RadioDJ Documentation (v0.1.6.0)

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Contents

Part I
Adding and Managing Tracks

1 Importing Tracks

1.1 Importing Tracks Through Tracks Manager

- Click the **Tracks** button at the bottom left of the main interface to open the Track Manager.
- Click either **Import Track** or **Import Folder** at the left of the Track Manager.

1.2 Importing Tracks Through Playlist Builder

- Click the **Playlist** button at the bottom left of the main interface to open the Playlist Builder.
- Click either "File–Import Track" or "File–Import Folder".

1.3 Importing Tracks Through Tools Menu

- Click the **Tools** button at the bottom left of the main interface window.
- Click either **Import Track** or **Import Folder**.

1.4 Importing a Single Track
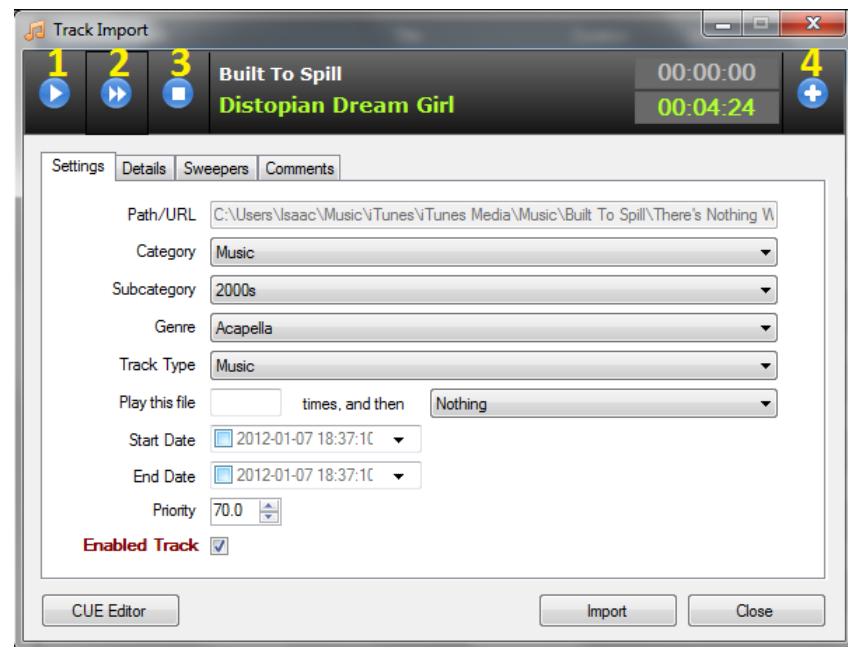
window.png

Figure 1: Import/Edit Track Window

- Click the **Add Track** button at the top right of the Track Import Window, and browse for the desired track.

- For information about editing song information, see Section 2.2.

- Click **Import**.

- Note: If you are using a computer with multiple soundcards you can use the **Play** button and **Stop** button at the top of the Track Import Window to listen to tracks without playing them over the air (See Section 12.1.2). The **Skip** button will skip the track forward two seconds each time it is pressed. If you only have one soundcard, all sounds produced by RadioDJ will be played over the air. Caution is therefore advised while broadcasting.

1.5   Importing a Folder

- Click the **Add Folder** button in the upper right of the window, and browse for the desired folder.

- If you leave the box marked "Complete Scan" checked, it will import all songs in the selected folder and any subfolders. If you uncheck it, only songs in the selected folder will be imported, and subfolders will be ignored.

- Clicking the **Categories Manager** button on the right of the window will open the Categories Manager. See Section 3.1 for information on the Categories Manager.

- Checking the box marked "Genre From ID3" will attempt to retrieve the genre of the imported music from metadata of the tracks.

- Checking the box marked "Clear Subcat." will cause RadioDJ to remove all tracks currently in the selected subcategory before importing the new folder.

- Information about everything else in this window can be found in section 2.2.

2   Editing, Managing, and Sorting Tracks

2.1   Accessing Track Information

- The Track Editor can be accessed by either:

  1. Right clicking the song in the Search Results section of the main interface and clicking "Edit Track".
  2. Opening the Tracks Manager by clicking the **Tracks** button at the lower left of the main interface, highlighting a track, then right-clicking and selecting "Edit".

- The Track Editor is also opened when importing a single track.

- When importing a folder, only Category, Sub-Category, Genre, Track Type, Number of Times to Play, and Priority can be edited.

- Category, Sub-Category, Genre, Track Type, and Enabled/Disabled can also be edited directly through the Tracks Manager without opening the Track Editor window. See Section 2.3 for information on the Tracks Manager.
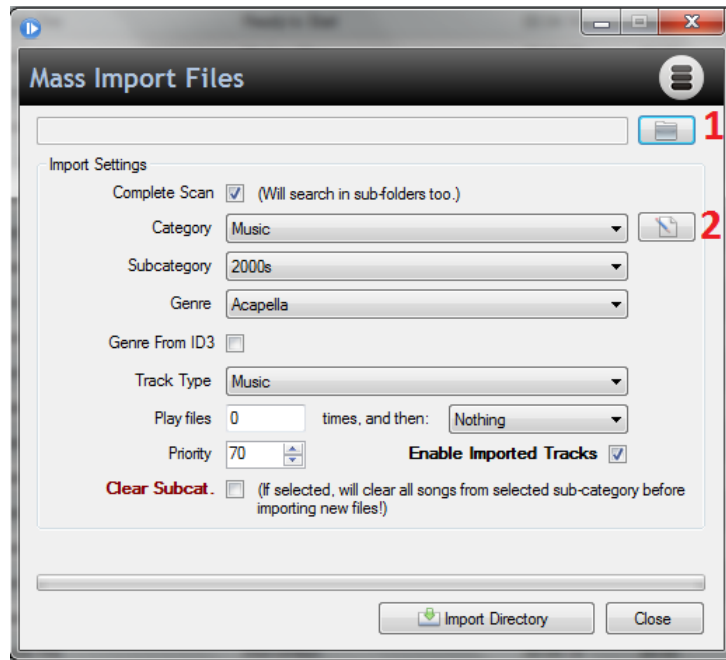
import files.png

1) Add Folder Button

2) Categories Manager Button

Figure 2: Mass Import Window

2.2 Editing Track Information in the Track Editor

2.2.1 Information under "Settings"

- Note: For a labelled diagram of this window, see Figure 1.

- Category, Subcategory, Genre, and Track Type can all be edited in this menu. For information on what these classifications are, see Section 3.

- Times to Play: If you only want a track to be played a certain number of times, input the desired number of times and then select whether you want the track disabled or deleted.

- Start Date/End Date: If you only want the track to play after a certain date and time, before a certain date and time, or between two certain dates and times, check the desired box/boxes and input the desired date/dates and time/times

- Priority: Affects how often the song is played in AutoDJ. See Section 10.2 for more information.

- Enabled: If this box is unchecked, the track will not appear in search results and cannot be played over the air. It will still appear in the Track Manager and can be reenabled.

2.2.2 Information under "Details"

- You can here enter the track's Artist, Title, Album, Composer, Original Artist, Publisher, Copyright, ISRC (International Standard Recording Code), Year, Beats Per Minute, Disc Number, and Track Number.

- Of these, only the Artist and Title are searchable. The rest are strictly optional.

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- RadioDJ will attempt to automatically fill out as many of these fields as possible based on the track's metadata.

2.2.3 Information Under "Sweepers"

- You can here add and remove the Sweepers that can be played over the intro of this track. See section 3.6 for information on Sweepers.

2.2.4 Information Under "Comments"

- You can here add and edit comments for a track. These are strictly optional.

