

INSTRUCTION MANUAL

Scott Studios and WideOrbit settings for SmartGen RDS Encoders



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Scott Studios and WideOrbit settings for DEVA RDS/RBDS Encoders

Scott Studios SS32 automation software along with their DSM32 communication module is fully compatible with several devices from DEVA wide range RDS/RBDS product line:

- SmartGen Mini - UECP Compatible, Compact RDS/RBDS Encoder with LAN & USB Connectivity;
- SmartGen 4.1 - UECP Compatible RDS/RBDS Encoder with LAN & USB Connectivity;
- SmartGen 5.0 - Professional Dynamic RDS/RBDS Encoder, RS- 232, USB & TCP-IP Ports, UECP Compatible;
- SmartGen 6.0 - Professional Dynamic RDS/RBDS Encoder, RS- 232, USB & TCP-IP Ports, UECP Compatible.

The following instructions are applicable for IP and SmartGen over a network and are similar for serial data.

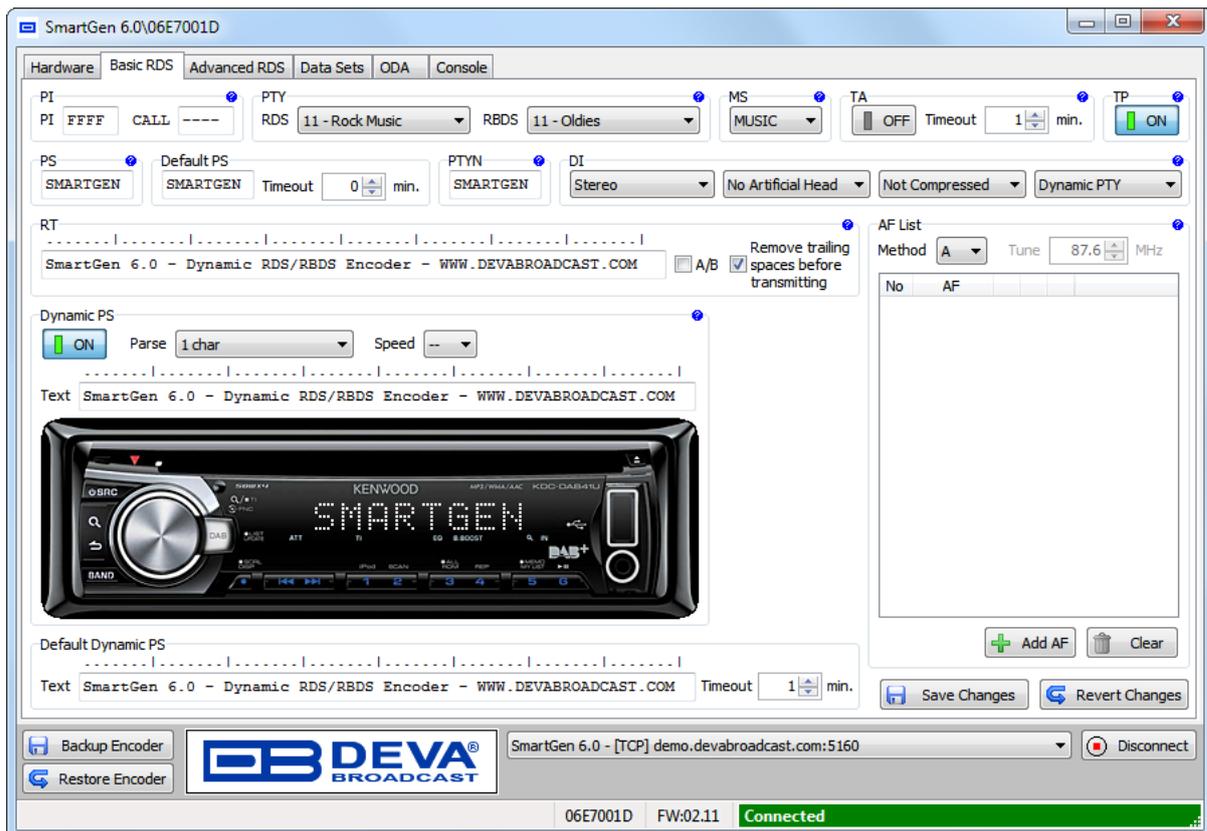
Prior the configuring procedure, check SmartGen's current version of the firmware. If the utilized version is older than 2.7, an update is required. The latest version can be found on www.devabroadcast.com/downloads

In order for the Scott Studios and WideOrbit software to communicate with SmartGen over a network, the following settings should be applied:

SMARTGEN ENCODER

In order for the following settings to be correctly applied, the latest version of DEVA's SmartGen RDS/RBDS Encoders Manager need to be used. The most recent version can be found on www.devabroadcast.com/downloads

1. Allow the usage of dynamic PS using SmartGen Encoders Manager (as depicted in the screenshot), WEB Interface or the ASCII command **DPSON=1**;



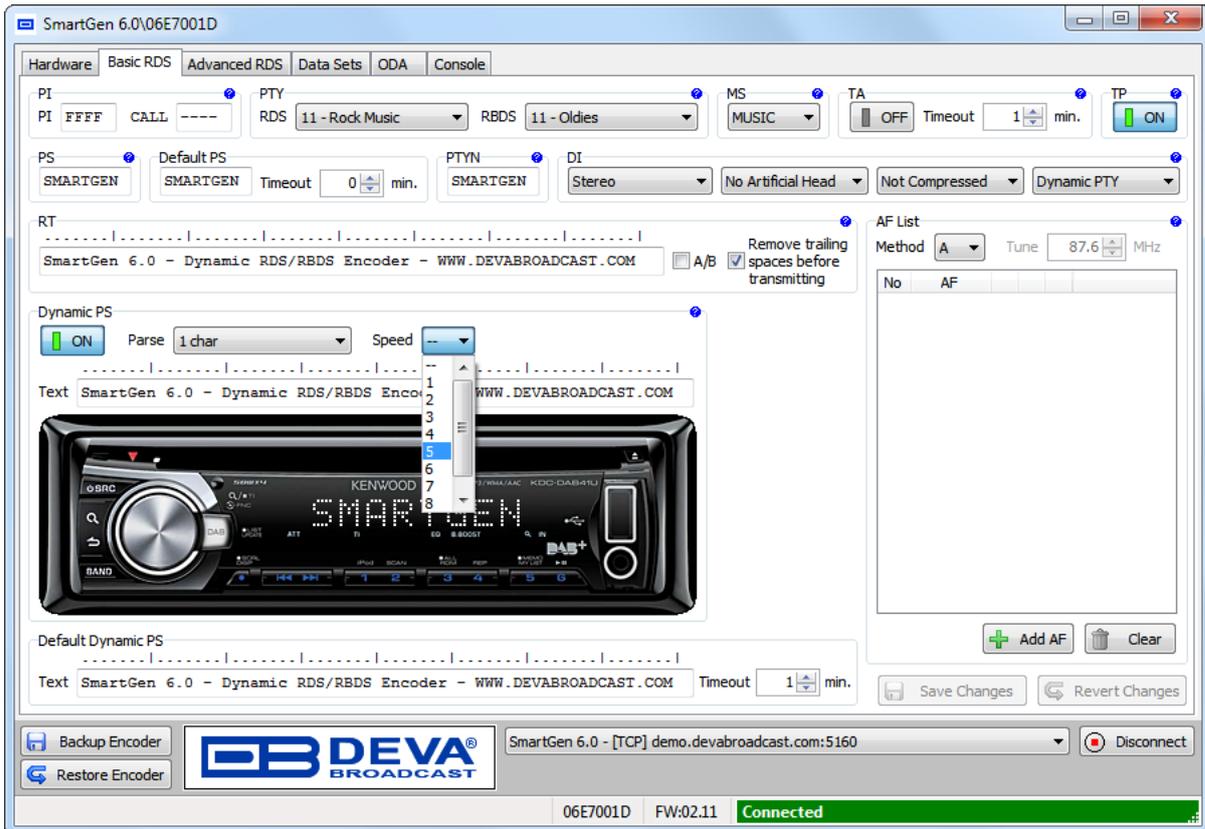
2. Determine the appropriate mode of displaying of the dynamic PS text using SmartGen Encoders Manager, WEB interface or the ASCII command PARSE.

When **PARSE** is set to 0 (words centered) or 9 (words justified to the left), parsing will send the short words together. Long words (up to and including 8 characters) are sent individually/separately. Words exceeding 8 characters are "sidestepped" through two or more consecutive displays. When **PARSE** is set between 1 and 8, the message is scrolled from 1 to 8 characters at a time without dividing into word groups.

Example:
PARSE=0

3. Set the speed with which the dynamic PS will be translated (scrolled). The speed depends on the ratio between the transmitted RDS 0A groups and other groups. For firmware version 2.7 and higher and software version 0.1.2.94 and higher, “Dynamic PS Speed” (DPSS) could be set. This function is accessible via SmartGen Encoders Manager (as depicted in the screen shot), WEB Interface or the ASCII command **DPSS**.

Example:
DPSS=5



WARNING: The current Group Sequence will be obliterated (lost) and replaced with a new one, containing 0A and 2A groups only.

SCOTT STUDIOS SS32 SOFTWARE CONFIGURATION

Prior the configuring procedure, make sure that all necessary preliminary adjustments to DSM32 and SS32, relating to the communication and export of data between the two modules have been applied. If not and for further information, please refer to Scott Studios SS32 User Guide (page 6) and Data Service Module: DSM32 (page 37).

In order for the DSM32 (DATA SERVICES MODULE) to start exporting Now Playing data to SmartGen, click on the RDS/RBDS Campaign button, placed the main screen.

RDS/RBDS Campaigns

The Campaign configuration screen allows you to define the RDS/RBDS encoder output settings, and also to set specific rules for text export. For example, you could set a campaign to display the station slogan or advertiser sponsored text during commercials, or to display upcoming concert information for a specific artist when their newest song is on air.

As depicted on the screenshot below, the following settings should be applied:

The screenshot shows the 'Configure Campaigns' window in the DSM32 software. The window title is 'DSM32'. The main section is 'Configure Campaigns' and is divided into several fields and sections:

- RDS Encoder**
 - Type: **Inovonics 713** (dropdown menu)
 - IP Address: **123.456.789.322** (text box)
 - Port: **5007** (text box)
 - Protocol: **UDP** (dropdown menu)
 - PS: **Static** (dropdown menu)
 - Default PS Msg: **Rock 104** (text box)
 - Refresh Rate (secs): **1.8** (dropdown menu)
 - RadioText (64): (checkbox)
 - Radio Freq: **104.1** (text box)
 - Slogan: **104.1 FM Your Home For Rock** (text box)
 - Slogan 7.2 secs: (text box)
- Options**
 - Ignore 'NONT' Type: (checkbox)
 - Publish Spot Titles: (checkbox)
- Campaigns (Highlight Then Use Button [DoubleClick = Edit])**
 - Default Campaigns: **<create new>** (text box)
 - Buttons: **Edit**, **Delete**, **Done** (buttons)

1. **Type** – Select the encoder type from the drop-down menu. There are two available options:

- The first is to choose Inovonics, as SmartGen encoder covers the same set of commands relevant to Specifying PS, Dynamic PS (DPS) and RadioText.
- The second option is to choose “User Defined”.

