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## Automation Tech Handbooks

SEQ#	Command	Parameters	Description	Artist	Start Date/Time	Stop Date/Time	Intro...	Outr...	Length	End Time	Statu
270	Play Wave	1846	Negley Drug Co.		01/22/2004...	01/31/2004 ...	None	None	00:00:30.0	13:12:30.0	
271	Play Wave	1118	C&K Cleaners		01/22/2004...	01/31/2004 ...	None	None	00:01:00.0	13:13:30.0	
272	Play Wave	9022	Running Around Day Care		01/22/2004...	01/31/2004 ...	None	None	00:01:00.0	13:14:30.0	
273	Play Wave	7400	Jerri's Pizza		01/22/2004...	01/31/2004 ...	None	None	00:00:30.0	13:15:00.1	
274	Scheduled Music Sweep	13:12:00	Length: 00:10:00	Description:						13:12:00.0	
275	Play Wave	1882-10	New York State of ...	Billy Joel	01/01/1990...	03/03/2004 ...	None	None	00:06:01.2	13:18:01.2	
276	Play Wave	1882-08	Someday We'll All B...	Alicia Keys	01/01/1990...	03/03/2004 ...	None	None	00:04:51.6	13:22:52.8	
277	Scheduled Break	13:22:00	Length: 00:01:00	Description:						13:22:00.0	
278	Play Wave	7088	Preppy's At the Parklet		01/22/2004...	01/31/2004 ...	None	None	00:01:00.0	13:23:00.0	
279	Scheduled Music Sweep	13:22:00	Length: 00:08:00	Description:						13:22:00.0	
280	Play Wave	1060-02	Top of the World	Shonen Knife	01/01/1990...	03/22/2004 ...	None	None	00:03:56.0	09:20:37.0	02:37
281	Play Wave	0704-01	Grease	Frankie Valli	01/01/1990...	03/10/2014 ...	None	None	00:03:25.7	09:24:02.8	
282	Scheduled Break	13:30:00	Length: 00:03:30	Description:						13:30:00.0	
283	Play Wave	7022	Joe Eazy Auto Body		01/22/2004...	01/31/2004 ...	None	None	00:01:00.0	13:31:00.0	
284	Play Wave	7707	The Thinkin' Club		01/22/2004...	01/31/2004 ...	None	None	00:01:00.0	13:32:00.0	
285	Play Wave	9962	Johnny's Hair Design		01/22/2004...	01/31/2004 ...	None	None	00:01:00.0	13:33:00.0	
286	Play Wave	4759	Beautiful You		01/22/2004...	01/31/2004 ...	None	None	00:00:30.0	13:33:30.0	
287	Scheduled Music Sweep	13:30:00	Length: 00:14:00	Description:						13:30:00.0	
288	Play Wave	4712-03	Red Rain		01/01/1990...	03/23/2004 ...	None	None	00:05:37.2	13:35:37.2	
289	Play Wave	5116-02	Superstar	Ruben Studdard	01/01/1990...	03/22/2004 ...	None	None	00:05:02.9	13:40:40.1	
290	Play Wave	1060-02	Top of the World	Shonen Knife	01/01/1990...	03/22/2004 ...	None	None	00:03:56.0	13:44:36.2	
291	Scheduled Break	13:44:00	Length: 00:01:30	Description:						13:44:00.0	
292	Play Wave	2312	Burcle Plumbing		01/22/2004...	01/31/2004 ...	None	None	00:01:00.0	13:45:00.0	
293	Play Wave	1460	Augies Tailoring		01/22/2004...	01/31/2004 ...	None	None	00:00:30.0	13:45:30.0	
294	Scheduled Music Sweep	13:44:00	Length: 00:08:00	Description:						13:44:00.0	
295	Play Wave	0704-11	Blue Moon	Sha-Na-Na	01/01/1990...	03/10/2014 ...	None	None	00:02:23.4	13:46:23.4	
296	Play Wave	1060-14	We've Only Just Be...	Grant Lee Buffalo	01/01/1990...	02/18/2036 ...	None	None	00:03:51.1	13:50:14.5	
297	Play Wave	1883-07	Fragile	Sting	01/01/1990...	03/03/2004 ...	None	None	00:02:44.3	13:52:58.9	
298	Scheduled Break	13:52:00	Length: 00:02:00	Description:						13:52:00.0	
299	Play Wave	4681	Double G's Dog Grooming		01/22/2004...	01/31/2004 ...	None	None	00:01:00.0	13:53:00.0	
300	Play Wave	7666	Mellon Store		01/22/2004...	01/31/2004 ...	None	None	00:01:00.0	13:54:00.0	
301	Scheduled Music Sweep	13:52:00	Length: 00:02:00	Description:						13:52:00.0	
302	Play Wave	0704-16	Tears on My Pillow	Sha-Na-Na	01/01/1990...	03/10/2014 ...	None	None	00:02:03.8	13:54:03.8	
303	If	Time is before 13:59:00	continue, else goto 313.								
304	Scheduled Music Sweep	13:54:00	Length: 00:02:00	Description:						13:54:00.0	
305	Play Wave	5116-13	God Bless the USA	American Idol 2	01/01/1990...	03/22/2004 ...	None	None	00:03:04.8	13:57:04.8	
306	If	Time is before 13:59:00	continue, else goto 313.								
307	Scheduled Music Sweep	13:56:00	Length: 00:02:00	Description:						13:56:00.0	

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# Automate

## ***Working with Traffic, Music and Confirmation Logs***

Automate allows you to automatically import traffic/billing and music scheduling logs from 3rd party systems. Rather than manually typing in the code of every wave file you want to play, importing these logs builds a list that saves you hundreds and thousands of keystrokes.

Unlike other digital systems, our system lets you configure us to read ANY format. You do not have to pay any special interfaces to make this work. Most log programs can "print" the log that normally comes off your printer to an ASCII/text file. Even if there is no specific key in the program to do this, we can generally show you how to make your log program print to a floppy disk/file even if it thinks it sending it to your printer.

As long as your logs show the wave file/music code/numbers in some kind of a column, and the air times in some kind of column, we can read it. The columns can be anywhere on the page, and the log can have all sorts of other columns, and information which we will automatically skip over.

### **THESE INSTRUCTIONS COVER:**

- 1) The format that the traffic or music log must be in. How to make your traffic or music log create a log file.
- 2) Where the traffic log needs to be.
- 3) How to configure Automate automation to work with your traffic and music logs. How to import the log for live-assist playing.
- 4) How to set up an Automation Program to properly import the traffic and music log. The use of **SCHEDULED BREAK** and **SCHEDULED MUSIC SWEEP** commands.
- 5) How the automatic import works.
- 6) How to automatically import a traffic log.

## ***The Format of the Traffic Log***

Automate will work with all traffic logs which are in ASCII TEXT format.

Wave file/Music Code/Numbers/names:

Traffic software and music software makes you create a unique name, number, or code for every wave file or song you want to schedule.

99% of the systems out there force you to use numbers, from 1 to 8 digits. Some allow letters, spaces, or a combination of everything.

AudioLog and Automate will read numbers, spaces, and letters, or any combination there of, from 1 to 8 characters long.

The trick is to *SAVE* your audio recordings in AudioLog/Automate with the *EXACT* name/code/number as the name/code/number you refer to in your scheduling system.

Thus if you have a wave file 500 in your traffic log, you must save the wave file as 500 in AudioLog.

If you have a wave file in your traffic log as 0500, it must be saved in AudioLog as 0500.

Remember it must be exact to match.

### **THE FORMAT:**

Good news! There is no single format. We can work with anything so long as:

- All wave file code/number/names appear in some kind of column through the log printout.
- Airtimes also appear on the same line as the wave file code/number/names.

