



**Radio Automation Software Package**

# **Broadcast version User's Manual**

*(V 2.1.x)*



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## Before going to air

If you are really serious about Radio Broadcasting, you'll want to do things right first time. There are many different legal requirements set down by the authorities around the world that regulate and control the use of the *airwaves*. It is most important that you begin by thoroughly checking the rules and regulations for broadcasting in your Country.

Added to these regulations are bodies that represent the Music / Recording Industry, Musicians and Songwriters. Playing any music other than your own originals, is not permitted without the *right* to do so being extended to you or your organisation, by way of a licence and / or Royalty Payment, for the use of the material you use in the Public Domain. Moreover it is a legal requirement in most Countries, that you Log / Record the number of times and dates that any and every piece of music or song is played (On Air).

## Introduction

First and foremost thank you for choosing DirEttore – radio automation software package! This program has been designed by people that understand broadcast radio; especially with you, the (small) *Radio Station Operator* in mind. Its reliability, ease of use and functional uncluttered user interface guarantee round the clock, rock-solid operation of your station. DirEttore will become the *driving force behind* your broadcast programmes; a silent partner - working in the background, when you're not. We are continuously developing and refining our products. Your feedback is an important part of this process. Please feel free to contact us with your comments and ideas.

## Minimum Requirements

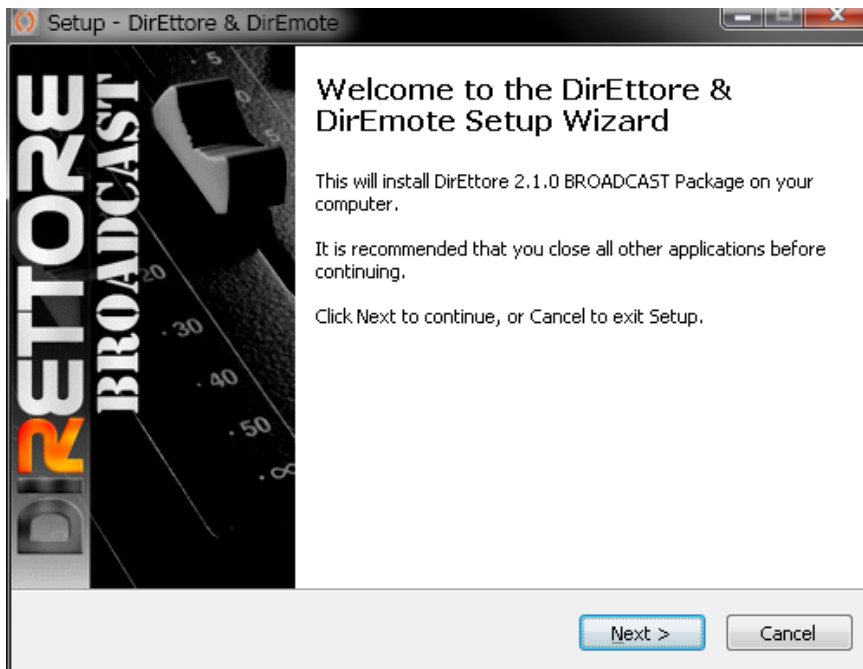
If you want to be sure to avoid unwanted instability over time, with smooth and accurate transitions, a dedicated computer with a fresh OS installation is strongly recommended. You must also observe the following absolute minimum requirements:

<i>Operating System</i>	Microsoft® Windows Seven™ / Vista™/XP™/2000™/Server 2003™
<i>Screen Resolution</i>	1024 x 768 @ 64K colours
<i>Processor</i>	Pentium IV or Athlon XP @ 1 GHz
<i>RAM</i>	1 GB RAM
<i>Sound Card</i>	A DirectX 8 (DirectSound) Compatible Sound card



## Installation

After having launched the file *DirEttoreSetup.exe* the installation process will begin.



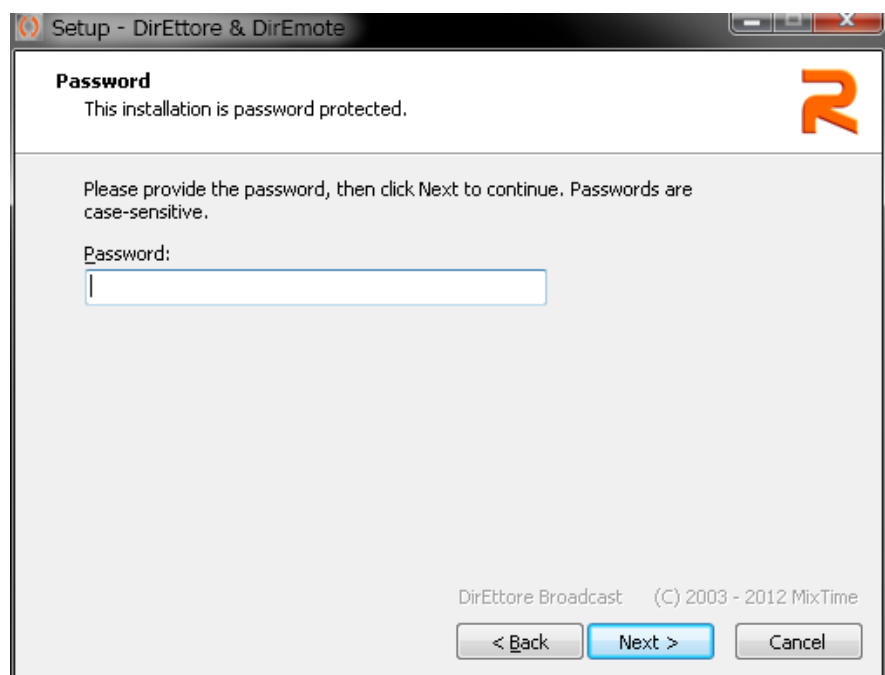
The program, initialization files, this manual, the POWERED BY DIRETTORE logo (in jpg format) and some demonstration files will be installed onto your hard drive together with (if selected) the start menu and desktop icons.

Note that any files you add to the installation folder will **not** be deleted during the de-installation process.

After the above welcome screen and acceptance of the license agreement, you will be asked to insert the password in order to continue the installation process.

If you are missing this information, please contact **MixTime** using the following e-mail address:

[info@mixtime.com](mailto:info@mixtime.com)





## About the audio files

DirEttore plays aac, flac, mpeg 1 Layer III (mp3) files encoded at any bit rate in CBR (constant bit rate) / VBR (variable bit rate) mode, OGG Vorbis (ogg), wave (wav) files recorded at any bit rate and bit depth and Windows Media Audio (wma), provided that the appropriate codecs are installed.

## Main Features and definitions

Before starting to explain all DirEttore's windows, let's focus on the key features that the application can provide. This brief glossary should help you to understand how the automation process has been implemented.

### **THREE PLAYERS**

You can mix songs with up to three virtual players at the same time, and a fourth is also available to fire the next song (ready and on cue).

### **CUE START**

Every NEXT song is set on cue at its start point, while the previous song is being played in order to avoid delayed starts. In this way songs will always start immediately.

### **CUE POINTS**

You can set START, INTRO and MIX points for each song, as well as three kinds of fade-type (fast, normal and slow). DO NOT FADE can also be set together with the starting mode by means of the cue points editor.

### **ROTATION**

A sequence of *Rotation Elements* (with Jingles, *Time Announcements* and *Sweepers*) that are randomly selected at the beginning of each new cycle.

### **ROTATION ELEMENT**

A chosen directory containing song files classified according to previously selected genres, tempo, age or whatever is desired.

### **PLAYLIST**

A playlist is basically a predefined and set sequence of songs, jingles, commercials, *Time Announcements* and *Sweepers* that can repeat itself.

### **SEQUENCE**

A single *rotation element* inserted a specified number of times that can have an INTRO, an OUTRO and an *in between rotation elements* jingle definition. This is useful for building commercial / trailer, sequences and so on.

### **TIME ANNOUNCEMENT**

A "real time" time announcer with the voice of your speaker. Following a few simple rules you can build your own time announcement to be mixed seamlessly with your music program.

### **SWEEPER**

A vocal or musical jingle automatically timed to end at the exact INTRO point of the next song, usually set at the beginning of the lyrics.

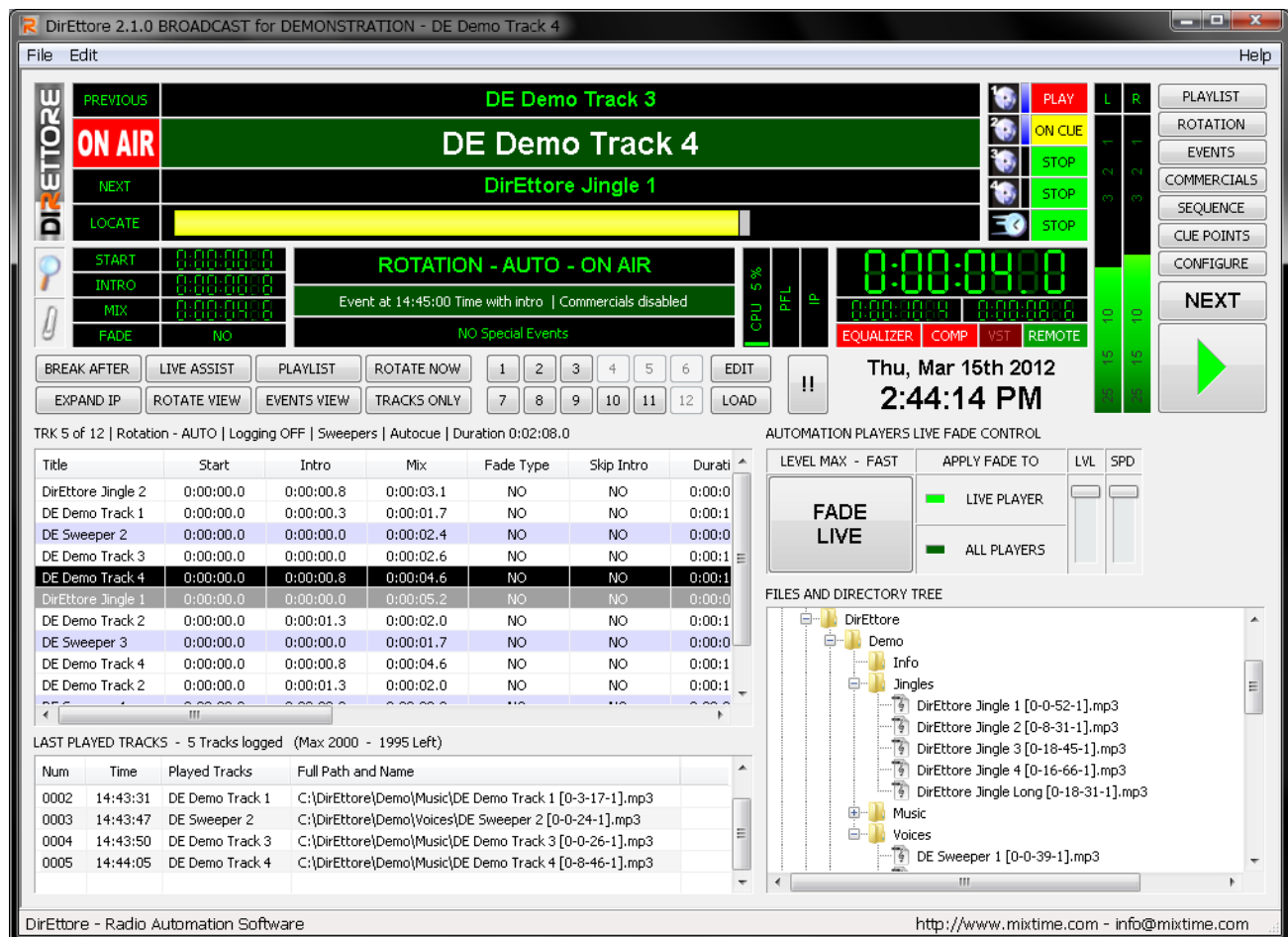
### **VOICE-TRACK**

As the sweeper is a vocal or musical jingle automatically timed to end at the exact INTRO point of the next song but starting from the currently playing song.



## The MAIN SCREEN window

Double click (left mouse) on the DirEttore icon and, after all previously saved settings have been loaded, the main screen will be displayed. The main screen is the re-sizeable window from which all functionality and control of your radio automation and broadcast programming is created and edited. From the main screen, you are always, only *One* (mouse) *Click Away* from whatever function you require, allowing instant configuration changes without losing focus on what is being broadcast.



Starting at the top of the screen and moving downwards we will explain the meaning of all the buttons and indicators you can see.

### The players panel



The top-left group of indicators displays the previously played, the currently on air, and the next-to-come song. A combined slider and progress control is also provided in order to allow changes or just look at the on-air song position. The progress indicator changes its color from green to yellow and then red, warning of the track's approaching end.

The program relies on five virtual players, four of them (1 2 3 4) are dedicated to the normal musical program and the fifth (special player) is used to fire special events such as the time announcement, sweepers and voice-tracks. Only three of the four normal players can play simultaneously; the fourth is always set on cue, ready to start the next song. Three states (identified by





color) are shown:

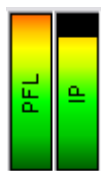
**STOP** in which the player is not loaded, **ON CUE** indicating the loaded and ready status and **PLAY**, the player is running. Four volume level meters are provided, in order to give visual feedback of the player's current volume. The special player doesn't change its volume.

### *The counters/status panel*



All the counters in this panel (and the remainder of the program) display the format **H:MM:SS.T**, therefore the maximum displayed time is: **9:59:59.9**. Audio files longer than that will normally be played, but not counted down (or up) unless the song position is within the upper limit. The only exception to this rule is the duration calculation counter (below the counter/status panel) which uses the format **HH:MM:SS.T**, in order to show a maximum duration of **23:59:59.9** Hours. Durations above this limit will be displayed as a "more than one day" message.

The first vertical bar shows the actual system **CPU usage**; In this way the user can continuously check the system's overall performance and understand if the PC power can cope with the program demands. Note that **the CPU usage monitor provided indicates the global system status not only the DirEttore's resource usage**. The program will work flawlessly up to 60-70% but peak usage must be monitored and can't exceed 90%. This high usage usually occurs during particularly rapid transitions between tracks.



**The second and third vertical bars** show the left and right level on a mono indicator of the pre-listen (PFL) and instant players (IP) windows respectively. Their range is from -30 to 0 dB, where the top limit is the maximum digital level before clipping.

**The first large counter** is a countdown timer to the previously set mix point. When the digits are shown in green, it displays the countdown to the end of the on-air portion of the song. As a warning, it starts flashing the background red ten seconds before the end of the track. When the background turns blue, it indicates that an intro point has been set and hence the



numbers displayed are the countdown to the intro point. As a warning, it starts flashing the background five seconds before the intro point time. The other two counters are: **ELAPSED** (on the left), the elapsed time from the **real** start point (not the one set in the cue points editing window), **REMAIN** (on the right), the **real** song position count down.



Below these counters there are four indicators: the DSP **equalizer**, the **compressor**, the **VST** and the **remote** status. If the corresponding background colour is dark the function is off. If, however the background colour is light the corresponding function is on. You can double click on the

desired indicator to change its status. The **remote** indicator will turn its background colour to red indicating an incoming remote connection activity.



START	0:00:00:0
INTRO	0:00:00:0
MIX	0:00:00:0
FADE	CUT

point indication will change its background color when the current track has been limited in duration by means of the **maximum duration** set (see track defaults configuration window). Now let's focus on the **central status panel**, which displays critical information about the whole automation process. The first large row is used to indicate the current automation settings and to warn the operator that a major issue is occurring. Usually this means that something critical to normal behaviour is happening. The second row indicates that a scheduled event or a commercial break is on the way and ready to be inserted into the current playlist. The third row informs that the next action will be a special event, such as a *time announcement* or a *sweeper*.



SEARCH BUTTON - Search for supported audio files on a given path

Another function included in the *counters/status panel* is the

**ROTATION - AUTO - READY**

Event at 12:05:00 Time with intro | Comm Break at 12:15

NO Special Events

Search - Prelisten Track : DE Demo Track 3

**SEARCH PARAMETERS**

Insert the full or partial name of the MP3 or WAV file to find. Extensions and wildcards are automatically added so they MUST NOT be included in the search text. (50 chars MAX)

demo

Insert the search path to start from

C:\DirEttore

Browse

4 entries found for demo in C:\DirEttore	
C:\DirEttore\Demo\Music\DE Demo Track 1 [0-3-17-1].mp3	
C:\DirEttore\Demo\Music\DE Demo Track 2 [0-13-20-1].mp3	
C:\DirEttore\Demo\Music\DE Demo Track 3 [0-0-26-1].mp3	
C:\DirEttore\Demo\Music\DE Demo Track 4 [0-8-46-1].mp3	

Double click on the result you want to add to the playlist / rotation window. It will be inserted immediately after the current selection.

Press PLAY to prelisten the currently selected track or enable AUTOPLAY if you want it done automatically. PRELISTEN VOLUME can be set using the vertical slider.

AUTOPLAY

PRELISTEN

VU

PFL

SEARCH  
  


START SEARCH

OK



**search tool.** It allows the user to search for supported audio files in a given directory. Wildcards are allowed, but the track to be searched **must not contain the file name extension**; this will be added automatically by the program. Tracks found matching the search criterion may be prelistened before being inserted on the automation flow. The **autoplay** function make easy the track **prelisten** by means of a simple click on the desired track.

Once the required track is found, simply double click on a result to add the track immediately after the current selection in the main playlist/rotation view.



TRACK INFO BUTTON - Extended track information if stored

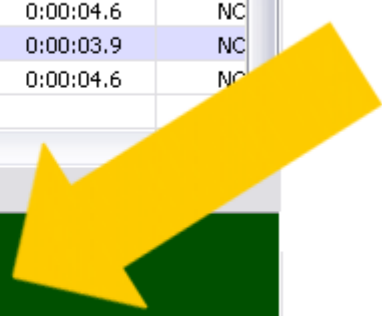
Below the search tool button there is the **track info** button that shows the extended track information, stored

S	SWEEPER	DE Sweeper 3	0:00:00.0	0:00:00.0	0:00:01.7	NC
MUSIC		DE Demo Track 1	0:00:00.0	0:00:00.3	0:00:01.7	NC
MUSIC		DE Demo Track 4	0:00:00.0	0:00:00.8	0:00:04.6	NC
S	SWEEPER	DE Sweeper 1	0:00:00.0	0:00:00.0	0:00:03.9	NC
MUSIC		DE Demo Track 4	0:00:00.0	0:00:00.8	0:00:04.6	NC

TRACK INFO - DE Demo Track 1

DirEttore Demo Track 1  
3 Different languages + English:  
Italian Portuguese and Japanese

DirEttore Demo Track 1  
3 Different languages + English:  
Italian Portuguese and Japanese



by the user for a given track. This view is mutually exclusive with the **last played track** view and it is possible to choose from two different font sizes: **Small** and **Big**. See the track info configuration tab to set the associated parameters.

If extended track information contained in the **id3v1 tag** of an **mp3 file** is required, it can be

PREVIOUS

DirEttore Jingle Long

ON AIR

DE Demo Track 1

NEXT

Artist

DE Demo Track 4

Title

LOCATE

START

0:00:00.0

INTRO

Album

MIX

0:00:01.7

FADE

NO

13 V1


MixTime

DirEttore Demo Track 1

DirEttore Demo Tracks (2006)

%

Year



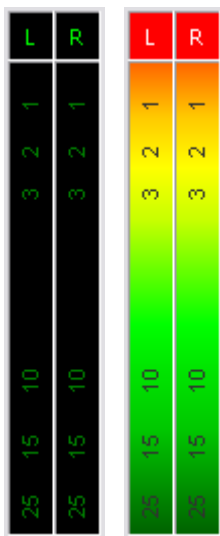


accessed simply by double clicking on the ON AIR track name.

