



User's manual
V. 3.0 (b29)

Overview

A powerful and flexible software able to self-manage your entire radio station: from live assist to full automation once you have programmed playlists and commercials. All your audio tracks digitally stored on hard disks with CD quality: no hissing tapes or cassettes, no multi-CD players or CD players skipping because of scratched disks. And, no controller or dedicated machine, no custom hardware components, just a software solution as easy to use as your PC, much cheaper than other similar or worse products. Are we dreaming??? Not at all! That's why we have called it ... Win-Jay! A robotized Dee-Jay that works on the widely known Windows 98/2000 operating systems and uses the familiar operating environment of a standard PC: a simple and user-friendly interface perfectly suitable also for non-trained staff.

Created by DJ, tested and constantly improved in cooperation with real-life broadcasters, Winjay is the perfect solution for the new millennium broadcasting, where computers become the heart of a radio station: songs, jingles, commercials, pre-recorded shows, grabbed from CDs or recorded from an external source, all compressed up to 1/11 of the original size thanks to the Mpeg1-Layer3 (MP3) audio format and digitally stored on Hard Disks. So, 1 GB of disk space can hold over 17 hours of stereo music in near-CD quality, or well over 200 songs.

Winjay Main features:

- Live assist or long-term unmanned full-automation.
- Powerful cue/prelisten window with shuttle search knob: easy setting of start, intro or mix-out marker into any audio track with 1/10sec precision.
- Can work on a LAN as well as on a single PC. No need to install audio servers and separate workstations: save money on the hardware without missing the possibility of future upgrades.
- Works with any Windows compatible sound card (Sound Blaster Live suggested). No need to purchase super-expensive "special" sound cards.
- Mpeg1-Layer3 (Mp3) integrated software decoding: save up to 90% of disk space without any perceptible loss of audio quality.
- Integrated jingle palette: instant fire an unlimited number of jingles and sound effects, overlapping them to what's on the air.
- Unlimited playlists (static or random): freely choose song according to nationality, music genre, min and max date. Playlist can be automatically fired according to preset day of week and time.
- Powerful commercial breaks management: automatically insert/remove commercials according to their start/end date.
- Instant recall of an emergency music bed: fill any empty space during on-air operation.

A base module for on air operation, and a separate module for initial setup, scheduling and archive management can work together on a LAN to allow creating a much complex setup! Managing more than one radio station radio with a single Winjay based system, or simply scheduling commercial breaks or transfer audio tracks from the production studio to the on air PC is simple and fast as a few mouse clicks!

To be continued with more exciting features... stay tuned!!!

Quickstart

Here is a short summary of basic operations for speeding up Winjay initial setup. For further details we strongly suggest you to carefully read the user's manual!

If you wish to use Winjay in a networked environment, before you start Winjay setup, the Windows network should already have been correctly setup and running, and the hard disks on the on air PC (the boot one and those with audio files) should be shared for network read/write. Moreover, you should install TCP/IP protocol and set IP addresses on each workstation (for example 192.168.1.1 for the on-air PC, 192.168.1.2 for the first production workstation, and so on). Finally, you'll need to install and setup Winjay on each of the setup workstation but with a slightly different setup procedure which will be described in more detail later.

Installing your customized parallel port dongle: Turn off your PC, and insert the supplied hardware key in one of the available parallel (printer) ports. The label engraved on the key should face your PC chassis. Should you need to connect a printer, plug the cable to the opposite (free) side of the key, which will be between your PC and printer. Do not insert the hardware key in the serial interface connector (D-type 25 pins male) since the presence of negative tensions can alter or damage the contents of the key! This should not be an issue with the most recent hardware since serial interfaces use a 9 pins male connector.

If your system is running Windows2000 or XP, you should also per install the parallel dongle driver: just run the "skeyadd" file found in the "\drivers\winNT-2000-XP_lpt" folder in the installation CD.

Winjay setup (on air workstation)

1. Insert the installation CD in your CD-ROM drive.
2. Double click on the setup.exe file in the "winjay" folder to start Winjay setup: supposing that your CD-ROM drive is identified as "D:", click on "Start", choose "Run", type in the edit box "d:\winjay\setup.exe" (without quotations) and click OK.
3. Follow the on-screen guided instructions which will guide you for the rest of the setup process, then restart your computer.
4. Click on "Start", select "settings" and then "control panel". Double click the "Fonts" icon from the control panel, from the file menu select "install new font", browse the main folder of the CD until you locate the "Digiface" font, and finally click "OK".
5. Copy the wjlogo.bmp file from the main folder of your installation CD to Winjay installation folder (usually c:\program files\winjay if you choose the default one). This file is your station logo which is needed for software customization.
6. If an upgrade is available compared to the release supplied in the setup procedure, you'll find a folder in the form upg30_bxx in the installation CD. You'll find here the latest available Winjay build. If this is the case, copy and paste *.lng files, "winjay.exe", wjsetup.exe" and "wizard.exe" to your Winjay installation folder (usually c:\program files\winjay if you choose the default one), copy and paste all remaining database files (*.db, *.px, *.xg0, *.yg0) to c:\program files\winjay\ibase. Then, select all files in your dbase folder and remove the "Read Only" attribute. Please note: don't run the upg_bxx.exe file supplied, since it is only needed to upgrade existing databases with data inside.

7. In Winjay installation folder, double click on the "winjay.ini" file and set the Language string to English, i.e. Language=English
This way, Winjay captions and messages will be taken from the associated english.lng file.
8. Now let's configure Winjay for your sound cards; of course, cards and software drivers must be already installed and working properly! Click "Start", select "settings" and open "control panel". Double click the "multimedia" icon from control panel, select your prelisten card as preferential one, then click "OK" to confirm.
9. Click on "Start", "programs", "winjay", "winjay setup", then click the "Hardware" button. Click on "Edit", then set your Sound Blaster Live in the "On-air Player" drop down boxes, and your secondary sound card in the "Cueing player". Click "OK" to confirm when done: you will be returned to Winjay main setup window.
10. Now let's configure the Hard Disk(s) you wish to use for audio storage. From the main setup window, click the "disks" button. The default setup with the boot hard disk (C:) is OK if your PC is equipped with only one disk and you don't want to setup any network at the moment. Otherwise, click the "Edit" button and change the local path with the corresponding network one (for example \\ONAIR\C) and eventually add to the database other hard disks' paths.
11. Installation and configuration of the sample time announce: double click the clock.exe file in the "clockjay" folder of your CD-ROM: you'll see a dialog with an edit box where you should specify the folder where you want to extract files. Type c:\clockjay and press the "OK" button to start file extraction. The database is already configured for optimal performance with these samples announces.
12. Click the Exit button to terminate the setup, then click "Start", "Winjay", "Winjay" to start Winjay, which should now run without major problems.

Winjay setup (networked production workstations)

Follow items 1-9 for the on-air PC setup, then:

1. Start database utilities module: click "Start", select "Programs", "Winjay", "Winjay database utility".
2. Now we must set the central database path for every networked workstation: click the "DB path" tab to select the database path setting feature, then click the "browse" button to the left of the "database directory" edit box, browse your network until you locate the \program files\winjay\ibase folder on the "on air" PC. For example: \\onair\c\program files\winjay\ibase
Type the address of the server PC (the on air one) in the box (usually 192.168.1.1), and finally press the "confirm" button to post changes, and close the application.

Once you're done with setup and initial testing, we strongly suggest you to fine tune your system setup for best performance:

- Disable screen savers and power saving modes: from the Windows desktop, click the mouse right button, select "properties", click on "screen saver" tab, and from the drop-down menu select "none". In the "Screen power saving setup" section, click on "setting" and from the drop down menus "turn down monitor" and "disable hard disks" select "Never".
- Add Winjay to Windows autostart group, so the software will automatically restart after a power failure.

- Disable “notify CD insertion” on each of your CD-ROM drives and disable Sound Blaster Live Disk Detector software.
- To save system resources, set Sound Blaster Live MIDI static cache to its minimum, then disable the “Load at startup” feature from Creative Launcher.
- In your PC BIOS setup screen, set the “AC Power Loss Restart” (o similar) feature such as your PC turns on again automatically after a power failure.

Chapter 1: the “on air” window



This is Winjay main window: from here you recall songs, fire jingles and sound effects, read every detail about the current playlist, audio track on the air, and next tracks in the play queue. That’s why it is shown on program startup and for the most part of program execution. From top to bottom we find:

- An upper display, which shows elapsed and intro or remain time for the currently on-air track (song/jingle/commercial, etc.), various operating mode switches.
- A group of 6 boxes, each one corresponding to an the item in the play queue, with its own Play, Select and cue/prelisten buttons.
- A bottom display, which shows start time of next commercial break and next playlist, total length of the play queue, current date and time, a list of currently loaded playlists and, last but not least, your station logo.



Detailed description

- **Commercial break indication (upper display)**



As soon as it's time to load a commercial break in the play queue, in the left area of the upper display a blinking "SPOT" label is shown to let you know that there's a commercial break waiting. The break is automatically loaded in the play queue after the user-customizable has elapsed, but you can eventually stop the auto-loading feature pressing the "Stop" button (for example, if you want to play other items before the break), or you can instantly load the break pressing the "Go" button, which of course turns also useful if you have previously stopped the auto-loading feature ("Stop" button). Once the commercial break has been loaded in the queue, if Winjay is playing a track and is in "auto mix" mode, the commercial break will be automatically started as soon as the current track is over. Otherwise, just press the "Play 1" button or hit the space bar when you're ready.

- **Auto mix indication (upper display)**

Auto mix Shows the tracks' sequencing mode which can be changed with the Auto Mix button or automatically when you start playing an audio track. For further details, please see the section about the Auto Mix button.

- **Automation indication (upper display)**

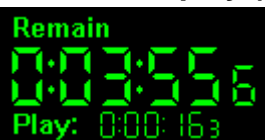
Automation Shows the on air mode (i.e. how the tracks are loaded in the play queue), which is automatically changed when a playlist is loaded or unloaded. In "live" mode you must manually load tracks in the play queue, while in automation mode (i.e. when a playlist has been loaded) tracks are added automatically without the need of an operator, for a fully unmanned operation.

- **LEDs 1/2/3/4/5/6/7/8 (upper display)**



To implement audio overlaps, Winjay takes advantage of 8 virtual audio players, each one corresponding to one of these LEDs. The first three players work on the items in the play queue, the next three ones on the items in the jingle palette, the last two ones on the virtual speakers (time announce, liners, news, etc.). When a player is working, the LED is lit and viceversa. More than one player can work at the same time, for example when Winjay is cross-fading tracks and/or when you overlap an audio effect to a song with the jingle palette and/or when liners/time announce are playing.

- **Time display (upper display)**



Shows time remaining to the end of intro (before you hear the singer voice) or to the end of track, according to the Intro/Remain indication. If the software is working in auto-mix mode and you have at least another item in the play queue, the display takes into account the user-set mix-out marker for the current track (i.e. the track is crossfaded with the next one when the display shows 0:00:00.0); otherwise, the countdown is done on the total track length. On the bottom is shown the track's elapsed time, which turns useful when you want to manually cut too long tracks.

- **Vu-meter (upper display)**



The vu-meter shows in real-time the overall output audio level, which is calculated on the sum of the items being played (for example song + jingle palette + liner). Signal is represented as peak level in dBs, where the 0 dB is the absolute maximum before a clipping occurs: in this latter case the “Clip” indicators on the right of each bar will lit. The vu-meter also includes a peak-hold feature: the peak level segments are temporarily left visible before resetting themselves. The upper bar shows the left channel level, the lower bar shows the right channel level (if the track has been recorded in stereo mode, of course!).

- **On air track Play/Stop button**



Stops/restarts the track currently on air (upper box). This turns useful if you want to stop a song which started accidentally, and restart it later on, for example when the speaker has finished talking.

- **Jingle palette button**



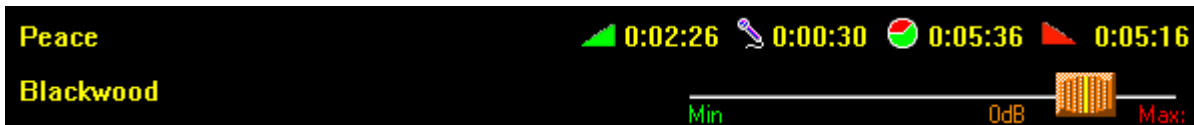
Shows the jingle palette window, from which you can instant fire jingles and audio effects, automatically overlapping them to the on air tracks.

- **Auto Mix button**



Switches tracks’ sequencing mode between auto mix and manual: this is shown in the upper display, on the left of the time display. In “auto mix” mode next track in the play queue is started automatically without any operator intervention when the on air one has reached its mix out marker, while in manual mode Winjay plays the track to its end and waits for next track manual start (pressing the corresponding Play button). Depending on the setup options, Winjay can automatically switch to auto mix mode when you start a track, to avoid unpleasant oversights.

- **Box On Air/1/2/3/4/5**



This is a group of 6 boxes, each one corresponding to the on air track and one of the next 5 tracks in the play queue. On the left they show title and artist if the track is a song, or title and track type if the track is a jingle/commercial/time announce. On the right you can see track start, length, intro, mix out markers. The slider on the bottom turns useful should you wish to edit the volume of the corresponding track, in real time when the track is being played (for example when the DJ want to speak) or before launching the item itself (for example if the item has been recorded at a too low level). In any case, the slider is automatically set according to the value stored in the database for the corresponding track when a track is loaded in the queue, or when you edit the volume with the cue/prelisten window.

- **Box 1/2/3/4/5 play buttons**



Start playing the track shown in the corresponding box on the right of the button: the track moves to the on air box (the top one), the track previously on air is automatically cross-faded with the next one, and the play queue shifts one step up.

- **Box 1/2/3/4/5 open buttons**



Open main selection window, from which you can recall tracks or playlists that you want to load in the play queue.

- **Box 1/2/3/4/5 cue/prelisten buttons**



Opens the cue/prelisten window for the track shown in the corresponding box: from there you can prelisten the track and eventually modify its play volume and start/intro/mix-out markers (for example, if you want to cut a long intro from a song).

- **Up/Down buttons**



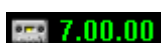
While you can add to the play queue a great number of tracks, it can only show only 6 tracks at the same (the on air one and the next 5) in the 6 available boxes. The Up/Down buttons can shift up and down play queue viewing point if the queue itself contains more than 5 tracks (otherwise they have no effect). Boxes data as well as queue positions shown on the Play and Open buttons are automatically updated according to the actual track position in the play queue. Keeping the button pressed an auto-repeat feature is started (i.e. same as clicking the button again and again).

- **List of loaded playlist (lower display)**



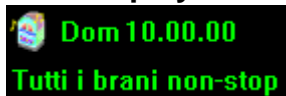
This is the list of the playlists currently loaded and on air. From left to right are shown: playlist file name, playlist name, and number of last loaded item. On startup Winjay automatically reloads the playlist which was on air before shutting down, starting from the track next to the last played. This turns useful in case of power failures, to guarantee that on air operation is automatically resumed. Of course, playlist can also be loaded automatically according to scheduled time and day of week.

- **Next commercial break indication (bottom display)**



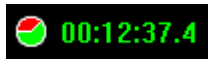
Shows start time of next scheduled commercial break. You can temporarily disable the break auto-loading feature by double-clicking on the start time display, which will turn red and underlined. To enable again the auto-loading feature, just double-click again.

- **Next playlist indication (bottom display)**



Indicates start time of next scheduled playlist. You can temporarily disable the playlist auto-loading feature by double-clicking on the start time display, which will turn red and underlined. To enable again the auto-loading feature, just double-click again.

- **Queue length indication (bottom display)**



Shows play queue total length (sum of loaded tracks' lengths).

- **Date and time indication (bottom display)**

Shows current date and time.

- **Your radio station logo (bottom display)**

Clicking on the logo a secret panel appears showing some scrolling informations about the software and the current version and "build" number. At the end, your logo appears again automatically. To avoid that Winjay can stop execution in presence of minor errors, error messages are shown in the same area reserved to the broadcaster logo and at the same time logged for future reference in a text file named wjerror.log, found in the installation folder. Once you've noted the error message, just double click on the shown messages to return to the visualization of the logo.

- **Function keys F1-F12, ALT_F1-ALT_F12, CTRL_F1-CTRL_F12, SHIFT_F1-SHIFT_F12**

Instant fire jingles and audio effects contained in the first 4 jingle palettes, in the same order as shown in the jingle palette window. You can stop effects pressing the "Esc" key.

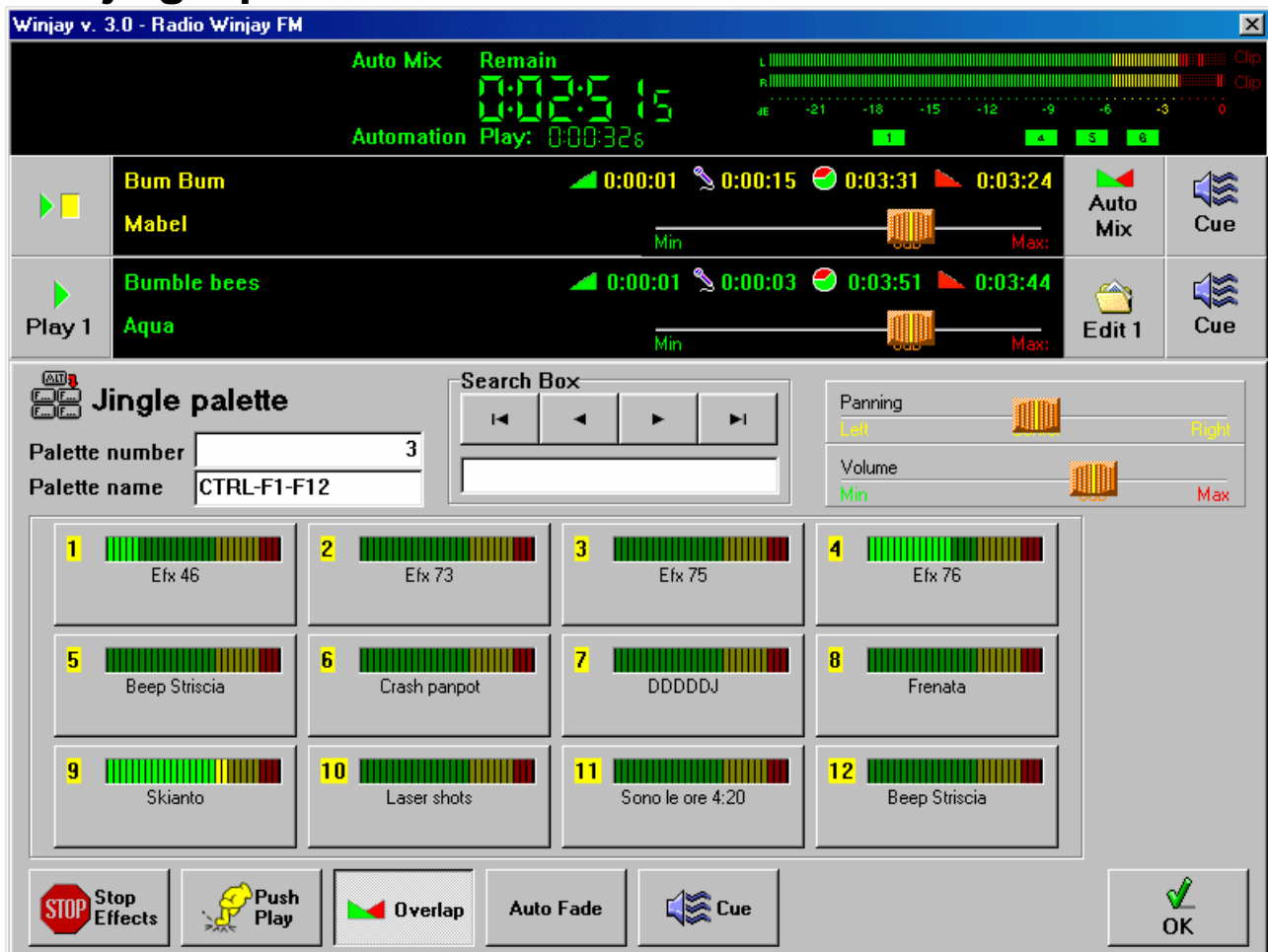
- **Space bar**

Same as pressing "Play 1" button: starts the first track in the play queue.

- **Enter key**

Same as pressing "Play/stop" button: stops/restarts the track currently on-air.

The jingle palette



Clicking on the “Jingle palette” button, the bottom area of the screen will be replaced by the jingle palette window, from which you can instant fire jingle and audio effects, automatically overlapping them to the on air tracks. Each jingle palette can hold up to 12 jingles and/or audio effects, but you can create a virtually unlimited number of palettes: each DJ can so setup his own jingle palette according to his music taste and/or programming environment, without any imposed limits if not his creativity!

From top to bottom:

- Indications for the current palette number and name, and the search box, to locate the desired archived palettes.
- Two sliders to set volume and panning for the palettes.
- A group of 12 buttons, each one corresponding to one of the the jingles and/or audio effects contained in the selected palette.
- Another group of buttons to manage additional features and to close the window.



Detailed description

- **Palette number edit box**

Shows the sequence number of the selected palette. You cannot change this value since it's auto-incremented every time a new palette is created. Jingles and/or audio effects contained in the first 4 palettes (totally 48 jingles and/or audio effects) can also be directly fired from the on air windows by pressing function keys (ALT, CTRL, SHIFT +) F1-F12.

- **Palette name edit box**

Shows the name of the selected jingle palette, according to the user setup. You cannot change the name of the first 4 palettes since they correspond to the 4 groups assigned to the function keys on your keyboard.

- **Search box**

This is the search box which you can find on many of the selection/setup windows. Just type in the first letter corresponding to the name of desired palette to move to the first record that matches your criteria.

- **Volume slider**



Sets jingle palette volume, so you can balance its audio level with on air stuff. At program startup, this slider is automatically reset to the user setup (audio

setup window in the setup module).

- **Panning slider**



Sets jingle palette panning, so you can change its spatial positioning to left, right, or any value in the middle.

- **Play buttons**



Each button corresponds to a jingle and/or audio effect: the corresponding track name is shown on the button itself. To instant fire a track, just press the corresponding button: The three-colour bar (green-yellow-red) will show in real time the absolute position of the

track so DJs can realize when it's about to be over. Note: you can also directly fire the tracks contained in the first 4 palettes by pressing the function keys (ALT, CTRL, SHIFT +) F1-F12.

- **Stop Effects button**



Stops any jingle and/or effect which is currently playing, for example in case of undesired start or if you want to play only the first segment.

- **Push Play button**



When you click one of the 12 play buttons you normally start the corresponding track, which is played till it's over. When you enable the "push play" feature (button pressed) the track starts playing but stops as soon as you release the button. You can so create some interesting DJ-like effects!

- **Overlap button**



Click here to switch to overlap mode: in this way you can fire and overlap up to 3 items at the same time; this also works with the function keys and with the jingle palette window closed. To exit from overlap mode just click the button again.

- **Auto Fade button (not yet implemented)**



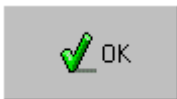
Click here to switch in Auto Fade mode: the track(s) currently on air will fade down as soon as you fire an item in the jingle palette and until the item has finished playing. To exit from auto fade mode just click the button again.

- **Prelisten button**



Click here to switch to prelisten mode: if you fire any item in the jingle palette, the audio output will be directed to the cue/prelisten card without affecting the on-air output. To exit from prelisten mode just click the button again.

- **OK button**



Closes the jingle palette window.

The cue/prelisten window

By clicking on the cue buttons from the main on-air screen, the bottom part of the screen is replaced by the cue/prelisten window, which allows you to edit volume, mix-out speed and start/intro/mix-out markers of any audio track in the play queue or simply prelisten it on a separate sound card without affecting on air operations. Any changes made on this window will only be effective for that occurrence of the track in the play queue: data stored in database tables will not be affected in any way.



Quickstart (setting start, intro and mix out):

1. Press "Play/Pause" button to start playing.
2. Move to the desired marker with the slider, Rew - Fwd - Fast Rew - Fast Fwd buttons, and the shuttle search knob.
3. Press the "Set" button corresponding to the desired marker (for example, start).
4. Press the "Play/Pause" button to restart playing, and optionally check your setting pressing the corresponding "Go" button to restart playing from the marker you've just set.
5. If you wish, repeat steps 2 - 3 - 4 to set intro and mix-out markers.
6. Press the OK button to confirm changes when you're done.

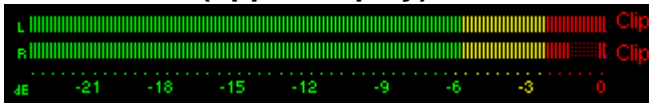


Detailed description

- **Display**

On the upper display, starting from the left you can see: the VU-meter and the volume slider, elapsed time, remain time to the end of the intro or the whole track according to the associated label and track length. The second display on the center-left of the screen shows start, intro and mix out markers, according to your last setup.

- **Vu-meter (upper display)**



The vu-meter shows in real-time the output audio level on the cue output, which is also based on the volume slider position: in this way, you can retouch the audio level of any track before it is played on air. Signal is represented as peak level in dBs, where the 0 dB is the absolute maximum before a clipping occurs: in this latter case the “Clip” indicators on the right of each bar will lit. The vu-meter also includes a peak-hold feature: the peak level segments are temporarily left visible before resetting themselves. The upper bar shows the left channel level, the lower bar shows the right channel level (if the track has been recorded in stereo mode, of course!).

- **Volume slider**



Click and drag on this slider to edit the volume of the track currently being cued. This slider automatically shows the volume set in the database for the corresponding track, or the volume set in the on-air window, or with the cue/prelisten window.

- **Slider**



to change the absolute track playing position.

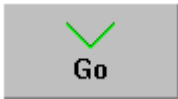
While the track is playing, just click and drag this slider to the left or right

- **Set buttons**



This group of three buttons allow to set the start/intro/mix-out markers of the track loaded in the cue/prelisten window (the audio file fully remains on disk, but Winjay will play it according to the user setup). Press the desired button while the track is playing, and release the button when the track has just reached the desired start/intro/mix-out position, which will be updated on the display. This feature turns useful if want to temporarily modify a track start/intro/mix-out marker, for example to cut a too long intro or a too long track.

- **Go buttons**



This group of three buttons allows to changes the track playing position to the set start/intro/mix-out marker: thanks to this feature, you can easily check your start/intro/mix-out settings.

- **Play/Pause button**



Starts/stops playing the current track. If you're in cue mode (loop playing of a small segment), pressing the button restarts normal play mode. Of course, the audio output is automatically directed to the prelisten card.

- **Rew/Fwd/Fast Rew/Fast Fwd buttons**



This group of 4 buttons switches to cue play mode and changes track's playing position, allowing extremely precise cueing of any audio track before setting start, intro and mix out markers. In cue play mode, you'll hear a small frame of the track playing looped:

1. Rew: 100 milliseconds back
2. Fwd: 100 milliseconds forward
3. Fast Rew: 500 milliseconds back
4. Fast Fwd: 500 milliseconds forward

- **Shuttle search knob**



Same as the 4 buttons above, but allows still more precise and, why not, funny cueing: click on the knob handle and drag the knob clockwise to move forward or counterclockwise to move backward.

- **Mix Out Speed**



Press the up-down arrows to edit the mix-out speed of the current track. The display shows the value according to tracks' data in the database tables. Mix-out speed is expressed in a millisecond value between 100 (1/10 of second, hardcut) and 5000 (5 seconds, very slow fade out).