*Note: An airtime doesn't have to appear with every single wave file, but we recommend it.*

Air Times can be military time:                   15:24:00

or Civilian:   03:24:00 pm

Look at your PRINTED log. If your log shows your wave file number/name/codes, and airtimes, in some kind of columnar printout, you are halfway there.

The column can be anywhere on the page as long as it's consistent throughout the report.

For example:

```
-----Traffic Log -----  
  
10:00:00          500          Burger Queen :30  
10:00:30          750          Taco Prince  :60  
10:01:30          PSA3         Buckle Up   :60
```

In the above example, the airtime is military, and 4 spaces from the left hand margin. (we call this the offset). The wave file names appear 22 spaces from the left hand margin.

These are the only two pieces of information we need to scan in the entire log. We ignore everything else and simply home in on these two columns to find wave files and songs.

*Comments:*

When we import, there is a lot of flexibility. We will ignore any line that doesn't have a wave file code that corresponds to something recorded on your hard-drive.

Had the airtime been in civilian time, we would have also noted the number of characters from the left hand margin that the AM, PM, a or p, occurred.

Had only the first airtime been there, all three would have been scheduled in your 10:00 break as shown. We update the time when we see a different one, if we don't we assume they all go together. Either way works.

Again, the columns can be anywhere on the page, in any order. The wave file column could be first, followed by the time, and it will still work.

Some logs right-justify codes in their column. This is okay since we will STRIP preceding spaces.

We strip trailing spaces as well. We can also ignore format characters if they are surrounded by parenthesis, brackets etc.

***Making your traffic system generate this kind of file:***

If you are not sure whether your traffic log is, or can be, in ASCII TEXT format, check the documentation which came with the traffic/music software.

Changing the printer configuration of your traffic/music program:

Many log programs have a printer configuration screen that can redirect the printed output to a file. With systems like this, you would do the following:

Print your log as you would normally. (if you still want hard-copy)

- o Go to the configuration screen.
- o Change the printer destination to file. (if it asks for a file destination,
- o we recommend printing it directly to a floppy disk, i.e. A:\traffic.log or A:\music.log etc.

- Reprint the log, and the program will now send the log to the designated file.

Some traffic software lets you choose a printer every time you print. With these programs it's even easier since anytime you print a log, you can choose whether you are printing it to disk or the printer.

### ***Using our Print/Capture Utility:***

Some older traffic programs do not let you easily print to a file, or it may take too many keystrokes.

For systems like this, we include utilities on the installation disk.

A program called PRN2FILE is a configurable utility that tricks your traffic program into sending the printed log to a disk. The traffic program thinks it's printing, but it's not.

This works for DOS-based traffic logs only. Call for information if your traffic program runs from Windows.

To make this as easy as possible, we've included a batch file called ON and OFF.

You copy these files to the directory you start your traffic/music software from.

For most stations here is how it works:

If you want, print your hard-copy report as normal.

Exit the Traffic software to DOS, i.e the C:> prompt.

Type ON and hit ENTER.

Insert a floppy disk in your disk drive.

Go back into your traffic software, and reprint your log.

This time you will see the disk light up as the log goes to disk.

After complete, exit your traffic software and type OFF and hit ENTER.

Do this anytime you need to generate the file to disk.

### ***Using a built-in function in your traffic log:***

Some traffic/music programs include a built in screen that lets you send the log for a digital system. Some traffic/music programs may include our name in the list of choices. Others may have other vendors, and some traffic companies can provide you one with our name for a fee.

Remember, since we read all formats, it may be possible to choose another digital system format and configure us to read it.

As a rule most traffic systems work with ASCII files.

Therefore, if AudioLog/Automate/WireReady isn't a choice, try another choice.

You can e-mail, fax, or download the file to us. We will look at it and show you how to configure us to read it. Customers with turnkey dial in modems can have us dial in and do this for them.

If you want a one-key choice that has our name in it, feel free to call the traffic vendor. Some may offer it for free, and others may charge.

However, we have discussed several methods that are FREE and only take a couple of steps to get the same job done.



### ***Where the Traffic Log Needs to Be***

AudioLog and Automate needs to know where to find the traffic log. You can specify where the log is from within the Automate program. Therefore, the drive, directory and filename of the traffic log to import is variable. The only issue is that the traffic log can be accessed from the PC which Automate is run on.

If the traffic log is on a PC which Automate does not have access to (i.e. the trafficking system is on a different PC than Automate, and the PC's are not on a LAN), then the traffic log will need to be put on a floppy disk and copied to a drive Automate can access.

If you have the traffic/music program saving the log with a name, this name must be known when you import it.

For example if you saved the traffic log to A:\TRAFFIC.LOG on a disk, when you bring the disk over to Automate, you will need to type A:\TRAFFIC.LOG when it asks you for the name and path of the log file.

If you are on a LAN, and all your computers are connected, and you save it to F:\traffic.log, you would import it as F:\traffic.log. It works the same, except you don't have to carry a disk.

### ***How to Configure Automate to Work with Your Traffic Log***

Your traffic log contains a lot of useful information, but the only thing that Automate wants to know is "what are the wave file codes/names/numbers?".

In order for us to find the wave file codes you need to specify two parameters:

- 1) Offset--The number of characters from the left that the wave file code begins.
- 2) Length--The max number of characters long of the wave file codes in the traffic log.

For example, you need to tell Automate that within the traffic log the first character of the wave file code is 15 characters from the left and the length of the wave file codes is 5. Incidentally, these are the parameters for CBSI's trafficking system.

How do you know what the two numbers, the offset and the length, are? The best way is to use the DOS "EDIT" command. When you bring your log up with the "EDIT" command, you can see what the Offset is by positioning the cursor under the first character of the wave file code and seeing what number is displayed on the far right of the last line on the screen.

That is the Offset. The Length is the maximum length the wave file code can be in the trafficking log. This may be set by the trafficking software and cannot exceed eight (8) characters.

### **To SET THESE PARAMETERS IN AUTOMATE:**

These settings need to be changed manually at the present time. The Setup32 utility program will be used to configure the log import in the future.

The Log Import settings are stored in the user's \*.ini file. The path to locate this file is "[server letter]:\wire\users\[user name]\[user name].ini"

(i.e. w:\wire\users\onair1\onair1.ini). Use Windows Explorer or DOS to locate and open the ini file for editing.

The Automation section contains the settings that will need to be configured to import logs. On the following page is the Automation section of an ini file, with the lines that are used for importing logs in bold.

[Automation]  
Deck1-Program=  
Deck1-CurrLine=0  
Deck1-PlayState=0  
B1-A=left  
B1-B=right  
B1-C=Liners  
B1-D=Commercial  
B1-E=Station ID  
B1-F=ABC  
B1-G=CNN  
B1-H=Jones  
B1-I=Learfield  
B1-J=  
B1-K=  
B1-L=  
B1-M=  
B1-N=  
B1-O=  
B1-P=  
AutoStart=No  
DefaultPlayPath=W:\Audio\  
Automates=54  
PlayStateUpdateInterval=5000  
infocache\_display\_age\_limit=1440  
infocache\_play\_age\_limit=30  
ObeyStartAndStopDates=No  
Column\_Width\_Seq=50  
Column\_Width\_Command=180  
Column\_Width\_Parameters=538  
Column\_Width\_EndTime=70  
Column\_Width\_Status=400

**ImportTrafficWave FileOffset=15** The number of characters from the left that the wave file code begins.

**ImportTrafficWave FileLength=5** The max number of characters long of the wave file codes in the traffic log.

**ImportTrafficFillByMode=0** 0=Fill By Air Time; 1=Fill By Length \*see below

**ImportTrafficAirTimeOffset=1** The number of characters from the left that the air time begins.

**ImportTrafficAmPmOffset=1** The number of characters from the left that the AM/PM begins.

**ImportTrafficBreakTolerance=1** The number of seconds of tolerance that is used for filling the break. This is used to determine what Wave Files to include or not include. It is also used for comment purposes in the report file.

