Audicy Software Version 3.10
Mini Manual

Welcome to Version 3.10

Audicy Version 3.10 brings Audicy into compliance with the proposed Cart Chunk standard. With this upgrade you will be able to export files from Audicy directly to a number of digital on-air systems.

- The Send Cart function enables creation of WAVE files, which can then be exported directly to a digital delivery system. It works in the same way as Audicy's Save Wave feature, but provides additional form pages for setting traffic/continuity information consistent with Orban's proposed Cart Chunk Broadcast Wave standard.

- The upgrade to Audicy v3.10 includes a Windows-based utility for handling Cart Chunk files. The Audicy Cart Chunk Editor allows users to view and modify existing WAVE files to include Cart Chunk information.

- As an optional software purchase, Orban offers SpinRite, a unique and powerful third-party utility that will help ensure the integrity of your drives and files. Orban SpinRite searches for any weak or bad sectors on a hard disk or Jaz cartridge in an Orban workstation. If any are found, SpinRite attempts to recover whatever sounds and productions may be at risk, then repairs the bad sectors if at all possible.

Wave Save, Dub In, Dub Over

We've made it easier to work with standard computer WAVE sound files. The Wave functions allow you to save and dub industry-standard WAVE files directly from within Audicy's editor, without having to go through Audicy's library. Wave functions provide both a means of storing and retrieving often-used sounds, as well as importation and exportation of sounds to and from other systems. While WAVE files come in a wide variety of sample rates and data formats, Audicy will provide conversion between sample rates automatically.

> **Important:** Storing WAVE files uses up hard disk space, and thus may limit available space for regular productions.

Saving A WAVE File

To create and save a WAVE file, use your *Source In* and *Source Out* buttons to define a mono or stereo sound. With your source track(s) in the Play-enabled mode, press *Enter* from the Save menu choice (in the Wave menu under the Studio menu heading — note that you must be in the Editor screen to access these new Wave options). Audicy will display a form allowing you to select the destination drive and directory using the scrub wheel or up and down arrow buttons, and enter a WAVE filename through the keyboard.

> You'll notice that the Wave Save form consists of three pages that you can navigate through using the *Page Up* and *Page Down* buttons. Multi-Page forms are a user interface to this version of Audicy, which we created to present complex data.

From the main Save Wave page, you have access to the two other Save Wave pages. These allow you to set the properties of the final WAVE file (including sample rate, format, normalization, etc.), and to edit the optional EBU Broadcast WAVE File (BWF) information.

When you're ready to save the WAVE file, use the *Page Up* button to move to the Save File page (if you're not already there), identify the location and name of the WAVE file to create, then finish the form by pressing *Enter* on the prompt at the bottom.

Refer to the **Appendix** on page 8 for detailed information about each of the Save Wave screens.

Dubbing (Importing) A WAVE File

Wave Dub In and Dub Over (in the Wave menu under the Studio menu heading) work in the same way as their Library counterparts. Dub In/Over allows you to insert an industry-standard WAVE sound into any production, whereas Dub Over overwrites any audio located at the defined Destination point.

To dub a WAVE sound, press *Enter* from the appropriate Dub menu choice. When the Sound Wave selection screen appears, you'll see three fields: the location or source drive, directories and files. Use the console's up and down arrow buttons or the scrub wheel to select an entry in each field. When all selections have been made press the *Enter* button to confirm, or press the console's *Esc* button to cancel the dub process and return to the editor screen.

Once you have pressed *Enter*, Audicy will display the properties of the WAVE file, including its length, number of channels and, if available, the extended EBU Broadcast Wave File (BWF) information.

Set the number of Record Ready tracks to match the sound, and then press *Enter* again to dub insert or overwrite the sound. Your selection will be written onto your selected track(s) with its start point at the track head position. If you're doing a dub in, the length of the sound will move up all audio past this point. For

a dub over your selection will be loaded onto your selected track(s), with its start point at the track head position, thus overwriting those tracks.

Note that if the WAVE file is at a different sample or bit rate than your production, automatic high-quality conversion will be applied to the sound so that it matches up perfectly with your production (either 32 or 44.1 kHz, 16-bit). At present, Wave Dub supports only Linear-PCM WAVE files.