The track name indication will turn orange and the id3v1 tag fields: artist name, track name, album and year will take the place of the central status panel. The first line displays the artist name, the second line the track name while the third line the album name and the year.

Double click the track name again to revert the display to normal.

### *The main VU Meters*



The MAIN SCREEN window also features a logarithmic stereo VU meter with peak level indicator. The range is from -30 to 0 dB, where 0 is the digital clipping that triggers the peak indicators (the peak indication is kept on hold for 1 second).

This stereo VU Meter shows the **audio level generated by the ON AIR PLAYERS (1 to 4) together with the SWEEPER and the TIME ANNOUNCEMENT players**. INSTANT and PRELISTEN players have their own mono vu meters located near the CPU meter (please see above).

The numbers within the bars are the output level expressed in decibels (dB). This indication is accurate in the digital domain but the real audio output level depends on the sound card window's mixer settings.



### The buttons

There are three groups of buttons; one set placed vertically at the top right of the screen, the others below the counters / status panel, filled with two horizontal rows of buttons.



These two rows are logically grouped: the first assembles the **operational** modifiers, while the second the **visualization** ones.

Starting with the top row we see eight buttons used either to change the configuration of the current broadcast program on the fly, or modify the information displayed on the main screen. The meaning of each button is as follows:

### THE FIRST ROW

#### **BREAK AFTER**

Stops the automation at the end of the currently playing track, applying the set fade type. This button is active only when the automation is in play. Moreover, **BREAK AFTER** is automatically activated when the maximum number of errors during the selection of the audio tracks is reached. It is also possible to set this function on a given track by means of the main playlist context menu.

#### **LIVE ASSIST/AUTO**

Toggles between the above two modes. **LIVE ASSIST** is the manual mode, where the following track doesn't start automatically but is fired either using the *return* / *space* keys or double clicking on the desired track. Scheduled events are disabled in this mode. **AUTO** completely automates the playing of the rotation / playlist tracks with insertion of scheduled events.

#### **PLAYLIST/ROTATION**

Toggles between the two operational modes provided by DirEttore. **PLAYLIST** allows you to broadcast a predefined and fixed sequence of songs, jingles, *sweepers* and *time announcements*.

**ROTATION** plays a predefined sequence of *Rotation Elements*, (together with *Time Announcements* and *Sweepers*) which are randomly selected at the beginning of each new cycle.

#### **ROTATE NOW**

Rebuilds the current playlist / rotation window with newly selected tracks according to the active rotation. If playlist mode is enabled instead, then the *rotate now* button will simply reinstate the current playlist.



## THE SECOND ROW

### EXPAND I.P./ COLLAPSE I.P.

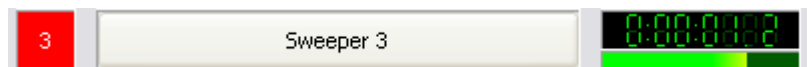
Toggles between the expanded and collapsed view of the instant players group.

1	Sweeper 1	0:00:06:07
2	Sweeper 2	0:00:05:00
3	Sweeper 3	0:00:04:07
4	Empty Slot	0:00:00:00
5	Empty Slot	0:00:00:00
6	Empty Slot	0:00:00:00
7	DirEttore Jingle 1	0:00:10:00
8	DirEttore Jingle 2	0:00:11:00
9	DirEttore Jingle Long	0:00:21:04
10	Empty Slot	0:00:00:00
11	Empty Slot	0:00:00:00
12	Empty Slot	0:00:00:00

When the expanded view is enabled, the right side of the main screen playlist / rotation view will be filled by the expanded panel regardless of the rotate and events view settings. Starting from left, the number on black background identifies the associated instant player; it will flash red when the player is started.

In the center are the start and stop buttons, a replica of those described in the **second horizontal group** section. The only difference being that the caption will display the associated track name. If it is inactive, there is no file loaded for the button (empty slot or bad/wrong track).

Each player also has its own countdown counter and a progress indicator at its right. The duration is calculated taking account of the possible start point but, as seen that the instant player is a "cart like" one, end point will always be the end of the track and the fade will never be applied, regardless of the cue points set.



### ROTATE VIEW/LIVE FADER

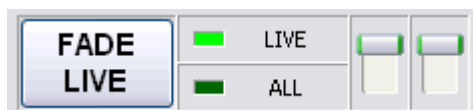
ROTATION (12 of 2 available custom elements)

Element Name	Type	Full Path and Name
JINGLES	Directory	C:\DirEttore\Demo\Jingles
MUSIC	Directory	C:\DirEttore\Demo\Music
SWEeper		
MUSIC	Directory	C:\DirEttore\Demo\Music
MUSIC	Directory	C:\DirEttore\Demo\Music
JINGLES	Directory	C:\DirEttore\Demo\Jingles
MUSIC	Directory	C:\DirEttore\Demo\Music

AUTOMATION PLAYERS LIVE FADE CONTROL

LEVEL MAX - FAST	APPLY FADE TO	LVL	SPD
FADE LIVE	<input checked="" type="checkbox"/> LIVE PLAYER	<input type="range"/>	<input type="range"/>
	<input type="checkbox"/> ALL PLAYERS		

This toggles between displaying the currently selected *rotation* and the *Live Fader Control* panel. The **rotation view** shows the elements belonging to the current *rotation*. It also displays the associated directory for every *rotation element*. The **live fader control view** allows you to fade music up and down in order to talk over the current program. By pressing the LIVE PLAYER button you apply the fade only to the currently played track. The next-track player will start at full volume. Pressing ALL PLAYERS, will apply the fade to all players; special players (*time announcement* and *sweeper*) included. Five fade levels are available: **MAX**, **3**, **2**, **1** and **MIN**. It is also possible to choose one of the three fade speeds available: **FAST**, **NORM** (normal) and **SLOW** whose respective durations are 1, 4 and 8 seconds. When instant players are expanded, the fader control group is placed where the I.P. collapsed version is located.





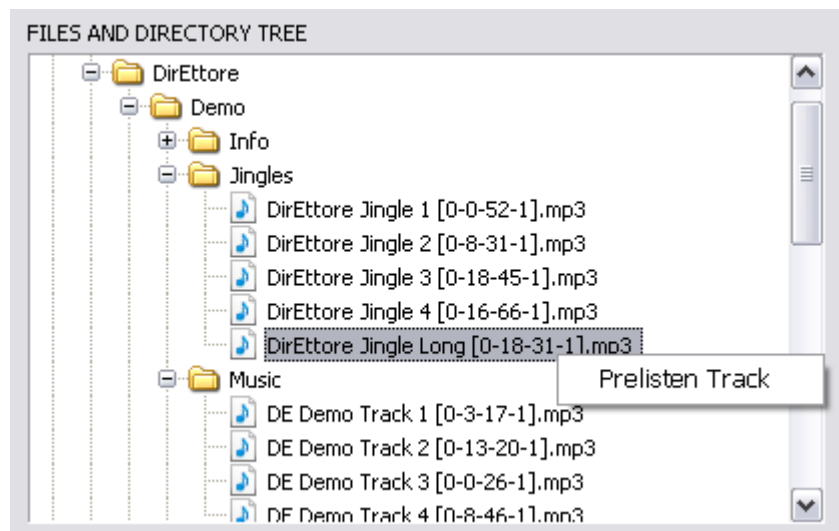
## EVENTS VIEW/FILES VIEW

☒ UPCOMING SCHEDULED EVENTS

Time	Event	Type	Active Days	Re
12:10:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	+
12:15:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	+
12:20:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	+
12:25:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	+
12:30:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	+
12:35:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	+
12:40:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	+
12:45:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	+
12:50:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	+
12:55:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	+
13:00:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	+
13:05:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	+

This toggles between displaying the *Upcoming Scheduled Events* and the *Files and Directory Tree* windows. The **upcoming scheduled events view** shows events coming up in the next 60 minutes, allowing you to disable all these events by un-checking the **UPCOMING SCHEDULED EVENTS** checkbox. The events displayed with a light red / pink background are *immediate* events.

The **files and directory tree view** displays supported audio files only, allowing to select the track you want to add to the current program in the playlist/rotation view. If you double click on a track it will be inserted immediately below the current playlist/rotation cursor position. It is also possible to **prelisten** a track right clicking on the name and select *prelisten track* on the pop up menu.



## LAST PLAYED VIEW/ TRACKS ONLY

LAST PLAYED TRACKS - 26 Tracks logged (Max 2000 - 1974 Left)

Num	Time	LAST PLAYED TRACKS - Double click to CLEAR ALL the items stored	name
0019	09:32:59	Demo Track 05	C:\DirEttore\Demo\Music\Dem
0020	09:33:08	Demo Track 03	C:\DirEttore\Demo\Music\Dem
0021	09:33:09	Sweeper 2	C:\DirEttore\Demo\Voices\Swe
0022	09:33:22	DirEttore Jingle Long	C:\DirEttore\Demo\Jingles\Dir
0023	10:46:59	Demo Track 05	C:\DirEttore\Demo\Music\Dem

If you need more information about recently played tracks, press the **LAST PLAYED / TRACKS ONLY** button. The above box will appear, showing the last 2000 tracks played by the automation. To reset and clear the entire window content simply double click over the heading. This view is mutually exclusive with the **track info** view.



Instant Players	
Sweeper 1	F1
Sweeper 2	F2
Sweeper 3	F3
Empty Slot	F4
Empty Slot	F5
Empty Slot	F6
DirEttore Jingle 1	F7
DirEttore Jingle 2	F8
DirEttore Jingle Long	F9
Empty Slot	F10
Empty Slot	F11
Empty Slot	F12
EDIT Configuration	I
LOAD Instant Set	J

The **second horizontal group** is made of 12 *instant player* buttons (that can also be started using the corresponding function keys F1 – F12).



If you need to know the name of the files loaded in each button, just hover the mouse cursor over the required button and a tooltip will appear with the name of the associated track. Another way to do this is by right-clicking in the area delimited by the 12 buttons to show a list of loaded files or by activating the **expanded view** described previously, where this context menu is also available. Inactive buttons indicate there is no file loaded for the corresponding button (empty slot or bad track). There are two more controls in this group, with the following functionality:

### **EDIT**

Opens the instant *players configuration* window. From here you can modify and test all files loaded within the 12 button set.

### **LOAD**

Loads a previously saved set of instant players. This is the fastest way to change the active jingle set.


The **PANIC** function completes the horizontal row of buttons. It allows the insertion into the playlist of a predefined number of tracks from a given directory, in order to resolve any *panic* situations in which the user is experiencing dead air not caused by a system or program crash.

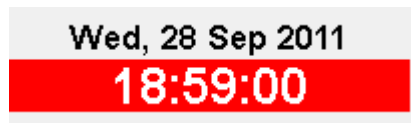
Just press either the panic button **TWICE** or hit the associated **[ESCAPE]** shortcut key **TWICE** to immediately stop (without any fade) all the DirEttore's players; *Sweeper* and *Time Announcement* players included, and start the first panic track.



Note that the PANIC button text will change according to the selected screen size.



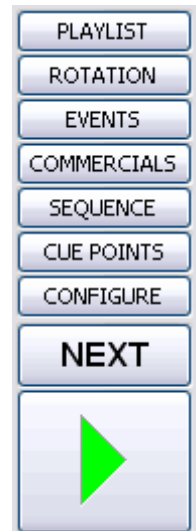
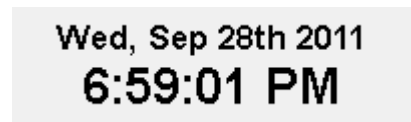
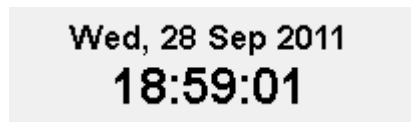
The **third group of buttons** is the vertical group. It allows you to access all the main configuration windows of the program, combined with the  PLAY / STOP function.



Between the instant players button group and the vertical one there is a date / time indicator that flashes red at every top of the minutes.

**Date and time accuracy is dependent on the computer's system clock.**

Date format can be switched between 12 and 24 Hour mode by simply double clicking on the date / time indicator.





## The playlist/rotation view

This is the view from which you can control the automation process flow. The top row summarizes how the program has been configured. Starting from left you are informed about which track of the current list is being played, the PLAYLIST or ROTATION mode selected, whether the logging is activated, if you are in Voice-Track mode, if the AUTOCUE option is enabled and finally, the playing duration of the whole list, calculated subject to start and mix point offsets.

TRK 5 of 13   Rotation - AUTO   Logging OFF   Sweepers   Autocue   Duration 0:02:42.7						
Event	Title	Start	Intro	Mix	Fade Type	Skip Intro
MUSIC	DE Demo Track 2	0:00:00.0	0:00:01.3	0:00:02.0	NO	NO
JINGLES	DirEttore Jingle Long	0:00:00.0	0:00:01.8	0:00:03.1	NO	NO
MUSIC	DE Demo Track 1	0:00:00.0	0:00:00.3	0:00:01.7	NO	NO
SWEEPER	DE Sweeper 2	0:00:00.0	0:00:00.0	0:00:02.4	NO	NO
MUSIC	DE Demo Track 2	0:00:00.0	0:00:01.3	0:00:02.0	NO	NO
MUSIC	DE Demo Track 4	0:00:00.0	0:00:00.8	0:00:04.6	NO	NO
JINGLES	DirEttore Jingle 3	0:00:00.0	0:00:01.8	0:00:04.5	NO	NO
MUSIC	DE Demo Track 3	0:00:00.0	0:00:00.0	0:00:02.6	NO	NO
SWEEPER	DE Sweeper 3	0:00:00.0	0:00:00.0	0:00:01.7	NO	NO
MUSIC	DE Demo Track 2	0:00:00.0	0:00:01.3	0:00:02.0	NO	NO
MUSIC	DE Demo Track 4	0:00:00.0	0:00:00.8	0:00:04.6	NO	NO
SWEEPER	DE Sweeper 1	0:00:00.0	0:00:00.0	0:00:03.9	NO	NO
MUSIC	DE Demo Track 1	0:00:00.0	0:00:00.3	0:00:01.7	NO	NO

The list below the information text, gives you information (from left to right) about the element type, track title, associated start intro and mix points, the fade type, the status of the *skip intro* option, the on air (trimmed with the cue points editor) duration of the track, **when the track will be aired** (this option is available only if the automation is on air, the average precision is +/- 1 sec.), the duration of the intro point, the complete path to the file (if applicable), the voice-track status that instructs the automation to treat the track as a voice-track and the VT-Overlap Status that indicates that a voice-track can overlap the specific track. SWEEPERS and VOICE-TRACKS are identified with a light blue background while TIME ANNOUNCEMENTS are identified with a light red background.

Duration	On Air Time	On Air Intro
0:00:15.4	---	0:00:00.3
0:00:23.1	---	0:00:01.8
0:00:14.9	---	0:00:00.0
0:00:02.5	---	0:00:00.0
0:00:15.4	---	0:00:00.3
0:00:14.9	14:59:13	0:00:00.0
0:00:08.4	14:59:28	0:00:01.6
0:00:15.7	14:59:36	0:00:01.3
0:00:03.4	14:59:52	0:00:00.0
0:00:14.4	14:59:55	0:00:00.8
0:00:14.9	15:00:10	0:00:00.0
0:00:03.7	15:00:25	0:00:00.0
0:00:15.7	15:00:28	0:00:01.3

Full Path and Name	Voice Track	VT Overlap
C:\DirEttore\Demo\Music\DE Demo Track 1 [0-3-17-1].mp3	NO	YES
C:\DirEttore\Demo\Jingles\DirEttore Jingle Long [0-18-31-1].mp3	NO	YES
C:\DirEttore\Demo\Music\DE Demo Track 3 [0-0-26-1].mp3	NO	YES
C:\DirEttore\Demo\Voices\DE Sweeper 2 [0-0-24-1].mp3	NO	YES
C:\DirEttore\Demo\Music\DE Demo Track 1 [0-3-17-1].mp3	NO	YES
C:\DirEttore\Demo\Music\DE Demo Track 3 [0-0-26-1].mp3	NO	YES
C:\DirEttore\Demo\Jingles\DirEttore Jingle 4 [0-16-66-1].mp3	NO	YES
C:\DirEttore\Demo\Music\DE Demo Track 2 [0-13-20-1].mp3	NO	YES
C:\DirEttore\Demo\Voices\DE Sweeper 1 [0-0-39-1].mp3	NO	YES
C:\DirEttore\Demo\Music\DE Demo Track 4 [0-8-46-1].mp3	NO	YES
C:\DirEttore\Demo\Music\DE Demo Track 3 [0-0-26-1].mp3	NO	YES
C:\DirEttore\Demo\Voices\DE Sweeper 3 [0-0-17-1].mp3	NO	YES
C:\DirEttore\Demo\Music\DE Demo Track 2 [0-13-20-1].mp3	NO	YES

All the columns in this list may be rearranged. Double clicking on the header will set all the columns to the default position, which is shown in the images of this page that represent the whole content split across 3 pictures.



In this *playlist / rotation view* there are three other colour codes: if the automation is stopped, the currently ON CUE track (the one that will start if the PLAY button is pressed) is identified with a dark grey background. If the automation is playing, the currently ON AIR track is identified with a dark grey background while the NEXT track (the one that will follow the currently ON AIR track) is identified with a light grey background. The cursor is always identified with a black background.

<b>PRELISTEN : DE Demo Track 1</b>
BREAK AFTER This track
Edit Track Cue Points
Edit Track INFO
Set This Track As NEXT
Insert Track Before
Insert Track After
Change Track
Delete Track
Insert Playlist After
Create Playlist From Tracks

If you right-click over an element, a context menu will appear. It is possible to choose to **Prelisten** the selected track, set the **break after** (As in the below pictures, track icon will change accordingly, indicating where the break after will occur – Context menu will also change in order to allow the user to disable this function).

	MUSIC	DE Demo Track 3
	MUSIC	DE Demo Track 2
	JINGLES	DirEttore Jingle 1

<b>PRELISTEN : DE Demo Track 1</b>
CANCEL BREAK AFTER

	MUSIC	DE Demo Track 3
	MUSIC	DE Demo Track 2
	JINGLES	DirEttore Jingle 1

You can also edit

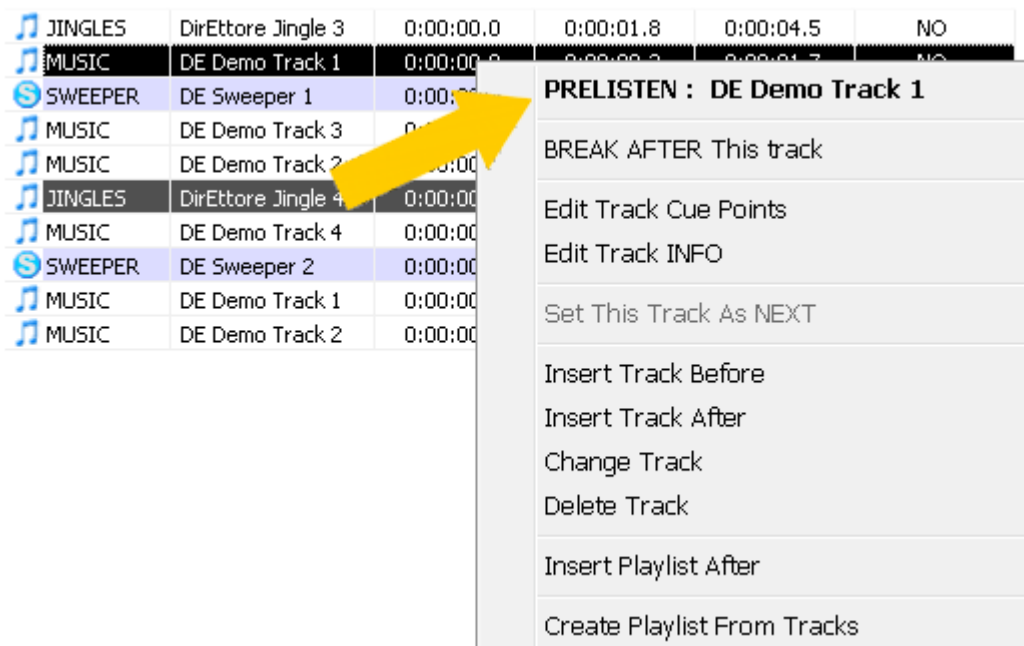
At the **Cue Points** or the **info** of the selected track, **Insert** a new one **Before** or **After** the current cursor position (the black background and white text row explained above) and **Change** or **Delete** the currently selected track. Note that you cannot change, delete or edit the cue points of the currently active element.

