

The Radiohost manual

Broadcast

Copyright 2004-2010, Radiohost ApS

Table of Contents

Change history.....	3
How to read this manual.....	5
Introduction.....	7
Automatic login and play.....	8
Emergency play lists.....	10
Setup of emergency play lists.....	10
Make emergency play lists.....	10
When emergency play lists are used.....	11
Directory access.....	12
Triggers and out pulses.....	14
Trigger setup	14
SS8 and K8055 setup to handle inputs	14
More information.....	15
RDS-studio support.....	16
Triggers using the game port	17
Connecting triggers at the game port	17
Game port connections	17
Installing joysticks in Windows 95/98	18
Trigger events.....	19
Play from here.....	21
Play from here - setup for triggers.....	21
Play from here - setup for overlap (soft timer).....	22
Example PLAY FROM HERE setup for a network station.....	23
Out pulse.....	24
Adding an out pulse in Broadcast.....	24
Time stretch.....	25
Current playing log.....	26
Short cuts or hot keys in the main window.....	28
Short cuts or hot keys in Advanced Monitor.....	29

Change history

The list shows changes made to this document.

Date	Updated chapter	What
2010-02-01	Directory access	Sort file list by time or alphabet.
2009-08-30	Automatic login and play	Wait for Data Server before automatic login.
2006-12-20	Automatic login and play	Login Always or After crash.
2006-11-25	Current playing log	Filter on melodies/log melodies only.
2006-11-25	RDS-studio support	Filter on melodies/log melodies only.
2006-11-25	Automatic login and play	Login as a selected user.
2006-11-15	Automatic login and play	Auto start a play list at start up.
2006-10-19	Emergency play lists	Play lists to load when there is no connection to Data Server.
2006-06-14	RDS-studio support	RDS-studio support
2006-06-14	Directory setup	Directory setup from the main window.
2006-03-20	Trigger setup	Added new I/O card SS88.
2006-02-01	Short cuts or hot keys in the main window	Space reimplemented as hot key Alt Gr reimplemented as hot key Space & Alt Gr, can be disabled from the broadcas.ini file. Text scroll moved to Shift Y,G,U,H. Normalize shortcut in playlist and adv. monitor moved to 8. Add Speak shortcut returned to 7.
2006-01-12	Short cuts or hot keys in the main window	Short cut "N" is replaced by "Ctrl+N" Short cut "S" is replaced by "Ctrl+S" Short cut "I" is replaced by "Ctrl+I" Space removed as hot key Alt Gr removed as hot key "Numeric 7" Now, normalize selected file. "Shift A" Insert an unrecorded speak after the selected file. "Shift R" Reset overlap.
2006-01-12	Short cuts or hot keys in Advanced Monitor	"Numeric 5" Adjust to talktime. "Numeric 6" Add voice track bed. "Numeric 7" Normalize.

Date	Updated chapter	What
2006-01-07	Play from here	Soft timer added.
2005-05-15	Current playing log	Reopen log files on every update.
2005-05-15	SS8 and K8055 setup to handle inputs	Poll interval.

How to read this manual

This manual is intended for first time users of the Radiohost system and will guide you through the setup and use of the system.

The Radiohost system is a comprehensive system and this manual and the system itself might seem overwhelming for first time users of the system. We hope you will take the time to read this manual carefully to understand the many extra features a mature radio automation system, can offer compared to smaller and simpler systems.

Before reading this manual you should read the information pages on www.radiohost.com, where the modules are explained shortly. The reader of this manual are expected to know the different modules in the Radiohost system briefly.

In this manual we use the following format conventions:

Named keys on the keyboard are simply capitalized, e.g., Enter, Shift, Ctrl. The space bar key is shown as `\{space\}`. When we wish you to use a letter, symbol or number key, they are shown in parens, e.g. (s)(+), or (2). All letter keys used as commands are lower case.

When a sequence of keys must be pressed at the same time, we represent this sequence by the key name and the plus (+) symbol. For example:Ctrl+Alt+Delete, Shift+(n)

Particular names of files are listed in upper case italic type, e.g. *FILENAME*

The names of Windows\\ file folders, are shown in lower case in brackets, e.g. [file], [window], while various file folders and commands appearing on pop-up menus in the Radiohost, Broadcast, Communicator, and Heavy Rotation software applications are shown by means of upper case names in brackets, e.g. [PREFERENCES-SETUP], [GET FROM FILE].

Named icons and buttons are simply shown in bold capitals, e.g. **OK**, **START**

When you are asked to type something without pressing the Enter key, you are directed to "type" the information.

When you are directed to type the information and press the Enter key, you will be directed to "enter" the information.

"Highlight" or Highlighting a file, means to move the cursor to a file shown in a list, and left-

clicking on the mouse. The display will change, "highlighting" the file you select.

When you need to make a selection of a particular command shown on the screen, you will be directed to "select" or "click" on that information by moving the cursor to an icon or "button" and clicking the left mouse button (left-click).

When asked to select an item from the mouse menu, it means right clicking the mouse to bring up a menu and select the item requested.

Windows, Windows95, Windows98, Windows NT, Windows 2000 and Windows XP are \\Microsoft Corp.

Radiohost, Broadcast, Communicator, Heavy Rotation, Easy Spot, and Data Server are \\Radiohost ApS

Introduction

This document collects the new and changed features of the Radiohost system for the latest official release vs. the previous official release.

The document will be at interest for current users of the Radiohost system where new or coming users will find better information in other documents found at www.radiohost.com.

The features listed here is not described in any order or priority and the chapters should be read as fully independent chapters describing each feature in its own context.

