Time-based recording
in Automate

Users Guide

AUTOMATE

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INTRODUCTION

Automate is a powerful 32-bit automation system offering great flexibility.

Automate is designed to be the "traffic cop" of your operation. Automate has access to the AudioLog *.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).

Automate'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 Automate 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 Automate can do.

This Automate manual is intended to instruct you in the CREATION, MAINTENANCE and RUNNING of Automation Programs. This manual is 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. That is not to say that the process needs to be difficult. However, the process needs to be complete.

Automation is usually run on a dedicated computer. If you are running a stand-alone system or using the computer as a workstation, the Automation Programs can be run, provided the assigned audio devices will be available during recording times.

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 wait for a specific time, switch to a different network, start recording a wav file, etc. See the section on COMMANDS 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 into 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.
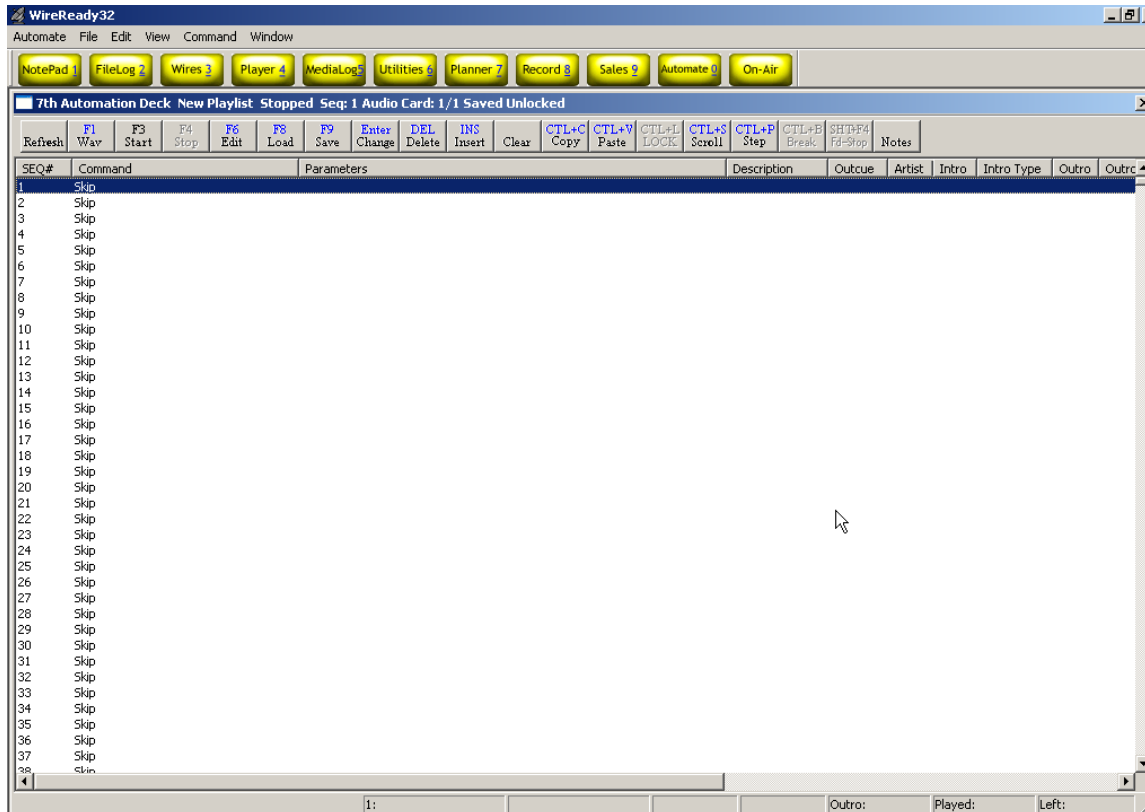
TOP STATUS LINE

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 Card being used by this Automation Deck. This is displayed as "Audio Card: 1 / 2" where the 1 is the first audio card and 2 the second audio card when the deck is configured to overlap 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#	Command	Parameters	Description	Outcue	Artist	Intro	Intro Type	Outro	Outro Type	Length	End Time	Status
1	Label	// New Day //										

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 Status of the command (waiting, playing, time remaining).

OPTION BUTTONS

F1 Wav	F3 Start	F4 Stop	F6 Edit	F8 Load	F9 Save	Enter Change	DEL Delete	INS Insert	Clear	CTL+C Copy	CTL+V Paste	CTL+L Lock	CTL+S Scroll	CTL+P Step

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.

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 highlighted sequence #.
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.

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WORKING WITH AUTOMATION DECKS AND PROGRAMS

HOW TO GET TO THE AUTOMATION DECKS

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

The AUTOMATE DECK SELECTOR screen will open:

