56 Hudson Street
Northboro, MA 01532
(800) 833-4459
Fax: (508) 393-0255
www.wireready.com
sales@wireready.com

ControlReady for Windows

Users Guide

WireReady NSI 56 Hudson Street Northborough MA 01532
(800) 833-4459 (508) 393-0200 FAX (508) 393-0255
sales@wireready.com support@wireready.com www.wireready.com

CONTROLREADY FOR WINDOWS

TABLE OF CONTENTS

INTRODUCTION

ControlReady for Windows is a powerful 32-bit automation system offering great flexibility.

ControlReady for Windows is designed to be the "traffic cop" of your operation. ControlReady for Windows has access to the MediaLog *.WAV files, and also interfaces with Satellite Receivers, CD Players, Consoles, Cart Machines, Reel-Reels, and all other devices which can be controlled with contact closures and/or RS-22 voltage logic (+/- 10 volts).

ControlReady for Windows's flexibility, coupled with the variety of possible uses, does not make it possible to cover all potential configurations in this manual. Therefore, if there is a routine that you want ControlReady for Windows to perform, and you are unsure of how to create that sequence in the Automation Program, give us a call. You will be surprised at what ControlReady for Windows can do.

This ControlReady for Windows manual is intended to instruct you in the creation, maintenance and running of Automation Programs. This manual has been designed to be read from cover to cover. At times you may not be sure exactly how everything comes together. But do not be discouraged, things will start to come together as you read and experiment. After all, you are learning how to completely automate a radio station. That is not to say that the process needs to be difficult. However, the process needs to be complete.

OVERVIEW

AUTOMATION DECKS & AUTOMATION PROGRAMS - WHAT ARE THEY?

WHAT ARE AUTOMATION DECKS?

There are eight (8) Automation Decks which can be used for creating, maintaining, and running your Automation Programs.

Automation Decks always have an Automation Program loaded. When you clear an Automation Deck, a blank Automation Program (called New Playlist) is instantly loaded into the Automation Deck.

WHAT ARE AUTOMATION PROGRAMS?

Automation Programs are sequences of Automation Commands that are arranged in an Automation Deck and saved with a unique name as an Automation Program.

Basically, an Automation Program is a list of things to do. Just like any other list, the commands (things to do) in an Automation Programs are listed, and therefore executed, in sequential order. Automation Programs are also referred to as Playlists.

Automation Programs are lists of commands which each do something. That "something" might be to play a commercial or song (which is stored in the computer), start a CD player, wait for a channel to get a closure (the satellite network sending a tone down), etc. See the *Commands* section in this manual for usage of each command.

AUTOMATION DECKS & AUTOMATION PROGRAMS - THEIR RELATIONSHIP

In terms of the relationship between Automation Decks and Automation Programs, think of the Automation Decks as Cart Machines, and Automation Programs as carts.

Just as cart decks are used for recording audio as well as playing the recording, Automation Decks are used for creating Automation Programs as well as running them.

Just as a cart can be played in ANY cart deck (regardless of which deck was used to record the cart), an Automation Program can be run in ANY Automation Deck, regardless of which Automation Deck was used to create the Automation Program.

Just as a cart machine can have more than 1 cart deck playing at one time, more than one Automation Deck can be running at one time. Actually ALL eight Automation Decks can have Automation Programs running at the same time.

Just as one deck can be playing a cart and another deck in the same machine can be recording a cart, Automation Decks can be active at the same time that you are creating/editing an Automation Program in a different Automation Deck.

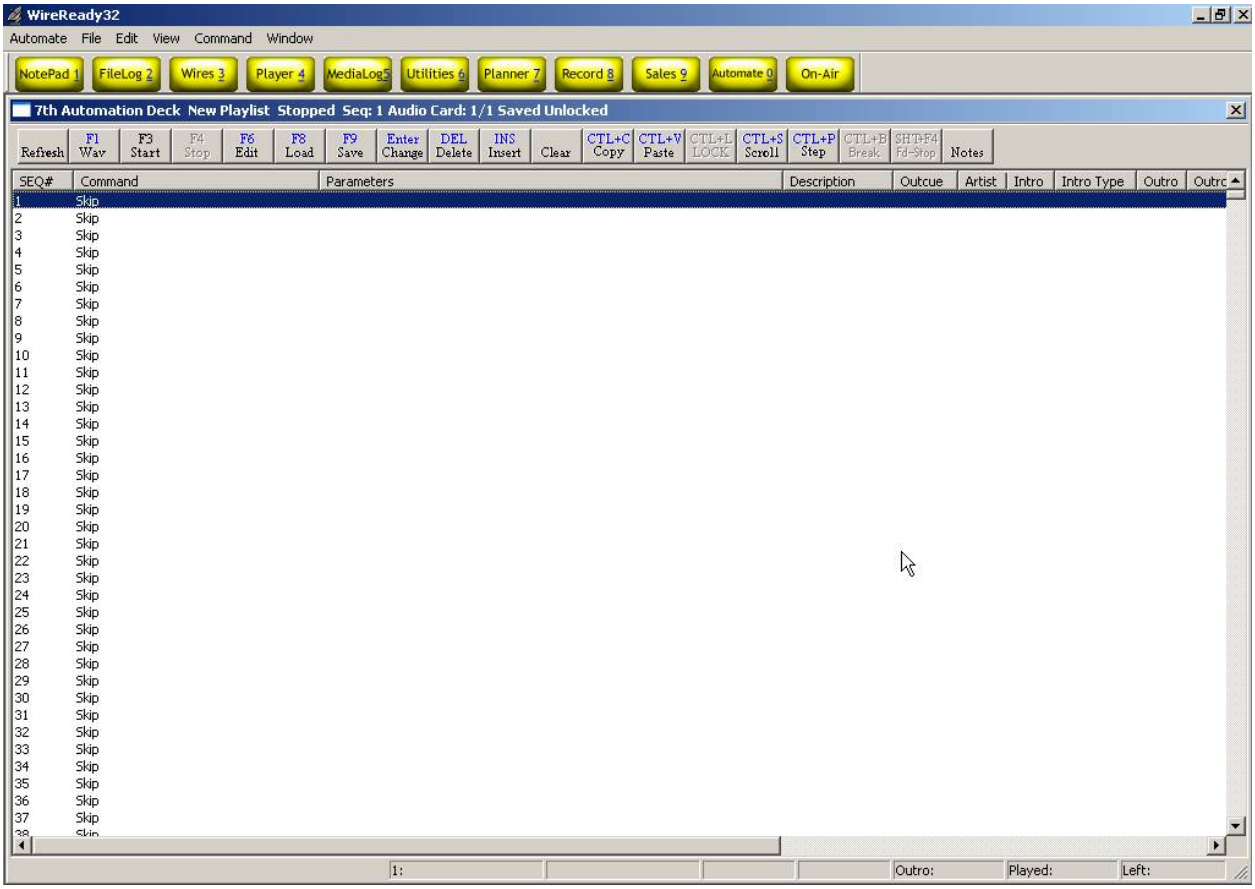
Just as you can make a copy of a cart, and edit the copy while the original cart remains unchanged, you can make a copy of an Automation Program (by saving it to a different name), and edit the copy while the original Automation Program remains unchanged.

Just as the audio on the cart will PLAY when the cart is inserted in the cart deck and the PLAY button pressed, an Automation Program will become active when the Automation Program is inserted into an Automation Deck and the START (F3) key is pressed.

Just as one cart deck can activate another cart deck (with tones), one Automation Program can activate another Automation Program (with a command). The only difference here is that the called cart plays in a DIFFERENT deck than the cart which called it, while the called Automation Program runs in the SAME Automation Deck that the calling Automation Program was running in.

SCREEN OVERVIEW: AUTOMATION DECK

This is an Automation Deck with a blank, unsaved Automation Program loaded into it.



TOP STATUS LINE

The TOP STATUS LINE of the Automation Deck:
- Displays which Automation Deck you are in (1-8).
- Displays the name of the Automation Program that is currently loaded into this Automation Deck.
- Displays whether the Automation Deck is Running or Stopped.
- Displays the Sequence Number of the Automation Program where the Automation Program was last stopped. (When the Automation Program is running, this shows the sequence number of the line currently being executed).
- Displays the Audio Cards being used by this Automation Deck. This is displayed as "Audio Card: 1 / 2" where the 1 is the first audio card and 2 is the second audio card when the deck is configured to use 2 cards for overlapping audio during

playback. If not using overlapping during playback, both characters will be the same.

- Displays whether the Automation Program has or has not been saved since modifications were last made to it.
- Displays whether the Automation Program is Locked or Unlocked.

SEQUENCE LINES

SEQ#	End Time	Command	Description	Parameters	Artist	Intro	Intro Type	Outro	Outro Type	Length	Status
372	14:35:17.2	Play Wave	Over The Rainbow	w:\radio\5116-11.wav	Kimberly Locke	10	Fade up	6	Fade Down	00:03:01.2	02:25 Playing Time

There are a total of 2400 sequences (1-2400) per Automation Program.

The SEQUENCE Line Displays:

- The **Number** of that sequence.
- The **Command** that is on that sequence.
- The Command's **Parameters** (Parameters are details which are added to a command to customize it to do the specific task at hand).
- The **Description** of the audio file (entered from the MediaLog screen)
- The **Outcue** of the audio file (entered from the MediaLog screen)
- The **Artist** of the audio file (entered from the MediaLog screen)
- The **Intro time** of the audio file (entered from the MediaLog screen), in seconds.
- The **Intro Type** of the audio file (entered from the MediaLog screen). Fade Up, Talk over previous cart, or EOM
- The Outro time of the audio file (entered from the MediaLog screen), in seconds.
- The **Outro Type** of the audio file (entered from the MediaLog screen). Fade Down, Talk over next cart, or EOM
- The **Length** of the audio file.
- The **End Time** of the audio file, or the time that the file will be done playing.
- The **Status** of the command (waiting, playing, time remaining).

These fields' widths can be changed if you put the mouse over the divider bar, then click and drag to change the field width or to hide the field.

OPTION BUTTONS

The OPTION BUTTONS at the top of the Automation Deck screen show the keys that can be used to perform operations within the Automation Deck. Each of the possible operations is explained within this manual.

Refresh Refreshes the screen display.

F1 Wav Puts a Play Wave command on the highlighted sequence #.

F3 Start Starts the currently loaded playlist on the highlighted sequence #.

F4 Stop Stops the currently running playlist.

F6 Edit Allows the user to edit the command on the highlighted sequence #.

F8 Load Loads a previously saved playlist into the Automation Deck.

F9 Save Saves the currently loaded playlist.

Enter Change Changes the command on the highlighted sequence #.

DEL Delete Deletes the command and parameters from the highlighted sequence #. Will also remove the line, moving all following commands up one line.

INS Insert Inserts a Skip line above the highlighted sequence #.

Clear Clears the loaded playlist and opens a blank New Playlist.

CTL+C Copy Copies the command in the highlighted sequence #.

CTL+V Paste Pastes single or multiple commands to the current playlist.

CTL+L Lock Toggles between Locked and Unlocked state.

CTL+S Scroll Allows the user to scroll to a specific sequence # in the playlist.

CTL+P Step Allows the user to run a command on one sequence of the playlist, where the playlist will not continue to the next line when the command is completed.

CTL+B Break Continues execution of the current command but will stop the deck after the completion of the current command.

Shift+F4 Fd Stop Fade To Stop. Starts fading down the current file being played, from normal volume to no volume, over the next 5 seconds and then stop the deck.

Notes Opens a window to allow text notes about the deck. Information about when live periods are, which playlist should be running in the deck, which inputs and outputs are connected to each satellite receiver, or any other information that a user would need to know about this deck can be entered here.

MAIN DROP-DOWN MENU

The Main Menu, above the main Button bar, has 8 drop-down menus available for users to change decks, playlists, and screen viewing options, and to configure the audio cards. Use the keyboard shortcut or click on the choice with the mouse to activate the menu choice.

Automate

The Automate drop-down menu allows you to switch decks, start and stop the playlists, insert a Voice Track, and switch to the MediaLog.

Start F3 Starts the currently loaded playlist on the highlighted sequence number.

Start From End Shift+F3 Allows the user to play the end of an audio file. Used in conjunction with voice tracking, to audition how the song/voice track sound together. Not for use on air.

Stop F4 Stops the currently running playlist.

Break Away CTL+B Continues execution of the current command but will stop the deck after the completion of the current command.

Fade To Stop Shift+F4 Starts fading down the current file being played, from normal volume to no volume, over the next 5 seconds and then stop the deck.

Voice Track Inserts a Voice Track command above the highlighted sequence number. See the section *Using Voice Tracking* in this manual.

Audio Log Used for audio trace level logging. This will be grayed out, unless WireReady is using it for debugging purposes.

Ctrl+[1-8] Automation Deck 1-8 Allows the user to switch between decks

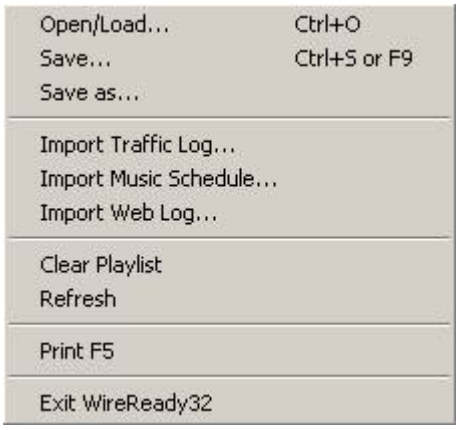
File

Open/Load Ctrl+O Loads a previously saved playlist into the Automation Deck.

Save F9 Saves the currently loaded playlist.

Save as Saves the currently loaded playlist.

Import Traffic Log Starts the process of importing the Traffic log. See the section *How to Import A Traffic/Music Log* in this manual for instructions.



Import Music Schedule Starts the process of importing the Music log. See the section *How to Import A Traffic/Music Log* in this manual for instructions.

Import Web Log Starts the process of importing the Web log. See the section *How to Import a Web Log* in this manual for instructions.

Clear Playlist Clears the loaded playlist and opens a blank New Playlist.

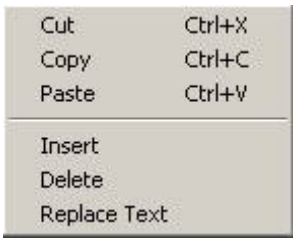
Refresh Refreshes the screen display

Print F5 Prints the current playlist commands. See the section *Printing the Playlists* in this manual for instructions.

Exit WireReady32 Exits the program

Edit

Cut Ctrl+X Deletes the command and parameters from the highlighted sequence #. Will also remove the line, moving all following commands up one line.



Copy CTL+C Copies the command in the highlighted sequence #.

Paste CTL+V Pastes single or multiple commands to the current playlist.

Insert Inserts a Skip line above the highlighted sequence #. Will also move all following commands down one line.

Delete Deletes the command and parameters from the highlighted sequence #. Will also remove the line, moving all following commands up one line.

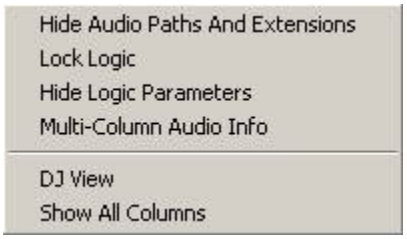
Replace Text Opens a window that allows the user to replace text in certain commands in the playlist. See the section *Replacing Text in a Playlist* in this manual.

View

The menu choices in this drop-down window are either checked or unchecked. The default is unchecked.

Hide Audio Paths and Extensions Removes the display of path and extension for the wave files in the Play commands, when checked.

Lock Logic Sets the deck to only allow changes to or addition/deletion of Play and Skip commands. All other commands are locked and cannot be edited or removed. Specific to the ControlReady for Windows deck. Can be set with a password.



Hide Logic Parameters Removes the display of parameters for most commands when checked. Does not affect the display of the Play, Record or Scheduled Break/Music Sweep commands.

Multi-Column Audio Info When checked, the parameters of the Play commands are separated into multiple columns (Description, Artist, Length, etc). When unchecked, all parameters are displayed in the Parameters field of the playlist.

DJ View Uses preset widths for the columns and displays only the Seq#, End Time, Command, Description, Artist, Intro, Outro, Length and Status fields. The display is also set to Hide Logic Parameters and Multi-Column Audio Info.

Show All Columns Displays a portion of each column. The user will need to set the width for each column they wish to display.

Command

This drop-down list shows all the commands available in the ControlReady for Windows Playlists. See the *Commands* section of this manual for descriptions of the commands and their use.

Setup

Audio Boards Configures the audio devices that will be used in each deck for playback and recording. See the section *Assigning Sound Cards to the ControlReady for Windows Decks* in this manual.

Voice Track Configures the voice tracking parameters. See the section *Using Voice Tracking* in this manual.

Use Old Command Selection Dialog Allows the users to use the list of commands in the format that was used in versions 3.814 and below of

WireReady32, when checked. See the *Commands* section of this manual for more information on the list of commands.

Programs

The Programs menu lists the 11 screens in WireReady32. Many of these screens are not used in ControlReady for Windows. Consult the other WireReady manuals for information on using the news and sales screens.

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.

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 Utlities screen allows access to StormReady32, QuickRecorder, and the DOS PhoneReady and StormReady programs.

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

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

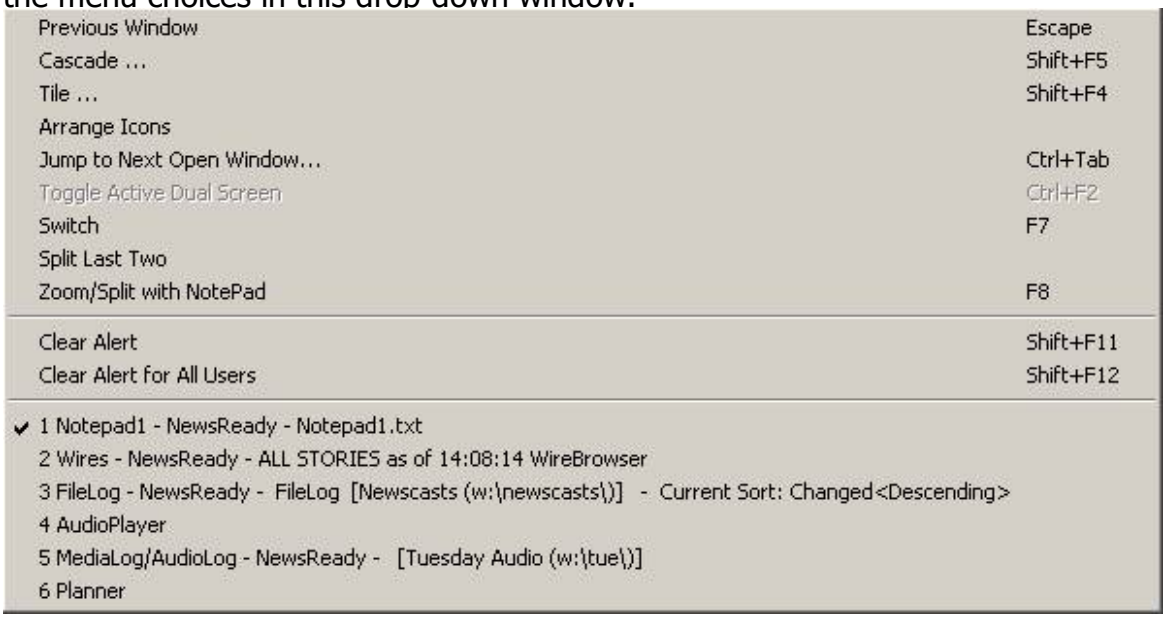
Sales – SalesReady Alt+9 The Sales screen is used to record and track contacts with customers/advertisers.

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 list is used mainly for newsrooms. It allows users to clear stories from wire services that have been set to alert the WireReady32 users, and to check a list of windows that are open within the WireReady32 software. In addition to the menu choices, any open WireReady32 screens or open text files will be listed at the bottom of the menu choices in this drop-down window.



Previous Window Escape Puts the last window that was open before the Notepad as the current display.

Cascade Shift+F5 Allows the screens to be cascaded. Only active when the user is set to Windows Standard mode.

Tile Shift+F4 Allows the screens to be tiled. Only active when the user is set to Windows Standard mode.

Arrange Icons

Jump to Next Open Window Ctrl+Tab Makes the next open screen be displayed.

Toggle Active Dual Screen Ctrl+F2 Toggles between the 2 windows when the user is set to Dual Screen mode.

Switch F7 Toggles between the Notepad and the last open screen.

Split Last Two

Zoom/Split with Notepad F8 Splits the current screen (or last open screen) with the Notepad.

Clear Alert Shift+F11 Clears the red wire alert at the bottom of the screen for the logged-in user.

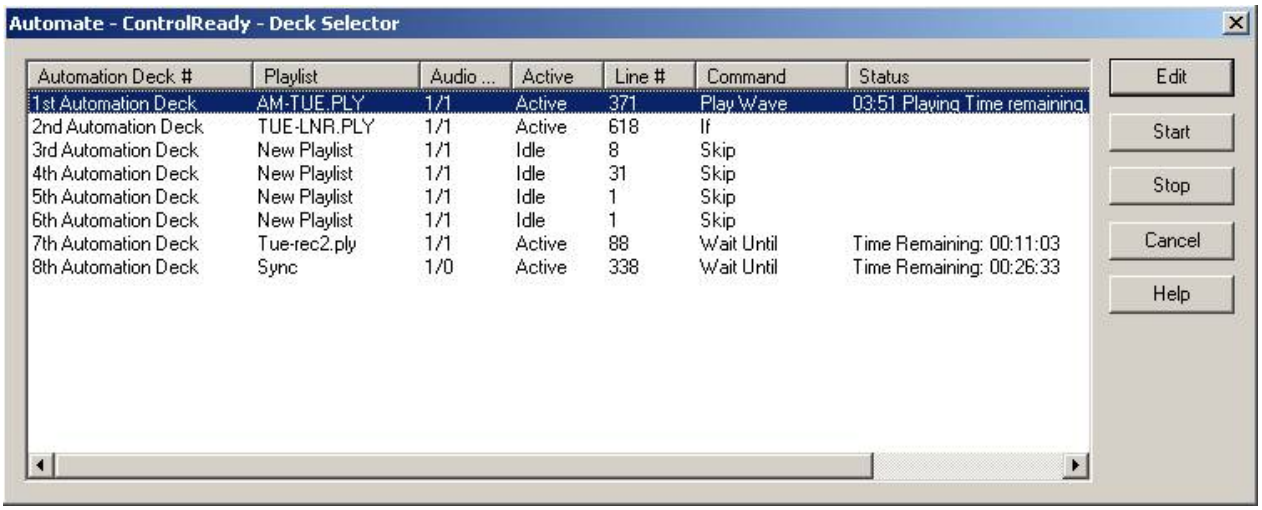
Clear Alert for All Users Shift +F12 Clears the red wire alert at the bottom of the screen for all users.

WORKING WITH AUTOMATION DECKS AND PROGRAMS

HOW TO GET TO THE AUTOMATION DECKS

From the MAIN button bar in WireReady32, click on the **Automate** button, or Strike **Alt-0** on the keyboard.

The AUTOMATE – CONTROLREADY - DECK SELECTOR screen will open:



Note: The Automation Deck Selector screen shows the Status of each of the Automation Decks. If a deck shows *Idle*, there is no playlist running on that deck. If the Status shows *Active*, that deck is currently running the listed playlist.

Highlight the Automation Deck that you want to go to and press **Enter**.
-OR-
Highlight the Automation Deck you want to go to and click on the **Edit** button.
-OR-
Double-click on the Automation Deck

HOW TO MOVE BETWEEN AUTOMATION DECKS

3 Methods

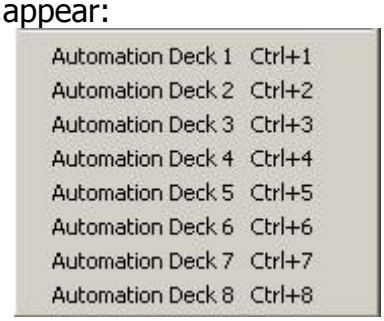
1). Using the main WireReady32 buttons
From the main button bar in WireReady32, Strike **Alt-0** or click on the **Automate** button.

The AUTOMATE – CONTROLREADY - DECK SELECTOR screen will open:

Highlight the Automation Deck that you want to go to and press **Enter**.
-OR-
Highlight the Automation Deck you want to go to and click on the **Edit** button.
-OR-
Double-click on the Automation Deck

2). Using the drop-down menu choices in the ControlReady for Windows screen
From the main menu in WireReady32, click on **Automate** or strike **Alt-A** on the keyboard.

The drop-down menu will appear:



Click on the deck to move to.

3). Using the keyboard shortcuts
On the keyboard, strike the **Ctrl** key and the number of the deck at the same time.

HOW TO CREATE AN AUTOMATION PROGRAM

(All of the available commands are described in the *Commands* section.)

To create an Automation Program:

1) Go to an Automation Deck that is not currently active and click the **Clear** button to clear the deck.
2) Create the Automation Program by:
   a) Pressing **Enter** on a line and adding the necessary command.
   b) Pressing **F6** over an existing command and Edit the parameters of the command.
   c) Pressing the **Insert** key to add a SKIP command.
   d) Pressing the **Delete** key to delete a command.
   e) Clicking on the **Copy** and **Paste** buttons to COPY BLOCKS of commands.
3) When you are done putting all of the commands in, press **F9** to Save the Automation Program.
   Type in the NAME that you want to assign to this Automation Program. If the name is the same name as another Automation Program and you go through with the Save, the original Automation Program will be overwritten by the one you just created.
4) After the Automation Program is Saved, you can click on the **Clear** button to Clear the Automation Deck.

HOW TO SAVE AN AUTOMATION PROGRAM

1) Press **F9** to Save the Automation Program.
2) In the File Name entry box, type the name that you want to assign to this Automation Program, and press **Enter** or click **Save**.
   -OR-
   If the NAME is already there, just press **Enter** or click **Save**.
3) If a file with the same name exists, you will be prompted to replace the file. If you are sure you want to overwrite the program (if you were editing that program and are saving the changes) choose **Yes** to replace the file. If you are not sure if you should replace the file, choose **No** and give the file a different name.

HOW TO LOAD AN AUTOMATION PROGRAM

1) Press **F8** while in the Automation Deck which you want to Load an Automation Program into.
   -OR-
   Click on the **F8 Load** button.
2) Type the NAME of the Automation Program that you want to Load, and press **Enter** or click the **Open** button.
   -OR-
   Highlight the Automation Program that you want to Load and press **Enter** or click on the **Open** button.

HOW TO START AN AUTOMATION PROGRAM

Strike the **F3** key while in the Automation Deck which has the Automation Program that you want to Start loaded into it.

-OR-

Click on the **F3 Start** button.

If the Automation Decks already have the Automation Programs you want to run loaded, you can start all decks from the Automate Deck Selector window.

-Click on the **Automate** button from the main button bar, or strike **Alt-0** to open the Automate Deck Selector window.
-Highlight the Automation Deck that you would like to start.
-Click on the **Start** button or strike **Alt-S**.
-Continue highlighting and starting the Automation Programs.
-Click the **Cancel** button when done.

Note: A warning message was added to WireReady32 to alert users attempting to exit the program that the Automation is currently running on the machine. This will let users know that they are about to exit the program and stop the audio playback or recording that is scheduled in the playlists. The message reads:

> WARNING - AUTOMATION IS RUNNING
>
> If the system is playing or recording, you can take your station off the air or kill a program (if one is being recorded).
>
> Make sure your automation programs are idle/waiting and you won't interrupt any programming.
>
> Are you really sure you want to exit WireReady32?
>
> (Choose No to double check your automation programs before exiting.)

HOW TO STOP AN AUTOMATION PROGRAM

Press **F4** while in the Automation Deck which has the Automation Program that you want to Stop loaded into it.

If you want to stop all decks from running, this can be done from the Automate Deck Selector window.

-Click on the **Automate** button from the main button bar, or strike **Alt-0** to open the Automate Deck Selector window.
-Highlight the Automation Deck that you would like to stop.
-Click on the **Stop** button or strike **Alt-T**.
-Continue highlighting and stopping the Automation Programs.
-Click the **Cancel** button when done.

HOW TO CHANGE A SAVED AUTOMATION PROGRAM

To change (edit) an Automation Program:

1) Go to an Automation Deck that is not currently active and click on **Clear** to clear the Deck.
2) Press **F8** to Load an Automation Program.
   Type the NAME of the Automation Program that you want to Load, and press **Enter** or click the **Open** button.
   -OR-
   Highlight the Automation Program that you want to Load and press **Enter** or click on the **Open** button.
3) Change the Automation Program by:
   a) Pressing **Enter** over an existing command and overwriting it with a different command.
   b) Pressing **F6** over an existing command and changing the parameters of the command.
   c) Pressing the **Insert** key to add a SKIP command.
   d) Pressing the **Delete** key to delete a command.
   e) Clicking on the **Copy** and **Paste** buttons to COPY BLOCKS of commands.
4) When you are done putting all of the commands in, press **F9** to Save the Automation Program.
   Type in the NAME that you want to assign to this Automation Program. If the name is the same name as another Automation Program and you go through with the Save, the original Automation Program will be overwritten by the one you just created.
5) After the Automation Program is Saved, you can click on the **Clear** button to Clear the Automation Deck.

HOW TO CLEAR AN AUTOMATION DECK

Click the **Clear** button to Clear the Automation Deck you are currently using.

The Automation Program that is in the Automation Deck will be cleared and all of the sequences will have the SKIP command on them.

Note: If the Automation Program which you are clearing has not been Saved since changes were last made to it, the changes will be lost if you Clear the Automation Deck.

Clearing an Automation Deck does not delete the Automation Program from the hard drive (Unless it was never saved).

To **Delete** an Automation program you must go out to DOS or to Windows Explorer and delete the file. The filename will be the name of the Automation Program plus the

".PLY" extension. For example, if the name of the Automation Program that you want to delete is TUESDAY, then the file you need to delete will be called TUESDAY.PLY.

The drive and directory where the files are stored is configurable. However, the Automation Program files will probably be in the W:\WIRE\USERS\PUBLIC\FILES directory.

COMMANDS

WHY TO USE PASTE TO COPY BLOCKS OF COMMANDS

Copying blocks of commands is a VERY useful tool that will most likely save you a lot of time creating and changing Automation Programs.

Let's say that you are doing satellite automation and the commands for one hour are the same for many, or all, of the other hours. The only differences would be the time that the TIME WINDOWS are set to, the time that SET CLOCK sets the time to, and of course the PLAY commands. But when you are creating Automation Programs you need not consider which specific PLAYS will take place, but rather where in the program they will occur.

So this is what you would do:

1) Put in the commands for one full hour.
2) Use the PASTE command with the option to INCREMENT HOUR checked, and copy the hour that you created.

-OR-

Let's say you are adding a commercial break to each hour of the AUTOMATION PROGRAM. Instead of going to each hour and putting the same 4 or 5 commands in, you would use PASTE.
This is what you would do:

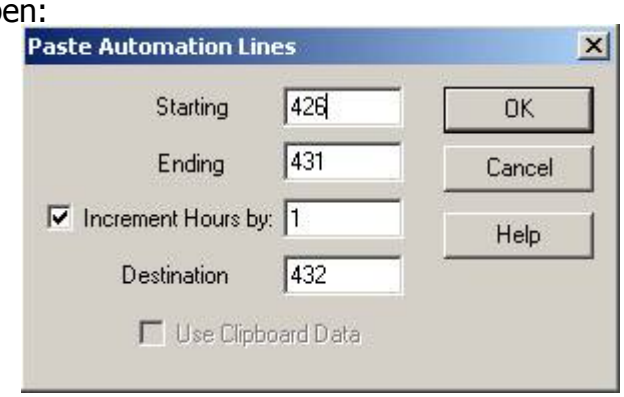
1) Put in the commands for the commercial breaks for one of the hours.
2) Use the PASTE command (instructions on next page) and copy the block of commands that contains the new breaks. IF THE BLOCK OF COMMANDS INCLUDES TIME WINDOWS, CHECK THE INCREMENT HOUR OPTION.
3) Repeat step #2 each time you want the block of break commands copied again.

HOW TO COPY BLOCKS OF COMMANDS IN THE SAME DECK

1) Highlight the sequence number that you want the block of commands to be copied to. THE HIGHLIGHT BAR CANNOT BE WITHIN THE BLOCK OF COMMANDS THAT YOU WANT TO COPY.