**ImportTrafficReportFilename=c:\ImportReport.rpt** The fully qualified filename of the report file. Any existing data will be deleted before writing the new data.

**ImportMusicWave FileOffset=1** The number of characters from the left that the wave file code begins.

**ImportMusicWave FileLength=1** The max number of characters long of the wave file codes in the music log.

**ImportMusicFillByMode=0** 0=Fill By Air Time; 1=Fill By Length \*see below

**ImportMusicAirTimeOffset=1** The number of characters from the left that the air time begins.

**ImportMusicAmPmOffset=1** The number of characters from the left that the AM/PM begins.

**ImportMusicBreakTolerance=1** The number of seconds of tolerance that is used for filling the break. This is used to determine what Wave Files to include or not include. It is also used for comment purposes in the report file.

**ImportMusicReportFilename=c:\ImportReport.rpt** The fully qualified filename of the report file. Any existing data will be deleted before writing the new data.

TalkOver\_Volume=50  
FaderUseIni=No  
FaderFullVolume=90  
TalkOverVolume=90

## **THE FILLByMODES**

### **Fill By Air Time**

Fill By Air Time, is used if air times appear in your log. You will have to specify the offset of where the AM or PM, a or p occurs if the time is not military. If the times in the log are in military time, leave the AMPMOffset at 0.

### **Fill By Length**

Fill By Length literally lets you stuff your breaks.

As we scan your log we fill the breaks, and move to the next one as soon as the first is filled. This is generally used for people who don't have air times in their logs, or in the case of music selection software that doesn't keep time very well.

The Tolerance setting tells us by how much we can be over the break time before moving forward.

In the case of commercial imports we recommend this value not exceed 5 seconds.

In the case of music on hard-drive, we recommend around 100 or so seconds since most stations float their time throughout the hour. In this fashion some breaks may be + or - 100 seconds but you'll backtime towards the top of the hour, so it all works out.

Tolerance settings also determine if we call attention to a possible error when we print your log import reports.

### ***How to Set Up an Automation Program to Properly Import the Traffic Log***

Automate needs to know where in the Automation Program you want the wave file codes to be inserted. This is done with the Scheduled Break or Scheduled Music Sweep command. Simply put a Scheduled Break/Music Sweep command wherever you want wave files listed in the traffic log to be inserted. But you must first set up the Scheduled Break/Music Sweep commands.

If you plan to import by reading air times off your log you MUST enter the hour and minutes/seconds that the break is supposed to be played.


This is not necessarily the exact time the break plays since this may be ultimately determined by a satellite network tone or the end of a song, BUT this must correspond to the scheduled times in your traffic system.

The goal is to make us sync 1:1 with your traffic/music programs so everything lines up. The actual start times when you hear the breaks play don't necessarily have to be the start time you specify when setting up the command.

### **HOW TO SET UP: SCHEDULED BREAK**

- 1) Highlight the sequence that you want the **Scheduled Break** command to go on.
- 2) Press **ENTER** to open up the **LIST OF COMMANDS**.
- 3) Press **B**, highlight **B-Scheduled Break** and press **ENTER**, or double-click on **B-Scheduled Break**.

This selector box will open:



Scheduled Break

Time of break (HH:MM:SS): 08:23:30

Length of break (MM:SS): 02:30

Description (optional): Commercial

OK

Cancel

Help

**Note:** All time parameters are entered in Military Format (24 hour) using 6 digits as HH:MM:SS, where HH is hours, MM is minutes, and SS is seconds.

- 4) Enter the time of day that the break should be scheduled in the Time of break field.
- 5) Enter the length of time that the break should last in the Length of break field.
- 6) Enter a description of the break, if desired.
- 7) Click the **OK** button to save the parameters and add the command.

#### **HOW TO SET UP: SCHEDULED MUSIC SWEEP**

- 1) Highlight the sequence that you want the **Scheduled Music Sweep** command to go on.
- 2) Press **ENTER** to open up the **LIST OF COMMANDS**.
- 3) Press **M**, highlight **M-Scheduled Music Sweep** and press **ENTER**, or double-click on **M-Scheduled Music Sweep**.

This selector box will open:



Scheduled Music Sweep

Time of break (HH:MM:SS): 08:05:00

Length of break (MM:SS): 15:00

Description (optional): Oldies

OK

Cancel

Help

**Note:** All time parameters are entered in Military Format (24 hour) using 6 digits as HH:MM:SS, where HH is hours, MM is minutes, and SS is seconds.

- 4) Enter the time of day that the music sweep should occur in the Time of break box.
- 5) Enter the length of the music sweep in the Length of break box.
- 6) Enter a description of the music sweep, if desired, in the Description box.
- 7) Click the OK button to save the parameters and add the command.

Throughout your automation programming, the Scheduled Breaks and Scheduled Music Sweeps determine where and how we pull the schedules off your traffic and music programs.

If you fill by airtime, we scan your logs and merge the scheduled plays into the breaks they were scheduled to play.

*Note, airtime will schedule exactly what starts in between the start and end time of the break (determined by the length you specified in the break).*

For example, if the start time is 12:00:00 and the length is 00:03:00, this means anything scheduled to play between 12:00:00 and 12:03:00 gets scheduled, even if you overfill the break.

In this case, we print an error report showing you any breaks which were over scheduled so you can quickly edit or override what we imported.

If we are filling your music based on length, then we fill the breaks until the next song we try to put in the music sweep exceeds the break length plus the tolerance you specified. If it exceeds, we place it in the next break.

### ***How the Automatic Import Works***

As discussed, when you import a log into an automation program, we scan the log and either import it by filling the breaks by length or airtime.

When we import, we first strip any old cuts scheduled before, then refill based on the log we are now scanning. For example most stations have a program for each day, which gets re-used and re-scheduled in this manner.

For this reason, the import strips any PLAY commands under any scheduled break before importing a traffic log, and strips any play commands under any scheduled music sweep prior to importing a music log.

AudioLog automatically recognizes any rotation code or name and schedules the actual next up Wave File to be played based on that rotation.

Thus if you schedule a Wave File called 500 several times, but you've setup AudioLog to rotate several different Wave Files under a rotation called 500, we automatically convert and rotate the actual recordings that correspond to 500 following the date ranges you specified.

After the system scans the log, it lets you print confirmation reports that tell you:

- Missing Wave File codes
- Out of date Wave Files not scheduled.
- Any scheduled breaks short or long that exceed your tolerance.

In this fashion you can quickly determine how well your import worked and if necessary manually edit and override any mistakes.

It is important to review the Automation Program before it is run on air to make sure that the Scheduled Breaks were filled as you intended them to be filled.

## ***How to Automatically Import a Traffic/Music Log***

Go into the Automate automation status Screen.

Go to an unused automation deck, like deck 8. Assuming that deck is not running anything...

Hit **CLEAR**

Hit **LOAD**

Choose the name of the playlist that you are importing the log to.

### **TO IMPORT THE TRAFFIC LOG:**

While in the Automation Program which you want to automatically import the traffic log to, choose File, then Import Traffic Log from the main menu. Or strike Alt-F, then Alt-T.

Choose the name of the traffic log which you want to import, and strike Enter or click OK. If the log is not in the folder that is open, navigate to the proper path/folder where the log file is located.

Wave Files Imported is the number of Wave File codes actually imported from the traffic log.

Wave Files in Log is the number of Wave File codes that were in the traffic log.

