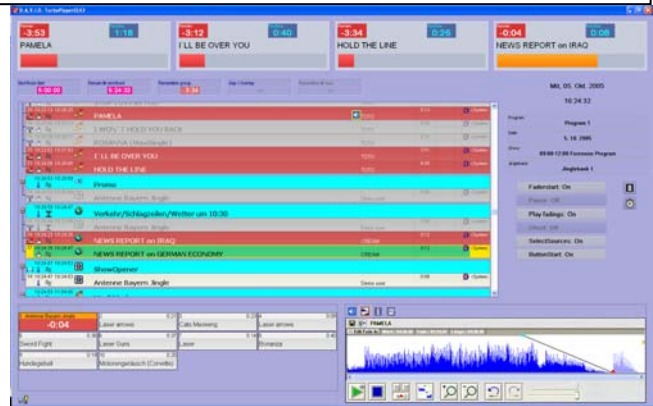




Digital Audio & Video System Integration & Development

DigaSystem.
The Radio Operating System



TurboPlayer V2.2

User Manual

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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 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 **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** 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 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

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 TURBOPLAYER – DER ON-AIR CLIENT

2.1 Tasks and Options

TurboPlayer – the **DigaSystem** OnAir Client – is used for playout of the BCS schedule, which is planned in **DigAIRrange**, the scheduler client of the Broadcast Server System. It provides a freely configurable number of output channels, pre-listen channels, and jingle channels. The audio engine used called MultiPlayer supports all common audio formats, and additionally does this in parallel.

TurboPlayer is the interactive interface between the user and the Broadcast Server System. It visualizes the current system state and controls all processes required for the playout. For an increase of security in case of a system failure, all data are stored locally, however they are aligned immediately with the main Broadcast Server. So, a current status display on all clients and short-term schedule changes are possible anytime.

Besides, the modular concept of the TurboPlayer allows flexible configurability and can be adapted to different On-Air tasks. Via open interfaces, extensive mixing desk controls (e.g. LAWO Diamond) can be defined.

Clear visible displays allow a quick overview on the current On-Air state. Numerous information displays can be configured, displays not required can be hidden from the screen.

The following advantages mark the pioneering technology TurboPlayer is based on:

- Server-Client-System with Pushing Technology: changes made on schedule clients have an immediate effect on the TurboPlayer and vice versa.
- Realtime accuracy: <100ms with spontaneous elements, <10ms with timed elements
- Macros (Events, Timed Events, Controls, Shortcuts, User Buttons)
- Several havary files per element (locally or on a server), uninterrupted switching during OnAir playout
- Eingebauter Mini-BCS für Havarie, Betrieb ohne Netzwerk möglich
- Standalone + Rehearse Modus zur Vorbereitung auf die Sendung
- Modi: Live-Assist, Automatisch, Passiv (mitlaufend)
- Optional nur ein aktiver OnAir-Client pro Welle möglich (Andere sind immer passiv), mit Möglichkeit der Umschaltung im laufenden On-Air Betrieb
- Start-Modi: Manual, Sequenced, Fixed, Variable, External
- Fadings über Pult (Motorfader) oder MultiPlayer
- Fadekurven
- InputGain
- Sound Processing Umschaltung
- Pultquellenverwaltung, große Pultschnittstelle mit Quellenselektion + PFL
- Element-Generierung für spontan geöffnete Fader
- Modularisierung (Engine, GUI, IO-Manager, IO-Module)
- MultiGUI
- Grafische Konfigurierbarkeit der Oberfläche + vieler Parameter für jeden Fenstertyp
- Mehrere Listen (Stacks)
- Jingles mit Jingletabs
- Drag&Drop von Elementen, auch aus DBM



- Mülleimer für gelöschte Elemente
- Vorhören (schnell (ohne Hüllkurve) oder über CrossFadeMixer)
- CrossFadeMixer (bislang 1-Spur-Editor von Crossfades, Mehrspur-Mixer folgt)
- Einfache Datenbank-Recherche (Multi-Tabellensuche, D&D)
- Moderationstext-, Infotextanzeige
- Joined-Sequenced-Ausspielung (samplegenaue Ausspielung von aufeinander folgenden Stücken wie z.B. Sätzen einer Symphonie)
- Surroundfähig (RF64)
- Unterstützung folgende Modi: Pause, Geisterfahrer, Stinger, Ignore-MarkOut-Flag
- Stummstart
- Viele Zeitfenster (Gap/Overlap, Gruppenrestzeit, Next Fixed Startelement) + Anzeige des Next-Elements
- Feste Kanalzuordnung für Klassen / Positionen (z.B. für CD-Player Elemente)
- Gruppenplayer (Gruppe kann geschlossen bleiben), Remote-Player, Player für mehrere Kanäle
- MultiCoder-Ansteuerung für Mitschnitte
- Abspielen von Elementen in Aufnahme



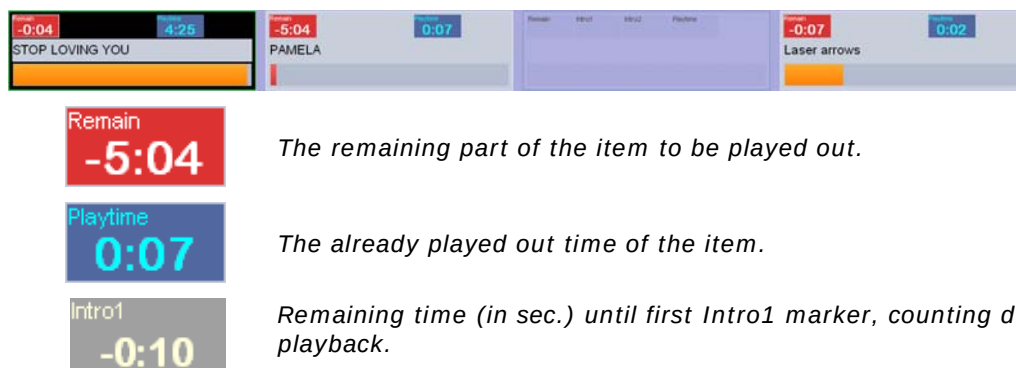
2.2 Window Areas and Elements



All screen elements are displayed in separate frames which can be individually adapted in width and height, position, color, and information contents. This makes it possible to adjust the highly variable screen layout of the TurboPlayer.

2.2.1 Player Frames

The Player Frames display the elements during playback with the according play times, markers and run time bars. Up to four Player Frames can be defined.

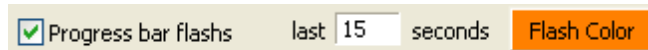




Remaining time (in sec.) until first Intro2 marker, counting down during playback.



During the last few seconds of playout, the run time bar flashes in a different color. The parameters can be configured.



2.2.2 Time Info Frames

Several Time Info Frames can be displayed. These frames show current time information.

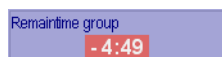
Next fixed start	Remain till next fixed	Remaintime group	Gap / Overlap	Remaintime till class
5:00:00	8:57:18	- 4:49	1:12:55	-:-



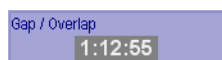
Real time of the next „Fixed Start“ element.



Remaining time until the next „Fixed Start“ element.



Remaining time until the end of the current item group.



The gap (negative) or overlap (positive) of the scheduled items until the next show start.



The remaining time until the first item of a defined new class.

2.2.3 List Frames

These frames display the broadcast list. Up to two frames of the same send list can be displayed, which can meet different requirements.

The main frame named “Showlist” shows elements of the loaded show(s). The second frame named “Next” shows only the next item to be played out. So, even if the display of the main Showlist currently doesn’t display the next item to be played out, because you need to look further to future items, you will always have the next item visible on the second “Next” frame.

Both frames are organized in columns. The columns can be changed in width and information content, and can be hidden completely.



1	05:04:06	05:09:18		PAMELA - TOTO	TOTO	5:12		<System>
4	10:13:16	10:13:22		Showopener		0:06		
4	10:13:16	10:13:22		Antenne Bayern Jingle / Demo user	Demo user	0:06		<System>
	10:13:22	10:52:08		Musikblock		38:46		
5	10:13:22	10:18:34		PAMELA / TOTO	TOTO	5:12		<System>
6	10:18:34	10:22:42		GEORGY PORGY / TOTO	TOTO	4:08		<System>
7	10:22:42	10:26:33		I' LL BE OVER YOU / TOTO	TOTO	3:51		<System>
8	10:26:33	10:32:27		OUT OF LOVE / TOTO	TOTO	5:53		<System>
9	10:32:27	10:39:06		LOVE HAS THE POWER / TOTO	TOTO	6:39		<System>
10	10:39:06	10:44:08		ANIMAL / TOTO	TOTO	5:02		<System>
11	10:44:08	10:45:08		hanky panky / Demo user	Demo user	1:00		<System>
12	10:45:08	10:52:08		Platzhalter		7:00		
	10:52:08	10:53:38		Start		1:30		

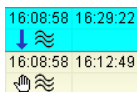
In all columns, the display of the desired information contents can be configured (see chapter 2.3.9 Configuring List1 / 2 on page 33. Here are the mostly used information fields:



The **Directory Button** symbolizes a group in which the scheduled items belong together (like a music, commercial group etc.). The view to each group can be minimized to only show group entry. Parameters can be defined to default display the different group classes as closed or opened. As soon as a group reaches the "next item to be On-Air" state, the groups opens automatically.

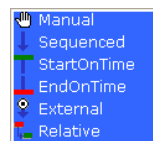


The **Send State Symbol** can be switched with the right mouse button. It can have the following values:

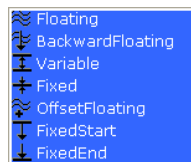


The **start and stop time** of an item is updated with the „Adjust Times“ Button

The **Start Mode Symbol** can be switched with the right mouse button. It can have the following values:



The **Start Type Symbol** can be switched with the right mouse button. It can have the following values:



The **Audio Class Symbol** can be switched with the right mouse button. It can have the following values:





The **Stinger Symbol** can be switched with the right mouse button. It can have the following values:

No stinger
Default stinger

Besides, all pre-defined Stinger types are displayed.

Der Toto-Hit Rosanna ist Rosanna Arquette gewidmet
ROSANNA (MaxiSingle)

The **Title** and the **Comment** is taken over from the according field of the database entry.

TOTO

The **Author / Interpreter** field is taken over from the according field of the database entry.

5:31 0:11

The **Audio Length** field is taken over from the according field of the database entry.

If a presentation text is available, text speech duration of the text is calculated with the speech factor of the speaker defined for the show.

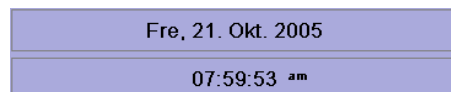


The Mixer Source displays the medium on which the item is available. Depending on the configuration of the mixer console, a certain fader channel can be assigned to a mixer source.

In case of „D“ (DBM), by clicking the symbol, the item is localized and displayed in the MiniDBM frame.

2.2.4 DateTimeInfo Frames

The DateTimeInfo frames display the current date / time in configurable formats:



Fre, 21. Okt. 2005

The current date can be configured in different formats. For detailed information see chapter 2.3.7 “Configuring DateTimeInfo1 / 2” on page 31.

07:59:53 am

The current time can be configured in different formats. For detailed information see chapter 2.3.7 “Configuring DateTimeInfo1 / 2” on page 31.



2.2.5 Selection Frames

The Selection frames display the fields for the program (channel), date, show and jingle bank of the desired show to be selected.

Program:	Program 1
Date:	21. 10. 2005
Show:	09:00-12:00 Forenoon Program
Jinglebank:	Jinglebank 1

Program:	Program 1
----------	-----------

The „Program“ field displays the program (channel) loaded. By clicking the Program, depending on configuration and access rights, different channels might be accessible to load.

In order to avoid operation errors, when changing the program the new program name appears on a dark background, as long as no further loading function (date, show) has been executed.

Program:	Program 2
----------	------------------

If no date or show has been loaded within the next 10 seconds, the program will be reset to the original one.

Date:	21. 10. 2005
-------	--------------

The „Date“ field shows the date of the currently loaded schedule. For pre-producing or pre-listening of future shows, a different date than the current day can be selected.

Date:	20. 10. 2005
-------	---------------------

If no show of the selected day has been loaded so far, the date is displayed on a different background color. If you load a show, the date is displayed in its normal color.

When loading a past date, the date will be reset to the current day, if no show has been selected within 10 seconds.

Show:	09:00-12:00 Forenoon Program
-------	------------------------------

The „Show“ field displays the currently loaded show. Additionally to a loaded show, more shows can be loaded. The second show loaded is initially displayed as the first show in the schedule list. After five seconds, the show is sorted chronologically, i.e. both shows are displayed in their chronological order. Here, the current show is displayed in a different color than the second show. For detailed information see chapter „Configuring DigaTimeInfo1 / 2“.

Jinglebank:	Jinglebank 1
-------------	--------------

The Jingle bank field shows the currently loaded jingle bank. A jingle bank can be loaded automatically with a show, if the bank has been assigned accordingly. However, via this button, any other jingle bank can be loaded at any time.



2.2.6 ModeBtn Frames

The ModeBtn frames are switchers for three main On-Air modes, whose functionality can be configured. The features of each button can be selected from a feature list. So, the number and order of the buttons can be defined.

LiveAssist
Faderstart On
Pause Off
PlayFadings on
Ghost On
SelectSources On
ButtonStart On
Connected

Passive
Live Assist
Automatic

Activation mode: determines the method of working. Basically, in Passive Mode no direct commands (via keyboard, mouse, fader) can be executed. So, the passive mode is mainly a viewer function or may be used for remote control.

In Live Assist mode, the one-man functionality is used. Depending on the start modes of the items, they are started automatically ("Sequenced", "fixed start mode") or manually.

In Automatic mode, all items have an automated start, depending on their start modes. In the On-Air studio, this function is mainly used for a temporary automated broadcast (coffee break).

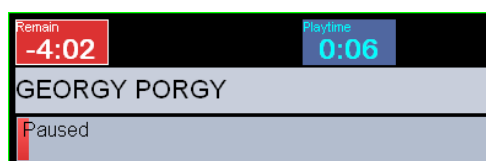
Besides, all three modes can be configured to have different additional features.

Faderstart: On
Faderstart: Off

Faderstart Mode: switches the fader start on/off to control starting/stopping the item via the mixing console. If switched off, TurboPlayer can be controlled with keyboard or mouse.

Pause: On
Pause: Off

Pause Mode: allows pausing the playout of items. In normal mode the stop command ends the playout of the current item and the next item is selected to be played out next, whereas in pause mode the playout is just paused and can be continued after the start command. A blinking background of the player shows the pausing function.



Play fadings: On
Play fadings: Off

PlayFadings mode: allows to play out with / without considering the fading curves defined in Crossfade Mixer. When switched off, the item is played from the beginning of the file to the end of it (if motor faders are used: with full leveling), whereas the in activated PlayFadings mode the start and end fadings are transferred correctly to motor faders.

Ghost: On
Ghost: Off

Ghost mode: All currently running items are played to the end, after that playout stops, even if the next item has a „Sequenced“ start. With activating the Ghost mode, the start mode of a following “sequenced” item changes to “manual”. After the break (e.g. for reading a breaking news or traffic item) the normal rundown is continued with a manual



start of the next item.

SelectSources: On
SelectSources: Off

SelectSources mode: When the SelectSources mode is activated, a virtual item in TurboPlayer is directly assigned to a dedicated mixer desk channel. By doing this, it is possible to assign an CD-Player item to a certain fader on the mixing console.

ButtonStart: On
ButtonStart: Off

ButtonStart mode: switches on/off the starting / stopping of items via the mixing desk. When switched off, TurboPlayer can be controlled via the mixing desk and mouse.

ON AIR
off air

OnAir Mode: OnAir mode is used for sending signals outside the Broadcast Server System. So, OnAir mode doesn't necessarily switch the TurboPlayer to OnAir / OffAir, it rather may perform a customer-defined function or a macro.

Connected
Rehearse
Standalone

Connection Mode: The Connection Mode offers 3 modes concerning the connection to the Broadcast Server, having different effects to the logging within BCS:

In **Connected** mode which is the standard mode, all actions performed in TurboPlayer are written back to the Broadcast Server and from there to all connected export modules.

In **Rehearse** mode, the connection to BCS is interrupted. In this mode you can work on the show list (moving, deleting, playout) without writing the changes back to the BCS. Therefore, this mode is used for rehearsing the show without having effect on the centrally stored broadcast list. When switching back to Connected mode, the current status of the BCS (which may have been changing since switching to Rehearse mode) is written back to the TurboPlayer. So, all lists are refreshed in TurboPlayer, coming from BCS.

In **Standalone** mode, the connection to BCS is interrupted as well. However in this case, all data created in Standalone mode (like changing cross fade data, start modes etc.) are temporarily saved locally. When re-connecting to BCS by switching to Connected mode, the data are sent from TurboPlayer to BCS. So, all changed lists are refreshed in BCS, coming from TurboPlayer.

Filler On
Filler Off

Filler Mode: Filler Mode allows switching on/off the automated filling function of gaps in the schedule, which may arise before the start-on-time element, e.g. of the next show. By switching on/off, the presenter can decide if the gap should be filled by fitting filler jingles or if he wants to bridge the gap by himself (moderation).



2.2.7 Btn Frames

The Btn frames are buttons to be freely positioned on the TurboPlayer screen.



Trash Can: Contains all item deleted from the schedule within TurboPlayer. By clicking it, the Trash Can contents are shown:

Day trash can											
	Program	Show	Sts	Sta	Start	Duration	Class	Sting	Title	Source	Sendstate
	Program 1	09:00-12:00 Forenoon Program	👤	👤	10:38:55	5:02	🔊		ANIMAL	📡	👤
	Program 1	09:00-12:00 Forenoon Program	👤	👤	10:38:55	4:08	🔊		GEORGY PORGY	📡	👤
	Program 1	09:00-12:00 Forenoon Program	👤	👤	10:38:55	6:39	🔊		LOVE HAS THE POWER	📡	👤
	Program 1	09:00-12:00 Forenoon Program	👤	👤	10:38:55	5:31	🔊		ROSANNA (MaxiSingle)	📡	👤
	Program 1	09:00-12:00 Forenoon Program	👤	👤	10:38:55	4:59	🔊		I WON'T HOLD YOU BACK	📡	👤
	Program 1	09:00-12:00 Forenoon Program	👤	👤	10:38:55	5:53	🔊		OUT OF LOVE	📡	👤
+		09:00-12:00 Forenoon Program	👤	👤	10:04:30	0:00	🔊		Musikblock	📡	👤
	Program 1	09:00-12:00 Forenoon Program	👤	👤	10:04:30	0:06	🔊		Antenne Bayern Jingle	📡	👤
		09:00-12:00 Forenoon Program	👤	👤	10:04:36	0:00	🔊		Platzhalter	📡	👤
	Program 1	09:00-12:00 Forenoon Program	👤	👤	10:04:36	4:08	🔊		GEORGY PORGY	📡	👤
	Program 1	09:00-12:00 Forenoon Program	👤	👤	10:04:36	6:39	🔊		LOVE HAS THE POWER	📡	👤
	Program 1	09:00-12:00 Forenoon Program	👤	👤	10:04:36	0:06	🔊		Antenne Bayern Jingle	📡	👤
	Program 1	09:00-12:00 Forenoon Program	👤	👤	10:04:36	5:31	🔊		ROSANNA (MaxiSingle)	📡	👤
	Program 1	09:00-12:00 Forenoon Program	👤	👤	10:04:36	4:59	🔊		I WON'T HOLD YOU BACK	📡	👤
	Program 1	09:00-12:00 Forenoon Program	👤	👤	10:04:36	5:53	🔊		OUT OF LOVE	📡	👤



Adjust Times: Refresh the time calculations in the broadcast list (planned start / stop times).

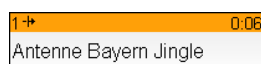
2.2.8 Jingles Frame

The Jingle Frame displays the jingle bank with a freely definable number of jingles.

Jinglebank 1			Jinglebank 2		
1	0:06	2	0:21	3	0:23
Antenne Bayern Jingle		Laser arrows		Cats Meowing	
5	0:36	6	0:37	7	0:14
Sword Fight		Laser Guns		Laser	
9	0:19	10	0:20	8	0:40
Hundegebell		Motorengeräusch (Corvette)		Bonanza	



Via the tabs, more jingle banks can be loaded. The accessible number of tabs can be defined. For detailed information about the configuration see chapter "Configuring Jingles1".

