

# PLAYER LIVE & REMOTE LIVE USER MANUAL

---



**V. 0.17.616.1**

**V. 0.17.711.1**

# Player Live and Remote Live

---

**Remote Live and Live Player** are the two components of the system of **BitOnLive** to manage and view remote **Flu-O Radio** **Playout**.

The system is composed of two programs: **Live player** that allows you to connect remotely on the main playout, and **Remote Live** that connects the remote PC to the main playout and allows you to view or manage the onair events.

## Summary

---

PLAYER LIVE .....	2
Configuring Live Player .....	2
Overview .....	3
Setup Live Player .....	4
Output .....	4
Connection .....	4
Preview .....	4
REMOTE LIVE .....	5
Installation .....	5
Work Area .....	6
Event on air (area A) .....	7
Status of playout area ( B) .....	9
Playlist Area (C) .....	10
Library Area ( D) .....	10
Setup .....	11
Input .....	11
Connect to .....	11
Preview .....	11
Database .....	12
Connection and use .....	12

# PLAYER LIVE

## Configuring Live Player

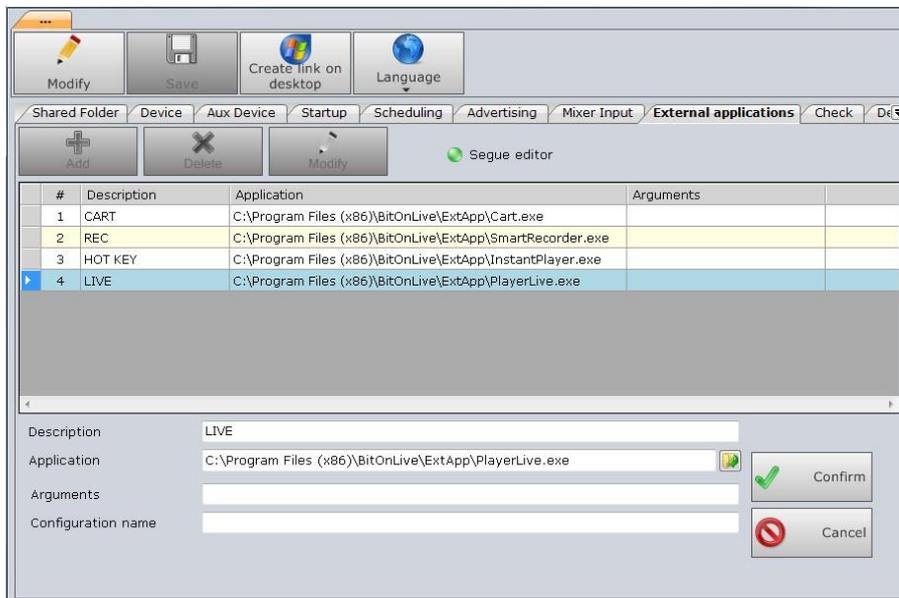
Open **Radio Playout Configuration**, and click **Modify**.



Select the Tab **external applications** and using the **Add** button



you can add **Player Live**.



