
WIN | JAY

User's manual
WinjayVX v.1.0.38

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Overview

WinjayVX is the comprehensive automation solution for full digital radio broadcasting: impressive ease of use combined with powerful scheduling and live-assist features guarantee an always high quality and professional on-the-air performance. Versatile, extremely powerful and reliable, WinjayVX is the right solution to comply with the new demands of full digital broadcasting.

Full customizable, wide range of audio standards support: WinjayVX is an open system, with NO hidden "tricks" or limitations. And, since Winjay is developed as "building blocks", your system may be configured in many different ways depending on your specific application. You just have to purchase only the specific features required.

- The WinjayVX MySQL based database guarantees virtually absolute zero-maintenance integrity for your valuable data, high speed, reliable transactions and concurrent queries from several scheduling and playout workstation on the LAN (multichannel, multiuser configuration).
- WinjayVX features a multi-format, multi-overlap playout engine, with support for virtually any audio format: WAV PCM, ADPCM, mp3 (CBR and VBR), OGG Vorbis, WMA, FLAC, WavPack, MPC MusePack, AC3, AAC, MP4 (iTunes), APE Monkey Audio, OFR OptimFrog, TTA The True Audio, as well as minor ones such as AIFF, Speex, etc. Multichannels soundcards are supported as well, allowing to make use of separate outputs for on-air and cueing channels, or multichannel setup.
- Powerful off-the-air cueing window complete with sound graph allows to exactly set various markers (intro, mix-out, etc.) with ms. precision, in order to always get broadcast-grade perfect mixes.
- Skin-based interface with undockable windows, drag-and-drop and dual monitor support.
- WinjayVX allows your to perfectly integrate with Internet based webcasting technologies, allowing to update in real-time your Shoutcast server with titles of songs being played. Also, as soon as a new song is started, a script allows to post related informations on your website, so for example you can build yourself any kind of dynamic web page.
- Speaker overlap on Intro, End-Of-Song, Next-Intro, dry news and time announce on music-bed.
- Smart Opener feature: WinjayVX automatically selects and plays a small cut of the song which is going to be on-air just after the commercial breaks.
- Powerful random song scheduling based on nationality, style, mix/max date, vote, BPM, mood, or any combination of the above. With the off-line scheduling feature you may ask the system to suggest songs based on defined criteria.

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- Satellite and live streaming re-broadcasting automation with scheduling and external trigger support.
 - Forced events scheduling
 - Features like Push-to-Talk, “intro loop” e “go to intro” allow the speaker to freely manage his announcements, regardless of the original DJ intro time and without fumbling on the audio mixer.
 - Advanced SMS receiver based on GSM modem, complete with SMS juke-box allowing listeners to request songs and system managers fire commands remotely (playlist loading, etc.).
 - WinjayVX includes a feature to update your RDS encoder according to user-definable data: title/artist of songs being played, next song queued, date/time, free text (such as station name), and more.
 - Integrated commercial scheduler allowing user-defined daily-based scheduling, commercial rotation, and up to 16-areas commercial splitting.
 - Integrated instant-fire multiple overlap jingle palettes complete with auto-mix, auto-fade and user-defined icons for each button.
 - Multifunctional on-air clock: date/hour/day of week, DJ timer to calculate DJ's voiceover time.

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 WinjayVX in a networked environment, before you start the application, the Windows network should already have been correctly setup and running, and the hard disks on the on air workstation (those ones with audio files) should be shared for network read/write. 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 USB dongle (Smartkey): Before you insert the USB dongle, run the SmartKeyDriversInstaller.exe file found in the "drivers\smartkey3" folder of your setup CD. Then, insert the USB dongle in one of the available USB ports. If Windows is running, the dongle is recognized and installed automatically.

Installing your customized USB dongle (SecureDongle): Insert the USB dongle in one of the available USB ports. If Windows is running, the dongle is recognized and installed automatically following a search on Windows Update.

mySQL Server 5.1 setup:

Start mySQL server setup procedure, then follow these steps:

- When you are asked for setup type, select "custom"
- Check the "configure mySQL server now" when asked for
- In the "mySQL server configuration" window, select the "Standard Configuration" option
- Check "Run as Windows service" and "Include BIN directory in Windows Path"
- Insert winjay as the root password
- Check "enable root access from remote machines"
- Proceed until the end of the setup procedure
- Import the sample database into mySQL database server

If you need to access mySql database server from other workstations in the LAN, you should create a new exception into the Windows firewall, configured to open the port 3306.

WinjayVX setup procedure (on-air workstation)

1. Insert the installation CD in your CD-ROM drive.
2. TO start the setup procedure, double click on the setup.exe file in the "winjay" folder.
3. Follow the on-screen guided instructions which will guide you for the rest of the setup process.
4. 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.
5. Using mySQL Query Browser or any other mySQL front-end, import the database scheme from the CD setup folder.

-
6. In the setup folder (usually c:\program files (x86)\winjayVX), open the winjay.ini file and set hostname, database, protocol, username and password as in the following sample:

```
HostName1=localhost
HostName2=localhost
HostName3=server
HostName4=server
DataBase1=winjay1
DataBase2= winjay2
DataBase3= winjay3
DataBase4= winjay4
Protocol1=mysql-5
Protocol2=mysql-5
Protocol3=mysql-5
Protocol4=mysql-5
UserName1=root
UserName2=root
UserName3=root
UserName4=root
Password1=winjay
Password2=winjay
Password3=winjay
Password4=winjay
```

7. 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.
8. Click on "Start", "programs", "WinjayVX", "WinjayVX setup", then click the "Hardware" button. Click on "Edit", then set your on-air and cueing soundcards.
9. 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.
10. 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.
11. Click the Exit button to terminate the setup, then click "Start", "WinjayVX", "WinjayVX on-air" to start the application, which should now run without major problems.

Winjay setup procedure (networked production workstations)

Follow items 1-6 for the on-air PC setup, then:

1. Start database utilities module: click “Start”, select “Programs”, “WinjayVX”, “WinjayVX database utility”.

Now we must set the central database path for every networked workstation: click the “DB path” tab to select the database setting page, then set the server address, database name and protocol to point at your MySQL database server (usually installed in the on-air workstation). 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.
- 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 user interface

WinjayVX user interface is based on user customizable “skins” and undockable windows.

Skins are graphics components packages which are used to customize the software’s user interface, from dialog windows to menus, captions, etc. according to your personal taste and preferences. The WinjayVX setup CD includes a collection of several “skins”, which you can unzip to a folder, so you can browse for your favourite skin while the software is running. Some examples of “skins”:



The interface with undockable windows allows to optimize the graphic layout and better organize the desktop, because various windows can be kept always opened and always available on the side of the main on-air windows, or moved to the second monitor. To undock a window, just click on the “Undock” button found in the majority of selection windows. This way, you can load a track with a simple drag and drop into the play queue. Here is screenshot of the on-air module with the songs selection and the jingle palette window opened and undocked on the right:



Once undocked, you can freely move windows on the desktop, on the 1st as well as on the 2nd monitor. The various windows also offer a magnetic hook feature: if you approach a window to the borders of desktop, or to the borders of the on-air window, secondary windows are hooked like if attracted by a magnet. This way, it is easier to position windows with extreme precision.



On each window a roll-up button allows to “minimize to caption” the window, like in the following example.



By double clicking again on the same button, the window is expanded again to its original size. The roll-up feature, together with other peculiarities described above, turns very useful to optimize WinjayVX layout depending on your requirements.

Chapter 1: the “on air” window



This is WinjayVX 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 informations concerning the currently on-air track: cover, title, artist, elapsed, intro and remain time, various operating mode switches.
- Another display on the right shows informations sent to RDS coder, trigger status, and virtual players currently running.
- A group of 6 boxes, each one corresponding to an object in the play queue, with its associated Play, Select and cueing buttons.
- The display on the right holds the multi-function clock and the scheduled firing time for the next commercial break, next playlist, next forced event, and your station logo.
- A bottom display shows total length of the play queue and other dynamic informations, for example related to a streaming event in case that a streaming object is loaded into the play queue.

You can vertically resize the on-air window, so that additional playlist items (up to 10) are dynamically created. This feature allows to optimize desktop space in the higher screen resolutions such as 1280x1024 or 1920x1080.



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 bottom 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 WinjayVX 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, WinjayVX takes advantage from 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.

- **Intro/outro and track length (upper display)**



The top display works as intro/outro indicator: shows the intro time until the song is still playing its intro section, and switches to display outro as soon as the intro is over. This way the speaker knows in advance the outro length. The bottom display shows instead the track net length minus fade-in and fade-out section.

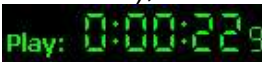


- **Time display (upper display)**



Shows time remaining to the end of intro (before you hear the singer voice) to the Outro (when the artist finishes to sing) or to the end of track, according to the Intro/Outro/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 left is shown the track's elapsed time, which turns useful when you want to manually cut too long tracks.



- **Playback progress bar (upper-right display)**



The LED bar indicates in percentage the elapsed time from start of track. When remaining time is less than 30 seconds, the bar starts to blink slowly, blinking becomes faster and faster while approaching the end of remaining time.

- **Status trigger (upper-right display)**

Trigger status: The 4 LEDs show in real time the incoming trigger status. LEDs stay on as long as the incoming trigger is closed; LED colour will be green if the trigger is accepted (inside the enable time intervals), yellow if the trigger is outside enabled time intervals.

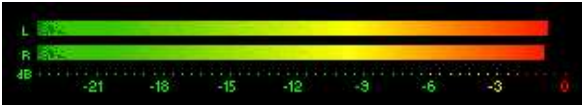
- **Info RDS (upper-right display)**



Shows in real time text informations sent to the RDS coder depending on the RDS playlist running (for

example song title, date/time, free text, etc.)

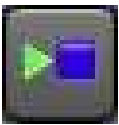
- **Vu-meter (upper display)**



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.

- **SMS button**



Shows the SMS window.

- **Feature lock button**



By clicking on the icon, the keylock closes and colour turns to orange, to indicate that the feature lock is activated: Play and Stop buttons, and the same features activated with the spacebar and return key have no effect. Also, the application can not be closed by accident. To

disable feature lock, just click on the icon again: keylock opens and colour turns back to green, to indicate that the feature lock is switched off.

- **Skip intro button**



If a song’s intro section is playing, skips directly to the end of intro.

- **Loop intro button**



If a song’s “intro” section is playing, the user-set loop-intro section will loop forever to enable the speaker to overtalk, until the button is pressed again to disable looping.

- **PTT (Push To Talk) button**



Click and keep this button pressed to lower down the volume of the object currently playing to the user-defined settings, to allow voiceovers without using mixer’s sliders. Releasing the button, the object playing goes back to full volume.

- **PTT Lock button**



Like above, but if you click the button, the PTT feature remains activated until you click on the button again.

- **Jingle palette button**



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

- **Auto Mix button**



Switches tracks' sequencing mode between auto mix (icon showing a microchip) and manual (icon showing a DJ): In "auto mix" mode tracks in the play queue are started automatically one after another, 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 next 6 tracks in the play queue. From left to right the boxes show title and artist if the track is a song, or title and track type if the track is a jingle/commercial/time announce. Then you can see cover, calculated start time, intro time and net length. The slider turns useful should you wish to edit the volume of the corresponding track before firing the object itself (for example if you wish to talk over). 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 cueing window.

- **Play buttons boxes 1/2/3/4/5/6**



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.

- **Open buttons boxes 1/2/3/4/5/6**



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

- **Delete buttons boxes 1/2/3/4/5/6**



These buttons delete the object into the corresponding box.

- **Cueing buttons boxes 1/2/3/4/5/6**



These buttons open the cueing window for the track shown in the corresponding box: from the cueing window you can play the track off-the-air and eventually edit 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 in the 6 available boxes. The Up/Down buttons (orange arrows) can shift up and down play queue viewing point if the queue itself contains more than 6 tracks (otherwise they have no effect). The small buttons (orange arrows with "5" number) shift the queue by 5 boxes up or down, the buttons with red arrows move to the first or last item in the queue. 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 buttons pressed an auto-repeat feature is started (i.e. same as clicking the button again and again).


- **Multifunctional on-air clock**




The multifunctional on-air clock works into 3 different modes, which can be selected from the button on the top of the clock itself:


- In mode 1 (default) the clock shows on the crown the elapsed minutes from start of the hour (green LEDs). Minutes in orange show commercial break scheduled for the current hour. In the center, the clock show current date and time.
- In mode 2 the clock shows time in hours and minutes, while LEDs in green on the crown show the seconds, in the example it's 18:41 and 44 seconds.
- In mode 3 the clock works as DJ timer for voiceovers. The clock starts counting when you press the PTT button, and stops when the button is released. In the center time in minutes and seconds, while green LEDs in the crown show seconds.


- **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.

- **Forced events indication**

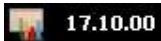
 Shows if in the playing queue there are forced events, to be fired forcedly at the specified time.

 Normal sequence, force mode disabled: the item will be fired when the previous one in the playlist ends. Of course, should the playlist accumulates delay, the scheduled time for the item will be delayed as well.


 Skip mode: when the scheduled time for the item will be reached, all previous items in the playlist (if any) will be skipped and this one will be queued just after the clip on the air now. This way, should the playlist accumulates delay, we may recover some of the delay.

 Forced mode: when the scheduled time for the item will be reached, all previous items in the playlist (if any) will be skipped, the clip on the air now will be faded out and this one will be played on the air immediately. This way, should the playlist accumulates delay, the scheduled time for the item will be fully observed.


- **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), and list end time according to objects loaded. If a loop playlist is loaded, these values are updated as new objects are loaded into the queue.

- **Streaming events details (bottom display)**



If a streaming event is loaded into the play queue, in the bottom display details about the streaming audio received will be shown such as connection setup stage, or webradio name, title and artist of songs



playing, bitrate, etc..

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

Shows current date and time.

- **Your radio station logo (right 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, on the bottom area of the screen the jingle palette window will be shown, from which you can instant fire jingle and audio effects, automatically overlapping them to the tracks playing on the air. Each jingle palette contains 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.

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.

- **Panning slider**

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

- **Volume slider**

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

- **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.

- **Live edit button**



Click to switch into live edit mode that allows to assign clips to each button with a simple drag and drop from explorer. To exit from live edit mode just click the button again.

- **Sequence mode button**



Sets the jingle palette sequence mode:

- Single: standard operation, click on any button to play the corresponding audio clip.
- Auto stop: click any button to start playing from the clip set on button 1, then the jingle palette stops and sets the red indicator on button 2 waiting for you to click any button to continue, and so on.
- Auto seq: click any button to start playing from the clip set on that button, then the jingle palette will play in sequence all the next ones.

- **Auto Mix 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**



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.

- **Touch Play button**



When you click one of the 12 play buttons your 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!

- **Horizontal / Vertical button**



Only when the window is undocked, arranges the jingle palette controls and sizing in vertical so to optimize placement on the desktop side by side to the main on-air window. To switch back to horizontal mode, just click the button again.

- **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.

- **Cueing button**



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

- **Undock button**



Undocks the jingle palette window from the main screen and allows to position the window freely on the desktop. Click the same button again to hook the window to the on-air screen.

- **OK button**



Closes the jingle palette window.

The cueing window



By clicking on the cue buttons from the main on-air screen, the bottom part of the screen is replaced by the cueing 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 cue the track on a dedicated off the air output. 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 left to right: cover, title and artist for the current track, title, artist, length, start, fade-in and fade-out markers, VU-meter, elapsed time and remain time to the end of the intro or the whole track according to the associated caption.

and track length 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

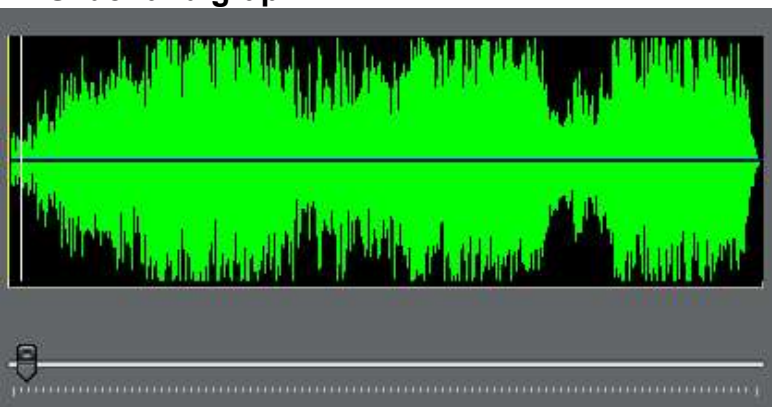
track before it is played on air. Signal is represented as peak level in dBs, where the 0 dB is the absolute maximum before a clipping occurs: in this latter case the “Clip” indicators on the right of each bar will lit. The vu-meter also includes a peak-hold feature: the peak level segments are temporarily 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 cueing window.

- **Slider and graph**



The graph represents the track's waveform of the object being cued. While the track is playing, just click and drag the slider to the left or right to change the absolute track playing position. The same feature can be achieved by clicking directly on the desired position into the graph.

- **Set buttons**



This group of three buttons allow to set the start/intro/mix-out markers of the track loded 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, fade-in, intro, fade-out markers and closes the cueing window.

The selection window



This is WinjayVX 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 selection window.

- **Playlists button**



Opens the playlist selection window.

- **Time announce button**



Recalls the time announce feature.

- **Line In buttons**



Recalls the external feeds selection window. External feeds 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.

- **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.

- **SMS button**



Recalls the SMS window.

- **Load from Hard Disk button**



Recalls the direct from disk selection window.

- **Commercial breaks button**



Recalls the commercial breaks selection window.

- **Streaming button**



Recalls the streaming events selection window.

- **RDS button**



Recalls the RDS playlists selection window.

- **Select skin button**



Click on this button to browse your skin folder and select your favorite skin.

- **Enqueue button**



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

- **Replace 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 song 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, nationality, style, song last selection date and time, artist last selection date and time.

- **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.

- **Quick search box**

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

- **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.

- **Quick Play button**



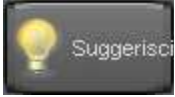
Click on this button to enable the Quick Play feature. The associated indicator will turn on, to show that the feature is active. By scrolling the list of songs, the playback is automatically started. To turn this feature off, just click on the button again.

- **Undock button**



Undocks the songs selection window from the main screen and allows to position the window freely on the desktop. Click the same button again to hook the window to the on-air screen.

- **Suggest button**



Selects in random mode a song from the database in order to give the DJ a hint. If the database is filtered (for example on Dance and BPM > 120 songs only) the selection is made on the filtered items only. If you don't like the suggested song, just click the button again and again until you locate a suitable item.

- **Cue/prelisten button**



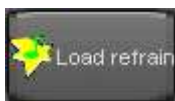
Shows the cueing window for the current song.

- **Cancel button**



Cancels selection and closes the songs selection window.

- **Refrain button**



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

- **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/VX 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



This is the jingles selection window, which is recalled from the main selection window to browse the jingles archive, select an item and load to the play 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

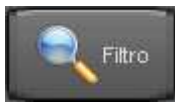
- **Jingle list**

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.

- **Filter button**



Press this button to apply a filter on the jingles database according to the values set in the boxes on the left of the window: type, style, substyle, free search. The associated indicator will turn on, to show that the feature is active. Press the button again to turn the filtering off.



Small buttons located on the right of filter criteria boxes allow to reset the value of the corresponding box to default. Same effect can be achieved pressing the “Del” button on the keyboard, while the box is selected.

- **Cueing button**



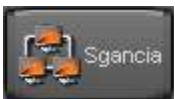
Shows the cueing window for the current jingle.

- **Quick Play button**



Click on this button to enable the Quick Play feature. The associated indicator will turn on, to show that the feature is active. By scrolling the list of jingles, the playback is automatically started. To turn this feature off, just click on the button again.

- **Undock button**



Undocks the jingles selection window from the main screen and allows to position the window freely on the desktop. Click the same button again to hook the window to the on-air screen.

- **Suggest button**



Selects in random mode a jingle from the database in order to give the DJ a hint. If the database is filtered (for example on music beds only) the selection is made on the filtered items only. If you don't like the suggested jingle, just click the button again and again until you locate a suitable item.

- **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.

- **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.

- **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.