Send Cart Feature

Send Cart lets you create digitally labeled WAVE files to export directly to digital delivery systems that support the proposed Cart Chunk addition to the Broadcast Wave standard. It works in the same manner as Audicy's Save Wave feature, but now you can attach traffic/continuity information to the sound you are sending. The beauty of this feature is that it allows the producer to send a completed production with extended information — such as title, out cue, secondary or *trip* tones, start date, etc — to the on-air system. This means that you can create a spot fully and entirely on your Audicy then send it directly to air.

For more information on Cart Chunk, highlights from a technical paper presented in support of the standard are to be found in the immediately following section. Operational information is provided in the **Send a Cart** section on page 4.

Why A Cart Standard?

> *Different on-air delivery systems use incompatible access methods, yet the scheduling, continuity or traffic information they use share many common attributes. Further, audio data itself is represented in various, often proprietary, formats. To simplify the integration of different systems, in this case, audio production and on-air delivery systems, a common representation for both continuity/traffic information and audio data is desirable.*[1]

The RIFF WAVE format has emerged as a dominant audio representation. WAVE files have become the modern-day universal audio medium, much as ¼-inch tape was previously. It supports a wide variety of audio formats (linear PCM, MPEG and others), sample rates and so on. The RIFF conventions allow the arbitrary addition of other data without impacting the ability of diverse RIFF-compliant[1] applications from reading and interpreting needed data. Thus, adding

[1] The RIFF specification requires all readers to be able to read all compliant RIFF files. When such an application encounters data that it is not prepared to handle, it can simply ignore the data and move on. There, indeed, exist some RIFF WAVE consumer applications that are intolerant of new and unknown chunks. For this reason alone, these applications are not RIFF-compliant. They may be front-ended by so-called "chunk stripper" utilities, the combination of which are, then, RIFF-compliant.

an extension to a WAVE file allows inclusion of needed continuity/traffic data to a widely accepted standard representation.

By utilizing a standard audio file format (WAVE and EBU/BEXT) and incorporating the common cart information into a specialized chunk within the file itself, the burden of linking multiple systems is reduced to the producer application writing a single file, and the consumer application reading it. The destination application can extract the needed information and insert it into the native database application as needed. Communication between a production/ delivery system could thereby be reduced to a simple, purely passive link that allows the production application to write the properly formatted WAVE file in a standard "drop box" location. The delivery system would then periodically poll the drop-box for new additions, and upon finding a file, open it and use its own native access methods for adding this information to its database.

The result is that both production/editing systems and on-air delivery systems can communicate readily without the need for implementation-specific intelligence or design.

Send A Cart

To create and save a Cart Wave file, use your *Source In* and *Source Out* buttons to define a mono or stereo sound. With your source track(s) in the Play-enabled mode, press *Enter* from the Send Cart menu choice (under the System menu heading). Audicy will display the Send Cart's Upload page, which has a form allowing you to select the drive and directory using the scrub wheel or up and down arrow buttons, and enter a Cart name using the keyboard.

> You'll notice that the Send Cart form consists of five pages that you can navigate using the *Page Up* and *Page Down* buttons. Multi-page forms are a user interface to this version of Audicy, required to present complex data.

From the main (first) Send Cart page, you have access to fields which allow you to set primary cart information (including Cut Number, Title, Artist, Out Cue, Category, Start Date, End Date, User Def and URL**).** Other pages allow you to set up to four timers (secondary or "trip" timers), optional EBU Broadcast Wave File (BWF) information, and WAVE properties (Sample Rate, Normalization and either Linear PCM or MPEG 2 format).

When you're ready to save the WAVE file, use the *Page Up* button to move to the Upload page (if you're not already there), provide the location and name of the cart sound file you wish to create, then finish the form by pressing *Enter* on the prompt at the bottom.

Refer to the **Appendix** on page 8 for more detailed information about each Send Cart page.