Automation Deck v #	Playlist	Audio ...	Status	Line #	Command	Status	
Automation Deck 1	New Playlist	1/1	Idle	1	Skip		Edit
Automation Deck 2	New Playlist	1/1	Idle	1	Skip		Start
Automation Deck 3	New Playlist	1/1	Idle	1	Skip		
Automation Deck 4	New Playlist	1/1	Idle	1	Skip		Stop
Automation Deck 5	New Playlist	1/1	Idle	1	Skip		
Automation Deck 6	New Playlist	1/1	Idle	1	Skip		Cancel
Automation Deck 7	New Playlist	1/1	Idle	1	Skip		
Automation Deck 8	New Playlist	1/1	Idle	1	Skip		Help
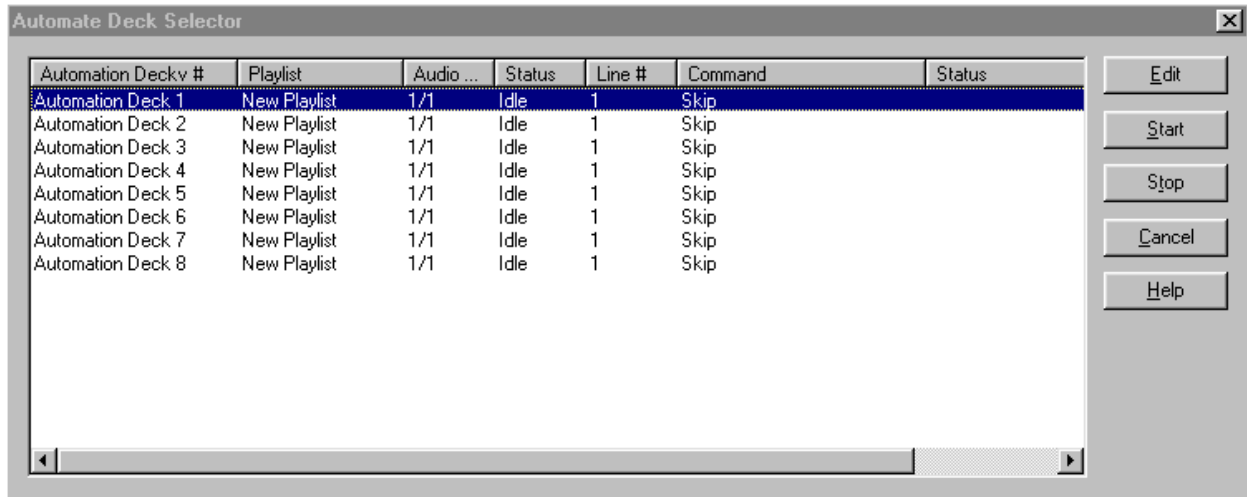
Note: The Automation Deck Selector screen shows the Status of each of the Automation Decks. If a deck shows Idle, there is no playlist running on that deck. If the Status shows Active, that deck is currently running the listed playlist.

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 DECK SELECTOR screen will open:
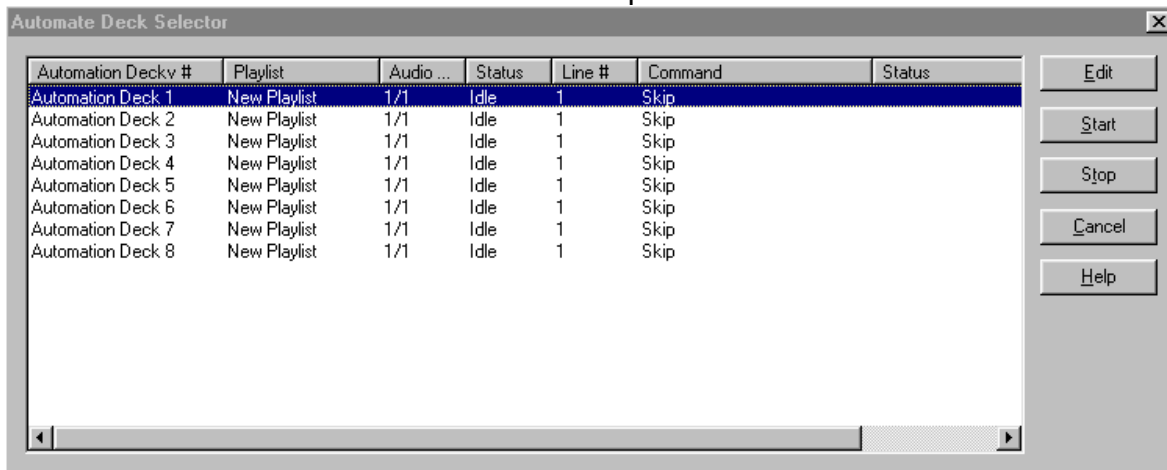
Highlight the Automation Deck that you want to go to and press ENTER.
-OR-
Highlight the Automation Deck you want to go to and click on the Edit button.
-OR-
Double-click on the Automation Deck

2). Using the drop-down menu choices in the Automate 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.)

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 commands.
   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 which 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.

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 the Windows desktop (and use Windows Explorer) to 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.
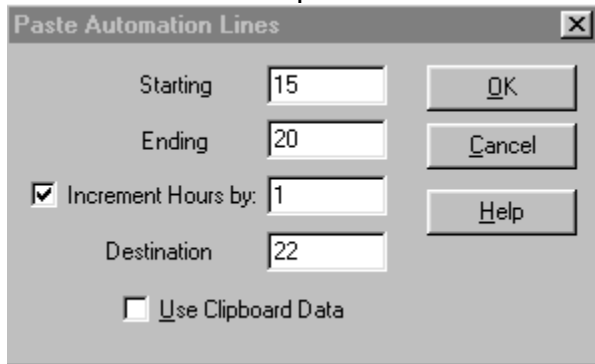This is what you would do:

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

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:

```
Paste Automation Lines                    [X]

   Starting     [15]         [    OK    ]

   Ending       [20]         [  Cancel  ]

 [✓] Increment Hours by: [1]
                           [   Help    ]
   Destination  [22]

 [ ] Use Clipboard Data
```

Uncheck Use Clipboard Data

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 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, Automate 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, Automate 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:

678	Label	Label: Cross Midnight
679	Skip	
680	If	Time is before 01:00:00 continue, else goto 680.
681	Skip	
682	Load and Start	FRIDAY.ply

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 COMMANDS

INTRODUCTION TO TIME WINDOWS

You will not be using the commands that rely on the Time Windows. This section is to show what the Automate program will do, in case you are interested in expanding the use of the playlists in the future.

