

# **RADIO Player Pro Manual**

# Contents

<b>About program</b> .....	4
Basics of work .....	4
FAQ .....	6
<b>Menu</b> .....	7
File menu .....	7
Tools menu .....	7
Help menu .....	7
About the program menu .....	8
<b>Panels</b> .....	9
Player .....	9
Playlists .....	9
Jingles .....	10
Jingle Properties .....	11
Archive .....	11
<b>Settings</b> .....	13
Program .....	13
View .....	13
Additional .....	14
Hotkeys .....	15
Debug .....	15
Play .....	16
Devices .....	17
Preload .....	17
Plugins .....	17
Sound processing plugin .....	18
Fades .....	19
Crossfades .....	19
Crossfade properties .....	20
Tags .....	21
Music bases .....	22
Mixer Control .....	22
Mixer Button properties .....	23
Jingles .....	24
Retransmission .....	25
Audio Detector (DTMF) .....	25
Playlists .....	28
Playlists properties .....	28
Catalogs/Playlists .....	29
Import .....	29

Path autoreplace .....	30
Archive .....	30
Information .....	31
Template .....	31
Templates of information fields .....	31
Shoutcast integration .....	33
HTTP server .....	33
Email Messages .....	34
Email Preferences .....	34
Access .....	35
Configuration .....	35
<b>Windows</b> .....	<b>38</b>
list of files .....	38
File property .....	41
File property .....	42
Information .....	42
Tags .....	43
Play .....	44
List of playlists .....	47
Playlist properties .....	49
Start .....	50
Stop .....	51
Contents .....	52
Additional .....	53
Autojingles .....	55
Directory/Playlist Properties .....	55
Retransmission .....	56
Playlist import .....	57
Profile manager .....	59
Audio Detector (DTMF) .....	61
Sample properties .....	62
Creating samples .....	62
<b>Information</b> .....	<b>67</b>
File types .....	67
<b>Registration of the program</b> .....	<b>68</b>
Limitations of the demo version .....	68
License .....	68
<b>Contact Information</b> .....	<b>69</b>

# About program

Notification: This help was created using automatic translation and may contain incorrect information. Please contact [support](#) for additional information.

## User's guide for RADIO Player Pro. v.2

**RADIO Player Pro** is a multifunctional program focused on application in the field of broadcasting or for the purpose of sounding commercial halls and events.

### Functions of the program

- playback on one or more sound cards
- work with an external signal source (line input, microphone)
- retransmission of the head radio station (satellite, Internet stream)
- the release of playlists for both the exact time and the mark of the beginning of the block of the relayed station
- built-in DTMF marker detector
- "Reserve" mode when the signal of the relay station is lost (alternative source, Internet stream)
- playing sound files formats that are supported by the installed DirectShow codecs in the system
- file merging using settings defined by the user for a group of files or for a specific file
- programming playlist playback of six priorities
- programming playback of playlists for different days of the week and dates
- system of automatic detection of silence at the end and beginning of files
- display wave diagram when playing
- visual editor of fade
- processing of the sound of its ether and retransmission using DSP plug-ins
- jingles with a quick start from the keyboard
- programming auto-auto for automatic insertion into the air
- keeping the archive of the lost and not lost files
- a mini-database of files for storing personal settings of files
- the possibility of integration with RADIO Base Pro for downloading personal settings files
- export information on the current file to a file or on a Shoutcast server
- HTTP server for status monitoring
- sending messages about important events to Email
- restriction of access for users
- flexible settings that allow the user to customize the playback according to his needs.

## Basics of work

### Player

The Player section is intended for displaying the current list of files, editing the playback order of files and displaying the current playlists ready for play.

The files in the list are played in the order they are located, that is, from top to bottom. You can add files, directories or playlists for playback. For more information, see [Player](#).

### Playlists

RADIO Player Pro offers the ability to program the playback of several [types of playlists](#), having a different start priority. You can program a playlist to start and stop at a specific time, day of the week or date.

## About program

---

Playlists are located in the bookmark [Playlists](#).

As playlists, you can use:

- Playlists based on the list of files;
- Playlists based on the list of directories from which the program automatically downloads files;
- Playlists based on the finished playlist format RADIO Player Pro (\*.pro) or Winamp (\*.M3u, \*.pls);
- Relay playlists for managing a system mixer or streaming audio.

To automatically play playlists in time, you must enable the autorun option in the properties of the playlist. If the option is disabled, automatic playback of playlists does not happen, they are simply in the list of playlists.

Any playlist can be started manually in the menu by right-clicking in the list of playlists.

At the time of launch, the files contained in the playlist are added to the Player, and then played in the order they are in the Player. Playlists are added to the Player according to the priority (type of playlist) and startup settings.

Playlists can be created in the program itself or imported from the schedule generation programs, such as RADIO AdsMan Pro, RADIO Rotator Pro, PowerGold and some others. For more information, see [masters of Import](#).

## Jingles

[Conventional Jingles](#) are designed for manual start from the keyboard. Each jingle is assigned to its "hotkey" and has its own launch settings.

## Autojingles

Autodjings are intended for automatic addition to the air.

More information in the section [Playlist properties](#).

## Fades

When you play a file to control the volume and labels of information with other files, you use the playback settings ( [Fades](#) ).

Fades can be assigned either standard from the list created in the program, or individual for the file. For clarity, each Fade has a customizable color selection.

To configure the information of different types of files or fades, there are additional [crossfade settings](#), Providing correction of the fade when the files specified in the crossfade properties are mixed.

## Signal Detector (DTMF)

For the purpose of automating the launch of advertising in relay mode, RADIO Player Pro implements a built-in audio detector. The detector automatically monitors the broadcast of the relayed radio station and, provided that the launch settings in the properties of the playlists are appropriately set, launches them after passing the monitored signal (sample) on the air. There is an automatic admission to advertising and exit from advertising.

Samples settings are carried out in the section [Audio Detector \(DTMF\)](#).

## Profiles

For multiple radio stations to work simultaneously on the same computer, you can use the Profile Manager to create independent configurations. For more information about using the profile manager, see [Profile manager](#).

## FAQ

If you have any problems or issues related to the program, please pay attention to the information posted on our website in [instructions section for RADIO Player Pro](#).

If you have any questions, please contact the technical support directly.  
All contacts are available in the section [Contact Information](#).

## Menu

### File menu

**Start profile manager**  
Start [Profile Manager](#).

**Restart (F11)**  
Restart the program.

**Exit (Alt F4)**  
Exit the program.

### Tools menu

**Mini Base (F2)**  
Opening a Mini-Database for storing files.

**Run the Mini Explorer (F3)**  
The Mini Explorer program starts.

**Start Explorer (Shift F3)**  
Windows Explorer starts.

**Update list of current sheets (F5)**  
Updates lists of pending playlists according to the settings [download playlists](#).  
The statuses of current pending playlists are not reset.  
At the command **Shift+F5** all current playlists are deleted and downloaded again, the statuses of all playlists will be reset, repeated launches of recent playlists are possible.

**Import playlists (F6)**  
Start [Import playlists](#).

**Auto-import playlists (Shift + F6)**  
Start [auto import playlists](#)

**Compact View (F7)**  
Display only the playback bar without displaying the bottom panels.

**Jingle start window (F8)**  
A window for launching jingles opens from which you can start them.

**Settings (F9)**  
Window [Program settings](#).

### Help menu

**Contents (Shift+F1)**  
Running the RADIO Player Pro help system.

---

**Startup settings**  
Help section [Startup settings](#).

### FAQ

Help section [FAQ](#).

## About the program menu

### Homepage

Opens the home [page](#) online **the Internet**.

### Support page

Opens [page](#) support on the Internet.

### Send - Email

Use this item to receive help by e-mail.

---

### Activation request

Displays a window with the form of the registration form required for registering the program.

### Load registration key

Use this option if you want to download the registration key.

### License Information

Information on the acquisition of a license.

---

### What's new?

The window of the list of major changes in the program by version.

### Check for updates

If you have access to the Internet, the program will inform you if there is a newer version on the official website.

---

### Version

Displays a window with information about the purchased license and information about the version of the program.

## Panels

### Player

#### Play line

All files intended for the current playback are displayed in the current file queue in the order in which they will be played. When you change the order of files in the list, the order of their playback will also be changed.

More information about editing the file list in the section [List of files](#).

#### Next file

Display the name and duration of the next file in the playback queue.

#### Over file

Display the name and duration of the file over the air.

#### Autojingles

Displays the name of the current auto-jingle playlist.

#### Retransmission

Displays the name of the current relay playlist.

#### Playlists

Displaying the name of current playlists that are waiting to be played, falling into the download period, which can be set in the section [Settings - Program operation mode](#).

### Playlists

#### Playlists

The section serves to display and edit playlists, as well as to start them manually.

Learn more about editing the playlist list in the [List of playlists](#).

#### Files

The section serves for displaying and editing lists of files from playlists.

More information about editing the file list in the section [list of files](#).

Between the lists there are additional buttons to simplify editing the list of files in the playlists.

#### Save files to a new playlist and show properties window

Allows you to create and then modify a new playlist containing this list of files.

#### Save files to the selected playlist

Allows you to replace the list of files in the selected playlist with the list of files on the right, without displaying the playlist properties window.

 **Automatically save changes**

When the option is turned on, all changes on the right are automatically saved in the selected playlist on the left.

## Jingles

The Jingle tab is used to display and edit jingles.

Jingles assigned to certain keys are played by pressing the corresponding button on the keyboard. Jingle playback settings are located in the [Settings - Jingle](#).

### Lists

 **Add list**

Adding a list.

 **Delete list**

Delete the selected list.

 **Edit list**

Change the name of the selected list.

 **Move down**

Moving the selected list to the bottom position.

 **Move up**

Moving the selected list to the top position.

### Jingles

 **Add jingle**

Adding a jingle. Opened [jingle property window](#).

 **Delete jingle**

Remove the jingle from the list.

 **Clear list**

Clearing the list of jingles.

 **Edit Jingle**

Editing the properties of the jingle. Opened [jingle property window](#).

 **Headphones**

Listening to the selected jingle.

 **Start jingle**

## Panels

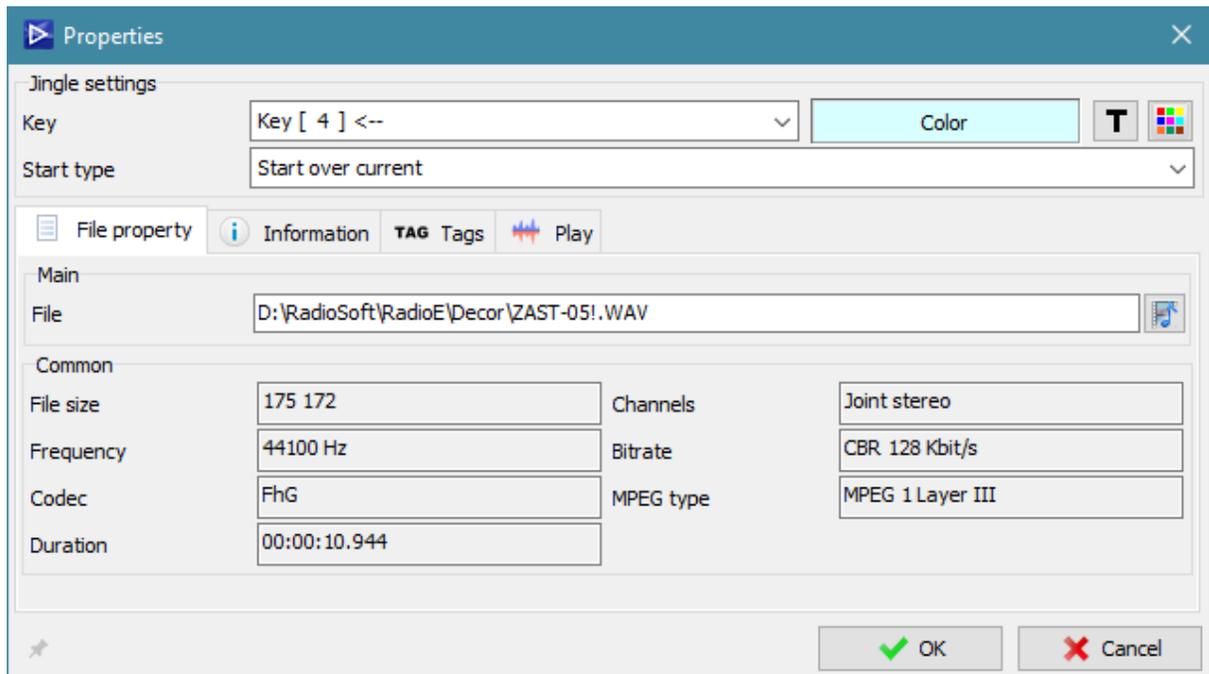
Running the selected jingle with its settings.



### Jingles start window

Display the start window for jingles.

## Jingle Properties



Abc

### Key

Assign a key to start the jingle.

### Start type

Determination of the starting method:

- **Start immediately** - immediate start by pressing a key;
- **Add with priority** - adding to the current queue, taking into account the priority;
- **Add after selected file** - adding to the current queue after the selected file;
- **Add to the end** - adding to the end of the current queue;
- **Start over current** - Immediate launch without adding to the current queue and playback using the device for files on top.

### Color

Background color and jingle font when displayed in the list

### File property

Changeable for all [file properties](#).

## Archive

The Archive tab is used to display lists of played, unplayed files, and program events.

## Panels

---

To create print reports you can use the free utility RADIO Reporter Pro, which can be downloaded from [our website](#).

# Settings

The settings window is intended for changing program settings.  
To get help on the settings section of interest, select it in the help topic tree.

## Program

**Launch program on Windows startup**

Startup of the program when the operating system is started.

**No confirmations on exit**

With the option enabled, when you exit the program, the confirmation window will not be displayed.

**Minimize on close**

When the program is closed through the "cross" icon of the window, the program will collapse.  
To close, use the "File" menu

**Automatically check for program updates**

With the option enabled, the program monitors the release of new versions.

### View as

**In the form of a button on the taskbar**

The program minimizes the window will be minimized into a standard button.

**In the form of an icon next to the clock**

The program minimizes the window will be minimized in the icon next to the clock.

### Explorer start folder

Specify the path to open the explorer.

### Debug

**Enable debugging mode**

Enabling the debug information entry for technical support in the Debug directory.

**Do not show errors**

Prevents the display of pop-ups about any program errors.

