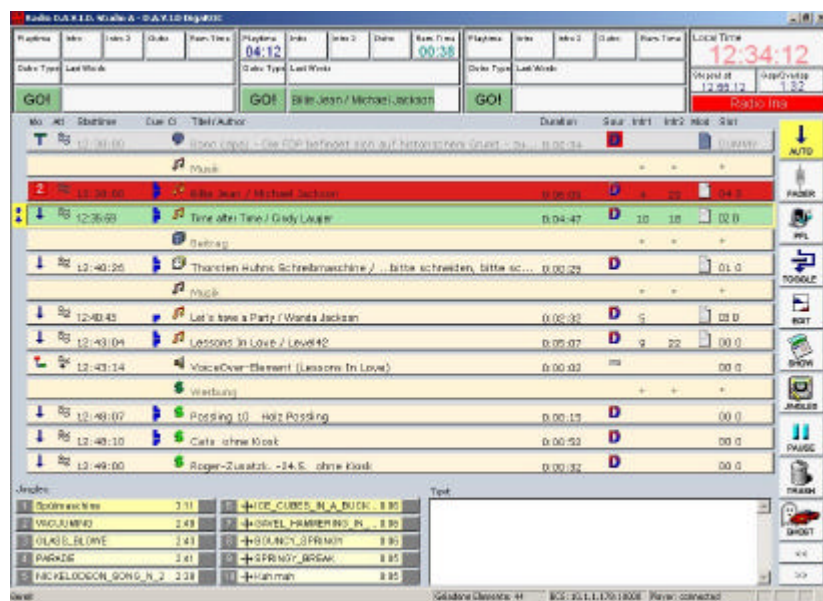




Digital Audio & Video System Integration & Development

DigaSystem.
The Radio Operating System



DigaROC

User Manual

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1 OVERVIEW

1.1 Broadcast Server Concept

An important part of this evolution is the development of a tool that provides scheduling and playout for complete radio programs - incorporating news, spoken words, music, advertising and format elements. Presenting our Broadcast Server System- 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 System, it is no longer necessary to integrate an external system for scheduling.

The **DigaSystem BroadcastServer** 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
?? OnAir 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 **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.

DigaROC, the **OnAir 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 cached 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.

The communication between server and active clients is event-driven and based on TCP/IP. All clients are immediately informed about relevant modifications in their area.



2 DIGAROC – THE ON-AIR CLIENT

2.1 Tasks and Operating Range

DigaROC – the **DigaSystem** OnAir Client – serves as delivery tool for the schedules created in the **DigAIRrange** program. It offers a variable audio channels for playlist, and pre-fader listening, and includes an integrated jingle bank. The basic audio engine is fully compatible with all internal audio and data formats.

Clear displays keep the show's progress in view. The following information is also displayed:

- ?? Progressive playing time of a contribution (numeric and graphic)
- ?? The remaining time
- ?? An Intro-Countdown
- ?? The channel used for playing out
- ?? Color changes (when the contribution is played out)
- ?? Commentary field (displayed when contribution is highlighted)
- ?? Display of presenter texts



2.2 Window Areas and Elements

The screenshot shows the DigaROC software interface with several callout boxes pointing to specific elements:

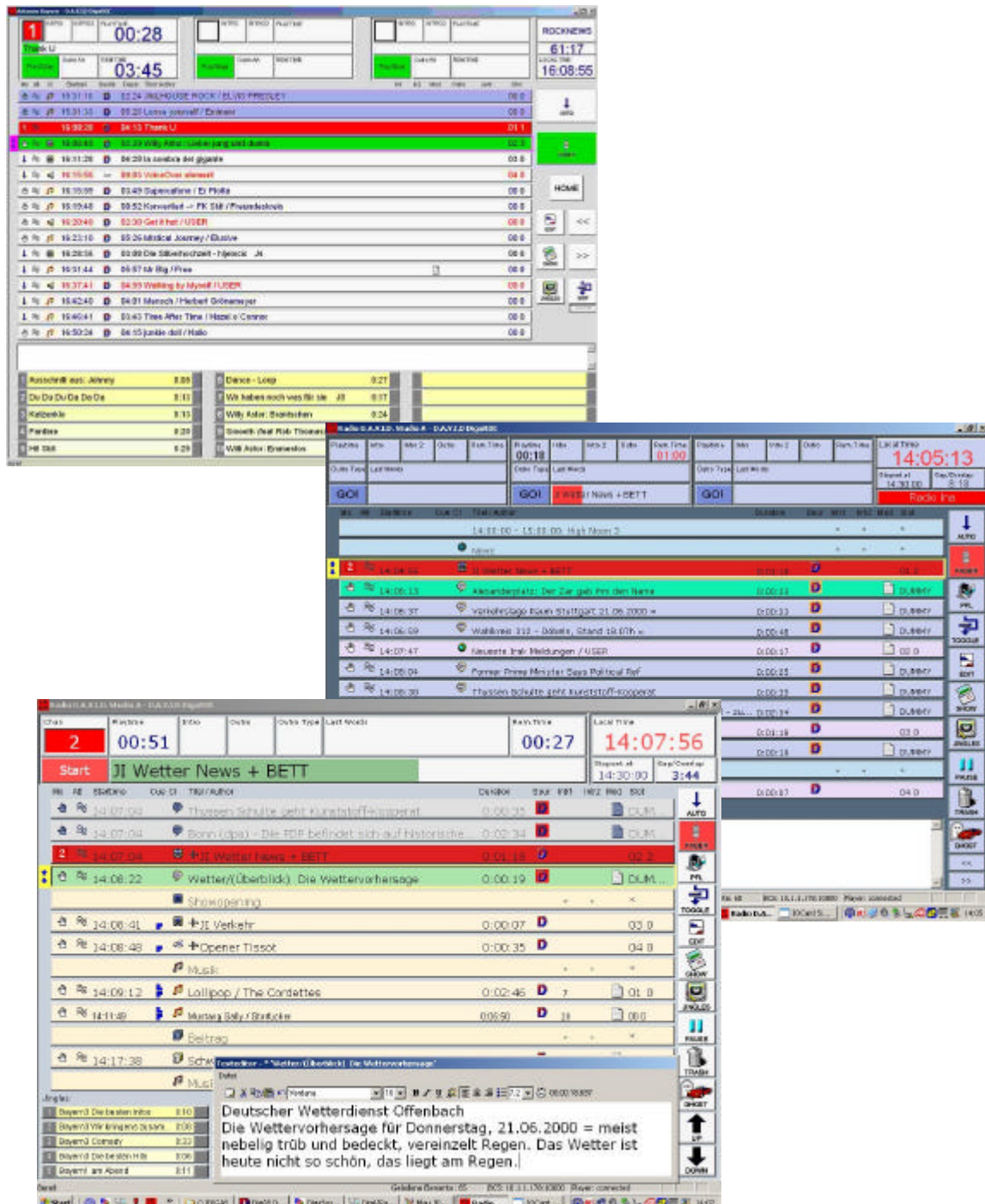
- Player1**: Points to the first player's controls at the top left.
- Playlist**: Points to the playlist list in the center.
- Player2**: Points to the second player's controls at the top right.
- Time Info**: Points to the 'Local Time' display on the right.
- Button Bar**: Points to the vertical bar of control buttons on the right side.
- Jingle Preset**: Points to the 'JINGLES' section at the bottom left.
- Info Text**: Points to the 'TEXT' area at the bottom right.