2. **IP Address and Port** – Specify the destination IP address and Port Number for the RDS/RBDS encoder.

3. **Protocol** – Select the protocol to be used from the drop-down list. Please refer to SmartGen’s complete User Manual for further information on which Protocol should be used. The following options are available:

- Selections for TCP (Transmission Control Protocol) and UDP (Universal Datagram Protocol) will send ASCII formatting. If you have chosen Inovonics as an encoder type, you will be limited to TCP output only;
- The UECP (Universal Encoder Communication Protocol) selection will send modified UECP encoding over UDP. This protocol type is not recommended;
- UECP2 will send standard UECP encoding over UDP. DEVA’s SmartGen encoders are fully compatible with UECP EBU SPB490 Version 7.05. Thus, we recommend the usage of this protocol type.

4. **PS** – The PS setting defaults to Static mode. Use the drop-down menu to access the advanced option that will allow sending Dynamic PS instead of Static.

- The default Static mode indicates that text events will be sent to the RDS/RBDS encoder in 8-character (PS=segments), in Block mode;
- When Dynamic PS instead of static (prefixed as DPS=) is sent to SmartGen, the RDS/RBDS encoder will parse the output text internally and additional parameters should be configured on the encoder.

NOTE: The Dynamic PS output is limited to 64 characters at a time. Campaigns outnumbering the character limit will be truncated.

5. **Default PS Msg** – Enter a default PS message (up to 8 characters long);

6. **Refresh Rate** – Select the default refresh rate (in seconds) from the drop down menu;

7. **Radio Text (64)** – In order to send the identical campaigns as radiotext (i.e. TEXT=) to the RDS/RBDS encoder, the Radio Text (64) should be selected;

- Radio Text (64) will send the identical campaigns as radiotext (i.e. TEXT=) to the RDS/RBDS encoder. Radiotext, as the Dynamic PS also has 64-character limit and campaigns over this character limit will be truncated. It may be sent concurrently with either Static OR Dynamic PS.

8. **Radio Freq** – Specify the radio frequency of the station being configured;

9. **Slogan** – Enter the station slogan. The field next to the slogan displays the total time needed for displaying of the slogan, depending on the Refresh Rate previously selected.

Options

Ignore ‘NONT’ Type: Selecting this option will prevent NONT (Do Not Play on Internet) events from being encoded over SmartGen.

Publish Spot Titles: Selecting this option will allow spot titles to be encoded from SmartGen.

Set up the Default Campaign

Double-click the “Default Campaigns” line in the Campaigns screen. Replace the “No Value” text with your custom text fields along with Title and Artist wildcards (in the drop down menus). This information will be sent (from top to bottom) to the RDS/RBDS encoder while defining music cuts are playing.

Leaving the ‘NoValue’ text in a field will omit that field from being sent to the RDS/RBDS encoder. Once you have specified your Default Campaign settings, click “Save” to return to the Campaign configuration.

The screenshot shows a dialog box titled "DSM32" with the subtitle "Edit Default Campaigns". It is divided into two sections: "Music Campaign" and "Spot Campaign".

Music Campaign:

- Text Part #1: Now Playing
- Title or Artis: Title (dropdown menu)
- Text Part #2: by
- Title or Artis: Artist (dropdown menu)
- Text Part #3: on Rock 104

Spot Campaign:

- Text Part #1: Tell
- Spot Name Appears Here
- Text Part #2: Rock 104 sent you...

At the bottom, there is a note: "Note: Use Special Text 'NoValue' to skip over any field." and two buttons: "Cancel" and "Save".

SS32 User Guide

Revision A

April 2006

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Table of Contents

The SS32 User Guide covers normal operation of the automation program that has all system configuration completed. Configuration is covered in the SS32 Configuration Guide.

The SS32 may be purchased with 'embedded applications' enabled: AS32 Cart Recorder, VT32 Voice Tracker, and LazerBlade. Operation instructions for these programs are detailed in separate user guides for each.

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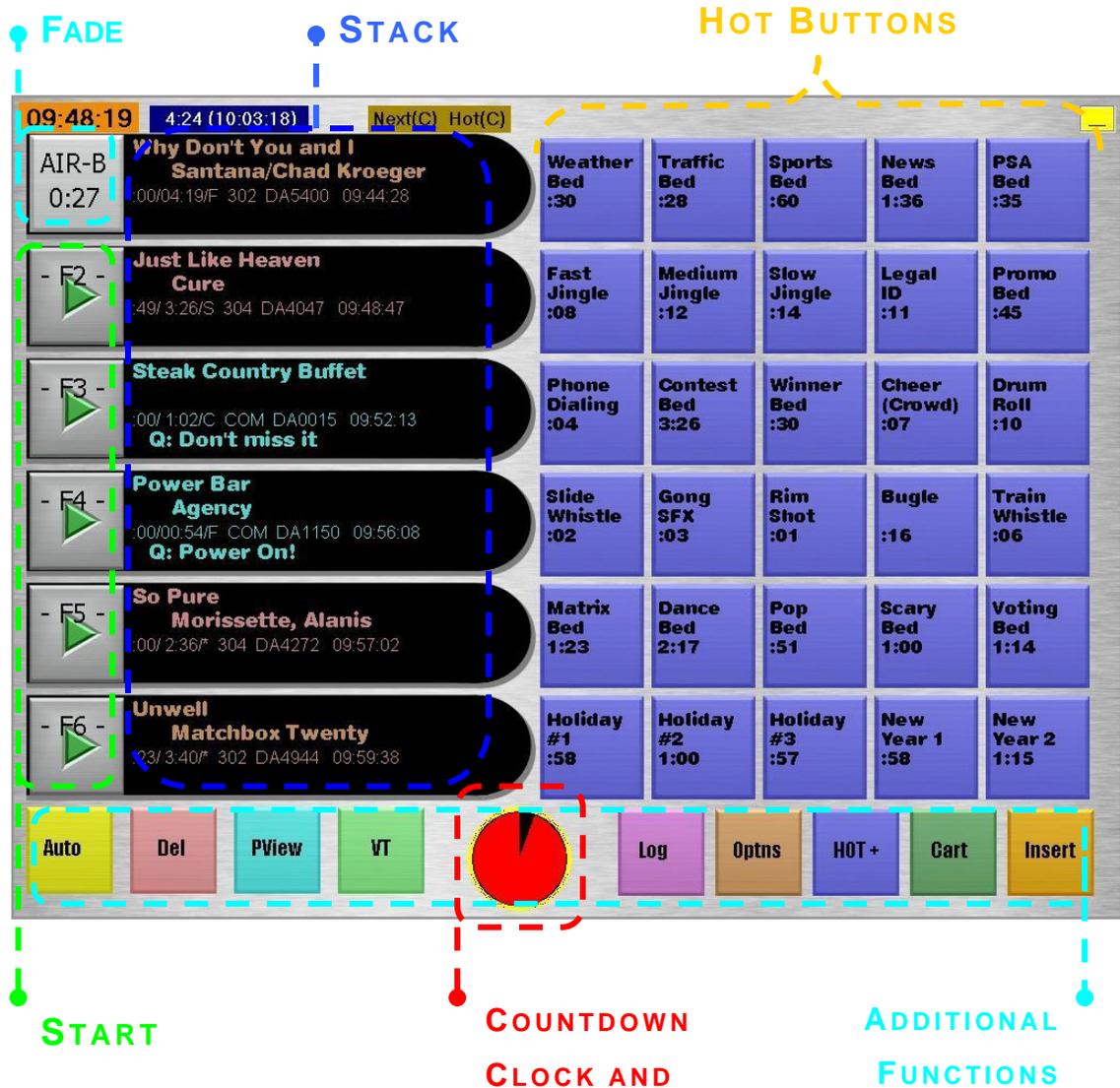
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Getting Started

On the left side of the main SS32 screen is the Event Log, or “Stack”. The top event is currently on-air. The gray box to the left shows which device the audio is playing out of, and then counts down the length of the event. If there is no event playing, it will display a Start button.



Directly below the on-air event are the next five events to air, each having a Start button next to it. These events can also be started using the “F” keys on the keyboard. When started, the event goes on the air and moves to the top event.

Fade On-Air Audio

Clicking Start on an event in the stack while another event is on-air will start it immediately *while* fading the on-air event.

The on-air event can be faded out completely by clicking the gray button next to the event. If there is more than one item on the air, this button fades the most recently started event first. The next event will not begin until the Start button is pressed.

Move Event

To move an event within the Stack, click the “label” area of the event to be moved. The event will be highlighted with a dashed line around it. Click on the event in the position for the event to be placed. The other events will be moved down.

Delete Event

To delete a single event, click on the “label” area of the event then click on the “Del” button just below the Stack. Or, click the “Del” button before highlighting any events. A red circle with a red slash will appear over the Start buttons. Simply click on the circle next to the event to be deleted.

Countdown Clock

The bottom center of the main screen displays the Countdown Clock. When an event starts, a box will display a countdown for the Intro of the event. After the Intro countdown, a “pie” graphic will display the remaining percentage until the end of the event. The “pie” will briefly display the countdown time again at 60, 45, and 30-second intervals, and will count down from 15 seconds until the end of the event.

Re-Cue

In addition to displaying remaining times, the Countdown Clock area also serves as a Re-Cue button. Re-Cue is identified with a double blue circle beside events in the Stack.

Events that were not uploaded in time to cue up automatically, such as last minute news or weather, will show a blank area where the Start button should be, and the event label will show “File Not Found”. These events can be cued manually by clicking the Re-Cue (Countdown) area

and then clicking the double-circle beside the event that has not cued. If the recording has become available, the Start button will be displayed.

Events that are expired will also show a blank area where the Start button should be, and the event label will show "End-Date Out of Range".

The on-air event can be re-cued after a fade by clicking the Countdown Clock, then clicking the double circle next to the top event. The event will start playing from the beginning.

SS32 Main Screen

This section provides an overview of the main screen of the SS32 software. Note that some of the buttons may be different depending on the configuration and additional options that were purchased. The most common configuration and options will be addressed in this guide.

System Clock

The system clock is displayed in the upper left corner of the main screen. The clock will show an orange color between 6 AM to 6 PM, and changes to a dark blue color during the evening and overnight hours of 6 PM to 6 AM. The clock is set in HHMMSS format in Configuration -> Time Functions.



Back Timer

When SS32 is first started, the “time to launch” will display next to the system clock, which is set in set in Configuration -> Misc-1 Settings.

This area also displays a Back Timer if set in Configuration -> Misc-1 Settings. The Back Timer compares the time of each event added through to the next Target event, and the actual time until the Target event is on-air. (Target events are set when the schedule is created).

If the total of event lengths up to the Target event is less than the actual *time* to the Target event, the box will display the difference in Red. If the calculated event lengths are greater than the actual time to the Target, the box will display the overage in Blue. The box will display “too far” if there is no Target event found within the Search Depth set in the configuration.