## View

### Station name

On/Off display of the name of the radio station on the central panel of the main program window.

### Header text

Change the text of the program title. When you type text, replace the title with the one you typed.  
You can use it to not confuse several running programs.

**Show current state and file**

On/Off displays the file name and playback status in the program title.

### Time accuracy

## Settings

---

### View

The accuracy of time for displaying in lists and information fields. The calculations use only exact values ? without rounding.

### Edit

Time accuracy for display in the time entry fields.

## Time bar

 **Show estimated time panel**

Displays the countdown to the specified time.  
Set the time by clicking on the panel to the left of the program clock bar.

 **Show Second Time Panel**

Displays an additional time panel.

### Signature main

Signature to the main time

### Basic displacement (hour)

Time offset in hours from the main

### Signed second

Signature for additional time

## Additional

### File lists

 **Select files added to file lists**

If you enable the selection, the files added to the file lists will be highlighted.

 **Append files to the list end on Drag'n'Drop operations**

When the option is enabled, the files in the file lists when dragged (Drag'n'Drop) from an external program (for example, the explorer) will be added to the end of the list. With the option disabled, the place of the list where the mouse button was released.

 **Use cart when deleting files**

On/Off using the Windows Recycle Bin to delete files from the [Player](#).

### Player

 **Changing play position by single click**

When you turn on the option to change the position of the current file, you can single click on the diagram, with the option disabled, the position changes by double-clicking

 **When you save a list of files**

On/Off saving the current file queue when exiting the program.  
The saved files will be restored the next time you start the program.

 **Highlight current playing file**

On/Off the highlighting of the current file in [Player](#).

## Settings

---

**Select next file after stop**

On/Off selection next to the current file in the [Player](#) after the playback is stopped.

**Don't show PAUSE window after stop-pause mark**

On/Off displays the "PAUSE" window for files labeled Stop-Pause.

**Preserve unbreakable file group when starting playlists and jingles**

With the option enabled, files marked as inseparable will be played to the end, regardless of the way the playlist is started.

**Pause if file contains announcer's text only**

If the music file for the speaker is not specified, then the narration will be displayed and the playback will be paused

### Auto delete of played files

**Delete files from current line on playlist start if status is "STOP"**

When the playlist starts, if playback is stopped, all files will be deleted from the player.

**Autodelete played files**

On/Off the auto-delete mode after playing back [Player](#).

**Delete the lost files from the disc (ATTENTION !!!)**

On/Off mode for auto-delete the files from the DISC after playback.

**ATTENTION!!! If you delete without using the Recycle Bin, you will not be able to restore the file!**

## Hotkeys

Setting shortcuts to the main functions of the program allows you to set hot keys to the main playback control buttons.

**Global hotkeys**

Buttons work with the inactive program window.

**Use with Win key**

Buttons work only in conjunction with the Win key.

### Keys

- Launch the nearest playlist;
- Start playback;
- Pause/continue;
- Stop playing (Sharply);
- Stop playing (Smoothly);
- Skip to the previous song;
- Skip to the next song;
- Go to another file type;
- Stop the file sounding on top.

## Debug

The debugging mode is designed to obtain additional information on an error that has occurred for sending to the developer.

It is not recommended to enable debugging in normal operation mode.

## Settings

---

If an error occurs, the program will offer to enable debugging in settings and an additional option if necessary.

**Enable debugging**

On/Off display of debugging information in error windows.

**Debug timers**

Enabling debugging for timer procedures

**Debug threads**

Enabling debugging for procedures running on threads

**Restore debugging options on application restart**

If the parameter is disabled, then after restarting the program the debugging mode will be turned off

### Command line options

Three options are supported for launching an application with debugging enabled.

**/Debug** - Enable debugging

**/DebugTimers** - Enable debug timers.

**/DebugThreads** - Enable thread debugging.

*Example: Application.exe /Debug*

## Play

### File types

Specify the types of files through the semicolon, which will be defined by the program as musical or text. Other types will not be added to playlists.

The list of extensions by default:

For music: \*.aac;\*.ac3;\*.aiff;\*.ape;\*.flac;\*.mp3;\*.ogg;\*.wav;\*.wma

For text: \*.txt;\*.doc;\*.rtf

### Use DirectShow codecs to play the following file types

Specifies the file types to be separated by a semicolon, which will be played only through DirectShow codecs installed in the system, other types supported by the program will be played by the built-in player. If you specify \*.\* then all files will be played using DirectShow codecs only.

### Play

#### Record buffer length (sec)

Specifies the size of the playback buffer in seconds.

As the size increases, the file starts to run slower and stability improves. But not in all cases.

#### Priority (1-7).

Priority of playback: 1 - the lowest, 7 - the highest.

#### Configure the processors.

The ability to select the processors that the program will use.

**Use DirectX to play files**

For playback, only installed DirectShow codecs will be used instead of the built-in player.

If you turn off the option, you will use the built-in player, which does not require the installation of codecs.

### Devices

#### Main

Used to play back files from [Player](#).

#### Liners (Over files)

Used to play jingles whose startup properties are set to "Run Over".

#### Headphones

Used to play files when the Eavesdrop window is started.

#### Alternate playback on two devices.

On/Off playback of files on two devices with alternate playback on the main and additional devices.

The first file will be played on the first device, the second on the second, the third again on the first, and so on.

#### Secondary

Used as an optional device for playing files from [Player](#) when the mode of operation is enabled for two devices.

### Preload

#### Current playlists

 - +

##### Load period (min)

Indicates the length of the period in minutes, which will load the waiting playlists, counting from the moment the download was started.

Setting a large value will increase the number of pending playlists. A value lower than the refresh rate can lead to problems loading current playlists.

 - +

##### Reload time (min)

The time at which new play-waiting playlists will be downloaded to the list.

#### Preload before play

 - +

##### Playlists (sec)

The time for which the next playlist will be uploaded to [Player](#).

 - +

##### Files (sec)

The time for which the next file will be uploaded to the player. This will shorten the time to start it.

### Plugins

The program supports audio processing using several audio processing libraries, as well as separate sound processing for both its own and the relayed air.

If one plug-in is used for ether processing and retransmission, during its broadcast the processing of retransmission by the plugin is terminated.

The same plugin can be added only once.

#### DSP Plug-in-s folder

Specify the folder where the Winamp plug-ins are located.

**For example, c:\Program Files (x86)\Winamp\Plugins**

## Settings

---

**Disable all plugins**  
Turn off sound processing by all plug-ins

**List of plugins**  
For processing, plugins are used sequentially from top to bottom, i.e.

 **Add Plugin**  
Allows you to add a new plugin to the list. [Sound Processing Plugin Properties Window](#).

 **Uninstall plugin**  
Removing the selected plugins

 **Plugin properties**  
Allows you to change the properties of the plugin. [Sound Processing Plugin Properties Window](#).

 **Plug-in settings**  
The plugin settings window is displayed, if supported by the plugin.

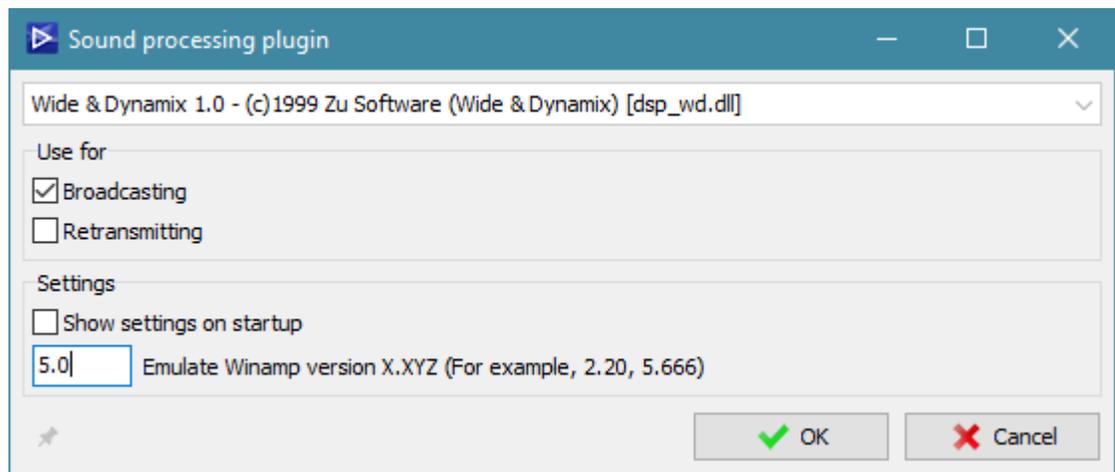
 **Move the card down**  
Move the plugin below.

 **Move the card up**  
Move the plugin above.

 **Restart all plug-ins**  
The work of all the plug-ins will be completed and the plug-ins will be launched again.

 **Close all DSP plugins**  
The work of all the plug-ins will be completed

### Sound processing plugin



Configuring plugin parameters for sound processing.

## Settings

### Use for

**Broadcasting**

Plugin processing your ether

**Retransmitting**

Plug-in relay processing

### Settings

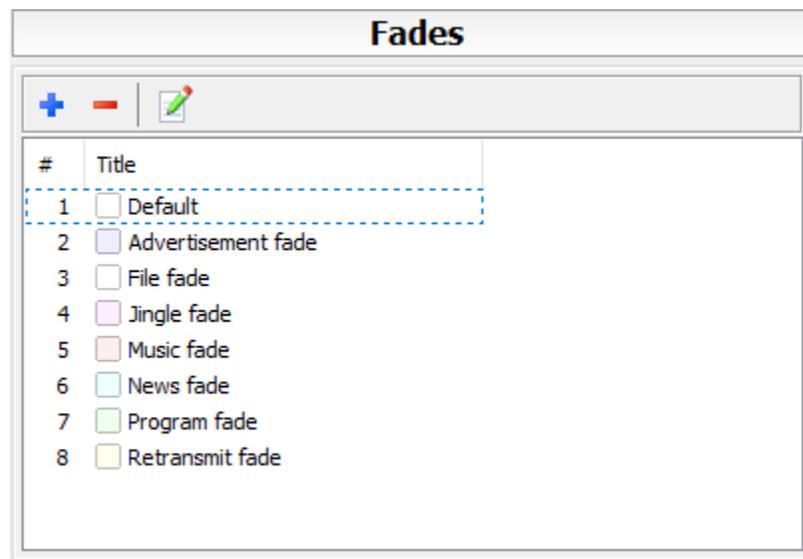
**Show settings on startup**

When you run the plug-in, the configuration window is automatically displayed. Some plugins for work require the display of the settings window.

**Emulate Winamp version X.XYZ (For example, 2.20, 5.666)**

Some plugins for work will check the version of Winamp for work.

## Fades



 **Add type**

Allows you to create a new fade type and specify the appropriate settings for it. Opened [properties window of type](#).

 **Remove type**

Deletes the selected fade types. In addition to the "Default" type.

 **Type properties**

Allows you to change the properties of a type. Opened [properties window of type](#).

## Crossfades

Crossfades designed to correct fades between [file types](#) or types of fades.

## Settings

The settings are used when, during playback, the files of the two types specified in the crossfade settings appear.

### Add setting

Allows you to create a new type of crossfade and specify the appropriate settings for it. Opened [crossfade properties window](#).

### Remove setting

Deletes the selected crossfades.

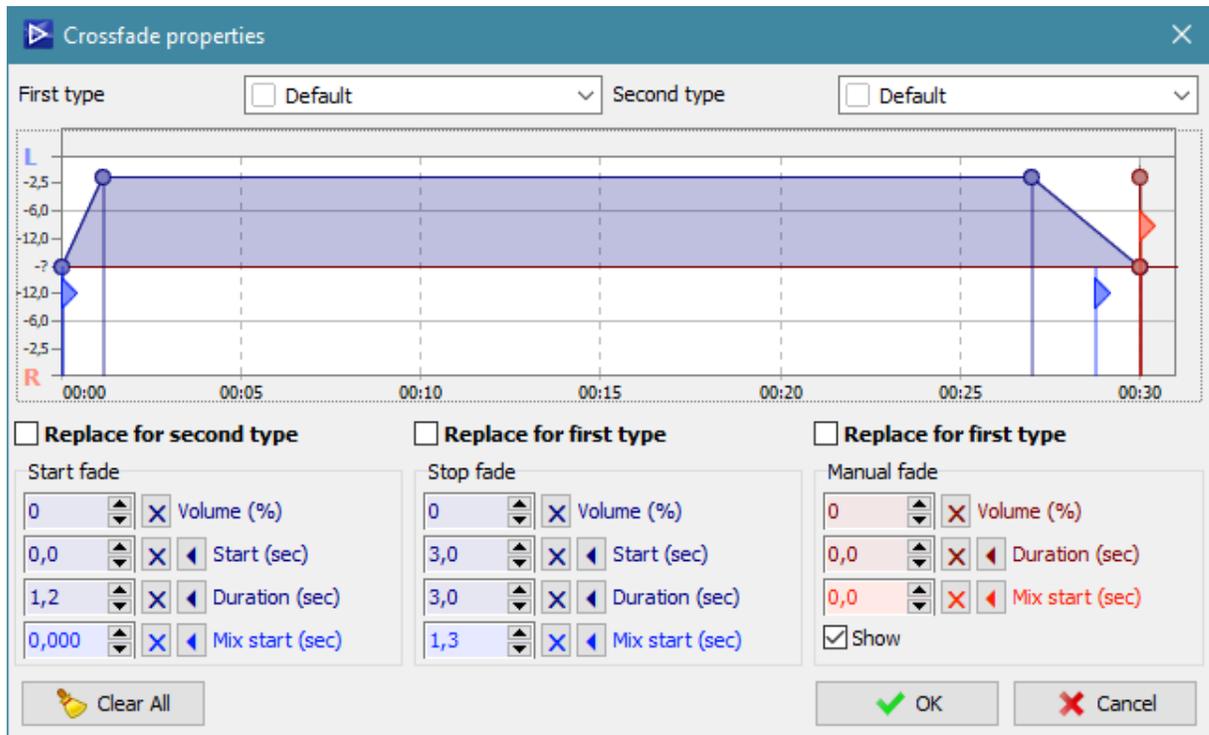
### Remove all

Removes all crossfades.

### Setting properties

Allows you to change the crossfade properties. Opened [crossfade properties window](#).