*Note... The only reason that the number of Wave Files Imported and the number of Wave Files in Log would be different is if there were Wave File codes in the traffic log which are not in the current AudioLog Wave File Library. Automate will NOT import a Wave File code if the Wave File does not exist in the current AudioLog Wave File Library.*

*Note... If there is a Wave File code in the traffic log which is also the name of a AudioLog rotation, the result is that the "Next-Up" Wave File in the rotation will be loaded.*

When the automatic import is complete, this window will open:

>> Confirm Scheduled Import <<

Are you sure you want to continue? (Y/N)

Press **Y** if you want to complete the log import, and **N** if you do not want to complete the log import.

If you press **Y**, the words Writing Program will flash on the screen until the writing of the traffic log to the Automation Program is complete.

You can also print confirmation reports to quickly show how well the import took. PRINT THEM!!! There is no easier way to see how well the import took.

After the log has been imported, it is a good idea to review the Automation Program and verify that the Scheduled Breaks are set up as you intended.

If you are also importing a music log into the same program, repeat the above steps for importing the music log, choosing **Import Music Schedule (Alt-M)** from the File menu..

Then MOST IMPORTANTLY, SAVE and OVERWRITE the Automation Program.

Turnkey customers can have us dial in and make sure their automation programs are correctly formatted with scheduled breaks and music sweep commands, that their traffic logs are formatted correctly, that our import settings are correct, and with general day to day steps to do what we discussed in this handout.

## Overlapping of audio being played through two audio cards

It is possible to overlap the audio playing from two audio cards.

Overlapping must be set up in two places. First, the playlist itself must be set up to use two audio cards. See the section Configuring Automation Decks for Overlapping. Secondly, the wave files that are playing must be set up with intro and outro times, indicating how much of each wave file should overlap. See the section Setting up wave files to overlap.

*NOTE: If you set up the intro and outro times, but do not configure the automation decks for overlapping, no overlapping will occur: everything will play from one audio card. However, commands following the wave file WILL be executed at the beginning of the Outro time.*

If you configure the automation decks for overlapping, but do not set up intro and outro times, again no overlapping will occur. However, in this case, audio will alternate playing from the two audio cards set up for the automation deck.

### **Configuring Automation Decks for Overlapping**

When you first upgrade, Automate will keep the previous audio board mapping. If this is a new installation of the software, everything will be set to use audio board 1. Automate will be mapped to the same audio board for the main mapping and for the overlap mapping for all automation decks.

If an automation deck is mapped to use the same audio board for overlapping, that automation deck will only play using that audio board. If an automation deck is mapped to different audio boards, the automation deck will alternate playing between those two audio boards.

### **To CONFIGURE AUDIO BOARD MAPPING FOR THE MAIN AUDIO BOARD ON EACH DECK**

- 1) Strike Alt-4 or click on the Player button from the main button bar in WireReady32.
- 2) From the Main Windows menu, click on Settings, then Configuration.
- 3) The Configure Audio Devices window has 3 tabs: Wave Decks, Audio Boards and Options. Make changes to each tab, if necessary, before clicking **OK** to save settings.

*Note: Changes to the Wave Decks tab will not take effect until WireReady32 is exited and restarted.*

### **Wave Decks Tab**

There are entry fields for each of the 8 Automate Decks in the Automate (Alt-0) screen. The first 3 entry fields (Decks 1-3) are also used to configure the 3 decks in the Player screen. Choose the audio device to use for a deck by clicking on the drop-down arrow and highlighting the desired audio board number.

### **Audio Board Tab**

The available devices are listed on this tab, and include the device number for each device that can be configured for the decks in the Wave Decks tab.



**Audio devices Found:** This field shows the number of audio devices that are available for use in the program. This number may not be the same as the number of audio cards installed in the computer. Some audio cards will show Analog and Digital as separate devices on the same card.

**Audio Playback Devices:** Click on the drop-down arrow to view a list of devices available for audio playback. Each device will be assigned a number, which can be used in the Wave Decks tab to assign to a Deck.

**Audio Recording Devices:** Click on the drop-down arrow to view a list of devices available for audio recording. Each device will be assigned a number, which can be used in the Wave Decks tab to assign to a Deck.

### **To CONFIGURE THE SECOND AUDIO BOARD FOR OVERLAPPING FOR EACH DECK.**

*Currently this configuration can only be done by manually editing the user's configuration file (username.ini). In future versions, this will be able to be done thru the program.*

- 1) Open the [server]:\wire\users\[username]\[username].ini file. (example: w:\wire\users\onair\onair.ini).
- 2) In the AudioPlayer section (see below)of the ini file, edit the Overlapping Audio Boards line.

```
[AudioPlayer]
Audio Boards=0,0,0,0,0,0,0,0
Timer Orientation=1
Wave List Columns=100,50,50,50,50
Splitter=409
CurrentDir=w:\TUE\
WindowPos=0,1,-1,-1,-1,-1,0,0,1020,643
Overlapping Audio Boards=0,0,0,0,0,0,0,0
```

Each of the numbers separated by a comma refers to one deck, in order from 1-8. The audio boards are assigned as: 0=audio board 1; 1=audio board 2; 2=audio board 3. Replace the number in the deck position with the audio board number that will be used to overlap in that Automate deck.

Assuming that the Audio Boards line shows all "0", all 8 decks are set to use audio board 1 for the main sound card. Setting the Overlapping Audio Boards line to show "1,1,1,1,0,0,0,0" would allow audio played in decks 1 thru 4 to be overlapped with audio boards 1 and 2, while audio played in decks 5 thru 8 would not overlap.

- 3) Save the changes made to the [username].ini file.

### **SUGGESTIONS FOR AUDIO BOARD MAPPING:**

If you have one audio board, the only choice is to map everything to audio board 1.

If you have two audio boards, you have two choices.

1. If you are going to do production or auto-recording on this computer, you would not want to play on-air with both audio boards. So you would not enable overlapping. Therefore, you would map the automation decks so that the main mapping and the overlap mapping are the same. If you are doing auto-recording in a playlist, you would run that playlist on an automation deck mapped to one audio card, and run your on-air playlist in an automation deck mapped to a different audio card.

If you are doing production, make sure that the wave file deck you are recording in, and the wave file editor, are mapped to a different audio board than the automation deck that is playing on-air.

2. If you will not be doing any auto-recording or production on this computer, you can enable overlapping. Do this by mapping the automation deck you will be playing from to two different audio boards.

This method would only be used if only one automation deck is being used to play wave files on-air. If two or more automation decks are used to play on-air, you would want to map each automation deck to only one audio card; although you might want to map one automation deck to a different audio card than the other automation deck.

If you have 3 audio boards, you can overlap on-air, unless you need to play, auto-record, and do production at the same time.

1. Overlapping on-air: Map the automation deck you will be playing from to two different audio boards. The playlist will alternate using the two cards.

This method would only be used if only one automation deck is being used to play wave files on-air. If two or more automation decks are used to play on-air, you would want to map each automation deck to only one audio card; although you might want to map one automation deck to a different audio card than the other automation deck.

Map the other audio board so it can be used for production/auto-recording. If you are auto-recording, map the automation deck that will run the auto-record playlist, so that the same audio board is set up.

2. If you need to auto-record from a playlist at the same time that you are doing production, you cannot overlap on-air. You would need to map one audio board to the automation deck that uses the on-air playlist; one audio board to the automation deck that uses the auto-record playlist; and one audio board to the wave editor.

### ***Setting up wave files to overlap***

Highlight the wave file in the AudioLog, then click the F4 Info button or strike F4 on the keyboard. Enter information in the fields described below and Save Changes. These fields can be filled in before the recording when using Record (Alt-8).

**Outro time in seconds:** Enter the number of seconds that the music can be set to overlap the next song or the jock speaking.

**Intro time in seconds:** Enter the number of seconds that the music can be set to overlap the previous song or jock speaking.