Pre-Defined Liner Playback On/Off

Pre-defined (or “satellite”) liner playback is normally managed with commands in the schedule. However, the SS32 system can be set to manually override any scheduled pre-defined liners using the “Activate Manual Control via Hotkey & Auto/Man Button” in Configuration -> Satellite.

When this is set, a Green dot will appear just to the right of the Back Timer display, and the pre-defined liners will play as scheduled. There are two ways to override playback of the pre-defined liners:

- Click the Auto button to put the SS32 system into Manual mode. The dot will then turn Red, indicating the pre-defined liners will not play when the closure is received.
- A Hot Button may be set as the disable button to keep the system in Auto mode. (Please refer to the SS32 Configuration Guide, Satellite section, for setup). When this Disable Button is clicked, the dot will turn Dark Red to indicate the pre-defined liners will not play.

Next Device Display

The Next Device bar, to the right of the Back Timer display, shows the next device the on-air event and the next Hot Key will use. Devices are set in Configuration -> Playback Devices according to the type of audio cards in the SS32.

Message Bar

A message bar is located at the top right of the screen, just above the Hot Keys. Error messages will be displayed in red in this area, as well as a progress bar when events are being uploaded to the SS32 from other programs. This area will also display green informational messages if set in Configuration -> System Settings.

Event Log [Stack]

The Event Log, also referred to as the “Stack”, is a column of six events that will air. To the right of each Start button is the “label” area for each event.

The first line contains the title of the event, and the artist or talent name is on the second line.



Linger
Cranberries
:29/4:07/C 305 DA3165 18:12:57
Everybody Else Is Doing It...

The third line shows the following information: Intro/Event Length/Ending (usually F for fade or C for Cold), then the category, event (cart) number with prefix, and time scheduled to air. The fourth line will display comments or ‘trivia’ entered in the header.

Live Copy

Live Copy refers to live scripts that are scheduled in the log. When a Live Copy event is “played”, it will display the text in a small box at the bottom of the Stack. Click in the window to close. Live Copy will display on the second monitor in a dual-screen setup if set in Configuration -> Copy.

Hot Buttons

Hot Buttons are displayed on the right side of the SS32 main screen. If there is a dual-monitor setup, Hot Buttons can be opened on the second monitor. Simply click on the Hot Button to start and end the event assigned to it.

Weather Bed :30	Traffic Bed :28	Sports Bed :60	News Bed 1:36	PSA Bed :35
Fast Jingle :08	Medium Jingle :12	Slow Jingle :14	Legal ID :11	Promo Bed :45
Phone Dialing :04	Contest Bed 3:26	Winner Bed :30	Cheer (Crowd) :07	Drum Roll :10
Slide Whistle :02	Gong SFX :03	Rim Shot :01	Bugle :16	Train Whistle :06
Matrix Bed 1:23	Dance Bed 2:17	Pop Bed :51	Scary Bed 1:00	Voting Bed 1:14
Holiday #1 :58	Holiday #2 1:00	Holiday #3 :57	New Year 1 :58	New Year 2 1:15

Typically, Hot Buttons do not check events for start/end dates or times, and will play regardless of these restrictions.

If the “Liners+HotBtns Honor Start+Stop Date+Hour” setting is marked in the Configuration - > Satellite page, Hot Buttons (and liners on satellite closures) will observe the start/end date and time restrictions.

Events can be added to the Hot Buttons using the Insert screen. (Insert screens are explained in more detail below). Select the event in the Insert screen, and click the green **Stack** button. Exit the Insert screen, and click the Hot Button to add the event.

Hot Buttons can also be programmed quickly by holding the ALT key on the keyboard while clicking the Hot Button. Up to three lines of text can be entered to identify the Hot Button, and the event category with the 4-digit event (cart) number is entered for “Hot Key CatCode”.

When Dynamic Hot Buttons are in use, a selection of button colors will be displayed at the bottom of the User Input window.

The screenshot shows a dialog box titled "User Input" with an "OK" button on the left and a "Cancel" button on the right. It contains four text input fields:

- Hot Key Line #1: Holiday
- Hot Key Line #2: #2
- Hot Key Last Line: 1:00
- Hot Key CatCode: BED0007

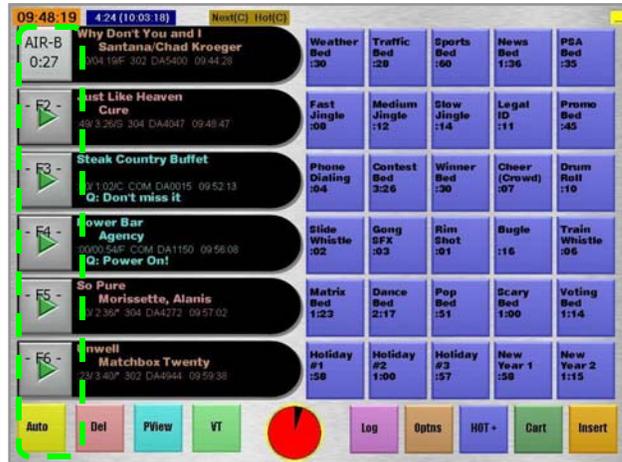
SS32 Additional Functions

The buttons along the bottom of the main screen provide more extensive functionality for the SS32. The functions for the Green buttons (fourth and eighth from the left) are set in Configuration -> Misc-2 Settings. The Left Green button can enable the following functions: Cart Recorder, LazerBlade, VT (Record voice tracks), and Fade/No Fade. The Right Green button can be configured with the same functions, along with Live Mode and Disabled.

Modes of Operation

Auto Mode

In Auto Mode, the SS32 system operates without user intervention based upon a schedule compiled in the Merge32 program. Every event is started automatically by the End-of-Message (EOM) signal placed when the event was recorded. When a new event is started by the EOM, the previous event is automatically faded out.



Most events are scheduled in the log with a DA (for Digital Audio) designation in front of the 4-digit event (cart) number. When SS32 is in Auto Mode, the on-air event will be faded out when the next event starts. The speed of the fade is set in Configuration -> Playback -> Fade Speed (tenths). Events that are scheduled in the log with a VO (for Voice Over) designation will not fade out, but will play at full level until they end. Voice Tracks are designated as follows: JV = Generic Voice Tracks; JU = Voice Track linked to previous event; JD = Voice Track linked to next event; JB = Voice Track linked to both previous and next events; and JN = Voice Track not linked.

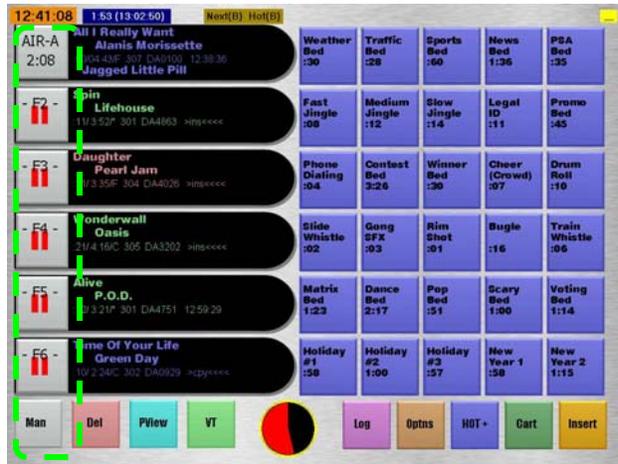
Manual Mode

Clicking on the Auto button will immediately change the system to Manual Mode. Manual Mode requires user input for every event in the schedule.

Each event must be started by the user, either from clicking the Start area, or through a remote start button at the console. The console is used to fade out events – the console channel number for each event is displayed in the Start area. SS32 can be configured in Misc-1 Settings to display vertical bars in place of Start area in the Stack.

Most stations use a combination of Auto and Manual operation. Usually the song sweeps and stop sets run in Auto. Prior to a live talk point, the user changes to Manual, listens to the audio, and begins talking based on the fade and the Countdown Clock.

When finished, the next event is started manually, and the user changes back to Auto mode for the next sweep of music or spots.



Live Mode

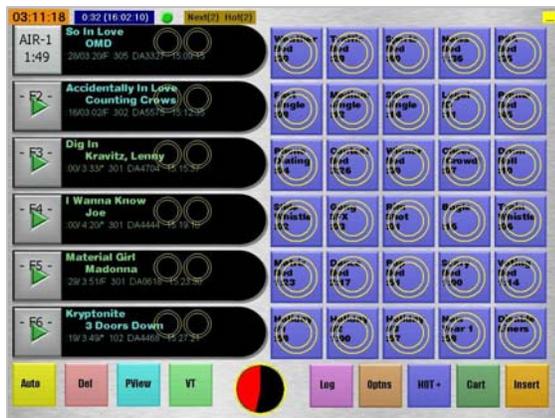


Live Mode is only available if set in Configuration -> Misc-2 to appear on one of the configurable green buttons. In this mode, each on-air “deck” (next to play) is assigned to a particular channel on your console, with events loaded in “cart” spots waiting to refill the deck.

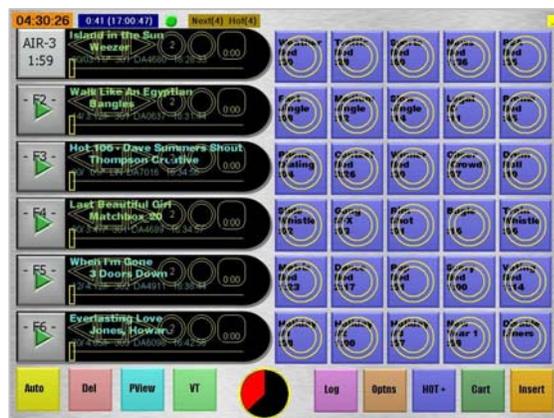
Preview

Preview allows the user to hear the beginning and end of an event in the Stack. When Preview is clicked, two circles appear in the label area for each event. Clicking the left circle will play the event from the beginning, and the right circle will play the last 15 seconds (default). The end length can be adjusted in Configuration -> Misc-1 Settings -> Preview/Pause. Click Preview again to stop the playback and turn Preview off.

Hot Buttons will display double-circles (one inside the other) in Preview. Click the Hot Button to preview the audio from the beginning, and click again to stop the preview. If it is a Rotator, the next event on the Hot Button will be previewed without cycling the Rotator to the next event.



Preview



Extended Preview

Extended Preview

If Extended Preview is enabled in Configuration -> Misc-1 Settings, clicking the Preview button will display more extensive capabilities. The Preview button will enable six preview buttons on the event label areas.

The right and left arrow buttons will move forward or back in the audio from the current location the file according to the seconds displayed in the first circle. Click in the circle to change the increments in seconds. The square button starts and stops playback. The second circle plays the last 15 seconds of the event.

The rounded-corner button displays the audio length, and will change to the playback counter during preview. This button also works as a "lock" to set the beginning of playback at the current file position when it is pressed (a lock graphic will appear on the button). The lock cannot be set unless the event is either currently being previewed, or has just been stopped.

The slider bar can be used to manually move the current playback position before previewing it.