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

You will not be using the Channel commands. This section is to show what the Automate program will do, in case you are interested in expanding the use of the playlists in the future.

There are two (2) types of channels, INPUTS and OUTPUTS.
INPUTS are channels that Automate monitors to be told what to do.
OUTPUTS are channels that Automate 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 Automate 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.
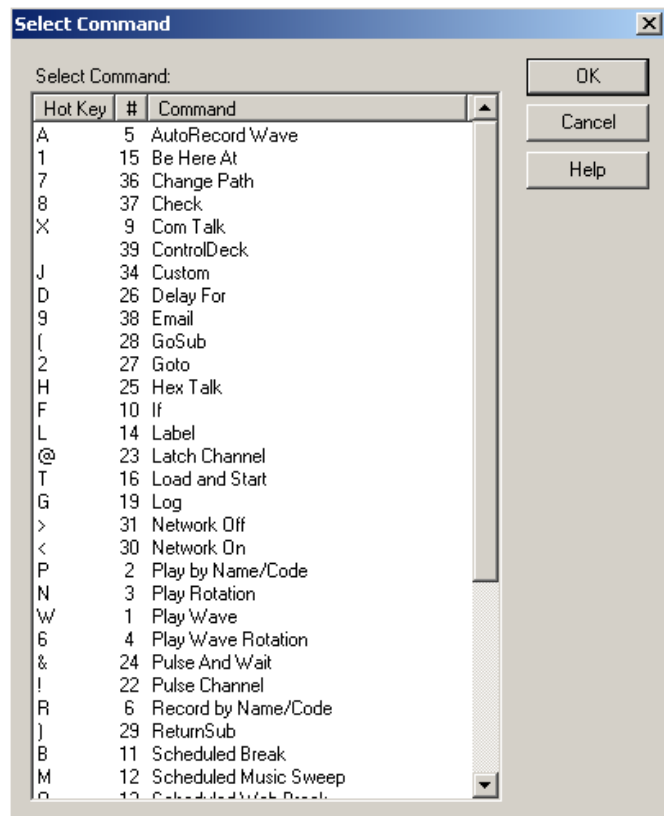
COMMANDS SECTION

INTRODUCTION

This COMMANDS section introduces you to each of the commands that are available to you for creating Automation Programs. There are 40 commands that can be used to create an Automation Program, but many of these are not used when doing time-based recording. Although these commands can be seen, not all of them will be available to you.

Each command is presented to you in this document 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.

Note: All time parameters are entered 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.

Hot Key	#	Command
A	5	AutoRecord Wave
1	15	Be Here At
7	36	Change Path
8	37	Check
X	9	Com Talk
	39	ControlDeck
J	34	Custom
D	26	Delay For
9	38	Email
(	28	GoSub
2	27	Goto
H	25	Hex Talk
F	10	If
L	14	Label
@	23	Latch Channel
T	16	Load and Start
G	19	Log
>	31	Network Off
<	30	Network On
P	2	Play by Name/Code
N	3	Play Rotation
W	1	Play Wave
6	4	Play Wave Rotation
&	24	Pulse And Wait
!	22	Pulse Channel
R	6	Record by Name/Code
)	29	ReturnSub
B	11	Scheduled Break
M	12	Scheduled Music Sweep

COMMANDS

AUTORECORD

ALL ABOUT: **AUTORECORD**

AutoRecord   w:\tues\CNN10am.wav 000500 1

PURPOSE: The **AutoRecord** command is used to automatically record an audio source
and then create a *.WAV file in the AudioLog 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**.
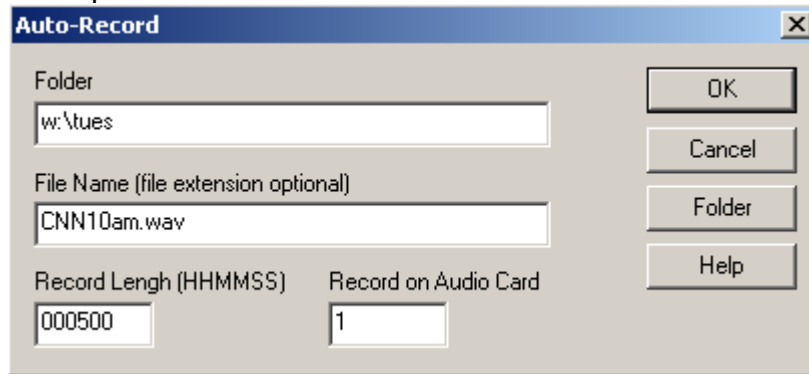2) You put in the destination folder, recording length, and audio card to
record on.

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 **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 AudioLog folders.
5) Enter the name of the file in the File Name box. Entering the file extension is not necessary. Automate 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 in Audio Card box.
8) 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 **7**, highlight **7-Change Path** and press ENTER, or double-click on **7-Change Path.**

