

1 Quick Start Guide for XStudio

In order to get started using XStudio quickly, you can review this document and follow the steps outlined. This document provides the basic information to get started – for more complete details on functionality and usage, refer to the XStudio help file or printed documentation.

This guide assumes that XStudio has been installed on your PC and that you are ready to use the software. If you have difficulties during this process, consult the [Troubleshooting](#) section at the end of this document.

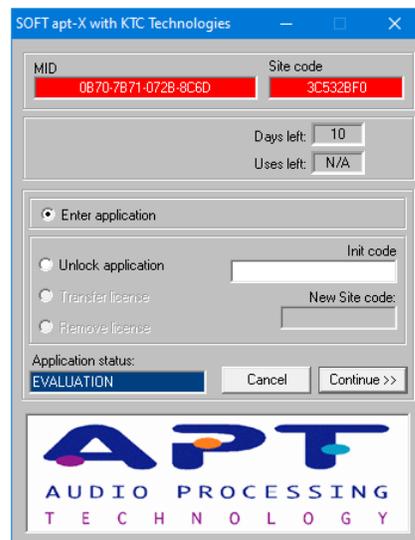
1.1 Step 1 - Launch XStudio

Using XStudio requires launching two applications, XEngine (the audio playback server) and XStudio (the main application). A shortcut to each was placed on the Windows desktop during the installation. In both cases, menu items were also created during installation in **Start | Programs | XStudio**.

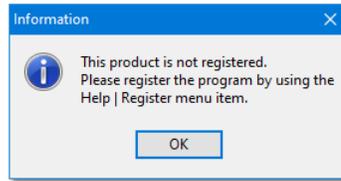
First, start XEngine by double-clicking on the shortcut. After a few moments, you will see a new icon in your taskbar tray, indicating XEngine has started and is ready.



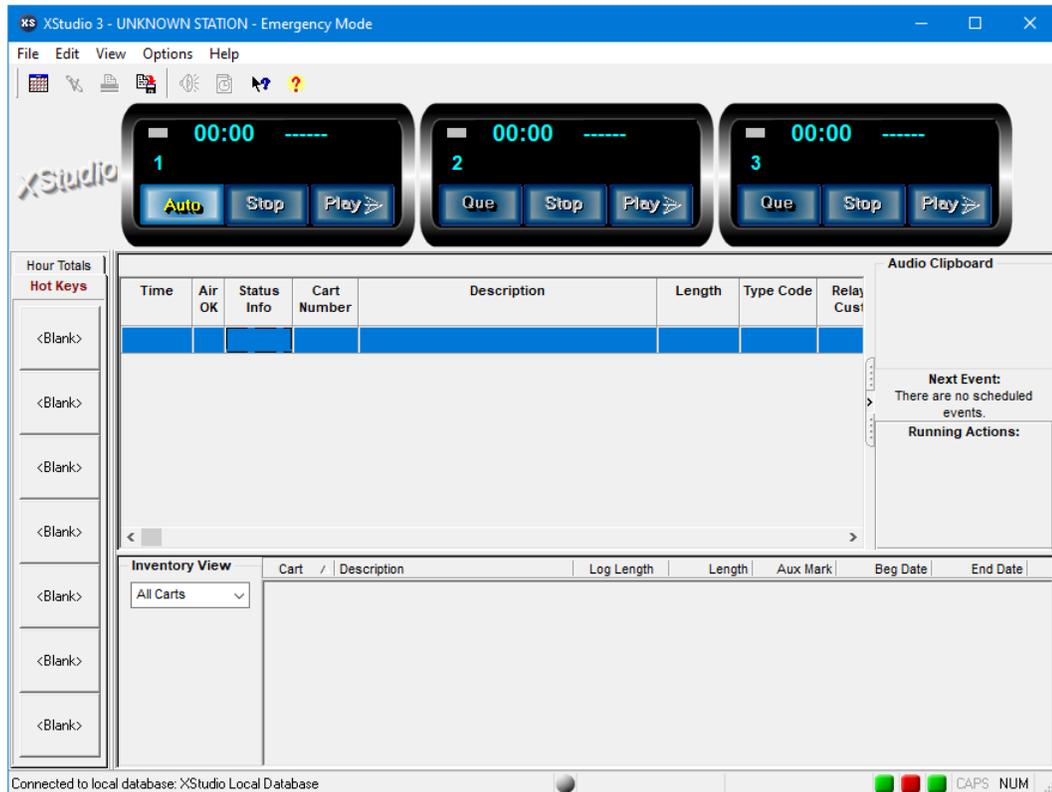
If you have installed the apt-X™ option, you will also see a dialog similar to the one shown here. This is the apt-X license display, indicating that you are using the encoder in EVALUATION mode. You can use the apt-X decoder for 10 days before you need to purchase a license to continue using the decoder.