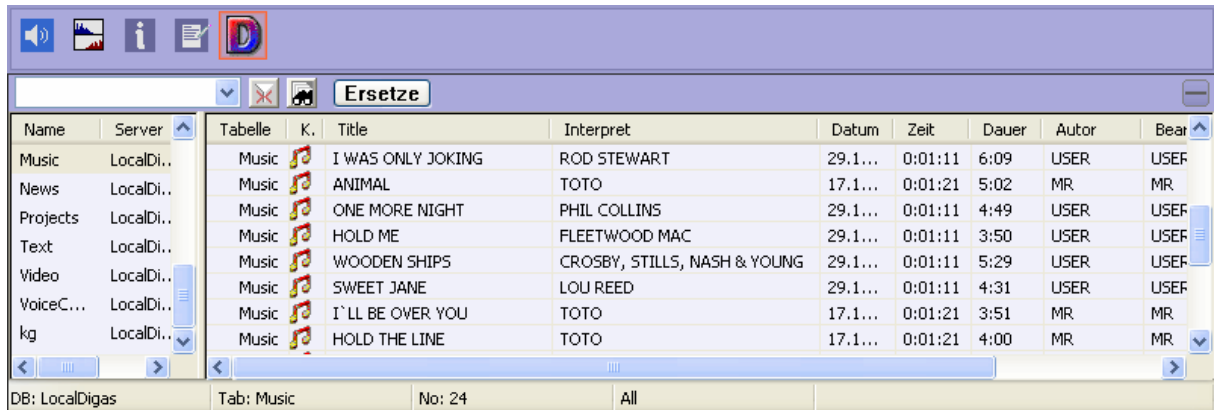


The number of jingles in the frame as well as the layout of the jingles can be defined. For detailed information about the configuration see chapter "Configuring Jingles1".



2.2.9 WndSelection Frame

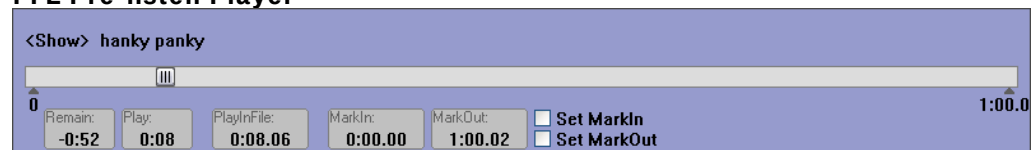
The WndSelection frame displays several windows like PFL Player, Crossfade Editor, Info Text, Presentation text.



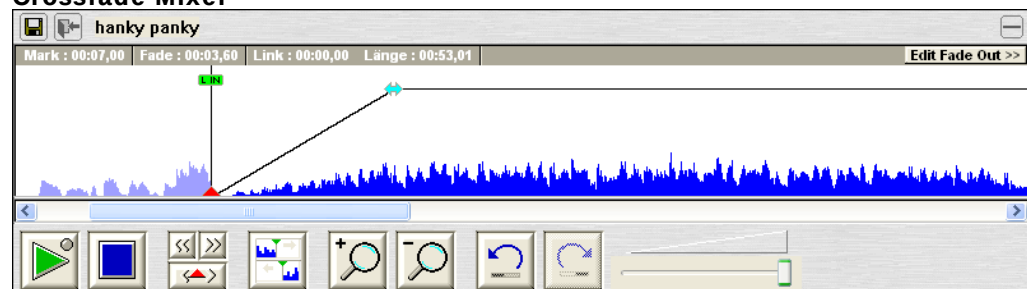
Via the buttons, the windows are opened within the same frame. The following windows are available:

The windows can be positioned in terms of position and size, on top of each other and side by side (e.g. on a second monitor). For detailed information about the configuration see chapter "Configuring WndSelection1".

PFL Pre-listen Player



Crossfade Mixer

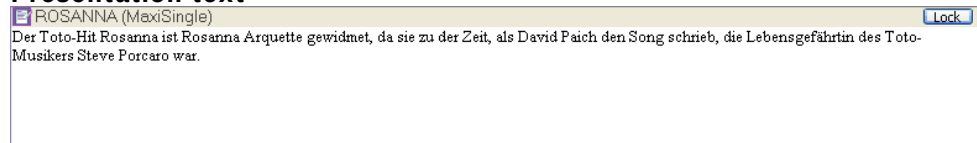


Info text

f ROSANNA (MaxiSingle) Lock
Der Toto-Hit Rosanna ist Rosanna Arquette gewidmet, da sie zu der Zeit, als David Paich den Song schrieb, die Lebensgefährtin des Toto-Musikers Steve Porcaro war.

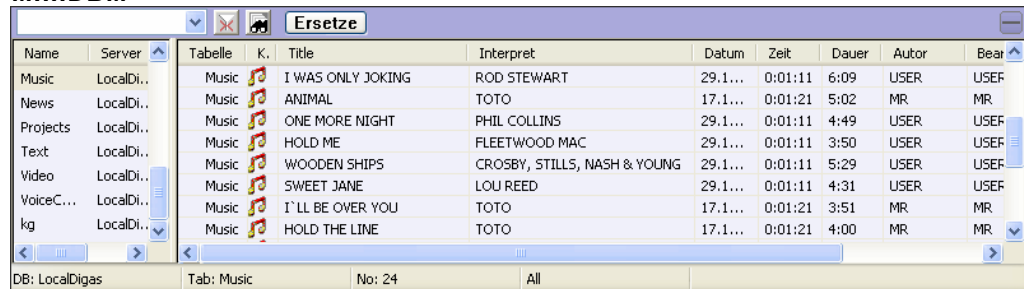


Presentation text



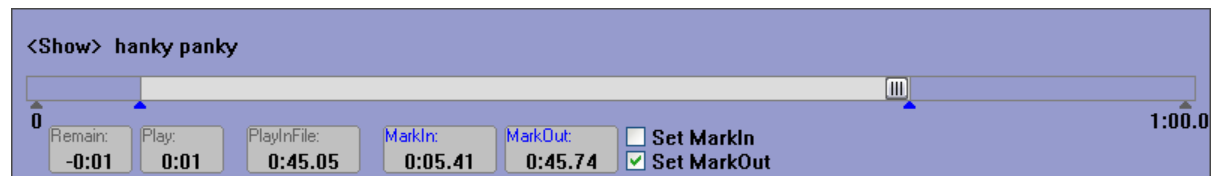
By locking the text windows, the displayed text is fixed, i.e. the content is updated even if you select another item.

MiniDBM



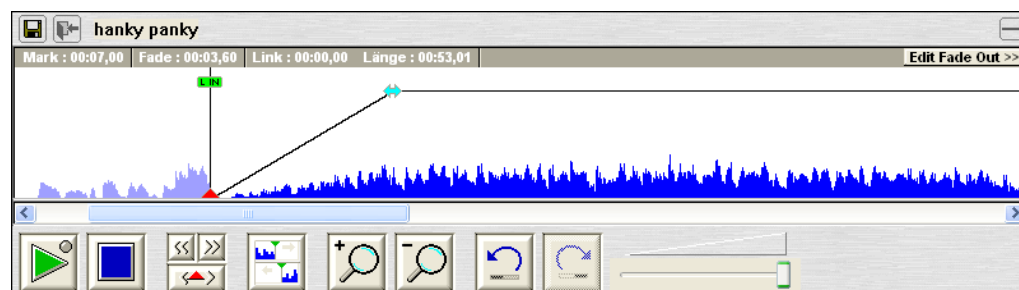
All these frames can be positioned on top of each other or side by side (e.g. on a separate monitor). For detailed info about configuration see chapter 2.3.13 "Configuring WndSelection1" on page 53.

2.2.9.1 Pre-listen Window



- ☒ **Set MarkIn** Set MarkIn – Places the Mark-In at the current position.
- ☒ **Set MarkOut** Set MarkOut - Places the Mark-Out at the current position.

2.2.9.2 Crossfade Mixer



- Saves the changes
- Toggling between the modes
- Hides the Crossfade Mixer window.





Edit Fade in / Edit Fade out – toggling between start / end of item.



Fade-In / Fade-Out – defines the fade-in / fade-out duration



Volume level– manipulates the main volume of the item



Mark In / Mark Out – marks the start / end marker which is used for playing out the file.

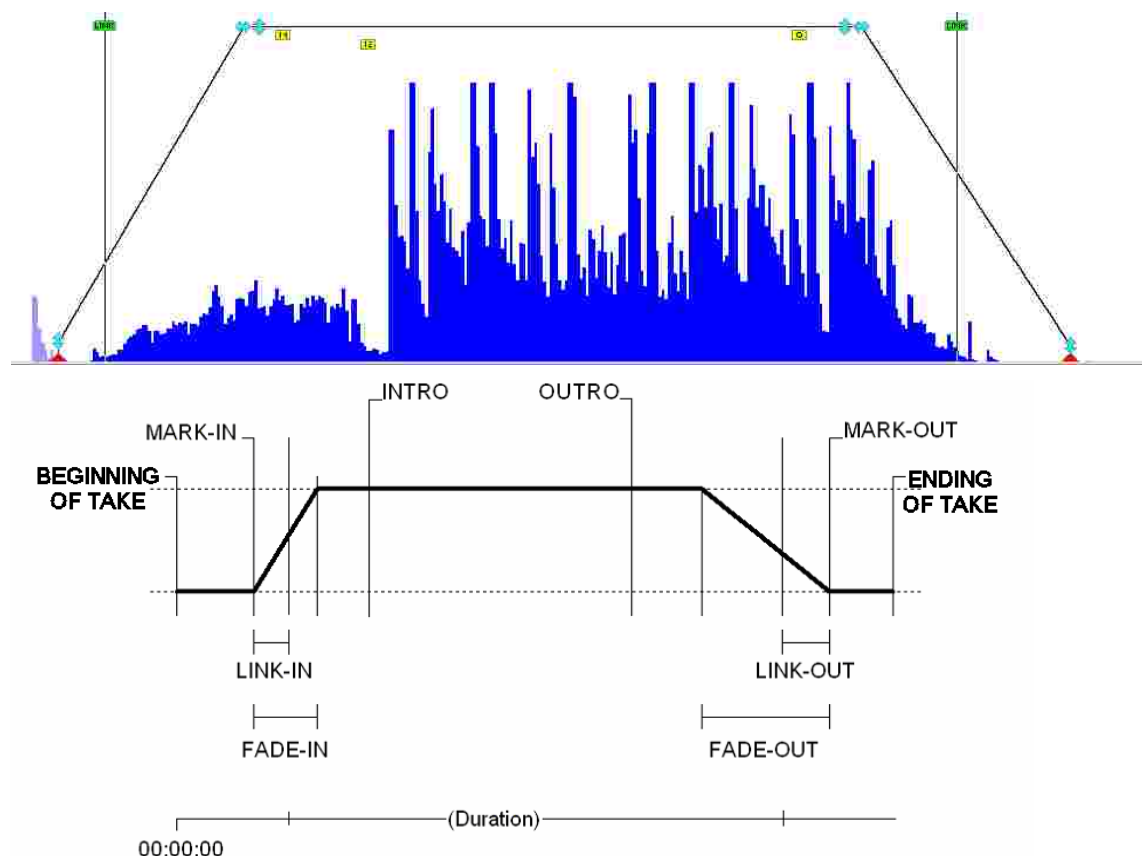


Link-In / Link-Out – marks the position where two item overlap during automated playback. Link markers are placed as soon as a fade curve is defined. As default values, the link-in marker is set at 2/3 of the fade-in time. The link-out marker is set at 1/3 of the fade-out time.



Intro / Outro – define the position, up to /from where the presenter may speak into the playing out item.

The following graphic shows the different markers:



Waveform – In the Crossfade window, the waveforms of both loaded items can be moved in order to synchronize them against each other. Besides, the Crossfade area can be pre-listened with a middle or right click at the desired position on the waveform.



Scroll Bar (Crossfade window) – moving the Screen display



Play – Pre-listen can be used in two versions:
By middle or right clicking the playback starts, looping the displayed window area. By clicking the overview bar, the whole item is played. Playback starts at the position where you clicked the waveform.





Stop – Stops pre-listening



Move – moves the second item frame wise to the left or right



Insert – During pre-listening, by clicking the button the second item is started. However, this button works in Stop mode as well.



Reset – Resets the cross fade, i.e. the beginning of the second item is placed at the end of the first one.



Zoom in / out – horizontally enlarges / compresses the view to the waveform.

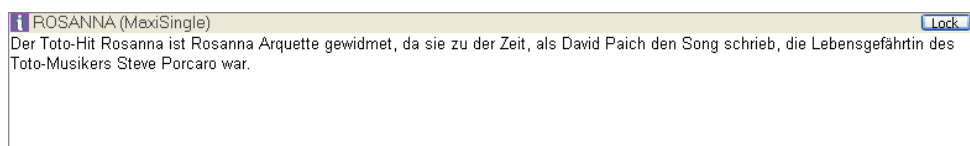


Undo / Redo – undoes / redoes the last working step



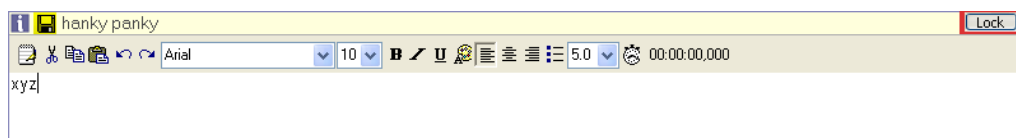
Volume slider – controls the pre-listen volume

2.2.9.3 Info Text



By clicking the Lock button, the current item stays in the window even if another item is selected in the run down list.

By double-clicking the title bar of the window, the Edit function is activated. The format bar appears:



In the text field, an Info text can be created / modified.

Via the format bar, desired font settings can be assigned to the text.



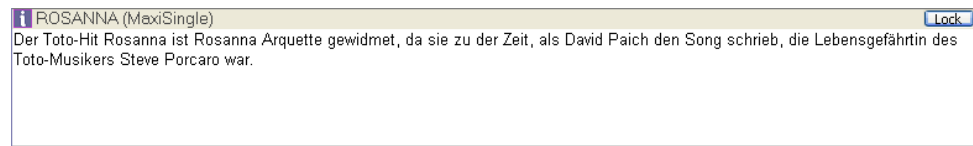
Saves the changes.



In Edit mode, the window is always locked in order to avoid unwilling changes, if another item is selected in the run down list. As soon as the Edit mode is closed, as well the Lock is released and the info text of the current item in the run down list is displayed.

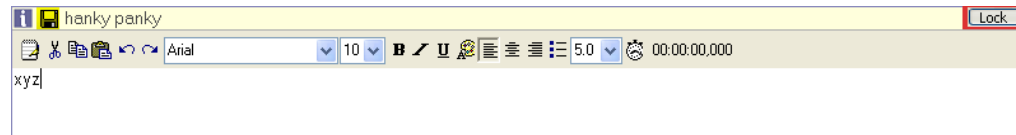


2.2.9.4 Presentation Text



By clicking the Lock button, the current item stays in the window even if another item is selected in the run down list.

By double-clicking the title bar of the window, the Edit function is activated. The format bar appears:



In the text field, an existing moderation text can be modified. However in this case no new moderation text can be created so far, as the functionality of creating a new RTF file has not been implemented yet.

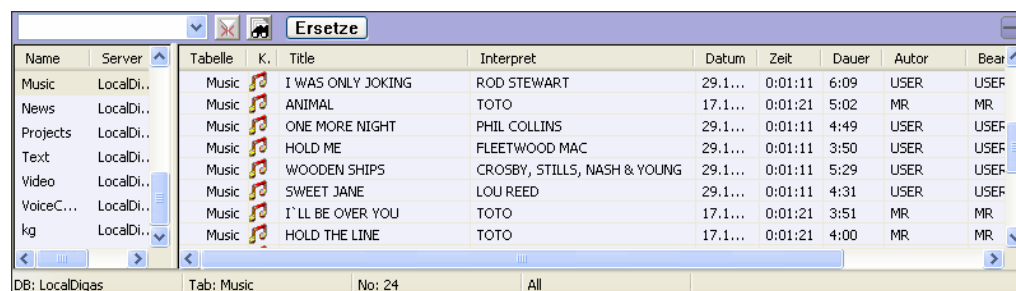


Saves the changes.



In Edit mode, the window is always locked in order to avoid unwilling changes, if another item is selected in the run down list. As soon as the Edit mode is closed, as well the Lock is released and the info text of the current item in the run down list is displayed.

2.2.9.5 MiniDBM



Via the list box "text search", a item having a desired text can be searched. The item is used in the marked table. If MultiTableSearch is activated, several tables can be marked for searching. By right-clicking the field, the dialog opens to activate the desired fields you want to search in.



Reset to display all items.



Switching on/off the MultiTableSearch. An addl. Column appears in the table list to select the tables you want to search in.



The Replace button replaces the item marked in the run down list with the one marked in the MiniDBM.



Hides the MiniDBM window.

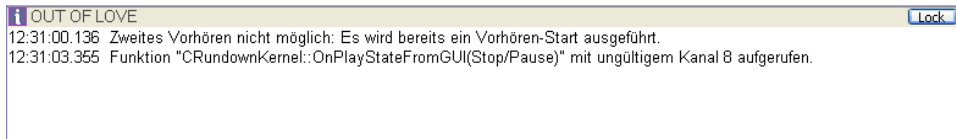


2.2.10 StatusLine Frame

This frame shows messages concerning the connection status to BCS and other error messages.



In order to show the last 40 error messages, drag the status line into the info text or the presentation text window.



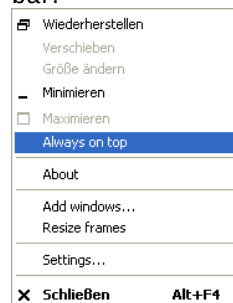
2.3 Configuring the TurboPlayer GUI

The TurboPlayer GUI frames can be designed in size, position, color and information content. This makes it possible to configure the user screen in many ways. Of course, the user needs to have the rights for resizing frames to be able to perform the following steps.

2.3.1 TurboPlayer Always on Top

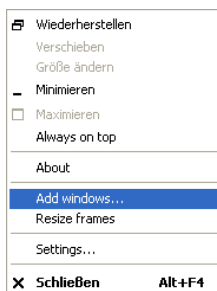
In order to hold the TurboPlayer window on top even if you switch to other applications, do as follows:

1. Select the „Always on top“ command from the context menu of the title bar.



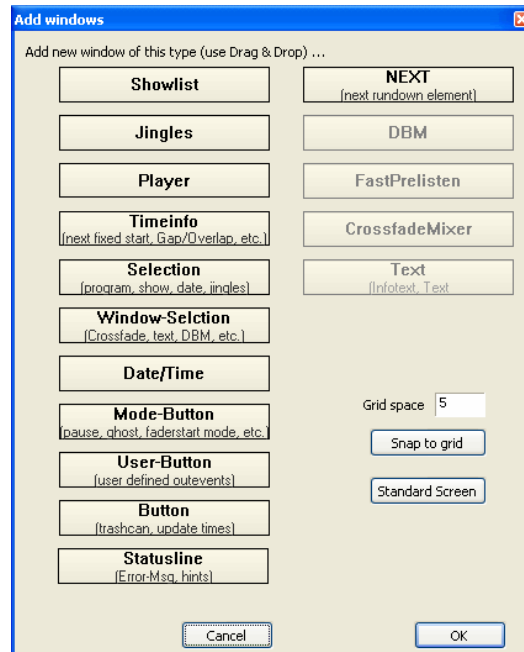
2.3.2 Adding Frames

Several Frames can be added to the ones currently displayed:

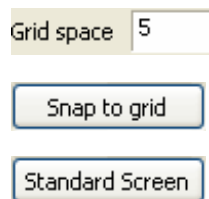


The dialog for adding frames is opened via „Add windows“ command of the context menu of the title bar.





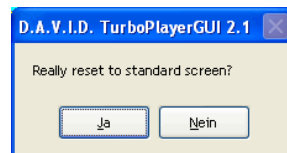
The available windows are dragged from the dialog to the desired position on the TurboPlayer GUI. Here, they are displayed as new frames. Now, the new frames can be adjusted in size, position, color and information content (see next chapter).



