

INSTANT PLAYER USER MANUAL



bitonlive

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Instant Player

Instant Player is the hot key integrable on **Flu-O Radio Payout**.

Allows you to create the panels of the bases, effects and every type of audio component to support your show.

Is part of the package of external applications of **BitOnLive** that are added to the onair payout.

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Installation

Launch the file **Setup_ExtApp.exe** and follow the installation.

Playout Configuration

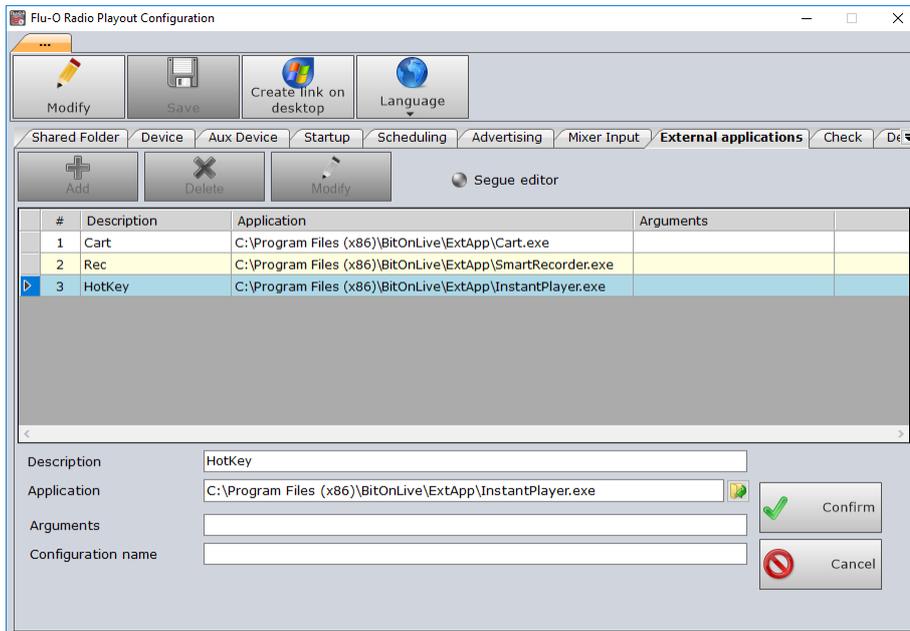
Open **Radio Playout Configuration**, and click **Modify**.



Select the Tab “**External applications**” and using the **Add button**



you can add the **Instant Player**.



Description: Name you want to assign to this application **Instant Player** in the Playout window

Application: path and name of the file .exe (you can also select through the search key)

Argument: technical parameters to define with the assistance (recommend keeping empty)

Configuration Name: Name of the configuration for the creation of configuration files in the system