- **Cancel button**



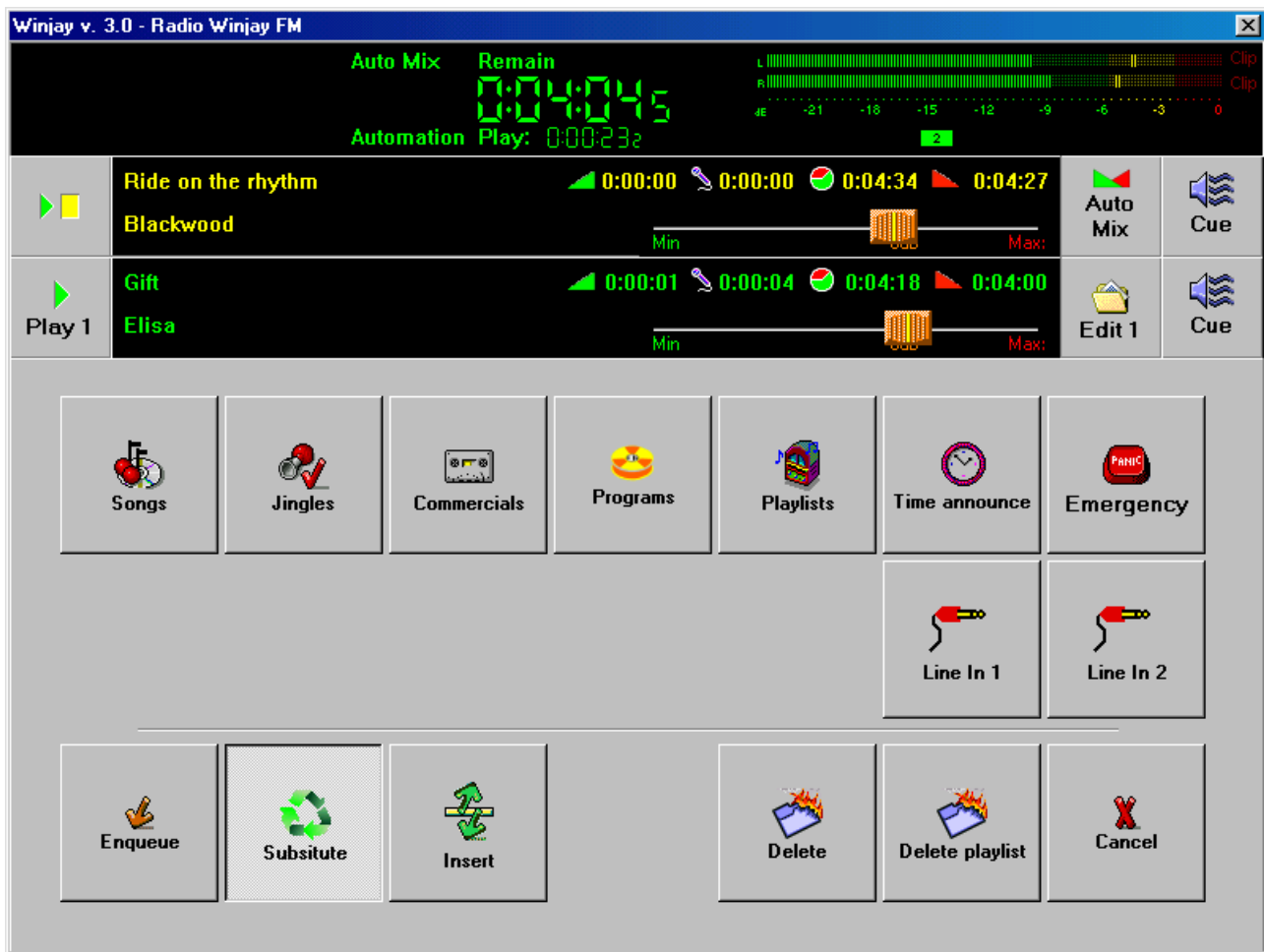
Cancels any updates and closes the cue/prelisten window.

- **OK button**



Confirms updates to volume, mix-out speed, start/intro/mix out markers and closes the cue/prelisten window.

The selection window



This is Winjay main selection window, which is recalled from the on air window to select audio tracks and playlists, change their position in the on air queue, or remove items from the queue itself. Some of the buttons (namely songs, jingle, commercials, playlist) just open the corresponding selection windows from which you can choose the desired track or playlist, others (like time announce and emergency) immediately load the indicated feature in the play queue. The 6 buttons on the bottom accomplish additional functions (see below for further details).



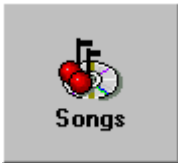
Quickstart (loading a track in the play queue):

1. Press one of the “Open” button in the on air window.
2. Press one of the buttons “Enqueue”, “Substitute”, “Insert” depending on the desired loading mode.
3. Press the button corresponding to the archive you want to choose from or the feature you want to load (for example, songs, jingles, time announce, etc).
4. Follow details about track loading depending on the particular archive (see next for further details).



Detailed description

- **Songs button**



Opens the songs selection window.

- **Jingles button**



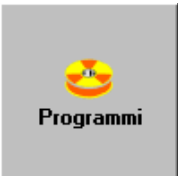
Opens the jingles selection window.

- **Commercials button**



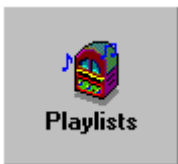
Opens the commercials selection window.

- **Programmes button**



Opens the programmes (time shifts, etc.) selection window.

- **Playlists button**



Opens the playlist selection window.

- **Time announce button**



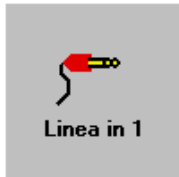
Recalls the time announce feature.

- **Emergency button**



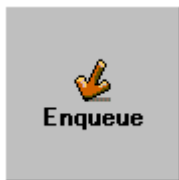
Recalls the emergency music bed as set in the misc window of the setup module. This feature turns useful if you need to fill an unexpected empty space on air.

- **Line In 1/2 buttons**



Recalls Line In 1 or 2 channels, which are loaded in the play queue in the same way as any other track (song, jingle, etc.). When fired, a line in event opens the corresponding line in channel on the sound card according to the user setup.

- **Enqueue button**



Enqueues the selection to the end of the play queue, and increments the length of the queue itself by one item.

- **Substitute button**



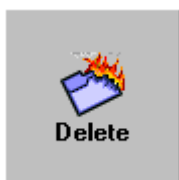
Substitutes the selection to the previous item in the box, if any. This is the default selection option.

- **Insert button**



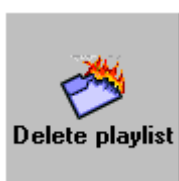
Inserts the selection in the box corresponding to the "Open" button pressed; the queue shifts one step down.

- **Delete button**



Removes the item in the box corresponding to the "Open" button pressed.

- **Delete Playlist button**



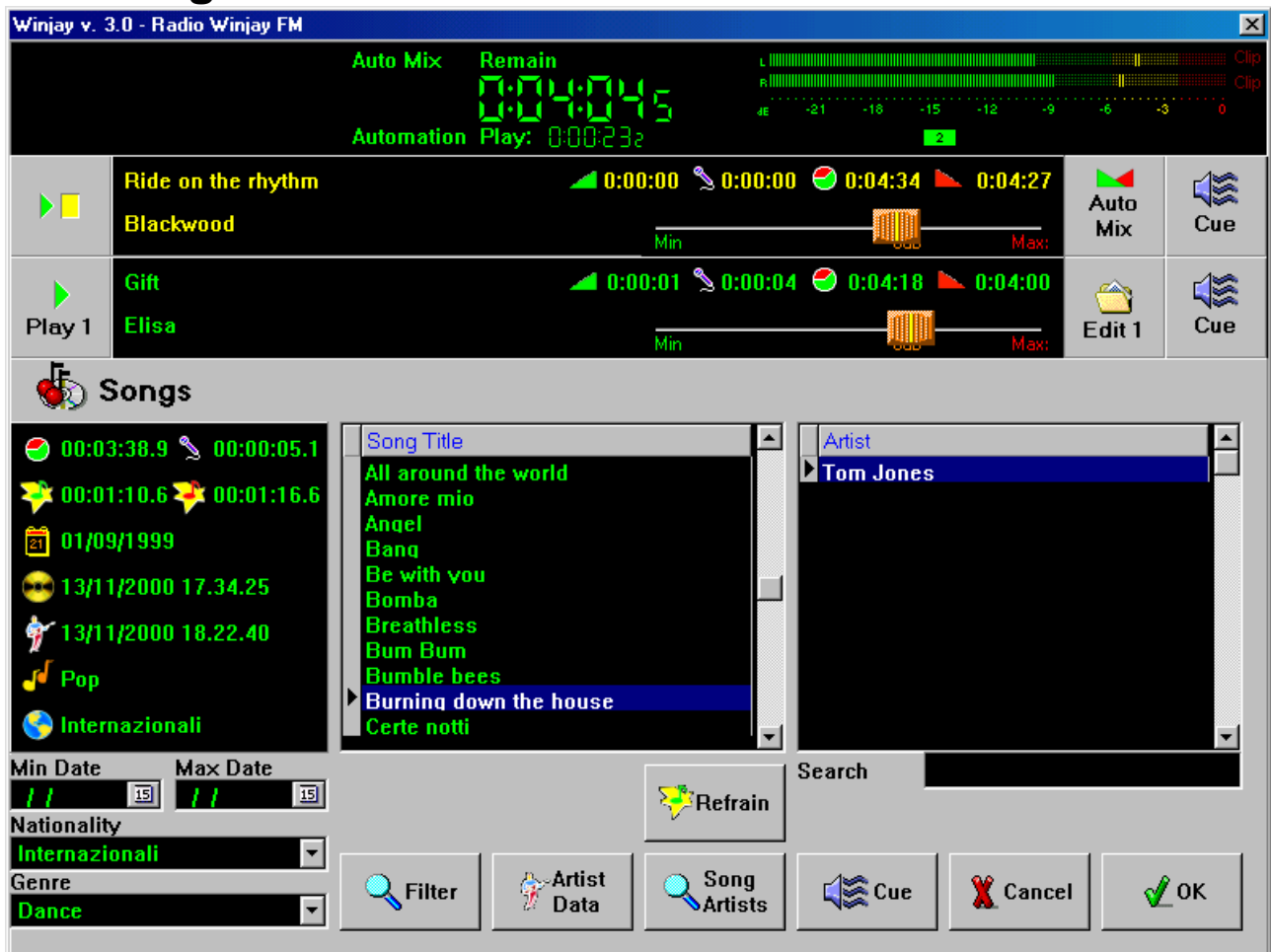
Removes the loaded playlist(s) and switches back to "Live" mode (live assist, manual selection). Winjay continues to play the track on air, if any, and removes any track in the play queue if they belong to a playlist (i.e. have been loaded automatically).

- **Cancel button**

Cancel operations and closes the selection window.



The songs selection window



This is the songs selection window, which is recalled from the main selection window to browse the songs archive, select and load a song in the play queue.



Quickstart (loading a song in the play queue):

1. Follow items 1-4 for “loading a track in the play queue” in the selection window
2. Manually browse the database for the desired song or type the first letters of the songs title to locate the closest match.
3. If you want, press the cue/prelisten button to prelisten the selected song.
4. Press the OK button to confirm.



Detailed description

- **Song details display**

This is the first display starting from the left, which shows details for the current song. From left to right, and from top to bottom: song length, intro time, refrain start/end, release date, song last selection date and time, artist last selection date and time, genre, nationality.

- **Title/Artist display**

The first display shows the list of songs in the database ordered by title, while the second display on the right shows the artist corresponding to the selected song. Clicking the Song/Artists button displays are reversed: the list of artists will be on the left, the list of songs belonging to the selected artist on the right.

- **Songs/Artists button**



Click on this button to reverse the songs/artists display order. If the button is pressed, the database is ordered by artist and the quick search is made on the artist name. To return in “browse by song” mode, just click the button again.

- **Filter button**



Press this button to apply a filter on the songs database according to the values set in the boxes on the left of the screen: minimum and maximum date, genre and nationality. Press the button again to turn the filtering off.

- **Artist data button**



Pressing this button the songs and artists displays are replaced by a unique text box which shows informations on the currently selected artist (for example, biography or news). These informations can be added/modified with the setup module. Press the button again to return to songs/artists mode.

- **Refrain button**



Press the refrain button if you only want to load the song refrain instead of the whole song.

- **Cue/prelisten button**



Shows the cue/prelisten window for the current song.

- **Quick search box**

Type here the first letters of the desired song title or artist to locate the first record which matches your criteria.

- **Cancel button**



Cancels operations and closes the songs selection window.

- **OK button**



Confirms operations, loads the selected song in the play queue and closes the songs selection window.



Troubleshooting:

Before loading the selected song in the play queue, Winjay performs a file existence check to see if the audio file can be accessed. If the check fails, a dialog box is shown to warn the user about the problem. In this case, click on the box to close it, select another song or press the cancel button to close the selection window.

The jingles selection window

Winjay v. 3.0 - Radio Winjay FM

Auto Mix Remain 0:04:04
Automation Play: 0:00:23

Ride on the rhythm 0:00:00 0:00:00 0:04:34 0:04:27
Blackwood

Gift 0:00:01 0:00:04 0:04:18 0:04:00
Elisa

Jingles

Jingle name	Type	Length	Intro
Adriatica Aldo	Liner	00:00:06.1	00:00:00.0
Adriatica Fantozzi	Liner	00:00:07.1	00:00:00.0
Adriatica Laurenti	Liner	00:00:05.1	00:00:00.0
Ahia!!!	Effetti	00:00:01.0	00:00:00.0
All right	Effetti	00:00:00.8	00:00:00.0
Beep beep	Effetti	00:00:00.6	00:00:00.0
Beep Striscia	Effetti	00:00:01.3	00:00:00.0
Black box - ride on time (ascot mix)	Basi	00:02:51.1	00:00:00.0
Boom	Effetti	00:00:03.0	00:00:00.0
CENTRO MUSICA in bianco!	Liner	00:00:03.1	00:00:00.0
CENTRO MUSICA!	Jingle	00:00:05.3	00:00:00.0

Search [] Type Jingle [] Filter Cancel

Jingle Liner Intro Liner End Liner N.Intro Cue OK

This is the jingles selection window, which is recalled from the main selection window to browse the jingles archive, select and load one to the audio queue.



Quickstart (loading a jingle in the play queue):

1. Follow items 1-4 for “loading a track in the play queue” in the selection window
2. Manually browse the database for the desired jingle or type the first letters of the jingle title to locate the closest match.
3. If you want, press the cue/prelisten button to prelisten the selected jingle.
4. Press the OK button to confirm.



Detailed description

- **Jingle list**

The grid on the center of the window show the list of jingles in the database, ordered by title. From left to right: jingle name, type (jingle, liner, effect, etc.), length, intro time.

- **Quick search box**

Type here the first letters of the desired jingle title to locate the first record which matches your criteria.

- **Jingle button**



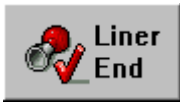
If this button is pressed, the jingle is loaded in the usual way (i.e. it will be fired on the mix-out marker of the previous track in the play queue). This is the default option.

- **Liner Intro button**



If this button is pressed, the jingle is loaded in “Liner Intro” mode: it will be automatically overlapped to the song in such a way that the jingle will end together with the song intro. For this feature to work correctly, the liner intro must immediately follow the song on which it’s going to be overlapped. Of course, you should use this feature only with “spoken” jingle or effects!

- **Liner End button**



As before, but the jingle is loaded in “Liner End of Song” mode. It will be automatically fired in such a way that the jingle will end together with the song.

- **Liner Next Intro button**



As before, but the jingle is loaded in “Next Intro” mode. It will be automatically fired towards the end of the first song in such a way that the jingle will end together with the next song intro.

- **Filter button**



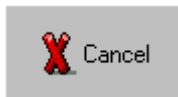
Press this button to apply a filter on the jingles database according to the jingle type value set in the box on the left (jingle, liner, music bed, etc.). Press the button again to turn the filtering off.

- **Cue/prelisten button**



Shows the cue/prelisten window for the current jingle.

- **Cancel button**



Cancels operations and closes the jingles selection window.

- **OK button**



Confirms operations, loads the selected jingle in the play queue and closes the jingles selection window.



Troubleshooting:

Before loading the selected jingle in the play queue, Winjay performs a file existence check to see if the audio file can be accessed. If the check fails, a dialog box is shown to warn the user about the problem. In this case, click on the box to close it, select another jingle or press the cancel button to close the selection window.

The commercials selection window

The screenshot shows the 'Commercials' selection window in the Winjay software. At the top, there's a status bar with 'Auto Mix', 'Remain' (0:04:04), and 'Automation Play: 0:00:23'. Below this is a play queue with two tracks: 'Ride on the rhythm' by Blackwood and 'Gift' by Elisa. The 'Commercials' list below has the following data:

Commercial name	Start date	End date	Length
59	14/08/1998	15/08/2002	00:00:23.7
Full Stop Records	01/03/1999	06/01/2001	00:00:37.3
Maxi Sidis	01/01/1999	06/01/2002	00:00:29.7
Ottica Losappio	01/05/1999	04/05/2002	00:00:35.1
Piaqqio Inquinator	01/05/1999	06/03/2004	00:00:29.2
Piaqqio Liberty	15/06/1998		00:00:35.6
Suriano	01/09/1999	01/08/2001	00:00:39.4
Traslochi Cascione	01/06/1999	15/08/2000	00:00:35.9
Tris Piaqqio	15/03/1999	05/05/2001	00:00:27.8
Uomo Più	01/08/1998	01/08/2001	00:00:32.6
Vità Abbiqliamento	15/04/1998	15/08/2002	00:00:26.7

At the bottom, there is a search bar, a 'Cancel' button, and 'Cue' and 'OK' buttons.

This is the commercials selection window, which is recalled from the main selection window to browse the commercials archive, select and load one to the audio queue.



Quickstart (loading a commercial in the play queue):

1. Follow items 1-4 for "loading a track in the play queue" in the selection window
2. Manually browse the database for the desired commercial or type the first letters of the commercial title to locate the closest match.
3. If you want, press the cue/prelisten button to prelisten the selected commercial
4. Press the OK button to confirm.



Detailed description

- **Commercial list**

The grid on the center of the window show the list of commercials in the database, ordered by title. From left to right: commercial name, start/end dates, length.

- **Quick search box**

Type here the first letters of the desired commercial to locate the first record which matches your criteria.

- **Cue/prelisten button**



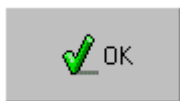
Shows the cue/prelisten window for the current commercial.

- **Cancel button**



Cancels operations and closes the commercials selection window.

- **OK button**



Confirms operations, loads the selected commercial in the play queue and closes the commercials selection window.



Troubleshooting:

Before loading the selected commercial in the play queue, Winjay performs a file existence check to see if the audio file can be accessed. If the check fails, a dialog box is shown to warn the user about the problem. In this case, click on the box to close it, select another commercial or press the cancel button to close the selection window.

The programmes selection window

Winjay v. 3.0 - Radio Winjay FM

Auto Mix Remain 00:04:45
Automation Play: 0:00:23.2

Ride on the rhythm 0:00:00 0:00:00 0:04:34 0:04:27
Blackwood
Min Max: Auto Mix Cue

Play 1 Gift 0:00:01 0:00:04 0:04:18 0:04:00
Elisa
Min Max: Edit 1 Cue

Programs

Program name	Type	Length
Intervista estrada	Intervista	00:04:45.6
elezioni usa	Notiziario	00:00:16.0
Intervista Red Ronnie	Intervista	00:03:12.1

Search [] Type Cinema Filter Cancel Cue OK

This is the programmes selection window, which is recalled from the main selection window to browse the programmes archive, select and load one to the audio queue.



Quickstart (loading a programme in the play queue):

1. Follow items 1-4 for “loading a track in the play queue” in the selection window
2. Manually browse the database for the desired programme or type the first letters of the programme title to locate the closest match.
3. If you want, press the cue/prelisten button to prelisten the selected commercial
4. Press the OK button to confirm.



Detailed description

- **Programme list**

The grid on the center of the window show the list of programmes in the database, ordered by title. From left to right: programme name, programme type, length.

- **Quick search box**

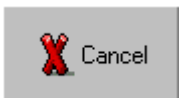
Type here the first letters of the desired programme to locate the first record which matches your criteria.

- **Cue/prelisten button**



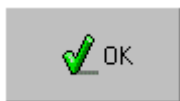
Shows the cue/prelisten window for the current programme.

- **Cancel button**



Cancels operations and closes the programmes selection window.

- **OK button**



Confirms operations, loads the selected programme in the play queue and closes the programmes selection window.



Troubleshooting:

Before loading the selected programme in the play queue, Winjay performs a file existence check to see if the audio file can be accessed. If the check fails, a dialog box is shown to warn the user about the problem. In this case, click on the box to close it, select another programme or press the cancel button to close the selection window.

The playlist selection window

Winjay v. 3.0 - Radio Winjay FM

Auto Mix Remain: 0:04:45
Automation Play: 0:00:23

▶	Ride on the rhythm	0:00:00	0:00:00	0:04:34	0:04:27	Auto Mix	Cue
▶	Blackwood	Min	Max:				
▶	Gift	0:00:01	0:00:04	0:04:18	0:04:00	Edit 1	Cue
▶	Elisa	Min	Max:				

Playlists

Playlist Name: Dance Mix Charts
Length: 00:00:40.7
Pre Spot: Pre Spot Dance
Post Spot: Post Spot 1

Search box: [Navigation buttons]

Auto Start:
 Sun Mon Tue
 Wed Thu Fri
 Sat Start Time: 20.00.00

Item type	Details	Length
▶ Jingle	AA102 Mix Charts	00:00:05.4
Song Random	Dance	00:00:00.0
Liner Intro	AA102 Bianco	00:00:02.3

Buttons: Load Insert, Cancel, OK

This is the playlist selection window: it's called from the main selection window to browse the playlists archive, select and load one to the audio queue. On the top of the window a group of boxes show general informations about the currently selected playlist, while in the bottom a grid shows the playlist's details.



Quickstart (loading a playlist in the play queue):

1. Follow items 1-4 for "loading a track in the play queue" in the selection window
2. Browse the database for the desired playlist using the search box.
3. If you want, highlight an item to set the playlist start point
4. Press the OK button to confirm: the chosen playlist substitutes the one currently on air (if any).



Detailed description

- **Playlist name edit box**

Shows the name of the selected playlist, according to the user setup.

- **Search box**

This is the search box which you can find on many of the selection/setup windows. For further details please refer to the appropriate section.

- **Length edit box**

Shows current playlist length in hh:mm:ss:1/10 sec. Of course, random selections are NOT included!

- **Start time edit box**

Shows the start time and day(s) of week of the currently selected playlist (if set).

- **Playlist details**

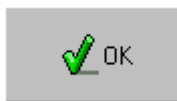
The grid contains the full list of the items contained in the selected playlist. The first column shows song title or jingle/commercial/programme name; the second column shows the artist/band that plays the song if it's a static song, the selection criteria if it's a random song, or the indication "jingle", "commercial", etc. the third column shows the item length (if it's not a random song). The asterisk in the 4th column, if shown, indicates that the item in the playlist may be interrupted by a commercial break. You can navigate the list with the arrows on the right, and choose the starting point of the playlist highlighting the desired item before pressing OK.

- **Cancel button**



Cancels operations and closes the playlists selection window.

- **OK button**



Confirms operations, loads the selected playlists in the play queue and closes the playlists selection window.



Troubleshooting:

Before loading the selected playlist in the play queue, Winjay performs a file existence check to see if the playlist itself contains at least one valid item (audio file can be accessed). If the check fails, Winjay reloads automatically the previous playlist. The same check is applied when a playlist is started automatically on the scheduled day(s) of week and time.

The commercial break selection window

Winjay v. 3.0 - Puntoradio

Auto Mix Remain
0:02:57.5
Automation Play: 0:01:14.6

Time Flies 0:00:58 0:01:12 0:05:17 0:04:12
Neja
Min Max:

Play 1 Puntoradio Rock 0:00:00 0:00:00 0:00:09 0:00:07
Jingle
Min Max:

Fasce pubblicitarie

Ricerca

Durata 00:02:07.9
Ora avvio 7.45.00

Tipo	Dettagli	Durata
Jingle	Spot intro	00:00:03.8
Spot	Pizzeria il Vizio 4	00:00:25.1
Spot	Jack	00:00:30.5
Spot	San Pellegrino	00:00:31.0
Spot	El Tapas	00:00:35.5

Annulla
OK

This is the commercial break selection window: it's called from the main selection window to browse the breaks archive, select and manually load one to the audio queue. On the top of the window a group of boxes show general informations about the currently selected break like scheduled time and length, while in the bottom a grid shows the break details.



Quickstart (loading a commercial break in the play queue):

1. Follow items 1-4 for "loading a track in the play queue" in the selection window
2. Browse the database for the desired commercial break using the search box.
3. Press the OK button to confirm: the break items are loaded on the top of the queue.



Detailed description:

- **Length edit box**

Shows current break length in hh:mm:ss:1/10 sec.

- **Start time edit box**

Shows the scheduled start time for the currently selected commercial break.

- **Search box**

This is the search box which you can find on many of the selection/setup windows. For further details please refer to the appropriate section.

- **Elenco degli eventi contenuti nella fascia pubblicitaria**

Contiene l'elenco degli eventi di cui è costituita la fascia pubblicitaria selezionata. L'elenco è diviso in tre colonne: nella prima è indicato il tipo di evento (per esempio brano, jingle, etc.), nella seconda il titolo e artista se si tratta di un brano fisso, oppure la denominazione del jingle o dello spot pubblicitario; in terza colonna è riportata la durata dell'evento. E' possibile scorrere l'elenco verso l'alto o il basso utilizzando le frecce o la barra di scorrimento a destra dello stesso.

- **Break details**

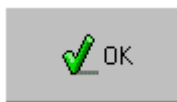
The grid contains the full list of the items contained in the selected break. The first column shows the event type (song, jingle, commercial, etc.), the second column shows track details (song title and artist name for songs, or jingle/spot name), the third column shows the item length. You can navigate the list with the arrows and the sliding bar on the right.

- **Cancel button**



Cancels operations and closes the breaks selection window.

- **OK button**



Confirms operations, loads the selected break in the play queue and closes the selection window.

The SMS window

The screenshot shows the Winjay v. 3.0 - Puntoradio software interface. At the top, there's a status bar with 'Auto Mix', 'Remain 00:01:094', and 'Automation Play: 00:03:352'. Below this, there are two tracks: 'La vita è (Eiffel 65 Extended Remix)' by 'Nek' and 'Puntoradio D and B' by 'Jingle'. The SMS window is open, showing a list of messages and a preview of the selected one.

SMS	Mittente	Ricevuto
4920	26/10/2001 16.47.29	
4920	27/10/2001 7.21.54	
4920	27/10/2001 17.10.45	
4920	29/10/2001 9.13.24	
4920	29/10/2001 17.02.50	
4920	30/10/2001 10.03.51	
4920	30/10/2001 16.41.15	
▶ 4D4631	31/10/2001 11.49.28	
4D4631	01/11/2001 16.40.52	
4916	10/11/2001 20.55.16	
4916	10/11/2001 20.59.02	

The preview of the selected message (4D4631) reads: "TIM Informa: con LastMinute di TIM puoi trovare la tua offerta ideale chiamando il numero gratuito 4321. Per maggiori info rivolgiti presso i CentriTIM".

At the bottom of the window, there are several buttons: 'Cancella', 'Segna letto', 'Ordina x ricezione', 'Ordina x lettura', 'Connetti', and 'OK'.

This is the SMS display window: it's called from the main selection window to read the received SMS messages. The grid in the left box is the list of the available messages, while the box on the right shows the text of the selected message.

On the bottom of the window you'll find a group of buttons for auxiliary features..



Detailed description:

- **Delete Button**

This is a safety two-state button: if the button is pressed, you may double-click on any SMS message from the grid to delete it. If the button is up, deleting is not allowed.

- **Mark Read Button**

Marks the selected message as “read”: this way, following speakers in the schedule will know that a particular messages has already been read and won’t (hopefully) read it again. Once a message has been marked, the 3rd column will be updated with date and hour when the message has been read.

- **Sort by receive timestamp Button**


Sorts the items in the grid by receive timestamp.

- **Sort by read timestamp Button**

Sorts the items in the grid by read timestamp.

- **Connect Button**

Starts a manual connection to the phone and message synchronization procedure (for example, should at programs startup the phone was down or not connected). If the

connection is successfull, the SMS icon  will show in the “on-air” window, near the remain time display.

- **OK Button**



Closes the SMS window.

Chapter 2: the setup/archive management module



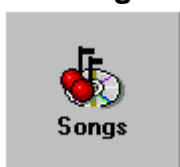
This is Winjay's setup module main window. The setup module is a separate executable which allows initial system setup and archive management (songs, jingles, commercials, commercial breaks, playlists, etc.). It can work on the on-air workstation as well as on a networked one: if you need to add a song or schedule a commercial, you won't need to shut down your automation software or move to the on-air studio anymore !

Please note: since some of the databases work now in client-server mode, the "on-air" module must be running on the main workstation in order to access the central database.



Detailed description:

- **Songs button**



Opens the songs setup window.

- **Jingles button**



Opens the jingles setup window.

- **Commercials button**



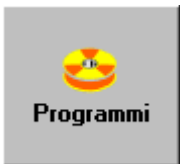
Opens the commercials setup window.

- **Playlists button**



Opens the playlists setup window.

- **Programmes button**



Opens the programmes setup window.

- **Time announce button**



Opens the time announce setup window.

- **Jingle palettes button**



Opens the jingle palettes setup window.

- **Commercial breaks button**



Opens the commercial breaks setup window.

- **Hardware button**



Opens the audio/hardware setup window.

- **Various button**



Opens the misc setup window.

- **Disks button**



Opens the disks setup window (local and network hard disks where you keep audio files).

- **Station log button**



Opens the station log window.

- **Exit button**



Terminates setup module execution.

The Cue/prelisten window



This window is recalled by virtually any tracks' setup window (songs, jingles, commercials, etc.). On the cue/prelisten window you can set track's volume, start/intro/mix-out markers, BPM value, etc. before storing the track in the database, other than of course cue the selected track.



