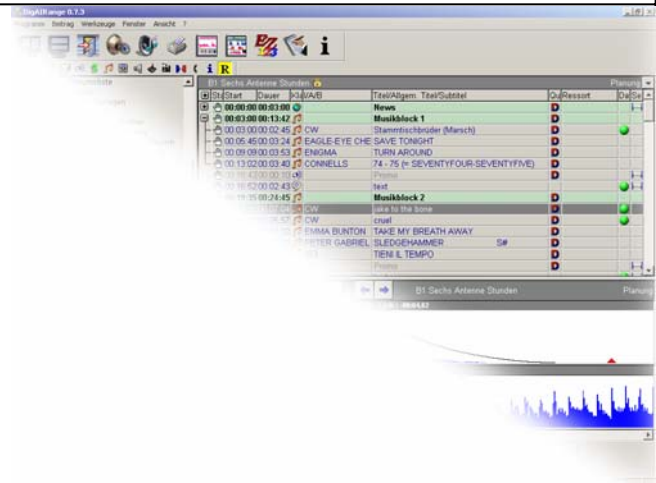




Digital Audio & Video System Integration & Development

DigaSystem.
The Radio Operating System



DigAIRange
V1.6

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1 OVERVIEW

1.1 Broadcast Server Concept

DigaSystem – synonymous for news oriented production and content exchange in the broadcast world - has been evolving over the last few years into a complete “Radio Operating System”. An important part of this evolution is the development of a tool that provides planning and scheduling for complete radio programs - incorporating news, spoken words, music, advertising and format elements. Presenting our **Broadcast Server** - designed to offer all of this and more, **D.A.V.I.D. GmbH** already has successful tools designed to handle specific tasks, e.g. **DigaCartwall** for format elements, **DigAdCom** for advertising, and **DigaNewsPlayer** for news, now with the introduction of **Broadcast Server**, it is no longer necessary to integrate an external system for scheduling.

The **DigaSystem Broadcast Server** Concept is based on a modern Client/Server Structure consisting of the following modules:

- Broadcast Server - the central database for manipulation, distribution and storage of all relevant data and actions concerning the broadcast schedule
- Scheduling Client - the planning module for broadcast information
- On-Air Client - the studio delivery module
- Import Clients - Automated or semi automated import of data from other systems (music rotation, advertisement disposition etc.)
- Other Clients - e.g. for RDS, DAB, Internet, WAP etc.

The **Broadcast Server** is used for storage of all schedule related information. It is also responsible for the gathering and coordination of all data from any active client. This structure enables a real multi-user mode and guarantees high integrity of data.

All data is stored in an XML based tree structure, which is more suited to reflect a scheduling structure, and enables an operation speed near real-time as well as easy modification to future developments.

The **DigAIRrange** Scheduling Client allows the visualization and manipulation of all information stored in the Broadcast Server. Entries from other delivery modules (e.g. the **DigaSystem** Database Manager) can be imported by drag & drop, or new entries can be created within the scheduling client. Scheduling elements can be assigned to any show, without time restriction, or provided for different show pools. It is also possible to create and classify templates. All data manipulation is immediately transmitted to the Broadcast Server and from there to all active clients working on this data.

The **TurboPlayer** On-Air Client is used for the distribution of a program schedule. It is the interactive interface between user and system, which visually displays the progress of the show and manages the processes necessary for the show. All relevant data is stored locally to guarantee reliability, as well as reflected in the connected Broadcast Server, enabling quick-change modifications to the show.

The **Import Clients** handle automated or semi automated import of data from other systems (music rotation, advertisement disposition etc.). The automated import from the scheduling software *MusicMaster* (A-Ware) and from the advertising system *RadioWare* (AluP) is already supported. The creation of other Import Clients is easily possible due to the XML based format.

Another feature is the ability to combine events on different levels (from different media) e.g. data services like RDS or DAB. You can even prepare data for Web or WAP services via other Clients.

The principle of dedicated Clients makes flexible expansions and individual adjustments to future systems much easier



2 DIGAIRRANGE

2.1 Tasks and Options

DigAIRrange - the **DigaSystem** schedule client – provides planning and scheduling for complete radio programs incorporating news, spoken words, music, advertising and format elements.

Schedules can be created for individual stations, shows, times or any user defined criteria. These schedules can be created without time limitation for any desired period. Each schedule has a corresponding “pool” for collecting audio material, format elements etc., and it is possible to create pools for an individual shows or people.

DigAIRrange supports the administration of templates - periodically (daily, weekly, monthly...) as well as for special events (Xmas, Olympic Games...)

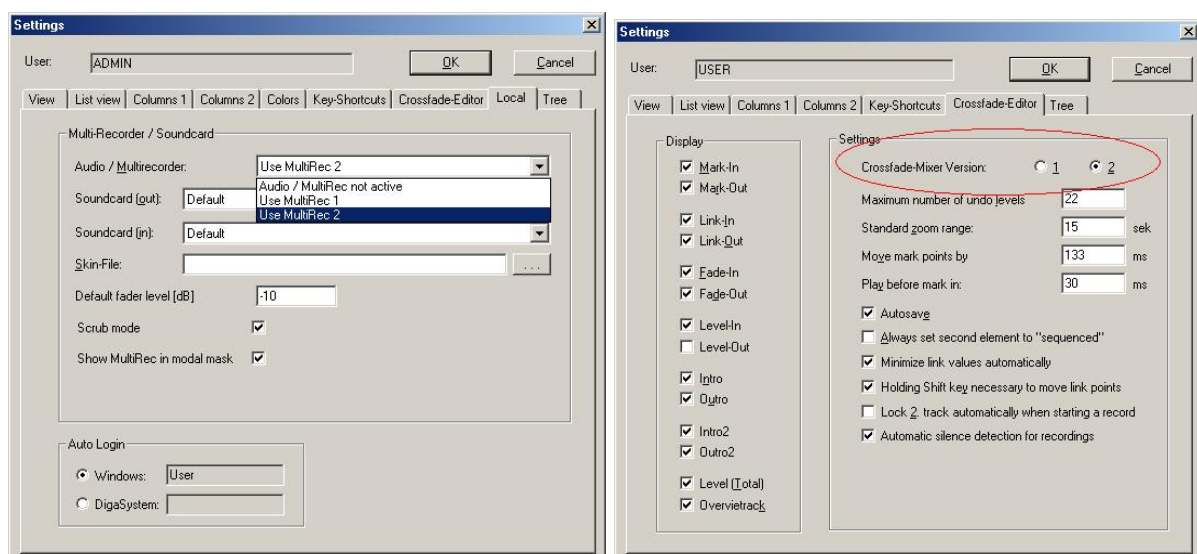
The schedules are created by drag & drop from every source that supports this functionality. These can be internal sources (planning or import pools) as well as external software, e.g. the **DigaSystem** Database Manager.

2.2 News in Version 1.6 since 1.5 **NEW**

There are several new features since DigAIRrange v1.6 since v1.5. Wherever there is a new feature documented, there is always the **NEW** sign. For having information about the additional functionality in this upgrade, please refer to the **NEW** signs in the TOC or directly in the chapters' headlines or paragraph.

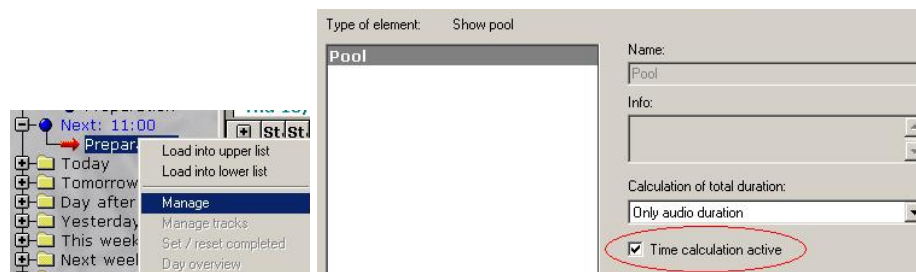
2.2.1 MultiREC & CrossfadeMixer Versions **NEW**

The version (1 or 2) of the MultiRecorder used can be selected in the local settings dialog. As multirec_2 and crossfademixer_2 need more performance, you can fall back on old workstations to versions 1 of MultiREC & CrossfadeMixer.



2.2.2 Sorting of Pools without Time Calculation **NEW**

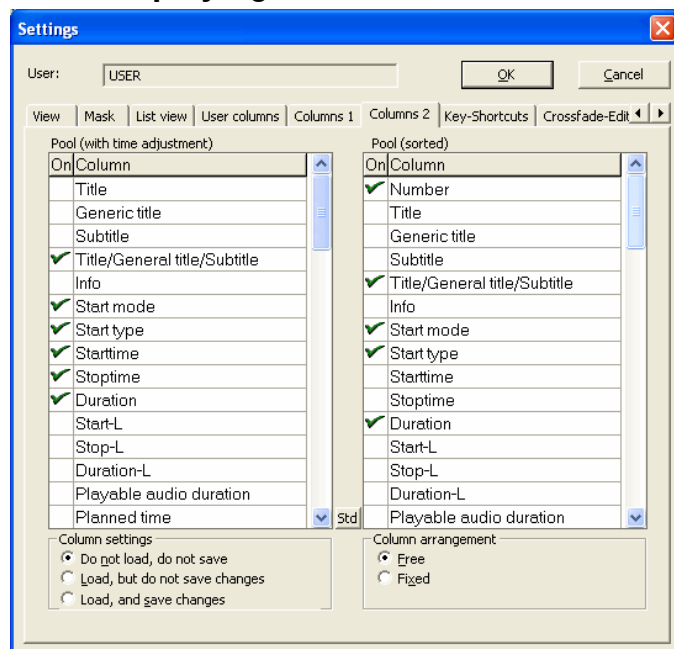
For each pool node (General pools, personal pools, jingle groups, pre-productions, day pools and show pools) a flag is available to deactivate time adjustments within the pool. Therefore the manage dialogs for these node types have been modified. If time adjustment is deactivated the list can be sorted within DigAIRrange by clicking on a column header. Besides the number of different list types for which the column properties can be set and stored has been extended. Now there are: show, day trash, pool (with time adjustment) and pool (sorted). Therefore a second column-sub-dialog is available in the settings dialog.



Pool contents with deactivated time calculation can be sorted by columns e.g. by duration. Sorted lists do not show any groups! The No column shows the original sorting which is e.g. for jingle groups. They will be loaded in TurboPlayer / DigaROC in that order.

No	Duration	Ch	P/A/E	Title/General title/Subtitle	Department	File	Te
1	00:00:10		USER	EXPLOSION_WITH_FALLING_DEBR			
6	00:00:15		USER	CAR_PASSES_BLOWING_HORN			
4	00:00:17		USER	ANTIQUE_AUS			
2	00:00:19		USER	ADHESIVE_WR			
3	00:00:46		USER	Flugzeug landet 2			
10	00:00:46		USER	Flugzeug startet 2			
5	00:01:22		USER	CAR_ENGINE_IDLING_REVIVING			
7	00:02:09		USER	CATS_IN_HEA			
8	00:04:43		Kim Karnes	Bette Davis Eyes			
9	00:05:11		Phil Collins	Dance Into The Light			

2.2.3 Displaying More Columns **NEW**



If time adjustment is deactivated the list can be sorted within DigAIRrange by clicking on a column header. Besides the number of different list types for which the column properties can be set and stored has been extended. Now there are: show, day trash, pool (with time adjustment) and pool (sorted). Therefore a second column-sub-dialog is available in the settings dialog.



- Link-related start time
- Link-related stop time
- Link-related duration
- „Ignore Mark-out“ flag
- Max. duration (Take length - MarkIn)
- Database flags: Ready-to-send, Perfect, Delete protected, to be archived, archived, personal, Royalties, Text
- Events
- User-defined columns

On	Column	On	Column	On	Column	On	Column
✓	Number		Planned time	✓	Performer/Author/Editor		MarkIn
	Title		Last played	✓	Department		MarkOut
	Generic title		Play counter		Sub department		Intro
	Subtitle		✓ Source (Icon)		Language		Intro2
✓	Title/General title/Subtitle		Source (Text)		Composer		Outro
	Info		Mixer source		Texter		Outro2
✓	Start mode	✓	Class		Producer		Link flags
✓	Start type	✓	File state		Label	✓	Text flag
	Starttime		Send state (Icon)		Album		Ready
	Stop time		Send state (Text)		Track		Perfect
✓	Duration		Output		MusicID		Do not delete
	Start-L		Filename		CDID		For archive
	Stop-L		Artist		Motive		Archived
	Duration-L		Author		Customer		Personal radio
	Playable audio duration		Editor		Product		Royalties

On	Column
	Loop
	Surround
	Joined
	Ignore mark-out
	Events
	Show

Besides, a not limited number of additional columns can be defined for each user. Basically all available database fields (XML tags) can be displayed, however the display is done in a pure text format without formatting or interpretations.

Basically, all fields displayed in columns are editable either via directly entering the text or via context menu, except those fields which are set automatically by internal links or the BCS or BUS (such as file state, text flag, link state, reference ID's) and the Start, Stop, Duration, which can only be changed within the database mask together with changing other fields and therefore need to be verified by the BCS.

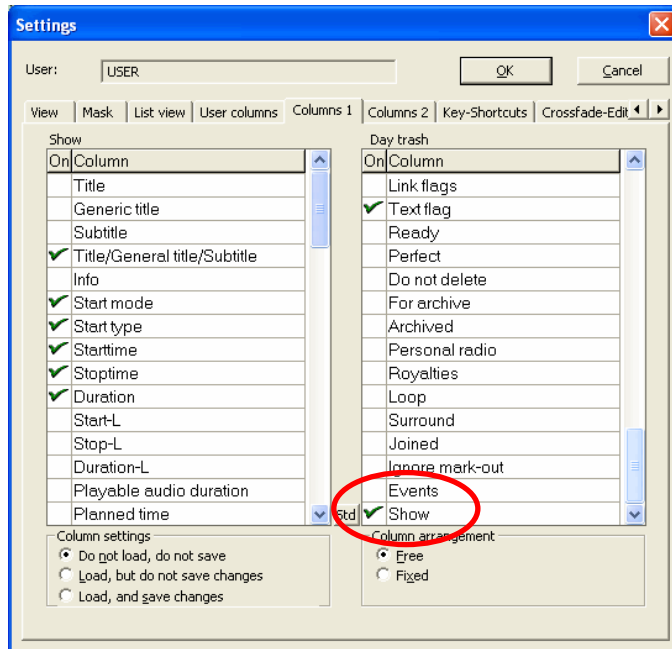
Within all nodes without active time calculation (such as preparation, pools etc.), all columns can be selected as sorting criterion by clicking the column title. When changing a field relevant for the current sorting, the sorting will be automatically updated.

No	Duration	Cl	P/A/E	Title/General title/Subtitle	Department	File	Te
1	00:00:10	🔊	USER	→EXPLOSION_WITH_FALLING_DEBR		🟢	
6	00:00:15	🔊	USER	CAR_PASSES_BLOWING_HORN		🟢	
4	00:00:17	🔊	USER	→ANTIQUA_AUS		🟢	
2	00:00:19	🔊	USER	ADHESIVE_WR		🟢	
3	00:00:46	🔊	USER	Flugzeug landet 2		🟢	
10	00:00:46	🔊	USER	Flugzeug startet 2		🟢	
5	00:01:22	🔊	USER	CAR_ENGINE_IDLING__REVIVING__		🟢	
7	00:02:09	🔊	USER	CATS_IN_HEA		🟢	
8	00:04:43	🎵	Kim Karnes	Bette Davis Eyes		🟢	📄
9	00:05:11	🎵	Phil Collins	Dance Into The Light		🟢	📄



2.2.4 Column "Show" in Day Trashes **NEW**

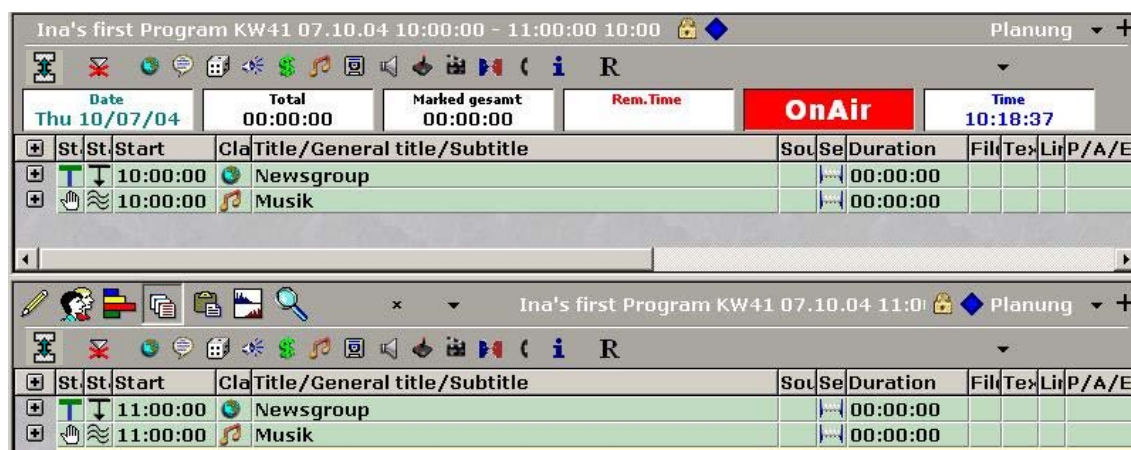
In the list view for day trashes, it is now possible to display the column of the original show the items were deleted from.



St	St	Start	Stop	Duration	Cl	P/A/E	Title/General title/Subtitle	Department	So	Fi	Li	Sh
		10:40:30	10:47:09	00:06:39		TOTO	LOVE HAS THE POWER		D			09:00-12:00 Forenoon Program
		10:34:36	10:40:30	00:05:53		TOTO	OUT OF LOVE		D			09:00-12:00 Forenoon Program
		10:30:36	10:34:36	00:04:00		TOTO	HOLD THE LINE		D			09:00-12:00 Forenoon Program
		10:26:45	10:30:36	00:03:51		TOTO	I'LL BE OVER YOU		D			09:00-12:00 Forenoon Program

2.2.5 Two Filter Bars **NEW**

The filter toolbar of the program has been removed. Now two separate filter bars are available, one for the upper and one for the lower show window. Each of them can be made visible separately and the state of both filter bars is stored separately in the user settings.

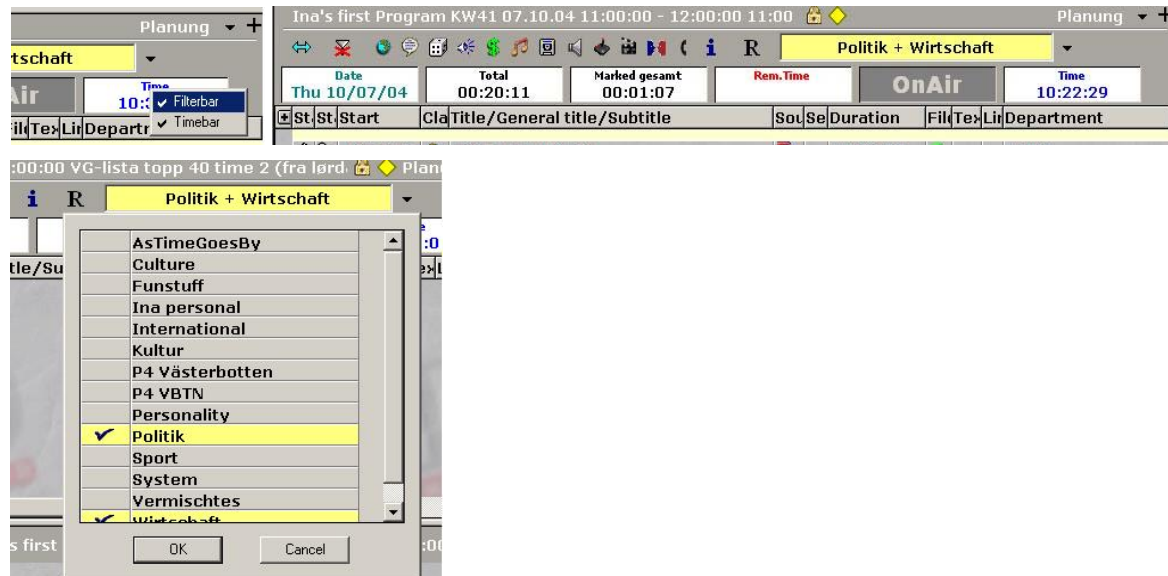


Both filter bars can be linked together with the button shown on the left. On the other hand, the filter criteria can be set independently.



2.2.6 Ressort Filter **NEW**

The filter bars have been extended by a ressort (=subject/department) filter. The department filter allows “or” combinations of all available departments. Filter bar and Time bar can be faded out if not needed.



2.2.7 Navigation Bar **NEW**

In both content windows, independent navigation bars can be displayed, which make it possible to navigate in time within the show schedules.



Using the right mouse button on the head bar of the upper and lower window, the navigation bars are displayed / hidden. The visibility of the bars is saved within the user preset.



The following buttons are displayed in the navigation bar:



Contents of the upper and lower window are commonly changed when switching to another show.

For example:

Upper window: Display of „Show 1:00pm – 2:00pm“,
Lower windows: Display of „Show 6:00pm – 7:00pm“

After clicking the „Next Show“  button, the following shows are displayed:

Upper window: Display of „Show 2:00pm – 3:00pm“,
Lower windows: Display of „Show 7:00pm – 8:00pm“



A show backward / forward. If the corresponding show is not found, an appropriate message appears in the title of the window. Here, the exact start time of the show is relevant.



A day backward / forward.





A week backward / forward.



Same show at the same start time, but today



Same show at the same start time, but on a selectable date



Loading the preparation folder of the displayed show into the lower window

2.2.8 Inserting New Elements **NEW**

The system's behavior with creating new elements has been changed. Now, the database mask changes first for each new element. You can define whether it is opened in a modal dialog or in the lower window. When the mask is opened, the cursor is default set in the title field (or the first field in the mask). Saving in the BCS is done not before closing the mask with OK, i.e. that the saving can be avoided by clicking the "Cancel" button.

For the navigation within the database mask as well as opening and closing the mask, keyboard shortcuts can be defined:

- Inserting a new element (Default: CTRL-INS)
- Changing to the next database field (TAB)
- Changing to the next / previous / first / last sub mask (ALT-RIGHT / ALT-LEFT / ALT-HOME / ALT-END)
- Closing the database mask with / without saving (CTRL-RETURN / ESC)

2.2.9 New „BR“ Sub mask **NEW**

A new customer-specific „BR“ sub mask has been implemented with the following outline:

BR

Title: I'LL BE OVER YOU

Class: Music

Author: MR

Department: planned

Origin:

Subdep.:

Ordered by:

Flags:

Editor: MR

Royalties:

Mixer src: <System>

First words:

Last words:

Comment:

Times

Scheduled at: 22:37:42

Start mode: Manual

Start type: Floating

Starttime: 09:25:40.721

Duration: 00:03:51.471

Total duration: Only audio duration

Joined

Ignore mark-out

Creation

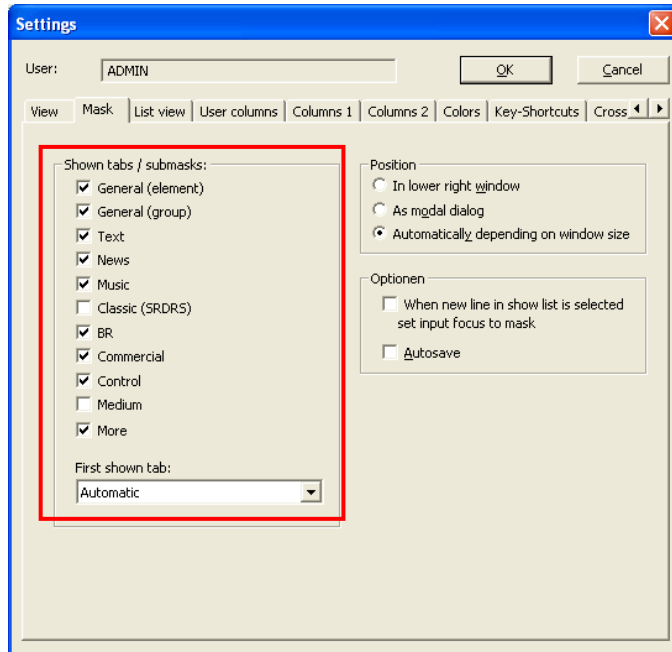
Date: 17.11.1999

Time: 22:37:42



2.2.10 User-specific Sub masks **NEW**

The sub masks of the database entry can be defined via a settings dialog:



2.2.11 Display and Consideration of Database Flags **NEW**

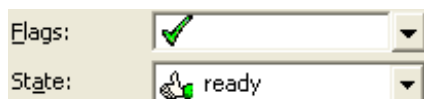
The database flags Ready-to-send, Perfect, Delete protected, to be archived, archived, personal, Royalties, and Text can be displayed as columns in the show list. The same symbols as used in the Database Manager are used. The order of the symbols can be defined, as there is an own column for each symbol. For changing the flags, the rights objects *DBMChangeReady*, *DBMChangePerfect*, *DBMChangeNotDel* and *DBMChangeArchive* are used.



When manually inserting new entries from other modules (like Drag&Drop from the Database Manager, DigAIRrange checks the “Ready-to-broadcast” and “Perfect” flags and given prevents from creating entries without the appropriate flag. If and which flag is needed can be defined for each program. The check is used only on shows and jingle pools, not for preparation and other nodes. With selecting multiple entries, only the qualified items are inserted, displaying an appropriate message. Please note: The check is explicitly not done with inserts done by imports (manually or half-automated in DigAIRrange or automated via a BUS task).

Except the “Ready-to-broadcast” and “Perfect” flags, all other flags are displayable and changeable (defined by user rights), but do not have any further function.

Please note: The State flag „Ready“ is a send state existing only in the BCS system. It has no functional link to the Database flag “Ready-to-send”.

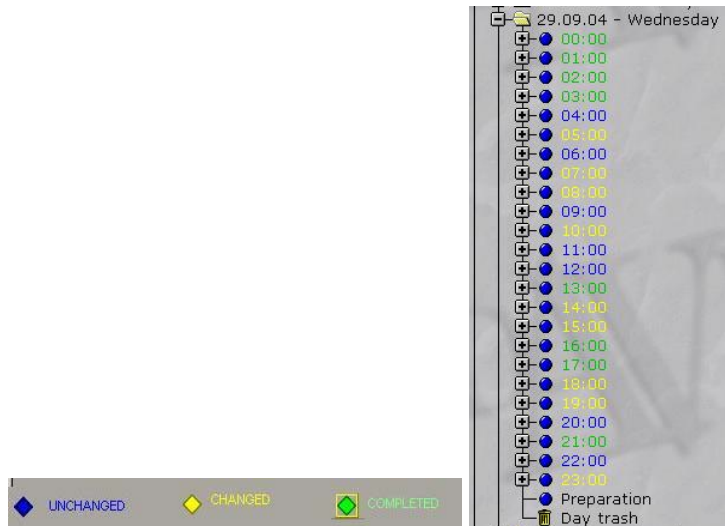


2.2.12 Show State & Day State **NEW**

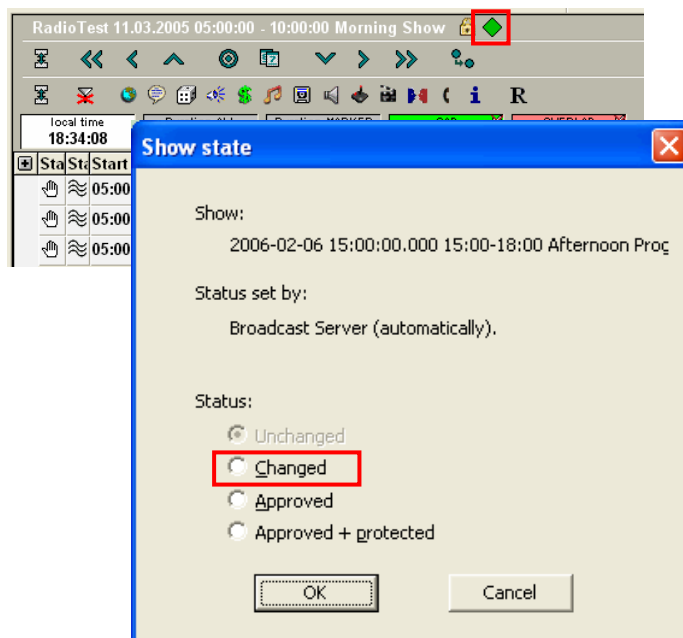
With v 1.6.1, service-specific settings have been implemented. Days and shows have a status flag now. They can be

1. Unchanged = identical to the template (default color: blue)
2. Changed = different from the template (default color: yellow)
3. Completed = a user with corresponding rights has declared the show completed (available for shows only) (default color: green)

The **day status** can be signaled as text color in the tree view, the corresponding colors are service-specific and must be set in the key "Digas\PlanServer\...\DigAIRrange" with the values "TreeColorUnchanged", "TreeColorChanged" and "TreeColorCompleted".



The show status is signaled with an icon in the header line at the top of each show list:



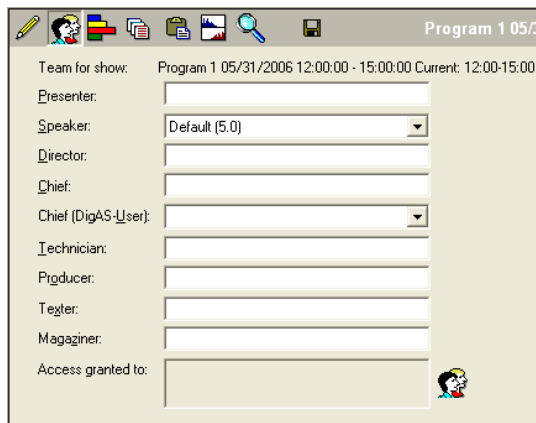
The icon is implemented as a button, which can be pressed by authorized users to set a show completed. The necessary user right is set in the DigaSystem Administrator tool: "Set show completed".



2.2.13 Team List **NEW**

In the team list, positions and names can be entered freely. The right to edit team lists is defined either by the MANAGE or the WRITE right for the appropriate show (to be defined). Therefore, a new flag has been implemented at the "Show" level, which is only editable when having the appropriate MANAGE right. If a position field is not editable for the current user, it is deactivated and so grayed.

The name fields can be edited by all users who have an EDIT right on the show. Default, the team list is empty, and the focus will be in the name field of the first team member; however this is standard for all modal dialogs. Besides, it is possible to assign positions and may be team members to the templates.



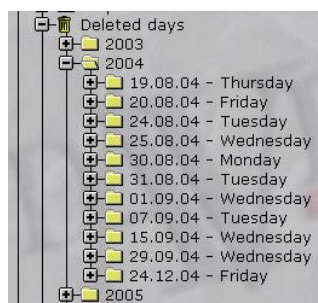
The two members „Chief“ and „Speaker“ are selected via Drop-Down-Lists. Here, the „Chief“ can only be selected by users, who have a MANAGE right on the show (e.g. administrator, program chief etc.)

2.2.14 Trash for Deleted Days **NEW**

A trash for deleted days has been implemented. You can select a day in the tree view and execute the command "Delete day". You must be program manager to perform this operation.

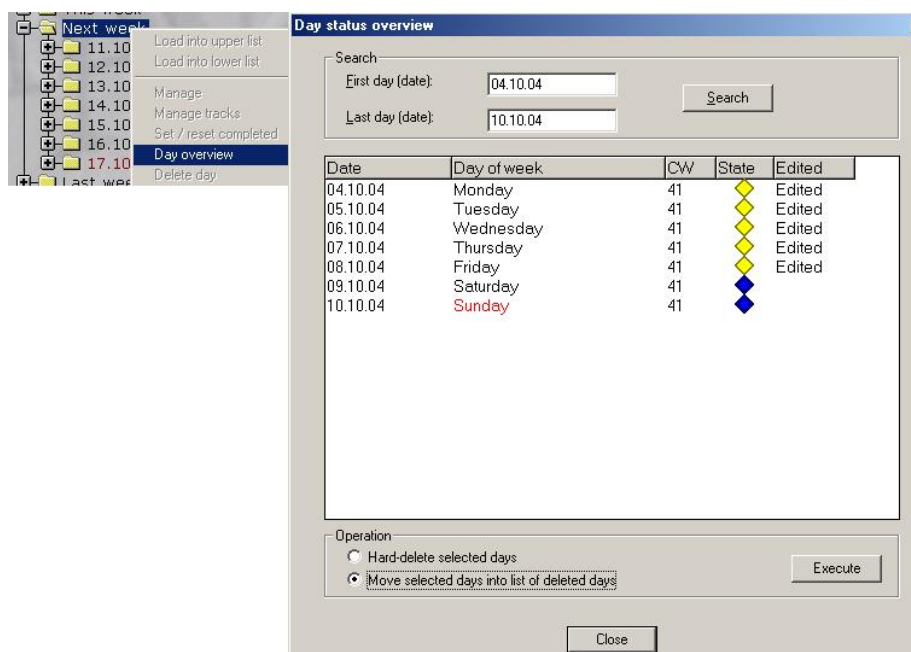
An option allows moving the day into the list of deleted days. The list can be browsed within a new service sub-key in the tree view. Deleted days are read-only. Such a day can only be used as source for copy operations or it can be deleted completely.