While the automation is running, it is possible to **change** the **NEXT track** with one of the others present in the playlist / rotation view. SWEEPERS and TIME ANNOUNCEMENTS cannot be set as NEXT. If the automation is stopped, this option won't be available and will appear greyed out in the context menu.

Finally, it is also possible to **insert** a **playlist** in the automation flow and **create** a brand new one from the tracks in the playlist / rotation view.



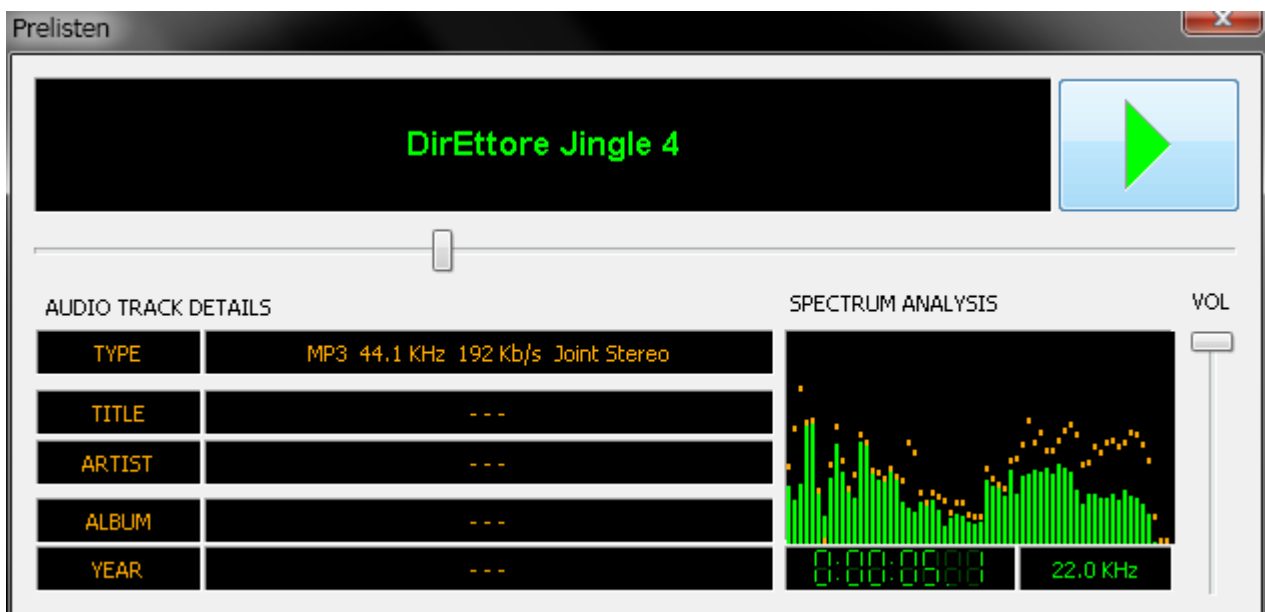
## The PRELISTEN window



The *Prelisten* window allows monitoring of the selected track in the rotation / playlist section of the main window. Right-click over the track you need to prelisten and choose **Prelisten Track**. The above window will appear.

It is possible to select a desired prelisten volume level, to start / stop the track and to move along the whole song using the horizontal position control provided.

The **spectrum analysis** shows the track's frequency distribution for both right and left channels, while the counter shows its current position and the panel at its right the upper frequency limit (sample rate divided by two) displayed by the spectrum analyzer.



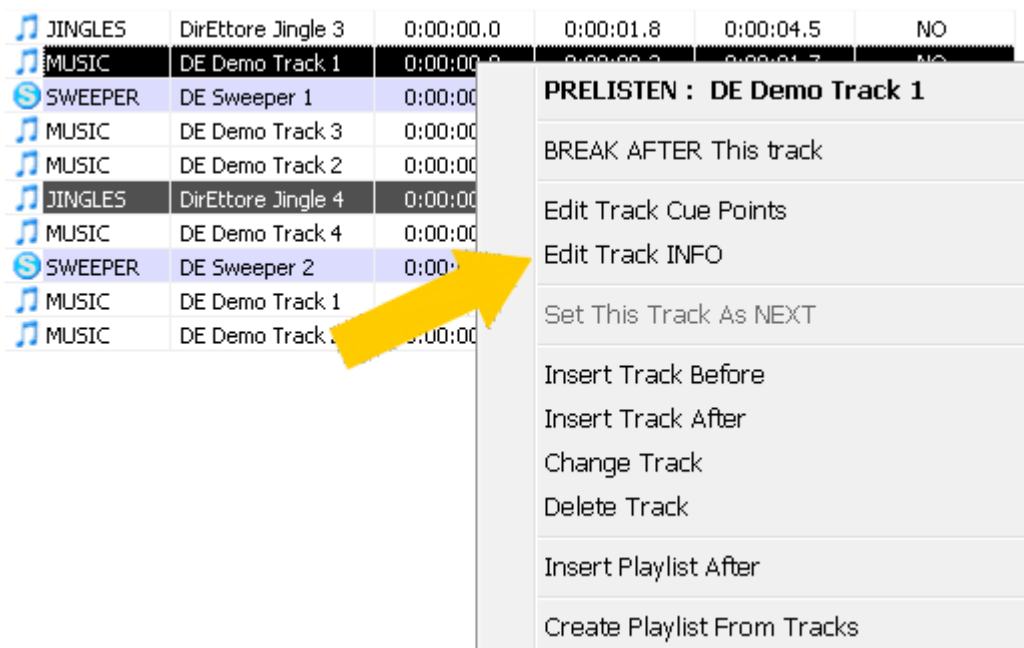


**Audio track details** are also provided. The detail shows the type of audio track and the associated information taken from the ID3/v1 section of the file if present.

**Note:** There are three places where you can set the prelisten audio level: this window, the Playlist configuration window and the Cue Points editor window. In all cases the change will affect the global prelisten volume level.



## The TRACK INFO EDITOR window



After having properly set up this function in the configuration window (*Track Info* tab), if you want to **add information** to a specific track like the artist's biography and any other extended information, you can use the built in editor that is reachable by right-clicking over the track you require.

The track info editor window will appear allowing you to (1) **edit**, (2) **copy & paste** from another source and (3) **load** the text from a previously saved DirEttore's Track Info file (.dti extension).



Track Info Editor

TRACK NAME

DE Demo Track 1

TRACK INFO

Chars left : 9911 / 10000

DirEttore Demo Track 1  
3 Different languages + English:  
Italian Portuguese and Japanese

Enter the information text associated to the selected track on the above panel. It is possible to copy & paste the text from another source up to the maximum number of characters available.

If there are previously stored info files, it is possible to double-click on an item, on the panel below, and use the text for the currently selected track.

Clear ALL

OK

STORED TRACK INFO FILES

- DE Demo Track 1
- DE Demo Track 2
- DE Demo Track 3
- DE Demo Track 4
- DirEttore Jingle 1
- DirEttore Jingle 2
- DirEttore Jingle 3
- DirEttore Jingle 4
- DirEttore Jingle Long

- (1) **Type** the desired text up to the maximum number of characters available.
- (2) **Copy & paste** the text you need from any other text source. The text will be copied without any colour, format or font different from DirEttore's. If the text exceeds the maximum number of characters available it will be truncated.
- (3) **Double click** on one of the items (previously stored) shown in the list box. The text will be copied into the editor, overwriting any other text entered, and will be available for further editing.



## The INSTANT PLAYERS configuration window



*Instant Players* are the improved version of the old *cart machine* concept. Twelve tracks can simultaneously be played using either the associated button in the main screen or the equivalent keyboard shortcut (function keys from 1 to 12). Pressing the required key will toggle the status of the associated instant player from start to stop and vice versa. Start will always begin from the point previously set with the cue points editor; if there isn't a cue point set, the track will start from its actual beginning.

The window below is accessed by pressing the edit button in the main screen. It allows you to load / unload individual players and listen to the selected track, in order to create the desired jingle set.



Once you are satisfied with tracks selected for the current set, you can save the set for future use and load a previously saved one. If in the mean time some or all of the tracks belonging to a particular set have been deleted or moved, the corresponding PLAY button will be unavailable (but the slot will remain taken).

To empty any slot you must press the corresponding REMOVE button or the REMOVE THE CONTENT OF ALL INSTANT PLAYER SLOTS to perform the operation to the whole active set.



## The ROTATION window

In order to play some music you have to tell DirEttore where to find your audio Files. We suggest that you create a separate master folder in which to store your Files, Folders, Events ... (call it *Radio* for example). From this Folder, you can create sub-directories that contain all the elements that DirEttore requires to select, operate and maintain seamless radio programming for your station.

**Rotation**

**CUSTOM ELEMENTS**

Element Name	Type	Recursive Scan	Full Path and Name
JINGLES	Directory	DISABLED	C:\DirEttore\Demo\Jingles
MUSIC	Directory	DISABLED	C:\DirEttore\Demo\Music

ADD NEW DELETE EDIT

ADD, EDIT or DELETE a CUSTOM ELEMENT in order to create and maintain a list of elements to be inserted into the ROTATION below

**ROTATION**

- JINGLES
- MUSIC
- SWEEPER
- MUSIC
- MUSIC
- JINGLES
- MUSIC
- SWEEPER
- MUSIC
- MUSIC
- SWEEPER
- MUSIC

**INSERT INTO ROTATION**

TIME ANNOUNCEMENT EDIT

SWEEPER EDIT

SELECTED CUSTOM ELEMENT

DELETE ELEMENT

DELETE ALL ELEMENTS

LOAD SAVE

**OK**

**ASSOCIATED SWEEPERS DIRECTORY**

C:\DirEttore\Demo\Voices

Browse

Now we need to assemble your selected music files / elements into some sort of order, so as to have control over what is played, where and when. *Custom Elements* is just terminology for once again exactly what it is. To explain further; you are about to customise your individually created content of which elements DirEttore is expecting to play for you.

Click on the ADD NEW button and you will see another window titled *Add NEW custom element*.



So let's add one. Give it a name (maximum of 50 characters). Click on *browse for FOLDERS*, find the folder where you previously stored the audio files of the category you are creating. Double-click on the folder you want to assign to your newly created *custom element*. The final thing to do is choose the desired scan method. By default a new *custom element* searches for supported audio files only in the

associated directory, but if you check the SCAN METHOD selection the search will be extended to all the directories below the chosen one. This method is known as "recursive scan" and allows the user to better organize the way in which a rotation is built. The only thing to remember is that this is a time consuming process that may **significantly slow down** the building of a rotation with these kinds of elements.

Once finished click OK. Check the top half of the ROTATION split screen (under the heading Custom Elements) for your newly created *custom element*. You have now created your first *customised element*.

Let's continue to create a simple programme for starters. Following the above directions, repeat the process as many times as you require *Custom Elements*.

Now let's focus on the *Rotation* part of the ROTATION Split Screen. Go up to the *Custom Elements* part of the split screen and click on the element you wish to load first into the Rotation part of the split screen. Double-click on the element or just click on it and press SELECTED CUSTOM ELEMENT button in the INSERT INTO ROTATION frame. Repeat this until you are happy with what will eventually be your first programme. You can add/delete as many *Customs Elements* as you wish.

Before saving don't forget to choose the *SWEEPERS* directory that the automation will change to, when the rotation is put on air.

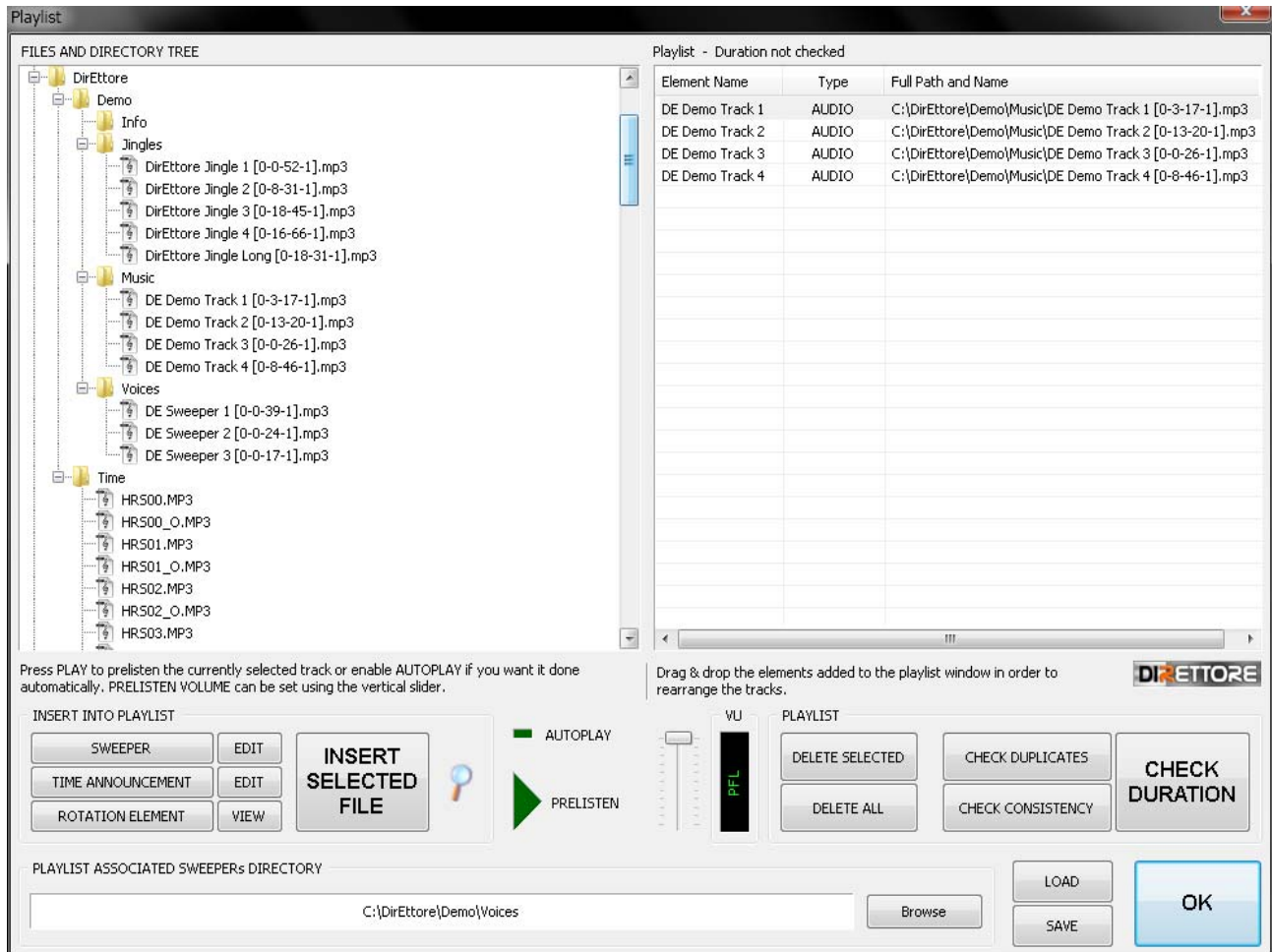
Give your first rotation a file name and press SAVE. It is now saved for future reference, or until you want to change things. If you want to load a previously stored programme, then press the LOAD button.

Finally, press the big OK button. If you don't, all of the changes you made will be lost, newly added elements included. If you didn't have a rotation set, then this new rotation becomes the default one. If there's already another rotation set, the new one will appear at the end of the current cycle. The change is performed immediately if you press the ROTATE NOW button.



## The PLAYLIST configuration window

This window represents DirEttore's second way to broadcast a programme. Conversely from the rotation mode (where the tracks are chosen randomly), here, you must build your own fixed sequence of tracks and elements.



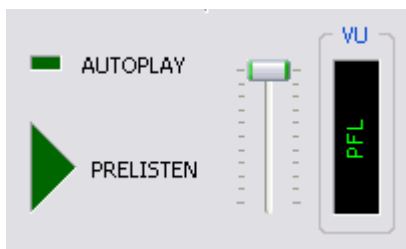
The top left-hand quarter of this window shows the supported **files** and **directory tree**. If you double-click over a track, it will be added to the **playlist builder** panel on the right; at the current cursor (selected track) position. The playlist elements can be rearranged by using standard **drag-and-drop** actions.

These two side-to-side panels can be resized in order to accommodate the information needed.

An ASSOCIATED SWEEPER DIRECTORY must be specified in order to choose appropriate sweepers for a specific playlist. It is also possible to add *sweepers*, *time announcements* and *rotation elements* to the playlist to have a richer programme but, for this reason, playlist duration can't be determined because *sweepers* and *rotation elements* are randomly selected at broadcast time. Also in this case you can DELETE the selected element or ALL of them and SAVE or LOAD a previously stored playlist. M3U playlist type (import only) is supported.

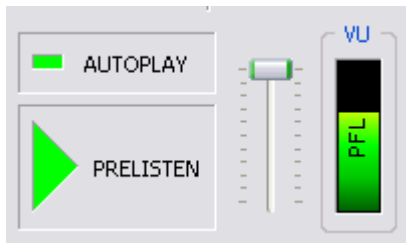
The event scheduler is the function that will insert the playlist into the programme flow at the specified time with associated event parameters. If instead you want to change from ROTATION to PLAYLIST mode, press the corresponding button in the main screen; in this way the current list contained in the **playlist builder** will be broadcast after the end of the currently played track, discarding the rest of the rotation. This is very useful if there's ever the need to kick-in a previously selected sequence of songs, but be careful: when the playlist is over it will be restarted from the beginning.





It is possible to prelisten the selected track either in the **files and directory tree** or in the **playlist builder**. Just select a track and press the **PRELISTEN** button.

It is also possible to enable the autoplay function, by means of the **AUTOPLAY** button. In this way selected tracks will start to play automatically.

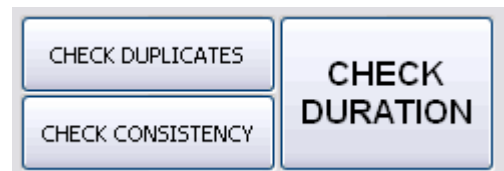


In both cases the name of the track currently loaded in the prelisten player is available in the playlist window title bar

Prelisten volume can be set using the vertical slider. This setting is global. This means that changes to the level made here will also be reflected in the prelisten window.

The creation of a complex playlist may be affected by difficult to trace errors. For this reason the window contains three important tools:

The most common mistake during the creation of a playlist is the insertion of the same track more than one time, the **CHECK DUPLICATES** button searches for any duplicated entry. If a duplicate is found, it will be listed in the results window and **highlighted** in the playlistlist.