Then, start XStudio by double-clicking on its shortcut. XStudio will start up. A splash screen will appear and, if XStudio is not yet registered, a notice regarding registration.



Click **[OK]** to move on to the main display. Following the splash screen and registration notification, if any, the main display will appear, similar to the one show below.

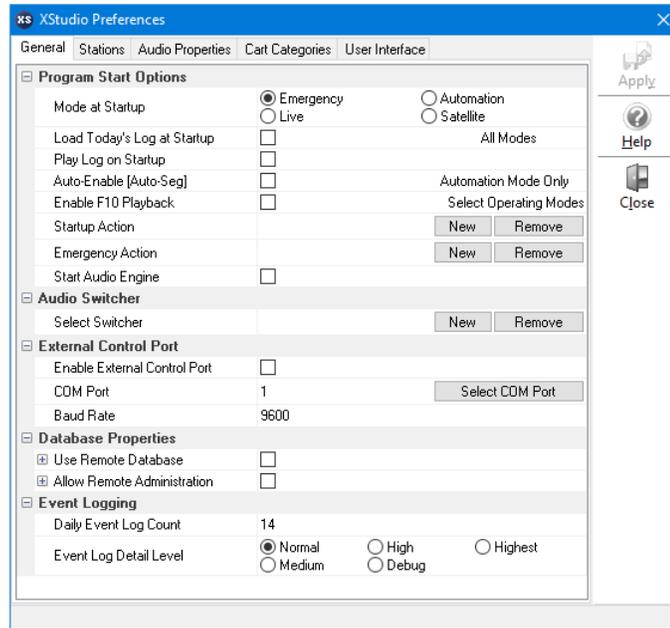


In order to use XStudio, we need to tell the program where to find logs, where to find audio files, and how to handle things like out-of-date carts (audio files). The next section covers these items.

1.2 Step 2 - Configure XStudio

Before using XStudio for the first time, some configuration needs to be done. This guide will focus on the basic items only – for more detailed information on configuration options, see the help file shipped with XStudio.

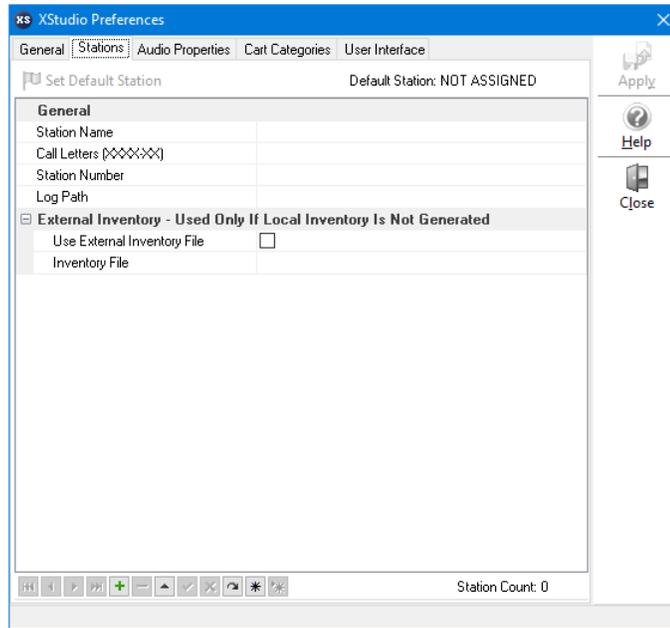
Select **Edit | Preferences** from the main menu. The preferences dialog is displayed, similar to the example here:



There are several sections in the preferences dialog, grouped by functionality. We'll only cover the items required to get started.

1.2.1 Define a Station

The first thing to be done is to define a station. Select the **Stations** tab.