Grid space – Creates an invisible grid with the resolution of the configured pixels in order to have a homogeneous layout.

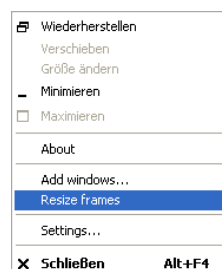
Snap to grid – adjusts all frames to the grid. Here, the next grid point is selected and the frames size is reduced / increased to this grid point.

Standard Screen – resets the TurboPlayer GUI to the default values. The following control dialog appears:



2.3.3 Changing the Size / Position of a Frame

All frames can be easily resized:

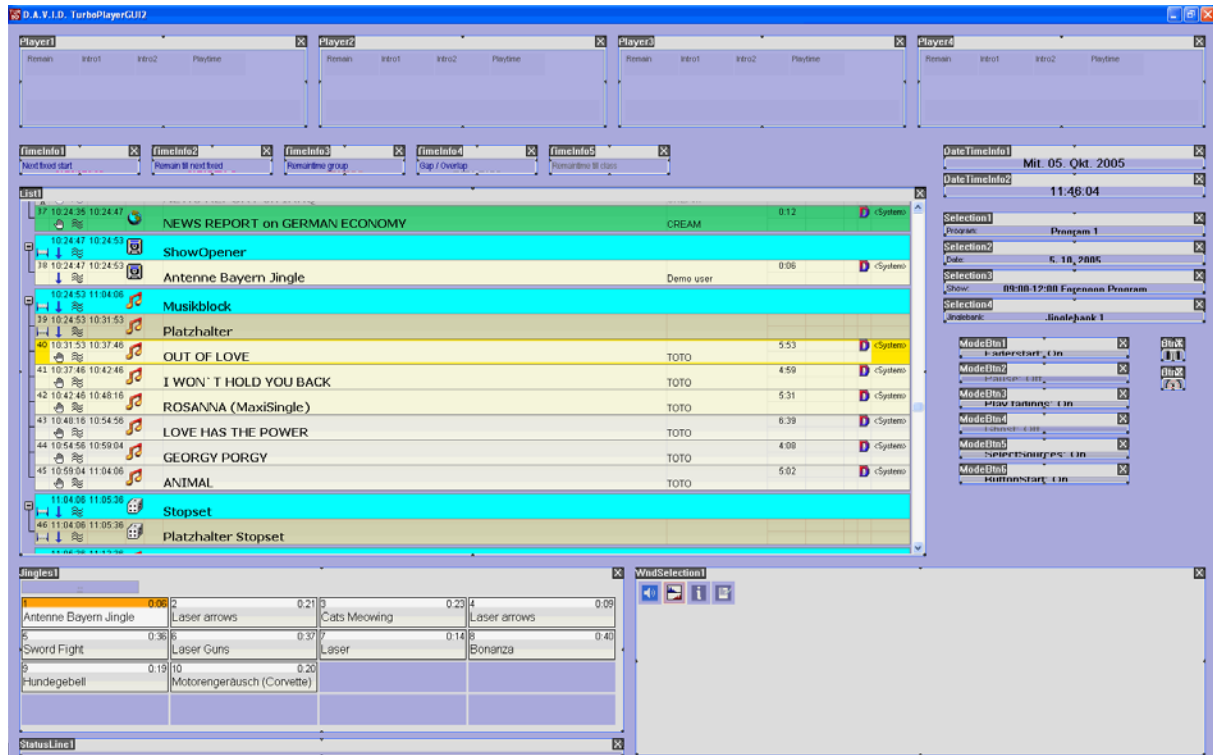


Open the frames display by clicking the context menu in the title bar. By selecting the „Resize” command, all frames are shown with their own title bar and frame edge buttons.



The frames can be re-positioned by dragging their title bar and be resized by dragging the frame edge buttons.

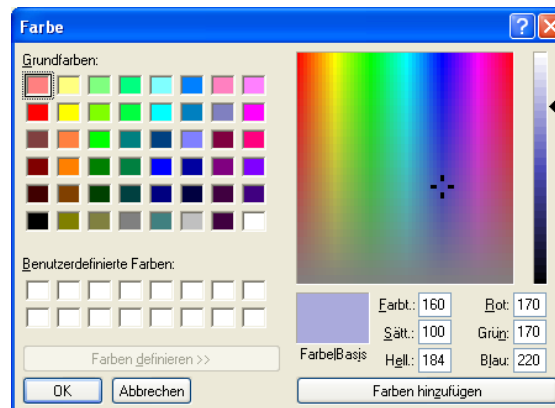




2.3.4 Configuring the background



1. Open the context menu of the background and select the „Settings“ command. The following dialog appears:
2. Click the „Background Color“ command and select the desired color.

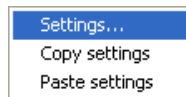
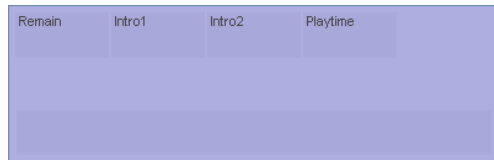


3. Confirm with OK.

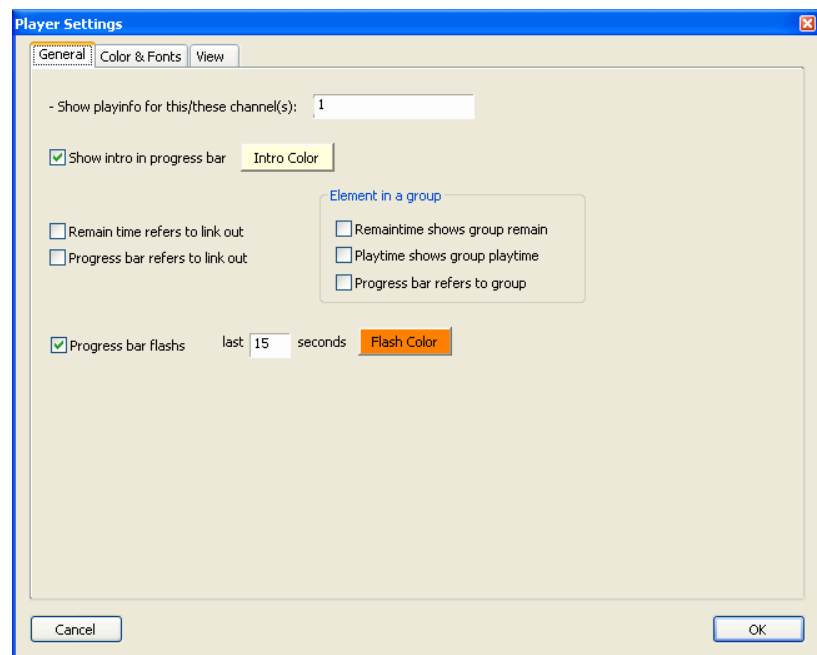


2.3.5 Configuring Player1-4

The Player frames show the items during playout with their according play times, markers and run time bars.



Open the context menu of a player frame and select the „Settings“ command. The following dialog appears:



- Show playinfo for this/these channel(s):

Selection of the On-Air channel, whose activity are shown on this specific player frame. Here, more players can be defined to be displayed in the same frame, divided by Commas (,). In this case, always the last player started is shown in the frame.

☒ Show intro in timebar **Intro Color**

Displays the area until the Intro Marker in a configurable color.

☐ Remain time refers to link out

Display of the remaining play time. It refers to the Link-Out marker. If there is no, it refers to the end of the item.

☐ Progress bar refers to link out

Display of the Run Time Bar. It refers as well to the Link-Out marker. If there is no, it refers to the end of the item.

Element in a group
☐ Remaintime shows group remain
☐ Playtime shows group playtime
☐ Progress bar refers to group

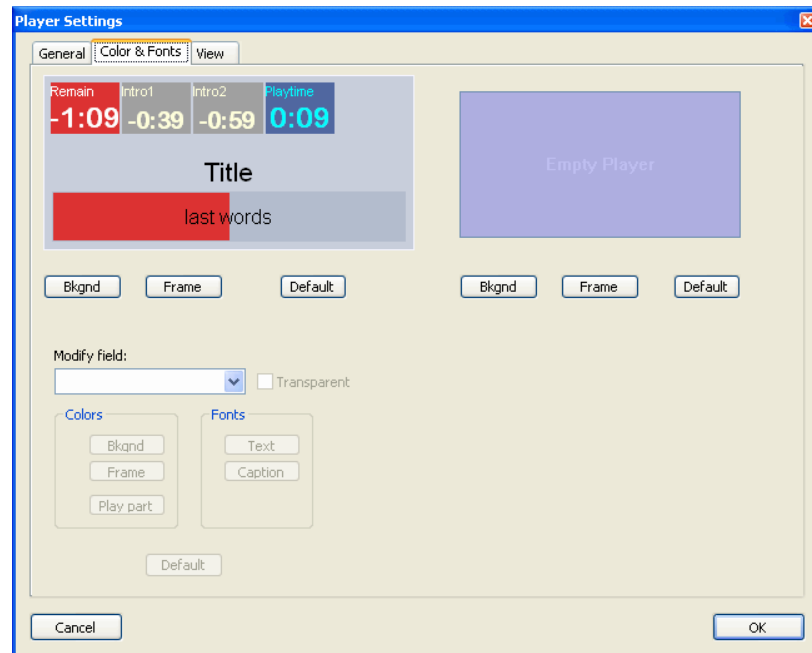
When playing out a group element,
- the remaintime until the group end is shown
- the playtime since group begin is shown
- the progress bar shows the relative time progress referring to the group.

☒ Progress bar flashes last 15 seconds **Flash Color**

Configuration display of the time period at the end of the item to highlight the near end of the item. It refers as well to the Link-Out



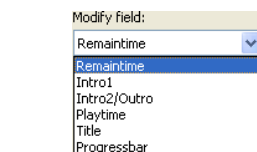
marker. If there is no, it refers to the end of the item.



Preview of the active Player frame.



Preview of the active Player frame.



Selection of the fields to be configured.



Konfiguration des Feldes „Playtime“, der gespielten Zeit:

Bkgnd: Configuration of the background color

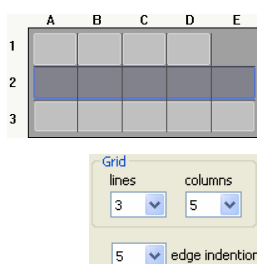
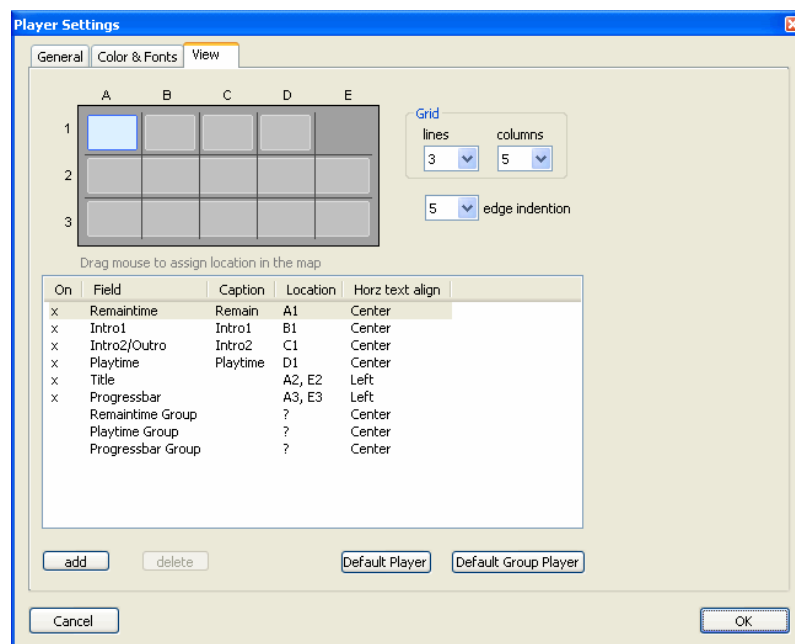
Frame: Configuration of the frame color

Play part: Configuration of the progress bar color (only „Progressbar“ field)

Text: Configuration of the value font

Caption: Configuration of the caption font

Default: Reset to the default values



Configuration of the columns / lines within the frame with preview:

Lines: Number of lines in the frame

Columns: Number of columns in the frame

Edge indentation: Size of the indentation in pixel units.

On	Field	Caption	LeftTop	RightBottom
x	REMAIN	Remain	A1	A1
x	INTRO1	Intro1	B1	B1
x	INTRO2	Intro2	C1	C1
x	PLAYTIME	Playtime	D1	D1
x	TITLE		A2	E2
x	SCROLLBAR		A3	E3

Display, position and inscription of the fields:

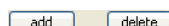
On: Display on/off

Field: Field function (not editable)

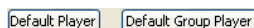
Caption: inscription

LeftTop: Size and position of the upper left corner of the field

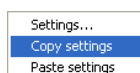
RightBottom: Size and position of the lower right corner of the field



Add / Delete: Adding / deleting a field. For the list of all available fields please refer to the Technical Documentation of the Broadcast Server.



Default Player / Default Group Player: Resetting the Player or Group Player to their default values.



Copy settings: copies the settings of the frame into the clipboard

Paste settings: Pastes the settings from the clipboard to the destination frame.

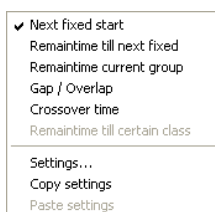


2.3.6 Configuring TimeInfo1 – 5

These frames display the current times referring to the following reference points. All functions can be configured differently.

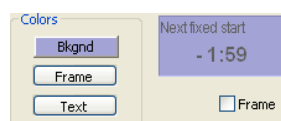
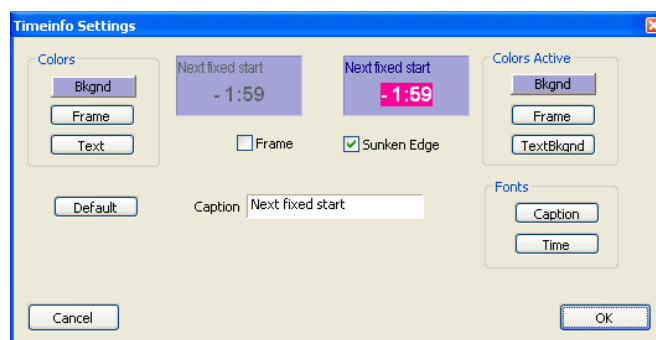
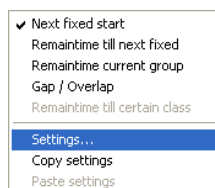
Next fixed start 12:00:00	Remain till next fixed 5:33:10	Remaintime group - 32:13	Gap / Overlap 21:58	Remaintime till class -: -
-------------------------------------	--	------------------------------------	-------------------------------	--------------------------------------

The TimeInfo frames show the following current time periods:

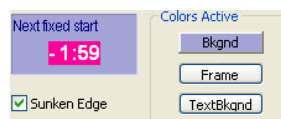


- Start time of the next „Fixed Start“ element
- Remaining time until next „Fixed Start“ element with countdown functionality
- Remaining time until end of the current group with countdown functionality
- Gap/overlap until the next „Fixed Start“ element
- Time period from Outro marker of item1 to Intro marker of item2 with countdown functionality
- Remaining time until the next item of a different, certain class, with countdown functionality

2.3.6.1 Next fixed start



- Configuring the inactive frame
- Bgnd:** Configuration of the background color
 - Frame:** Configuration of the frame color
 - Text:** Configuration of the font
 - Frame:** Switching on/off the frame



- Configuring the active frame
- Bgnd:** Configuration of the background color
 - Frame:** Configuration of the frame color
 - Text:** Configuration of the font
 - Sunken Edge:** Frame in 3D view

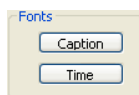


Reset to the default layout



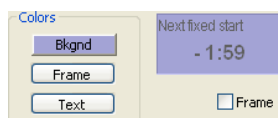
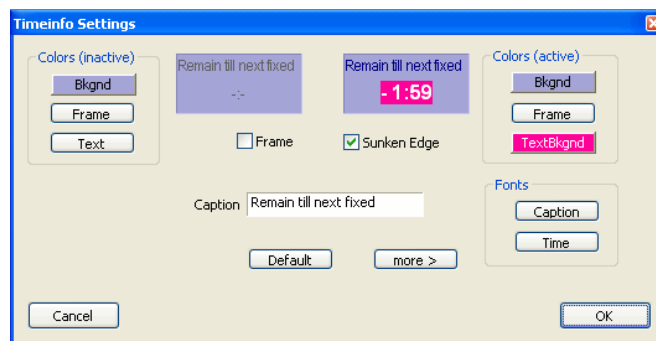
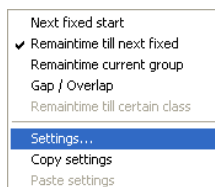
Caption: Field inscription



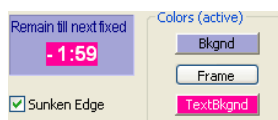


Configuring the fonts of
Caption: the field inscription
Time: the time info

2.3.6.2 Remaintime till next fixed



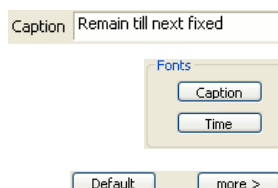
Configuring the inactive frame
Bgnd: Configuration of the background color
Frame: Configuration of the frame color
Text: Configuration of the font
Frame: Switching on/off the frame



Configuring the active frame
Bgnd: Configuration of the background color
Frame: Configuration of the frame color
Text: Configuration of the font
Sunken Edge: Frame in 3D view



Reset to the default layout

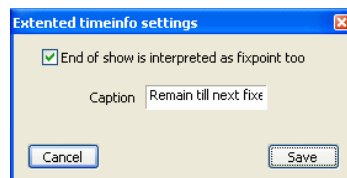


Caption: Field inscription

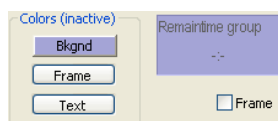
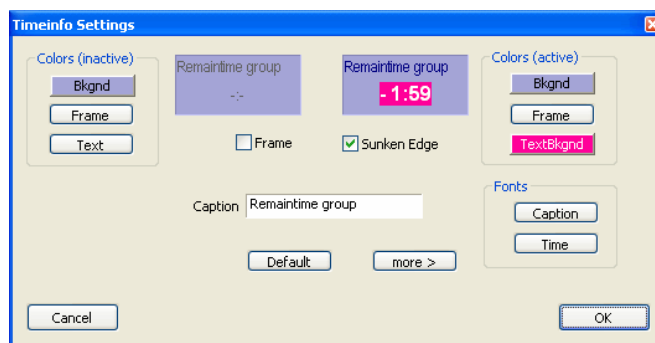
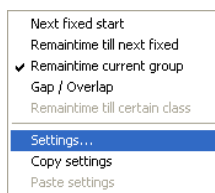
Configuring the fonts of
Caption: the field inscription
Time: the time info

Default: Reset to the default values

more: Definition of the show end as a fixed point, meaning that the countdown is performed as well if no following show (containing a planned fixed start) is scheduled.



2.3.6.3 Remaintime current group



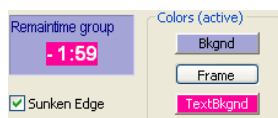
Configuring the inactive frame

Bkgnd: Configuration of the background color

Frame: Configuration of the frame color

Text: Configuration of the font

Frame: Switching on/off the frame



Configuring the active frame

Bkgnd: Configuration of the background color

Frame: Configuration of the frame color

Text: Configuration of the font

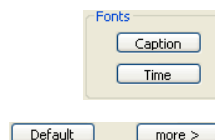
Sunken Edge: Frame in 3D view



Reset to the default layout



Caption: Field inscription



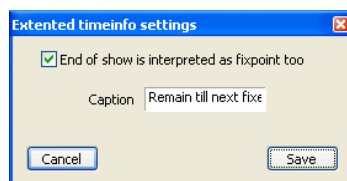
Configuring the fonts of

Caption: the field inscription

Time: the time info

Default: Reset to the default layout

more: Definition of the show end as a fixed point, meaning that the countdown is performed as well if no following show (containing a planned fixed start) is scheduled..