- **Liner button**



If this button is clicked, and the jingle is used as liner, the original track is played as-is. This is the default setting.

- **Year announce button**



If this button is clicked, and the jingle is used as liner, the year corresponding to the song being played is announced.

- **Title announce button**



If this button is clicked, and the jingle is used as liner, the title corresponding to the song being played is announced.



Troubleshooting:

Before loading the selected jingle in the play queue, WinjayVX 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 Winjay VX 1.0.3 software interface. The top section displays 'NO COVER' and 'Never alone' with a timer of 0:00:14 and 0:02:48. The 'Play: 0:00:244' and 'Remain -0:02:242' are also visible. The 'Trigger status: ALONE' is shown in the top right. The middle section shows 'company jingle' and 'Jingle' tracks with a 'NO COVER' indicator and a timer of 11:23:47. The bottom section is titled 'Commercials 4:25' and contains a table of commercials.

Denominazione spot	Data inizio	Data fine	Durata
Alitalia	05/08/2005	07/08/2005	00:00:27.5
Ciobar	05/08/2005	31/08/2005	00:00:29.8
Ciobar 2			00:00:29.5
Coin			00:00:15.8
El Tapas	01/01/1997		00:00:35.5
Euroshop Marzotex	15/03/1999		00:00:32.1
Fiat Summer			00:00:29.7
Honda Civic	15/03/1999	01/04/2005	00:00:30.1
jack allenatori elettronici	01/11/0/2003	10/10/2005	00:00:31.4
jack fotocamere			00:00:31.2

Quick Search:

Buttons: Sgancia, Pre, Annulla, OK

This is the commercials selection window, which is recalled from the main selection window to browse the commercials archive, select and load a commercial into the play 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 cueing window for the current commercial.

- **Quick Play button**



Click on this button to enable the Quick Play feature. The associated indicator will turn on, to show that the feature is active. By scrolling the list of commercials, the playback is automatically started. To turn this feature off, just click on the button again.

- **Undock button**



Undocks the commercials selection window from the main screen and allows to position the window freely on the desktop. Click the same button again to hook the window to the on-air screen.

- **Cancel button**



Cancels selection 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, WinjayVX 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



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 cueing window for the current programme.

- **Quick Play button**



Click on this button to enable the Quick Play feature. The associated indicator will turn on, to show that the feature is active. By scrolling the list of programmes, the playback is automatically started. To turn this feature off, just click on the button again.

- **Undock button**



Undocks the commercials selection window from the main screen and allows to position the window freely on the desktop. Click the same button again to hook the window to the on-air screen.

- **Cancel button**



Cancels selection 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, WinjayVX 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



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). In the 4th column it is indicated if the event may be interrupted by a commercial break, in the 5th column it is indicated the force mode. 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.

- **Quick Play button**



Click on this button to enable the Quick Play feature. The associated indicator will turn on, to show that the feature is active. By scrolling the list of events into the playlist, the playback is automatically started. To turn this feature off, just click on the button again.

- **Undock button**



Undocks the playlist selection window from the main screen and allows to position the window freely on the desktop. Click the same button again to hook the window to the on-air screen.

- **Load insert button**



Click on this button to load the playlist in insert mode: the playlist is inserted into the play queue and all existing events are shifted down, likewise when a commercial break is loaded. Otherwise, the playlist replaces the previous one, and runs in loop until a new playlist is loaded.

- **Cancel button**



Cancels selection and closes the playlists selection window.

- **OK button**



Confirms selection, loads the selected playlist into the play queue and closes the selection window.



Troubleshooting:

Before loading the selected playlist in the play queue, WinjayVX 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 external feeds selection window



This is the external feeds selection window: it's called from the main selection window to load an external feed into the play queue. On the top of the window, a grid lists the available feeds, while on the bottom you can set the event length and various informations which will be fed into the station log.



Quickstart (loading an external feed in the play queue):

1. Follow items 1-4 for "loading a track in the play queue" in the selection window
2. Select the desired feed from the list.
3. Type the desired event length into the related box.
4. Press the OK button to confirm.



Detailed description

- **Channel list**

The grid shows the list of available external feeds.

- **Event length**

Type here the desired length to be assigned to the external feed event.

- **Box Description**

Sets the description of the programme rebroadcasted from the external feed, to be added into the station log.

- **Box Program type**

Sets the program type of the programme rebroadcasted from the external feed, to be added into the station log.

- **Box Producer**

Sets the producer of the programme rebroadcasted from the external feed, to be added into the station log.

- **Undock button**



Undocks the external feeds selection window from the main screen and allows to position the window freely on the desktop. Click the same button again to hook the window to the on-air screen.

- **Cancel button**



Cancels selection and closes the playlists selection window.

- **OK button**



Confirms selection, loads the selected external feed into the play queue and closes the selection window.

The commercial breaks selection window



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 box**

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

- **Start time box**

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

- **Date box**

Shows or sets the desired date for which you need to show the related scheduling: into the grid below, the playlist corresponding to selected hour and date is shown. Buttons on the right of the box allow to quickly move to the previous and next date.

- **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.

- **Break details**

The grid contains the full list of the items contained in the selected commercial break. The first column shows the item type (song, jingle, commercial), the second column shows the artist/band that plays the song if it's a song, or the indication "jingle", "commercial", etc. the third column shows the item length. You can navigate the list with the arrows on the right.

- **Undock button**



Undocks the breaks selection window from the main screen and allows to position the window freely on the desktop. Click the same button again to hook the window to the on-air screen.

- **Cancel button**



Cancels selection and closes the commercial breaks selection window.

- **OK button**



Confirms selection, loads the selected commercial break into the play queue and closes the selection window.

The Hard Disk selection window



This window allows to select a track directly from the Hard Disk, in case the track has still not been added to the database.



Quickstart (loading a track from the Hard Disk):

1. Follow items 1-4 for "loading a track in the play queue" in the selection window
2. Select the Hard Disk and folder to browse for the desired track.
3. Highlight your favourite track from the list on the right
4. To confirm, press the OK button or double click on the selected item in the grid.



Detailed description:

- **Quick Play button**



Click on this button to enable the Quick Play feature. The associated indicator will turn on, to show that the feature is active. By scrolling the list of events into the playlist, the playback is automatically started. To turn this feature off, just click on the button again.

- **Undock button**



Undocks the Hard Disk selection window from the main screen and allows to position the window freely on the desktop. Click the same button again to hook the window to the on-air screen.

- **Cancel button**



Cancels selection and closes the Hard Disk selection window.

- **OK button**



Confirms selection, loads the selected track into the play queue and closes the selection window.

The SMS window




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:

- **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 successful, the SMS icon  will show in the "on-air" window, near the remain time display.

- **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.

- **Undock button**



Undocks the SMS window from the main screen and allows to position the window freely on the desktop. Click the same button again to hook the window to the on-air screen.

- **OK Button**



Closes the SMS window.

The streaming feeds selection window



This is the streaming feeds selection window: it's called from the main selection window to load an external feed received as streaming from the internet into the play queue. On the top of the window, a grid lists the available user-set feeds, while on the bottom you can edit the list, set the event length and type various informations which will be fed into the station log.



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. Select the desired feed from the list.
3. Type the desired event length into the related box.
4. Press the OK button to confirm.



Detailed description

- **Channel list**

The grid shows the list of available user-set external feeds.

- **URL box**

Contains the internet address (URL) of the streaming feed.

- **Webradio denomination Box**

Contains the denomination assigned to the streaming feed, in order to speed up locating the desired feed.

- **Add button**



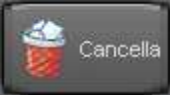
Type into the URL and denomination boxes the required informations, then click on this button to add the new item into the database.

- **Edit button**



Highlight from the grid the record that you wish to edit, type into the URL and denomination boxes the required informations, then click on this button: the previous data will be replaced with new ones.

- **Delete button**



Highlight from the grid the record that you wish to delete, then click on this button to delete the entry.

- **Event length**

Type here the desired length to be assigned to the external feed event.

- **Box Description**

Sets the description of the programme rebroadcasted from the external feed, to be added into the station log.

- **Box Program type**

Sets the program type of the programme rebroadcasted from the external feed, to be added into the station log.

- **Box Producer**

Sets the producer of the programme rebroadcasted from the external feed, to be added into the station log.

- **Undock button**



Undocks the external feeds selection window from the main screen and allows to position the window freely on the desktop. Click the same button again to hook the window to the on-air screen.

- **Cancel button**



Cancels selection and closes the streaming feeds selection window.

- **OK button**



Confirms selection, loads the selected external feed into the play queue and closes the selection window.

The RDS playlist selection window



This is the RDS playlists selection window: it's called from the main selection window to browse and select an RDS playlists for the database. The grid on the left contains the list of RDS playlists filed into the database, while the grid on the right shows the details related to the selected RDS playlist.



Quickstart (loading a RDS 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 RDS playlist.
3. Press the OK button to confirm: the selected RDS playlist replaces the previous one on air (if any).



Detailed description

- **Undock button**



Undocks the RDS playlist selection window from the main screen and allows to position the window freely on the desktop. Click the same button again to hook the window to the on-air screen.

- **Cancel button**



Cancels selection and closes the RDS playlists selection window.

- **OK button**



Confirms selection, loads the selected RDS playlist into the play queue and closes the selection window.

Chapter 2: the setup and database management module



This is Winjay setup main window. The setup module is a separate executable which allows initial system setup and archive management (songs, jingles, commercials, commercial breaks, playlist scheduling, etc.). It can be run on the same on-air server as well as on LAN workstations, by purchasing additional licences.

Please note: depending on the operating mode set, it may be required that the “on-air” module is running on the on-air server in order to access databases from WinjayVX Setup module.



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.

- **RDS button**



Opens the RDS playlists 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.

- **Programmes button**



Opens the programmes 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).

- **Hardware button**



Opens the audio/hardware setup window.

- **Station log button**



Opens the station log window.

- **Exit button**



Terminates setup module execution.

The cueing window



This window is recalled by virtually any tracks' setup window (songs, jingles, commercials, etc.). On the cueing/ 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 box on the bottom 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

- **Markers settings**



In the bottom left of the window display, a group of buttons (those circled in red in the above picture) allow to select the desired marker setting mode, other than showing the current set value. Moving the mouse over each of the buttons, a hint is displayed to show the corresponding feature (for example fade-in, fade-out, etc.). You can manually edit values directly on the displays on the right of the feature selection buttons, or use buttons below.

- **Marker -10ms button**



When you press this button while the track is playing, the corresponding set marker goes 10ms back and the value on display is updated accordingly. Playback switches into cue play mode (loops a small section again and again). Pressing this and the +10ms buttons below repeatedly helps to exactly hear and set the desired marker.

- **Marker +10ms button**



As above, but the corresponding marker goes 10ms forward.

- **Set button**



Click on this button to set the corresponding markers of the track playing. Press the desired button while the track is playing, and release the button when the track has just reached the desired position, which will be updated on the corresponding display.

- **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 from button**



Click on this button to change the track playing position a few seconds before the set marker, so you can visually check the transition (for example intro time displayed).

- **Vu-meter**



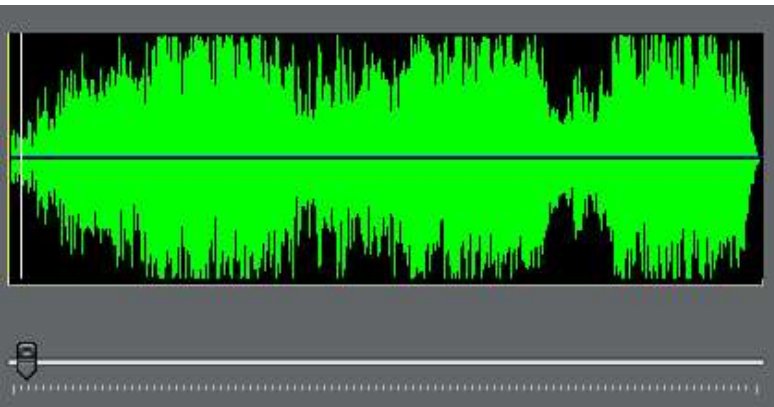
The vu-meter shows in real-time the output audio level on the cue output, which is also based on the volume slider position: in this way, you can retouch the audio level of any track before storing it in the database. Signal is represented as peak level in dBs, where the 0 dB is the absolute maximum 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.

- **Sound graph and position slider**



The graph represents the track's waveform of the object being cued. While the track is playing, just click and drag the slider to the left or right to change the absolute track playing position. The same feature can be achieved by clicking directly on the desired position into the graph.

- **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.



Quickstart (testing fade in/out):

1. Press the Fade in/out test button to switch this feature on.
2. Select desired jingles in the jingle start / jingle end boxes.
3. Press the Fade-in test (or Fade-out test) button to check your mix. If the mix is not satisfying, edit song's markers as already described and repeat your tests.

- **Loop intro button**



Click on this button to switch on/off the loop intro feature. When enabled, the intro section is looped again and again, allowing to set corresponding markers. The indicator will turn on, to show that the feature is enabled. This is a two-state button, when you wish to switch the feature off, just press this button again.

- **Fade in/out test button**



Click on this button to switch on/off the fade in/out test mode. Jingle start and jingle end set for fade-in / fade-out test feature are updated recalled from latest settings.

- **Refrain test button**



Click on this button to switch on/off the refrain test mode. Jingle start and jingle end set for refrain test feature are updated recalled from latest settings.

- **Refrain test button**



The buttons located on the right of the jingle boxes allow to set the value to empty. Same effect can be achieved pressing the "Del" button on the keyboard, while the box is selected.

- **Fade-In test button**



When you press this buttons, Winjay plays the start jingle set in the corresponding box, and lets you hear the mix with the song loaded in the cueing window. To perform the mix, fade-in-out markers set in the jingle and the song are taken into account, so you can make changes and test the mix again until you get the desired result.

- **Refrain test button**



When you press this buttons, Winjay plays the start jingle set in the corresponding box, lets you hear the mix with the song (started from the refrain marker), plays until the refrain end markers and lets you hear the mix with the end jingle.

- **Fade-out test button**



When you press this buttons, Winjay plays the last section of the song (few seconds before mix-out) and lets you hear the mix with the end jingle set in the corresponding box. To perform the mix, fade-in-out markers set in the jingle and the song are taken into account, so you can make changes and test the mix again until you get the desired result.

- **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 songs setup window



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, style, release date, etc. and optionally press the cueing button if you want to set fade-in, intro, fade-out and other 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 configure 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.

Note: when browsing for a song, WinjayVX checks if the same filename and folder are already filed in the database, and if so a message box is displayed. You can post the new record anyway or browse for a different song.

- **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.

- **Secondary Artist**

Sets an optional secondary artist or band, in case of a duet or band and solo (such as Phil Collins e Genesis). Thanks to this setting, when a random song is selected, the software takes into account both the primary and the secondary artist, so that any of these is selected again before the user-defined stand-by time.

- **Album edit box**

Contains the album where the current song belongs to.

- **Style 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.

- **Production date 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.

- **File date box**

Insert here the file date for the current song. This information turns very useful should you wish to locate songs filed in a certain day. To insert the date, type it in directly or click on the icon on the right of the edit box and use the calendar as described above.

- **Mood Box**

Sets the mood for the current song (more or less sad or happy), which is a selection criteria used for random playlist generation.

- **Vote Box**

Sets the vote for the current song (meaning the “quality” of the song), which is a selection criteria used for random playlist generation.

- **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.

- **Fade-In edit box**

Contains current song start marker in hh:mm:ss:1/1000 sec. This value is set to 00:00:00.000 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. 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 section).

- **Fade-Out edit box**

Contains current song mix out marker in hh:mm:ss:1/1000 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. If you don't set the mix-out value, the song will be played until the very end of the file.

- **Net length edit box**

Contains current song net length in hh:mm:ss:1/1000 sec. which is calculated as difference between fade-out minus fade-in marker. 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 fade-in and fade-out markers into the cueing window and confirm changes.

- **Intro edit box**

Contains current song intro time in hh:mm:ss:1/1000 sec. This value is set to 00:00:00.000 when you select the audio file for the current song, but it is automatically updated once you set the intro value in the cueing window and confirm changes. 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:1/1000 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 outro marker in the cueing window and confirm changes.

- **Refrain Start edit box**

Contains current song refrain start time in hh:mm:ss:1/1000 sec. This value is set to 00:00:00.000 when you select the audio file for the current song, but it is automatically updated once you set the refrain start value in the cueing window and confirm changes.

- **Refrain End edit box**

Contains current song refrain end time in hh:mm:ss:1/1000 sec. This value is set to 00:00:00.000 when you select the audio file for the current song, but it is automatically updated once you set the refrain end value in the cueing window and confirm changes.

- **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.

- **Mix Out Preroll**

Sets a preroll time in msec when the song start to fade before the next song in the playlist is started. If the value is not set, the song starts to fade at the same time as the next song in the playlist is started.

- **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, hard cut) 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.

- **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. Click on the button on the right to edit this value.

- **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**

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.

- **Code 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.

- **Cover section – Buttons load – paste - empty**



For each song, it is possible to associate a cover which will be shown in the play queue (on-air window). Buttons in this section allow to assign a cover to the current song:

- load cover: allows to browse the Hard Disk to locate your picture
- paste cover: allows to paste the picture which has been copied from another application or from a internet page
- clear cover: removes any previously assigned picture.

- **Search box**



This is the search box which you can find on many of the selection/setup windows. Type in the edit box the first letters to use as search key (title of desired song) and the database will be automatically moved to the first record which matches your criteria. The 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.

- **ID3 button**



After browsing the disk to add an audio track into the current record, data related to title and artist are automatically obtained from song's filename. If you press the ID3 button, fields title, artist, album, date, style, are obtained from "tags" stored into the audio track.

- **Cueing button**

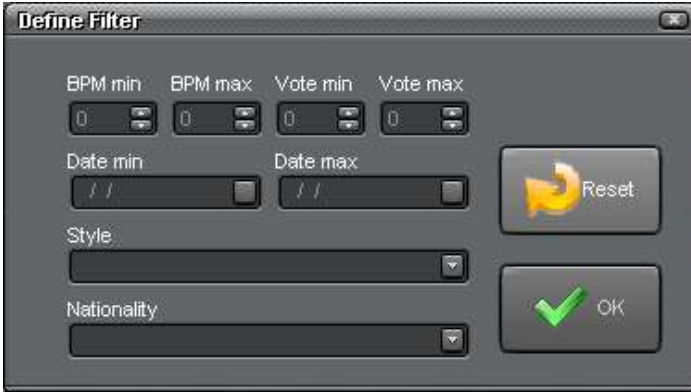


Opens the cueing window for the current song, which allows to cue the song off-the-air as well as setting BPM, volume, and various markers.

- **Filter Button**



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



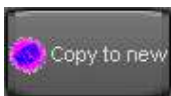
Just set various criteria on which you need to filter the database, then click the “OK” button. To reset values and show the full database without any filter, click the Reset button, then click OK to confirm.

- **New button**



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

- **Copy to New**



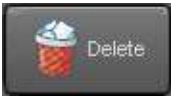
Copies the current record to a new one, including all the fields (file path, markers, etc.). This way it is possible to speed up adding a new record with similar informations.

- **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.

- **Refresh button**



Updates the database with latest records which may have been added from another setup workstation.

- **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.

- **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.

Click on the “Artists” tab in the upper part of the screen to access the artists database management window:



The grid on the left contains the list of artists filed into the database. Scrolling the list, in the section on the right of the window details about the selected artist are shown.



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 turns 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 interventi.

Buttons “New”, “Edit”, “Update”, etc. work on the artists database exactly like the corresponding buttons on the songs database window. You may just refer to the previous descriptions.

Click on the “Browse Items” tab in the upper part of the screen to access a set of features allowing you to perform batch edits on a group of records (for example, to edit path, style, etc.) or copy and paste records to another database (for example to another channel).

The screenshot shows the 'Winjay: songs setup' application window. The 'Browse Items' tab is active, displaying a table of song records. The table has columns for Artist, Length, Style, Nationality, BPM, Vote, Path, Filename, and Disk. The first row is selected, showing 'Paul Hardcastle' with a length of '00:03:39.10' and style 'Dance'. Below the table is a control panel with dropdown menus for 'Disk', 'Style', 'Date', 'Folder', and 'Nationality', and buttons for 'Move', 'Copy to', 'Select all', and 'Select none'.