## Crossfade properties



**Replace for second type**

Start fade

- 0 Volume (%)
- 0,0 Start (sec)
- 1,2 Duration (sec)
- 0,000 Mix start (sec)

**Replace for first type**

Stop fade

- 0 Volume (%)
- 3,0 Start (sec)
- 3,0 Duration (sec)
- 1,3 Mix start (sec)

**Manual fade**

- 0 Volume (%)
- 0,0 Duration (sec)
- 0,0 Mix start (sec)
- Show

Clear All OK Cancel

For setting, the types of the first (playing) and the second (next) files are indicated. The conditions for replacing the fades when the files of the specified types are specified.

## Replace for second type

### Start fade

The initial fade value of the first file will be replaced with the specified ones.

## Replace for first type

**Stop fade**

The final fade value of the first file will be replaced by the specified ones.

**Manual fade**

The values of the forced fade of the first file will be replaced by the specified ones.

## Tags

**Use time from file name [HH: MM: SS]**

With the setting enabled, it is possible to determine the time of the file from its name. Time must be added in the format [HH: MM: SS].

*Example: "Song [00:03:45]. mp3"*

### File added to list

**Load file info (time, bitrate etc.)**

When you add files to the list from the disc, it will automatically determine its characteristics and playing time.

**Load tags**

When you add files from the disk to the list, it will automatically load information from the file tag.

**Load WaveForm**

When you add files from the disk to the file list, the wave chart will automatically be loaded.

The operation is resource intensive, so before switching on make sure that such actions do not affect the sound and operation of the program.

**Automatically set start and end fades**

When you add files from the disc to the list, the start and end will be automatically determined according to the settings of the silence detector in [fade properties](#).

### File played

**Load WaveForm**

When you play the files, the wave chart will be automatically loaded and displayed.

The operation is resource intensive, so before switching on make sure that such actions do not affect the sound and operation of the program.

### Tags (ID3, etc.)

**Use file information**

Allows you to use data about a musical work (Artist, Title, Album, etc.) stored in the tag.

**Use fade settings**

Allows you to use the fade settings stored in the file tags.

You can save the settings from the file properties window. The settings are stored in the format for RADIO Player Pro.

**Preserve file creation time when saving tags**

When you change tags from the file properties window, the file creation date will not be changed.

## Music bases

Connecting to music databases allows you to automatically download various file settings when adding them to the list.

### Load information from music databases

Specify the sources from which the data download will be available.

### Connection setup

Connecting to RADIO Base Pro allows you to automatically download various file settings from the database when adding them to the list.

Select the RADIO Base Pro database from the list.

To configure the connection from MySQL, click "Configure MySQL" and enter the connection parameters to MySQL.

**Use file information**

Allows you to use data about a musical work (Artist, Title, Album, etc.) stored in the database.

**Use fade settings**

Allows you to load fade settings from the database.

**Do not change personal fade settings**

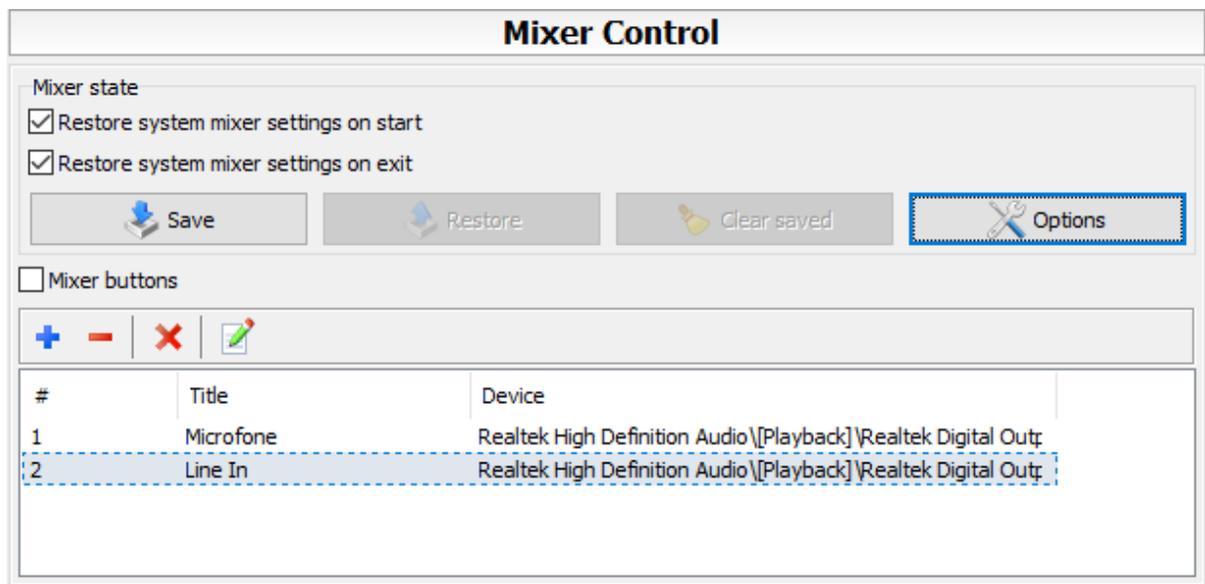
When the setting is enabled, the fade data will be loaded from the base only if the file in the playlist does not have a Personal Fade set.

**Search by full file path**

The data will be loaded only if there is a file in the database with the exact full path.

If the option is disabled, the search will go first along the full path, then, if the file is not found, then by the filename without the directory.

## Mixer Control



**Restore system mixer settings on start**

On/Off restores the settings of the system mixer when the program is started.

## Settings

**Restore system mixer settings on exit**

On/Off restores the system mixer settings when exiting the program.

**Mixer buttons**

On/Off display of buttons for controlling the inputs of the system mixer in the main program window. It is possible to use several buttons.

 **Add**

Allows you to create a new button. Opened [mixer button properties window](#).

 **Remove**

Deletes the selected buttons.

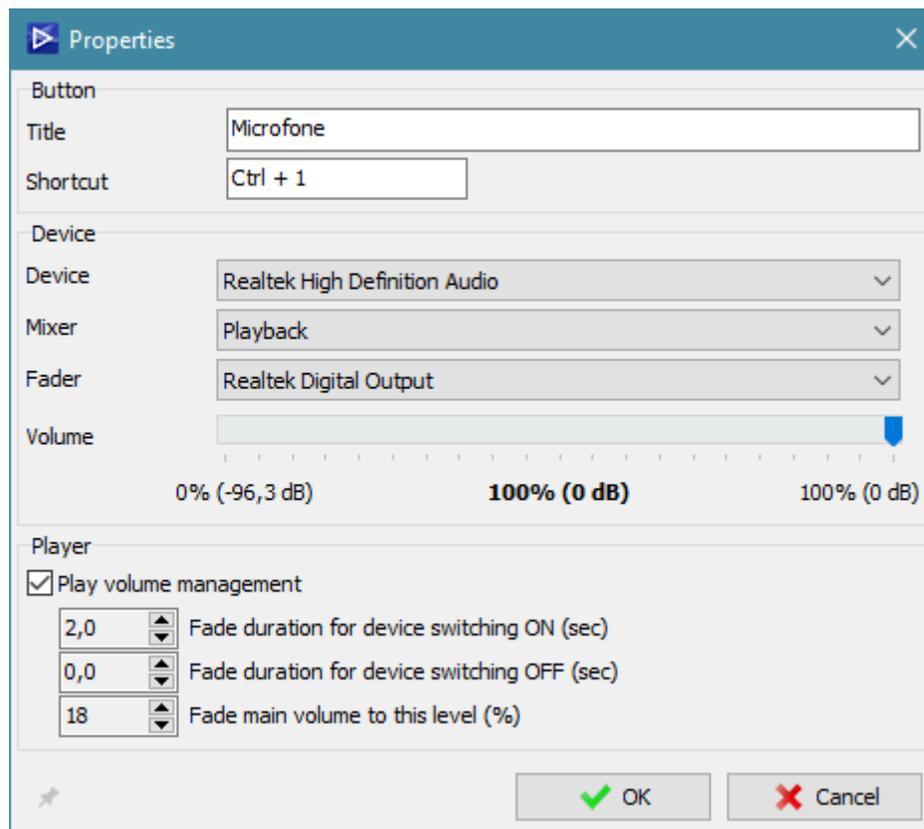
 **Remove all**

Removes all buttons.

 **Properties**

Allows you to change the properties of a button. Opened [mixer button properties window](#).

## Mixer Button properties



The screenshot shows the 'Properties' dialog box for a mixer button. It has a title bar with a play icon and a close button. The dialog is divided into several sections:

- Button**:
  - Title: Microfone
  - Shortcut: Ctrl + 1
- Device**:
  - Device: Realtek High Definition Audio
  - Mixer: Playback
  - Fader: Realtek Digital Output
- Volume**: A slider ranging from 0% (-96,3 dB) to 100% (0 dB). The slider is currently set to 100%.
- Player**:
  - Play volume management
  - Fade duration for device switching ON (sec): 2,0
  - Fade duration for device switching OFF (sec): 0,0
  - Fade main volume to this level (%): 18

At the bottom right, there are 'OK' and 'Cancel' buttons.

## Button

### Title

The text displayed on the button.

### Shortcut

The shortcut that will be clicked on will be the On/Off button.

## Device

### Device, Mixer, Fared

Specify which input of which sound card you want to assign to control the button.

### Volume

The maximum volume of the microphone.

## Player

Adjust the volume control during playback by pressing the button.

### Play volume management

On/Off control the playback volume.

#### *Principle of operation.*

Turn on - first the volume of playing music decreases and then the device turns on.

Shutdown - first turns off the device, and then outputs the music to the original volume level.

### - + **Fade duration for device switching ON (sec)**

Time of attenuation of the volume of the sounding file or retransmission when the button is pressed. First, the volume decreases, then the device turns on.

### - + **Fade duration for device switching OFF (sec)**

The time to resume the volume of the sound file or relay when the button is released. First, the device turns off, then the volume increases.

### - + **Fade main volume to this level (%)**

The level to which the volume of playing music or relay will be reduced when the device is turned on.

## Jingles

### Show jingle start window after program start

When Player starts, it will be displayed [Jingles start window](#).

### Place Jingle start window on top

When the option is turned on, the jingle launch window will be on top of other program windows.

### Close start window after jingle start

When this option is enabled, when the jingle starts from the "Startup window", the window will close. Otherwise, the window will remain on the screen.

### Enable jingle start from main window

With the option enabled, you can start jingles from [Player](#) and bookmarks [Jingles](#) by pressing the jingle button.

If the option is disabled, jingles can only be started through [Jingles start window](#) (F8).

### Do not clear current play turn of files on jingle start (if there is no playback)

## Settings

---

If this option is enabled, the current queue will not be cleaned when starting the jingle when there is no playback.

**Disable simultaneous playback of more than one liner**

When the option is turned on, jingle over will interrupt the sound of the previous jingle that is running on top.

## Retransmission

**Use Retransmitting**

On/On using the retransmitting mode.

Includes the ability to create retransmitting playlists.

**Autostart retransmitting**

On/Off automatic restart of the retransmitting when the program is started.

**Play device**

Device for retransmission of retransmission.

Used for retransmission of two types: "Listen to the device" and "Streaming".

**Playback buffer**

Specifies the buffer size in seconds.

**Reserve broadcasting**

The "Reserve" mode is used at the moment when the level of the retransmitted signal becomes below the threshold level.

**Turn on Reserve mode on signal loss**

Setting to activate the backup broadcast in the event of the absence of a retransmitting signal.

**Turn off retransmitting volume in Reserve mode**

When the backup mode is activated, the retransmitting volume will be set to zero.

**Quit from Reserve**

**Do not stop Reserve until current file is playing**

The Retransmitting will be resumed only after the current file has been played from the backup playlist.

**Do not stop Reserve until current playlist is playing**

The Retransmitting will be resumed only after the current backup playlist has finished playing.

## Audio Detector (DTMF)

The audio detector is used to determine whether the retransmission signal matches the previously recorded samples (Wave and MP3 format) or frequency commands, for example, DTMF.

It is used to automate the release of its own ad units on the air of a relayed station.

Activated automatically when relaying starts.

The quality of the recognition is affected by the amplitude of the retransmission signal.

If the volume of the signal is insufficient or too high, there may be a problem with the definition.

It is recommended to adjust the volume of the incoming signal so that the level on the detector's indicator is in the area of the yellow zone.

If this does not help, then you can increase/decrease the sensitivity in the properties of the corresponding sample.

**The detector window on top of other windows**

The window of the detector will be displayed on top of other program windows in the inactive form

**Show audio detector window on startup**

When Player starts, the detector window will be automatically displayed

**Use retransmission playback volume**

When the option is turned on, the detector will adjust the volume level depending on the setting of the repeat playback volume level.

### **DTMF threshold level**

The threshold level in dB is specified for the determination of DTMF sequences. In case of unreliable operation, it is recommended to lower the level.

### **DTMF signals**

In practice, the DTMF (Double Tone Multiple Frequency) standard is most often used. It is a combination of two tones - high-frequency and low-frequency.

Frequencies of two groups:

- lower group - 697 Hz, 770 Hz, 852 Hz, 941 Hz;
- the upper group - 1209 Hz, 1336 Hz, 1477 Hz, 1638 Hz.

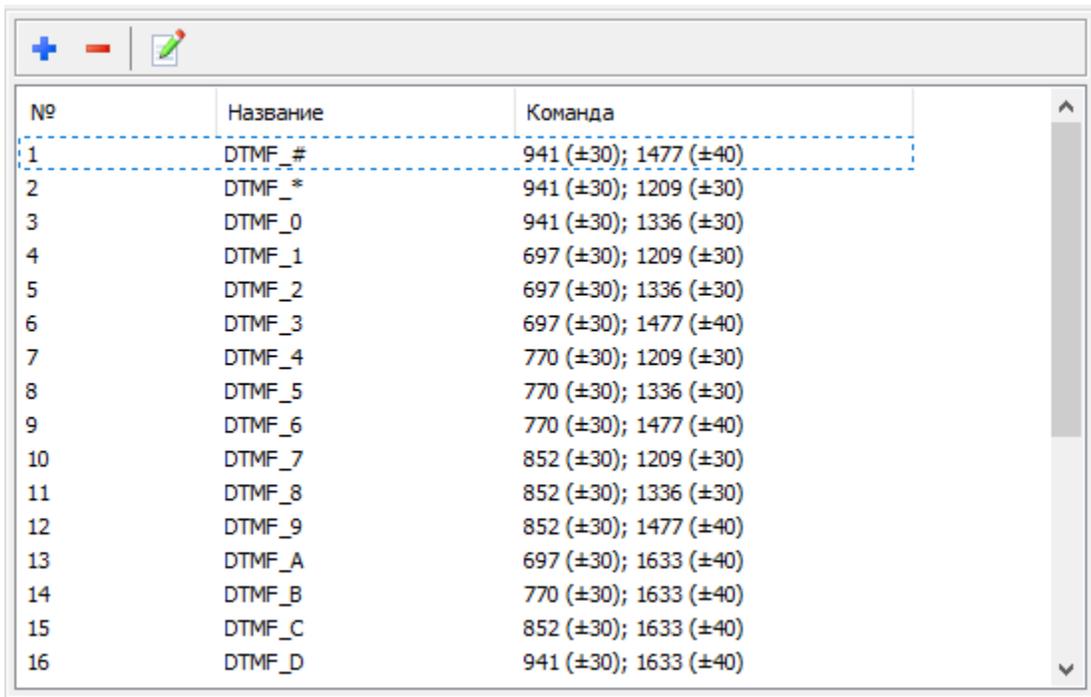
This code provides 16 combinations of signal frequencies.