The interface includes a top status bar with 'RADIO - D.A./LD DigaROC', a main playlist table with columns for Playtime, Intro, Intro 2, Outro, and Rem. Time, and a bottom status bar with system information like 'Bereit', 'Geladene Titel: 73', and 'Player: connected'.

Screenshot **DigaROC**



There are many different ways to design the DigaROC screen. Here are some more examples:



Although different looking, all examples have one thing in common: The user interface of DigaROC is divided in zones:

The **Player Frame** displays the player elements and all currently needed time information around the show being played out.

The **Playlist Frame** shows the items of the currently loaded show.



The **Button Bar** offers access to different functions via mouse clicks.

The **Jingle Frame** displays the currently loaded jingle bank.

The **Info-Text** field, shows accompanying info text elements. Mostly it is overlaid with the **error message** window which pops up if an error occurs.

The **RTF-Editor** shows the presentation text.

Here are the elements of DigaROC in detail:

2.2.1 Player Frame

Playtime 05:26	Intro	Intro 2	Outro	Rem.Time 03:11	Playtime	Intro	Intro 2	Outro	Rem.Time	Playtime	Intro	Intro 2	Outro	Rem.Time	Local Time 14:41:13	
Outro Art	Last Words				Outro Art	Last Words				Outro Art	Last Words				Stopset at 16:02:49	
Tea In The Sahara / Sting															Gap	
															ON AIR	

Playtime 05:26	Intro	Intro 2	Outro	Rem.Time 03:11
Tea In The Sahara / Sting				

Up to four On-Air player channels can be defined.

Playtime 05:26
Rem.Time 03:11
Intro 6

The already played out part of the item.

The remaining part of the item to be played out.

Remaining time (in sec.) until first Intro marker, counting down during playback.

Tea In The Sahara / Sting

It is displayed also in the run time bar of the running item (see colored area on the left side)

Intro 2 6
Outro 6

Remaining time (in sec.) until second Intro marker, counting down during playback.

Remaining time (in sec.) until Outro marker.

Tea In The Sahara / Sting

It is displayed also in the run time bar of the running item (see colored area on the right side)

Tea In The Sahara / Sting
Tea In The Sahara / Sting

The run time has two colors to indicate the position of playout. For the last seconds it switches in color to indicate the near end.

GO!
Local Time 15:16:32

There could be a start/stop button in the player frames. Named "Go!" or "Start/Stop" to start and stop items in that player.

The current time.





The start time of the next element, whose start attribute is set to fixed Start or fixed End.

The Gap/Overlap counter shows the Gap (negative) or Overlap (positive) to the next fixed Start time

A Text Portion to show for example the program name

2.2.2 Playlist Frame

Mode	Attr	Starttime	Cue	Class	Titel / Author	Duration	Intro1	Intro2	Mod
1		15:30:07			Tea In The Sahara / Sting	08:36	43		
↓		15:38:34			Consider Me Gone / Sting	06:19	11		
↓		15:45:02			Introduction Of The Band / Sting	02:13			
↓		15:47:16			Little Wing / Sting	09:44			
					Lokalnews+service		*	*	
↓		15:57:00			News Opener	01:59			
↓		15:58:59			George W. Bush addresses the Berlin Reichstag / Johnson	00:53			
↓		15:59:52			News Stinger	00:06			
↓		15:59:58			terror bombing kills two Israelis / Douglas Adams	02:15			
↓		16:02:13			News Stinger	00:06			
↓		16:02:19			Dan interviewing the Queen / Hildi	01:27			
↓		16:03:46			Weather bed	04:35			
↓		16:08:21			Service bed	04:24			
↓		16:12:45			Service Drop	00:09			

The playlist frame shows the items in the playlist. It is organized in columns that can be shown or not. Possible columns are start mode & attribute, starttime, cue class, titel&author, infotext, duration, intro1&2, outro, text icons for presentation text, ramp out and infotext.

The colors show states of items. In this example, the next item is green, the running item is red and the preloaded audio items as well as the group headlines are light pink. The yellow frame around the runjob is the select cursor. This can be moved by the user to choose an item he want's to work with (e.g. move, edit, prelisten...)

Mode	Attr	Starttime	Cue	Class	Titel / Author	Duration	Intro1	Intro2	Mod
1		15:30:07			Tea In The Sahara / Sting	08:36	43		

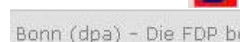
The default screen shows the runjob in red. This is an item currently playing.



A remote runjob is an item currently playing out at another place. E.g. CD player or other DigaROC. In default screen it is orange.



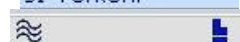
An item without audio (placeholder or only text item) is blue with black text in the default screen. Also it has a red background behind the source bitmap.



A skipped item is gray in the default screen.



A played out item blue with blue text in the default screen.

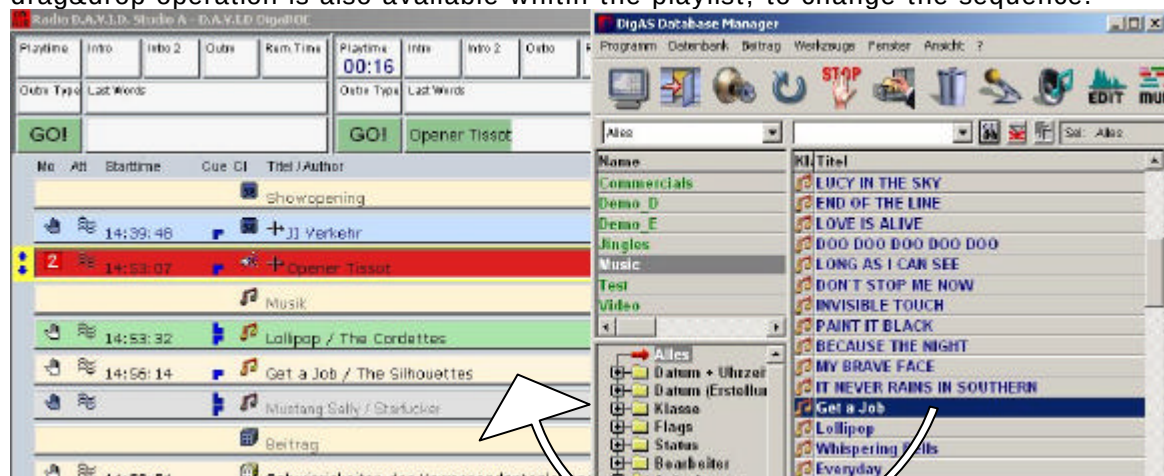


A deactivated Reserve Element will appear in gray and without start time. An activated reserve element looks like a norma audio element.



Cursor		The cursor shows the currently marked item
Channel display	1 2	1 The item is currently been played out on Player 1 2 The item is currently been played out on Player 2
Mode	 	The "Mode" column defines the start mode and the On-Air channel: (manual, sequenced start, see chapter „Start Attributes“)
Attr.		The "Attr." column defines the start attributes (see chapter „Start Attributes“)
Start time		The starting time of each item is calculated by the system automatically..
Cue	  	The Link symbols indicate that the item is crossfaded at the beginning crossfaded at the end
Class		The audio class of an item like defined in DigaAIRange or taken over from DigaSystem Database Manager
Title/Author		The title and the author of the item
Duration		The audio length of the complete file
Intro1		The time (in sec.) from the item's beginning to the Intro1 marker.
Intro2		The time (in sec.) from the item's beginning to the Intro2 marker.
Mod		If a presentation text has been assigned, a paper page symbol is shown.