Artist	Length	Style	Nationality	BPM	Vote	Path	Filename	Disk	
19 Paul Hardcastle	00:03:39.10	Dance	Internazionali	134	8	e:	\songs\dance80\Paul Hardcastle -		
7 Days In Sunny June Jamiroquai	00:04:00.300	Pop	Internazionali	114	8	e:	\songs\internazionali\Jamiroquai -		
A Caus des Garcons A Caus des Garcons	00:04:10.827	Dance 80	Internazionali	116	8	e:	\songs\dance80\A caus des Garcc		
A Chiara piace vivere Gemelli Diversi	00:04:24.960	Pop	Italiani	107	8	e:	\songs\italiani\Gemelli Diversi - A C		
Adrienne The Calling	00:04:31.386	Pop	Internazionali	91	7	e:	\songs\internazionali\The Calling -		
Afrocatalans (Ian Carey) Danny Marquez & Ferry	00:06:38.158	Dance			0	5	e:	\songs\dance\Danny Marquez & F	
Al Posto Tuo Zeropositivo	00:03:37.234	Pop	Italiani		0	5	e:	\songs\italiani\Zeropositivo - Al Po	
Alive And Kicking Simple Minds	00:04:45.884	Gold	Internazionali	110	8	e:	\songs\gold\Simple Minds - Alive A		
All about us Tatu	00:03:02.674	Pop	Internazionali	87	8	e:	\songs\internazionali\Tatu - All abo		
All around the world Silvia Coleman	00:03:42.288	Dance 90	Internazionali	134	7	e:	\songs\dance90\Silvia Coleman - A		
All In My Head Kosheen	00:04:04.767	Pop	Internazionali	124	8	e:	\songs\internazionali\Kosheen - All		
All right Silvia Coleman	00:03:41.376	Dance 90	Internazionali	131	7	e:	\songs\dance90\Silvia Coleman - A		
American science Duran Duran	00:04:42.488	Gold	Internazionali		0	5	e:	\songs\gold\Duran Duran - Americ	
Amor de mi vida Sottotono	00:04:46.244	Pop	Italiani		0	5	e:	\songs\italiani\Sottotono - Amor de	
Amore al terzo piano Otto Ohm	00:03:41.126	Pop	Italiani		0	5	e:	\songs\italiani\Otto Ohm - Amore al	
Amore disperato Nada	00:04:00.666	Pop	Italiani		0	5	e:	\songs\italiani\Nada - Amore dispe	
Amoreaux Solitaires Lio	00:03:36.685	Dance 80	Internazionali	126	8	e:	\songs\dance80\Lio - Amoreaux Sc		
Another life Kano	00:03:53.64	Dance 80	Internazionali	123	7	e:	\songs\dance80\Kano - Another life		
Army Of Lovers [Radio] Lee Ryan	00:02:58.344	Pop	Internazionali		0	5	e:	\songs\internazionali\Lee Ryan - A	



Quickstart

* batch edit settings on a group of songs:

1. Click into the grid on the records that you wish to edit. Your selection will stay active without having to keep Shift or Ctrl keys. To unselect a record, just click on the same record again. Use the buttons “Select all” and “Select none” should you wish to select all records into the database, or cancel any selection.
2. Set various criteria that you wish to change on selected records, for example style, date, etc, and leave empty all settings that should remain unchanged.
3. Click the “Move” button to confirm changes.

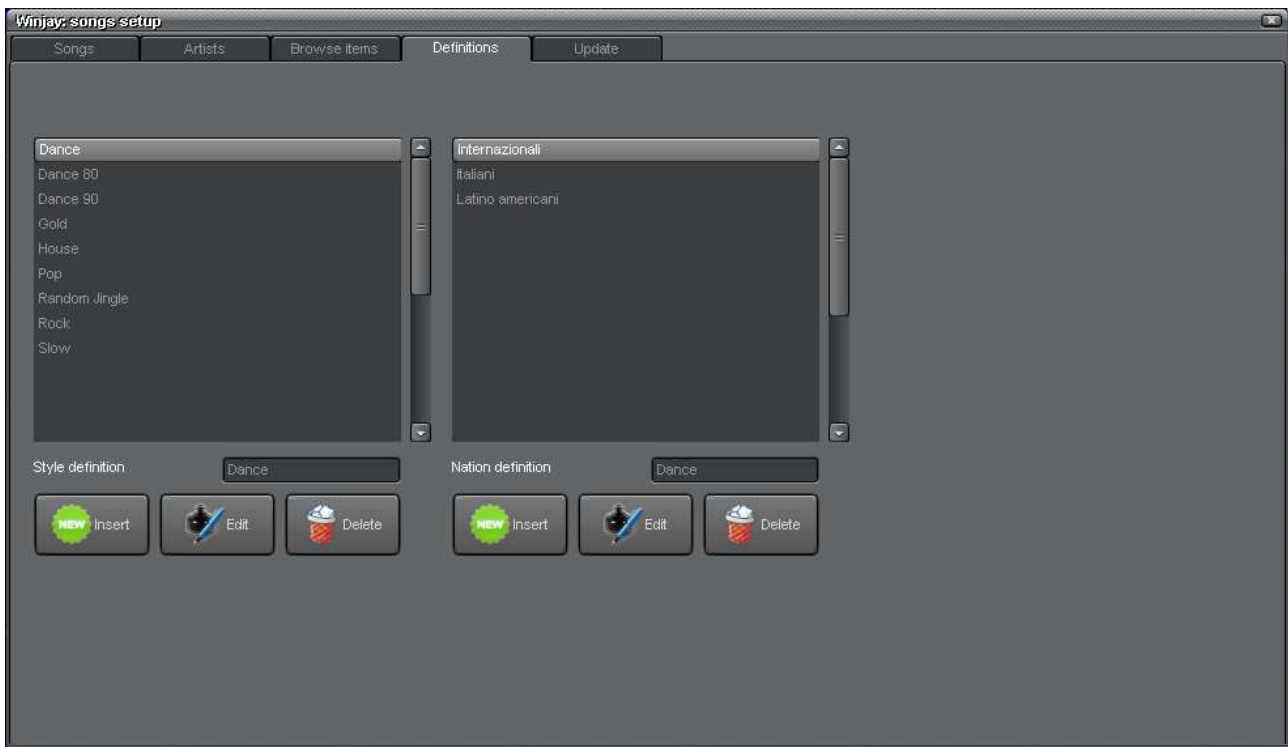
* batch copy on a group of songs:

1. Like above, select the records that you wish to copy.
2. Select the destination database (playout channel).
3. Click the “Copy to” button to confirm.

* batch delete on a group of songs:

1. Like above, select the records that you wish to delete.
2. Click the “Delete selected” button to confirm.

Click on the “Definitions” tab on the top of the screen to edit the list of styles and nationalities that will be used when populating songs’ database and like criteria on random playlists.



Detailed description

- **List of filed styles and nationalities**

The grids contain the list of already filed styles and nationalities. You may browse the list with the arrow buttons, arrow keys on the keyboard, or the mouse wheel.

- **Style definition / Nationality definition**

These boxes allow to enter the style and nationality that you wish to add or edit into the corresponding database.

- **Insert button**



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

To add a new definition into the database:

- 1) Type into the box the new denomination
- 2) Click the Insert button.

- **Edit button**

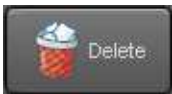


Replaces the selected nationality in the database grid according to the denomination typed in the corresponding box.

To replace an existing definition into the database:

- 1) Select from the grid the item that you wish to replace
- 2) Type into the box the new denomination
- 3) Click the Edit button.

- **Delete button**



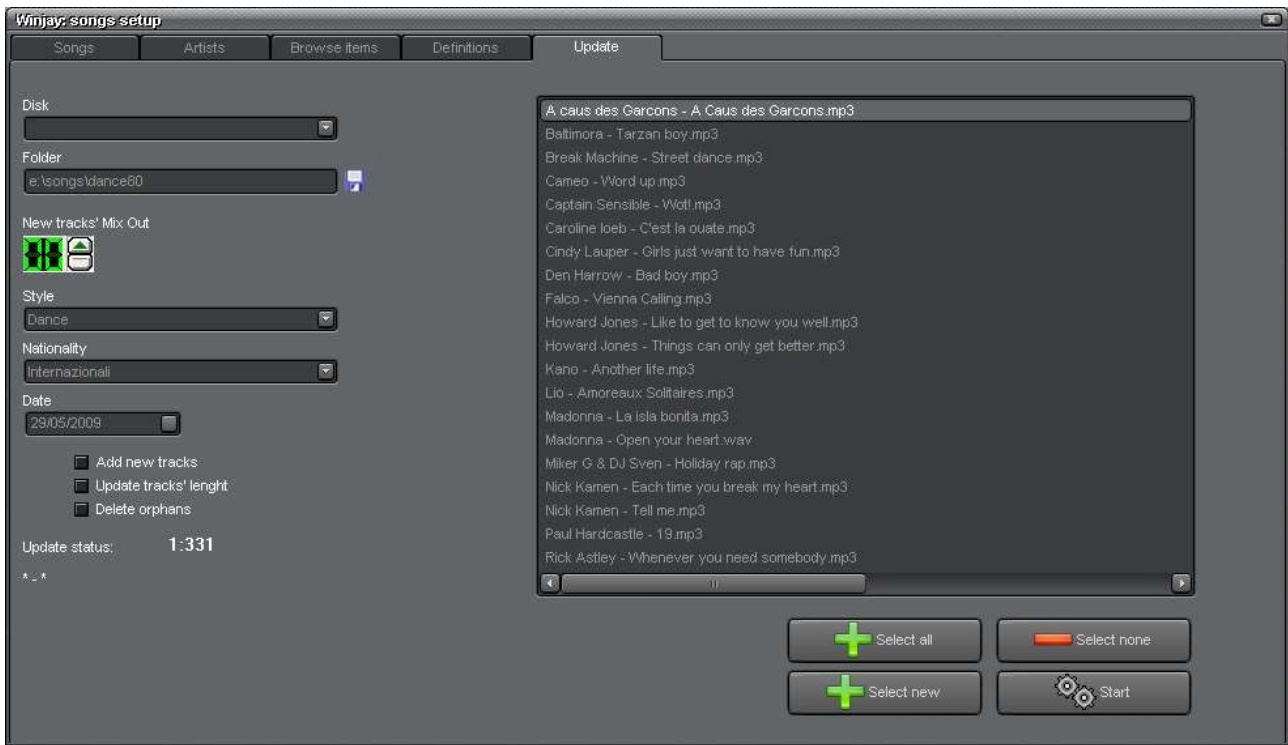
Deletes from the database the currently selected record in the grid.



Troubleshooting:

- Both nationalities and styles are internally handled as numeric autoincrement codes so, if you make a mistake when editing an existing record, don't delete and create a new one, but just edit your existing one. If you delete the type and add a new instance of the same type, the record will be assigned a new numeric code, so it will be treated as it was a completely different style: any song which had been assigned the old style will show a blank style field, which would need to be reassigned to a new one.

Click on the “Update” tab to access a semi-automatic feature to update the song database:



Thanks to this window, if you already own a good collection 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.

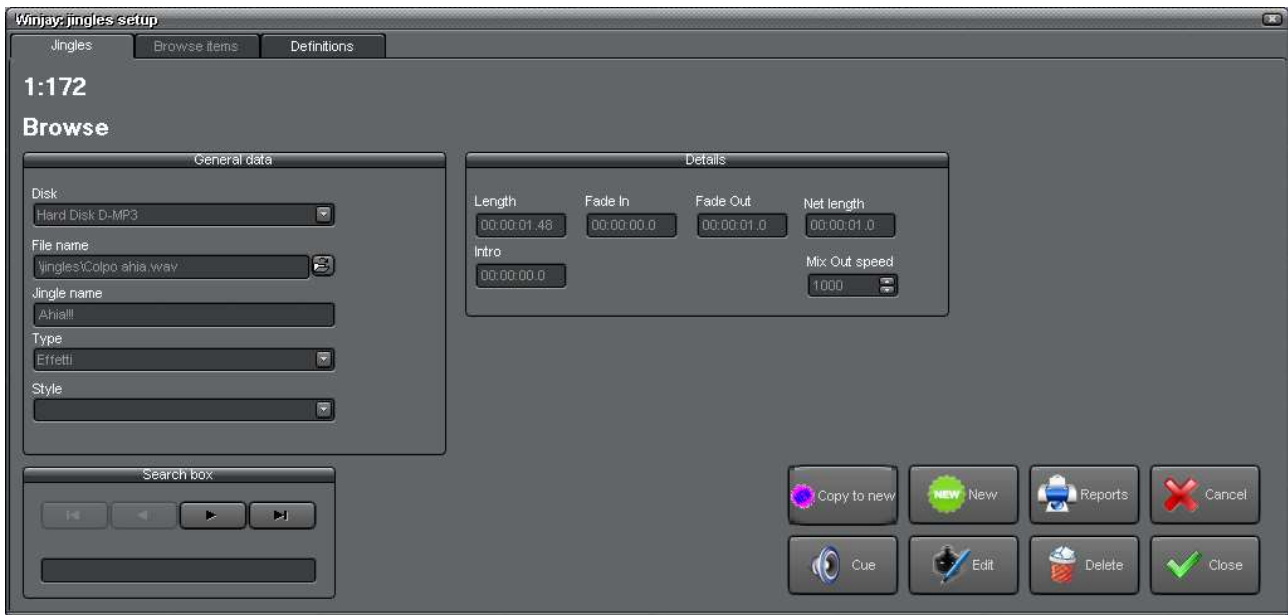
1. Check the "Update tracks' length" box.
2. Press the up-down arrows to set the standard mix out value (in number of seconds from the end of file) for the songs in the database which lengths are changed (the unchanged files are not updated).
3. Press the "start" button to start the update.
4. When done,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

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.
2. 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.
3. 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
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 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 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 box**

Contains current jingle name.

- **Jingle type 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.

- **Jingle style box**

Contains current jingle style (for example, dance jingle, evening jingles, etc.). Click on the icon on the right of the edit box and choose one of the available styles from the drop-down list. To manage the jingle styles database, click on the tab on the top of the screen.

- **Length box**

Contains current jingle length in hh:mm:ss:1/1000 sec. This value is automatically filled in as soon as you select the audio file for the current jingle.

- **Intro box**

Contains current jingle intro time in hh:mm:ss:1/1000 sec. This value is set to 00:00:00.000 when you select the audio file for the current jingle, but it is automatically updated once you set the intro value in the cueing window and confirm changes. If you don't set the intro value, the time display on the on-air window will only indicate the remain time.

- **Fade-In box**

Contains current jingle fade-in marker in hh:mm:ss:1/1000 sec. This value is set to 00:00:00.000 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. If you don't set the fade-in 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 sections).

- **Fade-out box**

Contains current jingle fade-out marker in hh:mm:ss:1/1000 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 cueing window and confirm changes. If you don't set the fade-out value, the jingle will be played until the very end of the file.

- **Net length box**

Contains current song net length in hh:mm:ss:1/1000 sec. which is calculated as difference between fade-out minus fade-in marker. 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 fade-in and fade-out markers into the cueing window and confirm changes.

- **Mix Out Speed**

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**



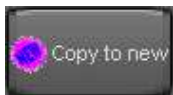
This is the search box which you can find on many of the selection/setup windows. Type in the edit box the first letters to use as search key (title of desired jingle) and the database will be automatically moved to the first record which matches your criteria. The group of 4 buttons allows to browse 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 jingle.

- **Copy to New**



Copies the current record to a new one, including all the fields (file path, markers, etc.). This way it is possible to speed up adding a new record with similar informations.

- **Cueing button**



Opens the cueing window for the current jingle, which allows to cue the jingle off-the-air as well as setting volume and various markers.

- **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.

- **Refresh button**



Updates the database with latest records which may have been added from another setup workstation.

- **Reports button**



Shows the jingles report print preview window. The printed report fully reflects browsing options (sorting, filtering, etc.). For example, if you apply a filter on jingle style, you can print only the jingles with that style, and so on.

- **Cancel button**



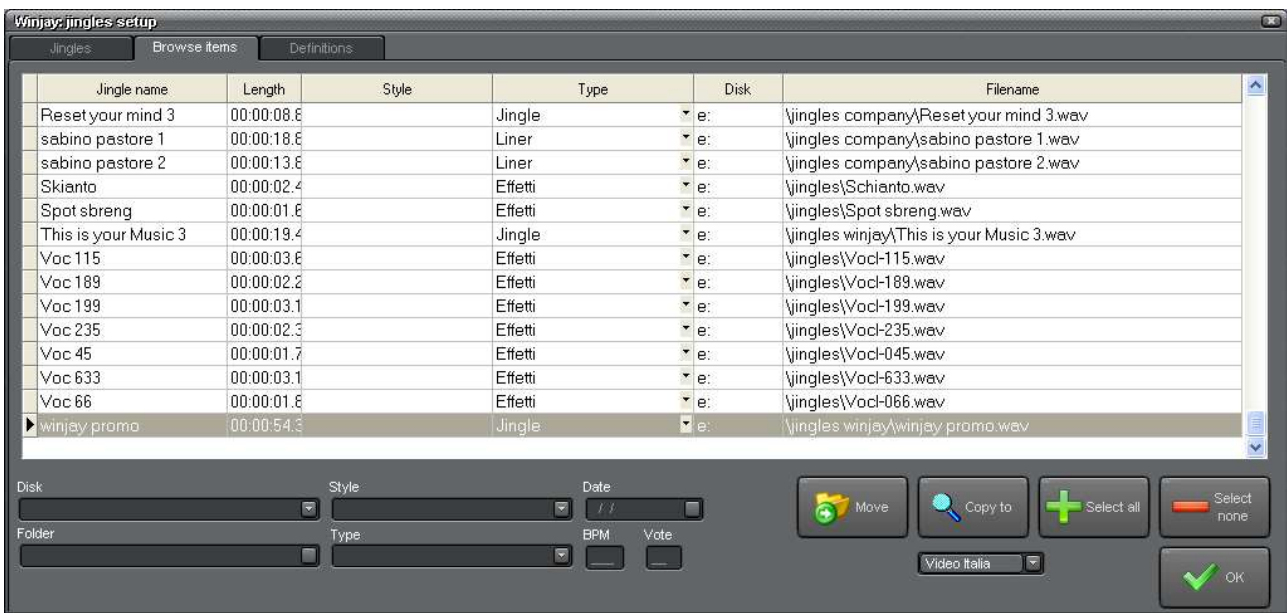
Cancels updates to the current record and switches back to browse mode.

- **OK button**



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

Click on the “Browse Items” tab in the upper part of the screen to access a set of features allowing you to perform batch edits on a group of records (for example, to edit path, style, etc.) or copy and paste records to another database (for example to another channel).





Quickstart

* batch edit settings on a group of jingles:

1. Click into the grid on the records that you wish to edit. Your selection will stay active without having to keep Shift or Ctrl keys. To unselect a record, just click on the same record again. Use the buttons “Select all” and “Select none” should you wish to select all records into the database, or cancel any selection.
2. Set various criteria that you wish to change on selected records, for example style, date, etc, and leave empty all settings that should remain unchanged.
3. Click the “Move” button to confirm changes.