This selector box will open:
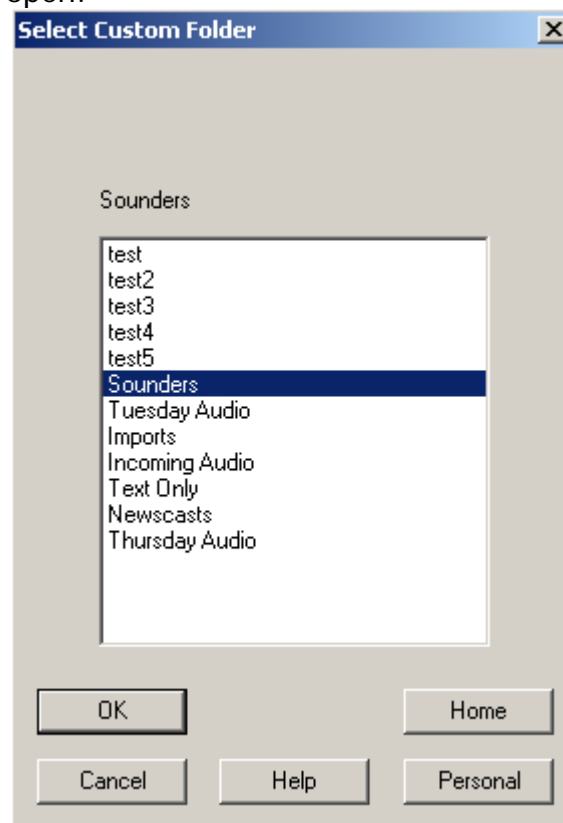
4) Highlight the Custom Folder path you would like to change to, then click OK.

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.

IMPORTANT NOTES: This command is intended to grow in scope over time to include checking for more than if a file exists.

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 **8**, highlight **8-Check** and press ENTER, or double-click on **8-Check.**

   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) Use the drop-down choices to choose what sequence line to go to if the above information either Passes or Fails.
10) 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 Automate deck.

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

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

IMPORTANT NOTES:

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, or double-click on **ControlDeck**.

This window will open:
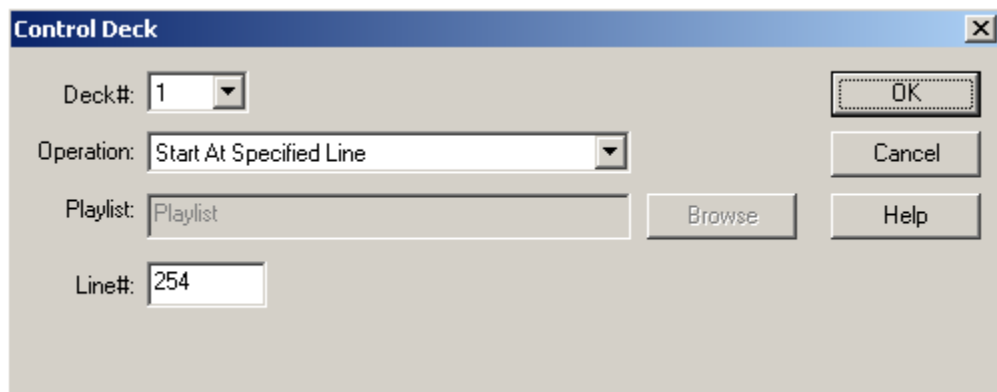
4) Use the drop-down list to choose which Automate deck to control.
5) Use the drop-down list to choose what action will be taken on the other deck.
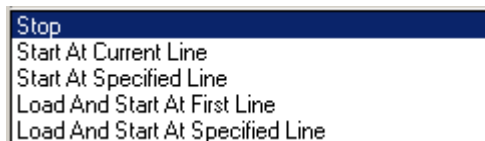
6) If one of the Load and Start statements is selected, the Playlist field will become
active. If one of the statements to start at a Specified Line is selected, the Line#
field will be active.
7) Enter the Playlist name or sequence line to start on.
8) Click the OK button to save the parameters and add the command.

DELAY FOR

ALL ABOUT**: DELAY FOR**

Delay for   **00:00:05.00**

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 **D**, or highlight **D-Delay For** and press ENTER.

   This window will open:

Delay For Time	✕
Delay For (HH:MM:SS): `00:00:05.00`	OK
	Cancel
	Help
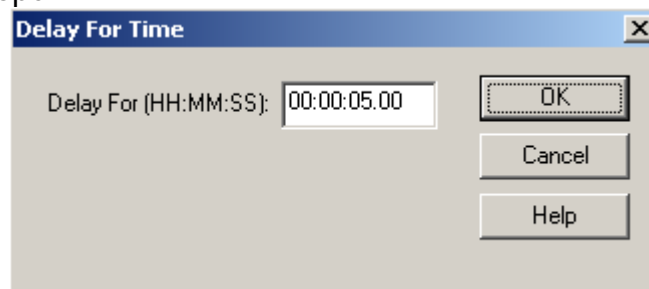
4) Enter the number of seconds that you want the Automation Program to delay for in
the Enter number of seconds to Delay for box. Automate will convert that
number to minutes and hours, if over 60 seconds.
5) Click the OK button to save the parameters and add the command.

GOSUB

ALL ABOUT: **GOSUB**

GoSub   841

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 **(**, or highlight **(-GoSub** and press ENTER.

This window will open:
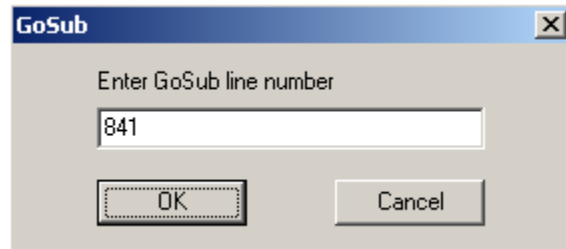
4) Enter the sequence number that you want the Automation Program to jump to when this command is executed.
5) Click the OK button to save the parameters and add the command.

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 **2**, or highlight **2-GOTO** and press ENTER.