2.3.6.4 Gap / Overlap

Next fixed start
Remaintime till next fixed
Remaintime current group
✓ Gap / Overlap
Remaintime till certain class

Settings...
Copy settings
Paste settings

Configuring the inactive frame

Background: Configuration of the background color

Transparent: Transparent background

Frame: Configuration of the frame color

Fonts:

Caption: Field inscription

Caption: Text of the field name

Default: Reset to the default layout

Configuring the frame in case of a gap

Background: Configuration of the background color

Transparent: Transparent background

Frame: Configuration of the frame color

Text Bkgnd: Background color behind the text

Fonts:

Caption: Field inscription

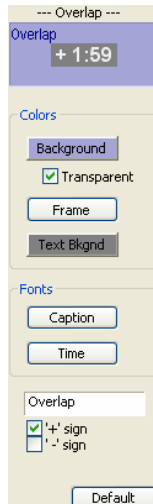
Time: Field value

Caption: Text of the field name

+ / - sign: show a „+“ or a „-“ for a gap

Default: Reset to the default layout





Configuring the frame in case of a overlap

Background: Configuration of the background color

Transparent: Transparent background

Frame: Configuration of the frame color

Text Bkgnd: Background color behind the text

Fonts:

Caption: Field inscription

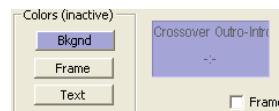
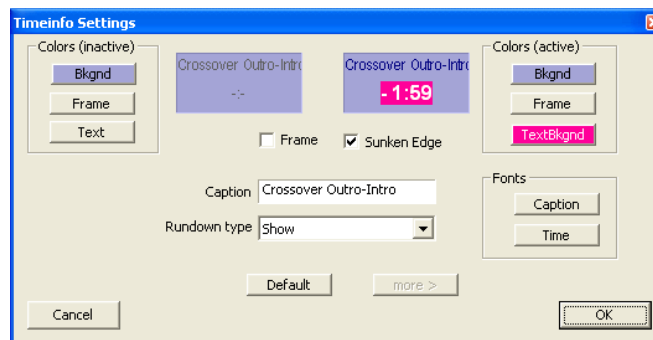
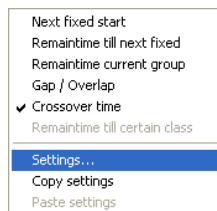
Time: Field value

Caption: Text of the field name

+ / - sign: show a „+“ or a „-“ for a gap

Default: Reset to the default layout

2.3.6.5 Crossover time



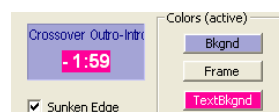
Configuring the inactive frame

Bkgnd: Configuration of the background color

Frame: Configuration of the frame color

Text: Configuration of the font

Frame: Switching on/off the frame



Configuring the active frame

Bkgnd: Configuration of the background color

Frame: Configuration of the frame color

Text: Configuration of the font

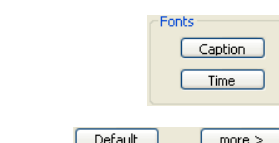
Sunken Edge: Frame in 3D view



Caption: Field inscription



Runddown type: Defines, if the value in this crossover time field refers to the show liste or to a defined stack (stack functionality not yet released).



Fonts:

Caption: Schriftart der Feld-Beschriftung

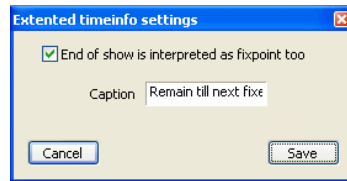
Time: Schriftart der Zeitangabe

Default: Rückstellung auf die Startwerte

more: Definition eines Show-Endes als Fix-Punkt, damit der Countdown

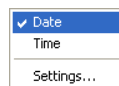
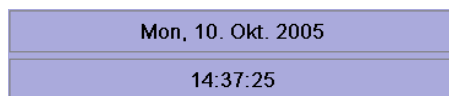


auch bei einem Showende ohne nächste geladene Show (mit einem geplanten Fix-Start) angezeigt wird.



2.3.7 Configuring DateTimeInfo1 / 2

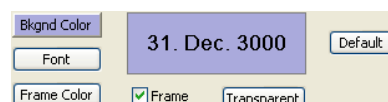
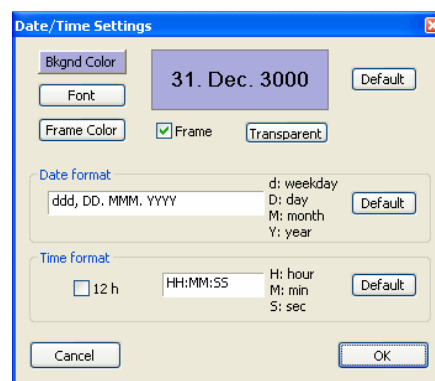
These frames display the current date / time in definable formats.



Configuring the field content:

Date: Displays the current date

Time: Displays the current time



Configuring the inactive field

Bkgnd Color: Definition of the background color

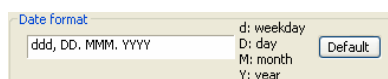
Font: Definition of the Font

Frame Color: Definition of the frame color

Frame: Switching on/off the frame

Transparent: Transparent background

Default: Reset to default values



Configuring the date format (only available when Display „Date“ is activated)

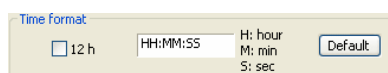
dd / ddd: week day

D / DD: Date – Day

M / MM / MMM: Date – Month

YY / YYYY: Date – Year

Default: Reset to default values



Configuring the time format (only available when Display „Date“ is activated)

12h: 12-hour-display with “am”/“pm”

HH: hour

MM: minute

SS: second



Default: Reset to default values

2.3.8 Configuring Selection1 – 4

These frames display the selection fields for the program (channel), date, show, and jingle bank. Default, always the current or next show are automatically opened.

Program:	Program 1
Date:	10. 10. 2005
Show:	09:00-12:00 Forenoon Program
Jinglebank:	Jinglebank 1

- ✓ Program
- Date
- Show
- Jinglebank
- Settings...
- Copy settings
- Paste settings

Configuring the field content:

Program: Loading the program. A dropdown list of the available programs (channels) appears:

Program 1
Program 2

Date: Loading date of the show. A calendar for selecting the day appears:



Show: Selection of the show. A dropdown list of the show available at the selected day appears:

00:00 - 05:00	00:00-05:00 Night Program
05:00 - 09:00	05:00-09:00 Morning Program
09:00 - 12:00	09:00-12:00 Forenoon Program
12:00 - 15:00	12:00-15:00 Midday Program
15:00 - 18:00	15:00-18:00 Afternoon Program

Jinglebank: Display of the jingle bank. A dropdown list of the available jingle banks appears:

Jinglebank 1
Jinglebank 2

- ✓ Program
- Date
- Show
- Jinglebank
- Settings...
- Copy settings
- Paste settings

Settings

Program: Title default

Fonts

Caption
Title

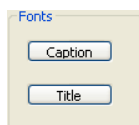
Colors

Caption Background
Title Frame

Caption title: Program:
no frame

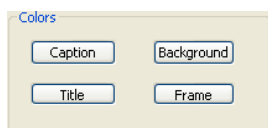
Cancel
OK





Configuration of the fonts for

Caption: the field name
Title: the field title

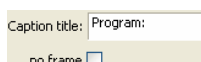


Configuration of the colors for

Caption: the field name
Background: the background
Title: the field title
Frame: the frame



Default: Reset to the default values

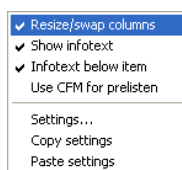


Caption Title: definition of a field name
no frame: Switching of/off the frame

2.3.9 Configuring List1 / 2

These frames display the show list, and may have different tasks to perform.

1	05:04:06	05:09:18		PAMELA - TOTO	TOTO	5:12		<System>
4	10:13:16	10:13:22		Showopener		0:06		
	10:13:16	10:13:22		Antenne Bayern Jingle / Demo user	Demo user	0:06		<System>
	10:13:22	10:52:08		Musikblock		38:46		
5	10:13:22	10:18:34		PAMELA / TOTO	TOTO	5:12		<System>
6	10:18:34	10:22:42		GEORGY PORGY / TOTO	TOTO	4:08		<System>
7	10:22:42	10:26:33		I' LL BE OVER YOU / TOTO	TOTO	3:51		<System>
8	10:26:33	10:32:27		OUT OF LOVE / TOTO	TOTO	5:53		<System>
9	10:32:27	10:39:06		LOVE HAS THE POWER / TOTO	TOTO	6:39		<System>
10	10:39:06	10:44:08		ANIMAL / TOTO	TOTO	5:02		<System>
11	10:44:08	10:45:08		hanky panky / Demo user	Demo user	1:00		<System>
12	10:45:08	10:52:08		Platzhalter		7:00		
	10:52:08	10:53:38				1:30		



Resize/swap columns: Configuring the column width and position is done via the head line appearing.

13	9:30:00	10:02:12		Musikblock				
	9:30:00	9:35:53		OUT OF LOVE	TOTO	5:53		<System>
14	9:35:53	9:40:52		I WON` T HOLD YOU BACK	TOTO	4:59		<System>
15	9:40:52	9:45:00		GEORGY PORGY	TOTO	4:08		<System>

Show infotext: Switching on/off the Infotext line.

16	10:43:59	10:49:29		ROSANNA (MaxiSingle)	TOTO	5:31		
----	----------	----------	--	----------------------	------	------	--	--

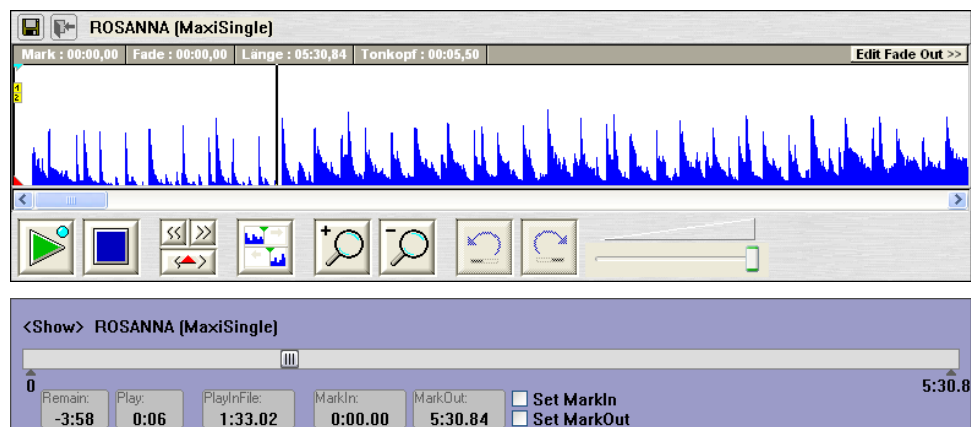
Infotext below item: Displays the info text line below the according item,



otherwise above.

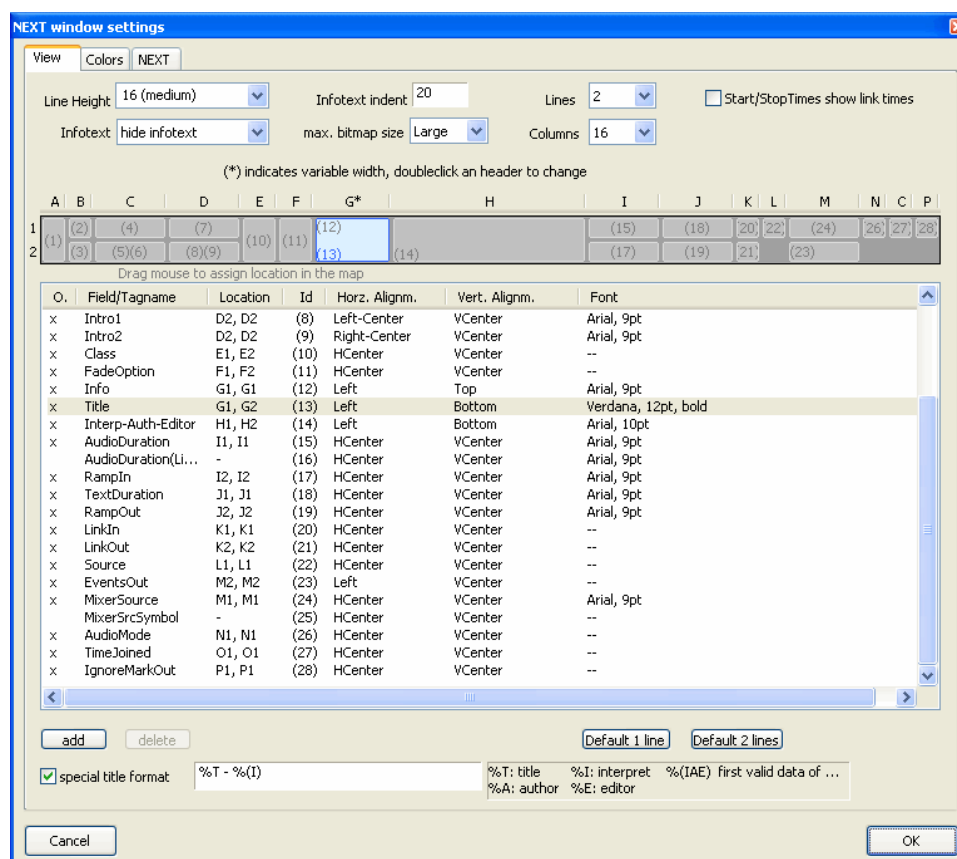


Use CFM for pre-listen: Switching on/off the CrossFadeMixer to pre-listen via the middle mouse button. Otherwise the player module is used.



2.3.9.1 Configuring the „Showlist“ Frame

- ✓ Resize/swap columns
- ✓ Show infotext
- ✓ Infotext below item
- Use CFM for prelisten
- Settings...
- Copy settings
- Paste settings



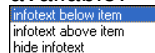
Line Height: 16 (medium)
Infotext: infotext below item

Line Height: The height of an item in the list. The following settings are available:

- (User defined)
- 10 (small)
- 16 (medium)
- 24 (large)



Infotext: Position of the info text line. The following settings are available:



Infotext indent: 20
max. bitmap size: Large

Infotext indent: Indention of the info text line in pixels.

Max. bitmap size: Size of the audio class symbol of each item. The following setting are available:



Lines: 2
Columns: 13

Lines: Number of lines per item in the broadcast list.

Columns: Number of columns in the broadcast list.

	A	E	C	D	E	F
1	(1)	(2)	(4)	(7)	(10)	(11)
2	(3)	(5)	(6)	(8)	(9)	

Coordinates overview: Overview over the field positions defined in the list.

On	Field/Tagname	Left/Top	Right/Bottom	Horiz. Alignm.	Vert. Alignm.	Font
x	OpenGroup1	A1	A2	Left Center	Top Center	Lucida Console, 8pt
x	Number	B1	B1	Left Center	Top Center	
x	SoundFile	B2	B2	Left Center	Top Center	
x	Start/Time	C1	C1	Left Center	Top Center	
x	SoundFile	C2	C2	Left Center	Top Center	
x	Start/Time	C3	C3	Right Center	Top Center	
x	Start/Time	D1	D1	Left Center	Top Center	
x	Info1	D2	D2	Left Center	Top Center	
x	Info2	D3	D3	Right Center	Top Center	

In the list, the fields for the broadcast list display are defined.

On: Display/Hide the according broadcast list field

Field/Tagname: Database field / function name of the field

Left/Top: Position of the upper left corner of the field.

Right/Bottom: Position of the lower right corner of the field. The size of the field may be across several coordination fields (e.g. B1 – D2).

Horiz. Alignm.: Horizontal alignment of the field content. With defining different alignments, several database fields can be defined for one broadcast list field (see Intro1 und Intro2 in the list above).

Vert. Alignm.: Vertical alignment of the field content. With defining different alignments, several database fields can be defined for one broadcast list field (see Info und Title in the list above).

Font: Format of the field font.

new delete

New / Delete: Add / delete a field. The list of all available fields and functions are listed in the Technical Documentation of the Broadcast Server.

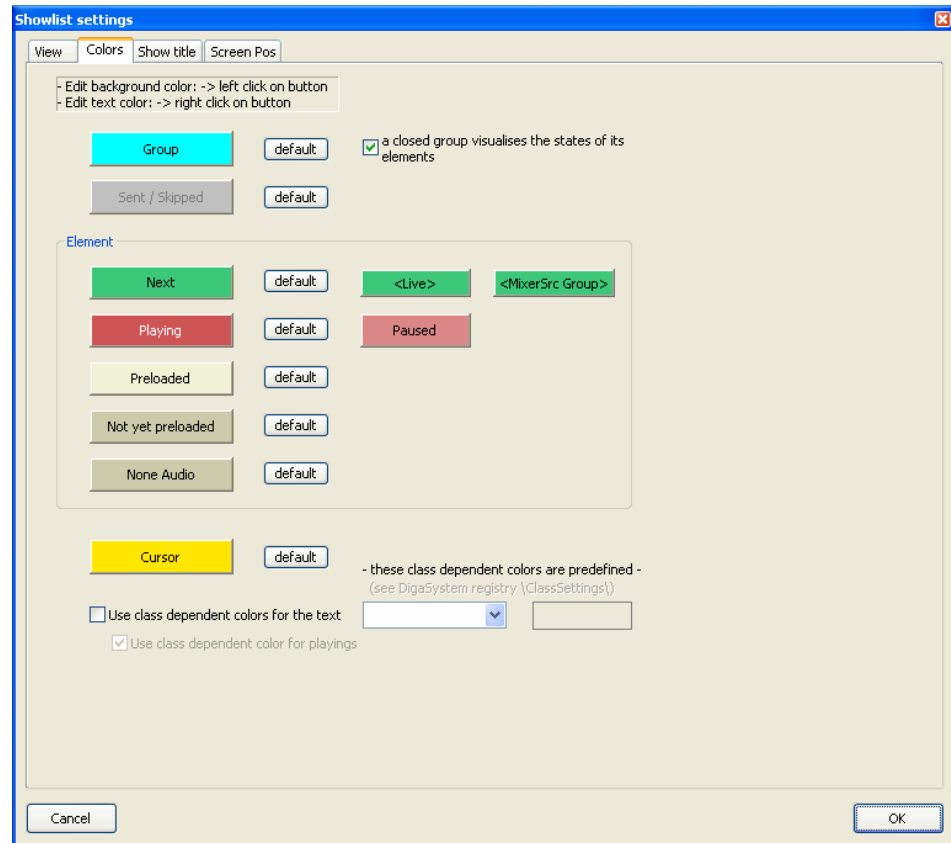
Default 1 line Default 2 lines

Default 1 line / Default 2 lines: Reset to the default values of 1-line and 2-line display.

☒ special title format %T - %(1)
%T: title %I: interpret %(IAE) first valid data of ...
%A: author %E: editor

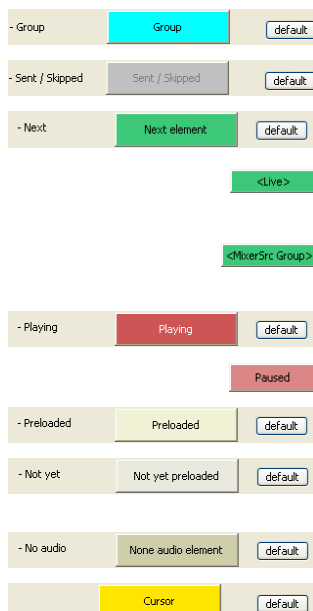
Special Title format: Entering naming parameters for the item title display.





Color configuration of the broadcast list elements.

With the left mouse button, the background color is defined,
with the right mouse button, the color of the text is defined.



Group: Color of groups

Sent / Skipped: Color of sent / skipped items

Next element: Color of the next item to be played out

Live: Color of the next item to be played out, in case of a live element

Mixer Src Group: Color of the next item to be played out, in case of a Mixer Source Group

Playing: Color of the currently playing out item

Paused: Color of the currently playing out item, in paused state

Preloaded: Color of the items pre-loaded in MultiPlayer

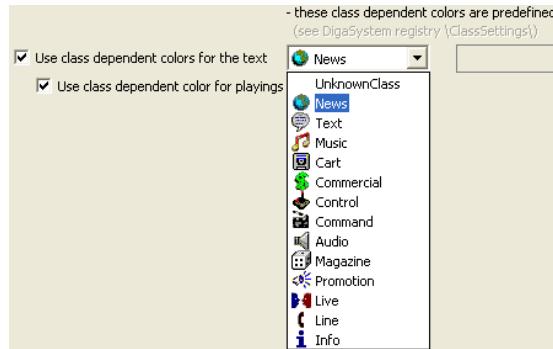
Not yet preloaded: Color of the items not yet pre-loaded in MultiPlayer

None audio element: Color of the items without audio

Cursor: Color of the marker item (independent from the next item to be played out).