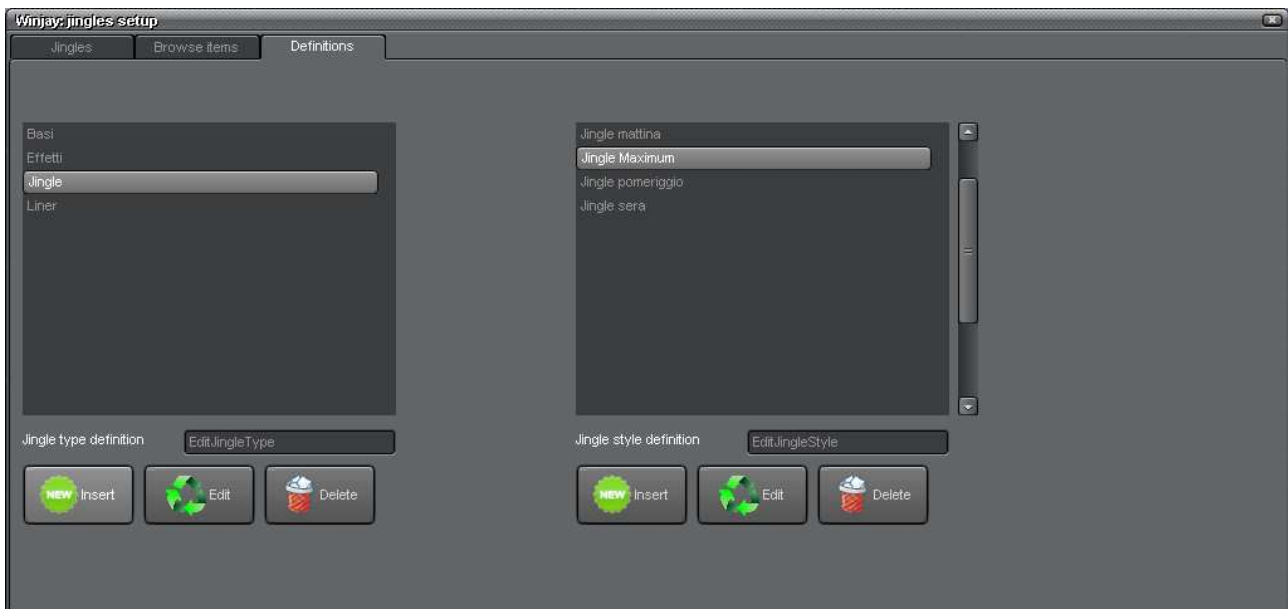
* batch copy on a group of jingles:

1. Like above, select the records that you wish to copy.
2. Select the destination database (playout channel).
3. Click the “Copy to” button to confirm.

* batch delete on a group of jingles:

1. Like above, select the records that you wish to delete.
2. Click the “Delete selected” button to confirm.

Click on the “Definitions” tab on the top of the screen to edit the list of styles and types that will be used when populating jingles’ database.





Detailed description

- **List of filed styles and types**

The grids contain the list of already filed jingles' styles and types. You may browse the list with the arrow buttons, arrow keys on the keyboard, or the mouse wheel.

- **Style definition / Type definition**

These boxes allow to enter the style and type that you wish to add or edit into the corresponding database.

- **Insert button**



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

To add a new definition into the database:

- 1) Type into the box the new denomination
- 2) Click the Insert button.

- **Edit button**

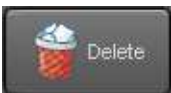


Replaces the selected style / type in the database grid according to the denomination typed in the corresponding box.

To replace an existing definition into the database:

- 1) Select from the grid the item that you wish to replace
- 2) Type into the box the new denomination
- 3) Click the Edit button.

- **Delete button**



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



Troubleshooting:

- Both styles and types are internally handled as numeric autoincrement codes so, if you make a mistake when editing an existing record, don't delete and create a new one, but just edit your existing one. If you delete the type and add a new instance of the same type, the record will be assigned a new numeric code, so it will be treated as it was a completely different object: any jingle which had been assigned the old style will show a blank style field, which would need to be reassigned to a new one.

The commercials setup window



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.
2. 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.
3. 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.
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 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**

Sets the priority value needed for auto-positioning the commercial inside a commercial break (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. When commercial rotation is set to “shuffle”, commercials inside the break are shuffled at each loading without taking into account priority set, except for those ones set on priority 10, 9 and 1 that will stay in their respective positions.

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:1/1000 sec. This value is automatically filled in as soon as you select the audio file for the current commercial.

- **Net length box**

Contains current commercial net length in hh:mm:ss:1/1000 sec. which is calculated as difference between fade-out minus fade-in marker. 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 fade-out markers into the cueing window and confirm changes.

- **Fade-out edit box**

Contains current commercial fade-out marker in hh:mm:ss:1/1000 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 fade-out value in the cueing window and confirm changes. If you don't set the fade-out value, the commercial will be played until the very end of the file.

- **Mix Out Speed**

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.

- **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. Type in the edit box the first letters to use as search key (title of desired jingle) and the database will be automatically moved to the first record which matches your criteria. The 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.

- **Reports button**



Shows the commercials report print preview window.

- **Cueing button**



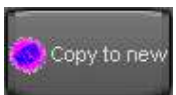
Opens the cueing window for the current commercial, which allows to cue the commercial off-the-air as well as setting volume and various markers.

- **New button**



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

- **Copy to New**



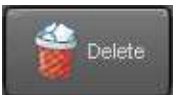
Copies the current record to a new one, including all the fields (file path, markers, etc.). This way it is possible to speed up adding a new record with similar informations.

- **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 jingle, it will be also automatically removed from any playlist or commercial break where it has been inserted.

- **Cancel button**



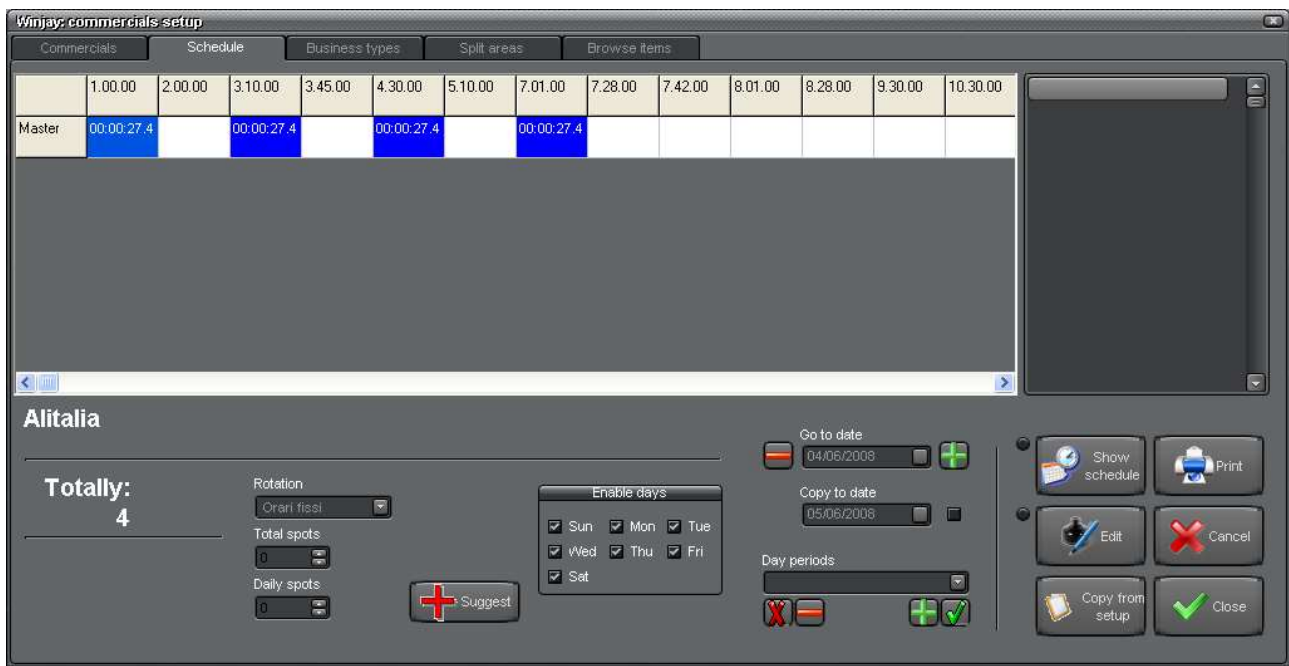
Cancels updates to the current record and switches back to browse mode.

- **OK button**



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

Click the “commercial breaks” tab on the top of the window to access the commercial scheduling window:



Quickstart (scheduling a commercial):

1. First of all, browse the commercial database to locate the desired record, then press the “commercial break” tab to switch to window shown above.
2. Press the “Copy from Setup” button to paste scheduling settings made into main window. 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 specific break, click again on the same cell, and so on.
4. Press the OK button to confirm updates.



Detailed description

- **Total commercials**

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.

- **Date selection box**



Changing the date on this box allows to show the related scheduling for the selected commercial on the specified date. Buttons on the left and right allow to move on previous and next day.

- **Commercial groups**



It is possible to define groups of commercial breaks, allowing to split the offer to customers depending on airing time. For example you can set the time interval from midnight to 6.00.00 as “night time”, to sell at lower price, and peak hours to sell at full price. Once these settings have been done into the Commercial Breaks window, in scheduling you will just have to select the required group with this box. From left to right, the 1st button deletes from the grid all the scheduled commercials, the 2nd button deletes only the time slots corresponding to the selected group, 3rd button adds to scheduling only the time slots corresponding to the selected group, last button schedules the commercial all the day.

- **Reports button**



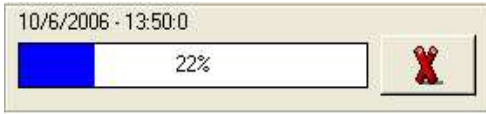
Shows the commercial details report print preview window. This report is useful for printing a list of the breaks where the current commercial has been added.

- **Edit button**



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

- **Progress bar**



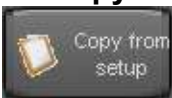
When you press the “OK” button to confirm commercial scheduling, this progress bar turns visible to show overall processing progress and the break currently under scheduling, for example the break at 13:50:00 on 10/06/2006. The button on the right allows to cancel the scheduling progress.

- **Suggest schedule button**



Click this button to is checked, if you click on time slots into the scheduling grid, the playlist grid on the right of the window shows the list of commercials related to the clicked slot.

- **Copy from Setup**



Press this button to paste scheduling settings from the main commercials database window (days of the week, start and ending date, rotation, etc.).

- **Show Schedule**



When this button is checked, if you click on time slots into the scheduling grid, the playlist grid on the right of the window shows the list of commercials related to the clicked slot.

- **Copy To Date**



If the button is checked, the scheduling made for the current date is copied up to the date set into this box. Otherwise, only the day set into the date box is scheduled.

- **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**



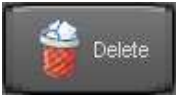
Adds to the database the business type typed in the edit box.

- **Edit Button**



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

- **Delete button**



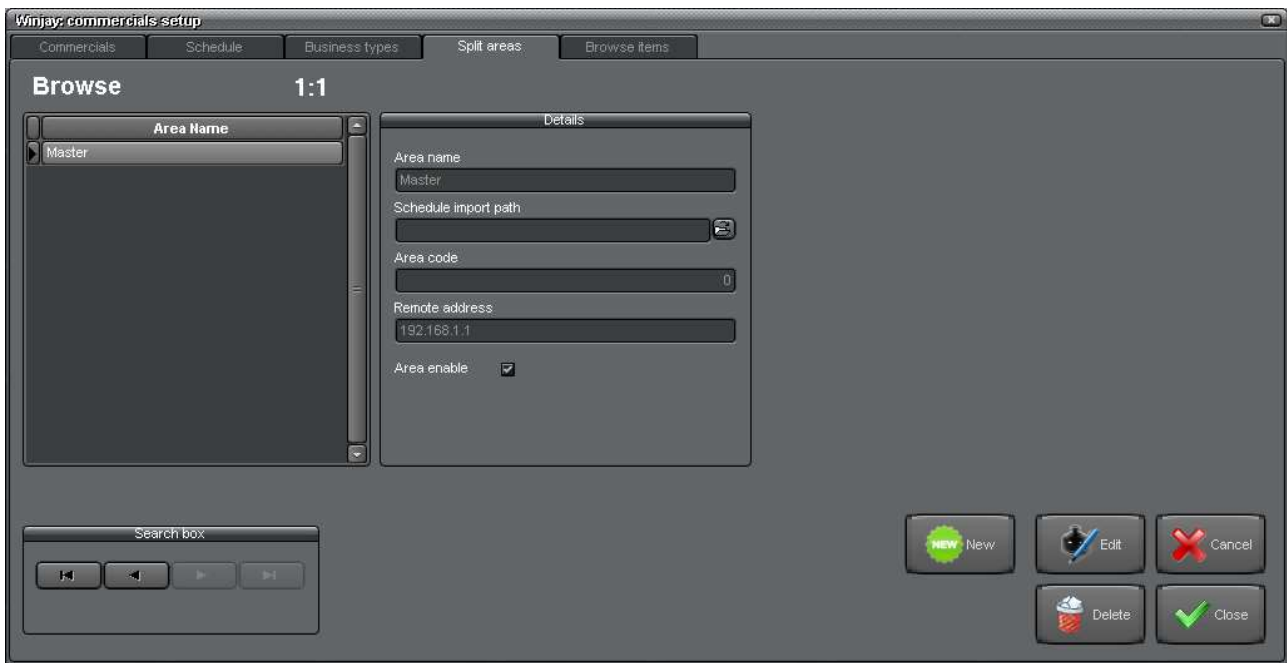
Deletes from the database the currently selected business type in the grid.

- **OK button**



Closes the business types setup window.

Clicking on the “Split areas” 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**



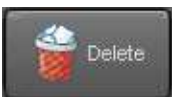
Switches the database to insert mode to add a new area.

- **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**



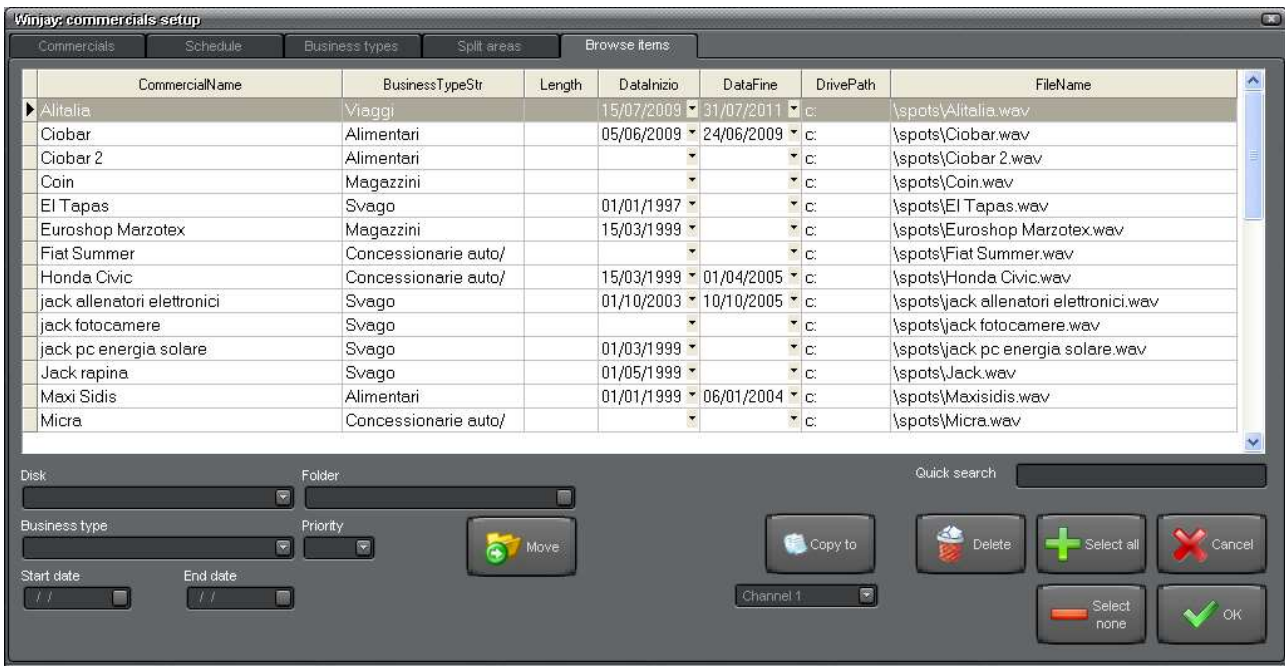
Cancels updates and returns to browse mode.

- **OK button**



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

Click on the “Browse Items” tab in the upper part of the screen to access a set of features allowing you to perform batch edits on a group of records (for example, to edit path, style, etc.) or copy and paste records to another database (for example to another channel).



Quickstart

* batch edit settings for several commercials:

1. In the grid containing the list of filed commercials, click the items that you wish to edit; items remain selected also without pressing the Shift or Ctrl buttons on your keyboard. To unselect a commercial, just click the same item again. Use the “Select all” and “Select none” buttons to select all the commercials or clear your selection.
2. Edit settings that you wish to change on the selected items, for example scheduling date, categories, etc, while leaving empty all the settings that you don't wish to change.
3. Press the Apply button to confirm.

*** batch copy commercials to another channel:**

1. As above, select the commercials that you wish to edit.
2. Select the destination database (channel) that you wish to copy your commercials to.
3. Press the "Copy to" button to confirm.

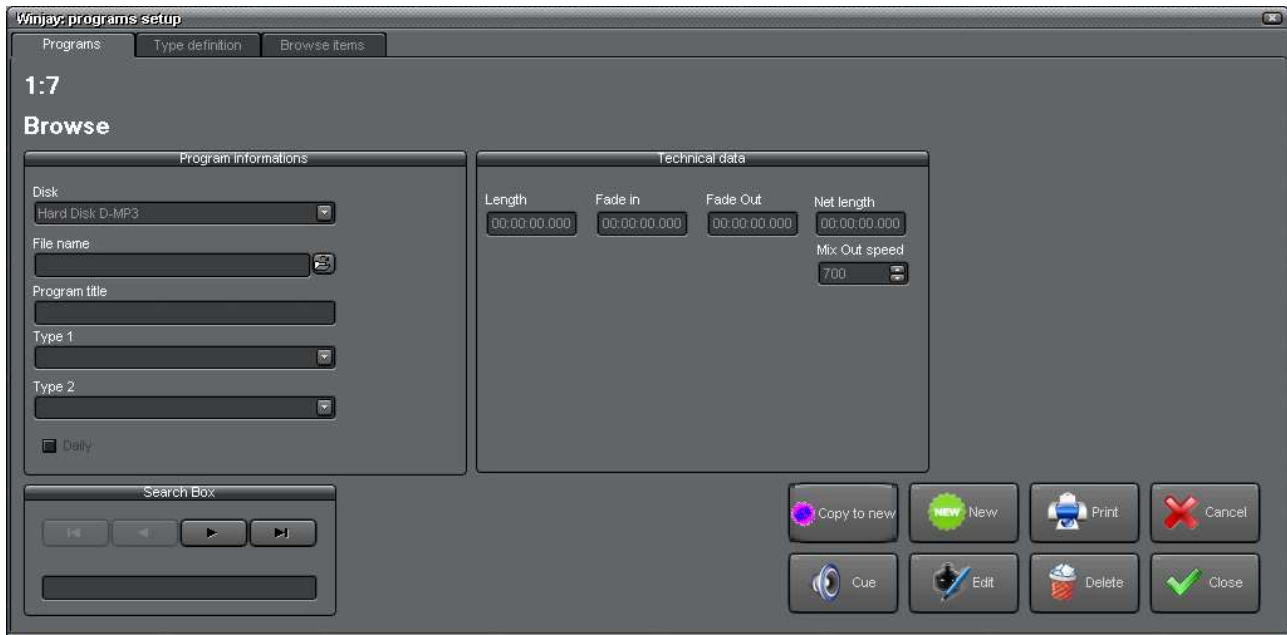
*** batch delete commercials:**

1. As above, select the commercials that you wish to delete.
2. Press the "Delete selected" button to confirm.

Troubleshooting:

- You can also add a new commercial into the database with a simple drag-and-drop, just drag a clip from Windows' Explorer (or other applications) and drop to this window. The database is switched into Insert mode so you can add required informations into related fields. When finished with editing, just press the OK button to confirm edits.
- Business types are internally handled as numeric autoincrement codes so, if you make a mistake when editing an existing record, don't delete and create a new one, but just edit your existing one. If you delete the type and add a new instance of the same type, the record will be assigned a new numeric code, so it will be treated as it was a completely different style: any song which had been assigned the old style will show a blank field, which would need to be reassigned to a new one.

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 boxes**

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.

- **Net length edit box**

Contains current programme net length in hh:mm:ss:1/1000 sec. which is calculated as difference between fade-out minus fade-in marker. This value is set to the programme length when you select the audio file for the current song, but it is automatically updated once you set the fade-in and fade-out markers into the cueing window and confirm changes.