### **DTMF Matching Table**

Frequency	1209Hz	1336Hz	1477Hz	1633Hz
697Hz	1	2	3	A
770Hz	4	6	6	AT
852Hz	7	8	9	FROM
941Hz	*	0	#	D

### **Frequency settings**

If necessary, the detector can use arbitrary user frequency sets as commands.



№	Название	Команда
1	DTMF_#	941 (±30); 1477 (±40)
2	DTMF_*	941 (±30); 1209 (±30)
3	DTMF_0	941 (±30); 1336 (±30)
4	DTMF_1	697 (±30); 1209 (±30)
5	DTMF_2	697 (±30); 1336 (±30)
6	DTMF_3	697 (±30); 1477 (±40)
7	DTMF_4	770 (±30); 1209 (±30)
8	DTMF_5	770 (±30); 1336 (±30)
9	DTMF_6	770 (±30); 1477 (±40)
10	DTMF_7	852 (±30); 1209 (±30)
11	DTMF_8	852 (±30); 1336 (±30)
12	DTMF_9	852 (±30); 1477 (±40)
13	DTMF_A	697 (±30); 1633 (±40)
14	DTMF_B	770 (±30); 1633 (±40)
15	DTMF_C	852 (±30); 1633 (±40)
16	DTMF_D	941 (±30); 1633 (±40)

 **Add**

Adding a command. The Properties window of the frequency command opens.

 **Remove**

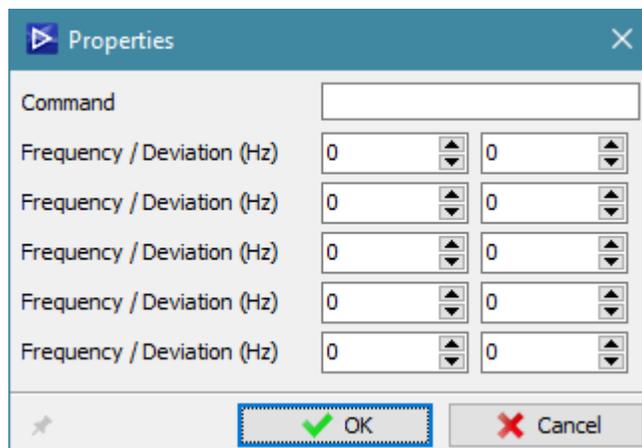
Removing selected commands from the list

 **Properties**

Editing the properties of the frequency command.

### Command Properties

As a command, the set of frequencies simultaneously present in the incoming signal and having a high amplitude is indicated. Frequency sets up to five can be used simultaneously.



Properties

Command:

Frequency / Deviation (Hz):

## Playlists

**Launch appropriate playlist when program starts**

With the option enabled, the program will launch a playlist at startup, calculated to sound at the current time. If there are no scheduled playlists at the time of launch, the program will not start playback. Checking the start of playlists occurs in order of increasing [priority](#) - first retransmission, then file, music, etc.

**Brighter color for hour-start lists**

The option makes the color of the playlists assigned to the beginning of the hour more vivid in the list of playlists.

**Playlists autostart**

Settings for automatically launching different types of playlists according to the start and stop time specified in them. If the option is disabled, playlists of this type can be launched only manually.

## Playlists properties

**"Default" properties for new playlist**

Customize the properties of the newly created playlist for this type.

The properties will be used when creating a new playlist in the list of playlists, or when importing playlists. Setting is used to facilitate the creation of playlists, provided that some properties of playlists of a certain type remain constant.

**Start properties for lists of this type**

Enable/disable the use of the same trigger properties for playlists of this type.

With the option enabled, all playlists of this type, regardless of the start/stop mode they set, will use the properties specified in the settings.

The start time of the playlists remains unchanged.

**Change AutoPlay on time**

Use the autorun settings of playlists from the changed properties.

**Change AutoStop on time**

Use the auto-install settings for playlists from the changed properties.

**Change start method for Backup mode**

Enable/disable the use of modified launch properties for playlists of this type when the "Reserve" mode is enabled.

With the option enabled, all playlists of this type, regardless of the start/stop mode they set, will use the properties listed below.

You can change the way ads are launched in the Reserve mode and instead of the Audio Detector window, use an immediate start at the specified time.

The start time of the playlists remains the same.

**Change AutoPlay on time**

Use the autorun settings of playlists from the changed properties.

**Change AutoStop on time**

Use the auto-install settings for playlists from the changed properties.

### Catalogs/Playlists

Settings for updating file lists for playlists with content "Directories/Playlists".

From the playlists, nonexistent files are deleted and new ones are added.

Used to update the list of files for playlists with nested directories, or playlists. Because the contents of external directories or playlists can change over time.

It is also used to generate a new daily schedule for such playlists.

**Do not use the missing files on the disk**

When updating lists from nested playlists, their contents will be checked for presence on disks.

**Refresh files on Playlist start**

On/Off automatically updates the file lists when the playlist starts.

It can cause a delay when starting a playlist with the contents of the "directories", because the procedure for updating files in directories takes time.

**Daily file list update at certain time**

12:34:56 - +

**Update time**

Automatic updating of file lists starts at the specified time.

123 - +

**Update interval for Playlists in hours**

The time interval that indicates which of the playlists you want to update from the moment you start the update.

*Example: If you specify a value of 10 hours, the list of files in the playlists for the next 10 hours will be updated.*

### Autoimport settings

Import settings used in automatic mode. [import windows](#), but do not depend on them, except for the general rules for auto-replacement of file names.

## Import

### Automatic playlist import

**Automatic playlist import time**

Enable auto import by time

12:34:56 - +

**Import time**

There is an automatic import of playlists at the specified time (hh:mm).

**Import by source directory change**

Enabling auto import by changing the contents of the directory specified in the auto import settings

123 - +

**Import delay after change (sec)**

Import will be made with the delay set in seconds.

### Import format

Displays the configuration window [import playlists](#).

Saved settings will be used to automatically import playlists.

### Run import on command

## Settings

---

To start auto import on all running copies of Player, you can run Player.exe with the /Autoimport parameter.

### Example:

```
"c:\Program Files (x86)\RADIO Studio Pro\RADIO Player Pro 2\Player.exe" /Autoimport
```

## Path autoreplace

The AutoChange function allows you to replace part of the file path after import or auto import to another path.

It is necessary in case of importing playlists created on another computer, where the file allocation paths are different.

To configure, first import the playlists without enabling the function.

Look at the paths to the files that were obtained in the imported playlist in the file properties.

If necessary, add the auto-replacement of the incorrect part of the path and enable the AutoCorrect function.

### Example:

After importing into the playlist, the file has the path: **C:\Radio\Music\Song.mp3**

The file on the disk is in the directory **D:\MyRadio\Collection\Song.mp3**

For correction, create a rule

Find: **C:\Radio\Music\**

Replace with: **D:\MyRadio\Collection\**

For each such conflict, create a separate AutoCorrect rule.

**Use replace rules for file path during import**

Enabling Auto Replace Ways

## Archive

### Lists settings

**Reverse order (newest first)**

When the option is enabled, the last added files and events will be at the top of the list

**Autoscroll to latest**

If you enable the option after adding a new line, the list will be scrolled so that the data is on the screen

### Data settings

**Use the list of played files**

When the option is enabled, the program will save the lost files to the "Loss of files" list.

**Use list of unplayed files**

When the option is enabled, the program will add non-played files to the "List of non-played files".

**Manually deleted file is unplayed**

Not lost files deleted manually from [Player](#), Will be added to the list of files that were not lost.

**Automatically deleted file is unplayed**

Unplayed files deleted automatically when you start a new playlist from [Player](#), Will be added to the list of files that were not lost.

**Files of not started playlist are unplayed**

If the playlist is not started when the playlist is started using the sleep windows or the Audio detector, all the playlist files will be added to the list of non-played files.

**Use event log**

Recording of program events.

### Data storage

**Automatically delete old records**

Enable to automatically delete old archive entries.

123 - +

**Storage time in days**

Period of storage of archive records. Archives created earlier will be considered old. To delete old entries manually, you can use the delete button in the list of archives.

## Information

Export of information is intended for data transfer to external programs, such as RDS transmitter, ShoutCast server and others.

### Refresh method

**Using interval**

Specifies the interval in seconds through which the data will be updated.

**At file position or status change**

Data is updated when the playback status of the current file or the currently playing file changes.

**Use transliteration**

Russian letters will be translated into Latin.

**Export to text file**

A text file is created and updated, in which information from the created templates is recorded.

**Save file in UTF-8 encoding**

The file will be recorded in the specified encoding.

**Export to Shoutcast server**

Export activation for Shoutcast/Icecast servers.

## Template

The list of templates is intended for generating test data with information about the current status of the program. Templates are processed in the order of the order in the list and are configured for different types of the current file or for relaying.

The resulting text contains data from all relevant templates for the current state of the program.

The Result field displays the current text of the used templates.

## Templates of information fields

The text outside the brackets [] is always displayed, the text in brackets only when the broadcast is on.

Template	Description
----------	-------------

Version	
[Version]	Software version
Status	
[Status]	Status of own ether
[Retransmit.Status]	Relay Status
[Retransmit.Name]	Relay device name
Current file queue	
[PlayLine.Count]	Number of files
[PlayLine.Duration]	Total time
[Song.DurationLeft]	It remains to the end of the current file
[Prefix.DurationElapsed]	The first file passed first
<b>Current file</b> (replace the word Prefix with Song)	
<b>Next file</b> (replace the word Prefix with NextSong)	
[Prefix.Position]	Position in the queue
[Prefix.Title]	File name
[Prefix.FilePath]	Full filename with path
[Prefix.FileName]	File name
[Prefix.FileNameNoExt]	File name without extension
[Prefix.FileFolder]	File path
[Prefix.Duration]	Duration of the file
[Prefix.Fade.Name]	Fade type
[Prefix.CDLabel]	Disk label
[Prefix.Artist]	Performer
[Prefix.Album]	Album
[Prefix.Genre]	Genre
[Prefix.Year]	Year
[Prefix.Tag.Title]	Name from tag
[Prefix.Tag.Artist]	Artist from tag
[Prefix.Tag.Album]	Album from tag
[Prefix.Tag.Comment]	Comment from tag
[Prefix.Tag.Year]	Year from tag
[Prefix.Tag.Genre]	Genre from the tag
[Prefix.Tag.Track]	Track from tag
[Prefix.Tag.Composer]	Composer from the tag
[Prefix.Tag.Encoder]	Encoder from the tag
[Prefix.Tag.Language]	Language from tag
[Prefix.Tag.Link]	Link from tag
Date Time	
[DateFull]	Current date is full
[Date]	Current date abbreviated

## Settings

[TimeFull]	Current time (HH: MM: SS)
[Time]	Current time (HH: MM)

Modifiers can be used together with templates.  
It is allowed to use several modifiers sequentially.  
The modifier can be added at the beginning of the template after the "[" sign.

Modifier	Action
\u	Upgrading
\l	Translated to lower case
\from	First capital letter
\t	Translation into Latin (taranslit) of Russian letters
\n	Remove digits at the beginning
\b	Remove data in brackets
\s	Remove gaps at the beginning and end
\f	Show value if there is no broadcast or current file
\r (.* )	Leave only the part corresponding to the regular expression in brackets (), specified inside   Perl compatible regular expressions are used. If groups in brackets () are not specified, then the entire expression will be used.
\x	Content inside [] is the name of the file from which the text will be loaded.
\d	All line translations will be replaced with spaces

**Example of use:**  
**Current file: "d:\MP3\Sale of cars (Advertising on radio). wav"**

Template	Result
[SongFileName]	d:\MP3\Sale of cars (Advertising on the radio). wav
[uSongFileName]	D:\MP3\VEHICLE SALE (ADVERTISEMENT TO RADIO). WAV
[r ((.*) )SongFileName]	Advertising on the radio

## Shoutcast integration

### Integration with Shoutcast server

To broadcast streaming audio, you can use the server distributed on the Shoutcast/Icecast network.

For more information on configuring the client and server for the Internet, see the [instructions section for RADIO Player Pro](#).

Tick the active servers and configure the server type and authorization data.

## HTTP server

### Settings

**Enable server**

On/Off the RADIO Player Pro information server.

With the server on, you can view the status of the program by opening the server address in the browser.

- + **Server Port**  
Server Port

### Authorization

**Authorization required**  
To open the page, the user must enter the user name and password.

**User name**  
Username for authorization on the web server

**Password**  
User password for authorization on the web server

#### *Example:*

*Your computer has an IP address of 192.168.0.1, the server port is specified 8080*

*Server address for your computer: <http://localhost:8080>*

*Server address for another computer on the network: <http://192.168.0.1:8080>*

*If the port number is 80, then you can skip it. <http://localhost> or <http://192.168.0.1>*

If necessary, you can create additional information pages in the WebServer subdirectory in the current profile folder.

Inside the page, you can use [templates](#), which will be replaced with data from the program.

Templates are processed in files with the extensions \*.html, \*.htm, \*.xml, \*.txt, other files are transferred without processing.

An example of usage can be found in the files of predefined templates in the folder ENG\Default\WebServer in the installation directory of the program.

#### *Example*

*If you create a test.htm file in the WebServer folder, you can see the contents at:*

*<http://localhost:8080/test.htm>*

## Email Messages

When changing the status or performing certain actions, the program can send text messages to the user's Email.