Class dependent colors



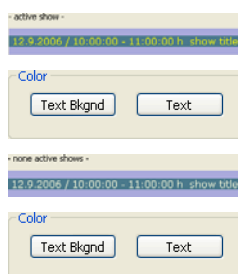
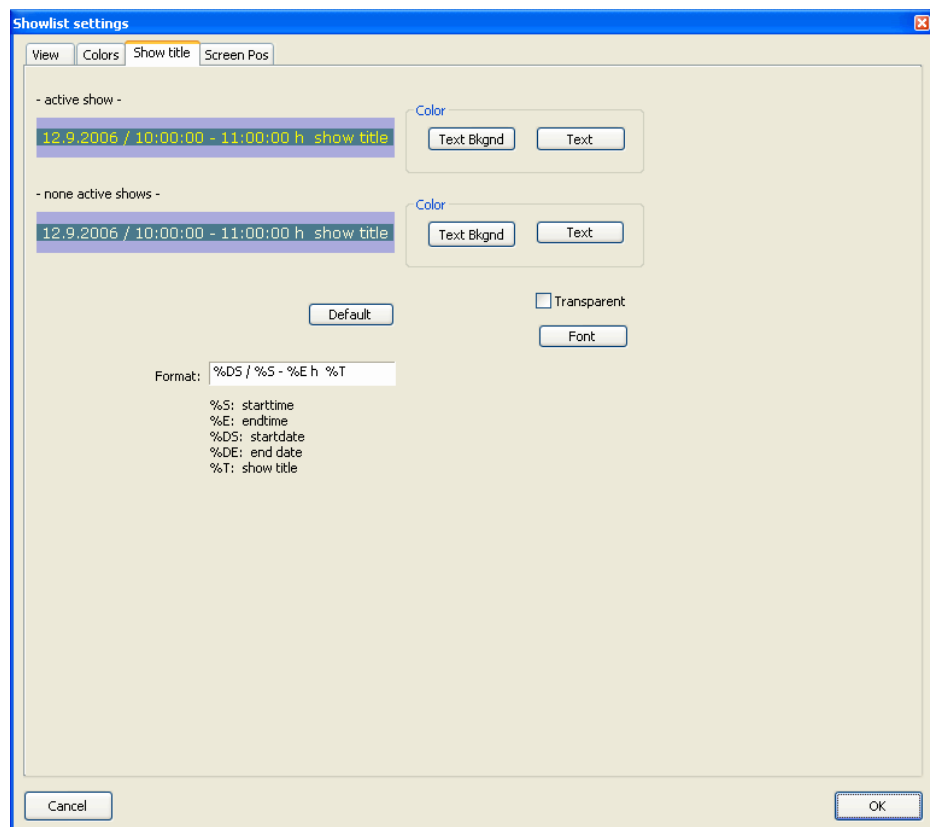
If class dependent colors have been pre-defined in the DigaSystem registry, the following options can be activated to take them over to the showlist colors:

- User class dependent colors for the text

If you even want to use the class dependent color for playing out items, you can set the following option:

- Use class dependent colors for playings

Otherwise, the background color of playing items is red (i.e. like defined above).



Preview and configuration of the active show:

Text Bkgnd: background color of the text
Text: Text color

Preview and configuration of further, however not active shows:

Text Bkgnd: Background color of the text
Text: Text color



Font

Transparent

Default

Format: %DS / %S - %E h %T
%S: starttime
%E: endtime
%DS: startdate
%DE: end date
%T: show title

Font: Font of the show

Transparent: Transparent background

Default: Reset to the original layout

Inscription of the show line:

%S – Starttime of the show

%E – Endtime of the show

%DS – Startdate of the show

%DE – Enddate of the show

%T – Title of the show

Showlist settings

View Colors Show title Screen Pos

==== Standard Screen Mode ====

Screen position (top line) depends:

not on playing items

on the eldest playing item

on the latest playing item

(screen will change at item start)

on the NEXT item

(playing item take priority over NEXT; screen will change when item becomes NEXT)

Position at line(from top): 1

Cursor

not on playing items

on eldest playing item

on latest playing item

on the NEXT item

get into standard screen mode when item starts

Groups of these class types are initially closed:

UnknownClass

News

Text

Music

Cart

Commercial

Control

Command

Audio

Magazine

Promotion

Live

Line

Info

Cancel

OK

Screen position (top line) depends:

not on playing items

on the eldest playing item

on the latest playing item

(screen will change at item start)

on the NEXT item

(playing item take priority over NEXT; screen will change when item becomes NEXT)

Position at line(from top): 1

Configuration of the first line to be displayed in the broadcast list

not on playing items: The display of the broadcast list is not changed if an element is started to playout. So the display must be manually shifted.

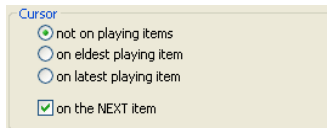
on the eldest playing item: The first line show the eldest playing item. When starting an item, the display is automatically updated. When a second item is started before the first one has ended, the display remains on its position. Only after the first item has ended, the display moves down for one step.

on the latest playing item: The first line show the last started playing item. When starting a second item after the first one, the display is moving down for one step.

on the NEXT item: If no item is playing out, the first line shows the next (green marked) item to be played out.

Position at line (from top): The line defined above is shown at first (or second, third) position.





Configuration of the cursor position

Not on playing items: The cursor is independent from the playing items.

on the eldest playing item: When set back to Pos1 after manually moving it, the cursor is set on the eldest playing item.

on the latest playing item: When set back to Pos1 after manually moving it, the cursor is set on the latest started item.

on the NEXT item: When no item is played out, the cursor is set on the next (green marked) item.

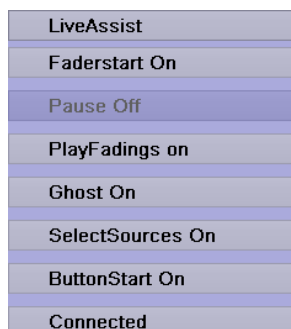
☐ get into standard screen mode when item starts



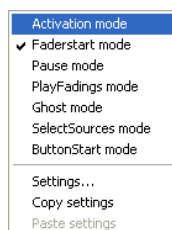
Definition of groups to appear closed (instead of displaying all group elements in an open group). Displaying closed groups is helpful if played out sequentially, e.g. commercial blocks.

2.3.10 Configuring ModeBtn1 – 6

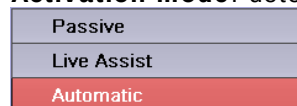
These frames display switches for freely definable On-Air modes.



2.3.10.1 Activation mode



Activation mode: determines the method of working.



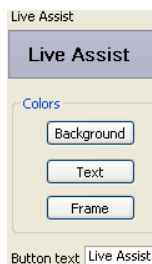
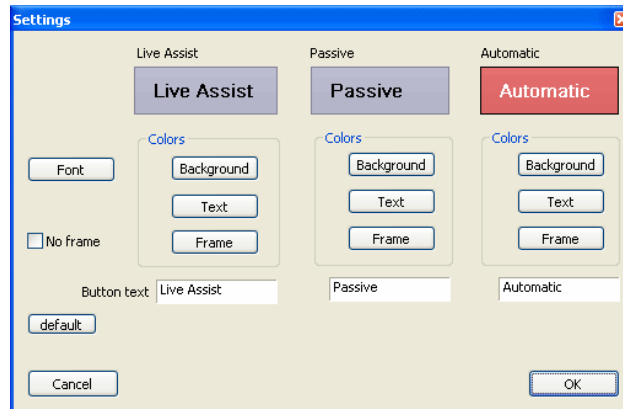
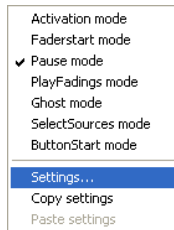
Basically, in Passive Mode no direct commands (via keyboard, mouse, fader) can be executed. So, the passive mode is mainly a viewer function or may be used for remote control.

In Live Assist mode, the one-man functionality is used. Depending on the start modes of the items, they are started automatically ("Sequenced", "fixed start mode") or manually.

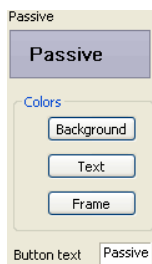
In Automatic mode, all items have an automated start, depending on their start modes. In the On-Air studio, this function is mainly used for a temporary automated broadcast (coffee break).

Besides, all three modes can be configured to have different additional features.

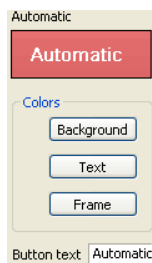




For active/live assist mode:
Background: the background color
Text: the text color
Frame: the frame color
Button text: the button text



For inactive/passive mode:
Background: the background color
Text: the text color
Frame: the frame color
Button text: the button text

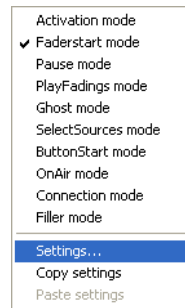


For automatic mode:
Background: the background color
Text: the text color
Frame: the frame color
Button text: the button text



Font: Definition of the font
No frame: Hiding frames
Default: Reset to default values

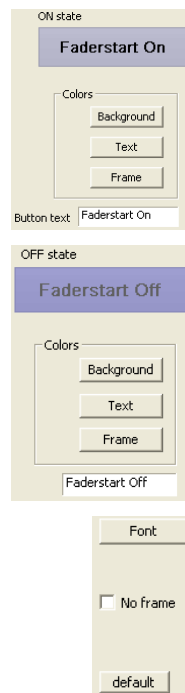
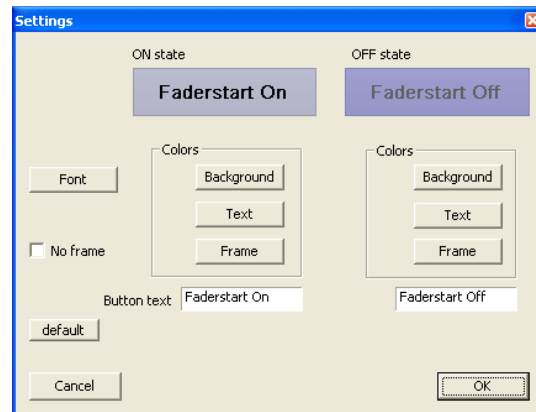
2.3.10.2 Faderstart Mode



Faderstart Mode: switches the fader start on/off to control starting/stopping the item via the mixing console. If switched off, TurboPlayer can be controlled with keyboard or mouse.



When switched off, TurboPlayer can be controlled via keyboards and mouse.



With Fader Start switched on:
Background: the background color
Text: the text color
Frame: the frame color
Button text: the button text

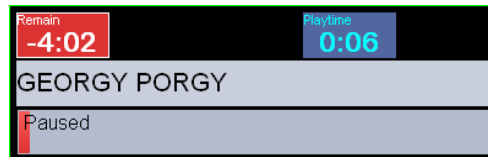
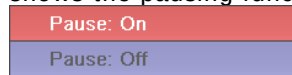
With Fader Start switched off:
Background: the background color
Text: the text color
Frame: the frame color
Button text: the button text

Font: Definition of the font
No frame: Hiding frames
Default: Reset to default values

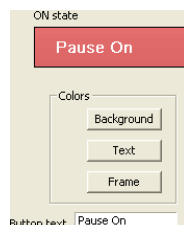
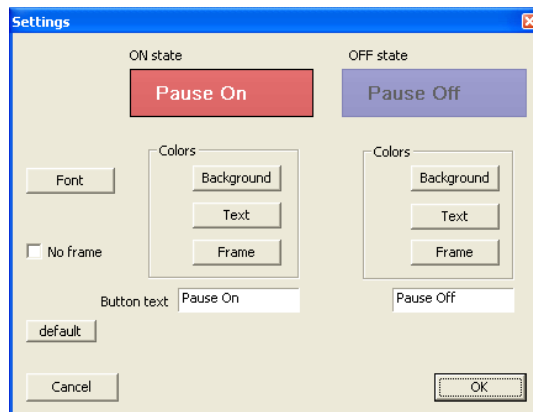


2.3.10.3 Pause Mode

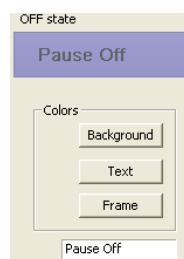
Pause Mode: allows pausing the playout of items. In normal mode the stop command ends the playout of the current item and the next item is selected to be played out next, whereas in pause mode the playout is just paused and can be continued after the start command. A blinking background of the player shows the pausing function.



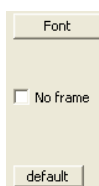
Depending on configuration, the pausing function can constantly be active, or it may be reset to normal mode after the first pausing action.



For the activated Pause mode:
Background: the background color
Text: the text color
Frame: the frame color
Button text: the button text



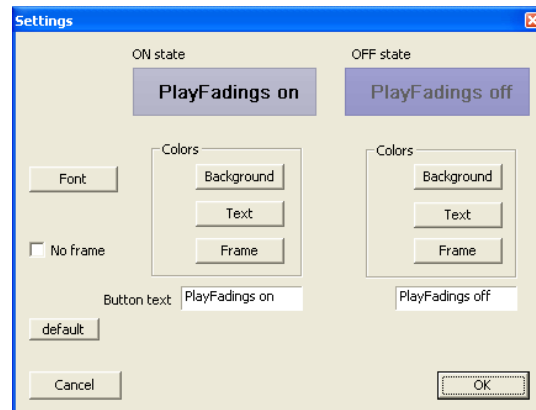
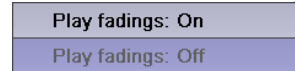
For the deactivated Pause mode:
Background: the background color
Text: the text color
Frame: the frame color
Button text: the button text



Font: Definition of the font
No frame: Hiding frames
Default: Reset to default values

2.3.10.4 PlayFadings Mode

PlayFadings mode: allows to play out with / without considering the fading curves defined in Crossfade Mixer. When switched off, the item is played from the beginning of the file to the end of it (if motor faders are used: with full leveling), whereas the in activated PlayFadings mode the start and end fadings are transferred correctly to motor faders.



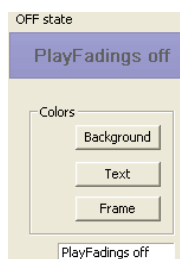
For the activated Play Fadings mode:

Background: the background color

Text: the text color

Frame: the frame color

Button text: the button text



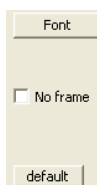
For the deactivated Play Fadings mode:

Background: the background color

Text: the text color

Frame: the frame color

Button text: the button text



Font: Definition of the font

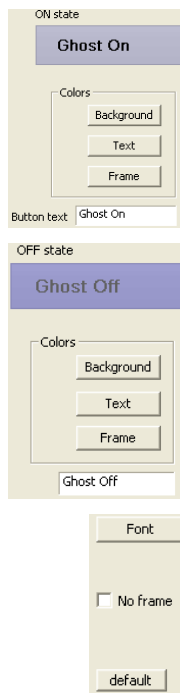
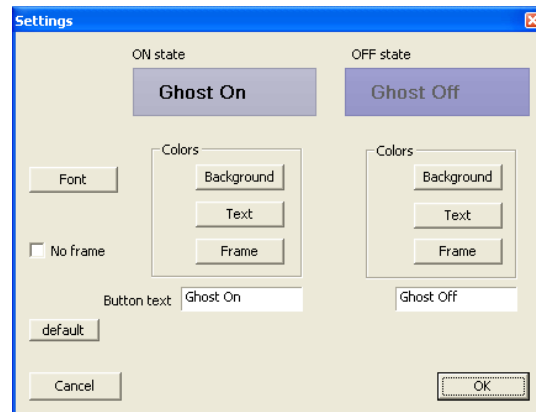
No frame: Hiding frames

Default: Reset to default values

2.3.10.5 Ghost Mode

Ghost mode: All currently running items are played to the end, after that playout stops, even if the next item has a „Sequenced“ start. With activating the Ghost mode, the start mode of a following “sequenced” item changes to “manual”. After the break (e.g. for reading a breaking news or traffic item) the normal rundown is continued with a manual start of the next item.

Ghost: On
Ghost: Off



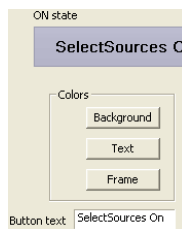
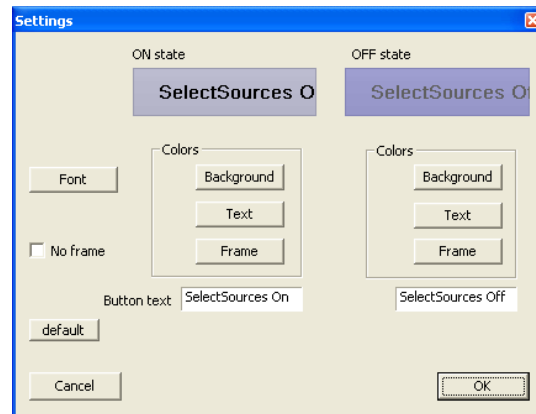
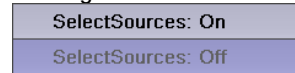
For the activated Ghost mode:
Background: the background color
Text: the text color
Frame: the frame color
Button text: the button text

For the deactivated Ghost mode:
Background: the background color
Text: the text color
Frame: the frame color
Button text: the button text

Font: Definition of the font
No frame: Hiding frames
Default: Reset to default values

2.3.10.6 SelectSources Mode

SelectSources mode: When the SelectSources mode is activated, a virtual item in TurboPlayer is directly assigned to a dedicated mixer desk channel. By doing this, it is possible to assign an CD-Player item to a certain fader on the mixing console.



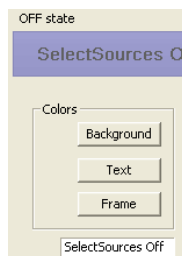
For the activated SelectSources mode:

Background: the background color

Text: the text color

Frame: the frame color

Button text: the button text



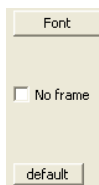
For the deactivated SelectSources mode:

Background: the background color

Text: the text color

Frame: the frame color

Button text: the button text



Font: Definition of the font

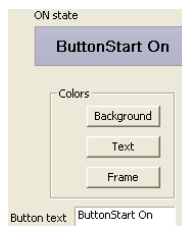
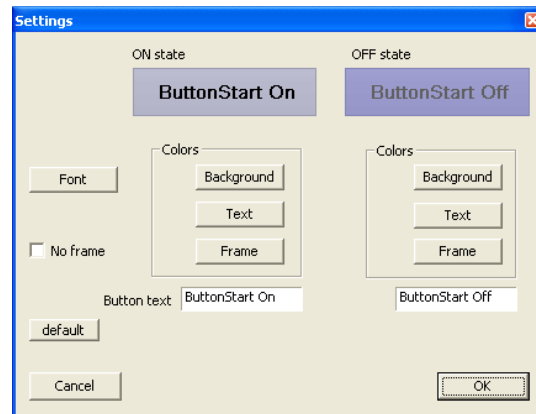
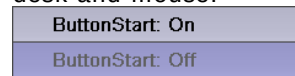
No frame: Hiding frames

Default: Reset to default values



2.3.10.7 ButtonStart Mode

ButtonStart mode: switches on/off the starting / stopping of items via the mixing desk. When switched off, TurboPlayer can be controlled via the mixing desk and mouse.



