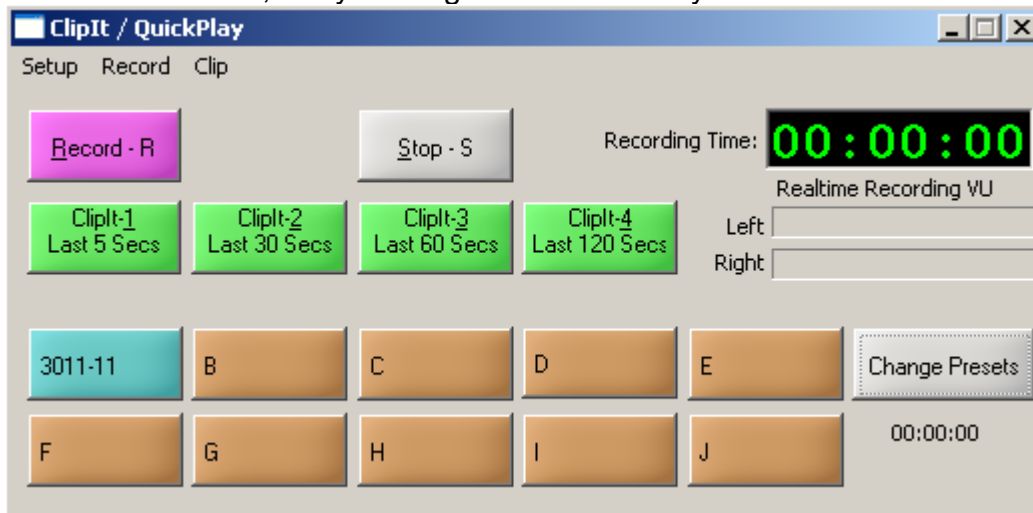# ClipIt / QuickPlay

ClipIt/QuickPlay is an undocked window that allows for recording and playback of audio during events as part of WireReady32. ClipIt/QuickPlay is available in WireReady32 version 9.000 and higher.

Launching the ClipIt/QuickPlay window
ClipIt/QuickPlay is launched from within WireReady32 by clicking on the yellow ClipIt button in the main toolbar, or by striking **Alt+>** on the keyboard.

The ClipIt/QuickPlay window can be placed anywhere on the screen by dragging it to the desired location. It will always appear in front of the main WireReady32 window.

ClipIt/QuickPlay can be used to both record and play back audio.

Refer to the Configuring ClipIt/QuickPlay section at the end of this document to set the recording and playback audio devices and folders to store the recordings.

Recording with ClipIt/QuickPlay
After launching ClipIt/QuickPlay, click on the **Record -R** button or strike Alt+R on the keyboard.
Enter a name for the master recording file in the **Save Clip** window, or use the filename set as the default, and change the directory if desired. Click the **Save** button.
The recording should begin, and the **Recording Time** window should display the time that the recording has been running.

The **Realtime Recording VU** will show the audio levels. Note: the VU is only used for recording, and playback does not use this VU meter.

The title bar will add the word "Recording" during the recording.

To stop the recording, click the **Stop -S** button or strike Alt+S on the keyboard.

Capturing Clips

There are 4 buttons with pre-set lengths to capture. The length of the clip that will be saved is displayed on each button. When a button is clicked, a file will be created with that length of audio. The audio will be pulled from the end of the master recording file, so the file will contain the most recent audio.

Click on the **ClipIt** button that has the desired length (ClipIt 1, ClipIt 2, ClipIt 3, or ClipIt 4).

On the **Save Clip** window, enter in a file name for the clip, and change the directory if desired.

Click the **Save** button.

The recording to the master file will continue while a clip is being saved. The file will be named based on the folder name (stored in the OutputFilename= line for that button) and the length of time into the recording that the clip started.   For example, if the ClipIt3 button is clicked at 12:30 into the recording, and the [ClipButton3] is set with OutputFilename=w:\programs\ in the configuration file, the resulting filename would be w:\programs\programs_00-11-30.wav. Since the button is configured to save a 60-second recording, it would start 60 seconds before the time of the file when the button was clicked.

Playing Clips

The 10 QuickPlay buttons along the bottom of the screen mirror the first 10 Preset buttons in the On-Air/10 Deck screen. These buttons can be populated on the ClipIt/QuickPlay window by using the Change Preset button and loading one of the saved Preset groups, or individually by right-clicking on the button.

While audio is playing from one of the QuickPlay buttons, the timer in the lower left corner will count down the time remaining in that file. Only one QuickPlay button can play audio at a time. If audio is playing from one button, and a second button is clicked, the audio in the first button will stop and the second button's audio will begin playing.

Loading a file into a single button

Right-click on the desired button.

From the **File Select** window, either enter the file name into the Selected Filename box or select the file from the list. If the Current Folder is not the folder containing your audio, click the Select Folder button and choose from the Custom Folder list.