Log [More Events] Screen

The Log button opens the day's log, starting at the present time, on the right side of the screen over the Hot Buttons. If there is a dual-monitor setup, this screen can be opened on the second monitor. The log will open with the current time/event at the top (shows upcoming events), middle (shows both aired and upcoming events), or at the bottom (shows previously aired and on-air event) according to the place set in Configuration -> Log Window. Previously aired events will be in gray. Notice that the current event will show in gray with the time it started, and will also show in its category color as the current item with the current time.

Copy	Cut	Clear	MkGd	Del	Hooks	MnIns
>DEL<<	No More Words	Berlin	3:46			
>DEL<<	Tonight Is The Night	Le Click	3:50			
>DEL<<	If It Makes You Happy	Crow, Sheryl	4:21			
10:33:00	Danger Zone	Kenny Loggins	03:33			
10:36:33	Don't Be Stupid (You Kn	Twain, Shania	3:32			
10:40:06	I'm The Only One	Etheridge, Melissa	4:00			
10:44:06	One More Try	Timmy T	3:25			
10:49:35	One More Try	Timmy T	3:25			
10:53:00	Adia	Sarah McLachlan	3:55			
>cpy<<	If It Makes You Happy	Crow, Sheryl	4:21			
10:59:55	Little Miss Can't Be Wro	Spin Doctors	3:48			
>cpy<<	Thank God I Found You	Carey, Mariah w/ €	4:13			
>cpy<<	No More Words	Berlin	3:46			
11:03:43	These Are Days	10,000 Maniacs	3:31			
11:07:14	I'm Like A Bird	Furtado, Nelly	3:53			

To view ahead or behind in the schedule, use the scroll bar to the right, or the **Up/Down** buttons just below the log. To get back to the current time/event, click the **Now** button to the left of the Countdown Clock ("pie").

The range of events that can be copied, moved, or deleted in the Log screen is set in Configuration -> Log Window. To select events, click on the event, and then click on the **Copy**, **Cut**, or **Delete** buttons at the top of the screen. Multiple events can be selected by holding down the CTRL key while clicking on events. The **Copy** and **Cut** button graphics will change to "**Where?**" when selected. The **Clear** button will clear out selections before the copy/move/delete action is completed. Click on the position where the copied/moved event(s) are to be inserted. All other events will be moved down.

Copied events will show **>cpy<<** in the air time field in the current log as well as the event label in the Stack. Cut events will display **>mov<<**. Deleted events will be removed immediately from the current log and the Stack, but will show in the aired log with **>DEL<<** in the air time field.

The **MkGd** [Make Good] button highlights the last event in the log that did not play. Continue to click the **MkGd** button to review unaired events further back in the log. While searching, the **MnIns** button becomes the **MkDn** [Make Good Down] button, allowing navigation of unaired events in the opposite direction. The **Cut** button is not active while using the **MkGd** function. Use the **Copy** function to put an unaired event back into the current log.

Hooks

The ability to set Hooks is an extra-cost item. Hooks must be set in the audio event in Cart Recorder, and the event must exist in the current schedule before performing the following steps.

Copy	Cut	Clear	MkGd	Del	Make	MnIns
10:59:55	Little Miss Can't Be Wro	Spin Doctors	3:48			
11:03:43	These Are Days	10,000 Maniacs	3:31			
11:07:14	I'm Like A Bird	Furtado, Nelly	3:53			
11:11:07	Wonderwall	Oasis	4:16			
11:15:23	Tonight Is The Night	Le Click	3:50			
11:19:13	No More Words	Berlin	3:46			
11:22:59	If It Makes You Happy	Crow, Sheryl	4:21			
11:27:20	Let's Go	Cars, The	3:29			
11:30:49	Clocks	Goldplay	3:59			
11:34:48	Rollercoaster	B*Witched	3:00			
11:37:48	Don't Wanna Fall In Love	Child, Jane	4:02			
11:41:50	Bitter Sweet Symphony	The Verve	4:12			
11:46:02	Old In	Kowitz, Lenny	03:33			
11:49:35	Look What You've Done	Jet	03:37			
11:53:12	Come On Over	Twain, Shania	02:52			

Click on the **Hooks** button at the top of the Log screen. The system will look ahead in the log according to the range set in Configuration -> Log Window -> Verifying Audio Files.

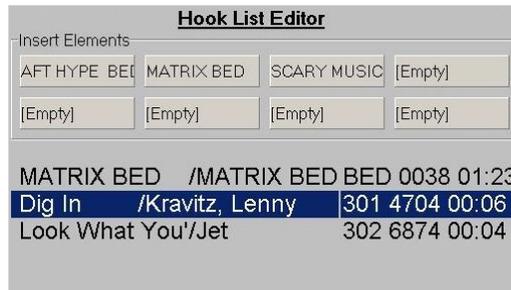
Events with Hooks set will show in the log with a small purple tag to the right of the title.

Select the events for the Hook list, and click the **Make** button at the top of the screen. (Clicking on a selected event will de-select it).

The Hook List Editor screen displays a list of the events with the length of the hook. Additional elements, such as beds, can be added to the Hook List using the **Insert Elements** buttons at the top of the screen. To add an element to a button, go to the Insert screen and add an event to the Stack button. Exit the Insert Screen, return to the Hook List Editor and click the **Element** button to add the event. (Insert screens are explained in more detail below). The additional element will be inserted above the currently selected hook.

Events and elements can be removed by selecting them in the list, then clicking the **Remove** button at the bottom of the screen.

When the Hook List is complete, click the **Done** button at the bottom of the screen. Blue Insert arrows will appear in the Start area in the Stack. Click on the arrow in the position where the Hook List is to be inserted. The Hook List is initially inserted in the Stack as one expandable (XP) event, with the Start area to the left being gray. The XP event will automatically expand four seconds before it's on-air time, or the user can click in the Start area to 'break out' and view the Hook List prior to that. The event labels will display the event name and artist, with the length of the hook and a "DH" designation in front of the 4-digit event (cart) number.

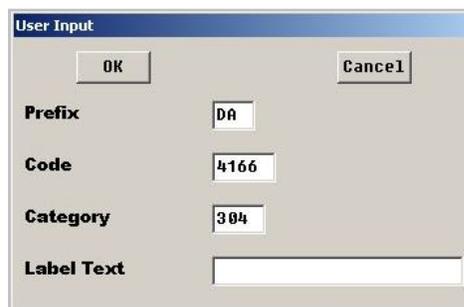


Manual Insert

The **MnIns** button at the far right of the Log screen is used to manually insert events in the current log. Enter the Prefix (audio type designation, usually "DA"), Code (4-digit event/cart number), and Category in the Input window.

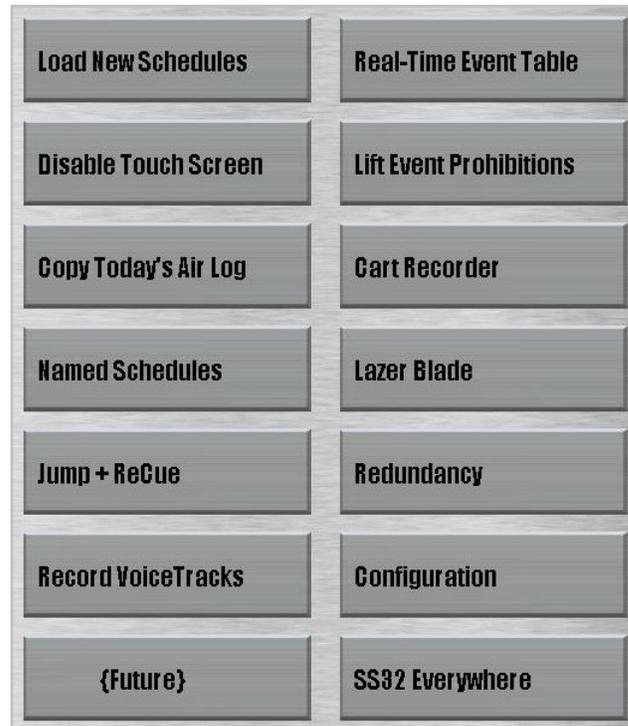
The Label Text field is optional – the entry in this field displays in the current log screen as the event title. Click OK, and click the blue Insert arrow where the event is to be inserted in the Stack.

The event will display in the Log screen and Stack with **>ins<<** in the air time field. The title is displayed in the Stack, but not the Log screen, unless it was entered in Label Text. The event displays 0:00 for length in the Log screen until the event goes on air.



Options

The **Options** button will open a menu with 14 selections. Click **Cancel** to return to the full main screen with Hot Keys.



Load New Schedules

Every 20 minutes, the SS32 system will automatically compare the date/time stamp of all currently loaded schedules with those in the schedule path (listed in Configuration -> Schedules), and reload any that are different. If the current schedule has changed, it will 'attach' at the fourth position in the Stack. The **Load New Schedules** button is used to force a reload of the current day's schedule. The button will change to **Done** when the reload is completed. If there are no differences in schedules detected, the button will still change to **Done**, and a notation is made in the AIR log.

Disable TouchScreen

The Disable TouchScreen button will temporarily disable the 'touch' functionality. The SS32 splash screen will appear, along with the instruction to press the ESC key to return to the main screen with the touch functionality enabled again.

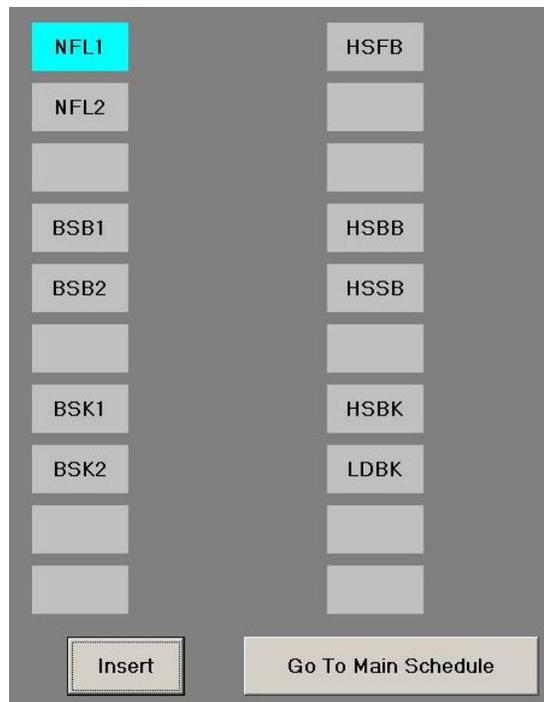
Copy Today's Air Log

Making a copy of the current Air Log creates a file for viewing, printing, or e-mailing the day's events up to the current time. The copied Air Log file is saved in the SS32\AXR folder with the file name YYYYMMDD.AXR. This file can be viewed using Notepad. The SS32 will continue to write events to the original Air Log in the SS32\AIR folder.

Named Schedules

Named schedules must be created in Merge32 and exist in the SS32\SKD folder with a 4-character file name and .ALT file extension before using this functionality.

Named schedules are intended for broadcasts that don't have a specific length. The Named Schedules screen contains 20 fields for different schedules. To add a new schedule, right-click on the field and select the desired schedule from the list.