The day trash has been included in the list of nodes which can be configured to be either in chronological order or which can be sorted freely in the display otherwise. Be aware, that no groups are shown in the view without calculation.



2.2.15 State Overview **NEW**

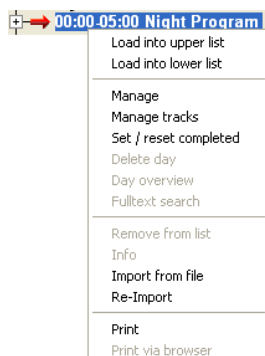
A day status overview dialog has been implemented. There are some nodes within the tree view which can be selected to enable a new tree- or context menu command which shows the dialog. The dialog allows browsing in a specific day interval. The result list will show each day which has been created so far together with its day status. You can select multiple lines and either (hard-) delete the days or move them into the list of deleted days.



2.2.16 Print-outs **NEW**

The printing commands are displayed in the context menu of the show list, in the title bar of the show list window, in the node of the show tree and in the sub-commands of several menus. The selection options "print only selected items" is automatically set, depending on the context on the commands.

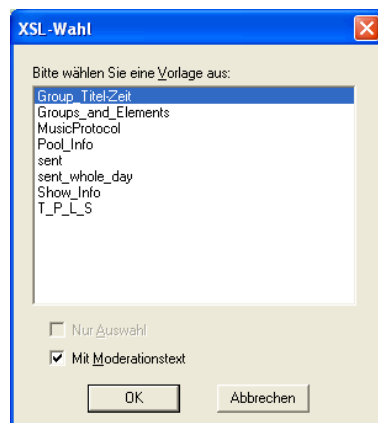
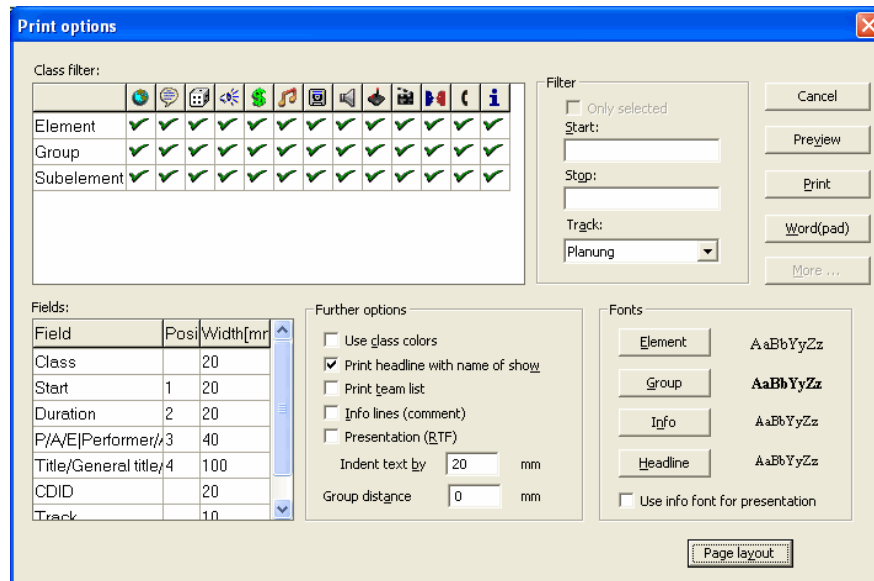
Basically, there are two ways of printing out:



1. Via the integrated printing function

The integrated printing function contains several configuration options; however they are limited to the possibilities given (especially regarding the fields to be used). The printing content can be sent either directly to one of the printers available or be opened with the Windows application "WordPad".





2. Via a web browser and XSL style sheets.

In Connection with the printing function via web browser, contents and formats can be configured via XSL style sheets.

2.2.17 New Rights **NEW**

Two new rights objects are introduced:

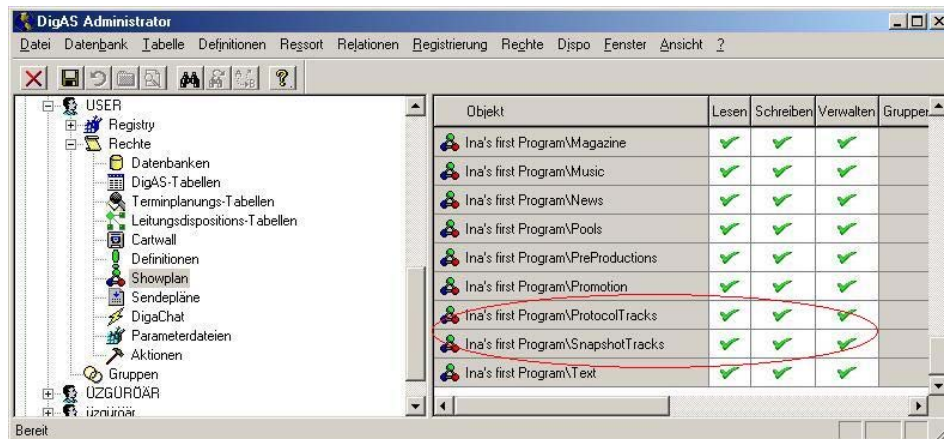
"<Servicename>\ProtocolTracks" and "<ServiceName>\SnapshotTracks".

The "Manage" right to the new right objects

"<Servicename>\ProtocolTracks" and "<ServiceName>\SnapshotTracks" is now sufficient to call the track manager and create and delete tracks.

Read and write right can be given separately. Be aware, that a user with On-Air right will always be able to edit the protocol track. Be also aware of the fact, that the manage right on the service enables editing in all tracks!





2.2.18 BCS Full-Text Search **NEW**

In the Multiview window, an ActiveX control has been implemented, which serves as a full-text search to search BCS data. The control requires the information via network communication from a central indexing service. The search must be limited to a dedicated Broadcast Server and a dedicated program. An additional parameter can define if the selection of the Broadcast Server is suppressed. The search will then be carried out via the program defined in the Registry.

Besides, the search can be limited to a certain time interval and/or a certain node within the BCS tree. The Control shows the found items in a list with their starting time and node (show). By clicking the item, the node is loaded into the upper window. Besides, via the control can replace selected items out of the found items with another element.

2.2.19 Regio Player Functions **NEW**

2.2.19.1 Creating Regio Tracks in DigAIRrange **NEW**

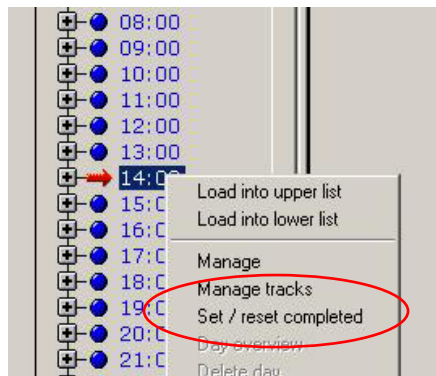
The management of regional items or regional schedules runs within the BCS data structures via tracks. Per program (radio channel), one main track exists for the planning. Here in the main track, the regio elements for each regio schedule are defined, which have a fixed length in first instance. In each regional channel exists a separate region track, in which the contents of the regional window are scheduled. Therefore, in each regional track and for each regional element must be defined a corresponding region group, whose start time and fixed length refer to the corresponding values of the assigned regio element. This can be achieved by definition of special templates.

From this, a new requirement for the BCS resulted: When creating region elements in the main track, the corresponding regio groups in the defined regio tracks must be created. Each manipulation of a regio element in the main track needs a corresponding change in all concerned regio groups in the regio tracks. (e.g. deleting, moving, length changes, meta data changes etc.).

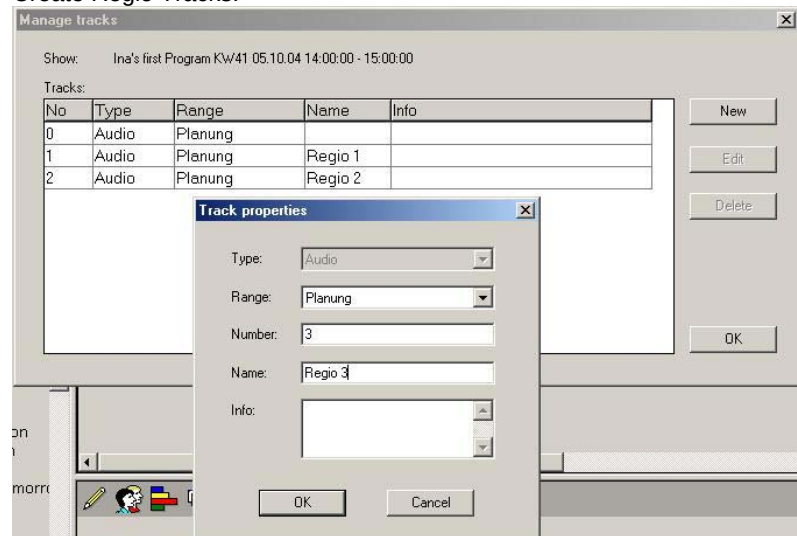
The planning of the regio contents is now done just like the well-know planning of group contents in the main track (e.g. filling up music or commercial groups). A track selector is used to access the main and regional tracks. Alternatively, the desired track can be selected via the context menu of the regio element within the main track.



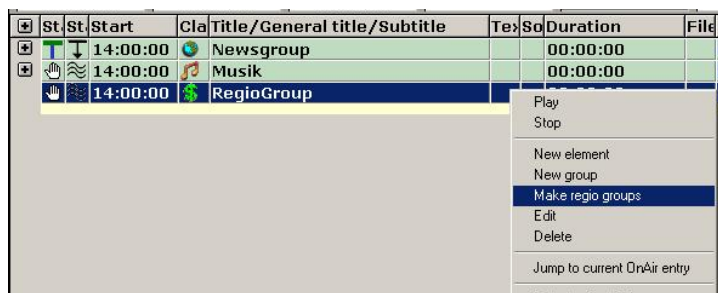
Go To Track-Manager:



Create Regio Tracks:



Create/schedule an element (not a group!!!) in track 0 and create regio groups for it.



In the regio tracks you'll find the corresponding groups:



2.2.20 More New Features **NEW**

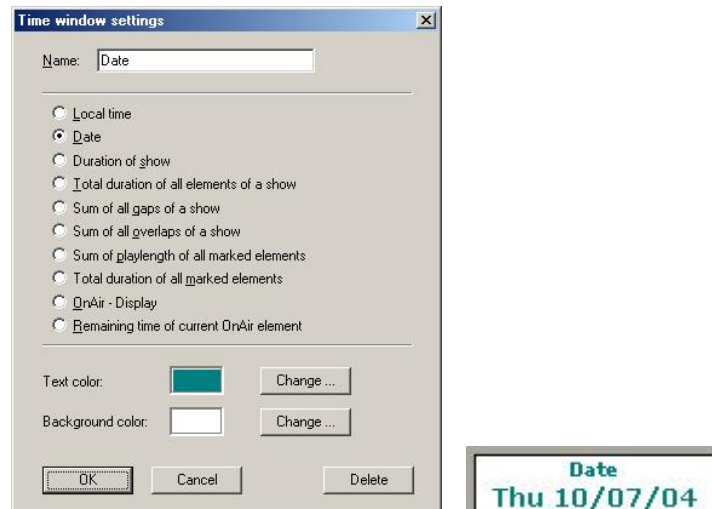
2.2.20.1 Calendar Week in Had Bar **NEW**

In the values in key "DigAIRange\TitleBar" the new variable "%k" can be used. It will be replaced by the week of the year.



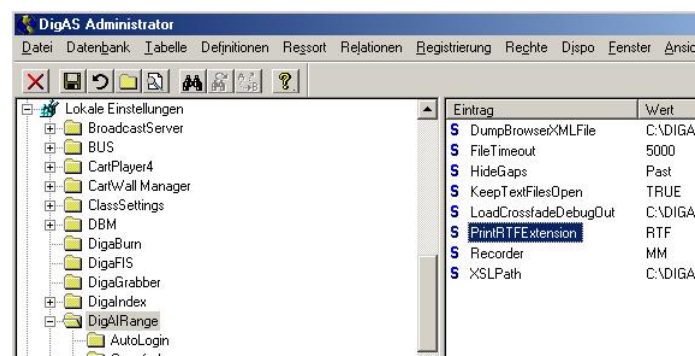
2.2.20.2 Date in Time Bar **NEW**

The content of the time windows has been extended by the current date (including the weekday).



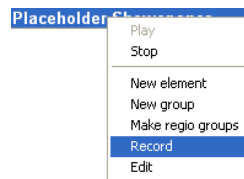
2.2.20.3 Parameter for Print File Extensions **NEW**

The file extension for the temporary files created in the function "Print via WordPad" can be set with the new parameter "DigAIRange\PrintRTFExtension" now.

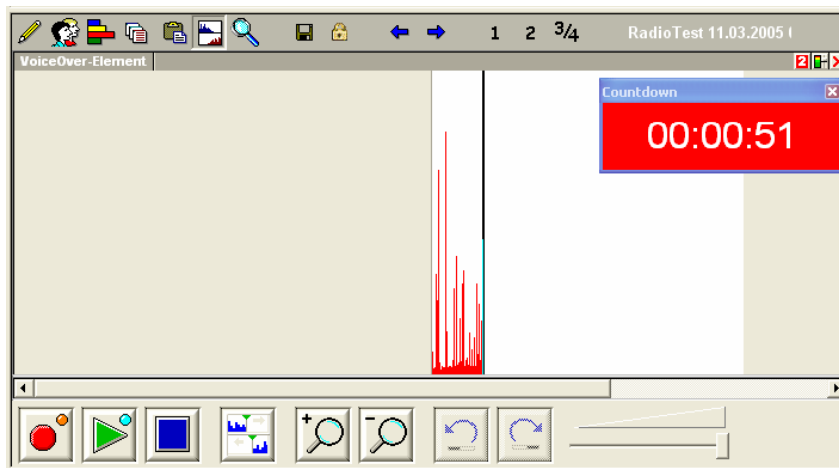


2.2.20.4 Recording on Placeholders **NEW**

Now you can perform recordings directly on placeholders. For this, an audio-related class must be assigned to the placeholder. The recording is called up via the context menu of the placeholder.

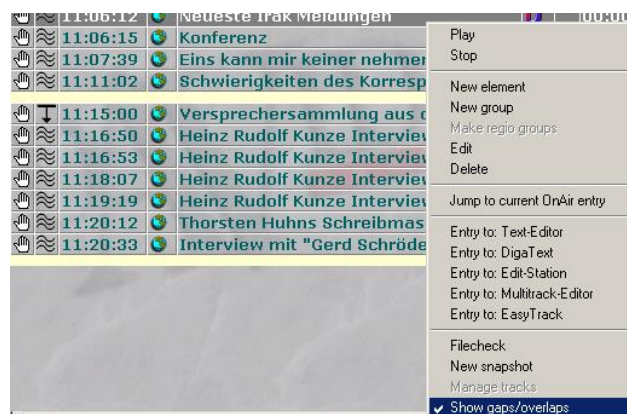


The Crossfade Mixer has been enriched with a recording function in its one-track mode. The recorded audio file is directly and exclusively managed in the BCS system. This function is available also in pools.



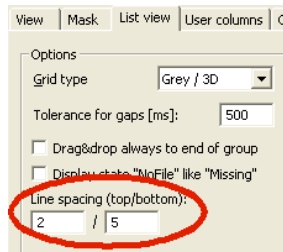
2.2.20.5 Switching off Displays of Gaps/Overlaps **NEW**

An item in the entry menu allows switching on/off the display of gaps and overlaps. Switching this display off will make the painting of the lines in a show window faster by about 1 magnitude, which can be helpful with very big shows.



2.2.20.6 Line Height in the Play List **NEW**

A user-specific height above and below the line contents has been implemented to the settings/List view in order to enable a better view on the single lines. The value is entered in pixels and adds the entered pixels to the line height.



2.2.20.7 FileCopy –Changes **NEW**

File copying has been slightly modified:

With the day-file copy setting “Auto” entries without Filename0 (original database file) are copied now, too.

If the entry specifies a file which is already located in the correct destination media directory, copying is suppressed.

The day-file copy mode “Yes” can be combined with a “+n” days specification, meaning that the yes-switch is valid n days from today only.



2.2.20.8 New Multi – Monitor – Settings **NEW**

The multi-monitor handling has been rewritten, new bugs are possible. A new registry value: “Digas\Settings\StoreWindowPosition” (can be User, Local) allows the administrator to define whether the main window position will be stored in the user or in the local registry. Besides, the (old) parameter “MaximizeOnActivation” is now visible in the settings dialog.

2.2.20.9 Filename0 / MultiPlayer2 Emergency Switching **NEW**

When an audio file is saved from an editor and replaces an entry in a show, only Filename1 was set to the new edited file. The link to the original database file (Filename0) was still kept. This can be a problem in connection with the new emergency file switching of MultiPlayer2, if file 0 differs from the rest of the files. Therefore DigAIRrange deletes the specification of file 0 now.

2.2.20.10 Unicode **NEW**

The character type has been changed to Unicode. Internal text and text file handling have been completely recoded.

2.2.20.11 Negative time-values **NEW**

The internal representation of durations has been modified to handle negative durations too.



2.2.20.12 New Element -> Modal Entry Mask NEW

When the user creates a new element or a new group, a modal entry mask is shown now, before the new node is created at the Broadcast Server.

2.2.20.13 Locked Entries are not Editable NEW

Entries which are locked can no longer be edited or handed over to another program.

2.2.20.14 Behavior at Missing Write-Rights NEW

Class-write rights are handled differently now. In many cases in which no class menu / combo box was available to a user, it is now. Classes, for which the user does not have write access (manage access for groups) are grayed. If the user tries to change an item and he does not have write/manage access to the old class of the item, the BCS will check the operation and will return an error message.

2.2.20.15 Position of the Modal Mask NEW

The position (and size) of the modal mask is now saved and restored. The location for the storage place is given by the parameter "Digas\Settings\StoreWindowPosition", see above.

2.2.20.16 Field „BROADCAST“ -> „SHOWNAME“ NEW

The field "BROADCAST" from the database is now transferred to the "ShowName" field in BC system.

2.2.20.17 Text Editor = DigaText NEW

DigaText instead of InfoPad is started now if you click the "Goto text editor"-button in the internal text control.

2.2.20.18 Control Sub mask for Pools NEW

The control sub-mask is now displayed for general and personal pools too. As there is no service defined for these pools, the controls for all services are displayed. You have to use precise names for you controls to avoid confusion.

2.2.20.19 Taking over Items into the Crossfade Mixer NEW

Additionally to adding single items from pools (or other not-show nodes) onto the third or fourth track of the Crossfade Mixer, they can now be edited as well in the one-track-mode.



2.3 Window areas and elements

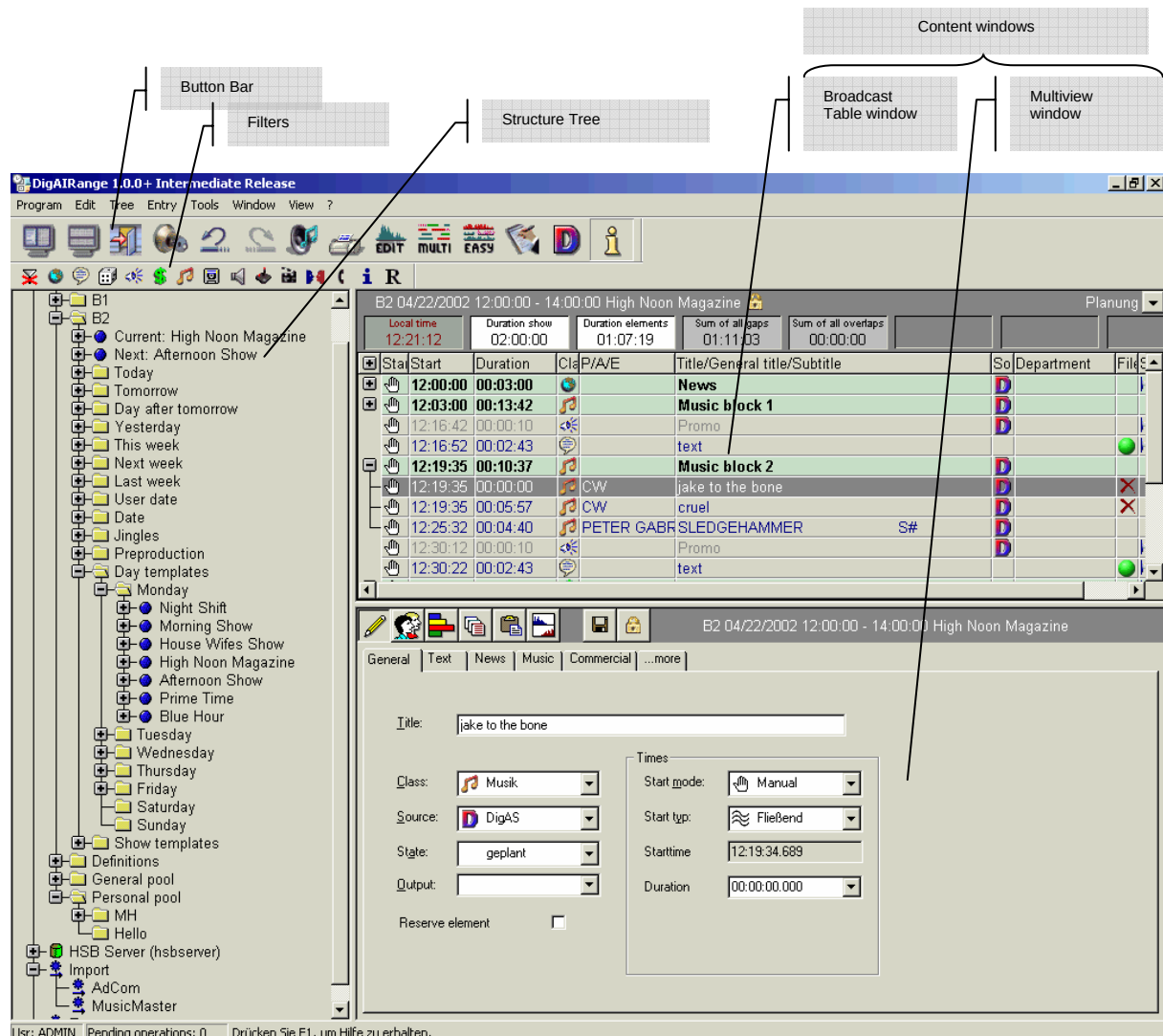


Illustration: Screenshot DigAIRrange

Basically, the user interface of DigAIRrange is structured similar to the Windows Explorer. So, the left side of the window (like the directories of the explorer) shows the broadcast structure within a clear hierarchical order. On the right side, DigAIRrange shows (differing to the explorer) two content windows, which display a clear view to all needed elements and plans. Here are all single elements:

2.3.1 Button bar

The button bar contains a range of commonly-used functions assigned to buttons. The buttons' functionality is explained below.



Broadening the Structure Tree window

Broadening the Broadcast Table window.

Exiting DigAIRrange.





Login/out.

Undo/Redo of the last working step. The function is depending on the availability /correctness of the action, which is managed by the BCS. The undo list itself is managed by the DigAIRrange client, whereas the release and with it the performing of the step is done by the central BCS.



Previewing the selected entry with the mini-player

Printing the currently shown broadcast table

Editing an audio entry in Edigas Edit Station / SingleTrack Editor

Editing an audio entry in MultiTrack Editor

Editing an audio entry in EasyTrack Editor

Editing a text entry in or opening the text editor

Editing a text entry in or opening the DigaText editor

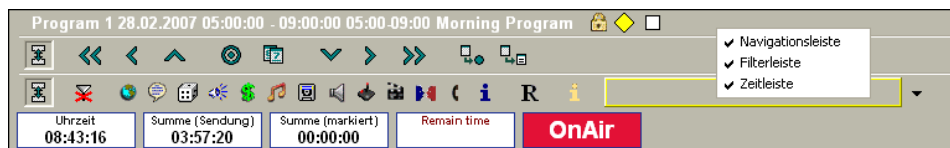
Opening the DigaSystem Database Manager

Opening the CartWall Manager

Opening the BCS Full text search control

2.3.2 The Navigation Bar **NEW**

Via the context menu of the schedule and Multiview windows' header bars, the Navigation Bar is switched on/off. It speeds up switching between shows.



The selections in the upper and lower window are linked together. That means that the respectively second window is always performing the same action as you do in the first window.



Switch to one week earlier



Switch to one day earlier



Switch to one show earlier



Switch to today, but same time as the selection before.



Select the date



Switch to one show later



Switch to one day later



Switch to one week later



Load the preparation folder of the selected show into the respectively second window.



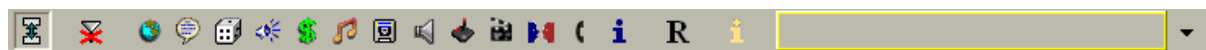
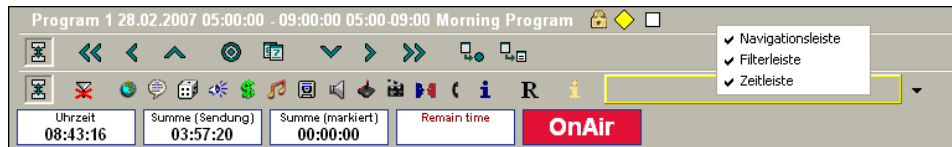
Load the same window content in the other window.



2.3.3 The Filter Bar **NEW**

With the filter buttons, the broadcast table display can be adjusted to different elements. (Of course, only the display is changing, not the broadcast table itself).

Via the context menu of the schedule and Multiview windows' header bars, the Filter Bar is switched on/off.



NEW

For the upper and the lower window, there is a separate in the upper and in the lower window. Each of them can be controlled separately. Both filter settings are saved in the user settings when exiting DigAIRrange.

However, with this button the filter settings for both windows are linked together, so the same filters apply to both windows.



Switching off all filters, displaying all entries



Switching on/off all **news** entries.



Switching on/off all **text** entries.



Switching on/off all **magazine** entries.



Switching on/off all **promotion** entries.



Switching on/off all **commercial** entries.



Switching on/off all **music** entries.



Switching on/off all **jingle** entries.



Switching on/off all **unspecified audio** entries.



Switching on/off all **command elements**.



Switching on/off all **instructions**.



Switching on/off all **Live-Events**.



Switching on/off all **external sound sources events**.

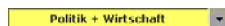


Switching on/off all **Info** entries.



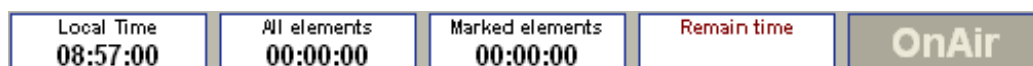
Switching on/off all **Reserve** entries.

NEW



The Ressort filter allows an including combination of different ressorts.

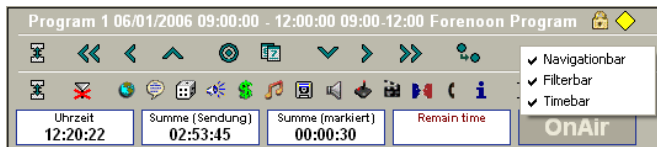
2.3.4 The Time Bar



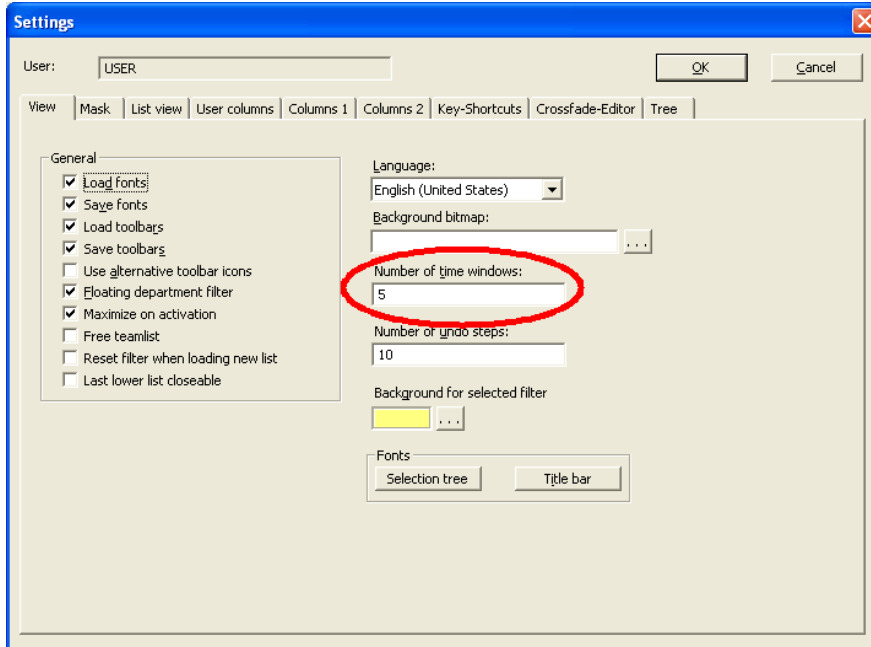
The Broadcast Table window and the Multiview window have a configurable Time Bar.

Via the context menu (right mouse button) on the head bar of the Broadcast Table window and the Multiview window, the Time Bar can be displayed / hidden.

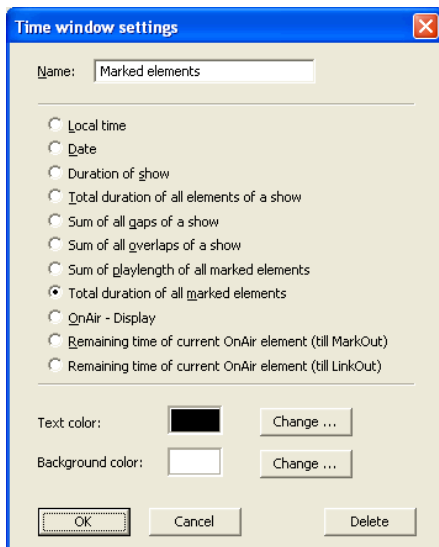




The number of the time fields to be displayed is defined in the menu Program - Settings – View – Number of time windows:



The user-specific configuration of the Time Bar is done via a right-click on the time field. The following configuration dialog opens:



Available settings are:

- **Local time** – Displays the current local computer time
- **Date** – Displays the current date with weekday
- **Duration of show**– Displays the planned duration of the currently loaded show
- **Total duration of all elements of a show** – Displays the time sum of all planned elements
- **Sum of all gaps of a show** – Displays the sum of all gaps of the currently loaded show,

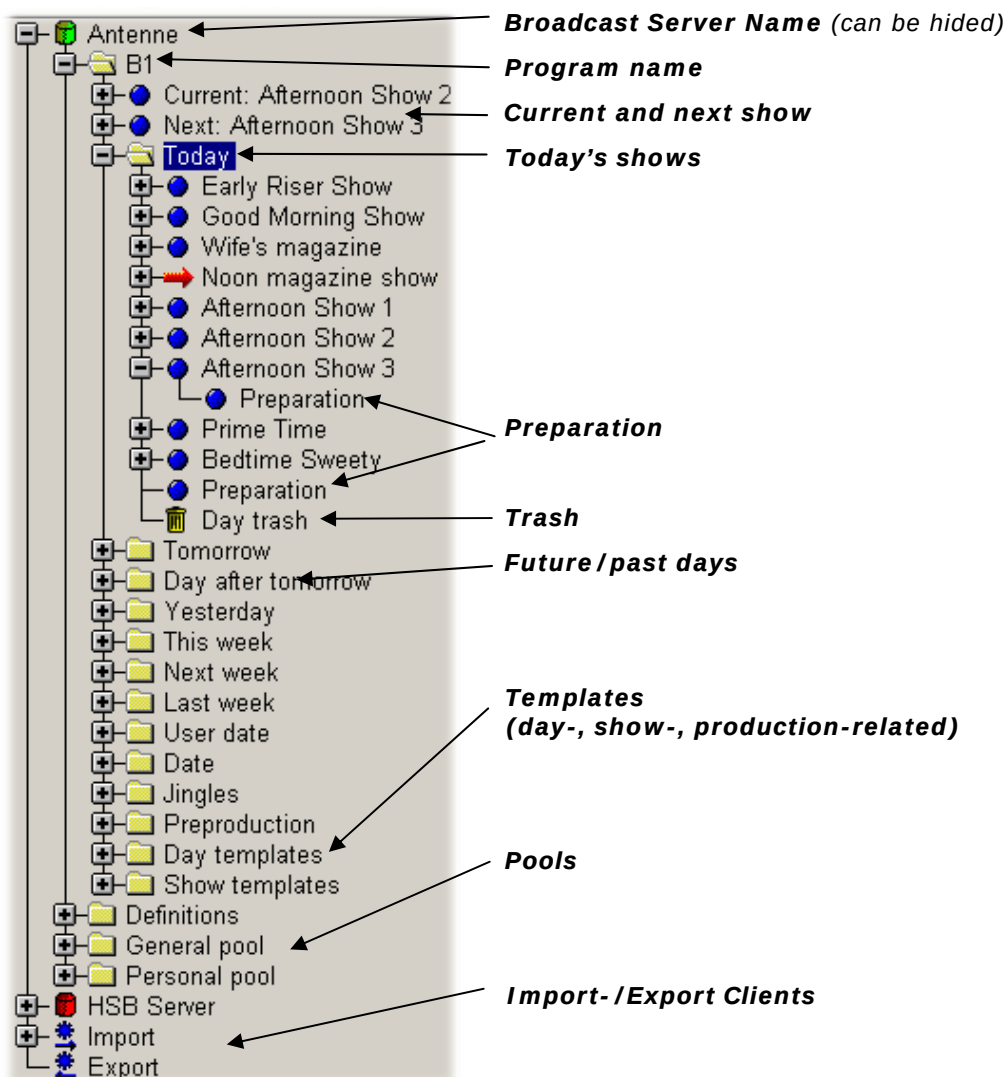


as calculated by BCS.