At the end of the setup, click **Confirm**

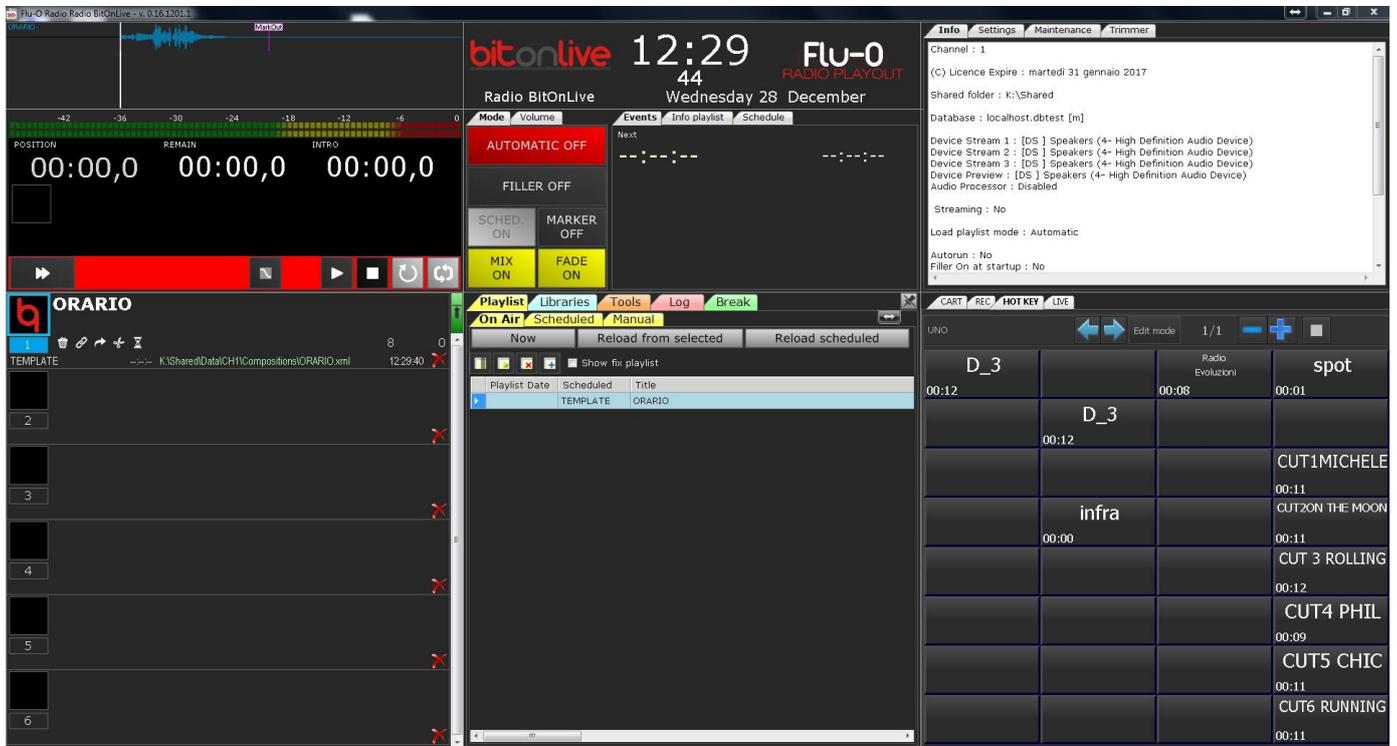


Finally save the configuration through the key



Overview

Once configured, open **Flu-O Radio Playout**, and it appears the new section relating to external applications in the bottom right section. The different applications configured are divided into tab with the names insert in the configuration stage.



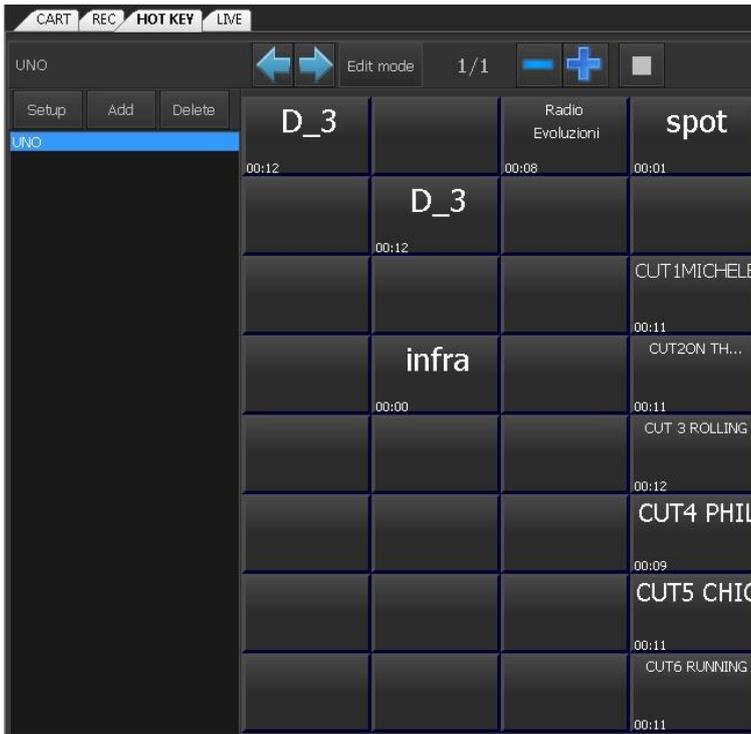
First Use

To manage a new panel click the button at the top left of the section **Instant Player** ("Click for setup"). In this way it appears or disappears the column where it is indicated the whole list of the panels created by the user, and the keys for the configuration of the various panels.

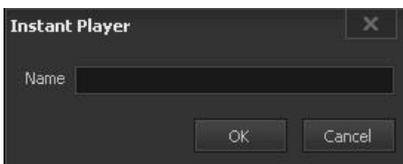
Setup: configuration of the selected panel