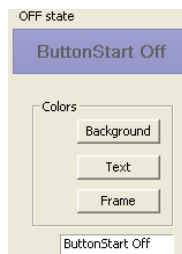
For the activated ButtonStart mode:

Background: the background color

Text: the text color

Frame: the frame color

Button text: the button text



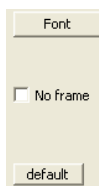
For the deactivated ButtonStart mode:

Background: the background color

Text: the text color

Frame: the frame color

Button text: the button text

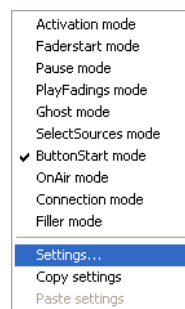


Font: Definition of the font

No frame: Hiding frames

Default: Reset to default values

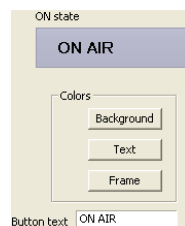
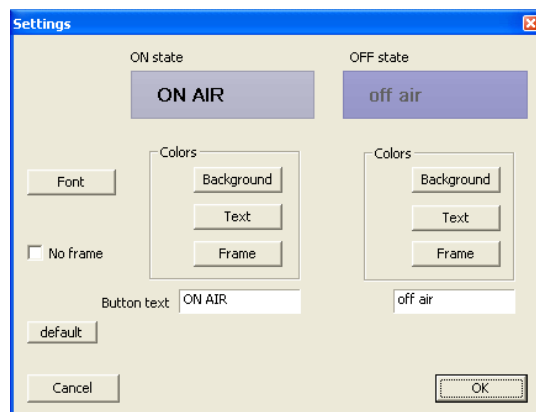
2.3.10.8 OnAir Mode



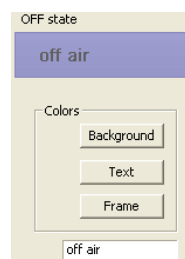
OnAir mode is used for sending signals outside the Broadcast Server System.



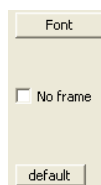
So, OnAir mode doesn't necessarily switch the TurboPlayer to OnAir / OffAir, it rather may perform a customer-defined function or a macro.



For the activated OnAir mode:
Background: the background color
Text: the text color
Frame: the frame color
Button text: the button text

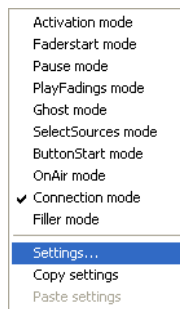


For the deactivated OnAir mode:
Background: the background color
Text: the text color
Frame: the frame color
Button text: the button text



Font: Definition of the font
No frame: Hiding frames
Default: Reset to default values

2.3.10.9 Connection Mode



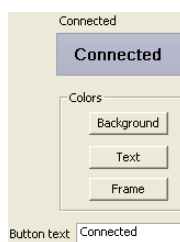
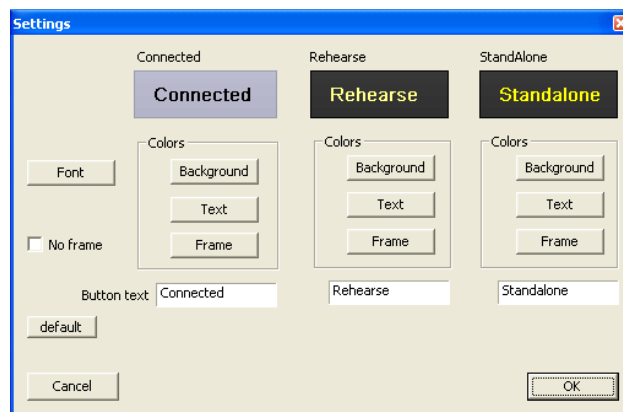
Connection Mode offers 3 modes concerning the connection to the Broadcast Server, having different effects to the logging within BCS:



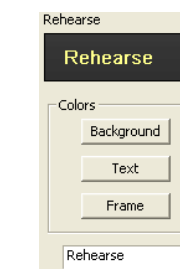
In **Connected** mode which is the standard mode, all actions performed in TurboPlayer are written back to the Broadcast Server and from there to all connected export modules.

In **Rehearse** mode, the connection to BCS is interrupted. In this mode you can work on the show list (moving, deleting, playout) without writing the changes back to the BCS. Therefore, this mode is used for rehearsing the show without having effect on the centrally stored broadcast list. When switching back to Connected mode, the current status of the BCS (which may have been changing since switching to Rehearse mode) is written back to the TurboPlayer. So, all lists in TurboPlayer are refreshed by the current lists coming from BCS.

In **Standalone** mode, the connection to BCS is interrupted as well. However in this case, all data created in Standalone mode (like changing cross fade data, start modes etc.) are temporarily saved locally. When re-connecting to BCS by switching to Connected mode, the data are sent from TurboPlayer to BCS. So, all changed lists are refreshed in BCS, coming from TurboPlayer.

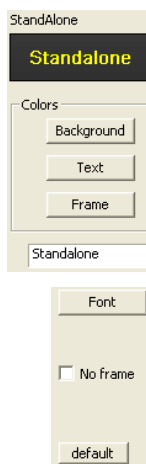


For the Connected mode:
Background: the background color
Text: the text color
Frame: the frame color
Button text: the button text



For the Rehears mode:
Background: the background color
Text: the text color
Frame: the frame color
Button text: the button text

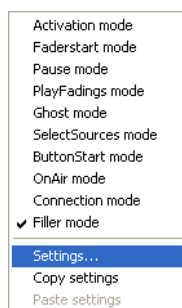




For the Standalone mode:
Background: the background color
Text: the text color
Frame: the frame color
Button text: the button text

Font: Definition of the font
No frame: Hiding frames
Default: Reset to default values

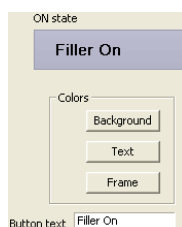
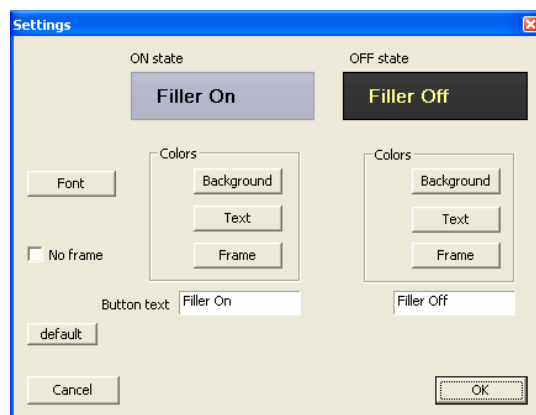
2.3.10.10 Filler Mode



Filler Mode allows switching on/off the automated filling function of gaps in the schedule, which may arise before the start-on-time element, e.g. of the next show.

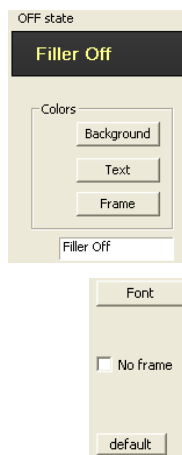


By switching on/off, the presenter can decide if the gap should be filled by fitting filler jingles or if he wants to bridge the gap by himself (moderation).



For the activated Filler mode:
Background: the background color
Text: the text color
Frame: the frame color
Button text: the button text





For the deactivated Filler mode:
Background: the background color
Text: the text color
Frame: the frame color
Button text: the button text

Font: Definition of the font
No frame: Hiding frames
Default: Reset to default values

2.3.11 Configuring Btn1 / 2

The Btn frames are buttons to be freely positioned on the TurboPlayer screen.



Trash Can: Contains all item deleted from the schedule within TurboPlayer. By clicking it, the Trash Can contents are shown:

Day trash can											
Program	Show	Sta	Sta	Start	Duration	Class	Sting	Title	Source	Sendstate	
Program 1	09:00-12:00 Forenoon Program	👤	👤	10:38:55	5:02	🔊		ANIMAL	🔊	🔊	
Program 1	09:00-12:00 Forenoon Program	👤	👤	10:38:55	4:08	🔊		GEORGY PORGY	🔊	🔊	
Program 1	09:00-12:00 Forenoon Program	👤	👤	10:38:55	6:39	🔊		LOVE HAS THE POWER	🔊	🔊	
Program 1	09:00-12:00 Forenoon Program	👤	👤	10:38:55	5:31	🔊		ROSANNA (MaxiSingle)	🔊	🔊	
Program 1	09:00-12:00 Forenoon Program	👤	👤	10:38:55	4:59	🔊		I WON'T HOLD YOU BACK	🔊	🔊	
Program 1	09:00-12:00 Forenoon Program	👤	👤	10:38:55	5:53	🔊		OUT OF LOVE	🔊	🔊	
09:00-12:00 Forenoon Program											
Program 1	09:00-12:00 Forenoon Program	👤	👤	10:04:30	0:06	🔊		Antenne Bayern Jingle	🔊	🔊	
Program 1	09:00-12:00 Forenoon Program	👤	👤	10:04:36	0:00	🔊		Platzhalter	🔊	🔊	
Program 1	09:00-12:00 Forenoon Program	👤	👤	10:04:36	4:08	🔊		GEORGY PORGY	🔊	🔊	
Program 1	09:00-12:00 Forenoon Program	👤	👤	10:04:36	6:39	🔊		LOVE HAS THE POWER	🔊	🔊	
Program 1	09:00-12:00 Forenoon Program	👤	👤	10:04:36	0:06	🔊		Antenne Bayern Jingle	🔊	🔊	
Program 1	09:00-12:00 Forenoon Program	👤	👤	10:04:36	5:31	🔊		ROSANNA (MaxiSingle)	🔊	🔊	
Program 1	09:00-12:00 Forenoon Program	👤	👤	10:04:36	4:59	🔊		I WON'T HOLD YOU BACK	🔊	🔊	
Program 1	09:00-12:00 Forenoon Program	👤	👤	10:04:36	5:53	🔊		OUT OF LOVE	🔊	🔊	

Adjust Times: Refresh the time calculations in the broadcast list (planned start / stop times).

2.3.12 Configuring Jingles1

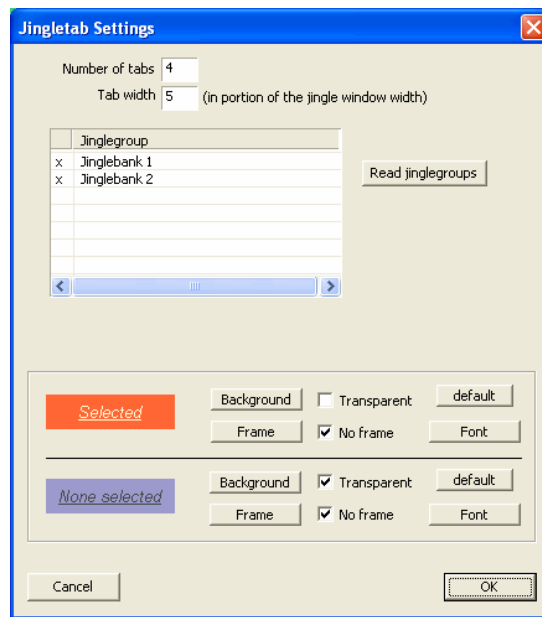
The Jingle Frame displays the jingle bank with a freely definable number of jingles.

Jinglebank 1		Jinglebank 2	
1	0:06	2	0:21
Antenne Bayern Jingle		Laser arrows	
5	0:36	6	0:37
Sword Fight		Laser Guns	
9	0:19	10	0:20
Hundegebell		Motorengeräusch (Corvette)	



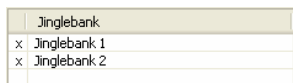
Context menu of the
jingle frame title bar

Settings ...



Number of tabs: defines the number of jingle bank tabs

Tab width: width of the jingle bank tabs



Jinglebank: List of all available jingle banks

x: Activate / Deactivate the display of the according jingle bank

Read jinglegroups

Read jinglegroups: Refresh the list of all available jingle banks



Preview and configuration of the view of the active
Jingle tab.

Background: the background color

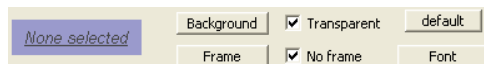
Frame: the frame color

Transparent: Transparent background

No frame: Hide the frame

Default: Reset to default values

Font: Definition of the font



Preview and configuration of the view of the non-active
(not selected) Jingle tabs.

Background: the background color

Frame: the frame color

Transparent: Transparent background

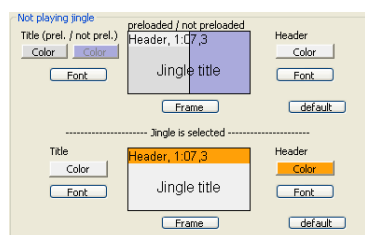
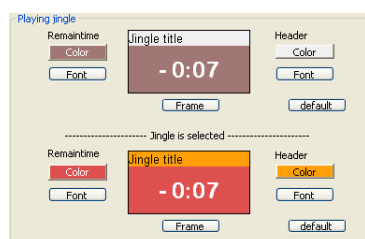
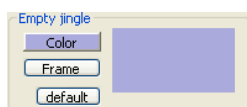
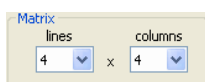
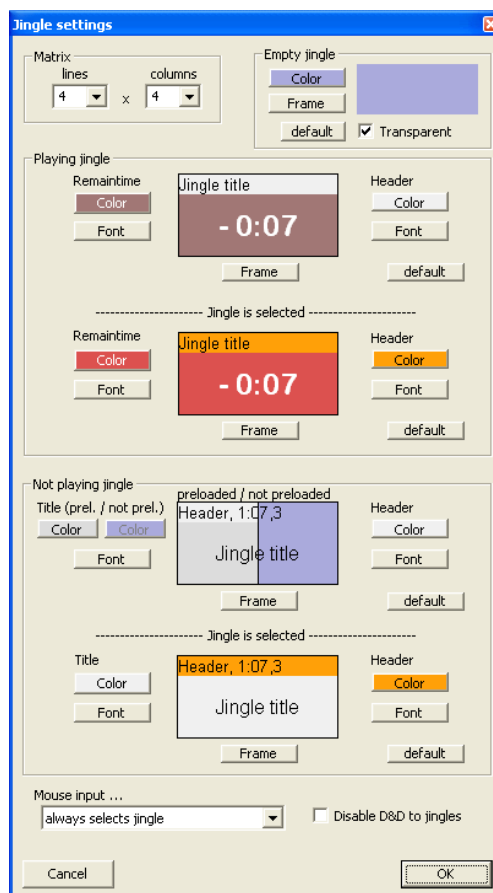
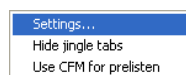
No frame: Hide the frame

Default: Reset to default values

Font: Definition of the font



Context menu of the jingles (on jingle title)



Number of the lines and columns, resulting in the number of displayed jingles within the jingle bank window.

The configuration of not loaded (empty) jingle fields in the jingle bank.

The configuration of currently playing out jingles

Remaintime: The remaining time during playing out the jingle

Header: Title bar of a jingle

Color: background color

Font: Font and size

Frame: Frame color

Default: Reset to default values

Jingle is selected: By clicking a jingle of pressing the according key of the TurboPad, depending on configuration the jingle is only marked (to be played out via fader start on the jingle channel) or he will be directly started. In this case an own color can be defined.

The configuration of not playing out jingles

Title (prel. / not prel.): Title of the jingle during pre-listen / or in normal state.

Header: Title of the jingle

Color: background color

Font: Font and size

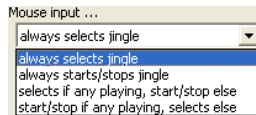
Frame: Frame color

Default: Reset to default values

Jingle is selected: By clicking a jingle of pressing the according



key of the TurboPad, depending on configuration the jingle is only marked (to be played out via fader start on the jingle channel) or he will be directly started. In this case an own color can be defined.



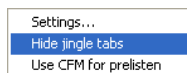
Functions of using the mouse.

Always selects jingle: Activates the clicked jingle to be played out afterward by fader start.

Always starts/stops jingle: Immediately plays out the clicked jingle or stops the jingle.

Selects if any playing, start/stop else: If no jingle in playing, it immediately plays out the clicked jingle. If at least one jingle is still playing, it selects the clicked jingle to play out with fader start.

Start/stop if any playing, selects else: If no jingle in playing, it selects the clicked jingle to play out with fader start. If at least one jingle is still playing, it starts/stops the clicked jingle.

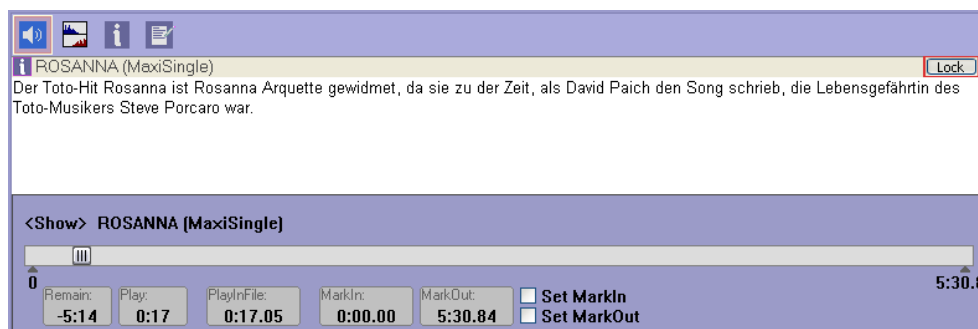


Hide jingle tabs: The jingle tabs are hidden

Use CFM for pre-listen: When pre-listening, the jingle is loaded into the Crossfade Mixer. Otherwise the player module is used.

2.3.13 Configuring WndSelection1

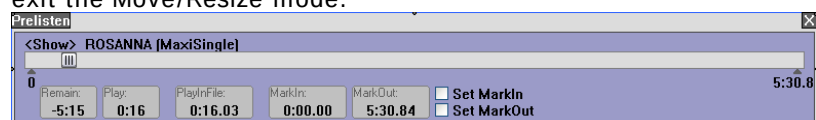
The WndSelection frame displays several windows like PFL Player, Crossfade Editor, Info Text, Presentation text.



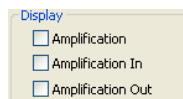
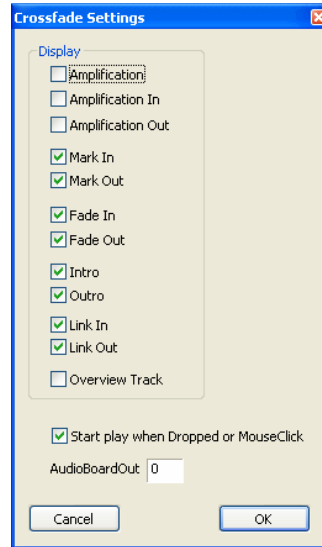
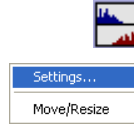
Context menu of the
Pre-listen Player



Move/Resize: The windows changes and can be moved via the moving buttons. With the right mouse button onto the frame, you exit the Move/Resize mode.



Context menu of the
Crossfade Mixer



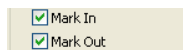
Display of the volume markers



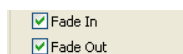
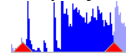
Amplification: General volume

Amplification In: Volume at Mark In

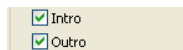
Amplification Out: Volume at Mark Out



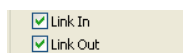
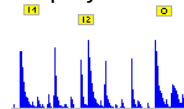
Display of Mark In / Mark Out



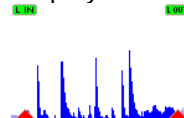
Display of Fade In / Fade Out



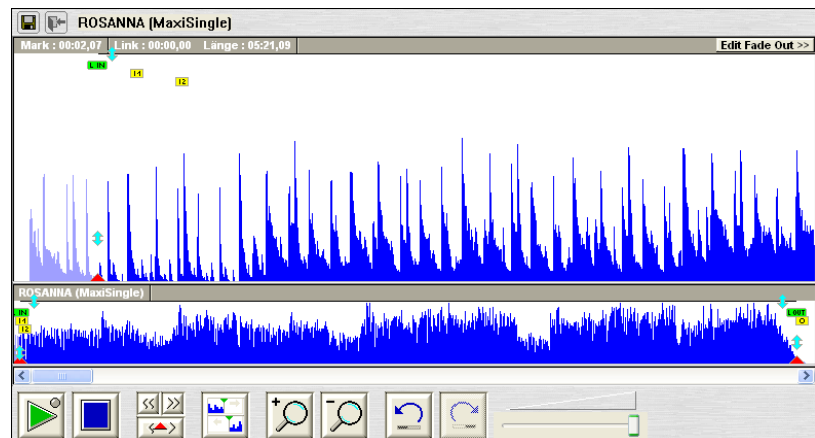
Display of Intro / Outro Markers



Display of Link In / Link Out



Display of the overview window



☒ Start play when Dropped or MouseClick

Automated pre-listen start after loading the item or clicking into



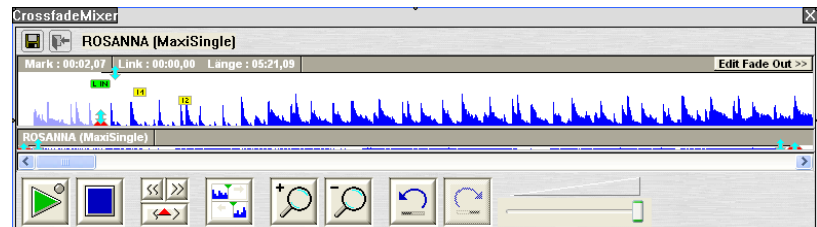
player.