A playlist is basically made of files. If you change the name of a file referenced in a playlist the automation won't be able to find the track. The **CHECK CONSISTENCY** button performs a search of all the files contained in the playlist and returns the missing ones (also **highlighted** in the playlist). Special elements (*time announcements*, *sweepers* and *rotation elements*) are excluded from the search.

If you want to know the duration of a given playlist just press the **CHECK DURATION** button. Also here special elements are excluded from the calculation – in this case because you can't predict the duration of an element that is chosen run-time. The level of accuracy returned is the one set in the general parameters tab of the *configuration window*.



Also here you will find the **search tool**. It allows the user to search for supported audio files in a given directory, adding the double-clicked one to the current playlist at cursor position.

In order to help the user to remember the last playlist loaded in the playlist editor, the title bar contains the name of the last playlist loaded. The program will ask if you intend to overwrite the current file once the playlist is modified and saved. The title bar will also contain the last prelistened track.



## The EVENTS SCHEDULER window

From this window you can control and modify the current program's behaviour, by inserting events that can fire *tracks*, *rotations*, *sequences*, *playlists*, *rotation elements*, *time announcements* and *sweepers*.

The Events Scheduler window contains the following sections:

- START TIME:** 09:20:53
- START DATE:** 28/09/2011
- ☒ START ALWAYS
- EXPIRATION DATE:** 28/09/2011
- ☒ NEVER EXPIRE
- REPETITION:**
  - ☒ NONE
  - ☐ EVERY HOUR
- ACTIVE DAYS:**
  - ☒ Monday, ☒ Friday
  - ☒ Tuesday, ☒ Saturday
  - ☒ Wednesday, ☒ Sunday
  - ☒ Thursday
- IMMEDIATE START:** ☐ (Note: This option will affect ALL EVENTS with the SAME start time.)
- EVENT ENABLED:** ☐
- Insert AUDIO, ROTATION, SEQUENCE or PLAYLIST files as events:** [Browse] [INSERT]
- Insert one of the special elements available below: SWEEPERS, TIME ANNOUNCEMENTS and ROTATION ELEMENTS.**
  - [INSERT SWEEPER] [EDIT]
  - [INSERT TIME ANNOUNCEMENT] [EDIT]
  - [INSERT ROTATION ELEMENT] [VIEW]
- ENABLE SCHEDULED EVENTS:** ☒

**SELECT AN ELEMENT TO INSERT**

View and edit ALL Events | MONDAY | TUESDAY | WEDNESDAY | THURSDAY | FRIDAY | SATURDAY | SUNDAY | Showing 12 of 12 events stored.

Time	Event	Type	Active Days	Repetition	Expiration Date	Start Date	Start Type	Enabled	Full Path and Name
:00:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	HOUR	NEVER	ALWAYS	IMMEDIATE	TRUE	C:\DirEttore\Time\Time with intro.d
:05:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	HOUR	NEVER	ALWAYS	NORMAL	TRUE	C:\DirEttore\Time\Time with intro.d
:10:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	HOUR	NEVER	ALWAYS	NORMAL	TRUE	C:\DirEttore\Time\Time with intro.d
:15:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	HOUR	NEVER	ALWAYS	NORMAL	TRUE	C:\DirEttore\Time\Time with intro.d
:20:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	HOUR	NEVER	ALWAYS	NORMAL	TRUE	C:\DirEttore\Time\Time with intro.d
:25:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	HOUR	NEVER	ALWAYS	NORMAL	TRUE	C:\DirEttore\Time\Time with intro.d
:30:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	HOUR	NEVER	ALWAYS	IMMEDIATE	TRUE	C:\DirEttore\Time\Time with intro.d
:35:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	HOUR	NEVER	ALWAYS	NORMAL	TRUE	C:\DirEttore\Time\Time with intro.d
:40:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	HOUR	NEVER	ALWAYS	NORMAL	TRUE	C:\DirEttore\Time\Time with intro.d
:45:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	HOUR	NEVER	ALWAYS	NORMAL	TRUE	C:\DirEttore\Time\Time with intro.d
:50:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	HOUR	NEVER	ALWAYS	NORMAL	TRUE	C:\DirEttore\Time\Time with intro.d
:55:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	HOUR	NEVER	ALWAYS	NORMAL	TRUE	C:\DirEttore\Time\Time with intro.d

☐ View ENABLED events ONLY

Drag & drop elements to change insertion priority of events with same scheduled time or double click an existing element in order to edit the selected event parameters.

[DELETE EVENT] [LOAD] [OK]

[DELETE ALL EVENTS] [SAVE]

Adding an event is a straightforward operation; follow these few simple rules:

**START TIME**  
15:32:43

**START DATE**  
25/02/2009

☐ START ALWAYS

**EXPIRATION DATE**  
28/02/2009

☐ NEVER EXPIRE

First it is necessary to decide the **start time** and the **start / expiration date** of the event that you want to add (if needed).

Then the desired **repetition** (which can be **none**) that inserts the event only at the exact time, or **every hour** where the same element is repeated every single hour at the minutes and seconds set. In this case hours will be substituted by underscores (\_\_:mm:ss) in the visualization.

**REPETITION**

☒ NONE

☐ EVERY HOUR

The selected event can be repeated every hour or just one time.

☐ IMMEDIATE START

☐ EVENT ENABLED

You can set the start of the event as **immediate**, in this way the music flow will be immediately interrupted and the programmed event started, otherwise it will wait for the end of the currently playing track. Note that having one immediate event in a list of events (all with the same start time) will make them all immediate.



**Never forget to enable the event once inserted otherwise it will never be scheduled.**  
(To ensure backward compatibility events saved before version 1.8 are enabled by default).

**ACTIVE DAYS**

☒ Monday ☒ Friday  
☒ Tuesday ☒ Saturday  
☒ Wednesday ☒ Sunday  
☒ Thursday

Check the days in which you want the event to start.

The last thing to select is when the event is **active**, unchecked **days** of the week are the ones in which the event will not be inserted in the automation flow.

**Insert ROTATION ELEMENT**

Select the ROTATION ELEMENT to be inserted:

JINGLES  
MUSIC

NOTE: If you press OK or double click the currently selected ROTATION ELEMENT, it will be inserted.

OK

At this point you have to select which kind of element you want to add. Press the browse button if you need to insert *tracks*, *rotations*, *sequences* and *playlists*. *Rotation elements*, *time announcements* and *sweepers* have their own separate buttons. If you select them, the current setup will be copied to the newly added element in the position where the cursor is. The *Rotation element* button has its own window from where you can choose the correct element.

Time	Event	Type	Active Days
:00:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu
:05:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu
:10:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu
:15:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu
:20:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu
:25:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu
:30:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu
:35:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu
:40:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu
:45:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu

Once inserted it is important to move the event to the desired place, because if there is more than one element with the same start time, DirEttore will follow the position in the list to add the elements into the automation's playlist. Elements can be moved by using standard **drag-and-drop** actions.

In some situations where events are many, it may be difficult to find the event that is scheduled to start at a specific day. The events scheduler allows you to see them **organised by day** by simply clicking on the tab needed.

View and edit ALL Events

MONDAY

TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

SATURDAY

SUNDAY

Time	Event	Type	Active Days	Repetition	Expiration Date	Start Date
:00:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	HOUR	NEVER	ALWAYS
:05:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	HOUR	NEVER	ALWAYS
:10:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	HOUR	NEVER	ALWAYS
:15:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	HOUR	NEVER	ALWAYS

Once selected the day, it is possible to view the events that are enabled, hiding the ones that have been disabled by checking the box at the bottom left side of the events scheduler:

☐ View ENABLED events ONLY



The events in these partial views are read-only.

Indeed, only in the first tab: *"View and Edit ALL Events"*, you may change some of the parameters associated to an inserted event, by means of a simple double-click.

You can change everything except the event itself.

Time	Event	Type	Active Days	Repetition	Expiration Date	Start Date	Start Type	Enabled	Full Path and Name
00:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	HOUR	NEVER	ALWAYS	IMMEDIATE	TRUE	C:\DirEttore\Time\Time with intro.dpl
05:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	HOUR	NEVER	ALWAYS	NORMAL	TRUE	C:\DirEttore\Time\Time with intro.dpl
10:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	HOUR	NEVER	ALWAYS	NORMAL	TRUE	C:\DirEttore\Time\Time with intro.dpl
15:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	HOUR	NEVER	ALWAYS	NORMAL	TRUE	C:\DirEttore\Time\Time with intro.dpl
20:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	HOUR	NEVER	ALWAYS	NORMAL	TRUE	C:\DirEttore\Time\Time with intro.dpl
25:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	HOUR	NEVER	ALWAYS	NORMAL	TRUE	C:\DirEttore\Time\Time with intro.dpl
30:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	HOUR	NEVER	ALWAYS	IMMEDIATE	TRUE	C:\DirEttore\Time\Time with intro.dpl
35:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	HOUR	NEVER	ALWAYS	NORMAL	TRUE	C:\DirEttore\Time\Time with intro.dpl
40:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	HOUR	NEVER	ALWAYS	NORMAL	TRUE	C:\DirEttore\Time\Time with intro.dpl
45:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	HOUR	NEVER	ALWAYS	NORMAL	TRUE	C:\DirEttore\Time\Time with intro.dpl
50:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	HOUR	NEVER	ALWAYS	NORMAL	TRUE	C:\DirEttore\Time\Time with intro.dpl
55:00	Time with intro	PLAYLIST	MoTuWeThFrSaSu	HOUR	NEVER	ALWAYS	NORMAL	TRUE	C:\DirEttore\Time\Time with intro.dpl

By pressing **MODIFY** the event is updated with the new parameters.

As with all of the most important features of the program; you can **SAVE** the current scheduled events or **LOAD** the previously stored sessions using the associated buttons.

**Be sure to enable the scheduled events otherwise none of the events inserted** (regardless of their own status – enabled or not enabled) **will be scheduled**.

ENABLE SCHEDULED EVENTS ☒

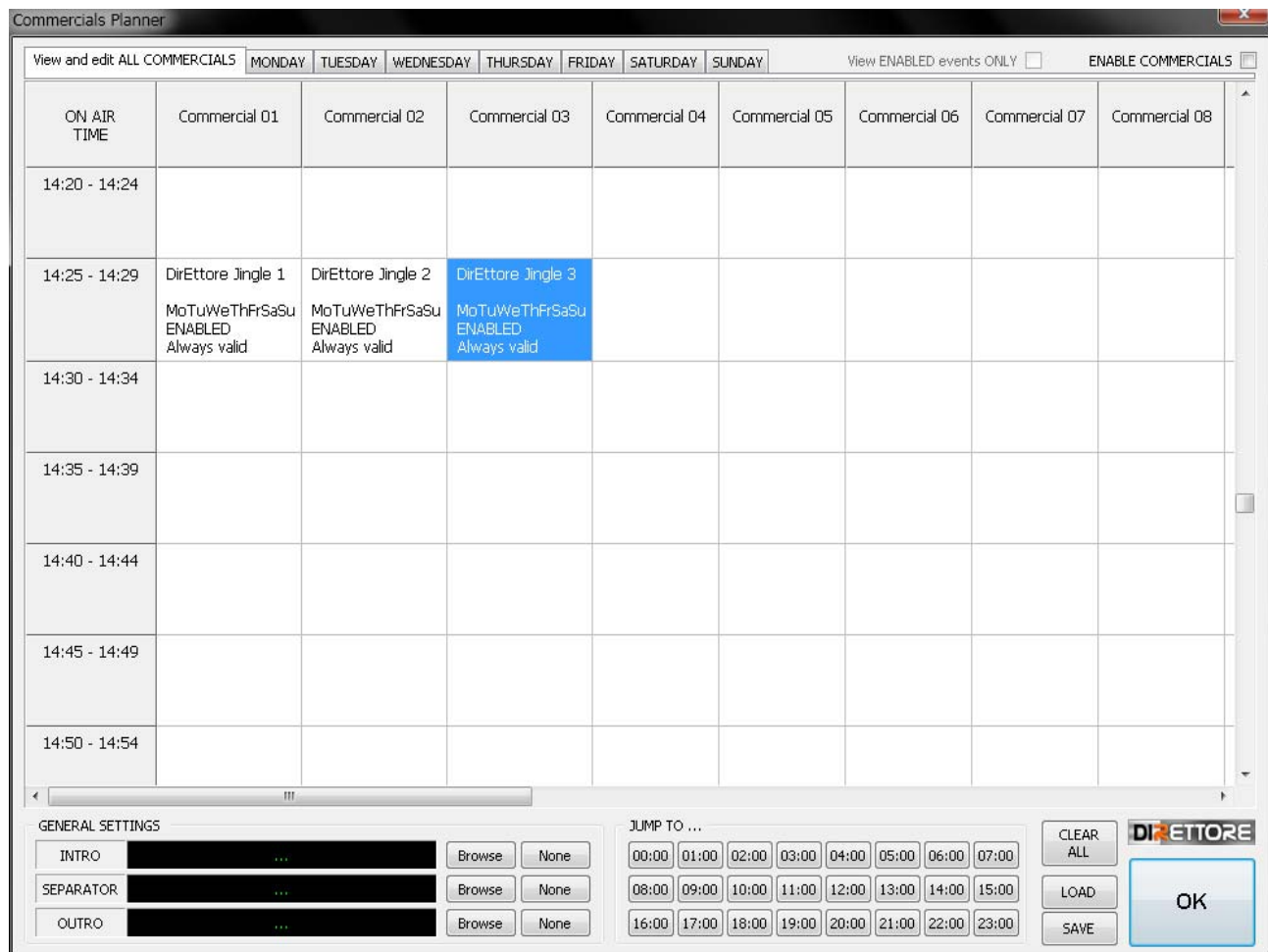
The last important thing about scheduled events is:

**If the insertion of a particular element occurs one second before the end of the currently playing track it will be re-scheduled for the next minute.**

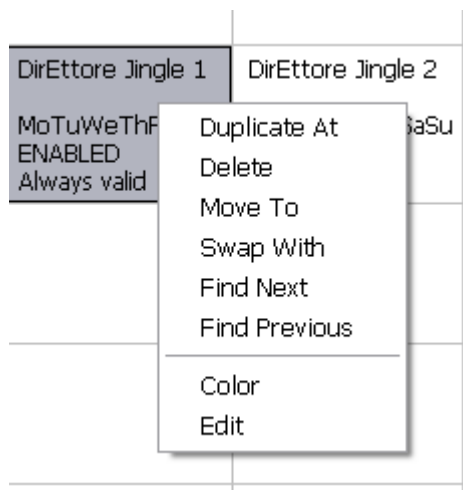


## The COMMERCIALS PLANNER window

Broadcast version offers a powerful tool that allows the user to schedule commercials independently from scheduled events. It is possible to insert up to 20 commercials each and every 5 minutes as a **single indivisible block**. Events that occur during the commercials broadcast, will be put at the end of the commercials block. The same action will be taken for immediate start events that, that in this case won't be immediate anymore.



Let's take a look at the above window: The first tab is the main commercials planner editor. It is a time grid that divides 24 hours into 5 minute rows. In every row it is possible to insert up to 20 commercials that will be played following the left to right insertion order. Cells that are left blank between two commercials are simply not considered.



Within this grid you can add, delete, move and swap your commercials along the time grid as well as edit properties and change the commercial colour.

Indeed the context menu allows the user to **duplicate** the commercial in order to define a set of broadcast times, **delete** an unwanted item, move and swap it. It is also possible to **find** the previous and next commercial that matches the selected one. **A colour can be added** to a specific commercial and every cell containing that commercial will be painted with the same colour.



If you double click on an empty cell (or right click and choose *add*) a dialog box will appear asking for the file to be inserted in the selected cell. **By default any item inserted is enabled** and active every day, will never expire and placed on schedule queue immediately after the OK button is pressed in the commercials planner window.

If, on the contrary, you double click on a cell that is not empty, the following edit window will appear:

DirEttore Jingle 4  
MoTuWeThFrSaSu  
ENABLED  
Always valid

Here you can **enable** the commercial, set **start** and **expiration** dates and the **active days**. These information are also available, in a short form, inside the selected cell.

The commercials block can also be identified on air by means of an **intro** jingle, a **separator** effect between two commercials and an **outro** jingle that tells the listener that the commercial break is over (in some countries this feature is mandatory). You can choose to use one of such identifiers, all or none.


Instead of using the side scroll bars, when you have to insert a number of commercials that are separated in time, you can easily access the top of the hour simply pressing the associated button. This will take the grid display to that time and show the first 30 minutes.















Here it is also possible to **SAVE** a commercial set, reset the whole grid content or recall a previously stored commercial set with the **LOAD** button.

**Be sure to enable the commercials otherwise none of the commercials will be inserted** (regardless of their own status – enabled or not enabled) they **will not be scheduled**.



ENABLE COMMERCIALS ☒

Inserted commercials are identified by the  icon and a green background. The picture shows the insertion of three commercials with their associated **intro** (*DE Sweeper 1*), **separator** (*FX 1*) and **outro** (*DE Sweeper 2*).

	JINGLES	DirEttore Jingle 4
	MUSIC	DE Demo Track 4
	SWEEPER	DE Sweeper 1
	MUSIC	DE Demo Track 1
	COMMERCIAL	DE Sweeper 1
	COMMERCIAL	DirEttore Jingle 1
	COMMERCIAL	FX 1
	COMMERCIAL	DirEttore Jingle 2
	COMMERCIAL	FX 1
	COMMERCIAL	DirEttore Jingle 3
	COMMERCIAL	DE Sweeper 2
	SCHEDULED EVENT	JingleIntro
	TIME ANNOUNCEMENT	TIME ANNOUNCEMENT
	MUSIC	DE Demo Track 2

By default, commercial blocks that have the same scheduling time of programmed events are placed first. If you want to reverse the priority there is an important setting in the configuration window under the *Automation Behaviour* tab that tells the automation to play the scheduled events first:

#### COMMERCIALS VS EVENTS

☐ Play EVENTS FIRST

By default the automation will schedule COMMERCIALS before any EVENTS having the same scheduled ON AIR time. If the opposite behaviour is required simply select the checkbox above.

See also the description in the configuration window chapter.

If you then need to see the whole picture, knowing what times are involved in the commercials scheduling and what commercials will be played, it is possible to swap between days using the tab buttons at the top of the *commercials planner* window.

View and edit ALL COMMERCIALS					
MONDAY TUESDAY WEDNESDAY THURSDAY FRIDAY SATURDAY SUNDAY					
Time	Commercial 01	Commercial 02	Commercial 03	Commercial 04	Commercial 05
07:10	DirEttore Jingle 1	DirEttore Jingle 3			
10:15	DirEttore Jingle 4	DirEttore Jingle 2			
12:15	DirEttore Jingle 1	DirEttore Jingle 2	DirEttore Jingle 3	DirEttore Jingle 4	
14:10	DirEttore Jingle 1	DirEttore Jingle 2	DirEttore Jingle 3		

Being just a view (editing is done only in the main grid – first tab), here you can determine if you want to see all the commercials or only those that are enabled (and therefore scheduled) on a particular day of the week.

View ENABLED events ONLY ☐

The last important thing about commercials is:

**If a commercial is present in the planner but doesn't exist as a file anymore, it won't be inserted and separators will change accordingly. If none of the commercials are present in a specific commercials block neither the missing files nor the intro outro and separator will be inserted.**



## The SEQUENCE EDITOR window

The concept behind a *sequence* is quite simple: the need to play a certain number of tracks, separated by a jingle with an introduction and an ending song / jingle. The implementation is simple and straight forward but this simplicity hides a powerful tool: if, for instance, you need to organize a **movie trailers** presentation, just create a *rotation element* where the trailers will be stored, set the intro, separator and outro and that's all. DirEttore will randomly populate a list with the selected number of *rotation elements*. The same applies to spotsets, where the only attention you have to pay, is how to organize the *rotation elements* used to broadcast commercials and when to schedule them.