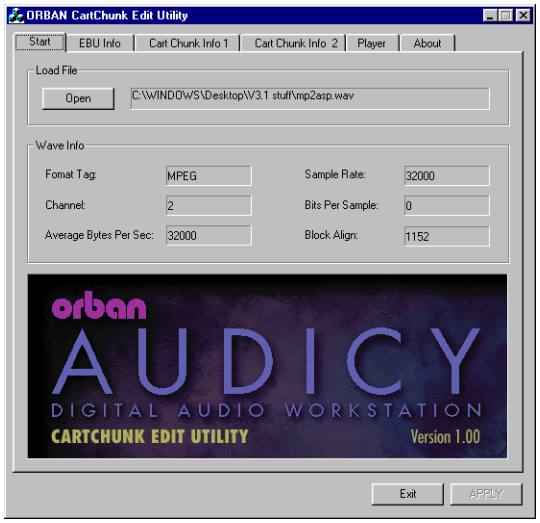
CartChunk Editor

The Audicy CartChunk Editor allows you to edit information in a WAVE file's Cart Chunk. You will notice that some fields are grayed out; these are not editable. But other fields can be changed. Each field will be explained in the following sections.

This utility is designed to edit text and timer fields in Cart Chunk-compliant files. It is not intended to make non-compliant files compliant. It is a text editor and Wave file player.

To operate the editor, run the executable or click on the Chunk Edit icon. For detailed installation information, refer either to the printed document Audicy Version 3.10 Software Suite Installation Instructions, or to V3.10_Install.txt, downloadable from our FTP site: ftp://ftp.orban.com/Audicy/V3.10/Release/.

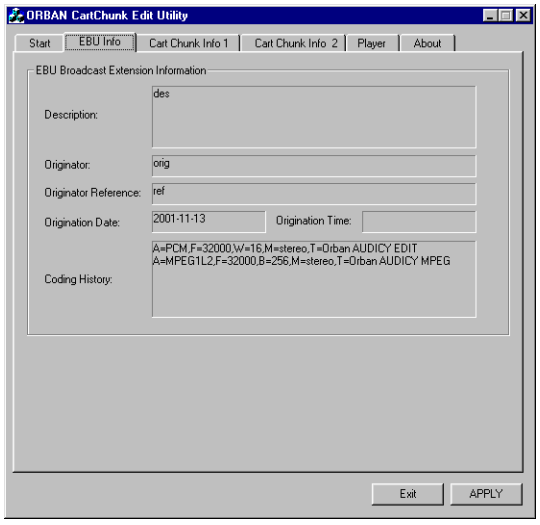
Figure 1 – ORBAN CartChunk Edit Utility



When the CartChunk Edit Utility opens, choose the Start tab and click on the *Open* button (figure 1). You will now be able to browse for any WAVE file stored on your computer or network.

After opening a file, the Start tab screen will display the file name, format (MPEG or PCM), number of channels, average bytes per second, sample rate, bits per sample and block alignment.

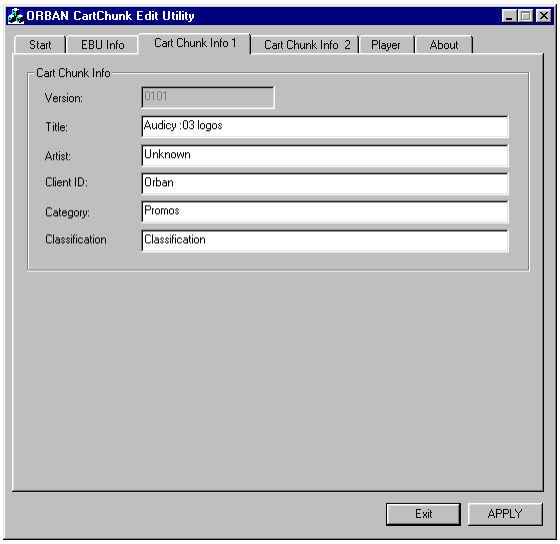
Figure 2 – EBU Info



The second tab on the Editor (EBU Info) displays EBU Broadcast Extension information.