**Description:** Name you want to assign to this **Live Player** application

**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:** configuration files name for the system

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

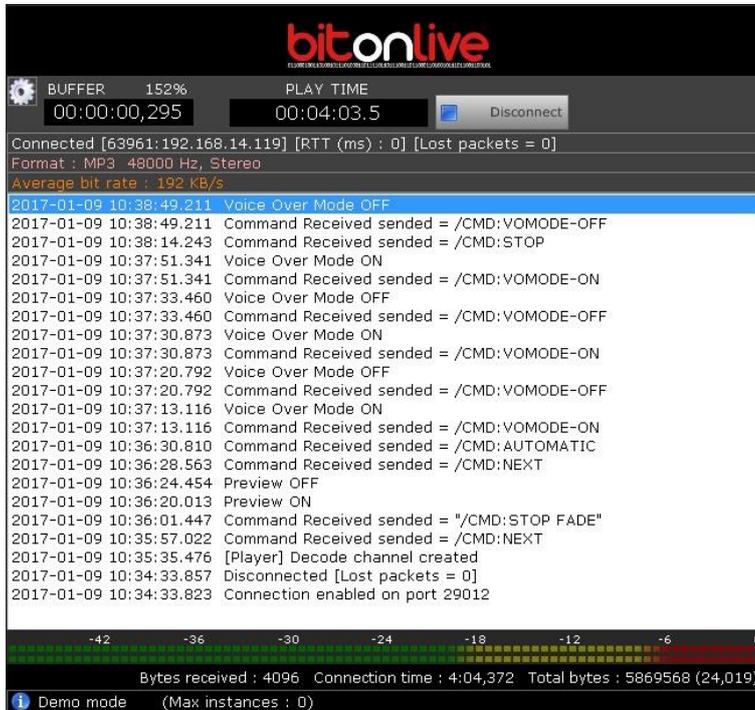


Finally save the configuration through the  key

## Overview

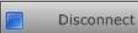
Once configured, open **Flu-or Radio Payout**. In the external applications section, appears the **Player Live** controlling window. Different applications are divided into tab with the names insert in the payout configuration.

Through the window of the **Player Live**, you can have all the information relating to the connection.



**Buffer:** delay time between the payout PC of and the remote PC

**Play Time:** Duration of the connection in progress

 Key to disconnect the remote PC.

**Connected:** information about the connection (port and IP address of the connected computer, the delay of the packet transmission in milliseconds and the number of packets lost).

**Format:** audio format

**Average bit rate:** audio signal quality

In the central section of the window is listed the Log of connection with the execution of all activities performed by remote.

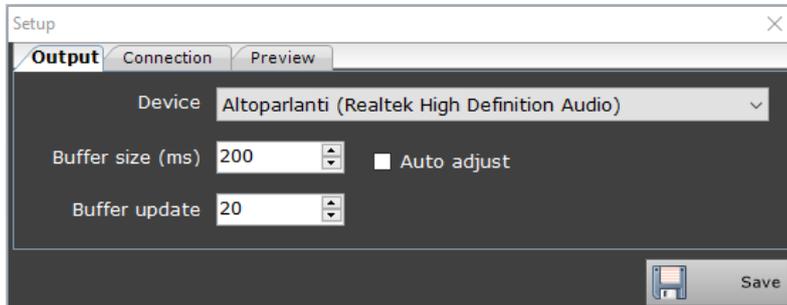
Finally appear the audio input meter from the remote system and more information about the connection.

## Setup Live Player

To configure the connection system click on the setup icon 

### Output

In this window, you set the audio output that you receive from the remote PC.



**Device:** Audio Output Device

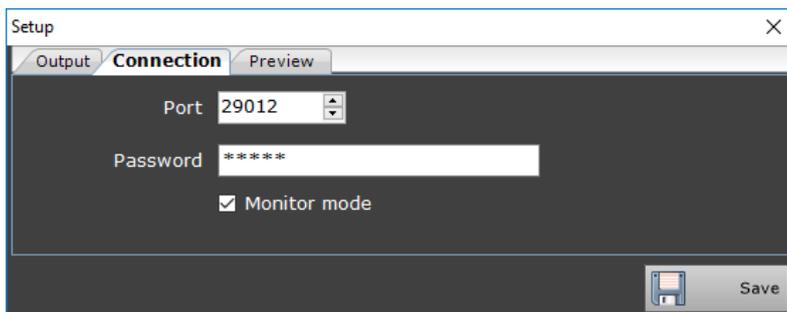
**Buffer Size (ms):** size in milliseconds of the buffer

**Auto Adjust:** Enables or disables the auto-adjustment of the delay

**Buffer Update:** speed of the buffer update

### Connection

The tab "Connection" allows you to set the connection data.



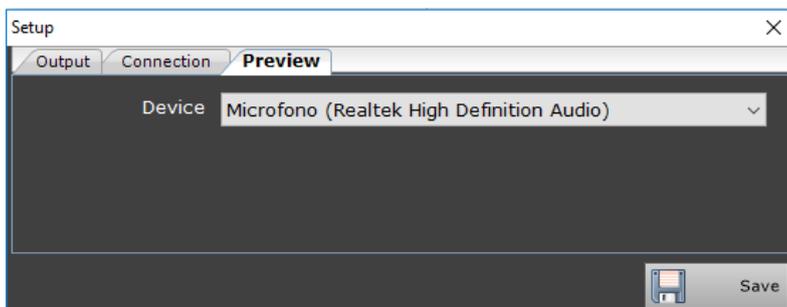
**Port:** communication port

**Password:** access password through the remote control (**Remote Live**)

**Monitor mode:** enable or disable the monitor function for the remote PC

### Preview

In the tab "Preview", sets the audio signal to be sent to the remote location.