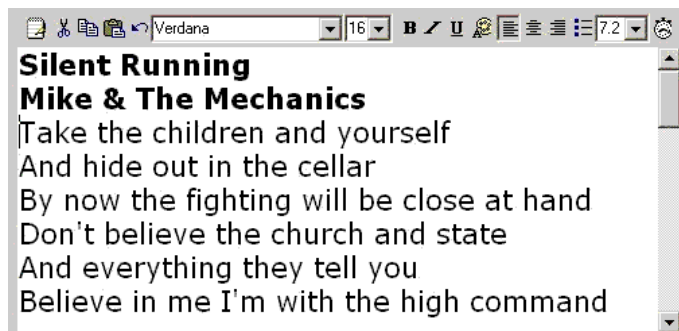
Usually, the content of shows is planned and managed via the planningtool DigaIRange. But, it's possible too, to insert items from the Database Manager into the playlist. This can be done by drag&drop. The item from the Database Manager is inserted right after the position of the playlist item, on which it is dropped. This kind of drag&drop operation is also available whitin the playlist, to change the sequence.



2.2.3 Presentation Text

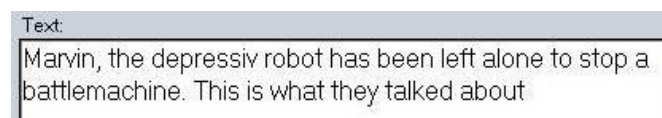


An item with presentation text shows the text symbol. You can open the text editor with the Pad key "edit text" or by a right mouse click on the text icon in the playlist. The text editor opens and displays text in a configured font. Font, size and position will be fixed by configuration.

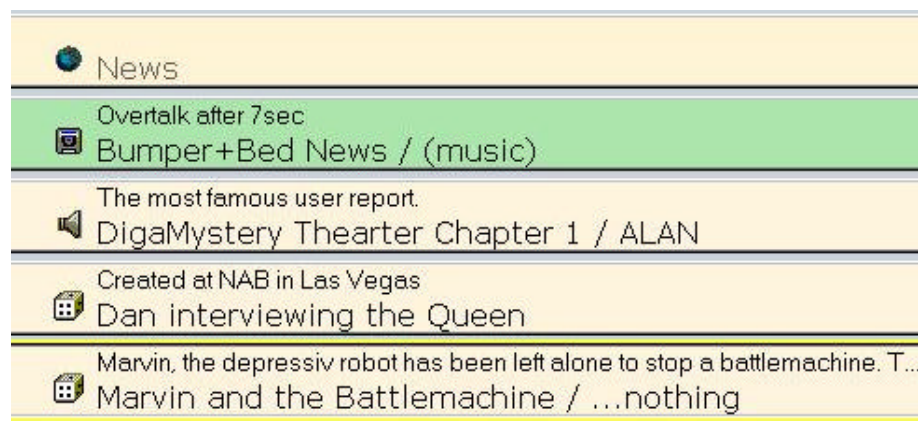


2.2.4 Info Text / Error Messages

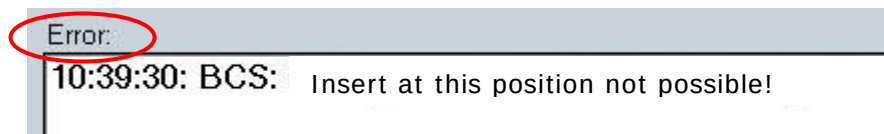
The Infotext of items will always be seen in the infotext frame.



Probably the DigaROC is configured, that you also see the first line of the info text upon or below the title:



If an error occurs the info text window will hide and you can see the error messages. To get the infotext again you have to confirm the error message with the "Home" key.



2.2.5 Button Frame

In the button bar the user finds a couple of most used functions. Here are described the most common:



Using auto mode, DigaROC switches all manual items temporarily to sequenced, all manual fixed start to start on time and all manual fixed end to end on time. When deactivating this button, the original start attributes are used again.



The Fader Start Button is per default activated. If deactivated, the starting impulse of a fader start will be ignored, i.e. you can open a fader without starting an item.



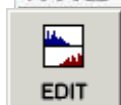
Prelistening the item marked with the cursor. During prelistening, the title is shown with a blue color. Even when moving the cursor, you keep on prelistening. By a click on the PFL button again, prelistening is ended, no matter where the cursor is at this moment.



The next (green highlighted) item is skipped and deactivated.



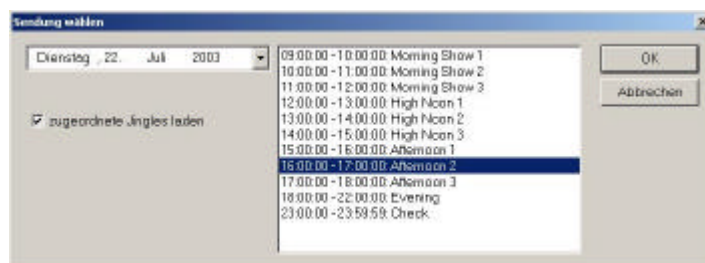
The item selected with the cursor will be activated/deactivated.



The Crossfade Editor is opened and the (cursor-) marked item is loaded..



The show button gives acces to the shows for the current program. It is needed for manual loading of shows.



The jingle button gives acces to the jingle groups of the current program. It is needed for manual loading of jingle groups.



The pause button activates the pause mode. In pause mode any stopped item will not be stopped, but paused in the player. The next start command will continue payout from the accurate position.



The trash button gives acces to the day trash where deleted items can be found. From there they can be restored into the playlist. The restored item(s) will be inserted behind the cursor position.



The "ghost driver" button is used in auto mode to pause playout after the currently running item. The next start command will continue the (automated) show.

2.2.6 Jingle Frame

Jingles:

1	JI+Bett Der Tag in Berlin	1:20	6	→ JI Börse aktuell	0:07
2	JI Baustelle +BETT	3:36	7	→ JI Streifschuss	0:08
3	JI Wetter News + BETT *WB*	1:18	8	→ JI Der Irakkrieg AKTUELL	0:07
4	ORF Radio	5:17	9	→ The Art of Noise	0:06
5	ORF Steiermark	4:02	10	→ JI Sport Aktuell	0:09

The jingle frame shows the current jingle group. In principle there are two different modes to playout jingles.

The simple mode means clicking on a jingle will start playout directly.

The modes work exactly the same with Pad button instead of mouse click.



A jingle element within the bank shows the number of the jingle to be selected by the DigaROC Pad. Besides it shows the name and duration of the jingle. If the jingle is classified as a stinger, it shows the stinger flag in front of the jingle. With a right mouse click on the right portion of the jingle, a lock can be set. If the jingle group is changed, jingles with a lock will remain. Another right mouse click on the lock unlocks the jingle.



A playing jingle is marked by the green -> red colored rundown bar. The time display shows the remaining playout time.