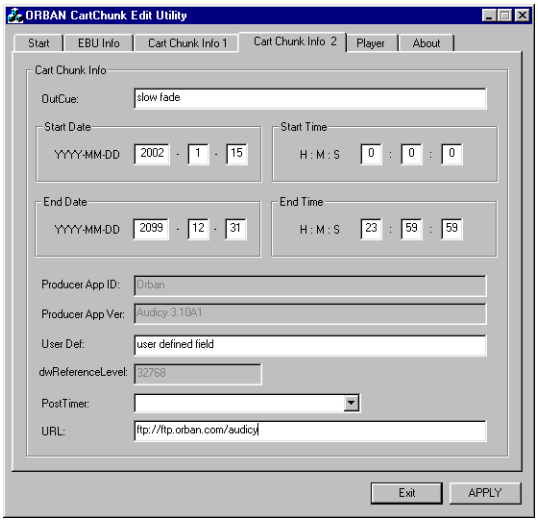
Nothing on this page can be edited; information for each of the fields is provided by the software that created the Wave file. The Coding History field displays the original format, sample rate, stereo information and software used to create the file. In this case (figure 2) it also shows the conversion to an MPEG 1 Layer 2 file.

Figure 3 – Cart Chunk Info 1



The third tab (Cart Chunk Info 1) shows some of the Cart Chunk information (figure 3). Fields that appear in white may be edited by you as necessary. Complete all changes then click the *Apply* button at the bottom of the page to store your changes.

Figure 4 – Cart Chunk Info 2



Click on the cart Chunk Info 2 tab to enter or edit start and stop dates, timer information and two fields for notes: User Def and URL (figure 4).

Dates must appear in the appropriate fields or this tab will not close.

Tab 5 (Player) is the Wave file player.

Note that the player will not operate unless DirectX® is installed on your computer.

SpinRite

Orban now offers SpinRite, a unique and powerful third party utility to help ensure the integrity of your files. Orban SpinRite searches for any weak or bad sectors on a hard disk or Jaz cartridge in an Audicy workstation. If it finds any, the utility attempts to recover whatever sounds and productions may be at risk, then repairs the bad sectors wherever possible.

Even if you are not experiencing lost or questionable data on your hard disk or Jaz cartridge, occasionally running SpinRite is a very good idea. SpinRite will

keep track of the defects it finds, and if it finds more and more defects over time, it will give you early warning that your hard disk or Jaz cartridge (or Jaz drive) is deteriorating and may need replacement. This warning alone could save you from you loosing your valuable library of work to a disk failure.

Contact Orban if you wish to purchase SpinRite (Part # AD/SPINRITE, $120), or if you want more information about it. The SpinRite package includes an operating manual.

How It Works

Your Audicy workstation writes your productions and library sounds on its hard disk or Jaz cartridge in small chunks called *sectors*. In Quick scan mode, SpinRite reads the data on each and every sector on the disk. In the unlikely event that it finds a sector containing weak or unreadable data, it will work very hard to recover the data and either rewrite it or securely relocate it to a different area on the disk where it can still be found by your workstation software.

In Deep Scan mode, SpinRite will read the data for each sector and save it, then test the sector by repeatedly reading and writing torturous data patterns. The vast majority of the sectors will pass with flying colors, and SpinRite will leave them in better shape than it originally found them — still containing their original production or library sound data, but with the strongest, cleanest recording possible. As in Quick Scan mode, if SpinRite finds any sectors that fail, it will securely record the data elsewhere on the disk.

SpinRite differs from the Check Up and Optimize functions already provided on your Audicy workstation. Like SpinRite, Check Up will read all sectors on a hard disk or Jaz cartridge, and will attempt to repair any defective ones. However, SpinRite does a far better job of detecting and recovering weak or otherwise unreadable data. In addition, SpinRite provides early warning when your hard disk or Jaz cartridge is beginning to fail, which Check Up does not. The Optimize function rearranges sectors on a hard disk or Jaz cartridge in order to make more efficient use of storage and to speed up data access, but is not concerned with data integrity at all — it has no overlapping functionality with SpinRite. For best results, we recommend that you run SpinRite or Check Up before an Optimize operation.

For technically oriented users, an elaborate discussion of the SpinRite technology can be found on the Internet at http://www.grc.com/srdoc.htm.

Disks and Cartidges Do Go Bad

Over time, all hard disks and cartridges begin to fail; portions of them simply lose the information that's written on them. When SpinRite finds sectors it cannot read or on which it cannot write, it marks them so that they cannot be used again. Unfortunately, any sound data they contain (usually only a fraction of a second) will be lost, and will sound like static. Occasional use of SpinRite minimizes the possibility that this could happen to you.