- **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**

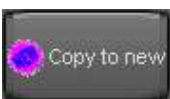
Contains the mix out speed for the current programme, which is expressed in a millisecond value between 100 (1/10 of second, hardcut) and 5000 (5 seconds, very slow fade out). To edit the mix-out speed value, press the left-right arrows on the right of the edit box. When a new song is added to the database,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

- **Copy to New**



Copies the current record to a new one, including all the fields (file path, markers, etc.). This way it is possible to speed up adding a new record with similar informations.

- **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**



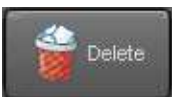
Switches the database to edit mode, to edit fields for the current programme.

- **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.

- **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**



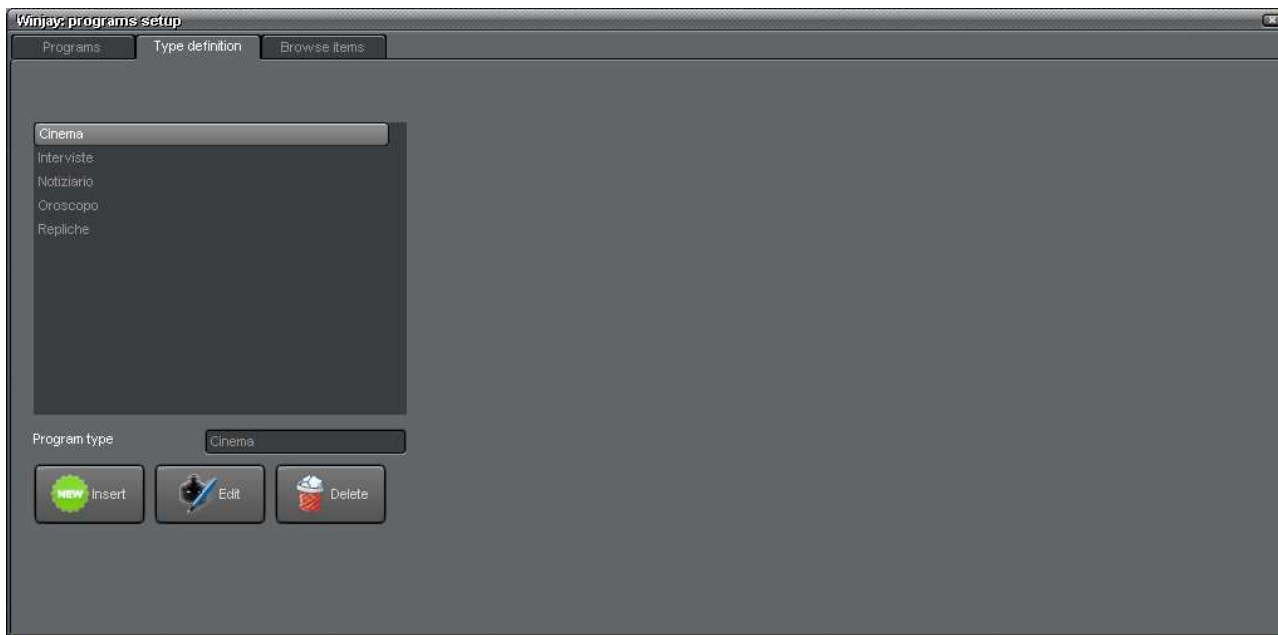
Cancels updates to the current record.

- **OK button**



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

Click on the “Programme types” tab in the upper part of the screen to access the programme categories management window:



Detailed description

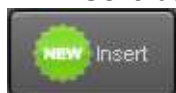
- **Programme type edit box**

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**



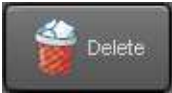
Adds to the database the category typed in the edit box.

- **Edit Button**



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

- **Delete button**



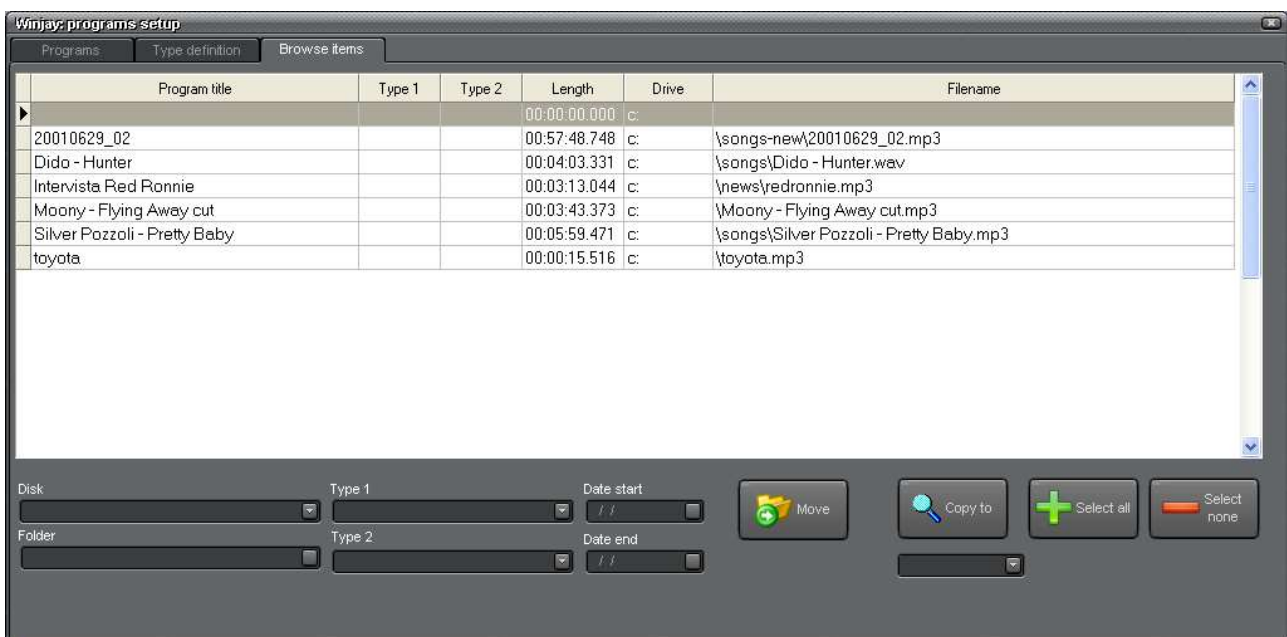
Deletes from the database the currently selected category in the grid.

- **OK button**



Closes the programme categories setup window.

Click on the “Browse Items” tab in the upper part of the screen to access a set of features allowing you to perform batch edits on a group of records (for example, to edit path, style, etc.) or copy and paste records to another database (for example to another channel).



Quickstart

* batch edit settings for several programmes:

1. In the grid containing the list of filed programmes, click the items that you wish to edit; items remain selected also without pressing the Shift or Ctrl buttons on your keyboard. To unselect a programme, just click the same item again. Use the “Select all” and “Select none” buttons to select all the programmes or clear your selection.
2. Edit settings that you wish to change on the selected items, for example scheduling date, categories, etc, while leaving empty all the settings that you don’t wish to change.
3. Press the Apply button to confirm.

* **batch copy programmes to another channel:**

1. As above, select the programmes that you wish to edit.
2. Select the destination database (channel) that you wish to copy your programmes to.
3. Press the "Copy to" button to confirm.

* **batch delete programmes:**

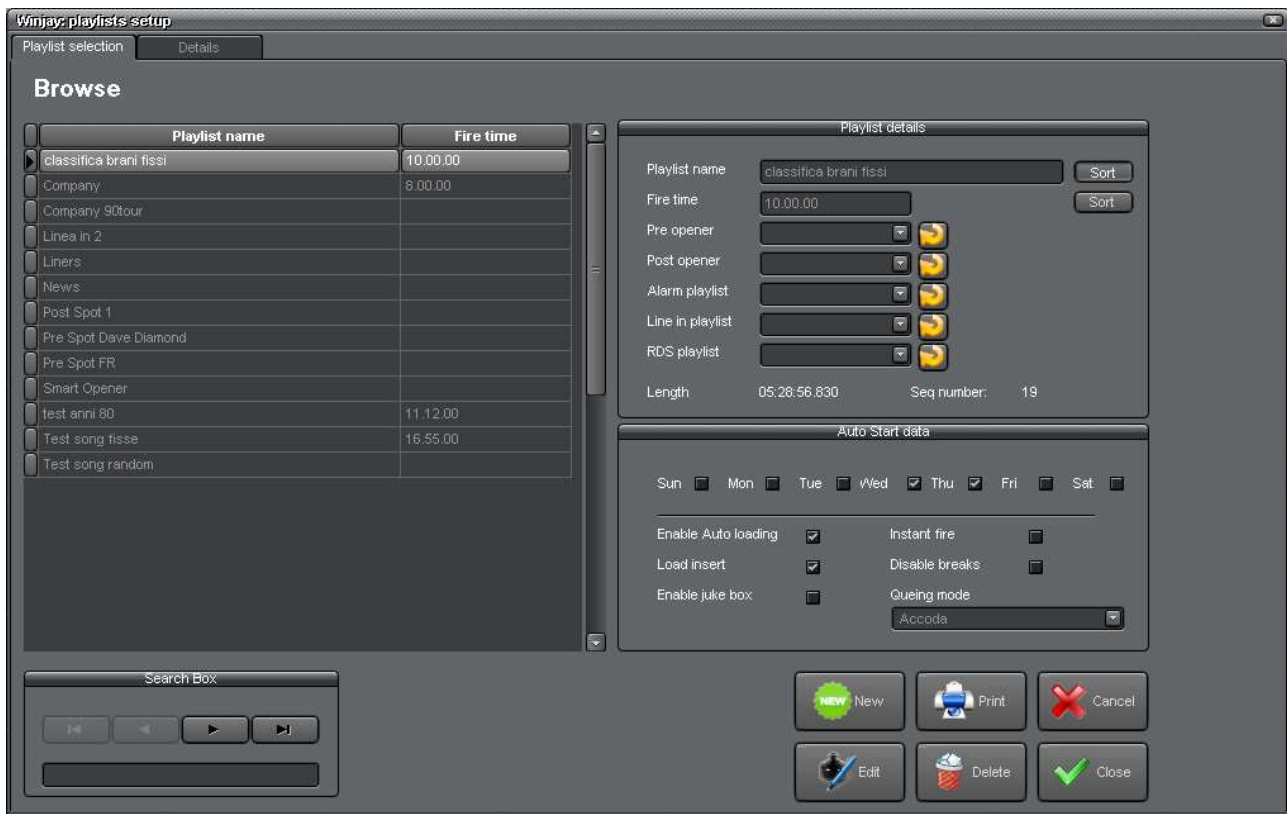
1. As above, select the programmes that you wish to delete.
2. Press the "Delete selected" button to confirm.



Troubleshooting:

- You can also add a new programme into the database with a simple drag-and-drop, just drag a clip from Windows' Explorer (or other applications) and drop to this window. The database is switched into Insert mode so you can add required informations into related fields. When finished with editing, just press the OK button to confirm edits.
- Programme categories are internally handled as numeric autoincrement codes so, if you make a mistake when editing an existing record, don't delete and create a new one, but just edit your existing one. If you delete the type and add a new instance of the same type, the record will be assigned a new numeric code, so it will be treated as it was a completely different style: any song which had been assigned the old style will show a blank field, which would need to be reassigned to a new one.

The playlists setup window



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.

- **Alarm playlist**

When an “external feed” event from the current playlist is running, if incoming audio is missing, and depending on settings made in the setup window, the specified emergency playlist is fired automatically.

- **Line in playlist**

When an emergency playlist is running but the incoming audio turns back again, specifies the playlist to be fired to continue rebroadcasting the external feed.

- **RDS playlist**

Sets a specific RDS playlist which should run when the current playlist is playing.

- **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.

- **Enable juke box**

If checked, the SMS juke-box feature is enabled when the current playlist is running.

- **Disable breaks checkbox**

Unless commercial breaks programming is disabled from the Hardware and Misc window, breaks will be automatically loaded in the on-air queue according to their scheduled time. If you wish instead to schedule your breaks manually into the current playlist then you should check this option, to avoid duplicate loadings.

- **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 replace 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**



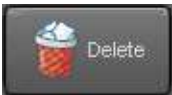
Switches the database to insert mode to add a new playlist.

- **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**



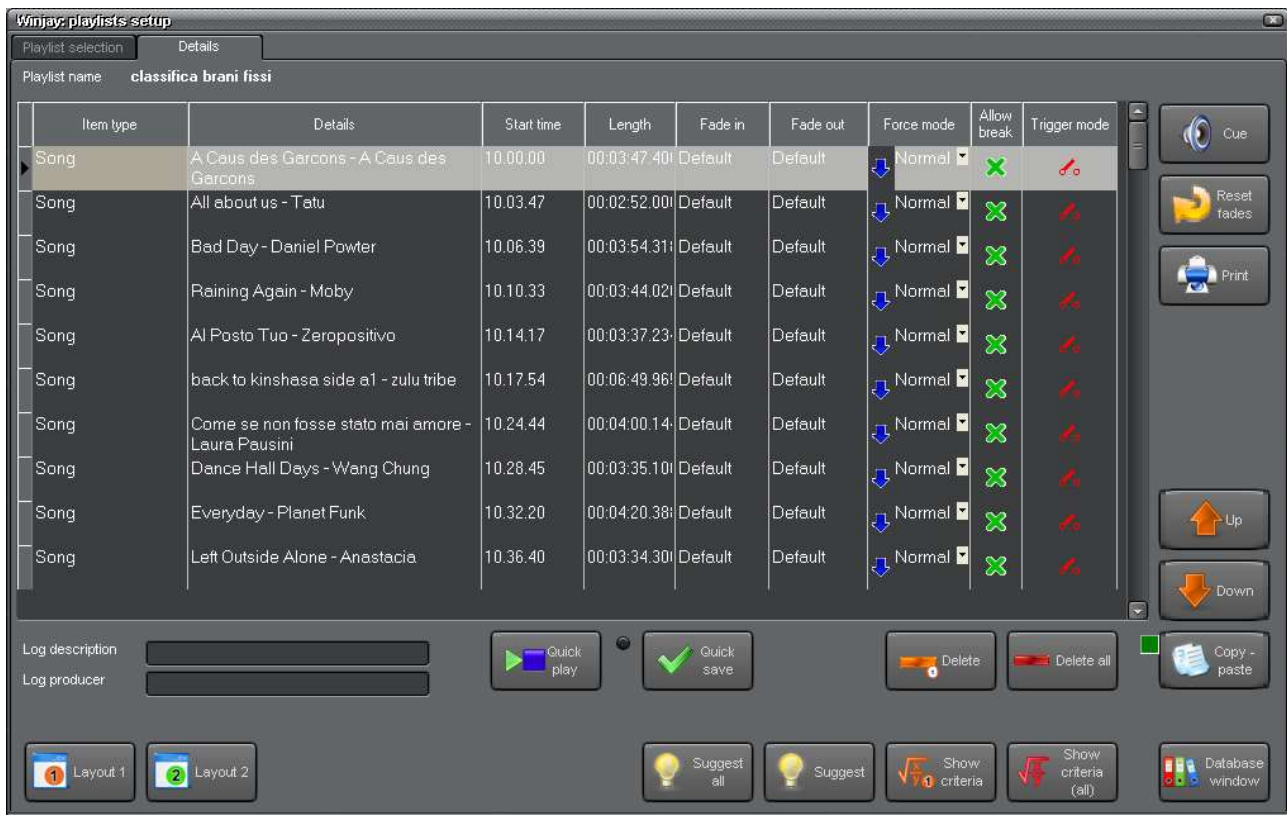
Cancels updates to the current playlist.

- **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.

- **Cueing button**



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

- **Pulsante Reset Fades**



Should fade-in / fade-out markers have been changed for the highlighted item in the playlist, this button resets fade values to defaults set in the corresponding database.

- **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**



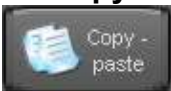
Press one of these buttons to shift one step up or down the selected item in the playlist. If you keep the buttons pressed, an auto-repeat feature will be automatically activated (like pressing the button again and again). You can also move items up or down in the playlist with a simple drag-and-drop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

- **Quick Play button**



Click on this button to enable the Quick Play feature. The associated indicator will turn on, to show that the feature is active. By scrolling the list of items into the playlist, the playback is automatically started. To turn this feature off, just click on the button again.

- **Copy / Paste button**



Press the copy/paste button to enable copy/paste features on playlist items. The indicator will turn on, to show that the feature is enabled. This is a two-state button, to disable copy/paste just press this button again. To perform a

copy/paste:



- select desired items into the playlist (keep Ctrl key pressed to multi select)
 - Right-click on the playlist grid and select the desired feature from the menu, for example Copy
 - Move the cursor into the playlist, where you want to paste the selected items, then right-click again and select the Paste feature.
- Simply proceed in the same way for other features offered.

- **Quick Save button**



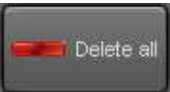
Click on this button to perform a playlist quick save when editing, without having to switch to the main playlist selection window.

- **Delete button**



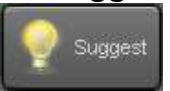
Deletes from the playlist the selected item in the playlist grid,

- **Delete all button**



Removes all items from the playlist.

- **Suggest button**



If the highlighted item is a random song, selects from the database a song matching the specified criteria and replaces this one to the random song.

- **Suggest all button**



As above, but operates on all items in the playlist. This way, it is possible to schedule a complete playlist starting from random criteria.

- **Show criteria button**



If the highlighted item is a song which has been generated starting from a random criteria, switches back to display of random criteria.

- **Show criteria (all)**



As above, but operates on all items in the playlist.

- **Database window**



Click on this button to show the object selection window, that allows to load various items (songs, jingles, etc.) into the playlist.

Select items

3:343

Song title	Artist	Length
A Caus des Garçons	A Caus des Garçons	00:04:10.827
A Chiara piace vivere	Gemelli Diversi	00:04:24.960
Adrienne	The Calling	00:04:31.386
Afrocatalans (Jan Carey Remix)	Danny Marquez & Fer	00:06:36.158
After Life	Edge Of Universe	00:00:00.000
After Life	Edge Of Universe	00:00:36.545
Al Posto Tuo	Zeropositivo	00:03:37.234
Alive And Kicking	Simple Minds	00:04:45.864

Artist: [dropdown]

BPM min: [input] BPM max: [input] Vote min: [input] Vote max: [input]

Date min: [input] Date max: [input]

Style: [dropdown]

Nationality: [dropdown]

Item type: [dropdown: Songs]

Item subtype: [dropdown:

[Add all]

Quick play [input] Search [input]

[Cue] [Select all] [Select none] [Replace mode] [Add item] [Random] [Filter] [Reset] [Stay on top] [OK]

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

Depending on the item selected on the category drop-down box in the right area of the window, this grid shows 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 alfabetically 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.

- **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 databse.

- **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.

- **Style 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 trakcs, use the genres setup window.

- **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.

- **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.).

- **Quick play button**



Click on this button to enable the Quick Play feature. The associated indicator will turn on, to show that the feature is active. By scrolling the list of items into the grid, playback is automatically started. To turn this feature off, just click on the button again.

- **Cueing button**



Opens the cueing window for the currently selected item in the grid.

- **Select all button**



Selects all records into the current database.

- **Select none button**



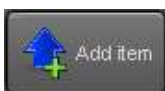
Cancels any selection on records into the current database.

- **Replace mode**



Click this button to enable Replace mode, adding new items to the playlist automatically replaces the previous highlighted item. The associated indicator will turn on, to show that the feature is active. To turn this feature off, just click on the button again.

- **Add item**



Adds to the playlist the highlighted item(s) in the selected database (songs, jingles, 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).

- **Stay on top button**



Click on this button to batch reset all random selection criteria.