To insert a named schedule into the Stack, click on the schedule, and click on the **Insert** button at the bottom of the screen. The named schedule will be inserted just below the on-air event. Click the **Go To Main Schedule** button to exit without inserting a named schedule.

Jump + ReCue

The Jump + ReCue feature allows for resetting the next point of the current schedule. This screen shows a list of events in the current schedule, with the next event highlighted in blue.



The event that is currently on-air is designated with **>top<<<<** in the time field. Use the **Up/Down** buttons to move around in the current screen, and the **PgUp/PgDn** buttons for larger moves ahead or behind in the schedule.

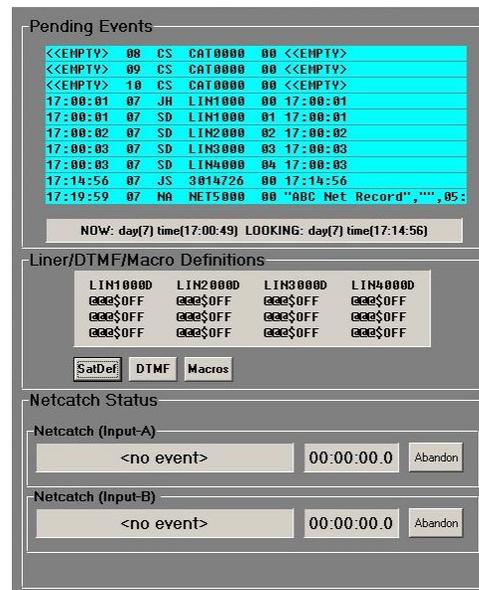
Click the **ReCue** button once the next desired event is highlighted in blue.

Real-Time Event Table

The Real-Time Event Table is a viewer for background events for diagnostic purposes.

Pending Events shows any current and future real-time events, such as playing network news at the top of an hour. In this example, the upcoming events show a hard jump (JH), four satellite-defined liners (SD), a soft jump (JS), and a net record (NA).

Liner/DTMF/Macro Definitions can be viewed just below the pending events. Click the corresponding button to view the current definitions for each. The *Netcatch Status* area will show the current or most recently completed net catch.



Lift Event Prohibitions

This option requires a User Password assigned specifically for this function. Instructions for setting passwords are in the SS32 Configuration Guide.

The Lift Event Prohibitions option allows for a 10-minute override of prohibitions, such as move, delete, or insert, that have been set on event categories.

Record Voice Tracks

This option is for the embedded VT32 program for recording voice tracks. Instructions for recording voice tracks are in the VT32 User Guide.

Cart Recorder

This option is for the embedded AS32 program for audio editing and recording. Instructions are in the AS32 User Guide.

LazerBlade

LazerBlade is an embedded phone editor that can be purchased separately from the SS32. Instructions for use are in the LazerBlade User Guide.

Redundancy

The Redundancy option is used when the SS32 system has been purchased as an SS Invincible (hot standby). Redundancy is activated in Configuration -> Misc-1 Settings. The standby workstation will display 'Standby' in the Back Timer banner.

When the Primary SS32 system is down, the Standby SS32 will be automatically activated. Use the **Hand Back** button in the Redundancy option to go back to the Primary SS32 system when ready.

Configuration

SS32 Configuration settings are described in detail in the SS32 Configuration Guide.

This section contains the configuration for the entire SS32 system. Click on one of the fields to open a configuration screen.



Use the **PgUp/PgDn** buttons on the screen or the keyboard to browse through each screen. Click the **Index** button at the bottom of the screen to go back to the configuration fields, and **Done** to exit Configuration.

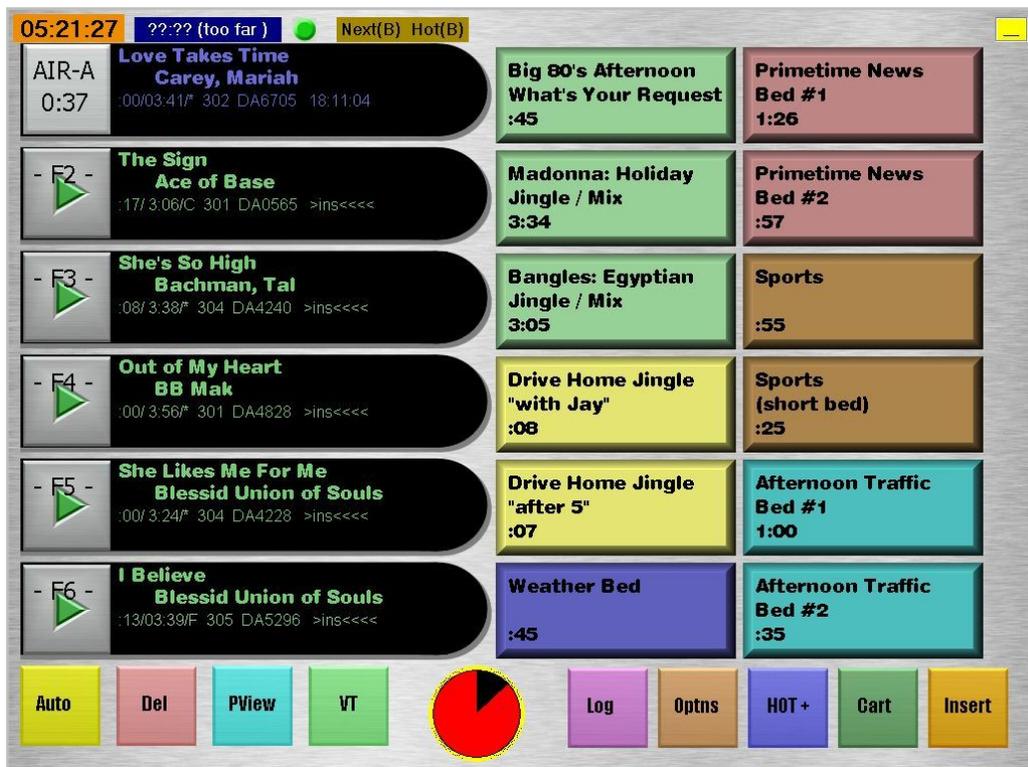
SS32 Everywhere

SS Everywhere is an option to control the main SS32 remotely and must be purchased separately. Connection to the SS Everywhere is configured in this screen, and can also be set up in Configuration ->SS32 Everywhere.

Hot Button Setup

There are 30 Hot Buttons displayed at one time, and clicking the **Hot+** button will bring up 30 Groups. The current Hot Button Group will be highlighted. Click on a Group to change Hot Button screens. Adding events to Hot Buttons is explained above in the SS32 Main Screen section.

Hot Buttons can also be defined within the Merge32 program, and the VT32 program can be configured to use the same Hot Buttons. Instructions are included in the user guides for each program.



Dynamic Hot Buttons

Alternate arrangements of Hot Buttons can be set using the "Dynamic Hot Btns" setting in Configuration -> Hot Btns. Dynamic Hot Button groups can be set to display 5x6, 2x7, or 2x6 buttons in each Group.

Click the **Hot+** button, and press ALT while clicking on the Group to change the setup.

Please note that Dynamic Hot Buttons do not use the same configuration file as the regular Hot Buttons. SS32 must be restarted, and the button functions reassigned, after selecting Dynamic.

Insert Screen [Cart Wall]

Sort files must be created in Dispatch and the Sort files set up in SS32 Configuration -> DataBase before the Insert screen is available.

The Insert screen displays on the right side of the screen, over the Hot Keys. The Stack will adjust to show seven function buttons and 10 standard Sort buttons directly under it. Select the preferred Sort for the events to be displayed, and use the **Back** and **Next** buttons to move forward and back through the pages of events.

INSERT IN STACK

INSERT SCREEN

Stack:

- 02:40:02** 4:38 (15:02:41) Next(B) Hot(B)
- AIR-A 4:08** **Yellow Coldplay** :00/04:24# 301 DA4591 14:38:15
- F2** **Steak Country Buffet** :00/ 1:02/C COM DA0015 14:42:39
- F3** **Nick at Nite Newhart** :00/00:59# COM DA0005 >ins<<<<
- F4** **Stay The Same McIntyre, Joey** :00/ 3:44# 304 DA4211 14:49:06
- F5** **Straight From The Heart Adams, Bryan** :00/ 3:24# 304 DA4118 14:52:50
- F6** **Walking Away David, Craig** :22/ 3:14# 301 DA4785 14:56:14

Insert Screen Grid:

She's A Beauty Tubes (301)0646 3:32 1983	She's All I Ever Had Martin, Ricky (304)4276 4:06 ****	She's So High Bachman, Tal (304)4240 3:38 ****
Shimmer Fuel (304)4207 3:19 ****	Shine Collective Soul (305)3161 4:36 1994	Shiny Happy People R.E.M. (303)6131 3:39 1991
Shoop Salt-N-Pepa (305)5285 4:00 ****	Shooting Star Bad Company (307)0126 6:16 2005	Short Skirt, Long Jack Cake (301)4686 3:15 ****
Should I Stay Or Should I Go Clash, The (301)0769 3:05 1983	Show Me Love Robin S. (305)3206 4:21 ****	Show Me Love Robyn (302)0928 3:24 1997
Show Me The Meaning Backstreet Boys (304)4333 3:51 ****	Show Me the Meaning Backstreet Boys 2/ 1(6p) 2/09(12a)	Shy Guy King, Diana (302)2239 3:26 ****
Siempre Coca-Cola Agency (COM)0017 :57 ****	Sign Your Name D'arby, Terence Trent (305)3365 4:24 ****	Silent All These Years Amos, Tori (305)3147 4:06 ****
Silent Night 98 Degrees (101)9307 3:01 ****	Silent Night Colvin, Shawn (101)9287 3:11 ****	Silent Night Five For Fighting (305)9496 3:18 2004
Silent Night Nicks, Stevie (101)9256 4:31 ****	Silent Night Sinatra, Frank (101)9268 2:25 ****	SILENT NIGHT (live) Spears, Britney (101)9288 2:48 ****
Silent Night Medley Hanson (101)9273 4:13 ****	Silver Bells Aiken, Clay (101)9448 2:20	Silver Bells McBride, Martina (305)9308 2:36 ****
Silver Springs Fleetwood Mac (305)3304 4:42 1997	Simple Kind of Life No Doubt (301)4476 3:31 ****	Sin So Well Rebekah (304)4116 3:33 ****

Function Buttons: Auto, Back, Next, Listen, Hours, Stack, Exit

Menu: Title, Artist, Length, Year, CAT, Spots, Promo, Jingles, Cart, MENU

MusTitle

Sort Banner: A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Labels: SORTS, FUNCTIONS, SORT BANNER

The event labels in the Insert Screen will display differently according to the Sort that is being used. For the Title and Music sorts, the event (cart) number, length, and year (if entered) will display on the bottom line. When the event is selected, the bottom line will change to show the last time the event played, and the next time it is scheduled to play.



To find a specific event, use the Banner at the bottom of the screen to narrow down the Sort. Click on the first letter/number to refresh the Banner. The keyboard can also be used if the option is set in Configuration -> System Settings.