**Send messages to E-mail**  
Enable the sending of information messages.

Select the types of messages you want to receive by ticking.

## Email Preferences

**SMTP Settings**  
Settings for sending messages using the program.

**Server**  
The SMTP server address for sending mail.

**Connection**  
Select the type of connection supported by the server.

**Port**

## Settings

---

The SMTP server port for sending mail.

### User name

The user name for authorization on the server. Leave blank if no authorization is required.

### Password

Password for authorization on the server. Leave blank if no authorization is required.

## E-mail settings

### From (E-mail)

The address from which the message will be sent.

### To (E-mail)

The address to which the message will be sent.

### Subject

The subject of the outgoing letter.

### Text

The text of the outgoing letter.

The text [Message] in the subject or text is replaced with the message sent by the program.

## Access

This section allows you to set restrictions on the ability to access the Settings and the ability to add, delete and modify playlists and files, as well as restrict access to other functions of the program.

### Administrator's password

The password used to restrict actions.

**Exit with password**

You can close the program only after entering the administrative password.

**Use password to edit settings**

When this feature is enabled, access to the Settings will be enabled only after entering the administrative password.

**Use password for Playlist import**

When this feature is enabled, importing playlists will be allowed only after entering the administrative password.

### Access settings

Specify additional required access restrictions for program sections.

## Configuration



### Backup archive folder

Specifies the location of the directory to store zip data archives.

## Options

**Autosave configuration archive on exit**

## Settings

---

On/Off autosave the archive when exiting the program.  
The archive is not saved if there were errors during the program loading.

**Automatically backup on time**

Enable/Disable the autosave of the archive at the specified time after the selected time interval.  
The archive will be created only when the program is on, if the specified time has come.

- + **Backup time**

Time of the archive creation.

- + **Interval in days**

The interval in days, through which a new copy of the archive will be created.

**Use limited number of archives**

When the option is enabled, the program will automatically delete older archives when creating new ones.

- + **Maximum count**

The maximum number of archive files upon which the program will begin to delete older archives.

**No more than one archive per day**

When the option is enabled, the program will delete the old archives on the same date when creating new ones.

## Archive data

**Settings**

Data from the Directories and options of the Settings window.

**Archive**

Lists of lost, unplayed files and program messages.

**Playlists**

Lists of playlists.

**Jingles**

Lists of jingles.

**MiniBase**

Sections of the minibase.

**Debug information**

Information that may be required by the technical support service

## Actions

**Save to archive**

The procedure for saving to zip the archive of the selected data.

**Restore from archive**

The procedure for restoring the previously saved data from the zip archive. Only the selected ones will be restored, regardless of the availability of data in the archive.

### **Reset data**

The procedure for resetting the selected data to the default state.

## Windows

### list of files

#	T	N...	Tag	Title	Durat...	Durat. (mix)	Duration ...	Start time	Stop time
1			TAG	Elvis Presley - A Little Less Conversati...	02:13	02:12	00:00		
2			TAG	Elvis Presley JXL - A Little Less Conver...	03:31	03:30	00:00		
3			TAG	019. Dr. Alban - It's My Life (Tarantino F...	03:45	03:44	00:00		
4			TAG	020. Dj Tarantino & Dj Bocha - Vapa Va	03:58	03:57	00:00		
5			TAG	021. Cali Fornia - California (Di Dimixer...	03:22	03:21	00:00		
6			TAG	022. Milena feat. D.I.P Project - Aypa (	03:18	03:18	00:00		
7			TAG	023. Daley - Look Up	03:58	03:57	00:00		
8			TAG	024. Matteo Marini feat. Alexandra - Be	03:30	03:29	00:00		
9				ZAST-13!	00:32	00:31	00:00		
10			TAG	025. Pitbull feat. TJR - Dont Stop The P	04:05	04:04	00:00		
11			TAG	<b>026. Megastylez - Whiteline Fever</b>	<b>03:25</b>	<b>03:19</b>	<b>00:00</b>	<b>12:34:38</b>	<b>12:37:57</b>
12			TAG	027. Kinder Vs Paps'n'skar - Funny Day	04:13	04:12	00:00	12:37:57	12:42:10
13			TAG	028. Nianaro - Footprints On The Sand	05:07	05:06	00:00	12:42:10	12:47:16

Summary: 1 file selected, 03:18 duration, 295 files in list, 14:22:07 total time.

The file list displays the current playlist files and their properties.

By clicking the right mouse button, you can configure the list of displayed columns and toolbars.

Below is the information on the time of the selected files, all files and the total number of files in the list.

Quick file search is available by Ctrl F.

### Type pane

#### Fade type

Allows you to set the fade type for the selected file.

**Fix type**

On/Off automatic type change when the file is selected.

#### File type

Allows you to set the file type for the selected file.

**Fix type**

On/Off automatic type change when the file is selected.

### File Tag Panel



#### Remove marks from selected files

Cleared tags are set for the selected files.



#### Cycle mark

The file will be played repeatedly until a new file is launched.



### Cycle start mark

Files enclosed between the beginning and end of the cycle, or the end of the playlist, will be played cyclically.



### Cycle stop mark

Files between the beginning of the cycle, or the beginning of the sheet and the end of the cycle, will be played cyclically.



### Pause mark

After playing the file, the program will enter PAUSE mode.



### Stop mark

After playing the file, the program will enter STOP mode.



### Unbreakable group mark

When you start playlists and move files, the program will not break the group of nearby files that have this label.

## Navigation pane



### Show current file

The selection bar moves to the current file.



### Move files to the top of the list

Moves the selected files to the top of the list.



### Move files after current

The selected files are moved after the playing file.



### Move files to the end of the list

Moves the selected files to the end of the list.



### Sort

Files are sorted by name in alphabetical order.

## Main Panel



### Add files to list

Adding a file (s) to the end of the list (by default).

When the menu is called (black arrow on the right), it is possible to add the selected files to the beginning, after the selected one, after the player.



### Add folder

Adding the file (s) from the directory to the end of the list.

-  **Remove selected files from list**  
Delete the file (s) from the list.
-  **Remove selected files from disk**  
Delete the file (s) from the list and from the disk.
-  **Clear list**  
All files in the list are deleted.
-  **File properties**  
Editing file properties.
-  **Headphones**  
Listening to the file.
-  **View text file**  
Add/Edit/Delete narration text (a text file displayed on the screen at the time of playback).
-  **Update file parameters from disk**  
The parameters of the files from the disk are updated (characteristics, time, tags ...).
-  **Automatically set start and end fade**  
Load a wave chart from a file and set start and end marks.
-  **Clear waveform and start/end marks**  
Clear the wave chart of the file and start and end tags.
-  **Copy to buffer**  
Copy selected files to the internal program buffer.
-  **Paste from buffer**  
Add files from the internal program buffer after the selected one.
-  **Select non-existing files**  
Selecting files that do not exist on the disk.
-  **Delete nonexistent files**  
Delete a file (s) whose links do not exist from the list.
-  **Select duplicate files**  
Selecting duplicate files from the list.
-  **Delete duplicate files**

Delete duplicate files from the list.



### Save playlist as...

Save the list of files as playlist Player Pro (\*. pro) or Winamp (\*. m3u).



### Save files list in HTML format

Save the list of files as \*. htm file (specify the name and duration of the file).

## File property

The screenshot shows a 'File property' dialog box with three tabs: 'File property', 'Information', and 'TAG Tags'. The 'Information' tab is active. The dialog is divided into two main sections: 'Additional' and 'Information'.  
In the 'Additional' section:  
- 'Duration' is set to 00:03:13,0 with a dropdown arrow and a 'Lock duration' checkbox.  
- 'Text file' is an empty text input field with a list icon and a search icon.  
- 'Mark' is set to 'None' with a dropdown arrow.  
In the 'Information' section, there are ten text input fields for:  
- Title: Aqua - Barbiegirl  
- Disk label  
- Performer  
- Song  
- Album  
- Year  
- Style (Genre)  
- Composer  
- Text author  
- Producer

Changing file properties allows you to change the personal settings of the file. For help, select the section below, or click on the corresponding tab in the picture.

- [File property](#) - Information about the characteristics and tags of the file.
- [Information](#) - the main properties of the file (file name, time, label, etc.).
- [Play](#) - Playback settings (fades, device, etc.).

## File property

### Main

**File**

The location of the file on the disk.

### Common

General characteristics of the file.

#### File size

The physical size of the file on the disk is in bytes.

#### Channels

Information about the number of audio channels in the file.

#### Frequency

Sampling rate in Hz.

#### Bitrate

Data transmission speed.

#### Codec

Type of codec used.

#### MPEG

Type of MPEG used.

#### Duration

The actual duration of the file.

## Information

### Additional

**Duration**

Duration of the file.



#### Refresh time

The actual duration is determined directly from the file.

#### Lock duration

During playback, the actual duration of the file is ignored.  
Used to change the playing time.

**Text file**

The name of the file containing the narration text.  
When you start a music file, the narration text is displayed in a separate window.

**Mark**

Label of the information carrier.

- **None** - file without a label.
- **Cycle** - looping one file during playback.
- **Start of cycle** - the start mark of the group file cycle.
- **End of cycle** end of the file group cycle. If there is no start mark of the loop, then the loop starts from the beginning of the list.
- **Pause** - stop waiting after the end of the file.
- **Stop** - Full stop playback.
- **Unbreakable group** - an inseparable group of files facilitates the movement of files and does not violate the sequence of auto-jingle and playlists.

### Information

**Title**

The name displayed in the playlists in the program.

**CD mark, MD**

Label of the information carrier.

Information on the composition. It is filled in by the program from tags of files or from the information in the database.

### Tags

Information from information tags.  
ID3 tags v.1, ID3 v.2, Ogg, Flac, Ape, WMA are supported.

 **Load from Tag**

Loading information from the tag

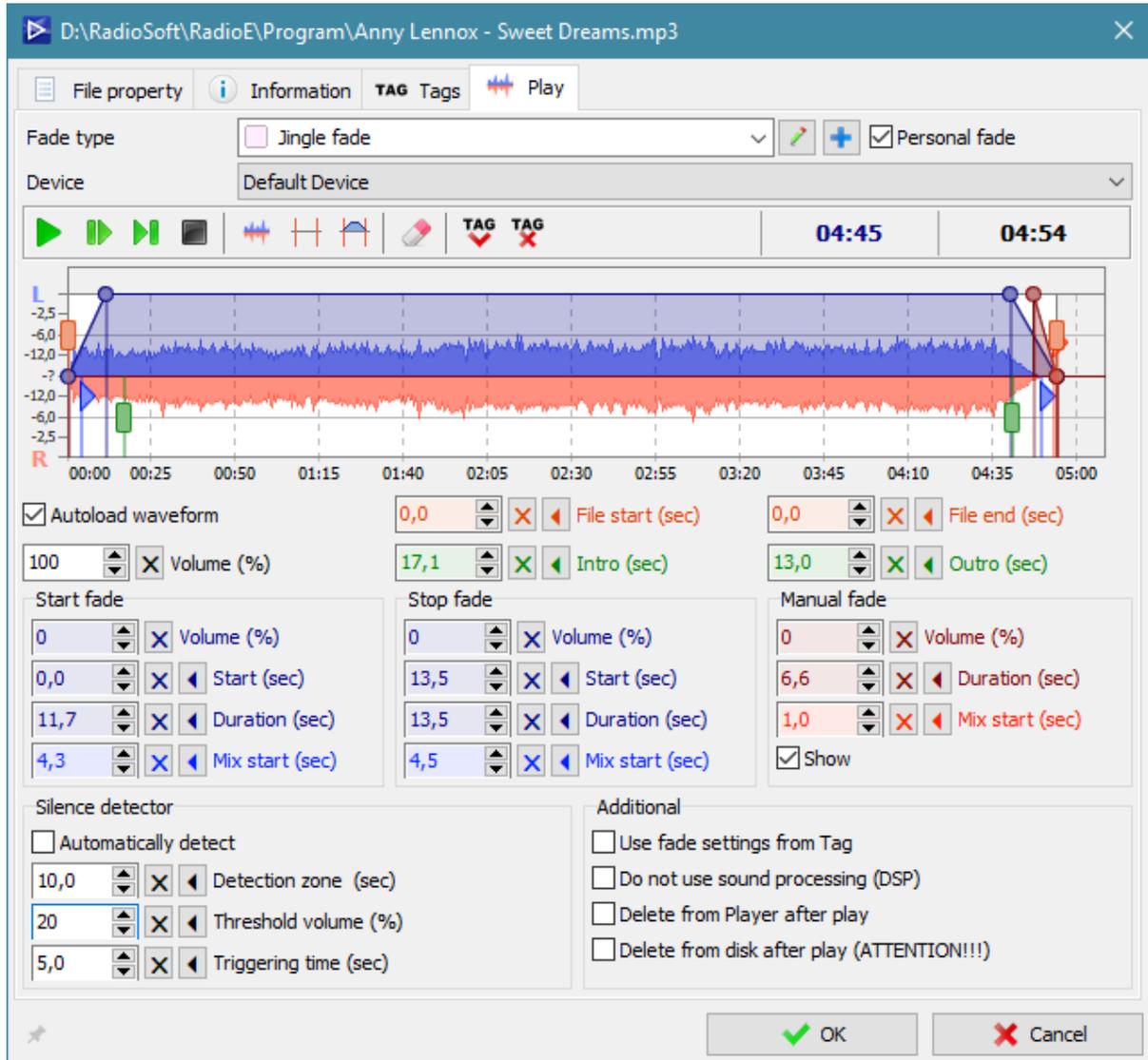
 **Save to tag**

Write information to a file tag.

 **Remove from tag**

Remove tags from the file.

Play



**Fade type**

Select the type of fade used. When selected, the current settings are replaced with the settings of the selected fade.

**Device**

Select a playback device if you want to play the file on a separate device.

**WaveForm**

The wave diagram displays a diagram of the volume levels of the edited file.

Mouse Actions

Left button	Starting play
Right button	Resetting a marker position and stopping playback
Double click	Setting a label on the chart
Mouse Wheel	Zoom in or out on a chart



### Play from the beginning

Start play from the zero position.



### Play from start fade

Start playback from the start mark of the file.



### Play from end fade

Starts playing 1 second before the end mark of the file.



### Stop

Stop playback.



### Load from file

Reboot the wave diagram directly from the file.



### Autotrim file

Auto-fit the beginning and end of the file, using the current fade settings for the start/end detector for silence. The type of fade does not change.