2) Click on the **Paste** button or strike **Ctrl-V** on the keyboard.

This window will open:



Uncheck **Use Clipboard Data** if it is checked.

3) Enter the sequence number of the first line of the block you want to copy in the **Starting** box
4) Enter the sequence number of the last line of the block you want to copy in the **Ending** box.
5) Check the **Increment Hours by:** box and enter in the number of hours to increment the time commands by.
6) Enter the sequence number of the line where the block is to be copied to in the **Destination** box.
7) Click the **OK** button.

When you use the Paste command with the INCREMENT HOUR option checked, ALL of the TIME WINDOWS are advanced by the number of hours entered in the box, and the THEN GOTO's for the TIME WINDOWS are changed to the correct sequence numbers.

HOW TO COPY BLOCKS OF COMMANDS INTO ANOTHER DECK

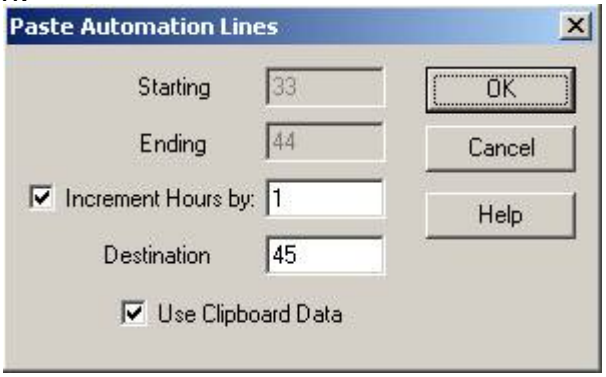
There may be times when you want to copy a block of commands from one playlist to another playlist in a different deck.

1) Highlight the first sequence number that you want to copy. While holding the **Shift** key down, click on the last command in the block that you want to copy.
2) Click on the **Copy** button or strike **Ctrl+C** on the keyboard. The block of commands will be sent to the clipboard.

3) Open the deck to paste the block of commands into and highlight the sequence number to paste the block to.

4) Click on the **Paste** button or strike **Ctrl-V** on the keyboard.

This window will open:



5) Check **Use Clipboard Data**. The **Starting** and **Ending** entry boxes will be grayed out.
6) Check the **Increment Hours by:** box and enter in the number of hours to increment the time commands by, if you will be incrementing the times in the commands that were copied.
7) Enter the sequence number of the line where the block is to be copied to in the **Destination** box. If you highlighted that sequence number above, this will be displayed.
8) Click the **OK** button or strike **Enter** to paste the block of commands.

When you use the Paste command with the INCREMENT HOUR option checked, ALL of the TIME WINDOWS are advanced by the number of hours entered in the box. Because of all of the variables involved in copying and pasting between decks, the sequence numbers in the THEN GOTO's for the TIME WINDOWS will probably not be accurate. Be sure to check the commands after they are pasted.

HOW TO CROSS THE MIDNIGHT HOUR PROPERLY

As of this writing you need to cross midnight differently than all of the other hours.

If the last command executed before midnight is to PLAY your legal ID, the Automation Program will stay on the PLAY command until the audio is done and then move on to the next command. So there is a chance that the Automation Program will get to a command with a time window or a Wait Until command before midnight strikes. And what will happen when the Automation Program comes to that command?

Well, In terms of the time window, ControlReady for Windows will check the IF AFTER time which will be 00:xx:xx (because midnight is the 00 hour), and compare it to the current computer time. This command is gotten to before midnight, so when the times are compared, it will certainly be after 00 hour because it's the 23 hour (11 o'clock pm). And because the time is after the IF AFTER time, the THEN GOTO will be performed, and that is NOT what you want.

In terms of the WAIT UNTIL (00:xx:xx) command, the same thing will happen. When the command is reached, ControlReady for Windows will compare the time to WAIT UNTIL to the current computer time. This command is gotten to before midnight so when the times are compared, it will certainly be AFTER 00 hour because it's the 23 hour (11 o'clock pm). And because the time is after the WAIT UNTIL time, the Automation Program will proceed - and that is NOT what you want.

HOW TO FIX THE PROBLEM:

Use the IF command. When the IF command is used to look for a time before 1 am, it will wait until after the midnight hour is crossed before moving to the next command. An example of how the command can be used to cross midnight is below:

The Automation Program will look at the IF line, and compare the time to the computer's current time. If the time is before midnight, then it will be after 1 am, and the Automation Program will go to line 680. This is the same line that the IF command is on, so the Automation Program will continue to compare the time in the IF command with the computer's time. When the computer's time crosses midnight, the time will be before 1 am, and the Automation Program will continue to the next sequence. In the above example, the next line that the Automation will take action on is the Load and Start line, which will load and start the Friday playlist.

INTRODUCTION TO TIME WINDOWS

A TIME WINDOWS is a block of time that you specify for a certain event (closure, hot key pressed, etc.) to take place. TIME WINDOWS consist of NOT BEFORE, IF AFTER, and THEN GOTO parameters.

- If the event occurs before the NOT BEFORE time, it will be ignored
- If the IF AFTER time is reached BEFORE the event occurs, the program will jump to the sequence number specified in THEN GOTO.
- If the event does, in fact, occur within the time window, the Automation Program will simply go to the next sequence number.

For example, let's say I am using the WAIT FOR CHANNEL B1-A to go HI command, which will cause the Automation Program to remain on the sequence which that command is on until the channel goes HI. And let's say that the channel will go HI when the satellite network sends down a tone to go to commercials. Now, what happens if someone at the network accidentally sends down the tone too early, or if they forget to send the tone altogether.

IF I AM NOT USING A TIME WINDOW:

If they send the tone too early, the Automation Program will cut off the audio from the network and go into commercial.

If they forget to send the tone, the Automation Program will just sit on that sequence until someone corrects the situation.

IF I AM USING A TIME WINDOW:

If they send the tone before the NOT BEFORE time, the Automation Program will ignore it because it was probably a mistake or you do not want to cover that commercial break.

If they forget to send the tone, when the IF AFTER time is reached, the Automation Program will jump to the sequence specified in THEN GOTO.

IN SUMMARY, think of a time window as a plan that you might make with a friend. "I (the tone) will be not be there until :00, so if someone rings your doorbell do not open the door because it is not me (NOT BEFORE). If I am not there by 4:00, I am not going to make it and even if I do it is too late by then (IF AFTER), so go ahead and make your other plans (THEN GOTO)".

INTRODUCTION TO CHANNELS

There are two (2) types of channels, INPUTS and OUTPUTS.
INPUTS are channels that ControlReady for Windows monitors to be told what to do.
OUTPUTS are channels that ControlReady for Windows uses to tell a device to do something.

THINK OF INPUTS AS THE COMPUTER'S EARS.
THINK OF OUTPUTS AS THE COMPUTER'S MOUTH.

Each channel has a name (B1-A, etc.) so that ControlReady for Windows knows which channel to listen to, or talk to.

If you did not install the hardware for this system, ask the person who did to give you a COMPLETE list of what each of the channels are used for, as well as how they are to be used (latched, pulse, etc.).

IMPORTANT NOTE: WHEN PULSING, LATCHING, OR WAITING FOR A CHANNEL, HI IS EQUIVALENT TO CLOSED (CLOSURE) AND LO IS EQUIVALENT TO OPEN.

COMMANDS SECTION

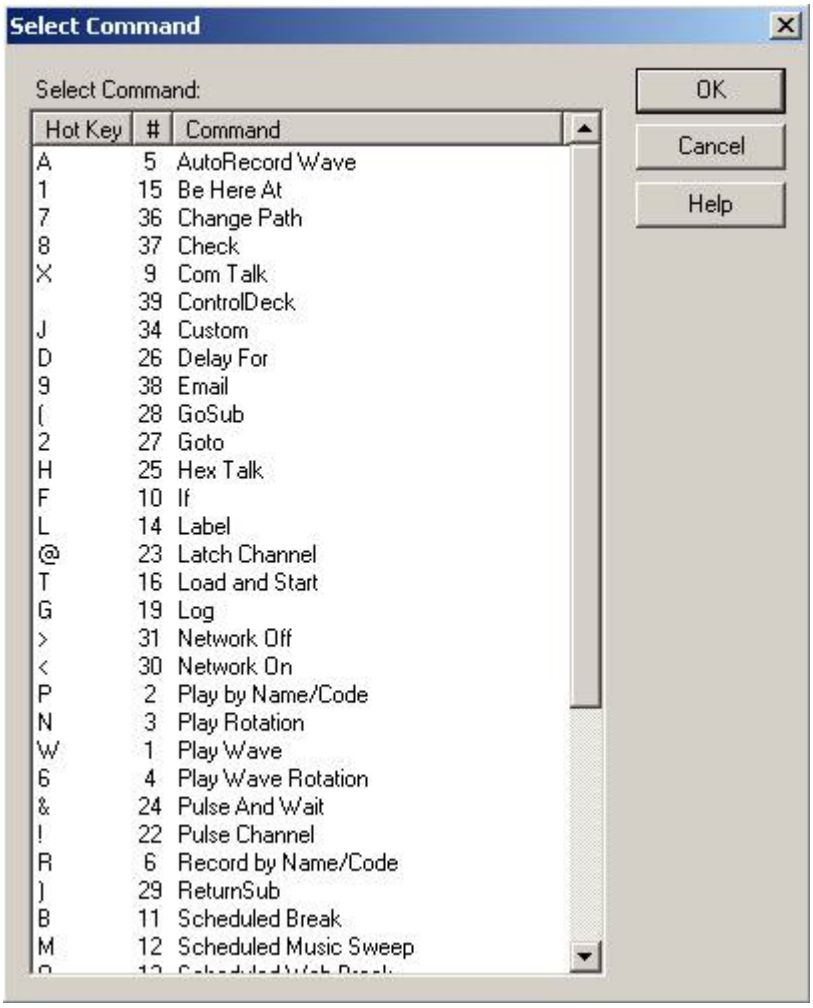
INTRODUCTION

This COMMANDS section introduces you to each of the commands that are available to you for creating Automation Programs. Depending on what you have purchased ControlReady for Windows for (recording with closures, playback based on time, etc.), some of these commands may not be available to you within the software.

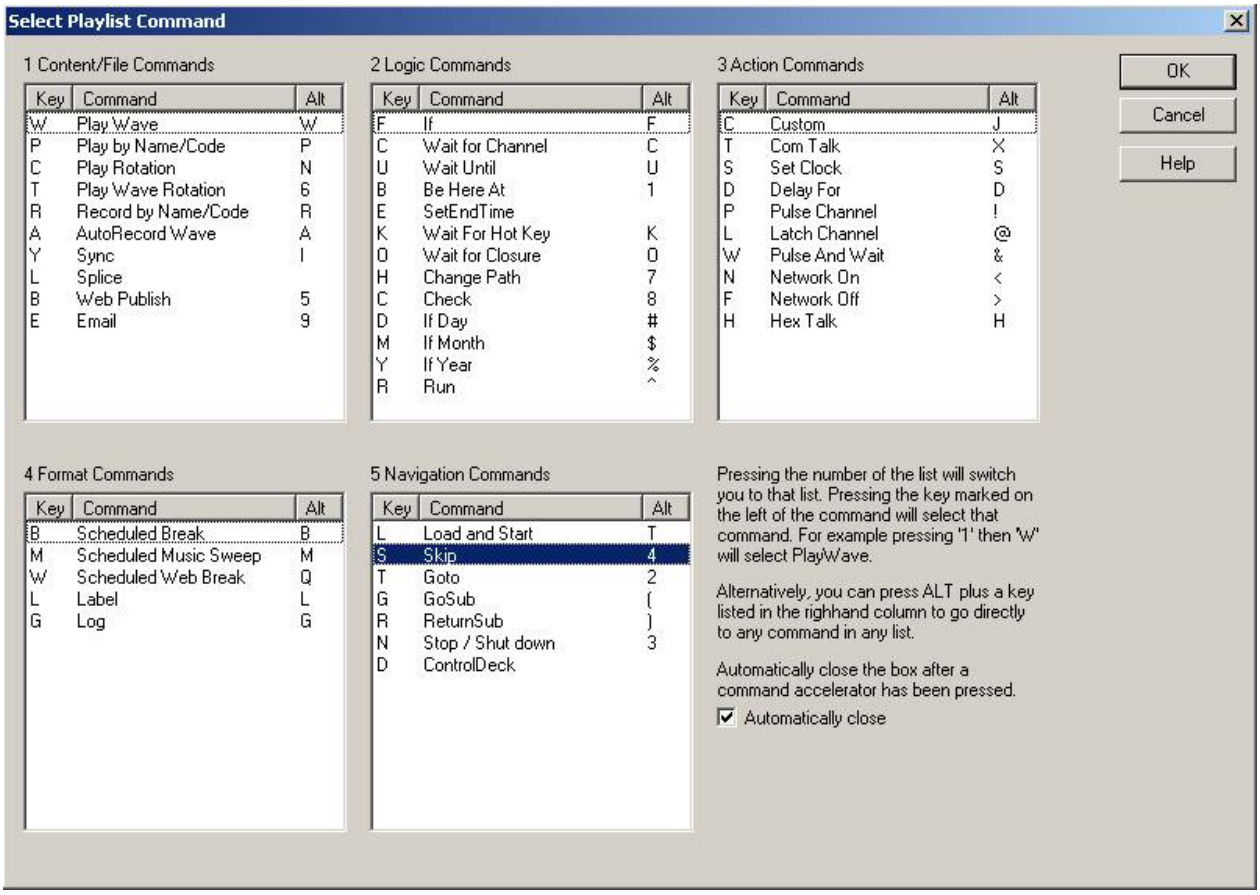
EACH command is presented to you with:

1) An EXAMPLE of the how the command looks when it is in an Automation Program.
2) The PURPOSE of the command.
3) An EXAMPLE OF USE of the command. These are only examples - there are a number of different possible uses for each command.
4) The PARAMETERS associated with each command. Parameters are details that are added to a command to customize it to do the specific task at hand.
5) IMPORTANT NOTES that you should know before using the command.
6) OTHER COMMANDS TO SEE which are similar in purpose, or associated with the command being presented.
7) STEP-BY-STEP INSTRUCTIONS FOR ADDING the command to an Automation Program.

The commands can be displayed in one of 2 ways when adding or editing a sequence line. The default in versions before 3.815 is shown below:



The default for version 3.815 and higher is shown below:



In version 3.815 and higher, the user can set which view they would like. To set the view to be the Select Command view (the default before version 3.815):

1) From the Main Menu, choose **Setup**.
This drop-down box will open:

2) Choose **Use Old Command Selection Dialog**. The drop-down box will close. When the Use Old Command Selection Dialog statement is checked, the Select Command window will open when a playlist is edited.

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

AUTORECORD

ALL ABOUT: **AUTORECORD**

PURPOSE: The **AutoRecord** command is used to automatically record an audio source and then create a *.WAV file in the MediaLog which contains your recorded audio.

EXAMPLE OF USE: If there were a program that a satellite network sends down at a certain time, and you want to play it at a different time, you would use the **AutoRecord** command. The **AutoRecord** records the audio and creates a file that can then be played at a later time.

PARAMETERS: 1) You select the file name for the WAV file that will be created. The file name that you specify can be a new file name or can be the same as a file that already exists. The existing file will be overwritten with the file created by the **AutoRecord**.
2) You put in the destination folder, recording length, and audio card to record on.

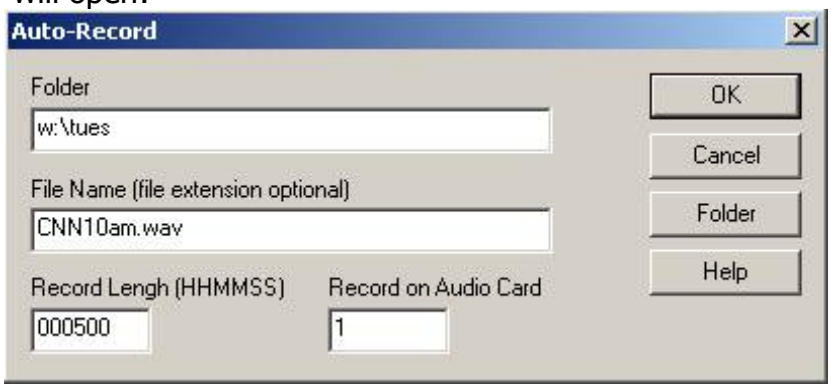
IMPORTANT NOTES:

ALSO SEE: RECORD BY NAME/CODE

HOW TO SET UP: AutoRecord

1) Highlight the sequence that you want the **AutoRecord** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Press **Alt-A**, or highlight **A-AutoRecord Wave** and press **Enter**.

This window will open:



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

4) Enter the folder path in the **Folder** box to assign the directory where the audio will be stored. Click on the **Folder** button to see a list of available MediaLog folders.
5) Enter the name of the file in the **File Name** box. Entering the file extension is not necessary. ControlReady for Windows will record the audio as a WAV file and assign WAV as the extension.
6) Enter the length of the recording in the **Record Length** box as a 6-digit number (HHMMSS).
7) Enter the audio card to use in the **Record on Audio Card** box.
8) Click the **OK** button to save the parameters and add the command.

BE HERE AT

ALL ABOUT: **BE HERE AT**

PURPOSE: The **Be Here At** command is used to have the Automation Program move to a specific sequence at a specific time.

EXAMPLE OF USE: This command can be used when the network news is run from satellite at the top of the hour. By putting this command at the top of the hour, it will ensure that whatever was playing as the top of the hour approaches is faded out as a new program begins.

PARAMETERS: You select the time of day for the Automation Program to be on that sequence line.

IMPORTANT NOTE: This command can cause any audio playing to fade for the 5 seconds before the time entered in the command. Beginning with version 4.005, Be Here At can also be set to finish the audio that is playing before moving to the command.

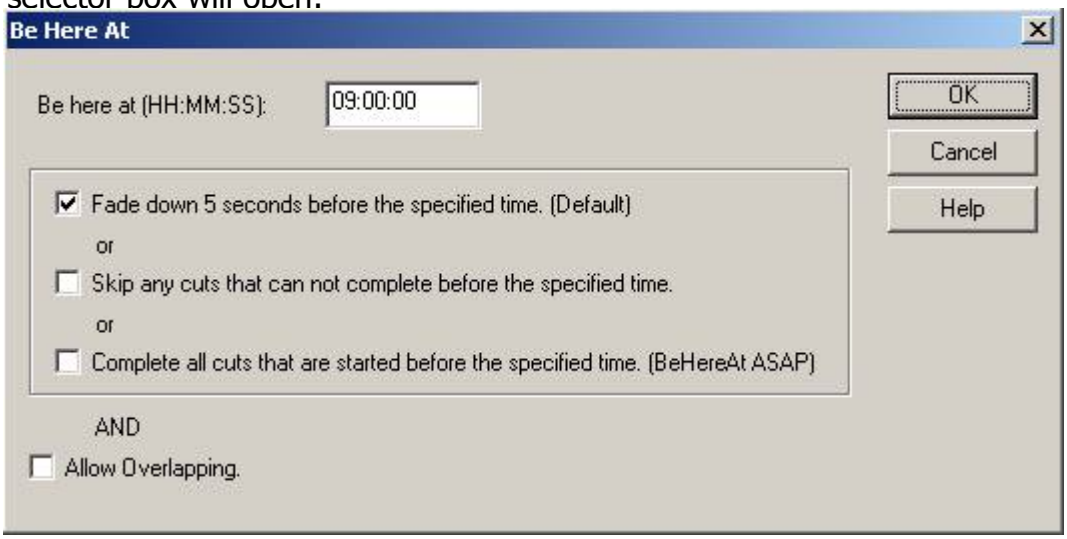
IMPORTANT NOTE: If the sequence line is reached before the time specified in the command, the automation will remain on this line until the time is reached (like a Wait Until command).

ALSO SEE: Wait Until

HOW TO SET UP: Be Here At

1) Highlight the sequence that you want the **Be Here At** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Press **Alt-1**, or highlight **1-Be Here At** and press **Enter**.

This selector box will open:



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 you want the Automation Program to be on that sequence line in the **Be here at (HH:MM:SS)** box.
5) Check the statements that reflect how you want the command to be at the sequence line at the designated time:
   - **Fade down 5 seconds before the specified time (Default).** When checked, this will cause the currently playing audio to fade out for the 5 seconds before the specified time.
   - **Skip any cuts that can not complete before the specified time.** When checked, this will skip any audio files that cannot be completed before the specified time. If there are no audio files that will fit within the time left before the Be Here At specified time, then the program will arrive at the command early.
   - **Complete all cuts that are started before the specified time (BeHereAt ASAP).** When checked, this will continue playing the current audio until that file is completed, then move to the Be Here At sequence line, skipping any other lines between the playing audio and Be Here At line. The playlist will arrive at the command late, but as soon as possible.
   - **Allow Overlapping.** (This feature has not been enabled yet) When checked, this will allow the currently playing audio to be overlapped with the first audio file after the Be Here At line.
6) Click the **OK** button to save the parameters and add the command.

CHANGE PATH

ALL ABOUT: **CHANGE PATH**

Change Path w:\beds\

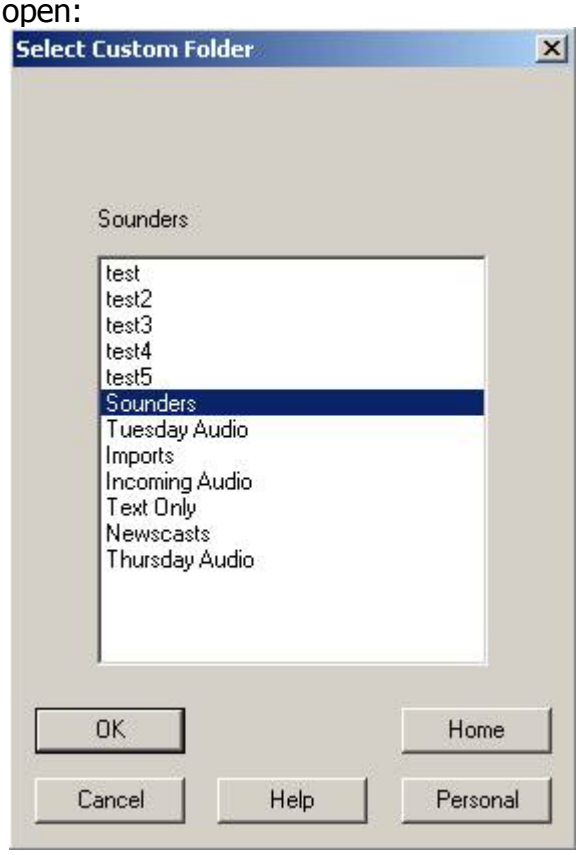
PURPOSE: The **Change Path** command is used to allow the commands Splice and Record By Name/Code to use a path other than the default play path.

EXAMPLE OF USE: If trying to put 2 audio files together using the Splice command, if they are not located in the default path, the path to find the files can be specified by the Change Path command.

PARAMETERS: This command must be the located immediately before the non-pathed command, and is only valid for a single command

HOW TO SET UP: Change Path

1) Highlight the sequence that you want the **Change Path** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Press **Alt-7**, or highlight **7-Change Path** and press **Enter**.
   This selector box will open:



4) Highlight the Custom Folder path you would like to change to, then click **OK**.

CHECK

ALL ABOUT: **CHECK**

Check NC#6 Exists If Fails then goto 1

PURPOSE: The **Check** command is used to check the existence or state of a file.

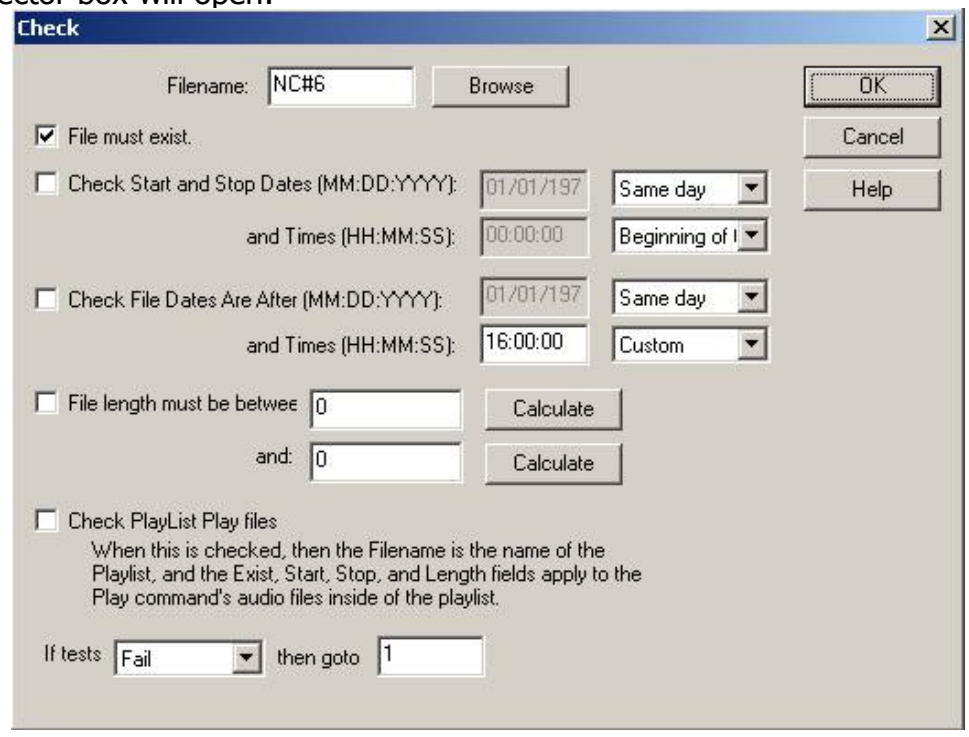
EXAMPLE OF USE: This command would be used to alert users if a file has not been recorded or if the file is not the correct size. The command then sends the playlist to a specified line, where other commands can be activated to alert other users/management, or to perform some other action.

PARAMETERS: You choose the dates, times, file size and if a specified file exists. You choose what sequence line to go to if it passes or fails. Can also be used to check a playlist for all Play commands.

SEE ALSO: EMAIL

HOW TO SET UP: Check

1) Highlight the sequence that you want the **Check** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Press **Alt-8**, or highlight **8-Check** and press **Enter**.
   This selector box will open:



4) Enter the name of the wave file in the **Filename** field, or click the **Browse** button to browse to the file.
5) Click the **File must exist** checkbox if you want to have the Check command be used to see if the file exists.
6) Click the **Check Start and Stop Dates** box if you are going to have the command check for a specified start and stop date/time. The date and time fields will be made active if this box is checked.
7) Click the **Check File Dates Are After** box if you are going to have the command check that the file was created after a specified date. The date and time fields will be made active if this box is checked.
8)Check the **File length must be between** box if you are going to use the command to check the size of the file. Click to **Calculate** to have the program estimate the file size based on the format of the audio file.
9) Check the **Check PlayList Play files** to have all of the Play commands in the entire playlist checked for any of the above parameters. If this is used, the **Filename** field must include the name of the playlist to be checked.
10) Use the drop-down choices in the **If** box to choose if the above information either Passes or Fails.
11) Enter the sequence number to go to in the **Then** box.
12) Click the **OK** button to save the parameters and add the command.

COMTALK

ALL ABOUT: **COMTALK**

ComTalk	"*12*1E" - COM:1 N81 9600 Char Delay = 1

PURPOSE: The **ComTalk** command is used to send characters out a serial port (com port) to communicate with various devices using serial commands. This command is used mostly for communicating with audio switchers, but can also be used to communicate with the Broadcast Tools Watchdog, SCC4, SCC8, modems, and other devices.

EXAMPLE OF USE: If you wanted to tell the SCC4/SCC8 to select a channel on your satellite receiver, you would use the **ComTalk** command.

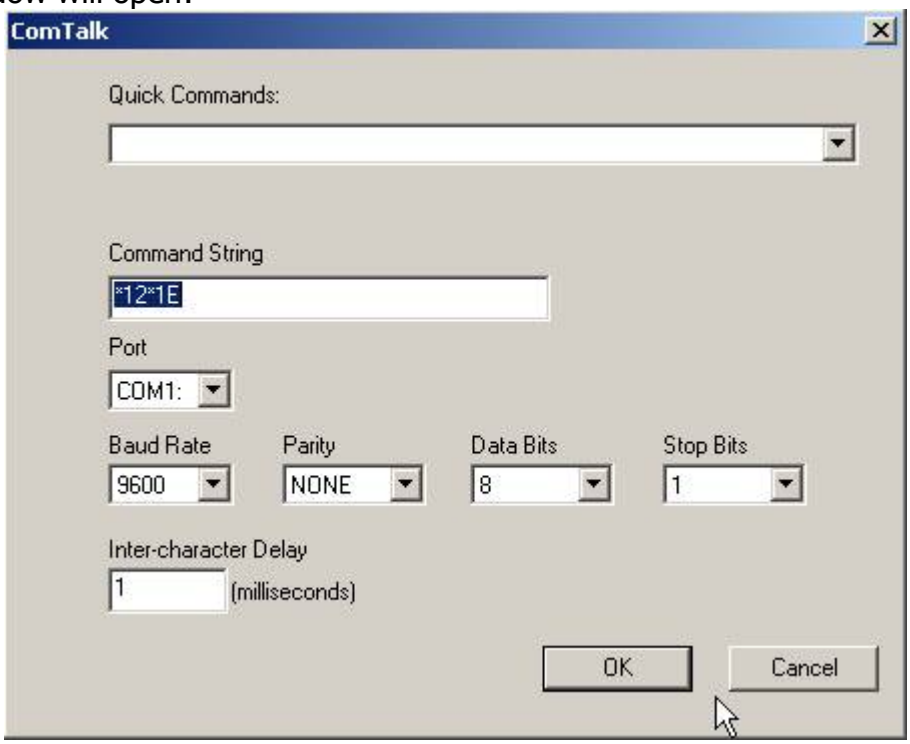
PARAMETERS: You type in the string of characters to send out the serial port.
You select the serial port that the device is connected to.
You select baud rate, parity, data bits, stop bits, and the inter-character delay that the device uses.

IMPORTANT NOTES: **ComTalk** is a ONE-WAY command. That means that we send characters out of the serial port, but will ignore ALL incoming characters returned from the device. Therefore devices that require data flow in both directions probably will not work well with this command. See the instruction manual for your specific hardware for details on the string to be used in the **ComTalk** command.

HOW TO SET UP: ComTalk

1) Highlight the sequence that you want the **ComTalk** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Press **Alt-X**, or highlight **X-Com Talk** and press **Enter**.

This window will open:



4) Enter the string of characters* that will be sent out of the specified serial port in the **Command String** box. * - If the string of commands that you need to send includes a CR (Carriage Return - ASCII 13), you need to use "{0x0d}" to reproduce the carriage return.
5) Enter the serial (COM) port that the device you will be communicating with is connected to in the **Port** box.
6) Use the drop-down menu to select the **Baud Rate** that the device you are communicating with uses.
7) Use the drop-down menu to select the **Parity** that the device you are communicating with uses.
8) Use the drop-down menu to select the **Data Bits** that the device you are communicating with uses.
9) Use the drop-down menu to select the **Stop Bits** that the device you are communicating with uses.
10) Enter the inter-character delay that the device you are communicating with uses in the **Inter-character Delay** box. Unless your device requires a pause between characters, leave the intercharacter delay set to 1.
11) Click the **OK** button to save the parameters and add the command.

CONTROLDECK

ALL ABOUT: **CONTROLDECK**

Control Deck 3 Stop And Restart at line 254

PURPOSE: The **ControlDeck** command is used to control another ControlReady for Windows deck.

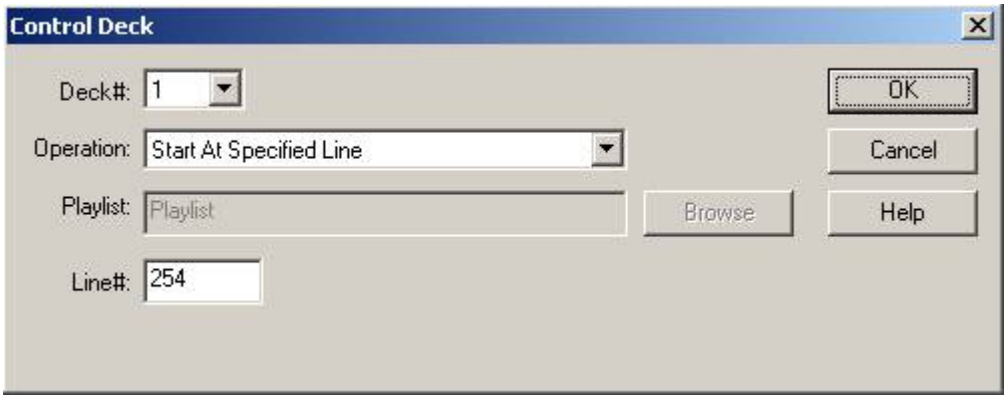
EXAMPLE OF USE: This command could be used to control a deck during a remote event or ball game.