Quickstart (setting start, intro e mix out):

1. Press the button corresponding to the desired feature from the group on the top left. Labels on the "Set" and "Go" buttons will automatically update according to the selected feature (start, intro, mix-out, ecc.)
2. Press "Play/Pause" button to start playing.
3. Move to the desired point with the slider, Rew - Fwd - Fast Rew - Fast Fwd buttons, and the shuttle search knob.
4. Press the "Set" button when you reach the desired point.
5. Press the "Play/Pause" button to restart playing, and optionally check your setting pressing the corresponding "Go" button to restart playing from the marker you've just set.
6. If you wish, repeat steps 1 - 2 - 3 - 4 - 5 to set intro, mix-out, refrain start/end markers.
7. Press the OK button to confirm changes when you're done.



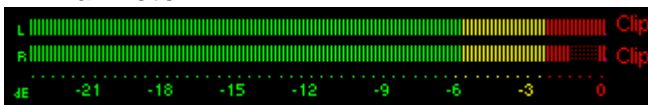
Detailed description

- **Display**



In the top left of the upper display, a group of buttons allow to select the desired setting mode other than showing the current set value on their right. On the right yoy'll find the vu-meter, and the elapsed/intro/remain time displays.

- **Vu-meter**



The vu-meter shows in real-time the output audio level on the cue output, which is also based on the volume slider position: in this

way, you can retouch the audio level of any track before storing it in the database. Signal is represented as peak level in dBs, where the 0 dB is the absolute maximum before a clipping occurs: in this latter case the “Clip” indicators on the right of each bar will lit. The vu-meter also includes a peak-hold feature: the peak level segments are temporarily left visible before resetting themselves. The upper bar shows the left channel level, the lower bar shows the right channel level (if the track has been recorded in stereo mode, of course!).

- **Volume slider**



Click and drag this slider to edit the volume of the current track before storing it in the database. When the track will be subsequently loaded on air,

its volume will be automatically changed to the set value.

- **Slider**



While the track is playing, just click and drag this slider to the left or right

to change the absolute track playing position.

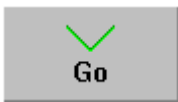
- **Set button**



Click on this button to set the start/intro/mix-out/refrain markers of the track loaded in the cue/prelisten window (the audio file fully remains on disk, but Winjay will play it according to the user setup). Press the desired button

while the track is playing, and release the button when the track has just reached the desired start/intro/mix-out position, which will be updated on the corresponding display on the right of the group of feature selection buttons. You can also manually edit values directly on the displays on the right of the feature selection buttons.

- **Go button**



Click on this button to change the track's playing position to the set start/intro/mix-out/refrain marker: thanks to this feature, you can easily check your settings.

- **Play/Pause button**



Starts/stops playing the current track. If you're in cue mode (loop playing of a small segment), pressing the button restarts normal play mode. Of course, the audio output is automatically directed to the prelisten card.

- **Rew/Fwd/Fast Rew/Fast Fwd buttons**



This group of 4 buttons switches to cue play mode and changes track's playing position, allowing extremely precise cueing of any audio track before setting start, intro and mix out markers. In cue play mode, you'll hear a small frame of the track playing looped:

1. Rew: 100 milliseconds back
2. Fwd: 100 milliseconds forward
3. Fast Rew: 500 milliseconds back
4. Fast Fwd: 500 milliseconds forward

- **Shuttle search knob**



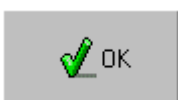
Same as the 4 buttons above, but allows still more precise and, why not, funny cueing: click on the knob handle and drag the knob clockwise to move forward or counterclockwise to move backward. This knob allows for a still more precise setting in a +/- 50 milliseconds increment.

- **Cancel button**



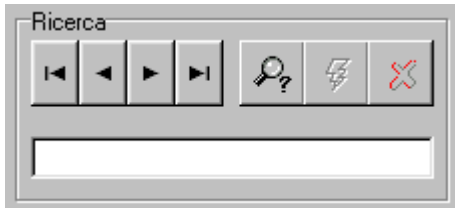
Cancels any updates and closes the cue/prelisten window.

- **OK button**



Confirms updates to volume, BPM value, mix-out speed, start/intro/mix out/refrain markers and closes the cue/prelisten window.

The search box



You'll find the search box in almost all selection windows where one or more database tables are involved. It's the set of tools that allow you to browse the tables to locate the desired record(s), for example a song or a group of songs matching the specified query.



Detailed description

- **Navigation buttons**



This group of 4 buttons allows to browse the database (sequentially move from record to record). From left to right, the first button moves to the first record in the database, the second button to the previous, the third button to the next, the last to the last record in the database.

- **Power search buttons**



This group of 3 buttons will be used sequentially if you want to perform a power search (i.e. filter the database with your desired search criteria). From left to right, the first button starts the power search session (data in the various edit boxes will disappear allowing you to insert your search criteria), the second button activates the query (applies the user-defined filter), the last button cancels power search mode and returns to normal browsing.

- **Quick search box**

This is obviously the fastest and widely used search mode: just type in the edit box the first letters to use as search key (for example, title of songs or jingles, etc.) and the database will be automatically moved to the first record which matches your criteria.

The songs setup window

Winjay: songs setup

Songs | Artists | Update | Nationalities | Styles

Browse 1:106

General data

Disk: Hard Disk C

File name: \songs\Ava e Stone - All aboard remix.mp3

Title: All aboard remix

Artist: Ava and Stone

Album:

Style: Dance

Nationality: Internazionali

Date: 01/01/2000 | 15 | Vote: 2

Technical data

Length	Start	Mix out	Mix Out Length
00:03:13.6	00:00:00.0	00:03:04.8	1000
Intro	Outro	Stand by time	BPM
00:00:13.7	00:02:58.0	0.01.00	141
Refrain start	Refrain end	Opener	<input checked="" type="checkbox"/>
00:01:15.7	00:01:25.6	Shuffle	<input type="checkbox"/>
Last selected: 25/02/2001 21.59.01		Total	<input checked="" type="checkbox"/>
		179	

Archive data

Code: | Media: |

Search box

Navigation buttons: [Previous], [Play/Pause], [Next], [Search], [Refresh], [Close]

Action buttons: Cue, New, Edit, Cancel, Update, Reports, Delete, Close

This is the songs setup window, which is recalled from the main setup window to manage the songs archive. Clicking on the tabs in the upper area of the screen you can also access the artists, music genres and nationality databases, other than a semi-automatic songs archive update utility.



Quickstart (adding a song to the database):

1. Press the New button to enter insert mode.
2. Select the disk from the drop-down list, then browse your hard disk for the desired song using the “open” icon to the right of the file name box.
3. If needed, enter song title, artist name, genre, release date, etc. and optionally press the cue/prelisten button if you want to set start, intro, mix out and refrain markers.
4. Press the OK button to confirm when done.



Detailed description

- **Disk combo box**

Contains the hard disk name where the audio track corresponding to the current song has been stored. Click on the icon on the right of the edit box and choose one of the available disks from the drop-down list. To setup hard disks which will be used to store audio tracks, use the disks setup window.

- **File name edit box**

Contains the file name of the current song, with full path info except for the hard disk. Click on the “open” icon on the right of the edit box: a standard “file open” dialog window will appear to let you browse your disk for the desired audio file. “Title” and “Artist” field are automatically filled from the song’s file name, if this conforms to the format “Artist – Title” (the hyphen is used as field separator). Of course, you can always change fields’ contents if necessary!

- **Title edit box**

Contains the title of the current song.

- **Title button**

Sorts the song archive by song titles: quick search and database browsing are performed by song titles.

- **Artist edit box**

Contains the artist or band that plays the current song. As soon as you click on this box, a lookup box is shown which performs lookup on the artists database. Type the first letters of the desired artist to perform an incremental search on the artists database: when the desired artist name appears, press the “Tab” button to link the song with the selected artist. If the desired artist hasn’t still be added to the database, you can access the artist database at this time pressing the “artist” tab on the top of the screen to make your update or just click on the “New” button on the right of the box.

- **Artist button**

Allows to browse the song archive by artist: type in the “artist” edit box the first letters of the desired artist until you see his/her name in the lookup box, then press the “Tab” key to filter the songs archive on the songs belonging to the selected artist.

- **Album edit box**

Contains the album where the current song belongs to.

- **Genre edit box**

Insert here the genre that the current song belongs to. Click on the arrow icon on the right of the edit box and choose one of the available genres from the drop-down list. This information turns very useful when you create random playlists: Winjay can randomly select songs by genre to automatically build on the fly “dance” or “pop” playlists. To setup genres which will be used to identify audio tracks, click on the “genres” tab on the top of the screen.

- **Nationality group box**

Contains nationality of the current song. Click on the arrow icon on the right of the edit box and choose one of the available nationalities from the drop-down list. This information turns very useful when you create random playlists: Winjay can randomly select songs by nationality to automatically build on the fly “national” or “international” playlists. To setup nationalities which will be used to identify audio tracks, click on the “nationalities” tab on the top of the screen.

- **Date edit box**

Insert here the release date for the current song. This information turns very useful when you create random playlists: Winjay can randomly select songs by release date to automatically build on the fly “latest hits” or “golds” playlists. To insert the release date, type it in directly or click on the icon on the right of the edit box: a calendar will appear which points to the current date. The 4 arrows on hit allow you to 1) move to the previous year, 2) move to the previous month, 3) move to the next month, 4) move to the next year. Once you have selected the right year and month, just click on the day shown on the calendar to confirm. Since actually in the song setup window it's not possible to filter the archive for a date range, if you don't need to be very accurate we suggest you to set release dates to the first day of the release month. Thanks to this hint, it will be possible to filter the archive for the songs belonging to the desided month when you want to load a song in the playlist.

- **Length edit box**

Contains current song length in hh:mm:ss:1/10 sec. This value is automatically filled in as soon as you select the audio file for the current song.

- **Start edit box**

Contains current song start marker in hh:mm:ss:1/10 sec. This value is set to 00:00:00.0 when you select the audio file for the current song, but it is automatically updated once you set the start marker in the cue/prelisten window and confirm changes. You cannot change it manually! If you don't set the start value, the song will be played from the very beginning of the file (this is normal unless you want to cut a long intro or blank areas).

- **Mix Out edit box**

Contains current song mix out marker in hh:mm:ss:1/10 sec. This value is set to the song length when you select the audio file for the current song, but it is automatically updated once you set the mix out value in the cue/prelisten window and confirm changes. You cannot change it manually! If you don't set the mix-out value, the song will be played until the very end of the file.

- **Mix Out Speed box**

Contains the mix out speed for the current song, which is expressed in a millisecond value between 100 (1/10 of second, hardcut) and 5000 (5 seconds, very slow fade out). To edit the mix-out speed value, press the left-right arrows on the right of the edit box. When a new song is added to the database, this value is automatically set according to the default one in the "Hardware" window.

- **Intro edit box**

Contains current song intro time in hh:mm:ss:1/10 sec. This value is set to 00:00:00.0 when you select the audio file for the current song, but it is automatically updated once you set the intro value in the cue/prelisten window and confirm changes. You cannot change it manually! If you don't set the intro value, the time display on the on-air window will only indicate the remain time.

- **Outro edit box**

Contains current song outro time in hh:mm:ss:1/10 sec. (i.e. towards the end of the song when the singer goes out). This value is set to the song length when you select the audio file for the current song, but it is automatically updated once you set the mix out value in the cue/prelisten window and confirm changes.

- **Stand-By time edit box**

Contains the minimum stand-by time before the same song can be picked again during a random selection. In this way you can set the song for high/low rotation.

- **BPM edit box**

Contains current song BPM value. You can type in the value manually or set it with the cue/prelisten window: select the "BPM" feature from the group of feature selection buttons and click on the "Set" button following song's beats.

- **Refrain Start edit box**

Contains current song refrain start time in hh:mm:ss:1/10 sec. This value is set to 00:00:00.0 when you select the audio file for the current song, but it is automatically updated once you set the refrain start value in the cue/prelisten window and confirm changes.

- **Refrain End edit box**

Contains current song refrain end time in hh:mm:ss:1/10 sec. This value is set to 00:00:00.0 when you select the audio file for the current song, but it is automatically updated once you set the refrain end value in the cue/prelisten window and confirm changes.

- **Opener checkbox**

If checked, the current song is an “opener” song (usually, a song to play just after a commercial break).

- **Random checkbox**

If checked, the current song is enabled to be automatically picked during random selections. Otherwise, the songs can only be recalled manually.

- **Shuffle box**

During random playlist execution, Winjay checks every song as ‘shuffled’ as soon as it is selected, then the following songs are chosen among the not shuffled ones, and finally this flag is reset before beginning another turn. Thanks to this feature, the risk of programming the same song after short time is avoided. If this box is checked, the current song has already been selected in the current scanning.

- **Last selected label**

Shows date and time when the current song has been last selected (manually or automatically). This information turn very useful during live assist, so you can avoid to play again a song after short time!

- **Total selections label**

Tells how much times the song has been played from when it has been added to the database.

- **ID edit box**

Contains the ID code for the media (CD/cassette, etc.) where you own the original recording for current song.

- **Media edit box**

Contains the type of media (CD/cassette, etc.) where you own the original recording for the current song.

- **Search box**

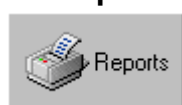
This is the search box which you can find on many of the selection/setup windows. For further details please refer to the appropriate section.

- **Filter Button**



Shows the filter window, from which you may define the criteria to filter the songs database (genre, min and max date, vote, bpm, etc.).

- **Reports button**



Shows the songs report print preview window. The printed report fully reflects browsing options (sorting by title or artist, filtering, etc.). For example, if you apply a filter on release date, you can print only the songs released on that date, and so on.

- **Cue/prelisten button**



Opens the cue/prelisten window for the current song. You can so prelisten the song as well as setting BPM, volume, start, intro, outro, mix out and refrain values.

- **New button**



Switches the database to insert mode to add a new song.

- **Edit button**



Switches the database to edit mode, to edit fields for the current song.

- **Delete button**



Deletes the currently selected song. You'll see two dialog boxes: the first one will ask you to confirm database record deletion, the second one will ask you to confirm the audio file deletion from the hard disk. When you delete a song, it will be also automatically removed from any playlist or commercial break where it has been inserted.

- **Cancel button**



Cancels updates to the current record and switches back to browse mode.

- **OK button**



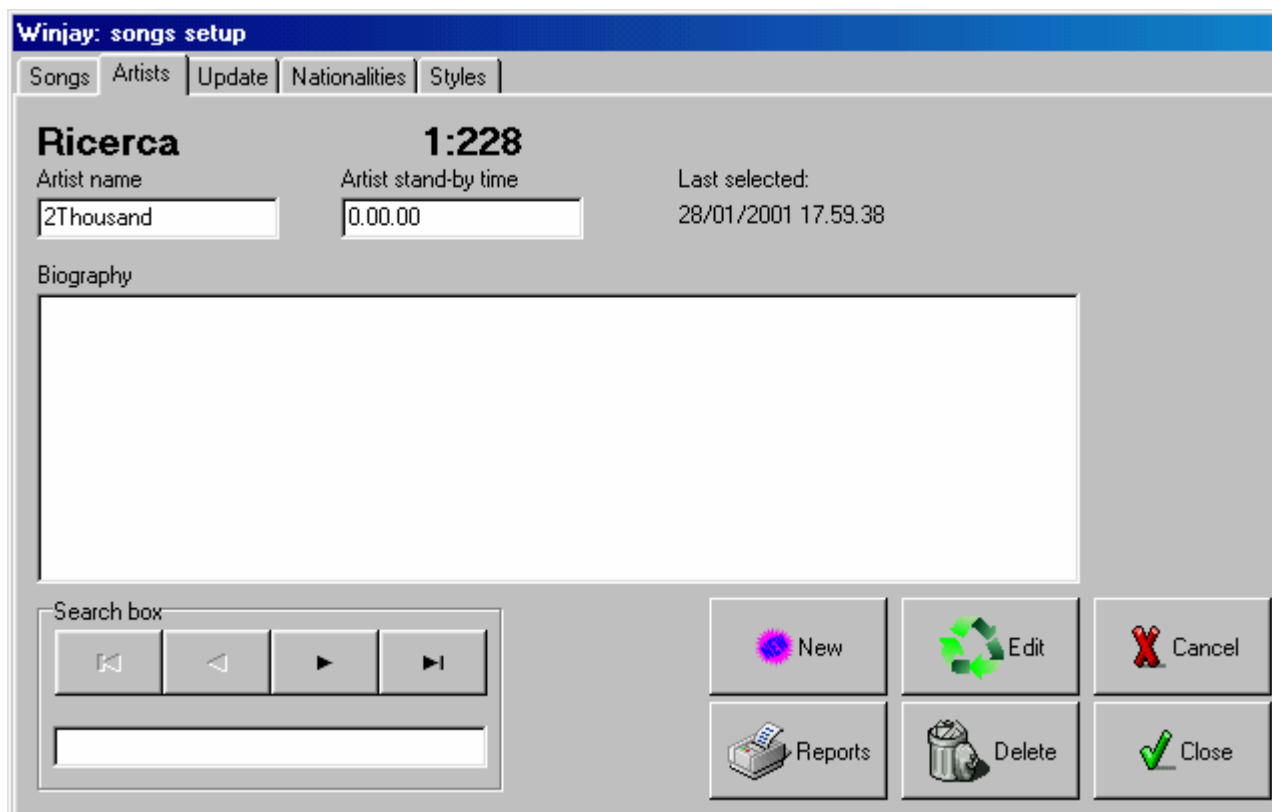
Confirms updates and returns to browse mode. If you are already in browse mode, closes the songs setup window.



Troubleshooting:

Before updating the database, Winjay performs a file existence check to see if the audio file has already been previously inserted in the database (this helps to avoid duplicates). If the check fails, a dialog box is shown to warn the user about the problem. In this case, select another file or press the cancel button to cancel updates.

Clicking on the “Artists” tab in the upper part of the screen, you gain access to the artists database management window:



The screenshot shows a software window titled "Winjay: songs setup" with a blue header bar. Below the header is a navigation bar with tabs: "Songs", "Artists", "Update", "Nationalities", and "Styles". The "Artists" tab is selected. The main area displays the following information:

- Ricerca** (Search) **1:228**
- Artist name:
- Artist stand-by time:
- Last selected: 28/01/2001 17.59.38
- Biography:

At the bottom, there is a "Search box" with navigation buttons (back, forward, search) and a list of control buttons: "New" (with a blue icon), "Edit" (with a green circular arrow icon), "Cancel" (with a red X icon), "Reports" (with a printer icon), "Delete" (with a trash can icon), and "Close" (with a green checkmark icon).



Detailed description:

- **Artist box**

Contains the name of the current artist

- **Stand-By time edit box**

Contains the minimum stand-by time before a song of the same artist can be picked again during a random selection. In this way you can set the artist for high/low rotation.

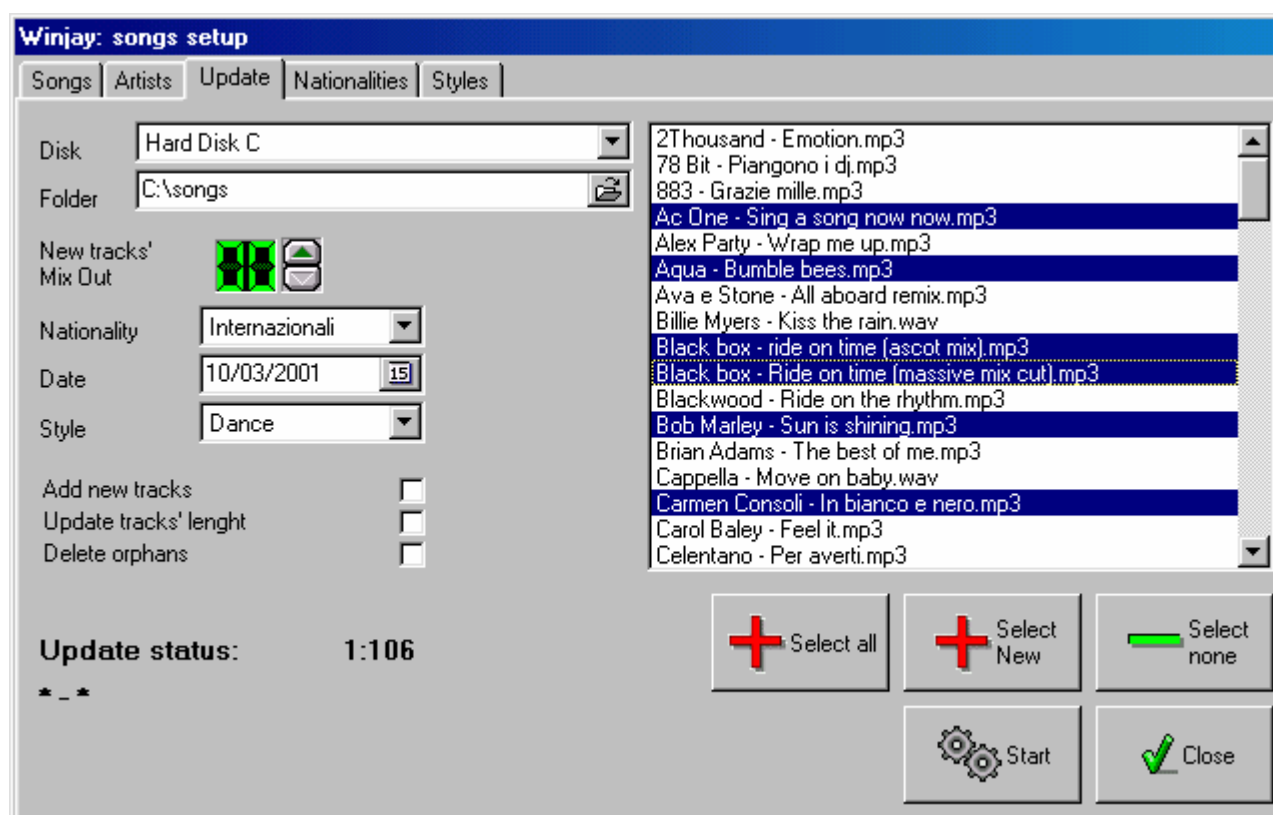
- **Last selected label**

Shows date and time when the current artist has been last selected (manually or automatically). This information turn very useful during live assist, so you can avoid to play again a song of the same artist after short time!

- **Biography text box**

E' possibile inserire in questo box delle note biografiche, recensioni, etc. relative all'artista corrente, da cui il DJ potrà poi trarre spunto durante la diretta per i propri intrventi.

If you press the “Update” button, you’ll gain access to a semi-automatic update of the song database feature:



Thanks to this window, if you already own a bunch of audio tracks you can save considerable time compared to a manual update of the song archive: you can automatically add files to the archive and set a standard mix-out value, update existing tracks’ lengths, delete orphans, or any combination of the above. Of course, you can always edit records later to retouch mix-out values or songs’ release dates, etc.

- **Adding new audio tracks**

This feature allows to automatically insert into the database a bunch of audio tracks in a folder without wasting time with a manual update.

1. Use the “disk” combo box to select the hard disk where the folder with the song files is located.
2. Select the folder which contains the audio tracks to add to the database.
3. Press the up-down arrows to set the standard mix out value (in number of seconds from the end of file) for the songs to be added.
4. Select a standard nationality, release date and genre for the tracks to be added.
5. Check the “Add new audio tracks” box.
6. In the file list on the right of the screen, click on the track(s) you want to add to the database (use Ctrl and Shift keys to select multiple file), or click the “Select all” button to select all tracks, “Select New” to select the only tracks still not in the database, or “Select None” to unselect all tracks.
7. Press the “start” button to start the update.
8. When done, press the “close” button to close the update window.

Title and artist fields are automatically taken from the song's file name (if this is of the form "Artist – Title", with a dash as field separator). This feature turns very useful when you have just installed Winjay and want to rapidly populate the songs archive, keeping for later manual retouching of values such as genres, start, intro and mix out values. Of course, whenever possible, manual updates are always preferred, so various fields can be precisely set according to each song!

- **Update tracks' lengths**

Some broadcasters prefer to just name in a bunch of audio files with sequential numbers (for example, from 1 to 20). They can so create a playlist once (for example a chart) and later only update audio tracks over-writing the old ones without having to update the playlist with the new songs names. In this case it turns useful to update length and mix out values in the database according to the new file contents. This feature checks every track's length in the database and, if and only if not the same as the one stored in the database, updates length and mix out values in the database.

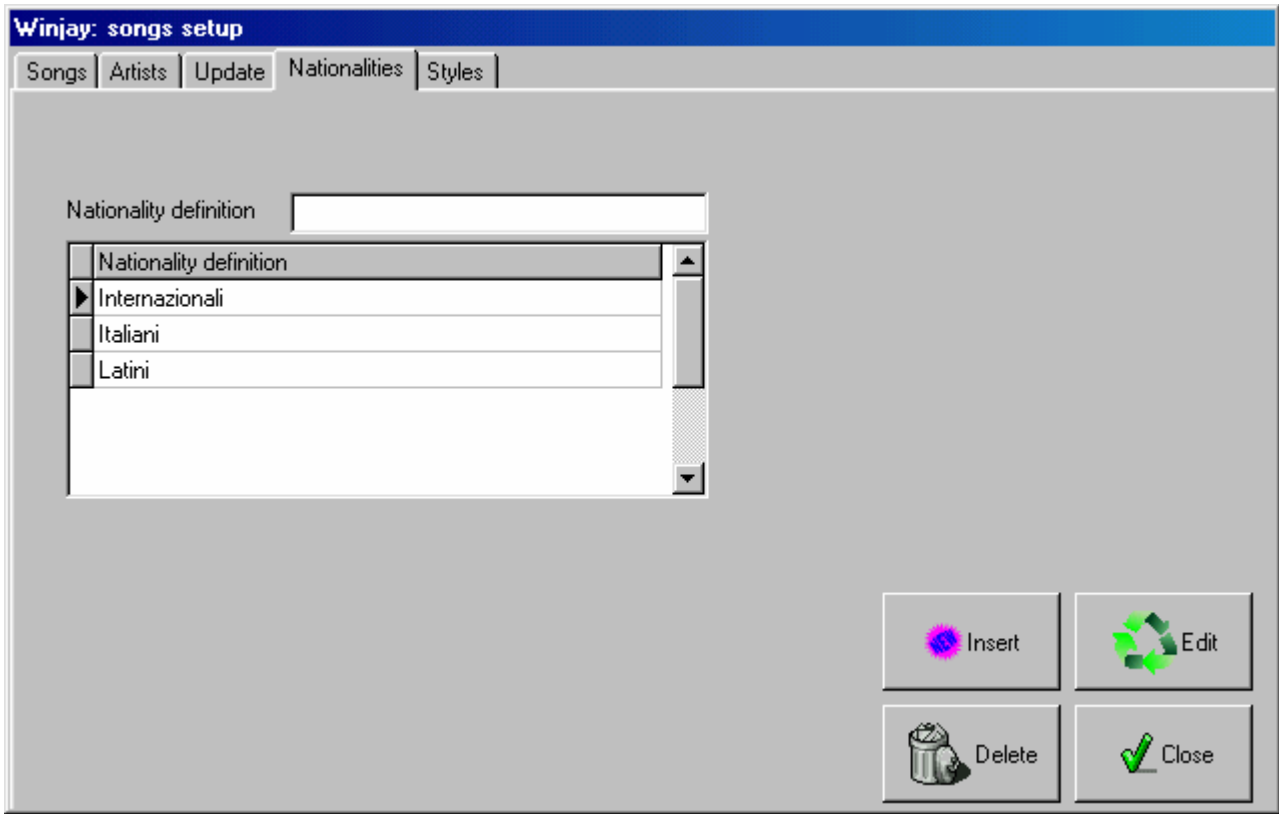
1. Check the "Update tracks' length" box.
2. Press the up-down arrows to set the standard mix out value (in number of seconds from the end of file) for the songs in the database which lengths are changed (the unchanged files are not updated).
3. Press the "start" button to start the update.
4. When done, press the "close" button to close the update window.

- **Delete orphans**

To guarantee that on air operations are not interrupted because of missing audio tracks, Winjay automatically checks that every audio item has its associated file on disk for each file it attempts to add to the play queue. In case of failure during playlist execution, the missing file is not taken into account, and the software jumps to the next one. But, supposing our playlist is made up of an alternating song-jingle-song-jingle sequence, for each missing song we will hear two jingles one after another: if the database contains many orphans (maybe you have deleted or moved entire folders without updating the database), this is surely not so pleasant for our listeners! To check your songs database for orphans (database records without the corresponding file on disk) and automatically remove them, just use this feature.

1. Check the "Delete orphans" box.
2. Press the "start" button to start the update.
3. When done, press the "close" button to close the update window.

Pressing the “Nationality” tab on the top of the screen, you will be able to edit the list of nationalities that will be use when populating songs’ database and when creating random playlists by nationality.