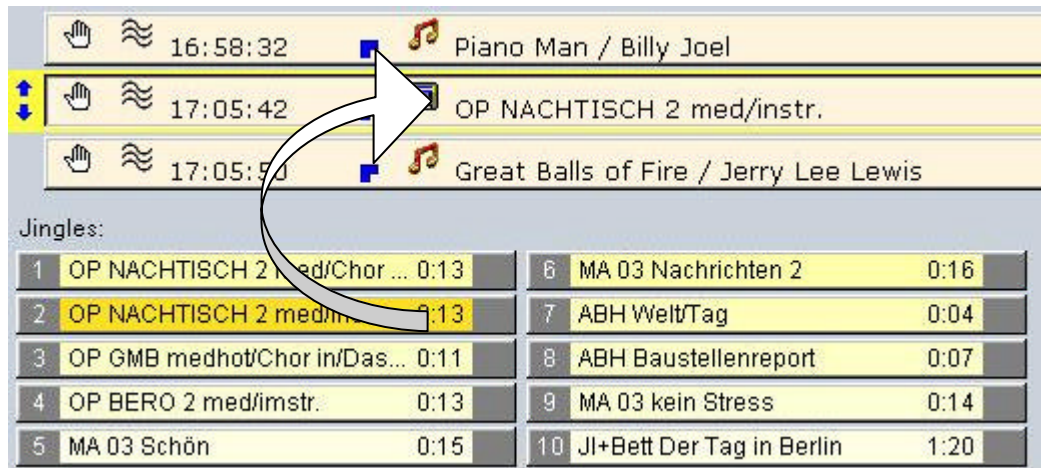
1	OP NACHTISCH 2 med/Chor ...	0:13
2	OP NACHTISCH 2 med/instr.	0:13
3	OP GMB medhot/Chor in/Das...	0:11
4	OP BERO 2 med/imstr.	0:13
5	MA 03 Schön	0:15

In the fader start mode, the click on a jingle highlightens it. The marked jingle can be played out only by fader start. If the fader is open, other jingles can be played out by a simple mouse click. If the fader is closed

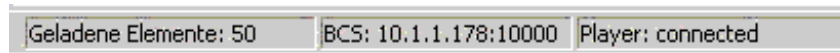


again, a click means highlighten the jingle

It is possible to insert jingles form jingle bank to the playlist via drag&drop. The jingle will be inserted right after the item, on which it is dropped.



2.2.7 Task Line



The task line gives you some additional information.

Geladene Elemente: 50

The number of loaded elements in total. This includes not only the current show but all loaded shows.

BCS: 10.1.1.178:10000

Port and IP address of the BroadcastServer the DigaROC is connected to.

Player: connected

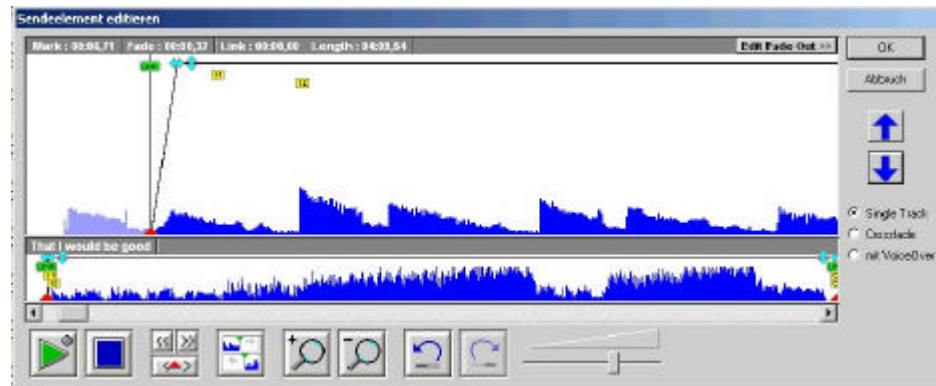
State of connection to the audio engine. (Multiplayer)



2.2.8 Crossfade Mixer

The Crossfade Mixer has three modes:

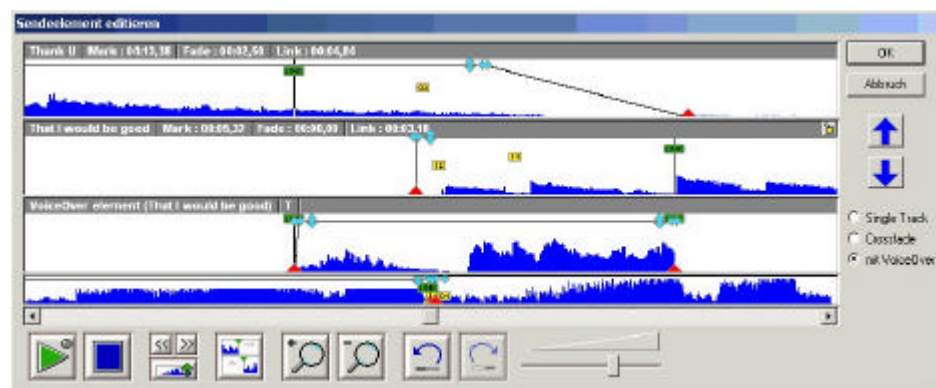
- ?? A single track mode for editing begin and end of a single item
- ?? A crossfade mode for editing two crossing items
- ?? A three track mode to correct existing crossfades with voice over elements



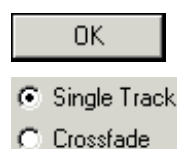
Screenshot Crossfade Mixer, SingleTrack view



Screenshot Crossfade Mixer, CrossTrack view



Screenshot Crossfade Mixer, Voicetrack view



Saving the crossfade changes.

Switching between SingleTrack and CrossTrack view.

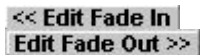




Up – (in single track / Crossfade mode) Going to the previous item / crossfade.



Down – (in single track / Crossfade mode) Going to the next item / crossfade.



Edit Fade in / Edit Fade out – (in single track mode) Switch to the beginning / end of the item.



Fade-In / Fade-Out – defines the point, from which the entry is faded out or to which it is faded in.



Overall Volume level– influences the total volume level of the entry.



MarkIn / MarkOut – is used to define the start and end of the audio entry.