PARAMETERS: You set the ControlReady for Windows deck to control, if the other deck will be stopped or started, and the sequence line to start the other deck on.

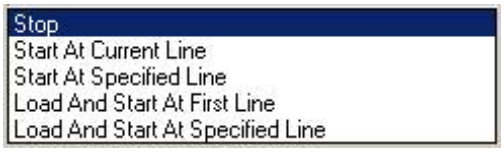
HOW TO SET UP: ControlDeck

1) Highlight the sequence that you want the **ControlDeck** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Highlight **ControlDeck** and press **Enter**.

This window will open:



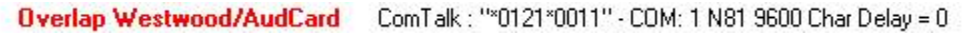
4) Use the drop-down list in the **Deck#** box to choose which ControlReady for Windows deck to control.
5) Use the drop-down list In the **Operation** box to choose what action will be taken on the other deck.



6) If one of the Load and Start statements is selected, the **Playlist** field will become active. If one of the statements to start at a Specified Line is selected, the **Line#** field will be active.
7) Enter the playlist name or sequence line # to start on.
8) Click the **OK** button to save the parameters and add the command.

CUSTOM

ALL ABOUT: **CUSTOM**



PURPOSE: The **Custom** command is used to save the parameters for frequently used commands in the Automation Program. By setting up a **custom** command, you can create a command that is easier to understand for the general user.

EXAMPLE OF USE: When switching between the computer's audio card and a network feed, it is easier to use a **custom** command to retain the correct Com Talk commands being sent to the switcher.

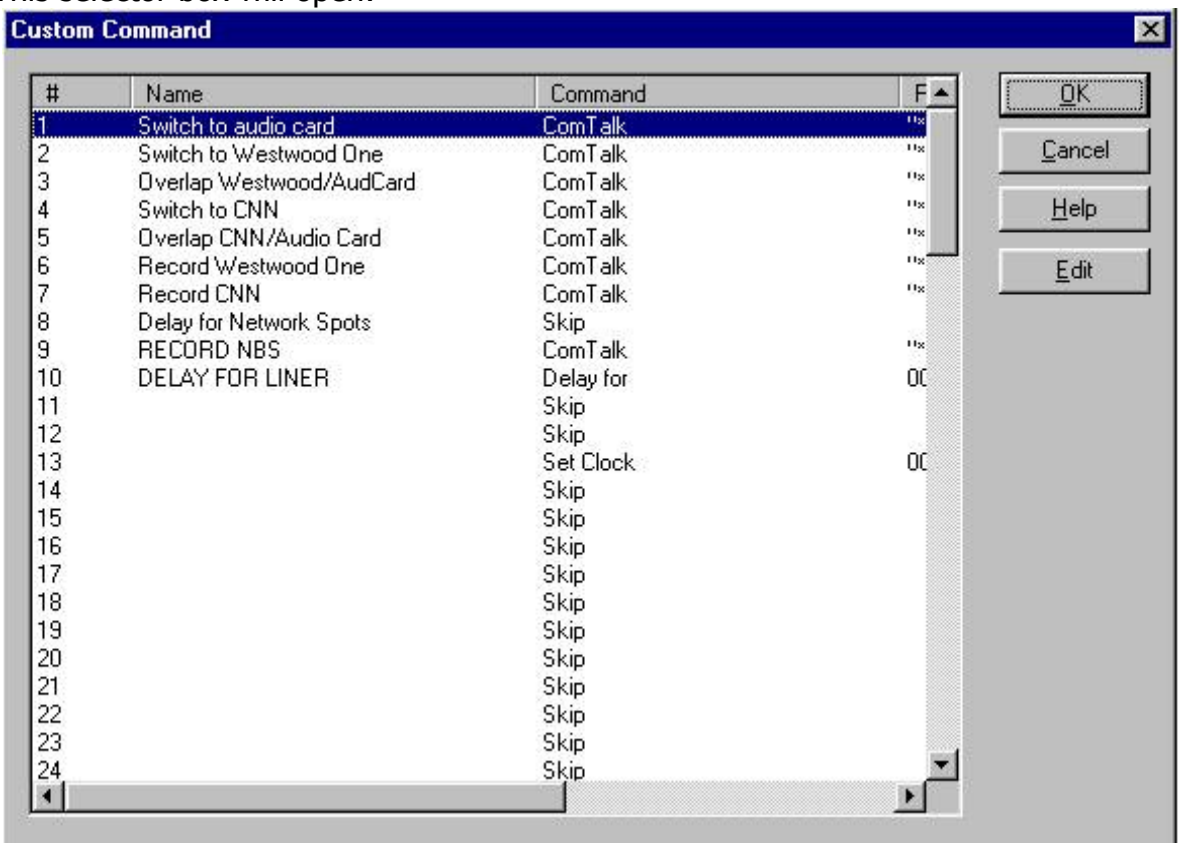
PARAMETERS: You set all of the parameters for the specific commands you want to create.

IMPORTANT NOTE: The Custom command is not a command that creates a specific result in the Automation Program. The Custom command has to be set up to use one of the existing commands, and will save the parameters for that command as one of the available custom commands.

HOW TO SET UP: Custom

1) Highlight the sequence that you want the **Custom** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Press **Alt-J**, or highlight **J-Custom** and press **Enter**.

This selector box will open:



4) If there are already **custom** commands created, choose one of the commands and click the **OK** button to save the parameters and add the command.

To create a new **Custom** command:

1) Highlight an unused line to add the new custom command on.
2) Click the **Edit** button.
3) Enter a name for the custom command. This is the name that will appear in the Automation Program. Click the **OK** button
4) Highlight a command from the list and click the **OK** button.
5) Enter the parameters for the command you are creating. If you are unsure how to enter the parameters, refer to that command's information in the *Commands* section of this manual.
6) When you are done creating the custom command, it will be added to the list of custom commands.
7) Continue adding new commands as needed. When done adding new commands, click the **OK** button.

DELAY FOR

ALL ABOUT**: DELAY FOR**

Delay for 00:00:20.00 After 07:58:00 and Before 08:00:10

PURPOSE: The **Delay For** command is used to hold the program at a specific sequence number for a specified period of time.

EXAMPLE OF USE: When you use the Auto-record command, you might want to make sure that no other commands attempt to use the same audio card. The Delay For command can be used for this. Set up a Delay For command that is as long as, or a little longer than, the autorecording.

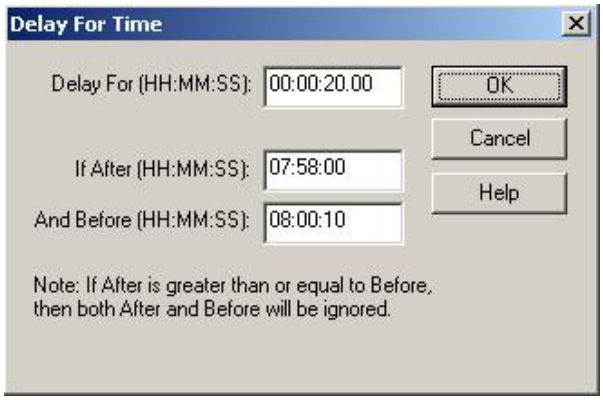
PARAMETERS: You set the time period to delay for.

ALSO SEE: WAIT UNTIL

HOW TO SET UP: Delay For

1) Highlight the sequence that you want the **Delay For** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Press **Alt-D**, or highlight **D-Delay For** and press **Enter**.

This window will open:

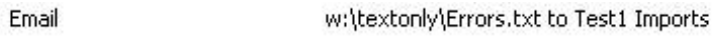


Note: Enter time parameters in Military Format (24 hour) using 6 digits as HH:MM:SS, where HH is hours, MM is minutes, and SS is seconds.

4) Enter the number of hours, minutes and seconds that you want the Automation Program to delay for in the **Delay For** box.
5) Enter the parameters to restrict this to a specific time of day in the **If After** and **And Before** entry boxes. There may be times that you would like to have the program delay if one event is shorter than desired, but not delay if it ends on time.
6) Click the **OK** button to save the parameters and add the command.

EMAIL

ALL ABOUT: **EMAIL**



PURPOSE: The **Email** command is used to send out email notifications to preset email addresses.

EXAMPLE OF USE: The email command could be used to send an error message because something went wrong, or status notifications because something didn't go wrong. Used in conjunction with the Check command.

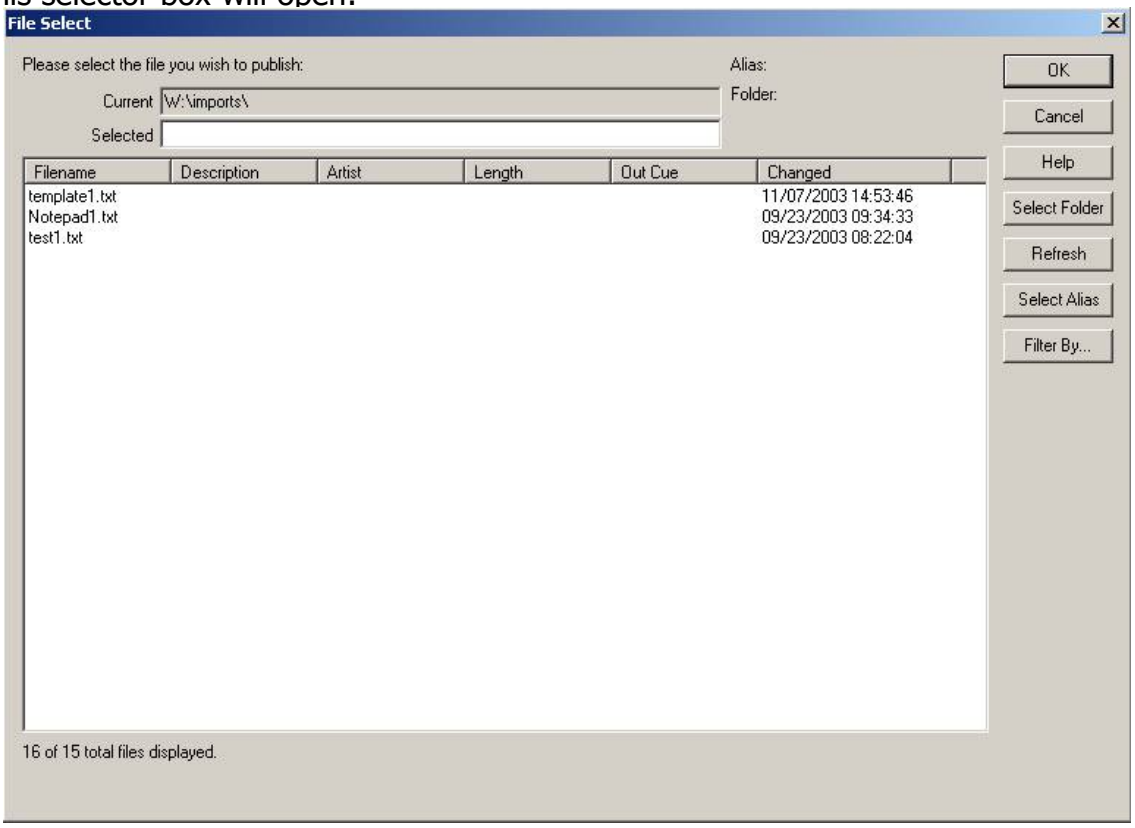
PARAMETERS: The email addresses need to be set up in advance. You choose the account to send an email to, the text file that will be sent, and what folder/location the message will be written to.

ALSO SEE: CHECK

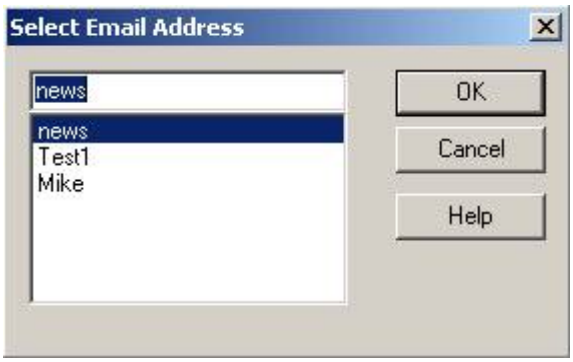
HOW TO SET UP: Email

1) Highlight the sequence that you want the **Email** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Press **Alt-9**, or highlight **9-Email** and press **Enter**.

This selector box will open:



4) Click on the **Select Alias** button.



5) Choose the email alias to send the file to, then click **OK.**

6) Choose the destination folder, then click **OK**.

7) Choose a text file from the list, and double-click on it to select it or click **OK**.
-OR-
8) Click on the **Select Folder** button to choose a file from a different folder.
9) Choose the folder to switch to.
10) Choose a text file from the list, and double-click on it to select it or click **OK**.

GOSUB

ALL ABOUT: **GOSUB**

PURPOSE: The **GoSub** command is used to cause the program to jump to a sequence number. The sequence number that it jumps to is a series of commands that are called more than once over the duration of the program. The purpose of the command is to save time when creating/modifying the program, and to have fewer lines in the program. The **GoSub** command is always used in conjunction with the **ReturnSub** command.

EXAMPLE OF USE: If you have a series of commands that are executed at the top of every hour, it is easier to put that set of commands into the program only once and then go to them whenever you want to execute them. Let's say the set of commands that are executed at the top of every hour contains 6 commands. That would be 144 commands if the series of commands were put in each hour (over a 24 hour period). Rather than putting those six commands at the top of every hour throughout the program, you would just list them once at the end of the program, and use the **GoSub** command to execute the whole set. Then, because **ReturnSub** is included in the set of commands, when it hits the **ReturnSub** command, the program jumps back to the sequence immediately following the **GoSub** command which caused the program to jump in the first place.

PARAMETERS: You choose the sequence number to go to.

IMPORTANT NOTES: **GoSub** is an advanced command, and should be used with caution.

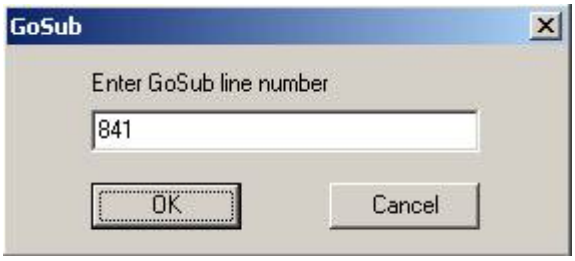
The series of commands that the GoSub command jumps to MUST be at the end of the automation program. That is, after the **Load and Start** command, and/or after ALL time/channel-based logic which is not part of the **GoSub** sets of commands.

ALSO SEE: RETURN SUB; GOTO; LOAD AND START

HOW TO SET UP: GoSub

1) Highlight the sequence that you want the **GoSub** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Press **Alt-(**, or highlight **(-GoSub** and press **Enter**.

This window will open:



4) Enter the sequence number in the **Enter GoSub line number** box that you want the Automation Program to jump to when this command is executed.
5) Click the **OK** button to save the parameters and add the command.

GOTO

ALL ABOUT**: GOTO**

Goto 58

PURPOSE: The **Goto** command is used to make the program jump from the sequence the **Goto** command is issued on, to the sequence number specified.

EXAMPLE OF USE: If you want the program to repeat a certain set of commands, the last line of the set would be a **Goto** that specifies the first sequence number of the set of commands to repeat.

PARAMETERS: You select which sequence number you want the program to go to when it executes this command.

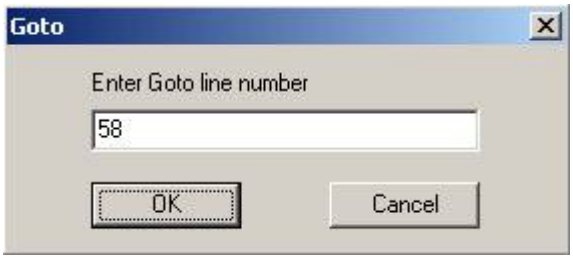
IMPORTANT NOTES: **Goto** is different than **GoSub** because **Goto** will cause the program to jump to a specific sequence number, without any memory of the sequence number that caused it to jump. While **GoSub** will cause the program to jump to a specific sequence number, and then return to the sequence below the **GoSub**.

ALSO SEE: GOSUB

HOW TO SET UP: Goto

1) Highlight the sequence that you want the **Goto** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Press **Alt-2**, or highlight **2-GOTO** and press **Enter**.

This window will open:



4) Type in the sequence number in the **Enter Goto line number** that you want the Automation Program to jump to when this command is executed.
5) Click the **OK** button to save the parameters and add the command.

HEX TALK

ALL ABOUT: **HEX TALK**

PURPOSE: **Hex Talk** is, for the most part, the **ComTalk** command. It was created for a specific use of **ComTalk** in the DOS version of automation. The **Hex Talk** command will work in ControlReady for Windows when running playlists created in the DOS ControlReady program, but **ComTalk** should be used if creating a new playlist.

ALSO SEE: ComTalk

IF

ALL ABOUT: **IF**

PURPOSE: The **If** command is used to check for either the current time, or whether or not a closure has been received.

EXAMPLE OF USE (If Time…): For those music sweeps scheduled towards the end of an hour, an **If Time** command immediately before the scheduled music sweep command can determine whether to play those songs, or to skip ahead to legal ID, and the songs scheduled for the next hour.

PARAMETERS: You choose what time to check for, and which line to go to if it is after that time (or before that time).

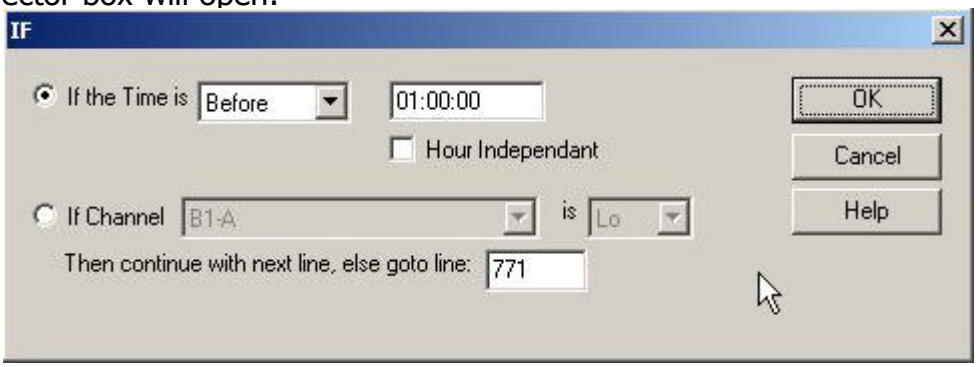
EXAMPLE OF USE (If Channel): When a satellite network can send any of two or more closures to trigger jingle and liners, the **If Channel** command (in combination with **If Time**) can permit one playlist to check for all of the closures. This is done by have an **If Time is before** line, followed by **If Channel is Lo** for each of the possible closures.

PARAMETERS: You choose what channel to check for, which state (HI or LO) to check for, and which line to go to if it is NOT the state you are checking for.

HOW TO SET UP: If

1) Highlight the sequence that you want the **If** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Press **Alt-F**, or highlight **F-If** and press **Enter**.

This selector box will open:



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) a) If you are using time, use the drop-down menu to choose **Before** or **After** in the **If the Time is** box.
Enter the time of day the **If** command should use.
b) If you are using a channel, use the drop-down menu to choose the channel in the **If Channel** box.
Use the drop-down menu to choose if the channel should be **Hi** or **Lo**.
Enter the sequence number the Automation Program should go to in the **Then continue with next line, else goto line:** box.
5) Click on the **OK** button to save the parameters and add the command.

IF DAY

ALL ABOUT: **IF DAY**

If Day	If today is Monday or Tuesday or Wednesday or Thursday or Friday then continue, else goto 107

PURPOSE: The **If Day** command is used when events occur on certain days of the week …….

EXAMPLE OF USE:

PARAMETERS: You check the statements that reflect the days of the week that the playlist is to continue to the next line, and enter the sequence line number for the playlist to go to if the current day is not one of the selected days.

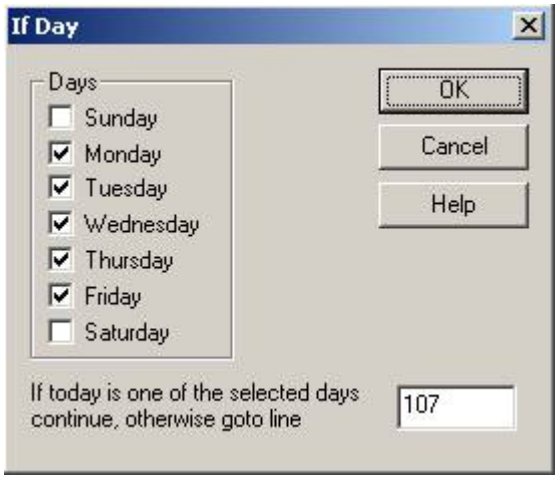
IMPORTANT NOTES: The If Day command is not displayed when using the Old Command Selection Dialog screen.

ALSO SEE: IF MONTH; IF YEAR

HOW TO SET UP: If Day

1) Highlight the sequence that you want the **If Day** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Press **Alt-#**, or highlight **If Day** and press **Enter**.

This window will open:



4) Click on the statements for the days of the week that the playlist is to continue to the next line.
5) Enter the line to go to if the day is not one of the selected days in the **If today is one of the selected days continue, otherwise goto line** entry box.

6) Press **Enter** or click on the **OK** button.

IF MONTH

ALL ABOUT: **IF MONTH**

If Month If this month is Dec then continue, else goto 258

PURPOSE: The **If Month** command is for ……..

EXAMPLE OF USE:

PARAMETERS: You check the statements that reflect the months of the year that the playlist should continue to the next line, and enter the sequence line number for the playlist to go to if the current day is not in one of the selected months.

IMPORTANT NOTES: The If Month command is not displayed when using the Old Command Selection Dialog screen.

ALSO SEE: IF DAY; IF YEAR

HOW TO SET UP: If Month
1) Highlight the sequence that you want the **If Month** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Press **Alt-$**, or highlight **If Month** and press **Enter**.

This window will open:

4) Check the statements for the months of the year in which the playlist should continue to the next line.
5) Enter the line to go to if the day is not within one of the selected months in the **If today is one of the selected days continue, otherwise goto line** entry box.
6) Press **Enter** or click on the **OK** button.

IF YEAR

ALL ABOUT: **IF YEAR**

If Year If this year is 2005 then continue, else goto 324

PURPOSE: The **If Year** command is for .....

EXAMPLE OF USE:

PARAMETERS: You check the statement that reflects the year that the playlist should continue to the next line, and enter the sequence line number for the playlist to go to if the current day is not within one of the selected years.
When you choose the year (this year, Next Year, etc), the sequence line will display the numeric equivalent (2004, 2005, etc)

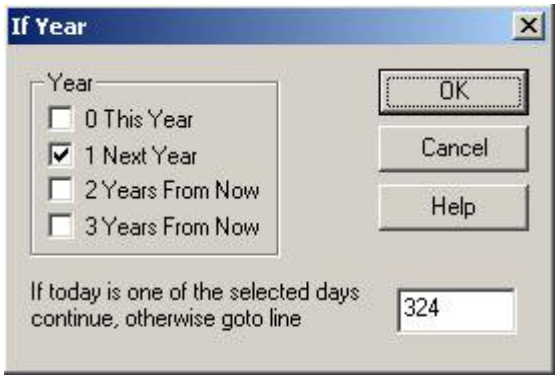
IMPORTANT NOTES: The If Year command is not displayed when using the Old Command Selection Dialog screen.

ALSO SEE: IF DAY; IF MONTH

HOW TO SET UP: If Year

1) Highlight the sequence that you want the **If Year** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Press **Alt-%**, or highlight **If Year** and press **Enter**.

This window will open:



4) Choose the years in which the playlist should continue to the next line.
5) Enter the line to go to if the current day is not within one of the selected years in the **If today is one of the selected days continue, otherwise goto line** entry box.
6) Press **Enter** or click on the **OK** button.

LABEL

ALL ABOUT: **LABEL**

Label	Label: Recording on Audio Card 1
Label	Label: Begin Day
Label	Label: New Hour

PURPOSE: The **Label** command is for you to put labels and comments into the Automation Program. ControlReady for Windows ignores all **Label** commands.

EXAMPLE OF USE: At the top of every program you should have **Label** commands that say the name of the Automation Program, as well as the purpose of the Automation Program, and what the different input and output channels are used for. Also at the top of every hour and before each break, as well as any other place you think it is a good idea to explain what the Automation Program is doing.

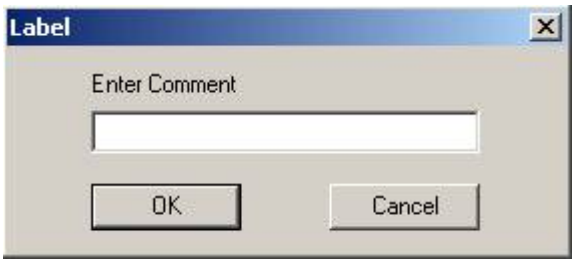
PARAMETERS: You type in the text to display on the sequence that the **Label** command is on.

ALSO SEE: SKIP

HOW TO SET UP: Label

1) Highlight the sequence that you want the **Label** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Press **Alt-L**, or highlight **L- Label** and press **Enter**.

This window will open:



4) Type in the text that you want to be displayed, and press **Enter** or click on the **OK** button.

LATCH CHANNEL

ALL ABOUT**: LATCH CHANNEL**

Latch Channel OutputB1-C: Jones Hi

PURPOSE: The **Latch Channel** command is used when you want an AT1616 output channel to go to a certain state (HI or LO) and remain in that state until another Automation Program or another device changes the state.

EXAMPLE OF USE: If you have a device that passes audio when it has a closure, you would latch a channel HI. When you do NOT want to allow audio to be passed through the device, you would latch the channel LO.

PARAMETERS: 1) You select the state (HI or LO) that you want to latch the channel.
2) You select which output channel you want latched.

IMPORTANT NOTES: Do NOT use the **Latch Channel** command unless the device that is connected to the channel that you are latching needs a constant closure/voltage. For Example, do NOT use the **Latch Channel** command when switching channels with the Broadcast Tools 6x1(a) Stereo Switcher, as that will make it so that you cannot change channels without first unlatching the channel which was latched.

ALSO SEE: PULSE CHANNEL; TURN NETWORK ON; TURN NETWORK OFF.

HOW TO SET UP: Latch Channel
1) Highlight the sequence that you want the **Latch Channel** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Press **Alt-@**, or highlight **@-Latch Channel** and press **Enter**.

This window will open:

4) Use the drop-down menu in the **Latch Channel** box to select the output channel that you want to latch.
5) Use the drop-down menu to select whether you want to latch the channel **HI** or LO.
6) Click the **OK** button to save the parameters and add the command.

LOAD AND START

ALL ABOUT: **LOAD AND START**

PURPOSE: The **Load and Start** command is used to stop the Automation Program that is running and load and start a different program, on sequence 1, in the same automation deck.

EXAMPLE OF USE: If at the end of Monday's program you want to load the program for Tuesday, you would put a **Load and Start** command at the end of the Monday program so that when it reaches that point the Tuesday program is loaded into the same Automation Deck and immediately started on sequence 1.

PARAMETERS: You specify which Automation Program that you want to be loaded and started.

IMPORTANT NOTES: 1) Make sure that the Automation Program that you want to **Load and Start** exists.

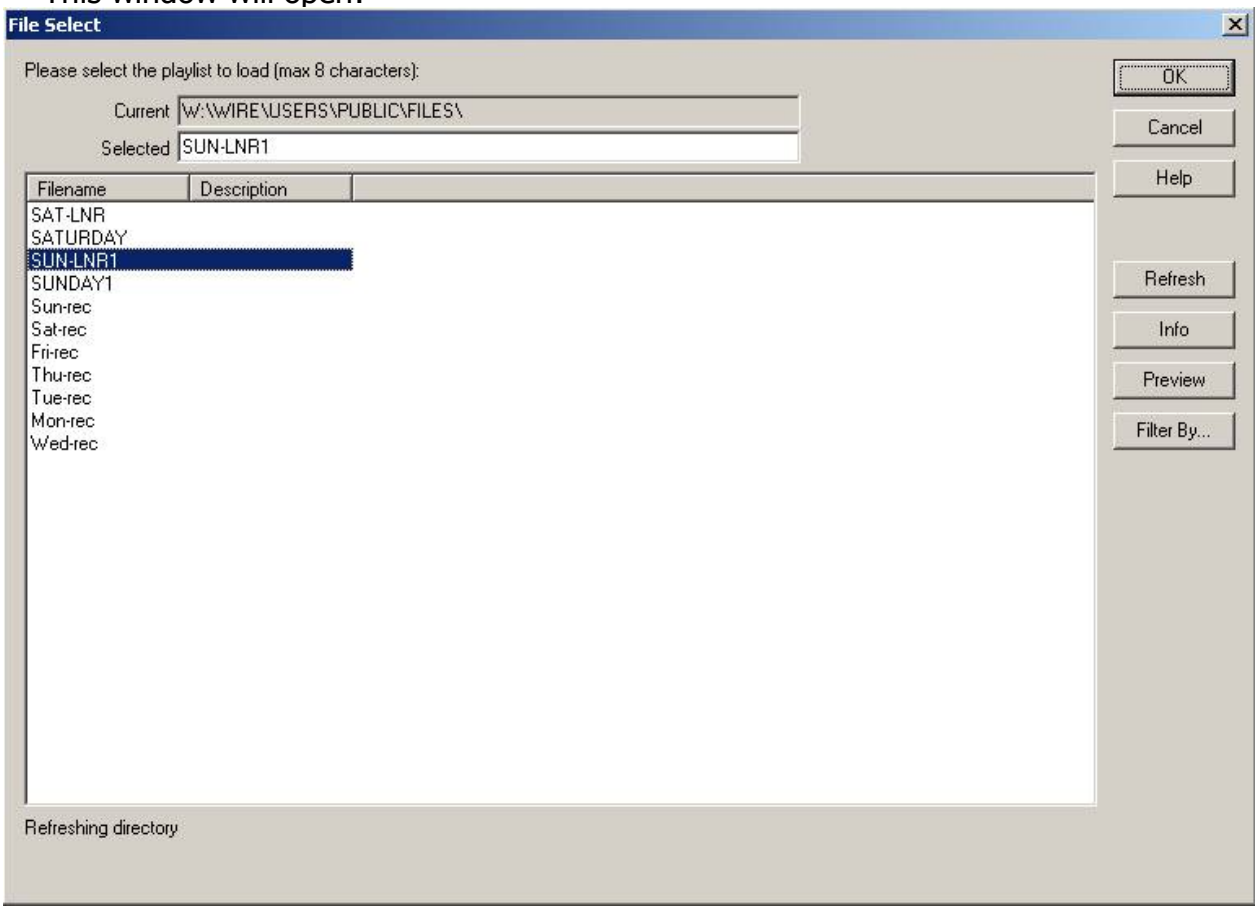
2) This command will only have an effect on the Automation Deck in which it was executed. It will NOT have any effect on the other Automation Decks that are running.

ALSO SEE: STOP / SHUT DOWN

HOW TO SET UP: Load and Start

1) Highlight the sequence that you want the **Load and Start** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Press **Alt-T**, or highlight **T-Load and Start** and press **Enter**.

This window will open:



4) Highlight the Filename of the Automation program that you want to load and start when this command is executed and click the **OK** button.

-OR-

Double click on the Automation program that you want to load and start when this command is executed.

LOG

ALL ABOUT: **LOG**

Log Off

PURPOSE: The **Log** command will cause a file to be created that will record the date and time that each line of the Automation Program was executed.

EXAMPLE OF USE: This is an information and trouble-shooting tool. It gives you the ability to go back at a later time and determine what audio files played, when the automation switched to and from satellite networks, or any other commands that have been set up.

PARAMETERS: You choose to turn the logging on or off.