Detailed description

- **Nationality edit box**

Contains the nationality to be added to the database. Just type the nationality to add and press the Insert button.

- **Nationalities grid**

Contains the list of nationalities in the database. You can navigate the list with the arrows on the right.

- **Insert button**



Adds to the database the nationality typed in the edit box.

- **Edit button**



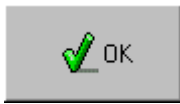
Edits the selected nationality in the database grid according to what typed in the nationality edit box.

- **Delete button**



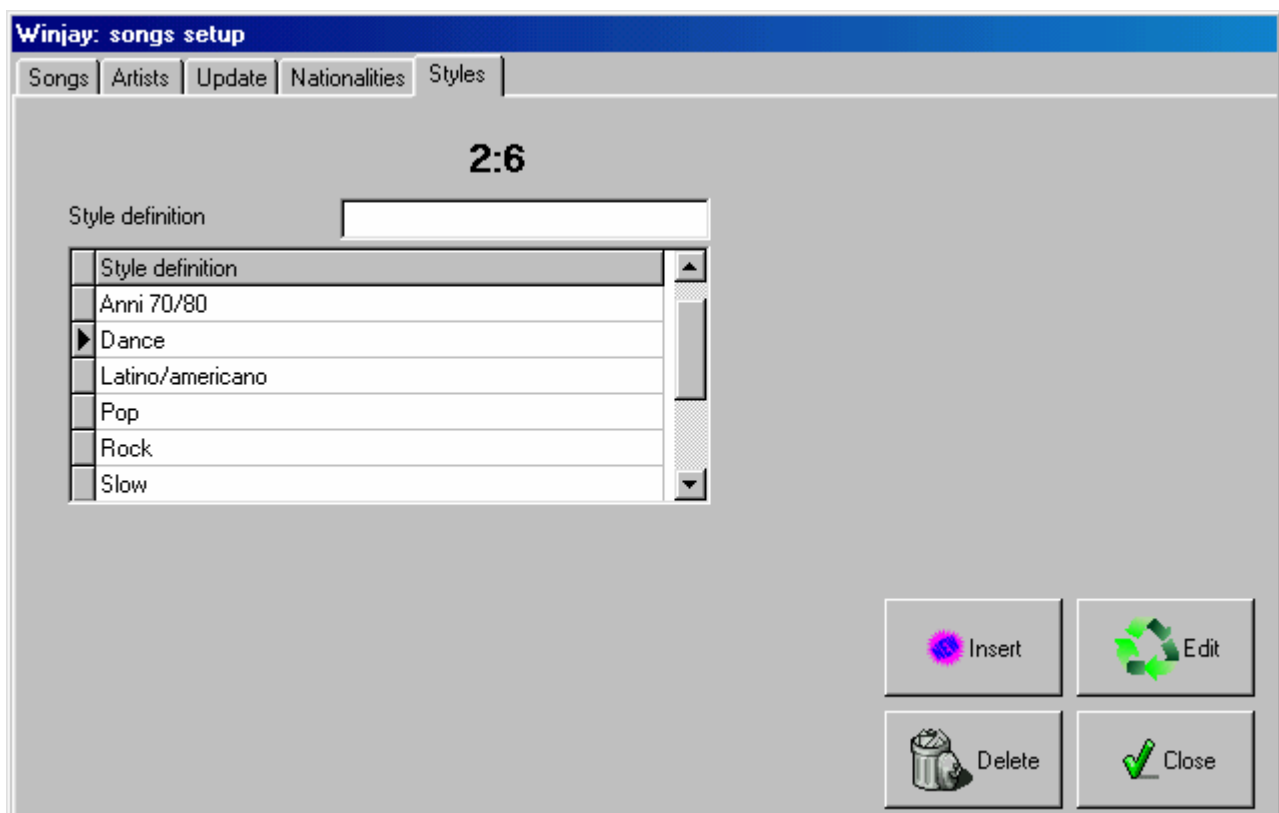
Deletes from the database the currently selected nationality in the grid.

- **OK button**



Closes the nationalities setup window.

Pressing the “Genres” tab on the top of the screen, you will be able to edit the list of genres that will be use when populating songs’ database and when creating random playlists by genres.



Detailed description

- **Genre edit box**

Contains the genre to be added to the database. Just type the genre to add and press the Insert button.

- **Genres grid**

Contains the list of genres in the database. You can navigate the list with the arrows on the right.

- **Insert button**



Adds to the database the genre typed in the edit box.

- **Edit Button**



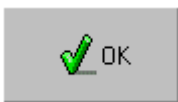
Edits the selected genre in the database grid according to what typed in the genre edit box.

- **Delete button**



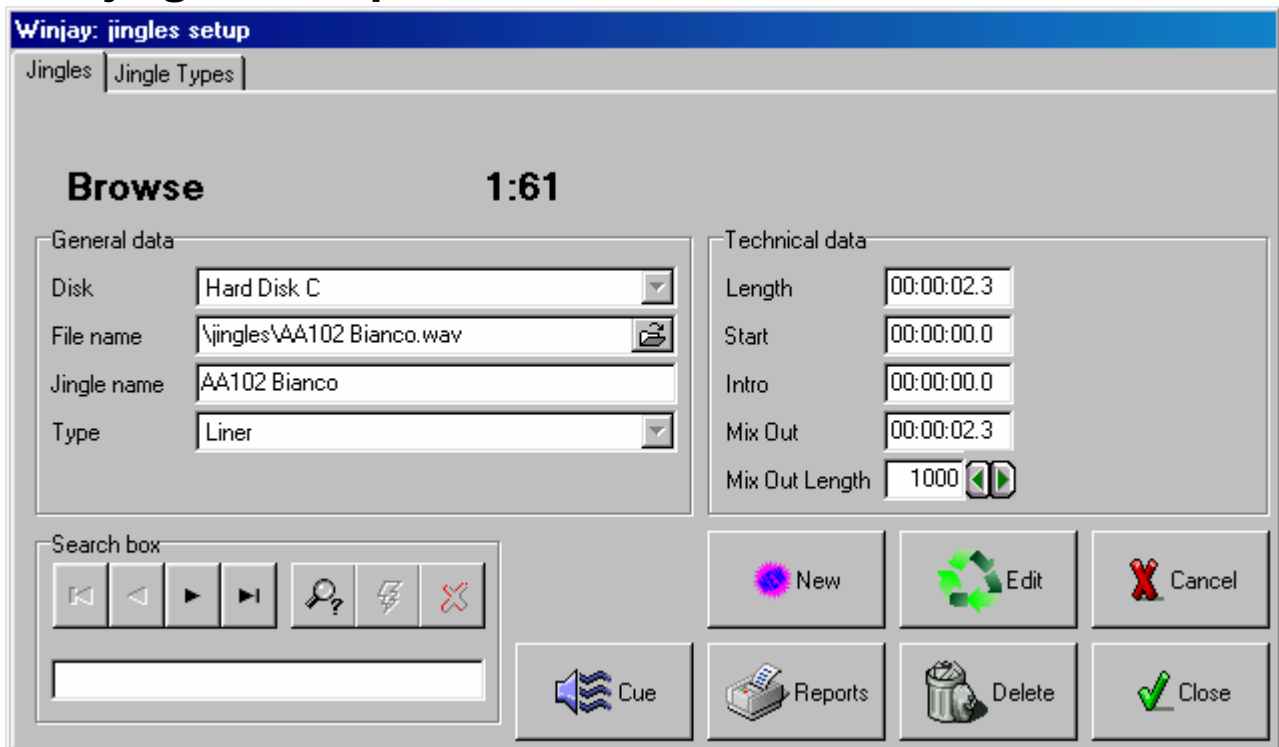
Deletes from the database the currently selected genre in the grid.

- **OK button**



Closes the genres setup window.

The jingles setup window



This is the jingles setup window, which is called from the main setup window to manage the jingles archive.



Quickstart (adding a jingle to the database):

1. Press the New button to enter insert mode.
5. Select the disk from the drop-down list, then browse your hard disk for the desired jingle using the “open” icon to the right of the file name box.
2. Enter the jingle name in the edit box and optionally press the cue/prelisten button if you want to set intro and mix out values
3. Press the OK button to confirm when done.



Detailed description

- **Disk combo box**

Contains the hard disk name where the audio track corresponding to the current jingle has been stored. Click on the icon on the right of the edit box and choose one of the available disks from the drop-down list. To setup hard disks which will be used to store audio tracks, use the disks setup window.

- **File name edit box**

Contains the file name of the current jingle, with full path info except for the hard disk. Click on the “open” icon on the right of the edit box: a standard “file open” dialog window will appear to let you browse your disk for the desired audio file.

- **Jingle name edit box**

Contains current jingle name.

- **Jingle type edit box**

Contains current jingle type (for example, jingle, station IDs, liners, beds, etc.). Click on the icon on the right of the edit box and choose one of the available categories from the drop-down list. To manage the jingle types database, click on the tab on the top of the screen.

- **Length edit box**

Contains current jingle length in hh:mm:ss:1/10 sec. This value is automatically filled in as soon as you select the audio file for the current jingle.

- **Intro edit box**

Contains current jingle intro time in hh:mm:ss:1/10 sec. This value is set to 00:00:00.0 when you select the audio file for the current jingle, but it is automatically updated once you set the intro value in the cue/prelisten window and confirm changes. You cannot change it manually! If you don't set the intro value, the time display on the on-air window will only indicate the remain time.

- **Start edit box**

Contains current jingle start marker in hh:mm:ss:1/10 sec. This value is set to 00:00:00.0 when you select the audio file for the current jingle, but it is automatically updated once you set the start marker in the cue/prelisten window and confirm changes. You cannot change it manually! If you don't set the start value, the jingle will be played from the very beginning of the file (this is normal unless you want to cut a long intro or blank areas).

- **Mix Out edit box**

Contains current jingle mix out point in hh:mm:ss:1/10 sec. This value is set to the jingle length when you select the audio file for the current jingle, but it is automatically updated once you set the mix out value in the cue/prelisten window and confirm changes. You cannot change it manually! If you don't set the mix-out value, the jingle will be played until the very end of the file.

- **Mix Out Speed box**

Contains the mix out speed for the current jingle, which is expressed in a millisecond value between 100 (1/10 of second, hardcut) and 5000 (5 seconds, very slow fade out). To edit the mix-out speed value, press the left-right arrows on the right of the edit box. When a new song is added to the database, this value is automatically set according to the default one in the “Hardware” window.

- **Search box**

This is the search box which you can find on many of the selection/setup windows. For further details please refer to the appropriate section.

- **Reports button**



Shows the jingles report print preview window. The printed report fully reflects browsing options (sorting, filtering, etc.): if you apply a filter, only the jingles that satisfy your criteria will be printed.

- **Cue/prelisten button**



Opens the cue/prelisten window for the current jingle. You can so prelisten the jingle as well as setting start, intro and mix out values.

- **New button**



Switches the database to insert mode to add a new jingle.

- **Edit button**



Switches the database to edit mode, to edit fields for the current jingle.

- **Delete button**



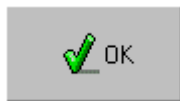
Deletes the currently selected jingle. You'll see two dialog boxes: the first one will ask you to confirm database record deletion, the second one will ask you to confirm the audio file deletion from the hard disk. When you delete a jingle, it will be also automatically removed from any playlist or commercial break where it has been inserted.

- **Cancel button**



Cancels updates to the current record.

- **OK button**



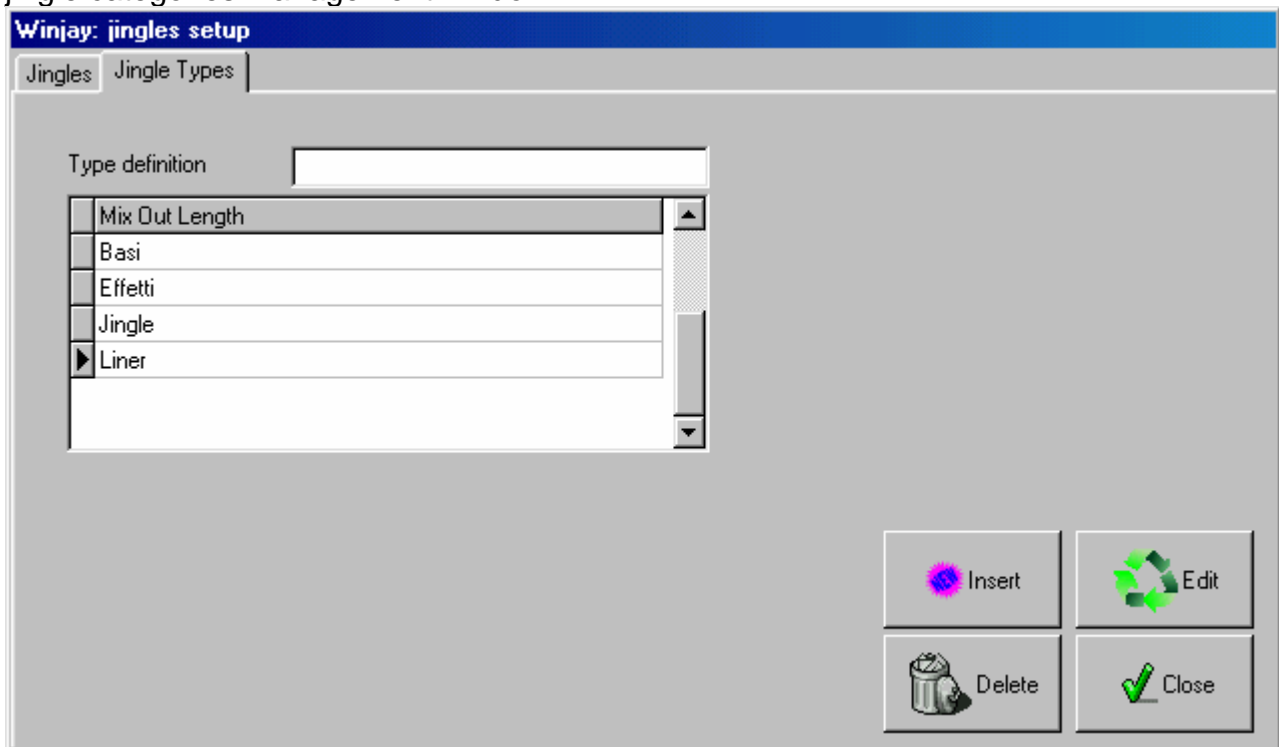
Confirms updates and returns to browse mode. If you are already in browse mode, closes the jingles setup window.



Troubleshooting:

Nothing at the moment!

Clicking on the “Jingle types” tab in the upper part of the screen, you gain access to the jingle categories management window:



Detailed description

- **Jingle type edit box**

Contains the category to be added to the database. Just type it in and press the Insert button.

- **Categories grid**

Contains the list of jingle categories in the database. You can navigate the list with the arrows on the right.

- **Insert button**



Adds to the database the category typed in the edit box.

- **Edit Button**



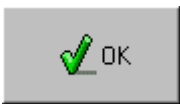
Edits the selected category in the database grid according to what typed in the category edit box.

- **Delete button**



Deletes from the database the currently selected category in the grid.

- **OK button**



Closes the jingle categories setup window.

The commercials setup window

Winjay: commercials setup

Spot | Breaks | Business types | Split areas

Browse 10:17

General data

Disk: Hard Disk C

File name: \spots\Ottica Losappio.wav

Commercial name: Ottica Losappio

Business Type: Ottici

Priority: 5

Days on air

Sun Mon Tue Wed
Thu Fri Sat

Technical data

Length: 00:00:35.1

Start: 00:00:00.0

Mix Out: 00:00:34.3

Mix Out Length: 1000

Planning data

Start date: 01/05/1999

End date: 04/05/2002

Exclusion start: //

Exclusion end: //

Search

Navigation buttons: Previous, Play, Next, Find, Refresh, Cancel

Buttons: Cue, Reports, Delete, Close, New, Edit, Annulla

This is the commercials setup window, which is recalled from the main setup window to manage the commercials archive. Clicking on the tabs on the top of the screen you can also access a procedure to automatically populate the commercial break playlists other than the business types and commercial splitting areas databases.



Quick start (adding a commercial to the database):

1. Press the New button to switch to insert mode.
6. Select the disk from the drop-down list, then browse your hard disk for the desired commercial using the “open” icon to the right of the file name box.
2. Enter the commercial name in the edit box and optionally press the cue/prelisten button if you want to set intro and mix out values.
3. Press the OK button to confirm when done.



Detailed description

- **Disk combo box**

Contains the hard disk name where the audio track corresponding to the current commercial has been stored. Click on the icon on the right of the edit box and choose one of the available disks from the drop-down list. To setup hard disks which will be used to store audio tracks, use the disks setup window.

- **File name edit box**

Contains the file name of the current commercial, with full path info except for the hard disk. Click on the “open” icon on the right of the edit box: a standard “file open” dialog window will appear to let you browse your disk for the desired audio file.

- **Commercial name edit box**

Contains the title of the current commercial.

- **Business type edit box**

Contains the business type for the current commercial (for example, pubs, shopping malls, etc.). Click on the icon on the right of the edit box and choose one of the available business types from the drop-down list. To manage the business types database, click on the tab on the top of the screen.

- **Priority edit box**

Contains the priority value needed for auto-positioning the commercial in commercial breaks playlists (for example, start, middle, or end of the break). Click on the icon on the right of the edit box to select the desired priority value: higher values mean first places and vice-versa. The higher priority values (9 and 10) and the lower one (1) should be reserved to the break’s opening and closing jingles (or time announce).

- **Length edit box**

Contains current commercial length in hh:mm:ss:1/10 sec. This value is automatically filled in as soon as you select the audio file for the current commercial.

- **Mix Out edit box**

Contains current commercial mix out point in hh:mm:ss:1/10 sec. This value is set to the commercial length when you select the audio file for the current commercial, but it is automatically updated once you set the mix out value in the cue/prelisten window and confirm changes. You cannot change it manually! If you don’t set the mix-out value, the commercial will be played until the very end of the file.

- **Mix Out Speed box**

Contains the mix out speed for the current commercial, which is expressed in a millisecond value between 100 (1/10 of second, hardcut) and 5000 (5 seconds, very slow fade out). To edit the mix-out speed value, press the left-right arrows on the right of the edit box. When a new song is added to the database, this value is automatically set according to the default one in the "Hardware" window.

- **Start date box**

Contains the broadcasting start date for the current commercial: commercials contained in a break are loaded in the play queue only if the system date is between commercials' start and end date. This field is optional: if not specified, the commercial will be broadcasted until the specified end date (if any). To set the start date, type it in directly or click on the icon on the right of the edit box: a calendar will appear which points to the current date. The 4 arrows on hit allow you to 1) move to the previous year, 2) move to the previous month, 3) move to the next month, 4) move to the next year. Once you have selected the right year and month, just click on the day shown on the calendar to confirm.

- **End date box**

Contains the broadcasting end date for the current commercial: commercials contained in a break are loaded in the play queue only if the system date is between commercials' start and end date. This field is optional: if not specified, the commercial will be broadcasted forever starting from the specified start date (if any). To set the end date, type it in directly or click on the icon on the right of the edit box: a calendar will appear which points to the current date. The 4 arrows on hit allow you to 1) move to the previous year, 2) move to the previous month, 3) move to the next month, 4) move to the next year. Once you have selected the right year and month, just click on the day shown on the calendar to confirm.

- **Exclusion start and exclusion end date boxes**

Here you can type a start-end date to specify a period of time in which the current commercial should not be broadcasted. For example, if you have scheduled a commercial from 01/01/2000 to 01/15/2000, you may want to inhibit it from 01/10/2000 to 01/12/2000. Both these fields are optional, but if you want to use this feature you must fill both of them. The drop down calendar works exactly the same way as above.

- **On air days group box**

When you switch to insert mode to add a new commercials, all the 7 boxes are checked as default option: the commercial will be on air any day of the week. However, if you uncheck one or more of them, you can exclude the commercial from loading on the corresponding days of week.

- **Search box**

This is the search box which you can find on many of the selection/setup windows. For further details please refer to the appropriate section.

- **Reports button**



Shows the commercials report print preview window. The printed report fully reflects browsing options (sorting, filtering, etc.): if you apply a filter, only the commercials that satisfy your criteria will be printed.

- **Cue/prelisten button**



Opens the cue/prelisten window for the current commercial. You can so prelisten the commercial as well as setting mix out value.

- **New button**



Switches the database to insert mode to add a new commercial.

- **Edit button**



Switches the database to edit mode, to edit fields for the current commercial.

- **Delete button**



Deletes the currently selected commercial. You'll see two dialog boxes: the first one will ask you to confirm database record deletion, the second one will ask you to confirm the audio file deletion from the hard disk. When you delete a commercial, it will be also automatically removed from any playlist or commercial break where it has been inserted.

- **Cancel button**



Cancels updates to the current record.

- **OK button**



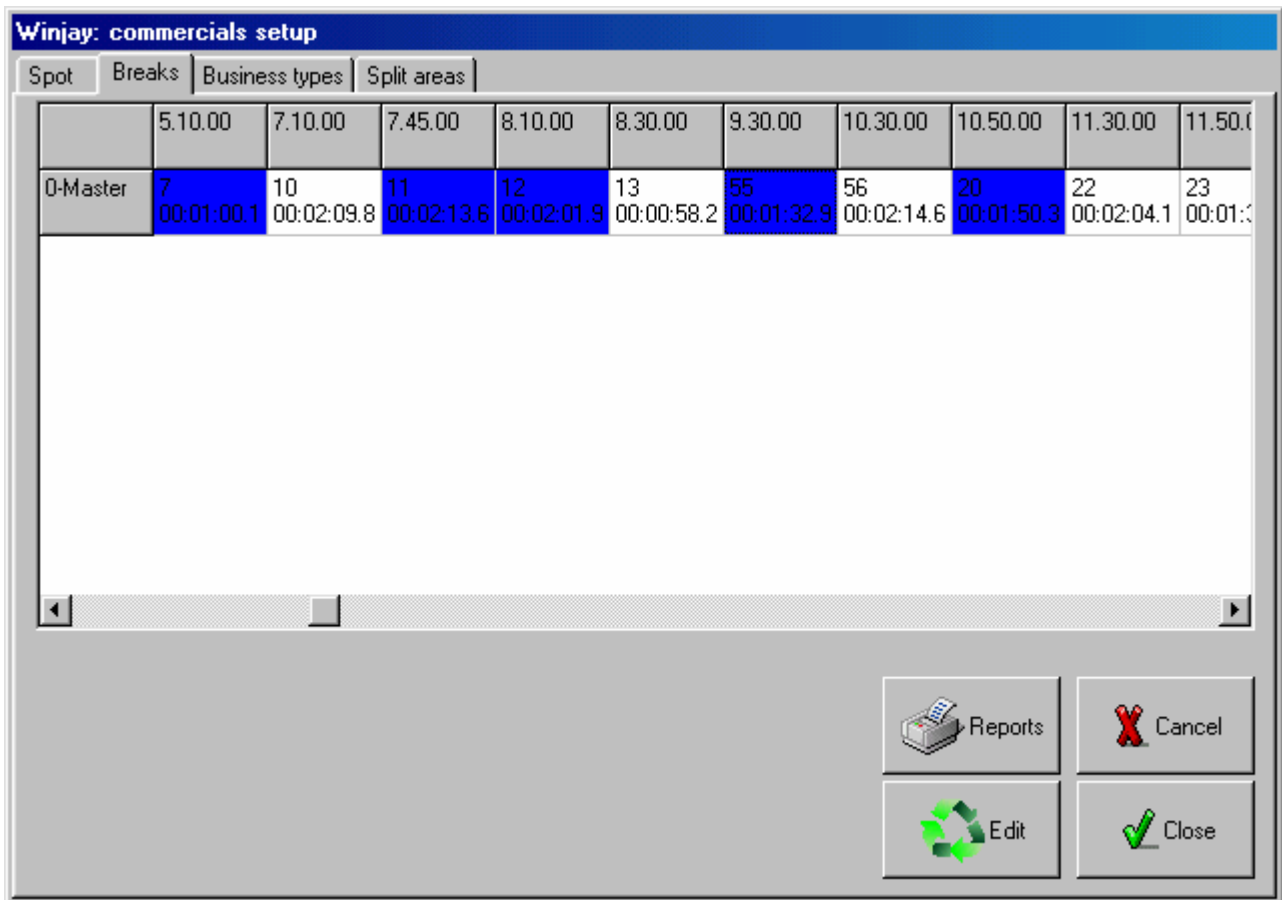
Confirms updates and returns to browse mode. If you are already in browse mode, closes the commercials setup window.



Troubleshooting:

Nothing at the moment!

Pressing the “commercial breaks” tab on the top of the window, you’ll gain access to a procedure for a semi-automatic management of commercial break playlists:



Quickstart (adding a commercial in commercial breaks):

1. First of all, browse the commercial database until you locate the desired one, then press the “commercial break” tab to switch to this window.
2. Press the “Edit” button to enable editing.
3. Click on the cells corresponding to the desired breaks where you want to add the selected commercial; cells will turn blue. If you want to remove your commercial from the particular break, click again on the same cell, and so on.
4. Press the OK button to confirm.



Detailed description

- **Total commercial label**

Shows the total number of breaks where the current commercial has been inserted. This number is automatically updated when you click on the cells to add or remove commercials from the corresponding break.

- **Reports button**



Shows the commercial details report print preview window. This report is useful for printing a list of the breaks where the current commercial has been added.

- **Edit button**



Switches to edit mode. Click again to return to browse mode.

- **Cancel button**



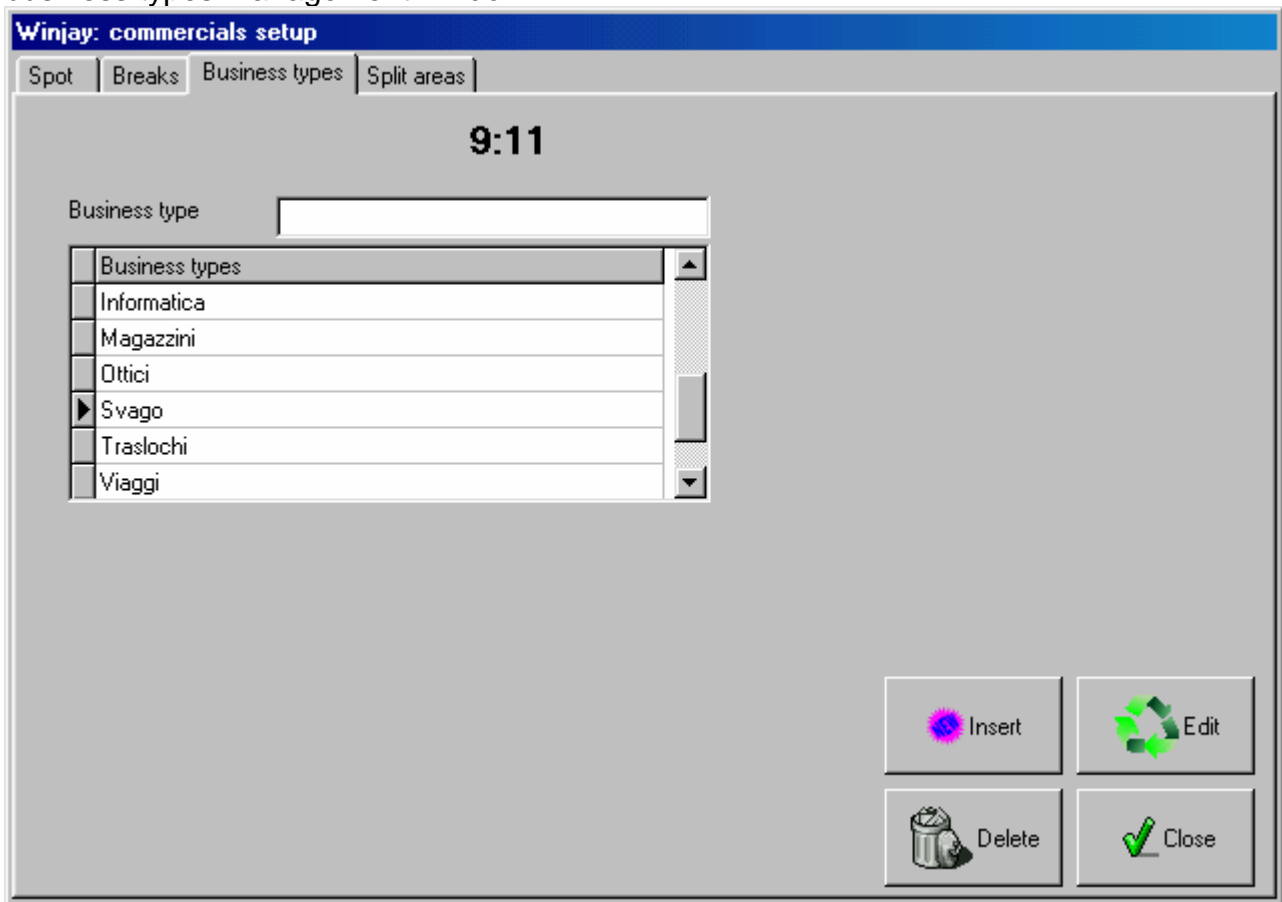
Cancels updates and returns to browse mode.