Automatic login and play

This feature will try to establish a playing play list in the best way possible if Broadcast for power failure or other reasons was not closed down properly (using the log out and close). When activated Broadcast will, upon restart after a crash, load the play list for the hour and jump to a position in the play list near to the time where the playing position would have been, if the play list had been started at the top of the hour.

For example, if Broadcast is started at 14:23 and there are songs planned to play like this

14:19 song 1

14:22 song 2

14:25 song 3,

song 2 will be started and song 1 will be taken off the play list.

If you have experienced a serious network break down due to electrical failure or for other reasons and there is no connection to Data Server, an **Emergency play list** (see other chapter) will be used to replace the planned play list.

Setup

To activate this feature use SUPERVISOR SETUP – SETUP- AUTOLOAD and select the “Automatic login and play” check box. Select the USER to be used for auto login. The ALWAYS check box will make Broadcast auto login at any time it is started where AFTER CRASH will auto login when Broadcast where not closed using the standard [Logout]-[Close] procedure.



The WAIT FOR DB [S] will pause the login process for the number of seconds you enter. This will allow Data Server to be up and running if Data Server too has been shut down due to a crash.

Windows XP Auto Login – info

You can configure Windows XP to automate the logon process if your computer is **not part of a domain**. Computers configured in a business environment generally have a domain and for those machines the option "Users must enter a username" does not appear because a password must be given to access the local area network or domain.

1. Click **Start**, click **Run**, and type **control userpasswords2**. This is a shortcut instead of having to click on Start -> Control Panel -> User Accounts.

2. **Uncheck** the "Users must enter a username and password to use this computer" check box.
3. Click **Apply**.
4. Enter the **user name and password** you wish to automatically log on with, and then click **OK**.
5. Click **OK** again and you're all done.

This feature allows other users to start your computer and use the account that you establish to automatically log on. Enabling auto logon makes your computer more convenient to use, but can pose a security risk since anyone can just turn the machine on and access your files.

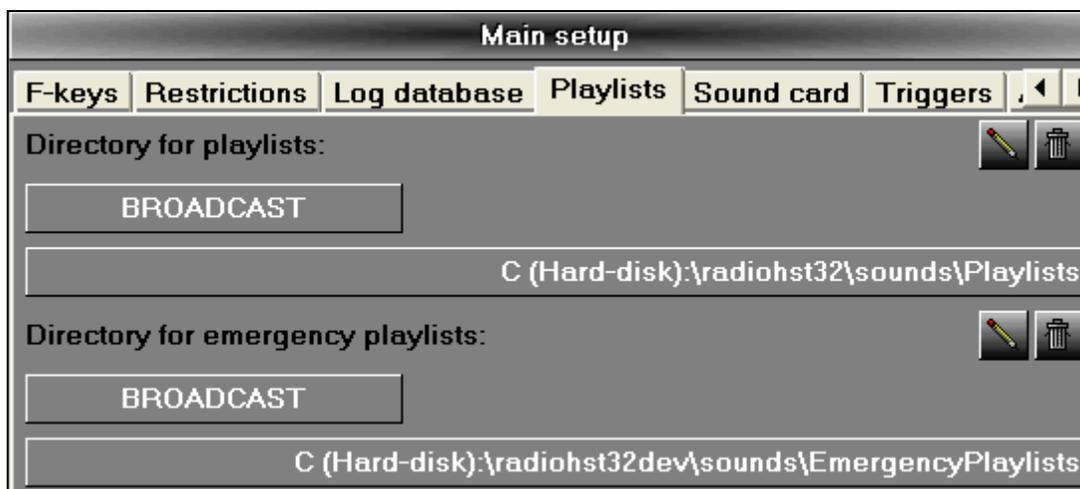
Emergency play lists

Occasionally the PC network (LAN/WAN) will not be functional and if Data Server or the sound files is placed at another PC the aired signal will end.

Emergency play lists are a feature to prevent dead air if the PC where Broadcast is still functional.

Setup of emergency play lists

First enter a folder where the emergency play lists are to be saved. Use the tab PLAYLISTS in MAIN SETUP.



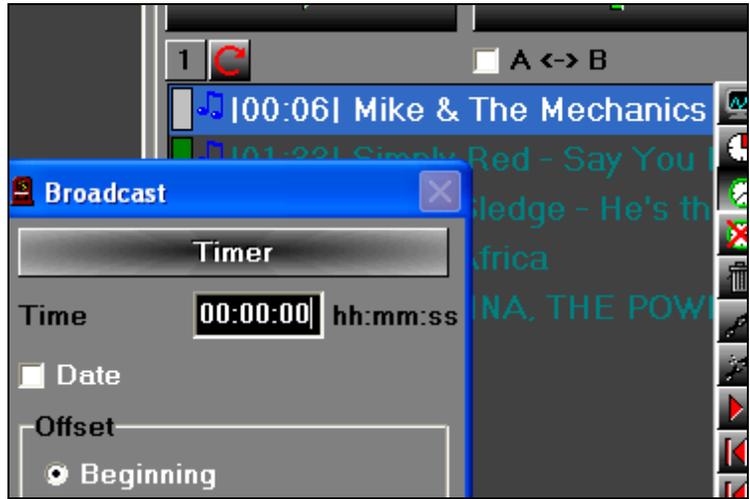
It is recommended to use a local folder on the PC where Broadcast is running.

Make emergency play lists

In Broadcast setup a play list. It is recommended to add a TIMER at the first item in a emergency play lists to ensure continuous playback. A timer in a emergency play list will a load time alter the time to the coming hour.

A timer set at 12:58:00 will be changed to 10:58:00 if the emergency play list is loaded 9:00 to 9:59. The same timer is changed to 15:58 if the emergency play list is loaded 14:00 to 14:59.

