

OR

Click on the **Six Deck** menu at the top of the WireReady32 screen. Click on the **Play** menu choice, and then click on the deck you wish to play.

To **stop** a deck, click on the red rectangle on the cart deck.

OR

Click to move the yellow dot to the appropriate deck, and then click the **F4 Stop** button.

OR

Click on the **Six Deck** menu at the top of the WireReady32 screen. Click on the **Stop** menu choice, and then click on the deck you wish to stop.

To **pause** a deck, click on the button with two vertical blue lines. Clicking this button a second time will re-start the audio at the point it was paused.

OR

Click to move the yellow dot to the appropriate deck, and then click on the **Six Deck** menu at the top of the WireReady32 screen. Click on the **Pause** menu choice.

EJECTING OR RE-LOADING A CART DECK
A deck does not have to be empty for another cart to be loaded. Using any loading method mentioned above will automatically eject the cart that is currently in the deck.

When a cart deck is loaded a pink up-triangle (the Eject button) is visible. Click this to remove a cart

from a deck. Or use the keyboard to move the yellow dot to the appropriate deck and then strike **F7**.