Sequence Editor

INTRO	NONE	Browse	None
SEPARATOR	NONE	Browse	None
OUTRO	NONE	Browse	None

A sequence is basically a playlist that has INTRO, SEPARATOR and OUTRO jingles. In this way you can create spotset, trailer, 'song of the week' sequences and fire them using the event scheduler.

The sequence plays the INTRO jingle, the first random selected track of the given rotation element and the SEPARATOR only if there is another element following, otherwise the OUTRO jingle will be played.

ROTATION ELEMENT (1 to 20 selection range)

1

VIEW

SELECT

Select the ROTATION ELEMENT you wish to use in the sequence and set the number of times you want it in the sequence.

RESET ALL

LOAD

SAVE

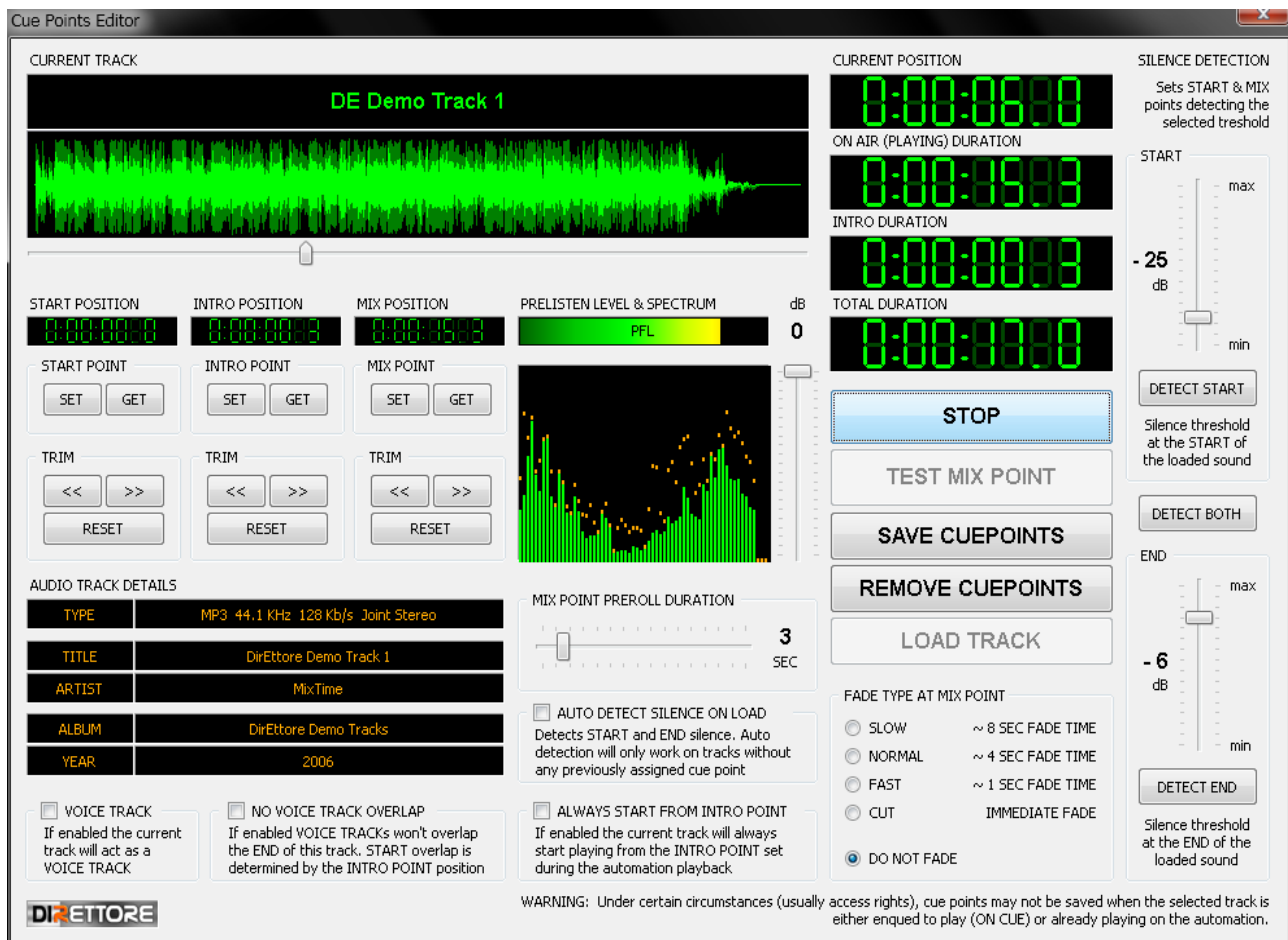
DirETTORE

Starting at the top of the *sequence editor* window, we can see that it is possible to assign a file to the **intro**, **separator** and **outro** objects comprising the sequence. Press the corresponding browse button to choose the required jingle or none if you don't want to insert any within the sequence.

Now press VIEW to select the desired *rotation element* that will be repeated the set number of times (the selection range is from 1 to 20). If at the end you think you've created an incorrect sequence, just press RESET ALL and start over again, otherwise SAVE the finished sequence and go to the event scheduler to select broadcasting times. It is always possible to recall previously stored sequences with the LOAD button.



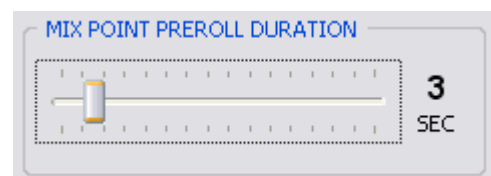
## The CUE POINTS EDITOR window



In this window you can set **START**, **INTRO** and **MIX** points for each song, as well as the associated fade types and the *start from intro point* option. These settings are stored within the file name. A small number of characters will be appended to the end of the file name. This feature avoids the need for a database to store this information - allowing you to move / share your entire music library effortlessly.

Once the file has been loaded (either via the load button or by selecting a track from the playlist), calculation of the waveform to display begins. During this process it is possible to operate the editor as usual, but save is disabled. Press play and set the point from which the track will start, identify and set the intro point (usually the beginning of the lyrics) and mark the mix point. **SET** defines the desired point and **GET** recalls it. Once set, all points can be trimmed to perfectly match the required position, using the two trim buttons. Trimming can only be done when the selected track is in play. You can test the mix point, with the associated fade type, by pressing the **TEST MIX POINT** button (not available when the **DO NOT FADE** option is selected).

You may adjust the **preroll** time (from 0 to 30 seconds, in one second increments) to start the mix point testing, the specified number of seconds prior to the mix point. Four fade types are available: **fast**, **normal**, **slow** and **cut** (**normal** is the default setting). There is also the option to not fade the track at the mix point, selecting **do not fade**.





☐ **ALWAYS START FROM INTRO POINT**  
If enabled the current track will always start playing from the INTRO POINT set during the automation playback.

It is also possible to force the track to **always start from intro point**; in this way the track will skip the beginning and start playing from the intro point set.

**START**

**- 25**  
dB

max  
min

**DETECT START**

Silence threshold at the **START** of the loaded sound

**END**

**- 6**  
dB

max  
min

**DETECT END**

Silence threshold at the **END** of the loaded sound

**Silence detection** may be used to automatically adjust start and end position accordingly to the start and end level set in the dedicated sliders. You can detect levels separately or together.

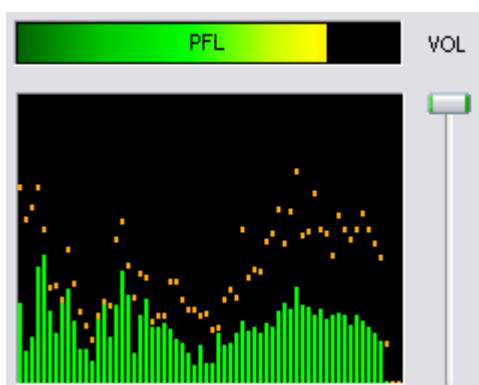
**DETECT BOTH**

You may also enable the auto detection on load for the tracks without any already assigned cue points.

☐ **AUTO DETECT SILENCE ON LOAD**  
Detects **START** and **END** silence. Auto detection will only work on tracks without any previously assigned cue point

AUDIO TRACK DETAILS	
TYPE	MP3 44.1 KHz 128 Kb/s Joint Stereo
TITLE	DirEttore Demo Track 3
ARTIST	MixTime
ALBUM	DirEttore Demo Tracks
YEAR	2007

The **audio track details** window shows the type of the audio track giving extended information such as encoding type, sampling rate, bit rate and number of channels. If the audio type is mp3 then title, artist, album name and year are read from ID3/V1 tags if stored within the loaded file.



**Level** and **spectrum** visual feedback is also provided, together with the prelisten level slider, in order to give full control and analysis of the selected track.

**Four counters** are available. The first (starting at the top) displays the **current position** corresponding to the slider control. The second shows the **real on air time**; that is the time the track will effectively be played by the automation, depending on how the cue points are set. This is a very useful feature, because you can check the actual duration while you're trimming the track. The third counter is a static display of the **total length** of the loaded track.

CURRENT POSITION

0:00:0000

ON AIR (PLAYING) DURATION

0:00:0404

INTRO DURATION

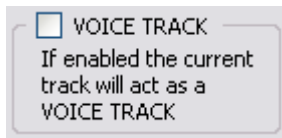
0:00:0000

TOTAL DURATION

0:00:0900



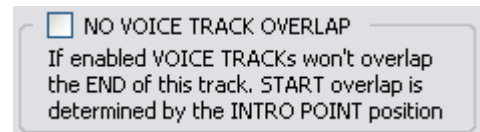
As of version 1.9, voice tracking became an integral part of the settings associated with the single track.



It is now possible to make a track a *voice-track* simply enabling the VOICE TRACK checkbox. In this way when the track is placed in the automation flow, it will be marked as a SWEEPER and treated as a SWEEPER / VOICE-TRACK depending on the automation settings (see the configuration windows below).

But the voice tracking feature raises a problem: if a particular track (like jingles, announcements ...) is not to be overlapped by a VOICE-TRACK, there must be something in the track settings that instructs the automation to avoid it.

The NO VOICE TRACK OVERLAP checkbox does exactly this. If enabled, the associated track will never be overlapped before the mix point.





## **The CONFIGURATION windows**

Press the CONFIGURATION button on the top right-hand side of the MAIN SCREEN. We are about to give DirEttore some information so that you can bring this Radio Station of yours to life. All you have to do now is tell DirEttore what you want it to do.



## General parameters tab

The screenshot shows the 'DirEttore Configuration' window with the 'General' tab selected. The window has a menu bar with options: View, Audio Cards, Compressor, Equalizer, Password, Remote Control, Automation Behaviour, and VST Effect. Below the menu bar is a sub-menu bar with options: General, Track Defaults, Track Info, Logging, Rotation, Panic, Sweepers / Voice-tracks, and Time Announcement. The main content area contains several settings:

- STATION NAME**: A text box labeled 'Name' with the value 'DEMONSTRATION' and a note '(50 chars MAX)'. Below it, a message states: 'The selected STATION NAME will appear in the main window title bar.'
- ☒ **ENABLE AUTOSTART**: A message states: 'When autostart is enabled, automation will start playing at DirEttore's startup.'
- ☒ **ENABLE AUTOCUE**: A message states: 'When autocue is enabled and automation is stopped, moving along the current playlist with the up & down arrow keys will set the last selected track ON CUE (1 second delay time to perform the operation).'
- ☐ **ENABLE REAL-TIME ERROR CHECK**: A message states: 'When the error check is enabled, tracks that become missing in the main PLAYLIST are marked with a RED background.'
- ☒ **ENABLE SPLASH SCREEN**: A message states: 'When enabled, a splash screen with progress info is shown during the start-up process.'
- ☒ **ENABLE DURATION AND ON AIR TIME CALCULATION**: A message states: 'When enabled, the duration and the ON AIR time of any track in the playlist / rotation main window is calculated, in order to provide the overall duration of that specific playlist / rotation.'
- Below the previous message, there are two radio buttons: ☒ **SLOW (Highly accurate)** and ☐ **FAST (Less accurate)**.
- ☐ **SAVE THE PROGRAM CONFIGURATION ALSO ON CONFIGURATION WINDOW EXIT**: A message states: '(Not only on program's exit)'

At the bottom right, there are two buttons: 'OK' and 'Annulla'.

Type your intended Radio Station name (max 50 characters) in the dedicated edit box.

Check **ENABLE AUTOSTART** if you want DirEttore to start playing at the end of the startup process.

Check **ENABLE AUTOCUE** if you need to have the track under the **PLAYLIST / ROTATION** cursor always on cue (works only if the automation is stopped). *Time announcements* and *sweepers* are excluded.

Check **ENABLE REAL-TIME ERROR CHECK** if you want the missing / unavailable tracks marked with a red background.

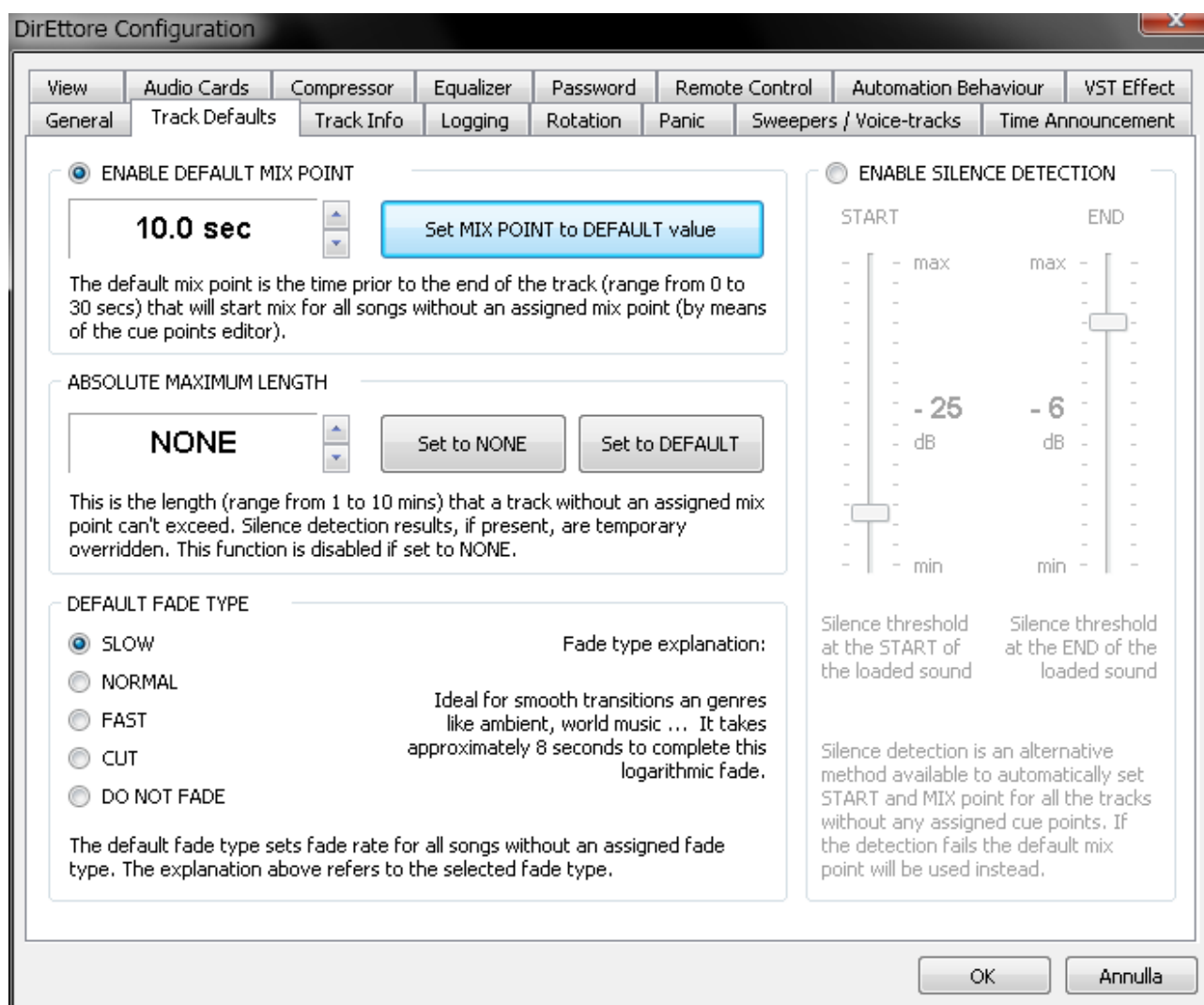
Check **ENABLE SPLASH SCREEN** if you want program loading progress to be shown at start-up.

Check **ENABLE DURATION CALCULATION** in order to let the program calculate the current total playlist / rotation time, together with the duration of every single track in the main playlist / rotation window. You can also choose the speed (and therefore accuracy) of the calculation process.

You can also save the configuration windows settings when the **OK** button is pressed instead of saving them only when DirEttore is closed. This feature is useful in case of program crash.



## Track defaults tab



This tab allows you to set the *default mix point*, the *fade type* and the *absolute maximum length* for all tracks not edited using the CUE POINTS EDITOR.

In the *default mix point* box, using the UP and DOWN arrow buttons, you can set how many seconds prior to the end the track must mix to the next (0 to 30 seconds, 100mS increments). From that point onward a *default fade type* will be applied. You can select any one of the four available fade types or the DO NOT FADE Option.

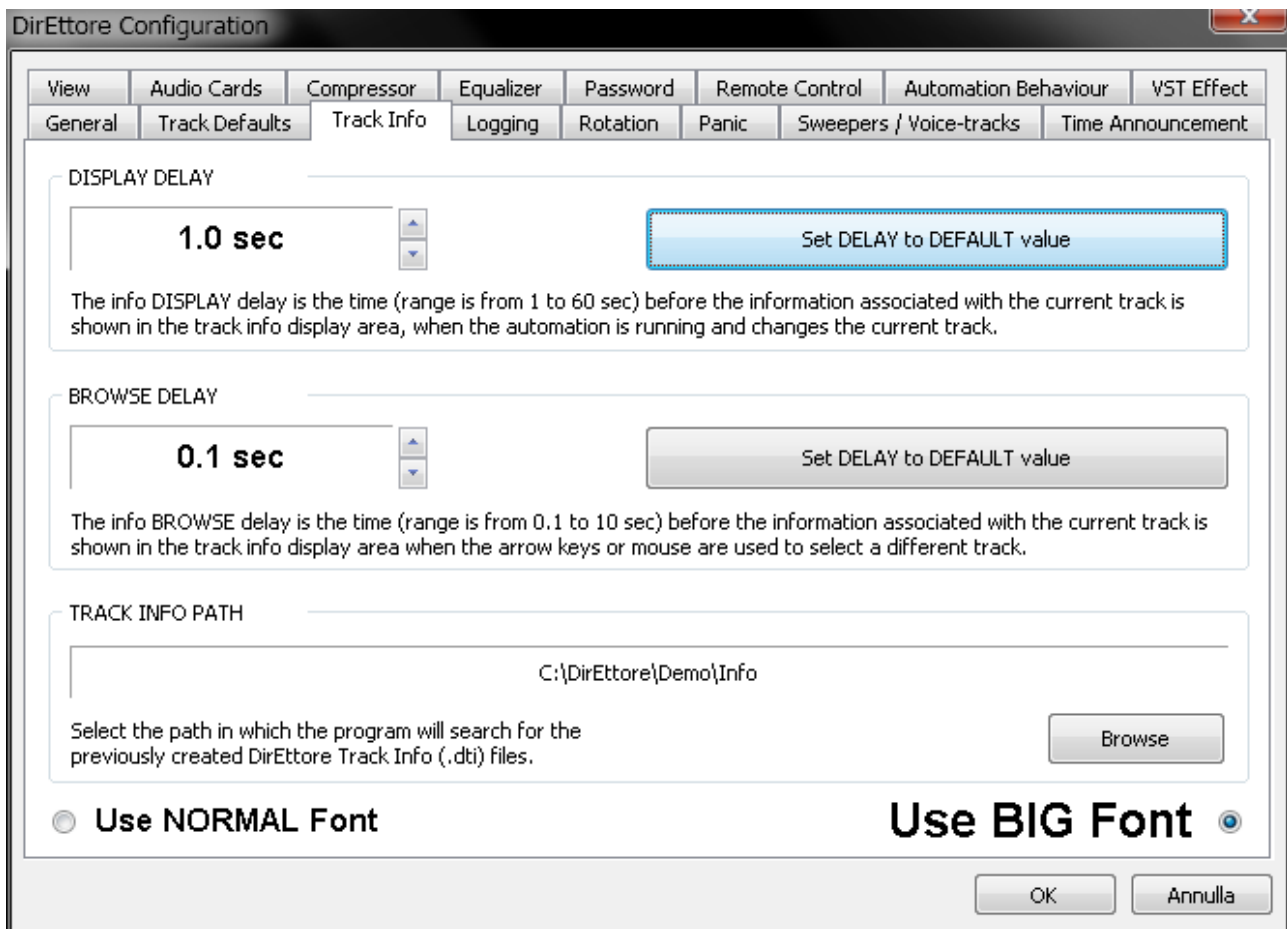
The *absolute maximum length* box enables you to set (or set to NONE) the length that a track without assigned cue points cannot exceed. The range is from 1 to 10 minutes with steps of one second while the DEFAULT associated button sets the maximum length to 5 minutes.