Add: adds a new panel to the Hot Key

Delete: removes a panel from the Hot Key



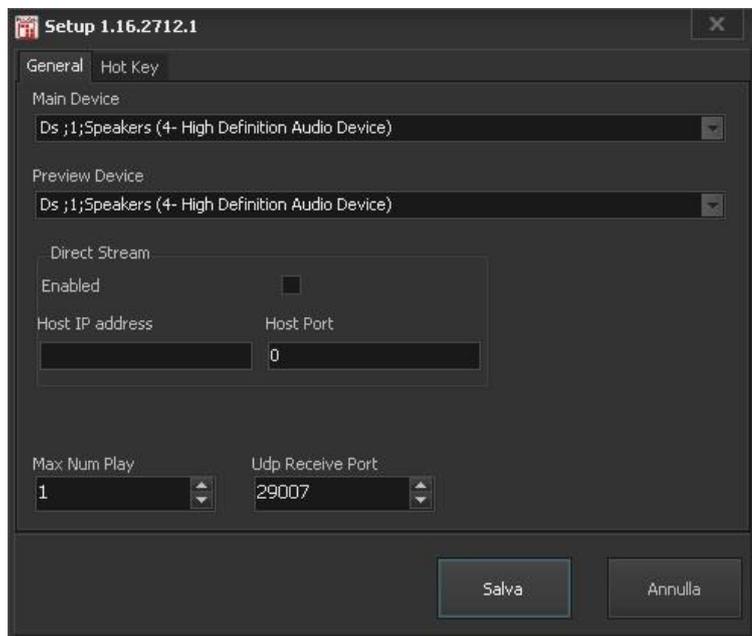
Click **Add** to add the first panel and in the window that appears enter the name then press OK



Setup

General

Through the **General** tab, you can configure the output settings for all panels created.



Main Device: your primary audio device

Preview Device: audio device for pre-listening

Direct Stream Enabled: Enable or disable direct internal streaming

Host IP Address: IP address of the destination

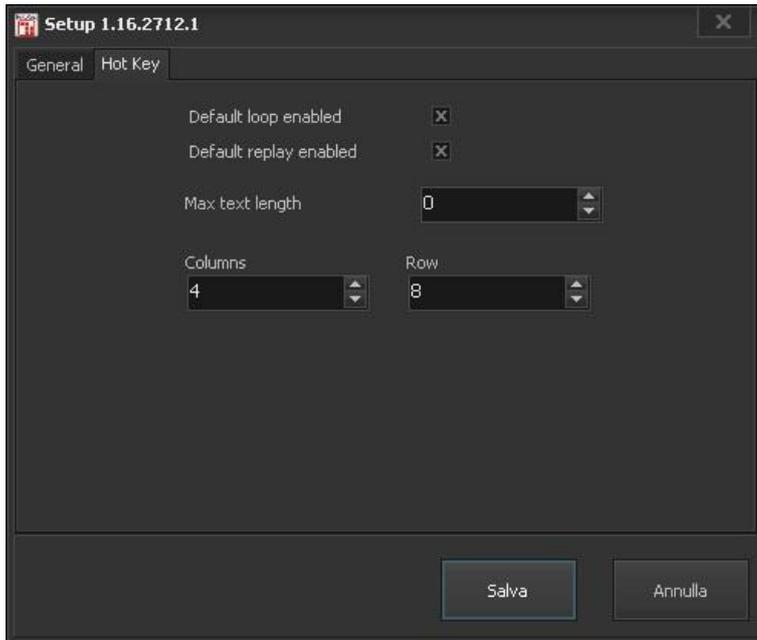
Host Port: communication port

Max Num Play: Maximum number of contemporary play

Udp Receive Port: Communication Udp Port from external device

Hot Key

This configuration is performed only on selected panel; parameters can therefore be differentiated for each single panel created.



Default loop Enabled: Enable or disable the "loop" on all keys of the panel

Default Replay Enabled: Enables or disables the function of "replay on click" on all keys of the panel

Max test length: maximum text length in number of characters

Columns: Number of columns of the panel

Row: number of rows of the panel

Function Keys



: Allow you to navigate forward and backward through all the panels created



: Customizing the display name and the color of the buttons of the panel



: Allow you to navigate forward and backward in the different pages of the panel



: Stop playback of the entire panel



: Performs the last element played from the panel

Management

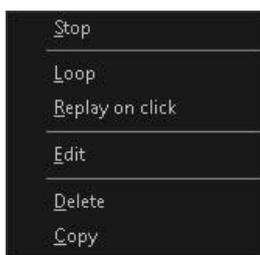
Loading

Loading audio files inside the **Instant Player** takes place through drag and drop from any section of the Payout (Playlist, library and from other applications outside of **BitOnLive**) or directly from your PC (desktop or other windows).

You can browse through the library of **Flu-O Radio Payout** and select the file you want to insert and then drag it inside the panel in correspondence with the desired button.



Through the right mouse button displays a list of the functions of each individual panel key.