### Autodetect start and end of file and save to personal fade

Auto-fit the beginning and end of the file and set the initial values for the fade. The fade type will be set to Personal.



### Clear setting

Selective cleaning of the fade parameters and the loaded wave diagram.



### Load from Tag

Loading a fade from the tag



### Save to tag

Write the tag data to a file.

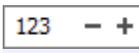


### Remove from tag

Delete tag data from file.

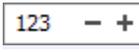
Depending on the file type (MP3, OGG, WMA, etc.), various data stored in the tag can be displayed.

## Characteristics



### File start (sec)

Label the beginning of the file.



### File end (sec)

The end mark of the file.

123 - +

### Intro (sec)

Time to the beginning of the words in the song.

123 - +

### Outro (sec)

Time after the end of the words in the song.

## Fade

123 - +

### Volume

Maximum volume of the file in%.

### Start fade

Used when starting the file.

123 - +

**Volume (%)** - the initial volume of the file at the beginning of the fade.

123 - +

**Start (sec)** - the fade start time in seconds from the beginning of the file.

123 - +

**Duration (sec)** - fade length in seconds (fade time).

123 - +

**Mix start(sec)** - the start time of the next file in seconds to the end of the file.

### Stop fade

Used when the file is automatically stopped and mixed.

123 - +

**Volume (%)** - the final volume of the file at the end of the fade.

123 - +

**Start(sec)** - time of fade start in seconds before the end of the file.

123 - +

**Duration(sec)** - fade length in seconds (fade time).

123 - +

**Mix start(sec)** - the start time of the next file in seconds to the end of the file.

### Manual fade

Used in case of a file mix before its end or pressing the "Start next file" button, etc.

123 - +

**Volume(%)** - the final volume of the file at the end of the fade.

123 - +

**Duration(sec)** - fade length in seconds (fade time = fade start).

123 - +

**Mix start(sec)** - the start time of the next file in seconds until the end of the fade.

## Silence Detector

### Automatically detect

On/Off automatic detection of start and end of file at startup

123 - +

**Detection zone (sec)** - time from the beginning or to the end of the file, where the silence detection will be active. **Only used for playback for files.**

123 - +

**Threshold volume (%)** - % of the maximum level, below which the signal is considered silence.

- +

**Delay (sec) (common)** - delay time, which determines when, from the moment the signal disappears or appears, the input or output from the silence detector is triggered. **Used only for relaying.**

 - +

**Exit delay (sec) (0 - common)** - delay time to exit the state when the detector has detected silence. Determines the time from the moment the signal appears when the silence detector exits. A value of 0 uses the overall delay. **Used only for relaying.**

**Additional**

**Use fade settings from Tag**

Activating uploading fade data from a file while playing.  
This function works only with files containing tags (for example, MP3, OGG).

**Do not use sound processing (DSP)**

Disables the use of DSP plug-ins for audio processing for this type of fade or specific file.

**Delete from Player after play**

Enables the mode of deleting a file from the player after playback.

**Delete from disc after playback (ATTENTION !!!)**

Enables the mode of deleting a file with this type from the disc after playback.

**ATTENTION!!! If you delete without using the Recycle Bin, you will not be able to restore the file without special programs!**

**List of playlists**

#	T	..	Day start	Start	Day stop	Stop	Title	Duration
1			Every day	00:00:00	Every day	03:00:13	Music	03:00:13
2			Every day	00:00:00	Every day	00:00:15	Start	00:15
3			Tuesday	00:00:15	Every day	00:09:17	News	09:02
4			Every day	00:30:00	Every day	00:30:15	Mid hour	00:15
5			Every day	01:00:00	Every day	01:00:15	Start	00:15
6			Every day	01:00:15	Every day	01:56:59	Program	56:44
7			Every day	01:30:00	Every day	01:30:15	Mid hour	00:15
8			Every day	02:00:00	Every day	02:00:08	Start	00:08
9			Every day	02:30:00	Every day	02:30:08	Mid hour	00:08
10			Every day	03:00:00	Every day	06:00:13	Music	03:00:13
11			Every day	03:00:00	Every day	03:00:39	Start	00:39

Buttons: File, Music, Program, Ads, News, Jingle, Retr

Buttons: Every, Mon, Tue, Wed, Thu, Fri, Sat, Sun

Summary: 03:00:13 [1] 09:05:09

**Buttons for editing playlists.**

+ Add playlist

Add a playlist. The dialog opens. [Playlist properties](#).



### Copy/move selected playlists

Copy or move selected playlists to another day of the week or date.



### Copy selected playlist

Copy the selected playlist from the list.



### Remove playlist

Delete selected playlists from the list.



### Clear list

Removes all playlists from the list.



### Change properties

Edit [properties of the playlist](#).



### Update list of playlists

A list of playlists is read from the disc.



### Refresh file lists of files in playlists/folders

Updates file lists in the playlists of the current list. Used for playlists with content. Playlists\Directories.



### Calculate time

Calculate the playing time of each playlist.



### On/Off autostart at time

If you turn off this label, the playlist will not start automatically.



### On/Off autostop at time

If you turn off this label, the playlist will not stop automatically.



### Find non-existent files

If there are non-existent files in the playlists, then a list of these files with playlists is displayed. If there are no such files, then a message appears saying that they do not exist.



### Delete non-existent files

Deletes nonexistent files in the selected (or all) playlists of the current list. It is necessary to change the contents of the hard disk.



### Change the start time of the selected playlists

Ability to change the start time of the selected playlists.



### Undo

Cancels the last committed action - deleting, clearing the list, renaming or adding a playlist.

## Playlist properties

The screenshot shows the 'Playlist properties' dialog box for a playlist named 'News'. The dialog has a title bar with a close button. Below the title bar, there's a text field for the title 'News' and two checkboxes: 'Reserve' (unchecked) and 'Autojingles' (unchecked). A tabbed interface below shows 'File', 'Music', 'Program', 'Advertisement', 'News' (selected), and 'Jingle'. Under the 'News' tab, there are three sub-tabs: 'Start', 'Contents', and 'Additional'. The 'Start' sub-tab is active, showing settings for when the playlist starts. The 'Stop' sub-tab is also visible, showing settings for when the playlist stops. At the bottom, there are 'OK' and 'Cancel' buttons.

### Title

The name that will be displayed in the list of playlists.

### Type

[List type](#), Which determines its priority.

### For reserve

The playlist will be used for Standby mode and will not start when the mode is not active

### Autojingle playlist

The playlist will be used as an autojingle one.

Such a list does not start as a normal playlist. The start/stop time of an autojingle playlist indicates the time period in which the given playlist is active. When the playlist is active, then after a certain number of played files, an additional file is inserted into the current playline from the contents of this playlist. Additional settings for autojingles in the playlist properties define permissions and prohibitions for adding autojingles (Playlist properties - [Autojingles](#)).

An auto jingle playlist can also be run manually like a normal playlist. In this case, the files from it will be added to [Player](#) like from a regular playlist in accordance with the selected launch method.

### Restrict playlist deletion

When this option is enabled, the playlist cannot be deleted manually or automatically

### Properties

- [Start](#) - startup properties.
- [Stop](#) - stop properties.
- [Contents](#) - the contents of the playlist (files, directories, sheets).
- [Additional](#) - additional startup settings.
- [Autojingles](#) - parameters for autojingle playlist
- [Retransmitting](#) - parameters for relay playlist

### Start

- + **Time**

Start time for the playlist.

#### Day of week

Day of the sheet start. Every day - the sheet is launched on any day of the week.

**Date**

On/Off use of a specific start date.

**Autostart by time**

Enable/Disable the automatic start of the sheet at the specified time.

**Delete list after autostart**

Delete a sheet from disk after startup.

If the stop is specified, the sheet will be deleted after the sheet is stopped.

#### Playlist start mode

**Add to playline according to priority** - the playlist will be added to the queue with [priority](#) playlist.

**Start with priority** - the playlist will be added to the queue with [priority](#) playlist and is started if priority allows.

**Start at time** - the playlist will be added to the queue after the current file and immediately launched at the specified time.

**Start manually after note window** - Playlist will be launched after displaying a message about the readiness of the playlist to start.

**Start by audio detector signal (DTMF)** - the playlist will be launched at the command of the detector, or manually after the message is displayed.

**Allow split playing list with the same type**

Increase the priority, allowing to break the sheet of the same priority.

#### Wait setting

- + **Show before start (sec)**

The time for which the message window will be displayed before the intended start of the playlist.  
0 - the window will be displayed exactly at the specified start time.

- + **Wait time (sec)**

The time after which the opening window will be closed automatically.  
0 - the window will not be closed automatically.

**Start playlist after autoclose**

When the option is turned on, the playlist will be launched automatically after the waiting time has expired.

### Start detection (DTMF)

123 - +

#### Show before start (sec)

Indicates the time to the intended start of the playlist, in which tracking will be enabled.  
0 - the window will be displayed exactly at the specified start time.

123 - +

#### Wait time (sec)

Indicates the time during which the tracking of the coincidence of signals will pass.  
0 - the window will not be closed automatically.

123 - +

#### List stop delay (sec)

Delay before starting the sheet after determining the sample.

#### Start list after autoclose

If the option is turned on, the waiting playlist will be started after the timeout.

### Sample numbers

Specify the number of fragments (samples), the tracking of which must be included.

## Stop

12:34:56 - +

#### Time

Stop time for the playlist.

#### Day of week

Day of leaf stoppage. Every day - the leaf stops on any day of the week.

#### Date

On/Off use of a specific stop date.

#### Autostop by time

On/Off automatic sheet stop at the specified time.

#### Delete list after autostop

Delete a sheet from the disc after stopping.

### Playlist stop mode

**Stop after current file** - playback will be stopped after the current file finishes playing.

**Stop at time** - playback will stop immediately.

**Stop manually after note window** - the playback will be stopped after displaying the message that the playlist is ready to stop.

**Stop by audio detector signal (DTMF)** - the playlist will be stopped by the command of the audio detector, or manually after the message.

#### Continue playing files with "Unbreakable group" mark

When the option is turned on, if you stop the playlist containing files marked "Unbroken Group", the files will be played and only after that the playlist will be stopped.

Can be used to ensure the integrity of the block with commercial advertising.

### Wait setting

- + **Show after start (sec)**

The time for which the message window will be displayed before the alleged stoppage of the playlist.

- + **Wait time (sec)**

The time at which, after opening the stop window, it will be closed automatically.

**Stop list after autoclose**

When the option is on, the playlist will be stopped automatically after the waiting time has expired.

### Start detection (DTMF)

**Launch Tracking:**

Choosing a way to start tracking samples.

- **Delay after playlist start**

The window will be displayed with a delay from the moment the playlist starts.

- **Last playlist file**

The window will show how the last file of the current playlist will start.

- **Last playlist file with Lock mark**

The window will show how the last file of the current playlist that has the label "Unbroken Group" will start.

- **At time**

The window will be shown by the stop time.

- + **Show after start/before stop (sec)**

Indicates the time after launching the playlist, through which tracking will be enabled.

- + **Wait time (sec)**

Indicates the time, during which the tracking of the coincidence of signals will be made. If the value is equal, the tracking will take place unlimited time.

- + **List stop delay (sec)**

Delay before starting the sheet after determining the sample.

**Stop list after autoclose**

When the option is turned on, the running playlist will stop after the timeout period has elapsed.

### Sample numbers

Specify the number of fragments (samples) from the detector base, the tracking of which must be enabled.

## Contents

### Content type

**Files** - playlist contains [list of files](#).

**Folders/Playlists** - The playlist contains a list of directories and playlists with additional settings for each of them.

### Fade type

Type of fade files for lists of directories and playlists.

### Random file selection sequence setup

Indicate the number of directories (playlists) through a space in the order in which the program will take files from them with random sorting.

#### Example:

The entry "1 2 3?" Means that the first file will be random files from the catalog (playlist) # 1, the second from the catalog (playlist) # 2, the third from the catalog # 3, and the fourth from the random directory.



### Move up

Move the highlighted directories/playlists to the top of the list.



### Move the card down

Moves the highlighted directories/playlists to the end of the list.



### Add folder

Allows you to add a directory and specify the appropriate settings for it. The [catalog/playlist properties window](#) opens.



### Add playlist

Allows you to create a playlist and specify the appropriate settings for it. Opened [catalog/playlist properties window](#).



### Delete

Delete selected directory types/playlists.



### Remove all

Delete all catalogs/playlists.



### Properties

Allows you to change the properties of the directory/playlist. Opened [catalog/playlist properties window](#).



### Copy to buffer

Copy selected directories/playlists to the internal program buffer.



### Paste from buffer

Adding directories/playlists from the internal program buffer after the selected one.

## Additional

### Actions before start

#### Size limit

 - +

Files count to leave in playlist (0 - leave at files)

Indicates the number of random files that will remain in the playlist at startup.  
Used to accelerate the launch playlists from directories containing large number of files.

- + **Make Playlist to fit time (00:00:00 - leave all files)**

Indicates the playing time that will remain in the playlist at startup.  
Used to speed up the launch of playlists with directories containing a large number of files.

**Delete random files (off - delete files from end)**

When the option is enabled, random files will be deleted in the worksheet, if the option is disabled, the files from the end of the list will be deleted.

**Do not play files from archive**

Off - all files will be played, On - files that match the ones played during the time specified below will not be played.

- + **Time in hours to check archive log**

The time interval from the time when the sheet was started, for which the files were matched.

### Sort

**None** - without sorting.

**Random** - before running, the files will be sorted randomly.

**Alphabetic** - before starting the files will be sorted in alphabetical order.

**Delete files of the same type from Player tab**

At startup, all files from the Player, whose type matches the type of the playlist, will be deleted.

**From playlists only**

Only files from the playlists that are currently running will be deleted, the files added to the file list manually will not be deleted.

**Delete played files from current playline**

At startup, all the lost files will be deleted.

Instead of this option, you can use the auto-delete settings setting in RADIO Player Pro "Settings - Advanced settings".

**Individual preload time**

Individual preload time in the current file queue.

By default, the preload time is specified in RADIO Player Pro "Settings - Program Run Mode".

- + **Playline preload time (sec)**

The value of the individual preload time.

### Actions before stop

**Start last file from list before stop**

If the sheet is forced to stop, the last file from this sheet will be launched.

Can be used as a closing jingle for a playlist.

**Delete playlist from current line**

Before stopping, all the playlist files will be deleted from the Player.