An alternative method available to automatically set START and MIX points, mutually exclusive with the *default mix point* strategy, is the silence detection. Here you can independently trim the threshold level that will be used to set the START and the MIX point.

Try low levels for start (ie: -20 / -25 dB) and higher levels for stop (ie: -5 / -10 dB).



### Track Info tab



If you want to add some information about a specific track (biography of the artist or whatever may be useful) it is necessary to set three things:

- 1) The **display delay** time - the time before the info is shown in the track info display area.
- 2) The **browse delay** - the time before the info is shown while you are moving along the playlist / rotation window with the mouse or by means of the arrow keys.
- 3) The **track info path** – the path in which the program will search for the previously created DirEttore Track Info (.dti) files.

In this tab you can also set the size of the font that will be used to display the info (normal or big).



## Logging tab

**DirEttore Configuration**

View Audio Cards Compressor Equalizer Password Remote Control Automation Behaviour VST Effect  
General Track Defaults Track Info **Logging** Rotation Panic Sweepers / Voice-tracks Time Announcement

☒ **ENABLE LOGGING**

Logs main automation activities and all the track names played on the current day in a text file, with start time reference. Files will be stored in the path selected below with the following file name format:

Where DD is the current day, MMM are the first three letters of the month (January will become Jan) and YYYY the current year in the four digit format. See the example below:

DDMMYYYYLog.txt      19 August 2012    ->    19Aug2012Log.txt

**LOG FILE PATH**

c:\DirEttore

Select the path in which you wish to store your log files.

**Browse**

☒ **ENABLE ON AIR TRACK FILE**

**ON AIR TRACK FILE PATH**      track file name is DirEttore.dtf and cannot be changed

c:\DirEttore

Select the path in which you wish to store the ON AIR track name in order to allow an external stream client to send the currently ON AIR track name to a server that supports this function.

**Browse**

☐ **ENABLE ERROR WARNING**

If checked, a popup window will be shown whenever a write error occurs and the ON AIR TRACK FILE function is automatically disengaged. If not checked, the function will remain enabled and writing is resumed once the error condition is resolved.

(50 chars MAX)

Text during a COMMERCIAL Break :      Advertisement

**OK**      **Annulla**

If you **ENABLE LOGGING**, DirEttore will silently Record / Log everything that is played on your Radio Station, together with the most important actions taken by the automation process (start, stop, abnormal termination ...). Don't forget to select a **LOG FILE PATH** where the files will be stored. The format is:

### DDMMYYYYLog.txt

This means **one file per day**. In this way, all the information that will be required by your Music Industry royalty collecting agency, can be copied / printed out from these log files.

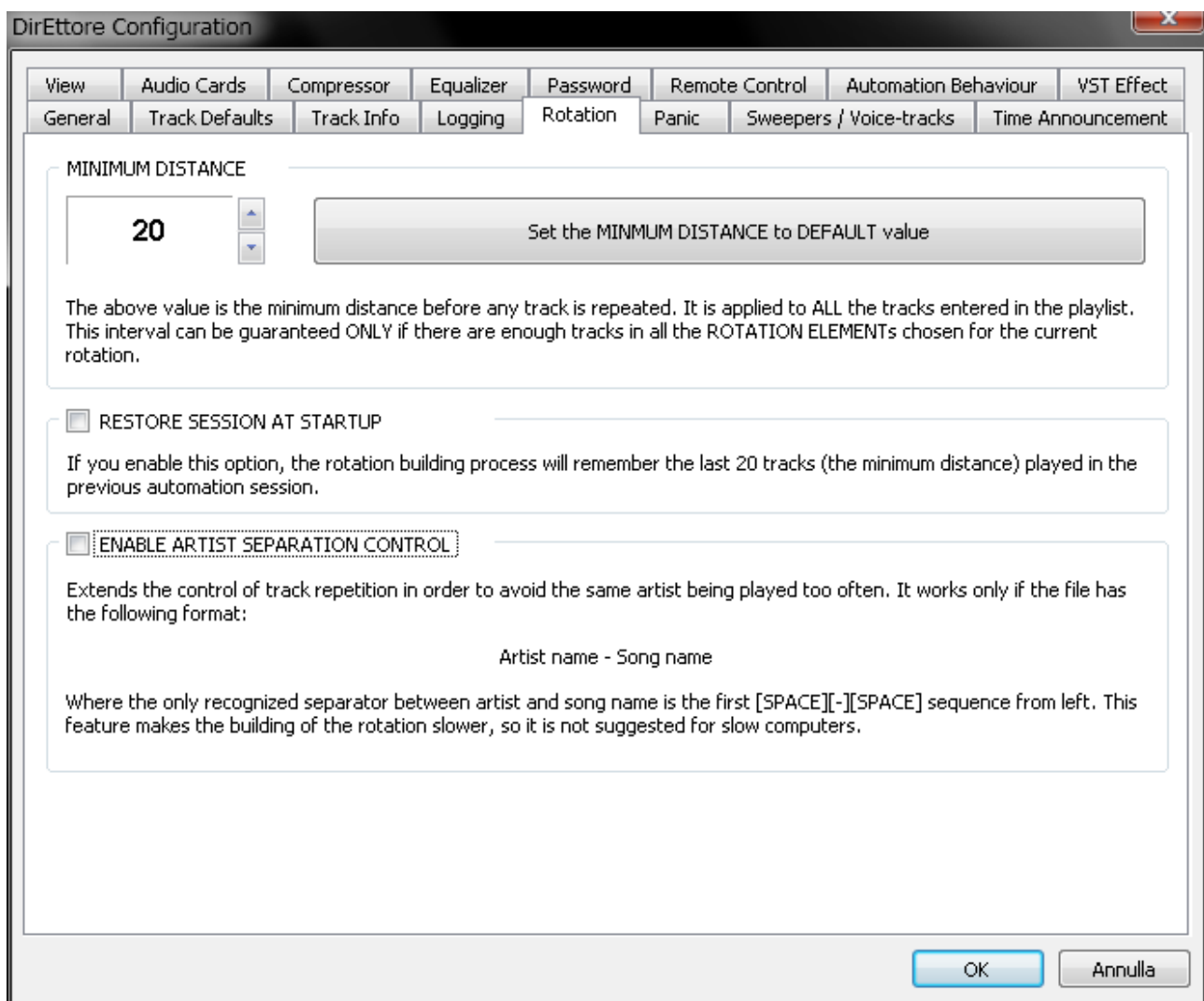
**ENABLE ON-AIR TRACK FILE** allows the user to send the currently ON AIR track to an external stream client, by means of a text file stored in the ON-AIR TRACK FILE path.

It is possible to **ENABLE ERROR WARNINGS** if you want to be informed (and disable the ON-AIR TRACK FILE generation) whenever a file-write error occurs. If this option is not checked, no messages are displayed and writing is resumed once the error condition is resolved.

By default the text generated during a commercial break is "Advertisement" but it is possible to replace it with a personalized sentence. Maximum length is 50 chars.



## Rotation tab



Here you can change the behaviour of DirEttore's rotation structure, choosing the minimum interval before any track is repeated (from 5 to 1000 tracks). This minimum distance is guaranteed only if there are at least the defined number tracks in all the single *rotation elements* chosen for the given *rotation*.

It is also possible to extend the control to the artist's name, checking ENABLE ARTIST SEPARATION CONTROL, in order to avoid the same artist to be played too often. This last feature works only if the track file name has the following structure:

*Artist name – Song name*

Finally, if RESTORE SESSION AT STARTUP is checked, the program will remember the last "MINIMUM DISTANCE" tracks played when the rotation building process is started in the following session..



## Panic tab

The screenshot shows the 'DirEttore Configuration' window with the 'Panic' tab selected. The window has a title bar with a close button. Below the title bar is a tabbed interface with the following tabs: View, Audio Cards, Compressor, Equalizer, Password, Remote Control, Automation Behaviour, VST Effect, General, Track Defaults, Track Info, Logging, Rotation, Panic (selected), Sweepers / Voice-tracks, and Time Announcement.

**NUMBER OF FILES TO BE INSERTED**

A numeric input field displays the value '3'. To its right is a button labeled 'Set the NUMBER OF FILES to DEFAULT value'.

Select the number of files you want to insert when the PANIC BUTTON is pressed.

**PANIC BUTTON FILES PATH**

A text field displays the path 'C:\DirEttore\Demo\Music'. To its right is a 'Browse' button.

Select the path in which the panic button will search for audio files.

The PANIC BUTTON feature has been introduced in order to handle all those situations in which the station is experiencing dead-air not caused by a system or program crash (wrong button pressed, bad files ...).

**WARNING**

This feature needs to know the path where the PANIC FILES are stored and how many to insert. If this information is missing, or the selected directory does not contain any MP3 or WAV files, the panic feature won't be available.

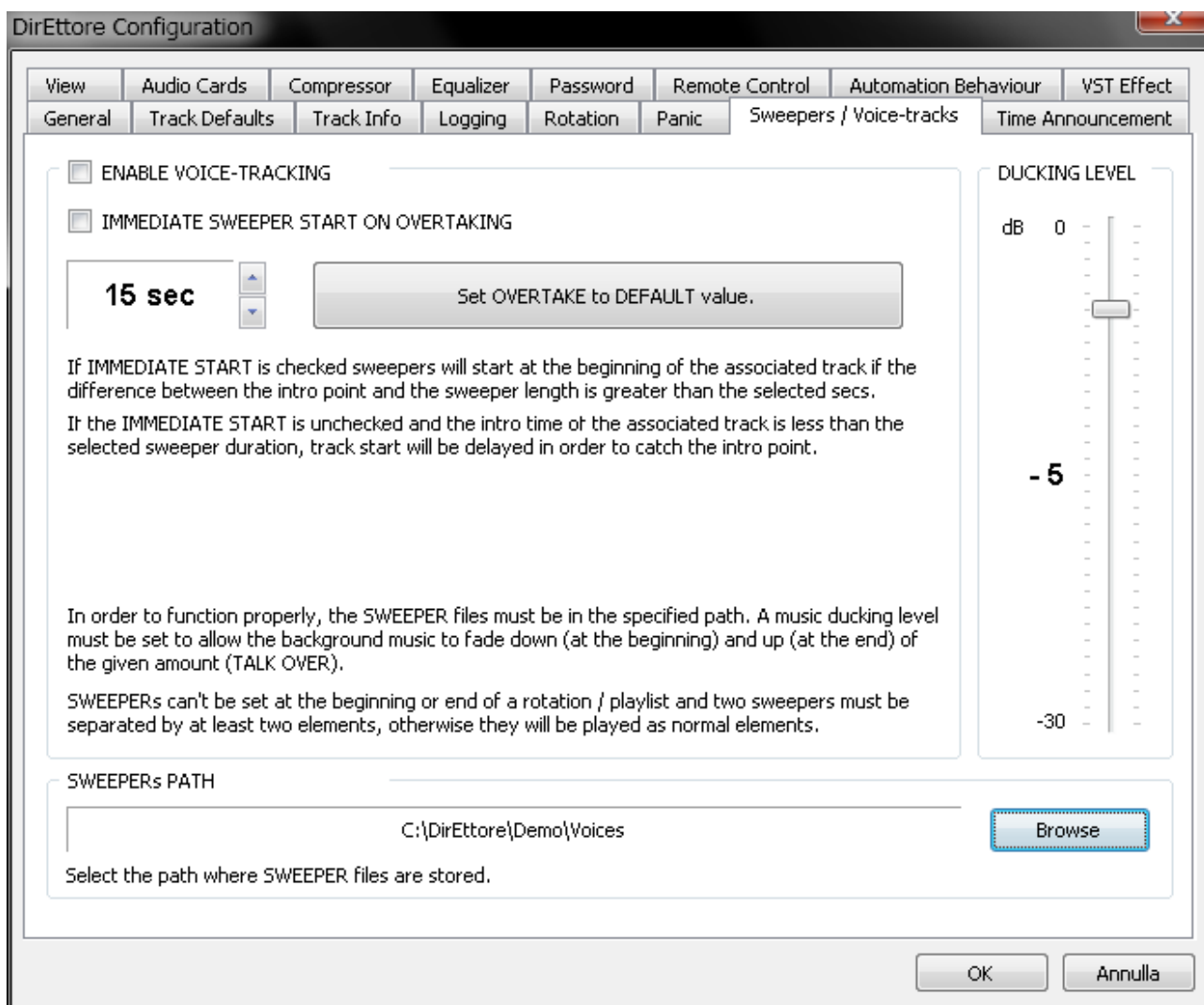
At the bottom right of the window are 'OK' and 'Annulla' buttons.

In order for this function to work properly, you need to specify a path where the files you want to play (when the panic function is engaged) are stored. If no playable audio file is found in the given directory, the main screen's PANIC button is disabled and the function won't be available.

It is also important to set the number of files (from 1 to 20) to be inserted during the PANIC file runtime insertion action.



## Sweepers and Voice-tracks Tab



In order to use the SWEEPER functionality, the path in which these files are stored must be specified.

When **IMMEDIATE START ON OVERTAKING** is enabled, the sweeper will be programmed to start at the beginning of its associated track, if the difference between the intro point and the sweeper length exceeds the number of seconds set.

This is done with the intent of avoiding long delays from the beginning of the song before a sweeper will start.

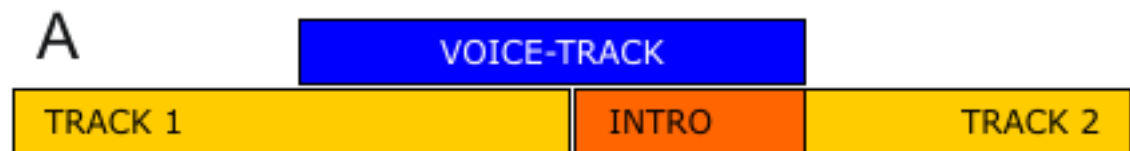
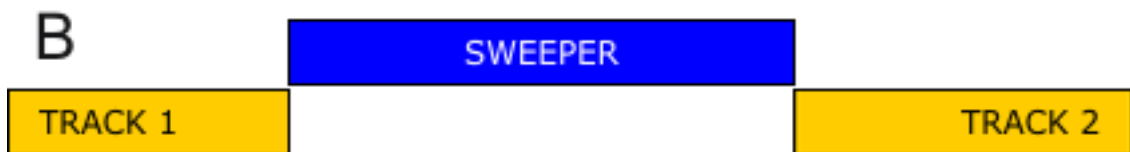
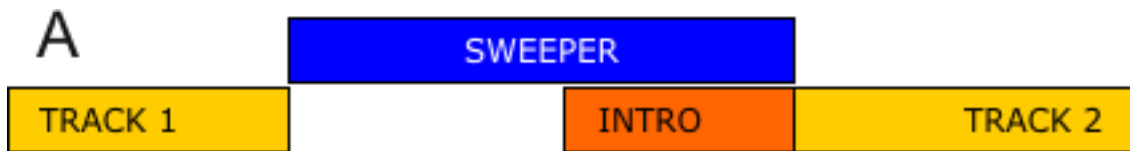
It is also possible to set the ducking level of the background track during the sweeper's play. Ducking level range is from 0 to -30 dB

Warnings on the correct use of the SWEEPER function are fully explained in this tab.

If **ENABLE VOICE-TRACKING** is checked all the tracks marked as voice tracks and the special element SWEEPER will act in a different way: the main difference between a *sweeper* and a *voice-track*, as shown in the diagram on the next page, is that if the length of the track to be mixed (in blue) is greater than the intro length (in orange) the *voice-track* will fade the previous track and start in order to end at the exact intro point of the following track, while the *sweeper* will wait for the previous track end and delay the next track start in order to end at the exact intro point.

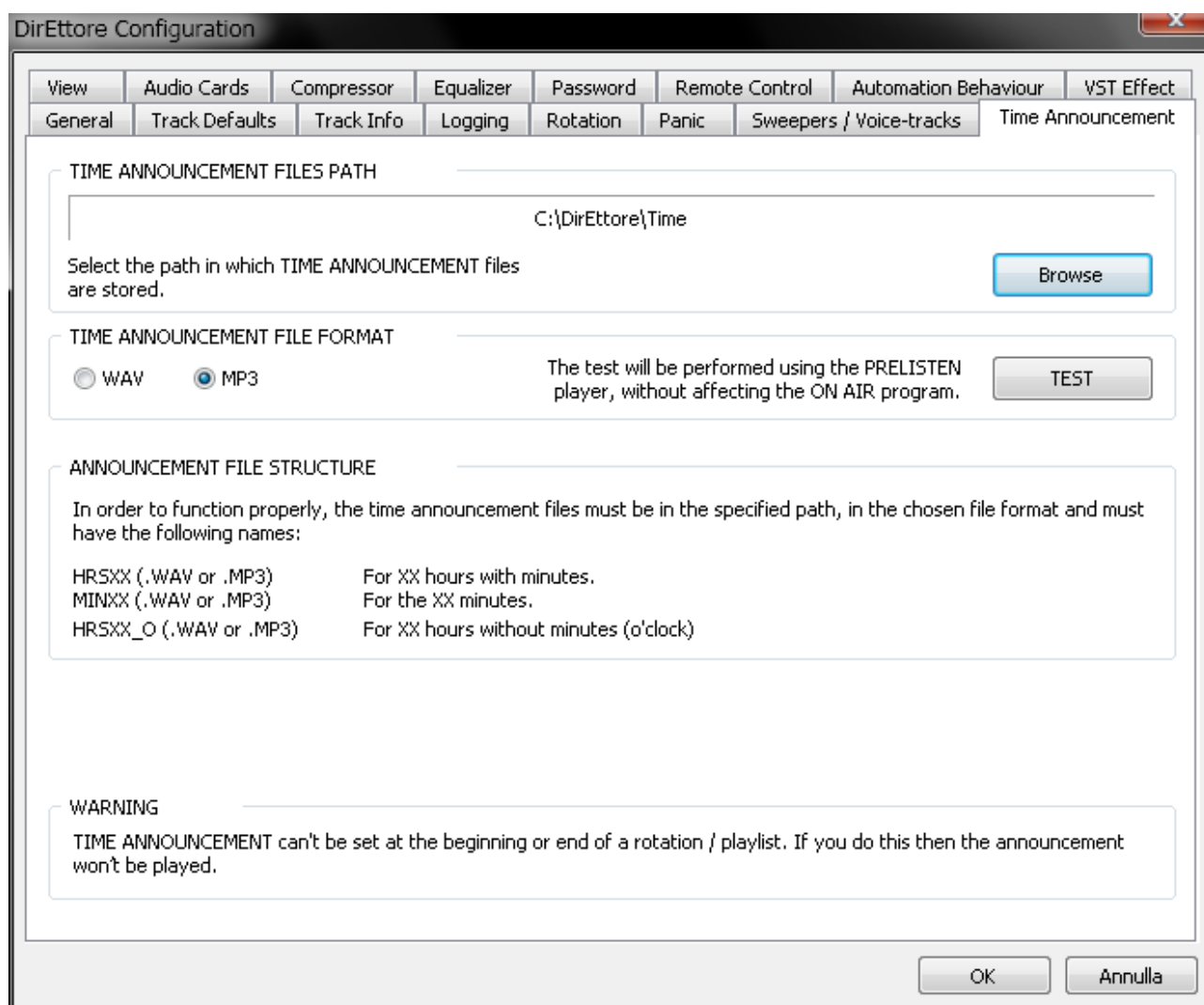


Here follows a visualization of the way sweeper and voice track respectively work:





## Time announcement tab



Here you can configure where time announcement files are stored by selecting the TIME ANNOUNCEMENT FILES PATH. You also have to select the file type (wav or mp3).