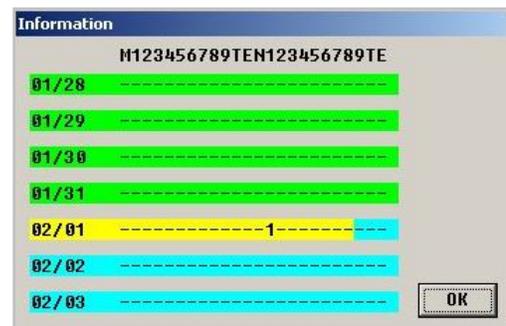
The **MENU** sort will bring up a list of *all* sorts set in Dispatch, including any beyond the nine that are displayed on the other sort buttons. Sorts that are not used often (such as Holiday Music) can be viewed from here. The **MENU** button must be set up in Configuration -> Database, and the sorts set up in Dispatch.

To insert an event into the Stack, click on the desired event, and click the blue Insert arrow that appears in the Start area in the position where the new event is to be placed. To insert multiple events, highlight the event, and click the green **Stack** button. Continue to sort and select events to be added to the Stack. The Stack button will display **S-1** and increment as more events are selected. When finished, click the blue Insert arrow in the Start area of the Stack.

The **Auto** button changes Modes as it does in the main screen. Preview/Extended Preview functionality (see above) is available using the **Listen** button. Select an event on the right and click the **Listen** button to preview the audio from the Sort.

The **Hours** button will show the selected event's date and time it last aired. (This information is also displayed in the selected event label when using the Title and Artist Sorts).

In this example, the event played in the 1:00 pm hour, but had not played for the 4 days before February 1st. It is not scheduled to play again through February 3rd.



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SS32 User Guide
Revision A

DATA SERVICES MODULE : DSM32

The Data Services Module (DSM32) is a replacement for the data services portion of the Comm Module for SS32 and Maestro systems.

There are two components to DSM32. The DSM32 *Service* is installed on any workstation exporting Now Playing data to a *destination* such as an RDS encoder or the internet.* The DSM32 *Configuration* interface is used to set up connections and Now Playing formats. You can connect to and configure any of the DSM32 services from one instance of the DSM32 Configuration when it is opened on a workstation that can connect to ALL workstations where a DSM32 Service is running.

*If you have multiple workstations exporting data to one workstation connected to the destination, you will need to install multiple DSM32 Services on that workstation. Please contact customer support for instructions in this situation.

Installation

Perform the following steps on *each* workstation with an individual connection to the destination (RDS encoder, internet).

Step 1: Extract the required DSM32 files.

- a. Save the DSM.zip file on the C:/ drive.
- b. Right-click the DSM.zip file and select "Extract All".
- c. Verify the files will be extracted to the "C:\DSM" folder.
- d. Mark the option to show extracted files when complete. Click "Extract".
- e. Leave the folder view open for the next step.

Step 2: Install and start the DSM32 Service.

- a. Double-click the file in C:/DSM named "install.bat".
- b. Wait for the prompt instruction you to press any key to *install* the service.
- c. Wait for the prompt instructing you to press any key to *start* the service.
- d. This process will also create a shortcut on the Desktop for the DSM32 Configuration interface (DSM32FIG.exe).

Step 3: Open DSM32 Configuration

- a. Open DSM32 Configuration from the desktop shortcut or the Start menu (created in Step 2d).
- b. Select the connection from the list presented. Click “Connect”.
- c. The DSM32 Configuration “home” screen will display a banner indicating the connection status with the DSM32 Service.

If the connection is not successful, please verify network connectivity and that the DSM32 Service is running before contacting customer support.

Advanced Configuration: Configure Multiple DSM32 Service Addresses

The following optional steps have you enter the IP Address for each of the workstations running the DSM32 Service into a text file. This allows you to connect to and configure any of the other DSM32 Services from one instance of the DSM32 Configuration interface. You should either:

- a. Edit one text file, and then copy the file to all workstations using DSM32 so the configuration can be opened from any of them, or
- b. Select one dedicated workstation to use the DSM32 Configuration interface and just edit one text file.

Configure multiple DSM32 Service Address(es)

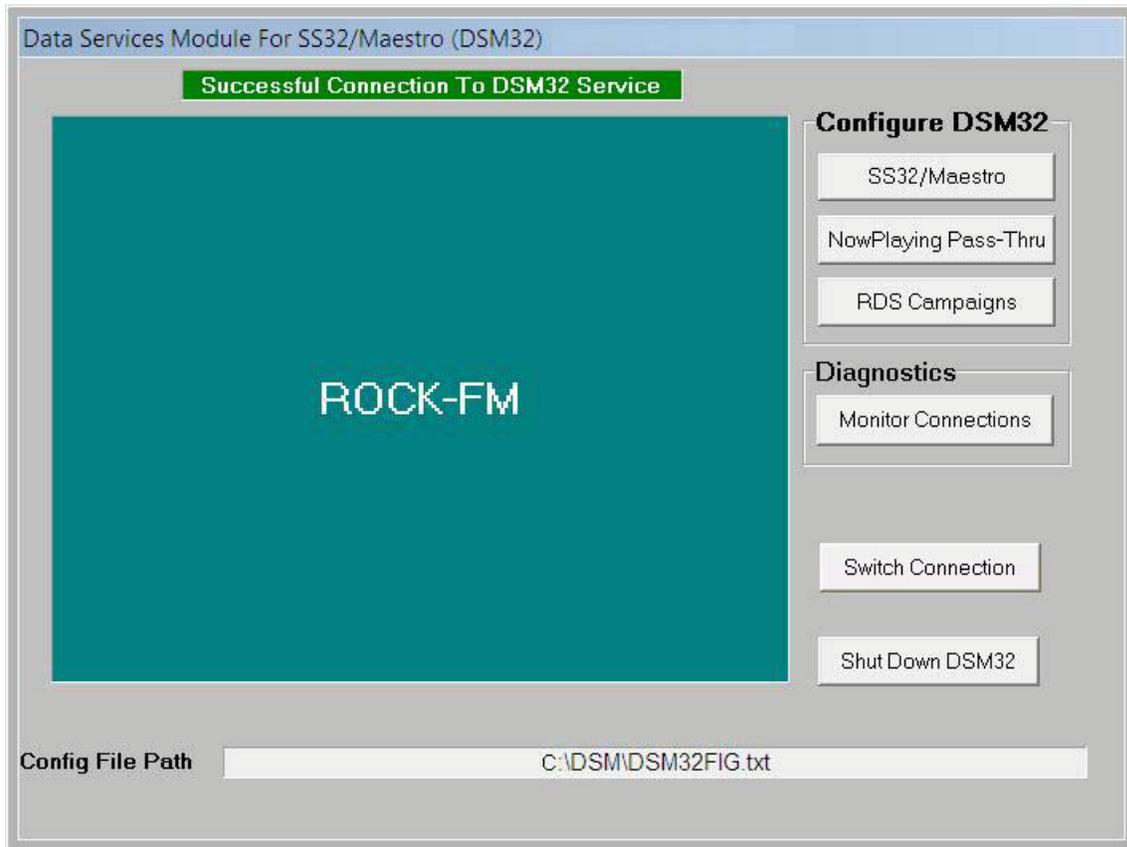
- a. Open the “serviceaddr.txt” file in C:/DSM for editing.
- b. Copy and paste the first line from <name> to </port> for each connection.
- c. Replace the text between the tags with your system information:
 - a. <name></name>: Enter a unique friendly name for the workstation where the DSM32 Service is running.
 - b. <address></address>: Enter the IP Address for the workstation running the DSM32 Service.
 - c. <port></port>: Enter the Port number where the DSM32 Service will be “listening”. The default port number is “7667”.
- d. Save and close the “serviceaddr.txt” file.
- e. (Optional) Copy and paste the “serviceaddr.txt” file to the C:\DSM folder on all workstations running the DSM32 Service.
- f. Close the folder view and open the DSM32 Configuration interface (Step 3, above).

If the connection is not successful, please verify network connectivity and correct IP Addresses in the “serviceaddr.txt” file before contacting customer support.

DSM32 Home

The home screen contains buttons for DSM32 configuration, diagnostic monitoring, changing connections, and shutting down the DSM32 Configuration Module. Closing this screen does not stop the DSM32 *Service* from running.

The banner at the top of the screen displays the status to the connection selected in the previous step.



The **Config File Path** displays the directory where the configuration file resides.

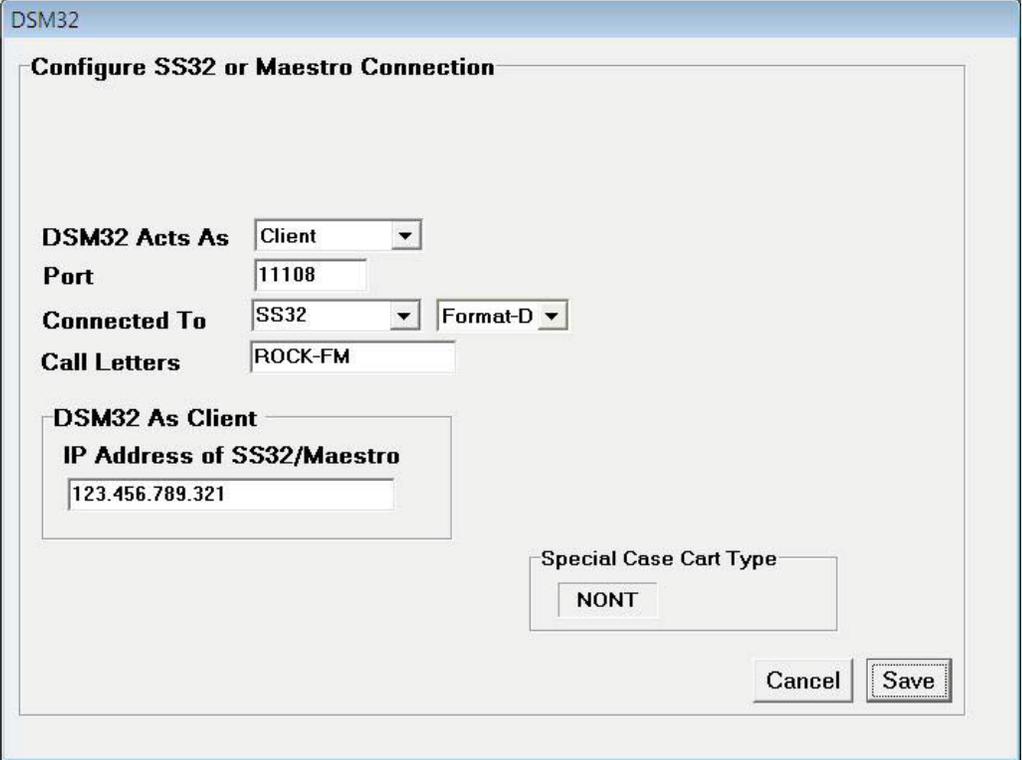
Please note that the station call letters are not displayed until the SS32/Maestro configuration is entered and saved.