- **OK button**



Confirms updates and returns to browse mode. If you are already in browse mode, closes the commercial breaks window.

Clicking on the “Business types” tab in the upper part of the screen, you gain access to the business types management window:



Detailed description

- **Business type edit box**

Contains the business type to be added to the database. Just type it in and press the Insert button.

- **Business types grid**

Contains the list of business types in the database. You can navigate the list with the arrows on the right.

- **Insert button**



Adds to the database the business type typed in the edit box.

- **Edit Button**



Edits the selected business type in the database grid according to what typed in the edit box.

- **Delete button**



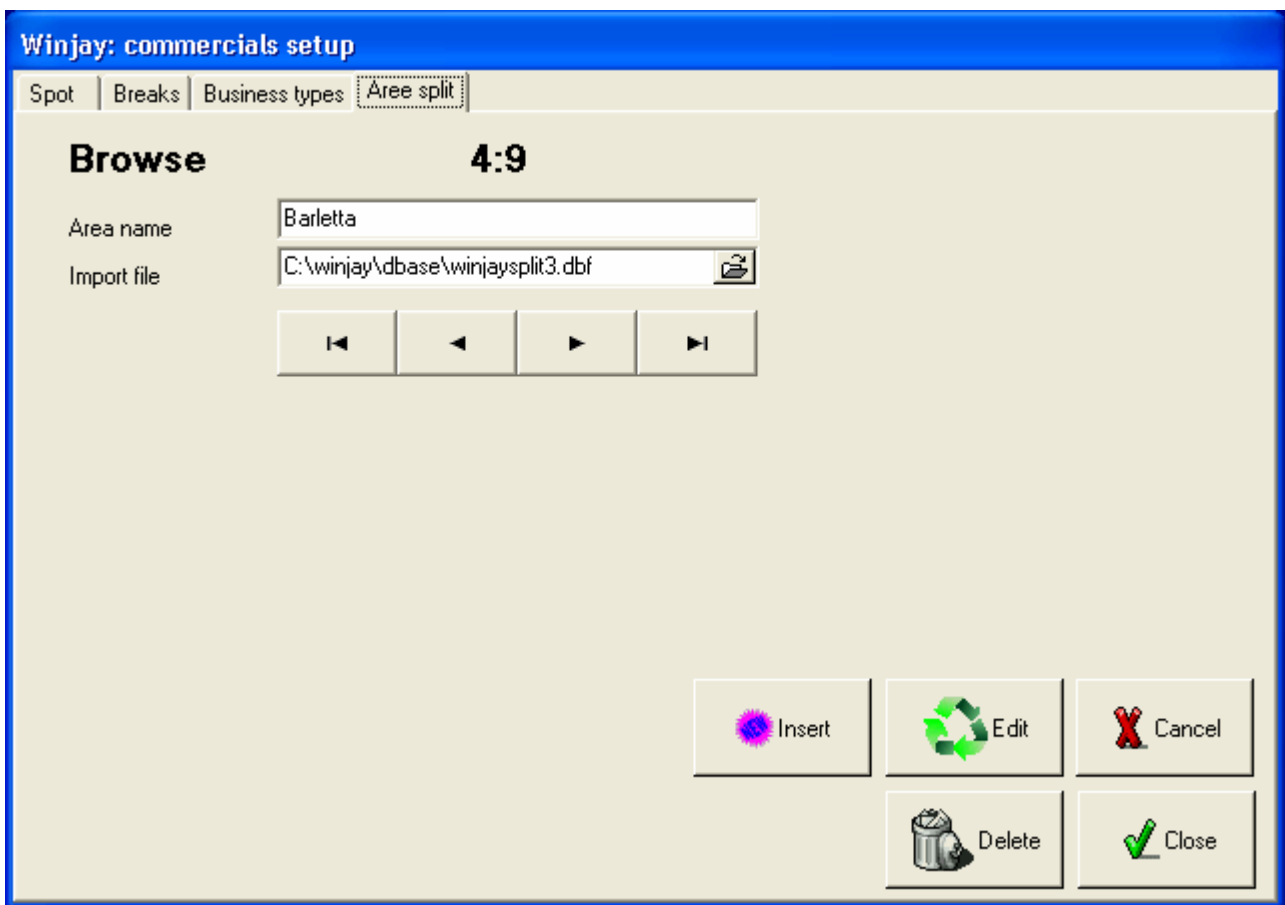
Deletes from the database the currently selected business type in the grid.

- **OK button**



Closes the business types setup window.

Clicking on the “Split area” tab in the upper part of the screen, you gain access to the commercial splitting areas management window. If you didn’t purchase the optional splitting module, please leave the default settings unchanged.



Detailed description

- **Area name Edit Box**

Contains the name of the splitting area in the database.

- **Import File Box**

If commercial programming is imported from an external scheduler like Spotline, this box contains the full path to the import file for the selected area.

- **New button**



Switches the database to insert mode to add a new area.

- **Edit button**



Switches the database to edit mode, to edit fields for the current area.

- **Delete button**



Deletes the currently selected area. When you delete a splitting area, any break belonging to the area will be also automatically removed.

- **Cancel button**



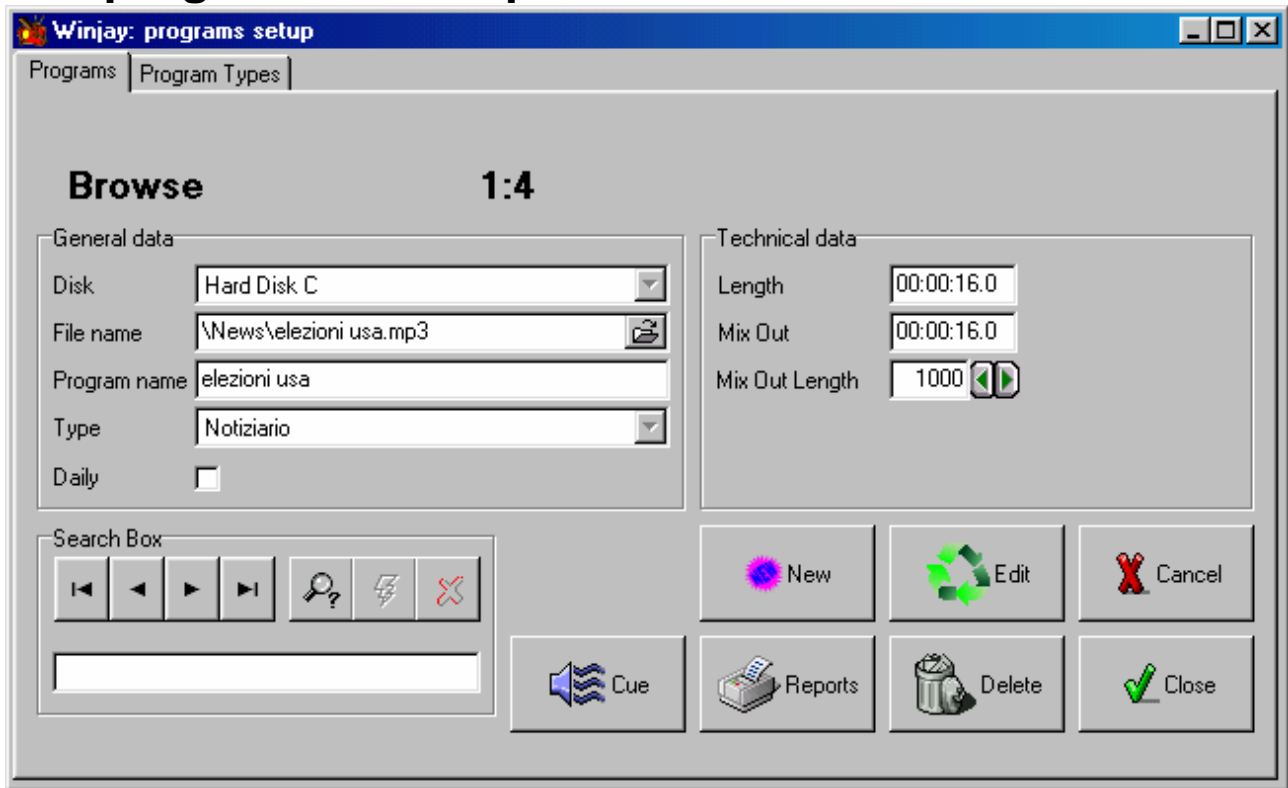
Cancels updates and returns to browse mode.

- **OK button**



Confirms updates and returns to browse mode. If you are already in browse mode, closes the splitting area window.

The programmes setup window



This is the programmes setup window (air shifts, news, etc.) which is recalled from the main setup window to manage the programmes archive.



Quickstart (adding a programme to the database):

1. Press the New button to enter insert mode.
2. Select the disk from the drop-down list, then browse your hard disk for the desired programme using the “open” icon to the right of the file name box.
3. Enter the programme name in the edit box and optionally press the cue/prelisten button if you want to set the mix out value.
4. Press the OK button to confirm when done.



Detailed description

- **Disk combo box**

Contains the hard disk name where the audio track corresponding to the current programme has been stored. Click on the icon on the right of the edit box and choose one of the available disks from the drop-down list. To setup hard disks which will be used to store audio tracks, use the disks setup window.

- **File name edit box**

Contains the file name of the current programme, with full path info except for the hard disk. Click on the “open” icon on the right of the edit box: a standard “file open” dialog window will appear to let you browse your disk for the desired audio file.

- **Programme name edit box**

Contains current programme name.

- **Programme type edit box**

Contains current programme category (for example, air shifts, news, etc.). Click on the icon on the right of the edit box and choose one of the available categories from the drop-down list. To manage the programme types database, click on the tab on the top of the screen.

- **Daily checkbox**

If this box is checked, the current programme is treated as “daily”: this feature turns very useful should you wish to daily broadcast a programme (for example the daily horoscope), but auto-selecting every day a different file: just create a folder called “horoscope” and fill it with the daily files (WAV or MP3), which need to be named in with the date when they should be broadcasted, for example 02282001.wav – 03012001.mp3 etc. Each day the file with the corresponding date will be automatically selected, without the need of manual updates.

- **Length edit box**

Contains current programme length in hh:mm:ss:1/10 sec. This value is automatically filled in as soon as you select the audio file for the current programme.

- **Start edit box**

Contains current programme start marker in hh:mm:ss:1/10 sec. This value is set to 00:00:00.0 when you select the audio file for the current programme, but it is automatically updated once you set the start marker in the cue/prelisten window and confirm changes. You cannot change it manually! If you don't set the start value, the programme will be played from the very beginning of the file (this is normal unless you want to cut blank areas).

- **Mix Out edit box**

Contains current programme mix out point in hh:mm:ss:1/10 sec. This value is set to the jingle length when you select the audio file for the current programme, but it is automatically updated once you set the mix out value in the cue/prelisten window and confirm changes. You cannot change it manually! If you don't set the mix-out value, the programme will be played until the very end of the file.

- **Mix Out Speed box**

Contains the mix out speed for the current programme, which is expressed in a millisecond value between 100 (1/10 of second, hardcut) and 5000 (5 seconds, very slow fade out). To edit the mix-out speed value, press the left-right arrows on the right of the edit box. When a new song is added to the database, this value is automatically set according to the default one in the "Hardware" window.

- **Search box**

This is the search box which you can find on many of the selection/setup windows. For further details please refer to the appropriate section.

- **Reports button**



Shows the programme report print preview window. The printed report fully reflects browsing options (sorting, filtering, etc.): if you apply a filter, only the programmes that satisfy your criteria will be printed.

- **Cue/prelisten button**



Opens the cue/prelisten window for the current programme. You can so prelisten the jingle as well as setting start, intro and mix out values.

- **New button**



Switches the database to insert mode to add a new programme.

- **Edit button**



Switches the database to edit mode, to edit fields for the current programme.

- **Delete button**



Deletes the currently selected programme. You'll see two dialog boxes: the first one will ask you to confirm database record deletion, the second one will ask you to confirm the audio file deletion from the hard disk. When you delete a programme, it will be also automatically removed from any playlist or commercial break where it has been inserted.

- **Cancel button**



Cancels updates to the current record.

- **OK button**



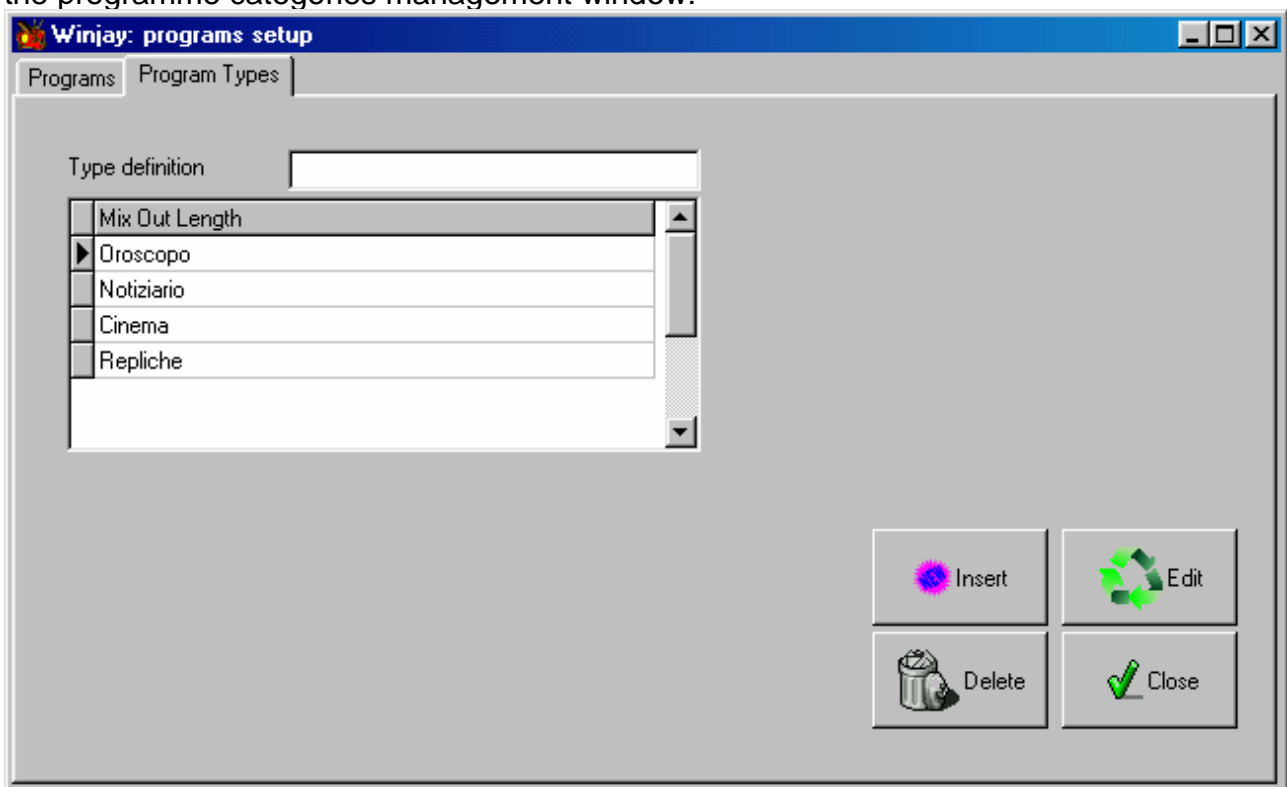
Confirms updates and returns to browse mode. If you are already in browse mode, closes the programmes setup window.



Troubleshooting:

Nothing at the moment!

Clicking on the “Programme types” tab in the upper part of the screen, you gain access to the programme categories management window:



Detailed description

- **Programme type edit box**

Contains the category to be added to the database. Just type it in and press the Insert button.

- **Categories grid**

Contains the list of programme categories in the database. You can navigate the list with the arrows on the right.

- **Insert button**



Adds to the database the category typed in the edit box.

- **Edit Button**



Edits the selected category in the database grid according to what typed in the category edit box.

- **Delete button**



Deletes from the database the currently selected category in the grid.

- **OK button**



Closes the programme categories setup window.

The playlists setup window

Winjay: playlists setup

Playlist selection | Details

Browse

Playlist name: Dance Mix Charts

Start time: 20.00.00

Pre-opener: Pre Spot Dance

Post-opener: Post Spot 1

Length: 00:00:40.7 File name: 3

Auto Start data

Sun Mon Tue
 Wed Thu Fri
 Sat

Enable Auto loading
 Enable Instant start

Loading mode
 Insert Substitute

New Edit Delete Reports Cancel Close

Title	Artist/Type	Length
Amore mio	Daniele Silvestri	00:03:24.0
Angel	Lionel Richie	00:03:58.6
Bang	Dirotta su Cuba	00:03:54.3
Be with you	Enrique Iglesias	00:03:39.9
Bomba	Ramirez	00:02:16.7
Breathless	Corrs	00:03:28.9
Bum Bum	Mabel	00:03:31.9

Quick Search

Item type: Songs

Artist name: Any

BPM min: BPM max: Vote min: Vote max:

Date min: / / 15 Date max: / / 15

Style: Any Nationality: Any

Fixed/Random Filter

This is the playlists setup window, which is recalled from the main setup window to manage the playlists archive. Each playlist can hold a virtually unlimited number of static songs, random songs, jingles, commercials, etc. or any combination of the above. Playlists can be fired manually in live-assist operations, or automatically on the scheduled time and day of week. Other than static playlists (those with pre-defined content), Winjay allows you to create random playlists, where songs are selected in real time just before they're loaded in the on air window, a few moments before going on air. Thanks to this powerful feature you can completely let Winjay choose songs to be played, and so automatically rotate available songs, with minimal or no operator intervention! Of course, you can define precise switches for songs selection: for example, national or international, between a minimum and maximum date, belonging to a precise genre or group, or any combination of the above selection switches. Likewise, you can interleave pre-defined (fixed) songs with randomly chosen songs, and of course random songs each with different selection criteria. Last but not least, playlists are played in loop mode, so you'll never risk to rest without anything on the air just because you schedule was too short! Thanks to this feature, once you own a large bunch of songs, also a simple two items playlist (jingle – random song) can keep your station on air for months, if not years!

From top to bottom of the screen, you'll find:

- An upper area that contains a group of boxes with the relevant data concerning the current playlists, other than the search box. Pressing the details tab, a grid with the list of items contained in the current playlist is shown.
- A bottom area that shows songs, jingles, commercials and other databases from which you select item(s) to include in the playlist, a group of boxes to set filter criteria for random songs selections, and a group of buttons to add or delete items to/from the playlist.



Quickstart (setting up a playlist):

In the following example we'll add to the database a quite complex playlist which will be automatically started on Sunday and Tuesday at 10.00.00 AM. Such complexity will rarely be needed, but you'll find here a bunch of examples to satisfy any possible need. Of course, you cannot add/remove items when database is in browse mode, but you must first enter insert or edit mode depending on your needs.

1. Press the New button to enter insert mode.
2. Enter the playlist name in the edit box, enter 10.00.00 as start time and check Sun and Tue boxes in the start days group.
3. Click on the "details" tab to see the playlist contents grid, which will be of course empty.
4. We are now going to add a static song: in the lower area of the screen, press the "songs" radio button in the "category" group box to select the songs database, which will be shown on the bottom-left of the screen. Browse the database grid, and double click one of the available songs. You'll see the song in the upper grid, meaning it has been added to the playlist.
5. Now let's add a jingle: in the lower area of the screen, press the "jingles" radio button in the "category" group box to select the jingles database, which will be shown on the bottom-left of the screen. Browse the database grid, and double click one of the available jingles. Like above, you'll see the jingle in the upper grid after the song, meaning it has been added to the bottom of the playlist.
6. Time to add a random song: click the "random" button to switch to random songs mode. Select "Indifferent" for the genre, reset if necessary the date edit boxes, select "Any" for nationality. Click the orange up arrow: you'll see a "random song" without any restriction added to the playlist (the upper grid).
7. Let's add some filters to random selections: select "Pop" for the genre, insert a start and end date, select "foreign" for nationality. Click the orange up arrow: you'll see a "random song" with your filter options added to the playlist.
8. Finally we are going to add a time announce: in the lower area of the screen, press the "time announce" radio button in the "category" group box, then click the orange up arrow. You'll see a "time announce" item on top of the upper grid, meaning it has been added to the playlist.

9. Now we have a playlist with 1) a static song, 2) a jingle, 3) a random song 4) a foreign “pop” random song restricted between a min and max date, 5) a time announce. This playlist automatically starts on Sunday and Tuesday at 10.00.00 AM (or can be manually started at will) and loops forever until replaced by the next loaded playlist.
10. Repeat the above steps at will to add more items, and press the OK button to confirm when done.



Detailed description

- **Playlist name edit box**

Contains the name of the current playlist.

- **Start time edit box**

It is possible to manually load a playlist in the on air queue quite the same way as songs, jingles, etc., but a playlist can also be loaded in a fully automatic way on a scheduled time and day of week: for example, you can schedule a dance playlist each saturday night. This box contains the auto-start time for the current playlist in hh.mm.ss.

- **Pre-Opener box**

If you have purchased the “smart-opener” feature, you may select from the drop-down list the mini-playlist wich will be inserted before commercial breaks, usually to announce the song which has been scheduled after the break.

- **Post-Opener box**

If you have purchased the “smart-opener” feature, you may select from the drop-down list the mini-playlist wich will be inserted after commercial breaks, usually to play the song which has been announced before the break.

- **Search box**

This is the search box which you can find on many of the selection/setup windows. For further details please refer to the appropriate section.

- **File name label**

Shows the sequence number of the selected playlist. You cannot change this value since it's auto-incremented every time a new playlist is created..

- **Length edit box**

Contains current playlist length in hh:mm:ss:1/10 sec. This value is automatically calculated when you add/remove items. Of course, random selections are NOT included!

- **Start days check boxes**

Since a playlist can be loaded in a fully automatic way (see before), this boxes contain the start days (if any) of the current playlist: just check the box(es) corresponding to the desired auto-start days, and uncheck the others.

- **Auto loading enable checkbox**

If checked, this playlist can be automatically loaded according to the scheduled start time and days of week. Otherwise, you can only load it manually from the on-air module.

- **Instant start checkbox**

If checked, this playlist will be fired as soon as it has been loaded in the play queue. Otherwise, it will wait for the end of the track currently in air.

- **Loading mode**

In insert mode, the playlist will be inserted in the play queue and other items will be shifted down, quite like commercial breaks. In substitute mode, the old playlist will be unloaded and replaced by the new one.

- **Reports button**



Shows the playlists report print preview window. The printed report fully reflects browsing options (sorting, filtering, etc.): if you apply a filter, only the playlists that satisfy your criteria will be printed.

- **New button**



Switches the database to insert mode to add a new playlist.

- **Edit button**



Switches the database to edit mode, to edit fields for the current playlist.

- **Delete button**



Deletes the currently selected playlist. A dialog box will appear asking you to confirm playlist deletion. When you delete a playlist, it will be also automatically removed from any other playlist where it has been inserted. Of course, any item included in the current playlist (song, jingle, etc.) will be left intact in the corresponding database!

- **Cancel button**



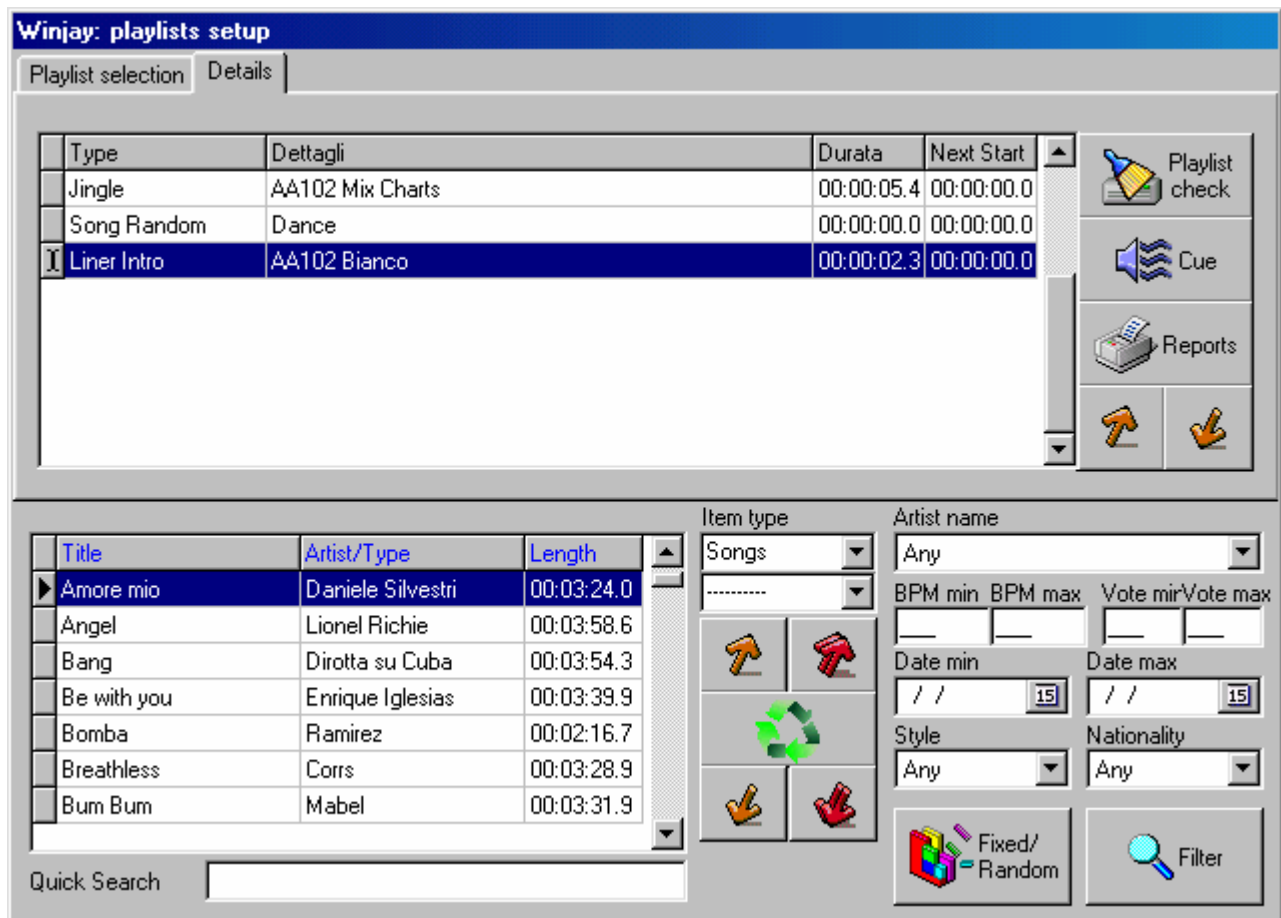
Cancels updates to the current playlist.

- **OK button**



Confirms updates and returns to browse mode. If you are already in browse mode, closes the playlist setup window.

Pressing the details tab, in the upper area you'll see another page with a grid and a group of buttons:



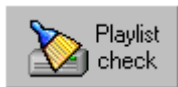
The grid contains the full list of the items contained in the selected playlist. The first column shows song title or jingle/commercial/program name; the second column shows the artist/band that plays the song if it's a static song, the selection criteria if it's a random song, or indicates the item type (for example, "jingle", "commercial", etc.). The third column shows the item length (if it's not a random song), the fourth one the next start marker, which is calculated on the start time scheduled for the current playlist plus the duration of the previous tracks in the playlist (except for random songs): this turns useful to know the approximate start time of a particular item in the playlist. You can navigate the list with the arrows on the right.

For each item in the playlist, in the area underlying the grid there are two further boxes in which it is optionally possible to specify any data on denomination and origin of the event: this way, the data will be automatically inserted in the official log, for example "No stop music" and "Self produced".

Right-clicking on the grid you'll enter a menu through which it is possible to:

- Mark / unmark each item in the playlist as "breakable" (after each item that appears in bold a commercial break may be appended).
- In the case of a random song, show the relative selection switches in bottom-right corner of the window.

- **Playlist check button**



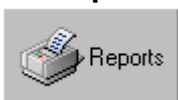
When pressed, a check on the playlist items will be performed: any invalid item (songs/jingles/commercials without a corresponding audio track on disk, commercials out of their start-stop date) will appear red and underlined.

- **Cue/prelisten button**



Opens the cue/prelisten window for the currently selected item in the playlist. This allows you to prelisten it.

- **Reports button**



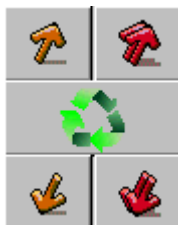
Shows the playlist report print preview window. This will print a list of the items which constitutes the current playlist.