Installing and Running SpinRite

The Orban SpinRite manual includes instructions for installing and running SpinRite on any Audicy system.

Appendix: Save Wave and Send Cart Pages

Save Wave Pages

Save A Wave File: Save File

Use this form to choose the location and directory where the Wave file will be created. The following fields are available:

Location: This is a disk or network location for the Wave file.

Directory: This field allows you to navigate through the directories in the selected location, if appropriate. Use the up or down arrow buttons or the scrub wheel to select a directory, then press *Enter* to make it the active directory.

File name: This field lets you enter the file name for the Wave file. By default, the Wave file name will be set to an abbreviation of the production name, but you can use the keyboard to enter any file name you want.

Normally, Wave file names end in the extension .wav. If you leave the file extension blank when you enter the filename, .wav will be added automatically by the system. While you can enter any other extension you wish, the Wave Dub form will only display files ending in the .wav extension.

You'll be asked to confirm saving the file. If a file of the same name already exists on the destination drive, you'll be warned and asked to confirm overwriting that file. If any of the mandatory fields are missing data or the data is not correct, you'll be returned to those fields to correct the problem. The system will not allow you to save a cart until all required information has been entered correctly.

Save A Wave File: Properties Page

From the Properties page of the Wave Save form, you can set different audio properties for the Wave file you're about to make.

The current sample rate and stereo/mono mode of the selected audio will be displayed. There are several different settings available:

Sample Rate: You can choose a target sample rate of 8 kHz, 11.025 kHz, 22.05 kHz, 32 kHz, 44.1 kHz or 48 kHz. If the selected rate is different from the production's sample rate, sample rate conversion will be automatically performed during Audicy's creation of the Wave file. Note that sample rate conversion typically takes longer than sending files with the same rate as the production.

Sample Width: You can choose to save your sound as either an 8-bit or 16-bit Wave file.

Normalize to: Using this setting, you can automatically adjust the top peak level of the sound file you are creating to any level from 0 to –20 dB. You can disable normalization by choosing *Ignore*.

Format: All Audicy systems can create a Wave file in linear PCM format. If your system is equipped with optional MPEG compression hardware, you can choose from either linear PCM format or MPEG-2 compression. Audicy supports MPEG compression in 16-bit format at output sample rates of 32 kHz, 44.1 kHz or 48 kHz.

Bit rate: If you have selected MPEG compression, you can choose the bit rate for the MPEG audio. In general, the higher the bit rate, the higher the maximum potential sound quality (though there are many other factors involved as well). You will also see the corresponding compression rate displayed as you select the bit rate. If you select linear PCM format, the MPEG bit rate is not used, and the compression ratio is shown as 1:1.

Defaults?: You can either save the current Wave Properties settings as the default or retrieve settings you saved previously. Use the left and right arrow buttons to choose whether you will save or restore default settings. Click on the *Enter* button to confirm your choice.

Use the *Page Up* and *Page Down* buttons to navigate to other pages of the Wave Save form.

Save A Wave File: BWF Information

The Broadcast Wave File (BWF) information form provides the ability to enter BWF information through your computer keyboard. You can enter an extended 64-character description, a 32-character originator and originator reference data, which will then be attached to the Wave file header.

Use the *Page Up* and *Page Down* buttons to move to other pages of the Wave Save form.

Send Cart Form Pages

Send Cart: Upload Page

Use this form to choose the destination location and directory where the cart will be sent. The following fields are available:

Location: This is a disk or network location for the cart sound file. Your system manager may have created one or more special locations for cart files; you may choose one of these.

Directory: This field allows you to navigate through the directories in the selected location, if appropriate. Use the up and down arrow buttons or the scrub wheel to select a directory, then press *Enter* to make it the active directory.

File name: This field lets you enter the file name for the cart sound file. If you have already entered a cut title, the file name will be initialized to an abbreviation of that title, but you can use the keyboard to enter any file name of your choice.

Normally, Wave file names end in the extension .wav. If you leave the file extension blank when you enter the filename, .wav will be added automatically by the system. While you can enter any other extension you wish, the Wave Dub form will only display files ending in the .wav extension.