This window will open:
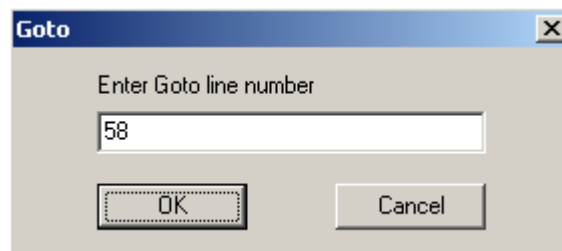
4) Type in the sequence number that you want the Automation Program to jump to when this command is executed.
5) Click the OK button to save the parameters and add the command.

IF

ALL ABOUT: **IF**

| If | Time is before 01:00:00 continue, else goto 771. |
| If | Channel B1-A: is Hi continue, else goto 458 |

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 **F**, highlight **F-If** and press ENTER, or double-click on **F-If**.

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.

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. Automate 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 **L**, or highlight **L- Label** and press ENTER.

   This window will open:
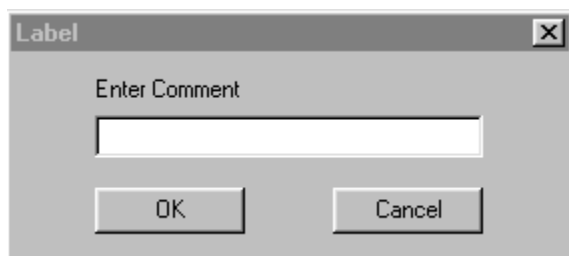
4) Type in the text that you want to be displayed, and press ENTER or click on the OK button.

LOAD AND START
ALL ABOUT: **LOAD AND START**

Load and Start   **Tuesday.ply**

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 **T**, or highlight **T-Load and Start** and press ENTER.

   This window will open:
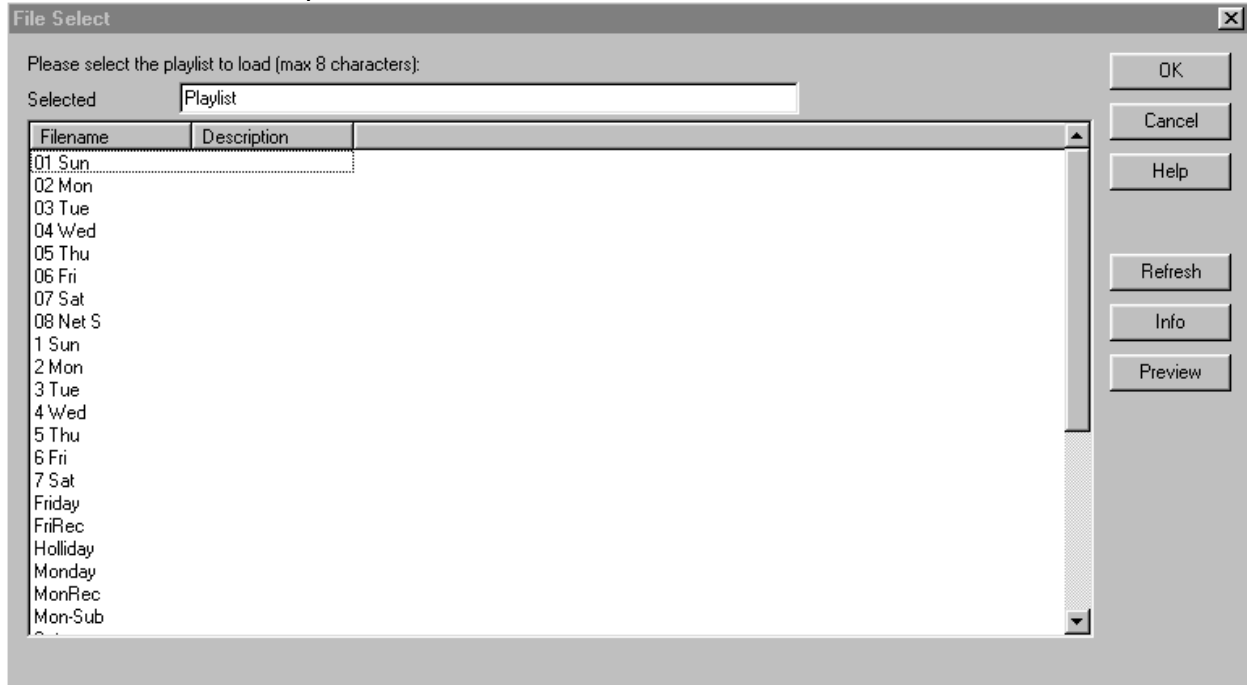
4) Highlight the Filename of the Automation program that you want to load and start
      when this command is executed and click the OK button.
   -OR-
    Double click on the Automation program that you want to load and start when this
      command is executed.

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 **G**, highlight **G-Log** and press ENTER, or double-click on **G-Log**.

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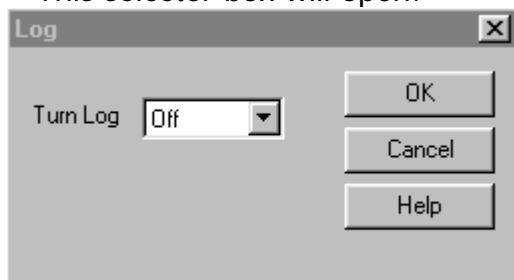
4) Use the drop-down menu to choose Off or On in the Turn Log box.
5) Click the OK button to add the command.