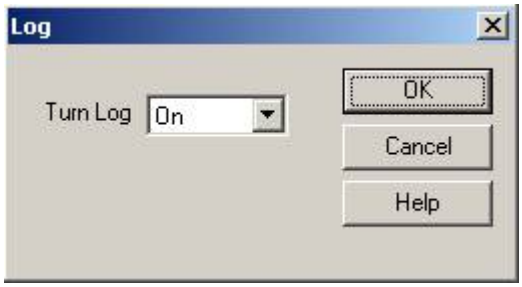
IMPORTANT NOTE: Logging is off by default, so if you do not put a Log On command in a playlist, none of its commands are logged.

IMPORTANT NOTE: If you are using a liner playlist, such as shown in the examples for the If and Goto commands, do NOT turn on logging for that playlist. The log file for such a playlist would become too large.

HOW TO SET UP: Log

1) Highlight the sequence that you want the **Log** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Press **Alt-G**, highlight **G-Log** and press **Enter**, or double-click on **G-Log**.

This selector box will open:



4) Use the drop-down menu to choose **Off** or **On** in the **Turn Log** box.
5) Click the **OK** button to add the command.

TURN NETWORK ON

ALL ABOUT: **TURN NETWORK ON**

This command is for backwards compatibility with WireReady NSI's DOS software. This command is not to be used in Wireready32.

ALSO SEE: LATCH CHANNEL

TURN NETWORK OFF

ALL ABOUT**: TURN NETWORK OFF**

This command is for backwards compatibility with WireReady NSI's DOS software. This command is not to be used in Wireready32.

ALSO SEE: LATCH CHANNEL

PACKAGER

ALL ABOUT: **PACKAGER**

PURPOSE: The **Packager** command is used to take audio files and put them together into a text file. The resulting text file is then sent to other locations using via email or web publishing.

EXAMPLE OF USE: When you want the Automation Program to put files together at a set time to send to affiliates or to have put to a web site.

PARAMETERS: You select the path and files to put together into a user-defined file.

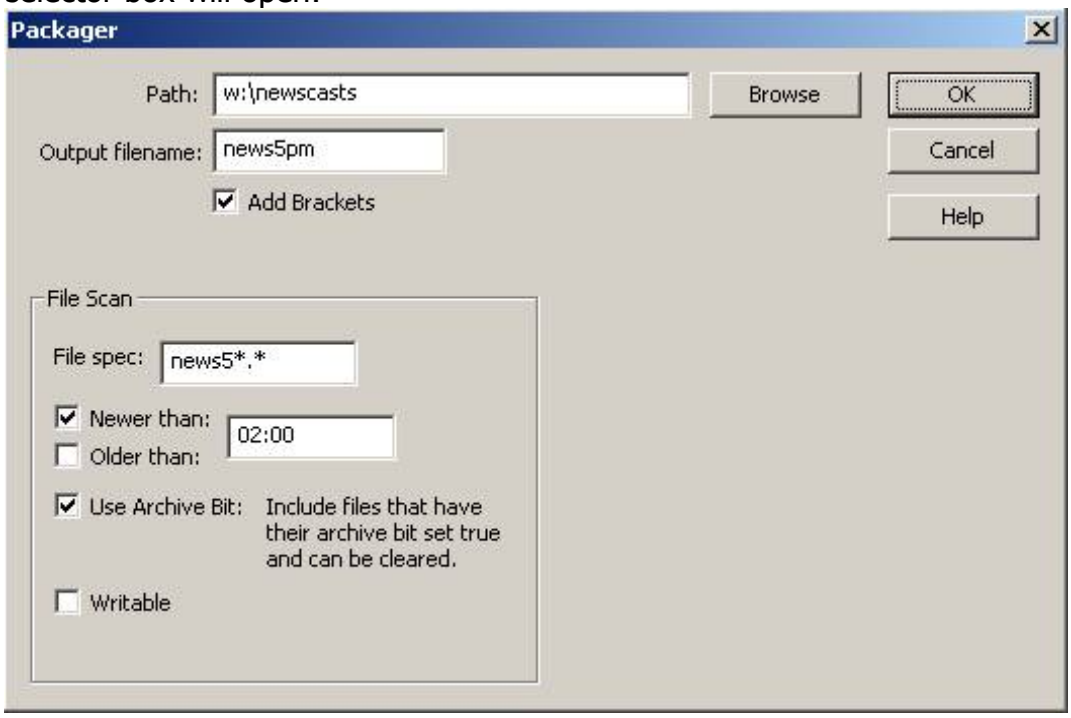
IMPORTANT NOTE: Scheduling this command also adds the Change Path command before it to switch to the defined path of the source files. Use Old Command Selection Dialog must be unchecked in the Setup menu choice for the command to show on the list of commands.

ALSO SEE: EMAIL, WEB PUBLISH

HOW TO SET UP: Packager

1) Highlight the sequence that you want the **Packager** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Press **1** and then **V**, highlight **Packager** and press **Enter**, or double-click on **Packager**.

This selector box will open:



4) Enter the **Path** of the files that will be packaged. Click the **Browse** button to navigate to the desired folder, if you are unsure what the exact path is.
5) Enter the name of the file to be created in the **Output filename** field.
6) Check **Add Brackets** to have brackets put around the file names in the output file.
7) Enter the **File Spec** of the files that are to be packaged. Wildcards are allowed if multiple files will be packaged into the output file.
8) Check **Newer Than** if
Check **Older Than** if
9) Check **Use Archive Bit** to have the command look at the attributes of the files. If this is checked, the command will check to see that the Archive attribute exists for the file, and if so, will include the file and clear the Archive attribute. This keeps files from being processed in multiple files.
10) Check **Writable** to have the command confirm that the file is complete and able to be processed. This prevents files that are still being transferred from another source from being processed while incomplete.
11) Strike **Enter** or click the **OK** button to add the command.

PLAY BY NAME/CODE

ALL ABOUT: **PLAY BY NAME/CODE**

PURPOSE: The **Play by Name/Code** command is used to play a WAV file from the default audio folder.

EXAMPLE OF USE: When you want the Automation Program to play a song or commercial, you would use the **Play by Name/Code** command.

PARAMETERS: You select which WAV file you want to play.

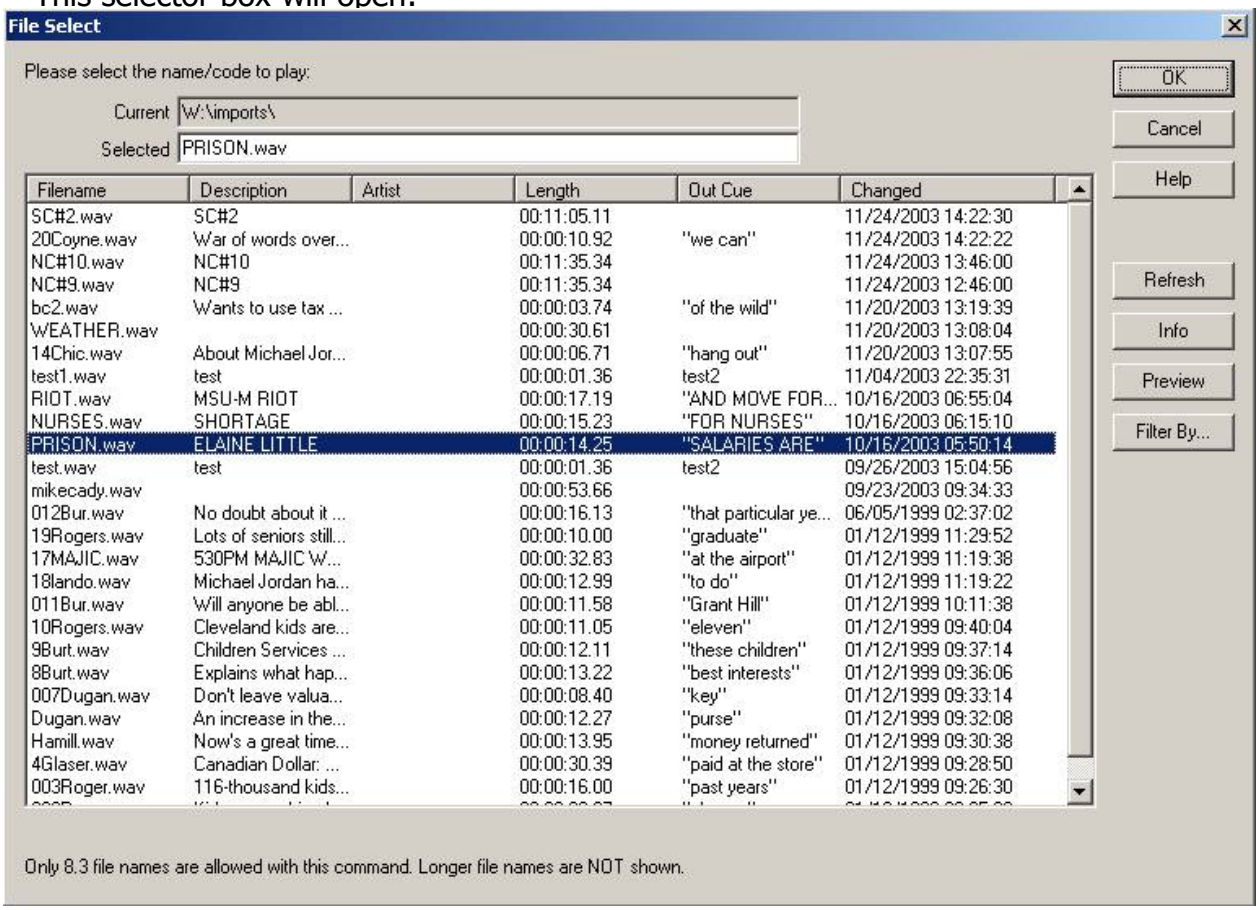
IMPORTANT NOTE: Use this command only if you want to play a WAV file from the default audio folder. (See the configuration section of this manual for instructions on setting up the default audio folder) DO NOT use this command to play a WAV file you want played from a ROTATION. If you wish to play an audio file from a folder other than the default, use the **Play Wave** command.

ALSO SEE: PLAY WAVE; PLAY ROTATION; PLAY WAVE ROTATION

HOW TO SET UP: Play by Name/Code

1) Highlight the sequence that you want the **Play by Name/Code** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Press **Alt-P**, highlight **P-Play by Name/Code** and press **Enter**, or double-click on **P-Play by Name/Code**.

This selector box will open:



4) Choose a WAV file from the list, and double-click on it to select it.

-OR-

Type the file name into the Selected box and click OK or strike the Enter key.

PLAY ROTATION

ALL ABOUT: **PLAY ROTATION**

PURPOSE: The **Play Rotation** command is used to play a cart from a rotation, when the rotation and playlist were created in DOS ControlReady.

EXAMPLE OF USE: If you have a rotation set up in a playlist that is being brought in from ControlReady, play rotation will play the next-up sound file from that rotation.

PARAMETERS: You select the rotation you want to play from the list. The rotation and sound files in the rotation need to be located in the directory assigned as the DefaultPlayPath in the Automation section of the user.ini file (see the System Configuration and Other Options section of this document).

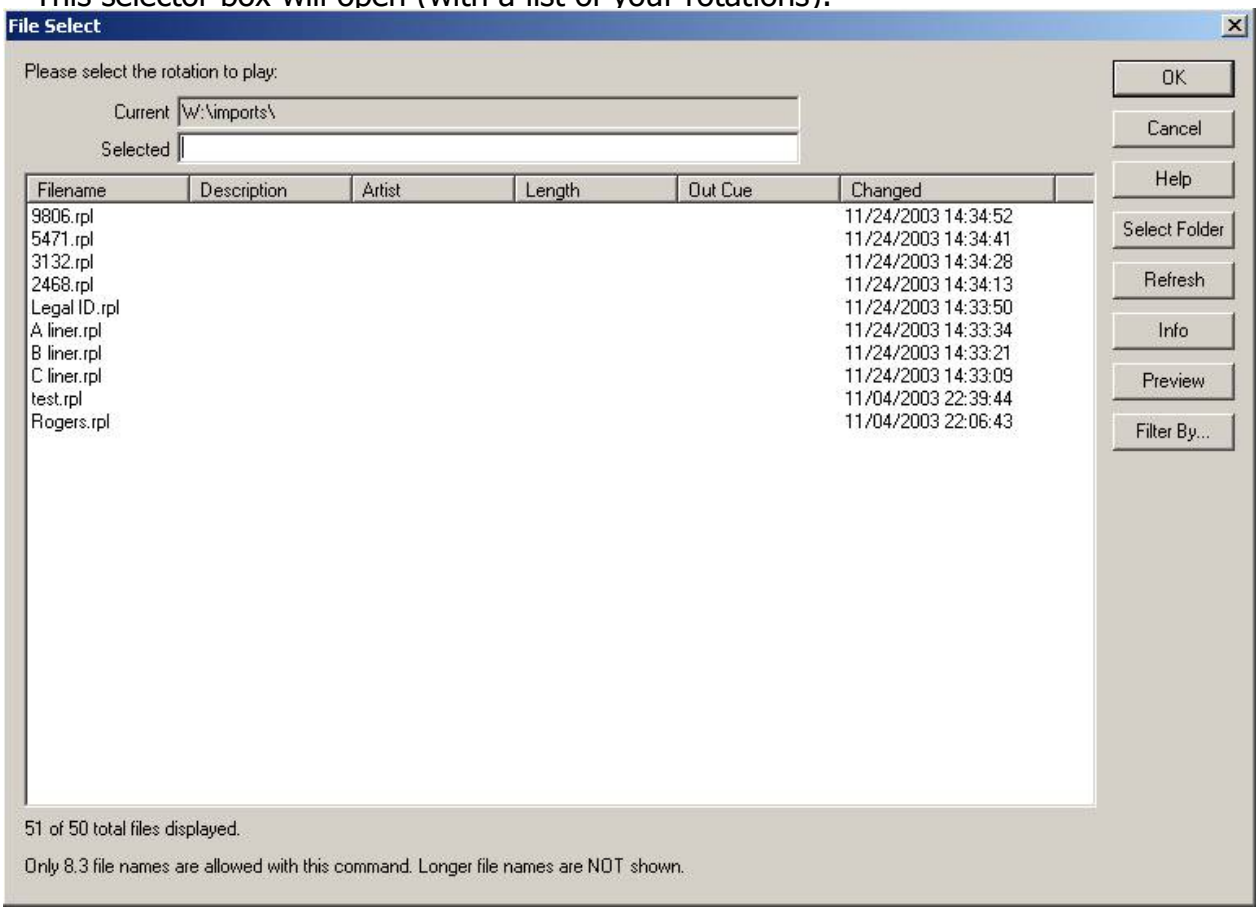
IMPORTANT NOTES: Do not use this command to play sound files directly from the MediaLog. Only use this command to play sound files that are part of a rotation.

ALSO SEE: PLAY WAVE ROTATION; PLAY WAVE; PLAY BY NAME/CODE

HOW TO SET UP: Play Rotation

1) Highlight the sequence that you want the **Play Rotation** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Press **Alt-N**, highlight **N-Play Rotation** and press **Enter**, or double-click on **N-Play Rotation**.

This selector box will open (with a list of your rotations):



4) Highlight the rotation that you want to play from so that it shows in the **Selected** window, or type the rotation name into the **Selected** box.
5) Click the **OK** button or strike the **Enter** key to add the command.

PLAY WAVE

ALL ABOUT: **PLAY WAVE**

PURPOSE: The **Play Wave** command is used to play a WAV file from the MediaLog.

EXAMPLE OF USE: When you want the Automation Program to play a song or commercial, you would use the **Play Wave** command.

PARAMETERS: You select the WAV file you want to play and the folder it resides in.

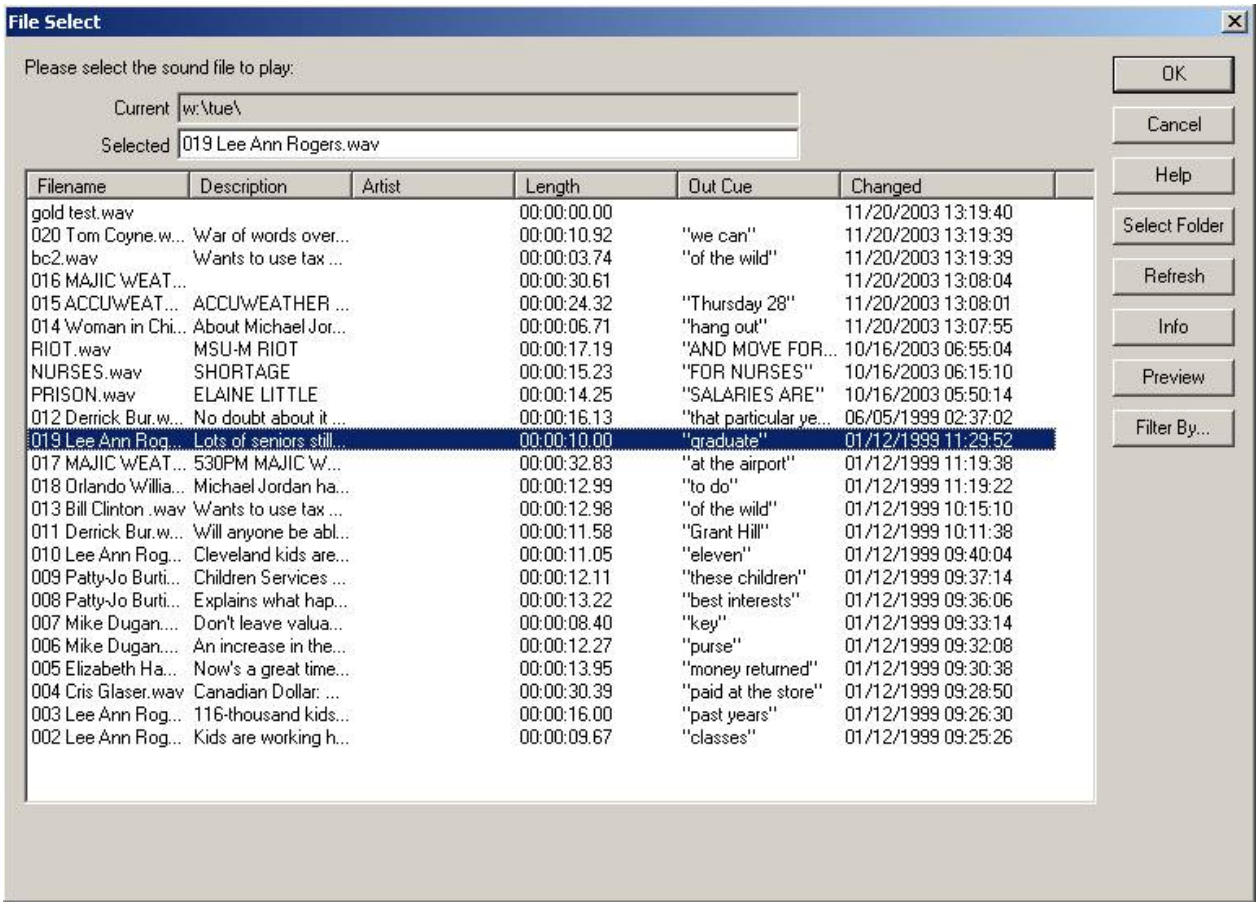
IMPORTANT NOTE: Use this command only if you want to play a WAV file from the MediaLog. DO NOT use this command to play a WAV file you want played from a ROTATION.

ALSO SEE: PLAY BY NAME/CODE; PLAY ROTATION; PLAY WAVE ROTATION

HOW TO SET UP: Play Wave

1) Highlight the sequence that you want the **Play Wave** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Press **Alt-W**, highlight **W-Play Wave** and press **Enter**, or double-click on **W-Play Wave**.

This selector box will open:



4) Choose a WAV file from the list, and double-click on it to select it.
   -OR-
5) Click on the **Select Folder** button to choose a file from a different folder.
6) Choose the folder to switch to.
7) Choose a WAV file from the list, and double-click on it to select it.

PLAY WAVE ROTATION

ALL ABOUT: **PLAY WAVE ROTATION**

Play Wave Rotation W:\imports\9806.rpl W:\imports\RIOT.wav D:MSU-M RIOT A: O: L: 00:00:17

PURPOSE: The **Play Wave Rotation** command is used to play a cart from a rotation.

EXAMPLE OF USE: If you have a rotation set up and you want to play a cart from that rotation, you would use the **Play Wave Rotation** command.

PARAMETERS: You select the rotation and folder to locate the rotation in. Use this command to play rotations that are not located in the directory assigned as the DefaultPlayPath in the Automation section of the user.ini file (see the System Configuration and Other Options section of this document).

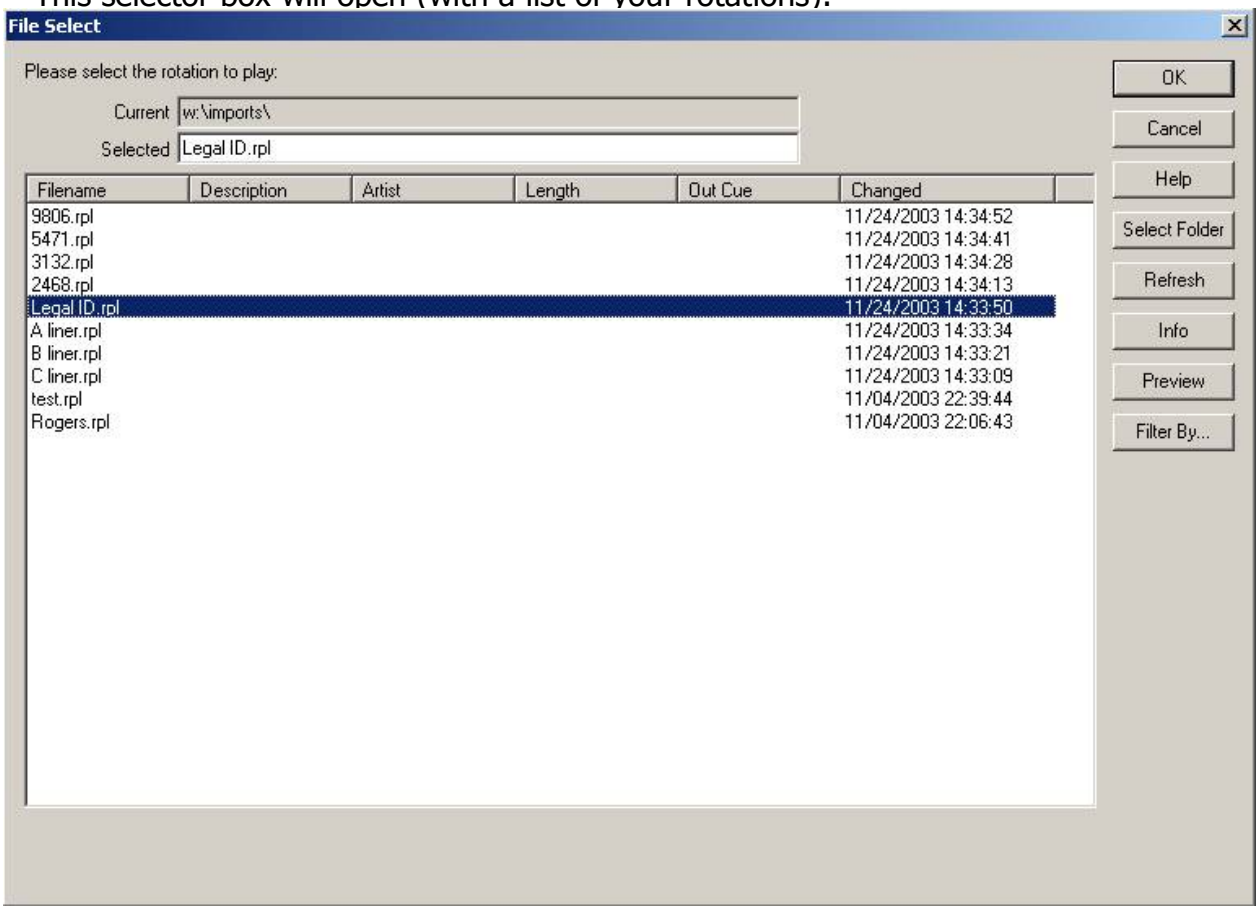
IMPORTANT NOTES: Do not use this command to play sound files directly from the MediaLog. Only use this command to play sound files that are part of a rotation.

ALSO SEE: PLAY ROTATION; PLAY WAVE; PLAY BY NAME/CODE

HOW TO SET UP: Play Wave Rotation

1) Highlight the sequence that you want the **Play Wave Rotation** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Press **Alt-6**, highlight **6-Play Wave Rotation** and press **Enter**, or double-click on **6-Play Wave Rotation**.

This selector box will open (with a list of your rotations):



4) Choose a rotation file from the list, and double-click on it or click **OK** to select it.
   -OR-
5) Click on the **Select Folder** button to choose a file from a different folder.
6) Choose the folder to switch to.
7) Choose a WAV file from the list, and double-click on it or click **OK** to select it.

PULSE AND WAIT

ALL ABOUT: **PULSE AND WAIT**

Pulse and Wait Channel OutputB1-F: Reel Hi for 500 milliseconds and wait for channel B1-A: Reel to go Hi .

PURPOSE: This is a combination of the **Pulse** command and the **Wait for Channel** command.

EXAMPLE OF USE: If you have a device, such as a reel-to-reel machine, that accepts a closure to start, and issues a closure when it is finished, the **Pulse and Wait** command would trigger that device, then wait for the device to finish.

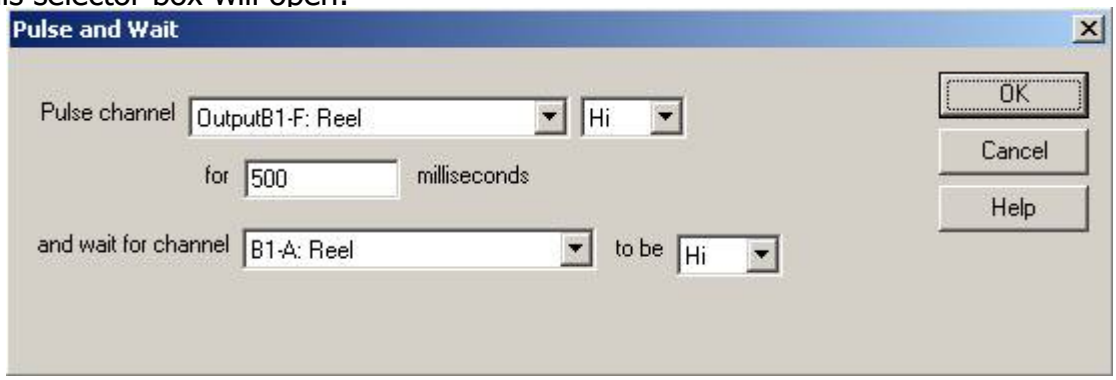
PARAMETERS: You indicate which output of the AT1616L to send the closure from, and which input on the AT1616L to look for the device to send a closure on.

ALSO SEE: PULSE CHANNEL; WAIT FOR CHANNEL

HOW TO SET UP: Pulse And Wait

1) Highlight the sequence that you want the **Pulse And Wait** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Press **Alt-&**, highlight **&-Pulse And Wait** and press **Enter**, or double-click on **&-Pulse And Wait**.

This selector box will open:



4) Use the drop-down menu to choose the channel to pulse in the **Pulse channel** box.
5) Use the drop-down menu to choose to pulse the channel **Hi** or **Lo**.
6) Enter the number of milliseconds to pulse the channel for in the **milliseconds** box.
7) Use the drop-down menu to choose the channel to wait for in the **and wait for channel** box.
8) Use the drop-down menu to choose to wait for the channel to go **Hi** or **Lo** in the **to be** box.
9) Click on the **OK** button to save the parameters and add the command.

PULSE CHANNEL

ALL ABOUT: **PULSE CHANNEL**

PURPOSE: The **Pulse Channel** command is used when you want an output channel to go to a certain state for a specified number of milliseconds (1/1000 second) and then go to the opposite state than the state the **Pulse Channel** command caused.

EXAMPLE OF USE: If you want to switch channels on the Broadcast Tools 6x1(a) switcher, you would pulse the corresponding output channel on the AT1616 HI for 500 msecs. The channel on the AT1616 will make a closure for 500 msecs that will cause the 6x1(a) to switch channels. After 500 msecs, the AT1616 output channel will return to the open (non-closure) position - but the switcher will remain on the channel that it was switched to.

PARAMETERS: 1) You select which output channel you want to pulse.
2) You select whether you want the channel to be pulsed HI or LO.
3) You set the duration that you want the channel to be pulsed for.

IMPORTANT NOTES: Do NOT use the **Pulse Channel** command unless the device that you are controlling only needs a brief closure/voltage. The Pulse Channel command will be issued, then the program will continue to the next command. The program does not wait for the length of the pulse to continue, but pulses the channel and immedialtely continues.

ALSO SEE: LATCH CHANNEL

HOW TO SET UP: Pulse Channel

1) Highlight the sequence that you want the **Pulse Channel** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Press **Alt-!**, or highlight **!-Pulse Channel** and press **Enter**.

This window will open:

4) Use the drop-down menu to select the output channel that you want to pulse in the **Pulse channel** box.
5) Use the drop-down menu to select whether you want to pulse the channel **Hi** or **Lo**.
6) Enter the number of milliseconds that you want the channel pulsed for in the **milliseconds** box.
7) Click the **OK** button to save the parameters and add the command.

RECORD BY NAME/CODE

ALL ABOUT: **RECORD BY NAME/CODE**

PURPOSE: The **Record By Name/Code** command is used to automatically record an audio source and then create a *.WAV file in the MediaLog which contains your recorded audio.

EXAMPLE OF USE: If there were a program that a satellite network sends down at a certain time, and you want to play it at a different time, you would use the **Record By Name/Code** command. The **Record By Name/Code** records the audio and creates a file that can then be played at a later time.

PARAMETERS: 1) You select the file name for the WAV file that will be created. The file name that you specify can be a new file name or can be the same as a file that already exists. The existing file will be overwritten with the file created by the **Record By Name/Code**.
2) You put in the recording length. You can also set up the parameters, if desired.

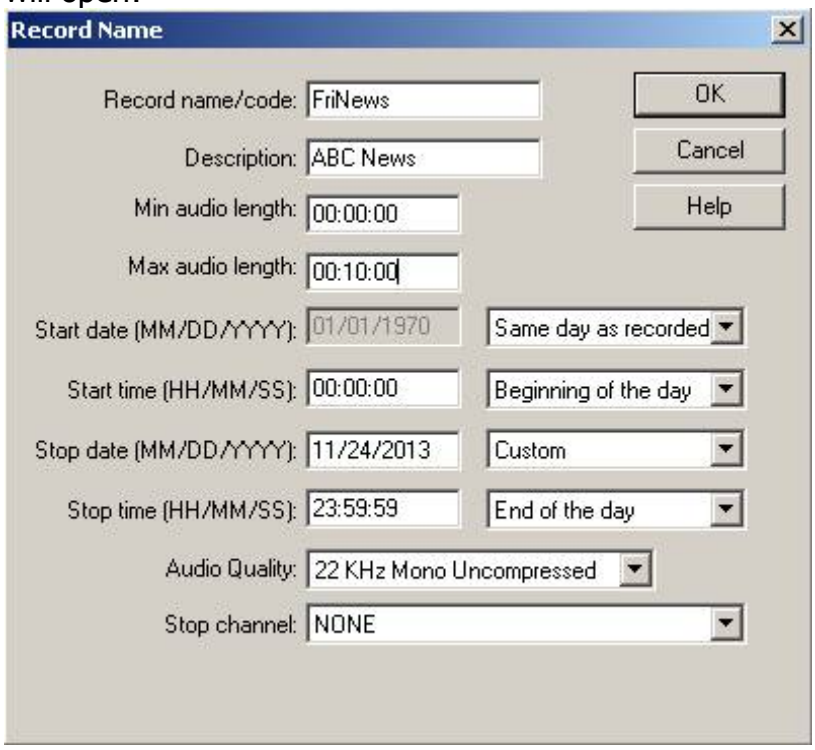
IMPORTANT NOTES: The record by name command will use the first audio card that is mapped to that automation deck.

ALSO SEE: AUTORECORD

HOW TO SET UP: Record By Name/Code

1) Highlight the sequence that you want the **Record By Name/Code** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Press **Alt-R**, or highlight **R-Record by Name/Code** and press **Enter**.