**Device:** audio input device

Once setup click on the **Save button** 

# REMOTE LIVE

---

## Installation

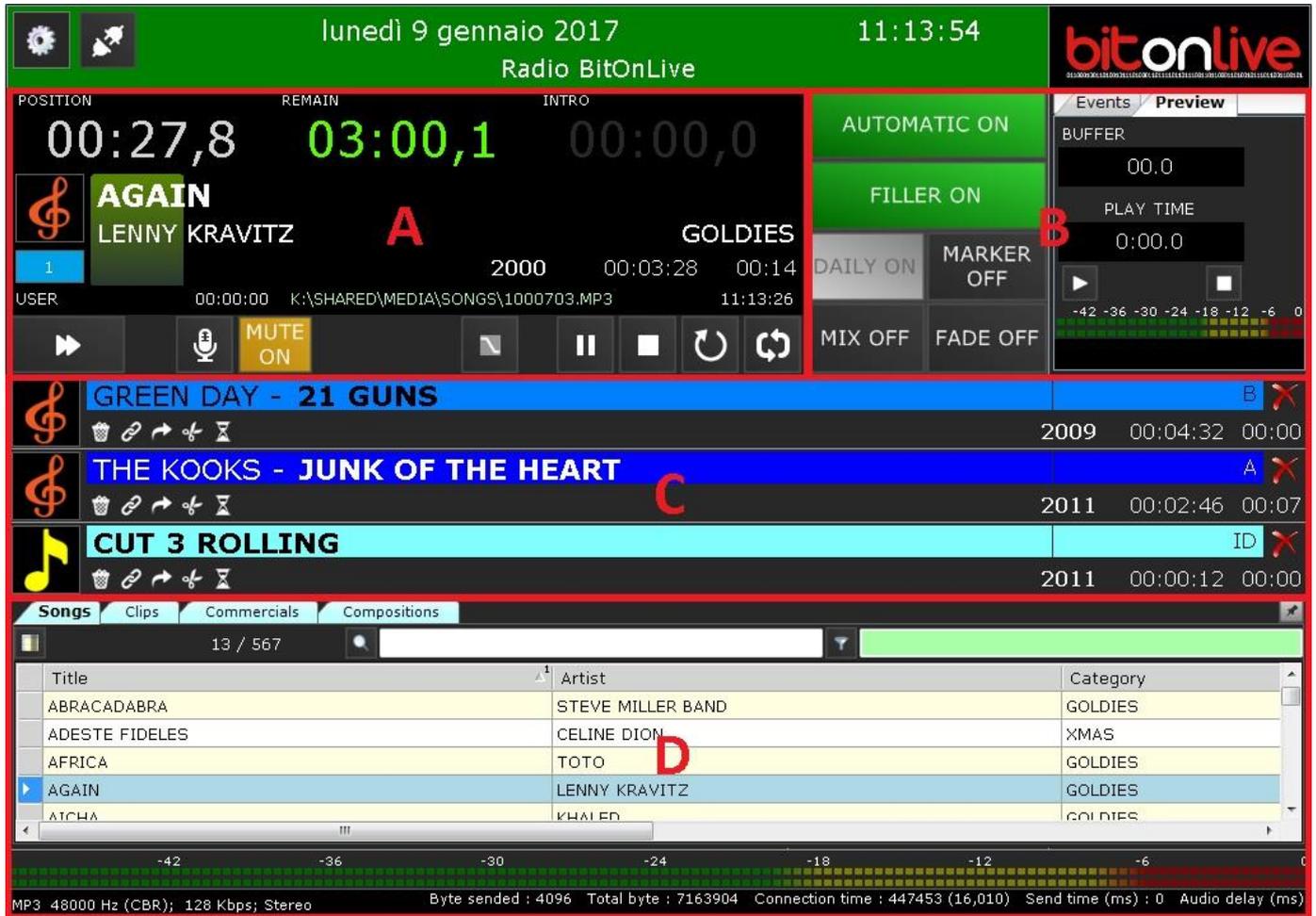
---

Launch the Program **Setup\_RemoteLive.exe** and follow the installation until the finish.



**Note:** The program will be installed by default in the path 'C:\Program Files (x86)\BitOnLive\Remote Live'

Once installed, open the program that looks very similar to the **Flu-O Radio Playback**, in a most simplified version.