2.2.5 The Cue Editor
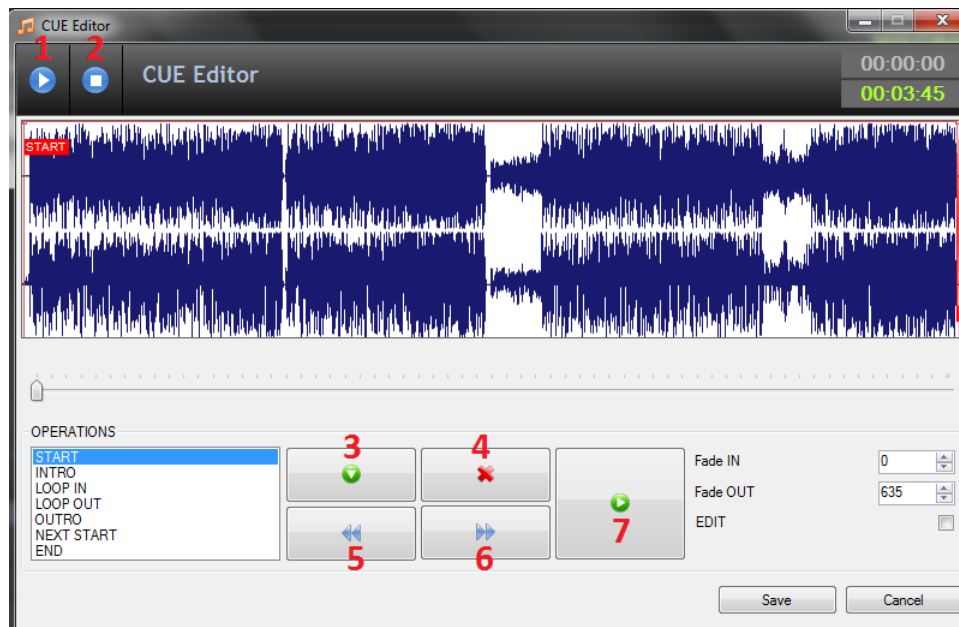
Editor.png

Figure 3: Cue Editor

- The Cue Editor allows you to edit how the song plays in RadioDJ.

- To access the cue editor, click the **CUE Editor** button at the bottom left of the Track Editor window.

- The song will appear in wave-form. The slider in the middle of the screen allows you to zoom in and out.

- To play the track in the cue editor, click the **Blue Play** button at the top of the window or the **Green Play** button in the middle of the window. Note: the **Blue Play** button will play the track from the beginning of the file, whereas the **Green Play** button will play the track from it's assigned Start point.

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Also Note: If your computer has only one sound card, all sounds produced by RadioDJ will be played over the air. Caution is therefore advised when using the cue editor while broadcasting.

- To stop a playing track in the cue editor, click the **Blue Stop** button at the top of the window.

- To edit the song, first check the checkbox marked "EDIT" on the right of the window.

- You can now edit the track in the following ways:

  1. Change the Start point.
  2. Assign a portion of the song to be considered the "Intro". Everything before the INTRO marker will be considered the intro. This is necessary if you wish to use Sweepers, as Sweepers will only play over a song's intro. See Section 3.6.
  3. Assign a portion of the song to be loop-able. Note: To use the loop feature, both a "LOOP IN" point and a "LOOP OUT" point must be assigned. The section in between is what will be loop-able. The loop-able section will not loop unless you manually tell it to in the main interface when you play the song. See section 8 for more on looping.
  4. Assign a portion of the song to be the Outro. Everything after the OUTRO marker will be considered the outro. This is a matter of preference, as it does not affect how the song is played.
  5. Assign a Next Start point for the next track in the playlist to begin playing.
  6. Assign an End point for the song.
  7. Manually change the Fade-in and Fade-out by clicking the up or down arrows next to "Fade IN" and "Fade OUT".

- Note: RadioDJ will automatically place Fade-ins, Fade-outs, Start points, Next Start points for most tracks. RadioDJ will not place intros, outros, or loops and these must be done manually.

- Navigating the Cue Editor

  - To play the track, click the **Green Play** button.
  - To insert a marker for intro, outro, loop in, or loop out, highlight the desired term in the "Operations" list and click the **Insert** button. It will insert the marker at the point in the song that you are currently on. Note: Start, Next Start, and End will already be present.
  - To delete a marker, highlight it in the "Operations" list and click the **Delete** button. Note: Start, Next Start, and End cannot be deleted.
  - To move a marker, highlight it in the "Operations" list and then drag and drop it to the desired location. Note: the marker that moves will be the one that is highlighted, not the one that you actually click on.
  - Clicking either **Scroll** button will skip ahead or backwards to the location of the currently highlighted marker if the track is currently playing. It does not appear to make any difference which button is pressed. If the track is not currently playing, these buttons do nothing.

2.3 Editing Track Information in the Tracks Manager

- Access the Tracks Manager by clicking the **Tracks** button in the lower left-hand corner of the main interface.

- You can search for specific tracks by either name or artist using the search bar in the upper left. This search can be filtered by Category, Sub-Category, Genre, or Enabled/Disabled using the drop down menus directly below the search bar.

- You can change a track's Track Type by highlighting the desired track, choosing the desired Track Type from the drop down menu below "Change Track Type", and then clicking the **CHANGE TRACK TYPE** button.

- You can change a track's Genre by highlighting the desired track, choosing the desired Genre from the drop down menu below "Change Genre", and then clicking the **CHANGE GENRE** button.

- You can change a track's Category and Sub-Category by highlighting the desired track, choosing the desired Category and Sub-Category from the two drop down menus under "Move Files", and then clicking the **MOVE TRACKS** button.

- You can toggle whether a track is enabled or disabled by right-clicking a highlighted track and then clicking "Enable" or "Disable". Note: The check-box in the "Enabled" column at the far right of the window will show whether or not the track is enabled, however you cannot toggle enabled/disabled by clicking it.

- Note: Multiple tracks can be highlighted and edited at once. If you click and highlight one track and then click another track while pressing shift on your keyboard, RadioDJ will highlight those two tracks as well as all tracks in between. Right clicking also allows you to click "Select All" and "Inverse Selection" (which will de-highlight all currently highlighted tracks and highlighted all currently non-highlighted tracks). If multiple tracks are highlighted, they will all be edited if you change the Track Type, Genre, Category, Sub-Category, or Enabled/Disabled.

3 Track Classifications

3.1 Using the Categories Manager

- The Categories Manager can be opened by clicking **Categories** at the bottom left of the main interface. From here, you can add, remove, and rename Categories, Subcategories, and Genres.

- To add a new Category, Subcategory, or Genre, type the desired name into the appropriate text box and click the **Add** button.

- To remove a Category, Subcategory, or Genre, highlight what you want to remove and click the corresponding **Delete** button above.

- To rename a Category, Subcategory, or Genre, highlight what you want to rename, click the corresponding **Rename** button below, and enter a new name.

- Tracks cannot be assigned to categories, subcategories, genres, or track-types in the Categories Manager. This must be done by editing the track information. See Section 2.

3.2 Categories

- The default categories are Music, Sound Effects, Sweepers, Station IDs, Jingles, Promos, Commercials, News, Interviews, Radio Shows, and Radio Streams. These categories cannot be removed or renamed.

- Additional categories can be added, removed, and renamed if desired.

- With the exception of Sweepers, Categories serve strictly as classifiers/organizers and have no impact on how a track is played.

3.3 Subcategories

- Every Category has several Subcategories for further categorizing tracks. These can be added, removed, and renamed at will.

3.4   Genres

- RadioDJ has an extensive default list of Genres. These can also be added, removed, and renamed at will.

3.5   Track Types

- Track types seem very similar to Categories, however rather than telling RadioDJ where to store or classify a track, they tell RadioDJ what that track actually is.