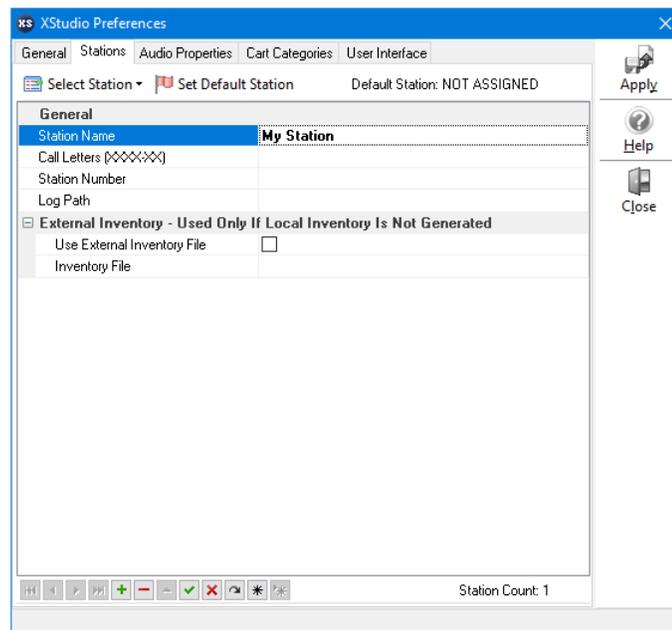


Click on the Insert (“+”) button on the stations tool bar, located near the bottom-left the display.



Float your mouse over the buttons on the stations toolbar for a description of the button’s functionality.

The text cursor will be placed in the Station field. Type in a name for the station – this name is used for identification purposes within XStudio and can be anything you like.



Finish filling in the rest of the information about the station, including the call letters, the station number, the path to log files and, optionally, the inventory information.



The inventory information is not needed if XStudio will be running as a stand-alone system, not connected to a LAN where a DCS or Maestro system is running.

You can get help on what each field is for and what is needed by either clicking on the [Help] button located on the right side of the dialog.

When you have finished filling in the information, click on the "**Post Edit**" button, which appears as a check mark on the Stations toolbar. This confirms your settings for the station you have just defined.

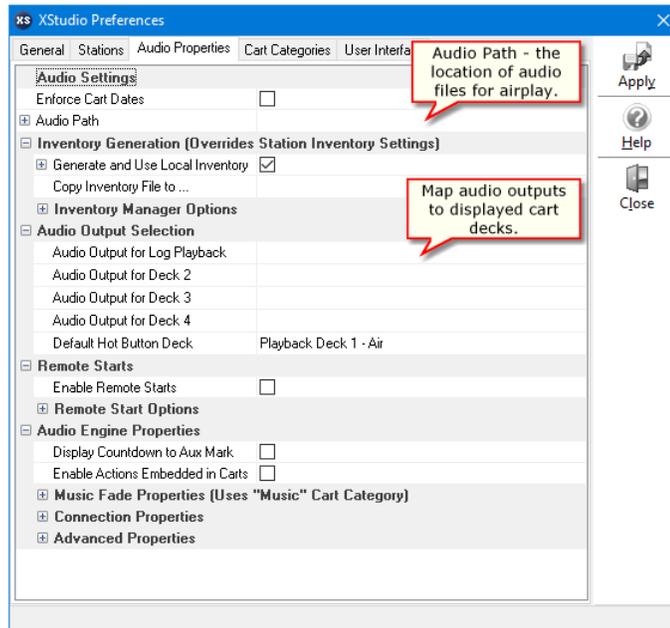


You can assign a station as the "default station" by selecting the station and clicking on the [**Set Default Station**] button. When XStudio starts up, this station will be selected initially.

After posting the station information, the [**Apply**] button will be enabled, allowing you to apply (or save) your changes (the station information).

1.2.2 Set Up the Audio Preferences

Next, we need to tell XStudio where our audio files are located and which audio outputs will be used with the displayed decks. Select the “**Audio Properties**” tab on the preferences dialog. The display will be similar to the following:



There are several settings on this page, but we'll only work with the ones that must be changed. These items are:

1. **Audio Path.** This is the folder where the XStudio, DCS or Maestro audio files (.DAF) are located. You can use the button adjacent to the field to display the drives and folders available. Note that all audio to be played back by XStudio must be located in this folder. The audio location can be on a network, if desired. If a network location is used, it is recommended that it be set up as a mapped drive rather than a UNC address for performance reasons.
2. **Audio Output Selection.** These settings determines which audio device(s) on your PC will be used by XStudio for playback. Depending on how your PC is equipped, you may only have one or two entries. However, if you have a multi-channel card installed, there may be several. Select the device you wish to use for each of the playback decks from the drop-down list. If no selection is made, the default Windows playback device will be used – the same one all of the Windows system sounds are played on. If your PC is equipped with just a single audio output device, you can assign the same device to all four playback decks, if desired. The effect will be that any audio played on any playback deck will be routed to the single device output, assuming your audio card driver supports multiple concurrent streams.