Click the **SS32/Maestro** button on the main screen to begin configuration.

SS32/Maestro Configuration

The SS32/Maestro configuration determines the relationship between SS32/Maestro and DSM32. One will be configured as the host/server, and the other will be configured as the client.

- **DSM32 Acts As:** In their default configuration, both SS32/Maestro are configured as the host (or server). In this typical scenario, the DSM32 should be configured as a Client.
- **Port:** Enter the “in use” port number for Now Playing Data from SS32/Maestro.
 - Maestro defaults to port 11108.
 - The SS32 port is user configurable in the SS32’s Now Playing screen under *Options -> Configuration -> NowPlay*. We suggest you change the ‘Local Address’ and ‘Destination’ socket to 11108. Once this is complete, enter 11108 into the port field.
- **Connected To:** Select the type of system connecting to DSM32 (SS32 or Maestro). Notice that settings to the right will change depending on the SS32 or Maestro selection.
 - **SS32 Format:** Select whether the RDS data export is in *Format D* or *Format E*.
 - **Maestro:** Enables Maestro Cart Types settings (described in the next section).
- **Call Letters:** Enter the call letters for the station connecting to DSM32.
- **DSM As Client:** Enter the IP Address of SS32/Maestro in the field at the bottom of the screen.
- **Special Case Cart Type:** The Special Case Cart Type is used to indicate which media assets will be treated as “Do Not Play on Internet”. In SS32, these events are tagged as “NONT”.



The screenshot shows a window titled "DSM32" with a sub-header "Configure SS32 or Maestro Connection". The window contains several configuration fields:

- DSM32 Acts As:** A dropdown menu set to "Client".
- Port:** A text input field containing "11108".
- Connected To:** A dropdown menu set to "SS32" and a secondary dropdown menu set to "Format-D".
- Call Letters:** A text input field containing "ROCK-FM".
- DSM32 As Client:** A section containing a text input field for "IP Address of SS32/Maestro" with the value "123.456.789.321".
- Special Case Cart Type:** A text input field containing "NONT".

At the bottom right of the window are "Cancel" and "Save" buttons.

Maestro Cart Types

Maestro users can define which cart types (as defined in Maestro Configuration) will be associated with music events. The “Music” cart type will be selected by default.

To add a custom cart type, enter the name in the field below the list and click “Add”. To delete a cart type, highlight it in the list (by clicking once) and click the “Delete” button.

The **Special Case Cart Type** is used to indicate which Maestro Cart Type will be treated as “Do Not Play on Internet”. Maestro users will enter the Cart Type name in this field.

The screenshot shows a software window titled "DSM32" with a sub-header "Configure SS32 or Maestro Connection". The window is divided into several sections:

- DSM32 Acts As:** A dropdown menu set to "Client".
- Port:** A text input field containing "11108".
- Connected To:** A dropdown menu set to "Maestro".
- Call Letters:** A text input field containing "ROCK-FM".
- DSM32 As Client:** A section containing a text input field for "IP Address of SS32/Maestro" with the value "123.456.789.321".
- Maestro Cart Types:** A section titled "Check to Indicate MUSIC" containing a list of checkboxes: "Music" (checked), "Commercials" (unchecked), and "Holiday" (checked). Below the list is an empty text input field and an "Add" button. To the right of the list is a "Delete" button.
- Special Case Cart Type:** A text input field containing "Commercials".

At the bottom right of the window are "Cancel" and "Save" buttons.

Click “Save” to return to the main screen. Click the **Now Playing Pass-Thru** button on the main screen to continue.

Now Playing Pass-Thru

The Now Playing Pass-Thru configuration allows duplicate Now Playing data to be made available in a variety of formats to multiple sources (i.e. streaming computers or other web-based services).

Double-click the <create new> line in the Connections screen.

- **Name/Description:** Enter a unique name for the connection.
- If DSM32 is to act as a *server* to the destination workstation, select “Listen” as the **Style** type, enter 0.0.0.0 as the **IP Address**, and enter the desired **Port** number to listen on. DSM32 will allow the destination workstation to retrieve the Now Playing data at the local IP of the DSM32 workstation.
- If DSM32 is to act as a client to the destination workstation, select “Send” as the **Style** type and enter the **IP Address** and **Port** number of the destination workstation. DSM32 will push the Now Playing data information to this address.
- **Protocol:** Enter the desired protocol to use. If ‘file’ mode is selected, enter the entire path plus the file name into the field above.
- **Format:** Select the desired pass-through format from the drop down list. (See [examples](#) of the various export formats). When you select “User-Defined”, an “Edit” button appears. Click this button to open the User-Defined Template screen ([example](#) on next page).
- **Options:** Select from the list of predefined modifiers for the Format selection above.

DSM32

Edit Connection [ID=1]

Name/Description AFA Listening Connection

IP Address 0.0.0.0

Port 5005

Protocol TCP

Format D

Style Listen DSM32 act as Server

Options

- Formats E+XML: Append Carriage-Return (CR) Char
- Formats A+E+XML: Append Line Feed (LF) Char
- Formats C+D+XML: Send Only First (Playing) Line
- Format D: Don't Send Ending Countdown
- Formats A+E+XML: Send Music ("SONG") Events Only
- Formats A+C+D+E: Trim Output (Remove Trailing Spaces)
- Formats A+C+D+E: Prepend This Text: NoValue
- Formats A+C+D+E: Append This Text: NoValue

Cancel Save

User-Defined Template

Enter your user-defined template for the Now Playing export format using the Variables and Options defined on the screen. You can modify an existing format (A, C, D, and E) by clicking the button in the “Pre-Built Formats” section and modifying the variables in the template field (top of screen).

Click “Done” to save the user-defined template and return to the Connections screen.

The screenshot shows a software window titled "DSM32" with a "User-Defined Template:" section. At the top, a text box contains the template "@T @A @L". Below this are three main panels: "Variables", "Options", and "Pre-Built Formats".

- Variables:** A list of variables with their meanings: @A = Artist, @T = Title, @E = Etc/Trivia, @L = Length, @Y = Type (song/spot), @@ = Literal '@', @G = Category, @C = Cart, @I = Intro, @D = Ending (C,F,etc), @P = Playing (P) (or C), @S = Countdown, @r = CR character, @n = LF character.
- Options:** A list of options with checkboxes and numeric values: FT - Fix Title Width (checked, 37), FA - Fix Artist Width (checked, 28), FE - Fix Etc/Trivia Width (unchecked, 34), TR - Trim Title, Artist, and Etc Fields (unchecked), SO - Send 'Song' Events Only (unchecked), SP - Send 'Spot' Events Only (unchecked), NP - Don't Pad Category (unchecked), CO - Countdown (unchecked), ME - Multiple Stack Events (unchecked, 6).
- Pre-Built Formats:** A vertical stack of buttons labeled A, C, D, and E.

A "Done" button is located at the bottom right of the window.

Click “Save” to return to the main screen. Click the **RDS Campaigns** button on the main screen.

RDS Campaigns

The Campaign configuration screen allows you to define your RDS encoder output settings, as well as set specific rules for exported text. For example, you could set a campaign to display the station slogan or advertiser sponsored text during commercials, or display upcoming concert information for a specific artist when their latest song airs.

To set up your RDS Encoder settings:

- **Type:** Select your encoder type from the drop-down menu. If your encoder type is not listed, select "User Defined".
- **IP Address and Port:** Enter the destination IP address and Port Number for the RDS encoder.
- **Protocol:** Select the desired protocol to use from the drop-down list. Consult your RDS encoder manual for more information about which Protocol to use.
 - Selections for *TCP* (Transmission Control Protocol) and *UDP* (Universal Datagram Protocol) will send ASCII formatting. Note that Inovonics® units are limited to TCP output only.
 - The *UECP* (Universal Encoder Communication Protocol) selection will send modified Audemat® UECP encoding over UDP that should be backward compatible with all Aztec® and Burk® devices.
 - *UECP2* will send standard UECP encoding over UDP to these devices. Firmware 3780 or higher is required to use UECP2.
- **PS:** The **PS** setting defaults to *Static* mode. Use the drop-down menu to access the advanced option that allows you to send *Dynamic* PS instead of Static.
 - The default *Static* mode indicates text events will be sent to the RDS encoder in 8-character (PS=segments) in Block mode. This is the traditional behavior of the original Comm Module.
 - *Dynamic* PS instead of static (prefixed as DPS= or PS_SCROLL=) to the RDS encoder. When this setting is selected, the RDS encoder itself takes care of parsing the output text internally and additional parameters must be configured on the encoder. Please reference the RDS encoder manual for individual unit configuration settings. [Aztec/Burk units require Firmware Version 3780.x or greater from www.audemat-aztec.com to enable this functionality].

Note that the Dynamic PS output is limited to 64 characters as a time. Campaigns over this character limit will be truncated.

- **Default PS Msg:** Enter a default PS message (up to 8 characters).
- **Refresh Rate:** Confirm your default refresh rate in seconds from the drop down menu.

- **Radio Text (64):** Mark the option for **Radio Text (64)** to send the identical campaigns as *radiotext* (i.e. TEXT= or RT=) to your RDS encoder.
 - The option for **Radio Text (64)** will send the identical campaigns as *radiotext* (i.e. TEXT= or RT=) to your RDS encoder. *Radiotext* carries the same 64-character limit as Dynamic PS and campaigns over this character limit will be truncated. It may be sent concurrently with either Static OR Dynamic PS. *Radiotext* may require additional configuration on the RDS encoder. Please reference the RDS encoder manual for individual unit configuration settings. [Aztec/Burk units require Firmware Version 3780.x or greater from www.audemat-aztec.com to enable this functionality].
- **Radio Freq:** Enter the radio frequency of the station being configured.
- **Slogan:** Enter the station slogan. The field next to the slogan displays the total time it will take to run the slogan depending on the Refresh Rate previously selected.

Options

Ignore 'NONT' Type: Selecting this option will prevent NONT (Do Not Play on Internet) events from being output over the RDS.

Publish Spot Titles: Selection this option will allow spot titles to be output from the RDS encoder.

DSM32

Configure Campaigns

RDS Encoder

Type **Aztec FMB80** IP Address **123.456.789.322** Port **5007**

Protocol **UDP** PS **Static** Default PS Msg **Rock 104**

Refresh Rate (secs) **1.8** RadioText (64) Radio Freq **104.1**

Slogan **104.1 FM Your Home For Rock** Slogan **7.2** secs

Options

Ignore 'NONT' Type Publish Spot Titles

Campaigns (Highlight Then Use Button [DoubleClick = Edit])

Default Campaigns
<create new>

Edit

Delete

Done

Set up the Default Campaign

Double-click the “Default Campaigns” line in the Campaigns screen.

Replace the “NoValue” text with your custom text fields along with Title and Artist wildcards (in the drop-down menus). This information will be sent (from top to bottom) to the RDS encoder while defined music cuts are playing.

Leaving the ‘NoValue’ text in a field will omit that field from being sent to the RDS encoder.