- Track types are not searchable in the main interface, and cannot be edited in the Categories Manager. This means that track types cannot be added, removed, or renamed.

- The default track types are Music, Jingle, Sweeper, Voiceover, Commercial, Internet Stream, Other, and Variable Duration File.

- Sweepers and Voiceovers

   - Sweepers and Voiceovers are special track types that can be played over the intros of songs. Sweepers are addressed more completely in Section 3.6.

- Variable Duration Files

   - A Variable Duration File (VDF) track type can be used if you wish to have a single track that can be overwritten to various lengths, rather than importing multiple tracks. For example: a prerecorded weekly news segment could stored in RadioDJ as a single VDF, rather than having to import a new file and delete the old one each week.
   - If a track is a VDF, RadioDJ will check the track each time to determine the length before playing it rather than assuming that the length is the same as when it was originally imported.
   - Regardless of whether a track is a VDF, RadioDJ will play the entire track and nothing more, however if the track is not a VDF, and its length has changed since it was imported, the "Time Remaining" and progress bar will be incorrect while the track is playing.

- Internet Streams

   - An Internet Stream allows you to broadcast other internet radio streams directly through RadioDJ.
   - To create an Internet Stream track, choose "Internet Stream" from the Track Type drop-down menu in the Track Editor, then enter the URL of the stream in the text box marked "Path/URL".

3.6   Sweepers

- Sweepers are tracks that can be played either by themselves or over the intros of songs. They are generally used for jingles, station IDs, etc.

- A Sweeper can be played by itself by simply adding it to the playlist as you would any other track (See Section 4).

- For a Sweeper to be played over the intro of a song, three things must happen:

   1. The song in question must have a designated Intro point (see Section 2.2.5).
   2. The song in question must have active Sweepers. To activate Sweepers for a track, open the Track Editor for that track (see Section 2.1), click on the "Sweepers" tab, highlight a Sweeper on the left, and click the **Add Sweepers** button. To deactive a Sweeper, highlight it on the right and click the **Remove Sweeper** button.
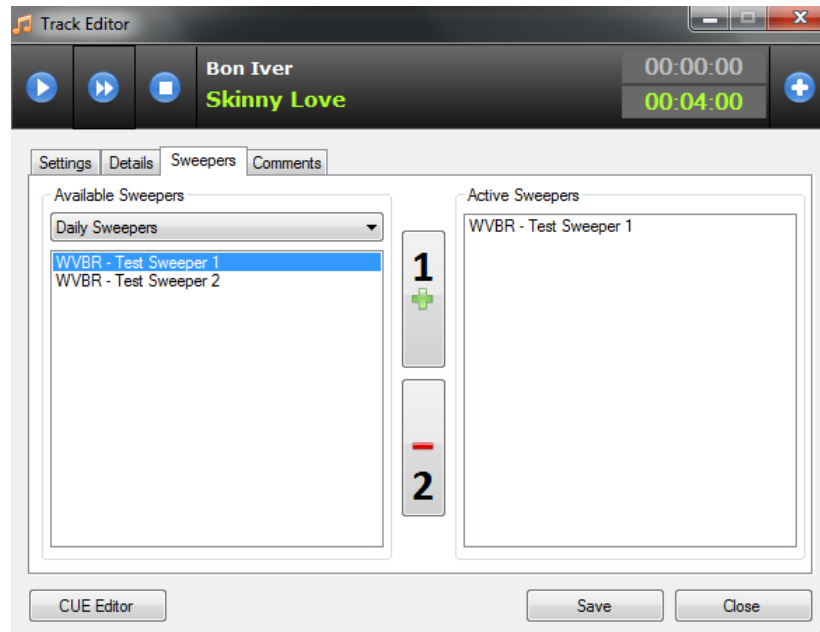
tab.png **1) Add Sweeper Button** **2) Remove Sweeper Button**

Figure 4: Sweeper Tab

3. RadioDJ must be instructed to play the song with a Sweeper. When playing tracks manually, this is done by turning on the **Play With Sweeper** button before adding the track to the playlist (see Section 4.1). When using Auto DJ, this is done by checking the box marked "Sweeper" (see Section 10.3).

- A song can have multiple Sweepers activated. In this case RadioDJ will typically select the one that has been played least recently.

- It is possible that an activated Sweeper may be longer than the song's intro. In this case, RadioDJ will never select that Sweeper.

- The term "Sweeper" is used as both a Category and a Track Type in RadioDJ. Any tracks in the "Sweeper" Category can be used as Sweepers, regardless of Track Type. However, tracks with the "Sweeper" track type will behave slightly differently than other track types when used as Sweepers.

  - Tracks with non-Sweeper Track Types, such as voiceovers, will play at the end of the intro. For example, if the intro is 15 seconds long, and the Sweeper is 5 seconds long, the Sweeper will begin playing after 10 seconds and end just as the intro ends. Note: if the intro is longer than a certain amount of time, the Sweeper will play right at the start of the song no matter what. This amount of time can be edited in the Configuration Menu. See Section 12.1.3.

  - Tracks with the Sweeper Track Type will begin playing right at the start of the track. It is unclear if this is a deliberate feature or a bug.

- Like all Categories, the Sweeper Category has several Subcategories. However, due to a bug, only the "Daily Sweepers" Subcategory can be accessed when activating Sweepers in the Track Editor. Therefore, all Sweepers must be in this Subcategory in order to be accessble.

Part II
Playing Music Manually

4   Playlists

4.1   Making Playlists in the Main Interface
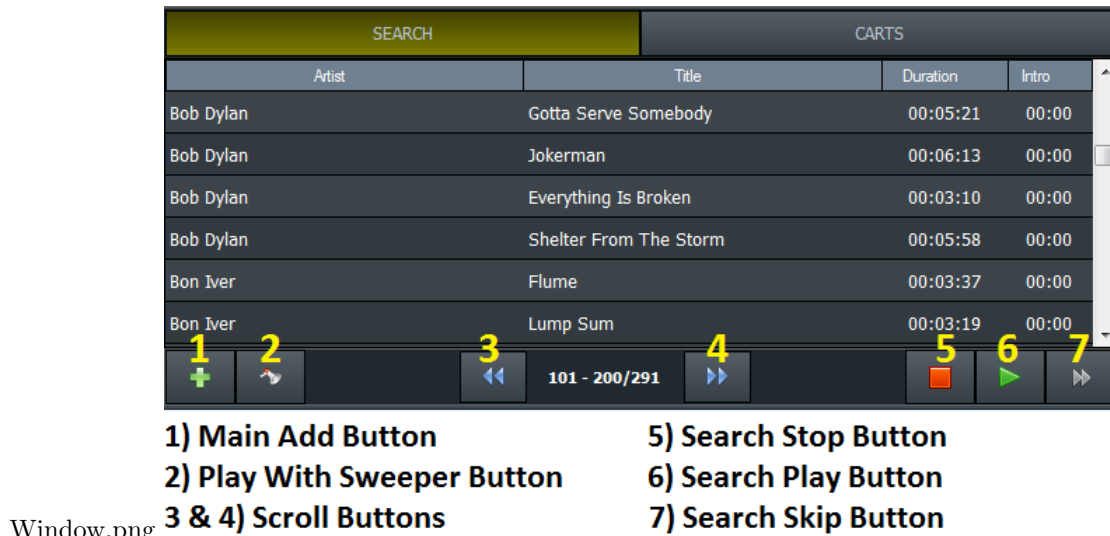

Window.png

Figure 5: Search Window

- Search for a track or artist using the search bar. The search can be narrowed down based on Category, Subcategory, and Genre.