Now, select all files, right click the mouse and select the mouse menu SAVE IN FILE AS EMERGENCY PLAY LIST. Enter a name and click [Save].



More emergency play lists can be saved and if the network is down for more than one hour, Broadcast will then load the emergency play lists in random order.

The mouse menu GET EMERGENCY PLAY LIST FROM FILE will load a emergency play list to the play list in Broadcast. The emergency play lists can here be edited and saved.

The emergency play lists are saved with information on how the play list is build including overlaps different from default etc. as a regular play list. But in addition the sound files in the play lists are copied to the folder for emergency play lists too. In this way Broadcast will always have the files available even if a file server in the network is not functional.

To delete a emergency play list right click at the name in the SAVE IN FILE AS.... window.



When emergency play lists are used

When the AUTO LOAD feature is active in Broadcast, play lists from Data Server is automatically loaded. If DS at load time for some reason is not available, the 1st emergency play lists is loaded and the arrow indicating an active AUTO LOAD will change to yellow.

If Data Server is again accessible the AUTO LOAD will remain in emergency mode. To change Broadcast back to AUTO LOAD from Data Server, click the [Autoload] button twice or until the arrow turns green.

Directory access

In the main window of Broadcast a list of directories is shown. A user can see directories set up by the administrator.

Give a user access to some directories

1. Mark a user in the "Users" window
2. Click the Dir button
3. Choose the location of a directory from the drop down list at the top. The drop down list includes the name of this installation of Broadcast and links to other Broadcast installations
4. Choose a directory in the "All directories" section at the right
5. Click the Add button to provide access to this directory only or Click the Add+ button to provide access to this directory and its sub directories
6. Click the Ok button

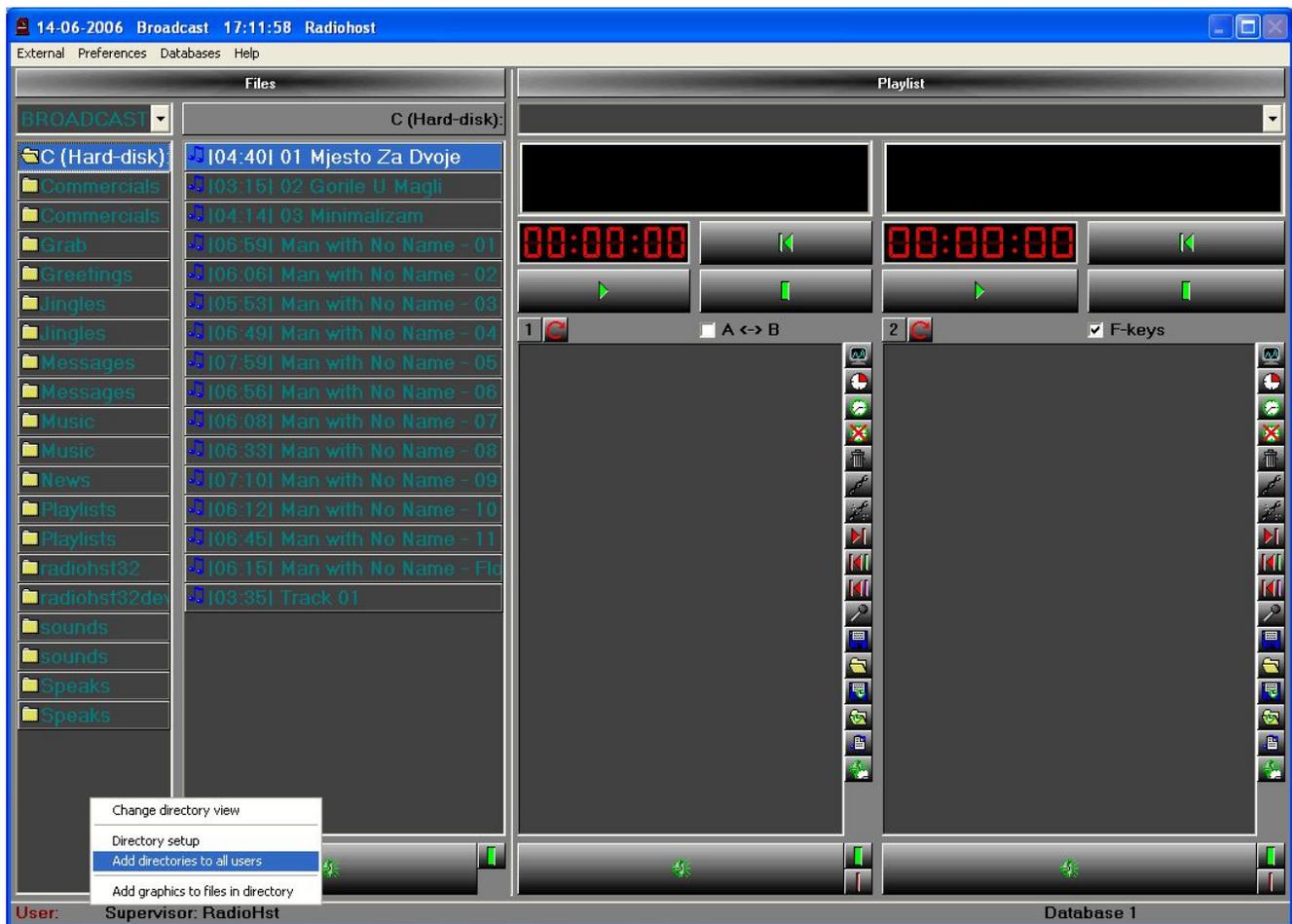
Remove the access to some directories

1. Mark a user in the "Users" window.
2. Click the Dir button
3. Choose the location of a directory from the drop down list at the top. The drop down list includes the name of this installation of Broadcast and links to other Broadcast installations
4. Choose a directory in the "Selected directories" section at the left
5. Click the Delete button to remove access from this directory and its sub directories
6. Click the Ok button

Directory setup from the main window

The administrator can provide directory access for all user from the right mouse menu in the folder view.