**Outro Fade:** Click on the drop-down arrow to view a list of outro options. Click on the desired option.

- None: the sound file will be at 100% during the outro time.
- Fade Down: continuous, steady decrease of the audio level from 100% to 0% for the duration of the outro time.
- Talk over next cart: allows the jock to talk over the intro time of the next sound file that is scheduled to play. Keeps the level of the next sound file at 80% until the last second of the intro time.
- EOM: talk-over liners can be inserted between songs. The computer will automatically play a liner over the end of the previous song at a programmable EOM, then bring the next song up so that the jock's track stops at exactly the intro time of the next up song.

**Intro Fade:** Click on the drop-down arrow to view a list of outro options. Click on the desired option.

- None: the audio level will be at 100% during the intro time.
- Fade Up: continuous, steady increase of the audio level from 0% to 100% for the duration of the intro time.
- Talk over previous cart: allows the jock to talk over the outro time of the previous sound file. Keeps the level of the previous sound file at 80% until the last second of the outro time.

1. The playlist will use the MINIMUM times for the two wave files that are to overlap, based on the Outro time of the wave file that is playing, and the Intro time of the next wave file. For example, if a wave file with an outro time of 3 seconds is playing, and the next wave file has an intro time of 2 seconds, then the overlap will be 2 seconds. However, if the next wave file had an intro time of 4 seconds, then the overlap would be 3 seconds.

2. Each wave file that you want to overlap must be set up with an intro and an outro time. (If you do not set up the times, they are set to 0, and no overlap will occur.) You set up these values when saving the wave file. This must be done, individually, for every wave file that you wish to overlap. The intro and outro times of a wave file can be different values.

3. The playlist will look past Label, Scheduled Break, and Scheduled Music Sweep commands, and overlap with the next wave file that is to play. So a liner that the playlist plays immediately before a Scheduled Music Sweep would overlap with the beginning of the first song in the music sweep, assuming that the intro and outro times have been set up.

4. At the time where the outro of a playing wave file begins, the playlist will begin executing commands such as Delay For, Wait Until, Wait for Channel, Pulse Channel, and Latch Channel.

5. A playlist will not overlap past a Skip or a Goto command. So, to keep two wave files from overlapping, without changing the intro and outro times of the wave files, simply insert a Skip line between the wave files in the playlist.

## Sync Automation Command Overview

The Sync automation command will do a synchronization of a source and destination folder. I.e. it will copy all files that are newer in the source folder than they are in the destination folder, to the destination folder. Any file that exists in the source folder and does not exist in the destination folder will be copied to the destination folder.

To achieve this, it uses an Alias that is in turn translated to the various parameters that are used for the command.

### ***Alias File***

Translation from an Alias to the actual parameters is done by a lookup in an Alias file. This file is located in the System directory, and is called syncdir32.dat. Thus if W:\Wire is the root directory, then the file would be W:\Wire\System\syncdir32.dat. The format of this file is a list of fields separated by semi-colons. The exact list of fields is:

Alias;Destination;Junk;Source;Filename;Speed

Where:

“Alias” is the Alias that this line represents.

“Destination” is the fully qualified destination directory.

“Junk” is a field that used to be used, but now is ignored. It can be zero length. However the semi-colon for the field must still be present.

“Source” is the fully qualified source directory.

“Filename” is a filename or file spec that controls what is copied. Asterisks and questions marks are allowed. The filename will be resolved by the OS and so must conform to OS specifications and limitations. This is an optional parameter. If not present, then it will default to \*.\*.

“Speed” is a number from 1-100 indicating how fast the operation should take place. This is an optional parameter. If it is present, then all previous parameters must also be present. If it is not present, then it will default to 50.

In order to maintain high speed processing of this information, this Alias file will be stored in memory in the app. Hence any changes that are made to the file by applications other than WR will be overwritten the next time WR writes the table out to the file. Therefore, if an application other than WR is used to change this file, it should be done when WR is not running.

When the Sync commands executes, the first thing it does is translates it's alias into the correct set of parameters. Since this translation is done every time it executes, any changes made to the Alias table will be seen by the Sync commands even if the change was only made a second before the command started executing. However, once the command starts executing, it will not look at the table again until the next time the command is started. Therefore any changes made while a Sync is executing, will have no effect on the current execution of the command.

### ***DOS Import Command***

There is a command that did something similar to this command, in the DOS version of WR. It was called Import. The Import command didn't take any parameters, and had a fixed location for both the source and the destination directories.

### ***Upward Compatibility***

In order to maintain upward compatibility, when the playlist is read in, any DOS Import commands will be translated to Sync commands with an alias of "DEFAULT".

### ***Downward Compatibility***

In order to maintain as much downward compatibility as possible, when the playlist is written back out, any Sync commands that use an alias of "DEFAULT" will be written out as Import commands.

### ***Operation***

When the Sync commands executes, it spreads it's execution out over time so as to not prevent the system from doing other stuff at the same time as well. It synchronizes the directories by doing the following steps in the order listed:

Translates it's Alias into actual parameters.

Produces a list of all files in the source directory.

Produces a list of files that need to be copied.

Copies each file found in the list of files to be copied.

Each of these steps will be discussed in more detail below.

#### ***Translates It's Alias Into Actual Parameters***

This is done by going done the list of aliases in the Alias table and searching for a matching Alias. The search is not case sensitive. I.E. "DEFAULT" equals "default" equals "DeFaUIT". The search is stopped either with the first matching alias, or when the entire table has been searched. If the entire table has been searched, and no matching alias has been found, then the command will stop immediately without doing anything.

#### ***Produce A List Of Files In The Source Directory***

The next step is to produce a list of all the files in the source directory.

This step is done all at once because if another operation does any directory operations while this one is in the middle, then it will mess up the results. Therefore, even though doing this on a large directory may take some time, this operation is completed in a single step. This is the only step that will not break itself up over time.

#### ***Produce A List Of Files To Copy***

This step is done by searching for files in the destination directory that match the files in the source directory. If there isn't any matching file in the destination directory, or the file in the destination directory has an older modification date then the one in the source directory, then the file is added to the list of files to be copied. If the file in the destination directory is newer than, or the same age as, the file in the source directory, then it is not added to the list of files to be copied.

#### ***Copies The Files***

Then it will copy the files from the source directory to the destination directory.

## Play Rotation Overview

Play rotation is a mechanism that allow the user to list several carts in a file and have the play commands play 1 one them each time they are asked to while cycling through them.

### ***Default Play Path***

All carts that are specified in this DOS rotation file must be located in the default play path. The default play path is specified in the user ini file, in the "Automation" section, under "DefaultPlayPath". The default for this path is "Audio" underneath the root (For example: "W:\Wire\Audio"). This file is a binary file, and can only be created/edited in the old DOS WireReady program.

## New Rotation File (RPL, TXT)

The new rotation file, file extension \*.rpl or \*.txt, is a text file that can be created or edited with any text editor. The easiest way to create/edit one of these rotation files is with the Notepad editor inside of WireReady.

### ***RPL File Format***

The RPL rotation file can have 3 types of lines on it.

This first type of line is a reference to a cart. A reference to a cart must be on a single line and the reference must be enclosed in square brackets.

The second type of line is the PlayNext macro. The PlayNext macro must be on a line of it's own. It is: "<!--WireReady PlayNext -->". It MUST BE EXACTLY as shown. Both the case of the letters and the number of spaces are very important. The next cart that will be played is the cart following this line. The presence of comment lines between this line and the line containing the next cart don't matter. If this line is not present when the file is examined, then it will automatically be assumed to be at the beginning of the file, and one will be added, in the correct place, the next time the marker is moved.

The third type of line is a comment line. A comment line is any line that is not the PlayNext macro and is not a reference to a cart. Comment lines will be completely ignored.