The time announcement must have a defined file name structure, in order to allow DirEttore the search for the right file. The structure is as follows:

**HRSXX** (.wav or .mp3)  
(For XX hours with minutes)

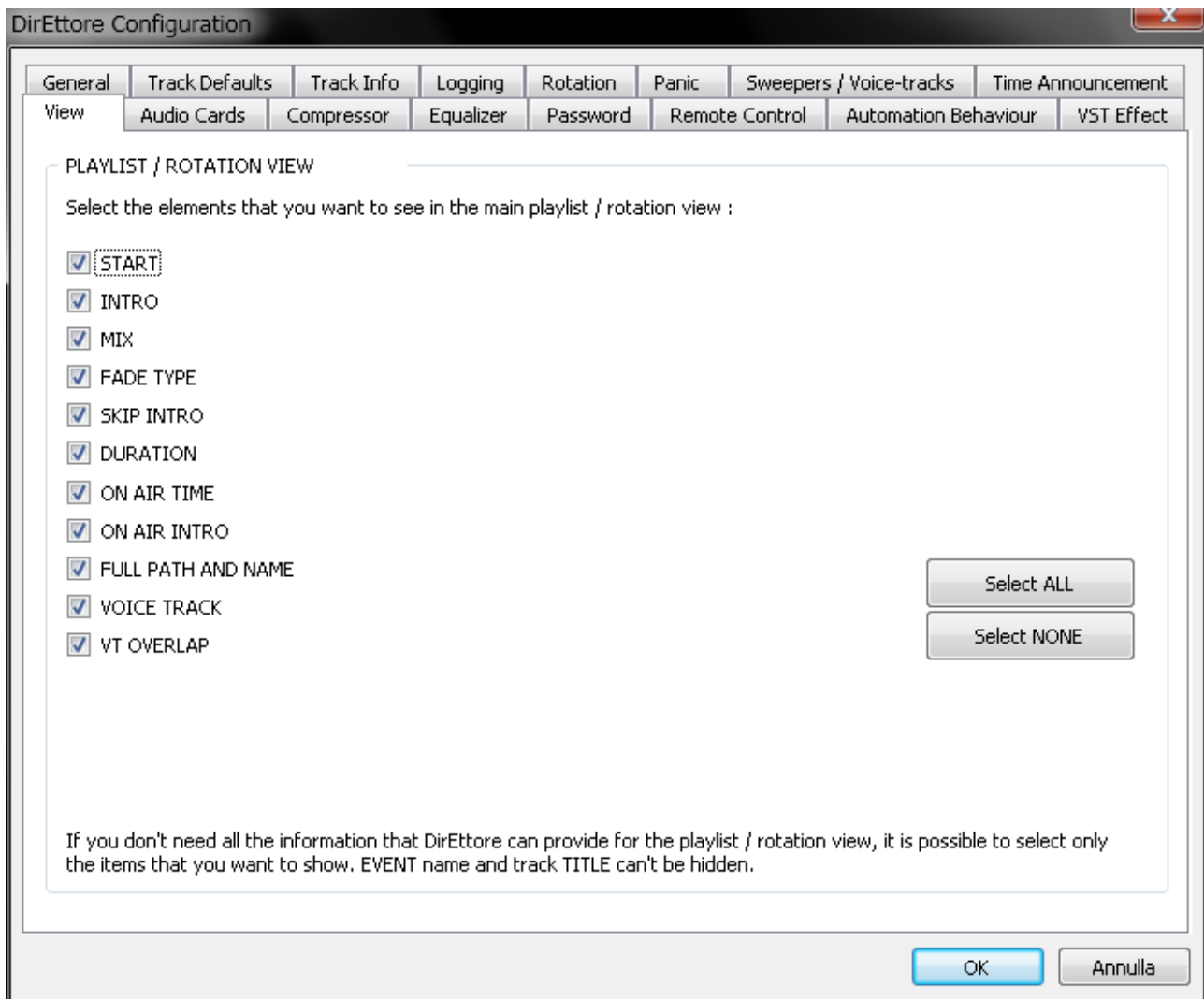
**MINXX** (.wav or .mp3)  
For the XX minutes.

**HRSXX\_O** (.wav or .mp3)  
For XX hours without minutes (o'clock)

It is possible to test if the settings are correct using the TEST button. In this way the time announcement will be played in the prelisten player. If something goes wrong a warning message will appear.



## View tab



The main playlist / rotation view allows you to view all information contained within tracks, organised in columns.

If you don't want to show some of the information provided, this tab enables you to select those you really need.

*Event* name and *Track* title cannot be hidden.



## Audio Cards Tab

DirEttore Configuration

General | Track Defaults | Track Info | Logging | Rotation | Panic | Sweepers / Voice-tracks | Time Announcement

View | Audio Cards | Compressor | Equalizer | Password | Remote Control | Automation Behaviour | VST Effect

**ON AIR PLAYERS**

☒ **SINGLE SOUND CARD** ALL ON AIR PLAYERS Line 1 (Breakaway Pipeline)

SINGLE soundcard for the ON AIR, TIME ANNOUNCEMENT and the SWEEPERS / V-TRACK players

☐ **MULTIPLE SOUND CARDS**

DIFFERENT soundcards for each ON AIR, TIME ANNOUNCEMENT and the SWEEPERS / V-TRACK player

The ON AIR PLAYERS level is sent to the main stereo VU meters, while the INSTANT PLAYERS and the PRELISTEN PLAYER have their own mono VU meters. Glitches may occur if the soundcard is changed while the associated player is playing.

**OTHER PLAYERS**

**INSTANT PLAYERS** PRELISTEN PLAYER

Line 1 (Breakaway Pipeline) Line 1 (Breakaway Pipeline)

Assigns the selected soundcard to all the 12 INSTANT PLAYERS while ON AIR. The associated configuration window sends its output directly to the INSTANT PLAYERS.

Assigns the selected soundcard to the PRELISTEN PLAYER, used in the Playlist / Rotation main window, in the playlist window or in the instant players configuration window.

Only DirectSound Drivers can be associated to the players. ASIO drivers are not supported at the moment. For This reason some sound cards may show less stereo pairs of what they come with.

OK Annulla

There are many players working in this automation and they have been logically grouped in order to be assigned to a dedicated soundcard. The first is the **ON AIR** players group (the 4 on air players, the sweeper/v-track and the time announcement players) the second 12 **INSTANT** players group and the third is dedicated to the **PRELISTEN** player. The **ON AIR** players can be subsequently split (remaining grouped in their own logical group) and each and every player can have its own soundcard assignment.

☐ **SINGLE SOUND CARD**

The automation will use a SINGLE soundcard for the ON AIR, TIME ANNOUNCEMENT and the SWEEPERS / V-TRACK players

☒ **MULTIPLE SOUND CARDS**

The automation will use DIFFERENT soundcards for each ON AIR, TIME ANNOUNCEMENT and the SWEEPERS / V-TRACK player

PLAYER 1

PLAYER 2

PLAYER 3

PLAYER 4

TIME ANNOUNCEMENT

SWEEPERS / V-TRACKS

The assignment of audio cards can be **changed at runtime** but **glitches may occur**. The affected players will output to the newly assigned soundcard immediately after the OK button is pressed.



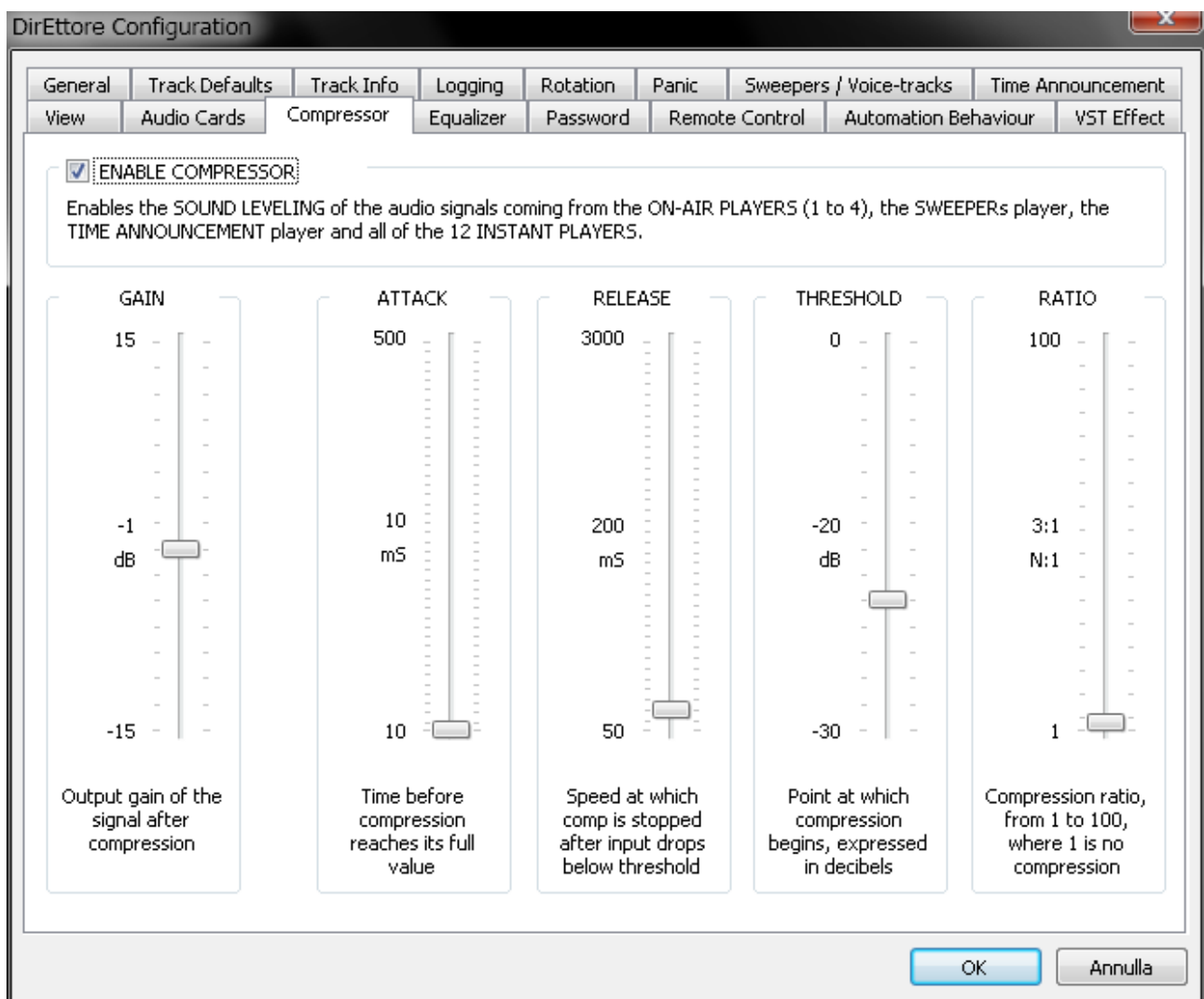
Important information about the Audio Cards:

**Some soundcards with multiple outputs may show a lower number of channels of what they physically have. This is dependent on the Direct Sound Driver implementation of the soundcard's manufacturer.**

**ASIO Drivers are not supported.**



## Compressor Tab



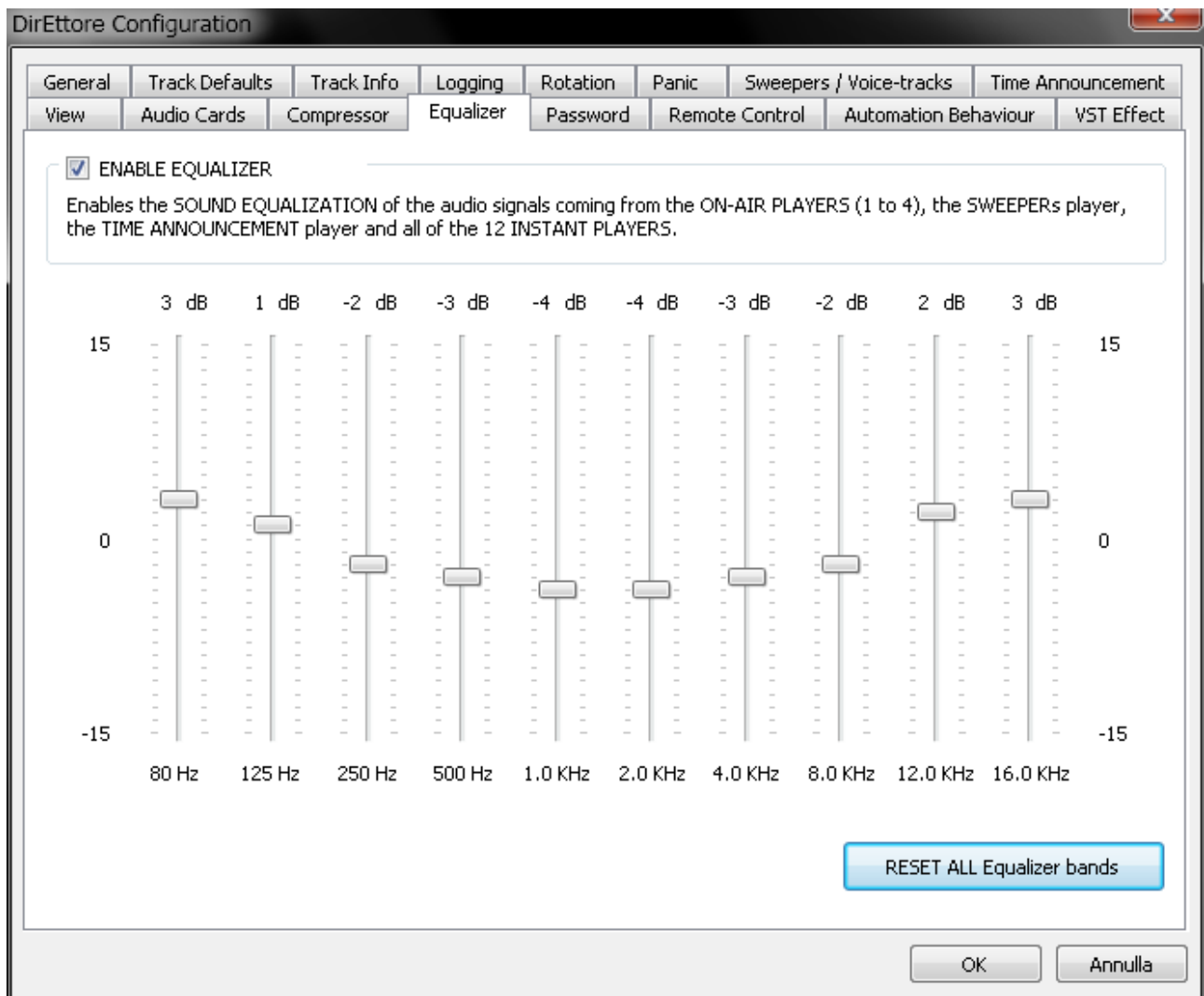
The DSP compressor is a DirectX Media Object embedded within the automation, which allows sound levelling of audio signals coming from the **ON AIR** players, **INSTANT** players, **SWEEPER** and **TIME ANNOUNCEMENT** players.

The usual compressor parameters (Gain, Attack, Release, Threshold and Ratio) can be set in this tab.

“Best practice” is to change the values slightly and then listen to how the new settings affect the audio output (which can be easily distorted using inaccurate combinations).



## Equalizer Tab

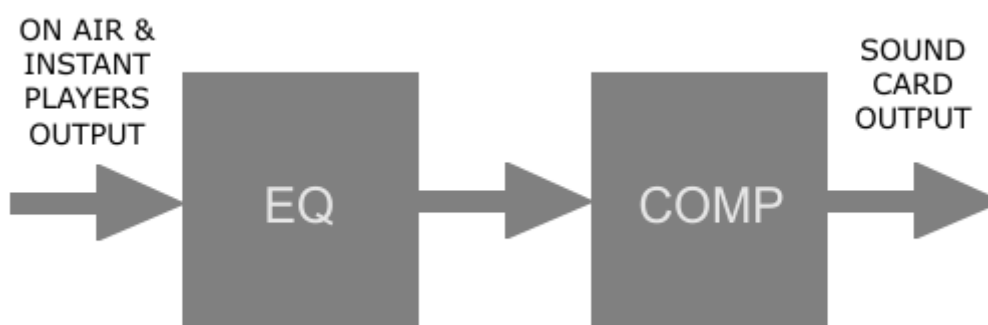


The Equalizer is the second DirectX Media Object embedded in the automation, which allows the sound equalization of the audio signals coming from the **ON AIR**, **INSTANT**, **SWEEPER** and **TIME ANNOUNCEMENT** players.

There are 10 Bands available each with a range of 30 dB (+15 / -15).

It is also important here to make fine changes to the values and listen to how the new settings affect the audio output. To avoid unwanted distortion, try to use negative gain values.

The audio path from the players output to the sound card output is as follows:





## Password Tab

The screenshot shows the 'DirEttore Configuration' window with the 'Password' tab selected. The window has a menu bar with options: General, Track Defaults, Track Info, Logging, Rotation, Panic, Sweepers / Voice-tracks, Time Announcement, View, Audio Cards, Compressor, Equalizer, Password, Remote Control, Automation Behaviour, and VST Effect. The 'ENABLE PASSWORD' checkbox is checked. Below it, a text box explains that the password protects the configuration window and is case-sensitive, up to 50 characters. There are two text input fields: 'Insert Password' and 'Re-insert Password', both with a '(50 chars MAX)' label. A 'Change Password' button is to the right of the second field. Below this is the 'ALLOWED CONFIGURATION ITEMS' section, which contains two columns of checkboxes: PLAYLIST, ROTATION, EVENTS, COMMERCIALS, SEQUENCE, and CUE POINTS, all of which are checked. To the right of these checkboxes is a text box explaining that users can select configuration buttons to be enabled after the password check. There are 'Select ALL' and 'Select NONE' buttons. At the bottom right of the window are 'OK' and 'Annulla' buttons.