- The results will be displayed in the search window. If there are more results than the maximum number that can be displayed at a time (default is 100), you can scroll through them using the **Scroll** buttons at the bottom of the search window.

- Information contained in the search window:
  - The values under "Artist" and "Title" will contain the artist and title of the track.
  - The value under "Duration" will contain the amount of time between the Start point of the track and the Next Start point of the track (not the End point of the track).
  - The value under "Intro" will contain the amount of time between the Start point of the song and the Intro point of the song. If there is no Intro point, this value will be 00:00.
  - Most tracks will have their information in white font. Tracks that have been played within the last hour will have their information in red font.

- To add a song to the playlist either
  1. Drag and drop it into the desired spot in the playlist window to the left.
  2. Click the **Main Add** button at the bottom left corner of the search window.
  3. Right click the song, and select either "Add to the start of Playlist" or "Add to the end of Playlist".

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- The track's background color in the playlist window depends on its Category. Each Category has its own color.

- To add a song with a Sweeper, make sure the **Sweeper** button at the bottom left of the search window is toggled on (highlighted in green) while the song is being added. For information on Sweepers, see Section 3.6.

- If you are using a computer with multiple soundcards you can use the **Search Play** button and **Search Stop** button at the bottom of the search window to listen to tracks without playing them over the air (See Section 12.1.2). The **Search Skip** button will skip the track forward two seconds each time it is pressed. If you only have one soundcard, all sounds produced by RadioDJ will be played over the air. Caution is therefore advised while broadcasting.

- Songs can be rearranged once in the playlist window by dragging and dropping them into the desired spot.

- Individual tracks can be removed from the playlist by clicking them and then clicking the **Remove Track** button directly above.

- The entire playlist can be removed by clicking the **Delete Playlist** button directly above.

- To save a playlist, click the **Save** button at the top right of the playlist window.

- To load a previously saved playlist, click the **Open** button at the top right of the playlist window. If there are already songs cued up in the playlist window, the opened playlist will not replace them. It will add itself onto the end.
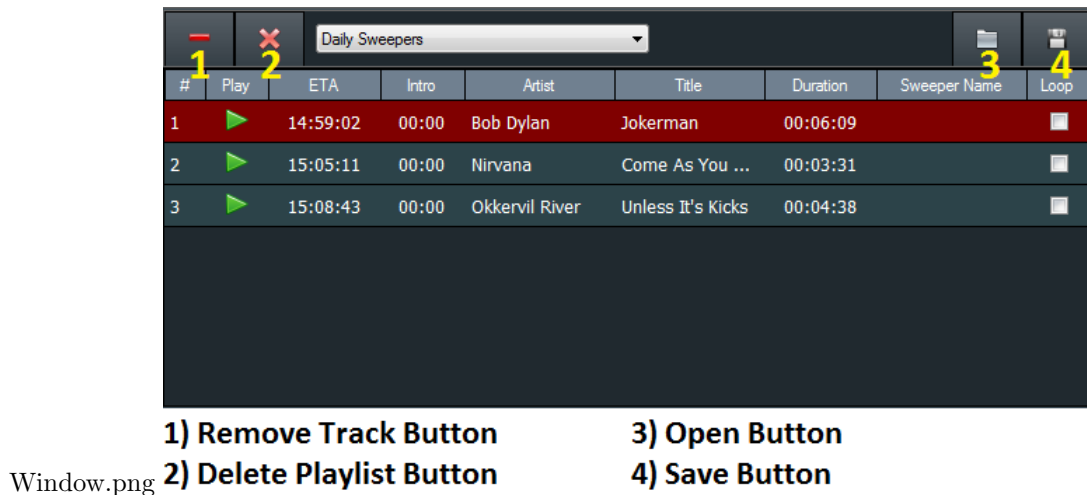
Figure 6: Playlist Window

4.2 Making Playlists in the Playlist Builder

- Click the **Playlist** button at the bottom of the screen to open the Playlist Builder.

- Search for a song or artist using the search bar. The search can be narrowed down based on Category, Subcategory, and Genre.

- If necessary, scroll through results using the **Scroll** buttons at the bottom of the window.
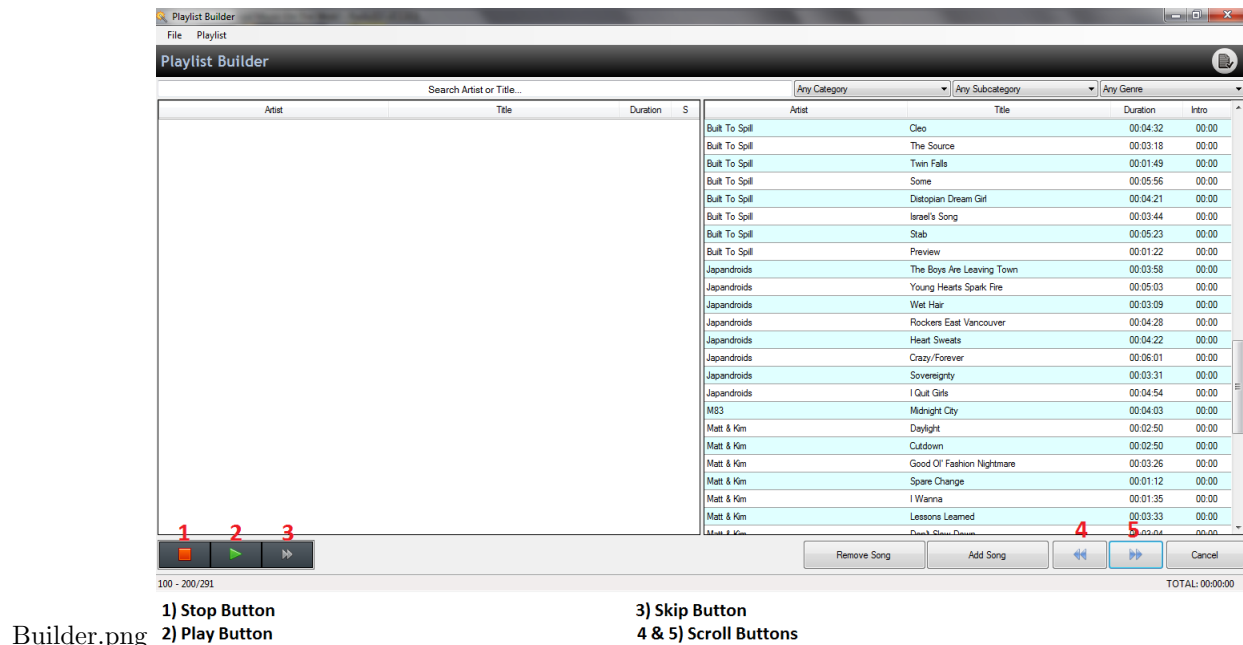
Builder.png

Figure 7: Playlist Builder

- Click on the desired song on the right side of the window, and either

  1. Drag and drop it into the desired spot on the left side of the window.
  2. Click **Add Song** at the bottom of the window.

- Repeat as many times as desired.

- Songs can be rearranged once in the playlist by dragging and dropping them into the desired spot.

- Songs can be removed from the playlist by clicking them on the left side of the window, and then clicking **Remove Song** at the bottom of the window.

- Playlists created in the Playlist Builder cannot be played directly. To play them, you must first save them by clicking "Playlist–Save Playlist", then open them in the main interface's playlist window.

- Previously saved playlists can also be opened and edited in the Playlist Builder by clicking "Playlist– Open Playlist".

- To start a new playlist, click "Playlist–New Playlist".

- If you are using a computer with multiple soundcards you can use the **Play** button and **Stop** button at the bottom left of the Playlist Builder to listen to tracks without playing them over the air (See Section 12.1.2). The **Skip** button will skip the track forward two seconds each time it is pressed. If you only have one soundcard, all sounds produced by RadioDJ will be played over the air. Caution is therefore advised while broadcasting.