Thus an example file might be:

This is a WireReady rotation file.

```
<!--WireReady PlayNext -->
```

```
[Cart1.wav]
```

This is some other text.

```
[Cart2.mp2]
```

This is some more text.

### ***RPL File Processing***

The RPL file will be processed by first scanning the file for the "PlayNext" macro. If it finds one, then we will start scanning the file for a cart from that point. If it doesn't find one, then we will start scanning from the beginning of the file. In either case, the starting offset into the file will be remembered. We will then scan the file looking for carts. When we reach the end of the file, we will restart at the beginning of the file. We will continue scanning either until we have found a cart, or until we reach the starting index again.

With each cart that we find, we will check if the file exists, and if it does, then we will check it's start and stop dates. If the file is not usable for play purposes, then we will check all variations of the file as well by adding and underscore and single digit number from 0 to 9, in order.

Once we find a usable file to play, we will rewrite the RPL file so as to move the "PlayNext" macro to the line following the cart that we are about to play. This rewriting will be done by writing to a filename of the same name but with \_\$WR appended to the end of the name. After writing is complete, we will delete the old filename and rename the new file to the old name. This offers the most protection from things like disk full errors, and power outages.

### ***Old Rotation File (ROT)***

An old DOS play rotation file, file extension \*.rot, may be used with the new rotation engine. When it is used, a check will first be made for a file with the same name but with the RPL extension. If an RPL file already exists by this name, then it will be used, as is, instead of the ROT file.

If there isn't already an RPL file by that name, then it will be converted to an RPL rotation file the first time it is referenced. The conversion process will not modify the rot file at all. It will simply create a file with the same name but with the RPL extension. Upon conversion, the first cart will be played next. This is because although the carts are converted, the marker of which cart to play next is not converted.

### ***Upward/Downward Compatibility***

Because we convert the old style rotation file to the new style file when it is first referenced, we are upward compatible in all respects except that the marker indicating which cart to play next will be reset to the first cart.

Because we do not modify the ROT file at all, we are also downward compatible providing that the user does not edit any rotation command or rotation file. Once any editing is performed, we are no longer downward compatible.

### ***Nesting***

Rotation files may contain references to rotation files. The levels of nesting are limited by system resources, but for all intent and purpose is unlimited.

### ***Order Of Playing With Nested Rotation Files***

To understand the order of playing with nested rotation files, let's use an example of three rotation files. We'll call the 3 rotation files named Rot1, Rot2, and Rot3. We will also have 5 carts named Cart1, Cart2, Cart3, Cart4, and Cart5. Rot1 will be a rotation of Cart1 and Cart2. Rot2 will be a rotation of Cart3 and Cart4. Rot3 will be a rotation of Rot1, Rot2, and Cart5. Assuming all the rotation files are starting at the top, and that all carts have valid start and stop times, when Rot3 is played 6 times, the order will be as follows:

Rot3 will play Rot1 which will in turn play Cart1.

Rot3 will play Rot2 which will in turn play Cart3.

Rot3 will play Cart5.

Rot3 will play Rot1 which will in turn play Cart2.

Rot3 will play Rot2 which will in turn play Cart4.

Rot3 will play Cart5.

### ***Filenames***

A filename may be an audio file or a cart. Which one it is will be resolved when it is referenced. If it is a cart, then it will be played directly. If it is a rotation file, then it will look in the rotation file to see which file to play next.

## ***Paths***

A filename may be fully qualified, including a path, such as "W:\Monday\Weather.wav", or just a filename, such as "Weather.wav". The determination of whether or not it is fully qualified is made by looking for a colon. If a colon is found anywhere in the name, then it is fully qualified. Otherwise it is not.

If it is fully qualified, then only the specified directory will be searched for a matching filename.

If it contains only a filename, then the default path will be added to the beginning of the filename (see Default Play Path earlier in this document).

## ***File Extension and Search Order***

It may have the extension specified, or search for a name of all possible extensions.

If it has a file extension specified, then we will look only for a file with that extension. No searching for files with other extensions will be done.

If the filename has no extension, then a search will be made in the specified path for a file with that name and all understood file extensions. The order will be as follows:

\*.wav

\*.mp2

\*.mp3

\*.rpl

\*.rot

\*.txt

The search will be stopped as soon as we find any file with the correct name, even if the file has expired start or stop times.

## ***References – Update Frequency***

A rotation file is referenced every time it is displayed, played, it's End Time updated, or another command requests it's data (such as it's overlapping information). If it is displayed, then the display will be updated every so often to make sure that any updates are displayed correctly. The update frequency is determined by an ini setting that also controls how often we need to go to the file on disk for audio file updates. The ini setting is specified in the user ini file, in the "Automation" section, under "infocache\_display\_age\_limit". It is an integer indicating the number of minutes between updates.

## ***Start And Stop Dates And Times***

When we look for a valid cart, we will check start and stop dates and times. If the cart does not have a specified start or stop time, then it will be considered OK to play it. If it does have a specified start and/or stop time, and the current date/time is after the start date/time, and before the stop date/time, then the file will be considered ok to play.

If the current time is before the specified start date/time, or after the specified stop date/time, then the file will be considered expired. In this case, the cart will be skip and the rotation file will be search for the next cart. This process will continue until either a non-expired cart is found or until all carts have been found to be expired.



## Record Overview

There are 2 flavors of the Record command. One is RecordByName and the other is RecordWave. Both commands record audio information to disk. Each command has it's benefits and tradeoffs.

### *Common Things*

#### **LENGTH**

Both commands allow you to set a length for the recording. The length measured in seconds

#### **FILENAME PROCESSING**

Both commands will attempt to record the audio to a file with the specified name. If the command is unable to open a file by that name, perhaps because it is currently being played, then it will add an underscore and a single digit starting with 1 and ending with 9 to the name, trying each filename until it can open one of them for exclusive write access. Once it finds an openable file, then it will record the audio to that filename. Thus if the filename is "Audio.wav" Then it will try the following list of filenames, in order, until it is able to open one of them for write:

Audio.wav

Audio\_1.wav

Audio\_2.wav

Audio\_3.wav

Audio\_4.wav

Audio\_5.wav

Audio\_6.wav

Audio\_7.wav

Audio\_8.wav

Audio\_9.wav

## ***RecordByName***

### **ALLOWED OPTIONS**

RecordByName allows the following options to be specified:

Filename	The filename is upto 8 characters long. It does not have an extension, wav is assumed. It does not have a path. The path is fixed, and is defined in the user's ini file, in the "Automation" section, under the value "DefaultPlayPath". The filename follows the logic described under "Filename Processing" above. Example: "Audio".
Start Date and Time	This is stored in the file after it is recorded. The Start date and time is the earliest date and time that you can play a file.
Stop Date and Time	This is stored in the file after it is recorded. The Stop date and time is the latest date and time that you can play a file.
Stop Channel	This is a channel which, if pulsed high, will stop the recording process.
Quality	Mono vs stereo, and the sample rate to record at.
Length	The length in seconds to record.

### **NON-ALLOWED OPTIONS**

RecordByName does not allow the following options to be specified:

Audio card	It uses the default audio card for this automation deck. There is no means of specifying a different audio card to use.
------------	---

## ***RecordWave***

### **ALLOWED OPTIONS**

RecordWave allows the following options to be specified:

Filename	The filename is upto 40 characters long. It does have an extension. It does have a path. The filename follows the logic described under "Filename Processing" above. Example: "W:\Wire\Monday\Audio.wav".
Length	The length in seconds to record.
Audio Card	The audio card to use for recording.

### **ALLOWED OPTIONS**

RecordWave does not allow the following options to be specified:

Start Date and Time	It allows the file to be played any time.
Stop Date and Time	It allows the file to be played any time.
Stop Channel	It does not allow a channel to stop the recording.
Quality	It uses a fixed 22 KHz mono.