AudioBoardOut 0

Definition of the audio board used for pre-listening.



Move / Resize: The windows changes and can be moved via the moving buttons. With the right mouse button onto the frame, you exit the Move/Resize mode.

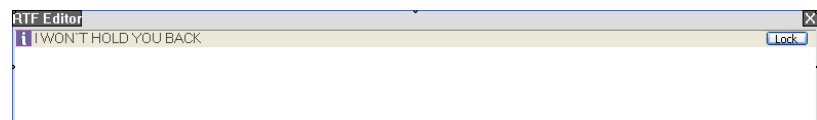


2.3.13.1 Infotext

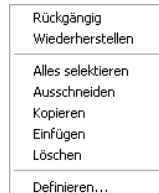
Context menu of the
Infotext Title bar



Move / Resize: The windows changes and can be moved via the moving buttons. With the right mouse button onto the frame, you exit the Move/Resize mode.



Context menu of the
Text window in the
Infotext Frame



Text Editing Functions

Undo / Redo

Mark all: Marks the whole text

Cut: cuts out the marked text and puts it into the Windows clipboard.

Copy: Copies the marked text into the Windows clipboard.

Insert: Inserts the Windows clipboard content at the current cursor position.

Delete: Deletes the marked text.

Define: Defines a font as new font format. However, this command is not yet implemented, it will come with the integration of the edit mode within this field.

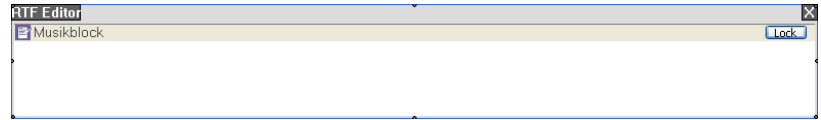


2.3.13.2 Presentation Text

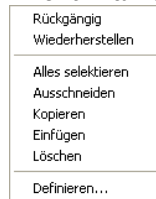
Context menu of the Title bar



Move / Resize: The windows changes and can be moved via the moving buttons. With the right mouse button onto the frame, you exit the Move/Resize mode.



Context menu of the Text window in the Presentation Text Frame



Text Editing Functions

Undo / Redo

Mark all: Marks the whole text

Cut: cuts out the marked text and puts it into the Windows clipboard.

Copy: Copies the marked text into the Windows clipboard.

Insert: Inserts the Windows clipboard content at the current cursor position.

Delete: Deletes the marked text.

Define: Defines a font as new font format. However, this command is not yet implemented, it will come with the integration of the edit mode within this field.

2.4 TurboPad

The TurboPad is the dedicated keyboard for the TurboPlayer application. As the layout of the TurboPad is freely definable, the following pictures are only some possible versions.



1	2	3	4	TIME		OPEN/CLOSE GROUP		FADERSTART ON/OFF		AUTOMATION MODE
5	6	7	8	EVENT 3	EVENT 4	DELETE	MOVE	PFL BEGIN	PFL END	PFL STOP
9	10	11	12	EVENT 2		NEXT	TOGGLE	LOAD CFE		EDIT TEXT
13	14	15	16	EVENT 1		START MODE				ESC
						FLIP				ENTER
START STOP 1		START STOP 2		START STOP 3		SKIP				HOME CLR
						PAUSE				

JINGLE 1

JINGLE 10

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





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 it's 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 pre-listen mode on the PFL (pre fader listening) channel.



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





PFL Stop – Stops the pre-listening 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 playout 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 STEPS

Depending on which steps to perform, they can be done with the TurboPad, mouse, or with standard keyboard. For using mouse or standard keyboard, please refer to the overview at the very end of this manual.

3.1 Starting TurboPlayer



1. Double-click the TurboPlayer Symbol.

Before starting TurboPlayer, the MultiPlayer audio engine to control the audio board is started automatically.

After TurboPlayer has started, depending on configuration the current broadcast list is automatically loaded (if a program has been pre-defined for this TurboPlayer station). Otherwise a dialog box appears to select the desired program.

Further startup scripts (e.g. for autoStart) can be configured.

3.2 Preparing the Broadcast List

3.2.1 Loading a Show



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

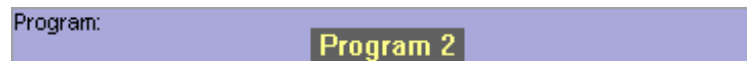


2. Use the mouse or the arrow buttons to select the desired show.

In order to avoid operation errors, TurboPlayer executes the following security measures:

Program changes

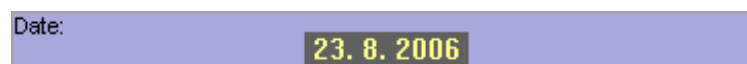
When changing the program, the program name is displayed on a dark background as long as no further loading functions (date, show) have been executed.



If no show has been loaded within 10 seconds, the program is reset to the original program.

Past date

When selecting a past date, the date is displayed on a dark background as long as no further loading functions (date, show) have been executed.



Of no show has been loaded within the following 10 seconds, the date is reset to the current day.



3.3 Pre-listening

3.3.1 Pre-listening an Item

Each item in the broadcast list can be pre-listened anytime without manipulate the On-Air payout. You can pre-listen as well the end of an item while it is currently playing On-Air. To pre-listen 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 pre-listen from the beginning. The item line in the show list displays a preview symbol, the item begins to play in the Preview Player frame.



3. Press the **"PFL STOP"** key to stop pre-listening.

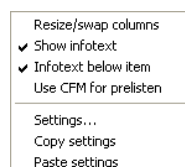
When using the Prelisten command of the TurboPad or another keyboard, you can define to open the item either in the Pre-listen Player or in the Crossfade Mixer. With the Pre-listen Player, the item is loaded a tick faster, as with the Crossfade Mixer the waveform needs to be scanned. On the other hand, in the Crossfade Mixer you can use the marker buttons to change fade in/out positions and immediately save the modified payout data of the item to the show list.

To configure the pre-listen module, use the Settings – Keystrokes – Option: „Prelisten keys refer to CrossfadeMixer“ (see chapter 4.3 „Keystrokes“ on page 77).

Beside the keyboard command, an item can be pre-listened by using the mouse:

1. Middle-click the desired item in the show list. Again, the item line in the show list displays a preview symbol, the item begins to play in the Preview Player frame.

With using the mouse, the pre-listen module is defined in the context menu of the show list – command „Use CFM for prelisten“.



Drag&Drop can be used with the Crossfade Mixer:

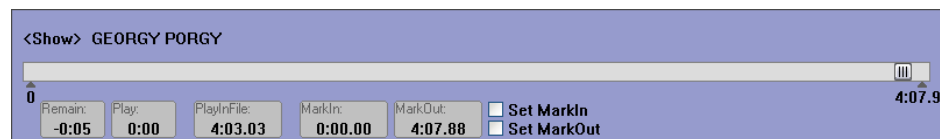
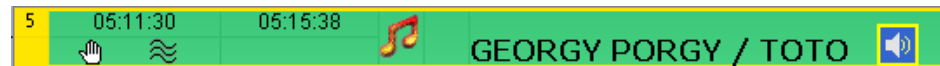
1. Drag the item onto the Crossfade Mixer frame (in case the Crossfade Mixer window is already open) or onto its symbol, if the Crossfade Mixer window is closed.



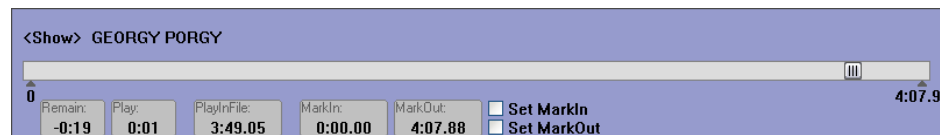
3.3.2 Pre-listening an Item's End

1. Press the "**ARROW UP / DOWN**" keys to select the desired item with the select cursor.
2. Press the "**PFL END**" key to pre-listen the end (i.e. last 5 sec.) of the selected item. In case a Crossfade has been defined, pre-listening begins 5 sec. before the fade-out. From the Crossfade position, the countdown counts on in negative values.

The item line in the show list displays a preview symbol, the item begins to play in the Preview Player frame.



In order to be able to listen not only 5, but 10, 15 etc. seconds before the end, repeatedly press the pre-listen key.



3. With using the Crossfade Mixer, repeatedly pressing the PFL key results in changing the waveform display resolution, as the pre-listen function of the Crossfade Mixer always begins at the beginning of the waveform window.
4. Press the "**PFL END**" key again to step back another 5 seconds in the item.

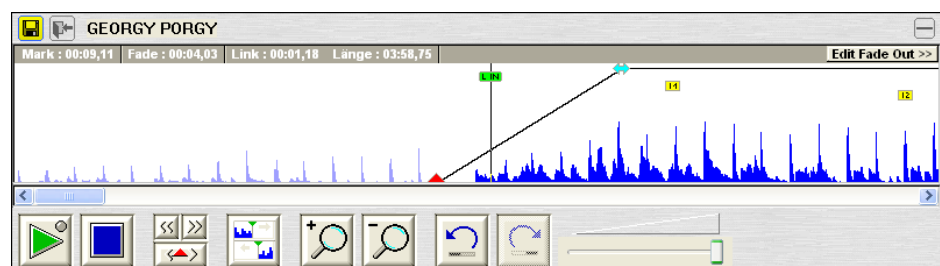
5. Press the "**PFL STOP**" key to stop pre-listening.

3.4 Crossfade Mixer Features

At this time, only the single-track version of the Crossfade Mixer is supported. However the implementation of the CFM multitrack version is being developed.

3.4.1 Editing Cross Fades

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 shown on the picture above.

3.4.2 Positioning the crossing items

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

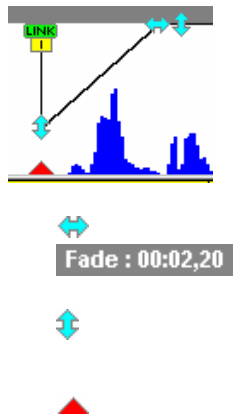
1. In order to start pre-listening, click with the right or middle mouse button on the desired position within the waveform of the first item.
2. When reaching the point where you want to start the next item, press the "insert" button. The second item will immediately start. In case the second item has 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, or use the shift keys to move the lower track in or out of the first track. The Link markers are updated automatically, as they symbolize the matching positions of the two items.

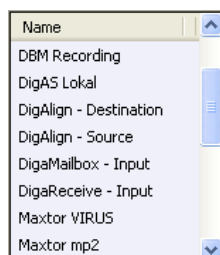
3.4.3 Assigning cross fade curves



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.

3.5 MiniDBM Features

3.5.1 Selecting Tables



1. Click on the tables on the left in order to view the entry within.

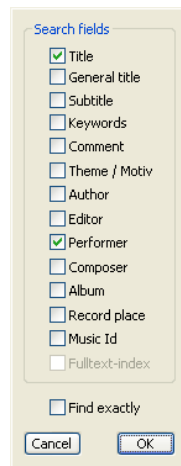


3.5.2 Text search

Enter a text string in the selection field which is to be used to search in the current table.



1. Enter the text to search for in the selection field **TEXT SEARCH**.
2. Click with the right mouse button on the selection field in order to display additional search options.



3. Press "Enter" to start the text search.
4. To reset the display to show all entries click on the button "Show all".

3.5.3 MultiTable Search

In order to search in multiple tables:



S	Name
	Jingles

S	Name
	DBM Recording
	DigAS Lokal
	DigAlign - Destination
	DigAlign - Source



1. Activate MultiTable Search by clicking the „MultiTable Search“ button at the right side of the „Show all“ button.

The new „MultiTable Search“ window is opening at the bottom of the entry list. Besides, the table list window gets a new column "S" ("Search").

2. Inside the "S" columns, click the lines of the tables you want to search in. The tables are marked with a magnifier symbol.

3. Enter the text in the text search field and press "Enter".
4. Click the „MultiTable Search“ button to close the function.

3.5.4 Inserting an Item into the Broadcast List

In order to insert an item into the broadcast list currently displayed, do as follows:

1. Select the desired item within the MiniDBM and drag it onto the broadcast list. Depending on the position of the mouse cursor, different arrows appear to symbolize the insertion point of the item:



	05:01:00	05:01:24		Nachrichten um 05:00 Uhr
5	05:01:00	05:01:12		NEWS REPORT on GERMAN ECONOMY / CREAM
7	05:01:12	05:01:24		NEWS REPORT on IRAQ / CREAM

The arrow-up symbol hints that the item is inserted above the destination item selected by mouse pointer cursor. In our picture example this would be a new first item in the News block.

	05:01:00	05:01:24		Nachrichten um 05:00 Uhr
4	05:01:00	05:01:12		NEWS REPORT on GERMAN ECONOMY / CREAM
5	05:01:12	05:01:24		NEWS REPORT on IRAQ / CREAM

The arrow-down symbol hints that the item is inserted below the destination item. In our picture example this would be a new last item in the News block. The arrow-down symbol is only display when reaching the end of an item group. If the mouse-cursor is somewhere in the middle of a group, only the arrow-up symbol is displayed, so you always insert an item BEFORE the current destination item.

2. Release the mouse button to insert the item at the marked position.

3.5.5 Replace a Show List Item

In order to replace a show list item with the item selected in MiniDBM, do as follows:

1. Mark the item to be replaced in the show list by positioning the cursor on it.
2. Mark the item in MiniDBM, which shall replace the one in the show list.
3. Click the Replace Button in MiniDBM.

3.6 Jingle Features

3.6.1 Loading jingle banks

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 broadcast list in DigAIRrange, the appropriate jingle bank can be defined to be loaded automatically when changing item groups (e.g. news block -> music block). If you want to load the jingles manually, follow these steps:



1. Press the "Jinglebank" 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, the "- default -" group will be offered to you.

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

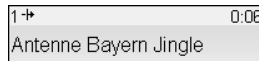
Jingle banks can be automatically updates during On-Air playout. If different jingle banks have been assigned to different item groups, the new jingle bank is loaded when the next (grenn



marked) item is the first item in the new group.

3.6.2 Stinger Functionality

In DigAIRange you can define a jingle as stinger. The stinger gets the stinger symbol in the title bar of the jingle → :



With starting a stinger, all current running jingles are faded out with a pre-defined fade-out time.

3.7 On-Air Functions

TurboPlayer has a not limited number of channels for playout. The TurboPlayer screen can have up to four players. In this manual, a two-channel version is described, as this is the alternative most often used.

3.7.1 Off-Air (Rehearse) Modes

3.7.1.1 Rehearse Mode

In Rehearse mode, the show list can be played out without writing the logging & showlist data back to the BCS. So, item can be played, move and deleted without modifying the original schedule on the Broadcast Server.



1. Switch the Connection Mode from „Connected“ to „Rehearse“.

The inscriptions of the buttons is freely editable, so they may differ from their default values.

This mode is used for rehearsing the show without having effect on the centrally stored broadcast list. When switching back to Connected mode, the current status of the BCS (which may have been changing since switching to Rehearse mode) is written back to the TurboPlayer. So, all lists in TurboPlayer are refreshed by the current lists coming from BCS.

3.7.1.2 Standalone Mode

Like in the Rehearse mode, in **Standalone** mode the connection to BCS is interrupted as well. However in this case, all show list data created during Standalone mode (like changing cross fade data, start modes etc.) are temporarily saved locally. When re-connecting to BCS by switching to Connected mode, the data are sent from TurboPlayer to BCS. So, all changed lists are refreshed in BCS, coming from TurboPlayer.



2. Switch the Connection Mode from „Connected“ to „Standalone“.

The inscriptions of the buttons is freely editable, so they may differ from their default values.



3.7.2 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 (default value; all colors are definable) in the show list, additionally is displayed in the appropriate player frame. There, the title of the playing item is shown, and the playtime counts down as well as the remaining time and, if available, the intro/outro times as well.

At the same time, the cursor for the next item to play out automatically jumps to the next item in the schedule, which is shown on a green background now.



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.

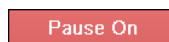
Depending on configuration, an early stopped item can be marked as „sent“, if it has been playing for a pre-defined minimum time (parameter: MinRunTime).

3.7.2.1 Depending Start

A depending start functionality can be assigned to single start buttons. Here, the execution of the start command is depending on the audio class of the item to be started. So, a specific start/stop button can be used to only start items of a certain audio class (like cd player or other). This feature is integrated by using macros, which are described in the TurboPlayer Technical Manual.

3.7.3 Pausing an Item

If you want to interrupt playout with a pause, intending to continue playing out 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 high lightened background.

2. Press the according "Start/Stop" to set the playing item on the dedicated channel into pause. The run time bar changes to a blinking color (definable).

3. Press the same "Start/Stop" key again to continue playing out from the pausing position.

3.7.4 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 and to leave the move function.

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.

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

14	12:55:03	12:59:11			GEORGY PORGY	
15	12:59:11	13:04:13			ANIMAL	▲
16	13:04:13	13:09:02			Can you hear what i'm saying	

3.7.4.1 “Set Next” Function

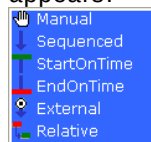
This function moves the currently marked item to the position of the next item to be played out (green colored).

3.7.5 Changing the Start Mode / Attributes

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.

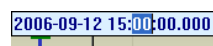


1. Right-click the start symbol. The list with the available start modes appears:



2. Select the desired start mode.

When selecting a fixed-start attribute (like StartOnTime or EndOnTime), a click on the start time opens a entry window to enter the desired start time.



For detailed information about the start attributes please refer to the according chapter in the DigAIRrange manual.

3.7.6 Skipping / Toggling the Next Item

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



1. Press “Skip” to skip the next item to be played out.





1. Press "Toggle" to activate/deactivate the selected item.

3.7.7 Flipping the Next Items

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



1. Press the "Flip" key.

3.7.8 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.

3.7.9 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.

3.8 Activation Mode

Passive
Live Assist
Automatic



In order to switch from Live-Assist mode to Automation mode, press the AutoMode key or click the Automatic button. The items are now sequentially started, however the original start modes are still visible.

Basically, in Passive Mode no direct commands (via keyboard, mouse, fader) can be executed. So, the passive mode is mainly a viewer function or may be used for remote control.

In Live Assist mode, the one-man functionality is used. Depending on the start modes of the items, they are started automatically ("Sequenced", "fixed start mode") or manually.

In Automatic mode, all items have an automated start, depending on their start modes. In the On-Air studio, this function is mainly used for a temporary automated broadcast (coffee break).

Besides, all three modes can be configured to have different additional features.



3.9 Faderstart Mode



Depending on which mixing desk you use, it may be required that you open all faders to ensure a correct automated rundown. Therefore, you temporarily switch off the fader start, as you do not want to start items in this case.

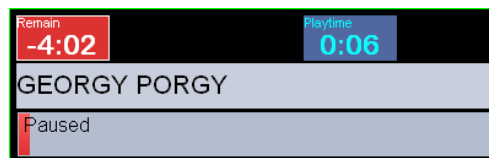
When switched off, TurboPlayer can be controlled via keyboards and mouse.

3.10 Pause Mode



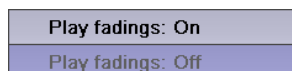
Pause mode allows to pause an item in order to continue playout from the pausing position.

As in normal mode the stop command deactivates the running item and the next item in the list is played out with a following play command, in Pause Mode the playout is just interrupted.



The Player window displays „Paused“ and the blinking background indicates, that the item will be continued from the pausing position after a further start command. Depending on configuration, the Pause mode will either stay active until deactivation, or it will be deactivated automatically after one pausing process.