This window will open:



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 name of the file in the **Record name/code** box. Entering the file extension is not necessary. ControlReady for Windows will record the audio as a WAV file and assign WAV as the extension.
5) Enter the description of the file in the **Description** box.
6) Enter the minimum length of the recording in the **Min audio length** box as a 6-digit number (HH:MM:SS).
7) Enter the maximum length of the recording in the **Max audio length** box as a 6-digit number (HH:MM:SS). This will determine the length of file if a stop channel is not activated.
8) Enter the **Start date** and **Start time** for the file.
9) Enter the **Stop date** and **Stop time** for the file.
10) Use the drop-down menu to choose the **Audio Quality** for the recording.
11) Use the drop-down menu to choose the **Stop Channel**.
12) Click the **OK** button to save the parameters and add the command.

RETURNSUB

ALL ABOUT**: RETURNSUB**

PURPOSE: The **ReturnSub** command is always used in conjunction with the **GoSub** command. **ReturnSub** causes the program to return to the sequence immediately following the **GoSub** command that caused the program to jump.

EXAMPLE OF USE: If you have issued a **GoSub** command, you put the **ReturnSub** command at the END of the series of commands that you want to be executed when the **GoSub** command is called.

PARAMETERS: There are no parameters associated with this command.

IMPORTANT NOTES: The **ReturnSub** command MUST be used in conjunction with a **GoSub** command.

ALSO SEE: GOSUB

HOW TO SET UP: ReturnSub
1) Highlight the sequence that you want the **ReturnSub** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Press **Alt-)**, or highlight **)-ReturnSub** and press **Enter**.

RUN

ALL ABOUT: **RUN**

Run	w:\wire\mpeg2wav.exe

PURPOSE: **Run** is used when you want a separate program to run outside of ControlReady at a certain point in the automation program.

EXAMPLE OF USE: The Run command can be used when you have recorded a program that you will be sending to other markets or affiliates, and it needs to be converted to a different format. A Run command can be scheduled for after the recording is completed, which would start the conversion program to run outside of the automation.

PARAMETERS: You enter the command string, including the path, file name and parameters to start the program.

IMPORTANT NOTE: You must include the path in the command string. This command was added to the program in version 4.006. The Run command is not displayed when using the Old Command Selection Dialog screen.

HOW TO SET UP: Run

1) Highlight the sequence that you want the **Run** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Press **Alt+^,** or highlight **Run** and press **Enter**.

This selector box will open:

4) Enter the path and command string into the Command entry box.
5) Click the **OK** button to save the parameters and add the command.

SCHEDULED BREAK

ALL ABOUT: **SCHEDULED BREAK**

PURPOSE: **Scheduled Break** is used to schedule commercials and liners in the Automation Program. When using a traffic scheduling software, the breaks will be filled in according to the traffic schedule.

PARAMETERS: You choose the time that the break will occur. You choose the length of the break.

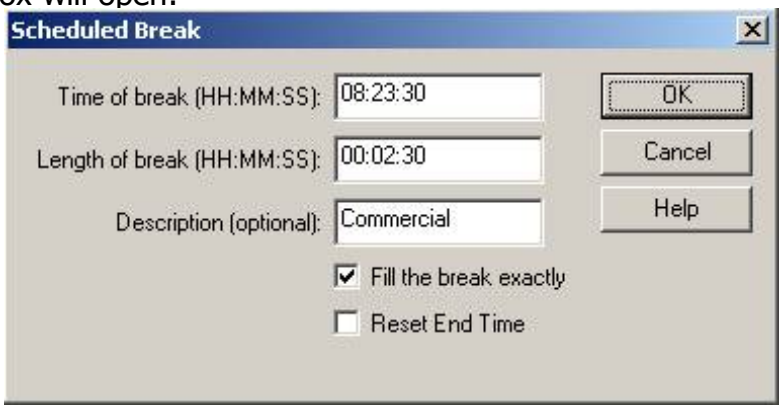
IMPORTANT NOTE: **Scheduled Breaks** can be added into the playlist where possible breaks may be. Not all breaks need to be filled in by the traffic software. This command is used as a marker for the scheduling software. The Automation Program, when running, treats this command like a **Skip** command--it simply goes to the next line.

ALSO SEE: SCHEDULED MUSIC SWEEP

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 **Alt-B**, highlight **B-Scheduled Break** and press **Enter**, or double-click on **B-Scheduled Break**.

This selector box will open:



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 occur 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, in the **Description** box.
7) Check **Fill the break exactly** to have an audio file inserted at the end of the break if the traffic program does not have the break filled entirely. A rotation or audio file will need to be created for each amount of time that could be filled, (from 60 to 1 second) and placed in the "fill" folder.
8) Check **Reset End Time** to have the End Time reset to the time set in the **Time of break** field at the beginning of the break. The end time of the audio files will be based on this reset end time.
9) Click the **OK** button to save the parameters and add the command.

SCHEDULED MUSIC SWEEP

ALL ABOUT: **SCHEDULED MUSIC SWEEP**

PURPOSE: **Scheduled Music Sweep** is used by the music scheduling software to determine where to schedule the music, and the length of the break.

EXAMPLE OF USE:

PARAMETERS: You choose the time that the music sweep will occur. You choose the length of the music sweep.

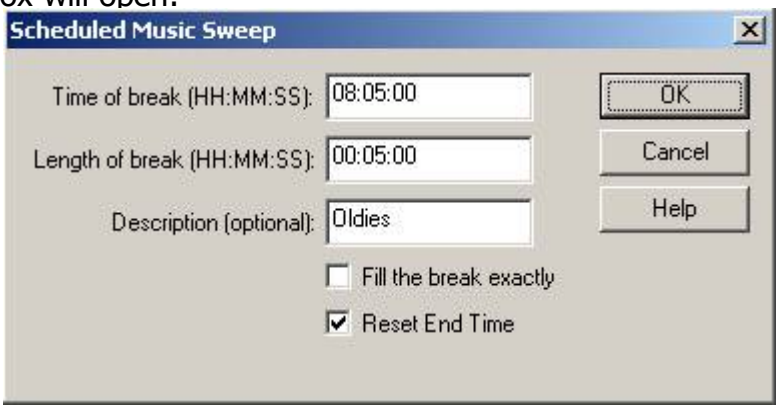
IMPORTANT NOTE: Not all **Scheduled Music Sweeps** need to be filled by the music scheduling software. This command is used as a marker for the scheduling software. The Automation Program, when running, treats this command like a **Skip** command--it simply goes to the next line.

ALSO SEE: SCHEDULED BREAK

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 **Alt-M**, highlight **M-Scheduled Music Sweep** and press **Enter**, or double-click on **M-Scheduled Music Sweep**.

This selector box will open:



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) Check **Fill the break exactly** to have an audio file inserted at the end of the sweep if the music program does not have the sweep filled entirely. A rotation or audio file will need to be created for each amount of time that could be filled, (from 60 to 1 second) and placed in the "fill" folder.
8) Check **Reset End Time** to have the End Time reset to the time set in the **Time of break** field at the beginning of the break. The end time of the audio files will be based on this reset end time.
9) Click the **OK** button to save the parameters and add the command.

SCHEDULED WEB BREAK

ALL ABOUT: **SCHEDULED WEB BREAK**

Scheduled Web Break 09:33:00 Length: 00:15:00 Description: Country

PURPOSE: The **Scheduled Web Break** command is used to mark where to import commercials from logs.

EXAMPLE OF USE: A station can have an ad for a customer appear on the web site when that customer has a commercial on the radio station. The last 3 advertisers to have a commercial on the air would also have a commercial on the station web site.

PARAMETERS: You schedule the time that the upload to the web will occur. You choose the length of the break. The **Scheduled Web Break** times would mirror the **Scheduled Break** commands in another playlist.

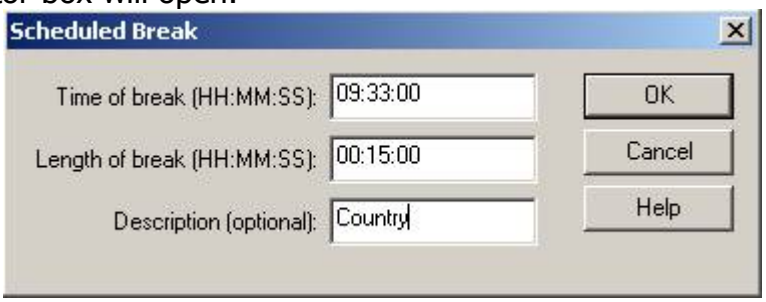
IMPORTANT NOTES: Essentially the same as the Scheduled Break command, but would schedule text files to be published to the web. A text file for each scheduled customer must exist. Uses the Traffic log.

ALSO SEE: SCHEDULED MUSIC SWEEP; SCHEDULED BREAK

HOW TO SET UP: Scheduled Web Break

1) Highlight the sequence that you want the **Scheduled Web Break** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Press **Alt-Q**, or highlight **Q-Scheduled Web Break** and press **Enter**.

This selector box will open:



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 occur 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, in the **Description** box.
7) Click the **OK** button to save the parameters and add the command.

SET CLOCK

ALL ABOUT: **SET CLOCK**

Set Clock 10:59:55

PURPOSE: The **Set Clock** command will set the computer's clock to the time of day that is specified. It is very important to keep the computer's clock accurate.

EXAMPLE OF USE: If you know that your satellite network sends down a tone at exactly 59 minutes and 55 seconds after the hour (xx:59:55), you would put in a **Wait for Channel** or **Wait for Closure** command to catch the tone, and then the very next command would be **Set Clock**.

PARAMETERS: You select the hour, minute, and second that you want the computer's clock set to.

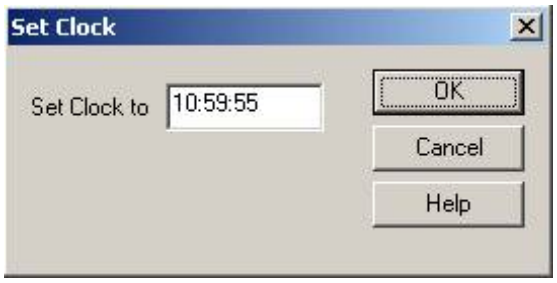
IMPORTANT NOTES: You should only use **Set Clock** when you are sure an event (closure, etc.) will happen at an exact time.

ALSO SEE:

HOW TO SET UP: Set Clock

1) Highlight the sequence that you want the **Set Clock** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Press **Alt-S**, or highlight **S-Set Clock** and press **Enter**.

This window will open:



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 in the **Set Clock to** box.
5) Click the **OK** button to save the parameters and add the command.

SETENDTIME

ALL ABOUT: **SETENDTIME**

Set EndTime 07:04:30

PURPOSE: The **SetEndTime** command is used to reset the EndTime of the commands in a playlist. All following commands will calculate their EndTimes based on this command executing at the specified time. Sometimes only the deck programmer can know when the command will really execute. This is for those times.

EXAMPLE OF USE: When playing music from hard-drive, and doing live news, you can use the SetEndTime command to mark when the live news is done. This will allow the end time of the songs to reflect the actual times that each file will end playing.

PARAMETERS: You set the time that the event will be ending.

IMPORTANT NOTES: This command will affect the end time of all the commands following the SetEndTime command.

HOW TO SET UP: SetEndTime
1) Highlight the sequence that you want the **SetEndTime** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Highlight **SetEndTime** and press **Enter**.

This window will open:

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 in the **EndTime** box.
5) Click the **OK** button to save the parameters and add the command.

SKIP

ALL ABOUT: **SKIP**

PURPOSE: The **Skip** command is just an optional space between commands to make the program easier to read/follow. ControlReady for Windows ignores all **Skip** commands.

EXAMPLE OF USE: Between scheduled breaks you would probably want a couple of skips to separate the breaks, as well as between different hours.

PARAMETERS: There are no parameters associated with this command

IMPORTANT NOTES: ControlReady for Windows ignores all **Skip** commands. All GOTO and GOSUB commands will be adjusted correctly as you insert **Skips**.

ALSO SEE: LABEL

HOW TO SET UP: Skip

1) Highlight the sequence that you want the **Skip** command to go on.
2) Press the **Insert** key on the keyboard.

-OR-

1) Highlight the sequence that you want the **Skip** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Press **Alt-4**, or highlight **Skip** and press **Enter**.

SPLICE

ALL ABOUT: **SPLICE**

Splice	Prison Riot MS:3

PURPOSE: The **Splice** command is used to merge 2 audio files into 1.

EXAMPLE OF USE: If a news feed is being recorded, that when played will have an intro and commercials, several audio files could be added together. This would allow the scheduling of one audio file in the playlist, or enable the on-air personality to only play one file. This would also ensure the correct commercials are played during the newscast.

PARAMETERS: You choose the names of the 2 files to add together, and the amount of time that will be added between the files.

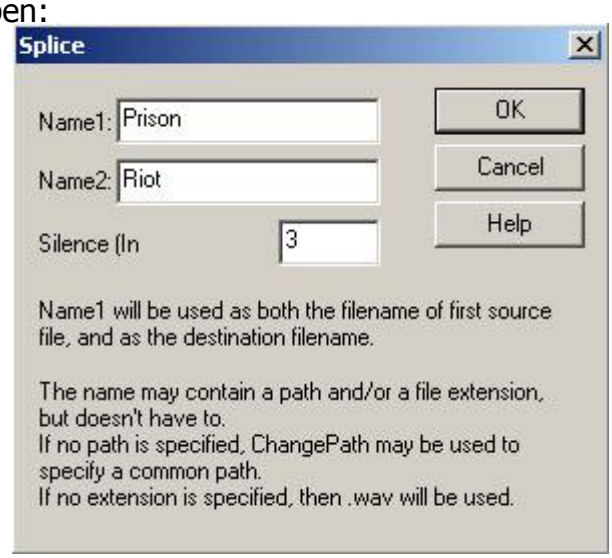
IMPORTANT NOTES: This command modifies the first file by adding the audio from the second file.

ALSO SEE: CHANGE PATH

HOW TO SET UP: Splice

1) Highlight the sequence that you want the **Splice** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Highlight **Splice** and press **Enter**.

This window will open:



4) Enter the name of the first audio file in the **Name1** field.
5) Enter the name of a second audio file in the **Name2** field.
6) Enter the amount of silence to insert between the files, in milliseconds (100 would be 1/10 second, 1000 would be 1 second), in the **Silence** field.
7) Click the **OK** button to save the parameters and add the command.

STOP / SHUT DOWN

ALL ABOUT: **STOP / SHUT DOWN**

PURPOSE: The **Stop / Shut Down** command is used to stop the Automation Program when the command is executed.

EXAMPLE OF USE: If you want the Automation Program to shut down at 7:50 pm, you would put a **Wait Until 19:50:00** command followed by **Stop / Shut Down.**

PARAMETERS: There are no parameters associated with this command.

IMPORTANT NOTES: This command will only stop the Automation Program that contains the Stop / Shut Down command. All other Automation Programs that are running will continue to run.

ALSO SEE: WAIT UNTIL; LOAD AND START

HOW TO SET UP: Stop / Shut Down

1) Highlight the sequence that you want the **Stop / Shut Down** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Press **Alt-3**, or highlight **3-Stop / Shut down** and press **Enter**.

SYNC

ALL ABOUT: **SYNC**

PURPOSE: The **Sync** command is used to have the Automation Program synchronize the audio files in a source and destination folder. Any file that exists (or is newer) in the source folder and does not exist in the destination folder will be copied to the destination folder.

EXAMPLE OF USE: This command will enable production to be done on one computer, while the new/edited audio files will be automatically copied to the Control computer for use on air.

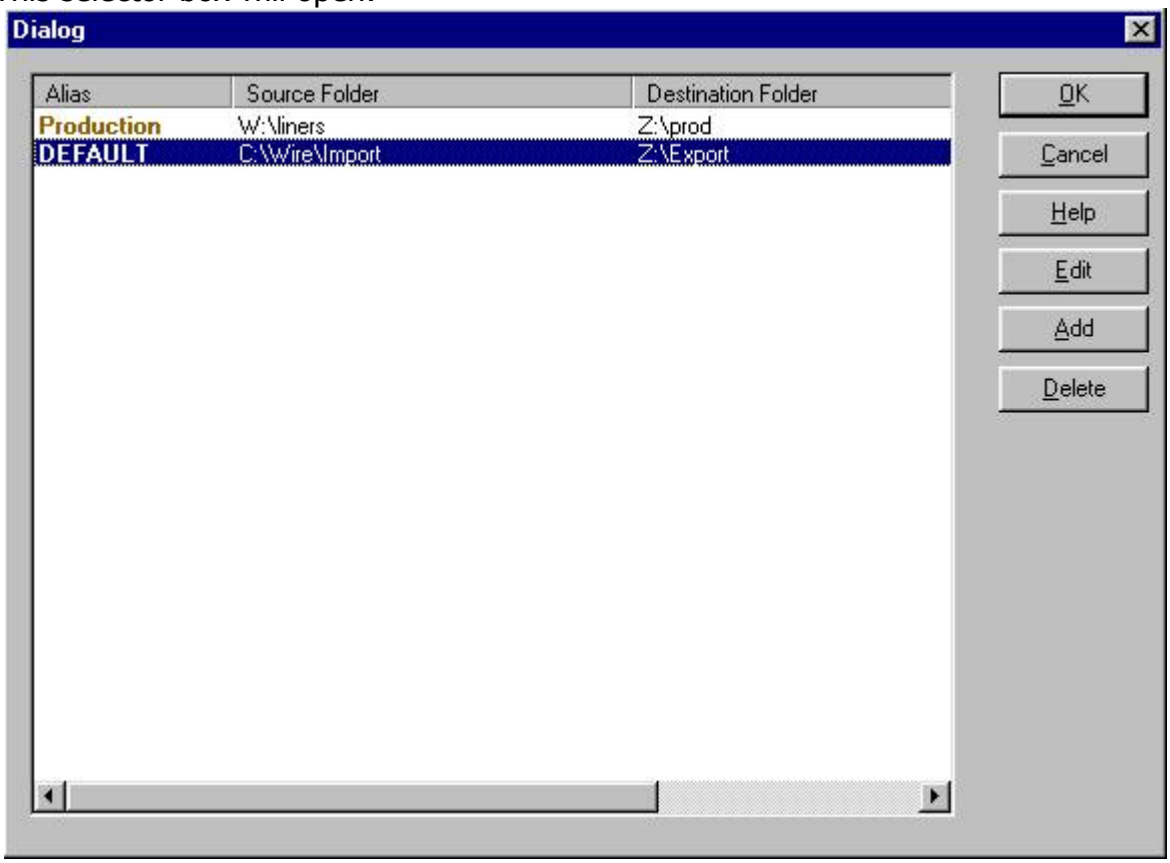
PARAMETERS: The parameters are set upon scheduling the command in the Automation Program. The user is given the option to use existing parameters or add a new set of parameters that include the alias and source and destination folders.

IMPORTANT NOTE: Changes made to the existing parameters will affect all future uses of that alias's operation. If the **Sync** command has an alias of Production, and changes are made to that alias's source or destination folder, the new parameters will be reflected when that **Sync** command is struck in the Automation Program.

HOW TO SET UP: Sync

1) Highlight the sequence that you want the **Sync** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Press **Alt-I**, highlight **I- Sync** and press **Enter**, or double-click on **I- Sync**.

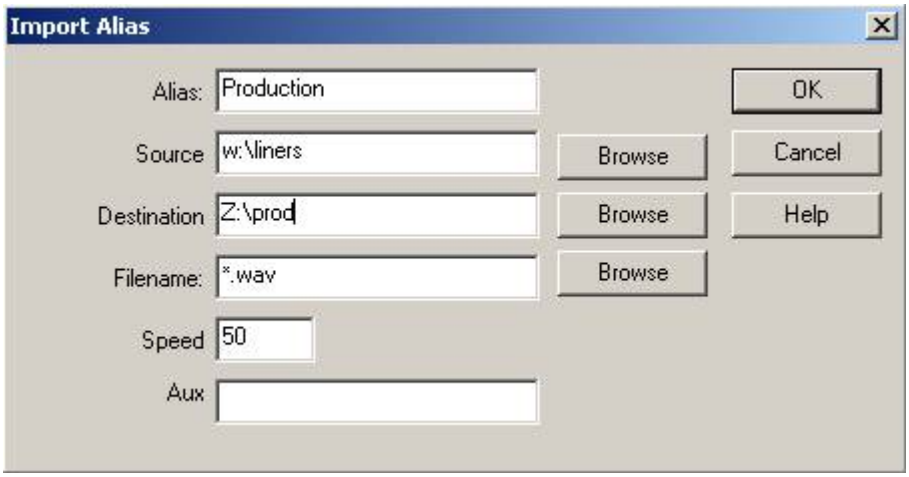
This selector box will open:



4) If there are already **Sync** alias parameters created, choose one and click the **OK** button to add the command.

To create a new **Sync** alias:

a) Click the **Add** button or strike **Alt-A**.
b) Enter an **Alias**. This is the name that will appear in the Automation Program.
c) Enter the path of the **Source** directory.
d) Enter the path of the **Destination** directory.
e) Enter the **Filename** or file spec that is to be copied. Asterisks and questions marks are allowed.
f) Enter a **Speed**. This is a number from 1-100, indicating how fast the operation should take place. This is an optional parameter, and if it is not present, then it will default to 50.
g) When you are done creating the new command, click **OK** or strike **Alt-O** to save the parameters.



To edit an existing **Sync** alias:

a) Highlight the alias line to edit.
b) Click the **Edit** button or strike **Alt-E**.
c) Change the existing parameters, then click **OK** or strike **Alt-O** to save the changes.

5) Click the **OK** button to add the command.

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. (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
"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 application. 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 WireReady32 is used to change this file, it should be done when WireReady32 is not running.
When the Sync command executes, the first thing it does is translates its 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 command 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 ControlReady 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 to ControlReady32, 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 its 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 Its Alias Into Actual Parameters
This is done by going down 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 "DeFaUlT". 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 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.

WAIT FOR CHANNEL

ALL ABOUT: **WAIT FOR CHANNEL**

PURPOSE: The **Wait for Channel** command is used to hold the Automation Program on a specific sequence number until the specified input channel makes a closure (or the voltage goes HI or LO), or the time window (if used) expires.

EXAMPLE OF USE: If you were waiting for a tone from your satellite network that will in turn create a closure on one of your input channels (or cause the voltage to go HI), you would issue this command. Then the Automation Program stays at this sequence until the input channel makes a closure (or the voltage goes HI or LO), or the time window (if used) expires, and then moves on to the next sequence.

PARAMETERS: 1) You select which input channel is to be monitored.
2) You select whether we are looking for the selected channel to go HI or LO.
3) You select whether or not the command will obey a time window.
4) If you choose to obey a time window, you set the time parameters, and the sequence to go to if the time window expires.

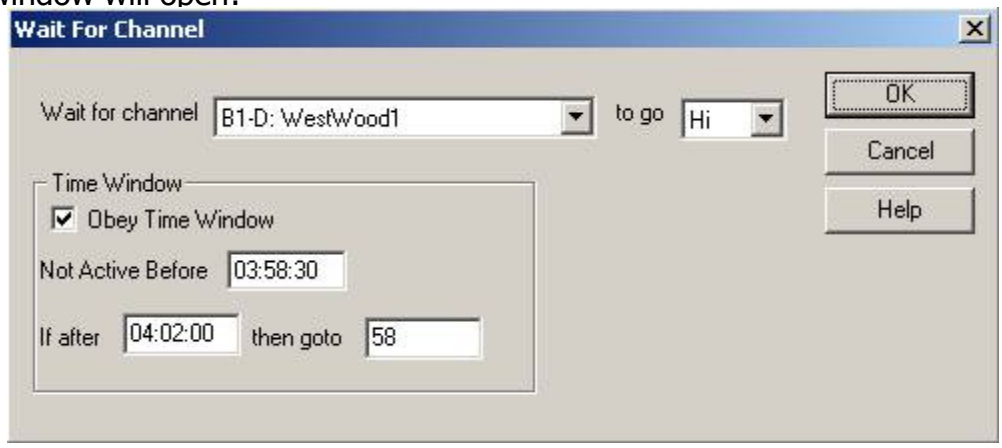
IMPORTANT NOTES: This command is used with the AT1616L Controller. See the AT1616 document for a diagram of which terminal numbers correspond with which channels.

ALSO SEE: WAIT FOR CLOSURE; WAIT FOR HOT KEY; WAIT UNTIL.

HOW TO SET UP: Wait for Channel

1) Highlight the sequence that you want the **Wait for Channel** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Press **Alt-C**, or highlight **C-Wait for Channel** and press **Enter**.

This window will open:



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) Use the drop-down menu in the **Wait for channel** box to select the input channel to monitor.
5) Use the drop-down menu in the **to go** box to select whether the input channel which you specify will be monitored to go **Hi** (closure) or **Lo** (open).
6) If you have checked **Obey Time Window**:
   - Enter the earliest time which you want this command to be executed in the **Not Active Before** box.
   - Enter the latest time that you want this command to be executed in the **If after** box.
   - Enter the sequence number that you want the Automation Program to jump to if the command does not occur by the **If after** time in the **then goto** box.
7) Click the **OK** button to save the parameters and add the command.

WAIT FOR CLOSURE

ALL ABOUT: **WAIT FOR CLOSURE**

PURPOSE: The **Wait for Closure** command is used to hold the Automation Program on a specific sequence number until the specified input channel detects a closure, or the time window (if used) expires.

EXAMPLE OF USE: If you were waiting for a tone from your satellite network that will in turn create a closure on your tone decoder that will cause the input channel to go HI, you would issue this command. The Automation Program stays at this sequence until the input channel gets the specified voltage, or the time window (if used) expires, and then moves on to the next sequence.

PARAMETERS: 1) You select which input channel is to be monitored.
2) You select whether or not the command will obey a time window.
3) If you choose to obey a time window, you set the time parameters, and the sequence to go to if the time window expires.

IMPORTANT NOTES: This command is present only for backward compatibility with Wireready's DOS software. If setting up new commands, use the Wait for Channel command instead of Wait for Closure.

ALSO SEE: WAIT FOR CHANNEL; WAIT FOR HOT KEY; WAIT UNTIL.

HOW TO SET UP: Wait for Closure

1) Highlight the sequence that you want the **Wait for Closure** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Press **Alt-O**, or highlight **O-Wait for Closure** and press **Enter**.

This window will open:

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) Use the drop-down menu in the **Wait for closure on channel** box to select the input to monitor.
5) If you have checked **Obey Time Window**:
   - Enter the earliest time which you want this command to be executed in the **Not Active Before** box.
   - Enter the latest time that you want this command to be executed in the **Continue After** box.
   - Enter the sequence number that you want the Automation Program to jump to (if the command does not occur by the Continue After time) in the **Goto Line** box.
6) Click the **OK** button to save the parameters and add the command.

WAIT FOR HOT KEY

ALL ABOUT: **WAIT FOR HOT KEY**

PURPOSE: The **Wait for hot key** command is used to hold the Automation Program at a specific sequence number until **ALT-F3** is pressed, or the time window expires.

EXAMPLE OF USE: If you go live for an unspecified period of time, you would issue the **Wait for hot key** command so that when you are ready to continue with the Automation Program all you have to do is press **ALT-F3**.

PARAMETERS: 1) You choose whether or not the command should obey a time window.
2) If you choose to obey a time window, you set the Not Active Before & Continue After times, and the Goto Line if the time window expires.

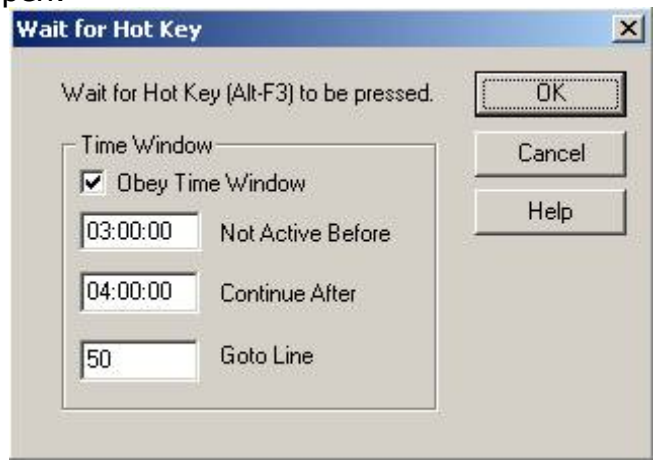
IMPORTANT NOTES: When **ALT-F3** (the hot key) is pressed ALL Automation Programs that are on a **Wait for hot key** command will advance (except those with time windows that exclude them).

ALSO SEE: WAIT FOR CHANNEL; WAIT FOR CLOSURE; WAIT UNTIL; DELAY FOR.

HOW TO SET UP: Wait for Hot Key

1) Highlight the sequence that you want the **Wait for Hot Key** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Press **Alt-K**, or highlight **K-Wait For Hot Key** and press **Enter**.

This window will open:



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) If you have checked **Obey Time Window**:
   - Enter the earliest time which you want this command to be executed in the **Not Active Before** box.
   - Enter the latest time that you want this command to be executed in the **Continue After** box.
   - Enter the sequence number that you want the Automation Program to jump to (if the command does not occur by the Continue After time) in the **Goto Line** box.
5) Click the **OK** button to save the parameters and add the command.

WAIT UNTIL

ALL ABOUT: **WAIT UNTIL**

Wait Until 05:00:00

PURPOSE: The **Wait Until** command is used to hold the Automation Program on a specific sequence number until a specified time of day.

EXAMPLE OF USE: If you want to switch to ABC News at 5:00 am, you would put a **Wait Until 05:00:00** command. The commands following the **Wait Until** would be to select ABC (PULSE, LATCH, etc.).

PARAMETERS: You set the hour, minute, and second to wait until.

IMPORTANT NOTES: When the Automation Program comes across this command, it will stay on the sequence until the time of day is at, or after, the time specified. Therefore, if you issue a **Wait Until 10:00** command at 5:00 am, the Automation Program will not move for 5 hours. And if you issue a WAIT UNTIL 10:00 command at 5:00 pm, the program will move to the next sequence as soon as it comes to the **Wait Until** command.

ALSO SEE: DELAY FOR; WAIT FOR HOT KEY; WAIT FOR CHANNEL; WAIT FOR CLOSURE.

HOW TO SET UP: Wait Until

1) Highlight the sequence that you want the **Wait Until** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Press **Alt-U**, or highlight **U-Wait Until** and press **Enter**.

This window will open:

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 HOUR, MINUTE, and SECOND that you want the program to **Wait Until**.
5) Click the **OK** button to save the parameters and add the command.

WEB PUBLISH

ALL ABOUT: **WEB PUBLISH**

PURPOSE: The Web Publish command will allow you to publish text and audio to your station's web site. Used in conjunction with DBCapture to publish text and audio to the web.

EXAMPLE OF USE: Publishing your newscasts to your Web site. If you always have the newscasts stored in Wireready32, the publishing can occur automatically.