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

Record By Name/Code   FriNews Length: 00:00:00 Description: Friday Quality: P22 Stop Channel if HI: NONE

PURPOSE: The **Record By Name/Code** command is used to automatically record an audio source and then create a *.WAV file in the AudioLog 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.
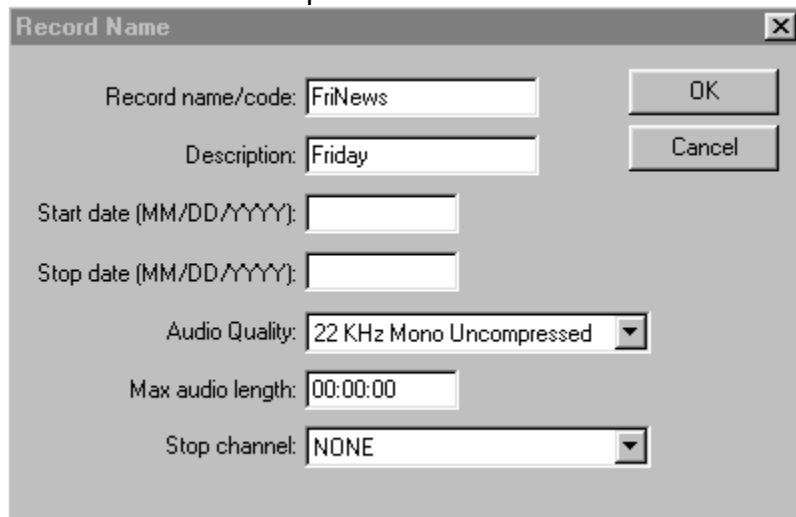
IMPORTANT NOTES: The record by name command will use the first audio card that is mapped to that automation deck.

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 **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. Automate 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 Start date and Stop date for the file.
7) Use the drop-down menu to choose the Audio Quality for the recording.
8) Enter the length of the recording in the Max audio length box as a 6-digit number (HH:MM:SS).
9) Use the drop-down menu to choose the Stop Channel.
10) Click the OK button to save the parameters and add the command.

RETURNSUB

ALL ABOUT: **RETURNSUB**

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 **)**, or highlight **)-ReturnSub** and press ENTER.

SKIP

ALL ABOUT: **SKIP**

Label   Label: Tuesday AM-
Skip
Label   Label: Record Tuesday News
Skip
Wait Until   09:58:30
Record By Name/Code   TuesNew Length: 01:01:30 Description: TuesProg Quality: P22 Stop Channel if HI: NONE
Skip

PURPOSE: The **Skip** command is just an optional space between commands to make the program easier to read/follow. Automate 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: Automate 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 **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:
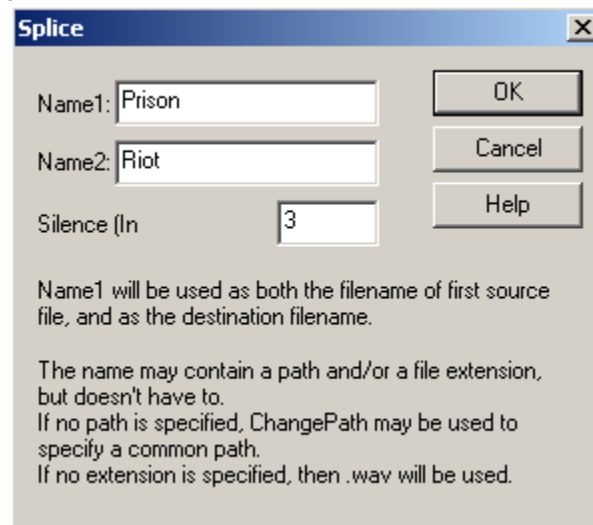
4) Enter the name of the first audio file in the Name1 field.
5) Enter the name of a second audio file in the Name2 field.
6) Enter the amount of silence to insert between the files, in milliseconds (100 would be 1/10 second, 1000 would be 1 second).
7) Click the OK button to save the parameters and add the command.

STOP / SHUT DOWN

ALL ABOUT: **STOP / SHUT DOWN**

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 **3**, or highlight **3-Stop / Shut down** and press ENTER.

SYNC

ALL ABOUT: **SYNC**

Sync   Alias: Production, W:\liners*.wav -> Z:\prod Speed: 10

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 **I**, highlight **I- Sync** and press ENTER, or double-click on **I- Sync**.