- Songs can be imported directly through the playlist builder. To do so, click "File–Import File" or "File–Import Folder". Refer to Section **??** for information about importing songs.

5 The Main Player

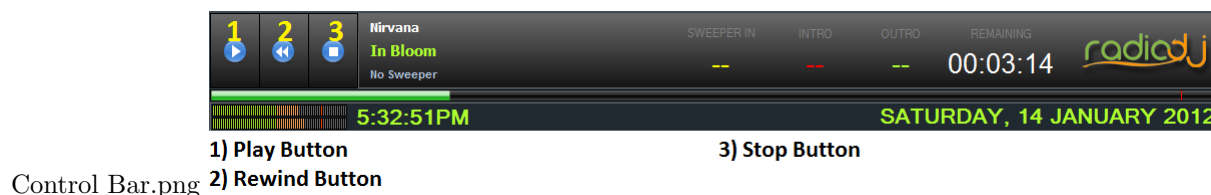## 5.1 The Upper Control Bar

Control Bar.png

Figure 8: Upper Control Bar

- The **Play** button will play the first track of the current playlist. If a track is already playing, it will fade out that track and begin the next one. When a track begins to play it will disappear from the playlist.

- The **Rewind** button will restart the currently playing track. It cannot be used to return to the previously played track.

- The **Stop** button will cause the currently playing track to fade out.

- If a Sweeper has been assigned to the currently playing track, the "Sweeper In" countdown will count down the hundredths of seconds from the start of the track until the Sweeper begins.

- If an Intro point has been assigned to the currently playing track, the "Intro" countdown will count down the hundredths of seconds from the start of the track until the Intro point.

- Although an Outro point can be assigned in the Cue Editor, the "Outro" countdown does not work in the current version of RadioDJ.

- The "Time Remaining" countdown will count down the time until the End point of the track in hours, minutes, and seconds. Note: since the start of the next track depends on the Next Start point of the current track rather than its End point, the next track may begin before the end of the countdown.

- The progress bar shows the progress of the track between its Start and End points. It also contains several other pieces of information:

  - The Intro point will be marked with a vertical green line across the progress bar. Until the track passes the Intro point, the progress bar will be yellow.

  - The point 10 seconds before the end of the track will be marked with a vertical red line across the progress bar. Once the track passes this point, the progress bar will be red.

  - In between these two points the progress bar will be green.

  - Note: since the start of the next track depends on the Next Start point of the current track rather than its End point, the next track may begin before the progress bar reaches the end.

- If the **Automated/Assisted** button in the bottom right of the main interface is toggled to "Automated", the next track in the playlist will play as soon as the previous finishes (with crossfade in between). If it is toggled to "Assisted", then the next track will not begin until the **Play** button is clicked. This can be used for inserting talk breaks.

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5.2 The Current Playlist Window

- The tracks in your current playlist will be listed here in the order in which they will be played.

- The drop-down menu at the top of the window allows you to choose between all of the subcategories of Sweepers, however in the current version of RadioDJ this has no effect on which Sweepers will actually play and can be ignored.

- The other buttons at the top of the window are related to managing the playlist, and are addressed in Section 4.1.

- Clicking a track's **Playlist Play** button will cause that track to play. If another track is currently playing, that track will fade out as the new track begins. When a track begins to play it will disappear from the playlist.

- The value under "ETA" represents the time at which the track will begin if the playlist is allowed to play uninterrupted.

- The values under "Artist" and "Title" represent the artist and title of the track.

- The value under "Duration" represents the amount of time between when the track starts and when the next track starts. This is not the amount of time between the track's Start point and End point, rather it is the amount of time between the track's Start point and Next Start point.

- If a track has been assigned a Sweeper, the artist and title of the Sweeper will appear under "Sweeper Name".

- The check-box under "Loop" determines whether a track will loop a pre-assigned section. See Section8 for information on loops.

5.3 Track History

- The track history window at the bottom of the main interface will display information about all the tracks that have been played from the playlist window since RadioDJ was opened.

- The value under "Time Played" represents the date and time that the track began.

- The values under "Artist" and "Title" represent the artist and title of the track.

- The value under "Duration" represents the amount of time between the track's Start point and Next Start point.

6 Auxiliary Players

Player.png

Figure 9: Auxiliary Player

- RadioDJ has two Auxiliary Players, labeled "AUX 1" and "AUX 2" when empty. Both are functionally equivalent.

6.1 Loading and Managing Auxiliary Players

- Click the **Auxiliary Add Track** button to the right of the player to open the Tracks List.

- Search for the desired track using the search bar at the top of the window. The search can be narrowed down by Category, Subcategory, and Genre using the drop-down menus at the top of the window.

- If you are using a computer with multiple soundcards you can use the **Play** button and **Stop** button at the bottom left of the Tracks List to listen to tracks without playing them over the air (See Section 12.1.2). The **Skip** button will skip the track forward two seconds each time it is pressed. If you only have one soundcard, all sounds produced by RadioDJ will be played over the air. Caution is therefore advised while broadcasting.

- To load a track into the Auxiliary Player, select it and click the **Add Selected File** button at the bottom of the window.

- Once a track is loaded into the auxiliary player, the label "AUX 1" or "AUX 2" will be replaced by the track's artist, title, and duration.

- Adding another track into the auxiliary player will simply replace the previous one. It is not possible to remove a track from the player without replacing it.

6.2 Playing Auxiliary Players

- To play the track, click the **Auxiliary Play** button to the right of the player. The **Auxiliary Stop** button will cause the track to stop immediately, with no fade-out. The **Auxiliary Skip** button will skip the track forward two seconds each time it is pressed. If you stop a track in the middle and then press the play button again, the track will start over rather than resuming from where it left off.

- Tracks playing in an auxiliary player will not have their progress displayed in the main progress bar at the top of the screen. Each player has its own progress bar showing the progress from Start point to End point, and a duration countdown showing the amount of time remaining until the Next Start point. However, since tracks in the auxiliary players are not in playlists, the Next Start point is irrelevant, and tracks will continue to play until their End point even after the duration countdown reaches 00:00.

- Tracks played from the auxiliary player will play over the air regardless of soundcards. They can be played simultaneously with tracks playing from the playlist window or other players.

- If the **Auxiliary Loop** button to the right of the player is toggled on (highlighted in red), the track will loop a pre-assigned section. See Section 8 for information on loops.

- When a track in the auxiliary player completes, it will not be removed from the player. It will reset, and clicking **Play** again will play the track again from the beginning.

7 Carts

- To access Carts, click the **Carts Tab** at the top of the search window. This will toggle the search window to the carts window. To switch back, click the **Search Tab**.

- Each of the 24 slots is a "Cart". The entire group of 24 is a "Cart Set".
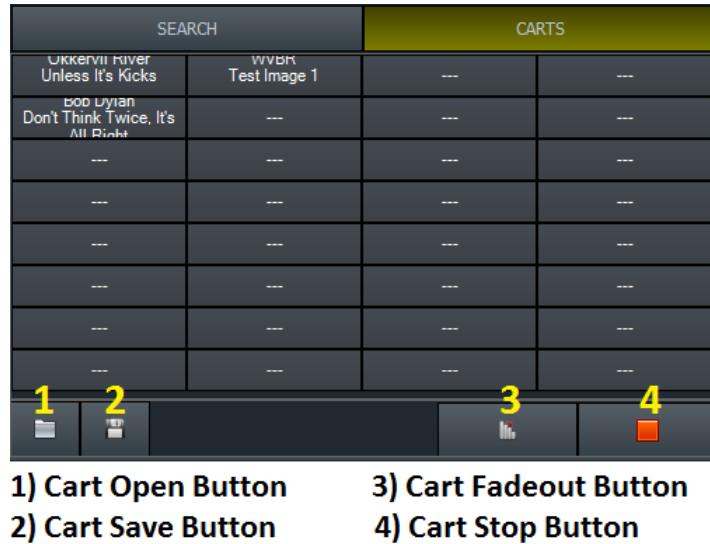
Figure 10: Carts Window

7.1 Loading and Managing Carts

- Either click an empty Cart or right-click a Cart (does not have to be empty) and then click "Load Cart". This will open the Track List.