You'll be asked to confirm saving the file. If a file of the same name already exists on the destination drive, you'll be warned and asked to confirm overwriting that file. If any of the mandatory fields are missing data or the data is not correct, you'll be returned to those fields to correct the problem. The system will not allow you to save a cart until all required information has been entered correctly.

Use the *Page Up* or *Page Down* buttons to move to other pages in the Send Cart form.

Send Cart: Cart Info Page

Cut number: The cut number is used as a primary identifier for the sound file when the cut is inserted into your delivery system's database. You can enter any number that your delivery system supports, or enter 0 to signal to the external cart system to auto-assign a cut number for you. Note that you must enter a valid number — from 0 (auto-assign) to 999999 — in order to save the sound cart file.

Title: The cut title can also be used as a primary means of identification for your cart sound file. Enter a unique name for the cut. There is no default or auto-assignable title; therefore, you must enter some information into the title field.

Artist: Enter the artist, composer, creator or some other unique name for this 16-character field.

Out cue: Enter an optional out cue phrase for the cart.

Category: Enter a category, up to 8 characters long.

Start date: Enter a start date for the cart. The format can be a date like 3/25/02 for March 25, 2002. You can also enter a keyword such as TODAY or NOW or IMMEDIATE. You can also enter an expression, such as TODAY+7 to start one week from today. By default, the start date is IMMEDIATE. You must enter a valid start date.

End date: Enter an end date for the cart. The end date can be a specific date as described above, or a keyword such as NEVER or TFN (till further notice), which will cause the cart to run until manually stopped. Alternatively, you can enter an expression as described in Start date, above. You must enter a valid end date.

User def: You can enter any user-defined string or comment in this field.

Use the *Page Up* and *Page Down* buttons to move to other pages of the Send Cart form.

URL: You can enter a URL field that relates to the spot being transferred.

Send Cart: Timers Page

Here you can set up to four timer markers to be used by the on-air system as secondary tones or "trip" tones to trigger events, segues, etc. Using the up and down arrow buttons, select a timer field. You can then use the scrub wheel or any of the transport controls to move to an audio location within the selected audio where you can drop a timer mark – either by ear or using real-time numbers. Press the *Set* button to capture the time mark. You can also enter a time value, using the numeric keypad on the console or keyboard.

Note that all timers must lie within the selected audio. Timer values are offset from the Source In point of the selected range.

The meaning of each of the timers depends on the delivery system to which you are exporting the cart. Consult the delivery system's documentation to determine how your delivery system will use each timer.

Use the *Page Up* and *Page Down* buttons to move to another page of the Send Cart form.

Send Cart: BWF Info Page

On the Broadcast WAVE File information page of the Send Cart form, you can enter data for the EBU Broadcast WAVE portion of the sound cart file. All the BWF information is optional. The following fields are available:

Description: Enter a 64-character description field for the sound.

Originator: Enter up to a 32-character originator name.

Originator reference: Enter up to 32 characters of reference information.

Use the *Page Up* and *Page Down* buttons to move to other pages in the Send Cart form.

Send Cart: Properties Page

Use the Properties page to set different audio properties for the sound cart file you're about to send. The current production sample rate and stereo/mono mode of the selected audio will be displayed. Depending upon the installed options in your system, you can choose from several different settings:

Sample rate: You can choose a target sample rate of 32 kHz, 44.1 kHz or 48 kHz. If the selected rate is different from the production's sample rate, sample rate conversion will be automatically performed as Audicy creates the sound file.

Normalize to: Using this setting, you can automatically adjust the top peak level of the sound file you are creating to any level from 0 to –20 dB. You can disable normalization by choosing *Ignore*.

Format: All Audicy systems can create a WAVE file in linear PCM format. If your system is equipped with optional MPEG compression hardware, you can choose from either linear PCM format or MPEG-2 compression.

Bit rate: If you have selected MPEG compression, you can choose the bit rate for the MPEG audio. In general, the higher the bit rate, the higher the maximum potential sound quality (though there are many other factors involved as well).

You will also see the corresponding compression rate displayed as you select the bit rate. If you select linear PCM format, the MPEG bit rate is not used, and the compression ratio is shown as 1:1.

Defaults?: You can either save the current WAVE Properties settings as the default or retrieve settings you saved previously. Use the left and right arrow buttons to choose whether you will save or restore default settings. Click on the *Enter* button to confirm your choice.