1. If the administrator is not logged in use the menu EXTERNAL – CHANGE USER to switch to the administrator user.
2. Use the right mouse menu “Add directories to all users” from the folder view.
3. Select the directories to use in Broadcast.
4. Use the menu EXTERNAL – CHANGE USER to switch back to the original user.



Use the right mouse menu “Directory setup” to add directories to the administrator only.

Sorting the file list

Right click the mouse in the file list and select SORT BY and then TIME or ALPHABET.

Triggers and out pulses

Triggers are used for controlling the play list by an external switch. Triggers can be used to have the mixer switch starting, stopping, etc. the play list. Also, triggers are used in radio networks as satellite or remote setups.

Broadcast can generate out out pulses. In this way you can make one Broadcast work as a master station and have all other Broadcasts in the radio network react on these out pulses triggers using triggers.

Trigger setup

To make the triggers working you need an input device to handle the external switches. Broadcast can use 3 kind of input devices.

1. SS8 - Switch & Sense 8 from <http://www.measurementcomputing.com>
2. SS88 - Switch & Sense 88 from <http://www.measurementcomputing.com>
3. K8055 from www.Velleman.be
4. The Game port (only for Win 95/98 and Win NT - not for Win 2000/XP)

In the following the SS88 and SS8 is referred to as SS8.

For more information on the hardware setup of the SS8 and K8055, please contact your supplier or the reference manual for these products. Radiohost ApS does not distribute these products nor do we provide support for the hardware setup of the products.

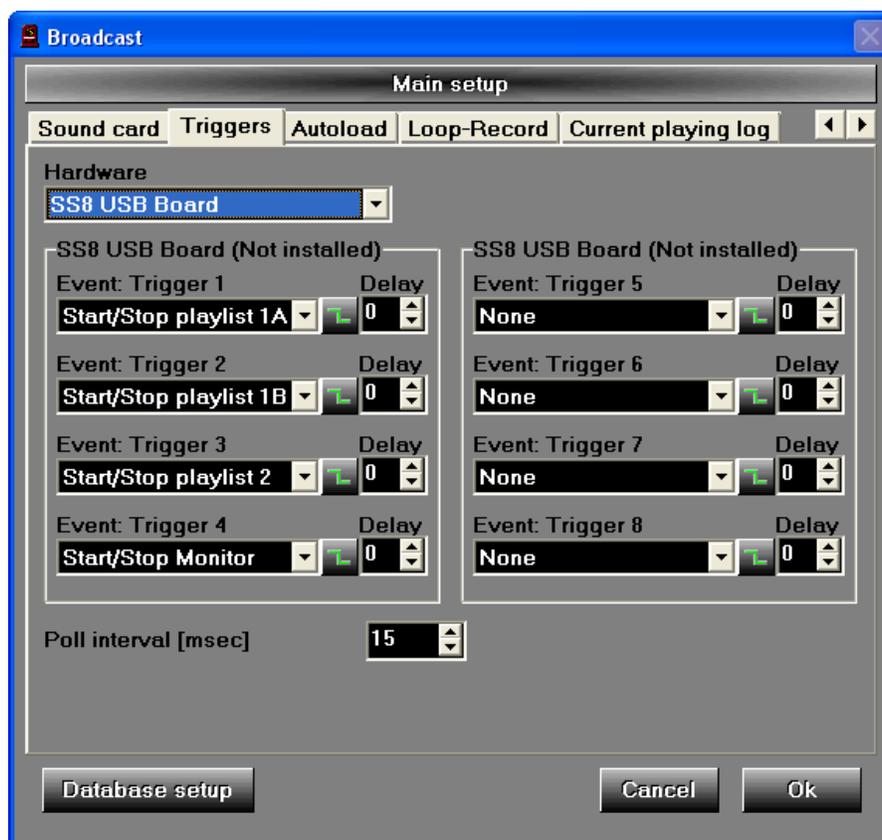
SS8 and K8055 setup to handle inputs

Inputs from external cards is handled by Broadcast. The setup for these functions is entered at **SUPERVISOR SETUP - [SYSTEM] - SYSTEM SETUP - TRIGGERS.**

First select the input card to use from the HARDWARE drop down list. The numbers of triggers will change to show only the number of inputs on the cards. There is 8 for the SS8 card and 5 for the K8055 card.

The in ports on the SS8 card is numbered 1 to 8. In the setup the EVENT: TRIGGER 1 will react on a signal on port 1 on the SS8 card etc.

Each trigger can carry out the events in the table Trigger events.



For each trigger you can decide if the trigger should react on a low to high or a high to low (0V - 5V) by toggling the green step icon just beside the trigger event.

If the trigger should not react immediately on a pulse a delay is set by clicking the up/down arrows at the DELAY field. The values are in seconds.