- Search for the desired track using the search bar at the top of the window. The search can be narrowed down by Category, Subcategory, and Genre using the drop-down menus at the top of the window.

- If you are using a computer with multiple soundcards you can use the **Play** button and **Stop** button at the bottom left of the Tracks List to listen to tracks without playing them over the air (See Section 12.1.2). The **Skip** button will skip the track forward two seconds each time it is pressed. If you only have one soundcard, all sounds produced by RadioDJ will be played over the air. Caution is therefore advised while broadcasting.

- To load a track into the Cart, select it and click the **Add Selected File** button at the bottom of the window

7.2 Playing Carts

- To play a track in a Cart, simply click the Cart. The track will begin to play immediately.

- To stop a track playing from a Cart, either click the **Cart Stop** button at the bottom right of the Carts window, or click on the currently playing Cart again.

- If the **Fade Out** button is toggled on (highlighted in orange), Carts will fade out when they are stopped. If it is toggled off, they will stop immediately.

- Tracks played from Carts will play over the air regardless of sound cards. They will not interfere and can be played simultaneously with any other currently playing tracks, including other Carts.

- No progress bar or duration countdown will be displayed; the track will play until it ends or you tell it to stop.

- You cannot use loops or Sweepers with tracks played from Carts.

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- You can save your current Cart Set by clicking the **Cart Save** button at the bottom of the Carts window.

- You can load a previously saved Cart Set by clicking the **Cart Open** button at the bottom of the Carts Window

8   Loops

- Using Loops allows you to continually repeat a pre-assigned section of a track.

- For information on how to assign Loop-in and Loop-out points, see Section 2.2.5. If these points are not assigned, looping a track will do nothing.

- To loop a track in the playlist window, either

  1. Click the checkbox under "Loop" before the track begins to play. When the track begins, this will automatically toggle the **Loop** button at the bottom right of the main interface so that it is on (highlighted in green).
  2. Turn the **Loop** button on, after the track has started to play but before the Loop-out point has passed.
     - Note: if you turn on the **Loop** button before the track has started to play, it will automatically turn off when the track starts and the track will not loop.
     - Note: if you turn on the **Loop** button after the Loop-out point has passed, the track will immediately return to the Loop-in point and will then loop as usual.

- To loop a track in an auxiliary player, click and turn on the **Auxiliary Loop** button at the far right of the player before the Loop-out point has passed

  - Note: unlike the main **Loop** button, the **Auxiliary Loop** button will not turn off automatically if it is turned on before the track begins to play, and the track will still loop.
  - Note: if you turn on the **Auxiliary Loop** button after the Loop-out point has passed, the track will immediately return to the Loop-in point and will then loop as usual.

- Tracks played from Carts cannot be looped.

- When the **Loop** button is on and both a Loop-in and Loop-out point are assigned, the track will play as normal until it reaches the Loop-out point. It will then immediately return to the Loop-in point, and repeatedly play the section of the track between the Loop-in and Loop-out point.

- To stop a track from looping, click the **Loop** button or **Auxiliary Loop** button again to turn it off. The track will then play as normal until it ends.

- When playing a loopable track in an auxiliary player, the Loop-in point will be marked as a vertical yellow line on the player's progress bar, and the Loop-out point will be marked as a vertical red line. The progress bar will be yellow while in between these points. No such markings appear on the main progress bar when playing loopable tracks from the playlist window.

9   Microphone

- Clicking the **Microphone** button at the lower right of the main interface allows you to broadcast input from your computer's microphone through RadioDJ directly. This is primarily useful if you are running your radio station without a soundboard.

Part III
Automating Music

10 Auto DJ

10.1 What is Auto DJ?

- The Auto DJ feature allows RadioDJ to automatically generate playlists based on song rotations set by the user.

- The user adds specifications for tracks into the rotation, then RadioDJ automatically selects tracks and forms playlists based on those specifications. For the remainder of this section, "track-specs" will be used to refer to these track specifications to avoid confusion with actual tracks.

- When Auto DJ is on, it will loop the current rotation of track-specs (but not the same tracks) until it is turned off.

10.2 Creating a Rotation
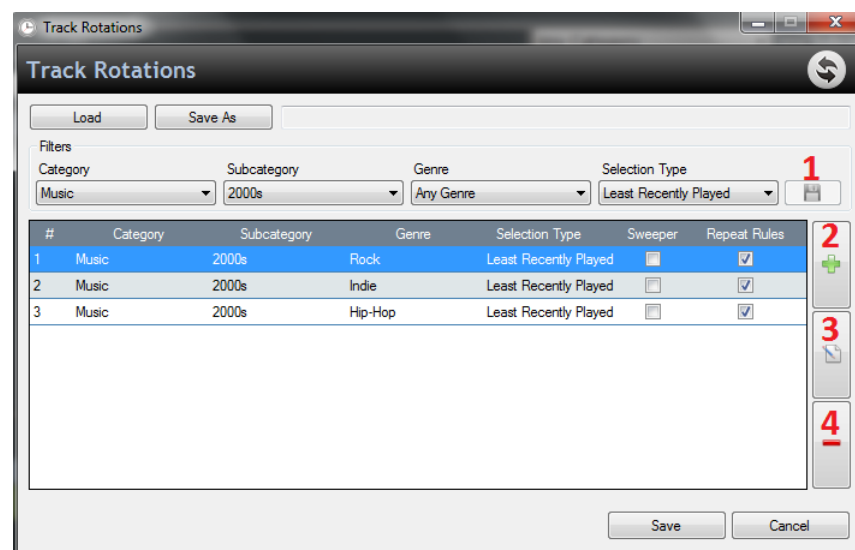
Rotations Window.png

Figure 11: Track Rotations Window

- To access the Track Rotations window, click the **Options** button at the bottom of the main interface, then click the **Song Rotations** button.

- Choose the Category, Subcategory and Genre of the track-spec you wish to place into the rotation using the drop-down menus. Note: Genre can be left blank ("Any Genre"), but Category and Subcategory must be specified.

- Choose the Selection Type of the track-spec you wish to place into the rotation

- Least Recently Played will favor tracks that have not been played in RadioDJ for longer periods of time. Most Recently Played will do the opposite.
  - Least Times Played will favor tracks with lower play-counts. Most Times Played will do the opposite.
  - By Priority will favor tracks with higher priority values. See Section 2.2 for information on how to set priority values.
  - Random will simply choose a random track with the specified Category, Subcategory, and Genre.
  - Note: the play-counts and priority values of all tracks appear in the Tracks Manager. All play-counts and priority values can be reset to 0 by clicking the **Tools** button in the main interface and then clicking **Reset Play Counts** or **Reset Priority**.

- To add a track-spec with the specified Category, Subcategory, Genre, and Selection Type to the rotation, click the **Add Track** button on the right side of the window.

- As many track-specs as desired can be added into the rotation, however since Auto-DJ can repeat the rotation indefinitely there is no need to include multiple repetitions of the same sequence of track-specs to fill up time.

10.3 Editing a Rotation

- To remove a track-spec from the rotation, highlight it in the rotation and click the **Remove Track** button.