DSM32

Edit Default Campaigns

Music Campaign

Text Part #1 Now Playing

Title or Artis Title

Text Part #2 by

Title or Artis Artist

Text Part #3 on Rock 104

Spot Campaign

Text Part #1 Tell

Spot Name Appears Here

Text Part #2 Rock 104 sent you...

Note: Use Special Text "NoValue" to skip over any field.

Cancel Save

Enter your Default Campaign settings and click “Save” to return to the Campaign configuration.

Set up Custom Campaigns

Double-click the <create new> line in the Campaigns screen.

Enter a unique **Name** for the campaign. The **Enable** drop-down list allows you to disable and re-enable a campaign while retaining the previously entered values. A 'Disabled' campaign will not be triggered, and is grayed out under the campaign menu.

Next, select a Campaign Trigger **Type** from the drop-down list. Note that additional fields may appear depending on the type of campaign selected.

Campaign Trigger Types:

- Ad Matching: will be triggered when the 'Title' field of a spot matches the include list.
- Artist Matching: will be triggered when the 'Artist' field of a song matches the include list.
- Open Inventory: will be triggered when no other criteria is met.
- Title Matching: will be triggered when the 'Title' field of a song matches the include list.

If you have selected a type that requires text to trigger the campaign, enter the "include" value in the field under the "**Matching These Advertisers**" list. Click "Add" to add the values to this list.

Use the "Find" button to search for an existing advertiser. You may also select a value from the historical RDS data using the "Find" button. Select a value from the Find menu and click 'Add' to append the value to the list.

The screenshot shows a software interface for editing a campaign. The title bar reads "Cheddar is better at Pete's House of Cheese!". The main window is titled "Edit Campaign [ID=1]".

Fields include:

- Name:** Pete's House of Cheese
- Enabled:** Enabled (dropdown)
- Type:** Ad Matching (dropdown)
- Priority:** Medium (dropdown)
- Start Date:** 4/20/2009 (dropdown)
- Play Thru:** 5/18/2009 (dropdown)
- Minimum Minutes Between Plays:** 15 (dropdown)
- Repeat Rate:** Continuous (dropdown)

The **Matching These Advertisers** section contains a text input field with "Pete's" and buttons for "Delete", "Find", and "Add".

Campaign Text: (wildcards: _StationName_ _Frequency_ _Slogan_)
Cheddar is better at Pete's House of Cheese!

Day/Hour Restrictions: (Black = Blocked Green=Allow)

Day	M	1	2	3	4	5	6	7	8	9	10	11	N	1	2	3	4	5	6	7	8	9	10	11
Mon	M	1	2	3	4	5	6	7	8	9	10	11	N	1	2	3	4	5	6	7	8	9	10	11
Tue	M	1	2	3	4	5	6	7	8	9	10	11	N	1	2	3	4	5	6	7	8	9	10	11
Wed	M	1	2	3	4	5	6	7	8	9	10	11	N	1	2	3	4	5	6	7	8	9	10	11
Thu	M	1	2	3	4	5	6	7	8	9	10	11	N	1	2	3	4	5	6	7	8	9	10	11
Fri	M	1	2	3	4	5	6	7	8	9	10	11	N	1	2	3	4	5	6	7	8	9	10	11
Sat	M	1	2	3	4	5	6	7	8	9	10	11	N	1	2	3	4	5	6	7	8	9	10	11
Sun	M	1	2	3	4	5	6	7	8	9	10	11	N	1	2	3	4	5	6	7	8	9	10	11

Buttons: Select All, Clear All, Cancel, Save

Bottom fields: Last Used: NoValue, Use After: NoValue, Publish In: 12.6 secs

Priority can be adjusted to one of five values: Lowest, Low, Medium, High, and Highest to assist with conflict resolution. The default priority is Medium.

The **Start Date** and **Play Thru** dates define the first day a campaign will run and the last date a campaign will run through.

The **Minimum Minutes Between Plays** selection will set the minimum period of time that must elapse before the campaign screen is open to play again. A value of 'None' will cycle the campaign indefinitely until the next element is started.

The **Repeat Rate** selection allows fine-tuning a campaign as it will determine the frequency of a campaign within the campaign screen.

The text entered in the **Campaign Text** field will be displayed when the campaign is triggered. Type your own text in the field, or enter one or all of the "wildcards" displayed under the text field. You must enter these exactly like the examples:

- `_StationName_` will be taken from the "Station Name" field in the SS32/Maestro configuration screen.
- `_Frequency_` will be taken from the "Radio Freq" field in the Configure Campaign main screen.
- `_Slogan_` will be taken from the "Slogan" field in the Configure Campaign main screen.

The **Day/Hour Restrictions** area allows you to define the hours and days of the week that a campaign can be triggered. All days and hours are enabled (in green) by default. Restricted hours and days are denoted in black. Simply click on the hour in the grid to change the restrictions.

The **Last Used** field displays the last date and time the campaign was triggered. The **Use After** field will display the next available run time for the campaign. The **Publish In** field serves as a counter for the repeat rate.

Diagnostics

The diagnostic screen provides a quick way to monitor the incoming data to the DSM32 service from your SS32/Maestro system. Click the **Monitor Connections** button on the main screen to open the Diagnostics screen.

The **Monitor Now Playing** screen displays the text being generated from SS32/Maestro to DSM32 when the monitor box is checked. Switch the view by clicking the box to display **Encoder Replies**.

The **Connection Activity** displays the Foreign Address connection for diagnostic purposes.

Use the "Clear" button next to each of these screens to clear the screen and monitor new information coming in.

The **Logging Option** selections will record the selected data (configuration editing, socket activity, or campaign logic) in a DSM32Log.txt file in the DSM32 directory.

The **Send Format-D and Sent XML** buttons send a test output in the selected format to all sockets.

The screenshot shows the DSM32 Diagnostics window with the following components:

- Monitor:** **Now Playing from SS32/Maestro** **Encoder Replies** Clear
- Data Table:**

LI10600SPOT02Liner 2	ROTATOR	P00C00:04LI10001SPOT02Liner 1	LEGAL
LI10600SPOT01Liner 2	ROTATOR	P00C00:04LI10001SPOT01Liner 1	LEGAL
LI10600SPOT00Liner 2	ROTATOR	P00C00:04LI10001SPOT00Liner 1	LEGAL
LI10001SPOT Liner 1	LEGAL	P00F00:04LI10600SPOT Liner 3	ROTATOR
LI10001SPOT03Liner 1	LEGAL	P00F00:04LI10600SPOT03Liner 3	ROTATOR
LI10001SPOT02Liner 1	LEGAL	P00F00:04LI10600SPOT02Liner 3	ROTATOR
LI10001SPOT01Liner 1	LEGAL	P00F00:04LI10600SPOT01Liner 3	ROTATOR
- Connection Activity:** Clear
Connection Closed 172.29.106.95 Port=5005
Connection Completed 172.29.106.95 Port=5005
Connection Closed 172.29.106.95 Port=5005
Connection Completed 172.29.106.95 Port=5005
Connection Closed 172.29.106.95 Port=5005
- Sample to All Connects:**
Send Format-D
Send XML
- Logging Options:**
 Log Edit Activity
 Log Socket Activity
 Log Campaign Logic
- Done

Now Playing Examples

Formats D and E are the only two formats SS32 can export to DSM32. DSM32 can export in formats A, C, D, E, XML, and User-Defined.

Now Playing data exported from a pass-through when connected to a Maestro system will only export the current on-air event.

Format A

TEXT= <<title [37 bytes]>> <<two spaces>> <<artist [25 bytes] >> CR for a total length of 70 bytes. Title and artist fields are truncated as needed to fit in the respective locations.

```
Text=Once Bitten, Twice Shy           Great White
```

Format C

CAT(3)/CART(4)/TYPE(4)/TITLE(28)/ARTIST(28)/STATUS(1)/LENGTH(5)/CR/LF

```
1109054SONGOnce Bitten, Twice Shy     Great White
P04:59

1031058NONTHello It's Me              Rundgren, Todd
C03:38

SWP0200SPOTPETERS                      ----
C00:02

1052205SONGI Want You To Want Me     Cheap Trick
C02:56

4010127SONGA Hard Day's Night        Beatles, The
C02:24

4010181SONGRunaway                    Shannon, Del
C02:13

4032338SONGSouthern Man              Young, Neil
C05:20

SWP0201SPOTMILKBONE                   ----
C00:04
```

Format D

CAT(3)/CART(4)/TYPE(4)/WARN(2)/TITLE(28)/ARTIST(28)/STATUS(1)/INTRO(2)/END(1)/LENGTH(5)/C
R/LF

1109054	SONG	Once Bitten, Twice Shy	Great White
P21F04:59			
1031058	NONT	Hello It's Me	Rundgren, Todd
C12F03:38			
SWP0200	SPOT	PETERS	----
C00F00:02			
1052205	SONG	I Want You To Want Me	Cheap Trick
C10F02:56			
4010127	SONG	A Hard Day's Night	Beatles, The
C02F02:24			
4010181	SONG	Runaway	Shannon, Del
C06F02:13			
4032338	SONG	Southern Man	Young, Neil
C13F05:20			
SWP0201	SPOT	MILKBONE	----
C00F00:04			

Format E

CAT(3)/CART(4)/TYPE(4)/TITLE(43)/ARTIST(34)/TRIVIA(34)/INTRO(2)/END(1)/LENGTH(5)/NULLBYTE(
1)

1109054	SONG	Once Bitten, Twice Shy	Great White
		...Twice Shy	21F04:59

XML

This is an example of the XML export format saved in a text file.

Note that XML exported from the pass-through when connected to a Maestro system will only export the current on-air event.

```
<NowPlaying><Call>GGLA-FM</Call><Events><SS32Event pos="0"
valid="true"><CatId>110</CatId><CutId>9054</CutId><Type>SONG
</Type><SecondsRemaining> </SecondsRemaining><Title><![CDATA
[Once Bitten, Twice Shy   ]]></Title><Artist><![CDATA[Great White
]]></Artist><Intro>21</Intro><Len>04:59</Len><Raw><![CDATA
[1109054SONG Once Bitten, Twice Shy   Great White
P21F04:59]]></Raw></SS32Event><SS32Event pos="1" valid="true">
<CatId>103</CatId><CutId>1058</CutId><Type>NONT</Type>
<SecondsRemaining> </SecondsRemaining><Title><![CDATA[Hello
It's Me           ]]></Title><Artist><![CDATA[Rundgren, Todd   ]]>
</Artist><Intro>12</Intro><Len>03:38</Len><Raw><![CDATA
[1031058NONTHello It's Me           Rundgren, Todd
C12F03:38]]></Raw></SS32Event><SS32Event pos="2" valid="true">
<CatId>SWP</CatId><CutId>0200</CutId><Type>SPOT</Type>
<SecondsRemaining> </SecondsRemaining><Title><![CDATA
[PETERS           ]]></Title><Artist><![CDATA[----
]]></Artist><Intro>00</Intro><Len>00:02</Len><Raw><![CDATA
[SWP0200SPOT PETERS           ----           C00F00:02]]>
</Raw></SS32Event><SS32Event pos="3" valid="true"><CatId>105
```