The working area of the user is divided into several parts:

- A => item that is playing.
- B => check onair status and functions, scheduled events and delay with respect to the main playback.
- C => active playlist.
- D => library of the archive, meter of incoming device and compression audio format.

On air Event (area A)



- 1 => position to which came the reproduction
- 2 => Time Remaining
- 3 => Time is missing the point of intro (set in the table of the file in the **Philo Media Manager**)
- 4 => Title
- 5 => Artist
- 6 => position in playlist
- 7 => Programming mode of the file (CLOCK, Template, User or the date and time if the palimpsest)
- 8 => advance/delay with respect to the programed time or at the next STOPSET
- 9 => Year
- 10 => name and path of the file
- 11=> element lifetime
- 12 => Category
- 13 => Intro
- 14 => playing time of the element

Commands

	[F4]	Interrupts the onair event and passes to the next
	[F5]	Interrupts the event onair using the fade set and sets the function "Automatic" to OFF
	[F1]	If the playout "Automatic" function is off starts playing the first file in the playlist; if it was previously clicked the pause key, causes restart playback
	[F2]	Pauses the event onair
	[F3]	Interrupts the onair event and set to "Automatic" to OFF
		By clicking the <b>Loop</b> button, the onair file will be played in a loop until the loop is disabled or until user press the <b>NEXT</b> button.
		Click the <b>Replay</b> button to play the onair from the beginning.
	[F8]	Enable the function of <b>Voice Over</b> by lowering the volume of the playing event according to the configuration parameters of <b>Flu-O Radio Playout</b>
	[F12]	Allows you to enable or disable the input device to send sound to <b>Player Live</b>

### Status of playout area ( B)

In this section of the player is present state control playout.



The switch to the next event is automatically



At the end of the file onair the program will stop and wait for commands



In the event of need **Flu-or Radio Playout** will automatically fill any holes with the filler file



If is enabled in the configuration of the playout, allows you to enable or disable the check of the scheduling



Enables or disables the markers set through Philo

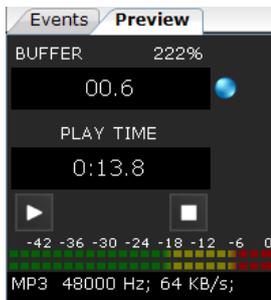


Enables or disables the points of mix between songs



Enables or disables the points of fade between songs

In the right part of this section, it is possible to check the events scheduled in the playlist and in the **Preview**, you can listen to the audio return set in **Player Live**, through the keys **Play** and **Stop**.



Playlist Area (C)

In this area, you will find the complete list of what composes the playlist; for each element are specified the various data as for the event on air: artist, title, category, year, duration and intro. Using the drag and drop is possible to move the items inside the playlist and changing the playlist order.



Are indicated the additional information for each element in the playlist. The same set in the generation of the clock with **Philo**

**Media Manager:**

-  If the icon is green means that the file is **adjustable**, and then in the case of necessity, in the presence of one StopSet for example will be automatically reduced the duration using the parameters of the intro and outro
-  If the icon is green means that the file is a **suspendible**. Therefore in case of need the file can be removed from the playlist
-  If the icon is green means that the file is **chained** to the next file. If Yellow means that is chained to the previous one and is the last of the group.
-  If the icon is green the file will be skipped and will go directly to the next one
-  To remove a file, only from this list, click **Delete**

Library Area ( D)

A screenshot of the Library Area interface. It features tabs for 'Songs', 'Clips', 'Commercials', and 'Compositions'. Below the tabs is a search bar and a table with columns for Title, Artist, and Category. The table contains several entries, with 'AGAIN' by 'LENNY KRAVITZ' selected.

Title	Artist	Category
▶ AGAIN	LENNY KRAVITZ	GOLDIES
AICHA	KHALED	GOLDIES
AIN`T NO MOUNTAIN HIGH ENOUGH	DIANA ROSS	GOLDIES
AIN`T NOBODY	CHAKA KHAN & RUFUS THOMAS	GOLDIES
ALIVE (RADIO EDIT)	GOLDFRAPP	B
ALL I WANT FOR CHRISTMAS IS YO	CARPENTERS	XMAS

The Library present in **Remote Live** gives you the ability to display the **Songs, CLIPS, Commercials** and **Composition**, only if on the PC that you are using is present a copy of the database of the main computer.