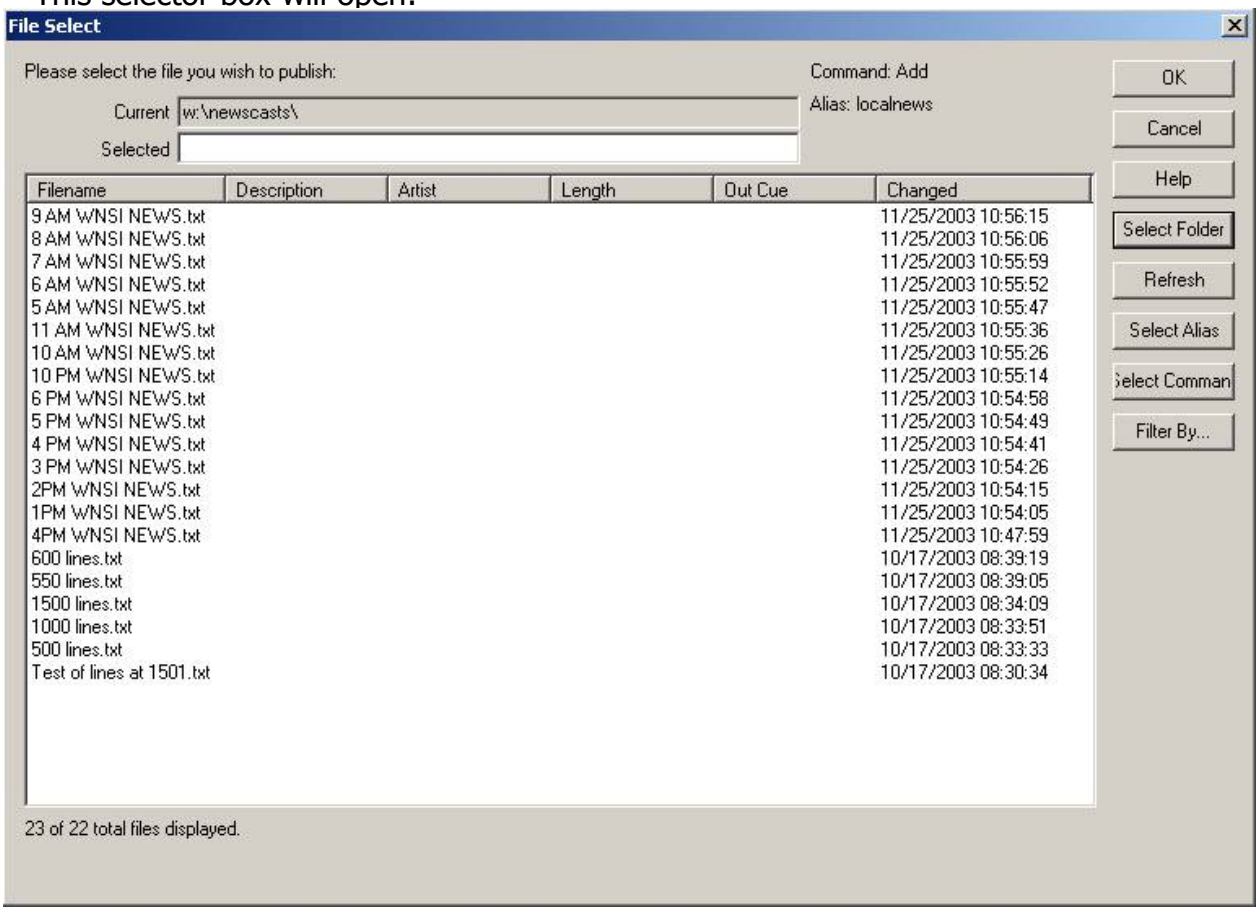
PARAMETERS: You choose which file to push to the web, and the alias to use.

IMPORTANT NOTE: See the separate document on setting up DBCapture for publishing to a Web site.

HOW TO SET UP: Web Publish

1) Highlight the sequence that you want the **Web Publish** command to go on.
2) Press **Enter** to open up the LIST OF COMMANDS.
3) Press **Alt-5**, highlight **5-Web Publish** and press **Enter**, or double-click on **5-Web Publish**.

This selector box will open:

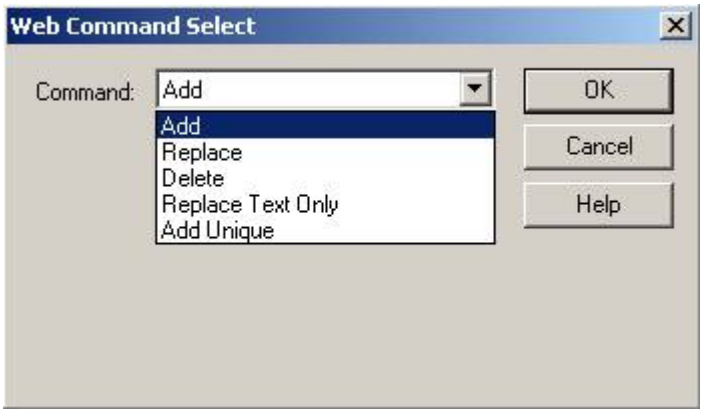


4) Click the **Select Alias** button.

This selector box will open:

5) Highlight the destination from the list. Double-click on the destination or click the **OK** button to choose the Alias.

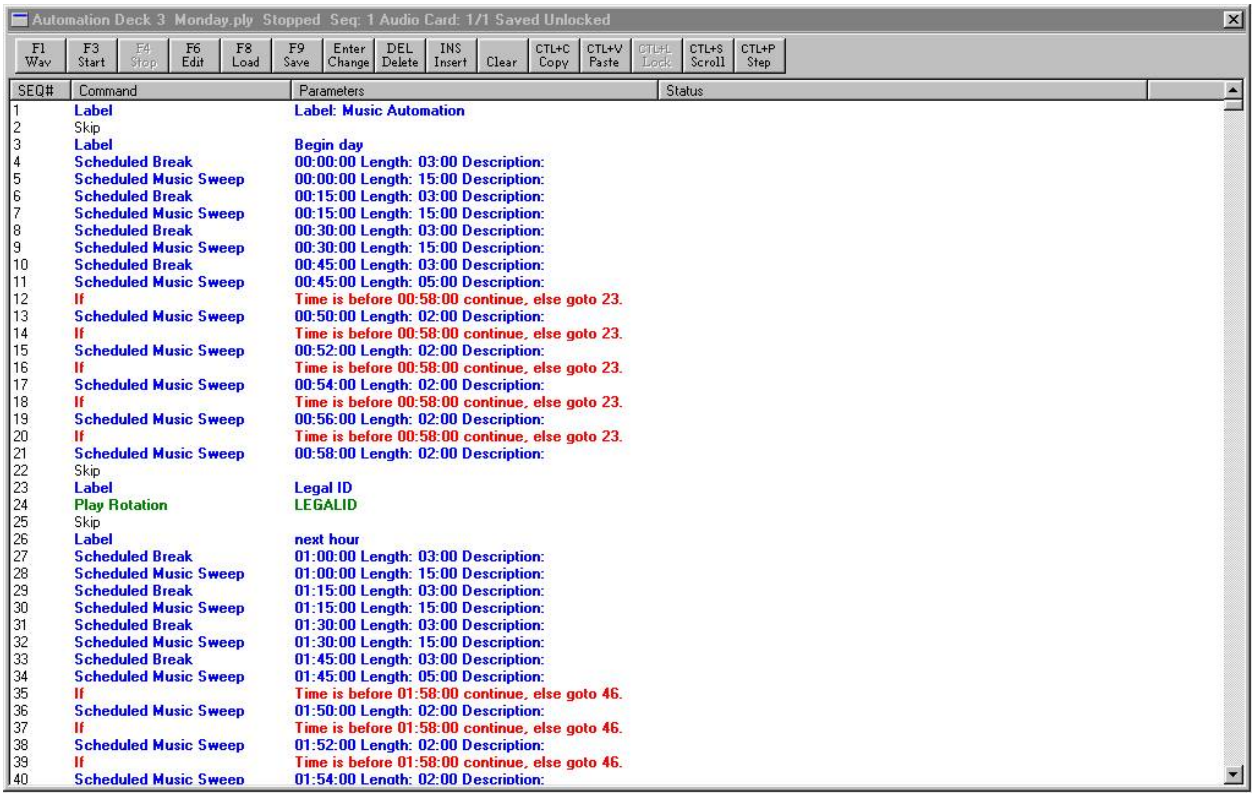
6) Click on the **Select Command** button to choose if the file is going to be added, removed, or deleted from the website. Use the drop-down list to highlight a **Command**, then click **OK**.



7) If the desired file is not in the File Select window, click on the **Select Folder** button to choose the folder that contains the file to publish to the web.
8) Highlight a folder name from the list of available folders. Double-click on the folder name or click the **OK** button to choose the folder.
9) Highlight the file to publish. Double-click on the file name or click the **OK** button to choose the file.

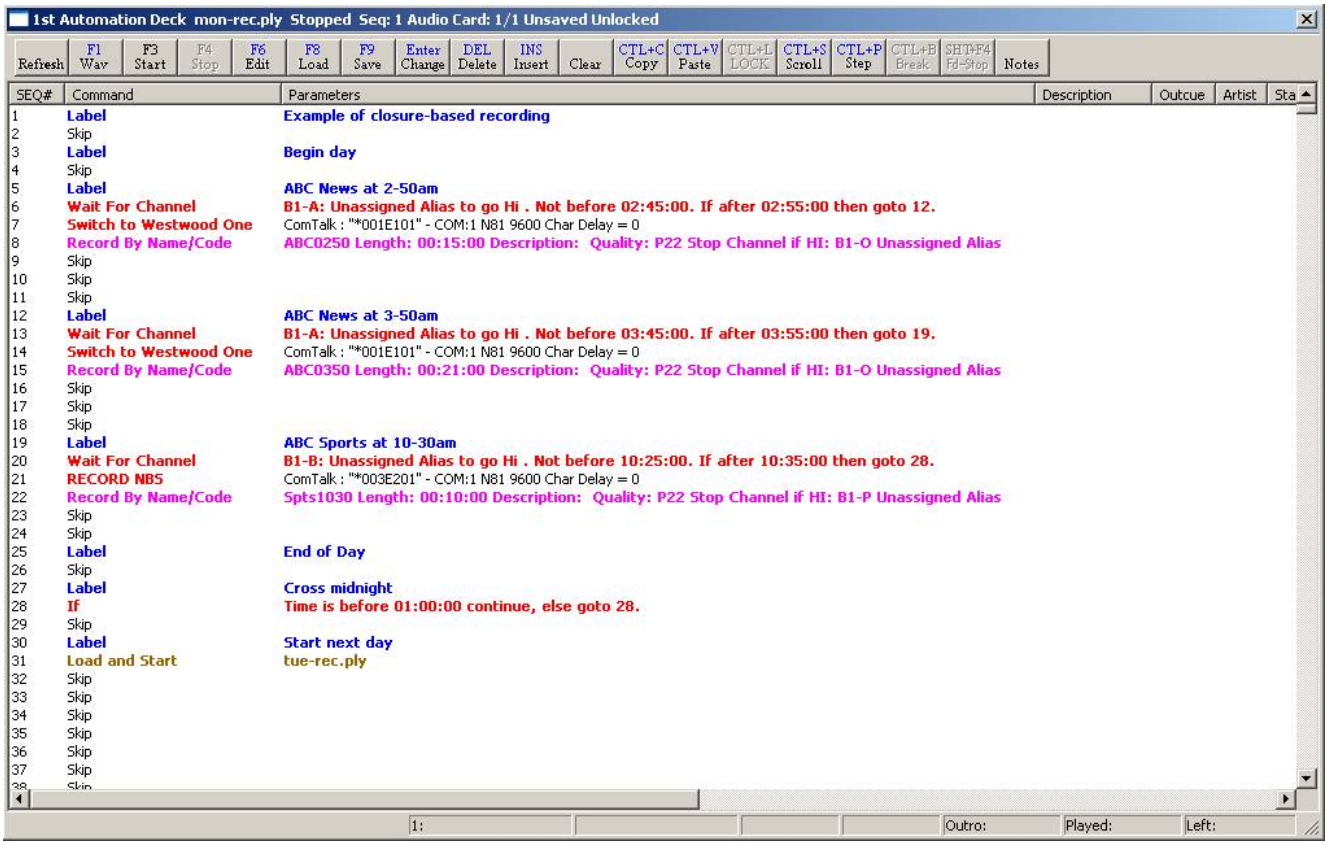
EXAMPLE OF AN AUTOMATION PROGRAM

This is an example of the beginning of an Automation Program for a station running music from hard drive.

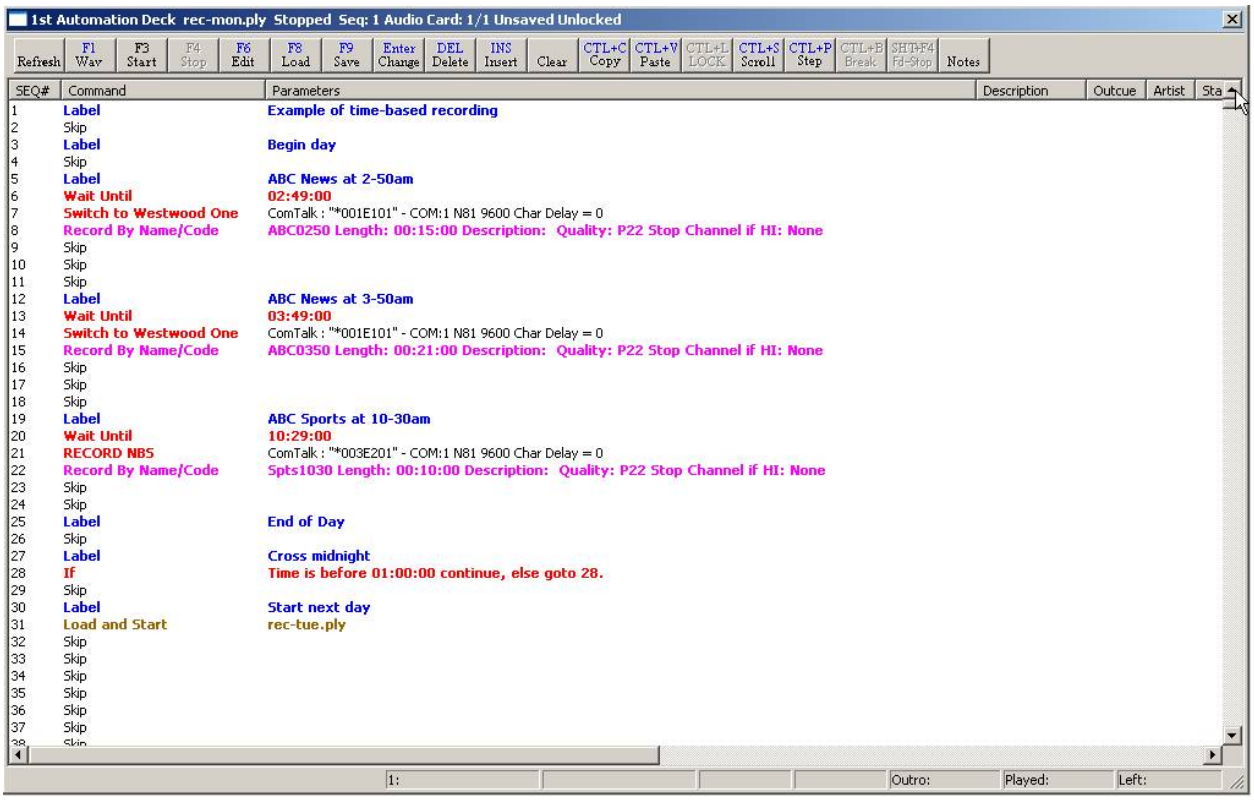


SEQ#	Command	Parameters	Status
1	Label	Label: Music Automation	
2	Skip		
3	Label	Begin day	
4	Scheduled Break	00:00:00 Length: 03:00 Description:	
5	Scheduled Music Sweep	00:00:00 Length: 15:00 Description:	
6	Scheduled Break	00:15:00 Length: 03:00 Description:	
7	Scheduled Music Sweep	00:15:00 Length: 15:00 Description:	
8	Scheduled Break	00:30:00 Length: 03:00 Description:	
9	Scheduled Music Sweep	00:30:00 Length: 15:00 Description:	
10	Scheduled Break	00:45:00 Length: 03:00 Description:	
11	Scheduled Music Sweep	00:45:00 Length: 05:00 Description:	
12	If	Time is before 00:58:00 continue, else goto 23.	
13	Scheduled Music Sweep	00:50:00 Length: 02:00 Description:	
14	If	Time is before 00:58:00 continue, else goto 23.	
15	Scheduled Music Sweep	00:52:00 Length: 02:00 Description:	
16	If	Time is before 00:58:00 continue, else goto 23.	
17	Scheduled Music Sweep	00:54:00 Length: 02:00 Description:	
18	If	Time is before 00:58:00 continue, else goto 23.	
19	Scheduled Music Sweep	00:56:00 Length: 02:00 Description:	
20	If	Time is before 00:58:00 continue, else goto 23.	
21	Scheduled Music Sweep	00:58:00 Length: 02:00 Description:	
22	Skip		
23	Label	Legal ID	
24	Play Rotation	LEGALID	
25	Skip		
26	Label	next hour	
27	Scheduled Break	01:00:00 Length: 03:00 Description:	
28	Scheduled Music Sweep	01:00:00 Length: 15:00 Description:	
29	Scheduled Break	01:15:00 Length: 03:00 Description:	
30	Scheduled Music Sweep	01:15:00 Length: 15:00 Description:	
31	Scheduled Break	01:30:00 Length: 03:00 Description:	
32	Scheduled Music Sweep	01:30:00 Length: 15:00 Description:	
33	Scheduled Break	01:45:00 Length: 03:00 Description:	
34	Scheduled Music Sweep	01:45:00 Length: 05:00 Description:	
35	If	Time is before 01:58:00 continue, else goto 46.	
36	Scheduled Music Sweep	01:50:00 Length: 02:00 Description:	
37	If	Time is before 01:58:00 continue, else goto 46.	
38	Scheduled Music Sweep	01:52:00 Length: 02:00 Description:	
39	If	Time is before 01:58:00 continue, else goto 46.	
40	Scheduled Music Sweep	01:54:00 Length: 02:00 Description:	

This is an example of the beginning of an Automation Program for a station recording using closures.



This is an example of the beginning of an Automation Program for a station recording based on time.



WireReady has Automation Programs that were written for a number of satellite networks. These programs can be sent to you on disks or downloaded. Call a WireReady Technical Representative for more information.

SYSTEM CONFIGURATION AND OTHER OPTIONS

Start/Stop Dates and Times on Carts

When creating commercials, liners and station Ids, many automation users prefer to have these carts be restricted to playing within a certain date range.
When ControlReady for Windows looks for a valid cart in a Play Wave or Play Wave Rotation command, it will check start and stop dates and times.

- If the cart does not have a specified Start or Stop setting (the fields are empty), then it will be considered OK to play it.
- If the cart does have a specified Start and/or Stop setting, 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 cart will be considered expired. In this case, the cart will be skipped. If using the Play Rotation command, the rotation file will search for the next valid cart. This process will continue until either a non-expired cart is found or until all carts have been found to be expired.

Enabling the Automation to Obey Start and Stop Dates and Times

In order for the program to look at the Start/Stop dates and times, the user has to be set to obey these settings. This can be done manually or using the Setup32 utility. See the User Configuration section of the *Manual For The Setup32 Utility* document for instructions on configuring the ControlReady for Windows settings.

The Obey Start/Stop Dates 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 for the start and dates. Check the section, *The User *.ini File*, for a complete list of settings in the ini files.

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**.

ObeyStartAndStopTimes= This controls whether or not the Start and Stop times that are stored in the audio files are honored. If set to Yes, then the audio file will not play outside of the start and stop times on any days between the start and stop dates. Possible values are "Yes" or "No". The default is **No**

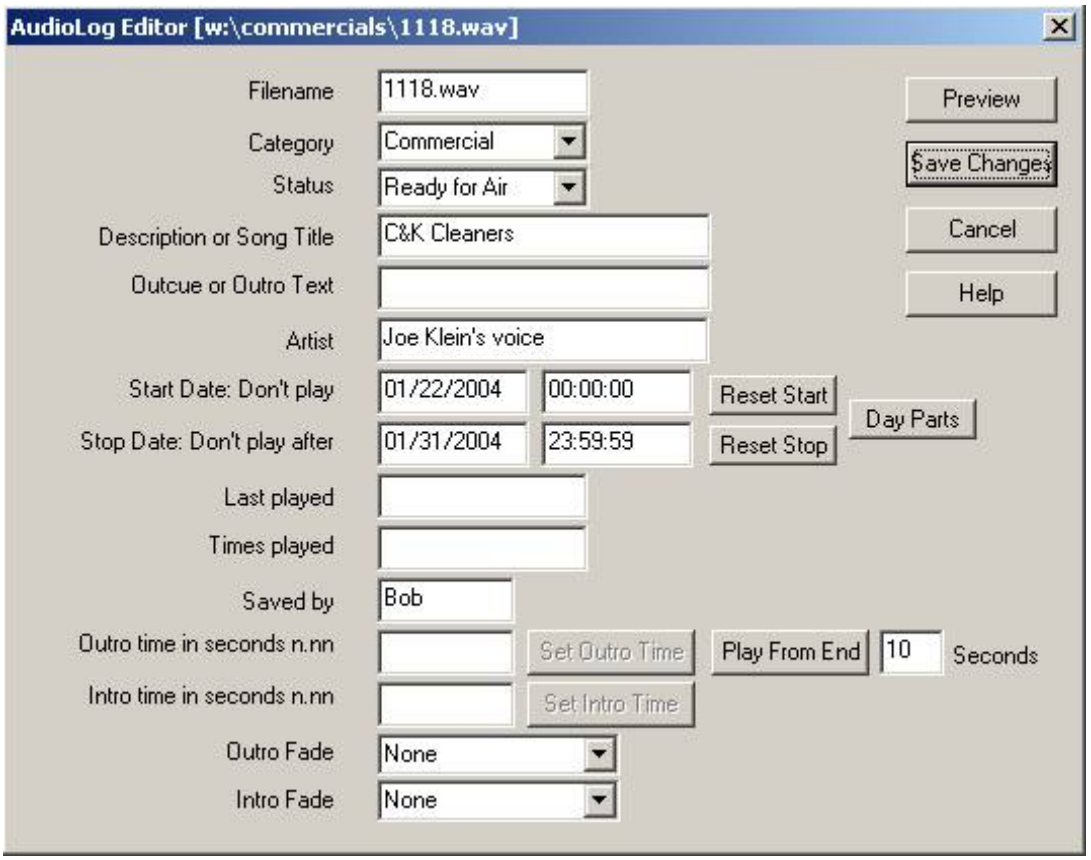
Also in the user's *.ini file is a setting to default the Stop Date to a certain number of days after the current date. In the Common AudioLog section is the following setting:

DefaultStopDateIncrement=14 This setting is the number of days to advance the current date which will be displayed in the MediaLog Info button when no existing stop date is present. The default value is 3650 (10 years). This example will advance the stop date 14 days.

Assigning Start And Stop Dates And Times To Carts

The Start Date and Stop Date fields can be modified from within the MediaLog.

Highlight the audio file in the MediaLog. Strike **Ctrl+I** on the keyboard or click the **Ctrl+I Info** button on the toolbar.



In the **AudioLog Editor** window, edit the **Start Date: Don't play** and **Stop Date: Don't play after** fields by typing the new date. The date needs to be in the format using 2 digits each for month and day and 4 digits for the year (MM/DD/YYYY).

The time fields in **Start Date** and **Stop Date lines** are defaulted to the beginning of the day (00:00:00) for the Start Date, and the end of the day (23:59:59) for the Stop Date. These times can be edited if the cart is to be restricted to play during part of the Start or Stop dates. 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.

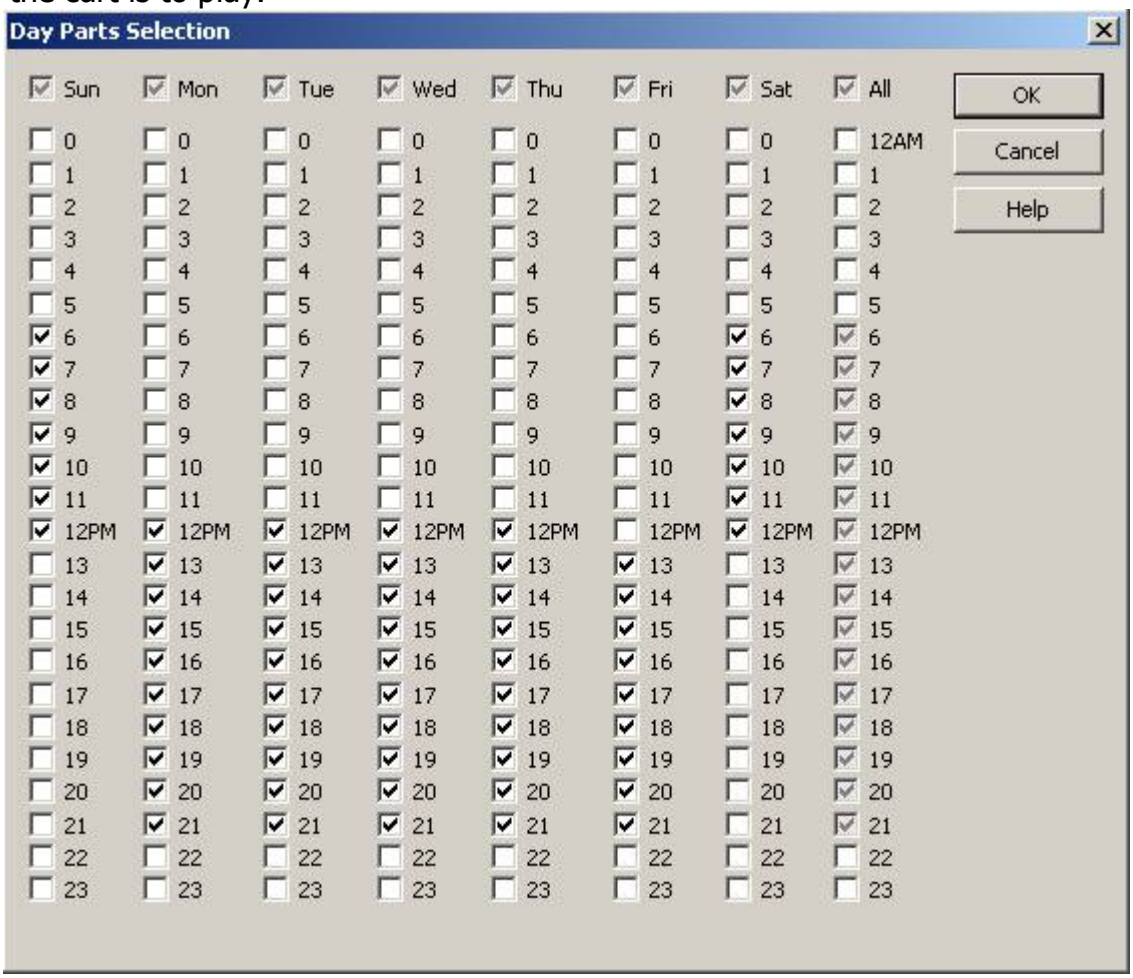
There may be times when you will not want a cart to be restricted to a specific date range. Click the **Reset Start** or **Reset Stop** buttons to clear the date and time fields.

Day Parts

There may be times when a cart is to play only during certain days of the week or certain times of the day. Carts that are part of rotation can be set so that the rotation can be scheduled in the playlist, but the rotation will only play specific carts during specific times.

Highlight the audio file in the MediaLog. Strike **Ctrl+I** on the keyboard or click the **Ctrl+I Info** button on the toolbar.

Click the **Day Parts** button to assign the days of the week and the hours of the day that the cart is to play.



By default, all days and hours are checked. Click on the day to select or deselect the entire day.

Click on the individual hours to select or deselect each hour on the particular day of the week.

Click **OK** to save the changes to the day parts.

Creating and Managing Rotations

Converting Rotations from DOS ControlReady

If you have been using the DOS ControlReady and have upgraded to ControlReady for Windows, you can copy the rotation files over to the new system. These files are located in a sub-folder of the Audio folder called ROTS (c:\wire\audio\rots\ on a stand-alone system, or [server drive]:\wire\audio\rots\ on a LAN). Copy the files in the rotation directory to the Default Play path on the new system.

The old DOS play rotation files, 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 in the rotation will be set to be played next. This is because although the carts are converted, the marker of which cart to play next is not converted from the DOS rotation.

We recommend that you create a temporary playlist where each of the rotations is loaded onto a sequence line. This will convert the DOS rotation files to the RPL format for the Windows version. After this is done, you can delete the *.ROT files from the new system.

ControlReady for Windows Rotation Files

The new rotation file, file extension *.rpl, 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 (see the *Creating A New Rotation* and *Editing Existing Rotations* sections below).

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

1. 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 (example: [legalID4.wav])
2. 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 a rotation is scheduled, then it will automatically be

assumed to be at the beginning of the file, and the marker will be added, in the correct place, the next time the marker is moved.

3. 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.
```

The RPL rotation 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, 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. 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.

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 the cart 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 cart will be considered expired. In this case, the cart will be skipped and the rotation file will 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.

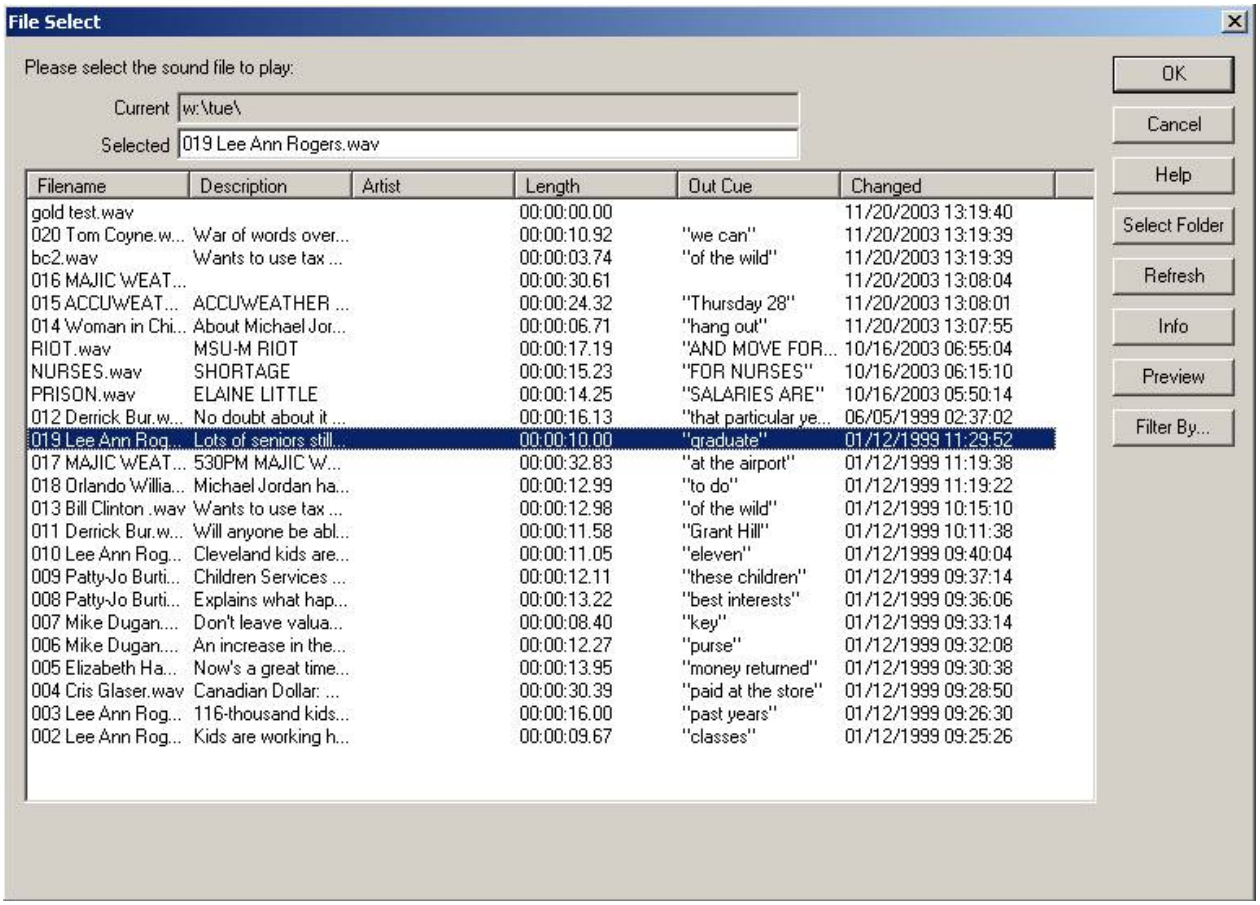
Creating A New Rotation

Open the Notepad.

If there is text in the Notepad, click on the **New** button or strike **Ctrl+L** to clear the Notepad.

Click on the **Wave** button or strike **Ctrl+W** to embed an audio file at the cursor position.

This selector box will open:



Choose a WAV file from the list, and double-click on it to select it.

-OR-

Click on the **Select Folder** button to choose a file from a different folder.

Choose the folder to switch to.

Choose a WAV file from the list, and double-click on it to select it.

The audio will now be embedded in the Notepad in the format shown to the right.