- **Sum of all overlaps of a show** – Displays the sum of all overlaps of the currently loaded show, as calculated by BCS
- **Sum of playlength of all marked elements** – Displays the playing time of all elements marked in the schedule, related to the markIn/Out markers
- **Total duration of all marked elements** – Displays the net playing time of all elements marked in the schedule, related to the Link markers
- **OnAir Display** – lights in a red color, during the show is played out currently
- **Remaining time of current OnAir element (till MarkOut)** – Displays the remaining play time of the (oldest) item currently playing out, related to the MarkOut marker
- **Remaining time of current OnAir element (till LinkOut)** – Displays the remaining play time of the (oldest) item currently playing out, related to the LinkOut marker

2.3.5 The Structure Tree **NEW**

Via the Structure Tree, the real broadcast tables as well as pools, templates, and import and export clients can be displayed.



**Broadcast Server
Name**

In the DigAIRrange Module, several broadcast servers can be displayed and edited. The broadcast server can be hidden, if only one broadcast server is used or available for the user. In this case, the program name is the first



directory to be displayed. Like in the Windows Explorer, the directories can be opened via double-click or click on the  symbol.

Program name Several program names can be created within one broadcast server, to create play lists for different programs of a radio station, which run on the same broadcast server.

Current & next show To ensure a quick access on the most important schedules, which are the current and the next show to come, their directories are listed first after the program name.

Today's Show Here you find all show of the current day.

Preparation / Pools Preparations and pools are containers for pre-selected entries. They are available in each directory, e.g. for days, shows, jingles etc. Besides, general and personal pools can be used for pre-selecting entries relevant for broadcasting.

Journalists are putting their ready entries into the appropriate preparation directories. Then, the broadcast redactor schedules them onto the right positions within the schedule.

Trash Entries which were deleted from the schedule of a show can be found in the day trash and are scheduled again from there. This feature is used, when old show templates are being deleted and replaced by new ones. In this case, the deleted show elements can be re-created in the new show templates.

NEW

A trash can of deleted days has been added. From the structure tree, a day can be deleted (depending on the "Program" right). Optionally, the deleted day is moved into a "list of deleted days". Deleted days are read-only, they can not be changed. So, a deleted day can only be used as a source für copying processes. From the trash can, the "soft-deleted" days can be hard-deleted.

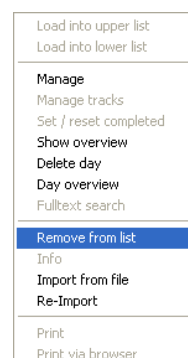
Future / past days The broadcast schedules of future and past days can be viewed via this directory.

User Date Via the „User Date“ directory, the "New" button creates a desired date in the date list.



The selected date stays here as a displayed list entry and is saved in the user registry, so that the entry is available after further program starts.

The date entry can be deleted from the list via the context menu ("Remove from list").



Templates Besides the preparations/pools which contain real, ready-to-send entries, there are specific directories for templates. Templates can contain placeholders for broadcast elements or element blocks, or real structure elements like show openers, jingles etc. Templates can be defined as day-, show-, and production related.

Import/ Export Via the Import Clients, schedules of different supplying tools (like music rotation systems, commercial disposition etc.) can be accessed. The



Clients independent import tools convert these schedules in homogeneous XML formats, which are then read into the import area of DigAIRrange. At this time, import clients handle:

- MusicMaster (A-Ware) schedules (Music Rotation)
- RadioWare (AluP) schedules (Commercial disposition system)
- DigaSystem AdCom Manager (Commercial disposition system)
- DigaSystem News Scheduler (SePl 2.0) schedules (News)

2.3.5.1 Show and Day State **NEW**

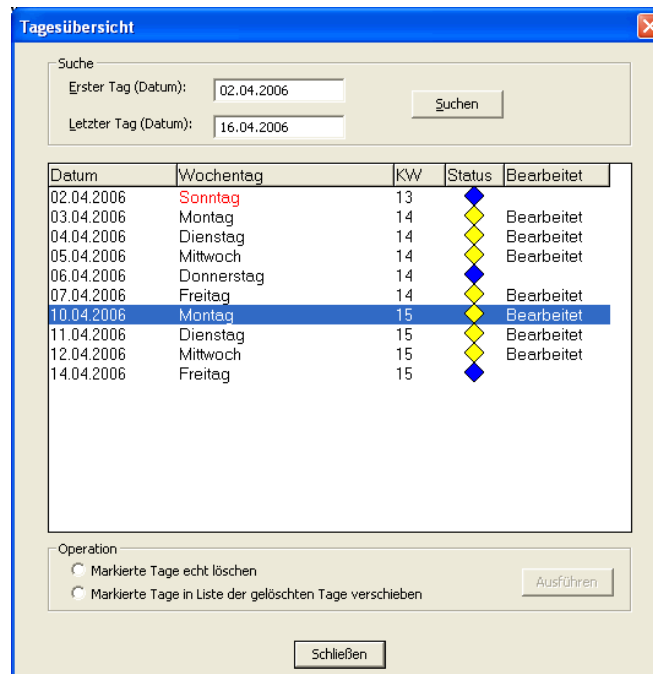


The implementation of show and day states enables the user to overview the planning state of the displayed shows. Now, days and shows have the following state flags:

- ◆ Unchanged: identical to the template
- ◆ Changed: modified compared to the template
- ◆ Completed (valid only for shows)
- ◆ Completed and Protected (valid only for shows)

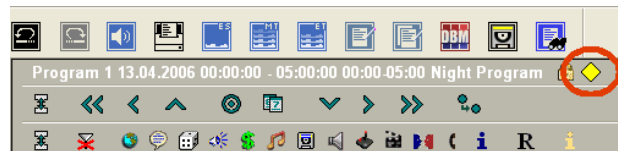
The day state can be signaled by text color in the tree structure, the colors are definable within the program (channel). Therefore, the colors shown above are default colors only.

Via the context menu of a day, the day overview dialog can be opened. Here, the states of a definable range of days can be displayed.

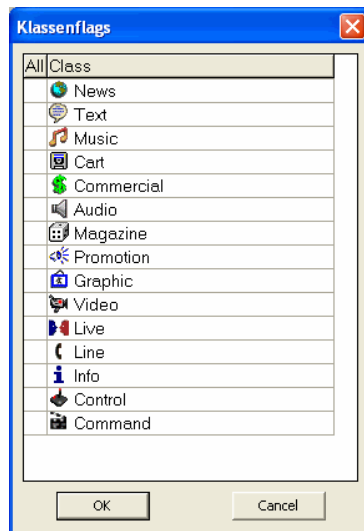
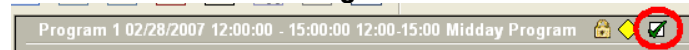


Besides, the show state is displayed as an icon in the header bar beneath the show title:





2.3.5.2 Show Class Flag **NEW**



The implementation of the Show Class Flag enables the user to set one / more class flags for the show displayed. However, with setting the flag, no dedicated function is pre-defined, it can be defined by the customer organisation for a certain workflow. So, it may e.g. be defined, that an On-Air redactor (for news, music, commercials etc.) sets the flag of "his" class in order to indicate that all items of his class are scheduled to the end.

There can be set no flag, one flag, or more flags.

The left mouse button opens the dialog shown on the left in order to select a class. Via the right mouse button, the following context menu appears:

Set flag for all classes
Set flag for filtered classes
Reset flag for all classes
Reset flag for filtered classes

By „Set / Reset“ flag for filtered classes“, the classes shown by the view filter (filter bar) are set / reset.

2.3.6 Content windows

In the two windows on the right side of the screen are the content windows, which display the contents of the elements selected in the structure tree shown on the left side. Via Drag&Drop, the desired elements are moved to one of the windows on the right, to display their contents and working on them. Although you are free to drag any element in any of the two content windows, usually the upper window is used to display the broadcast table you are working. Therefore, we call this window the **Broadcast Table Window**. In the window below, usually various preparation elements like pools, template a.s.o. are shown (as well via Drag&Drop from the structure tree), therefore we call it the Multiview **Window**. In the course, the desired elements are dragged from the Multiview window to the appropriate position within the broadcast table window.

Here are the Broadcast Table Window and the Multiview Window in detail:



2.3.7 Broadcast Table window

The Broadcast Table Window is mainly used for displaying the structure-element to be edited like the broadcast table or a pool or template, which are filled up with elements shown in the Multiview Window. Here is a screenshot of the broadcast table window. Please note, that columns are definable (see chapter “Settings” below), therefore more columns than show below can be displayed (or hidden).

group

start type

Start time

duration

class

performer/author

title bar

title

department

source

send state

file state

B2 04/22/2002 12:00:00 - 14:00:00 High Noon Magazine

Scheduling

Local time
13:23:43

Duration show
02:00:00

Duration elements
01:07:19

Sum of all gaps
01:11:03

Sum of all overlaps
00:00:00

+	Start	Duration	Class	P/A/E	Title/General title/Subtitle	So	Department	File	Se	Sta
+	12:00:00	00:03:00			News					
+	12:03:00	00:13:42			Music block 1					
	12:16:42	00:00:10			Promo					
	12:16:52	00:02:43			text					
+	12:19:35	00:10:37			Music block 2					
	12:30:12	00:00:10			Promo					
	12:30:22	00:02:43			text					
+	12:33:05	1192:45:07			Commercials					
+	12:15:24	00:10:11			Music block 3					
	12:25:35	00:01:00			\$ Weather / Traffic / Service					
+	12:26:35	00:10:34			Musikblock 4					

Title Bar

B2 Monday 05:00:00 - 09:00:00 Morning Show	
Scheduling	

The title bar shows the program and show name as well as (in case of a broadcast table) the date and start/end time of the show.

Besides, there are (optional) a lock button to prevent others to edit the same broadcast table.

On the right side, there is a list arrow to switch the view from “scheduling” to the “protocol” list of the currently playing out broadcast table.

Near the show title, there is the state button, which shows the current show state. The button shows one of the following states, however the colors are definable:

- ◆ Unchanged: identical to the template
- ◆ Changed: modified compared to the template
- ◆ Completed (valid only for shows)
- ◆ Completed and Protected (valid only for shows)

By clicking the state button (or by a menu command), an authorized user can change the state between “CHANGED” and “COMPLETED”. The necessary user-specific right “Set_Show_Completed” can be defined by the system administrator.

On the right side, there is a dropdown list to call up different tracks of the displayed show:



Planung	
0	Planung
1000	DigaROC Protocol
2001	28.04.2003 12:38:10
2002	28.04.2003 12:40:25

The different tracks refer to different states of the show:

- The Planning state (show scheduling - default)
- The protocol track of the On-Air module TurboPlayer / DigaROC (from track 1000)
- Snapshots (from track 2001) which can be created at each state of the show

Snapshots can be created by each user by clicking the “Plus” button at the right side of the track list and be named freely. Practical example: a music redactor makes a snapshot of the list, after he has manually imported some music titles from the music scheduler. If the planning track continuously changes during the show (by modifications of the start times, adding of new items etc.), he is able to do a comparison of the SHOULD-BE-list and the WAS-list.

Columns

The columns are defined in the settings – Columns1 / Columns 2 separately for the lists show, day trash, pool with/without time calculation (see chapter “Settings”).

Group



The group symbol is used to open / close an element group (e.g. a music, commercial, or news block).

By clicking the symbol within the columns' head line, all groups can be opened / closed at a time.

Closed group:

+	12:03:00	00:13:42		Music block 1	D			
---	----------	----------	--	---------------	---	--	--	--

Opened group:

-	12:03:00	00:13:42		Music block 1	D			
	12:03:00	00:02:45	CW	Stammtischbrüder (Marsch)	D		X	
	12:05:45	00:03:24	EAGLE-EYE	SAVE TONIGHT	D			
	12:09:09	00:03:53	ENIGMA	TURN AROUND	D			
	12:13:02	00:03:40	CONNELLS	74 - 75 (= SEVENTYFOUR-SEVENTYFIVE)	D			

Start type

Each broadcast element can be assigned with different kinds of start types, which are important both for planning and broadcasting. So, beside the estimated duration of a placeholder element, especially the associated start mode (like manual, sequenced, start on time, end on time) and the start type (floating, backward floating, variable, fixed) and the start are important (see chapter “Start Attributes”).

Start time

Display of the start times of each element, which result from the start attributes. Starting from the fixed starting times of a broadcast table, the system calculates the resulting gap and overlap times (see the following illustration). When you show on the gap or overlap symbol with your mouse pointer, the time value is displayed in the mouse info. Of course, shifting caused by inserted stop sets is considered correspondingly.

Gap

+	00:03:00	00:13:42		Musikblock 1	D			
+	T 00:20:00	00:24:45		Musikblock 2	D			

Illustration: Screenshot of a gap with time information (colors and other parameters concerning the cognition of a gap can be defined).



Overlap



Illustration: Screenshot of an overlap with time information

duration

The length of an element or an element group.

class

On-Air-class of an element or a group. Different allowed classes can be assigned to a group (e.g. for a music block: music, jingles, text). The following values are available:

 news	 controlling element
 text	 graphic
 music	 video
 jingles	 project
 commercials	 story
 magazine	 directors instruction
 promotion	 live event
 audio (unspecified)	 external source event
	 info line

author (P/A/E)

Performer (music entries) / author or editor (News entries).

title

The title of the entry, like it will be displayed in TurboPlayer / DigaROC, as well.

source

The medium where the audio comes (or is played out) from. The following values are available:

 hard disk	 telephone
 DigaSystem	 tape
 CD	 cassette
 microphone	 minidisk

department

The department database entry is taken over from DigaSystem and is used for a further classification of e.g. different kinds of news entries.

send state

The following values are available:

 Planned (no symbol)	 is currently on-air
 released	 has already been played out
 placeholder or deactivated	 has been skipped

file state

The following values are available:

 available, but not verified yet	 deleted, not found
---	--





available, verified and ready for On-Air



available, additionally mirrored at least one time



Recording: Entry is just in record mode



virtual: database entry is existing

2.3.8 Multiview window

The Multiview window serves mainly for temporarily displaying different structure elements like templates, pools, import lists, Cross fades, Clipboard etc., to fill up broadcast tables in the upper window. However, you can as well display broadcast tables in the Multiview window.

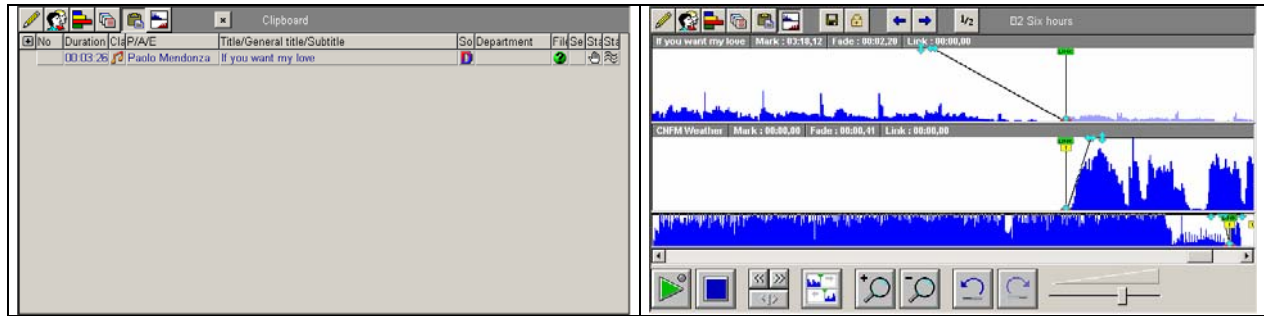
The Multiview window contains different views, which are activated via the appropriate buttons in its title bar.

Local time	Duration show	Duration elements	Sum of all gaps	Sum of all overlaps				
13:56:56	06:00:00	06:20:43	00:10:00	00:04:17				
Sta	Start	Duration	Cl	P/A/E	Title/General title/Subtitle	So	Department	File
+	00:00:00	00:03:00			News	D		
+	00:03:00	00:13:42			Music block 1	D		
	00:16:42	00:00:10			Promo	D		
	00:16:52	00:02:43			text			
+	00:19:35	00:18:41			Music block 2	D		
	00:38:16	00:00:10			Promo	D		
	00:38:26	00:02:43			text			
+	00:41:09	1192:37:03			Commercials			
+	00:15:24	00:10:11			Music block 3	D		
	00:25:35	00:01:00			\$ Weather / Traffic / Service			
+	00:26:35	00:10:34			Music block 4	D		
	00:37:09	00:00:10			Promo	D		
	00:37:19	00:02:43			text			
+	00:40:02	00:11:10			Music block 5	D		
	00:51:12	00:00:10			Promo			

The screenshot shows the Multiview window with several views:

- General:** Title: "If you want my love", Class: Music, Source: DigAS, Styler: goplant, Output: [empty], Reserve element: [checked].
- Text:** [Empty text area]
- News:** [Empty news area]
- Music:** [Empty music area]
- Commercial:** [Empty commercial area]
- Planning:** A detailed broadcast schedule table with columns for Local time, Duration show, Duration elements, Sum of all gaps, Sum of all overlaps, and a list of elements (Sta, Start, Duration, Cl, P/A/E, Title, So, Department, File).





Depending on the type of element dragged into the Multiview window, the title bar shows some special buttons. However, some buttons are available in the title bars of all element types:

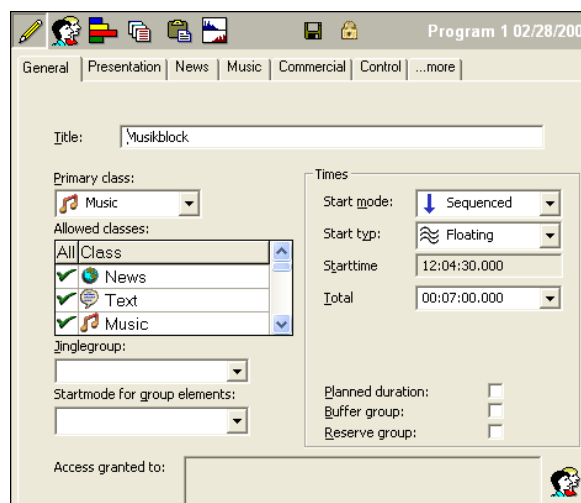
		B2 04/22/2002 18:00:00 - 20:00:00 Prime Time	
	Entry Mask view	– The database entry of an entry selected in the Broadcast Table window.	
	Team view	– The team, which is running the show displayed in the Broadcast Table window.	
	Statistics view	– Overview over the percentage of different audio classes of the show displayed in the Broadcast Table window.	
	Temporary Broadcast List view	– Templates, Pools, Import Lists etc.	
	Clipboard view	– for single entries coming from the Database Manager or from the Broadcast Table window.	
	Crossfade-Mixer view	– Editing the fade-transition from one entry to the next, in SingleTrack view or CrossTrack view.	
	Full text search	– Search control in the whole BCS system	
	Close	– closes the current window content	
	List of window contents	– Call up the last window contents	
Allgemeiner Pool: pool		Title	– Display of the selected list name
	Select track	– Display of a different track of the loaded schedule like planning, protocol, snapshot	
	Create a snapshot	– the current planning state is recorded as a snapshot and can be called up later again.	

More element type-related buttons of the title bar are shown in the appropriate following chapters.



2.3.8.1 Entry mask

When double-clicking on an element (entry, group, and placeholder) in the Broadcast Table window or when creating a new element in the schedule list, the entry mask opens automatically. The position of the entry mask (in the Multiview window or as a modal window) depends on the definition in settings – mask – position. The tabs show in the entry mask are defined in settings – mask – shown tabs/submasks.



Title bar



Saving changes of the database entry.



Write-protection of the element.

Windows contents

Similar to the Database Manager, there are different register tabs available for proper naming:

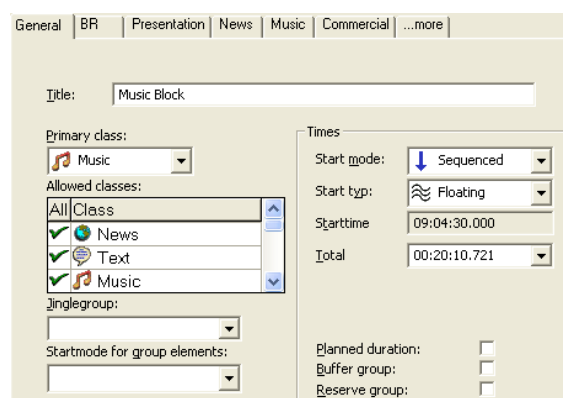
General tab

The *General* tab has different fields, according to the kinds of element types: **Groups** or **audio entries**.

“General” Tab (Group)

Group

An element group has the following fields:



Title – The name of the group

Primary class – The audio class which is shown in the broadcast list (*template, pool*) or the *broadcast table*.



Allowed classes – Here, all the classes are activated, which are later-on possible when filling up the group. In case of a music block, this could perhaps be only *music*, in case of a news block there could be *news*, *jingles*, and *text* allowed planning in afterwards.

Jingle group – Different jingle banks can be assigned to groups (see chapter “Jingles”). These jingle presets are loaded in the TurboPlayer / DigaROC as soon as the first element of the new group is the next element to go On-Air (marked green).

Start mode for group elements – Defines the default start mode of new elements scheduled into the group.

Start mode – The *Start mode* defines the action, by which playout of the entry is started in the On-Air show. For details see chapter “Starting attributes” below.

Start type – The *Start type* defines the (mostly time-related) criterion, which leads to the action of starting the entry. For details see chapter “Starting attributes” below.

Depending on the entry's *start mode*, there is either a *start time* (*start mode: manual, start on time*) or *stop time* (*end of time*):

Start time – The start time defines the time, when the element should be started. The behavior of the system when the start time is reached or elapsed is defined by the entries *start mode* and *start type*.

Stop time – defines the time, when the element should be ending

Duration (audio) – allows entering a nominal fixed length for a group. On the other hand it shows the total length of all audio entries within the group. In case the total length of all audio entries is longer than the group length, the group length will automatically be extended.

Planned duration – The duration of the group is fixed, i.e. even if the total length of all audio entries is longer, only the pre-defined group length is taken over to the broadcast table. The fixed length is indicated by the  Symbol in the *Duration* column. Because of the fixed length, gaps or overlaps can result: A gap is results from a fixed length, which is longer than the total length of all audio entries. It is indicated like this:

	00:18:53	00:24:50				Musikblock 2				
	00:18:53	00:07:04			TOTO	JAKE TO THE BONE				
	00:25:57	00:05:57			TOTO	CRUEL				
	00:31:54	00:03:32			EMMA BUNTON	TAKE MY BREATH AWAY				
	00:35:26	00:04:40			PETER GABRIEL	SLEDGEHAMMER S#				
	00:40:06	00:03:32			883	TIENI IL TEMPO				

An overlap results from a fixed length, which is shorter than the total length of all audio entries. It is indicated like this:

	00:18:53	00:24:00				Musikblock 2				
	00:18:53	00:07:04			TOTO	JAKE TO THE BONE				
	00:25:57	00:05:57			TOTO	CRUEL				
	00:31:54	00:03:32			EMMA BUNTON	TAKE MY BREATH AWAY				
	00:35:26	00:04:40			PETER GABRIEL	SLEDGEHAMMER S#				
	00:40:06	00:03:32			883	TIENI IL TEMPO				

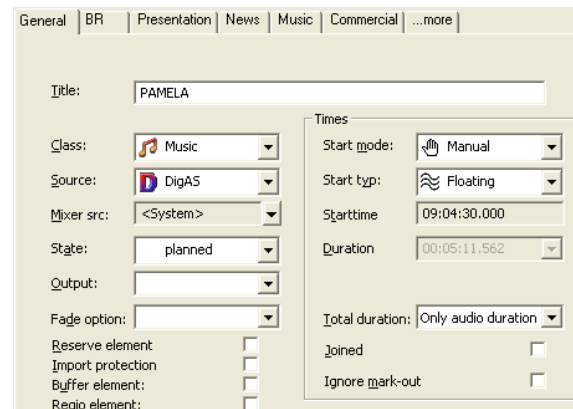
Buffer group – The „Buffer group“ flag marks all elements in this group as Buffer Elements. For detailed information, please refer to the “Start Attributes” chapter.

Reserve group – All items in a reserve group are marked as reserve elements and are handled accordingly (see chapter “Reserve Elements” below).



„General“ Tab (Audio item)

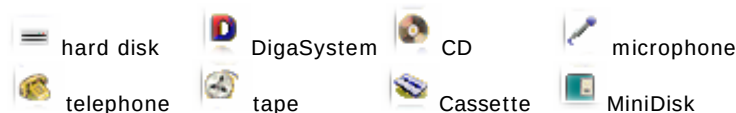
The “General” tab of an audio entry has the following fields:



Title – the name of the element

Class – The audio class is taken over from the Database Manager.

Source – The medium where the audio comes (or is played out) from. The following values are available:

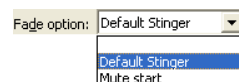


State - The following values are available:



Output – The item is assigned to a music or speech channel of the digital mixing desk, which adds specific effects on each channel. The output (Speech/Music) channel is defined in this field.

Fade option – In the „Fade option“ field, different pre-defined fading settings for stingers can be selected. The stinger functionality is available for jingles as well as for items in the show schedule. When starting a stinger element, all running items are faded out with the selected fade and stopped.



Reserve Element – Reserve elements are potential elements to leave out of going On-Air. If a reserve element exists in a part of the show, which has an overlap to the next stop set (fixed start or stop time), the reserve element is deactivated and skipped by the Broadcast Server. However, if a gap originated, the reserve element will be activated. When planning more reserve elements, the best fitting element will be played out, all others will be deactivated. Reserve elements are signed with a separate color/font.

The next picture shows three planned reserve elements (blue background), however only the first of them will be played out, as this one is fitting best into the gap to the next start-on-time element:

KNRC 07/03/2003 17:00:00 - 18:00:00 17:00pm The Enid Goldstein Show											
Uhrzeit		Sendungsdauer		Alle Elemente		Markiert		Lücken		Überlappung	
18:25:33		01:00:00		00:56:57		00:04:10		00:00:00		00:04:26	
						OnAir				Rest	
Sta	Sta	Start	Duration	Se	Motiv	Cl	P/A/E	Title/General title/Subtitle			File state
		17:05:00	00:04:00	q				Datei "Eagle-eye cherry - Save tonight.mp3"			
		17:09:00	00:07:07	q				Datei "doors_light_my_fire .mp3"			
		17:16:07	00:02:29	q				Datei "doors_break_on_through .mp3"			
		17:18:36	00:00:27	q				Datei "Dido-thankyou.mp3"			
		17:19:01	00:04:15	q				Datei "Dido - here with me.mp3"			
		17:30:00	00:04:10	q				Datei "Des'ree-Best - days1.mp3"			
		17:38:00	00:04:00	q				Datei "Eagle-eye cherry - Save tonight.mp3"			
		17:42:00	00:07:07	q				Datei "doors_light_my_fire .mp3"			
		17:49:07	00:00:55	q				Datei "doors_break_on_through .mp3"			
			00:03:46	q				Datei "Dido-thankyou.mp3"			
			00:04:15	q				Datei "Dido - here with me.mp3"			
		17:50:00	00:03:29	q				Datei "Dexys Midnight Runners - Come on Ei"			
		17:53:30	00:04:10	q				Datei "Des'ree-Best - days1.mp3"			
		17:57:40	00:03:23	q				Datei "Des'ree - Life.mp3"			
		18:01:03	00:03:23	q				Datei "Des'ree - Life.mp3"			

Import Protection – Automated imports like music or commercials are constantly updated and adapted by the BUS (Broadcast Utility Server). After changes of the music rotation system have taken place, all affected elements are checked and added or deleted. The Import Protection prevents the item from being deleted by the automated update by BUS.

Buffer Element – show parts who have been timed back (start mode: backward floating) may get quite long. If you are forced to interrupt such a long chain, you can schedule a "predetermined breaking point" by marking the element as a buffer element. When starting the backward floating chain the Broadcast Server checks if there are buffer elements before the end-on-time element. If so, all elements up to the buffer element are switched from backward floating to floating and are played out accordingly. The remaining elements stay backward floating and, with the first element, again cause a time start. So, if the interruption of this chain would become necessary, the buffer element would be faded out by the second time start.

NEW

Regio Element – A Regio Element contains a control, which starts a second or more TurboPlayers at a pre-defined time. These TurboPlayers automatically play out their schedules, after that they switch back to the main TurboPlayer.

Start mode – The *Start mode* defines the action, by which playout of the entry is started in the On-Air show. For details see chapter "Starting attributes" below.

Start type – The *Start type* defines the (mostly time-related) criterion, which leads to the action of starting the entry. For details see chapter "Starting attributes" below.

Depending on the entry's *start mode*, there is either a *start time* (*start mode: manual, start on time*) or *stop time* (*end of time*):

Start time – The start time defines the time, when the element should be started. The behavior of the system when the start time is reached or elapsed, is defined by the entries *start mode* and *start type*.

Duration (audio) – allows to enter a nominal fixed length for a group. On the other hand it shows the total length of all audio entries within the group. In case the total length of all audio entries is longer than the group length, the group length will automatically be extended.

Planned duration – The duration of the group is fixed, i.e. even if the total length of all audio entries is longer, only the pre-defined group length is taken over to the broadcast table. The fixed length is indicated by the  Symbol in the *Duration* column. Because of the fixed length, gaps or overlaps can result: A gap is results from a fixed length, which is longer than the total length of all audio entries.

NEW

Joined (only with MultiPlayer2 on planning and On-Air machine) – the item is been linked to the next item, so the next item can be played out frame-exact with out a break.

NEW

Ignore Mark-Out – In case of items with an assigned audio file, the Mark-Out will be ignored when playing out. The item will be played until the physical end of the file, if the user doesn't manually stop the playout. With



items from external sources, TurboPlayer will ignore the displayed length and will wait for the Stop command (Stop button, Fader-stop etc.). This attribute has no influence on the BCS time calculation, as BCS always uses the times under consideration of the possible link times.

„BR“ Tab **NEW**

The BR tab is a customer-specific submask displaying the following fields:

The screenshot shows the 'Musikblock' dialog box with the 'BR' tab selected. The dialog contains various input fields for metadata and scheduling. The 'Class' is set to 'Music'. The 'Start mode' is 'Sequenced' and 'Start type' is 'Floating'. The 'Starttime' is '12:12:30.000' and 'Duration' is '00:07:00.000'. The 'Disp. duration' is 'Only audio duration'. The 'Planned duration' checkbox is unchecked. The 'Creation' section shows 'Date' and 'Time' (00:00:00). The bottom buttons are 'OK', 'Cancel', 'Lock', and 'Get data'.

Scheduled at – Info field for the sorting within the day preparation, without any scheduling functionality.

When the screen resolution is too small to display all fields of the modal dialog, the dialog's window size can be increased by dragging the borders.