- **Stay on top button**



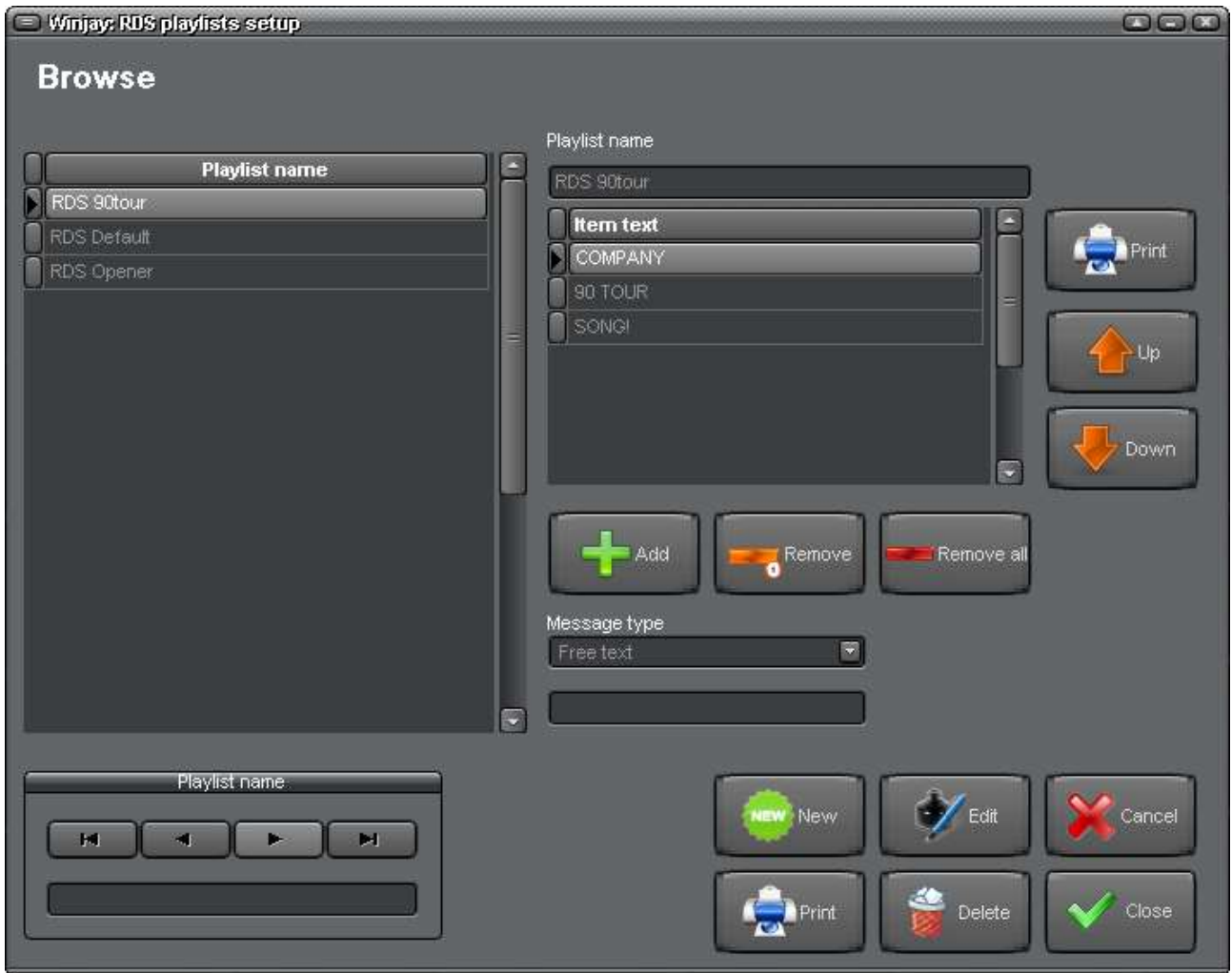
Click on this button to enable the stay on top feature for this window. The associated indicator will turn on, to show that the feature is active. To turn this feature off, just click on the button again.



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 RDS playlist setup window



WinjayVX includes an RDS automation feature, which is based on RDS-playlists made of a sequence of texts and macros which are sent sequentially to the RDS encoder. A macro is a variable which is replaced at runtime with the corresponding value, for example SONG! shows title/artist of the song currently playing. Unlimited playlists can be defined, and each one can be made of unlimited number of events.

Once you define the various music playlist, to each one can be associated a specific RDS playlist. For example, when news are broadcasted, you may associate an RDS playlist which shows MY-RADIO-NEWSTIME.



Quickstart (setting up a RDS playlist):

In the following example we'll add to the database a simple RDS playlist containing a combination of macro and free text.

1. Press the New button to enter insert mode.
2. Enter the playlist name in the edit box.
3. We are now going to add a free text: from the message type box, select the "free text" option, type the desired text in the underneath box, then press the Add button. Your text has been added to the playlist.
4. Now let's add date and time: from the message type box select the DATE! item and press the Add button. Then select the TIME! item and press the Add button again.
5. Now let's add display of the current song. From the message type box select the SONG! item and press the Add button.
6. Repeat the above steps at will to add more items, and press the OK button to confirm when done.



Detailed description

- **Playlist grid**



Contains the list of RDS playlists filed into the database. When you scroll the list, in the other grid on the right contents of the selected playlist is shown.

- **Search box**

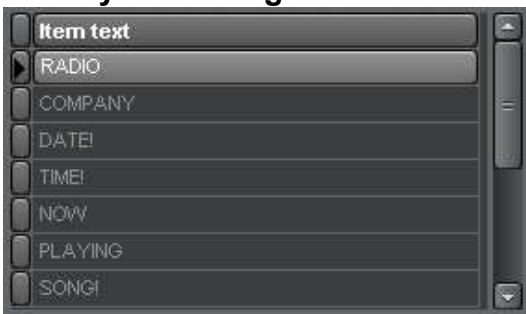


This is the search box which you can find on many of the selection/setup windows. For further details please refer to the appropriate section.

- **Playlist name edit box**

Contains the name of the current RDS playlist, which can be user defined to describe various playlists

- **Playlist detail grid**



Contains the detail of items contained in the selected RDS playlist, which is updated as new items are added, removed or moved up and down.

- **Add button**



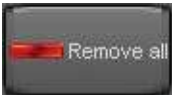
Adds to the RDS playlist a new item, depending on the selected category in the message type box.

- **Remove button**



Removes from the RDS playlist the highlighted item.

- **Remove all button**



Empties the RDS playlist.

- **Message type**

Selects message type or macro to be added into the playlist:

- Free text: allows to set any user definable free text, which must be typed in the underneath box.
- TIME! shows time
- DATE! shows date
- SONG! shows artist and title of song on the air
- NEXTSONG! shows artist and title of the next song in the play queue

- **Reports button**



Shows the report preview window containing the list of items in the selected RDS playlist.

- **Up/Down buttons**



Press one of these buttons to shift one step up or down the selected item in the RDS 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.

- **New button**



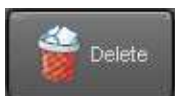
Switches the database to insert mode to add a new RDS playlist.

- **Edit button**



Switches the database to edit mode, to edit items for the current RDS playlist.

- **Delete button**



Deletes the currently selected RDS playlist. A dialog box will appear asking you to confirm playlist deletion.

- **Reports button**



Shows the report preview window containing the list of RDS playlists.

- **Cancel button**



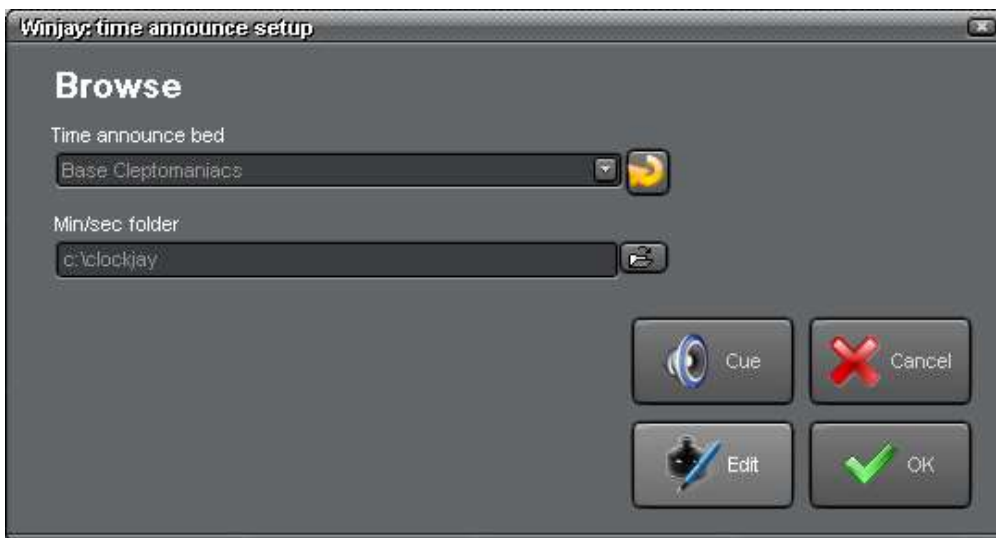
Cancels updates to the current RDS playlist.

- **OK button**



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

The time announce setup window



WinjayVX offers a powerful time announce on music bed feature, which can be added to the play queue anytime, to broadcast an attractive and live-sounding hours-minutes time announce, 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

- **Time announce bed**

Allows to specify an item from the jingle database which is set as music bed for the time announce. Please consider that when a jingle is used as time announce, the intro identifies the exact marker in the music bed where the speaker begins announcing time (“it’s xx and yy minutes”).



The small button located on the right of the box allows to reset the value to empty. Same effect can be achieved pressing the “Del” button on the keyboard, while the box is selected.

- **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 the best quality.

- **Cueing button**



Opens the cueing window for the jingle set as time announce, which allows to cue the jingle off-the-air.

- **Edit button**



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

- **Cancel button**



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

- **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 limits.

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. Type in the edit box the first letters to use as search key (title of desired jingle) and the database will be automatically moved to the first record which matches your criteria. The 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**



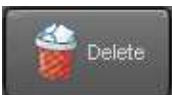
Switches the database to insert mode, to add a new jingle palette.

- **Edit button**



Switches the database to edit mode, to edit 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.

Click the “details” tab to access the page containing the jingles’ database grid, allowing to assign jingles to the buttons on the jingle palette:



Quickstart (assign a jingle to a jingle palette button):

1. From the palette selection page, click the “Edit” button to switch the database into edit mode.
2. To assign a jingle or audio effect in the database to a button on the jingle palette, simply drag a jingle 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.
3. To assign a picture to a button on the jingle palette, click on the “Load” button on the desired item, then browse your Hard Disk to locate the desired picture and confirm loading. The button will be updated with the chosen picture.

4. Repeat the above steps for other buttons, and press the OK button to confirm when done.

- **Cueing button**



Opens the cueing window for the currently selected item in the grid, allowing you to cue the jingle off-the-air.

- **Quick Play button**



Click on this button to enable the Quick Play feature. The associated indicator will turn on, to show that the feature is active. By scrolling the list of jingles into the grid, the playback is automatically started. To turn this feature off, just click on the button again.

- **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.

- **Buttons Clear – Load - Paste**



These buttons allow to associate a picture to each item in the jingle palette.

- clear: removes any previously assigned picture.
- load: allows to browse the Hard Disk to locate your picture
- paste: allows to paste the picture which has been copied from another application or from a internet page.

- **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.

- **Touch Play button**



Enabled the touch play feature. The associated indicator will turn on, to show that the feature is active. When you click one of the 12 play buttons your 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 made and closes the jingle palette window.

The commercial breaks scheduling 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 clips, programmes and of course, commercials. Commercial breaks may be automatically fired according to their start time or manually added into your daily scheduling, in the playlist section.

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 commercial break which will be fired at 10.00.00 AM.

1. Press the New button to enter insert mode.
2. Enter 10.00.00 as start time in the corresponding edit box.
3. If you wish to set opening and closing jingles, use the related drop-down menus.
4. Press the OK button to confirm when done.



Detailed description

- **Start time edit box**

Sets the reference scheduling time in hh.mm.ss for the current break.

- **Date box**

When this window is opened in browse mode from playlist editing, to add a commercial break into the playlist, this box allows to set the date for which you wish to view commercial scheduling. When you click rows (scheduling times) into the bottom-left grid, the other grid to the right will show the playlist related to selected date, and time.

- **Opening Jingle box**

Sets the opening jingle for the current commercial break. This jingle will be automatically added before the list of commercials.

- **Closing Jingle box**

Sets the closing jingle for the current commercial break. This jingle will be automatically added after the list of commercials.

- **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.

- **Print schedule**



This box allows to print a report of 1) list of commercials for the current time slot 2) full day or 3) date interval. You just need to select the desired feature, insert the date or date interval and press the Reports button.

- **Length box**

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

- **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 (clip, commercials, etc.) will be left intact in the corresponding database!

- **Cancel button**



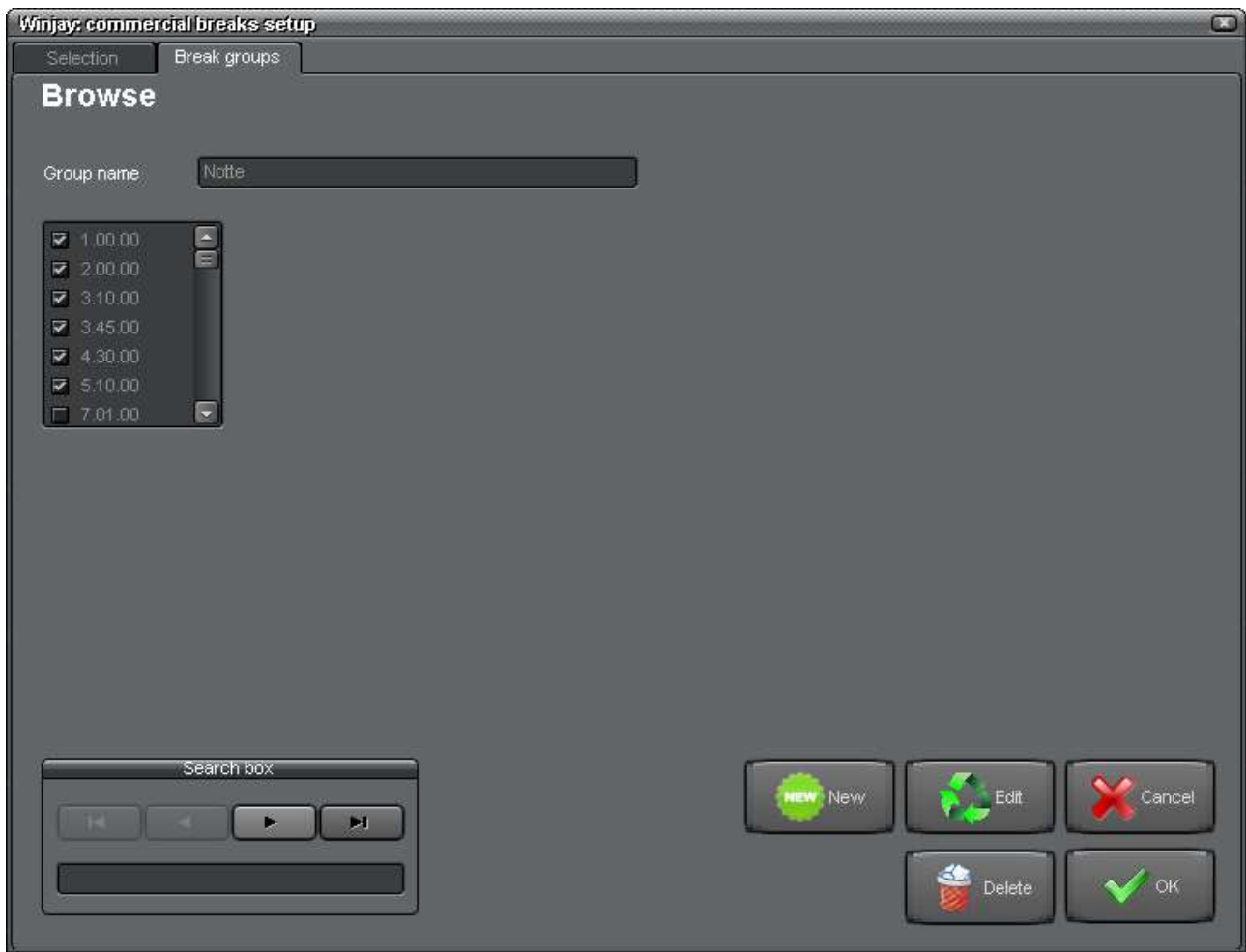
Cancels updates to the current commercial break.

- **OK button**



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

Press the details tab to access the page allowing to define groups of commercial breaks (for example morning, evening, showtime, etc.)





Quickstart (adding a new group):

In the following example we'll add to the database a commercial break which will be fired at 10.00.00 AM.

1. Press the New button to enter insert mode.
2. Type a group name in the related box.
3. Check the desired time slots into the list.
4. Press the OK button to confirm when done.

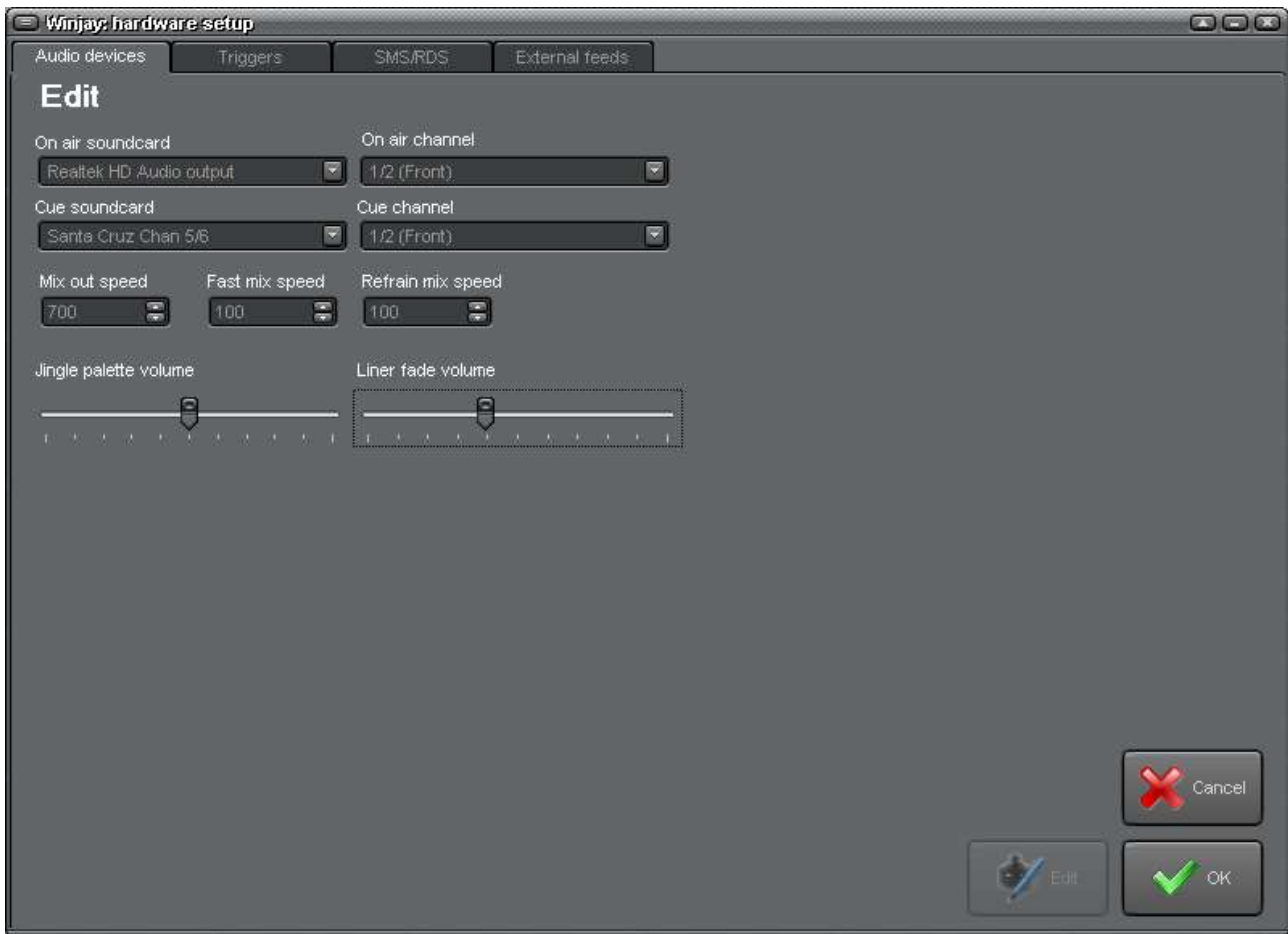
Buttons "New", "Edit", "Update", etc. work exactly like the corresponding buttons described for all other database editing windows. You may just refer to the previous descriptions.