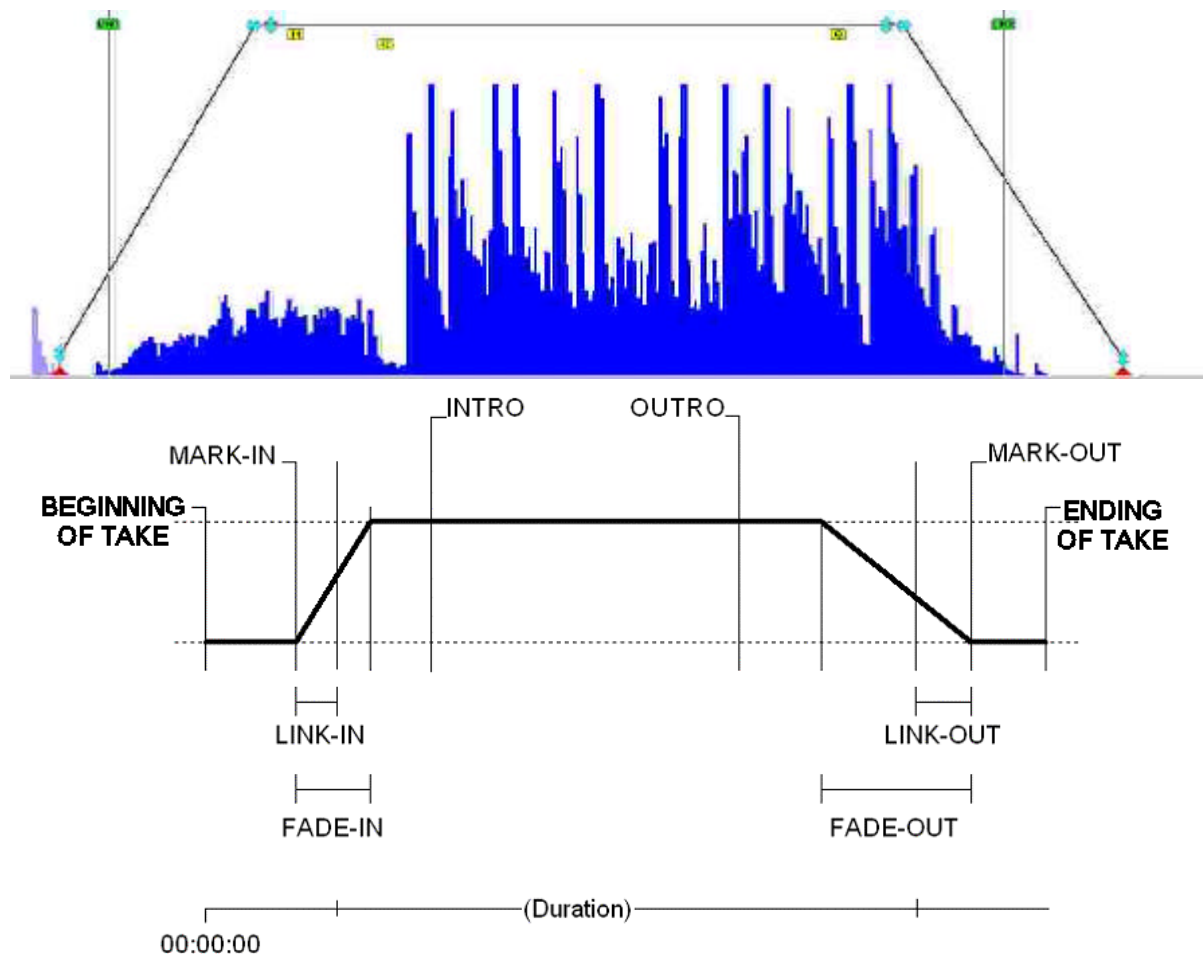


Link-In / Link-Out – defines the point, where two items are linked. Link points are placed default, as soon as a fade is activated in the database entry. Per default, the Link-In is placed at 2/3 of the fade-in time, the Link-Out at 1/3 of the fade-out time.



Intro / Outro – defines the point, to/from which the presenter may speak into the (music) item during layout.

Concerning the different markers, here is a picture how the markers may commonly be defined:





Wave form – In crossfade mode, 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 or right mouse button on a desired position within the waveform, the entry can be prelistened from this position.



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



Play – Prelistening content. The window content is prelistened in a loop mode, until it is stopped by the Stop button.

Playout can also be started at a certain position by a right mouse click into the wave form.



Stop – Stops the prelistening.



Move – moving the second track stepwise to the left or right.



Insert – By clicking on this button, the second track is positioned to the current replay head position (this function is available during stop and play mode).



Reset – Reset the crossover, both entries are displayed in their original default positions, one after the other.



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

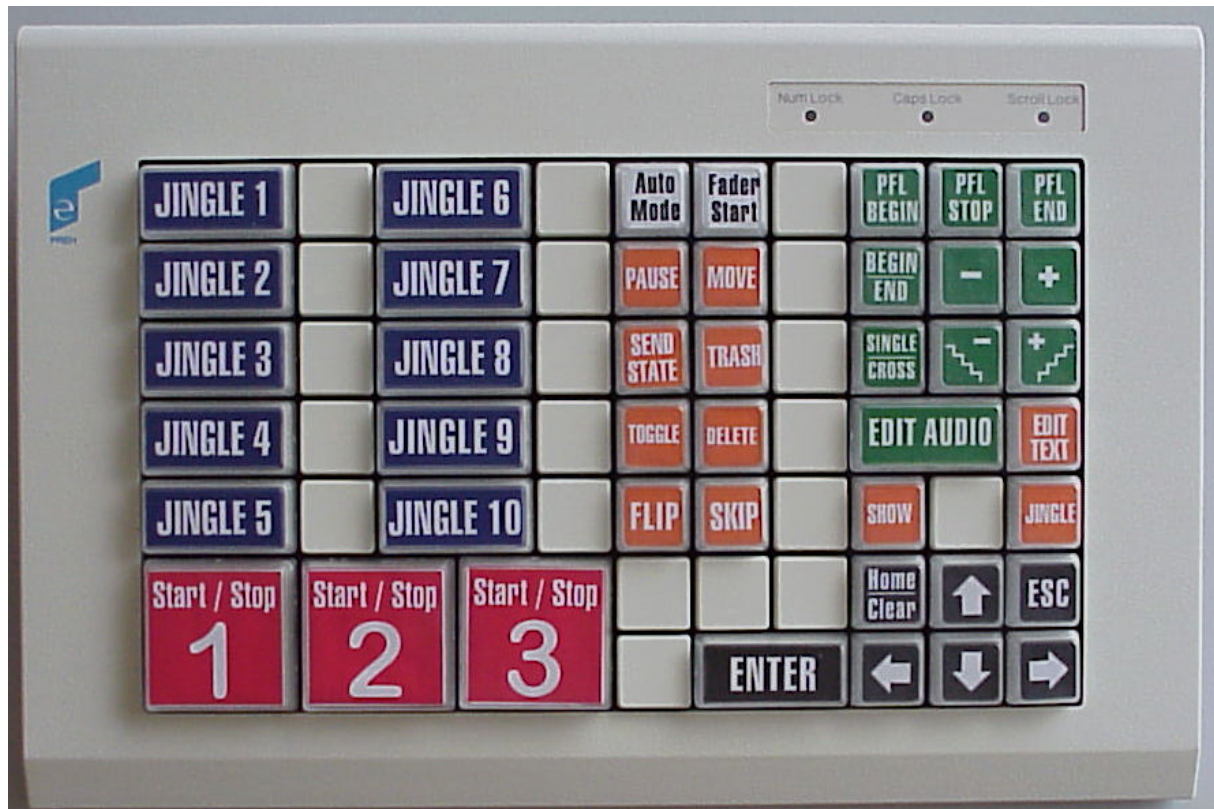


Undo / Redo – The number of steps can be defined in the settings (see chapter „Settings“ below).



Volume slider – for adjusting the prelistening volume.

2.3 DigaROC Pad



...



Jingle 1 ... Jingle 10 – (depending on definition) either starts the appropriate jingle directly or selects the jingle to be started afterwards by faderstart.



Start/Stop 1 // 2 // 3 – Starting the item marked by the green background on channel 1 // 2 // 3.

A running item can be stopped by pressing the same key again.



Auto Mode – by pressing the Auto Mode key, DigaROC switches the start mode of all future items to “sequenced”, which means that they are played out sequentially one after the other. By pressing the key again, all start modes return to the original state. (In future versions, activating the Auto Mode key automatically deactivates the Fader Start function, deactivating the Auto Mode key automatically reactivates it.





Fader Start – this function enables the fader sliders to start the appropriate audio items. Therefore it is default activated. The fader start functionality can be deactivated, e.g. if you want to open an On-Air channel without starting an item (because you want to afterwards start it with the DigaROC key, not by fader start).

If you want to switch over to Auto Mode to run the next items automatically, at the moment Fader Start needs to be deactivated in order to open both On-Air channels. In future versions, it is planned that Fader Start will automatically be switched off when activating Auto Mode.



Pause – Activates the pausing function. When pressing the Start/Stop key of a running item, the item will pause at its last position. By pressing Start/Stop again, it will continue to play out from the pausing position.



Move – Sets the currently marked item into move mode. By pressing the arrow up/down keys afterwards, the item can be moved to another position within the play list. Finally, by hitting the Move key again, you place the item at its current position and leave the move mode.