- **Up/Down buttons**



Press one of these buttons to shift one step up or down the selected item in the playlist. If you keep the buttons pressed, an auto-repeat feature will be automatically activated (like pressing the button again and again). You can also move items up or down in the playlist with a simple drag-and-drop operation: highlight the desired item and drag it to the new position before releasing the mouse button.

- **Add/Remove buttons**



Use this group of arrow buttons in the bottom right of the screen to add or delete an item to/from the current playlist. From left to right, from top to bottom, the first button (orange up arrow) adds to the playlist only the highlighted item in the selected database (songs, jingles, etc.), the second button (double red up arrow) adds to the playlist all items contained in the selected database, middle button replaces the highlighted item in the playlist with the highlighted item in the selected database, the third button (orange down arrow) deletes from the playlist the selected item in the playlist grid, and last button (double red down arrow) empties the playlist.

- **Songs/jingles/commercials/programmes grids**

Depending on the item selected on the category drop-down box in the lower area of the screen, the grid in the bottom left will show the list of records contained in the selected database table. The first column shows song title or jingle/commercial name; the second column shows the artist/band that plays the song, or the jingle/commercial/programme category; the third column shows the item length. You can navigate the list with the arrows on the right. The lists are ordered alphabetically by first column.

- **Quick search box**

This works the same way as the quick search box found on selection/setup windows: just type in the edit box the first letters to use as search key (for example, title of songs or jingles, etc.) and the database will be automatically moved to the first record which matches your criteria.

- **Category boxes**

The upper box allows to select the main category (song, jingle, liner, etc.) which contents will be shown on the left grid, the bottom one the sub-category (for example liner intro, liner end of song, etc.).

- **Filter button**



It is possible to filter the songs database to restrict the view only to the items that satisfy user-defined criteria. This feature turns useful if you want to add to a playlist a bunch of static songs belonging to a certain genre and/or between a minimum and maximum date. Just specify selection criteria in the following boxes and press the filter button to restrict the view. Pressing again the button returns to full view.

- **Fixed/Random button**

Other than static playlists (those with pre-defined content), Winjay allows you to create random playlists, where songs are selected in real time just before they're loaded in the on air window, a few moments before going on air. Thanks to this powerful feature you can completely let Winjay choose songs to be played, and so automatically rotate available songs, with minimal or no operator intervention! Of course, you can define precise switches for songs selection: for example, national or international, between a minimum and maximum date, belonging to a precise genre or group, or any combination of the above selection switches. Likewise, you can interleave pre-defined (fixed) songs with randomly chosen songs, and of course random songs each with different selection criteria. To add a random song, just press this button to switch in random mode, set your desired filter criteria in the boxes (genre, nationality, min and max vote, BPM and date), and leave blank (or set to "any") criteria which you don't want to take into account, then click the orange up arrow to add your song(s).

- **Artist selection box**

Allows to select the artist on which you want to filter the database.

- **Min/max BPM box**

Allows to select the minimum and maximum BPMs on which you want to filter the database.

- **Min/max vote box**

Allows to select the minimum and maximum vote on which you want to filter the database.

- **Start date edit box**

Contains the minimum date for songs database filtering. To insert the date, type it in directly or click on the icon on the right of the edit box: a calendar will appear which points to the current date. The 4 arrows on hit allow you to 1) move to the previous year, 2) move to the previous month, 3) move to the next month, 4) move to the next year. Once you have selected the right year and month, just click on the day shown on the calendar to confirm.

- **End date edit box**

Contains the maximum date for songs database filtering. To insert the date, type it in directly or click on the icon on the right of the edit box: a calendar will appear which points to the current date. The 4 arrows on hit allow you to 1) move to the previous year, 2) move to the previous month, 3) move to the next month, 4) move to the next year. Once you have selected the right year and month, just click on the day shown on the calendar to confirm.

- **Nationality combo box**

Contains the nationality for songs database filtering. Click on the arrow icon on the right of the edit box and choose one of the available nationalities from the drop-down list.

- **Genre combo box**

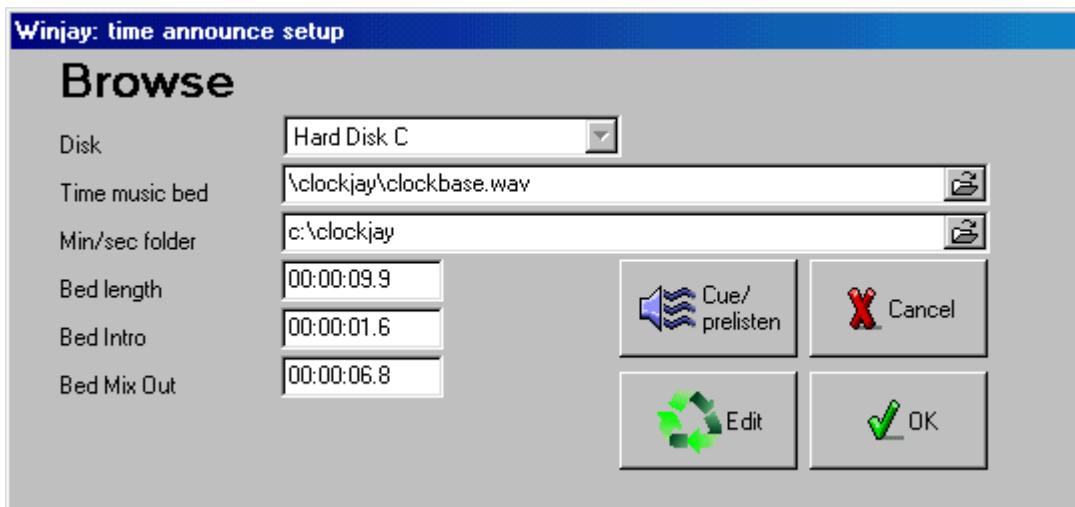
Contains the genre for song database filtering. Click on the arrow icon on the right of the edit box and choose one of the available genres from the drop-down list. To setup genres which will be used to identify audio tracks, use the genres setup window.



Troubleshooting:

- A playlist which loads in “replace” mode must contain at least two items. Otherwise it may not work correctly when loaded in the on air window!
- The on-air module searches for the following scheduled playlist in 1 minute interval: for such a reason, start time of playlists programmed for the same day of the week must be distanced at least 1 minute + value of the spot forewarning time (in seconds), otherwise the next playlist may not be loaded in the queue.
- If a commercial break is loaded in the queue, any playlist loaded in the meantime is automatically queued after the last track of the break (including the opener song, if present).
- If the queue contains tracks belonging to other playlists (replace or insert mode), these are automatically removed from the queue when the new playlist is loaded.

The time announce setup window



Winjay has a powerful time announce on music bed feature: you can broadcast an attractive and live-sounding hours-minutes time announce anytime you want, manually or automatically in a playlist or commercial break. This is the time announce setup window, called as usual from the main setup window.



Detailed description

- **Disk combo box**

Contains the hard disk name where the audio track corresponding to the time announce time base has been stored. Click on the icon on the right of the edit box and choose one of the available disks from the drop-down list. To setup hard disks which will be used to store audio tracks, use the disks setup window.

- **Time music bed edit box**

Contains the file name of the music bed which will be used for time announce, with full path info except for the hard disk. Click on the “open” icon on the right of the edit box: a standard “file open” dialog window will appear to let you browse your disk for the desired audio file.

- **Min/sec folder**

Contains the folder where the spoken time announces themselves (hours and minutes) are stored: they are automatically chosen according to the system clock and overlapped to the music bed just when time announce is broadcasted. Sample music bed and time announces are included with Winjay software package, but of course you can customize your announces and music bed with your own sound tracks. You need 24 files corresponding to hours and 60 files corresponding to minutes. Audio files must be named as h00.wav, h01.wav, ..., h23.wav for hours and m00, m01, ..., m59 for minutes.

Considering that they're very short, we suggest using plain PCM wav files to ensure a faster start.

- **Length edit box**

Contains music bed length in hh:mm:ss:1/10 sec. This value is automatically filled in as soon as you select the audio file.

- **Intro edit box**

Usually intro time identifies the exact point when you start hearing the singer voice. In the time announce setup, you specify an intro time to indentify the exact point in the music bed where the speaker must begin time announce (it's xx and yy minutes). This value is set to 00:00:00.0 when you select the music bed audio file, but it is automatically updated once you set the intro value in the cue/prelisten window and confirm changes. You cannot change it manually! If you don't set the intro value, the time announce will as soon as the music bed starts playing.

- **Mix Out edit box**

Contains music bed mix out pount in hh:mm:ss:1/10 sec. This value is set to the audio track length when you select the audio file for the music bed, but it is automatically updated once you set the mix out value in the cue/prelisten window and confirm changes. You cannot change it manually! If you don't set the mix-out value, the music bed will be played until the very end of the file.

- **Cue/prelisten button**



Opens the cue/prelisten window for the selected music bed. You can so prelisten the bed as well as setting intro and mix out values.

- **Edit button**



Switches the database to edit mode to edit fields in the current window.

- **Cancel button**



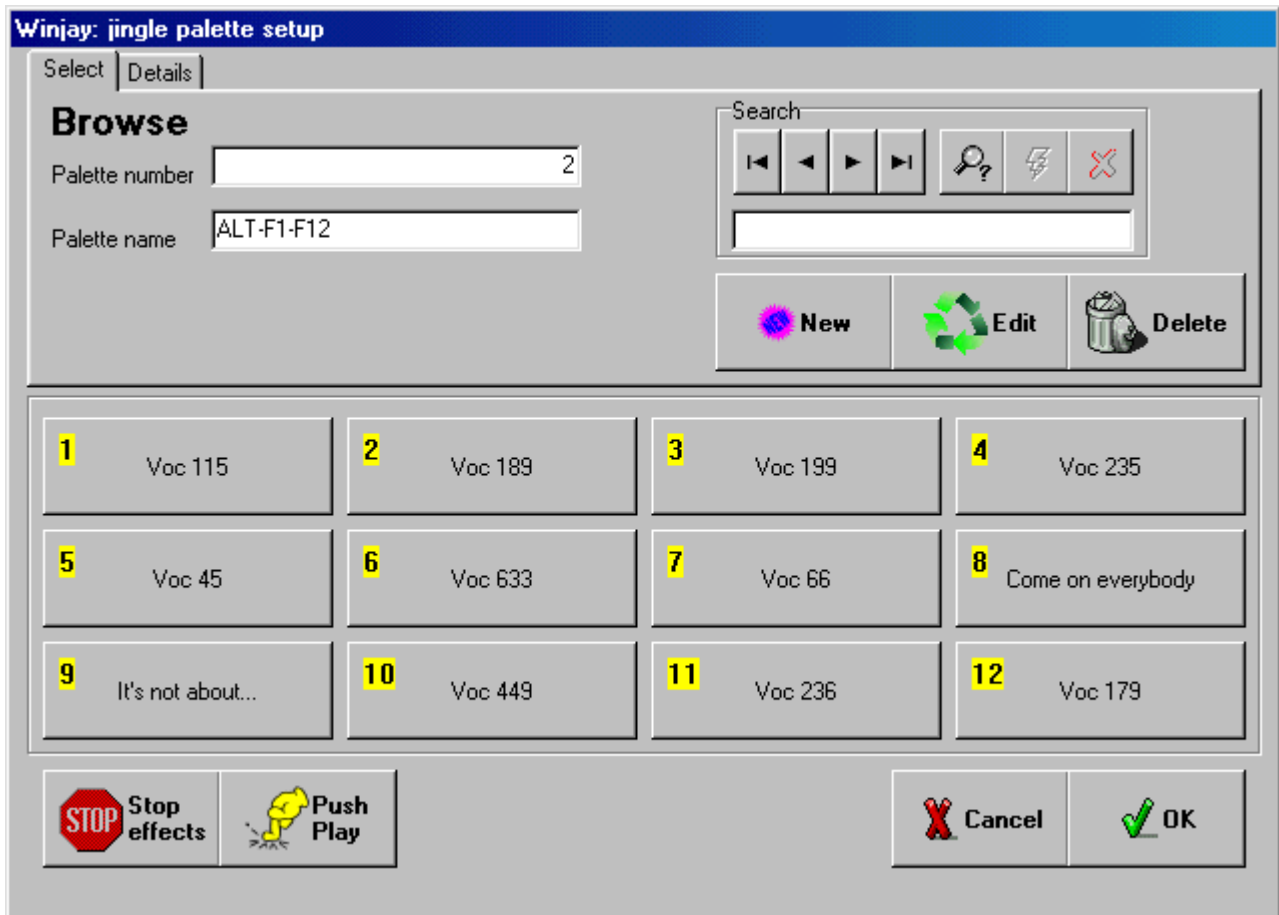
Cancels updates to the current window.

- **OK button**



Confirms updates and returns to browse mode. If you are already in browse mode, closes the time announce setup window.

The jingle palette setup window



This is the jingle palettes setup window: it is called from the main setup window to manage the jingle palettes archive. Each jingle palette can hold up to 12 jingles and/or audio effects, each of them can be instant fired and automatically overlapped to the on air tracks. You can create a virtually unlimited number of palettes: each DJ can so setup his own jingle palette according to his music taste and/or programming environment, without any imposed limits if not his creativity!

From top to bottom of the screen, you'll find:

- Indications for the current palette number and name, and the search box, to locate the desired archived palettes. Pressing the details tab, a grid with the list of the available jingles is shown: each button can be assigned to an existing jingle or audio effect.
- A group of 12 buttons, each one corresponding to one of the the jingles and/or audio effects contained in the selected palette.
- Another group of buttons to manage additional features and to close the window.



Detailed description

- **Palette number edit box**

Shows the sequence number of the selected palette. You cannot change this value since it's auto-incremented every time a new palette is created. Jingles and/or audio effects contained in the first 4 palettes (totally 48 jingles and/or audio effects) can also be directly recalled from the on air windows pressing function keys (ALT, CTRL, SHIFT +) F1-F12.

- **Palette name edit box**

Contains the name of the selected jingle palette, according to the user setup. You cannot change the name of the first 4 palettes since they correspond to the 4 groups assigned to the function keys on your keyboard.

- **Search box**

This is the search box which you can find on many of the selection/setup windows. For further details please refer to the appropriate section.

- **New button**



Switches the database to insert mode to add a new jingle palette.

- **Edit button**



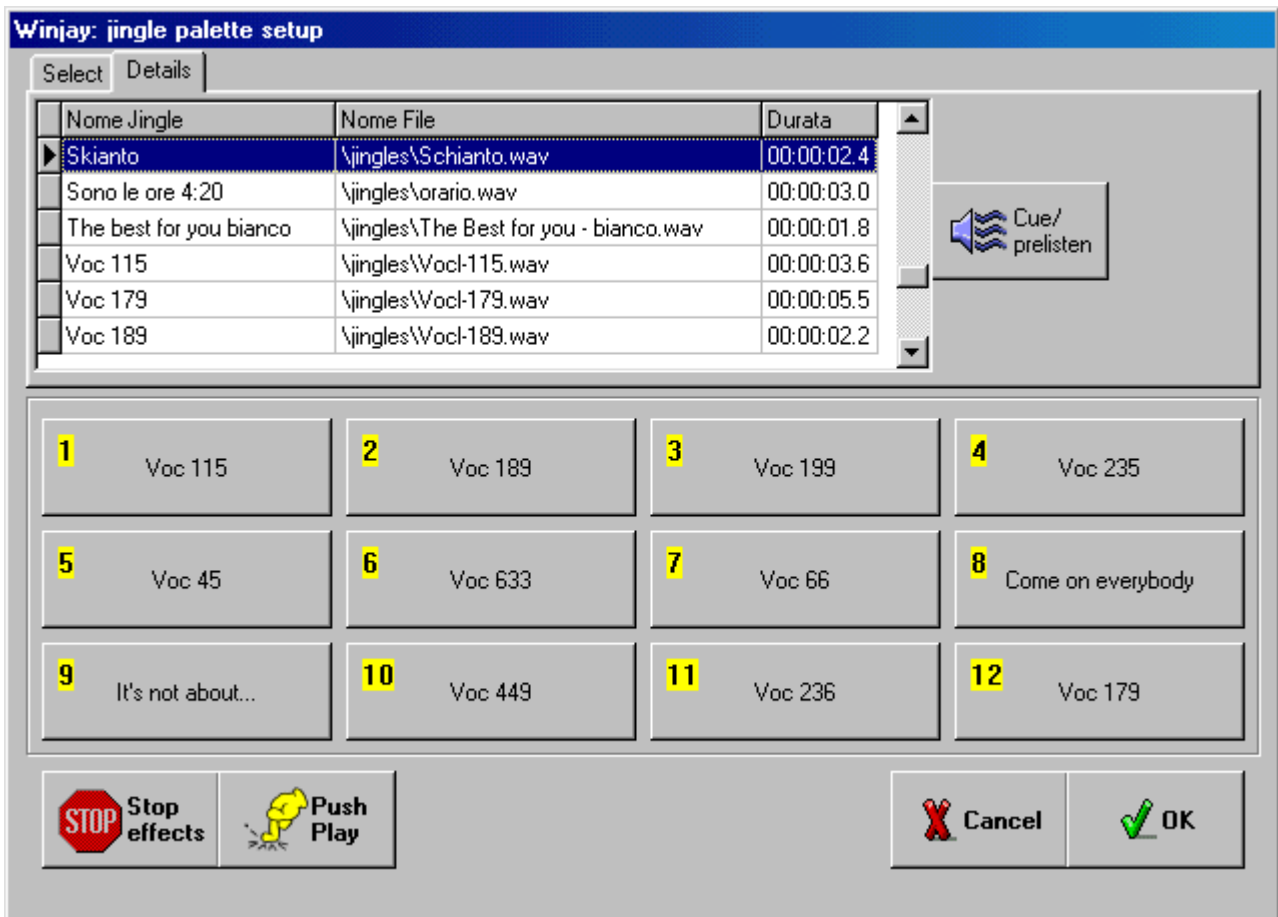
Switches the database to edit mode, to edit fields for the current jingle palette.

- **Delete button**



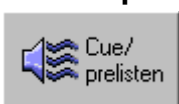
Deletes the currently selected jingle palette. A dialog box will appear asking you to confirm playlist deletion. Of course, any jingle included in the current palette will be left intact in the corresponding database! Note: you cannot delete the first 4 palettes, since they are assigned to function keys F1-F12, <ALT>F1-F12, <CTRL>F1-F12, <SHIFT>F1-F12.

Pressing the details tab, in the upper area you'll see another page containing the jingles' database grid and a cue/prelisten button:



To assign a jingle or audio effect in the database to a button on the jingle palette just to a simple Drag and Drop: drag an item from the upper grid and drop it to the desired button in the palette. The button caption will be updated with the new jingle name. Repeat the same step for other buttons and press the OK button to confirm when done.

- **Cue/prelisten button**



Opens the cue/prelisten window for the currently selected item in the grid. This allows you to prelisten it.

- **Play buttons**



Each button corresponds to a jingle and/or audio effect. Just press a button to fire the corresponding track, whose name is shown on the button itself.

- **Stop Effects button**



Stops any jingle and/or effect which is currently playing, for example in case of improper start or if you want to play only the first segment.

- **Push Play button**



When you click one of the 12 play buttons you normally start the corresponding track, which is played till it's over. When you enable the "push play" feature (button pressed) the track starts playing but stops as soon as you release the button. You can so create some interesting DJ-like effects!

- **Cancel button**



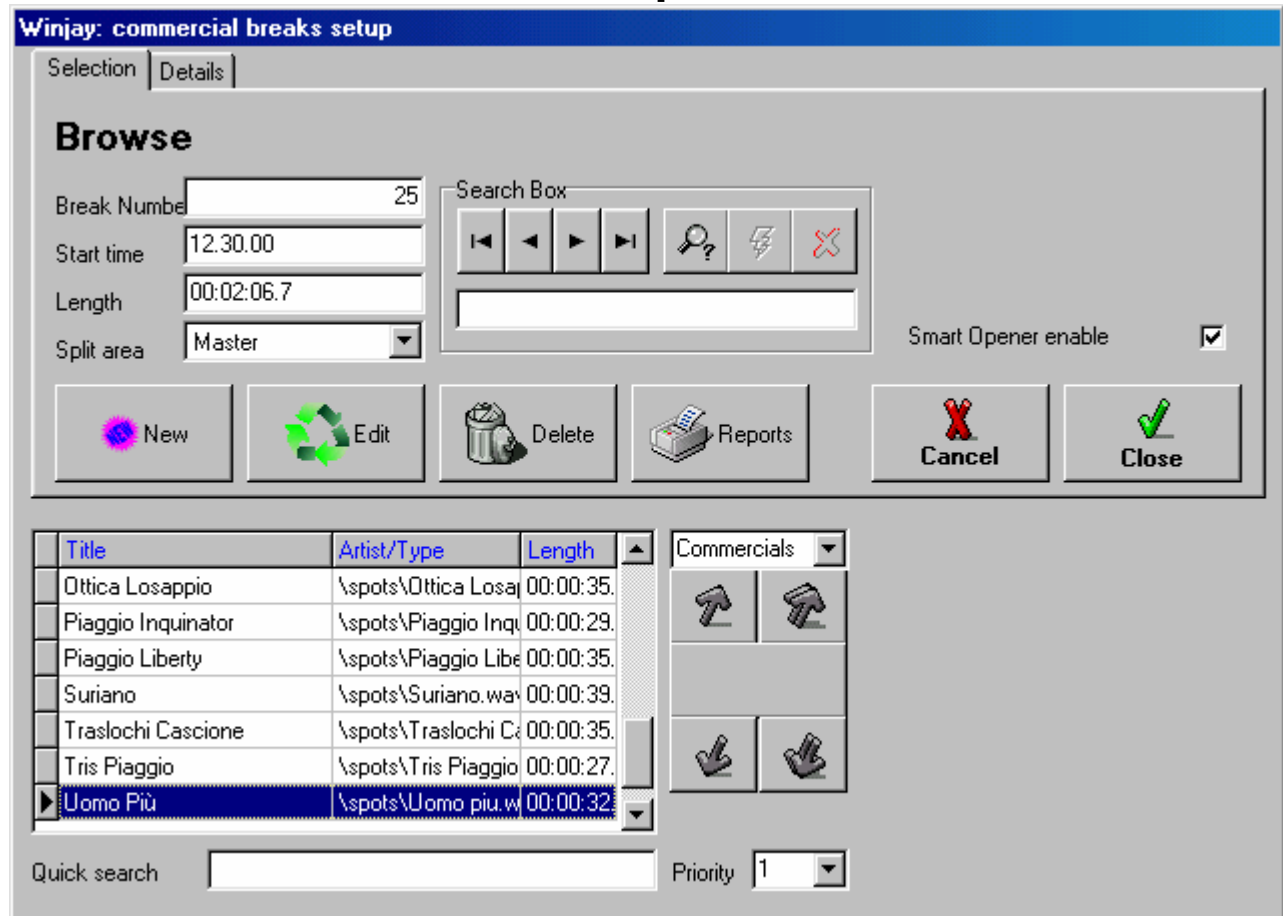
Cancels pending updates and closes the jingle palette window.

- **OK button**



Confirms changes when in edit/insert mode and closes the jingle palette window.

The commercial breaks setup window



This is the commercial breaks setup window: it is called from the main setup window to manage the commercial breaks archive. Each break can hold a virtually unlimited number of songs, jingles, commercials, time announce, etc. or any combination of the above. Commercial breaks are automatically fired according to their start time: their items will load in the upper boxes on the play queue, shifting down the rest of the queue for a high priority broadcasting!

From top to bottom of the screen, you'll find:

- An upper area that contains a group of boxes with the relevant data concerning the current commercial break, other than the search box. Pressing the details tab, a grid with the list of items contained in the current break is shown.
- A bottom area that shows songs, jingles, commercials databases from which you select item(s) to include in the break, and a group of buttons to add or delete items to/from the commercial break.



Quickstart (adding a commercial break):

In the following example we'll add to the database a quite complex commercial break which will be fired at 10.00.00 AM. Such complexity will rarely be needed, but you'll find here a bunch of examples to satisfy any possible need. Of course, you cannot add/remove items when database is in browse mode, but you must first enter insert or edit mode depending on your needs.

1. Press the New button to enter insert mode.
2. Enter 10.00.00 as start time in the corresponding edit box.
3. Click on the "details" tab to see the commercial break contents grid, which will now be empty of course.
4. We want to start our commercial break with a time announce: in the lower area of the screen, select "time announce" from the "category" drop down menu, select "10" in the priority box so the time announce will always be on top of the break, then click the orange up arrow. You'll see a "time announce" item on top of the upper grid, meaning it has been added to the break.
5. Now let's add a jingle (for example a commercial break intro): in the lower area of the screen, select "jingles" from the "category" drop-down menu to select the jingles database, which will be shown on the bottom-left of the screen. Browse the database grid, select "10" in the priority box, and double click one of the available jingles. Like above, you'll see the jingle in the upper grid after the time announce, meaning it has been added to the bottom of the break.
6. We are now going to add a song (for example a promo): in the lower area of the screen, select "songs" from the "category" drop down menu to select the songs database, which will be shown on the bottom-left of the screen. Browse the database grid, and double click one of the available songs. You'll see the song in the upper grid, meaning it has been added to the break.
7. Time to add commercials! In the lower area of the screen, select "commercials" from the "category" drop-down menu to select the commercials database, which will be shown on the bottom-left of the screen. Browse the database grid, and double click one of the available commercials. You'll see the commercial in the upper grid, meaning it has been added to the break.
8. Finally, let's add the closing jingle. In the lower area of the screen, select "jingles" from the drop-down menu to see the list of jingles in the database, select "1" in the priority box, so this jingle will also be the last item in the break, then double click on the desired jingle. As before, your jingle has been added to the commercial break.
9. Now we have a commercial break with 1) a time announce, 2) an opening jingle, 3) a promo song 4) a commercial, 5) a closing jingle. This break automatically starts every day at 10.00.00 AM on top of the play queue, shifting down any other item, When over, previous items in the play queue (if any) are resumed.
10. Repeat the above steps at will to add more items, and press the OK button to confirm when done.



Detailed description

- **Break number edit box**

Shows the sequence number of the selected commercial break. You cannot change this value since it's auto-incremented every time a new break is created..

- **Start time edit box**

Commercial breaks must be automatically fired according to their start time: insert here scheduled start time in hh.mm.ss for the current break.

- **Split Area Box**

If the commercial splitting module is used, contains the splitting area for the current commercial break or "Master" for the network area or if the splitting module is not used.

- **Search box**

This is the search box which you can find on many of the selection/setup windows. For further details please refer to the appropriate section.

- **Group box**

The "Group" and "Step rotation" controls allows to enable and control if desired the rotation of schedule times for commercial breaks. It is possible to associate every commercial break to a group (from "A" to "Z"), so that the breaks belonging to a group will only rotate within their own group. For example it is possible to identify "peak time" breaks with the letter "A", and the other ones with the letter "B" .

- **Rotation Step Box**

This value controls the rotation step for commercial breaks. For example, supposing that you've scheduled a commercial break every 15 minutes, if you set the step to 1, the commercial break scheduled today at 9.30 will be scheduled tomorrow at 9.45, the next day at 10.00 o'clock and so on. If you set the step to 2, the break scheduled at 9.30 today will be scheduled at 10.00 tomorrow, then at 10.30, and so on.

- **Length edit box**

Contains current commercial break length in hh:mm:ss:1/10 sec. This value is automatically calculated when you add/remove items.

- **Enable smart opener box**

If checked, the smart opener feature will be enabled for this commercial break according to its settings in the playlist currently on air (if any). Sometimes you may wish to disable the smart opener features, for example in pseudo-commercial breaks (like short sponsors, etc.)

- **Reports button**



Shows the breaks report print preview window. The printed report fully reflects browsing options (sorting, filtering, etc.): if you apply a filter, only the breaks that satisfy your criteria will be printed.

- **New button**



Switches the database to insert mode to add a new commercial break.

- **Edit button**



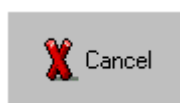
Switches the database to edit mode, to edit fields for the current commercial break.

- **Delete button**



Deletes the currently selected commercial break. A dialog box will appear asking you to confirm playlist deletion. Of course, any item included in the current break (song, jingle, etc.) will be left intact in the corresponding database!