If you are using the default Windows audio device, it would be advisable to turn off all of the Windows sounds associated with things like errors, new mail arriving, low battery alarm, emptying the Recycle bin, etc. The reason is that these sounds would still play, even with XStudio playing audio. This would not sound very good on the air!

There are two other items that should be mentioned; **“Enforce Cart Dates”** and **“Generate and Use Local Inventory”**.

By default, the check box for **“Generate and Use Local Inventory”** is checked, meaning that XStudio will scan the audio folder you designated and build its own list of available audio. This scan is done at program startup, and will also occur when files are added or deleted in the audio folder. If this option is disabled, then XStudio depends on the presence of a DCS or Maestro inventory file, which may not be available at an off-site location.

The **“Enforce Cart Dates”** option is defaulted to disabled. If enabled by checking the box, audio files that are not valid for the current date will not be played. It is up to you whether or not you wish to enable the feature. There are valid reasons for both choices, depending on XStudio usage.

That’s it – we’re done configuring XStudio and are ready to move on to the next step!

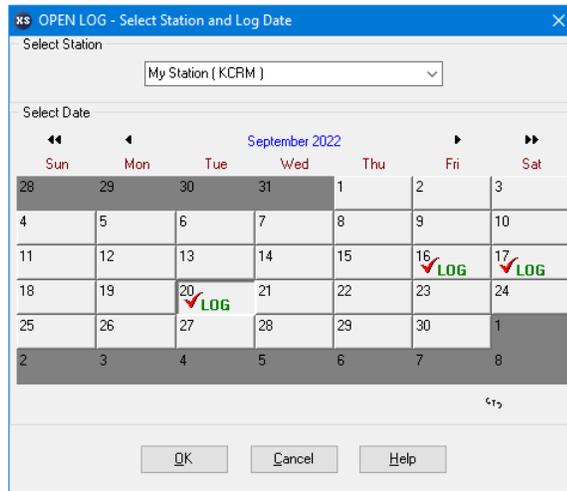


Be sure to save your preference settings. Click on the **[Apply]** button to save your settings before closing the preferences dialog.

1.3 Step 3 - Playing Audio!

When you have saved your Preference settings, you are returned to the main XStudio display. If you left the default setting for generating a local inventory file, XStudio will begin scanning the audio folder to catalogue the audio. This will not interfere with other operations, so we can now open a log.

Select the menu item **File | Open Log File**. A dialog similar to the example here will be displayed:



The calendar display shows dates for which logs exist for the selected station – they are noted with a check on the date, along with the word “**Log**”. Select a valid log with a **[Left-Click]** on the date and click on the **[OK]** button to open it.

When the log has been loaded, the main display will appear, similar to:



The main display now has log items listed and our inventory has been updated. Before we actually play something, take a look at the status bar at the bottom of the main display. There are LED's indicating status of various items, including the connection of XStudio to the audio engine. Float your mouse over the LED's, one at a time, to get hints on their meaning. For now, all we are concerned about is that the right-most LED is on, indicating XStudio is in communication with the audio engine.

OK, let's play a cart (audio file) from the log. Click on the [**Auto**] button to enable auto-segued of the log. Double-click on a log item of your choice, answer "Yes" to the set Next-to-Play prompt, and click on the [**Play**] button. The audio item you selected begins playing and the main display updates, similar to this:



The log display has updated to indicate what's now playing, along with the next item on the log to play. The "cart deck" is now displaying a count-down to end of the audio, along with the cart number and description of the audio, taken from the inventory. When the item currently playing reaches the AUX mark (EOM), the next item will play.

To stop the audio play, click on the [**Stop**] button.



XStudio remembers the Auto-Segue setting next time you start the program, along with a number of other settings, including the display size and position.