Send State – sets the status of a marked non audio element to sending and/or sent.



Trash – Opens the bin to show the deleted item. By marking one of these items, and pressing Enter, you can restore them to their original position. If its original position is before your current play-out position, it is inserted as next item to be played out.



Toggle – Switches the marked item to inactive (font color changes to grey). When playing out the item before the inactive one, the cursor skips the deactivated and marks the next one ready for play-out.



Delete – Deletes the marked item or (when the show title is marked) the whole show from the play list. After a control window appears, press Enter for deleting or Home/Clear for canceling.



Flip – Flips the order of the next two items (i.e. the green marked item and the following one).



Skip – Deactivates the next (i.e. green marked) item and marks the following item ready for play-out.



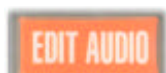
PFL Begin – Starts playback of the marked item in prelisten mode on the PFL (pre fader listening) channel.



PFL End – Starts playing the end (last 5 sec.) of the marked item on the prelisten (PFL Pre-fade listening) channel. An additional press steps further back in the file.



PFL Stop – Stops the prelistening function.



Edit Audio – Opens the Crossfade Editor window.



Begin End – (only in Cross fade Mixer, Single Track mode) Switches between begin and end of the loaded item.



Minus – (only in Cross fade Mixer, Single Track mode) Moves the mark-in point of the item's beginning (or mark-out point of the item's ending) to the left.



Plus – (in Cross fade Mixer, Single Track mode) Moves the mark-in point of the item's beginning (or mark-out point of the item's ending) to the right.



Single /Cross – Switches from Single Track mode to cross fade mode and vice versa.



Fade in Minus – (in Cross fade Mixer, Cross fade mode) Moves the second item in the lower window to the left.



Fade in Plus – (in Cross fade Mixer, Cross fade mode) Moves the second item in the lower window to the right.



Edit Text – Opens the Text Editor window.



Show – Opens the show dialog to load a show.



Jingle – Opens the jingle dialog to load a jingle bank.



Home/Clear – the button has 3 different functions: Cancels an action which has not been finished yet. Clears the error message window and it brings the cursor to the current layout position.



Esc – Closes dialogs without saving the changes.



Arrow up – sets the select cursor on item up



Arrow left – sets the select cursor a page up in the play list.



Arrow right – sets the select cursor a page down in the play list



Arrow down – sets the select cursor on item down



Enter – Executes the command initiated by different keys mentioned above.

3 WORKING PROCEDURES

Depending on the different working procedures (On-Air Commands, Off-Air editing, selecting etc.) can be performed either with the DigaROC Pad, or with the standard keyboard or mouse. Therefore, in this manual we describe the working steps using the DigaROC Pad. For using mouse or standard keyboard, please refer to the overview at the very end of this manual.

3.1 Starting up DigaROC



Before starting up DigaROC, the MultiPlayer software module needs to be started to control the audio board. The startup of both applications happens

- ?? automatically when starting up the computer
- ?? using one desktop icon / program command, in which the two processes are combined
- ?? using first the multiplayer icon and second the DigaROC icon
- ?? using the DigaROCStartUp program

After starting up DigaROC, the current show will be loaded automatically or you get the dialogue to choose the right program on the Server, then you have to load the show manually.



The StartUp program allows choosing different configuration setups and (depending on configuration) probably choosing different screen layouts. Also it starts the Multiplayer or other needed tools.

Depending on the configuration you may get after startup the program dialogue. In this case you choose the service you want and have to load the first show manually.



3.2 Preparing the Show List

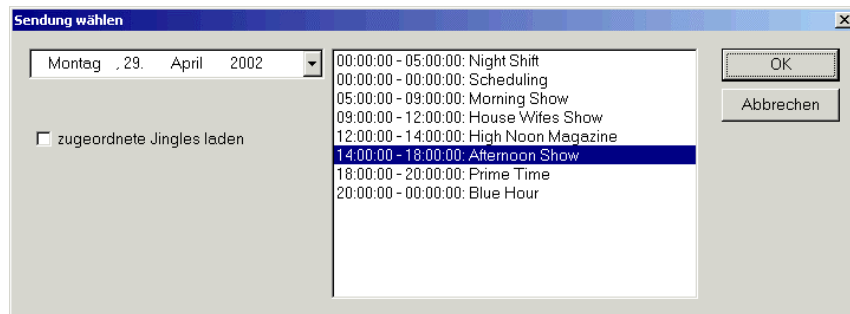
3.2.1 Loading a show

Depending on configuration DigaROC loads shows automatically or the shows have to be loaded manually. For manual loading follow the steps:



1. Press the DigaROC pad "Show" key to open the show dialog.



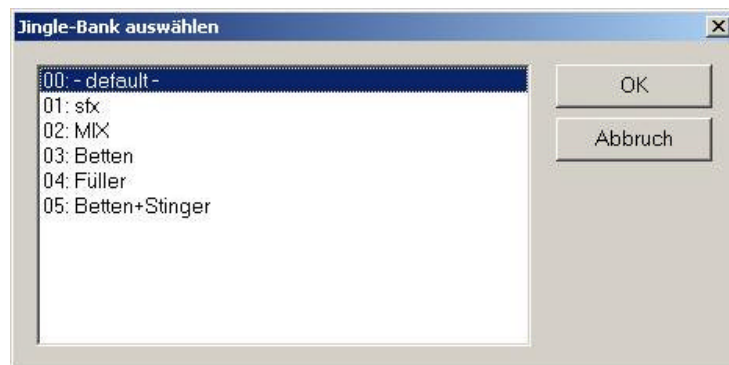


2. Use the mouse to select the desired show. If appropriate, activate the “load jingles” option to automatically load the jingle bank assigned to the selected show.
3. Press “Enter” to load the selected show.

3.2.2 Loading a jingle bank



1. Press the “Jingle” key to open the jingle dialog.



2. Use the mouse to select the desired jingle bank. The default bank is offered if there is a jingle bank dedicated to the show.



3. Press “Enter” to load the selected jingle bank.

3.3 Prelistening functions

3.3.1 Prelistening an item

A program item can be prelistened without affecting the current on-air playback of another item. It is even possible to prelisten the end of an item while it is currently playing. To prelisten an item, do as follows:

1. Press the “**ARROW UP / DOWN**” keys to select the desired item with the select cursor.
2. Press the “**PFL BEGIN**” key to prelisten from the beginning. The font color of selected item changes (default: to blue) now, the column “Duration” counts down the remaining prelistening time.
3. Press the “**PFL STOP**” key to stop prelistening.



3.3.2 Prelistening an item's end

1. Press the "**ARROW UP / DOWN**" keys to select the desired item with the select cursor.



2. Press the "**PFL END**" key to prelisten the end (i.e. last 5 sec.) of the selected item. The font color of selected item changes (default: to blue), the column "Duration" counts down the remaining prelistening time.