## Autojingles

### Autojingle interval

 - +

#### Files count after which autojingle will be added

Specifies the number of files that are lost (of certain types), through which one file will be added from the list of auto-ingles.

#### Do not null file counter when autojingle is disabled

With the option disabled, after detecting a place with the auto-scoring disabled, the interval counter will be reset to zero.

Auto-Jingle with the option disabled will only be inserted for consecutive groups of allowed file types. With the option enabled, the interval counter will not be interrupted when the auto-jingle is disabled.

### Choose autojingle from list

- Randomy** - jingles will be selected randomly.
- One by one** - jingles will be selected in the order in which they are in the playlist.

### Enable autojingles for

Specify the file types for which auto-jingles can be used before and after this type. For unmarked file types, auto-ingles will not be used.

### Disable autojingles before

Specify the types of files before which auto-jingle will be banned.

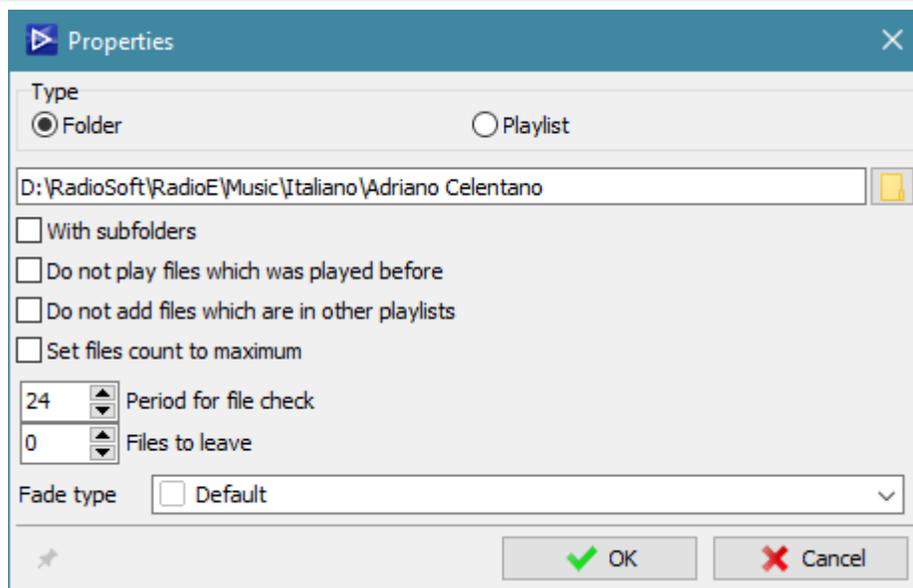
The setting works only if the next existing file has a different type, only the resolution setting works for the same types.

### Disable autojingles after

Specify the types of files after which auto-jingle will be banned.

The setting works only if the next existing file has a different type, only the resolution setting works for the same types.

## Directory/Playlist Properties



### Type

**Directory**

The contents of the directory will be added.

**Playlist**

The contents of the playlist will be added.

**With subfolders**

When you add, you will see subdirectories.

**Do not play files which was played before**

When generating a list of files, the files that were already lost are not added to the Archive.

**Do not add files which are in other playlists**

When generating a list of files, files that have been added to other sheets for the specified period will not be added.

**Set files count to maximum**

Enable in case it is necessary that when you accidentally add files from this directory they do not end until the end of the generation of the playlist.

Files from directories where there are fewer files than others will be added several times.

123 - +

**Period for file check**

The coincidence checking period for the archive and playlists.

123 - +

**Files to leave**

After creating a list of files, it will be reduced to the specified number of files by accidentally deleting unnecessary files.

### Fade type

Fade type for files added from this playlist/directory.

## Retransmission

### Retransmitting fade type

The fade type of the note with its ether.

### Retransmitting type

#### Audio relay

It captures sound from the specified device and plays the sound on the relay device configured in the section [Settings - Relay](#).

When capturing sound, there will be a slight delay, determined by the need to buffer the captured signal.

The operation of the audio detector and the backup mode is supported.

#### Stream broadcasting

Connects to an external audio stream on the Internet and plays audio on the relay device configured in the section [Settings - Relay](#).

You must specify the address of the streaming server (http (s): // Address: Port).

It supports receiving stream from Shoutcast server in MP3 format.

When connected, there will be a delay, determined by the need for buffering the stream.

The operation of the audio detector and the backup mode is supported.

### System mixer

## Windows

The connection to the controller of the system mixer of the sound card is made to change the volume of the incoming signal. The signal delay is absent or determined by the drivers/characteristics of the sound card.

To operate the audio detector and the mode of the Reserve, you need to specify the correct recording device.

### Device

Specify which input signal of which sound card you will use as the relayed signal.

### Mixer

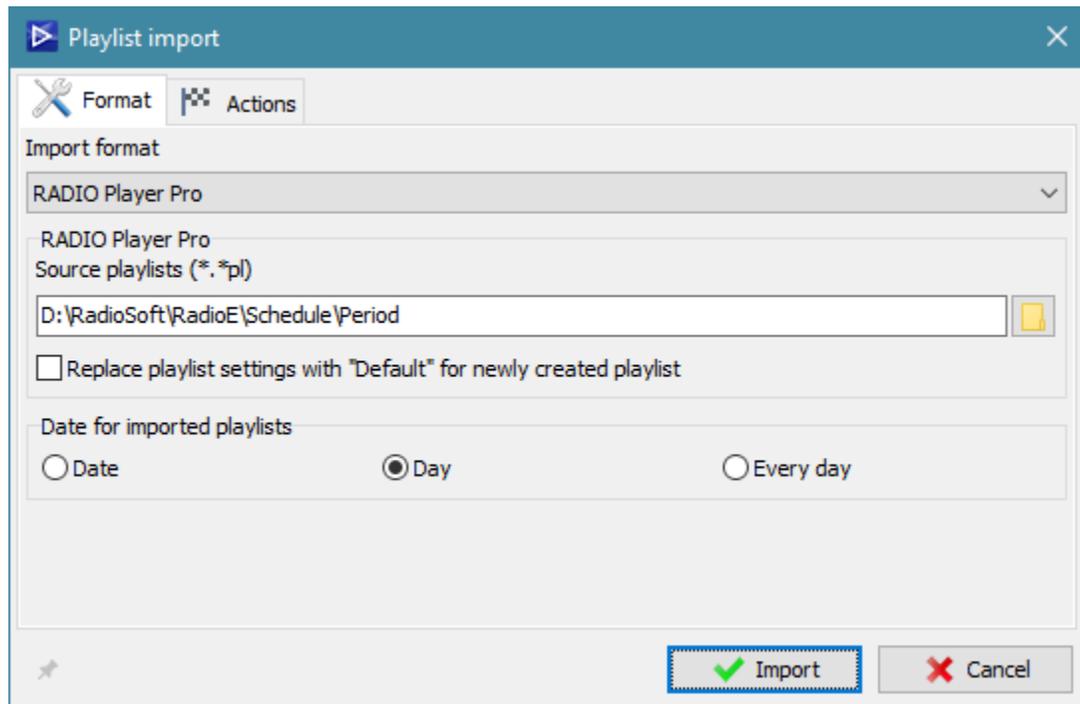
Ability to select playback or record.

### Fader

A sound card that is used to determine the level of the relay signal and for the operation of the Audio detector and the Backup mode. For some sound cards, it will be different from the relay device.

**Mute line on zero volume**

## Playlist import



By importing playlists, you can add new playlists to the list of playlists without the help of file managers or Explorer.

### Format

Select the format of playlists.

#### • RADIO Player Pro Format

The source of playlists in the Player format can be the program for generating playlists - RADIO AdsMan Pro and RADIO Rotator Pro or a third-party program. To import ready playlists from a disk or a flash drive, just specify the directory in which the imported playlists are located. In the specified directory or in subdirectories there must be a list of imported playlists.

**Catalog with source playlists (\*. \* Pl)**

The directory in which the imported playlists are located

**Replace playlist settings with "Default" for newly created playlist**

When you import, all playlist settings will be replaced with the settings for the new playlist in the section [Settings - Playlists](#).

• **Format for other programs (PowerGold, Digiton, DJinn etc.)**

**Source file (\*.lst)**

Specifies a file with playlists to import.

It is possible to use a file name mask to load one or more sheets corresponding to the file mask.  
\* - any character set

*For example: "D: /Import/PlayList\*.lst." All sheets with the file name starting with PlayList will be loaded.*

**Playlist title**

Imported playlists will have the specified description.

**Destination type**

Indicates that [a type](#) final playlists.

To specify the settings for starting a final playlist, you need to change the " ["Default" properties for a new playlist](#) "For the appropriate type of playlist.

abc ▾

**Split to multiple playlists**

Breakdown of daily playlists into separate playlists.

If the option is disabled, the list of files will be imported into one playlist, and if the option is enabled, the schedule will be divided into separate playlists in accordance with the setting.

Abc

**Media file extension**

If the playlist does not contain file extensions (\*. mp3, \*. wav, etc.), you can specify the desired extension for imported files

Abc

**Media file directory**

If the playlist does not specify a directory for placing media files, you can specify a directory for the location of imported files

**Import empty playlists**

Import playlists that do not contain files.

**Date for imported playlists**

- Date - sheets will be created on a specific date.
- Day - sheets will be created on the day of the week.
- Every day - sheets will be created for every day.

**Actions**

**Delete existing playlists**

On/off deletion of existing playlists has several modes:

- Do not delete.
- Playlists of the same type on the day of import.

## Windows

- Playlists of all types on the day of import.
- Playlists of the same type for all days.
- Playlists of all types for all days.

**Update file parameters from hard drive**

On/Off updates the duration, tags and other parameters of files from the disk.

**Delete source playlists after import**

On/Off deletion of original playlists after import.

**Show message after import**

On/Off displays the message about the number of imported playlists.

**Check for nonexistent files after import**

On/Off checks for the existence of files for imported playlists after import.

### Auto replace

**Use replace rules for file name**

Enable/disable the automatic replacement of file names according to the AutoCorrect list.

Automatic replacement of part of the path to the file after its import.

Used when the directory structure on the terrestrial computer is different from the one where the playlists were created.

**Example:**

**After importing, the files in the playlist have paths *D:\Music\MP3\\*. Mp3*, and the files themselves are actually in *D:\Efir\Music\\*. Mp3***

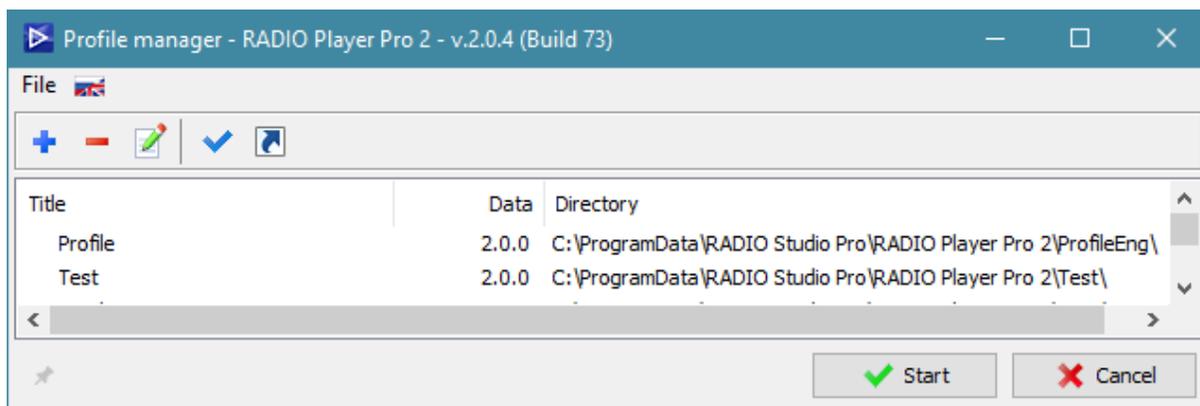
**Adds the AutoCorrect Rule**

**Find: *D:\Music\MP3 \***

**Replace with: *D:\Ether\Music \***

**As a result, after importing the path will be correct.**

## Profile manager



The Profile Manager is designed to create multiple profiles that allow you to run the program with a certain set of predefined parameters.

Each profile stores its data in the directory specified for the profile.

Start the profile manager is possible through the Start menu - All Programs - RADIO Studio Pro - RADIO Player Pro - Profile Manager.



### Create new profile

Create a new profile.

The profile created with the "Default" parameter is used when the program is started without specifying the profile directory.



### Delete profile

Delete the profile directory.



### Edit profile

Change the name and directory of the profile.



### Use as default profile

Run the program with the selected main profile.



### Create desktop link to start selected profile

Create a shortcut for the selected profile on the desktop.

It allows a number of shortcuts to start the program with the appropriate profile.

You can start the program with a certain profile manually with the parameter/Data = Profile\_Profile.

**Example:** *Player.exe "/ Data = D:\Profile\_Folder \"*

### Start

Run the program with the selected profile.

### Cancel

Closing the profile manager.

## Audio Detector (DTMF)

#	Type	Title	Detection percent	Command	Signal mode
1	Command	Inlet	0 %	DTMF_*,DTMF_4,DTMF_5	Left + Right
2	File	Departure			Left
3	Command	Inlet [DTMF_#]	0 %	DTMF_#	Left
4	Command	Inlet [DTMF_*]	0 %	DTMF_*	Left
5	Command	Inlet [DTMF_0]	0 %	DTMF_0	Left
6	Command	Inlet [DTMF_1]	0 %	DTMF_1	Left
7	Command	Inlet [DTMF_2]		DTMF_2	Left

Time	Type	Message
04.10.2017 13:20:35	Sample enabled	Sample enabled #6: Inlet [DTMF_1]
04.10.2017 13:20:30	Sample enabled	Sample enabled #5: Inlet [DTMF_0]
04.10.2017 13:20:28	Sample enabled	Sample enabled #4: Inlet [DTMF_*]
04.10.2017 13:20:25	Sample enabled	Sample enabled #3: Inlet [DTMF_*]
04.10.2017 13:20:15	Sample enabled	Sample enabled #1: Inlet

## Samples

### Add a sample

Adding a sample. The dialog opens [Sample properties](#).

### Create a set of test commands for checking frequencies

One sample per each frequency command is created for the purposes of determining the determination.

### Delete sample

Delete selected samples from the list.

### Sample properties

Edit [sample](#).

### Enable sample

Enable selected samples.

### Disable sample

Disable selected samples.