Click the **OK** button once the desired audio file name is in the Selected Filename box.

Loading Preset Groups

Click the **Change Presets** button on the ClipIt/QuickPlay window.

Choose the **Group** from the list, and click the **OK** button. The first 5 audio files in the group (lettered buttons A thru E on the OnAir screen) will be loaded in the buttons along the bottom of the ClipIt window.

Playing the Audio from the Preset buttons
Left-click once on the button along the bottom of the ClipIt/QuickPlay window. The audio will begin playing. The button will turn **green** while the audio is playing. The VU meter on the On-Air will show the audio level, if the On-Air/10 Deck window is the current WireReady32 screen. The VU meter on the ClipIt window is only used for recording.
Left-click once on the button while it is playing to stop the audio. The button will turn **red**.

Running ClipIt/QuickPlay as a Standalone program
ClipIt/QuickPlay can run without running the entire WireReady32 program. In the user's configuration file (see the Configuring ClipIt/QuickPlay section below for info on opening the user's ini file), setting the DisplayOnlyClipItWindow= line to be "yes" will allow the ClipIt/QuickPlay window to be launched by itself. The same shortcut or executable will still need to be run, and the user name will need to be entered as if starting WireReady32, but only the ClipIt/QuickPlay window will be opened.

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Configuring ClipIt/QuickPlay

The configuration settings can be modified from the **Setup** menu in the ClipIt/QuickPlay window, or can be manually entered and saved in the user's configuration file.

To assign the audio device that will be used for recording, click on the **Setup** menu choice and then **Select Record Device**. Use the **Audio Board** drop-down menu to choose the device from the list of available audio devices, and then click OK.

To assign the path and filename for the recording, click on the **Setup** menu choice and then **Configure Master Record File**. In the **Master File Name** field, enter the drive letter, folder and filename for the main recording. In the **Master Length** field, enter the maximum length for the main recording file in hours, minutes and seconds (HH:MM:SS). To have the settings for the master recording saved to the user's configuration file, check the **Write Record Save Path to Ini** statement. This will save the path and filename to the user's configuration file and will default to this when the ClipIt/QuickPlay window is opened in future sessions.

To have the settings for the ClipIt buttons saved to the user's configuration file, check the **Write ClipIt Save Paths to Ini** statement. This will save the paths and filenames set for each of the ClipIt buttons to the user's configuration file, and will default to this when the ClipIt/QuickPlay window is opened in future sessions.

AutoLoad ClipIt Files

To assign the paths and recording lengths for the ClipIt numbered buttons, click on the **Setup** menu choice and then one of the **Configure ClipIt Button#** choices. Enter the drive and folder path for the clips that will be captured by this button into the **Clip Name** field. Enter the length of file that should be captured by this button into the **Clip Length** field in hours, minutes and seconds (HH:MM:SS).

Configure all 4 buttons the same way. Each button can be assigned a different length, or they can all be set for the same length.

ClipIt/QuickPlay uses the audio card settings from the On-Air/10-Deck screen for the playback buttons along the bottom of the window. To assign the audio device for playback, click on the **Setup** menu choice in the ClipIt/QuickPlay window, then **Setup Audio Cards**. Select the audio device from the **Group Audio Device 3** drop-down list. The Deck Audio Device 1 setting is not used in ClipIt\QuickPlay.

ClipIt/QuickPlay uses the mouse settings from the On-Air/10 Deck screen for the playback buttons along the bottom of the window. To assign functions of the left and right mouse buttons, click on the **Setup** menu choice in the ClipIt/QuickPlay window, then **Setup Preset Keys**.

It is recommended to assign the **Left Mouse click** as **Play or Stop** from the drop-down menu under the Left Mouse Click On Presets section.

It is recommended to assign the **Right Mouse click** as **Setup** from the drop-down menu under the Right Mouse Click On Presets section.

The other Left and Right Mouse choices can be left as they are, or can be assigned as other functions that the users may want to use. The **Left Mouse Double Click on Presets** section will not be used in the ClipIt/QuickPlay window.

Some users may prefer to have the clips launch into the default audio editor program as they are pulled from the main recording. Under the **Setup** menu, click on the **Auto-launch clips into Editor** statement. When this statement is checked, the default audio editor program will open and load the audio when any of the ClipIt-1 thru ClipIt-4 buttons are used.

Some users may not want the Preset buttons visible in the ClipIt window, as this window may not be used for playing audio back. Under the **Setup** menu, click on the **Enable Presets** statement. When this statement is checked, the Preset buttons are included in the ClipIt window. When the statement is unchecked, the Preset buttons will not be shown in the window.

Since the ClipIt window can be placed anywhere on the screen or minimized, and many customers are using dual monitors, a way to move the ClipIt window back to the default location is available. Click Shift+Ctrl+R on the keyboard to Restore ClipIt Window Position. This will move the window back to a position on the screen that is set in the user's configuration file.