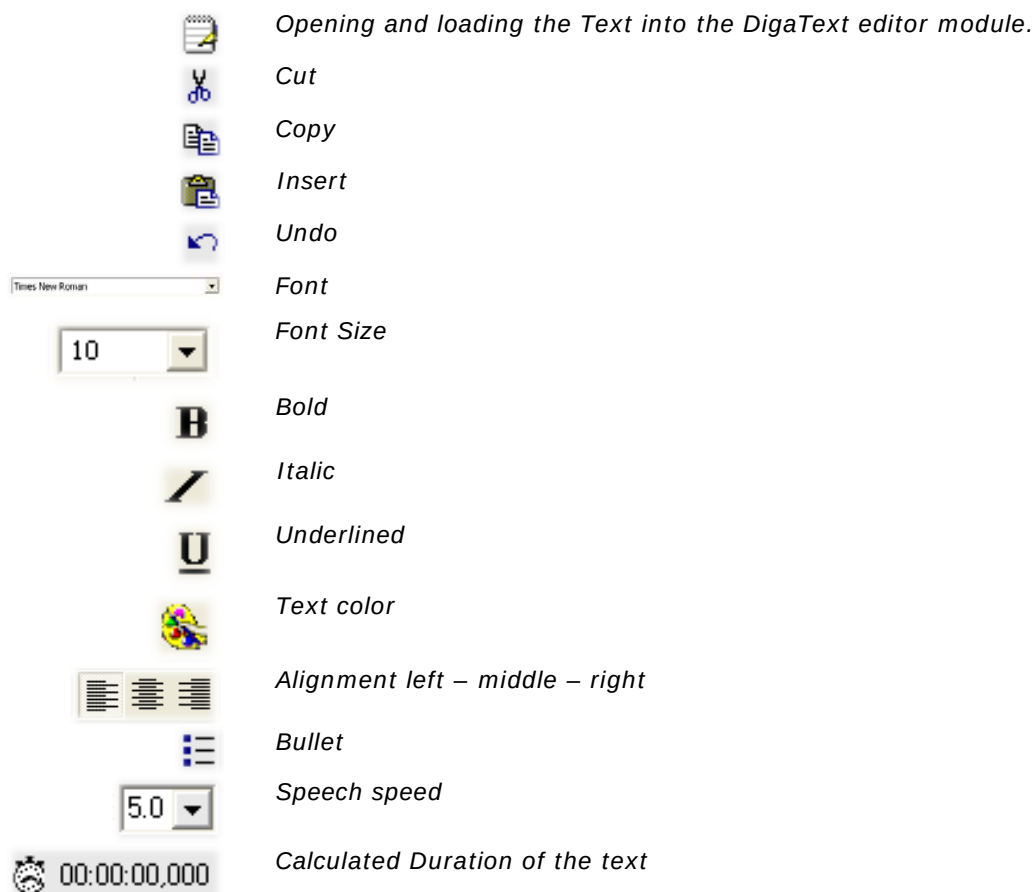
„Text“ Tab

The screenshot shows the 'Text' tab of a dialog box. The tab is labeled 'Text' and contains a large text area with the placeholder text 'Hier steht der Moderationstext zum Beitrag'.

Text – This text box is displayed in TurboPlayer / DigaROC, so it can be used as a moderation help.

Opening / Closing the format bar.





„News“ Tab

The screenshot shows the 'News' tab selected in the DigAIRrange software interface. The tab is part of a series of tabs including 'General', 'Text', 'News', 'Music', 'Commercial', and '...more'. The 'News' tab contains the following fields:

- Title:** A text input field containing the text "If you want my love".
- Author:** A text input field.
- Editor:** A text input field containing the text "CW".
- Department:** A dropdown menu.
- Sub depart.:** A dropdown menu.
- First words:** A text input field.
- Last words:** A text input field.
- Info:** A large text area for additional information.

News – The fields in the *News* tab are used for the naming of news entries mainly. When importing them from the DigaSystem Database Manager, all field entries will be taken over. So, the Database Manager's *command* field is taken over in the *Info* field of DigAIRrange, and from there it is taken over to the TurboPlayer / DigaROC, where it is displayed in the comment text box.

„Music“ Tab

The screenshot shows the 'Music' tab selected in the top navigation bar. The form contains the following fields:

- Title: If you want my love
- Artist: Paolo Mendonza
- Album: (empty)
- Composer: (empty)
- Record date: (empty)
- Category: (empty)
- Intro: (empty)
- ISBC: RI-CMD-10-03:6=
- Intro2: (empty)
- Info: (empty text area)

Music – Here, all necessary fields for the naming of music entries are available. When importing them from the DigaSystem Database Manager, all field entries will be taken over.

„Commercial“ Tab

The screenshot shows the 'Commercial' tab selected in the top navigation bar. The form contains the following fields:

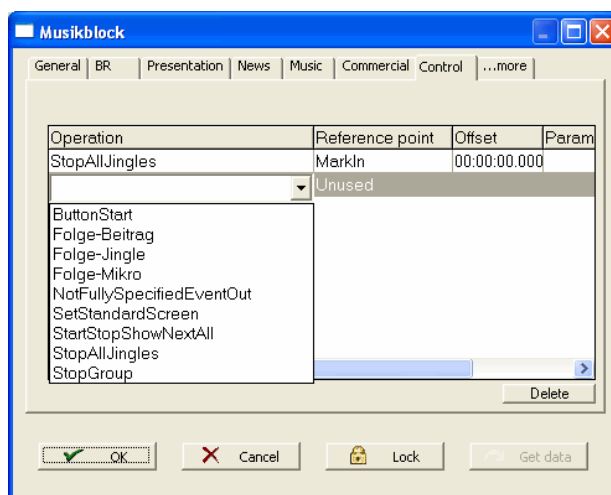
- Title: If you want my love
- Motive: (empty)
- Product: (empty)
- Customer: (empty)
- Product group: (empty)
- Spottlength: (empty)
- Info: (empty text area)

Commercial – Essential fields for naming a commercial clip are displayed here.

„Control“ Tab

To each element, control events can be assigned. The control events are pre-defined and named in the DigaSystem Administrator. Subsequently, these pre-defined events are available in the commands list of the “Control” Tab. The number of possible events is unlimited because of the creation of event macros. Their definition is purely administrative, so please refer to the technical documentation for detailed information. The events and macros created for the actual workflow need to be documented separately.



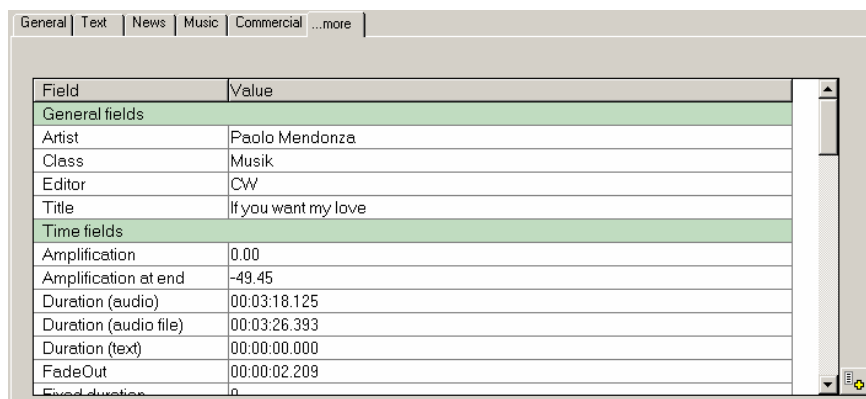


Operation – Here, the pre-defined control commands are selected, which are to be performed during playout, like e.g. sending a traffic message signal. As reference points, the following marks can be selected:

MarkIn
MarkOut
LinkIn
LinkOut
Intro
Outro

The reference point tells, when the event is carried out related to the element its connected to. Additionally, a time offset to the reference point can be defined.

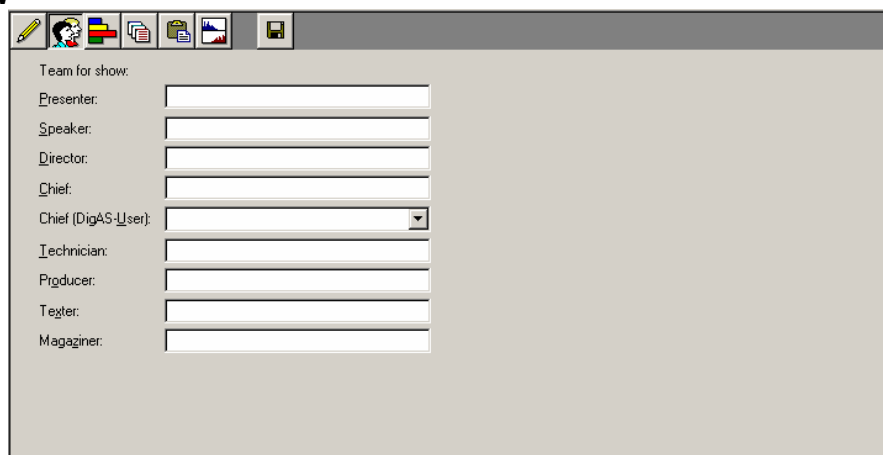
“More” Tab



All available field information is listed in this tab.



2.3.8.2 Team View



The „Team“ view refers to the broadcast table shown in the broadcast table window above. It shows the team engaged with the show currently displayed above. A user listed as “Chief (DigAS User)” for a show has the sum of all access rights: his personal ones plus the manage right for the show.

NEW

In the teamlist, all positions and names of the team members are basically free definable, as well as the number of the team members. Editing the teamlist positions is either bound to the MANAGE right or to the WRITE right of the concerning show. Additionally, an appropriate flag has been introduced which is only changeable with the appropriate MANAGE right. The positions which can not be changed by a user are displayed in grey color.

The name fields can be changed by all users having editing right on the show. Default, the team list is empty, the focus is in the first name field, however this is only valid for modal dialog windows. Additionally, positions and names can be assigned to templates, as well.

Two members are defined with a fixed position; they are taken out of the variable list and can not be changed or hidden. These team members are called “Chief” and “Speaker”. As the appropriate users are signed in to the system, they are assigned via selection from dropdown lists. However, the “Chief” can only be selected by users having the MANAGE right onto the show node (e.g. program chief etc.).

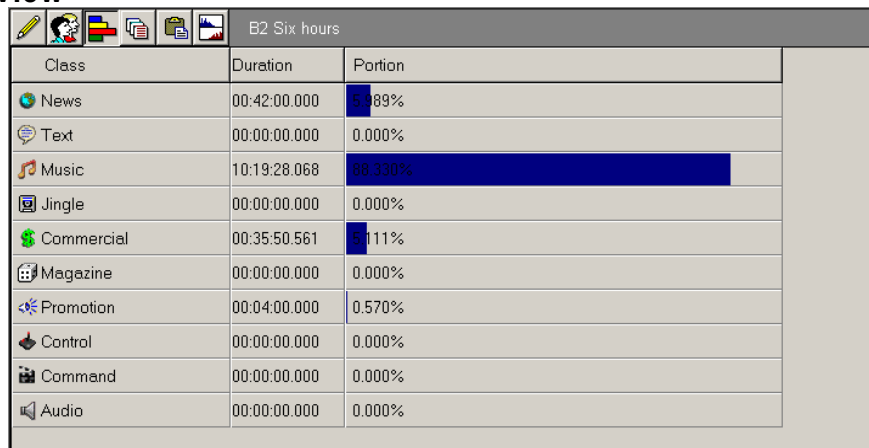
Title bar



Saving changes of team data.



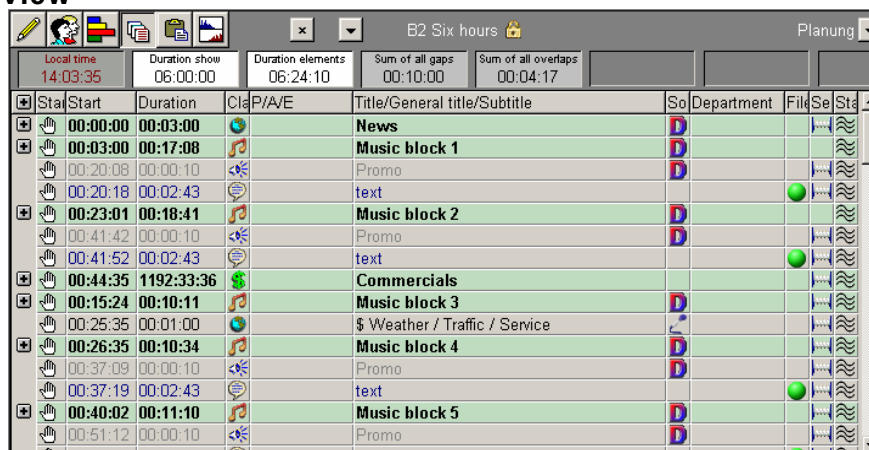
2.3.8.3 Statistics View

The screenshot shows the 'Statistics View' for a broadcast titled 'B2 Six hours'. It features a table with three columns: 'Class', 'Duration', and 'Portion'. The 'Portion' column contains percentage values, some of which are highlighted in blue. The classes listed are News, Text, Music, Jingle, Commercial, Magazine, Promotion, Control, Command, and Audio.

Class	Duration	Portion
News	00:42:00.000	5.989%
Text	00:00:00.000	0.000%
Music	10:19:28.068	88.330%
Jingle	00:00:00.000	0.000%
Commercial	00:35:50.561	4.111%
Magazine	00:00:00.000	0.000%
Promotion	00:04:00.000	0.570%
Control	00:00:00.000	0.000%
Command	00:00:00.000	0.000%
Audio	00:00:00.000	0.000%

The „Statistics“ view refers to the broadcast table shown in the broadcast table window above. It shows the percentage of the different classes planned for the currently displayed show.

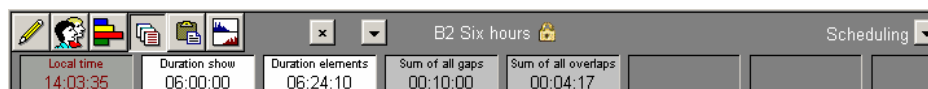
2.3.8.4 Show List View

The screenshot shows the 'Show List View' for 'B2 Six hours'. It displays a detailed list of broadcast elements with columns for Start, Duration, Class, P/A/E, Title, and Department. The list includes various blocks like 'News', 'Music block 1', 'Music block 2', 'Commercials', and 'Music block 3', along with promotional segments.

Start	Duration	Class	P/A/E	Title/General title/Subtitle	So	Department	File	Se	Stg
00:00:00	00:03:00	News		News	D				
00:03:00	00:17:08	Music block 1		Music block 1	D				
00:20:08	00:00:10	Promo		Promo	D				
00:20:18	00:02:43	text		text					
00:23:01	00:18:41	Music block 2		Music block 2	D				
00:41:42	00:00:10	Promo		Promo	D				
00:41:52	00:02:43	text		text					
00:44:35	1192:33:36	Commercials		Commercials					
00:15:24	00:10:11	Music block 3		Music block 3	D				
00:25:35	00:01:00	\$ Weather / Traffic / Service		\$ Weather / Traffic / Service					
00:26:35	00:10:34	Music block 4		Music block 4	D				
00:37:09	00:00:10	Promo		Promo					
00:37:19	00:02:43	text		text					
00:40:02	00:11:10	Music block 5		Music block 5	D				
00:51:12	00:00:10	Promo		Promo					

When a structure element like a template, pool or an import list are dragged from the structure tree into the Multiview window, the contents of its show list is shown in the show list view.

Title bar



Hiding the current window content from the Multiview window. Of course there will be no deleting of the list itself.



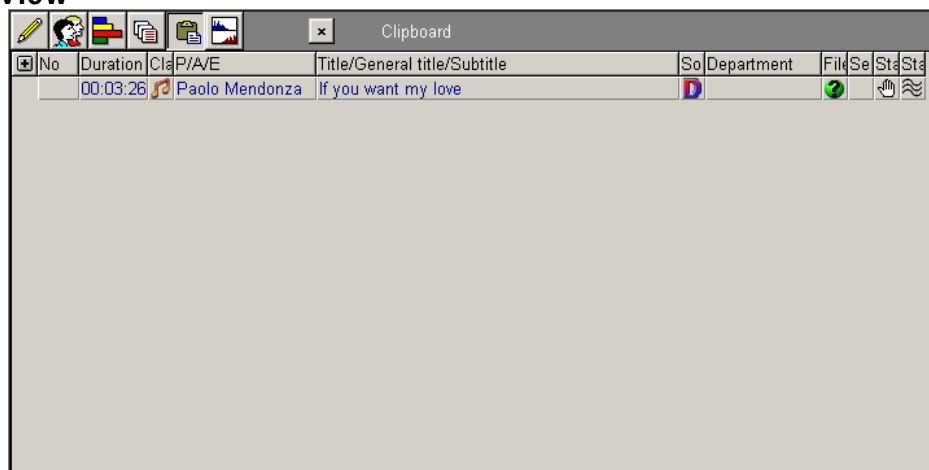
The list arrow is used to display one of the lists recently viewed in the Multiview window.

Window contents

The content of the sendlist is displayed identically like in the broadcast table window above (see chapter “broadcast table window” above).



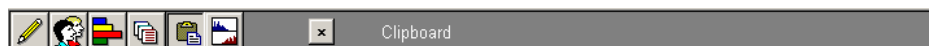
2.3.8.5 Clipboard View



No	Duration	Cl	P/A/E	Title/General title/Subtitle	So	Department	File	Se	Sta	Sta
	00:03:26		Paolo Mendonza	If you want my love	D			✓	✎	

The „Clipboard“ tab serves for temporary pasting entries, e.g. from the broadcast table window. Also entries in the Database Manager, which are dragged to the DigAIRrange symbol to export them, are arriving in the clipboard, to be planned in from here.

Title bar

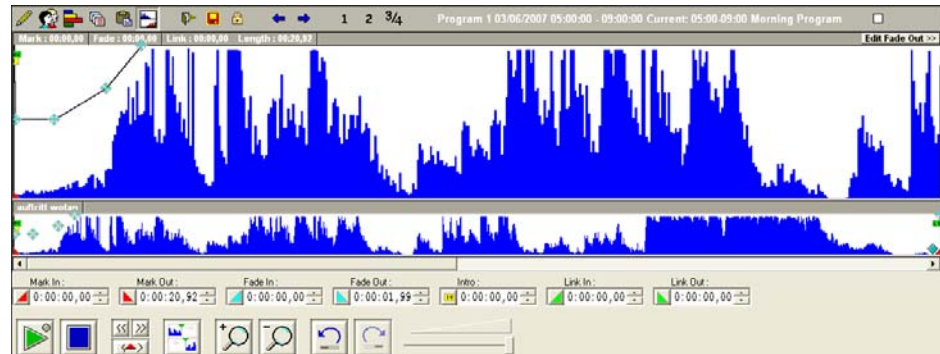


Deleting the current clipboard content.

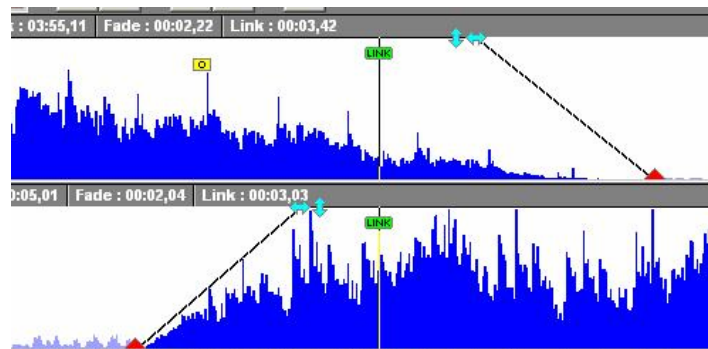
2.3.8.6 Crossfade Mixer

The “Crossfade Mixer” is used for fading over from one entry to the next one. There are three views of the Crossfade Mixer:

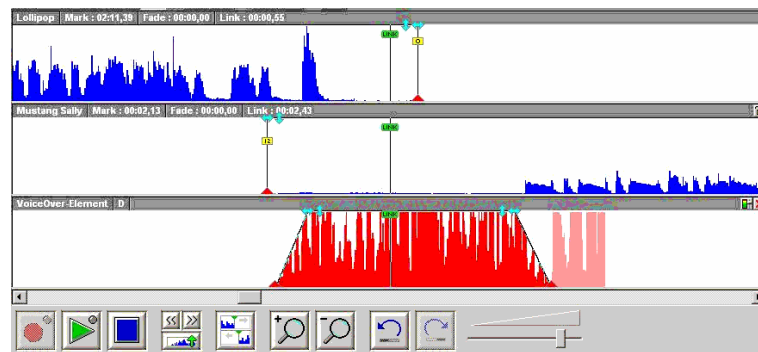
- The SingleTrack view serves for the detailed fade-editing on one entry



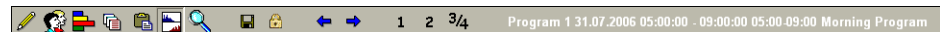
- The CrossTrack view is used to optimize the crossing of two entries



- The 3 / 4 Track view is used for adding voice-overs and addl. audio elements like jingles or drop-ins.



Title bar



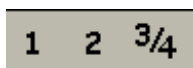
Saving the crossfade changes.



Going to the previous Crossfade with saving the current cross fades.



Going to the next Crossfade with saving the current cross fades.



Switching between SingleTrack, CrossTrack, and 3 / 4 - Track view.





Duck Fade - creates a duck fade within the area of a marked audio object in the tracks below. The duck fade button is only available when variable fade buttons are switched on.



Variable Fades - switches on/off the variable fade curves. Fading points can be set with CTRL & Click.



deletes all fade points in the track.



Lock track - (only in 3 / 4 Track View) locks the track against movement.



Set Marker - (only in 3 / 4 Track View) sets a marker in the track.



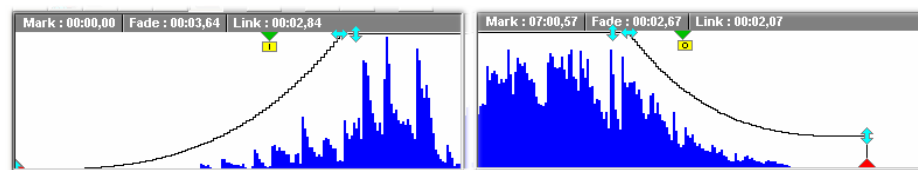
Countdown - (only in 3 / 4 Track View) opens a countdown display until audio on track 2 begins.



Level Meter - (only in 3 / 4 Track View) opens a recording level meter for voice-over recordings.

Window content

The window elements are used to prelisten and edit crossfading from one entry to the next. Each of the different markers and sliders can be displayed or hidden (see chapter "Settings" below).



Fade-In / Fade-Out – defines the point, from which the entry is cued out or to which it is cued in. The time info field "Fade" shows the duration in milliseconds of the fade-in after mark-in / fade-out after mark-out.



Volume – defines the total volume level of the entry.



Link-In / Link-Out – defines the point, where two entries are linked. The link-in point is always identical to the link-out point of the previous take. The time info field "Link" shows the time in milliseconds after Mark-in / before Mark-out. (Negative values mean: Link-in is before Mark-in / Link-out is after Mark-out).

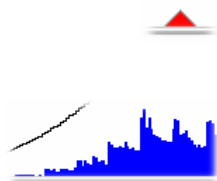
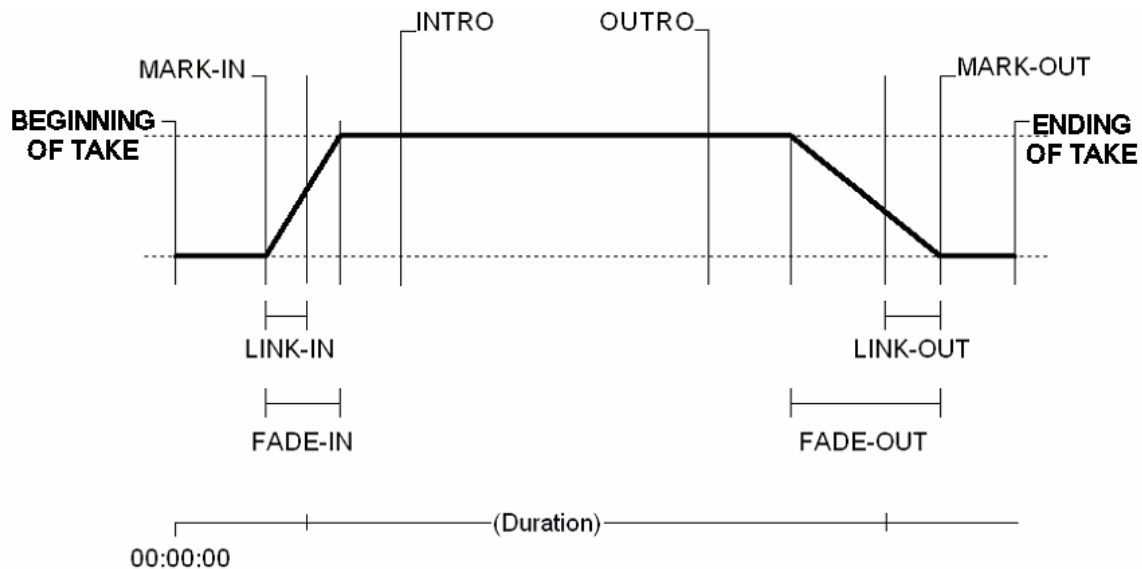
If a fade-in / fade-out has been assigned, but there has no Link-in / Link-out marker been defined, TurboPlayer / DigaROC places the Link-in automatically at 2/3 of the fade-in time, the Link-out at 1/3 of the fade-out time. This is to assure that there will be a smooth crossfade transition even if the needed link markers are not included within the given planning module.

11 12 01 02

Intro1/2 / Outro1/2 – define two types of intro markers to appear as time markers in the Player frame of the On-Air module.



Concerning the different markers, here is a picture to make the definitions of the fade parameters clear:



Mark-In / Mark-Out marker – is used to define the Mark-In and Mark-Out of the audio entry. The time info field “Mark” shows the offset in milliseconds between beginning / end of the file and the On-Air start / end.

Wave form – The wave form itself is used to move the entry to the left or right via Drag&Drop.

Besides, by a click with the middle mouse button on a desired position within the waveform, the entry can be pre-listened from this position.



Scroll bar – is used to move the window content of both tracks.



Record (in 3 / 4 – Track view only) – recording a voice-over element on the 3rd track.



Play – Pre-listening the crossing. The window content is pre-listened in a loop mode, until it is stopped by the Stop button.

Besides, the cue can be pre-listened by a click on the waveform directly from the click position, as well.



Stop – Ending the pre-listening.



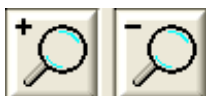
Move – moves the Mark-In / Mark-Out frame-wise to the left or o the right.



MarkIn / Out – Sets the Mark-In / Mark-Out at the current play head position.



Reset – All markers are reset to the beginning / end of the file.



Zoom in / out – horizontally stretching / compressing the waveform view.



Undo / Redo – The number of steps can be defined in the settings (see chapter „Settings“ below).



Volume slider – for adjusting the pre-listening volume.



Move – Shifts the second track frame-wise to the left or to the right.



Insert – Inserts / moves the second track to the current play head position.

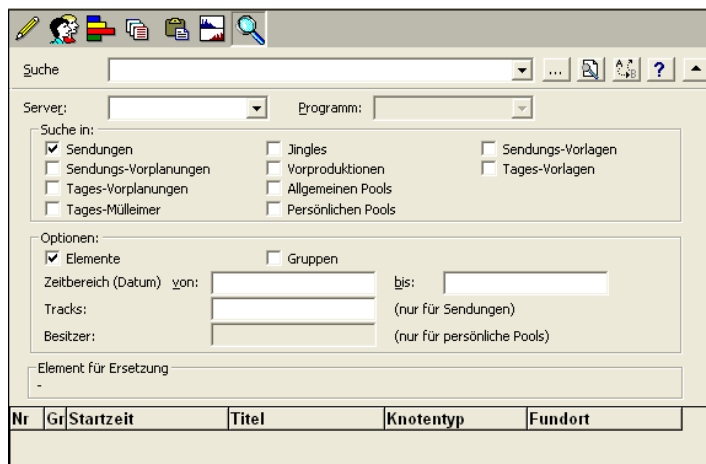


Reset – Resets Mark-In and Mark-Out and the position of the second track, i.e. it is placed at the end of the first item.

2.3.8.7 BCS Full Text Search

The BCS Full Text Search is an optional ActiveX Control within the Multiview window. Via network communication, it connects to a central indexing service. The search is limited to one Broadcast Server and one program. The search can be limited to a certain time interval and/or dedicated program nodes within the BCS tree. The control presents a list containing the titles, the start times and the locations of the found elements. By clicking an element, the appropriate node is loaded into the upper window. Besides, you can use the control to replace selected elements in the found list with a second element.

The BCS Full Text Search Control is called up via a button in the symbol bar of the application, via the Magnifier button in the Multiview window's icon bar, via the command in the Tool menu, as well as via a keyboard shortcut. When calling up the search dialog, the Multiview window is displayed by recalling the last saved window position.



Entering the search text



Opens the search dialog:



In this dialog, the class, the On-Air status and the file status (like e.g. "Missing") can be defined to search for.



Starting the Full text search



Replace



Opening the documentation about the valid search parameters



Opening the list of recent search criteria

Server:

Selecting the Broadcast Server

Programm:

Selecting the Program

Suche in:

Search in specific directories:

- | | | |
|--|---|--|
| ☒ Sendungen | ☐ Jingles | ☐ Sendungs-Vorlagen |
| ☐ Sendungs-Vorplanungen | ☐ Vorproduktionen | ☐ Tages-Vorlagen |
| ☐ Tages-Vorplanungen | ☐ Allgemeinen Pools | |
| ☐ Tages-Mülleimer | ☐ Persönlichen Pools | |

Optionen:

Further search criteria:

☒ Elemente	☐ Gruppen
Zeitbereich (Datum) von:	bis:
Tracks:	(nur für Sendungen)
Besitzer:	(nur für persönliche Pools)

The found elements are displayed in a list:

Nr	Gr	Startzeit	Titel	Knotentyp	Fundort



2.4 Start Attributes

START MODE	START TYPE	EFFECT / HANDLING IN TURBOPLAYER / DIGAROC
Not used	Not used	Is mainly used in comment / info lines.
 manual	 floating	The element can be started anytime manually. The start time is calculated on the end of the previous entry. In case this element is the first in the broadcast list, the start time is re-calculated by the time running before starting the entry. - default setting in live shows -
Start min 14:45:00.000 Start max 14:47:00.000	 variable	The start time stays fixed on the first value of the assigned start time period, as long as there is a gap to the previous element. In case of an (anytime possible) early start the time information is adjusted dynamically. When reaching the planned start time period, it is signalled by a blinking event. In the further process, the start time is adjusted dynamically, as long as the second value of the start time period is not exceeded. Within the start time period, a manual start is possible. When reaching the second value, a start-on-time is executed with regarding the fade-in parameters. If you want to exceed the second value willingly in TurboPlayer / DigaROC, you need to change the start attribute to "Manual – Floating". - This setting is typical for a commercial block, which must be started within a certain time period -
	 fixed	The start time is fixed to the first value of the defined start time period, as long as there is a gap to the previous element. When this time period expires, the element is further handled like "Manual – Floating". This is only affecting the start time. Anytime a manual start is possible in TurboPlayer / DigaROC. Practically, this serves for reminding you to reach a certain time point. - An example: The speaker who is presenting a coming live sports event.
 sequenced	 floating	This element is started automatically after the previous element has been ended, by regarding the defined crossfade parameters. However, an early start of this element is possible anytime. By default, the start time is calculated to the end of the previous entry. - Default setting for auto mode.



	 variable	The start time is fixed to the first value of the defined start time period, as long as there is a gap to the previous element. If the gap should not be closed by the end of the last previous entry, it is played out "sequenced", means automatically. Within the start time period, the start time is dynamically adjusted, as long as the second value has not been exceeded. If the previous element ends within the start time period, it will be starting "sequenced variable". When reaching the second value of the start time period, a start-on-time is executed. - An example: A commercial block, which has to be started within a certain time period -
	 fixed	The start time is fixed on the given value. As soon as you reach this value, the element is played out "sequenced" means automatically. The start time is adjusted by this time. Any elements between will be skipped. - An example: A 5 hour show like over-night shall be freed from surplus music entries without the need of planning start-on-time entries -
 start on time	 fixed	The start time is fixed on the given value. Regarding the previous element, a gap or an overlap will be possibly resulting, as long as the element is not the first entry in the broadcast table and the start time is not at the same time the beginning of the show.
 end on time	 fixed	The start time of the element is calculated from its ending time. At the calculated start time, TurboPlayer / DigaROC will be executing a "start-on-time". - An example: A commercial block, which is positioned before the news block to exactly end at the full hour -
	 variable	The start time is calculated like „fixed“, TurboPlayer / DigaROC carries out a blind start-on-time. That means that the element is cued in, when the previous element has been played out completely. - An example: the ending music piece of a show, which is to end at the full hour -

3 WORKING STEPS

Note:

Relevance of the different chapters

The scope of application of the broadcast server and its modules is multifold, from live information / news radio to programs completely pre-produced or web-radio. Therefore, the operation steps also turn out in a differentiated manner. Depending on program and broadcast structure, a chapter can be very important and often be carried out or is required rather rarely or not at all.

Sequential order of working steps

Furthermore, as operation steps are not always sequentially carried out, as many steps run parallel and/or automatic. However, in this manual, the operation steps are handled subsequently regarding the individual topics. They serve as a basis for a re-compilation of the chapters by the radio station's training staff according to the requirements of the radio operation.

User rights

All working steps, beginning from setting up different broadcast structures to the On-Air playout processes, are subject to the user rights. Not only administrator and user rights, but as well a much deeper rights management allows to grant different planning rights (like on commercials or music blocks, or the different shows) only to special users. As the user rights management is handled quite differently, in this manual they is just a main distinction between:



Chapters addressing mainly system administrators / super users



Chapters likely to be used by users / super users

By viewing the pictures on the right side of the chapter headings, you can roughly see to which group of people the chapter is heading to. See the technical documentation for a more detailed information about the user rights management setup.

3.1 Creating New Structure Elements

When setting up the broadcast server for the first time, a quite comprehensive task is to define the complete broadcast structure with the different templates, jingles, pools a.s.o. The creating of new structure elements is done in the structure tree on the left side. Here, the context menu is the central interface to the dialog boxes, which serve to add new elements or change existing ones.