```
=------------------------
[w:\liners\Liner-a.wav]
Legal ID version A
None
:09
=------------------------
```

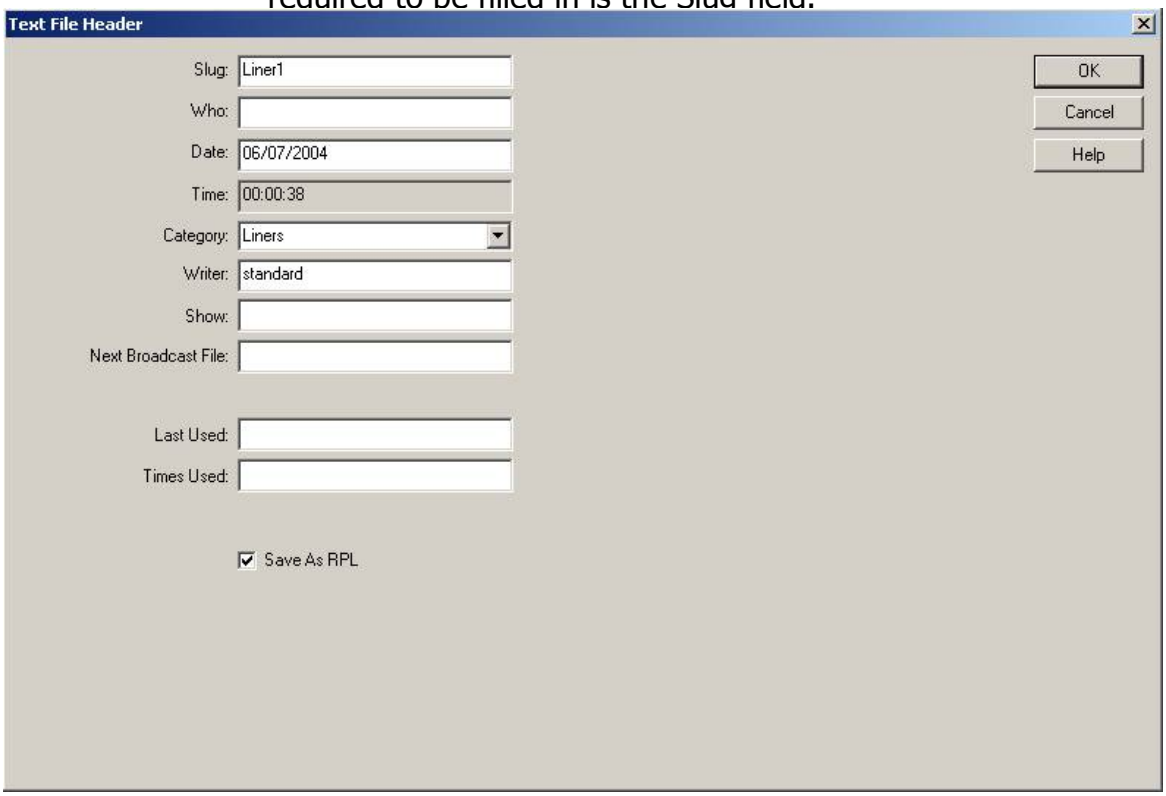
Continue adding audio files to the Notepad until all the carts for this rotation have been added.

If desired, all the "comment" lines can be deleted, leaving only the audio files within the square brackets.

[w:\liners\Liner-a.wav]
[w:\liners\Liner-b.wav]
[w:\liners\Liner-c.wav]
[w:\liners\Liner-d.wav]

Click on the **F4 Save** button or strike **F4** to save the rotation to a file.

A **Text File Header** dialog box will open. Enter information about the file into the entry boxes. Many of the entry boxes can be used to store information other than the labels of the fields. The only field required to be filled in is the Slug field.



Slug this is the name of the rotation

Who can be used to enter the initials of the person creating or editing the file.

Date automatically filled in by the program

Time the total length of time that will it will take to play the audio files embedded in the file. Automatically filled in by the program. Used for NewsReady.

Category Contains a drop-down list of pre-configured categories.

Writer Automatically filled in with the user name logged into WireReady32. Can be edited to enter the name or initials of the writer.

Show Used by some to record the newscast or show that the file was used in. Can be used to record any text information the user wishes.

Next Broadcast File Can be used to record any text information the user wishes.

Last Used Displays the date of the last time the file was stamped with the Log It feature.

Times Used Displays the number of times the file was stamped with the Log It feature.

Save As RPL checking this statement saves the file with the extension RPL instead of TXT. The RPL files are rotation files used with the Automation feature of WireReady32.

After the Text File Header fields are filled in, check the **Save As RPL** statement so the file will be saved as a rotation.

Click **OK** or strike the **Enter** key to close the window.

The **Custom Folder** window will open. Choose the folder to store the rotation file in by highlighting it with the mouse or keyboard, and then clicking the **OK** button or striking **Enter**.

Note: If you will be saving the rotations a directory not assigned as the DefaultPlayPath in the Automation section of the user.ini file (see the System Configuration and Other Options section of this document), you will need to use the Play Wave Rotation command in the Automate decks to play these rotations.

The rotation is now saved to the chosen Custom Folder, and can be accessed from the **FileLog**.

Editing Existing Rotations

Click the yellow **FileLog** button or strike **Alt+2** on the keyboard to open the FileLog.

Below the yellow buttons is a blue bar that displays the folder that is currently open.

If this is not the folder that contains the rotations, click on the **Select** button or strike **Ctrl+L** to open the list of Custom Folders.

Choose the folder to store the rotation file in by highlighting it with the mouse or keyboard, and then clicking the **OK** button or striking **Enter**.

Highlight the rotation to edit and double-click on it or strike **Enter** on the keyboard to open the rotation file.

Delete the audio files that are to be removed or use the **Ctrl+W Wave** button to add additional audio files to the rotation.

When you are done editing the rotation, hit the **Esc** button on the keyboard to close the rotation. You will be asked if you would like to save the changes to the file. Choose **Yes**.

The changes to the rotation will be recognized the next time a Play Rotation command is executed in the ControlReady for Windows screen or the rotation is used in the OnAir decks.

The Logs created by the Log command

The log file is written in the Log folder of the user's directory. The filename consists 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\Logs\1_2_3_2002_Monday_ply.log".

The log file will be appended to, but neither deleted nor overwritten. It is the responsibility of the system administrator to delete unwanted logs.

The format of the log file is [sequence line number]-[time that the line was executed]-[total length of time the playlist has been running] [the command and its parameters].

Example of the log created by the Log command:

Note: if the command and its parameters will extend past the margins of the page parameters, the line is word-wrapped to the following line.

848-16:46:04- 0:00:00:00 Starting the playlist.
848-16:46:04- 0:00:00:00 LabelLabel: next hour
849-16:46:04- 0:00:00:00 LogOn
849-16:46:04- 0:00:00:00 Logging being turned on.
850-16:46:04- 0:00:00:00 LabelLabel: Command All
851-16:46:04- 0:00:00:00 Play WaveW:\Jingles\JF3D.WAV W:\Jingles\JF3D.wav o: l: 00:00:10
851-16:46:15- 0:00:00:11 Advancing to the next command.
852-16:46:15- 0:00:00:11 Play By Name/CodeCBS-1
852-16:46:15- 0:00:00:11 No valid file found to play.
853-16:46:15- 0:00:00:11 AutoRecordw:\jingles\jimrecord.wav 000100 1
854-16:46:15- 0:00:00:11 Delay for00:02:00.00
855-16:48:15- 0:00:02:11 Wait Until16:09:55
856-16:48:15- 0:00:02:11 Play WaveW:\Jingles\JF3B.WAV W:\Jingles\JF3B.wav o: l: 00:00:02
856-16:48:17- 0:00:02:13 Advancing to the next command.
857-16:48:17- 0:00:02:13 Skip
858-16:48:17- 0:00:02:13 *** BE HERE AT ***16:10:00
859-16:48:17- 0:00:02:13 Record By Name/Codebyname1 Length: 00:01:00 Description: Quality: P22 Stop Channel if HI: B1-A left
859-16:49:17- 0:00:03:13 Finished recording W:\Audio\byname1.wav
860-16:49:17- 0:00:03:13 Wait For ChannelB1-A: left to go Low. Not before 16:00:00. If after 16:15:00 then goto 862.
860-16:49:17- 0:00:03:13 Time is after 16:15:00 time. Going to line 861
862-16:49:17- 0:00:03:13 ComTalk"" - COM: 2 N81 9600 Char Delay = 1
862-16:49:17- 0:00:03:13 ComTalk outputting string .
863-16:49:17- 0:00:03:13 IfTime is before 17:00:00 continue, else goto 865.
864-16:49:17- 0:00:03:13 Delay for00:00:01.00
865-16:49:19- 0:00:03:15 GoSub1328

1328-16:49:19- 0:00:03:15 Delay for00:00:03.00
1329-16:49:22- 0:00:03:18 Play WaveW:\Jingles\JF2.WAV
1329-16:49:22- 0:00:03:18 No valid file found to play.
1330-16:49:22- 0:00:03:18 ReturnSub
866-16:49:22- 0:00:03:18 IfTime is after 17:00:00 continue, else goto 868.
869-16:49:22- 0:00:03:18 Play WaveW:\Jingles\JF3D.WAV W:\Jingles\JF3D.wav o: l: 00:00:10
869-16:49:33- 0:00:03:29 Finished playing W:\Jingles\JF3D.wav
871-16:49:33- 0:00:03:29 Play WaveW:\Jingles\JF3D.WAV W:\Jingles\JF3D.wav o: l: 00:00:10
871-16:49:43- 0:00:03:39 Advancing to the next command.
872-16:49:43- 0:00:03:39 Wait For ChannelB1-B: right to go Hi . Not before 16:30:00. If after 16:40:59 then goto 874.
872-16:49:43- 0:00:03:39 Time is after 16:40:59 time. Going to line 873
874-16:49:43- 0:00:03:39 IfChannel B1-C:Liners is Lo continue, else goto 876
875-16:49:43- 0:00:03:39 Delay for00:00:01.00
876-16:49:44- 0:00:03:40 IfChannel B1-D:Commercial is Hi continue, else goto 878
878-16:49:44- 0:00:03:40 Wait Until16:50:00
879-16:50:00- 0:00:03:56 Set Clock16:50:00
880-16:50:00- 0:00:03:56 LogOff
880-16:50:00- 0:00:03:56 Logging being turned off.

Music/Traffic Confirmation Logs

The Confirmation Logs are created as a record of what files played from the ControlReady for Windows Decks and the times they played.

The log file is written in the Confirm folder of the user's directory. The filename consists 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 "Standard", the automation deck is 3, the date is 12-23-2002, and the playlist's name is "Tuesday", then the name of the log file is "W:\Wire\Users\Standard\Confirm\3_12_23_2002_Tuesday_ply.log".

The log file will be appended to, but neither deleted nor overwritten. It is the responsibility of the system administrator to delete unwanted logs.

The format of the log file is [time that the cart was played] [cart name/number] [cart description] [playlist that played the cart].

Example of the Confirmation Log:

```
07:02:00  2312      Burcle Plumbing       Tuesday
07:47:00  3442      AM Pizza              Tuesday
08:02:00  3676      Taza D'Oro            Tuesday
08:32:00  3821-2    End of the World      Tuesday
08:47:00  3972-4    Last Great Amer. Wha  Tuesday
08:50:41  4040      Sandra's Deli         Tuesday
08:51:41  4060      Rob's Sandwiches      Tuesday
08:52:41  4126-7    This Time             Tuesday
09:02:00  4681      Double G's Dog Groom  Tuesday
09:03:00  4711-9    Love is the 7th Wave  Tuesday
09:32:00  4712-2    Why Worry             Tuesday
09:37:17  4759      Beautiful You         Tuesday
09:37:48  4947      House of Hair         Tuesday
```

Assigning Sound Cards to the ControlReady for Windows Decks

The sound cards can be assigned to the ControlReady for Windows decks in either the Automate or Player screen. The Audio Board configuration screen was enhanced starting with version 5.532. The audio devices may not be assigned in Windows in the order that you installed them. The Record and Play devices on the same card may not be assigned the same device number, so check to see which device number is assigned to which audio card. Some audio cards will show Analog and Digital as separate devices on the same card.

To assign basic configuration options of the decks in version 5.531 and earlier:

1) From the Automate menu bar, click **Setup**.
2) Click **Audio Boards**. This will open the "Configure Audio Devices" dialog box.
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 ControlReady for Windows 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 devices 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. The audio devices may not be assigned in Windows in the order that you installed them. The Record and Play devices may not be assigned the same number, so check to see which device is assigned to which audio card.

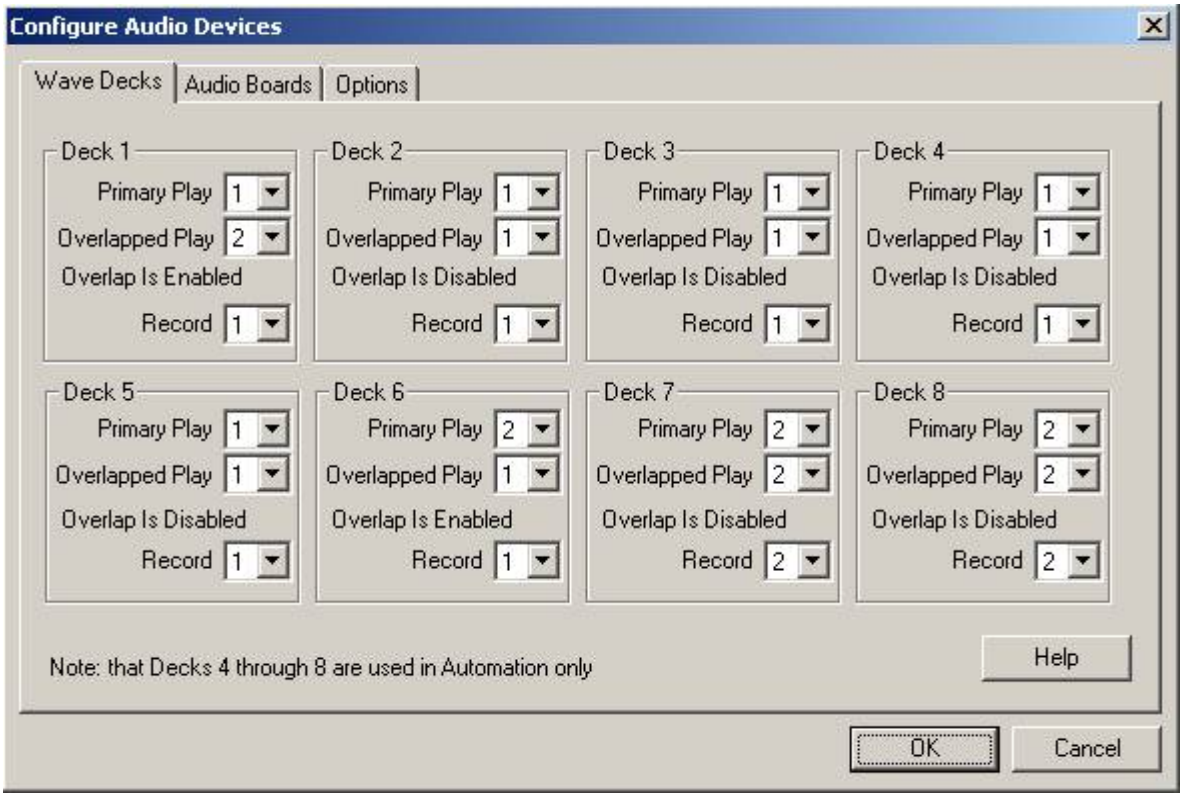
Audio Devices Found: This field shows the number of audio devices that are available for use in the program. This number may not be the same as the number of audio cards installed in the computer. Some audio cards will show Analog and Digital as separate devices on the same card.

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.

4) Click on the **Wave Decks** tab.

This window will open:



If you have more than one sound card in the computer, you can assign several decks to use device 1 (which you would use to record or play from the first source), and assign several other decks to use device 2. If you are only recording or playing from one source, you can use the second audio card to preview or edit audio.

5) Assign audio boards to the decks. This applies if there is more than one audio card installed in your computer. If only one audio card is installed, all eight decks should all be assigned to Audio Board 1. Assign the audio devices that will be used for Primary Play, Overlapped Play (if using overlapping), and Recording using the drop-down lists.
6) When finished assigning devices, click **OK**.
7) Restart WireReady32 to allow the setting to be written back to the configuration files. The changes will not take effect until the program is restarted.

To assign basic configuration options of the decks in version 5.532 and higher:

1) From the Automate menu bar, click **Setup**.
2) Click **Audio Boards**. This will open the "Configure Audio Devices" dialog box.
3) The Configure Audio Devices window has 3 tabs: Automation Wave Decks, Player Audio Boards and Options. Make changes to each tab, if necessary, before clicking **OK** to save the settings.

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

Automation Wave Decks Tab

There are entry fields for each of the 8 ControlReady for Windows Decks in the Automate (Alt-0) screen. Choose the audio devices to use for playback and recording for an Automation deck by clicking on the drop-down arrow and highlighting the desired audio board.

Player Audio Boards Tab

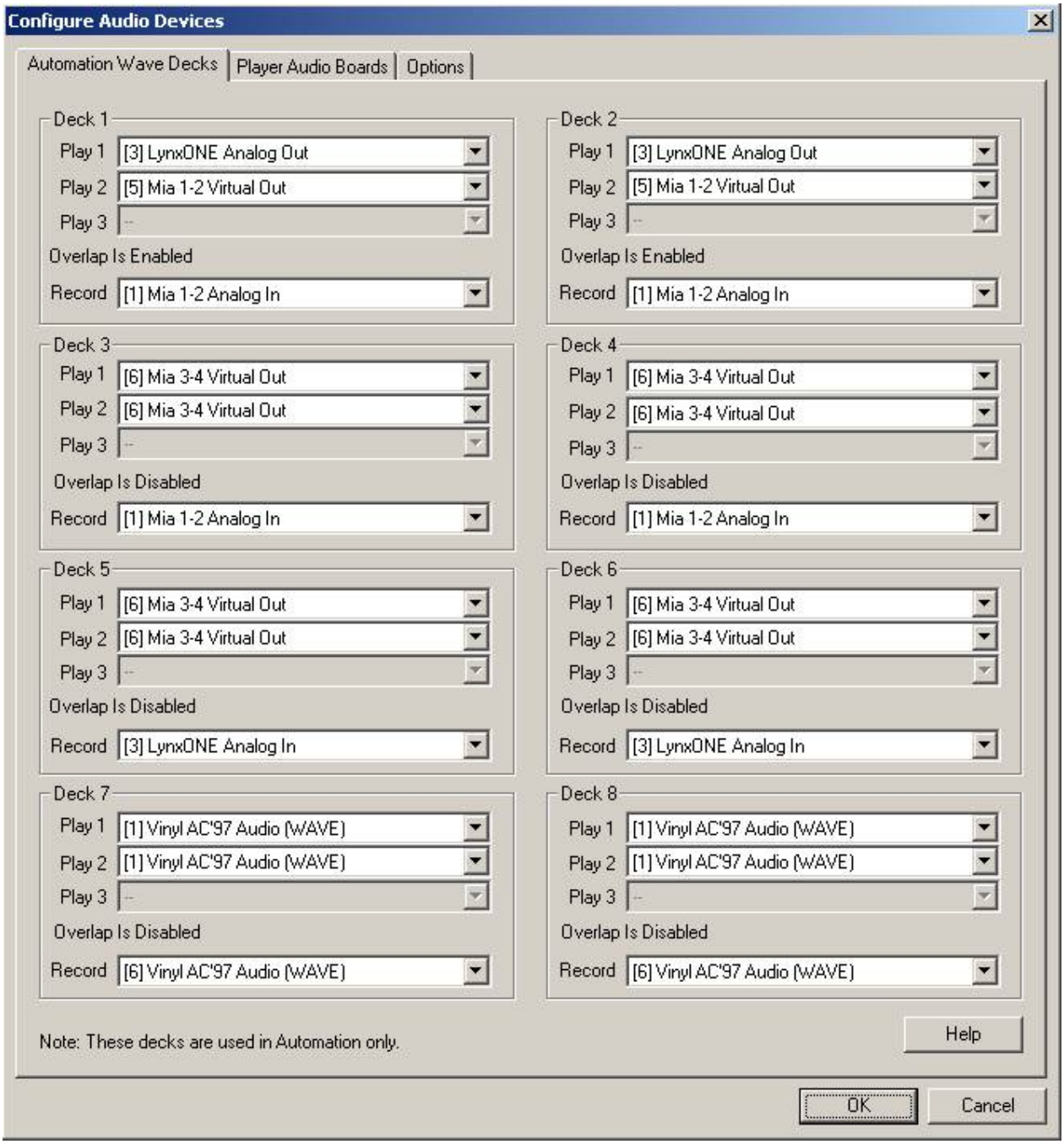
There are entry fields for each of the 3 Player Decks in addition to one for the Player Buttons. Choose the audio device to use for playback for a Player deck by clicking on the drop-down arrow and highlighting the desired audio board. Do the same for the Player Buttons setting.

Options Tab

This tab is used for the counter display in the Player screen and is not configured for the Automation decks.

4) Click on the **Automation Wave Decks** tab.

This window will open:



If you have more than one sound card in the computer, you can assign several decks to use device 1 (which you would use to record or play from the first source), and assign several other decks to use device 2. If you are only recording or playing from one source, you can use the second audio card to preview or edit audio.

5) Assign audio boards to the decks. This applies if there is more than one audio card installed in your computer. If only one audio card is installed, all eight decks should all be assigned to Audio Board 1. Assign the audio devices that will be used for Primary Play, Overlapped Play (if using overlapping), and Recording using the drop-down lists. Play 3 is not available at this time.
6) When finished assigning devices, click **OK**.
7) Restart WireReady32 to allow the setting to be written back to the configuration files. The changes will not take effect until the program is restarted.

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 automation deck itself must be set up to use two audio cards. See the section *Assigning Sound Cards to the Automation Decks* (above). 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* (below).

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, ControlReady for Windows 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. ControlReady for Windows 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.

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 were 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 audio device. If you were 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 the second audio card.

If you are doing production, make sure that the ControlReady for Windows deck you are recording in, and the wave file editor (Cool Edit, GoldWave, etc.), 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 were 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 were 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 for play and record.

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 MediaLog, 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 intro 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.

6. If you want to always have the second song start at the Outro time of the first song, set the Outro Fade to Talk Over Next Cart, and set the Intro Fade to None, with the Intro Time set to 0. This will cause the second file to use the outro time as its intro time, and the second file will begin at the outro time of the preceding file.

Working with Traffic and Music Logs

ControlReady for Windows 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 for 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.

The Format of the Log

ControlReady for Windows will work with all traffic logs which are in ASCII TEXT format.

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.

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

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 air time 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 air time 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.

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 air time 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.

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 that 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).
> Go to the configuration screen.
> Change the printer destination to file (if it asks for a file destination, we recommend printing it directly to a floppy disk, i.e. A:\traffic.log or A:\music.log).
> 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 MediaLog/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/Music Log Needs to Be

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

If the traffic log is on a PC which ControlReady for Windows does not have access to (i.e. the trafficking system is on a different PC than ControlReady for Windows, 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 ControlReady for Windows 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 ControlReady for Windows, 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 ControlReady for Windows to Work with Your Log

Your traffic log contains a lot of useful information, but the only thing that ControlReady for Windows 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:

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

For example, you need to tell ControlReady for Windows 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 ControlReady for Windows:
These settings can be changed manually, or the Setup32 utility program can be used to configure the log import settings. See the *Manual For The Setup32 Utility* document for instructions on configuring the ControlReady for Windows settings.

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. Below is the Automation section of an ini file, with the lines that are used for importing logs. Check the section, *The User *.ini File*, for a complete list of settings in the ini files.

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.

*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 Import the Traffic/Music Log

ControlReady for Windows 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.

Check the Commands section of this manual for instructions on how to set up the Scheduled Break and Scheduled Music Sweep commands.

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 that 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 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.

MediaLog 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 MediaLog 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.

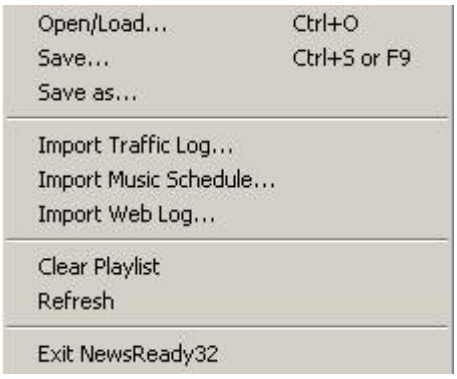
In this fashion you can quickly determine how well your import worked and, if necessary, manually edit and override any mistakes.

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 Import a Traffic/Music Log

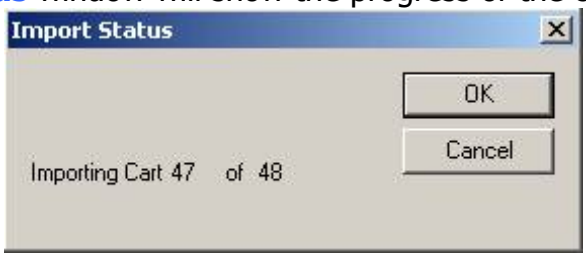
1) Open the Automate Deck Selector screen (**Alt-0**, or click on **Automate** button).
2) Go to an unused automation deck.
3) Assuming that deck is not running anything...
4) Hit the Clear button.
5) Hit the **LOAD** button or strike **F8** on the keyboard.
6) Choose the name of the playlist that you are importing the log to.

To import the traffic log (these instructions apply to the music log also, although the **Import Music Schedule** command would be used instead of **Import Traffic Log**):
7) While in the Automation Program which you want to import the traffic log to, choose **File**, then **Import Traffic Log** from the main menu. Or strike **Alt-F**, then **Alt-T**.

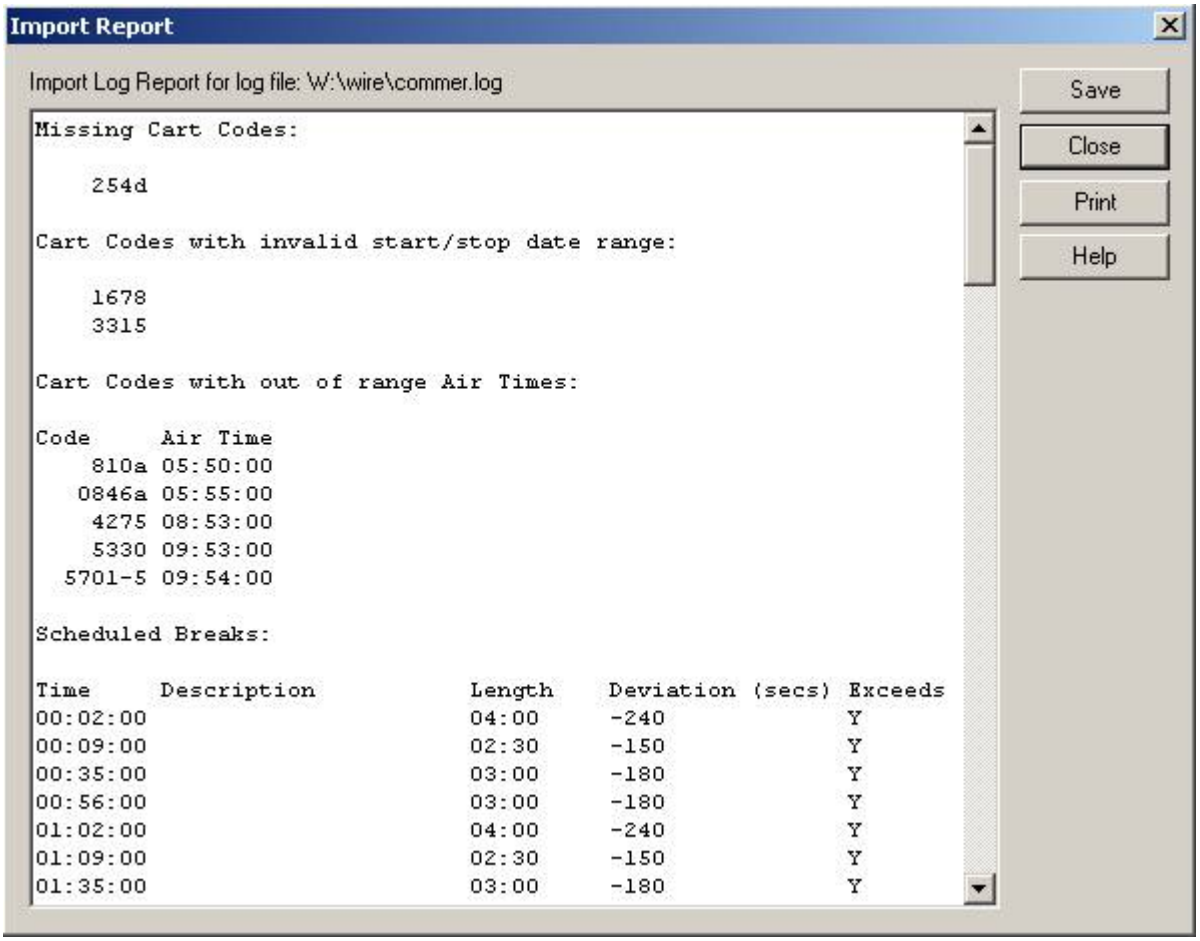


8) Choose the name of the traffic log that you want to import, and strike **Enter** or click **OK**. If the log is not in the folder that is open, navigate to the proper path/folder where the log file is located.

9) Enter the date that the log is imported for, and then strike **Enter** or click **OK** (if you are importing on Friday for Sunday's playlist, then you would use Sunday's date). The **Import Status** window will show the progress of the carts being imported.



10) When the automatic import is complete the **Import Report** window will open. The report that is generated will let you know how many files were imported and if there were any problems importing the files.



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.

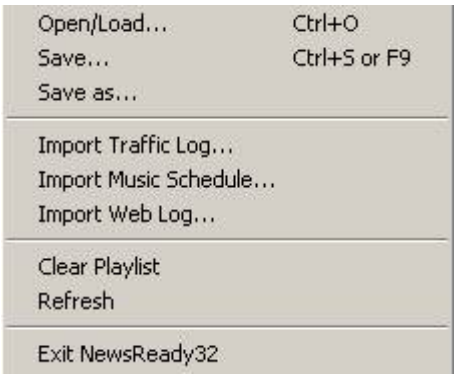
Turnkey customers can have us dial in and make sure their automation programs are correctly formatted with scheduled breaks and music sweep commands, that their traffic logs are formatted correctly, that our import settings are correct, and with general day to day steps to do what we discussed in this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

How to Import a Web Log

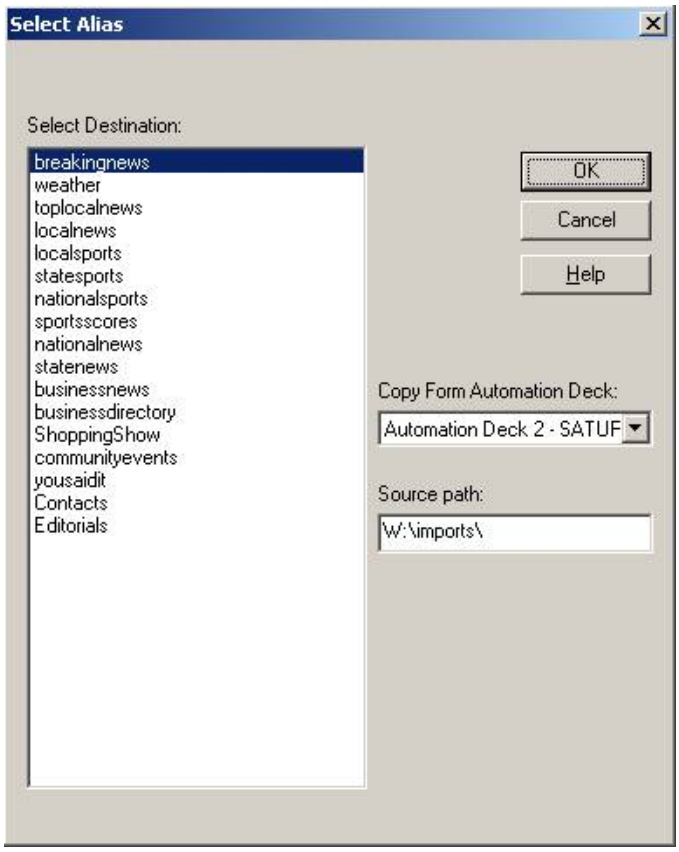
1) Open the Automate Deck Selector screen (**Alt-0**, or click on the **Automate** button).
2) Go to an unused automation deck.
3) Assuming that deck is not running anything...
4) Hit the Clear button
5) Hit the **LOAD** button or strike **F8** on the keyboard.
6) Choose the name of the playlist that you are importing the log to.

To import the web log:

7) While in the Automation Program which you want to import the web log to, choose **File**, then **Import Web Log** from the main menu. Or strike **Alt-F**, then **Alt-W**.



This window will open:



8) Choose the Automation Deck that this playlist will be run in from the drop-down list in the **Copy From Automation Deck** box. (Each deck is set with the Destination and Source Path for publishing to the web).

   The page that the files will be published to will be highlighted in **Select Destination**, and the folder that has the files to be published will be in the **Source Path** box.

9) Click **OK**.

10) Choose the name of the web log that you want to import, and strike **Enter** or click **Open**. If the log is not in the folder that is open, navigate to the proper path/folder where the log file is located.
11) Enter the date that the log is imported for (if you are importing on Friday for Sunday's playlist, then you would use Sunday's date).

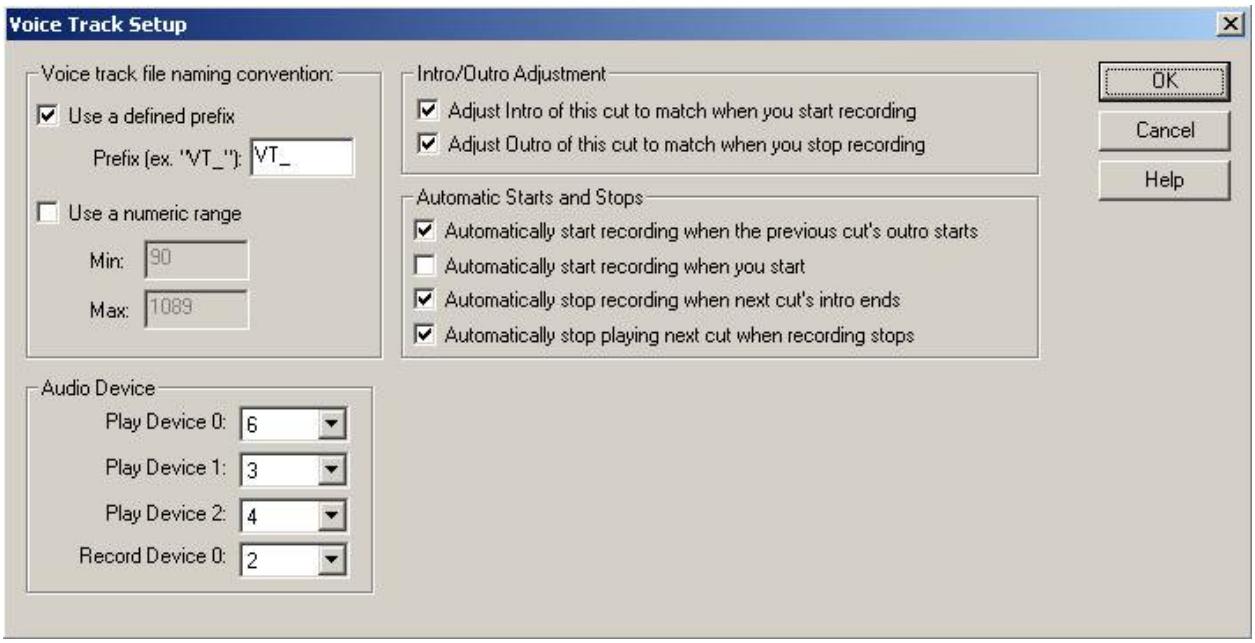
12) Review the Import Report that is generated for files that were not scheduled or breaks that were not filled properly.

13) Then MOST IMPORTANTLY, SAVE and OVERWRITE the Automation Program.

Using Voice Tracking

To Set Up the Voice Track settings

1) From the Automate menu bar, click **Setup**.
2) Click **Voice Track**. This will open the **Voice Track Setup** dialog box.



3) Choose the **Voice Track file naming convention**. If choosing a numeric range, the minimum value has to be lower than the maximum value.
4) Choose the **Intro/Outro Adjustment** and the **Automatic Starts and Stops** statements to match how the voice tracks will be recorded.

Adjust Intro of this cut to match when you start recording When checked, the voice track will be set with an intro time that matches the time left in the first selection. The intro type will be set to **Talk over previous cart**. When unchecked, the intro type and length will not be set for the voice track during recording.

Adjust Outro of this cut to match when you stop recording When checked, the voice track will be set with an outro time beginning at the time when the **Start 2nd Selection** button is hit. The outro type will be set to **Talk over next cart**. When unchecked, the outro type and length will not be set for the voice track during recording.

Automatically start recording when the previous cut's outro starts When checked, and the **Start 1st Selection** button is hit, the voice track will start recording at the point that the outro of the first selection is hit. The **Record VT** button can be hit before the outro of the first selection starts, but if it is not, the voice track will begin to record when the outro starts. When

unchecked, the voice track will not start recording until the **Record VT** button is clicked or the **2** key on the keyboard is pressed.

Automatically start recording when you start This feature is no longer used.

Automatically stop recording when next cut's intro ends When checked, the voice track would stop recording when the intro of the second selection ends. When unchecked, the voice track can continue to record and overlap more of the second selection than just the intro.

Automatically stop playing next cut when recording stops When checked, the second selection will stop playing when the voice track recording stops. If the previous statement is checked, this will be at the end of the intro. When unchecked, the second selection will continue to play until the **Stop** button is clicked or **5** key on the keyboard is pressed.

5) Click the **OK** button to save the changes and close the dialog box.

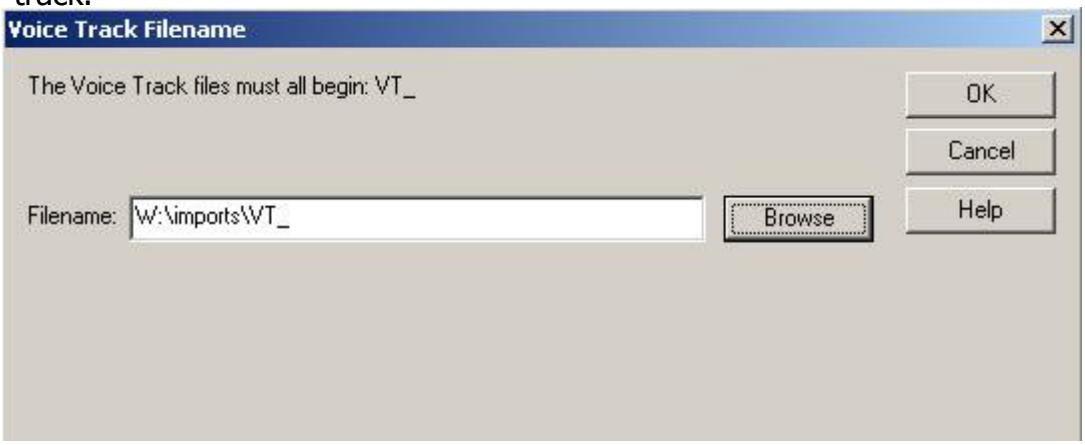
Inserting Voice Tracks into the Playlist

1) Highlight the **Play** command that the voice track will play before, or if there are already voice tracks inserted in the playlist, highlight that sequence line.

2) Click on **Automate** from the main menu, or strike **Alt-A** on the keyboard. From the drop-down list, choose **Voice Track**.
OR
Strike **Ctrl+T** on the keyboard or click on the **Ctrl+T VTRAK** button.

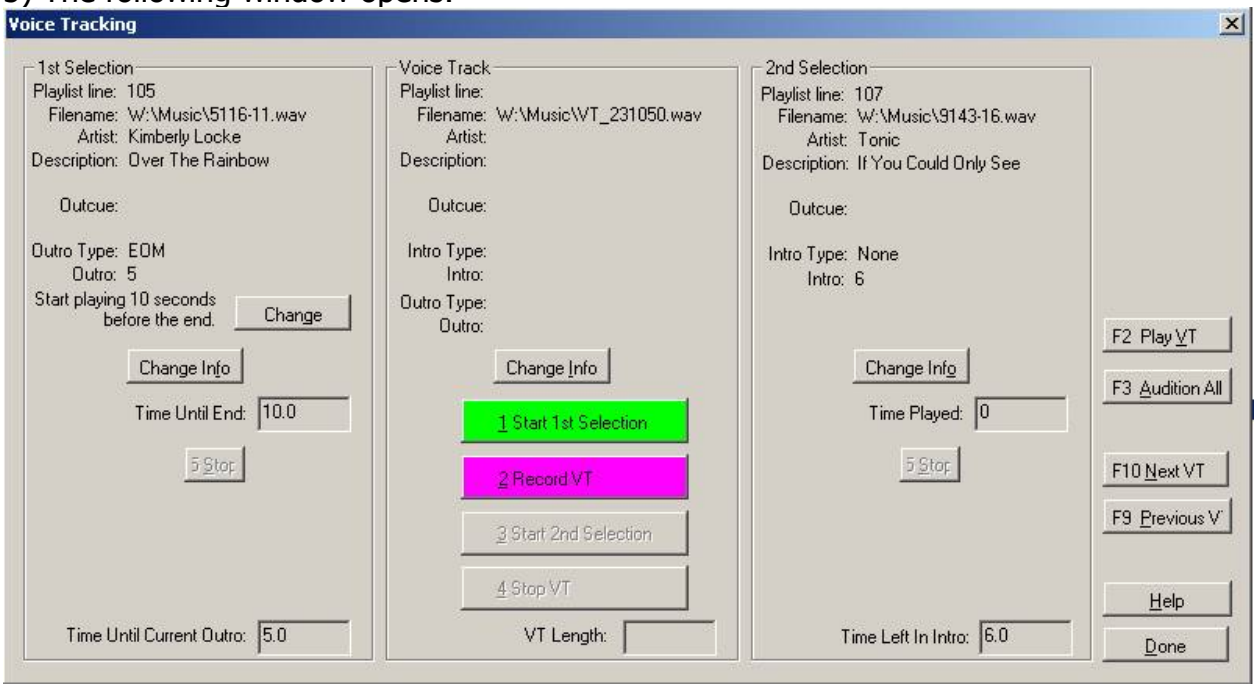
3) If the highlighted Play command is a voice track, the **Voice Tracking** window will open (see step 5). If the highlighted Play command is not a voice track, the following window will open (see step 4) and a Play command will be inserted above the highlighted line.

4) The **Voice Track Filename** window will open if the highlighted line is not a voice track.



Enter the name of the voice track that you will be recording, including the ".wav" extension, in the **Filename** field, then click **OK**. You can also browse to an existing file by clicking on the **Browse** button.

5) The following window opens:



This window shows the two wave files and the voice track that is scheduled to go between.

The filename, artist, and description of the file are displayed, along with the sequence line that each of the files is scheduled on.

The **Outro type**, **Intro type**, **Outro length** and **Intro length** for each of the files can be changed at this time with the **Change Info** button. For information about Intro and Outro settings, see the *Setting Up Wave Files for Overlapping* section of the ControlReady for Windows manual.

In the **1st Selection** section, the amount of time to be played from the end of the song during the recording of the voice track can be set with the **Change** button.

6) Click on the **Start 1st Selection** button or strike the **1** key to start the first selection playing. It will play the audio from 10 seconds before the end unless the **Change** button was used to adjust the time from the end.
While the audio is playing, the **Time Until End** and **Time Until Current Outro** fields will be counting down.

7) Click the **Record VT** button to begin recording the voice track. The **VT Length** field will display the length of the file as it is recording. Click the **Stop VT** button or strike the **4** key to stop the recording.

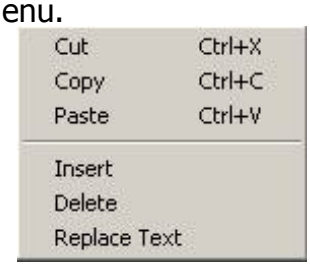
8) Click the **Start 2nd Selection** button or strike the **3** key to start the 2nd selection playing. The **Time Played** and **Time Left in Intro** fields will count as the audio plays.

9) After recording the voice track, it can be reviewed either alone or in combination with the first and second selection.
F2 Play VT button or **Alt+V** on the keyboard will play the voice track alone.
F3 Audtion All button or **Alt+A** on the keyboard will play the outro of the first selection, the voice track, and the intro of the second selection, as they will sound on the air. (If the voice tracking is set with one Play Device under Audio Device, then it will not play back as on the air. Voice tracking must be set with at least 2 Play Devices to allow overlapping during audition).

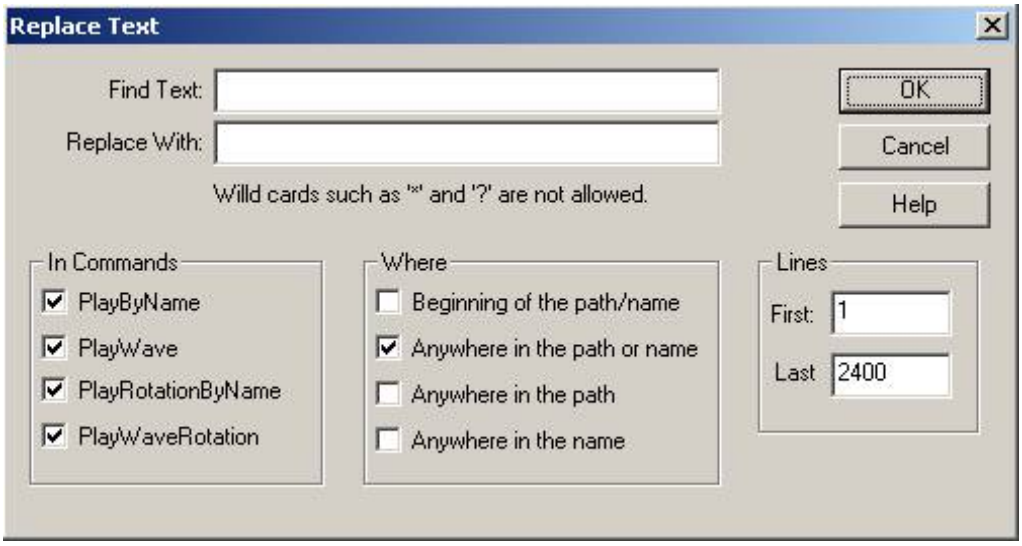
10) After the voice track is recorded and reviewed, click **Done** to add the voice track to the playlist, or click the **Previous VT** or **Next VT** buttons to record other voice tracks.

Replacing Text in the Playlists

To replace text in the playlists:
1) Click on **Edit** from the Main Menu.



2) Choose **Replace Text** from the drop-down menu.
This window opens:



3) Enter the text that will be replaced in the **Find Text** box.
4) Enter the text that will be replacing the above text in the **Replace With** box.
5) Choose what commands will have text replaced in them from the **In Commands** section. Click on the box next to the commands to select or deselect them.
6) Choose where in the command that the text will be replaced by clicking on the selection in the **Where** section.
7) Choose what area of the playlist the text will be replaced in by entering a range of sequence numbers in the **Lines** section.
8) Click **OK** to replace the text in the playlist.
9) Save the playlist if this is going to be a permanent change to this playlist.

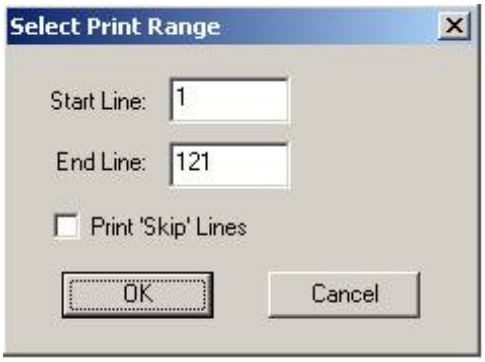
Printing the Playlists

WireReady32 can print the commands in a playlist from the ControlReady for Windows screen. The print-out will include the Sequence #, the Command and the Parameters fields for each line of the playlist.

Note: If the ControlReady for Windows Decks are set to **Hide Audio Paths and Extensions** and **Hide Logic Parameters**, these will not be printed. If you wish to print this information, uncheck these settings under the **View** menu before printing.

1. Open the playlist you wish to print in one of the decks (playlists will print from any of the 8 decks)
2. From the main menu, click on **File** or strike **Alt+F** on the keyboard.
3. Click on **Print F5** or strike the **F5** key.

   The **Select Print Range** dialog box will open.



4. Enter the sequence number of the line that you wish to start printing on in the **Start Line** box.
5. Enter the sequence number of the line that you wish to stop printing on in the **End Line** box.
6. If you wish to only print the sequence lines that have commands on them, leave the **Print "Skip" lines** statement unchecked. Checking this statement will include the Skip lines in the printout and will make the print-out use more pages.
7. Click the **OK** button or strike the **Enter** key.

Note: The playlists will not print in color.

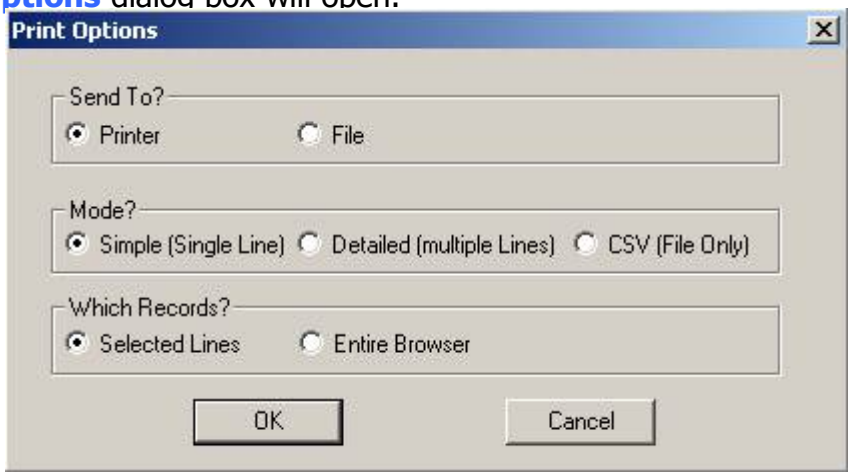
Printing a List of Audio Files from the MediaLog

It is now possible to print out a list of audio files in the MediaLog folders. This output can be used to send a list of files to your traffic and music log provider.

1. Open the MediaLog folder you wish to print.

2. Click the **F5 Print** button or strike **F5** on the keyboard.

3. The **Print Options** dialog box will open.



4. In the **Send To?** section, choose to send the information to the **Printer** or **File**.

5. In the **Mode?** section, choose the format of the file:
   Simple (Single Line) will display the Filename, Description, Artist, Length, Saved By and Changed fields, with each audio file's information on one line.
   Detailed (Multiple Lines) will display all of the fields for each audio file, with each audio file's information taking 8 lines.
   CSV (File Only) will display all the fields for each audio file, with each field separated by a comma. This option will only send the info to a file, and will not print to the printer. If this option is chosen, **File** in the **Send To?** section will be marked.

6. In the **Which Records?** section, choose to print all the audio files in the folder (**Entire Browser**), or only the ones that have been highlighted (**Selected Lines**).

7. Click **OK**.

Configuration Files

[server]:\wire\system\SyncDir32.dat

This file holds the configuration of the Sync lines. When the Automation Program hit s a Sync command, this file will be read for custom folder information. All audio that is in the source directory will be copied into the destination directory.
Except when: The audio in the destination path is newer than the source path and the destination audio cannot be accessed (locked by another process, read only etc.).
Paths are acceptable both with and without trailing backslash characters.

Format of syncdir32.dat file:

<destination alias>;<destination path>;<source alias> (not used any more);<source path>;<file type>;<speed to copy> (value between 1 and 400)

Example:

