

Media Management and Automation System for Broadcast



X-Player

TOOLKIT

2014

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X-Player

The main module of DJin broadcasting software is the X-Player. It is designed for broadcasting of audio items contained within a schedule that the player is linked to. The player consists of several lines where currently played and other uploaded items (following items) are shown.

Currently played item is shown on a green background. Uploaded files have yellow backgrounds. The same color scheme applies to the schedule. In the line with the currently played item it is important to pay attention to the indication of channel that is used for playback. Usually, the player interacts with the broadcast control device (mixing board) that sends information about opening and closing of faders to the player. Thus, two lines of the mixing board are associated with channels A and B of the player, and this indication lets find out what line the playback goes to (this information may be necessary when both lines are opened and you have to know which one of them can be closed). In the lower part of the player closed fader on the mixing board is also indicated in red.

Djin January 30, 2014, Version salu.16.0.80, Profile: Base, Configuration: air_x, - Dealer, Dealer, License, K9999999(1,2,3,4,5)

File Edit View Service Extenders Help

12:04:24 DIGISPOT II

Schedule Files

Salü 04-02-2014, Dienstag (Today)

>... T	Start	Dur.	Type	Title	End	Fade	E.	Addi...	Related Images
	11:58:51	2:39	N	MB K UND G "SEX NACH 9"	12:01:30				
	12:01:30	2:33	N	crr news 4 roh	12:04:03				
		5:11		< + 00:12 > (-00:57)					
		5:20		M 12:05 (10:00)					
	12:04:03	2:36	M	SUPERTRAMP	12:06:39	2.9			
	12:06:36	2:48	M	SABRINA	12:09:23				
		5:20		< - 04:39 > (-05:36)					

End of hour:12 Total:15:00 Free: 04:27

Player

Channel	Time	Title
A B	2:14.3	SUPERTRAMP <BREAKFAST IN AMERIKA>
A B	2:47.5	SABRINA <BOYS BOYS BOYS>

MAN LIVE AUTO

Working with player is done by means of buttons and faders of the mixing board only. Mouse or keyboard can not be used. The function that enables this type of control is called “fader start”. This system launches uploaded item into an open channel and stops playback when channel is closed. Thanks to this, smooth transitions can be done easily when you need to reduce the length of played item: sliding down smoothly the fader of current phonogram, the operator opens another channel and increases its level in the same smooth manner, after which the original channel gets closed. It is important to note that there are three modes of on-air mixing board operation: “button operated” - playback is started by pressing the button that opens the channel, playback is stopped by pressing the button that closes the channel, while the position of fader controls the level of playback and doesn’t affect player operation; “by fader” - no open / close buttons are used and a channel is closed by drawing the fader to a certain level instead; finally, “mixed mode” implies opening of a channel by using a combination of actions described in the two previous modes. Another way to control the player is by using the mouse. There are two buttons in the lower part of the player – Next, which allows skipping to the next phonogram with a crossfade (default crossfade length is one second) and Stop, which halts playback.

Manual control of the player is available in two modes – Manual and Live, and there are three modes overall: Manual, Live and Auto. You can toggle modes by using buttons in the lower part of X-Player. Live mode is the basic mode. It allows total control of player operation. Auto mode is an automatic mode where all planned or unplanned pauses will be deleted (a system of unplanned pause filling can be used in Auto mode, more information on this below). Processing of fader start commands is switched off in this mode. Do not forget, though, that the faders themselves still affect the air. This mode is obligatory in case the managing editor leaves his working place, for example at night. The Manual mode is different from the Live mode in that it prohibits automatic airing of blocks with a time reference and automatic switching to next item. In practice, this means that the airing of each item from the schedule must be actually initiated. This mode may be used during live air, where soundbytes are included between microphone inserts. The Live mode also allows stopping the broadcast by placing a Stop item in the schedule (more on this in the “Schedule” manual) or directly inside the player, by pressing the button found to the right of the item.



In this case indication means a stop directly after the item. This will help to avoid having to switch between modes every time by planning these situations beforehand.

In most cases, items from schedule are played back in sequential order. Sometimes you need to make changes directly during air, though, with some cases where you need to insert an item directly after currently played one. This case is notable in that such item will not

be loaded automatically into the schedule after being added because the following existing item would have been uploaded to the player by that moment. Therefore, it is necessary to expressly load the item into the player, which is achieved by simply dragging it with a mouse and dropping it onto the first or second line of the player.

The operation of express loading of item into the player must be used only in extreme cases. Regular situations do not require this type of intervention into the order of items in the schedule. Also, already played items should be left intact. If you need to replay them, it is better to copy the items using clipboard or add them again from the Data Base.

X-Player is capable of round-the-clock operation. During transition between days, it starts playback of the schedule for the next day. Usually, this is done automatically, with the system of pause filling activated, if needed. It ensures a “no silence” air even if blocks are not completely filled with audio elements.

“Gap filling system configuration” is available from the schedule menu (press “...” on the “Schedule” tab). There are three tabs in this window. The “Gap filler” tab is responsible for filling short gaps, while “Content filler” is for longer periods. A week can be broken into time intervals, each with its own settings. Each interval can have one or several categories assigned to it, from which audio items will originate. In such a case, content filler will alternatively select random items from specified categories, while gap filler will try to select an item or several items, whose total length is as close as possible to the length of the pause. On the “General settings” tab, the minimal length of the pause is specified, starting from which content filler will be used. You can also choose to ignore intervals that have no blocks created for them. It would be wise to use this option if there is no broadcasting during the night.

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