1.4 Step 4 - Set Up a Hot Button

You may have noticed there is a tab display at the left side of the display with tabs labeled "Hot Keys" and "Hour Totals". The latter displays the audio content totals for each hour of the log. Select the "Hot Keys" tab to display a group of buttons that you can program to play audio on-demand by simply clicking on the hot button:

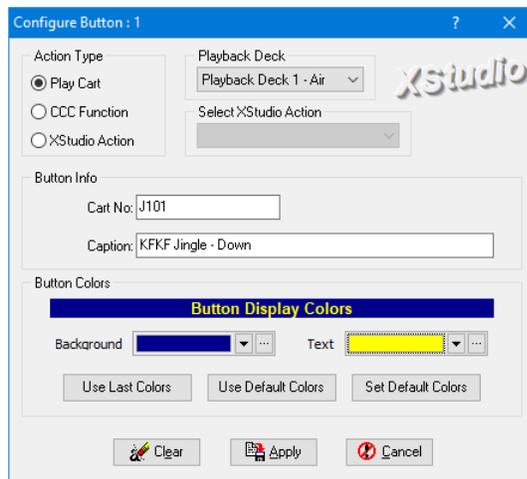


Initially, all buttons are labeled "<Blank>", as no audio has been assigned to the button. To set up a hot button, select an item from the log or inventory list and drag over the button. Drop the item. The button is now programmed to play the audio you selected any time you click on the button.

As you can see from the following screen shot, the button is now labeled with the description of the audio.



You can edit the description, as well as change the text and background color of the button. **[Right-Click]** on the button and a dialog appears, allowing you to change the color settings, the text to appear on the button, and the play channel. When you set up a button by dragging and dropping a cart, the playback channel defaults to "1" – the Air channel.



If you make changes to the colors or caption of the button, click on the **[Apply]** button. The **[Cancel]** button closes the dialog and abandons any changes you made.

1.5 Step 5 - Closing XStudio

To close XStudio, select the **File | Exit** menu item. If the audio engine is running, you will be offered the option to close it as well. XStudio will save your current display and option settings and exit.



If audio is playing when you close XStudio, it will continue to play until the current audio item has finished playing - unless you choose to close the audio engine as well. In that case, the audio playback stops immediately.

That's it! You're off and running with XStudio! For details on other features and functionality, refer to the XStudio on-line help file or manual.

1.6 Troubleshooting Common Problems

If you're having trouble getting XStudio to play audio, here are a few items to check that could be the cause.

1.6.1 Audio Doesn't Play

1. Check to see that XStudio is connected to the audio engine. The status LED will be lighted green if so. If XStudio has been disconnected from the engine, you can try to reconnect by selecting the menu item **File | Connect to TCP Server**. If this fails, make sure the audio engine (XEngine) is running – it appears in the taskbar as a tray icon.
2. Check to see that you have the correct path to the audio files set in Preferences. If the setting is incorrect, the audio files will not be found.
3. If you have the "**Enforce Cart Dates**" option selected, make sure the audio file is valid for today's date.
4. Check to be sure the audio file you're trying to play exists in the audio folder. You can also select the menu item **View | Cart Status Display** to have the log display missing and out-of-date audio.

1.6.2 apt-X Audio Doesn't Play

1. Be sure that you installed the apt-X™ decoder when XStudio was installed. It is an optional item, so you may wish to rerun the installation and be sure the apt-X™ decoder option is selected.
2. The decoder has not been licensed and the 10-day trial period has expired.

1.6.3 No Logs are Available

1. Check Preferences under the "Stations" tab to be sure the station's log path is correct.
2. If you are receiving logs from a remote location, check to be sure the log files have been sent and are located in the correct folder.

1.6.4 XStudio Fails to Connect with XEngine

1. If both applications are running on the same PC, XEngine is running but XStudio cannot connect, it may indicate that another application has control of the default TCP ports the applications use to communicate. You can modify the default ports by opening Preferences and selecting the "**Audio Properties**" tab. The ports can be changed in the Host Audio Engine Connection section.



If you change the TCP ports, you will have to close XEngine and re-start it for the changes to take effect.

2. If both applications are running on the same PC, open Preferences and select the "**Audio Properties**" tab. Check that the IP address is "**127.0.0.1**". If it has been changed from the default, re-enter this value.
3. If XStudio and XEngine are running on different PC's, a firewall may be preventing communications on the ports being used. You may have to consult with your LAN administrator to determine this.