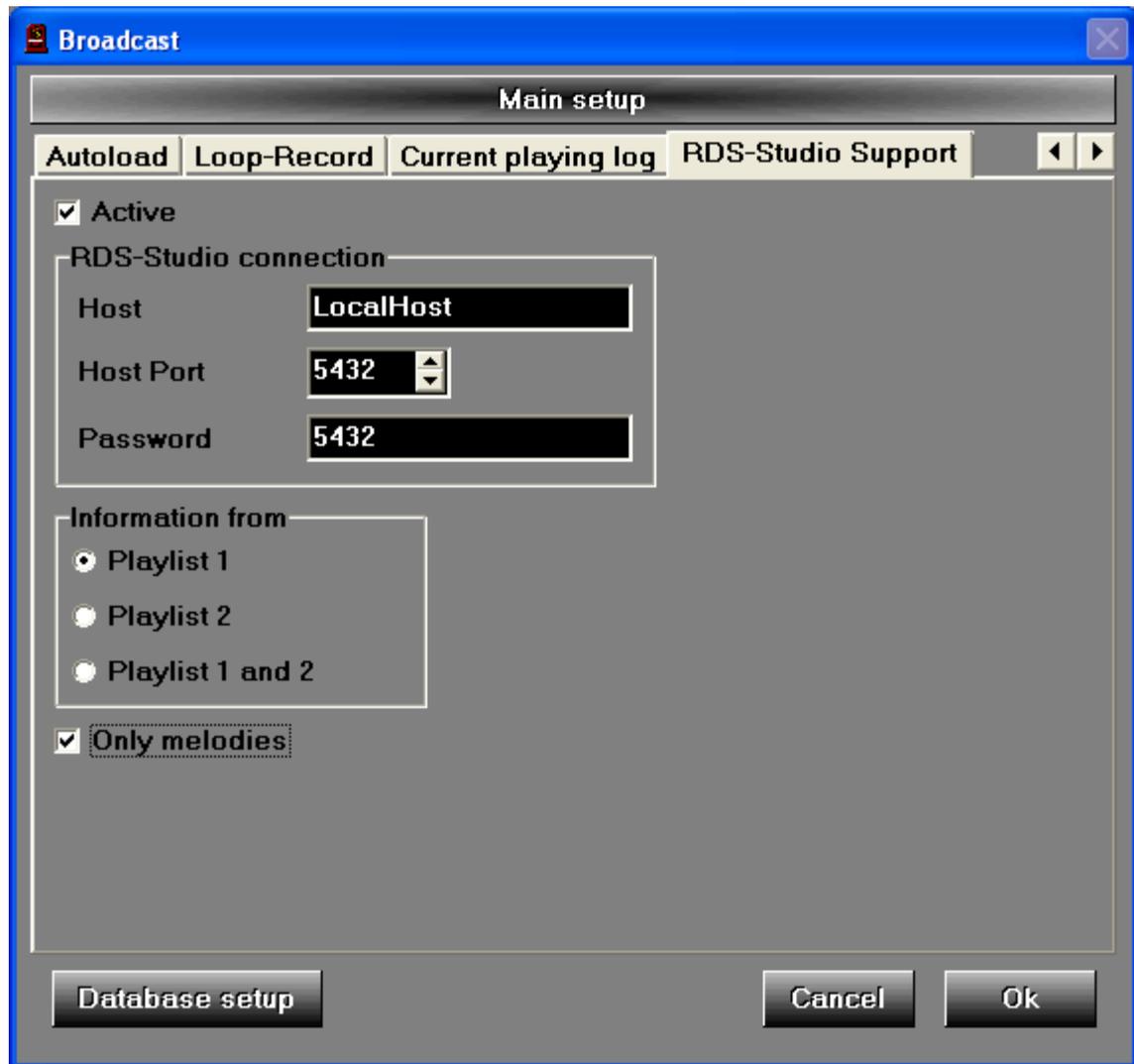
To check if there is a trigger Broadcast will poll the I/O card frequently. The interval for polling is set at the POLL INTERVAL. For faster reaction you should lower the poll interval. A lower poll interval will increase the CPU usage of the PC, so you should find an appropriate value by experimentation. K8055 card is somewhat slower than the SS8 card and you should expect to get a much better response time from the SS8 card.

More information

The special trigger PLAY FROM HERE can be used in a network station setup. Please read the topic PLAY FROM HERE for more information.

RDS-studio support

Broadcast integrates with the program RDS-Studio from djsupport.nl.



The ACTIVE check box is to activate the integration to RDS-Studio. The INFORMATION FROM decides if information to RDS-Studio is to come from play list 1, 2 or both play lists.

ONLY MELODIES will send songs only to the RDS, which means no commercials are sent to the RDS. Melodies are items in Card File which is usually songs.

The RDS-STUDIO CONNECTION is the network setup to RDS-Studio. Please refer to djsupport.nl and the manual for RDS-Studio for more information on the setup.

Installing joysticks in Windows 95/98

Windows 95/98 - The joystick must be installed as "new hardware" and then activated/calibrated from the control panel. Here are the procedures:

1. Install JOYSTICK1 as 2 BUTTON, 2 AXIS
2. CLOSE CONTACT 1 OR 2 in response to "Push button while centered" prompt
3. CLOSE CONTACTS 5 AND 6 in response to move joystick in circle prompt, then CLOSE CONTACT 1 OR 2
4. CLOSE CONTACT 1 OR 2 in response to second "Push button while centered" prompt
5. Install JOYSTICK2 as 2 BUTTON, 2 AXIS
6. CLOSE CONTACT 3 OR 4 in response to "Push button while centered" prompt
7. CLOSE CONTACTS 7 AND 8 in response to move joystick in circle prompt
8. CLOSE CONTACT 3 OR 4 in response to second "Push button while centered" prompt