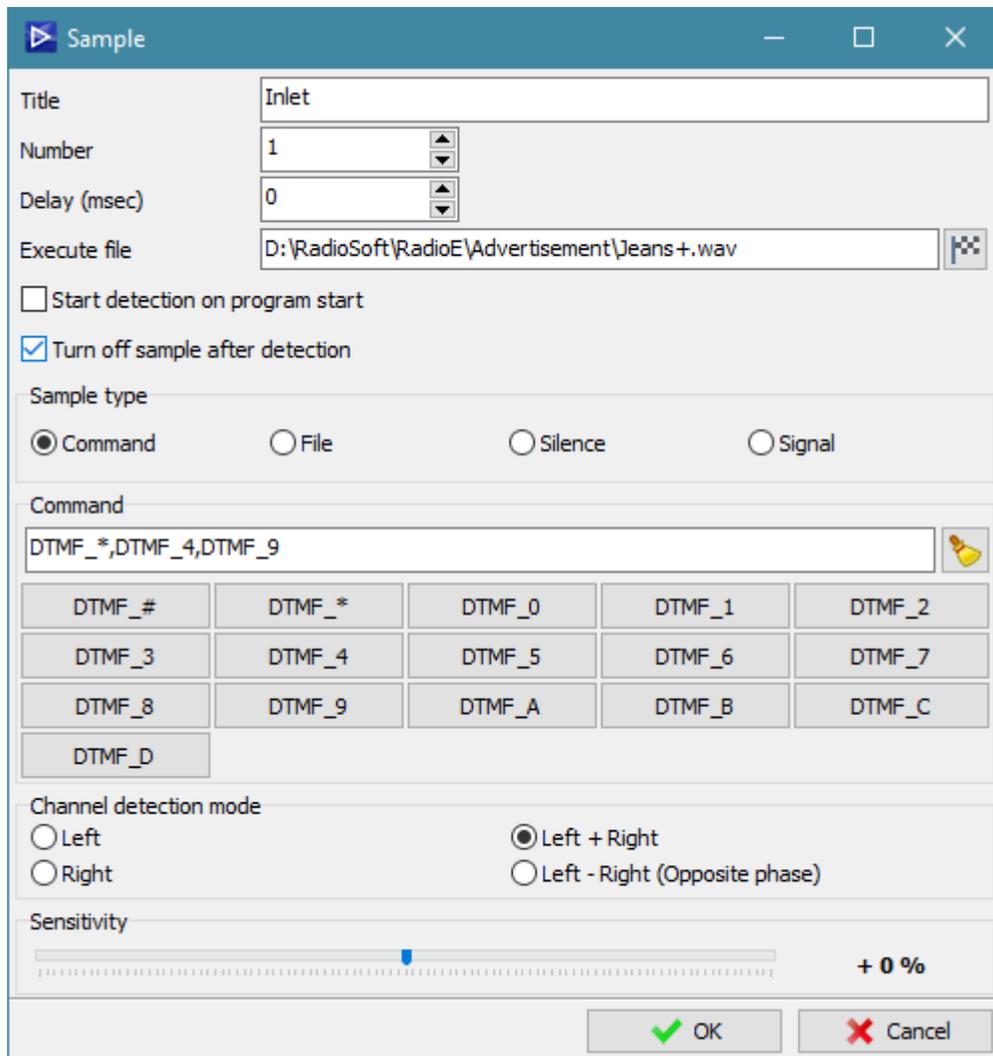
 **Disable all samples**  
Disable all samples.

 **Emulate sample detection**  
Perform actions similar to the actual finding of a sample.  
You can use it to test the launch of playlists without actually determining the samples.

### Messages

When you enable/disable samples, find samples, errors, the program leaves entries in the message list. To clear the current message log, you can use the "Clear Messages" button.

### Sample properties



### Creating samples

#### Creating a sample of the "Team" type

The creation of a sample is to determine the sequence of frequency commands.

Let's consider an example of creating a sample, to determine the DTMF.

Creating your own samples from alternative sets of frequency commands differs only in the values and the number of frequencies.

The program has a list of pre-configured DTMF commands that can be used to compose DTMF sequences. Information on the DTMF standard is located in the section [Audio Detector \(DTMF\)](#).

If you know the sequence code of the DTMF commands received from the headend, you can simply enter it in the sample properties, if not, then you can independently determine which sequence is used.

### **VARIANT 1. Determination by means of a test set of samples**

Create a set of test commands for checking frequencies. For this there is a button  in the list of samples.

Run the recognition of all created samples.

When DTMF code is passed, the program will show you the sequence of the defined DTMF commands.

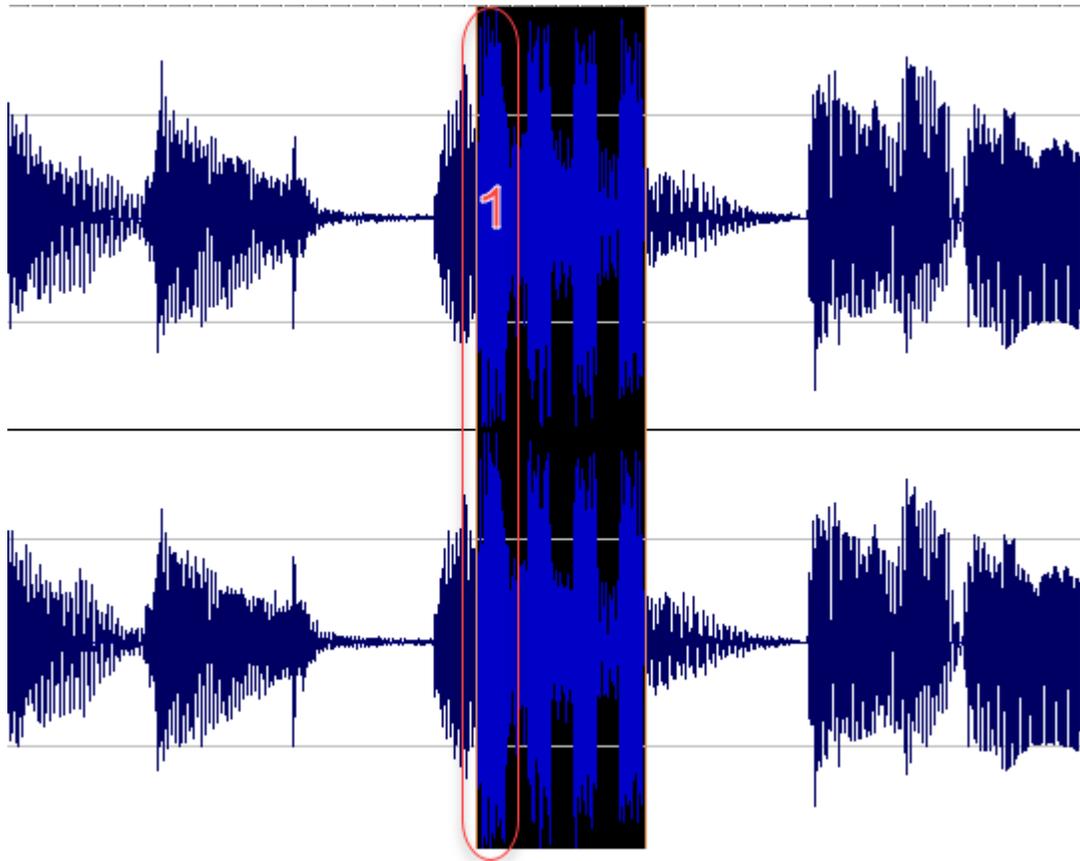
**NOTE:** This method can show false command definitions.

It is better to run the definition at the moment just before the DTMF appears in the signal.

### **OPTION 2. Definition using a spectrogram**

You can determine which sequence is used by running the spectrum analyzer in the sound editing program (for example, Sound Forge), and see which of the frequency pairs form a DTMF command, and then determine which sequence of DTMF commands is used.

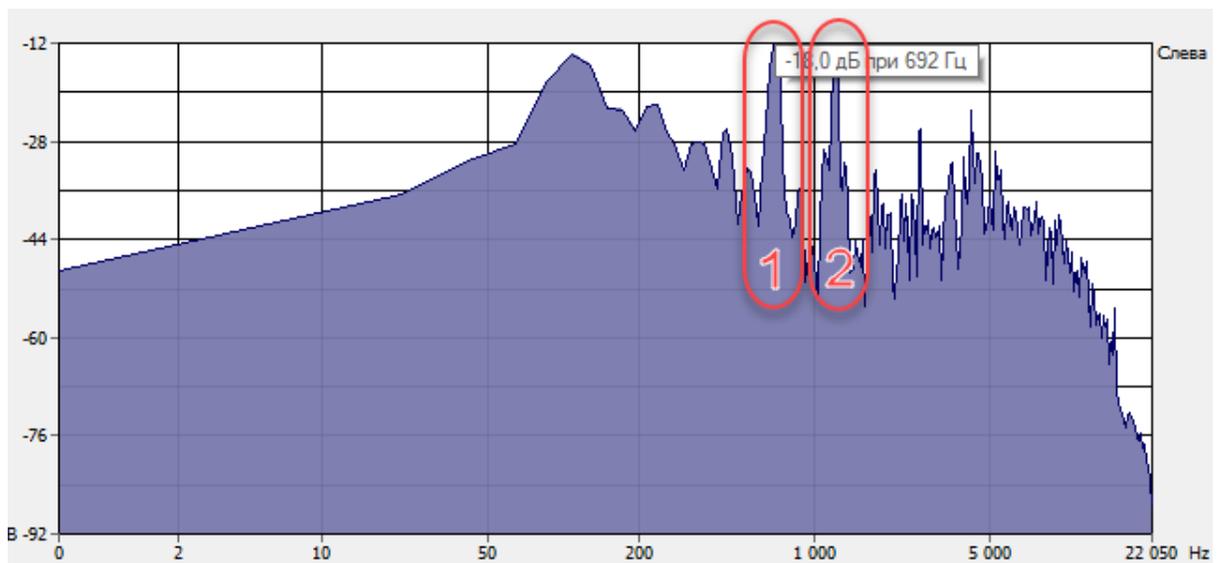
The signal recorded in the station's broadcast, containing 4 consecutive DTMF tones, looks like this



Select the signal segment under number 1 and start the spectrum analyzer.  
We include a logarithmic scale for greater clarity.

**ATTENTION!!!** You do not need to allocate all the segments at once, so you do not define individual commands, because all frequencies from all segments will be displayed on the spectrum at once.

The spectrum shows two peak frequencies. Having brought up a mouse, it is possible to see what frequency corresponds to the peak.



Using the DTMF table, we get the value of the first DTMF command. For our example this is: 697 Hz 1207 Hz = 1.

In the list of commands this will be the command DTMF\_1.

Further we make all the same operations for the remaining signals, sequentially selecting each of them. As a result, the obtained sequence of four tones is recorded in the properties of the sample.

### Create a sample file of type.

You can create a sample file in any program intended for audio processing.

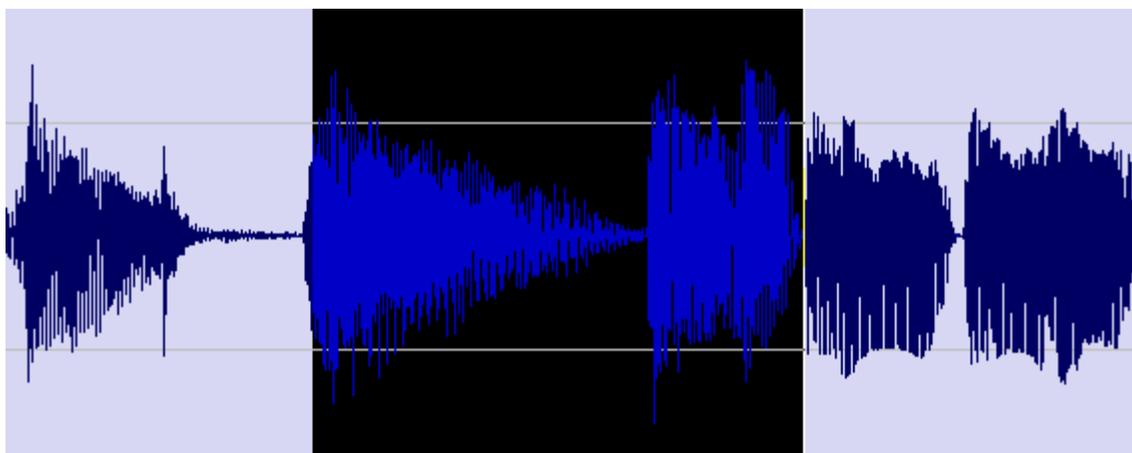
The process of creating a sample is important, because from it and the accuracy of the determination will depend.

There are several recommendations, compliance with which will allow you to create a quality sample.

1. Record the signal, best on the sound card that will be used sample for recognition. It is desirable to have a high, but not off-scale level of the incoming signal.

2. The sample should begin with a characteristic sound of high amplitude. Samples that start with noise can potentially lead to either false positives or problems with the beginning of the sample determination. Note this when editing the recorded signal.

***Example of sample selection by the characteristic sound of high amplitude.***



3. In a number of cases, it is possible to normalize the sample file to increase the amplitude.

## Information

### File types

File type (Priority) means the ability of the playlist to interrupt the currently playing playlist.

If the playing playlist has priority lower than the started one, the playing playlist will be interrupted and a new playlist with a higher priority will be launched, if on the contrary, the playlist to be launched will be added to the current queue below, according to its priority.

Types of playlists in order of priority. 1 - the lowest, 7 - the highest.

1. Relaying
2. File
3. Musical
4. Program
5. Advertising
6. News
7. Jinglong

## Registration of the program

### Limitations of the demo version

Before registration, RADIO Player Pro runs in demo mode.  
After the license is acquired, all restrictions are removed.  
Information on purchasing a license is available [here](#).

#### In the demo version, there are several limitations

1. Ability to create no more than 10 playlists.
2. There is no way to create playlists for a particular day or date.
3. No more than 10 jingles assigned to the keys.

Other functions of the program are presented in full.

### License

#### Acquisition of a license

Current information on the cost and procedure for obtaining a license is on [our website](#).

## Contact Information

### E-mail:

#### Technical support:

[support@radiosoft.pro](mailto:support@radiosoft.pro)

#### Licensing Department

[license@radiosoft.pro](mailto:license@radiosoft.pro)

### Sites:

#### Homepage

<https://radiosoft.pro>

#### Technical Support Website

<https://support.radiosoft.pro>