This selector box will open:
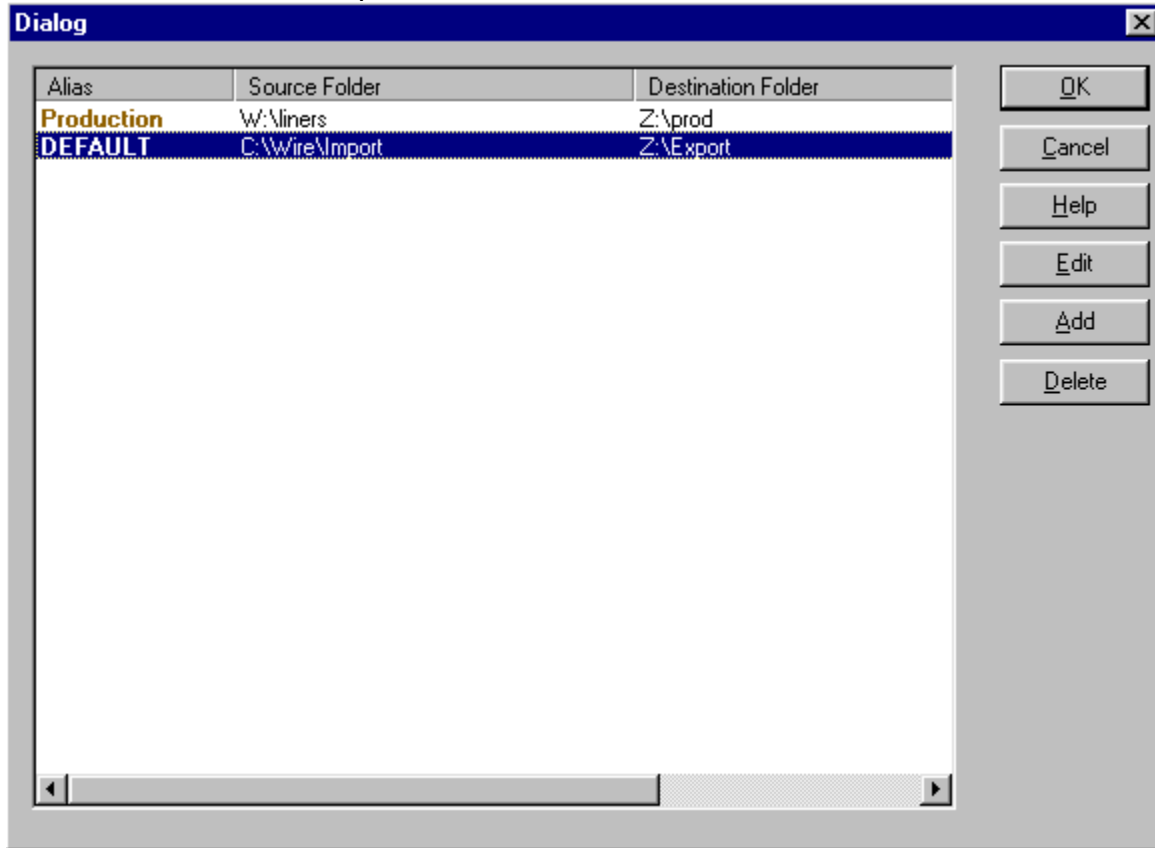
4) If there are already **Sync** alias parameters created, choose one and click the OK
   button to add the command.

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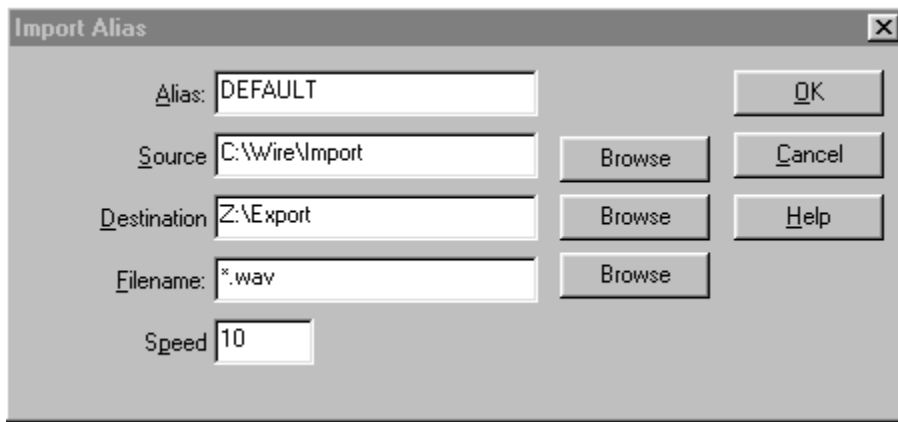
To edit an existing **Sync** alias:
  a) Highlight the alias line to edit.
  b) Click the Edit button or strike Alt-E.
  c) Change the existing parameters, then click OK or strike Alt-O to save the
     changes.

5) Click the OK button to add the command.

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 am, 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 **U**, or highlight **U-Wait Until** and press ENTER.

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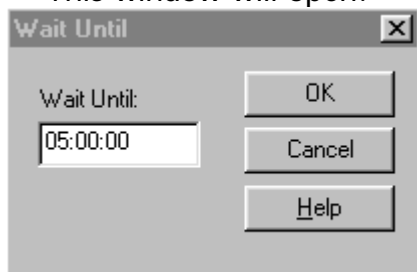
Note: All time parameters are entered in Military Format (24 hour) using 6 digits as HH:MM:SS, where HH is hours, MM is minutes, and SS is seconds.

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.