Trigger events

Trigger / Events	Description
Start/Stop playlist 1A	<p>Play list 1A will be started if the play list does not play and stopped if the play list is playing.</p> <p>This event works if play list 1 is running in A/B mode only.</p>
Start/Stop playlist 1B	<p>Play list 1B will be started if the play list does not play and stopped if the play list is playing.</p> <p>This event works if play list 1 is running in A/B mode only.</p>
Start/Stop playlist 2	<p>Play list 2 will be started if the play list does not play and stopped if the play list is playing.</p>
Start/Stop Monitor	<p>The monitor will be started if the monitor does not play and stopped if the monitor is playing.</p>
Play Next playlist 1	<p>The next file in the play list will be started and the file playing will be faded down and stopped.</p>
Play Next playlist 2	<p>The next file in the play list will be started and the file playing will be faded down and stopped.</p>
Stop playlist 1	<p>Play list 1 will stop playing.</p>
Stop playlist 2	<p>Play list 2 will stop playing.</p>
Recue playlist 1	<p>The play list will be recued.</p>
Recue playlist 2	<p>The play list will be recued.</p>
Loop-Record 1 & 2	<p>The next Loop-Record in both play list 1 and play list 2 will be started.</p>
Loop-Record 1	<p>The next Loop-Record play list 1 will be started.</p>
Loop-Record 2	<p>The next Loop-Record play list 2 will be started.</p>
Play Next playlist 1A	<p>The next file in the play list will be started and the file playing will be faded down and stopped.</p> <p>This event works if play list 1 is running in A/B mode only.</p>
Play Next playlist 1B	<p>The next file in the play list will be started and the file playing will be faded down and stopped.</p> <p>This event works if play list 1 is running in A/B mode only.</p>
PLAY FROM HERE 1	<p>The PLAY FROM HERE in play list 1, if any, will be started when the trigger is within the time window for the PLAY FROM HERE. Please read the instructions for the PLAY FROM HERE for more information.</p>
PLAY FROM HERE 2	<p>The PLAY FROM HERE in play list 1, if any, will be started when the trigger is within the time window for the PLAY FROM HERE. Please</p>

Trigger / Events	Description
	read the instructions for the PLAY FROM HERE for more information.

Play from here

The play from here event will start any file in the play list by fading out the previous files and starting the file added the PLAY FROM HERE feature. The feature is used to synchronize the play list.

Example : synchronizing commercials in a network

In a network the commercial blocks on the different stations should run simultaneously, but not at a specific time. Using the PLAY FROM HERE event the first file in the commercial block can "listen" for the trigger to arrive and when the trigger fires, all music and other files ahead of the commercial block will be faded down and the first file in the commercial block will start playing.

Example : Timing a play list to best possible fit

Many stations schedule one or two extra songs to ensure enough music for the hour. However, they still want a commercial block or a news block when time is approaching the top of the hour. The extra scheduled songs should be used only if the top of the hour is not near.

Play from here - setup for triggers

The PLAY FROM HERE can only be started by a trigger or by an overlap.

When using the PLAY FROM HERE in a trigger configuration, the first thing you need to do is to set up a trigger for a PLAY FROM HERE event. Please read the chapter *Triggers* for more information on setting up triggers.

Next the PLAY FROM HERE event should be added to a file in the play list. Select a file in the play list and select PLAY FROM HERE from the mouse menu.

This will bring up the PLAY FROM HERE setup window.

The START LISTEN and END LISTEN is the time window where the PLAY FROM HERE event will react on the trigger. In the example the trigger has to fire within the time span from 6:10:00 to 6:12:00 to work. Triggers outside this time span will not have any effect and the play list will continue to play as if no trigger has been detected.

Enter a START LISTEN and an END LISTEN time to define the active time window.



If no trigger has been detected within the time window the PLAY FROM HERE can be forced to start by the time of the END LISTEN if the TIMER (END LISTEN) is selected.

Select ACIVATE ON - TRIGGER to make the PLAY FROM HERE react on a trigger signal.

The FADE OUT (1/100S) define the fade out time for the files ahead of the PLAY FROM HERE when the PLAY FROM HERE is started.

An icon is added to the files in the play list using the PLAY FROM HERE feature.

Play from here - setup for overlap (soft timer)

To make Broadcast time a play list for best fit, select ACTIVE ON – OVERLAP. The PLAY FROM HERE will then react on an overlap within the time window. Take a look at the examples which explains the functionality of the overlap activation of PLAY FROM HERE .

Example 1

song -3 (scheduled for end at 11:59:45)

song -2 (scheduled for end at 12:01:33)

song -1 (scheduled for end at 12:04:00)

News (soft timer time window 11:59:20 to 12:00:40 – Timer activated)

song 1

song 2

In this example song -3 will be play in full length and after the News will start. Song-2 and song-1 will not be played.

Example 2

song -3 (scheduled for end at 11:59:00)

song -2 (scheduled for end at 12:01:00)

song -1 (scheduled for end at 12:04:00)

News (soft timer time window 11:59:20 to 12:00:40 – Timer activated)

song 1

song 2

The song-2 will be faded out at 12:00:40 to start the news as the Timer will activate a fade out. Song-1 will not be played.

Example PLAY FROM HERE setup for a network station

The example is for a network station where the master station is running music and commercials and the satellite station is using the music from the master station but is running its own local commercials. The commercial blocks are both 2 minutes exactly.

At the master station an out pulse is added the commercial blocks using Heavy Rotation. The out pulse will fire at the start of the intro jingle for the commercial block. The commercial block will start between 11.18 and 11.22 depending on the play list ahead of the commercial block.

At the satellite stations the play lists is a LOOP RECORD from 11.00 to 11.23, then the local commercial block with the commercial files and jingles, after that a new LOOP RECORD from 11.20 to 12.00.

Broadcast is setup to use a PLAY FROM HERE trigger event with a delay of 3 seconds. The delay is set as the LOOP RECORD has a 3 second delay in the sound due to an internal buffer.