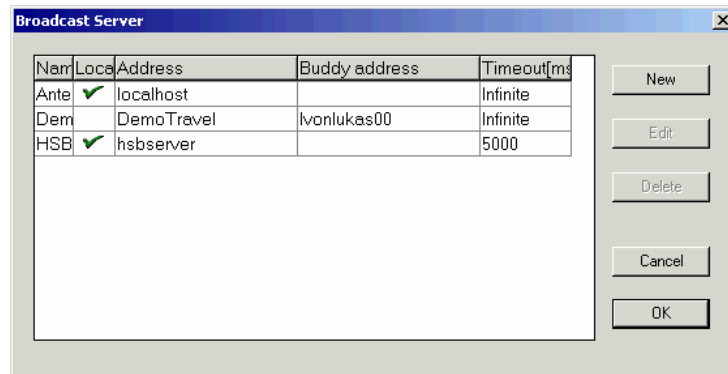




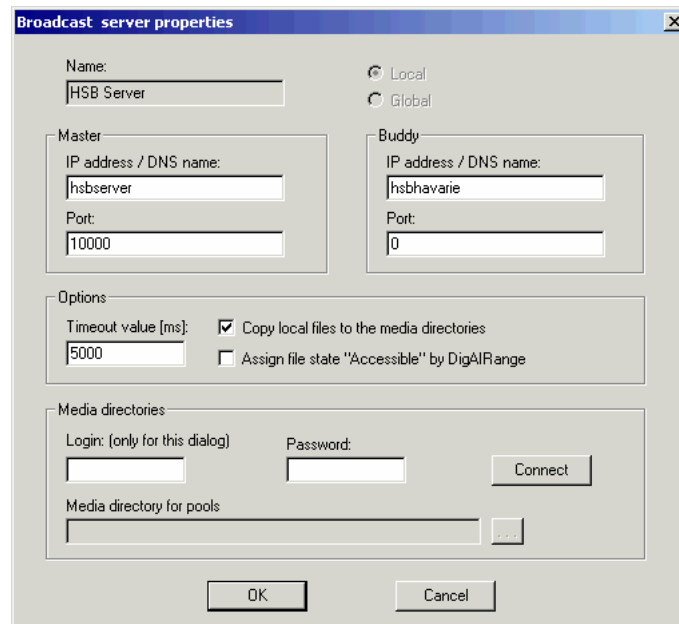
3.1.1 Broadcast Server

To create a new broadcast server, do as follows:

1. Select the menu command program – server properties. The following dialog opens:



2. Click on the “New” button. The following dialog opens:



3. Enter the name of the new broadcast server.
4. In the „Master“ fields, enter a valid value for the IP-Adress and the DNS name.
5. In the „Buddy“ fields, enter a valid value for the IP-Adress and the DNS name. Within a security concept, „Buddy“ is normally a client, which takes over the role of the server in case of a server breakdown and ensures the operability of the broadcast server system.
6. Enter the administrator login and then the central media directory for the central pools.
7. Confirm with OK.





3.1.2 Program

In each broadcast server, different programs can be defined:



1. Within the structure tree, click on the broadcast server's name with the right mouse button, and select the "Manage" command. The following dialog opens:

The 'Administration' dialog box for a 'Service' element contains the following fields and controls:

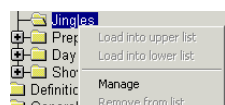
- Type of element:** Service
- Left List:** A list box containing 'B1' and 'B2'.
- Name:** A text input field.
- Info:** A text input field with a dropdown arrow.
- Primary media directory:** A text input field with a browse button (...).
- OnAir:** A checkbox.
- Additional media directories (optional):** Three text input fields, each with a browse button (...).
- Buttons:** 'New', 'Delete', 'Save', and 'Close'.

2. Under „Name“, enter the title of the new program.
 3. Under “Info”, enter some closer information about the program.
 4. Under “primary media directory“, enter the appropriate existing directory.
 5. Under „additional media directories“, enter the appropriate existing failover directories.
 6. Enter the „New“ button to save the new program.
- (For more detailed information see the technical documantation.)



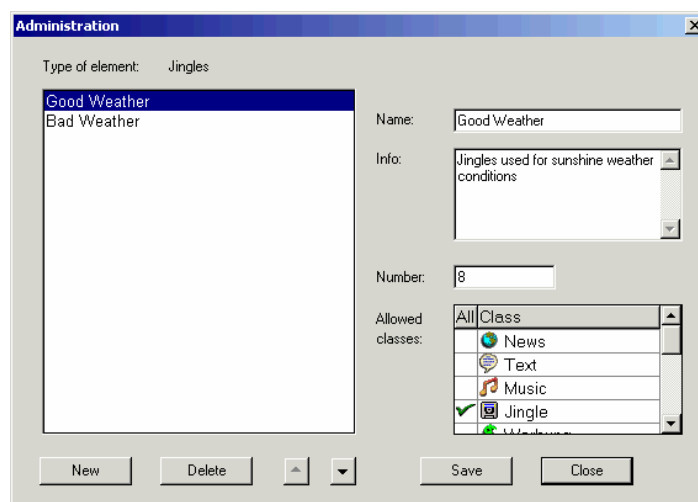
3.1.3 Jingles

Firstly, jingle banks are created under the „Jingles“ directory, which are then filled with the appropriate jingles audio material.



1. Within the structure tree, click on the “Jingles” directory with the right mouse button, and select the “Manage” command. The following dialog opens:





2. Under „Name“, enter the title of the new jingle bank.
3. Under “Info”, enter some closer information about the jingle bank.
4. Under “Number”, specify the number of jingles allowed in this bank.
5. Under “Allowed classes”, specify the audio classes which are allowed in this jingle bank.
6. Click on „Save“ to finish the creation of the new jingle bank.
7. After repeating steps 1-6 for creating more jingle banks, click on “Close”.

3.1.4 Templates



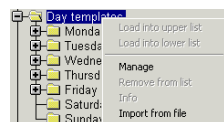
In each program, the following templates can be defined:

Day templates – serve as a time-oriented structure basis for the broadcast table. Day templates are structured in appropriate subdirectories (Monday, Tuesday..., hourly, or others), which contain all available shows of the whole program.

Show templates – serve as a content-oriented basis for free definable shows, without a temporal assignment.

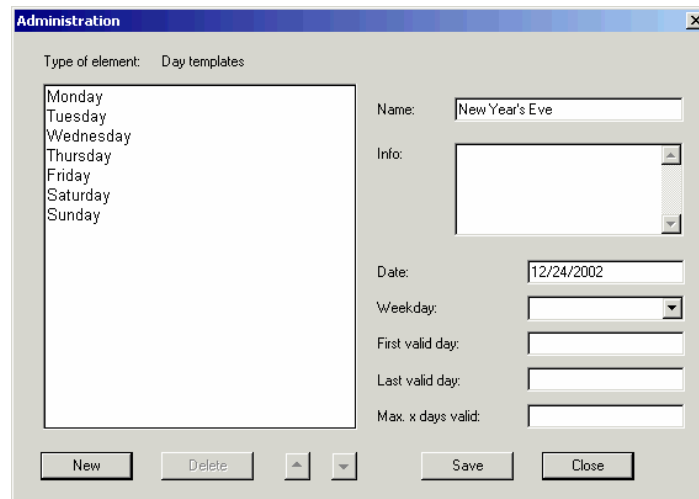
3.1.4.1 Day Templates

Day templates are the basis for the repeating broadcast table. They contain the complete structure of the daily shows. Here, weekly or daily repeating patterns can be defined.



1. Within the structure tree, click on the day templates directory with the right mouse button, and select the “Manage” command. The following dialog opens:





2. Under „Name“, enter the title of the new day template.
3. Under “Info”, enter some closer information about the template.
4. Under “Date” or “Weekday”, specify the appropriate time frame.

When defining a weekday as a basis, the shows within this directory will be repeating each week.

When defining a specific date, a template only valid on this day can be created (e.g. a public holiday, election day etc.).

Moreover, hourly and other templates can be created, which are not bound to a date or a weekday.

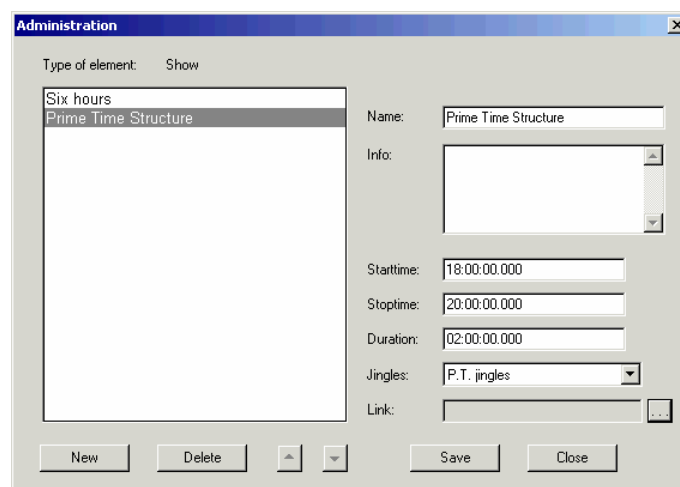
5. Click on „Save“ to finish the creation of the new template.
6. After repeating steps 1-5 for creating more templates, click on “Close”.

3.1.4.2 Show Templates

Unlike day templates, show templates are independant from a certain date or weekday. So, show templates are used as contents-related templates. Show templates are created like day templates, there is just no subdirectory.



1. Within the structure tree, click on the show templates directory with the right mouse button, and select the “Manage” command. The following dialog opens:



2. Under „Name“, enter the title of the show template.



3. Under "Info", enter some closer information about the show.
4. Under "Start time" and "Stop time", define the time frame of the show. The „Duration“ of the show is calculated automatically.
5. Under „Jingles“, select the appropriate jingle preset, which you have created before. This jingles preset will later on be loaded automatically with the show in TurboPlayer / DigaROC.

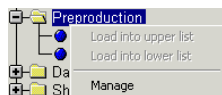
Note: Naturally, only jingle presets which have been defined earlier, can be selected here.

6. In case the show is imported from a distant server, enter the appropriate server directory under "Link".
7. Click on „Save“ to finish the creation of the new show template.
8. After repeating steps 1-7 for creating more shows, click on "Close".

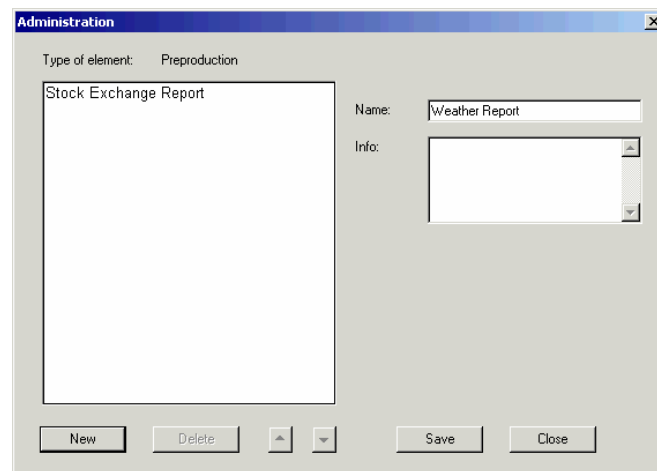
3.1.5 Pre-productions



Under the Pre-productions directory, free definable project directories can be created, which again can contain different elements. Pre-production directories are created just like "Day-Templates" above, however no subdirectories can be created here. Therefore the Pre-production folders are created directly under the Pre-production node.



1. Within the structure tree, click on the "Pre-production" directory with the right mouse button, and select the "Manage" command. The following dialog opens:



2. Under „Name“, enter the title of the new Pre-production directory.
3. Under "Info", enter some closer information about the Pre-production.
4. Click on „Save“ to finish the creation of the Pre-production directory.
5. After repeating steps 1-4 for creating more Pre-production directories, click on "Close".



3.1.6 Pools



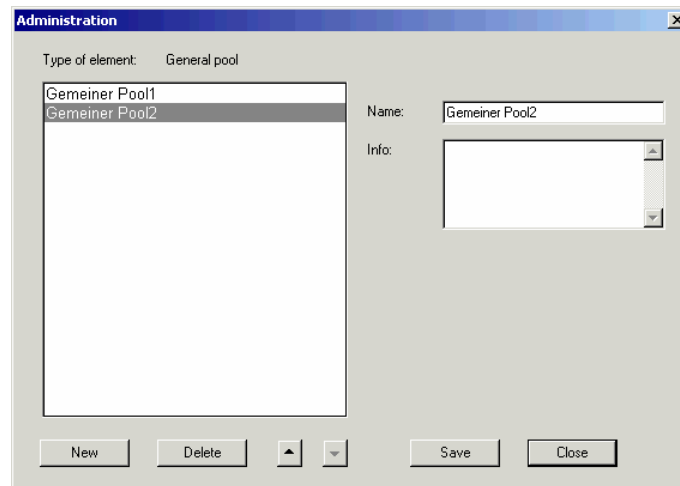
In each broadcast server, the following pools are available:

General Pool – A list of entries, which – unsorted and not assigned to any special program or order, are available to all users.

Personal Pool – The access to the personal pool is only permitted by the appropriate user login.



1. Within the structure tree, click on the “General Pool” or “Personal Pool” directory with the right mouse button, and select the “Manage” command. The following dialog opens:



2. Under „Name“, enter the title of the new pool directory.
3. Under “Info“, enter some closer information about the pool.
4. Click on „Save“ to finish the creation of the pool directory.
5. After repeating steps 1-4 for creating more pool directories, click on “Close”.

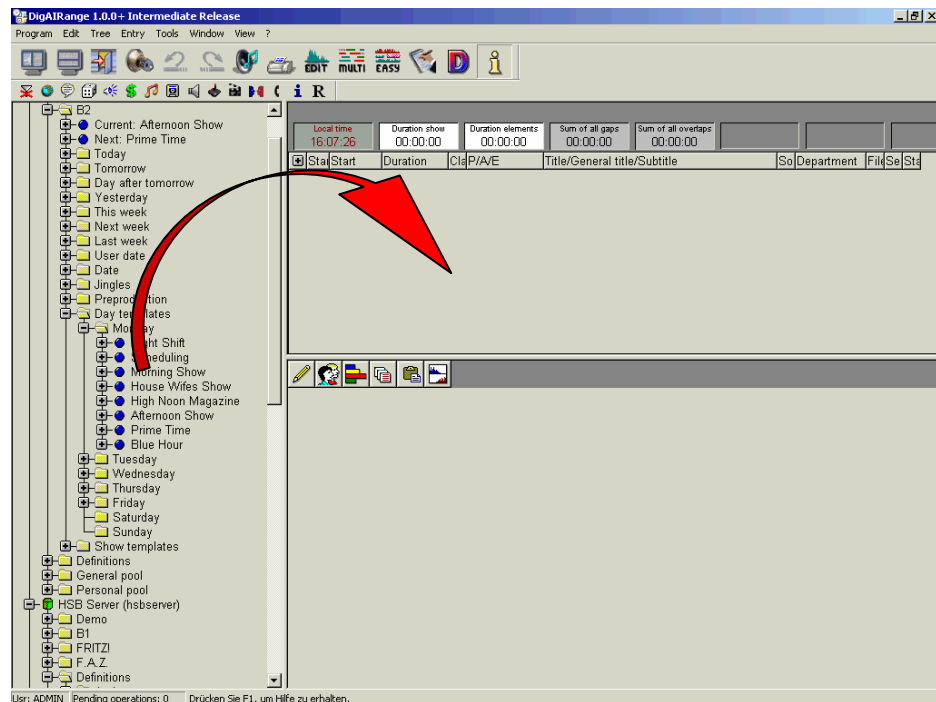
3.2 Filling Templates with Placeholders



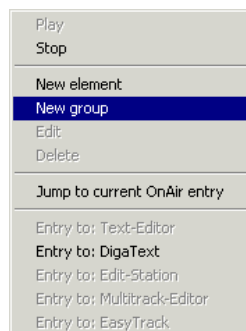
After creating day and show templates, in a second step they are to be filled with placeholders, which represent the inner structure of a radio show.

1. Drag the day template from the structure tree (left window) to the broadcast table window (upper right window).





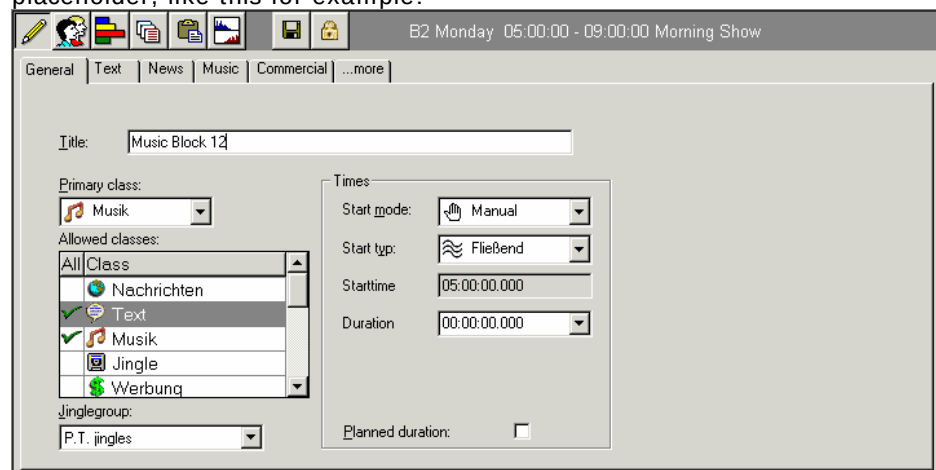
2. Click somewhere in the broadcast table window with the right mouse button. The following context menu opens:



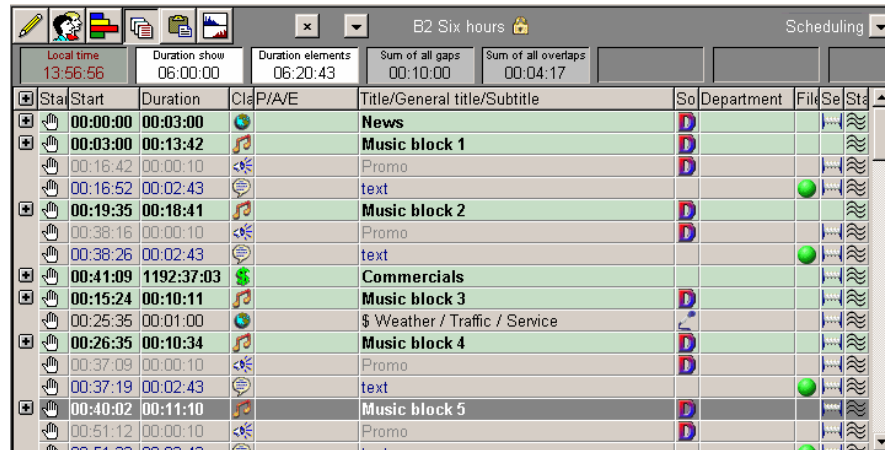
3. Select the "New Group" command. A new line is inserted in the broadcast table.

Sta	Start	Duration	Cla	P/A/E	Title/General title/Subtitle	So	Department	Fil	Se	Sta
+	05:00:00	00:00:00								

Double-click on the new line. In the Multiview (lower right) window the entry mask of the new placeholder appears. Enter the desired names for the placeholder, like this for example:



4. Repeat steps 1-4 for all placeholders to be planned in.



The screenshot shows the 'Scheduling' window for 'B2 Six hours'. It displays a timeline with various elements and their durations. The elements are listed in a table with columns: Start, Duration, Cl, P/A/E, Title/General title/Subtitle, So, Department, File, Se, and Sta.

Start	Duration	Cl	P/A/E	Title/General title/Subtitle	So	Department	File	Se	Sta
00:00:00	00:03:00			News					
00:03:00	00:13:42			Music block 1					
00:16:42	00:00:10			Promo					
00:16:52	00:02:43			text					
00:19:35	00:18:41			Music block 2					
00:38:16	00:00:10			Promo					
00:38:26	00:02:43			text					
00:41:09	1192:37:03			Commercials					
00:15:24	00:10:11			Music block 3					
00:25:35	00:01:00			\$ Weather / Traffic / Service					
00:26:35	00:10:34			Music block 4					
00:37:09	00:00:10			Promo					
00:37:19	00:02:43			text					
00:40:02	00:11:10			Music block 5					
00:51:12	00:00:10			Promo					

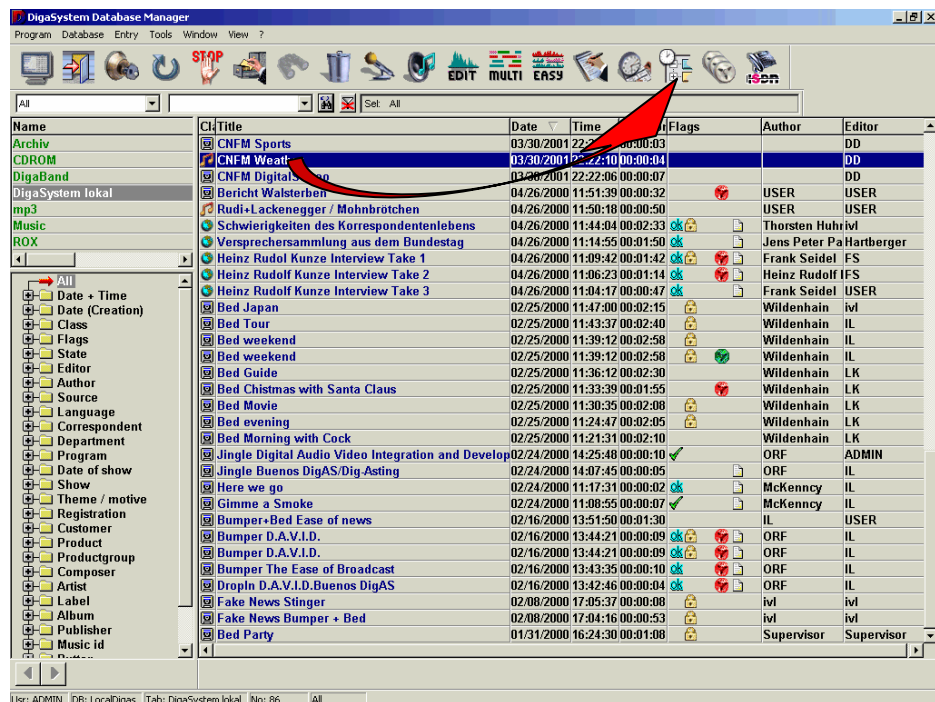
3.3 Filling Placeholders with Audio

For planning the real show, there are different ways to fill the preliminary show structure with audio material:

3.3.1 Importing a News Entry from Database Manager

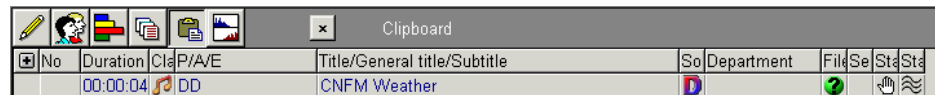
In order to get entries from the DigaSystem Database Manager to the clipboard of DigAIRrange:

1. In the Database Manager, drag the entry onto the DigAIRrange Symbol.



The entry appears in the clipboard of the DigAIRrange Multiview window.

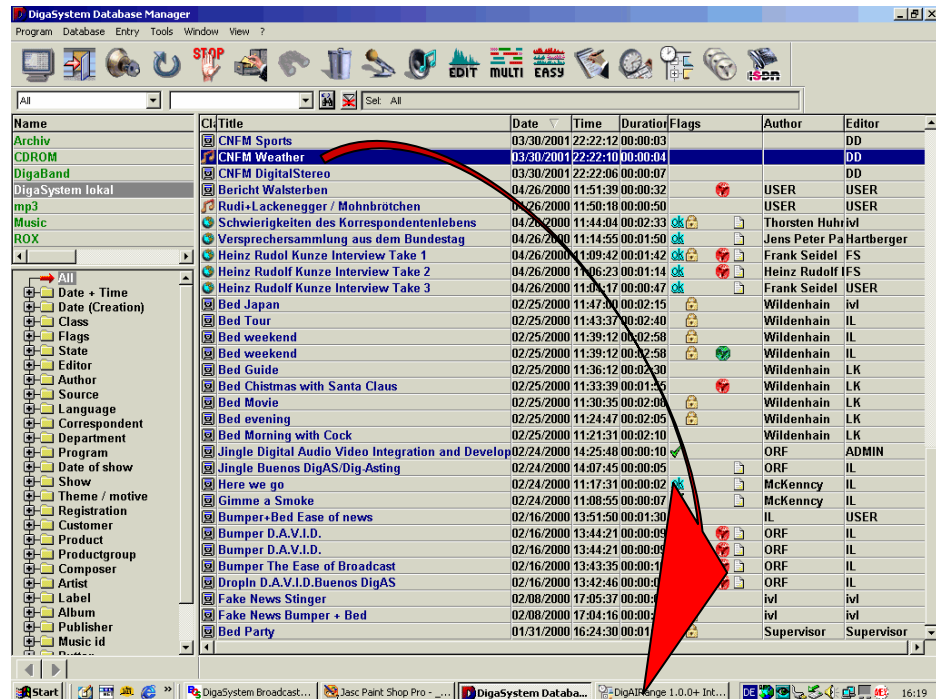




No	Duration	Cl	P/A/E	Title/General title/Subtitle	So	Department	File	Se	Sta	Sta
	00:00:04		DD	CNFM Weather						

In order to import an entry from the DigaSystem Database Manager directly to the desired position in the broadcast table:

1. Drag the entry from the Database Manager onto the DigAIRrange Symbol in the Windows Start bar. Hold it there with holding the mouse button pressed, until the DigAIRrange window appears (after approx. 2 sec).



2. Hold the mouse button further pressed and drag the entry to the desired position within the broadcast table now. A green bar appears as a symbol for where the entry will be inserted. When dragging the entry directly below an entry group, there appears a small arrow on the left side of the green bar. When positioning the mouse pointer on the upper half of the green bar, the small arrow shows upwards, or it shows downwards, if you position in the lower half.



Select the „arrow upwards“ position, if you want to insert the entry as a new last group entry, or select the „arrow downwards“ position to define this new entry as the first entry after the group.

3. Release the mouse button.

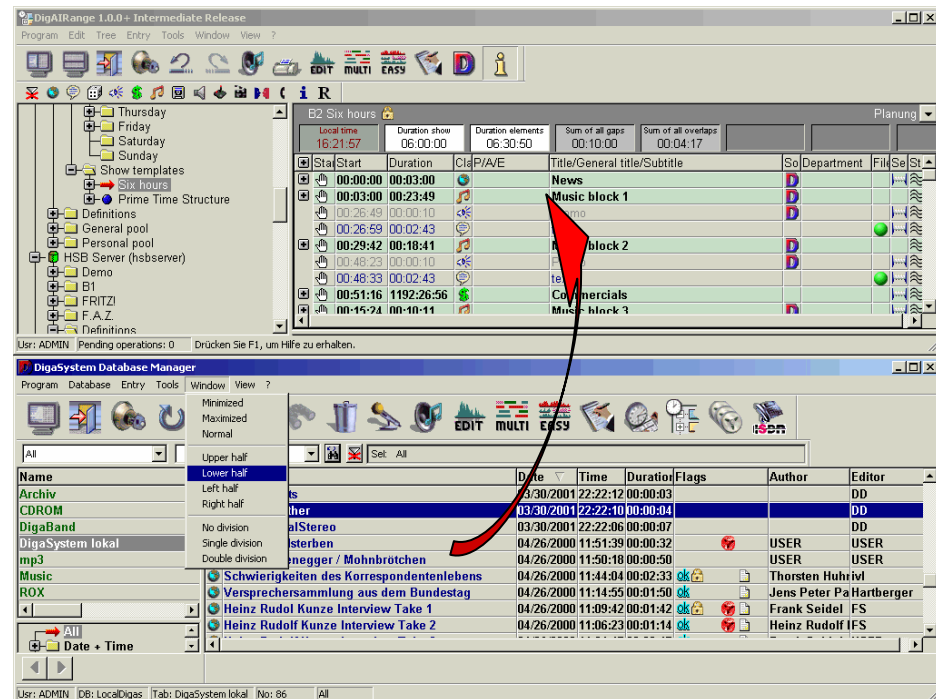
Tipp:

In case you always want to insert the item as a last entry of the group without having the choice to insert it as the first entry after the group, use the according option in Settings – List View – Options – “Drag&Drop always to end of group”.

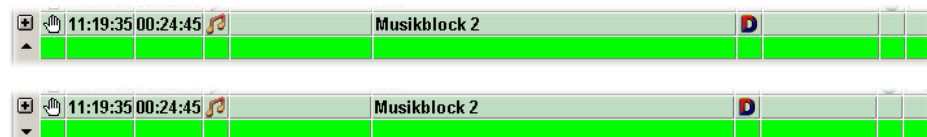


Another way to directly import an entry from the Database Manager to the desired position in the broadcast table, is:

1. In the Database Manager, select the „Window – lower half“ menu command. The Database Manager's window is reduced to the lower screen half.
2. Drag the entry from the Database Manager directly to the desired position within the broadcast table.



3. A green bar appears as a symbol for where the entry will be inserted. When dragging the entry directly below an entry group, there appears a small arrow on the left side of the green bar. When positioning the mouse pointer on the upper half of the green bar, the small arrow shows upwards, or it shows downwards, if you position in the lower half.



4. Select the „arrow upwards“ position, if you want to insert the entry as a new last group entry, or select the „arrow downwards“ position to define this new entry as the first entry after the group.
5. Release the mouse button.

3.3.2 Overwriting an element

1. Do like inserting a new entry (see chapters above), but hold the ALT key pressed during the inserting action. Now, the green bar covers the entry to be overwritten.

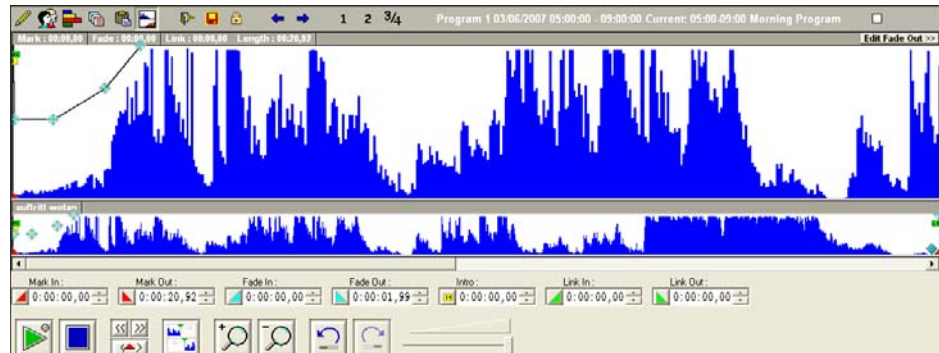


3.3.3 Using the Crossfade Mixer

The “Crossfade Mixer” is used for fading over from one entry to the next one. There are three views of the Crossfade Mixer:

- The SingleTrack view serves for the detailed fade-editing on one entry
- The CrossTrack view is used to optimize the crossing of two entries
- The 3 / 4 Track view is used for adding voice-overs and addl. Audio elements like jingles or drop-ins.

3.3.3.1 SingleTrack View



1. In the upper window, open the desired broadcast list.
2. In the Multifunction window, open the Crossfade Mixer by clicking the according symbol, and select the SingleTrack view.
3. Drag the item from the upper window to the Crossfade Mixer track. The item is loaded, its waveform appears.
4. Drag the markers to the desired positions:



Fade-In / Fade-Out – defines the point, from which the entry is cued out or to which it is cued in. The time info field “Fade” shows the duration in milliseconds of the fade-in after mark-in / fade-out after mark-out.



Free Fade Curves - In order to define free fade curves, switch on the Variable Fades button first. Now, fade buttons can be set by holding down the CTRL key and clicking at the desired position within the waveform. The fade button can then be dragged to another position, or be deleted by again CTRL-clicking on them.



Volume – defines the total volume level of the entry.

14 12 04 02

Intro1/2 / Outro1/2 – define two types of intro markers to appear as time markers in the Player frame of the On-Air module.



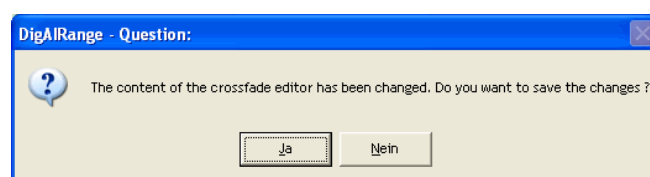
5. Click the “Edit Fade-In” or “Edit Fade-Out” button to edit the other side of the item.