## Automation User Ini Values

This is a list of all possible ini keys, what they represent, their possible values, and their default values.

B1-A through B1-P	These are the aliases of the input channels. Possible values are any character string having 20 or fewer characters. The default values are: "Input1" through "Input16".
OutputB1-A through OutputB1-P	These are the aliases of the output channels. Possible values are any character string having 20 or fewer characters. The default values are: "Output1" through "Output16".
Autostart	Whether or not the automation decks should automatically start. Possible values are: "Yes" or "No". The default is: "No".
Automates	This is the count of automation decks that are to be opened. This is an obsolete value and can safely be ignored since all available automation decks are always opened.
DefaultPlayPath	This is the default path that automation will use to find audio files when no path is specified. Possible values are any valid local or redirected path. The default is: "Audio\\".
PlayStateUpdateInterval	This is the time between writes of the PlayState files. The PlayState file keeps track of the information needed to restart the automation deck after a power failure. This is the time in milliseconds and any number is valid. The default is: 5000 (or 5 seconds).
QuickComTalk1 through QuickComTalk100	These are the quick ComTalk commands. The default for each of these is: "BLANK".
ObeyStartAndStopDates	This controls whether or not the Start and Stop dates that are stored in the audio files are honored. Possible values are: "Yes" or "No". The default is: "Yes".
ImportMusicCartOffset	This is the offset into the log line that contains the cart name. Possible values are any number. The default is: 1.
ImportMusicCartLength	This is the length the cart name contained in the log line. Possible values are any number. The default is: 1.
ImportMusicFillByMode	This is the mode used when importing. Possible values are 0 and 1. "0" is fill by air time. "1" is fill by length. The default is: 0.
ImportMusicAirTimeOffset	This is the offset into the log line that contains the air time. Possible values are any number. The default is: 1.
ImportMusicAmPmOffset	This is the offset into the log line that contains the AM/PM indicator. Only the first letter is used and it must be "A" or "P". Possible values are any number. A 1 indicates that the time is in 24 hour format. The default is: 1.
ImportMusicBreakTolerance	This is the amount of time that the break can be off when being filled and still be considered to be filled all the way. Possible values are any number. The default is: 1.
ImportMusicReportFilename	This is the filename of the output report that is created when the import is done. The default is: "c:\ImportReport.rpt".

DefaultMusicLogFolder	This is the folder that is used as the default folder for audio files when importing. Possible values are: "UseDefault" (which will cause the DefaultPlayPath to be used instead), or any valid local or redirected path. The default is: "UseDefault".
ImportTrafficCartOffset	This is the offset into the log line that contains the cart name. Possible values are any number. The default is: 1.
ImportTrafficCartLength	This is the length the cart name contained in the log line. Possible values are any number. The default is: 1.
ImportTrafficFillByMode	This is the mode used when importing. Possible values are 0 and 1. "0" is fill by air time. "1" is fill by length. The default is: 0.
ImportTrafficAirTimeOffset	This is the offset into the log line that contains the air time. Possible values are any number. The default is: 1.
ImportTrafficAmPmOffset	This is the offset into the log line that contains the AM/PM indicator. Only the first letter is used and it must be "A" or "P". Possible values are any number. A 1 indicates that the time is in 24 hour format. The default is: 1.
ImportTrafficBreakTolerance	This is the amount of time that the break can be off when being filled and still be considered to be filled all the way. Possible values are any number. The default is: 1.
ImportTrafficReportFilename	This is the filename of the output report that is created when the import is done. The default is: "c:\ImportReport.rpt".
DefaultTrafficLogFolder	This is the folder that is used as the default folder for audio files when importing. Possible values are: "UseDefault" (which will cause the DefaultPlayPath to be used instead), or any valid local or redirected path. The default is: "UseDefault".
Column_Width_Seq	This is the column width of the Sequence number column in the automation screen. This ini setting is automatically written by the program whenever the column size changes. Possible values are any number. The default is: 50.
Column_Width_Command	This is the column width of the Command column in the automation screen. This ini setting is automatically written by the program whenever the column size changes. Possible values are any number. The default is: 180.
Column_Width_Parameters	This is the column width of the Parameters column in the automation screen. This ini setting is automatically written by the program whenever the column size changes. Possible values are any number. The default is: 400.
Column_Width_EndTime	This is the column width of the EndTime column in the automation screen. This ini setting is automatically written by the program whenever the column size changes. Possible values are any number. The default is: 80.
Column_Width_Status	This is the column width of the Status column in the automation screen. This ini setting is automatically written by the program whenever the column size changes. Possible values are any number. The default is: 400.
TalkOver_Volume	Obsolete. Replaced with TalkOverVolume.

TalkOverVolume	This is the percentage of volume used for TalkOver. Possible values are 0-100. The default is: 50.
FaderUseIni	This is a flag indicating whether the fader should rely on the audio card's returned volume setting, or should use the ini settings. Possible values are: "Yes" and "No". The default is: "No".
FaderFullVolume	This is the percentage of volume that is considered normal full volume. Possible values are 0-100. The default is: 90.
UseRotationsInLogs	This is a flag indicating whether importing is allowed to import rotation files. Possible values are: "Yes" and "No". The default is: "Yes".
ComTalkPostDelayInMseconds	This is the amount of delay injected after a ComTalk command before any other ComTalk commands is issued. It is measured in milliseconds. Possible values are any number. The default is: 200.
infocache_display_age_limit	This is the maximum time that a check of the audio file is considered to be valid for display purposes before it has to be rechecked. It is measured in minutes. Possible values are any number. The default is: 5.
infocache_play_age_limit	This is the maximum time that a check of the audio file is considered to be valid for play purposes before it has to be rechecked. It is measured in seconds. Possible values are any number. The default is: 30.

## **Logging Overview**

Logging is the process of outputting a line to a text file right before starting a playlist command. This will slightly slow down the playlist execution, but will let the user see a complete list of all the commands that have been executed.

### ***Log File***

The log file is written in the user's directory. The filename is a concatenation of the deck number, the month, the day, the year, and the playlist's name, all separated with underscores, followed by the extension ".log". For example, if the root directory is "W:\Wire", the user's name is "Testuser", the automation deck is 1, the date is 2-3-2002, and the playlist's name is "Monday", then the name of the log file is "W:\Wire\Users\Testuser\1\_2\_3\_2002\_Monday.log".

The log file will be appended to, but neither deleted nor overwritten. It is the responsibility of the user to delete unwanted logs. It is the responsibility of the user to delete any log files once they are no longer wanted.

### ***Log Text***

The text that is written to the log file is a concatenation of the playlist line #, the time, the command's name, and the command's parameters, all contained on a single and separate line.

### ***Which Commands Support Logging***

Almost all commands support logging. The only commands that do not support logging are Skip and Label.

### ***Ini Settings***

There is an ini variable that determines whether or not logging is enabled for each deck. It is stored in the user's ini file, in the section "Log", under a value equal to the automation deck number, and has a value of either "Yes" or "No".

This ini value will be read when the automation deck is first opened. Any value other than "Yes" is interpreted as "No".

### ***Log Command***

The Log command is used to turn logging of the playlist on and off programmatically under the playlist's control. A Log command only affects the current automation deck. It does modify the ini file, and thus is remembered and does affect the operation should the playlist be stopped and restarted.

## Play Command Overview

There are 3 flavors of the Play command. There is PlayByName, PlayWave, and PlayRotation. All three commands play audio files. Each command has it's benefits and tradeoffs.