3.11 PlayFadings Mode



PlayFadings mode allows to play out with / without considering the fading curves defined in Crossfade Mixer. When switched off, the item is played from the beginning of the file to the end of it (if motor faders are used: with full leveling), whereas the in activated PlayFadings mode the start and end fadings are transferred correctly to motor faders.

3.12 Ghost Mode



Ghost mode: All currently running items are played to the end, after that playout stops, even if the next item has a „Sequenced“ start. With activating the Ghost mode, the start mode of a following “sequenced” item changes to “manual”. After the break (e.g. for reading a breaking news or traffic item) the normal rundown is continued with a manual start of the next item.



3.13 SelectSources Mode

SelectSources: On
SelectSources: Off

When the SelectSources mode is activated, a virtual item in TurboPlayer is directly assigned to a dedicated mixer desk channel. By doing this, it is possible to assign an CD-Player item to a certain fader on the mixing console.

3.14 ButtonStart Mode

ButtonStart: On
ButtonStart: Off

ButtonStart mode switches on/off the starting / stopping of items via the mixing desk. When switched off, TurboPlayer can be controlled via the mixing desk and mouse.

3.15 OnAir Mode

ON AIR
off air

OnAir/OffAir mode is used for sending signals outside the Broadcast Server System.

So, OnAir mode doesn't necessarily switch the TurboPlayer to OnAir / OffAir, it rather may perform a customer-defined function or a macro.

3.16 Connection Mode

Connected
Rehearse
Standalone

Connection Mode offers 3 modes concerning the connection to the Broadcast Server, having different effects to the logging within BCS:

In **Connected** mode which is the standard mode, all actions performed in TurboPlayer are written back to the Broadcast Server and from there to all connected export modules.

In **Rehearse** mode, the connection to BCS is interrupted. In this mode you can work on the show list (moving, deleting, playout) without writing the changes back to the BCS. Therefore, this mode is used for rehearsing the show without having effect on the centrally stored broadcast list. When switching back to Connected mode, the current status of the BCS (which may have been changing since switching to Rehearse mode) is written back to the TurboPlayer. So, all lists in TurboPlayer are refreshed by the current lists coming from BCS.

In **Standalone** mode, the connection to BCS is interrupted as well. However in this case, all data created in Standalone mode (like changing cross fade data, start modes etc.) are temporarily saved locally. When re-connecting to BCS by switching to Connected mode, the data are sent from TurboPlayer to BCS. So, all changed lists are refreshed in BCS, coming from TurboPlayer.



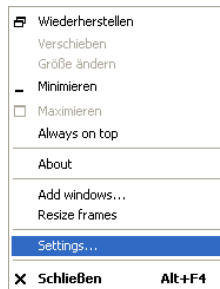
3.17 Filler Mode

Filler On
Filler Off

If a filler group is assigned to a show, a fitting element is automatically schedules just before the fixed start-on-time element. This function will only be executed in AutoMode.



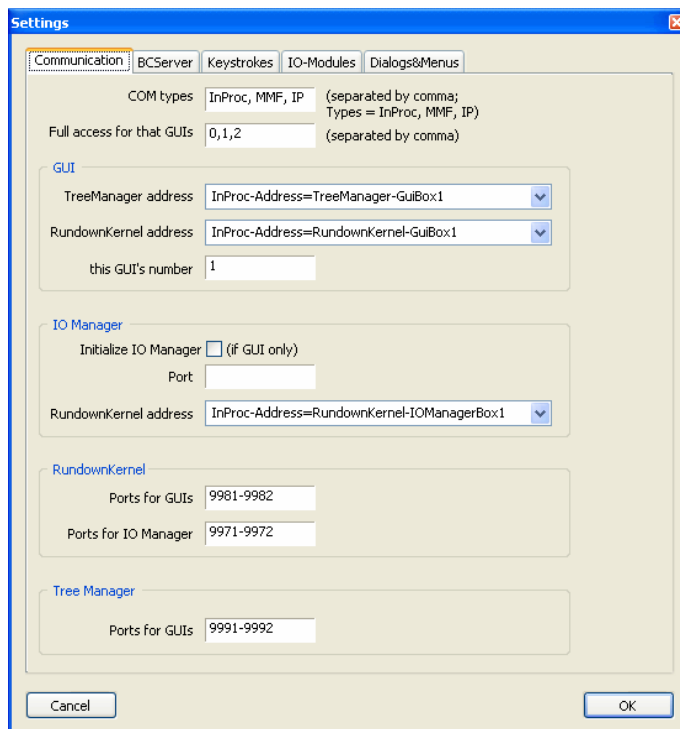
4 SETTINGS



The Settings dialog is opened via the „Settings“ command of the context menu of the title bar.

All technical settings in the following dialogs will not be available to most users, so they are modified only during implementation of the TurboPlayer into the OnAir environment.

4.1 Communication



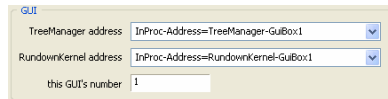
COM types InProc, MMF, IP (separated by comma;
Types = InProc, MMF, IP)

This is a comma separated list of the supported communication types. Three values are defined so far: InProc (used inside of a single executable), MMF (=memory mapped filed, used between two executables on the same computer) and IP (=TCP/IP, used between two computers). You should activate only the communication types you are going to use, because there is a small overhead (startup time, memory, threads) if you activate types which are never used.

Full access for that GUIs 0,1,2 (separated by comma)

This is a comma separated list of GUI numbers which have full access to the engine. Full access means: every action which changes something. If a GUI is not listed, it has read-only access.

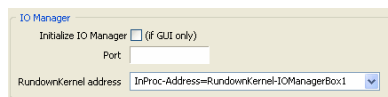




TreeManager address - This parameter is evaluated by the GUI and specifies the address of the message box, the tree manager has opened for the GUI. For a description of the address syntax see the chapter about communication settings in the TurboPlayer technical manual.

RundownKernel address - This parameter is evaluated by the GUI and specifies the address of the message box, the rundown kernel has opened for the GUI. For a description of the address syntax see the chapter about communication settings in the TurboPlayer technical manual.

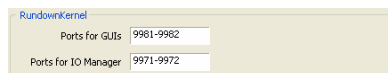
This GUI's number - The number used by the GUI. GUI numbers start with 1 and there must not be two GUIs with the same number.



Initialize IO Manager - This parameter specifies whether the IO manager should be initialized during startup. This is true, if you have IO modules which should be running. Sometimes this is not necessary, e.g. if you start a GUI-Only which connects to a remote engine and the GUI does not handle any IO modules.

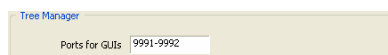
Port - This is the IP port number which is opened from the IOManager for the communication with the RundownKernel.

RundownKernel address - This parameter is evaluated by the IO manager and specifies the address of the message box, the rundown kernel has opened for the IO manager. For a description of the address syntax see the chapter about communication settings in the TurboPlayer technical manual.



Ports for GUIs – This parameter is evaluated by the rundown kernel and specifies the number of messages boxes and/or the IP port numbers, the rundown kernel opens for the GUIs. For each GUI which wants to connect, you must have a message box. Attention: though the parameter name contains a "ports", you must specify this value, even if you do not use TCP/IP at all. This is necessary, because the rundown kernel deduces the number of needed message boxes from the specified range. The format is: "[minimum port number]-[maximum port number]". The example: "9970-9971" opens two message boxes.

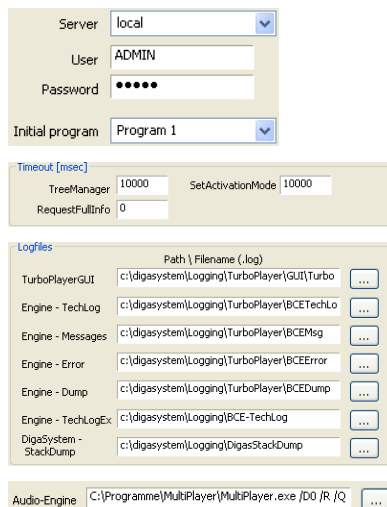
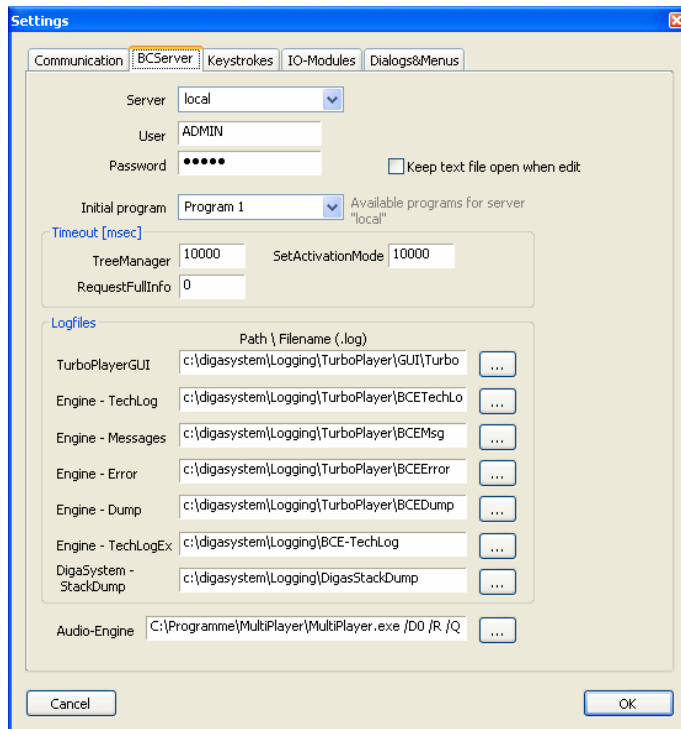
Ports for IO Manager - This parameter is evaluated by the rundown kernel and specifies the number of messages boxes and/or the IP port numbers, the rundown kernel opens for the IO manager. For each IO manager which wants to connect, you must have a message box. Attention: though the parameter name contains a "ports", you must specify this value, even if you do not use TCP/IP at all. This is necessary, because the rundown kernel deduces the number of needed message boxes from the specified range. The format is: "[minimum port number]-[maximum port number]". The example: "9980-9981" opens two message boxes.



Ports for GUIs – This parameter is evaluated by the tree manager and specifies the number of messages boxes and/or the IP port numbers, the tree manager opens for the GUIs. For each GUI which wants to connect, you must have a message box. Attention: though the parameter name contains a "ports", you must specify this value, even if you do not use TCP/IP at all. This is necessary, because the tree manager deduces the number of needed message boxes from the specified range. The format is: "[minimum port number]-[maximum port number]". The example: "9960-9961" opens two message boxes.



4.2 BCServer



Server - Specify the BCServer to connect to; the user and password for the connection; the initial program which will be selected at startup; timeouts and logfile paths.

Audio-Engine - Defines the audio engine on which the TurboPlayer is based to playout.



4.3.1 Default Configuration

At first startup the following default keys are assigned to the most important commands (e.g. Start, Stop).

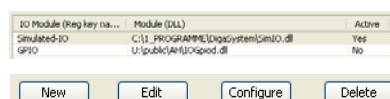
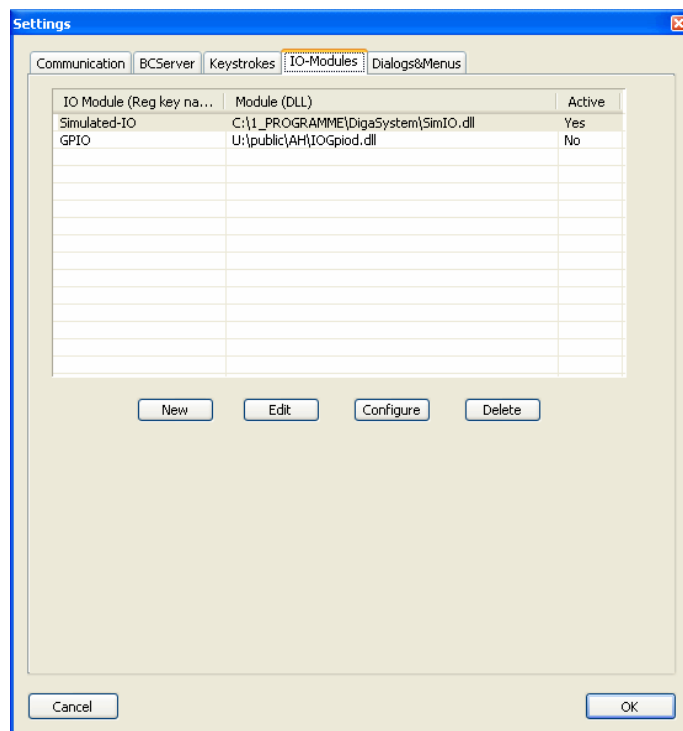
Type	Param1	Param2	Additio...	Gui	Keys	Hook
- StartStop						
	Channel	1			LEER	
	Channel	2			B	
	Channel	3			H	
	Channel	4			U	
	Jingles	1			F1	
	Jingles	2			F2	
	Jingles	3			F3	
	Jingles	4			F4	
	Jingles	5			F5	
	Jingles	6			F6	
	Jingles	7			F7	
	Jingles	8			F8	
	Jingles	9			F9	
	Jingles	10			F10	
	Jingles	11			F11	
	Jingles	12			F12	
	Jingles	13			1	
	Jingles	14			2	
	Jingles	15			3	
	Jingles	16			4	
	Jingles	25			ö	
- Prelisten						
	CFM_ResetMarkInOut			1	Shift+C	
	CFM_ToggleBeginEnd			1	E	
	CFM_TogglePlayStop			1	0	
	Exit	NoSave		1	ESC	
	Exit	Save		1	EINGABE	
	LoadCFM	NoPlay		1	L	
	LoadCFM	Play		1	Shift+L	
	PlayAtPos	0		1	Shift+POS1	
	PlayAtPos	End		1	Shift+ENDE	
	PlayAtPos	LinkOut		all	Shift+K	
	PlayAtPos	MarkIn		1	POS1	
	PlayAtPos	MarkOut		1	ENDE	
	Step	Left		1	NACH-LINKS	
	Step	Right		1	NACH-RECHTS	
	ToggleLoop	MarkIn		1	C	
	ToggleLoop	MarkOut		1	V	
- ToggleMode						
	Activation	Toggle			A	
	Pause	Toggle			P	
- Move						
	Show	1		1	M	
- ToggleOpenGroup						
	Show	1		1	O	
- ToggleStartMode						
	Show	1		1	S	
- UpdateStarttimes						
	Show			1	T	
- ToggleSendState						
	Show	1		1	X	
- LoadCurrentShow						
					Y	

Type	Param1	Param2	Additio...	Gui	Keys	Hook
- Selection						
	Jingles	1		1	Ctrl+F1	
	Jingles	2		1	Ctrl+F2	
	Jingles	3		1	Ctrl+F3	
	Jingles	4		1	Ctrl+F4	
	Jingles	5		1	Ctrl+F5	
	Jingles	6		1	Ctrl+F6	
	Jingles	7		1	Ctrl+F7	
	Jingles	8		1	Ctrl+F8	
	Jingles	9		1	Ctrl+F9	
	Jingles	10		1	Ctrl+F10	
	Jingles	11		1	Ctrl+F11	
	Jingles	12		1	Ctrl+F12	
	Jingles	13		1	Ctrl+1	
	Jingles	14		1	Ctrl+2	
	Jingles	15		1	Ctrl+3	
	Jingles	16		1	Ctrl+4	
	Show	Down	1	1	NACH-UNTEN	
	Show	Up	1	1	NACH-OBEN	
- DeleteSelected						
	Jingles	1		all	Ctrl+D	
	Show	1		1	Shift+D	
- StandardScreen						
	Show	*		1	Shift+Z	
	Show	1		1		
- Fadeout						
	Channel	1	5000, -99		Shift+LEER	
	Channel	2	5000, -99		Shift+B	
	Channel	3	5000, -99		Shift+H	
	Channel	4	5000, -99		Shift+U	
	Jingles	1	5000, -99		Shift+F1	
	Jingles	2	5000, -99		Shift+F2	
	Jingles	3	5000, -99		Shift+F3	
	Jingles	4	5000, -99		Shift+F4	
	Jingles	5	5000, -99		Shift+F5	
	Jingles	6	5000, -99		Shift+F6	
	Jingles	7	5000, -99		Shift+F7	
	Jingles	8	5000, -99		Shift+F8	
	Jingles	9	5000, -99		Shift+F9	
	Jingles	10	5000, -99		Shift+F10	
	Jingles	11	5000, -99		Shift+F11	
	Jingles	12	5000, -99		Shift+F12	
	Jingles	13	5000, -99		Shift+1	
	Jingles	14	5000, -99		Shift+2	
	Jingles	15	5000, -99		Shift+3	
	Jingles	16	5000, -99		Shift+4	

Type	Param1	Param2	Additio...	Gui	Keys	Hook
- Flip						
	Show			1	Shift+F	
- SetNext						
	Show	1		1	Shift+N	
- Skip						
	Show			1	Shift+X	
- Dump						
				all	Shift+Ctrl+Alt+D	
- Record						
=== EVENTSOUT ===						
StopGroup					K	
StartNextShowElement					N	
StopAllJingles						
NotFullySpecifiedEventOut						
ButtonStart						
StartStopShowNextAll						
Event1						
Event2						
Event3						
Event4						
EventLive						
EventSystem						
SetStandardScreen						
FolgeEventBeitrag						
FolgeEventJingle						
FolgeEventMikro						



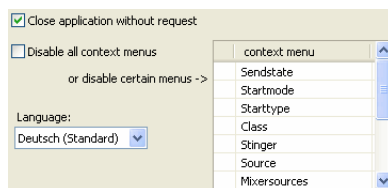
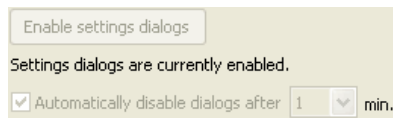
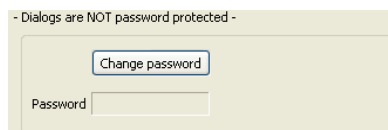
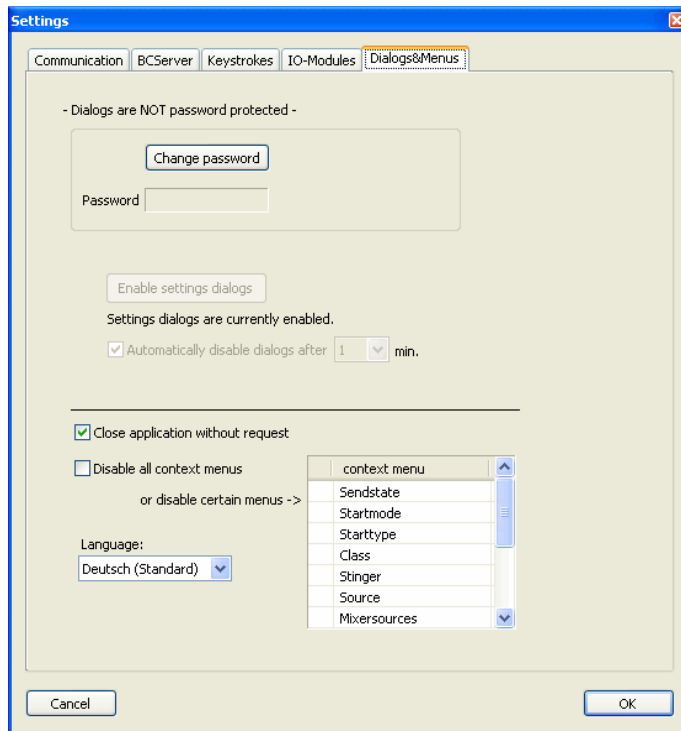
4.4 IO Modules



Add/ remove/ configure io-modules



4.5 Dialogs & Menus



All settings can be password protected; AddWindows and Resize frames in the system menu are disabled too. Settings are always enabled if no password is assigned.

To change the password you must have the right permission which is checked before.

If a password is assigned you can now disable the settings by pushing the button or if currently disabled enable the settings by pushing the button and enter the right password.

Automatically disable dialogs after <n> min: check this to automatically disable settings and activate password protection after the time elapses.

All context menus are disabled; also those in the showlist to change certain element properties (like Sendstate, StartModus, StartType, Stinger, Class, Source, MixerSource, EventOut, etc).

Language defines the language of the context menus.



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