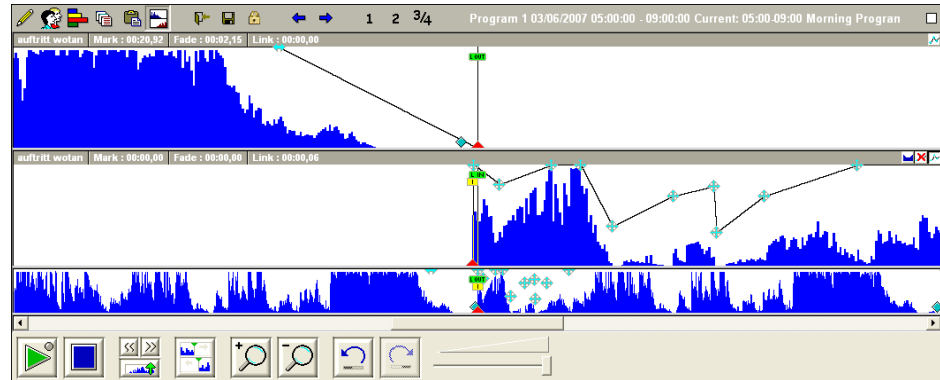
6. After finishing adjusting the markers, click one of the arrow buttons to change to the next / previous item in the broadcast list (changes are automatically saved here), or click the Save button.



7. Exit the Crossfade Editor without saving the changes by clicking the Exit button. The following security dialog appears:



3.3.3.2 CrossTrack View



1. In the upper window, open the desired broadcast list.
2. In the Multifunction window, open the Crossfade Mixer by clicking the according symbol, and select the CrossTrack view.
3. Drag the first item (of the two to cross-fade) from the upper window to the Crossfade Mixer track. The first item is loaded in the upper track, the following item appears in the second track, positioned with its beginning at the end of item 1.
4. In order to re-position the second track, drag it to the left or to the right and drop it at the desired Crossfade position.



Alternatively, middle- or right-click into the waveform of item 1, pre-listen the first item, and online-start item 2 online by clicking the Insert button during pre-listening.



5. Drag the markers to the desired positions:

Fade-In / Fade-Out – defines the point, from which the entry is cued out or to which it is cued in. The time info field “Fade” shows the duration in milliseconds of the fade-in after mark-in / fade-out after mark-out.



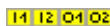
Free Fade Curves - In order to define free fade curves, switch on the Variable Fades button first. Now, fade buttons can be set by holding down the CTRL key and clicking at the desired position within the waveform. The fade button can then be dragged to another position, or be deleted by again CTRL-clicking on them. In order to delete all fade buttons, click the  button.



Volume – defines the total volume level of the entry.



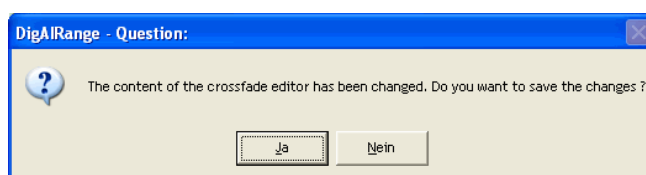
8. In order to create a duck fade during an object in another track, mark the source object first and then click the duck fade button in the head bar of the ducking track. The duck fade button is only available when variable fade buttons are switched on.



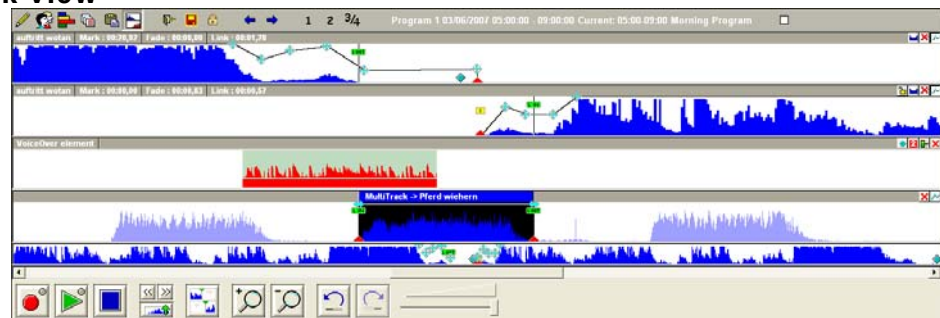
Intro1/2 / Outro1/2 – define two types of intro markers to appear as time markers in the Player frame of the On-Air module.



6. After finishing adjusting the markers, click one of the arrow buttons to change to the next / previous item in the broadcast list (changes are automatically saved here), or click the Save button.
9. Exit the Crossfade Editor without saving the changes by clicking the Exit button. The following security dialog appears:



3.3.3.3 3 / 4-Track View



1. In the upper window, open the desired broadcast list.
2. In the Multifunction window, open the Crossfade Mixer by clicking the according symbol, and select the CrossTrack view.
3. Drag the first item (of the two to cross-fade) from the upper window to the Crossfade Mixer track. The first item is loaded in the upper track, the following item appears in the second track, positioned with its beginning at the end of item 1.

You can decide if you first position the second item and afterwards you start recording, or you may do it the other way round. The first version is:



4. In order to re-position the second track, drag it to the left or to the right and drop it at the desired Crossfade position.

Alternatively, middle- or right-click into the waveform of item 1, pre-listen the first item, and start item 2 online by clicking the Insert button.

After that you start recording (like described as follows).



5. Click the Record button and middle-/right-click a desired position in the waveform of the first item. Recording immediately starts from here. In order to stop recording, click the Stop button.

While recording, you click the Insert button to start the second item.

The second version is: While recording, you insert the second item:



6. In order to record a voice over onto track 3, click the Record button and middle-/right-click a desired position in the waveform of the first item. Recording immediately starts from here. In order to stop recording, click the Stop button.

While recording, you click the Insert button to start the second item.



Lock track - locks the track against movement.



Set Marker - sets a marker in the record track.



Countdown - opens a countdown display until audio on track 2 begins.



Level Meter - opens a recording level meter for voice-over recordings.

7. Drag the markers to the desired positions:



Fade-In / Fade-Out – defines the point, from which the entry is cued out or to which it is cued in. The time info field "Fade" shows the duration in milliseconds of the fade-in after mark-in / fade-out after mark-out.



Free Fade Curves - In order to define free fade curves, switch on the Variable Fades button first. Now, fade buttons can be set by holding down the CTRL key and clicking at the desired position within the waveform. The fade button can then be dragged to another position, or be deleted by again CTRL-clicking on them. In order to delete all fade buttons, click the  button.





Volume – defines the total volume level of the entry.

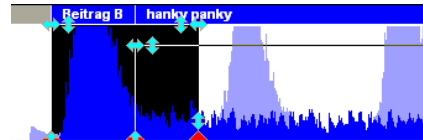


10. In order to create a duck fade during an object in another track, mark the source object first and then click the duck fade button in the head bar of the ducking track. The duck fade button is only available when variable fade buttons are switched on.

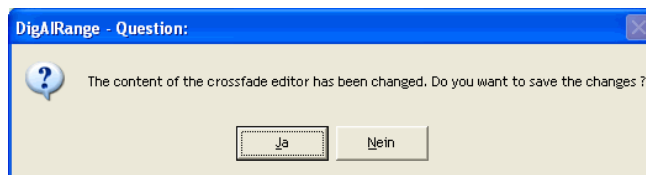
Intro1/2 / Outro1/2

– define two types of intro markers to appear as time markers in the Player frame of the On-Air module.

8. In order to insert another drop-in or jingle, drag the desired item from the upper window or the DBM onto track 4. You can even drag more overlapping drop-ins onto this track.



9. After finishing adjusting the markers, click one of the arrow buttons to change to the next / previous item in the broadcast list (changes are automatically saved here), or click the Save button.
11. Exit the Crossfade Editor without saving the changes by clicking the Exit button. The following security dialog appears:



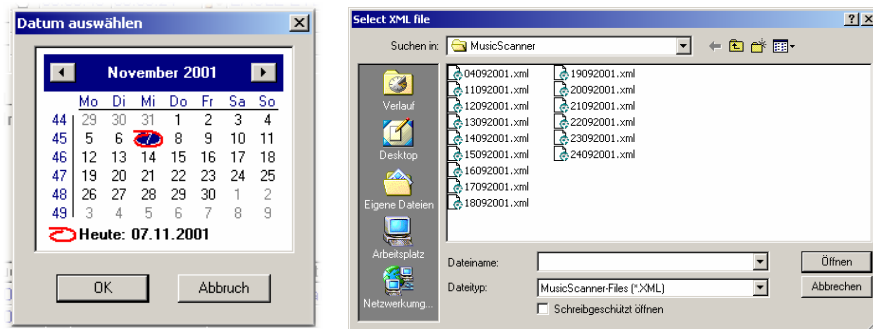
3.3.4 Manual Import from 3rd Party Scheduling Tools

Normally, broadcast lists from like music planning tools are automatically integrated into the broadcast table without any user action. However, it is possible as well to manually import those contents:

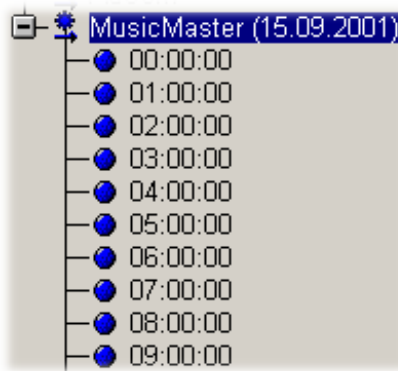
1. Open the import directory to open it and show all available import sources, for example:



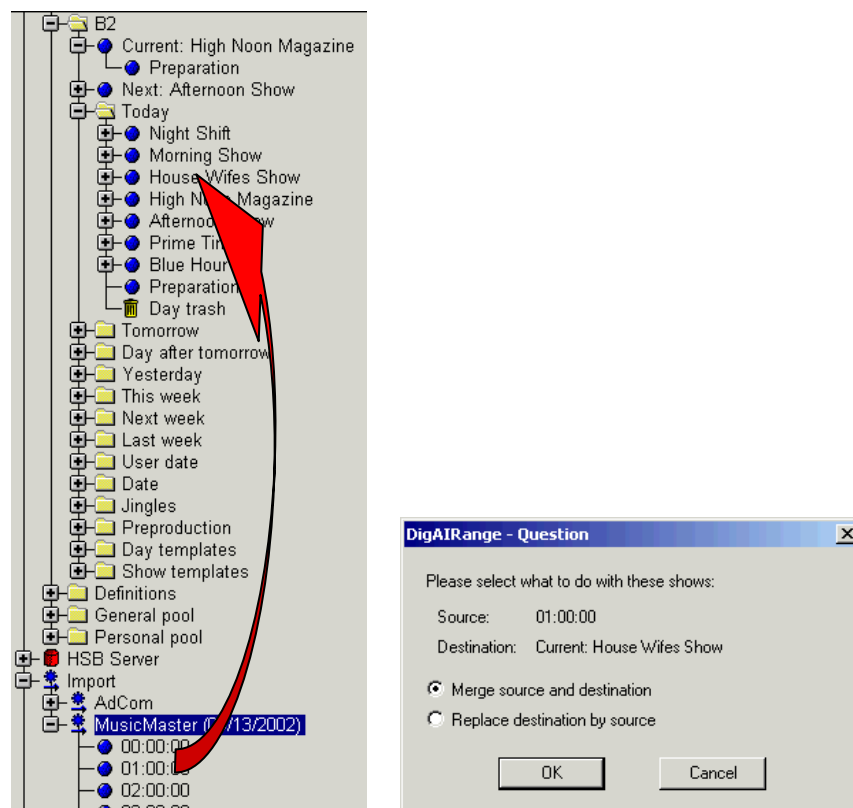
2. Select the desired import source by clicking on it. Depending on the configuration, normally a date calendar appears to select the desired date to import the selected music list. Depending on the system configuration, in some cases there might as well open a selection box to select an import file containing the broadcast lists calculated by the 3rd party tool.



3. Select the desired date or file. The selected broadcast list appears in the structure tree.



4. Drag the desired hour's entry directly onto the appropriate destination broadcast directory in the structure tree. The following control box appears:



- When confirming the first option, „merge source and destination“, all music blocks of the destination show (here: „Prime Time“) are filled up with the contents of the music master list. This functionality is used, when music master is configured to calculate only the sequence of music entries.

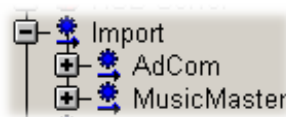


- When selecting the second option, „Replace destination by source“, the „Prime Time“ show will be replaced completely by the music master list. This functionality is required, when not only the music entries' sequence, but as well the complete structure of the show is been calculated.

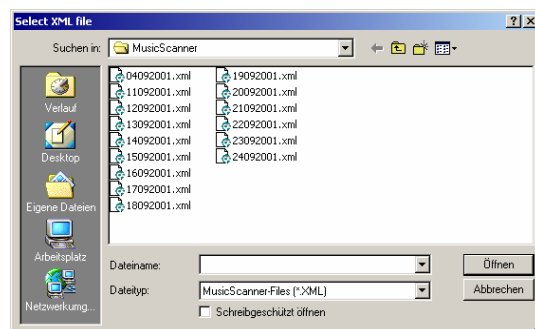
5. Activate the desired option and confirm with OK.

Of course, generally it possible to insert the music entries into the show one by one:

1. Open the import directory to open it and show all available import sources, for example:



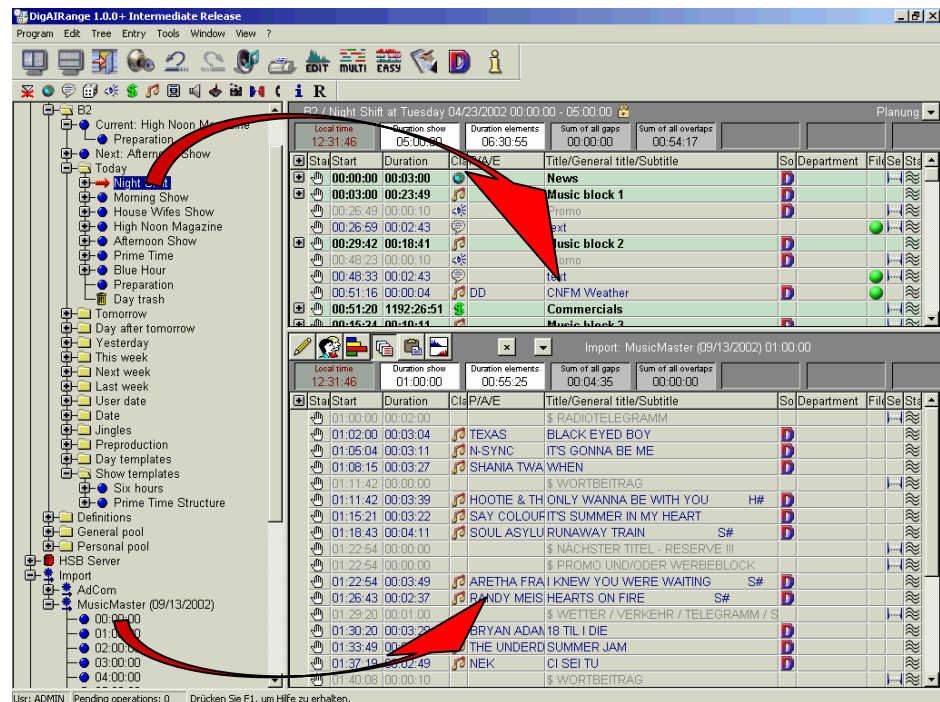
2. Select the desired import source by clicking on it. Depending on the configuration, normally a date calendar appears to select the broadcast list from a certain date. In some cases there might as well open a selection box to select an import file containing the broadcast lists calculated by the 3rd party tool.



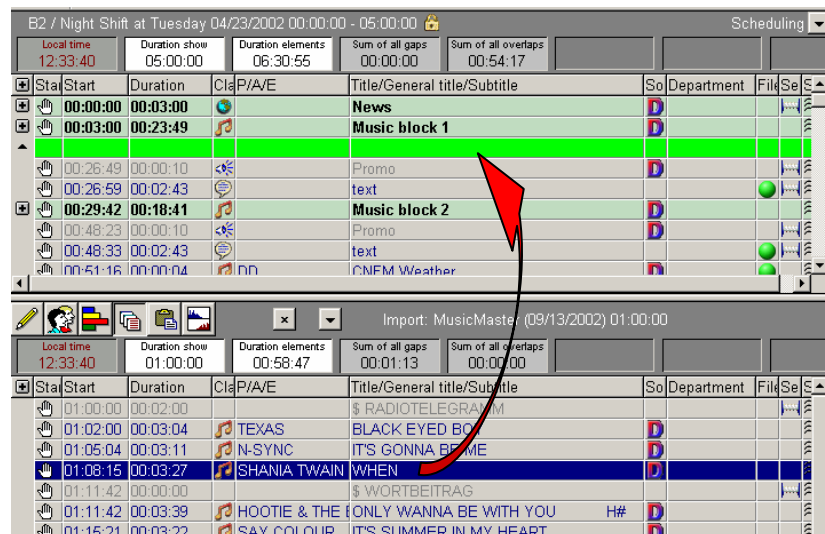
3. Select the desired date or file. The selected broadcast list appears in the structree tree.



4. Drag the destination show directory to the (upper) broadcast table window, and the appropriate music master list into the (lower) Multiview window.



- Now drag the desired music entries to the appropriate positions within or directly under the music blocks.



3.3.5 Inserting pools/Pre-productions into the Play List

To plan entries from different general / personal pools, Pre-productions, jingles a.s.o., do as follows:

- Drag the destination show directory to the (upper) broadcast table window, and the desired element into the (lower) Multiview window.



DigAIRrange 1.0.0+ Intermediate Release

Program Edit Tree Entry Tools Window View ?

Local time: 12:37:21

Duration show: 05:00:00

Duration elements: 06:34:22

Sum of all gaps: 00:00:00

Sum of all overlaps: 00:54:17

Scheduling: B2 / Night Shift at Tuesday 04/23/2002 00:00:00 - 05:00:00

Current: High Noon Magazine

Next: Afternoon Show

Today

- Night Shift
- Morning Show
- House Wives Show
- High Noon Magazine
- Afternoon Show
- Prime Time
- Blue Hour
- Preparation
- Day trash

Tomorrow

- Day after tomorrow
- Yesterday
- This week
- Next week
- Last week
- User date
- Date
- Jingles
- Preproduction
- Day templates
- Show templates
- Six hours
- Prime Time Structure

Definitions

- General pool
- General P
- Personal pool
- MH
- Hello
- HSB Server
- Import
- AdCom
- MusicMaster (09/13/2002)
- 00:00:00

No	Duration	Cl	P/A/E	Title/General title/Subtitle	So	Department	File	Se	St	St
00:00:00	00:03:00			News						
00:03:00	00:27:16			Music block 1						
00:03:00	00:03:18			Paolo Bonolis						
00:06:18	00:00:04			DD						
00:06:23	00:03:26			Paolo Bonolis						
00:09:49	00:02:45			CW						
00:12:34	00:03:24			EAGLE-EYE CHAVE TONIGHT						
00:15:58	00:03:53			ENIGMA						
00:19:51	00:03:40			CONNELLY						

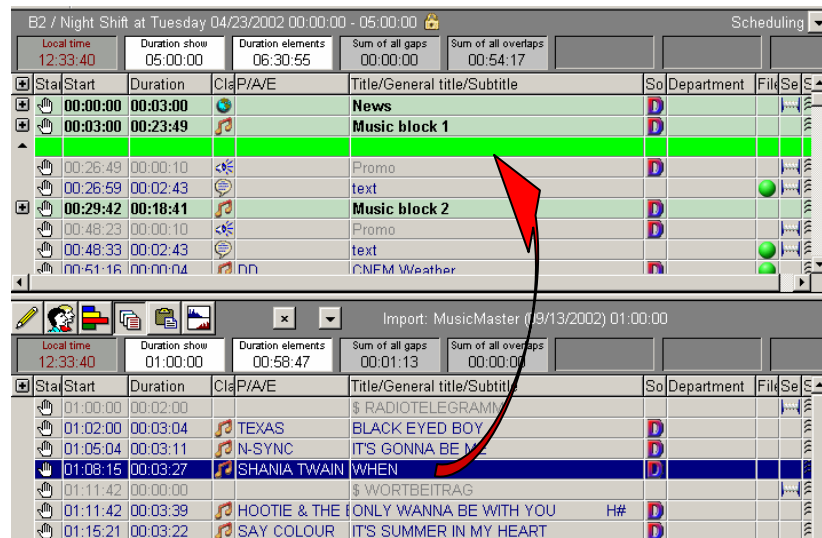
General pool: General Pool1

No	Duration	Cl	P/A/E	Title/General title/Subtitle	So	Department	File	Se	St	St
00:11:48				Attacke auf Geistesmenschen						
00:01:21				Willy Astor						
00:00:00				Programminweise & Saalwetten						
00:00:00				Lungahantje		Sport				
00:00:21				Werbung						
00:11:48				Gerhard Polt						
00:00:17				Willy Astor						
00:00:17				Wir haben noch was für sie						
00:15:00				Musik						
00:00:20				ADMIN						
00:03:58				Astor						
00:00:07				ORF						
00:02:43				text						

User: ADMIN Pending operations: 0 Drücken Sie F1, um Hilfe zu erhalten.



4. Now drag the desired entry to the appropriate positions.



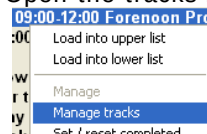
3.3.6 Deleting Items from Pools/Preparations

1. Mark the element(s) to delete.
2. Right-click and select the Delete command. The selected element(s) are put into the day trash.

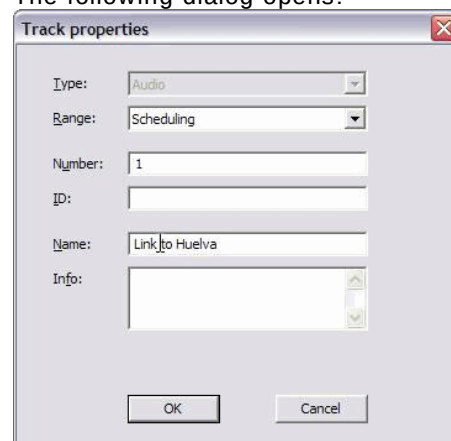
3.3.7 Regio Player Features **NEW**

3.3.7.1 Creating Regio Tracks **NEW**

1. Open the tracks Management of the desired show.



The following dialog opens:



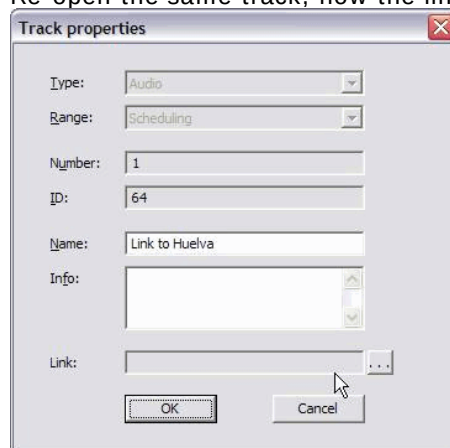
2. Set the Range to "Scheduling".
3. Enter the track number. Regio Track Numbers should begin from 1 upwards.



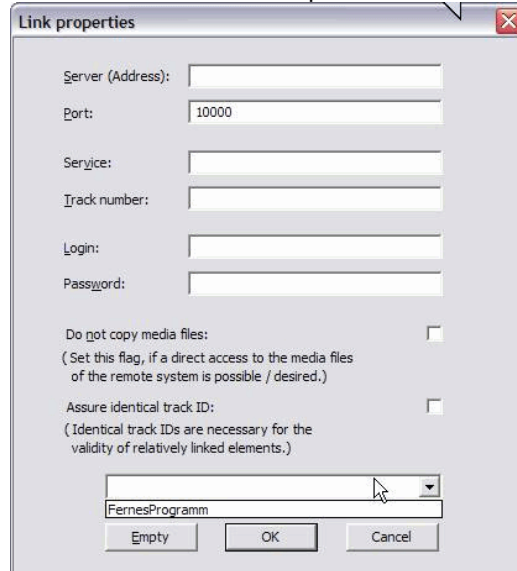
4. Enter a track ID. Track ID's for each BCS should be unique in the whole Regio system.
5. Enter a name for the track. The Track name should indicate to the user that this is track points to a remote BCS.
6. Enter further information into the info field, if necessary for the workflow.
7. Confirm the dialog with OK.

3.3.7.2 Linking Regio Tracks **NEW**

8. Re-open the same track, now the link field is shown.

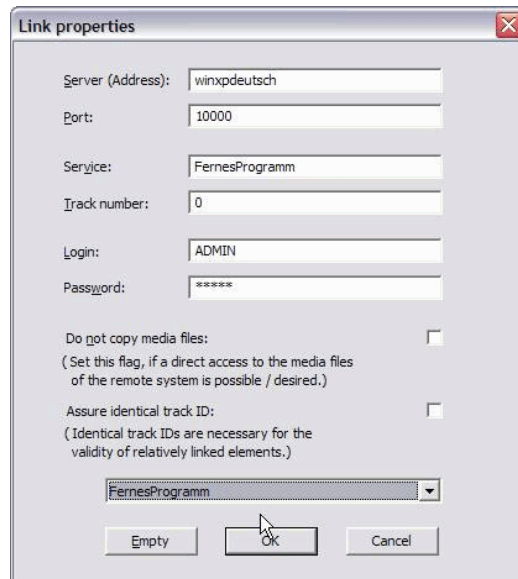


9. Click the “...” button to open the link dialog:

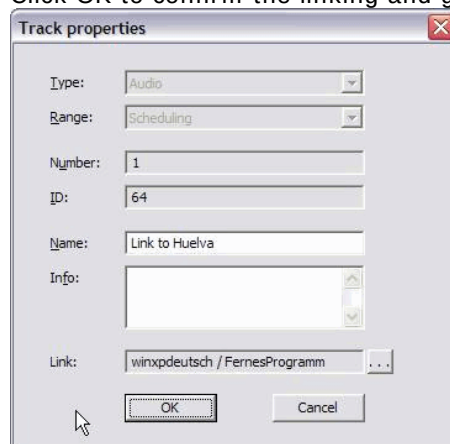


10. Select a pre-defined regio track template. The specific data are entered into the appropriate fields.

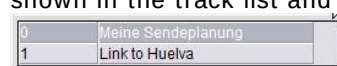




11. Click OK to confirm the linking and go back to the main track dialog.



12. Again, click OK to confirm the settings of the new track. The track is shown in the track list and can be called up from here.



3.3.7.3 Creating Regio Groups **NEW**

1. In the broadcast table window, right-click and select the "Make regio groups" command.





In the Regio tracks, the appropriate groups appear:



3.3.8 Creating Snapshots

The schedule tracks can be used to save temporary states of a show: The show scheduling itself, the TurboPlayer (DigaROC) OnAir protocol (default: from track 1000), and so-called Snapshots (default: from track 2001). Snapshots serve as momentum states of a schedule, which can be created at any time. So, different scheduling steps can be compared, and earlier states can be recalled again. All states of a schedule are managed in different tracks like "Schedule" and "Protocol". Here, the schedule track is always track 0, the OnAir logging protocols begin with track 1000, and the snapshots begin with track 2001.



1. Click the „+“ button in the head bar of the schedule window. A snapshot is been created with a new track number, date and time of creation. The snapshot only contains the current show and can be read by all users.

2001	07.04.2006 09:34:11
------	---------------------

An application example:

After manually importing music titles from a rotation system output file, the music redactor creates a snapshot in order to do a comparison of the scheduling and the OnAir protocol after the show. As the schedule is dynamically changing during the show (by start time changes, deleted and added item etc.), this is a good method to save the first schedule version and in case to be able to restore it.

3.3.8.1 Reset a Show to a Snapshot State

In order to reset a show schedule to the previously created snapshot state:

1. Load both schedules (the current schedule and the snapshot) into the two broadcast table windows.
2. In one of the two windows, open the dropdown box „schedule“ and select the snapshot. The snapshot state is loaded.

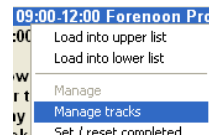


3. Delete the desired elements from the real schedule by marking the elements and selecting the „Delete“ command from the context menu.
4. Mark the appropriate elements in the snapshot list and drag them onto the desired position within the real schedule.

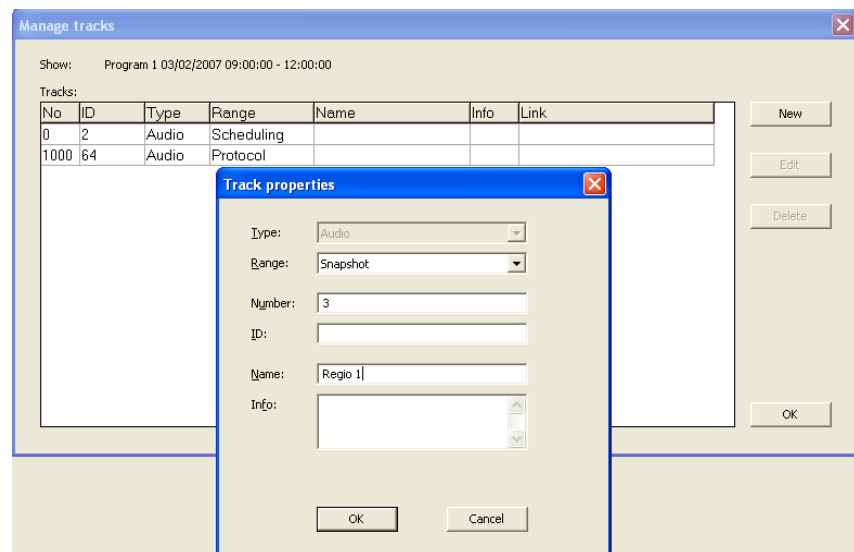
3.3.8.2 Managing Snapshots

Open Track Management

The Track Management is opened by a right-click on the appropriate show node in the structure tree and selecting the "Manage Tracks" command from the context menu.



Track Management dialog

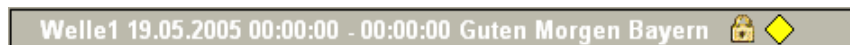


Via this dialog, single tracks of a show can be renamed and deleted, new tracks can be created.

3.3.9 Changing the Show / Day State

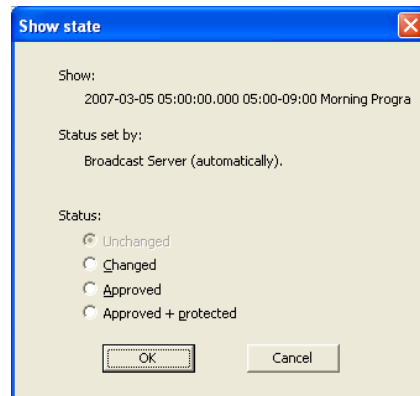
When the scheduling of a show is done, the state of the show can be set appropriately by the user.

1. Within the head bar of the scheduling window, click the show state button.



The following dialog appears:

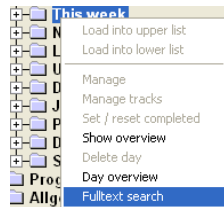




2. Set the state „Approved“ in order to signal that scheduling of this show has been finished. Via “Approved + protected”, the show can be protected against unauthorized access.
3. Via this function, the state of the show can be undone as well.

3.4 BCS Full Text Search

Depending on the configuration of the DigaSystem in your environment, the BCS Full Text Search may optionally be installed. An ActiveX Control has been added to the Multiview window, which gets information from a central indexing service.



1. Click the Full Text Search icon in the multiview window's header in order to open the control window.
2. In order to define the time period to search in, right-click on the desired time period within the tree and select the “Fulltext search” command. The time period is now entered into the related fields in the control.
3. Enter the desired search words. Via the “?” button, a help document can be called which informs about the conventions of search parameters:

FullTextSearchServer uses the boolean dtSearch engine syntax. A boolean search request consists of a group of words or phrases linked by connectors such as and and or that indicate the relationship between them. Examples:

apple <u>and</u> pear	Both words must be present
apple <u>or</u> pear	Either word can be present
apple <u>w/5</u> pear	<i>Apple</i> must occur within 5 words of <i>pear</i>
apple <u>not w/5</u> pear	<i>Apple</i> must not occur within 5 words of <i>pear</i>
apple <u>and not</u> pear	Only <i>apple</i> must be present
name <u>contains</u> smith	The field <i>name</i> must contain <i>smith</i>

If you use more than one connector, you should use parentheses to indicate precisely what you want to search for. For example, apple and pear or orange juice could mean (apple and pear) or orange, or it could mean apple and (pear or orange).

Noise words, such as if and the, are ignored in searches.



Search terms may include the following special characters:

?	Matches any single character. Example: <u>appl?</u> matches <i>apply</i> or <i>apple</i> .
*	Matches any number of characters. Example: <u>appl*</u> matches <i>application</i>
~	Stemming. Example: <u>apply~</u> matches <i>apply</i> , <i>applies</i> , <i>applied</i> .
%	Fuzzy search. Example: <u>ba%nana</u> matches <i>banana</i> , <i>bananna</i> .
#	Phonic search. Example: <u>#smith</u> matches <i>smith</i> , <i>smythe</i> .
&	Synonym search. Example: <u>fast&</u> matches <i>quick</i> .
~~	Numeric range. Example: <u>12~~24</u> matches <i>18</i> .
:	Variable term weighting. Example: <u>apple:4 w/5 pear:1</u>

Words and Phrases

Use quotation marks to indicate a phrase. You can use a phrase anywhere in a search request. Example:

apple w/5 "fruit salad"

If a phrase contains a noise word, dtSearch will skip over the noise word when searching for it. For example, a search for statue of liberty would retrieve any document containing the word statue, any intervening word, and the word liberty.