Use the *Page Up* and *Page Down* button to move to other pages of the Send Cart form.

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Audicy Software History

Audicy Version 3.10, released January, 2002 Highlights include:

- Compliance with the proposed AES Cart Chunk Standard, v1.01.
- Audicy CartChunk Editor Windows utility.

Audicy Version 3.0, released January, 2000 Highlights include:

- Support for new effects classes: Includes Professional Broadcast Pro Digital Delay, Chorus and Flange, Orban Stereo Toolkit, and combination Compressor/EQ.
- Up to 20 custom presets can be created for each class of effect. These presets can be moved between systems. Each User Preset can be named and given a 'Notes' descriptor line to describe the preset.
- Block diagrams of Compressor, Reverb and new V3.0 effects.
- More secure handling of network and secondary drive failures.
- Enhanced fast wind.
- New Edits Locates menu pick, updated Name And Edit Audicy Locate Points screen.
- Production Import/Export, allowing full productions to be condensed as single files, enabling easier distribution via email or FTP sites.

Audicy Version 2.5, released April, 1999. Highlights include:

- Support for optional Novell IPX/SPX networking, comparable to our Microsoft network support.
- Support for TCP/IP Internet protocol on Microsoft networks.
- WAVE file import and export from within a production. Save WAVEs as linear 8-bit or 16-bit at a variety of sample rates, or with MPEG layer II compression (with optional hardware). WAVE files can also be saved with EBU/BWF information.

- Send Cart function to create WAVE files to export directly to digital delivery systems. Includes form pages for setting traffic/continuity information consistent with Orban's proposed "Cart Chunk" Broadcast WAVE standard.
- Y2K compliance.
- Support for "SpinRite," a unique and powerful third party utility to help ensure the integrity of your drives and files.
- Audicy's link to ENCO on-air systems now supports all current versions, including ENCO DAD486, ENCO DADPRO and ENCO DADPRO32.

Audicy Version 2.01, released August, 1998. Highlights include:

- Support for optional Networking. Now, Audicy workstations can be connected to simple desktop PCs or advanced file servers, enabling production and library sharing between multiple Audicys, or wave file transfers to and from other computers.
- New Folder capabilities, allowing users to create and sort productions and libraries in their own unique folders.
- Improved layout and more intuitive navigation in Audicy form screens.
- Better, faster support for WAVE files. Now it's faster and easier than ever to create multimedia tracks, or use Internet sounds in your Audicy productions.
- More on-screen Help, including instant descriptions of every button on the Console, to make learning Audicy even easier.
- Hidden performance improvements, including intelligent management of internal memory.
- Support for our new Remote Control hardware option.

Audicy Version 1.5, released January, 1998. Highlights include:

- Support for our new generation of Audicy memory modules, doubling current recording capacities.
- Optional SMPTE/Machine control support for audio used in video applications.
- WAVE file import and export; full sample and bit rate conversion.
- New "Fade Up/Fade Down" edit features.
- Enhancements to our scrub facilities, e.g. new speeds and gear ratios.
- Many new "hot-key" functions, including a new "Check Edit" feature for fast previewing of your last edit. Included: *Alt+Input* toggles input routing; *Shift+Input* enables the I/O Setup form; *Shift+A/B* enables Auto A/B mode.
- For users with Orban's Digital I/O Module, the sync output of the digital module is now stable when transitioning between the Job Controller and Editor.
- Default control settings easier to use. The I/O, Chase, VTR, Machine Control and Scrub Setup screens have a new Defaults selection field.

Audicy Version 1.1, released August, 1997. Highlights include:

- Printer Utilities lets you hook up a printer to your system's parallel (printer) port and print production note files and lists of productions or library sounds.
- New Notepad: Text notes may now be edited and printed from within a production.
- Auto A/B lets you automatically switch what you're listening to when recording. Use it with Auto A/B for doing punch-ins or overdubs in Bounce record mode.
- Input Routing indicator provides a visual reminder of how you have your input routing selected; labels above the input meters now reflect normal L/R input routing, mono input routing, and reverse stereo input routing.

Audicy Version 1.0, original software, released April, 1997.