```
Production;Z:\prod;;c:\liners;*.wav;10
DEFAULT;Z:\Export;;C:\Wire\Import;*.wav;10
```

The User *.ini File

[server]:\wire\users\[username]\[username].ini

This file holds configuration information for the user. The below section holds the settings affecting the ControlReady for Windows screen. This is a list of all possible ini keys, what they represent, their possible values, and their default values. The settings may not appear in the same order in the user's ini files.

[Automation]:

AutoLoadFileSelect	- Whether or not the FileSelect list displays files when first started. The FileSelect window lists the files when adding Play and Load and Start commands. **True** = load the FileSelect list. False = Don't load the list
AudioLogFilename	– The filename of the log to use for a detailed log of all audio status. Possible values are any fully qualified filename. Defaults to "Off" which means no logging.
Autostart	- Whether or not the automation decks should automatically start. Possible values are: "Yes" and "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.
B1-A through B1-P	- These are the aliases of the input channels for the first AT1616L. Possible values are any character string having 20 or fewer characters. The default values are: "Input1" through "Input16".
B2-A through B2-P	- These are the aliases of the input channels for the second At1616L. Possible values are any character string having 20 or fewer characters. The default values are: "Input1" through "Input16".
Column_Width_Artist	- This is the column width of the Artist 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: 40.
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: 140.
Column_Width_Description	- This is the column width of the Description 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: 90.

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: 70.

Column_Width_Intro - This is the column width of the Intro 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: 35.

Column_Width_Intro_Type - This is the column width of the Intro Type 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_Length - This is the column width of the Length 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: 60.

Column_Width_Outcue - This is the column width of the Outcue 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: 40.

Column_Width_Outro - This is the column width of the Outro 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: 35.

Column_Width_Outro_Type - This is the column width of the Outro Type 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_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: 120.

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_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.

Column_Width_Start_Date - This is the column width of the Start Date 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: 85.

Column_Width_Stop_Date - This is the column width of the Stop Date 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: 85.

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.

"Deck 1 Name" through "Deck 8 Name" - This is the name of the automation deck. It is displayed in the Title bar of the deck, and in the Automation deck selection dialog box. Possible values are any valid string. The default is: "1st Automation Deck" etc.

DefaultImportMusicPath - This is the fully qualified filename of the last Music log that was imported in Automation. It is used to default the dialog box the next time it is displayed. The default is: "C:*.log".

DefaultImportTrafficPath - This is the fully qualified filename of the last Traffic log that was imported in Automation. It is used to default the dialog box the next time it is displayed. The default is: "C:*.log".

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".

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\\".

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".

FaderFullVolume - This is the percentage of volume that is considered normal full volume. Possible values are 0-100. The default is: 90.

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".

HideAudioPathsExtensions – This controls the display of filenames in play commands. Possible values are: “Yes” and “No”. The default is: “No”.

HideLogicParameters – This controls the display of parameters for logic type commands. Possible values are: “Yes” and “No”. The default is: “No”.

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.

ImportMusicCartLength - This is the length the cart name contained in the log line. Possible values are any number. The default is: 1.

ImportMusicCartOffset - This is the offset into the log line that contains the cart name. 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.

ImportMusicReportFilename - This is the filename of the output report that is created when the import is done. The default is: "ImportReport.txt" in the personal files folder.

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.

ImportTrafficCartLength - This is the length the cart name contained in the log line. Possible values are any number. The default is: 1.

ImportTrafficCartOffset - This is the offset into the log line that contains the cart name. 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.

ImportTrafficReportFilename - This is the filename of the output report that is created when the import is done. The default is: "ImportReport.txt" in the personal files folder.

ImportWebReportFilename - This is the filename of the Web import's output report that is created when the import is done. The default is: "ImportWebReport.txt" in the personal files folder.

IncludeExpiredCartsInEndTimes - Determines whether or not we should include the lengths of expired cuts in EndTime calculations. Possible values are: "Yes" and "No". The default is: "Yes".

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.

Logic Lockdown - This determines whether the information for logic commands will be able to be changed or not. Possible values are: "Yes" and "No". The default is: "No".

Logic Lockdown Password - This is the password used to unlock the Logic, if a password is being used. If no password is used, this line will not have a value assigned.

MulticolumnAudioInfo - This determines whether the information for Play commands will span across many separate columns or not. Possible values are: "Yes" and "No". The default is: "No".

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".

OutputB1-A through OutputB1-P - These are the aliases of the output channels for the first At1616L. Possible values are any character string having 20 or fewer characters. The default values are: "Output1" through "Output16".

OutputB2-A through OutputB2-P - These are the aliases of the output channels for the second At1616L. Possible values are any character string having 20 or fewer characters. The default values are: "Output1" through "Output16".

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".

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.

UseRotationsInLogs - This is a flag indicating whether importing is allowed to import rotation files. Possible values are: "Yes" and "No". The default is: "Yes".

Use Old Command Dialog Selection - This controls whether the old or new selection window will open when choosing to add a command. Possible values are "Yes" to use the old selection window, and "No" to use the new window. The default is "No".

[CommonAudioLog]:

PreviewAudioDevice - The audio device to be used when previewing audio. This is the same device that is used to preview audio from anywhere in WR.

[Automation Import]

CheckMultiplePathsForImport -controls whether or not the CusDir32 paths will be checked when an audio file can not be found in the Default Play path.

[AudioPlayer]:

Audio Boards - a list of 8 numbers separated by commas that specify which audio board each automation deck will use for the main (primary) audio board. The default is: "0,0,0,0,0,0,0,0".

Overlapping Audio Boards - a list of 8 numbers separated by commas that specify which audio board each automation deck will use for the overlapping audio board. The default is: "0,0,0,0,0,0,0,0".

Recording Audio Boards - a list of 8 numbers separated by commas that specify which audio board each automation deck will use for the Recording audio board. The default is: "0,0,0,0,0,0,0,0".

Check Sample Rate - This is a flag indicating whether or not to check the sample rate of cuts, and limit the playback to only a certain sample rate. Possible values are: "Yes" and "No". The default is: "No".

Sample Rate Allowed - This is the only sample rate that is allowed to be played when 'Check Sample Rate' is set to Yes. Possible values are: any valid sample rate. If an invalid sample rate is entered, then it will be changed to the default sample rate. The default is: 22050.

[Log]:

1-8 - This determines whether or not logging is enabled for an automation deck. This is a detailed debugging type of log. It should only be turned on if directed to be done by WireReady personnel. Possible values are: "Yes" and "No". The default is: "No".

[Confirmation Log]:

1-8 - This determines whether or not logging is enabled for an automation deck. This is a confirmation type of log

that keeps track of which cuts were played and when. Possible values are: “None” (No logging), “Old” (Old style logging), or “New” (currently not supported). The default is: “None”.

[Select Command]:

Column_Width_Hot_Key - This is the column width of the Hot Key column in the Command Selection 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_Number - This is the column width of the Number column in the Command Selection screen. This ini setting is automatically written by the program whenever the column size changes. Possible values are any number. The default is: 20.

Column_Width_Command - This is the column width of the Command column in the Command Selection screen. This ini setting is automatically written by the program whenever the column size changes. Possible values are any number. The default is: 195.

SortAscending - This determines whether the columns are sorted in ascending order or descending order. Possible values are: "Yes" and "No". The default is: "Yes".

SortColumn - This determines whether the columns are sorted in ascending order or descending order. Possible values are any number. The default is: 0.

[Web Publish Automation Deck 1] - [Web Publish Automation Deck 8]:

Import Source Path - This is the path used for the source files in the Web Publish command. Possible values are fully qualified paths. The default is: the default play path.

Import In Path - This is the Destination path where the files will be written. (It is called IN because it is the input path for DBCapture). Possible values are fully qualified paths. The default is: DBCapture\In under the root.

Import Alias - The alias to use when publishing files. Possible values are: any valid alias. Default is: "WebDefault".

Import Web Log Name - This is the log file that was used the last time that a Web Import was done. It is used to default the name the next time. It is written automatically by the program, and should not normally be modified. Default is: "C:*.log".

[FileSelect]

ColumnWidthArtist - This is the column width of the Artist column in the FileSelect screen. This ini setting is automatically written by the program whenever the column size changes. Possible values are any number. The default is: 100.

ColumnWidthAttributes - This is the column width of the Attributes column in the FileSelect screen. This ini setting is automatically written

	by the program whenever the column size changes. Possible values are any number. The default is: 100.
ColumnWidthCategory	- This is the column width of the Category column in the FileSelect screen. This ini setting is automatically written by the program whenever the column size changes. Possible values are any number. The default is: 100.
ColumnWidthChanged	- This is the column width of the Changed column in the FileSelect screen. This ini setting is automatically written by the program whenever the column size changes. Possible values are any number. The default is: 100.
ColumnWidthDescription	- This is the column width of the Description column in the FileSelect screen. This ini setting is automatically written by the program whenever the column size changes. Possible values are any number. The default is: 100.
ColumnWidthFilename	- This is the column width of the Filename column in the FileSelect screen. This ini setting is automatically written by the program whenever the column size changes. Possible values are any number. The default is: 100.
ColumnWidthFileSize	- This is the column width of the FileSize column in the FileSelect screen. This ini setting is automatically written by the program whenever the column size changes. Possible values are any number. The default is: 100.
ColumnWidthIntrolength	- This is the column width of the Introlength column in the FileSelect screen. This ini setting is automatically written by the program whenever the column size changes. Possible values are any number. The default is: 100.
ColumnWidthLastPlayed	- This is the column width of the LastPlayed column in the FileSelect screen. This ini setting is automatically written by the program whenever the column size changes. Possible values are any number. The default is: 100.
ColumnWidthLength	- This is the column width of the Length column in the FileSelect screen. This ini setting is automatically written by the program whenever the column size changes. Possible values are any number. The default is: 100.
ColumnWidthOutcue	- This is the column width of the Outcue column in the FileSelect screen. This ini setting is automatically written by the program whenever the column size changes. Possible values are any number. The default is: 100.
ColumnWidthOutroLength	- This is the column width of the OutroLength column in the FileSelect screen. This ini setting is automatically written by the program whenever the column size changes. Possible values are any number. The default is: 100.

ColumnWidthSampleRate	- This is the column width of the SampleRate column in the FileSelect screen. This ini setting is automatically written by the program whenever the column size changes. Possible values are any number. The default is: 100.
ColumnWidthSavedBy	- This is the column width of the SavedBy column in the FileSelect screen. This ini setting is automatically written by the program whenever the column size changes. Possible values are any number. The default is: 100.
ColumnWidthStartDate	- This is the column width of the StartDate column in the FileSelect screen. This ini setting is automatically written by the program whenever the column size changes. Possible values are any number. The default is: 100.
ColumnWidthStatus	- This is the column width of the Status column in the FileSelect screen. This ini setting is automatically written by the program whenever the column size changes. Possible values are any number. The default is: 100.
ColumnWidthStopDate	- This is the column width of the StopDate column in the FileSelect screen. This ini setting is automatically written by the program whenever the column size changes. Possible values are any number. The default is: 100.
ColumnWidthTimesPlayed	- This is the column width of the TimesPlayed column in the FileSelect screen. This ini setting is automatically written by the program whenever the column size changes. Possible values are any number. The default is: 100.
ColumnWidthArtist	- This is the column width of the Artist column in the FileSelect screen. This ini setting is automatically written by the program whenever the column size changes. Possible values are any number. The default is: 100.
Directory	- This is the path that is displayed when the dialog is first displayed. This ini setting is automatically written by the program. Possible values are fully qualified paths. The default is: "w:\text&Audio\".
Filename	- This is the filename that is displayed when the dialog is first displayed. This ini setting is automatically written by the program. Possible values are any non-qualified filename. The default is: "*.wav".
SortAscending	- This determines whether the columns are sorted in ascending order or descending order. Possible values are: "Yes" and "No". The default is: "No".
SortColumn	- This determines whether the columns are sorted in ascending order or descending order. Possible values are any number. The default is: 0.

[Automation Throttling DO NOT MODIFY]

DisplayUpdateIntervalMS - This is the frequency that the display is updated. Do not modify this unless directed to do so by WireReady personnel. Default is: 250.

MaxBurstLines - This is the maximum number of commands that can be executed in any single clock cycle. Do not modify this unless directed to do so by WireReady personnel. Default is: 500.

MaxContLines - This is the maximum number of commands that can be executed per clock cycle continuously. Do not modify this unless directed to do so by WireReady personnel. Default is: 500.

MaxMSPerTimeSlice - This is the maximum number of milliseconds that can be used executing commands every clock cycle. Do not modify this unless directed to do so by WireReady personnel. Default is: 4.

PlayStateUpdateIntervalMS - This is how often the PlayState file will be updated. Do not modify this unless directed to do so by WireReady personnel. Default is: 5000.

HOW TO REACH WIREREADY

WireReady NSI
56 Hudson Street, Northboro, MA 01532
(800) 833-4459 USA & CANADA (508) 393-0200
FAX: (508) 393-0255
E-MAIL: Sales@WireReady.com
WEB: www.WireReady.com