Stop: Stops the playback of the selected key

Loop: Enables or disables the function of "loop" for the selected key

Replay on clicks: Enables or disables the function of "Restart audio to mouse clicks" of selected key

Edit: Allows you to edit the markers of the audio for the selected key

Delete: Delete the audio associated with the selected key

Copy: Copy the audio of the selected key

Pastes: Paste the copied audio associating it with the selected key

Edit Markers

Through "Right Click->Edit", you can change volume, Mark In and Mark Out of every single key on the panel.



The play and stop keys serve as cueing on the selected track. The **blue play button** allows you to listen to the track apart from marker set, while the **white play button** allows listening only within the Mark In and Mark Out.

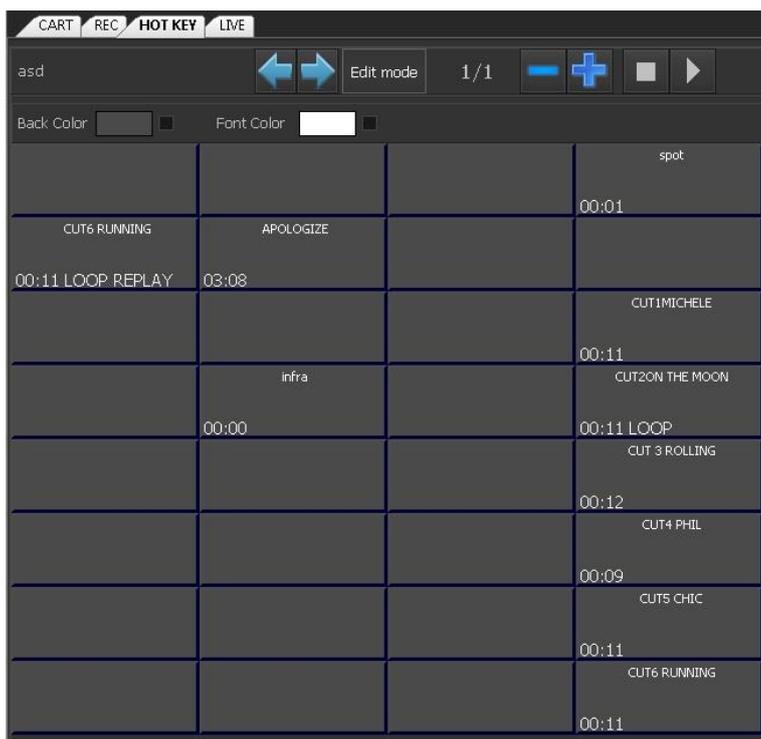
To change the markers, select and drag them along the waveform. You can also zoom in to the waveform through the mouse scroll in such a way as to make the changes with more precision.

To change the track volume use the fader to the left and move the cursor to the desired level. To restore the volume to the initial value (0 dB) Double click in correspondence of the number indicating the volume.

When finished making changes select **Save** and the settings of the markers will be changed only for the selected key.

Edit Mode

Through the **Edit mode** button, Edit mode you can change the colors of the various keys of the panels, rename and move files by drag&drop inside the **Instant Player** or toward the other player of **BitOnLive** (e.g. Cart, Playout playlist).



Edit Color

Back Color: background color

Font color: text color

To assign the selected color to the button you must enable color through the tick (next to "**Back color**" and/or "**Font Color**") and then click on the desired Button.



With a double click on the color box opens the Select Color dialog box.



It is proposed a series of basic colors (**Basic Colors**) and a customized colors (**Custom colors**)

You can select the desired color through click and selecting the OK button.

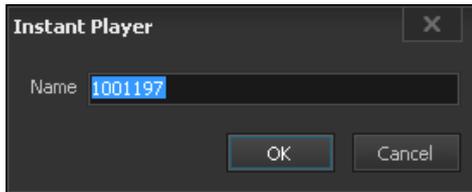
To customize the Custom Colors select one of the boxes custom color in the color table and click **Define Custom Colors**.



Appear the section of the color palette, select the color you want and then click the **Add to custom colors**.

Rename

To change the name of the button that appears right click on the button and select "Rename"



Name: Type the new name

Select **OK** to confirm the change, **Cancel** to cancel.

Drag&Drop

Through the **Edit Mode**, you can copy or move the items also within other **BitOnLive** applications.

- **Drag&Drop:** copy the content of the instant player key in another location (in another key of the instant player, inside the playlist or inside the cart and the audio edit). Will be maintained the same characteristics of the copied item (MarkIn and MarkOut, etc.)
- **Drag&Drop + [Ctrl]:** Creates in another location (Instant player, Cart, Audio Edit, FluO Playout) a new element that refers to the physical file of the copied item. In this case, will be reset the marker and will be designated by the name of the physical file referenced.
- **Drag&Drop + [Shift]:** move the item to another free location of the instant player keeping all the characteristics.