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 moviejay.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, and one for cueing output. The setup workstation only needs one audio card.

Please 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 sound cards installed will be quite sure not the same.
- Once you're done with changes to the audio setup, you must restart both WinjayVX on-air module and WinjayVX Setup to validate changes.



Detailed description

- **On Air / cueing boxes**

Sets the sound card associated with the respective player output. Click on the icon on the right of the combo boxes and select your desired card from the drop-down list. You will normally use one card for on-air output, and another one for cueing output, allowing to simultaneously cue one track while playing other on-the-air.

- **On Air / cueing channel**

If you have installed multichannel sound cards (for example 5.1 – 7.1 or more outputs) it is also possible to use the same soundcard and assign a specific channel (like front, rear, etc.) for on-air and cueing outputs. In that case, you may specify the same soundcard for on-air and cueing, but set different channels.

- **Mix Out speed**

When an audio track reaches it's fade-out marker, WinjayVX 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 specific requirements.

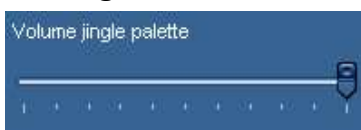
- **Fast Mix speed**

Like above, but sets the mix-out speed when the Fast Mix feature is enabled from the on-air window. Usually, you set a very low value to be used during live-assist.

- **Refrain Mix speed**

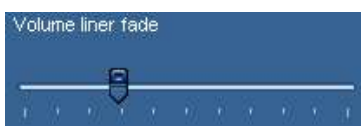
Like above, but sets the mix-out speed for songs' refrains. Since the fade-out marker is different, it may be desired to specify a more appropriate Mix Out speed.

- **Jingle Palette Volume slider**



Sets the startup volume for any item launched by the jingle palette or function keys. That way, you can balance audio effects with tracks being played on the air according to your requirements.

- **Liner fade slider**



When a speaker overlap or an item from the jingle palette is fired, or when the PTT feature is enabled, WinjayVX can automatically lower down the volume of the tracks playing to the value specified by this cursor. Setting the slider fully to the right has no effect.

- **Shoutcast streaming section**

This section allows to define settings to broadcast songs' title and artist to the Shoutcast streaming server.

- **Shoutcast streaming - URL**

Sets the streaming server URL, such as: <http://www.myserver.com:8000>

- **Shoutcast streaming - Stream ID**

As the streaming service is usually supplied by a provider that hosts more streams on the same server, this box sets your own stream ID, such as myRadio

- **Shoutcast streaming – Username and password**

Sets username and password to access the streaming server.

- **Sezione Icecast streaming**

This section allows to define settings to broadcast songs' title and artist to the Icecast streaming server. Please refer to the same description above for setting values in the boxes.

You can manually check for the correct settings using the following URLs on Internet Explorer or any other browser, after replacing the sample parameters with the correct informations:

Shoutcast:

<http://serverstreaming.com:8000/admin.cgi?pass=mypass&mode=updinfo&song=testsong>

Icecast:

<http://user:pass@server.com:8000/admin/metadata?mount=/mystream&mode=updinfo&song=whatever>

- **RadioHub streaming section**

This section allows to define settings to broadcast songs' informations to TheRadioHub streaming server.

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.

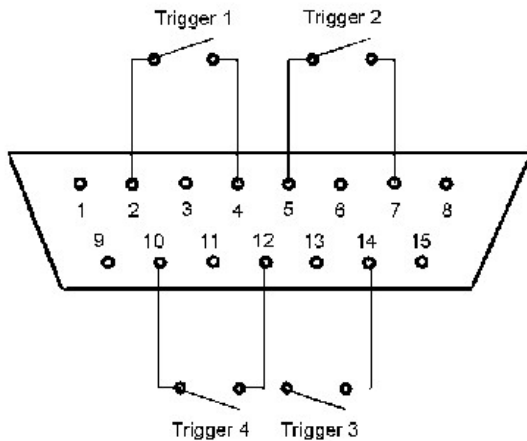
Since playlists can contain virtually any kind of event (including external feeds events), you’ll be able to open or close external feeds by relay closure and so you may broadcast news or other programming from satellite feeds in a totally automatic way.

The four green LEDs the lower-left of the screen will turn on 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 Windows will report the joystick as “not connected” and triggers won’t work. You should also jump together pin 12 with pin 4 (or 5).

The most recent motherboards don’t offer any joystick port anymore, so you should use an USB-joystick converter, or alternatively buy any USB joystick and then wire your triggers in place of the original buttons. When you plug the device, Windows automatically installs the driver and the joystick is listed in the “devices and printers” section. Right-click to select the “game device setting” menu item: you will see the installed device inside the window. Click on “properties” to test the buttons which will be used as triggers.

- **Edit button**



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

- **Cancel button**



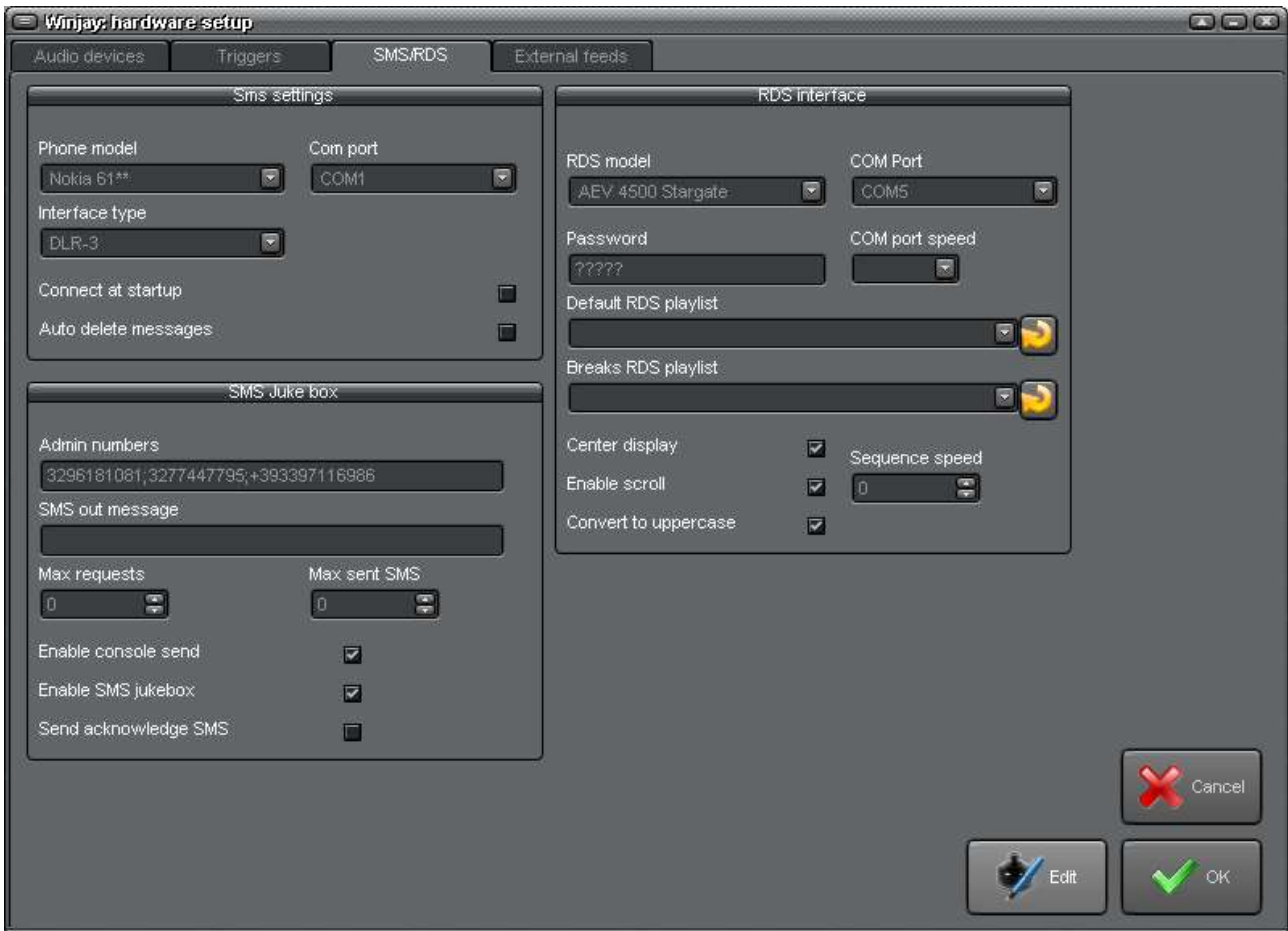
Cancels pending updates to the hardware setup.

- **OK button**



Confirms updates and closes the hardware setup window.

Press the “SMS/RDS” tab on the top of the window to access the SMS and RDS 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

SMS settings section

- **Phone model**

Allows to select the phone model in use.

- **COM Port**

Allows to select the serial port where the phone or GSM modem is connected to.

- **Interface type**

Allows to select the interface type used to connect the phone (only for Nokia phones).

- **Connect at Startup**

If checked, WinjayVX attempts to connect to the phone and synchronize messages each time the software is started.

- **Auto Delete Messages**

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

SMS juke-box section

WinjayVX includes a SMS juke-box which allows to receive songs requests from your listeners. You just need to type artist and song title (or part of them) separated by an asterisk, for example **madonna*like a virgin** and at the same time to accept system commands like playlist loading, etc. only by administrator numbers.

List of supported commands:

- LPTxON – turns on the bit specified from the x on the LPT port, for example LPT5ON turns on bit5 on the LPT port.
- LPTxOFF – turns off the bit specified from the x on the LPT port, for example LPT3OFF turns off bit3 on the LPT port.
- LPTxONOFF – triggers (turns on and off soon after) the bit specified from the x on the LPT port, for example LPT2ONOFF triggers bit2 on the LPT port.
- PLISTx – loads the playlist corresponding to the sequential number specified from the x, for example PLIST18 loads the playlist corresponding to sequential number 18
- BREAKhhmmss – loads the commercial break corresponding to the specified datetime, for example BREAK081000 loads commercial break scheduled at 08:10:00
- PLAY – forces play of next event into the play queue.

- **Administrator numbers**

Sets phone numbers from which WinjayVX accepts system commands. You may specify more numbers, separated by a semicolon, for example: +393456789583;+39478956215

- **SMS out message**

If you wish, sets a standard text which will be sent in reply to songs requests, for example a sponsor's message.

- **Max requests**

Sets the maximum number of allowed requests received from the same phone number.

- **Max sent SMS**

Sets the maximum number of SMS sent daily.

- **Enable SMS console send**

Enables manual sending of SMS from on-air window.

- **Enable SMS juke-box**

Enables the SMS juke-box, allowing listeners to request songs by SMS.

- **Send acknowledge SMS**

Enables sending of acknowledge SMS following a song's request.

RDS interface section

WinjayVX includes a module for sending messages to an RDS encoder, allowing to display various information on RDS-enabled receivers, like title and artist of song playing, next song queued, date, hour, user-defined free text (for example station name), next queued song after a commercial break (RDS smart-opener), etc. The RDS feature is based on RDS playlists which can be user defined.

- **RDS model**

Sets brand and model of RDS encoder in use.

- **COM port**

Sets the COM port where the RDS encoder is connected.

- **COM port speed**

Sets the speed of COM port used to communicate with the RDS encoder.

- **Password**

Sets the password used to access the RDS encoder (if requested, depending on the specific brand and model).

- **RDS default playlist**

Sets the RDS default playlist, which is loaded automatically when a playlist is running, for which no RDS playlist is associated.



The small button located on the right of the box allows to reset the value to default. Same effect can be achieved pressing the "Del" button on the keyboard, while the box is selected.

- **Breaks RDS playlist**

Sets the RDS playlist which is loaded automatically when a commercial break is playing, for example it may be an RDS playlist which announces the song queued after the break.

- **Center display**

If checked, strings shorter than 8 characters are centered on the RDS display.

- **Enable scroll**

If checked, enables scrolling of strings longer than 8 characters.

- **Convert to uppercase**

If checked, all strings are converted to uppercase.

- **Sequence speed**

Sets the sequence speed used for running RDS playlists.

- **Edit button**



Switches the database to edit mode, to change settings in the current window.

- **Cancel button**



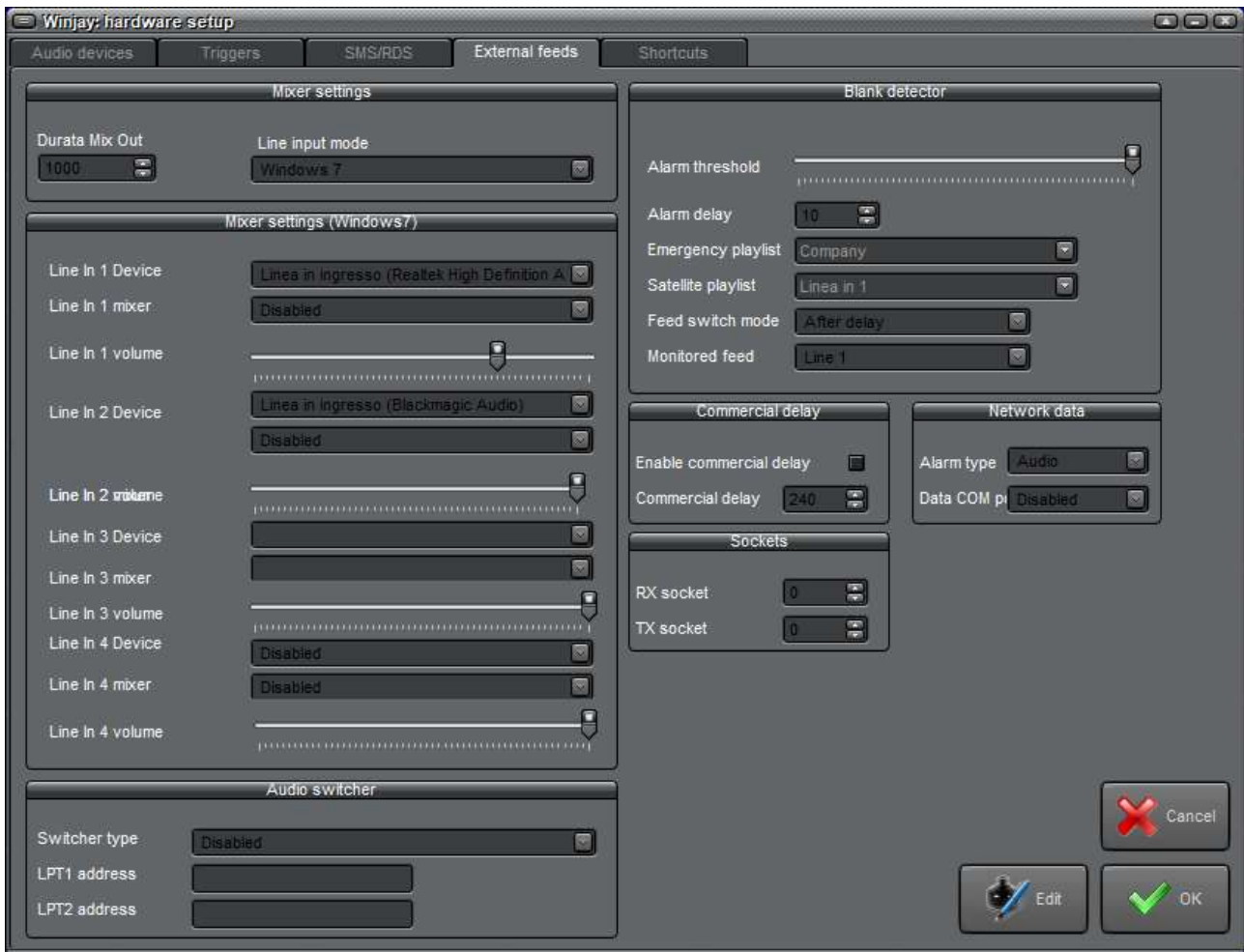
Cancels pending updates to the SMS/RDS setup window.

- **OK button**



Confirms updates and closes the SMS/RDS setup window.

Press the “External feeds” tab on the top of the window to access the external feeds setup window:



Mixer settings section

On new soundcards and operating systems from Windows7 and above, line input channels are not visible anymore as mixer channels, such audio inputs are instead rendered as devices. WinjayVX captures from such devices and creates a memory stream that can be added to the playlist exactly the same as any audio clip from. Provided that a multichannel sound card is installed (with more independent input and outputs such as the M-Audio Delta 1010LT), more input channels will be available. It is even possible to capture the incoming audio on a device (such as the soundcard set for cueing) and play the captured stream on another card (such as the on-air soundcard).

- **Mix Out speed**

Just like an ordinary audio track, also satellite feeds may be crossfaded. When a Line In event is over, WinjayVX can fade out the external 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 1/2/3/4 Device**

Sets the device used to capture and monitor the incoming channel for blank audio.

- **Line In 1/2/3/4 Mixer device**

If you want to make sure that the audio input level is set as required anytime the corresponding input line is run into the playlist, this box sets the mixer device used to receive the external feeds, usually to the same device set for the box above (the name might vary slightly).

- **Line In 1/2/3/4 level**



Adjusts the audio input level to be set for the device when the corresponding

input line is run into the playlist.

Audio switcher section

- **Switcher type**

In case a audio switcher is requie to use external feeds, this box sets brand and model in use.

- **LPT1 / LPT2 address**

Sets the LPT1 and LPT2 ports required to drive some specific audio switchers.

Blank detector section

- **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 user-set 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 user-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.

- **Feed switch mode**

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.

Commercial delay section

- **Enable – commercial start delay**

Allows to set the maximum time interval that WinjayVX keeps rebroadcasting the incoming feed waiting for the start trigger from satellite. For this purpose, a “Line In” event corresponding to the user-set delay is generated and started on the fly. If in the meantime no start trigger has been received, the commercial break will start anyway. To enable this feature, just check the related box and set your desired delay time.

Network data section

- **COM port – enable times**

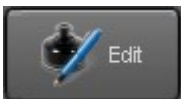
For Italian Lattemiele and Tam Tam Network affiliates, this feature allows to display track details according to real-time data received from satellite, although the software is in simple rebroadcasting mode. Just select the serial port where the data feed is connected to. You may also set a group of 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”.

Sockets section

- **RX Socket – TX Socket**

Sets the couple of TCP/UDP sockets which will be used to communicate with the associated SplitjayVX commercial splitting software. The sockets set here should be the same set on SplitjayVX, but crossing RX with TX.

- **Edit button**



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

- **Cancel button**



Cancels pending updates to the current window and switches back to browse mode .

- **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 configure local or networked 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 install WinjayVX on a single PC, populate databases, and then upgrade to a networked storage 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 configuration is stand alone, and storage physically reside on the same on-air workstation, the path is simply "C:" or "D:" (without quotations). If your configuration is made by the on-air workstation and networked Winjay Setup, then you need to share disks with audio tracks, so you can access audio stored on the on-air PC from any of the networked workstations. Enable network sharing of hard disks and fill the box with the hard disk network path, which will be now like `\\<computer_name>\<disk_name>` for example [\\SERVER\DISK-C](#) 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.