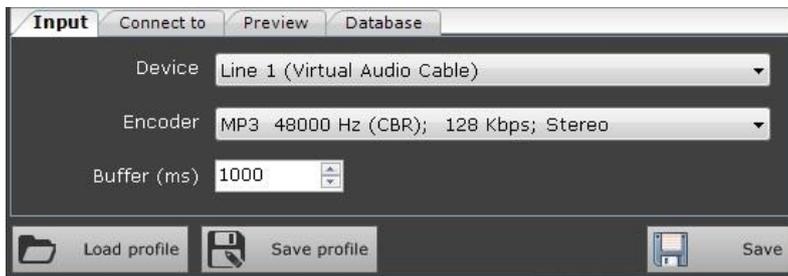
You can search for elements through the search box or through the filters box. As for **Flu-O Radio Payout** you can load the elements by clicking and dragging within the playlist.

## Setup

---

Click the button  to open the setup window of **Remote Live**.

### Input

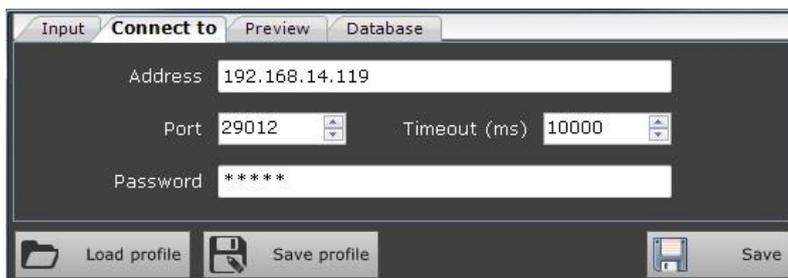


**Device:** input device

**Encoder:** encoding input format

**Buffer (ms):** buffer time transmission in milliseconds

### Connect to



**Address:** IP address of the computer you want to connect to

**Port:** Communication Port

**Timeout (ms):** waiting time for the connection (in milliseconds)

**Password:** the same password set on the **Player Live** configurations

### Preview

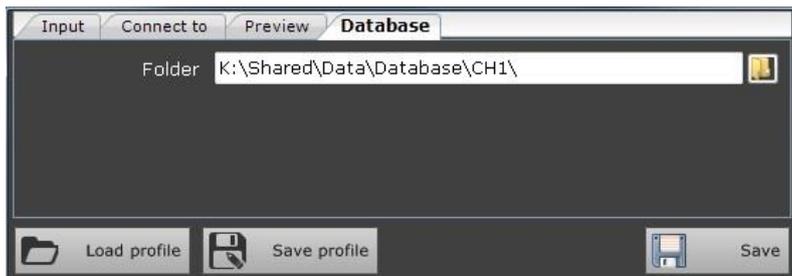


**Device:** output device for listen the main payout.

**Buffer size:** the size of the buffer for the cueing

**Auto Adjust:** automatic correction of the delay of the buffer

## Database



**Folder:** Path of the local folder of the copy of the database

Once the settings click  Save to confirm all changes.

You can also save the profile created by clicking on  Save profile

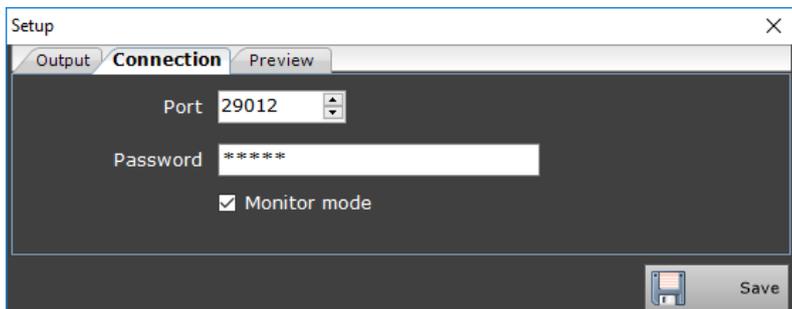
You will be able to recall saved profiles by clicking on  Load profile

## Connection and use

---

It is possible to connect the **Remote Live** to the main studio through the key 

Depending on the setting performed on **Player Live** on the tick of the "**Monitor mode**" function it will be possible to use **Remote Live** in view mode or in remote control mode.



If "**Monitor mode**" is disabled it will be possible to carry out a complete check of all the payout functions.

If "**Monitor mode**" is enabled you can check only the Voice Over functions  and activation/deactivation of the microphone 