**DirEttore Configuration**

General Track Defaults Track Info Logging Rotation Panic Sweepers / Voice-tracks Time Announcement  
View Audio Cards Compressor Equalizer Password Remote Control Automation Behaviour VST Effect

☒ **ENABLE PASSWORD**

Protects the configuration window by enabling a case sensitive password. In this way the configuration window will be accessible only by inserting the proper password. Any combination of characters and numbers can be used up to the limit of 50 characters.

Insert Password (50 chars MAX)

Re-insert Password

Change Password

**ALLOWED CONFIGURATION ITEMS**

☒ PLAYLIST ☒ COMMERCIALS  
☒ ROTATION ☒ SEQUENCE  
☒ EVENTS ☒ CUE POINTS

Select the configuration buttons that you want to be enabled and operational in the main screen whenever a password is set.

Select ALL  
Select NONE

OK Annulla

If you need to protect access to the configuration window it is possible to enable a *password* from this tab. **This is not a high security password** but just a basic method to filter the access to a place that contains the most important settings of the program.

The password must be entered twice and the **change password** button must be pressed in order to confirm the password set or change. You can select the configuration buttons of the main screen (PLAYLIST, ROTATION ...) that you want to be enabled after the password check is active. The instant players editor will always be available to any user because it takes parts in the real time show building not in the DirEttore's configuration.

Once the password is set every time the configuration button (or the equivalent shortcut key) is pressed, the *enter password* window will appear.

There's no a maximum number of times you can enter a wrong password but a 50 character limit of an alphanumeric case sensitive text, gives quite a large number of combinations, making it almost impossible to easily guess the set password, assuming you don't use a short or obvious one.

The screenshot shows a dark green dialog box with white text. It says 'Please enter your password to gain access to the configuration window' followed by four dots. At the bottom right, it says 'Remember that the password is case sensitive' and 'Press ENTER to confirm or ESC to abort'.

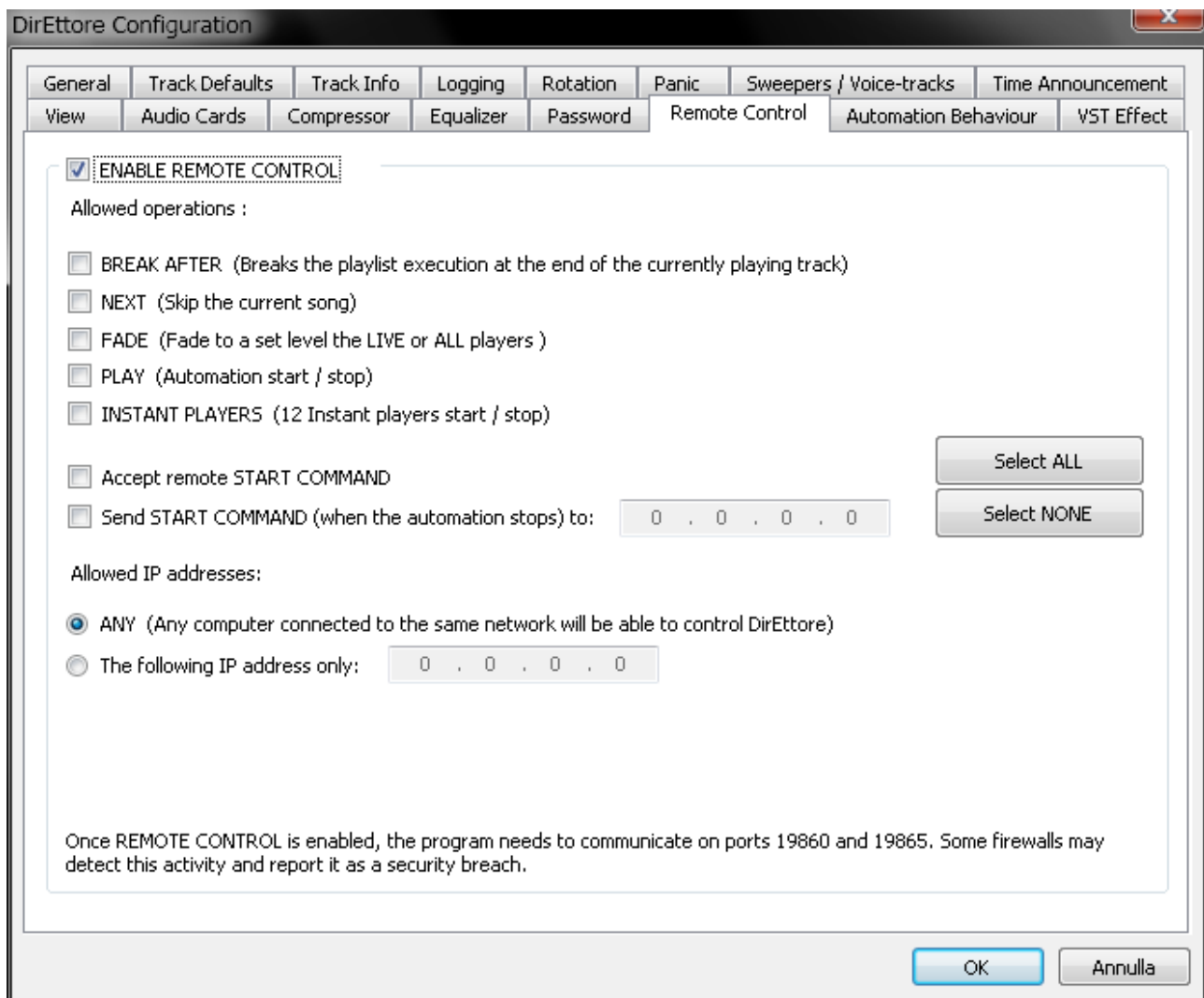
Please enter your password to gain access to the configuration window

....

Remember that the password is case sensitive  
Press ENTER to confirm or ESC to abort



## Remote Control Tab



This is a quite powerful feature that is to be used in conjunction with the provided **DirEmote** application. Here you can enable or disable the remote control server embedded in DirEttore and allow the remote use of the following features: BREAK AFTER, NEXT, FADE (and related functions), PLAY/STOP and INSTANT PLAYERS.

It is possible to authorize a specific IP address to connect from remote or authorize any computer connected to the same network.

You can also enable the **Remote START** function by means of accepting incoming remote start commands and/or send the same command to a specific IP address. In this way when the automation stops (manually or by means of a BREAK AFTER), it will send the remote start command to the given IP Address. This is an easy method to change the playout system without interruption or the need of an assistant.



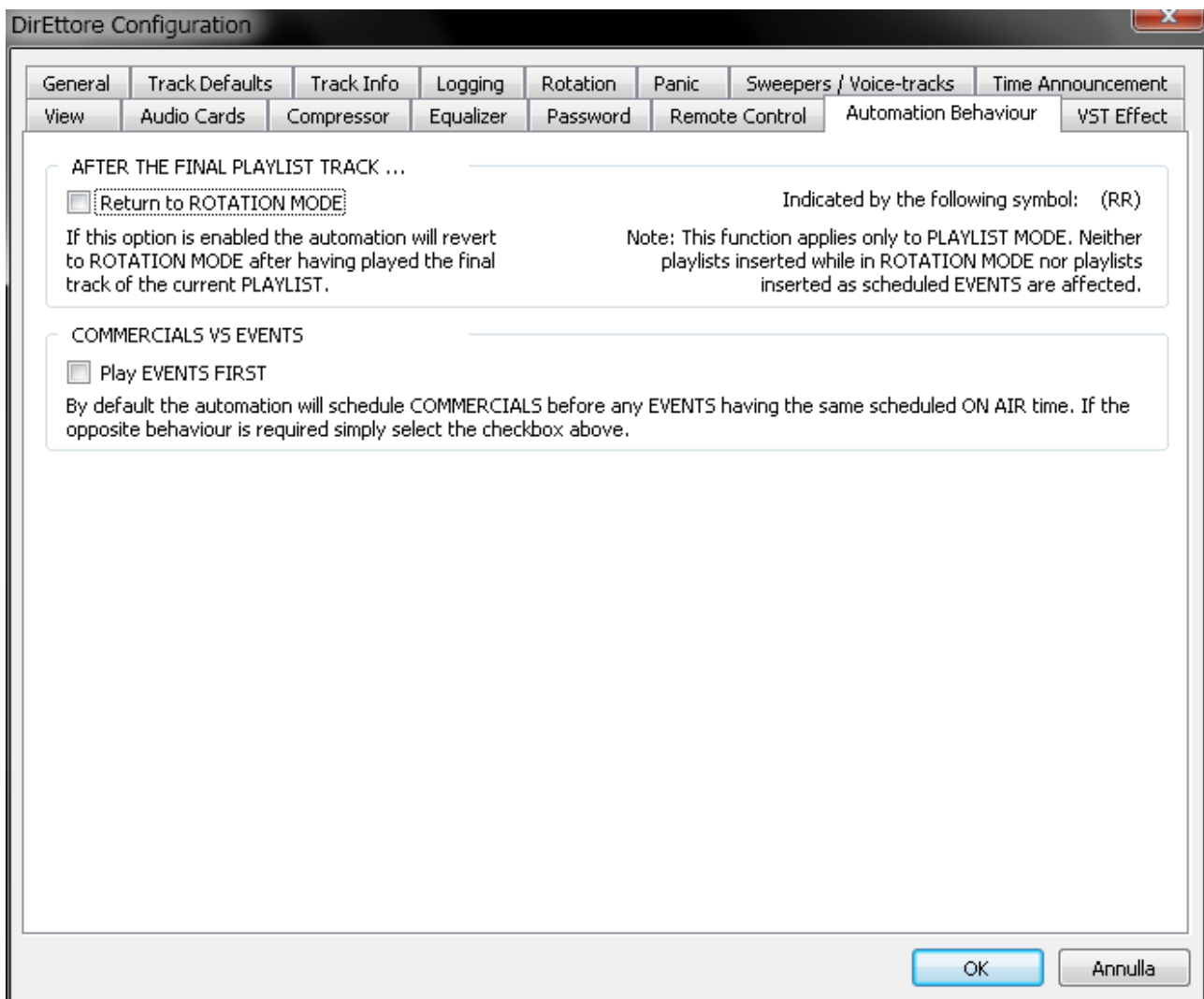
Important information about the Remote Control function:

**The REMOTE CONTROL feature uses ports 19860 and 19865 to communicate, that are opened at start-up regardless of the remote control enable status. If you use a firewall the above ports must be opened otherwise the feature won't work and may cause false security alarms.**

**If you accept the remote START COMMAND and send the remote START COMMAND to the same IP address of your computer (also 127.X.Y.Z is your computer), you'll create a logical loop and whenever the automation stops it will immediately restart.**



## Automation Behaviour Tab



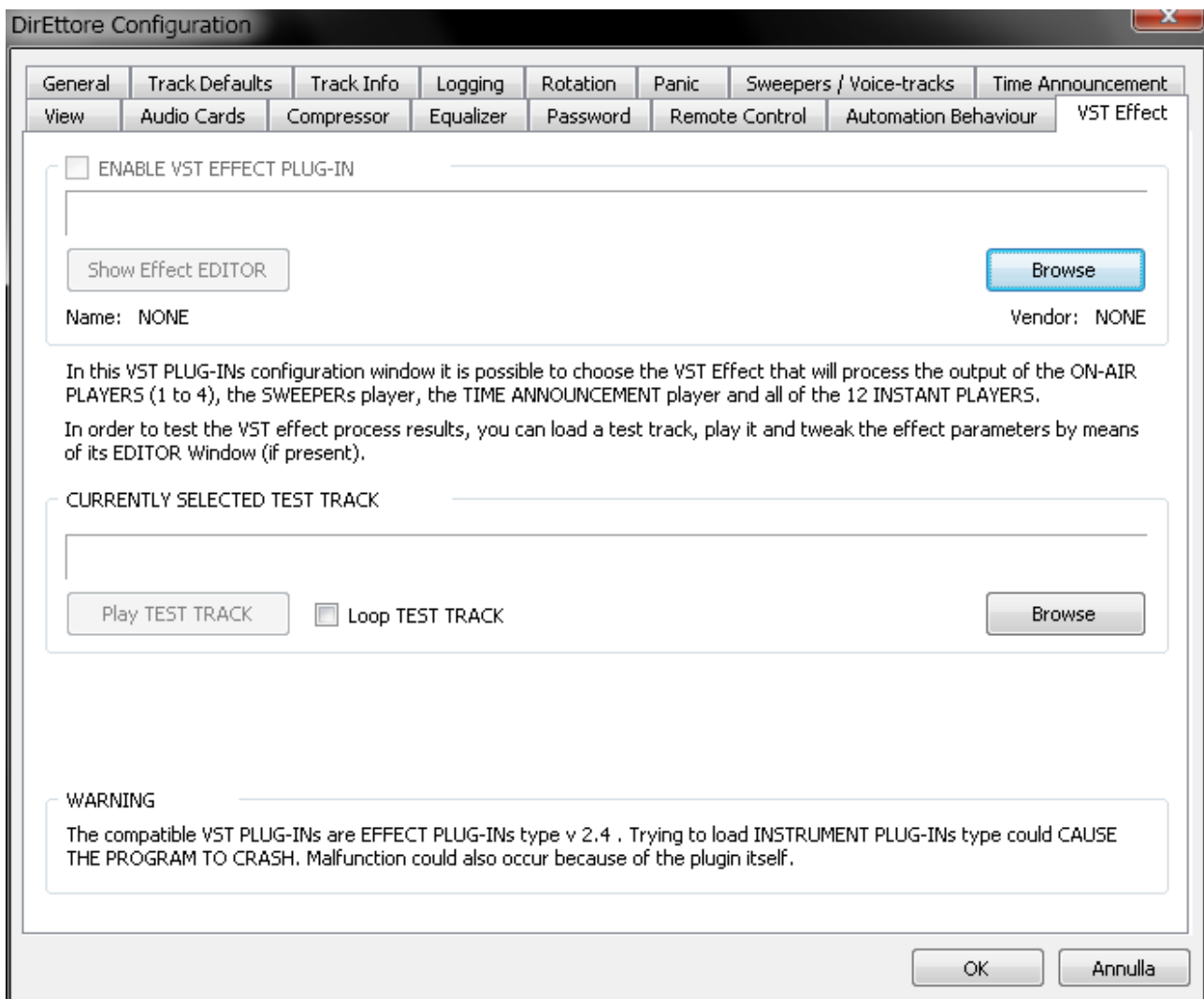
Here you can change some automation parameters:

The first checkbox determines the audio program flow when in PLAYLIST MODE. If the **Return to ROTATION MODE** option is enabled the automation will revert to ROTATION MODE at the end of the current playlist in PLAYLIST MODE.

The second checkbox, **Play EVENTS FIRST**, determines if the programmed events must be played before a commercial block that has the same ON AIR time. By default commercials are played first.



## VST Effect Tab

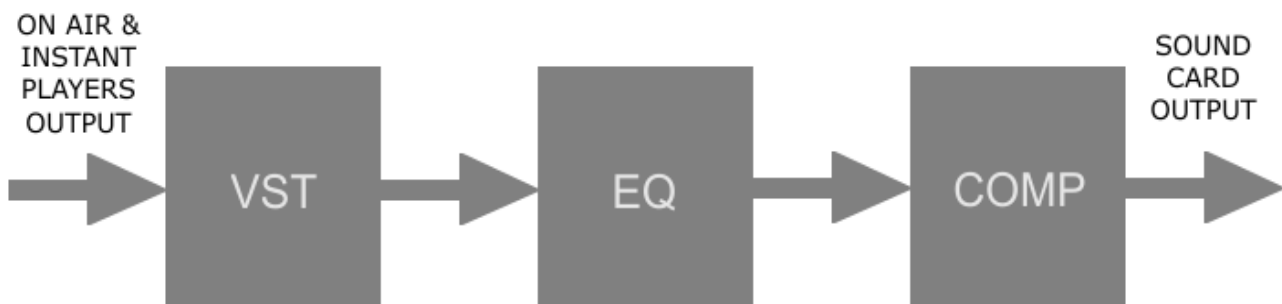


the VST Effect Tab enables the sound processing of the audio signals coming from the **ON AIR**, **INSTANT**, **SWEEPER** and **TIME ANNOUNCEMENT** players, by means of a compatible VST Effect plug-in. A wide range of VST effects are available in the market allowing you to expand and combine external effects with the embedded equalizer and compressor.

A dedicated window allows the user to trim the chosen VST Effect associated parameters, using the built-in visual interface (or *effect editor*).

In order to test the results, before applying the wanted effect to the automation players, it is possible to prelisten a test track. An useful **Loop TEST TRACK** option is also available.

The audio path from the players output to the sound card output is as follows:





## Starting up the AUTOMATION


Excluding the AUTOSTART option in the configuration window, two modes are available to start the music:



Automation on the air



Automation stopped

- 1) By pressing the  **PLAY** button (or the associated **SPACE BAR** keyboard shortcut), the currently ON CUE track will start.
- 2) By pressing the **RETURN** key the track under the cursor will start. You can move along the current list using the arrow keys to select the needed track. SWEEPERS and TIME ANNOUNCEMENTS can't be started in this way.



While in play, if the user wants to start the next song immediately (without waiting the current track to complete) just press the NEXT button at the top of the PLAY / STOP button or the associated BACKSPACE keyboard shortcut.



## The KEYBOARD SHORTCUTS

In order to help the user to control all aspects of the automation control, some keyboard shortcuts have been added. The complete list is given below:

<b>RETURN</b>	Plays the track selected in the playlist window of the main screen.
<b>SPACE BAR</b>	Automation play and stop toggle, shortcut to the PLAY / STOP button.
<b>ESC</b>	Panic function start. Shortcut to the PANIC button. Must be hit twice.
<b>F1 – F12</b>	Instant players 1 ... 12 play and stop toggle.
<b>BACKSPACE</b>	Next song when the rotation is playing, shortcut to the NEXT button.
<b>A</b>	AUTO / LIVE ASSIST toggle.
<b>B</b>	BREAK AFTER - stops the automation at the end of the current track.
<b>C</b>	Cue points editor window.
<b>E</b>	Events scheduler window.
<b>F</b>	Live fade control.
<b>I</b>	Instant players configuration window.
<b>J</b>	Instant players <i>load a stored set</i> window
<b>L</b>	LIVE FADER / ROTATION view toggle.
<b>M</b>	PLAYLIST / ROTATION mode toggle.
<b>N</b>	ROTATE NOW – Rebuilds the rotation.
<b>O</b>	Commercials Planner window.
<b>P</b>	Playlist configuration window.
<b>R</b>	Rotation editor window.
<b>S</b>	Sequence editor window.
<b>T</b>	TRACK INFO window (mutually exclusive with the LAST PLAYED TRACKS window)
<b>V</b>	EVENTS VIEW / FILES VIEW toggle.
<b>X</b>	EXPAND / COLLAPSE instant players view.
<b>TAB</b>	Activates the SEARCH TOOL, shortcut to the SEARCH button (the magnifying glass icon).
<b>O</b>	Configuration window.
<b>K</b>	Keyboard shortcuts window.



## Acknowledgements

As usual I wish to thank the people that have helped me during the preparation of this manual. Their support was and will be the only way to finish what you are reading now. Their names are:

***Kathleen Coyne***     ***(USA)***  
***Mark Lilley***        ***(NZ UK IT)***  
***Greg Thompson***    ***(NZ)***

I also wish to thank all the DirEttore's testers, supporters and the people that have helped me debugging this version of DirEttore. Their devotion was one of the most important tools used in creating this version ☺

Ettore.