- To edit the Category, Subcategory, Genre, or Selection Type of a track-spec in the rotation, click the **Edit** button, highlight a track, choose the new Category, Subcategory, Genre, and/or Selection Type using the drop-down menus, then click the **Finished Editing** button.

- To play a track-spec with a Sweeper, check the box under "Sweeper". Note: even if this box is checked, the Sweeper will only play if the track generated by Auto DJ for that track-spec has an Intro point and has Sweepers assigned to it. See section 3.6 for information on Sweepers.

- If the box under "Repeat Rules" is checked, Auto DJ will generate tracks under more stringent rules. See Section 12.1.3 for information on Repeat Rules.

- To finish editing a rotation, click Save at the bottom of the window.

10.4 Saving and Loading Rotations

- To save a rotation in a new file, click **Save As** at the top of the window.

- To load a previously saved rotation, click **Load** at the top of the window.

- When you click **Save** at the bottom of the window, the currently displayed rotation will overwrite the most recently loaded rotation. You can see which rotation is being overwritten by looking at the file path at the top of the window.

- If no rotation has been loaded, RadioDJ comes with a default rotation called "Default Rotation" that will be overwritten.

10.5 Operating Auto DJ

- Auto DJ can be turned on and off by toggling the **Auto DJ/Manual** button at the bottom right of the main interface.

- When Auto DJ is turned on, it will automatically begin adding tracks to the end of the current playlist in the playlist window.

- If the **Automated/Assisted** button is set to "Automated", RadioDJ will automatically begin the next track as soon as the previous one completes. If it is set to "Assisted", RadioDJ will not begin the next track until the Play Button is clicked. This can be used to insert talk breaks into an automatically generated playlist.

- The number of tracks displayed at once in the playlist window can vary. Auto DJ will always begin by generating one complete rotation. It will then wait until three tracks remain in the playlist window, then generate another complete rotation. If the rotation contains three or fewer track-specs, Auto DJ will start by generating complete rotations until the number of tracks in the playlist window is greater than three.

- Turning Auto DJ off will not remove tracks that have already been added to the playlist, but it will stop Auto DJ from adding any additional tracks. Tracks that have already been added to the playlist can be removed in the standard way (see Section 4.1).
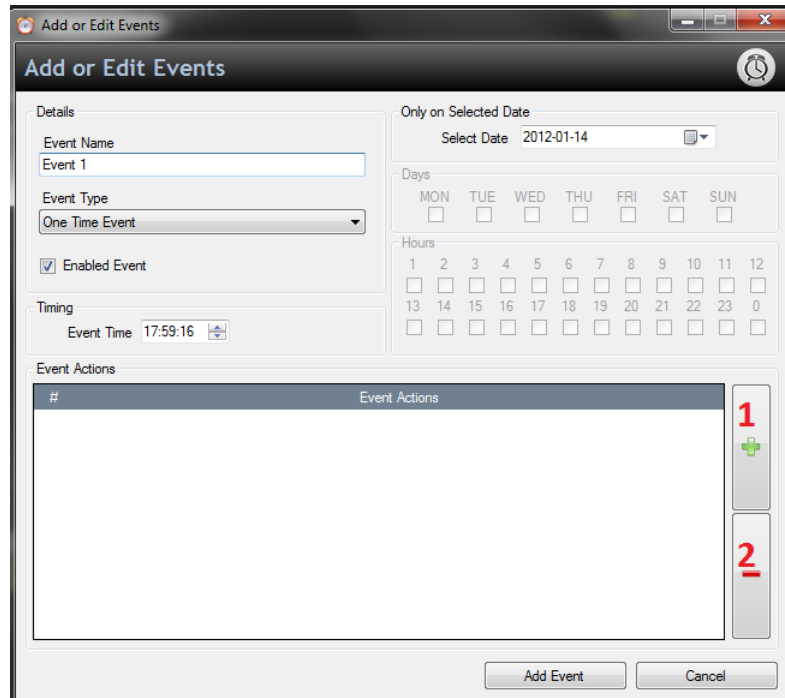
11 Events

11.1 What are Events?

- Events are a method of telling Radio DJ to automatically take a specified action, such as adding a track to the playlist or loading an Auto DJ rotation, at a specified time and date.

11.2 Creating a New Event

- To open the Events List, click the **Events** button at the bottom of the main interface. The Events List will contain the time and name of all previously created Events, as well as a checkbox specifying whether or not they are enabled. RadioDJ will ignore any events that are not enabled, however they can be re-enabled if and when it is desired.

- Click "New Event" to open the "Add or Edit Events" window.

- Enter a name for the Event in the text box under "Event Name"

- Use the drop-down menu to choose whether you want the Event to be a one-time event, to recur by day, or to recur by day and hour.

- If the Event is a one-time Event

  - Select a time for the event using the box under "Timing" (Note: this box uses military time, not AM/PM time).
  - Select a date for the event using the box under "Only On Selected Date".

- If the Event recurs by day

  - Select a time for the event using the box under "Timing" (Note: this box uses military time, not AM/PM time).

Figure 12: Events Window

– Select the days of the week for which you want the Event to occur using the checkboxes under "Days".

- If the Event recurs by day and hour

  – Select the minute at which you want the event to occur using the box under "Timing". Since the event will be occurring during multiple hours, the hour that you set in this box will be ignored. RadioDJ provides a message next to the box reminding you of this.

  – Select the days of the week for which you want the Event to occur using the checkboxes under "Days".

  – Select the hours of the day for which you want the Event to occur using the checkboxes under "Hours" (Note: these checkboxes use military time, not AM/PM time).

- Actions for the Event to take can be added through the Event Actions window, which is accessed by clicking the **Add Actions** button at the right of the window.

- All currently added actions will be displayed under "Event Actions". When the Event occurs, it will execute each of these actions in the order in which they appear on this list.

- Previously added actions can be removed by highlighting them in this list and clicking the **Remove Action** button.

11.3   Event Actions

11.3.1   Actions Under "Playlist"

- "Load Track (top)" and "Load Track (bottom)" will insert a specified track to the top or bottom of the playlist. Selecting this action will take you to the Tracks List window so that you can choose a track. Search for the desired track using the search bar at the top of the window. The search can be narrowed down by Category, Subcategory, and Genre using the drop-down menus at the top of the window. Note: tracks added to the playlist by Events will not be played with Sweepers, even if the **Sweeper** button is turned on when the track is added to the playlist.

- "Load Track From Category" allows you to add a track from a specified Category, Subcategory, and/or Genre to the playlist without specifying the exact track. Selecting this window will take you to the "Track From Category" window, where you can use the drop-down menus to choose these specifications as well as the Selection Mode (see Section 10.2) and whether the track should be added to the top or bottom of the playlist.

- "Load Playlist" will load a specified playlist. Selecting this action will take you to the folder where your playlists are saved so that you can choose the desired playlist to load. See Section 4.1 for information about loading playlists.

- "Clear Playlist" will clear the current playlist but not affect the currently playing track.

- "Start Playing" will cause the first track in the current playlist to begin playing. If a track is already playing, that track will fade out and the next track in the playlist will begin.

- "Stop Playing" will cause the currently playing track to stop.

- "Enable Soundcard Input" ???

- "Disable Soundcard Input" ???

11.3.2   Actions Under "Automation"

- "Start Auto DJ" and "Stop Auto DJ" will turn Auto DJ on and off.

- "Load Rotation" will load a specified saved rotation into Auto DJ. Selecting this action will take you to the folder where you have saved your rotations so that you can select the desired rotation to load.

- "Change Sweeper Category" will change the Subcategory of Sweepers that will play in Auto DJ. However, since Sweeper subcategories do not work in the current version of Auto DJ, this action should not be used.