3. Press the "**PFL END**" key again to step back another 5 seconds in the item.



4. Press the "**PFL STOP**" key to stop prelistening.

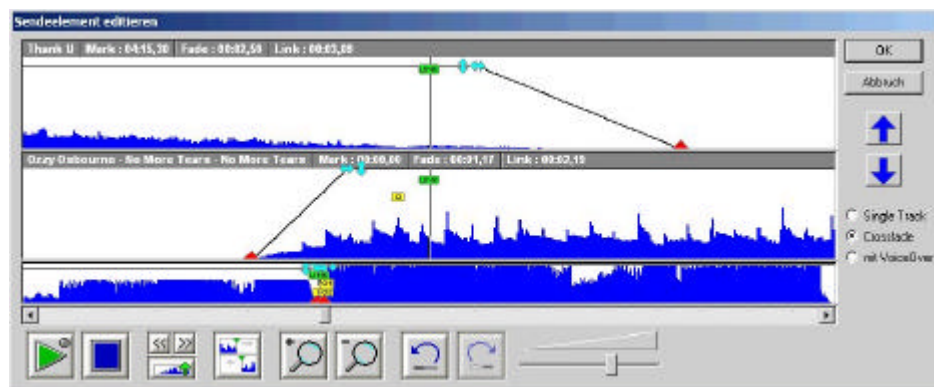
3.4 Crossfade-Mixer

3.4.1 Editing Crossfades

The „Crossfade Mixer“ view is used for fading from one entry to the next one or for editing begin and end of items:



1. Press the "**EDIT AUDIO**" key to open the Crossfade Editor.



2. Be aware that, depending on the configuration, you may not see all fade-, link-, mark- and intro icons.

3.4.2 Positioning the crossing items

The cross fading item can be positioned either during prelistening, or manually. In order to use the prelistening mode, do as follows:

1. In order to start prelistening, click with the right or middle mouse button on the desired position within the waveform of the first item.
2. When reaching the point where you want to start the next item, press the "insert" button. The second item will immediately start. In case the second item has already started, it will be shifted to the insert position.

If you want to do it manually:

1. Hold the mouse button pressed on the waveform of the desired (first

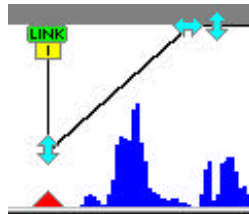


or second) item and drag it to the left or right in order to find the right position for the cross fade. The Link markers are updated automatically, as they symbolize the matching positions of the two items.



2. Use the shift buttons to move the lower track in or out of the first track.

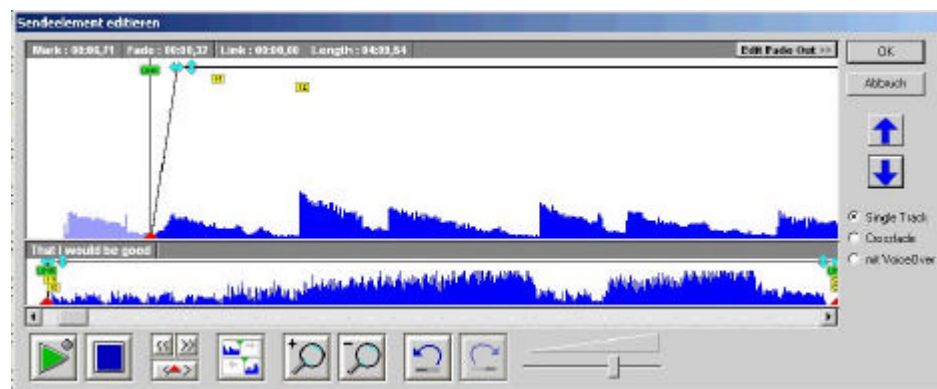
3.4.3 Assigning cross fade curves



Fade : 00:02,20

1. Drag the Fade-in / Fade-out slider to the left/right in order to assign the desired fade out time. The Fade time is shown in the appropriate "Fade" info field.
2. Use the inner volume slider to adjust the overall volume level of the whole item.
3. Use the mark symbol to reposition the start or end point of an item. When dragging the mark button, the fade setting will stay the same.

3.4.4 Single track editing



Within single track mode, the beginning / the end of one item alone can be faded in / out, using the same symbols and appropriate methods as shown above.



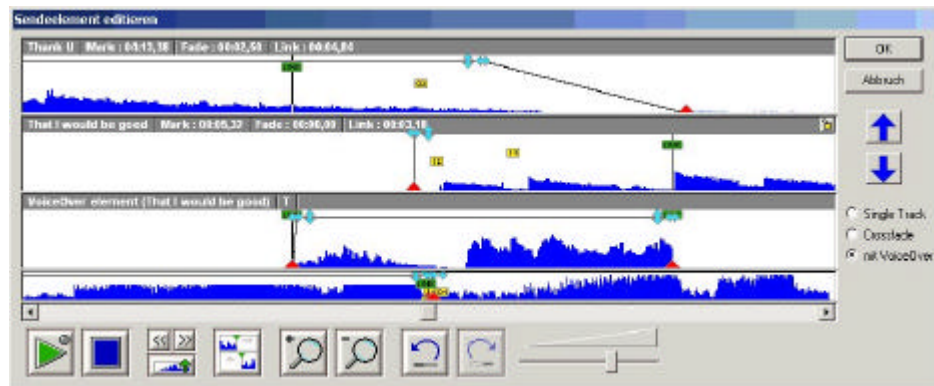
With the + / - keys the mark can be moved in or out.

With Begin / End the editor switches between begin and end of the item.

The single/cross button switches between single track mode and crossfade mode.



3.4.5 VoiceOver editing



Within the Voiceover Mode you are able to edit the position and settings of existing voiceover-items.

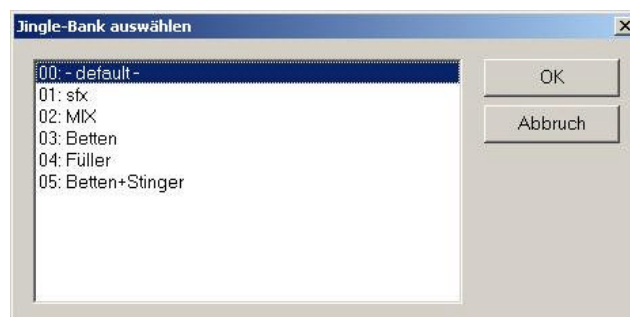
3.5 Jingle functions

3.5.1 Loading jingle presets

Jingles are prepared and saved in jingle groups (presets, banks) within DigAIRrange. Depending on the configuration the groups can include between 0 and 30 jingles. When preparing a show list in DigAIRrange, the appropriate jingle bank can be defined to be loaded automatically by item groups. If you want to load the jingles manually, follow these steps:



1. Press the "Jingle" key to open the jingle group list. The appearing dialog shows all jingle banks available for the program.



If there is a jingle group dedicated not only to an item group but to a show, you get offered the default group.

2. Select the desired jingle bank. When clicking "OK", the jingles are loaded into the jingle frame.

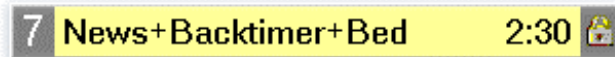
1 Pigs	0:03	6 Doctor - Bad Case of Lovin... 3:13
2 hr3 Aktuell Bumper+ Bett	0:37	7 +More Crickets 0:24
3 cock	0:07	8 Crickets 0:30
4 Sheeps	0:04	9 Whole lotta Rosie 2:56
5 Pigs	0:20	10 Smoke on the Water 7:04



3.5.2 Protect Jingles

It is possible to protect jingles from an automatic reload.

Do a right mouse click on the right portion of the jingle to set the lock.



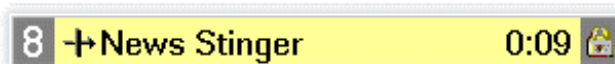
If a new jingle group is loaded, the locked jingles will remain at their place. That definitely means that the jingle belonging to the place in the new group will not be loaded. Therefore you have to unlock the jingle and initialize a reload of the whole group.

