

## 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 its 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.

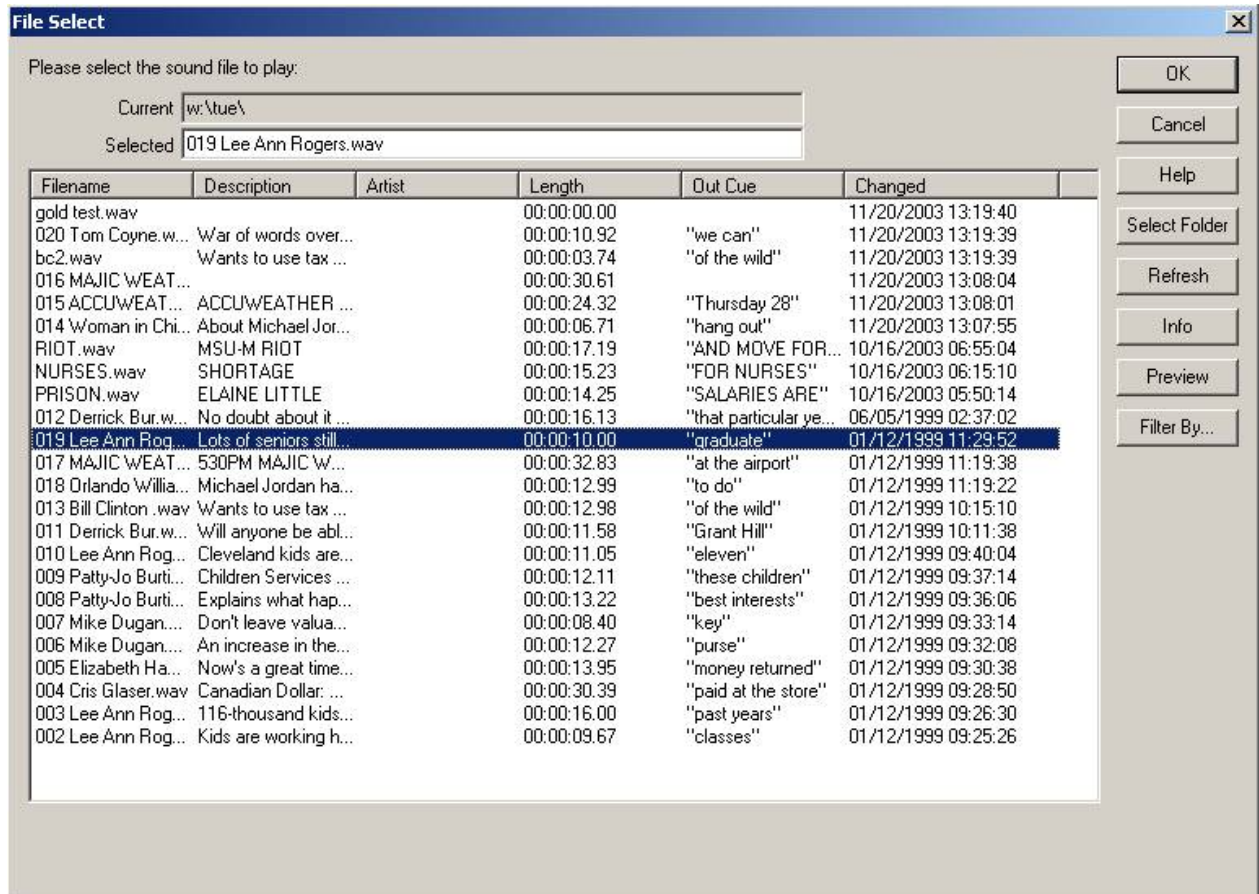
## Creating A New Rotation

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.

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

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

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.

Text File Header

Slug: Liner1

Who:

Date: 06/07/2004

Time: 00:00:38

Category: Liners

Writer: standard

Show:

Next Broadcast File:

Last Used:

Times Used:

Save As RPL

OK

Cancel

Help

**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**.

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 Automate screen or the rotation is used in the OnAir decks.