- **Cancel button**



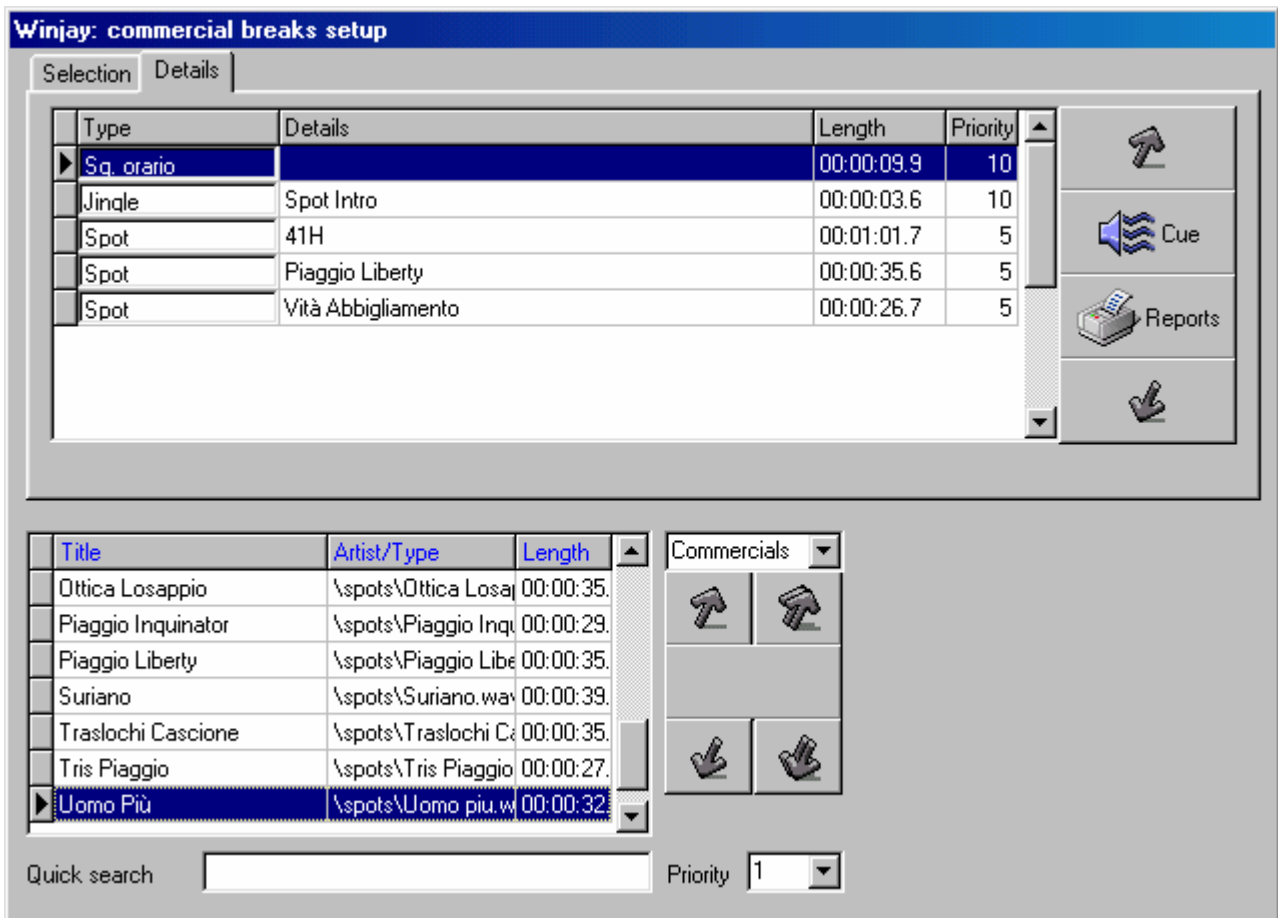
Cancels updates to the current commercial break.

- **OK button**



Confirms updates and returns to browse mode. If you are already in browse mode, closes the commercial breaks setup window.

Pressing the details tab, in the upper area you'll see another page with a grid and a group of buttons:



The grid contains the full list of the items contained in the selected commercial break. The first column shows song title or jingle/commercial name; the second column shows the artist/band that plays the song, or the indication “jingle” or “commercial”; the third column shows the item length, the last one the item priority. Any commercial outside of its start and end broadcasting date will be highlighted in red and underlined.

- **Cue/prelisten button**



Opens the cue/prelisten window for the currently selected item in the commercial break. This allows you to prelisten it.

- **Reports button**



Shows the commercial break report print preview window. This will print a list of the items which constitutes the current break.

- **Up/Down buttons**



Press one of these buttons to shift one step up or down the selected item in the break. If you keep the buttons pressed, an auto-repeat feature will be automatically activated (like pressing the button again and again). You can also move items up or down in the playlist with a simple drag-and-drop operation: highlight the desired item and drag it to the new position before releasing the mouse button.

- **Add/Remove buttons**



Use this group of arrow buttons in the bottom right of the screen to add or delete an item to/from the current commercial break. From left to right, the first button (orange up arrow) adds only the highlighted item in the selected database, the second button (double red up arrow) adds to the break all items contained in the selected database (songs, jingles, etc.), the third button (orange down arrow) deletes from the break the selected item in the break commercial break grid, and last button (double red down arrow)

empties the list.

- **Songs/jingles/commercials grids**

Depending on the item selected on the category group box in the lower area of the screen, the grid in the bottom left will show the list of records contained in the selected database table. The first column shows song title or jingle/commercial name; the second column shows the artist/band that plays the song, or the indication "jingle" or "commercial"; the third column shows the item length. You can navigate the list with the arrows on the right. The lists are ordered alfabetically by son title, jingle, commercial or playlist name.

- **Quick search box**

This works the same way as the quick search box found on selection/setup windows: just type in the edit box the first letters to use as search key (for example, title of songs or jingles, etc.) and the database will be automatically moved to the first record which matches your criteria. When the songs database is selected, you can search by title or by artist depending on how the database has been sorted.

- **Category drop-down menu**

Allows to select the database (songs, jingles, commercials or playlists) or the macro (time announce) from which you want to select the item to be added to the commercial break. It is also possible to insert in the playlist a "start split" signal to drive any external equipment for commercial splitting purposes. The "start split" is a TTL signal available between pins 2-18 on the parallel port determined by the LPTAddress parameter in the file winjay.ini

For example, the line

```
LPTAddress=$378
```

Enables the parallel port located at 378 hex, usually the LPT1.

- **Priority box**

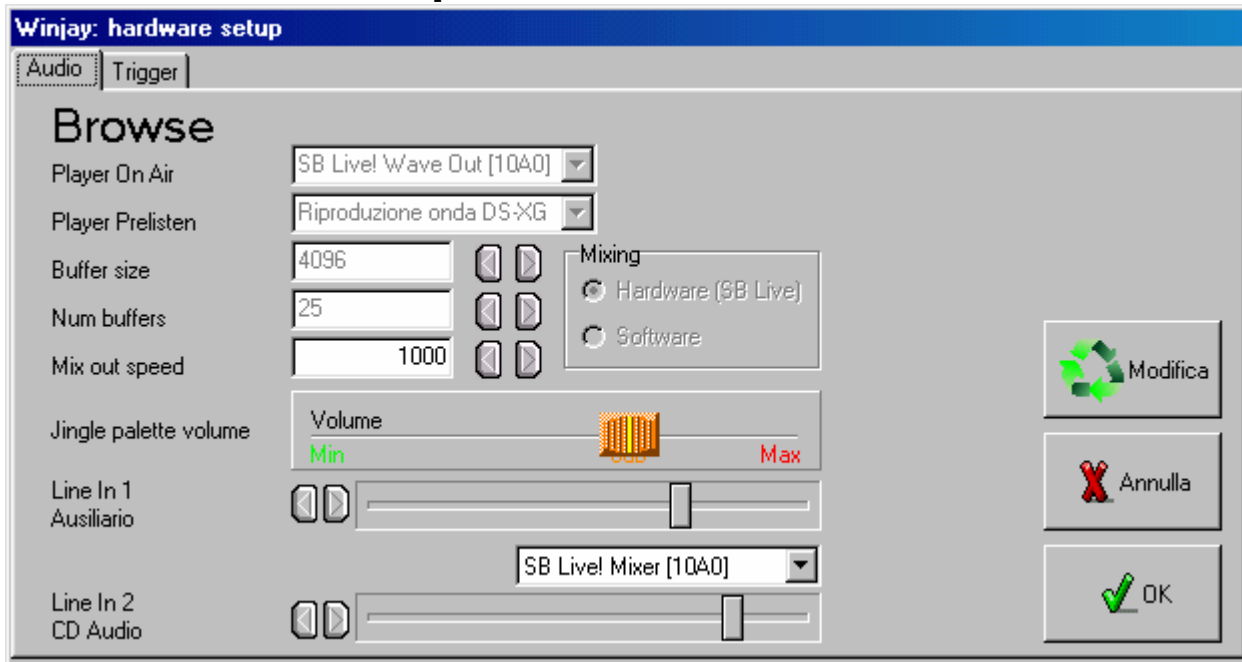
Allows to select the priority you want to assign to an item before adding it to the commercial break. Usually you set to 9 or 10 to items which must be on te top of the list (opening jingle, time announce, etc.) and priority 1 to items which must be at hthe end of the commercial break (closing jingle). Commercials are automatically set with their own priority which you should have previously set in the "commercials" window (from 2 to 8).



Troubleshooting:

- You cannot have schedule than one commercial break with the same start time. Otherwise an error is raised when you confirm updates to the database.
- It is not possible to insert the same commercial twice in the same break. Also in this case, an error is raised when you confirm updates to the database.
- The on-air module searches for the following scheduled commercial break in 1 minute intervals: for such a reason, breaks schedule time must be distanced at least 1 minute + value of the spot forewarning time (in seconds), otherwise the next break may not be loaded in the queue.
- If a commercial break is loaded in the queue, any playlist loaded in the meantime is automatically queued after the last track of the break (including the opener song, if present).
- If the queue contains tracks belonging to a previously loaded break, these are automatically removed from the queue when the new break is loaded. You may override this feature by setting
ReplaceBreak=0
in the winjay.ini file.

The hardware setup window



This is the hardware setup window, which is recalled from the main setup window to associate Winjay players' outputs to audio cards, set the audio operating environment and "triggers" if you have purchased the trigger/satellite automation module. To fully take advantage of Winjay features the on air workstation needs two audio cards (or a multi-channel card): one for the on air channel (Sound Blaster Live strongly suggested), and one for cue/prelisten output (also a cheaper card will do). The setup workstation only needs one audio card.

Warning!!! Once you're done with changes to the audio setup, you must restart both Winjay and Winjay Setup to validate changes.

Note: unlike other setup/database management windows, audio cards setup cannot be done on a networked workstation. In other words, you must launch the setup module on the same workstation where you must do the audio setup. So, if your system is made of one on air PC and one setup workstation, you must launch the setup module twice, locally on each PC, since their respective audio cards will be quite surely different.



Detailed description

- **On Air / Prelisten players combo boxes**

Contain sound card associated with the respective player output. Click on the icon on the right of the edit boxes and choose one of the available cards from the drop-down list. You will normally use one card (Sound Blaster Live!) for on-air players, and a separate one for prelisten player, for a simultaneous cueing without affecting on-air output.

- **Buffer size box**

Contains the buffer size (in bytes) used for audio players. To change this value, click on the arrows to the left of the edit box. A value of 4096 is OK for general use.

- **Number of buffers box**

Contains the total number of audio buffers used for audio players. To change this value, click on the arrows to the left of the edit box. A value between 20 and 25 is OK for general use.

- **Mix Out speed**

When an audio track reaches it's mix out marker, Winjay starts playing the next one and at the same time fades out the current track. Mix out speed can be user defined: just specify a value in milliseconds between 100 (0,1 seconds, hard cut) to 5000 (5 seconds, very slow). Values between 700 and 1500 are appropriate for general use. Of course, you may always edit mix out speed track by track according to your needs.

- **Mixing radio buttons**

One of the most important features in a real automation software is the possibility to overlap more than one audio outputs from different players, to implement mixings, cross-fades between songs and/or jingles, overlapping jingles and audio effects to songs, etc. To reach this goal, Winjay uses 8 virtual audio players: the first three of them are for the play queue items, the next three ones are for jingle palette items, the last ones for virtual speakers, other than another player for cue/prelistening. All on-air players' outputs are usually mixed and directed to the on air audio card. To overlap two or more tracks, we can follow two ways: software overlap (mixing is done by the main CPU) and hardware overlap (mixing is done by the audio card, if this can implement hardware mixing). In the first option, since it is the main CPU which does the mixing, we are wasting precious system resources and so tracks starting speed may be affected especially if your system CPU is slow. With hardware mixing it's your sound card which does the job, so also an old clunker (like a 200 MMX CPU based machine) can overlap without major problems. So, if your PC is equipped with an audio card capable of hardware mixing (like Sound Blaster Live!) don't think twice before setting hardware mixing!

- **Jingle Palette Volume slider**



Sets the startup volume for any item launched by the jingle palette or function keys. You can so balance audio effects with on air stuff according to

your needs.

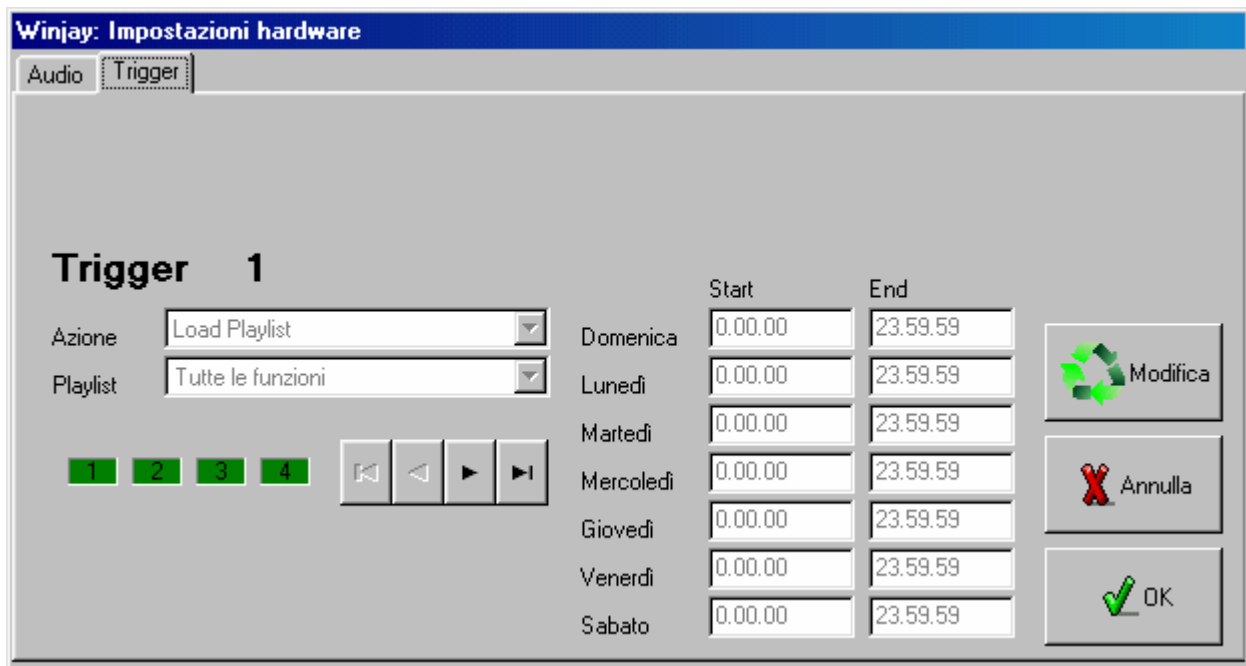
- **Liner fade slider**



Sets the volume of the tracks when a liner is fired i.e. if the slider is set to -10 dB, when a liner is fired the music will be 10 dB down until the liner comes

to its over. Setting the spider to 0dB or more has no effect.

Press the “trigger” tab on the top of the window to access the trigger setup window:



Triggers are contact or relay closures on the joystick port found on the majority of today's sound cards. Thanks to triggers, you'll be able to launch playlists or simply make the play queue advance like when you press a play button or hit the space bar.

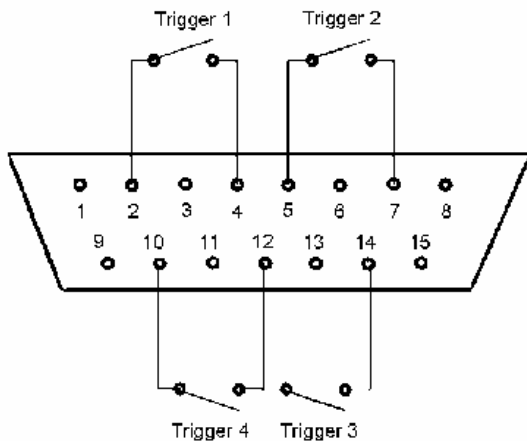
Since playlists can contain virtually any kind of event (including line in), you'll be able to open or close external feeds by relay closure and so you may broadcast news or other stuff from satellite feeds in a totally automatic way.

The four green LEDs the lower-left of the screen will be lit when the corresponding trigger is closed; this will allow you to test your triggers setup on the joystick port.

Triggers from 1 to 4 correspond to a relay closure on the corresponding contact, triggers from 5 to 8 correspond to a relay opening on the same contacts: this turns useful when a relay closure, instead of signaling the start of the event, keeps closed for the whole event and reopens when the event is over.

To assign a playlist or a Play event to a trigger:

- Move to the desired trigger (from 1 to 4) with the navigation buttons
- Press the “Edit” button to enter edit mode
- Use the drop down menus to select the desired action and playlist to launch
- If you wish, set the time interval where you wish the trigger will be active
- Press the “OK” button to confirm.



For the trigger feature to work correctly, first of all you should connect to the joystick port using the diagram on the left (for the preliminary checks you may also wish to use an ordinary joystick). You also have to add some 100 K-Ohm resistors between pins 1-3, 1-6, 9-11, 9-13: otherwise Window will report the joystick as “not connected” and triggers won’t work. You should also jump together pin 12 with pin 4 (or 5).

In order to complete your setup, you should install joystick drivers:

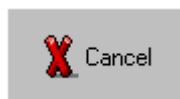
- From Windows control panel, double click on the “joysticks” icon.
- For Windows98, click on “Add”, select “2 axis-2 buttons joystick”, then click “OK”. Repeat the last step to add the second joystick.
- For Windows2000/XP, click on “Add”, select “2 Joysticks 2-axys 2-buttons on the same port”, then click “OK”.
- In the “Joysticks” window you should now see the list of the ones you’ve just added. If they’re working fine, in the “Status” column you should see “OK”.

- **Edit button**



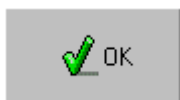
Switches the database to edit mode to edit fields in the current window.

- **Cancel button**



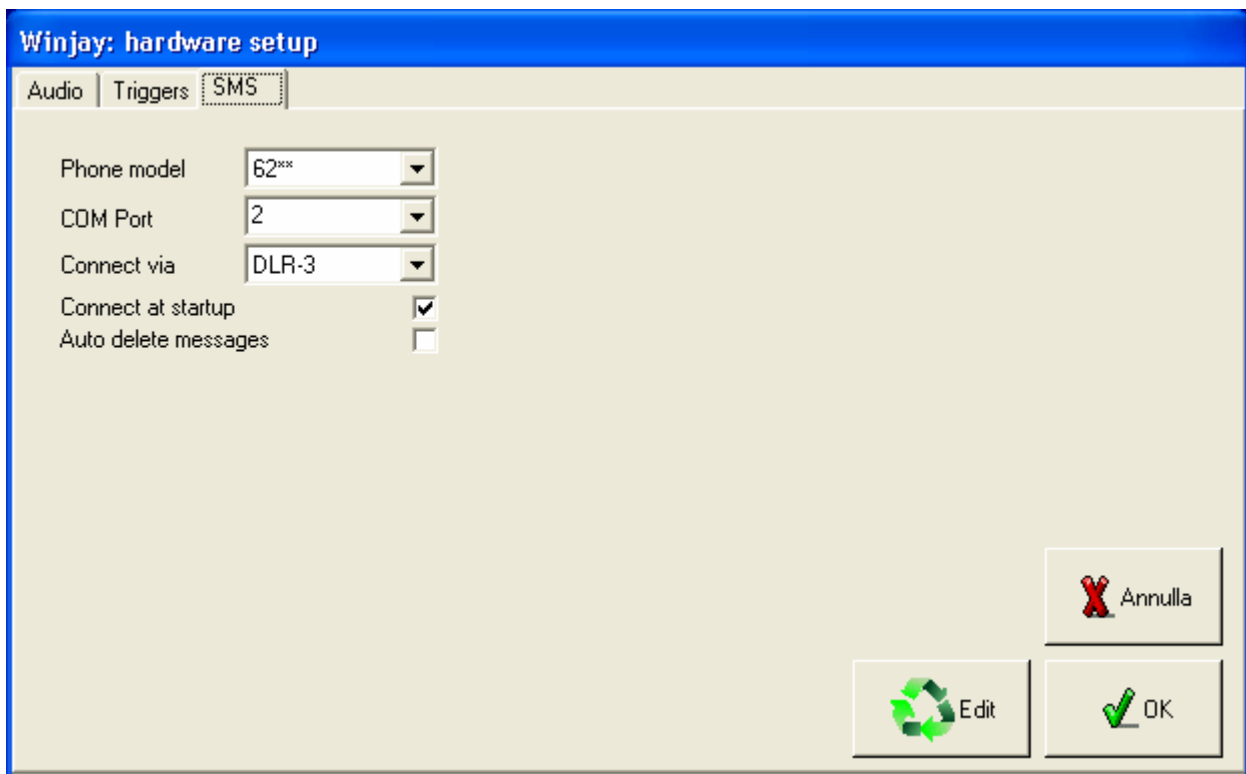
Cancels pending updates to the hardware setup.

- **OK button**



Confirms updates and closes the hardware setup window.

Press the "SMS" tab on the top of the window to access the SMS setup window:



The SMS module allows to receive, file and browse SMS messages sent to your radio station without any expensive hardware component: you just need an ordinary Nokia cellular phone with its DAU9P or DLR3 interface cable. Currently Winjay supports the following Nokia phones: 3210, 3310, 5110, 5130, 5190, 6110, 6130, 6150, 6190, 6210, 6250, 7110, 7190, 8210, 8250, 8290, 8810, 8850, 8890.



Detailed description

- **Phone model Box**

Allows to select the phone model in use.

- **COM Port Box**

Allows to select the serial port where the phone is connected to.

- **Connect Via Box**

Allows to select the interface type used to connect the phone.

- **Connect at Startup Checkbox**

If checked, all'avvio di Winjay attempts to connect to the phone and synchronize messages each time the software is started.

- **Auto Delete Messages Checkbox**

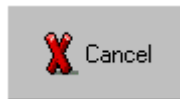
If checked, each message received and stored in the database will be automatically deleted from the phone memory.

- **Edit button**



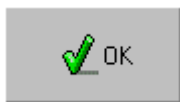
Switches the database to edit mode to edit fields in the current window.

- **Cancel button**



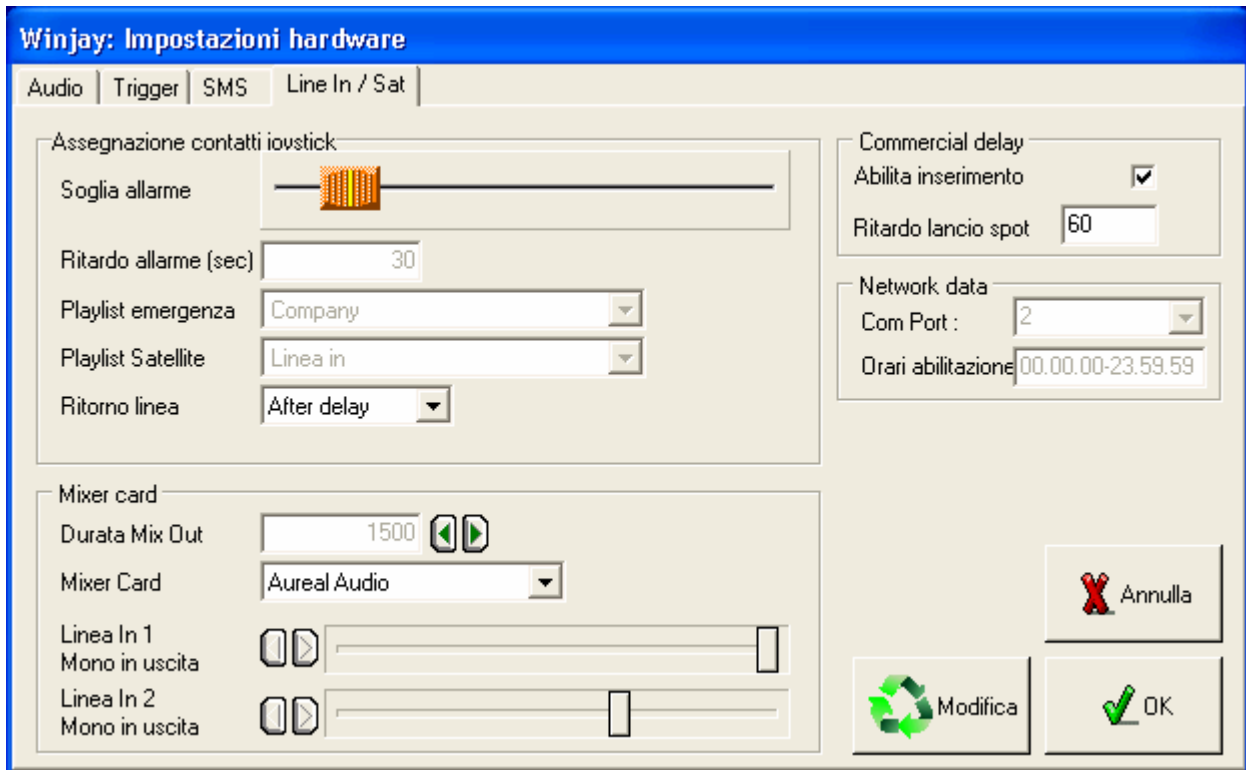
Cancels pending updates to the SMS setup.

- **OK button**



Confirms updates and closes the SMS setup window.

Press the “Line In/Sat” tab on the top of the window to access the external feeds setup window:



- **Alarm threshold slider**



Sets the threshold value under which the input signal is considered as “blank”, while above the same threshold is considered valid. Setting the

slider at about 1/5 of its run has proved appropriate .

- **Alarm delay**

Sets the alarm delay in seconds: when the time is over, the input signal status flips from “blank” to valid and vice-versa.

- **Emergency playlist**

Allows to select the playlist which should be launched in case of emergency, when the blank audio on the input line has lasted more than the set delay.

- **Satellite playlist**

Allows to set the playlist which should be launched in case the line in input flips again to valid status after the alarm delay time is over. Usually, this is the playlist containing the “Line In” events.

- **Linea return**

Sets the Line In return mode. You may flip back to the Line In playlist just after the delay is over, or only when the next commercial break is over.

- **Monitor Line**

Enables and sets the Line In channel when the input signal must be checked (Line In 1 or Line In 2).

- **Mix Out speed**

Just like an ordinary audio track, also satellite feeds may be crossfaded. When a Line In event is over, Winjay can fade out the externa feed according to the set speed. Mix out speed can be user defined: just specify a value in milliseconds between 100 (0,1 seconds, hard cut) to 5000 (5 seconds, very slow). Values between 700 and 1500 are appropriate for general use.

- **Line In 1 / 2 section**



If you have purchased triggers/satellite module, here you specify details for line in channels. First of all, set the sound card which will be used for

this purpose (usually, the on-air card), choose the desired mixer channel with the arrow buttons, then use the slider to set the volume.

- **“Commercial delay” section: enable – commercial start delay**

Consente di impostare un intervallo di tempo massimo durante il quale Winjay continua a ritrasmettere il segnale sull'ingresso linea fino a quando non riceve l'impulso di start dal satellite. A tale scopo, viene generato e lanciato “al volo” un evento Line In della durata impostata; se allo scadere del tempo non è stato ricevuto lo start, la barra pubblicitaria partirà comunque automaticamente.

Per abilitare la funzione è sufficiente aggiungere il segno di spunta sul box ed impostare il tempo desiderato in secondi.

- **“Network data” section: COM port – enable times**

For Italian Lattemiele and Tam Tam Network affiliates, this feature allows to display track details according to real-time data received from satellite, although the software is in simple rebroadcasting mode. Just select the serial port where the data feed is connected to. You may also set a group of time intervals in which you wish the data displaying is active. Just type in the box your groups of start-stop times, splitting groups with a semicolon: for example the 09.30.00-10.15.00;11.00.00-11.30.00 string enables the feature from 9,30 to 10,15 and from 11 to 11,30. To disable this feature, set the COM port as “Disabled”.

- **Edit button**



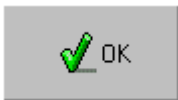
Switches the database to edit mode to edit fields in the current window.