### ***Common Things***

#### **FILENAME PROCESSING**

All the commands will attempt to play the audio to a file with the specified name. If the command is unable to open a file by that name, perhaps because it is currently being recorded or perhaps because it's Start and/or Stop date and time are expired, then it will add an underscore and a single digit starting with 1 and ending with 9 to the name, trying each filename until it can find a valid one. Once it finds a valid file, then it will play that audio file. Thus if the filename is "Audio.wav" Then it will try the following list of filenames, in order, until it is able to find a valid one:

Audio.wav

Audio\_1.wav

Audio\_2.wav

Audio\_3.wav

Audio\_4.wav

Audio\_5.wav

Audio\_6.wav

Audio\_7.wav

Audio\_8.wav

Audio\_9.wav

#### **FILENAME PATH PREPENDING**

If the filename is not fully qualified, i.e. has no path specified, then a path will be added to the beginning of the filename. The path that is added is a fixed path, and is defined in the user's ini file, in the "Automation" section, under the value "DefaultPlayPath".

#### **FILENAME EXTENSION SEARCHING**

If the filename does not have an extension specified, then it will try the following file extensions, in the order given: wav, mp2, mp3, rot, rpl, and txt. The first 3 are audio file extensions, and the last three are rotation file extensions. It will stop the file extension search as soon as it finds a valid file with the specified name and that extension.

### ***Rotation Files***

The file pointed to by the Play command can be an audio file or a rotation file. A rotation file is basically a list of other files to play on a rotating basis.

For more information on the rotation file formats, see the "PlayRotation Handbook".

***PlayByName***

PlayByName only has an 8 character filename. The filename does not contain a path or an extension.

***PlayWave***

PlayWave has a 50 character filename. It's filename has both a path and a file extension.

***PlayRotation***

PlayRotation has a 27 character filename containing both a path and an extension.

Although PlayRotation has a 27 character filename, beware that the DOS code only supports an 8 character filename with no path and no extension. Therefore, this command is only downward compatible if the filename has 8 or fewer characters with no path and no extension.



## **Import Music Log/ Import Traffic Log Abstract**

### ***Abstract:***

These 2 automation operations were made to function as much as possible like their DOS counterparts. Each operation functions identically with the exception that Import Music Log imports the Play commands after ScheduledMusicSweep commands and Import Traffic Log imports the Play commands after ScheduledBreak commands.

### ***Overview:***

These operations are triggered by menu picks. They read a log file in order to know which audio files to import into a playlist and where. This log file is vary flexible in it's format. The only requirement that it has is that each type of data that it contains is always located at the same column and that there are no "extra" lines in the file. They utilize the PlayByName command for the inclusion of the audio files. They allow that time to be specified as 12 hour or 24 hour times. They allow the time each audio file is to be added to be specified in the log file, or for the audio files to be added, in the order they are specified, until each break is filled as full as possible.

### ***Details:***

#### **LOG FILE:**

The log file is an ASCII file. It may have any number of lines that it desires. All lines in the file must have the same format. It is not permitted to have lines that do not contain audio files for importation.

#### **CART NAME:**

All lines must have a cart name, otherwise also known as a cart code. This cart name must always start at a certain column, and that column must always be the same column. Starting at column 1 is permissible. The cart name can be up to 8 characters long. Leading and trailing spaces will be deleted. The starting column and the maximum width are both specifiable variables.

#### **TIME:**

All lines must have a time. The format of the time is HH:MM:SS. A time of 00:00:01 equals 1 second after midnight, and a time of 12:00:00 equals noon. It should be noted that a time of 12:00:00 PM will have the 12 incremented by 12 making it 24 and thus an invalid time. A time of 12 PM must be specified as 00 AM.

NOTE: Although 3.296 A1 requires that there be a character other than a number or a colon at the end of the time, and that all three fields (hour minute, and second) be specified, and that all contain valid numbers. I have added more error checking, that will be present in future releases, and will function as described in the following paragraph.

The numbers of that make up the time, may be 0, 1, or 2 digits each. If the number is 0 digits, then it will default to 0. The numbers must be separated by a colon. Thus, the following are valid values and represent the time indicated 12:34:56 (=12:34:56), 12:34 (=12:34:00), and the unexpected case of 1::5 (= 01:00:05). Decoding of the time will cease at the first character that is neither numeric nor a colon ':', or after 2 digits have been read for a number and they are not followed by a colon, or after 2 digits have been read for the seconds. A value greater than 23 for hour will result in a value of 23. A value greater than 59 for either minute or second, will result in a value of 59.

#### ***AM/PM:***

The time may also optionally contain an AM/PM indicator. If this indicator is present, then it must start at a column other than column 1, the first column. If it is specified as starting at column 1, then it will be assumed that it does not exist. If it does exist, i.e. the starting column is not column 1, then the first

letter will be decoded, and if it is a P, either upper or lower case, then 12 hours will be added to the time to convert it from 12 hour format to 24 hour format. All other characters will be ignored. Thus 12 and 24 hour time formats can both be specified in the same log file as long as all 12 hour times that require a PM indicator have one, and that no 24 hour time has one.

**OTHER FIELDS:**

All other fields in the log file will be ignored and may contain any information desired.

***Settings:***

The following settings may be specified by the user:

Cart Offset	The starting column where the cart name will be found.
Cart Length	The number of characters in the log file that are to be considered part of the cart name.
Fill By Mode	The mode used when importing the cart via the log file. 0 = Fill by Air time, 1 = Fill by length.
Air Time Offset	The starting column where the air time will be found.
AM/PM Offset	The starting column where the AM/PM indicator may be found. Set to 1 if there is no indicator.

Break Tolerance The tolerance, measured in seconds, that the person wants the break to be filled to. When the fill mode is fill by length, it is used to determine how many carts to fill the break with. It is also used to display how close we came to our goal when doing the report.

Report Filename The fully qualified filename of the output report.

***Ini File Settings:***

Initial default settings for the operation will be gotten from an ini file. The ini file will be the user's ini file. The values will be stored under the "Automation" section and will have the following Keys:

"ImportMusicCartOffset"	The offset that the cart name will start on. Default = 1.
"ImportMusicCartLength"	The maximum length of the cart name. Default = 1.
"ImportMusicFillByMode"	The Fill By mode. 0 = Fill by Air time, 1 = Fill by length. Default=0.
"ImportMusicAirTimeOffset"	The offset of the air time. Default = 1.
"ImportMusicAmPmOffset"	The offset of the AM/PM indicator. "1" if not present. Default = 1.
"ImportMusicBreakTolerance"	The number of seconds of tolerance that is used for filling the break. This is used to determine what carts to include or not include. It is also used for comment purposes in the report file. Default = 1.
"ImportMusicReportFilename"	The fully qualified filename of the report file. Any existing data will be deleted before writing the new data. Default = "c:\ImportReport.rpt".

The following keys are also present, and contain the same info for Traffic logs as their Music log counterparts do for Music logs:

"ImportTrafficCartOffset"  
"ImportTrafficCartLength"  
"ImportTrafficFillByMode"  
"ImportTrafficAirTimeOffset"  
"ImportTrafficAmPmOffset"  
"ImportTrafficBreakTolerance"  
"ImportTrafficReportFilename"

***Report File:***

The report file is a text file with several sections.

The first section lists all the missing carts. A cart is defined as missing if it could not be found in our folder.

The next section lists all carts that, although still included, had invalid start and stop dates.

The next section lists all the air times that were out of range. A cart is considered to have an out of range air time if we are filling by air time, the air time listed in the log file does not have a corresponding break command with the same time in the playlist.

The last section lists all of the scheduled breaks that were found, and how close we came to meeting their tolerances.

***Status Dialog:***

While doing the import, there will be a status dialog displaying which cart number is currently being processed, and how many there are total that need processing. I.e. "Processing cart 3 of 234.". It also allows the user to cancel the operation.