In Heavy Rotation at the satellite stations a PLAY FROM HERE is added the commercial block with a time window from 11.18 to 11.22.

Now the LOOP record's will play the signal from the master station, also if the signal is from a live show. When the commercial block on the master station is started the OUT PULSE will start the PLAY FROM HERE at the satellite stations, to start the local commercial blocks. When the local commercial blocks ends the next LOOP RECORD in the play list will take over to play the signal from the master station again.

Out pulse

The out pulse is an activation of a relay made by an I/O card from Broadcast. The relay is activated for 600 mSec. Please read the documentation for TRIGGERS for information on the supported I/O cards and setup of the cards.

Adding an out pulse in Broadcast

An out pulse is added in the Advanced monitor. Place the cursor where the pulse should fire and click the yellow button at the bottom of the play clock. A yellow line in the graphics indicates the out pulse.

The handle at the top of the line show a "1" indicating that the out pulse will be sent to the port 1 of the I/O card. To change the port hold down CTRL and click at the handle until the required port is selected.



The line can be moved by dragging it and it is deleted by clicking the yellow button again.

Time stretch

Time stretch is used to change the duration of a file without changing it's pitch.

In Broadcast select one or more files in the play list and select TIME STRECH from the mouse menu.



Now enter a STRECHING % or the exact DURATION you need the file to be. Entering a STRECHING % will change the duration to show the duration when stretched the entered percent and vice versa.

A time stretched file will in the play list be shown with round brackets and the duration is the stretched duration.

No time stretch	[01:00] ARTIST, SONG TITLE
Time stretch compression)00:54(ARTIST, SONG TITLE
Time stretch expansion	(01:06) ARTIST, SONG TITLE

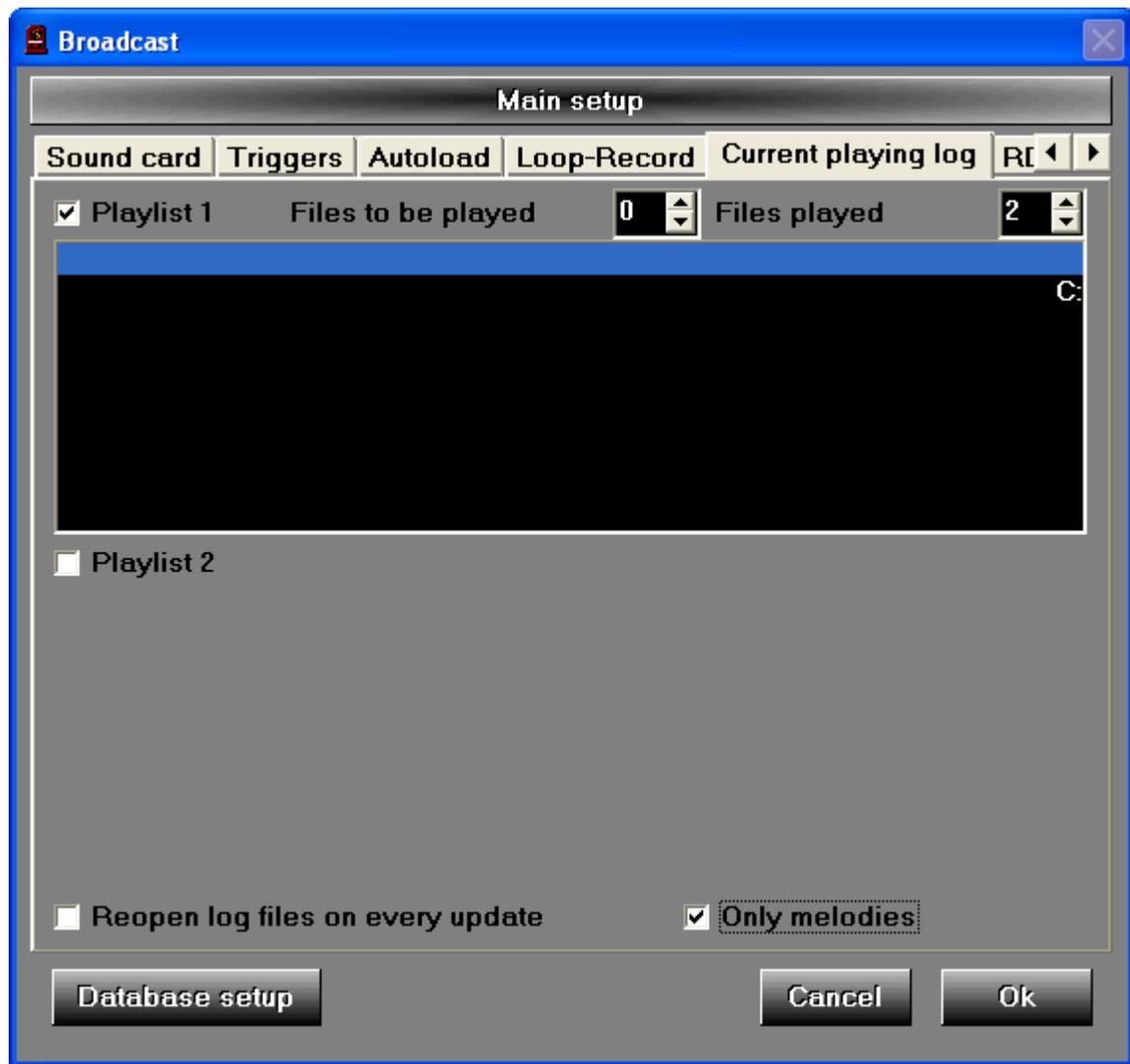
Please notice that time stretching a file will introduce some lost in sound quality and you should always prelisten a time stretched file before Broadcasting it. In future versions of Broadcast we hope to implement a better time stretching algorithm.