The User's Configuration File

The configuration settings for the audio device, recording length and ClipIt buttons are stored in the WireReady32 user's ini file. The user's ini file is [drive]:\wire\users\[username]\[username].ini, where [drive] is the drive letter that WireReady32 is running from, and [username] is the name of the user logging into the WireReady32 program (which is displayed along the bottom of the WireReady32 screen, in the box to the right of the "SN:").

Navigate to the user's ini file, and open it with Notepad or Wordpad.

Search for the word "clip" (without the quotes).

There are 5 groups of ini settings for the ClipIt/QuickPlay window, one for each of the 4 buttons and one for the main window. The groups are not required to be in a set order, so they may not appear in the same order as shown below.

[ClipIt]

AudioDevice=1 The audio device number that is to be used for recording.

AutoLoadClipItFiles=no When set to Yes, the clipit files will be loaded into one of the Preset buttons after it is saved. Files saved in the ClipIt-1 button will load into Preset A; ClipIt-2 into Preset B; ClipIt-3 into Preset C; ClipIt-4 into PresetD. When set to No, the files will not be loaded into the Preset buttons after being saved.

AutoLaunchClipsIntoEditor=no When set to Yes, the default audio editor program will be launched when saving a clip with one of the ClipIt-1 thru ClipIt-4 buttons. When set to No, the clip will be saved but not opened into the audio editor.

DisplayOnlyClipItWindow=no This setting allows ClipIt/QuickPlay to run without also displaying WireReady32. The default is No, which allows ClipIt/QuickPlay to run in

addition to WireReady32. Setting this to Yes will result in the ClipIt/QuickPlay window only being launched when WireReady32 is run as this user.

Enable Preset Buttons=Yes When set to Yes, the Preset buttons will be visible in the ClipIt window. When set to No, the Preset buttons will not be available.

FilenameOfMasterFile=W:\wire\USERS\standard\FILES\ClipItMasterFile.wav The path and file name of the master recording file.

MasterLengthInMinutes=120   The number of minutes that ClipIt should record for.

Left=73 Stores the position of the ClipIt/QuickPlay window on the screen. This value is modified when the ClipIt/QuickPlay window is moved to a different position on the screen.

Top=74 Stores the position of the ClipIt/QuickPlay window on the screen. This value is modified when the ClipIt/QuickPlay window is moved to a different position on the screen.

Restore Left=0 The left position of the ClipIt window on the screen that should be used when Restore ClipIt Window Position is used.

Restore Top=0 The top position of the ClipIt window on the screen that should be used when Restore ClipIt Window Position is used.

Restore Width=523 The width of the ClipIt window on the screen that should be used when Restore ClipIt Window Position is used.

Restore Height=149 The height of the ClipIt window on the screen that should be used when Restore ClipIt Window Position is used.

Title=ClipIt / QuickPlay The text that should be displayed in the title bar of the ClipIt window. The default is ClipIt / QuickPlay .

VUMultiplierX10=10 A multiplier value added to compensate for the return values from the audio card when recording audio, so that the VU levels are visible.

WriteRecordSavePathToIni=No When set to Yes, will write the path back to the ini file when the user navigates to a new path when starting a recording. The default is No.

WriteClipItSavePathsToIni=No When set to Yes, will write the path back to the ini file when the user navigates to a new path when saving a file with the Clip1 thru Clip4 buttons. The path will be written to the OutputFilename line in [ClipButton#] group. The default is No.

[ClipButton1]

LengthInSeconds=5 Number of seconds to save from the end of the file when the ClipIt 1 button is clicked.

OutputFilename=W:\programs Path and filename of the file to be saved when the ClipIt 1 button is clicked. The folder name will be used as part of the resulting filename. When a file has been saved, this configuration line is updated with the last filename that was saved for this button.

[ClipButton2]

LengthInSeconds=30 Number of seconds to save from the end of the file when the ClipIt 2 button is clicked.

OutputFilename=W:\BallGame Path and filename of the file to be saved when the ClipIt 2 button is clicked. The folder name will be used as part of the resulting

filename. When a file has been saved, this configuration line is updated with the last filename that was saved for this button.

[ClipButton3]
LengthInSeconds=60 Number of seconds to save from the end of the file when the ClipIt 3 button is clicked.
OutputFilename=W:\WIRE\USERS\STANDARD\Files Path and filename of the file to be saved when the ClipIt 3 button is clicked. The folder name will be used as part of the resulting filename. When a file has been saved, this configuration line is updated with the last filename that was saved for this button.

[ClipButton4]
LengthInSeconds=120 Number of seconds to save from the end of the file when the ClipIt 4 button is clicked.
OutputFilename=W:\WIRE\USERS\STANDARD\Files Path and filename of the file to be saved when the ClipIt 4 button is clicked. The folder name will be used as part of the resulting filename. When a file has been saved, this configuration line is updated with the last filename that was saved for this button.