EXAMPLE OF AN AUTOMATION PROGRAM

This is an example of the beginning of an Automation Program for a station recording based on time.
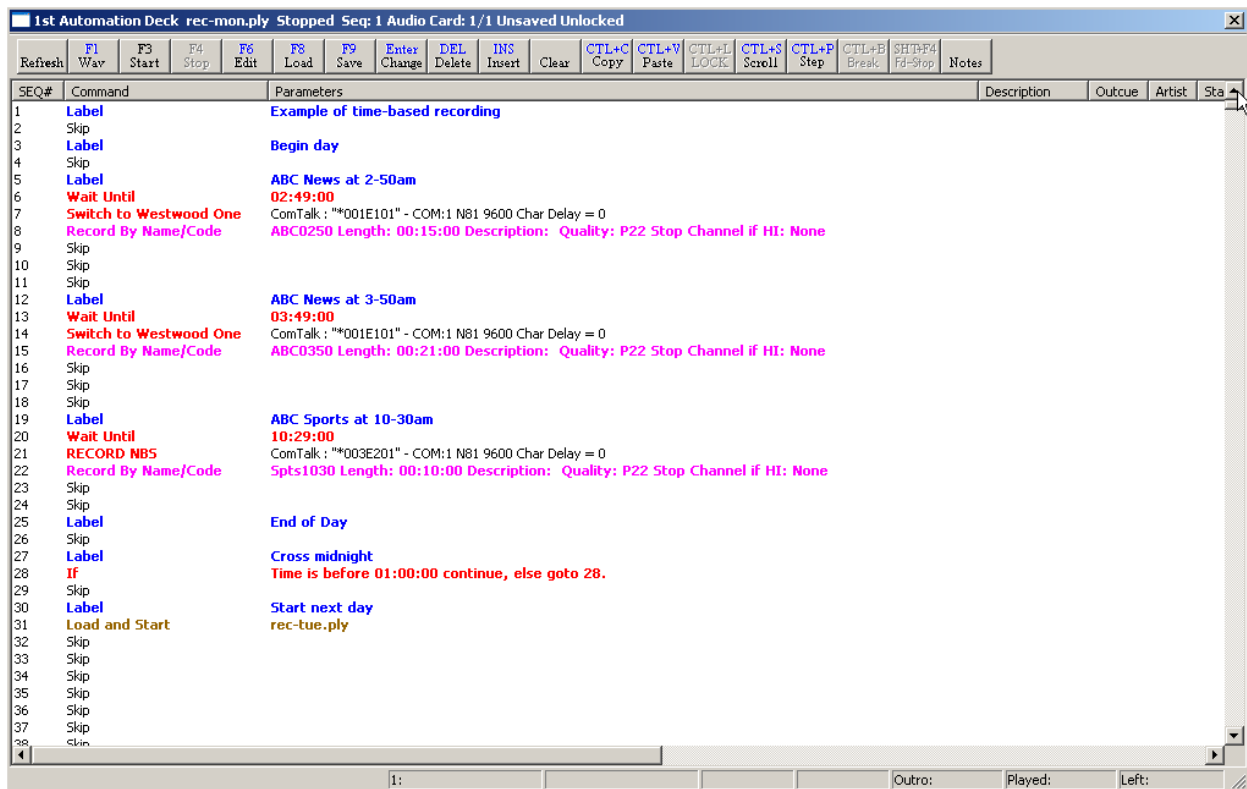
WireReady has Automation Programs that were written for a number of satellite networks. These programs can be sent to you on disks or downloaded. Call a WireReady Technical Representative for more information.

SYSTEM CONFIGURATION AND OTHER OPTIONS

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.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.

Configuration Files

Assigning Sound Cards to the Automate Decks

The sound cards are assigned to the Automate decks in the Player screen.

To assign the basic configuration options of the decks:

1) To open the Audio Player, click the *Player* button on the toolbar, or strike **ALT-4**.
2) From the Audio Player Menu bar, click *Setup*.
3) Click *Configurations*. This will open the "Configure Audio Devices" dialog box.
4) Click the *Audio Boards* tab to view the audio card address settings. The audio devices may not be assigned in Windows in the order that you installed them. 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 from the first source), and assign several other decks to use device 2.   If you are only recording from one source, you can use the second audio card to preview or edit audio.
5) Click on the *Wave Decks* tab. Assign audio boards to the cart 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.
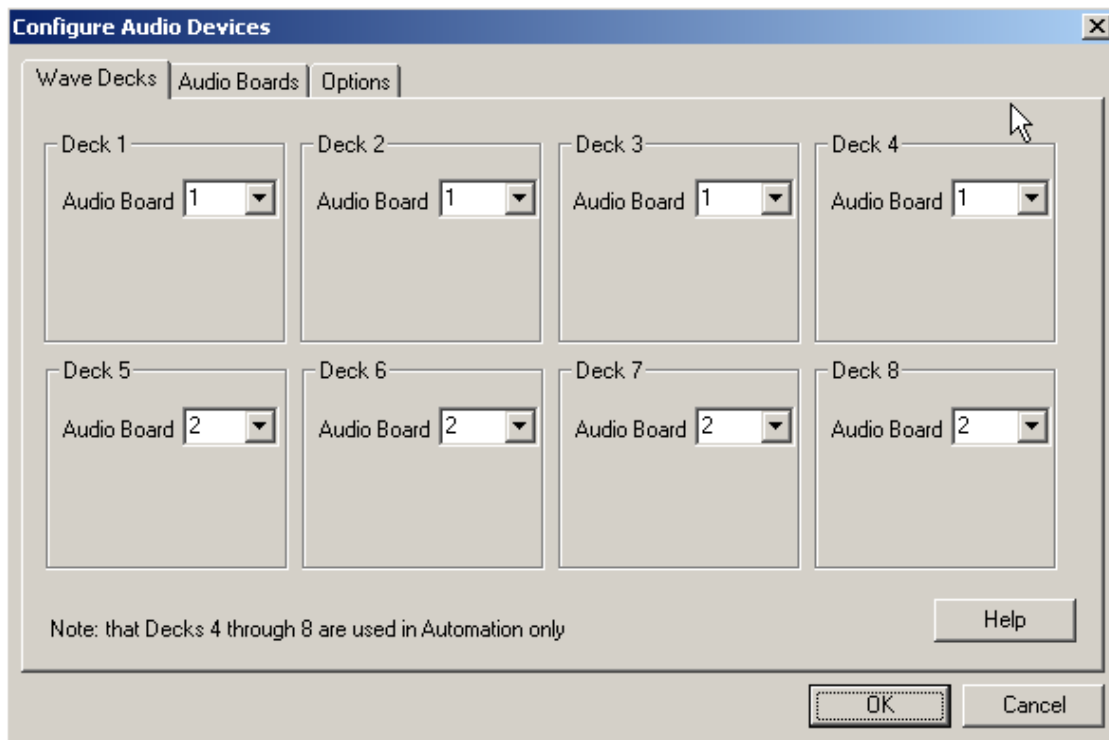
6) When finished, click OK.

[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
```

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

This file holds configuration information for the user. The below section holds the settings affecting the Automate 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]:

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. 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.

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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".

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. 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".

[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.

[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.

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