Punctuation inside of a search word is treated as a space. Thus, can't would be treated as a phrase consisting of two words: can and t. 1843(c)(8)(ii) would become 1843 c 8 ii (four words).

Wildcards (* and ?)

A search word can contain the wildcard characters * and ?. A ? in a word matches any single character, and a * matches any number of characters. The wildcard characters can be in any position in a word. For example:

appl* would match *apple*, *application*, etc.

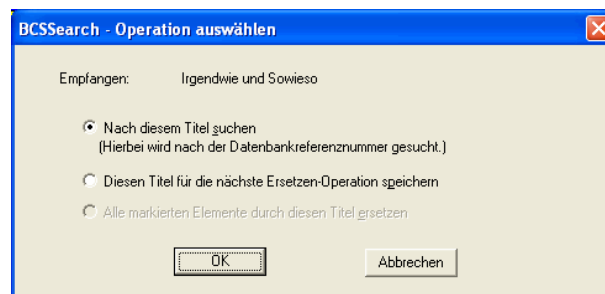
cipl would match *principle*, *participle*, etc.

appl? would match *apply* and *apple* but not *apples*.

ap*ed would match *applied*, *approved*, etc.

Use of the * wildcard character near the beginning of a word will slow searches somewhat.

- Alternatively, drag an item from the upper broadcast table window onto the opened control in the multiview window in order to search for all items with the same name. The following dialog appears:



- In order to search in dedicated fields or item classes, OnAir or file states, click the „Search for“ button. The following dialog opens:





1. Click the „Search“ button in order to start the search. The found elements are displayed in the list.



2. Click the „Minimize Search“ button in order to hide the search field display and so gain more space for the found items list.

3.4.1 Search / Replace

By the Search / Replace function, any selected items from the found list can be replaced by another element.

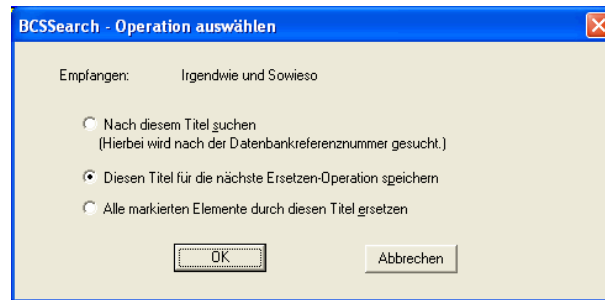
1. Start the search of the element you want to replace like mentioned above.
2. In the list of found elements, mark those you want to replace. Use the Shift / Ctrl keys (Windows standard) to mark the elements.
3. Drag the replacing item from the upper schedule window to the lower full text search window. The following dialog appears:

4. Select the option „Replace all elements by this item“. All elements are replaced now.

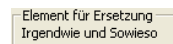
If you want to perform more replace tasks, in which the same item shall replace other found elements, this replacing item can be saved in the full text search:

1. Drag the replacing item from the upper schedule window to the lower full text search window. The following dialog appears:





2. Select the second option „Save this item for next replace operation“. This item will be shown in the appropriate line of the fulltext search window:



3.5 Printing & Export

Any schedule like the real broadcast schedule or any list of elements in pre-productions, pools, templates etc. can be printed or exported to a web browser in connection with XSL style sheets.

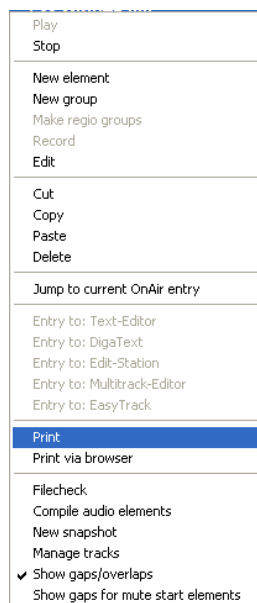
The printing commands are available in the context menus of a schedule list, in the title bar of the upper schedule window, in the nodes in the Structure Tree and as command in different menus.

Basically, there are 2 ways for printouts:

3.5.1 Printing a schedule

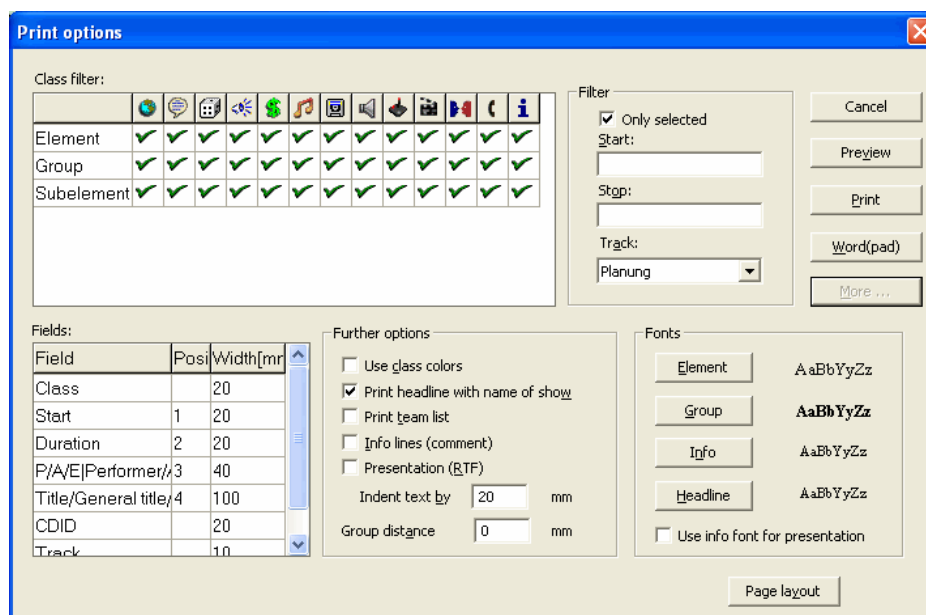
In order to print out a list directly:

1. Right-click on the desired node in the Structure Tree and select the „Print“ command from the context menu.

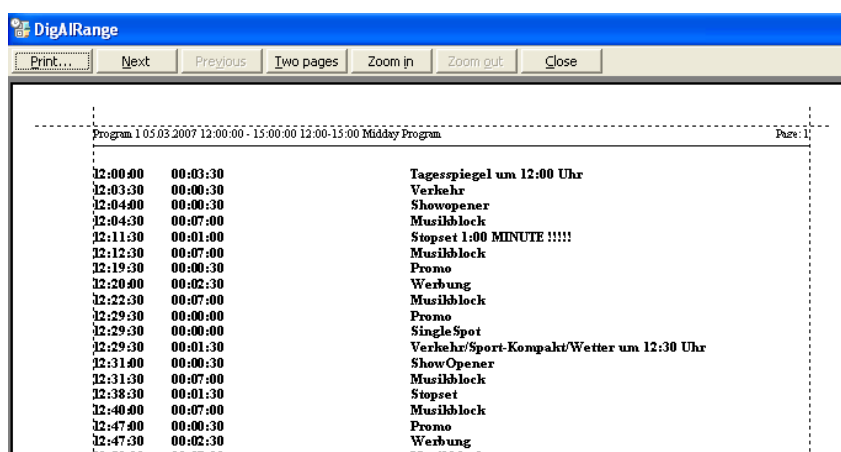


A dialog appears for entering some parameters:





2. Here, you can define the element classes you want to print.
3. Enter the start / stop time for the list to print, and select the desired track „Planning“, „Protocol“ or a snapshot.
4. Click on the „Preview“ button to view the list and print it directly from there.



5. Click on the „Print“ button to print the list directly.

Printing selected elements

In order to print some selected items, mark the and drag them to the printer symbol in the button bar:



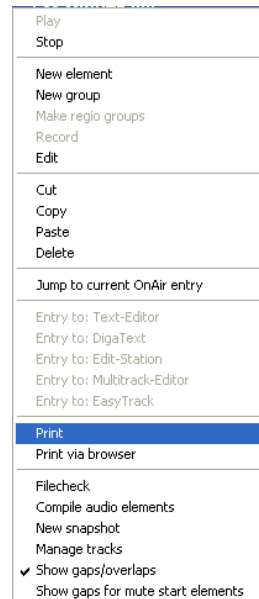
After dropping them on the printer button, the printing dialog will again open.



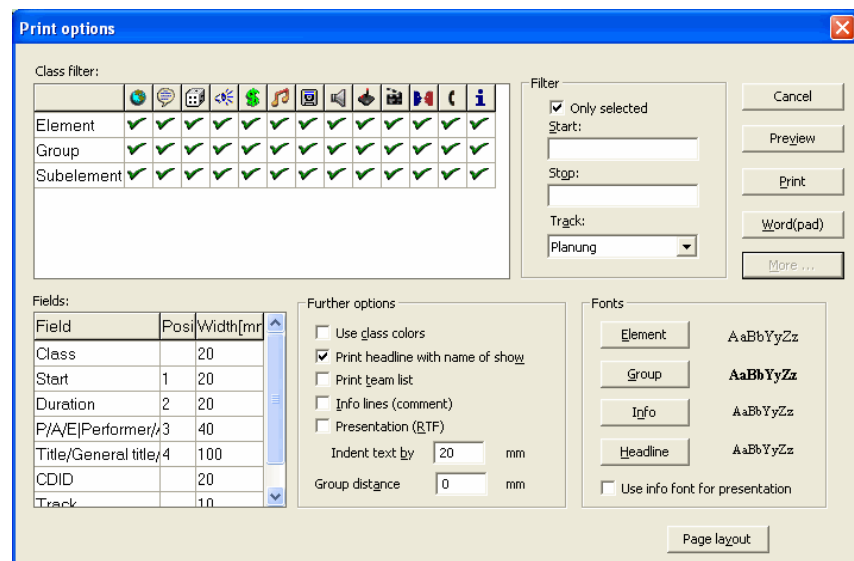
3.5.2 Export to a Text Editor

In order to export a list to a pre-defined texteditor like Microsoft Word:

1. Right-click on the desired node in the Structure Tree, and select the „Print“ command.



A dialog appears for entering some parameters:



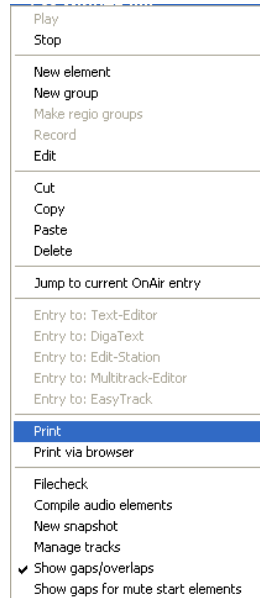
2. Here, you can define the element classes you want to print.
3. Enter the start / stop time for the list to print, and select the desired track „Planning“, „Protocol“ or a snapshot.
4. Click the „Wordpad“ button to export the list to a pre-defined text editor like Microsoft Word. Here, it can be edited, saved and printed.



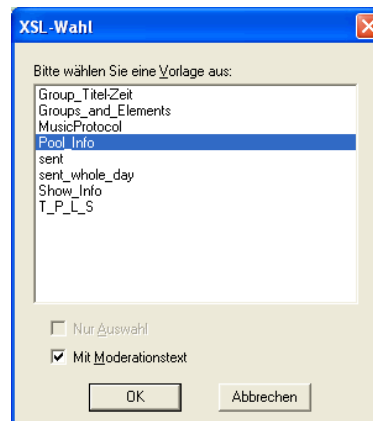
3.5.3 Export to a Browser

In order to export the list to a browser (like Microsoft Internet Explorer):

1. Right-click on the desired node in the Structure Tree, and select the „Print via browser“ command.

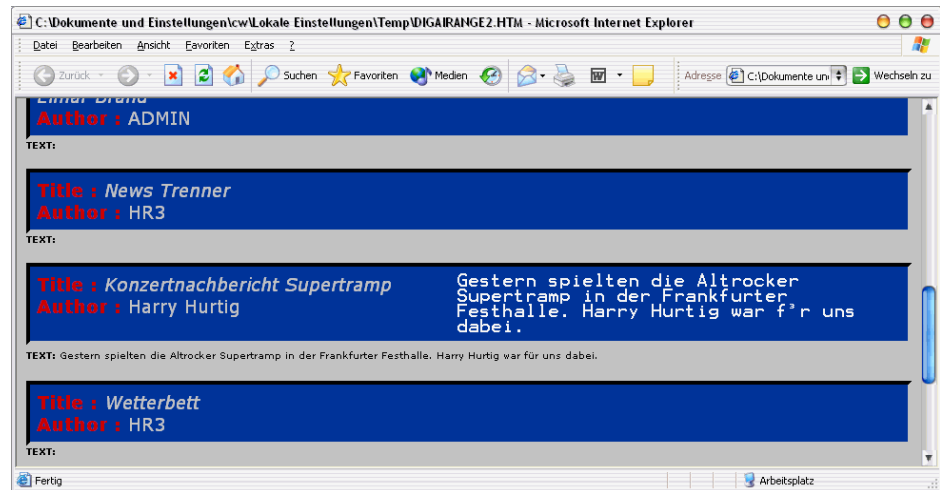


A dialog appears for selecting the desired style sheet:



2. Select the desired style sheet and may be the option „With moderation text“ and click „OK“. The schedule is shown in the browser application:





3.6 Editing Scheduled Elements

There are multifold ways for editing elements in DigAIRrange. Texts can be edited in the entry mask, in the DigaRTF editor or in the DigaText editor. Audio can be edited in the DigaSystem editor tools (SingleTrack, EasyTrack, MultiTrack), or in the Crossfade editor inside DigAIRrange.

3.6.1 Loading Elements into an Editor

Entry to: Text-Editor
Entry to: DigaText
Entry to: Edit-Station
Entry to: Multitrack-Editor
Entry to: EasyTrack

In order to edit an item within an editor, right-click the item in the upper or lower schedule window and select the desired editor to load the item in.

Alternatively, drag the desired item via Drag&Drop onto the editor symbol in the button bar:

For editing audio:



SingleTrack Editor



EasyTrack Editor



MultiTrack Editor

For editing text:



DigaRTF editor

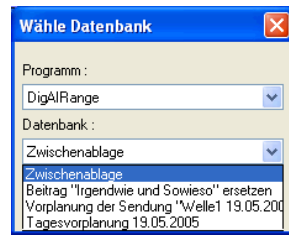


DigaText editor

3.6.2 Saving of Edited Items

After having edited an item and clicking the saving command of the editor, the following dialog appears:





In the **Program** field, *DigAIRrange* appears.

In the **Database** field, the following options are available:

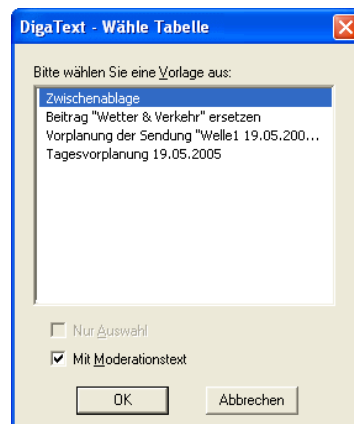
- Clipboard: Puts the item into the DigAIRrange clipboard (Multiview window)
- If the item comes from a defined show, you may replace the original item directly
- Put it in the show preparation
- Put it in the Day Preparation

Please note, that saving to DigAIRrange always means that the edited version is only available on the destination selected here. There might be copies of the same item, however they are not updated!

3.6.3 Saving after Editing in DigaText



1. In the DigaText editor, click the button shown on the left in order to save the text element to DigAIRrange. The following selection dialog opens, offering the same destinations as mentioned above:



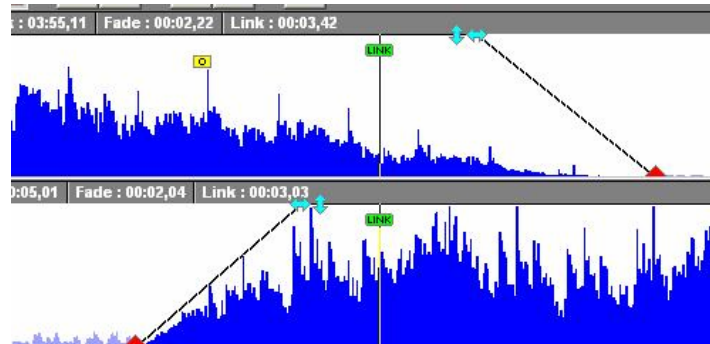
The DigaText editor allows to refresh the source text with the changes done. In this case, click the symbol shown on the left. This command overwrites the original text element.

3.7 Editing in CrossfadeEditor

3.7.1 Editing Crossfades in Two Track Mode



1. Open the Crossfade Editor by clicking the symbol shown on the left.
2. Switch to the two track view.
3. Drag the first item via Drag&Drop on the Crossfade window. The marked and the following item are loaded into the Crossfade Editor:



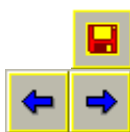
The second (FadeIn) item may be positioned on-the-fly during pre-listening or manually by Drag&Drop. In order to user the pre-listen function:

1. Middle- or right-click somewhere in the waveform of the first item. Pre-listening will start at this position.
2. As soon as you reach the point where to begin with the second item, press the „Insert” button. The second item will start immediately. In case the second item has already been started because of the prior Crossfade setting, don't worry, it will be shifted to the position where you pushed the Insert button.

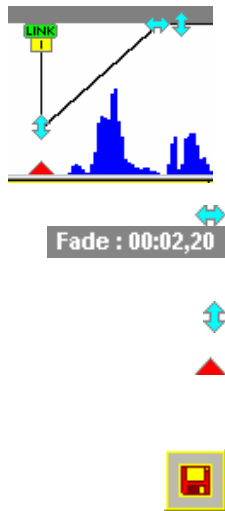


In order to manually shift items:

1. Drag the desired item to the left or to the right. The Link markers are automatically updated.
2. Middle- or right-click into the waveform of the first item in order to pre-listen the Crossfade.
3. Click the Save button to save the crossfade.
4. Click the arrow buttons to go to the previous / next crossfade and at the same time save the current crossfade.



3.7.2 Define Crossfade Curves

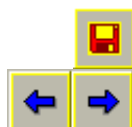
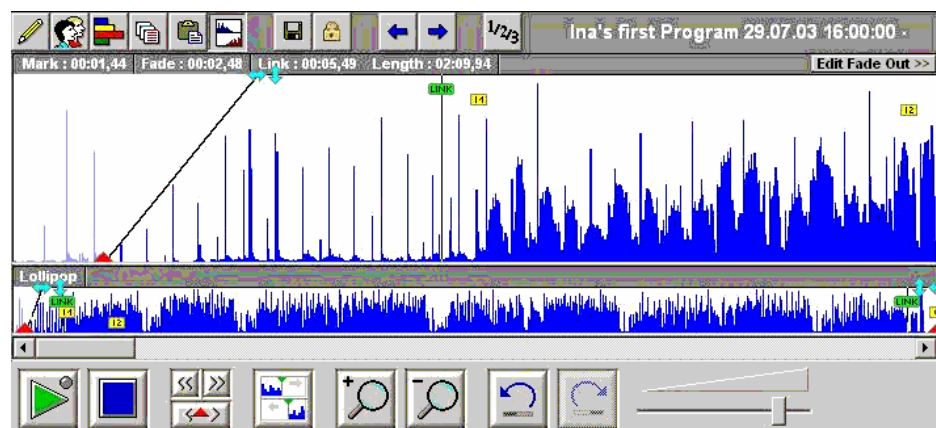


1. Drag the FadeIn / FadeOut marker to the left / right to adjust the fade times. The fade time will be shown in the head bar of the concerning item.
2. Use the inner volume sliders to adjust the overall volume of the item.
3. Use the MarkIn / MarkOut markers to adjust the Start / Stop of the item. When moving these markers, the fade times will stay unchanged, i.e. they will be shifted with the markers.
4. Click the Save button to save the crossfade.

Editing a Single Item in One Track View



1. Open the Crossfade Editor by clicking the symbol shown on the left.
2. Switch to the one track view.
3. Drag the item via Drag&Drop on the Crossfade window.

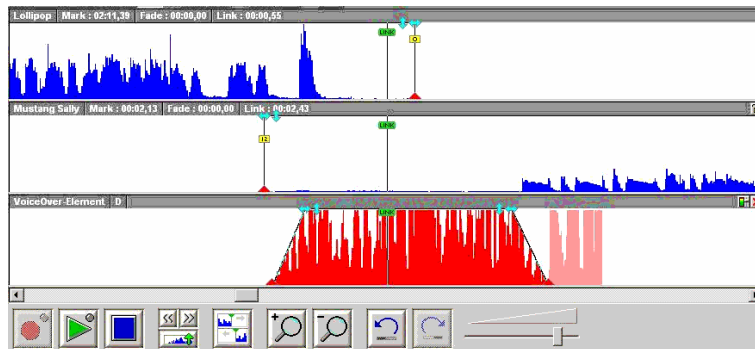


4. Switch to the Start / End section of the item by clicking the EDIT FADE IN und EDIT FADE OUT buttons.
5. Position the markers like mentioned above.
6. Click the Save button to save the fade parameters.
7. Click the arrow buttons to go to the previous / next crossfade and at the same time save the current fade parameters.

3.7.3 Production of VoiceOver Elements



1. Open the Crossfade Editor by clicking the symbol shown on the left.
2. Switch to the VoiceOver view.
3. Drag the first item via Drag&Drop on the Crossfade window. The marked and the following item are loaded into the Crossfade Editor:

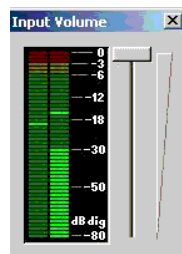


3.7.3.1 Recording a VoiceOver

The production of VoiceOver elements can be done in two different ways. Either you place the crossing first and subsequently record the VoiceOver, or during recording the VoiceOver you start the second item on-the-fly. To start the second item during recording:

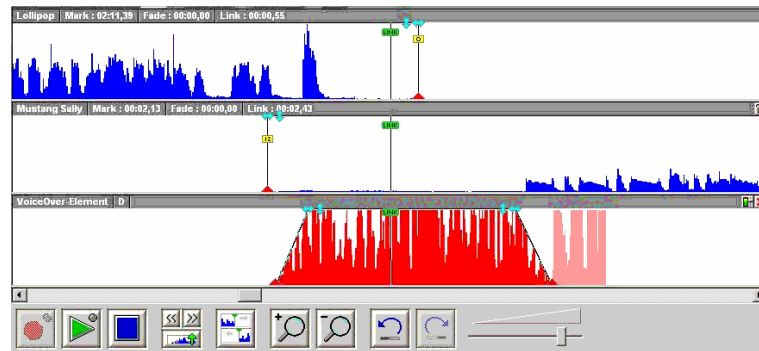


1. Open the volume level display by clicking the symbol in the VoiceOver track shown on the left.



2. Activate the recording mode by clicking the Record button.
3. Adjust the level slider to the desired position.
4. Middle- or right-click the waveform of the first item at the desired position. Recording starts immediately from this position. During recording, the waveform is immediately drawn.
5. Record your VoiceOver text and click the Insert button to start the second item.
6. End up the recording using the Stop button. Now the waveform of the elements is set at the defined positions.



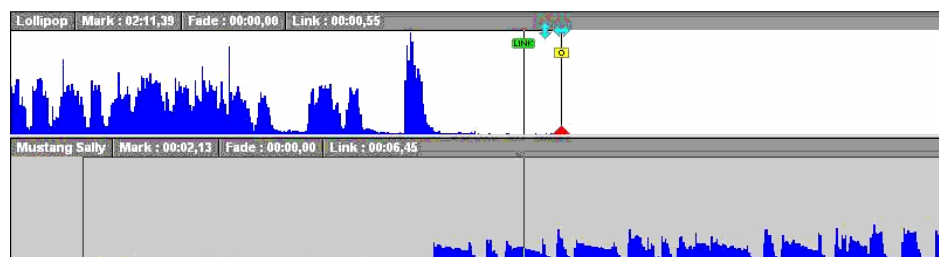


7. The VoiceOver can now be edited in terms of setting MarkIn/Out, Link and Fade markers, just like in the one / two track mode.
8. Click the Save button to save the crossfade production.
9. Click the „Delete“ button to delete the VoiceOver recording.



In order to first create the Crossfade, and afterwards recording the voice-over:

1. Create the crossfade just like in the two-track view.
2. Click the Block button in the 2nd track to fix the position of the waveform. The second track gets a grey background.



3. Activate the recording using the record button and start recording by right-clicking at the desired position within the waveform of the first track. Replay of the second element will start automatically.

Saving VoiceOvers

When saving VoiceOver elements, they are within the broadcast list. There are two variations, depending on the start order of the elements. When producing a transition, the voice-over starts before the second item. This is shown in the list like this: first item, voice-over, second item.

		16:03:08	The Cordettes	Lollipop		00:02:46
		16:05:49	USER	VoiceOver-Element		00:00:07
		16:05:52	Starfucker	Mustang Sally		00:05:50

However, if you start the second item first and then place the voice-over as a drop-in into the intro of the second item, the starting order will be displayed differently: first item, second item, voice-over.

		16:14:11	Duran Duran	I Take the Dice		00:03:51
		16:17:50	Billy Joel	Stop in Nevada		00:04:42
		16:17:55	USER	VoiceOver-Element (Stop in Nevada)		00:00:06

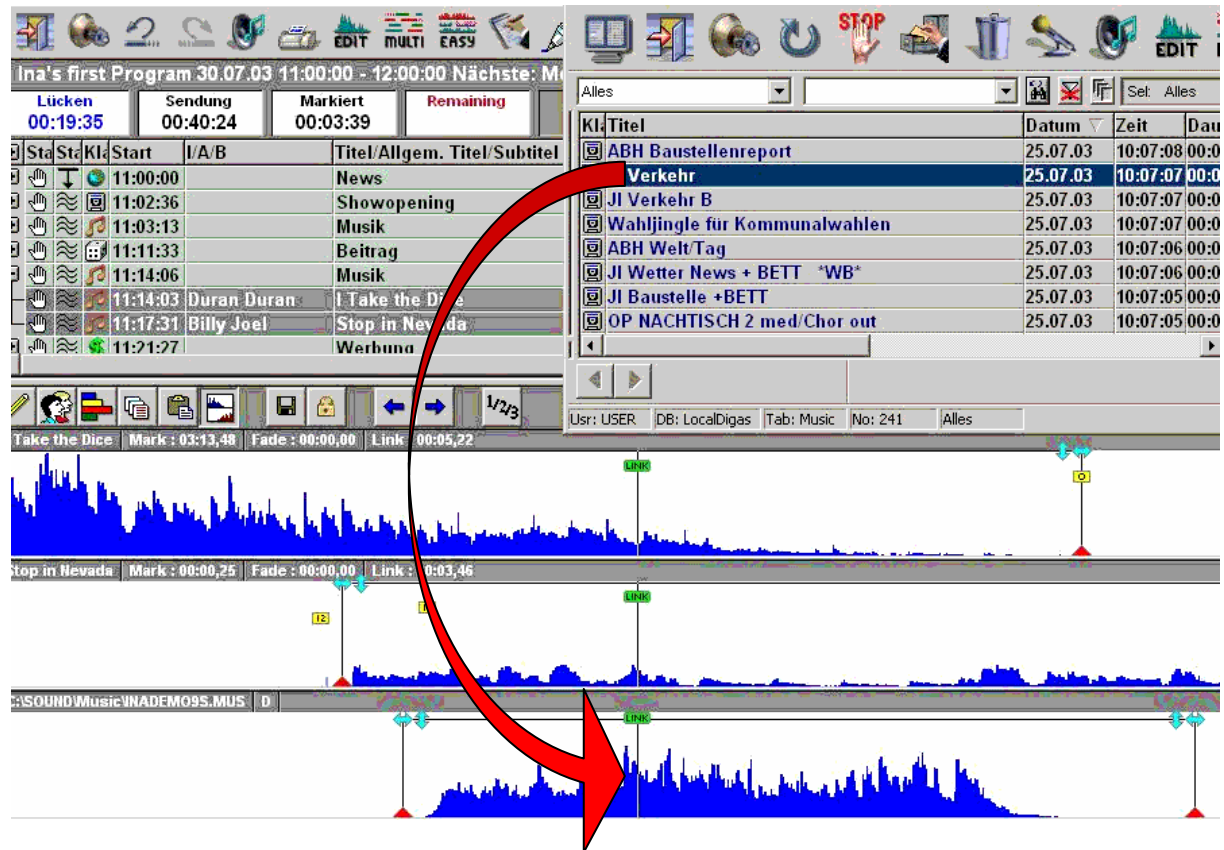
In this case, the voice-over gets the "mother title" as a title addition and automatically the start attribute "Relative" is set, as it will be started relative to the start of the second item.



3.7.3.2 Placing Jingles as Voice-Overs

Besides recorded voice-overs, elements from the Database Manager can be scheduled within the Crossfade Editor, as well.

Drag an item from the DBM directly onto the desired position of the track 4.



Another way is to drag the item within the Database Manager onto the DigAIRrange symbol in the button bar. The item will be loaded to the DigAIRrange clipboard, from there it can be dragged onto the Crossfade Editor symbol in the Multiview window's head bar:

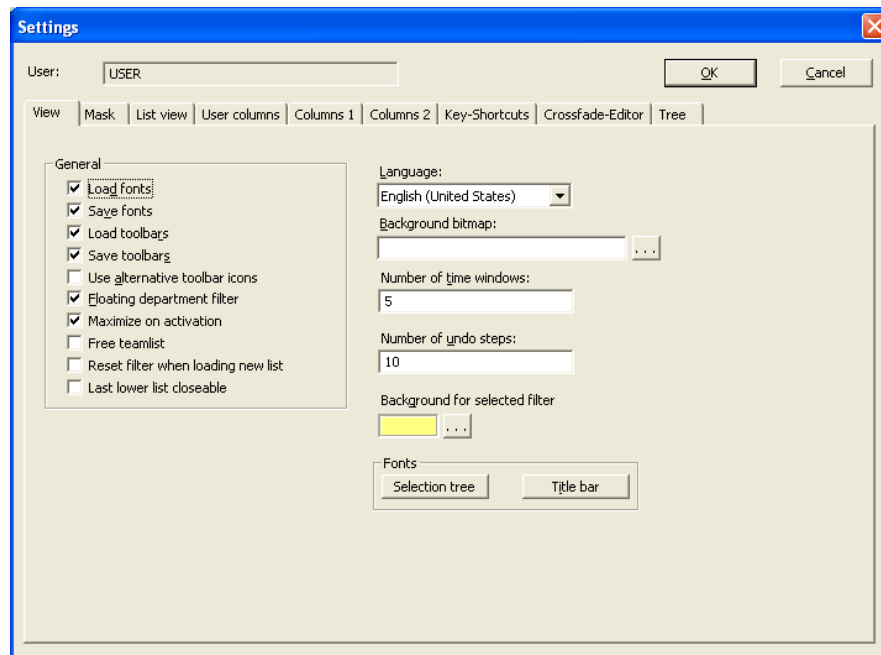


4 SETTINGS

DigAIRrange has a wide range of configurable settings. Some of those may be altered by users, other are restricted to be accessed by system administrators.

The setting dialog is opened via the menu command “Program – Settings”. It has several tabs, which are presented in the following:

4.1 The “View” Tab



General

Load fonts All fonts used in DigAIRrange are loaded from the user's registry. Otherwise, the fonts at the moment of exiting DigAIRrange the last time are loaded.

Save fonts All current fonts are saved to the user's registry. Otherwise, changes of fonts will not be saved and so of course cannot be loaded at the next start.

Load toolbars The toolbar settings (small/large toolbar/filter icons, see below) used in DigAIRrange are loaded from the user's registry. Otherwise, the toolbar settings at the moment of exiting DigAIRrange the last time are loaded.

Save toolbars The toolbar settings are saved to the user's registry. Otherwise, changes of the toolbar settings will not be saved and so of course cannot be loaded at the next start.

Use alternative toolbar icons Selects the DBM v2 toolbar icons



Floating department filter *The department filter window is displayed in a floating frame which will be permanently visible.*

Maximize on activation *When switching to DigAIRrange, the application window will be brought to the foreground in maximized mode.*

Free teamlist *The team list can be configured freely (without pre-defined fields)*

Reset filter when loading new list *If a new list is loaded, the filter will be reset to show all.*

Last lower list closeable xxx

Language *Select your user interface language.*

Background bitmap *In the background of the windows, a bitmap can be displayed. When using inappropriate bitmaps, recognizing the list entry text may get difficult.*

Number of time windows *The number of the time windows which are shown in the headline of the broadcast table window.*

Local time 17:38:56	Duration show 06:00:00	Duration elements 06:44:55	Sum of all gaps 00:10:00	Sum of all overlaps 00:28:27			
------------------------	---------------------------	-------------------------------	-----------------------------	---------------------------------	--	--	--

In case the time windows are not displayed, you can enable them with a right mouse-click of the broadcast table window's headline.