Current playing log

Broadcast can make a log of the files currently playing, files that has been played and files that are near to be played. The log is saved as two text files named playing1.log or playing2.log.

You can have Broadcast save the log files in several locations in your stations network.

First you need to decide which play list are to be used when logging. Use the check box next to "Play list 1" and "Play list 2" to activate the logging.



Then place the cursor in the free area under the check boxes and right click the mouse to bring up a menu. Choose Add directory and select a directory where the log file are to be saved. If the log file are to be saved in several directories repeat the procedure.

Next to the label "Files to be played" a number selection box is present. The number here decide the number of files at the top of the play list that are to be logged. For example if you select 3 in the "Files to be played" the three files at the top of the play list will be written to the log file.

Likewise the selection box next to "Files played" decide the number of files that has been played that are to be saved in the log file. If you write 2 in the selection box, the 2 most recently played files will be written to the log file.

The log file is updated periodically to show the correct log at any time.

The log here shows a setup where "Files played" is 3 and "Files to be played is 2".

|04:10| Roxy Music - More Than This (1982)

|00:11| PHIL COLLINS, A GROOVY KIND OF LOVE

|00:06| MIKE & THE MECHANICS, OVER MY SHOULDER

|01:33| SIMPLY RED, SAY YOU LOVE ME

|00:13| SISTER SLEDGE, HE'S THE GREATEST DANCER

The setting **Only melodies** will log songs only, which means no commercials is placed in the log. Melodies are items in Card file which is usually songs.

When writing to the file (playing1.log) Broadcast can either keep the file open which in some cases will prevent other application from reading the file or Broadcast can reopen the file (playing1.log) on every update of the file. If you have problems in reading the file (playing1.log) try to change the setting for REOPEN LOG FILES ON EVERY UPDATE.

NOTE!: Radiohost ApS can NOT help you enable the text file on the WEB. Please contact your WEB master for publishing the text file on your homepage.

NOTE!: If there is a problem in logging the files Broadcast will NOT log the files but simply continue playing. You will see no error messages or other indication of what is wrong. If you do not find the log files, check to see if write access is set up properly in your network.

Short cuts or hot keys in the main window

Key	Function
Space & Alt Gr	Down fades a playing file and start the next file in a play list. Keys for play list 1 & 2.
Ctrl s & shift s	Stops playing play list 1 & 2.
Ctrl l & shift i	Re cue play list 1 & 2.
Ctrl n & shift n	Down fades a playing file and start the next file in a play list. Keys for play list 1 & 2.
Arrows	Navigation.
Insert	Mouse's right click menu.
Esc	Closes menu, ends a task or closes a window.
Delete	Removes a file form the play list.
+ / -	Linking and unlinking files.
1	Move a file from play list 2 to play list 1.
2	Move a file from play list 1 to play list 2.
Ctrl 1	Copy a file from play list 2 to play list 1.
Ctrl 2	Copy a file from play list 1 to play list 2.
Ctrl a	Select all files in a play list.
Shift A	Insert an unrecorded speak after the selected file.
Shift R	Reset overlap.
Enter	Open Advanced monitor using the selected files.
l	Open window "Log".
d	Open window "Card file".
Alt t	F-keys on play list 2 or monitor.
Alt a	Toggles A <-> B function.
Alt s	Switch fader in A <-> B function.
Numeric ,	Set overlap in monitored file.
Numeric 0	Start/stop monitoring.
Numeric 3	Start monitoring at end of file.
Numeric 4	In monitor, fade down previous file and add an overlap.
Numeric 5	Adjust to talk time in succeeding file.
Numeric 6	In monitor, Auto bed start/end.
Numeric 7	Add speak.
Numeric 8	Normalize selected file.
Shift G	Accelerate down-scrolling of the text in play list 1.
Shift Y	Accelerate up-scrolling of the text in play list 1.
Shift H	Accelerate down-scrolling of the text in play list 2.
Shift U	Accelerate up-scrolling of the text in play list 2.

Tab	Navigating.
-----	-------------

To disable the Space and Alt Gr short cut add this to the broadcas.ini file.

[System]

UseSpaceAndAltGr=0/1

Short cuts or hot keys in Advanced Monitor

Key	Function
Numeric +	Zoom in horizontally.
Numeric -	Zoom out horizontally.
Numeric ,	Set the overlap of the selected file.
Numeric 0	Start and stop playing.
Numeric 3	Go to just before the overlap and start playing.
Numeric 5	Adjust to talktime.
Numeric 6	Add voice track bed.
Numeric 7	Add speak.
Numeric 8	Normalize.
Page up	Zoom out vertically.
Page down	Zoom in vertically.
Home	Go to the first file in AM.
End	Go to the last file in AM.
Up arrow	Move one file up.
Down arrow	Move one file down.
Right arrow	Move the cursor 1/20 of a sec. to the right. If held cursor will scroll.
Left arrow	Move the cursor 1/20 of a sec. to the left. If held cursor will scroll.
Shift+right arrow	Go to just before the overlap of the succeeding file.
Shift+left arrow	Go to just before the overlap of the previous file.
Ctrl+right arrow	Go to the overlap of the succeeding file.
Ctrl+left arrow	Go to the overlap of the previous file.
e	Set the end point of a file.
r	Apply the changes to the files in the play list.
s	Set the start point of a file.
u	Undo the last change.

Key	Function
Esc	Cancel all changes and close AM.
1	Add the files to play list 1.
2	Add the files to play list 2.