- **Cancel button**



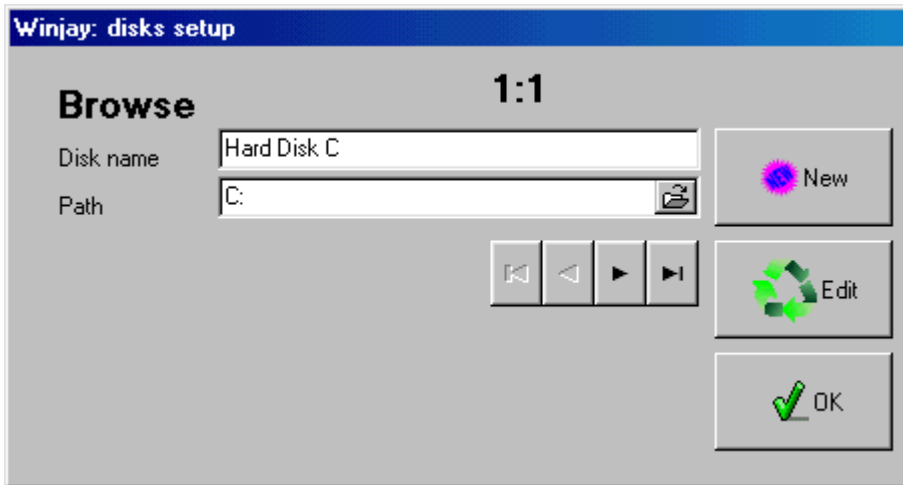
Cancels pending updates to the Line In window.

- **OK button**



Confirms updates and closes the Line in setup window.

The disks setup window



This is the disks setup window: it is called from the main setup window to setup local or networked hard disks where you will store audio tracks (songs, jingles, commercials, etc.) This is a very powerful feature, since every audio file will not be statically linked to a disk path; instead, you can initially setup Winjay on a single PC, populate databases, and then upgrade to a networked system without having to edit databases to change every audio file path with the networked one: just replace the disk path in this window and you're done!



Detailed description

- **Disk name edit box**

Contains a mnemonic name which you can assign to the disk for easier identification.

- **Disk path edit box**

Insert here the full path to the current (local or networked) disk. If your PC is a stand alone one, hard disks are to be considered local ones (they physically reside on the same PC where you run Winjay): in this case their path is simply "C:" or "D:" (without quotations). If your system is a networked one, you may wish to share hard disks with audio tracks, so you can access audio tracks stored on the on air PC from any of the networked workstations. Enable network sharing of hard disks (see Windows95/98 user guide for further details) and fill the box with the hard disk network path, which will be now like \\<computer_name>\<disk_name> for example [\\SERVER\DISK-C](#)
Warning!!! Do NOT add any '\' to the end of the path!!!

- **Navigation buttons**



This group of 4 buttons allows to browse the database (sequentially move from record to record). From left to right, the first button moves to the first record in the database, the second button to the previous, the third button to the next, the last to the last record in the database.

- **New button**



Switches the database to insert mode to add a new disk.

- **Edit button**



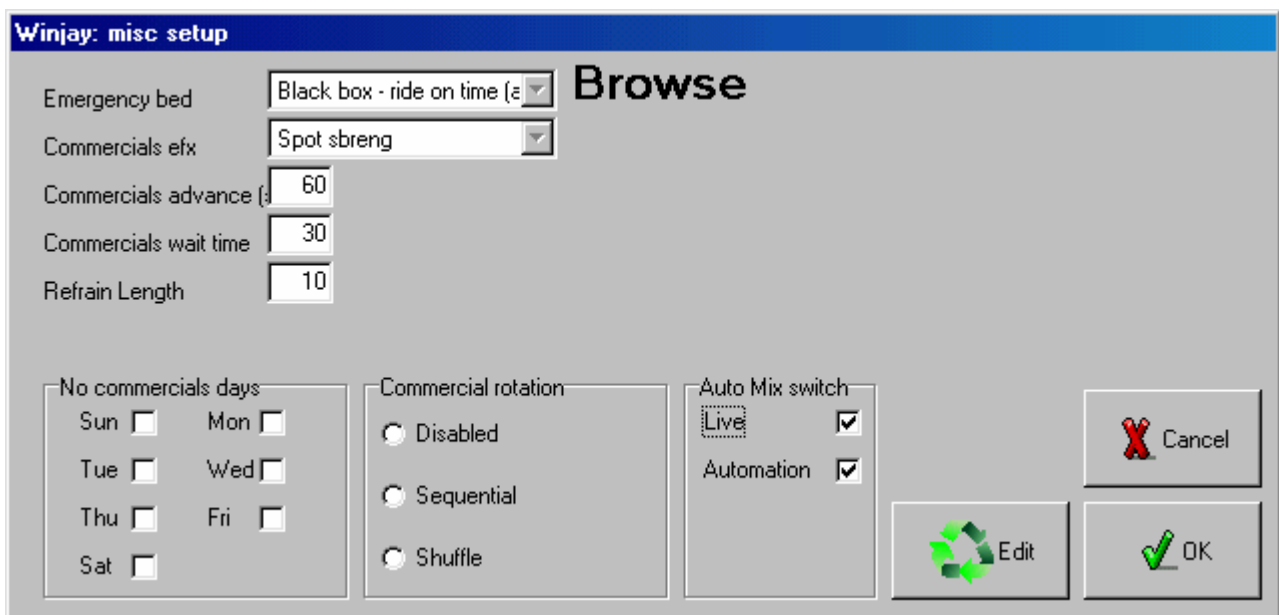
Switches the database to edit mode, to edit fields for the current disk.

- **OK button**



Confirms updates and closes the disks setup window.

The misc setup window



This is the miscellaneous setup window, which allows to setup various stuff which could not be classified in more specific categories.



Detailed description

- **Emergency bed box**

Allows to specify an item from the jingle database which is set as emergency bed. This can be quickly recalled from the on air windows should you need to fill unexpected empty spaces on-air.

- **Commercial efx**

Allows to specify an item from the jingle database (often a fast sound effect) which will be automatically mixed between a commercial and the next one in every commercial break.

- **Commercial break advance time**

Since the commercial breaks needs to wait the end of the item currently on air, it is suggested to load commercial breaks in the play queue with some time in advance comparing to the scheduled start time. This way, a better approximation on the scheduled start time can be obtained.

- **Commercials wait time**

Allows to specify a time interval between the start of the blinking "SPOT" label and the time when the breaks are really loaded in the play queue. This way, if the software is used for live assist, DJs are allowed to defer if needed loading of the commercial break in the play queue.

- **Refrain length box**

If the smart-opener module is installed, this box allows you to specify the standard refrain length starting from the song intro, should a song with no refrain markers is randomly selected.

- **Songs stand-by Box**

Allows to set a default stand-by time for each new song added to the database.

- **Artists stand-by Box**

Allows to set a default stand-by time for each new artist added to the database.

- **Disable commercial breaks on**

If needed, check the corresponding boxed to disable loading of commercial breaks on one or more days of week.

- **Commercial rotation**

Defines the kind of rotation to be used on commercial breaks.

Disabled: commercials are broadcasted in the same order of the playlist.

Sequentiale: commercials are shifted down each time the commercial break is loaded in the play queue: the first commercial becomes the second one, the second becomes the third one, the last becomes the first one.

Shuffle: commercials are shuffled each time the commercial break is loaded in the play queue. With this option another check is performed to avoid if possible that one or more commercials belonging to the same business type are broadcasted in sequence.

In any case, rotation is only performed on the items whose priority value is between 2 and 8: this way the opening and closing jingles are left intact in the respective places in the playlist.

Import from Ram-Comm: Winjay internal commercial scheduler is disabled, and scheduling is directly read from Ram-Comm export file. You should set the path to this file in the winjay.ini as in the example that follows:

```
RamCommDB = "c:\pal-comm.mdb"
```

In any case, items with 10, 9 and 1 priorities in the breaks will be loaded anyway: this way, it is possible to keep items such as time announce, opening and closing jingles, etc.

Import from Spotline: as above, however in this case the import file (or files, should commercial splitting feature is used) must be set in the commercial setup window, "split areas" section, in the "import file" box, for example:

```
c:\palin.dbf
```

Import from Etere 10 DOS: as above. Also here, the path to the import file must be set as above, for example: c:\et_p00.dbf

If any of the scheduling import features is selected, you must add each commercial both in Winjay and your management software. Then, you will do the planning directly from your external scheduler, and finally you will have to export the schedule file according to Winjay import file path. It is important that the to make to coincide the denomination of the spot on Winjay and on the external scheduler, so that Winjay will be able to associate commercials in the export file with its own ones and create its schedule; for example, in the case of Etere 10 DOS, linking is done according to the COD_PROGRA field of the export file produced by Etere.

- **Auto Mix Switch**

Winjay can automatically switch from manual to auto mix mode each time you hit the soace bar or press one of the Play buttons. This feature can be selectively enabled for live assist (no playlist loaded) or automation mode (i.e. when a playlist is loaded).

- **Edit button**



Switches the database to edit mode to edit fields in the current window.

- **Cancel button**



Cancels pending updates to the misc setup.

- **OK button**



Confirms updates and closes the misc setup window.

The station log window

Date	Start time	End time	Type	Details	Produced by
05/03/2001	20.44.09	20.44.09	System message	Winjay start	
05/03/2001	20.44.21	20.44.21	Playlist	Dance Mix Charts	
05/03/2001	20.44.22	20.44.22	Jingle	All right	
05/03/2001	20.44.23	20.44.23	Song	I got the music - Systematic	
05/03/2001	20.44.37	20.44.37	Liner	Beep beep - Liner Intro	
05/03/2001	20.44.44	20.44.44	System message	Winjay shutdown	
10/03/2001	9.08.59	9.08.59	System message	Winjay start	
10/03/2001	9.09.13	9.09.13	Playlist	Dance Mix Charts	
10/03/2001	9.09.16	9.09.16	Song	Sun is shining rmx - Bob Marley	
10/03/2001	9.09.35	9.09.35	System message	Winjay start	

Log istituzionale Playlists
Commercial breaks Songs
Jingles Spots
Time announces Line In
Liner News
Voice Track Programme
Start Split System messages
Start date: // 15 End date: // 15

Filter
Item type
 Songs
 Jingles
 Commercials

Title	Artist/Type
All aboard remix	Ava and Stone
All around the world	Silvia Coleman
Amore mio	Daniele Silvestri
Angel	Lionel Richie

Quick search: _____

Reports Basic log Edit Update OK

During program execution, all events (tracks broadcasting, playlist loading and unloading, system messages, etc.) are logged and timestamped to monthly log files. Any time you need to have a look at Winjay activity, you just have to open this window.



Detailed description

- **Filter feature**

Since every event is logged, the log itself soon becomes very wide! That's why it is often required to filter the database for a specific section according to user defined criteria: just use the comprehensive filter group box in the middle of the screen, just under the log grid:

- On the left you see a group of check boxes, each one corresponding to a well defined log item. They can filter out the corresponding kind of event if unchecked. For example, if you want to list just songs events, check the songs checkbox and uncheck all the others. Any combination of checked/unchecked boxes is allowed.
- "Start date" and "end date" check boxes: selecting dates, you can restrict the list to a well defined date interval. When you open the log window, the database containing the log for the current month is automatically recalled.

In the right area of the filter group box another group of tools allows you to filter the log for all occurrences of a specific song, jingle, or commercial. Just select the desired category (songs/jingles/commercials), locate and highlight the desired item in the corresponding database with the quick search feature, and press the “Filter” button to activate filter.

- **Reports button**



Shows the log report print preview window. The printed report fully reflects browsing options (filtering, etc.): if you apply a filter, only items that satisfy your criteria will be printed. For example, you can print only occurrences of the selected commercial for your customer.

- **Edit button**



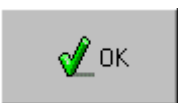
Switches the database to edit mode, to edit or add items (for example, you can add songs played from an external CD player to get a complete log).

- **Update button**



Updates the log grid with latest events following window opening.

- **Pulsante OK**



Closes the station log window.

System messages:

The station log will also report some system-generated messages. Here is a short list and explanation:

1. "Winjay start" – shows date and time of program startup.
2. "Winjay shutdown" – shows date and time of program shutdown.
3. "Shuffle flag reset: <song filter details>" – a shuffle flag reset for the indicated selection criteria has occurred in the songs database.
4. "Warning! Empty selection: <selection details>" – during playlist execution Winjay has attempted to select a song from a filtered database, but your selection criteria (genre, nationality, min and max date) led to an empty selection. In this case, Winjay will simply select a completely random song.
5. "Warning! File not found: <file details>" – during playlist execution Winjay has attempted to load an item but the corresponding audio file has not been found on disk and so the playlist has jumped to the next item.
6. "Warning! Disk not found: <disk details>" - during playlist execution Winjay has attempted to load an item but the corresponding disk has not been found (for example because of network failure) and so the playlist has jumped to the next item. This is very unlikely, but may happen.

7. Could not find a song/artist with desired stand-by: <selection details> " – while selecting a random song in a playlist, applying scheduled selection and stand-by criteria songs and artists have brought to an empty selection. Therefore, Winjay has selected a song without taking into account the planned stand-by times. If this message appears often, it is recommended to reduce stand-by times and/or widen your selections criteria (genre, min-max vote and date, etc.).
8. "Warning! Wrong audio track length: <audio track details>" – Points out that the track length is different from the value stored in the database (please note that in such case Winjay updates the mix-out marker so that the audio track plays entirely).
9. "Warning! Invalid playlist " – You've tried to load (manually or from scheduling) an invalid playlist (empty playlist or without any valid item).
10. "Live Assist operation" – From the on-air module, somebody has switched from automation mode to live assist mode (i.e. removed the playlist in the queue).
11. Messages about playlist loading also indicate the loading mode: Replace = playlist loads in replace mode, Insert = playlist loads in insert mode, Manual = playlist has been loaded manually, Scheduled = playlist has been loaded from schedule, Triggered = playlist has been loaded by external trigger, Startup = playlist has been loaded at program startup.
12. "Ram-Comm – No table for the day " - Points out that while attempting to load a commercial break from Ram-Comm export file (if used), it has not been possible to find any table related to the current day.
13. "Ram-Comm – No match: <commercial code> " - Points out that while attempting to load a commercial break according to Ram-Comm export file (if used), it has not been possible to find any matching commercial in Winjay database.
14. "Ram-Comm – No commercial for <time-minutes> " - Points out that while attempting to load a commercial break according to Ram-Comm export file, it has not been possible to find any matching commercial for the indicated break.

Chapter 4: The database utilities module

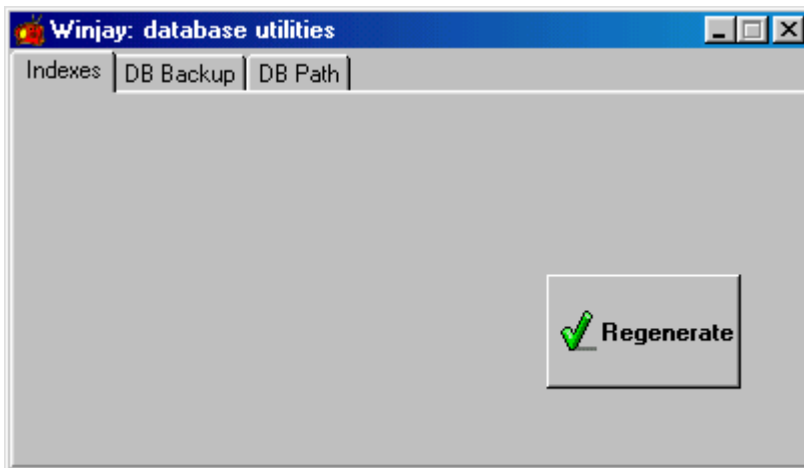
Winjay software package includes a small additional module to implement some database setup and service routines. This is a separate executable which can be launched from Window98/2000/XP Start menu.

Warning!!! It's strongly suggested to close any running Winjay and Winjay Setup running in the local network before executing the database utilities module.



Detailed description

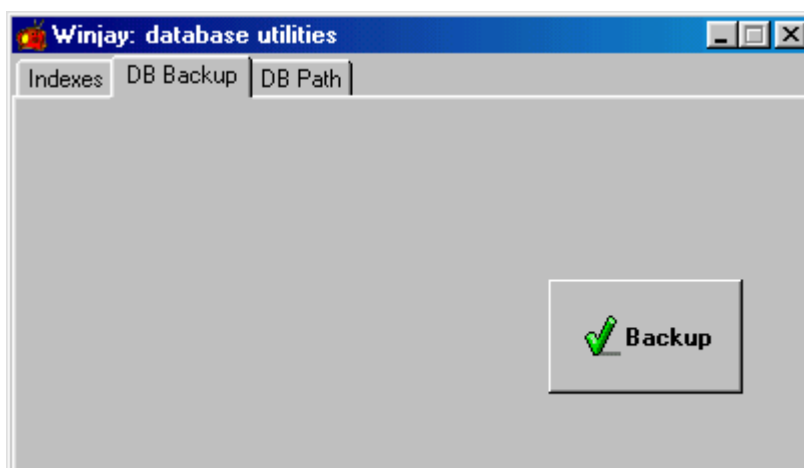
- **Indexes**



Should you experience "index corrupted" messages, this feature allows to delete and recreate all database indexes. This is normally not needed, since indexes are normally checked and rebuilt each time Winjay starts: we have included these routines just in case of catastrophic failures. To delete and build fresh indexes from scratch, just press the "Regenerate" button: it will be

automatically grayed and will be enabled again when done.

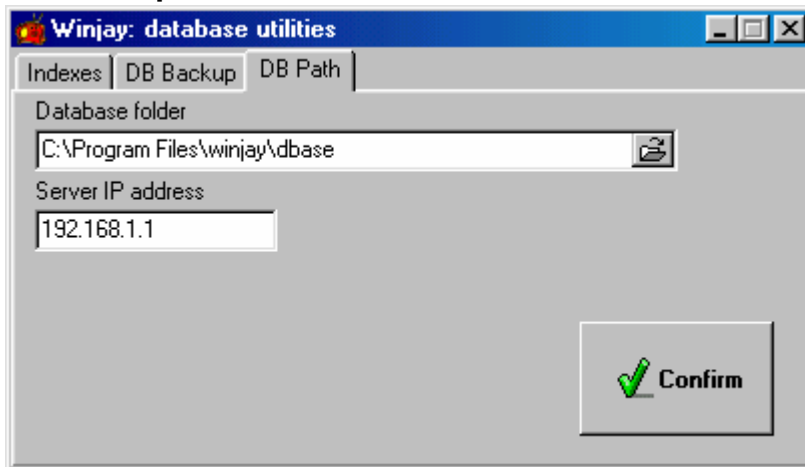
- **DB backup**



We strongly suggest you to backup your Winjay database folder from time to time: after all, it stores all your audio tracks' data, commercial breaks, playlists, other than setup data! You can manually copy your "c:\program files\winjay\dbase" folder to a diskette, or use this routine which builds a backup copy of the current database in your winjay folder. The backup folder is named with current

date and time for archival purposes: just press the "backup" button, then copy the folder to a couple of diskettes (or other removable media) and store in a safe place for maximum security!

- **DB path**



Winjay database path is automatically stored in Windows registry during initial setup. Anyway, you may need to change the path on setup workstations after initial setup procedures so they will point to the networked central database. Click on the “browse” icon to the right of the edit box, locate the network database folder (for example “\onair\c\program files\winjay\dbase” on the on air PC). Type the IP address of the server where the central database is contained; usually this is the PC where the on-air module is running. Of course, the address should match the one in the Windows TCP-IP setup. Usually, you should use the subnet from 192.168.1.1 (server) to 192.168.1.255 (workstations). Finally, click the “confirm” button. An on-screen message will appear for confirmation.

The smart opener feature

Here is a really smart way to keep your listeners hooked to your station during a commercial break: just before the break, Winjay can automatically play a small cut of the song which has been selected to be on the air after the break.

Of course, this feature also works in random playlists and related jingles are queued and mixed with the song cut in a totally automatic way! You can also switch on and off this feature according to different playlists. Last but not least, you can also use different "pre-break" playlists according to your needs! Once you have set-up your (random) playlists, all works by itself!

First of all, you should create at least couple of mini-playlist which in the following sample have been named "pre-spot" and "post-spot": they will serve to define the list of items to play before and after your commercial breaks.

"Pre-spot" playlist:

1. Jingle "and now a little break, but after the break on radio xyz we'll play ..."
2. Insert a random song, specify "Refrain" as sub-category. This way, Winjay is instructed to play only the small cut (refrain) previously defined for the selected song. Of course, you may only add random selection parameters for the song selection (genre, nationality, min and max date, vote, BPM, etc.)
3. A small sound effect to mix the song cut with the first item in the commercial break.

"Post-spot" playlist:

1. A jingle
2. Insert a random song and specify "Full Refrain" as sub-category. This way, Winjay is instructed to broadcast the whole song which refrain has been played before the commercial break.
3. Optionally, you may add a liner intro.

Then, move to the playlist on which you wish to enable the smart-opener feature, click the "Edit" button, select as "pre-spot" and "post-spot" playlist those ones you've just made. Finally, click the "OK" button to confirm edits.

Of course, you may enable/disable this feature on each individual playlist, you may create more than one "pre-spot" and "post-spot" playlists so you may rotate jingles or random selection criteria depending on your clock! For example, you may link to a dance playlist a "pre-spot" with a different jingle from the one used for a "golden" playlist.

Liners

Until now, you could overlap a spoken-only station break to a song only manually, using the jingle palette. In this new release, liners can be fired and overlapped automatically to the songs also during (random) playlists, without the need for any manual intervention!

Liners may be fired in three different ways:

- Liner “Intro”: the liner comes to its end together with the song’s intro



- Liner “End of Song”: the liner comes to its end together with the song



- Liner “Next Intro”: - The liner begins towards the end of the song and comes to its end together with the next song’s intro



Of course, you may rotate the three different kind of liners in the same (random) playlist. Winjay will automatically fire liners at the right time according to the song markers and duration, or eventually delete the liner from the play queue should previous song intro time is too short: you’ll hardly risk to overlap a liner to the singer voice!

Adding liner in (random) playlists is very simple: any liner must immediately follow a song. Here is a playlist sample:

1. (Random) song
2. Liner Intro
3. Another (random) song
4. Liner End of Song
5. Another (random) song
6. Jingle
7. Another (random) song
8. Liner Next Intro
9. Another (random) song

And so on ...

News management

You may package your news break with your favourite audio editor, but you may also prepare a news bed on which the various news will be automatically overlapped one after another: this way, Winjay emulates a live news break while working in full automation mode.

The news bed should be of course long enough also for the longest news break, and you should also set its “intro” marker, as Winjay will fire the first news on the intro marker. This allows your news bed to contain an introductory part (announces, etc.).

To create a news break playlist, just add the news after your favourite music bed, for example:

1. News bed (song or jingle with an intro marker set)
2. News 1
3. News 2
4.

And so on ...

When the latest news is over, Winjay automatically cross-fades the news bed with next item in the play queue.

If a different workstation is used for setup, when adding news to the playlist be careful to browse your network instead of your local or shared drive. This way, the file path will valid be for any workstation in the local network!

Notes on safety

We sure know how much important is the reliability of an automation system. Therefore, it's both your and our interest that the minor problems that may arise in the normal use will be solved in the better way and in the shortest possible time.

To such purpose, it is of fundamental importance that users pay attention to some small details:

Periodically backup all your data (database and audio tracks):

Winjay database is located in c:\program files\winjay\dbase - the database contains all the informations related to playlists, songs, jingles, scheduling, log, etc. Being subjected to thousands and thousands of transactions (and users' mistakes) during normal use, it is possible that after sometime files may be damaged with loss of data, or you may have simply deleted your songs database by accident.

The time needed to perform a backup is ridiculous if compared to the time you would need to insert again all your data in the database: thus, periodically and/or when you've added/modified a good bunch of data:

- Close Winjay and Winjay Setup on all workstations.
- From the on-air workstation, backup the whole c:\program files\winjay folder (preferably on another Hard Disk or on CD-ROM) and timestamp your backup. Please note that you'll find the same winjay folder also on your Winjay Setup LAN workstations, but data are only contained in the on-air server!

Likewise, we suggest to maintain an updated backup of your audio tracks on a secondary Hard Disk or cheap CD-RWs.

In such way, also in case of total breakdown of the on-air workstation (i.e. Hard Disk failure), restoring back your system into business is as simple as:

- Reinstall Windows
- Reinstall Winjay
- Restore audio files and Winjay installation folder from your backup copies.

Have a secondary workstation ready to replace the main one:

The purpose is to have a secondary identical workstation ready to replace the main one in case of failure until the problem on the latter is fixed. In such way, it is enough to periodically effect the copies of the data from the main workstation to the backup one. In case of need, you'll just have to move the dongle (hardware key) and perform some basic changes to the setup to return on the air within a few minutes. Of course, it is also possible to use the production workstation for this purpose.

When a problem arises:

- Always take note of the error messages that appear in the dialog box at the center of the screen and/or in the place of your station logo.
- Try to remember the last performed tasks that may have triggered the error. Is the error repeatable?
- Don't panic: once you've taken the above precautions and you can rely on a backup system, you have really nothing to fear.
- Remember, also the most meaningless details could be decisive to point out the problem.

Appendix 1: Tips and tricks

No user's manual can be considered complete without a few pages dedicated to the so-called "tips & tricks", those little suggestions, questions and answers that may be too much commonplace for an "official" documentation, but anyway cannot be left out. Here are some:

- **OK! Winjay reads everything, but cannot do recordings! How do I record my own stuff?**

It's true! We did not "forget" recording features, we just thought they weren't needed! There's a lot of excellent audio software around for recording, editing, CD ripping, converting to and from MP3. For example, you can use WaveStudio bundled with the Sound Blaster Live as audio editor, and the freeware CD'n'Go for CD ripping and MP3 on-the-fly conversion.

- **What audio formats/sampling rates are supported?**

The answer is simple: Winjay shares any audio format supported by Windows95/98 and your sound cards, plus native support for Mpeg1-Layer3. Same applies for sampling rates.

- **Can Winjay mix tracks recorded in different audio formats and sampling frequencies?**

Of course: for example, mixing PCM wave and MP3 files is perfectly feasible. The same applies for sampling frequencies (for example 32 and 44.100 KHz). This is particularly true if your system is equipped with a Sound Blaster Live, otherwise we suggest to use the same sampling frequency for all of your tracks.

- **I already own audio cards. Why are you suggesting me a Sound Blaster Live?**

One of the most important features in a real automation software is the possibility to overlap more than one audio outputs from different players, to implement mixings, cross-fades between songs and/or jingles, overlapping jingles and audio effects to songs, etc. To reach this goal, Winjay uses 4 virtual audio players: the first two of them are for the play queue items, the third is for jingle palette items and time announce speaker, and the last is for cue/prelistening. The first three players' outputs are usually mixed and directed to the on air audio card. To overlap two or more tracks, we can follow two ways: software overlap (mixing is done by the main CPU) and hardware overlap (mixing is done by the audio card, if this can implement hardware mixing). In the first option, since it is the main CPU which does the mixing, we are wasting precious system resources and so tracks starting speed may be affected especially if your system CPU is slow. With hardware mixing it's your sound card which does the job, so also an old clunker (like a 200 MMX CPU based machine) can overlap without major problems. The Sound Blaster Live is one of the few cards with hardware mixing features (and surely the most competitive one)!

- **We have added a temporary announce to a commercial, but Winjay always shows the old length!**

When loading tracks to the play queue, Winjay reads the respective length from the database and so any change in the file length is not taken into account. To avoid such kind of problems, you must enter edit mode for the corresponding record in the database, reload the file from disk to let Winjay update the track length, and review start, intro and mix out values if needed. Otherwise your track will be played till its very end, to avoid it could be cut in advance.

- **We want to add a password to the setup module. Is that possible?**

Yes, this is a “last minute” addition. Use Windows’ Notepad to open “winjay.ini”, and locate the following section:

```
[Security]
Password=winjay
```

This is the default option for “no password request”. Just change the password string to the desired one and save changes: when you start Winjay Setup module the next time, a nice dialog box will be shown to ask you for the (possibly) correct password.

- **I’ve read in the user’s manual about “language files”. What’s that stuff?**

This is another “last minute” addition. Starting from the current release, Winjay allows user setup of captions, messages, etc. This works thanks to external “language files”, ordinary text files which contain all the localization stuff. Provided in the software package are the English and Italian one, respectively “english.lng” and “italiano.lng”, but of course you can edit and/or add your own language.

Use Windows’ Notepad to open “winjay.ini”, and locate the following section:

```
[Localization]
Language=English
```

This is the default option for English language. Create your language file (if needed), then change the language string to the name of your language file and save changes: when you start Winjay, setup and database modules the next time, you’ll see captions and messages in your own language!

Stay tuned!

Of course, stay tuned, because all this is to be continued! Cooperation with real-life broadcasters and their precious suggestions are among the main sources which help us to reach our final goal: satisfy any need in the current and forthcoming broadcasting world. Here are some features you will find in the next release:

- Customizable “skins”, to freely change the standard graphics.
- Voice track: pack a 2 hours radio show in 10 minutes!
- Fully automatic juke box (listeners can request songs by DTMF or SMS).

... and more! Stay tuned!

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