Another opportunity is inserting the jingle you want to keep into the playlist. Follow this steps:

Drag & drop the jingle on an element in the playlist. The jingle will be inserted behind that element.

3.5.3 Stinger

In DigAIRrange you can define jingles as stinger. The stinger gets the stinger symbol in front of the title:



The meaning of stinger jingles is this: Starting a stinger jingle will fade out and stop all running jingles.

3.6 On-Air functions

3.6.1 Playing out an item

The schedule is played out as follows:



1. Press the "Start/Stop1" key to start the next item on the first channel.

As soon as playback of the currently selected item has begun, the item appears above a red background color in the show list, and is displayed in the appropriate player. There, the title of the playing item is shown again, and the playtime counts down as well as the remaining time and, if available, the intro times as well.

At the same time, the next cursor automatically jumps to the next item in the schedule, which is shown above a green background.



2. Press the "Start/Stop2" key to start the next item on the second channel.



3. At any time, a playing item can be stopped by pressing the appropriate "Start/Stop" key again.

3.6.2 Pausing an item

If you want to interrupt playout with a pause, intending to continue playout directly from the position you stopped you can use the pause mode



1. Press the "Pause" key of the appropriate channel to activate the pause mode. The "Pause" button appears with a highlighted background.
2. Press the responsible "Start/Stop" set the playing item on the dedicated channel into pause.
3. Press the same "Start/Stop" key again to continue playing out from the pausing position.

3.6.3 Moving items

The show overview displays the complete show content with the current On-Air status of the running show. To move an item up or down in your list, do as follows:



1. Select the desired item to be moved with the select cursor.
2. Press the "move" key. The cursor color changes to a different color (color depends on configuration). The move mode is activated.
3. Press the "arrow up" or "arrow down" key to move the item up or down stepwise.
4. Press the "move" key again to insert the item at the selected position.

NOTE:

All changes within a schedule are written back to the Broadcast Server and to DigAIRrange, i.e. that the people planning a show know the current schedule of the show and the On-Air state at all times.

It is also possible to move items by drag & drop within the playlist.

3.6.4 Changing the start mode

Each item can be changed from any start mode to manual floating or sequenced floating. This is done by a simple right mouse click on the start attribute. It is not possible to set an item to any start mode with fixed times. This has to be done in DigAIRrange.



3.6.5 Skipping /toggle the next item

Skipping means deactivating the next job. Toggle means to activate or deactivate the item marked with the select cursor.



Press skip to skip the next job.

Press toggle to activate/deactivate the selected job.

3.6.6 Flipping the next items



By pressing the flip button the next two items will change their order in the playlist.

3.6.7 Deleting an item



In order to delete an item from the playlist, do as follows:

1. Select the desired item by pressing the “arrow up” or “arrow down” key.
2. Press the “Delete” key to delete the selected item. Confirm the appearing question with enter. The item will be deleted from the playlist and put into the day trash, from where it can be restored again.

3.6.8 Restoring an item

Once an item has been deleted, it can be restored from the day trash. Do as follows:



1. Open the day trash by pressing the trash key. A list with all deleted items appears.
2. Select the item(s) you want to restore. This item will inserted behind the current cursor position.

3.6.9 Playing out jingles

The play-out of jingles can be either by first selecting the desired jingle, and then starting it with faderstart, or starting directly by pressing the appropriate jingle key. For both configurations you can use the jingle keys on the Pad.



1. In Fader mode press the “jingle1” ... “jingle10” key to mark it.
2. Start playing out by pulling the jingle channel fader slider of the mixing desk. As long as the fade is open you can now play out jingles by just pressing the right key. After closing the fader the keys will again only select the jingle.

OR, without fader start:

1. Open the fader of the third On-Air channel.
2. Press the appropriate “jingle1” ... “jingle10” key to directly start the play-out.



3.6.10 Automation



Press the AutoMode key if you want to switch from live assist mode into auto mode. All manual floating items will switch to sequenced floating. Manual begin fixed or end fixed will switch to StartOnTime or EndOnTime. The original start attributes reappear after switching of the auto. In case of using a console without motor faders make sure, that all faders are open. If your digaroc is not switching off the fader button automatically, switch off the fader mode manually with the fader start button to disable the fader contact before you open the faders.

Returning to live assist mode works vice versa: Close the faders not needed, switch off auto mode and switch on fader start.

All items will return to their scheduled start modes.

Filler

If there is a filler group dedicated to a show, DigaROC will insert automatically items from the filler group in case of having gaps in the schedule.



If you want to shortly interrupt an automated show, for example to broadcast an urgent service agency, you can use the „ghost“ button.

The ghost button interrupts a show in auto mode **after** the current running element. The next element will be set to manual start. The next start command will deactivate the ghost mode.

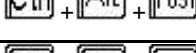
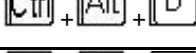
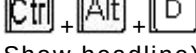
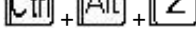
If you want to switch back from auto mode to live assist mode, just do the following Steps:

1. Close faders that are not in use at the current moment
2. Switch on fader start
3. Switch off auto mode

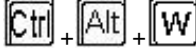
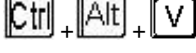
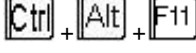
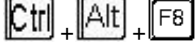
3.7 Key Commands for the Default Configuration

Function	Key commands	Pad
Start/Stop Player1	+ +	Start/Stop1
Start/Stop Player2	+ +	Start/Stop 2
Start/Stop Player3	+ +	Start/Stop 3
Start/Stop Player4	+ +	Start/Stop 4
Flip	+ +	Flip
Skip	+ +	Skip
Mode_All	+ +	Auto
Copy_Last / recover last item	+ +	Recover
Toggle State	+ +	Toggle



Fader Start enable/disable		Fader Start
Activate Pause Mode		Pause
ARROW_UP		Arrow Up
ARROW_DOWN		Arrow Down
ARROW_LEFT		Arrow left
ARROW_RIGHT		Arrow right
Cursor to actual item		Clear/Home
Delete Item		Delete
Delete Show	 (on Show headline)	Delete (on show headline)
Move Mode		Move
OpenAudio Editor (Edit)		Edit Audio
Open Trash		Trash
Open Text Editor		Edit Text
Sendstate		Toggels the send state of a non-audio marked item. First press=sending, second press=sent
Toggle between SingleTrack/Crossfade		Single/Cross
Move audio left		Step-/Step+
Move audio right		
Toggle between Begin/End in Single Track Mode		Begin/End
Move MarkIn/Out	 	-/+
TogglePlay in Crossfade		(not on default Pad)
Move MarkIn/Out to soundhead		(not on default Pad)



MoveMarkIn/Out to default position		(not on default Pad)
Load Show (Select)		Show
Load Jingles (Jbank)		Jingle
PFL Begin		PFL Begin
PFL End		PFL End (last seconds depending on PreEndOffset in digaroc.ini)
PFL Stop		PFL Stop (to stop PFL End)
PFL Next Audio		(not on default Pad)
PFL End 2		Toggle PFL End last 10 seconds before LinkOut
Start/Stop Jingle 0		Jingle1
Start/Stop Jingle 1		Jingle2
Start/Stop Jingle 2		Jingle3
Start/Stop Jingle 3		Jingle4
Start/Stop Jingle 4		Jingle5
Start/Stop Jingle 5		Jingle6
Start/Stop Jingle 6		Jingle7
Start/Stop Jingle 7		Jingle8
Start/Stop Jingle 8		Jingle9
Start/Stop Jingle 9		Jingle10





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