- **Cancel button**



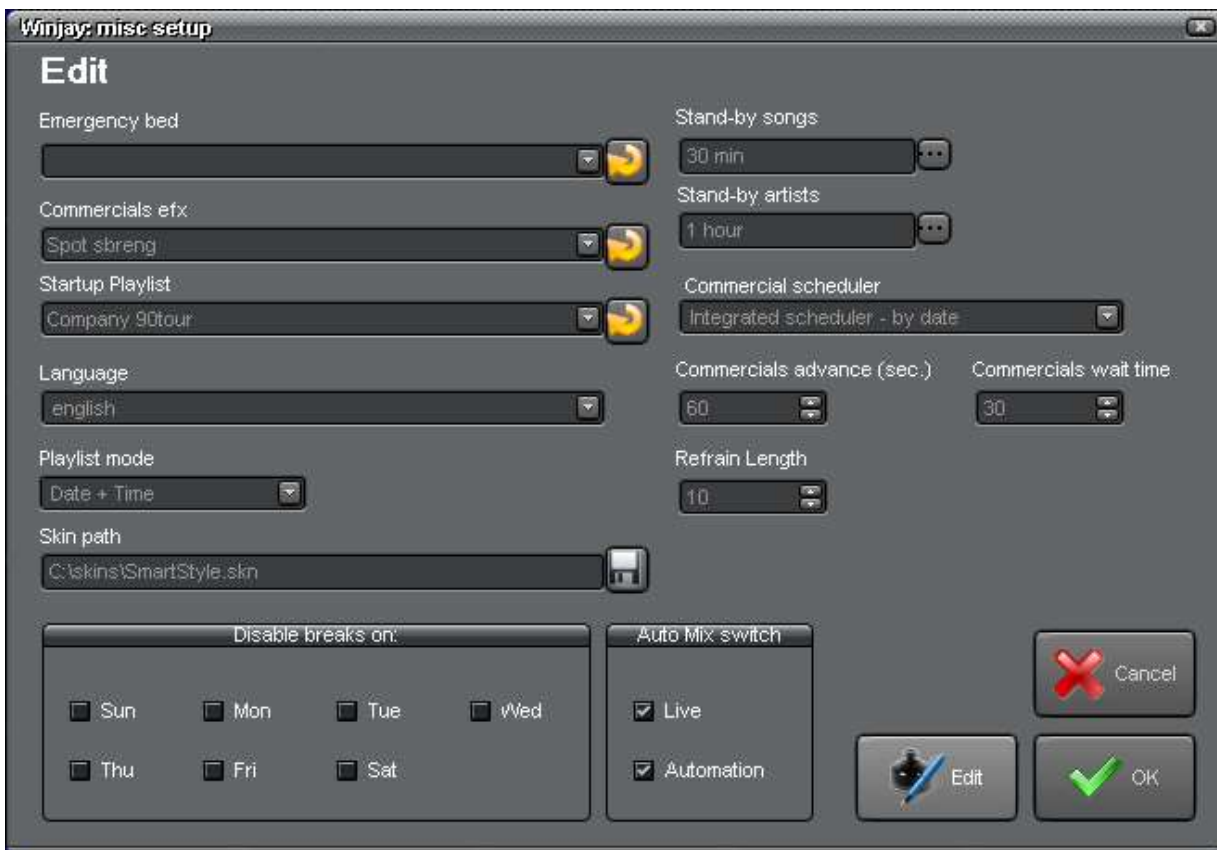
Cancels pending updates and returns to browse mode.

- **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**

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.



The small button located on the right of the box allows to reset the value to empty. Same effect can be achieved pressing the “Del” button on the keyboard, while the box is selected.

- **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.

- **Startup playlist**

Allows to set a playlist which will be fired automatically when WinjayVX on-air module is started. If no playlist is set, WinjayVX starts with the previously playlist running in loop mode (if any).

- **Language**

WinjayVX is multilanguage and any caption used in the software is read from a text file you can easily tailor to your needs, or copy-and-paste to create new languages. The software comes with English and Italian LNG language files. To change your default language, just select your favourite one from the available languages in the drop-down box.

- **Playlist mode**

Sets the playlist auto fire mode between date+time and day of week+time. In the first case, you will need to specify an exact date and fire time, in the latter case a day of week and fire time, so playlists will in fact fire repeatedly the same day of week, in the following weeks.

- **Skin path**

Graphic layout of WinjayVX is based on “**skins**”: these are packages of graphics components which are used to customize software appearance, from dialog windows to buttons, menus, labels, etc. WinjayVX includes a folder with several “skins”: click on this button and browse your skin folder to select your favorite one.

- **Songs stand-by**

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

- **Artists stand-by**

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

- **Commercial scheduler**

Sets the kind of commercial scheduler which will be used:

- Integrated scheduler - daily: a generic set of commercial breaks is generated according to time slots, which contain the playlist of commercials for that time slots, regardless start / end scheduling dates. For this reason, breaks may also contain commercials with expired scheduling or still to be started, which will be anyway highlighted in red and will not be loaded into the play queue, but this behaviour may add to the indicated total duration of the break. This is the same basic scheduling scheme used in Winjay 3.0 and WinjayLP, but scheduling runs very fast since only a generic set of breaks needs to be generated.

- Integrated scheduler – by date: commercial breaks are generated specifically for each time slot, and for each day into the scheduled date interval. That way, breaks contain the effective scheduling which also takes into account commercials out of the scheduled interval, which will not be added to playlists. Scheduling phase will be slower, since we need to generate as many commercial breaks a stime slots, multiplied for scheduling days, but this scheme offers a series of new features like specific scheduling for each day into the date interval, printing a daily schedule report in advance, etc.)

- Spotjay: Winjay internal commercial scheduler is disabled, and scheduling is directly imported from Spotjay commercial scheduling software.

- 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

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

```
RamCommDB = " c:\compact-spot.mdb"
```

Path to the database table containing schedule export must be indicated into Winjay Setup's commercials setup window, "split areas", into the "schedule file" box, for example: wjexport.

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.

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.

- **Commercial rotation**

Sets ordering mode to use on commercials at the time a commercial break is loading into the on-air queue:

- Disabled: commercials are loaded according to priority set from 10 down to 1.
- Shuffle: commercials inside the break are shuffled at each loading without taking into account priority set, except for those ones set on priority 10, 9 and 1 that will stay in their respective positions.

- **Commercial break preload 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.

- **Default selection button**

Sets the default button when the main selection window is recalled from the on-air module:

- Last status: the feature is disabled and any time the selection window is recalled, the latest used button will be clicked.
- Append: the append button will be switched on by default.
- Replace: the replace button will be switched on by default.
- Insert: the insert button will be switched on by default.

- **Disable commercial breaks on**

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

- **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**



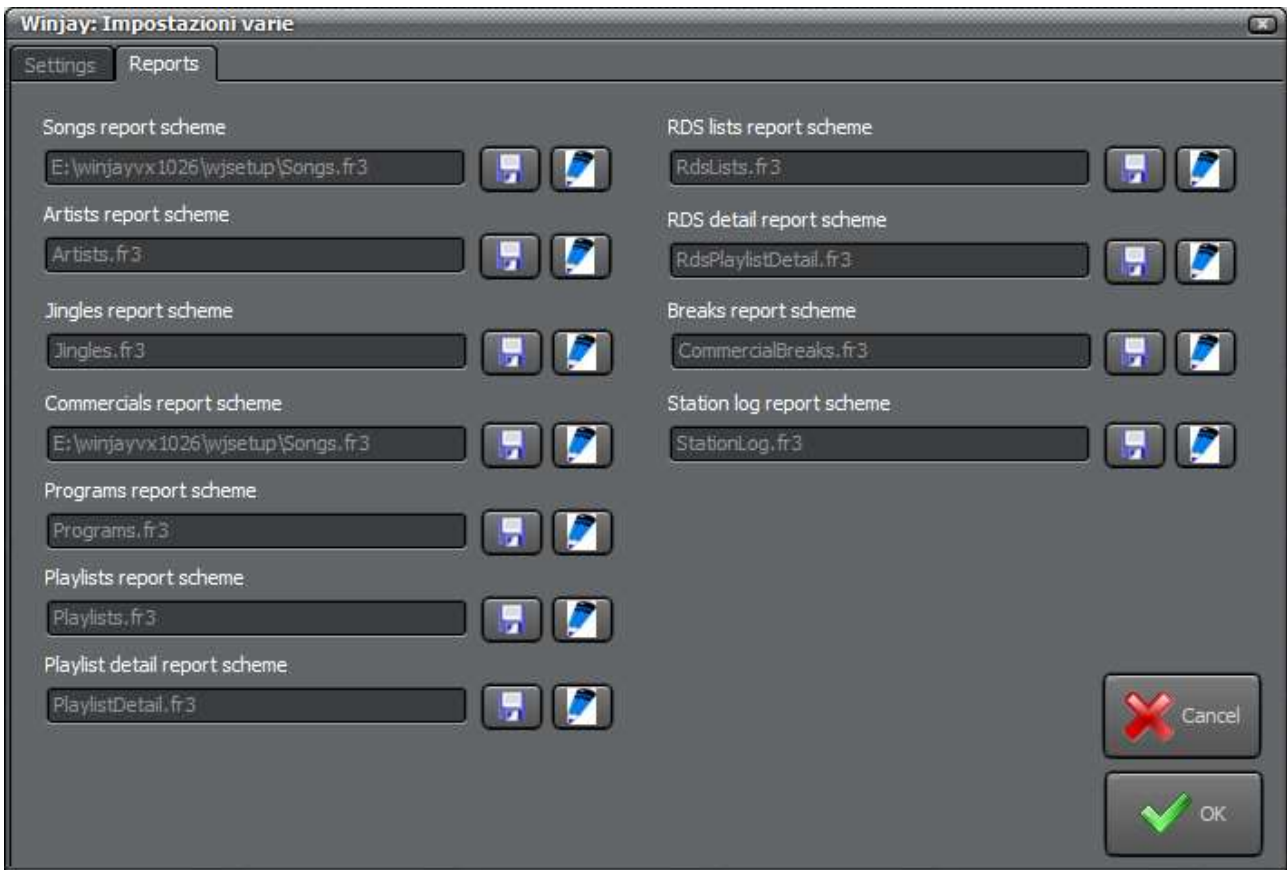
Cancels pending updates to the misc setup window and switches back to browse mode.

- **OK button**



Confirms updates and closes the misc setup window.

Press the “Reports” tab on the top of the window to access the report scheme setup window:



This section allows to set a report scheme for all the report printouts available throughout the application.

- **Report path**



The box contains the filename for the report scheme in use. To load another scheme, click on the button to open the standard dialog box.

- **Edit report**



Opens the report scheme editing window for the report file currently loaded.

The screenshot displays the FastReport application interface for editing a report scheme. The main window shows a report design for 'Page1' with a grid layout. The report content includes a PageHeader with the title 'Jingles report', a table with columns 'Denominazione Jingle', 'Stile', 'Tipologia', and 'Durata', a MasterData section with a table containing data from 'frxDBDataset1', and a PageFooter with the text 'Foglio numero: [Page#]'. The left sidebar shows a tree view of the report structure and a Properties panel with various settings like 'BackPicture', 'Duplex', 'Font', and 'PageCount'. The bottom status bar shows 'Centimeters' and '7,88; 6,72'.

Normally you will not require to edit this report schemes, in any other case you can find comprehensive documentation at:

<https://www.fast-report.com/en/download/documentation/>

The station log window

The screenshot shows the 'Winjay: station log' window. The main area is a table with columns: Date, Start time, End time, Type, Description, Program type, Program details, and Producer. The table contains 20 rows of log entries for the date 22/05/2009, including system messages, playlists, jingles, and songs. Below the table is a 'Filter' panel with various options:

- Start date: //
- End date: //
- Legal log:
- Songs:
- Jingles:
- Spots:
- Programmes:
- Line In:
- Speaker overlap:
- System messages:
- Start Split:
- Time announcements:
- Commercial breaks:
- Playlists:
- Voice Track:
- News:

The filter panel also includes a 'Quick search' field, a 'Title' and 'Artist' list (showing 19 items), an 'Item type' dropdown (Songs, Jingles, Commercials), and an 'Item filter' button. At the bottom are buttons for Print, Edit, Update, and 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.

- **Pulsanti layout**



Switches the log grid between two alternative layouts, the 1st showing data columns about categories (type, details, producer) or the 2nd showing the owner playlist for each item.



- **Random check**



Highlighting any “song or artist stand/by failure” messages inside the log grid, this button opens a window that allows to render the query and verify records filed in the songs’ database according to applied filters.

- **Music report**



Opens a window to generate a specific monthly (or other date interval, if set) as-run report of songs, to submit for government requirements according to filed data.

- **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.

- **OK button**



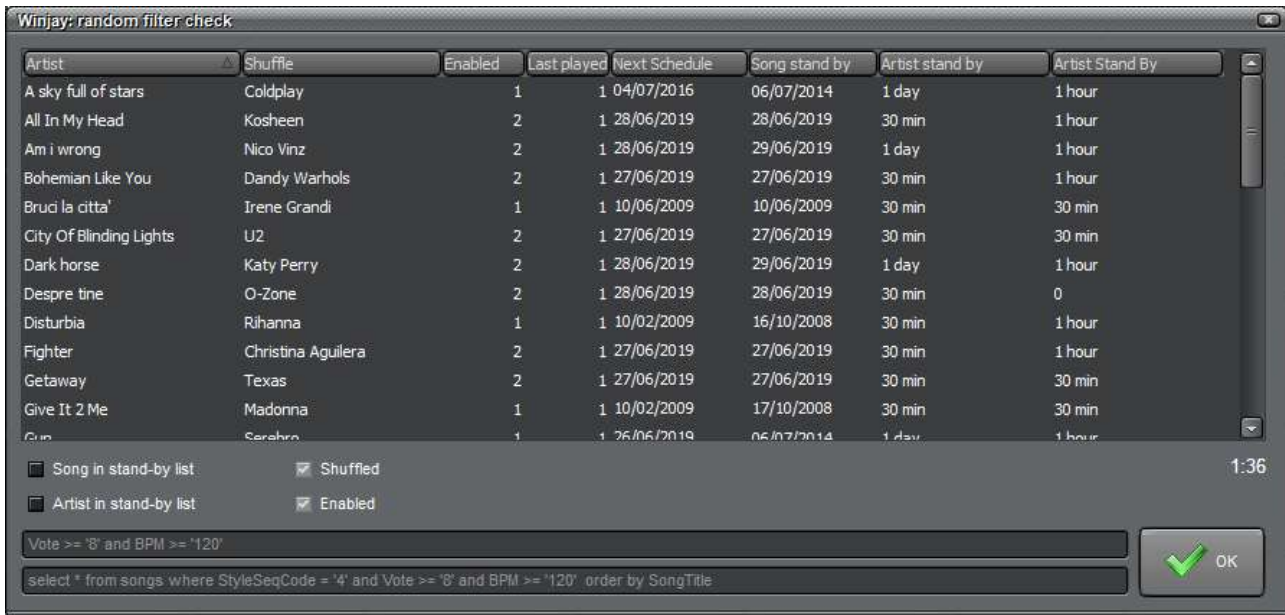
Closes the station log window.

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, WinjayVX has selected a song taking into account only selection criteria but not the planned stand-by times. In that case, an additional message is added to display the song selected as alternative. If this message appears often, it is recommended to reduce stand-by times and/or widen your selections criteria (style, 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.

Highlighting any “song or artist stand/by failure” messages inside the log grid, the “Random check” button opens the following window, that allows to render the query and verify records filed in the songs’ database according to applied filters.



- **Song in stand-by**

After a song is randomly selected from the on-air module, it is temporarily added to a stand-by queue for the maximum duration of the stand-by interval set for the song itself and the artists. If this option is checked, the selection will not include songs on stand-by at the time the database query is run.

- **Artist in stand-by**

As above, if checked, the selection will not include artists on stand-by at the time the database query is run.

- **Shuffled**

Songs shuffle status is normally set to 0 as waiting to be selected. As soon as a song is randomly selected and added to the playlist, the Shuffle field is set to 1, and then to 2 after the song starts playing. This is a tri-state checkbox.

- When checked, only songs with shuffle status set to 1 or 2 are listed
- When unchecked, only songs with shuffle status not set, or reset after a full run, are listed.
- When grayed, all the songs are listed.

- **Enabled**

This is a tri-state checkbox.

- When checked, only songs enabled for random selection are listed
- When unchecked, only songs not enabled for random selection are listed.
- When grayed, all the songs are listed.

Special settings

It is possible to set some special additional features inside the winjay.ini file. For this, open the ini file with notepad and locate or add the following lines under the [LocalAudio] section:

PlayBuffer=

This settings allows to set a custom value for the playback buffer, so for example it can be increased in case of playing from LAN.

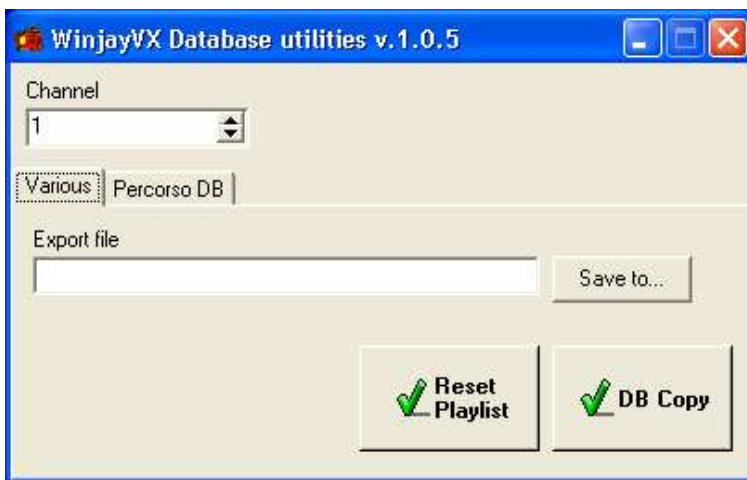
The database utilities module

WinjayVX software package includes a small additional module to implement some database setup and service routines. This is a separate executable which you can run from Window Start menu.



Detailed description

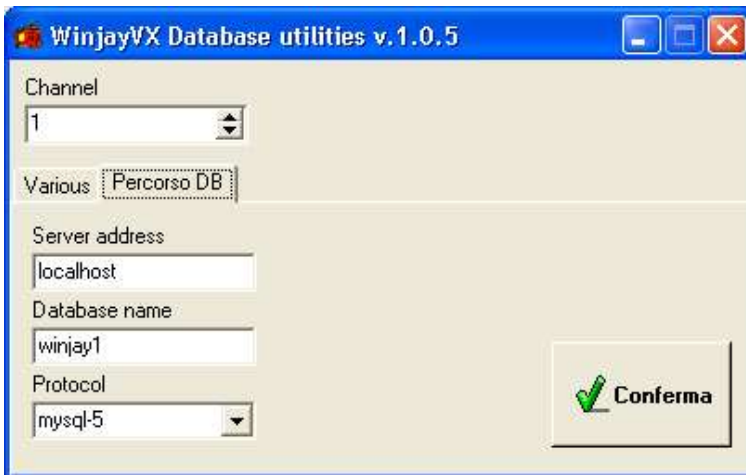
- Various window



Reset Playlist: you may wish to use this tool to force WinjayVX starting without any playlist loaded, which will help to point out any issues in the disk path settings. Select the channel on which you need to work, then click the Reset Playlist button. No playlist into the database will be erased, just, WinjayVX will start “empty”, and you will be allowed to manually load into the play queue single objects and playlists.

DB copy: We strongly suggest you to backup your WinjayVX database from time to time: after all, it stores all your audio tracks’ data, commercial breaks, playlists, other than setup data. To build a backup copy of the current database, just click on the “Save to” button to select a new .SQL file in your desired location, then click on the “DB copy”.

- **DB path**



This page allows to edit connection settings to MySQL database for various channels: server hostname, database name, protocol. Specifically, for setup workstations, settings should point to the MySQL server, which may run on the on-air workstation or on a dedicated server. Edit your settings as required, then click the “Confirm” button to post updates.

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.

Speaker overlaps

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:

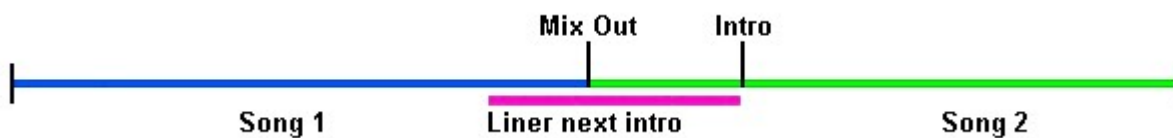
- Liner “Intro”: the liner comes to its end together with the song’s intro



- 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. To perform a database backup, use the mySQL administrator or WinjayVX Database Utilities module. Thanks to the database server used, it is possible to perform a hot backup, while WinjayVX is running.

Likewise, we suggest to maintain an updated backup of your audio tracks on a removable Hard Disk.

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 WinjayVX
- Restore audio files and Winjay database 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.

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