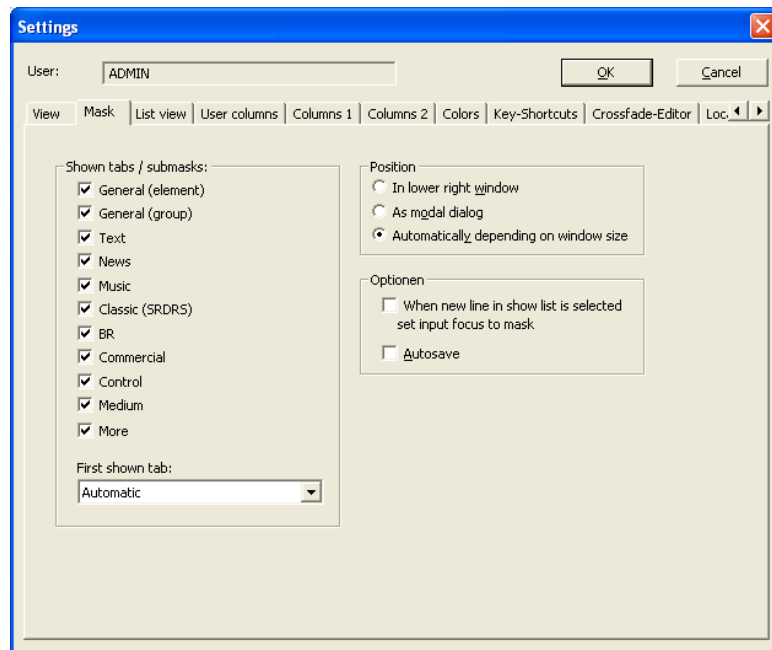
Undo Steps *Number of possible undo steps for any changes within DigAIRrange.*

Background for selected filter *If a filter is selected, it has a different background color, to have a clear view on which filters have been set. To ensure this, the color of the activated filter buttons can be defined here.*

Fonts *Defines the fonts in the Selection tree and the title bar of the upper and lower window (show data).*



4.2 The “Mask” Tab



Shown tabs / submasks First show tab

Activates the tabs displayed in the sub mask of an item.

Defines the tab shown default when opening an item. Besides the specific tabs, the following settings are available:

Keep last – the sub mask which was viewed last is opened next time default.

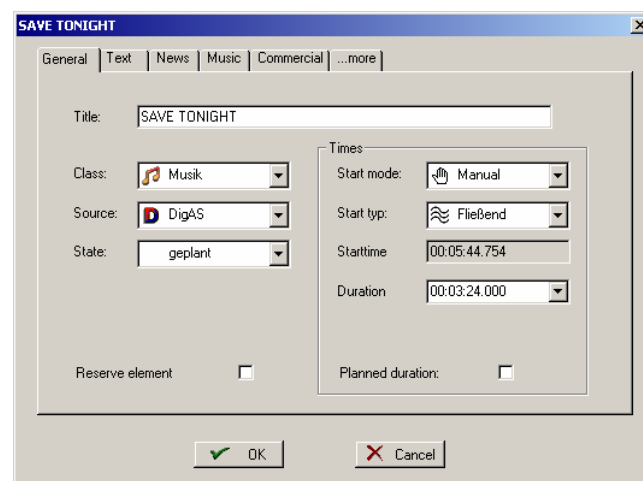
Automatic – Depending on the type of element you double-clicked, the appropriate sub mask opens automatically.

Position

Defines the position of the sub mask window:

In lower right window - When double-clicking on a entry, the entry mask is always opened in the Multiview window (lower right).

As modal dialog - When double-clicking on a entry, the entry mask is opening on top in an own window like the following:

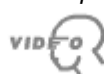


Automatically depending on window size - When the Multiview window is too small, the modal window opens to display the entry mask. Otherwise, the entry mask is opened in the Multiview window.

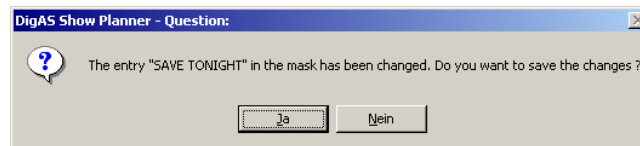
Options

When new line in show list is selected, set input focus to mask -

Autosave - When this option is deactivated, the changing of an entry is

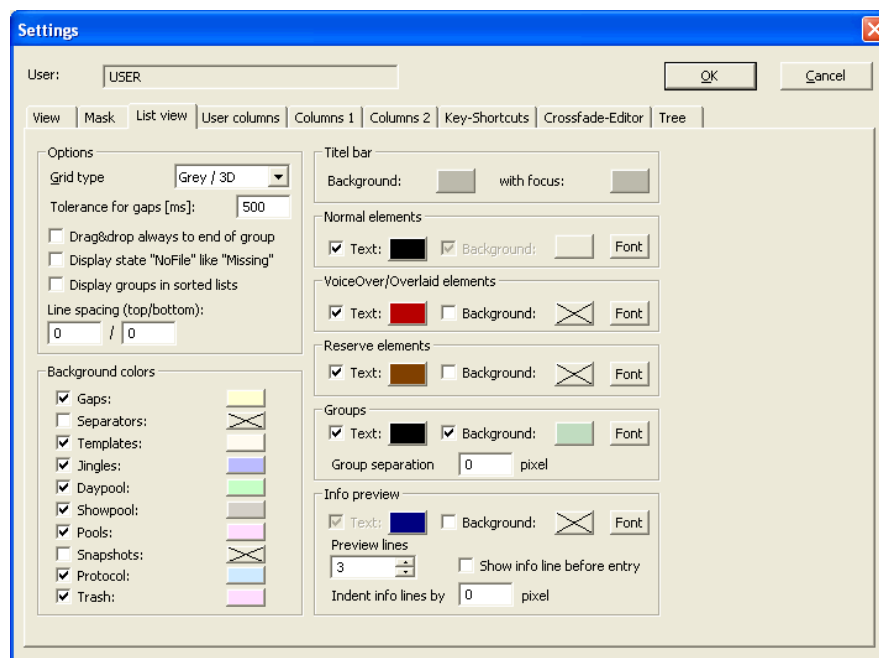


followed by a control window like the following:



When this option is activated, all changes will be saved automatically.

4.3 The “List View” Tab



Grid type For the display of the list lines, the following options are available:

Simple 

With lines 

Grey / 3D 

Tolerance for gaps (ms) Defining a time slot, within a small gap is not marked as such, in msec.

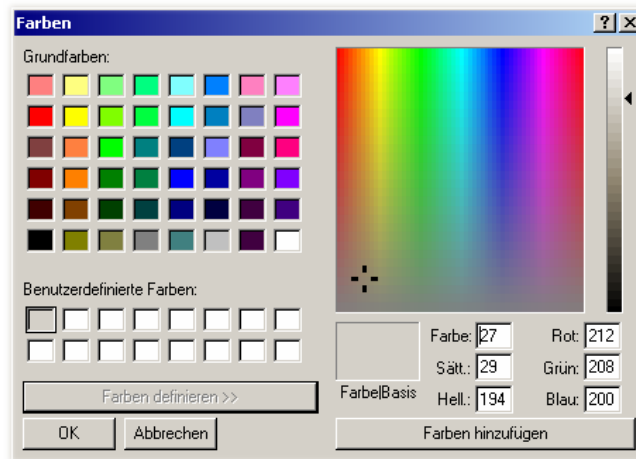
Drag&Drop always to end of group If you drag an item to the end of a group, the item is always inserted as last item of the group, as the arrow inside the inserting bar is now only showing to the upper side. There is no alternative to insert the item after the group.

Display state “NoFile” like “Missing”

Line spacing (top/bottom) Adds a space in x pixels between top/bottom line and the item text in the first/last line.

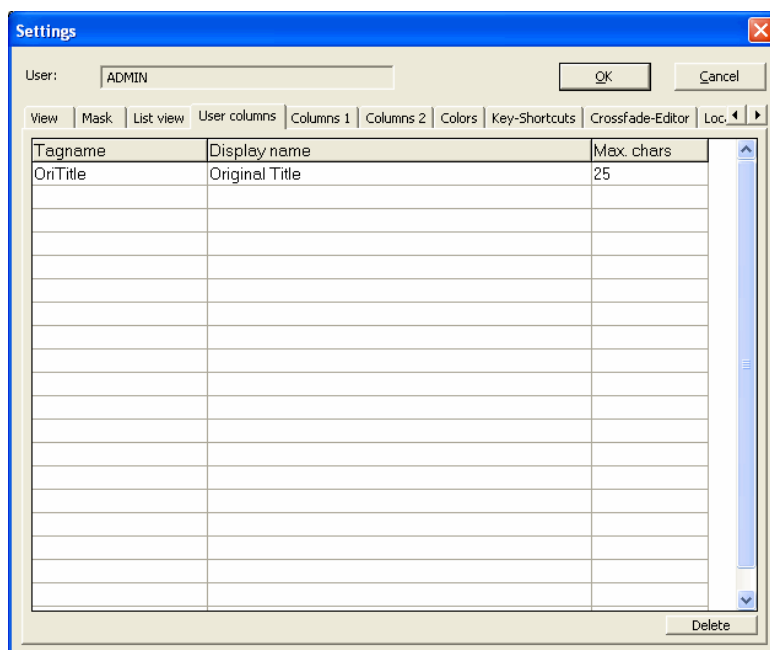
Background colors Defining the background colors for the different kinds of elements. The following box (in the operating system language) appears:





- Title bar** Defines the background color of the broadcast table windows and Multiview window.
- Normal elements** Defines text color, Background color, and font for normal elements in the list.
- VoiceOver / Overlaid elements** Defines text color, Background color, and font for voice-overs and overlaid elements (Crossfade Mixer, 3 / 4-Track view) in the list.
- Reserve elements** Defines text color, Background color, and font for reserve elements in the list.
- Groups** Defines text color, Background color, and font for group elements in the list.
- Info preview** Defines text color, Background color, and font for Info previews in the list. Besides you can define the number of lines to display, the number of indentation pixels, and whether to show the info line before or after the entry.

4.4 The “User Columns” Tab



Up to 20 customer-specific columns can be defined in the settings dialog. They are stored in the user registry and are available for all 4 list window types. They provide in-place editing and

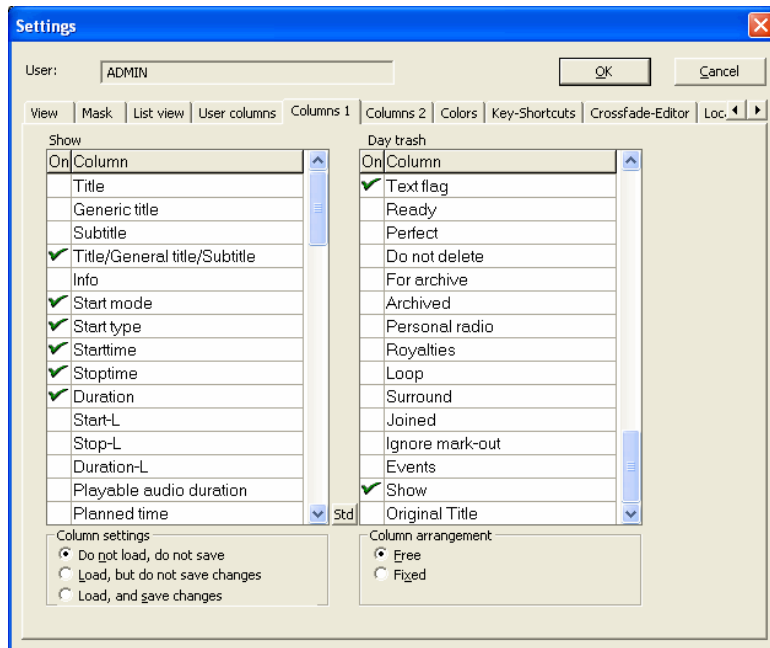


sorting capability.

As tag names, there can be used the DigaSystem Database tags, the BCS XML tags as well as free definable tags.

For displaying the user columns, after they have been created, they need to be activated in the Columns1 tab.

4.5 The “Columns1” Tab



In the Columns1 tab, the column settings for the show and day trash are defined.

Show list For each the show list and the pool list, different columns can be defined to be displayed in the Broadcast Table and the Multiview window. Just by clicking on the appropriate line, the column will be added to / removed from the list display.

Day trash

Column settings Column definitions are either

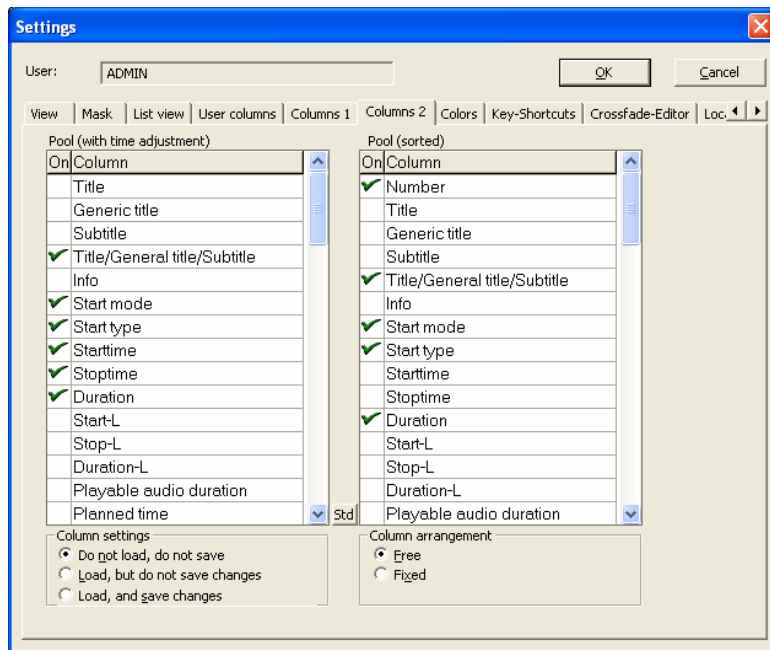
- not saved when exiting and not loaded when restarting DigAIRrange. So always the default column settings are loaded, or
- loaded (e.g. if your system administrator has saved columns settings for you), but you cannot save changes, or
- saved and loaded as appropriate to yourself.

Column arrangement The columns arrangements (order, width) can be either

- be arranged freely according to your requirements, or
- only be arranged when the column is not prescribed by your system administrator, or
- not be arranged at all.



4.6 The “Columns2” Tab



In the Columns2 tab, the column settings for the pools (with time adjustment and sorted) are defined.

Pool For both pool lists, different columns can be defined to be displayed in the Broadcast Table and the Multiview window. Just by clicking on the appropriate line, the column will be added to / removed from the list display.

Column settings Column definitions are either

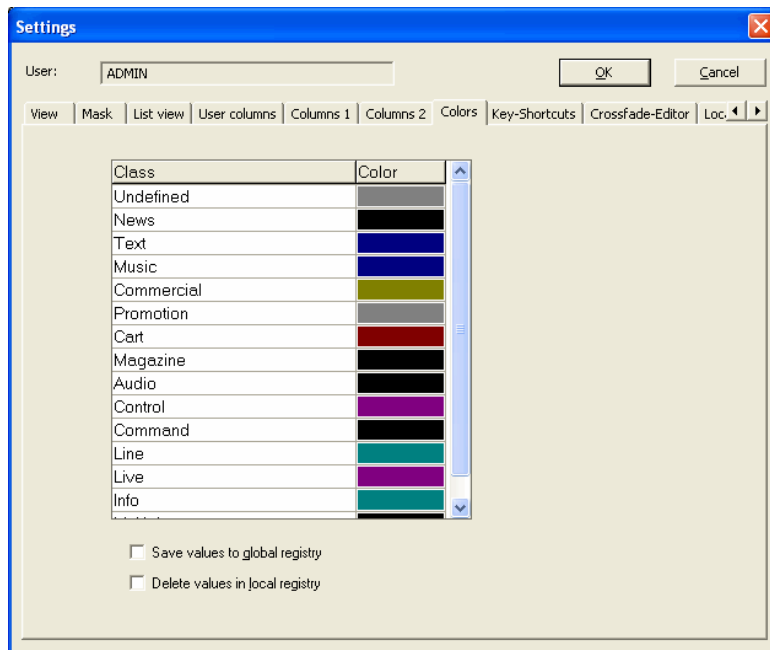
- not saved when exiting and not loaded when restarting DigAIRrange. So always the default column settings are loaded, or
- loaded (e.g. if your system administrator has saved columns settings for you), but you cannot save changes, or
- saved and loaded as appropriate to yourself.

Column arrangement The columns arrangements (order, width) can be either

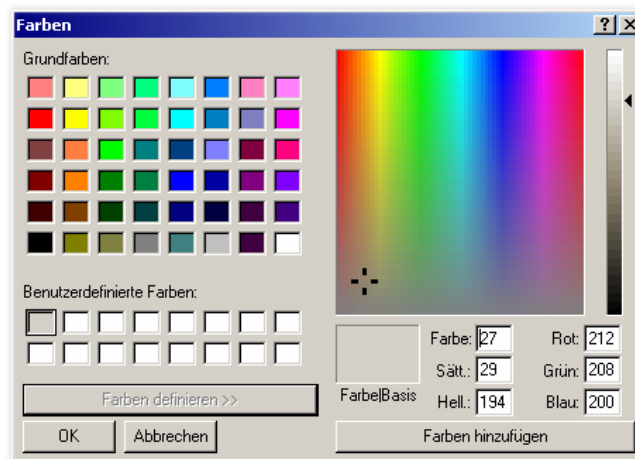
- be arranged freely according to your requirements, or
- only be arranged when the column is not prescribed by your system administrator, or
- not be arranged at all.



4.7 The “Colors” tab



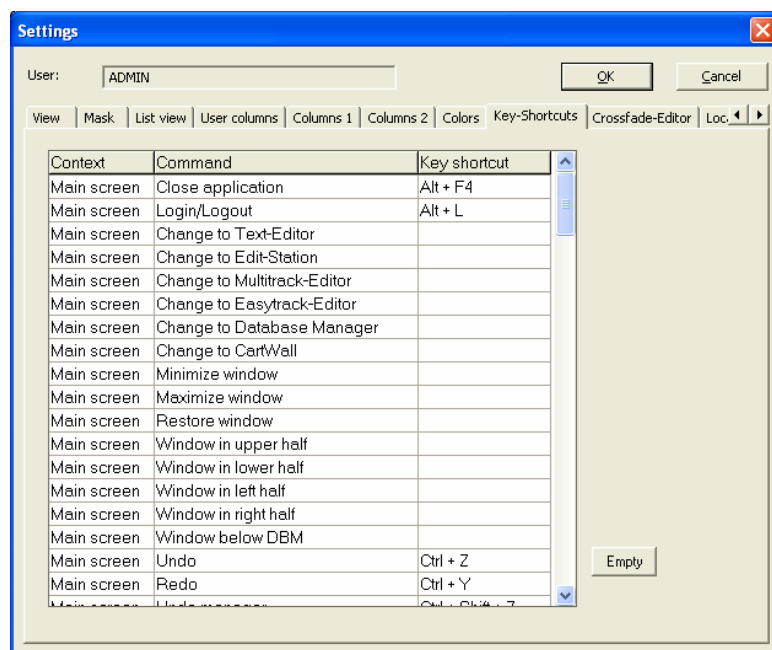
Class - Color Each element class has its own color, so it can be identified immediately. By clicking on the color field, the following box (in the operating system language) appears:



Save values to global registries The colors you define are normally set for your local settings. In order to save them for the whole system, check the option “Save values to global registry”.

Delete values in local registries When starting DigAIRrange, it always loads the local settings first. So, in order to delete the local color settings to only load the “global colors”, activate this option.

4.8 The “Key Shortcuts” tab

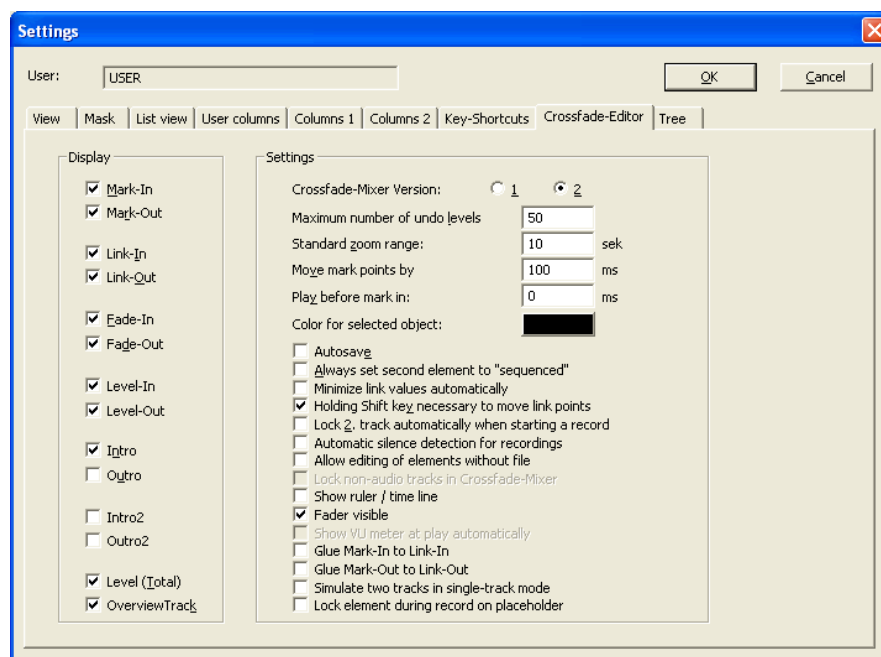


Context In the “Context” column, the concerning window is described, where the function appears.

Command The command shows the function to be assigned to a key shortcut.

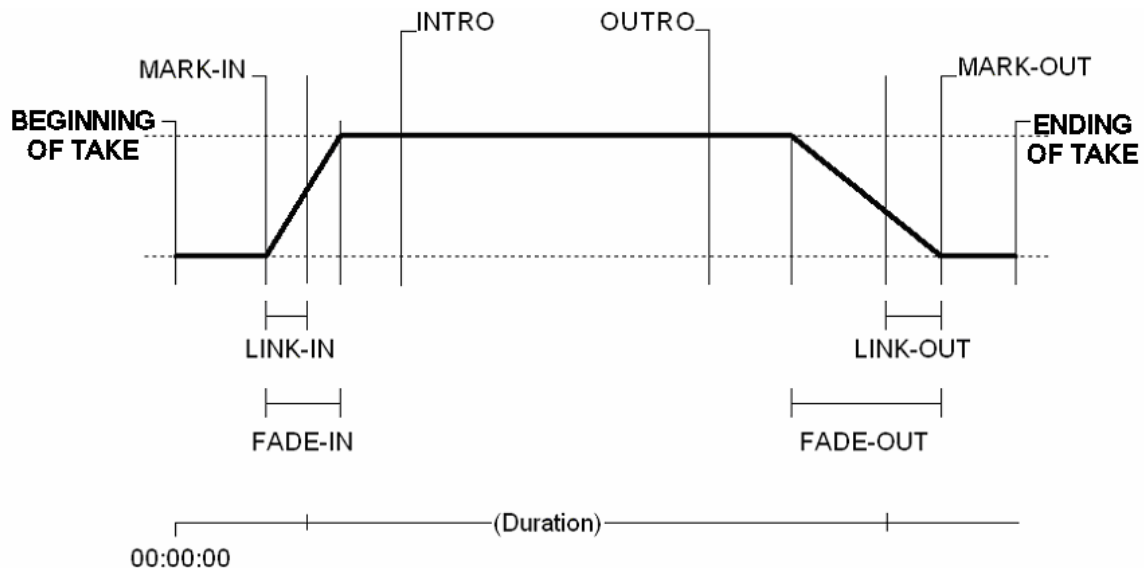
Key shortcut Click on the appropriate line and press the desired key (key combination with Ctrl / Alt). The key shortcut is displayed and active when leaving the dialog by OK.

4.9 The “Crossfade Editor” tab



Display There are different markers to define the default crossfade parameters of an item. Here is a picture to make the definitions of the fade parameters clear:





- Link-in** The link-in point is identical to the link-out point of the previous take.
- Link-out** The link-in point of the next take is matched to the link-out point.
- Intro** End of intro time (voice-over allowed) after take start
- Outro** Start of outro time (voice-over allowed) after take start
- Level (total)** The volume level of the whole entry
- Level (start)** The volume level at the entry's start, i.e. before the fade-in
- Level (end)** The volume level at the entry's end, i.e. after the fade-out
- Overview-track** Display of the overview track
- Settings**
- Crossfade-Mixer Version** Here, the Crossfade Mixer version used is defined.
- Maximum number of undo levels** The number of undo levels is concerning only the crossfade edit steps.
- Standard zoom range** Defines the default zoom range when opening the Crossfade Mixer.
- Move mark points by** Defines the area which a mark is moving each time when using the arrow buttons.
- Play before mark in** Each time when pressing the arrow button or the according shortcut to move the Mark-In or Mark-Out during Playback, the playback starts again automatically. This parameter defines the playback start point in before the Mark-In.
- Color for selected object** Defines the background color for the object selected in Crossfade mixer to move it.
- Autosave** When using Autosave, the saving button doesn't need to be pressed after changing a crossfade.
- Always set second element to "sequenced"** Normally this option is default activated, as setting up a cross fade only makes sense if the second item is started automatically. However, it is possible to leave the original start mode by deactivating this parameter.
- Minimize link**



**values
automatically**

**Holding Shift key
necessary to move
link points**

If you want to move link point, it is necessary to hold the Shift key down while pressing the arrow buttons.

**Lock 2. track
automatically
when starting a
record**

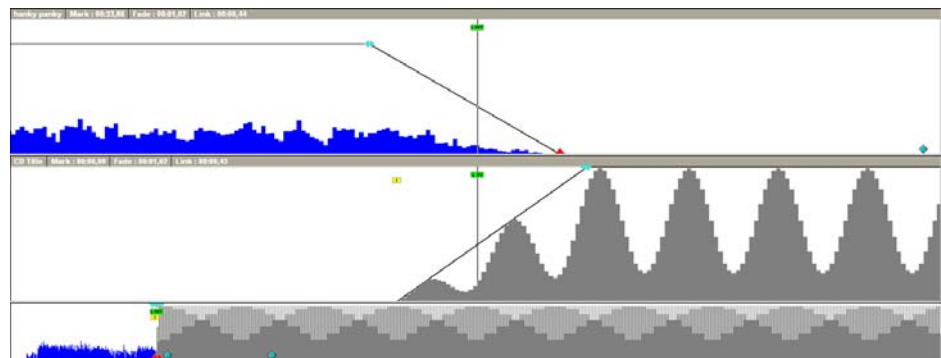
When starting a recording in Crossfade Mixer, the second track is automatically locked and cannot be shifted anymore.

**Automatic silence
detection for
recordings**

Places Mark-In and Mark-Out automatically at the beginning and end of the waveform, not necessarily at beginning and end of the recording.

**Allow editing of
elements without
file**

If one of the items to cross fade has no audio file (in case of e.g. a CD player item), you still are able to create a cross fade to this virtual item. In this case, an imaginary grey waveform is displayed within the external item.

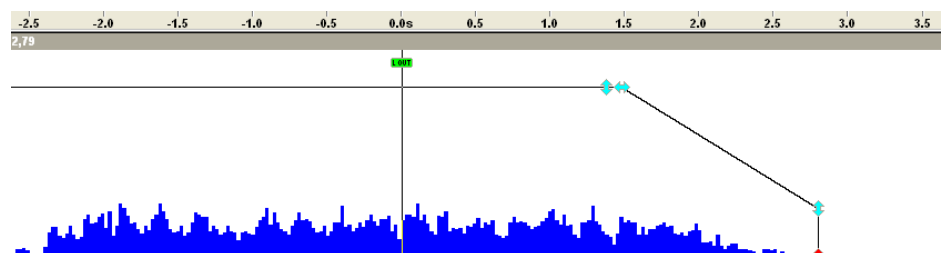


**Lock non-audio
tracks in
Crossfade Mixer**

The non-audio element is locked, only the audio item can be moved.

**Show ruler / time
line**

Displays a ruler at the top of the track.



**Glue Mark-In to
Link-In**

When moving the Mark-In, the item will be shifted to synchronize the Mark-In to the Link-In marker.

**Glue Mark-Out to
Link-Out**

When moving the Mark-Out, the item will be shifted to synchronize the Mark-Out to the Link-Out marker.

**Simulate two
tracks in single-
track mode**

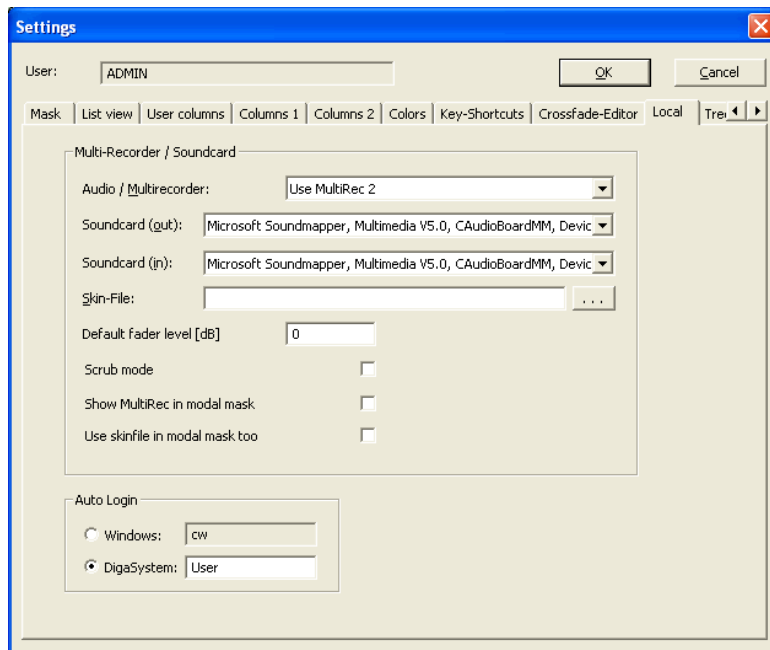
In SingleTrack view, two tracks are displayed containing THE SAME audio element. So, the fade-out and fade-in of the same item can be pre-listened in one window.

**Lock element
during record on
placeholder**

During you add a recording on a placeholder, the element will be locked against access of other users.



4.10 The “Local” tab



Audio/ Multirecorder

Defines the version of the MultiRec used of the audio functions.

Soundcard (out)

The soundcard which shall be used by DigAIRrange for pre-listening is defined here. It is possible to use separate soundcards for the different DigaSystem modules and for input/output.

Soundcard (out)

The soundcard which shall be used by DigAIRrange for recording is defined here.

Skin-File

The Skin file used for the player/recorder module is defined here.

Default fader level [dB]

Default position of the level fader.

Scrub mode

Enables the scrub mode for the scroll bar.

Show MultiRec in modal mask

Displays the MultiRec in an own modal window.

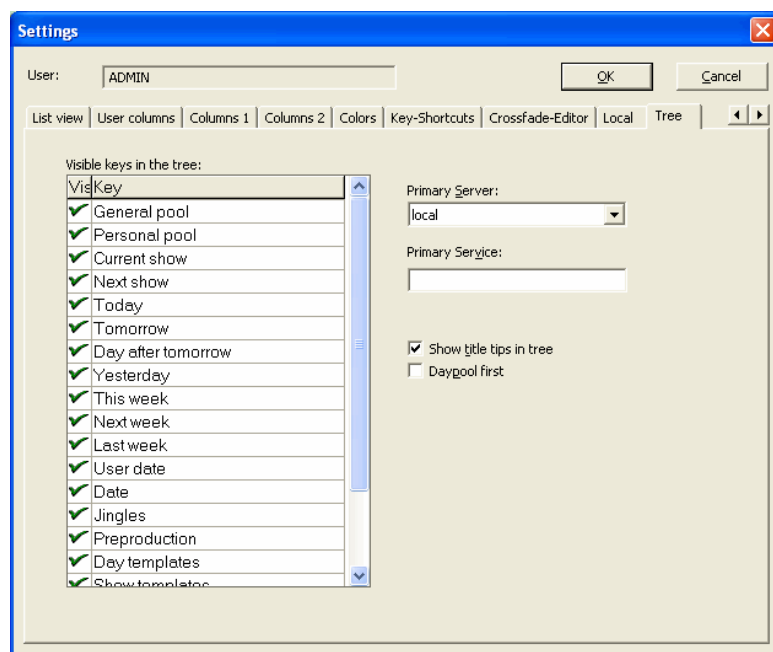
Use skinfile in modal mask too

Displays the skin file in an own modal window.

Auto Login

In order to avoid a separate login each time when starting DigAIRrange, you can select to either use the Windows Login or to use your DigaSystem Login automatically.

4.11 The “Tree” tab



Visible keys in the tree

Click on the desired lines to activate the directories (keys) to be displayed in the Structure Tree.

Primary Server

When using more than one Broadcast server, select the one to be shown first.

Primary Service

Here, the service (channel) shown default can be defined.

Show title tips in tree

When a tree entry name is too long for the window width, the whole name is shown when the mouse pointer is over it.



Daypool first

Shows the day pool at the beginning of a day's show list. When deactivated, the day pool is at the end of the list.





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