11.3.3   Actions Under "Maintenance"

- "Optimize Database" will optimize the database of tracks.

- "Reset Play Counts" will reset the play counts of all tracks to 0.

- "Reset Priority" will resent the priority of all tracks to 70.

- "Clear Reports Data" will clear all data that is generated in reports. See Section 13 for information on reports.

- "Verify Tracks" will check that the tracks in the database have not had their files deleted from the server or hard drive.

11.3.4   Actions Under "Misc"

- "Run Application" will launch a .exe file from your computer. Selecting this action will open Windows Explorer and allow you to browse for the desired .exe

- "Launch Internet Link" will open an internet browser to a specific page. Selecting this action requires you to enter a link in the textbox next to "Path/URL"

11.4   Managing Events

- To edit an existing Event, double-click it in the Events List to open the "Add or Edit Events" window.

- To delete an existing Event, right-click it in the Events List and then click "Delete Event"

- Events can also be duplicated by right-clicking them in the Events List and then clicking "Duplicate Event"

- Note: if two Events occur at the exact same time, RadioDJ will first execute whichever one was created more recently before executing the older one. You can check the order in which the Events were created by looking at the order in which they appear in the Events List.

- Note: The bar at the bottom of the main interface will generally read "No Upcoming Event". One minute before an Event is scheduled, this will change to a countdown to the Event.

Part IV
Options and Tools

12   Options

- To open the Options Menu, click the **Options Button** at the bottom of the main interface

12.1   Configuration

- To open the Configuration Menu, click **Options** in the Options Menu. The Configuration Menu has four tabs

12.1.1   General

- In the Database section you can use the text boxes to edit the address and name of your MySQL server, as well as your username and password.

- The drop-down menu next to "Preferred Language" can be used to set the language of RadioDJ to either English or Romanian (the native language of RadioDJ's creator).

- The text box next to "Date Format" can be used to change the way the date will be displayed in RadioDJ. Clicking the **More Information** button next to the text box will open a PDF explaining how date formatting works.

- The drop-down menu next to "Program Priority" allows you to set the Windows priority of the RadioDJ program.

- If the box marked "Always On Top" is checked, RadioDJ cannot be minimized while it is running.

- If the box marked "Minimize to System Tray" is checked, RadioDJ will minimize to the system tray rather than the taskbar.

12.1.2 Sound Cards

- Using the drop-down menus at the top, you can here set the various output and input soundcards for RadioDJ. These can only be adjusted if your computer has more than one soundcard or microphone.

  - The main soundcard will be used by any tracks playing in the main player, auxiliary players, or carts.
  - The sweeper/voiceover soundcard will be used by all tracks that play over a section of another track.
  - The monitor soundcard will be used by all tracks played in other players, such as those in the Playlist Manager or Tracks Manager.

- The two boxes under "Mixing Settings" can be used to change the default fade-out time for tracks, and overlap time between tracks.

- The boxes under "Silence Remover" can be used to change the thresholds for RadioDJ to automatically remove silent sections of tracks at the beginning of tracks, during the mix between tracks, and at the end of tracks. Un-checking the box at the top right corner of the "Silence Remover" section will turn off this feature altogether.

12.1.3 Auto DJ Options

- Checking the box marked "Auto DJ On when starting" will automatically turn on Auto DJ when RadioDJ starts.

- Checking the box marked "Auto Play on start" will cause RadioDJ to automatically play the first track in the playlist when it starts. This will only work if "Auto DJ On when starting" is also checked, as otherwise there will be no tracks in the playlist when RadioDJ starts.

- You can use the boxes under "Repeat Rules" to change the amount of time that Auto DJ is forced to wait before playing the same track or the same artist. Note: Auto DJ can be instructed to ignore these rules when generating a rotation. See Section 10.2.

- Every time a song plays its priority will be reduced by the value in the box next to "On play reduce song priority by". This only makes a difference if your rotation is set to choose tracks based on priority rather than least times played or least recently played.

- Changing the value in the box marked "If song intro is longer than..." will change the cutoff point between RadioDJ playing Sweepers at the end of the intro or at the beginning of the song. Due to a possible bug, this will only affect Sweepers that are in the Sweeper Category but do not have the Sweeper Track Type. Sweepers with the Sweeper Track Type will play at the beginning of the song regardless.

- Changing the value in the box marked "Set the song volume to..." will affect the volume level of the song while a Sweeper is being played over it.

12.1.4 Stream Titles

- You can set your station's name and slogan in the text boxes marked "Station Name" and "Station Slogan".

- The text boxes in the "Titles for Track Types" section allow you to control how the information of each track type is displayed. Clicking the **More Information** button at the right will open a PDF with information about how to edit this information.

- If the box marked "Generate now_playing.txt" is checked, RadioDJ will constantly update a text document, stored in the RadioDJ program folder, containing the title, artist, and duration of the currently playing track.

- If the "Show Info Window" box is checked, whenever RadioDJ is minimized and the track changes a small window will pop up informing you of the new track.

12.1.5 Server

- This feature has not yet been implemented, and this tab should be ignored.

12.2 Audio Processing

- To open the Audio Processing window, click **Sound Processing** in the Options Menu.

- The Audio Processing window allows you to adjust some basic sound enhancers like an equalizer, AGC (automatic gain control) and a sound compressor.

12.3 Song Rotations

- This is used for Auto DJ, and is addressed in full in Section 10.

13 Tools

- To open the Tools Menu, click **Tools** at the bottom of the main interface.

- **Import Track** and **Import Folder** are both addressed in Section 1.3.

- **Verify Tracks** will disable any tracks that have been moved or deleted from their original path.

- **Relocate Tracks** will allow you to search for the new paths of tracks that have been disabled by the Verify Tracks feature. Any tracks that RadioDJ finds will be reenabled.

- **Optimize Database** will fix your database if it has become fragmented from repeatedly deleting and importing tracks.

- **Reset Priority** will reset the priority of all tracks to 70.

- **Reset Play Counts** will reset the play count of all tracks to 0.

13.1 Reports

- Clicking **Reports** will open the RadioDJ Reports window.

- A RadioDJ report is a list of all the tracks that have been played in RadioDJ.

- Use the boxes marked "From Date" and "To Date" to set the beginning and/or ending date and time of the report. If both are left blank, the report will contain all tracks that have been played since RadioDJ was installed.

- The drop-down menus under "Category Filters" allow you to generate a report for a specific Category, Subcategory, Genre, and/or Track Type.

- The drop-down menu marked "Format" allows you to select the file type of the report if you choose to save it. This will not affect how the report is displayed in the RadioDJ Reports window.

- The check boxes under "Fields to Include" allow you to select how much information the report will contain. The report will always contain the Date/Time played.

- To delete old entries, enter a value into the text box marked "Older Than", use the drop-down menu to choose if that value represents months or days, and click **Remove**. Unlike filtering out older entries by date, this will actually delete the entries and you will not be able to view them again in the future.

- To create the report once all specifications are set, click **Generate Report**.

- To save a report as a HTML or CSV file, click **Save Report As**.

- To delete all report entries, while in the Tools Menu click **Clear Reports Data**. This will not delete saved reports.

A   Main Interface Diagram

1) Play Button
2) Rewind Button
3) Stop Button
4) Remove Track Button
5) Delete Playlist Button
6) Open Button
7) Save Button

8) Main Add Button
9) Play With Sweeper Button
10 & 11) Scroll Buttons
12) Search Stop Button
13) Search Play Button
14) Search Skip Button
15) Auxiliary Stop Button

16) Auxiliary Play Button
17) Auxiliary Skip Button
18) Auxiliary Loop Button
19) Auxiliary Add Track Button
20) Loop Button
21) Microphone Button

interface.png

Figure 13: Main Interface