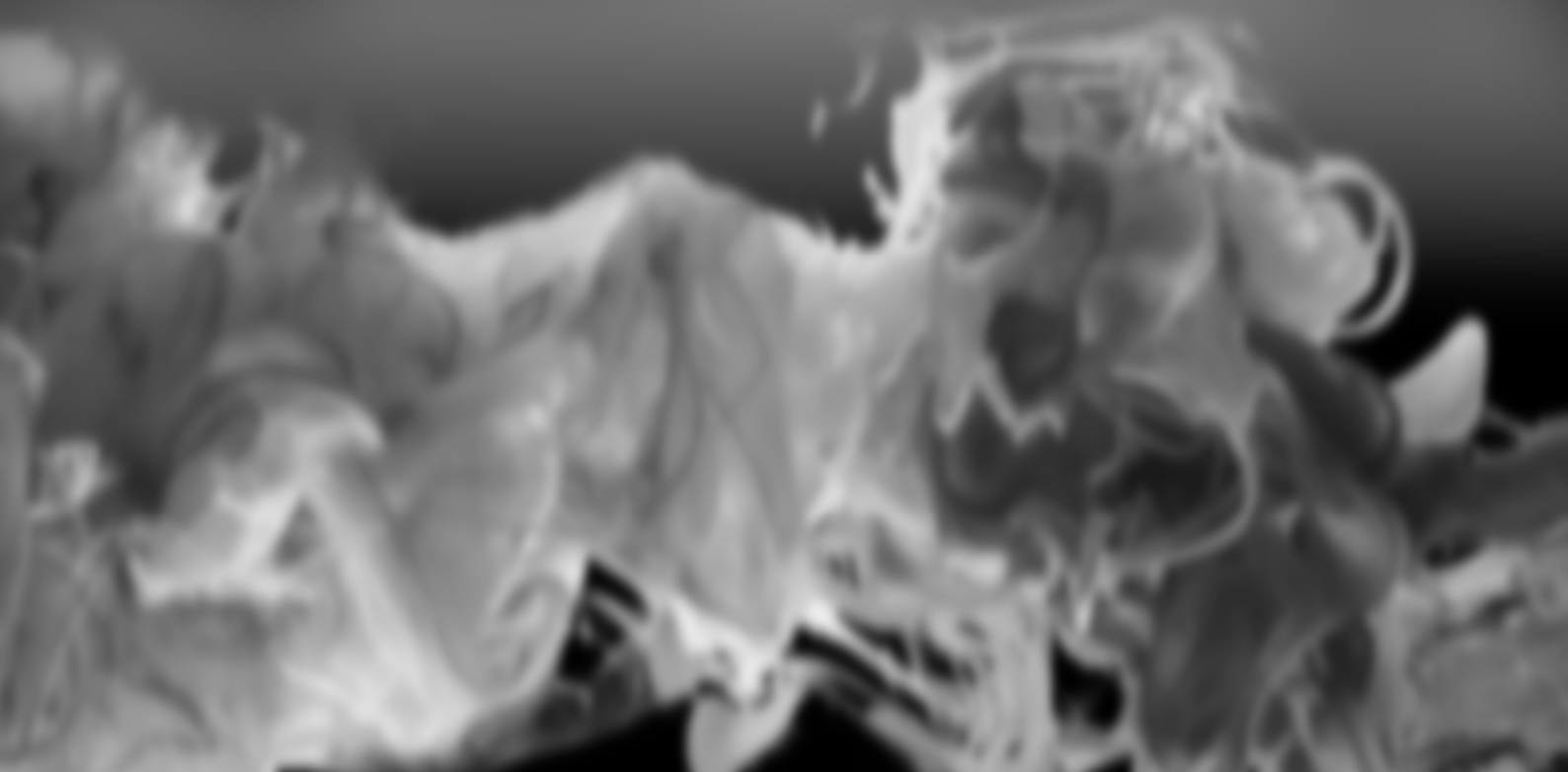
INFORMATION

ONE/GML applications

OCTOBER 2018



audio + systems integration

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Since 2000, Audisi designs, builds and delivers hardware, software and consultancy for professional broadcast, audio & systems integration. Please use this documentation to learn more about and how to get the best out of our products, mail your questions to **support@audisi.nl** if you require additional information. We appreciate your remarks and comments, feel free to mail any suggestions to **feedback@audisi.nl**

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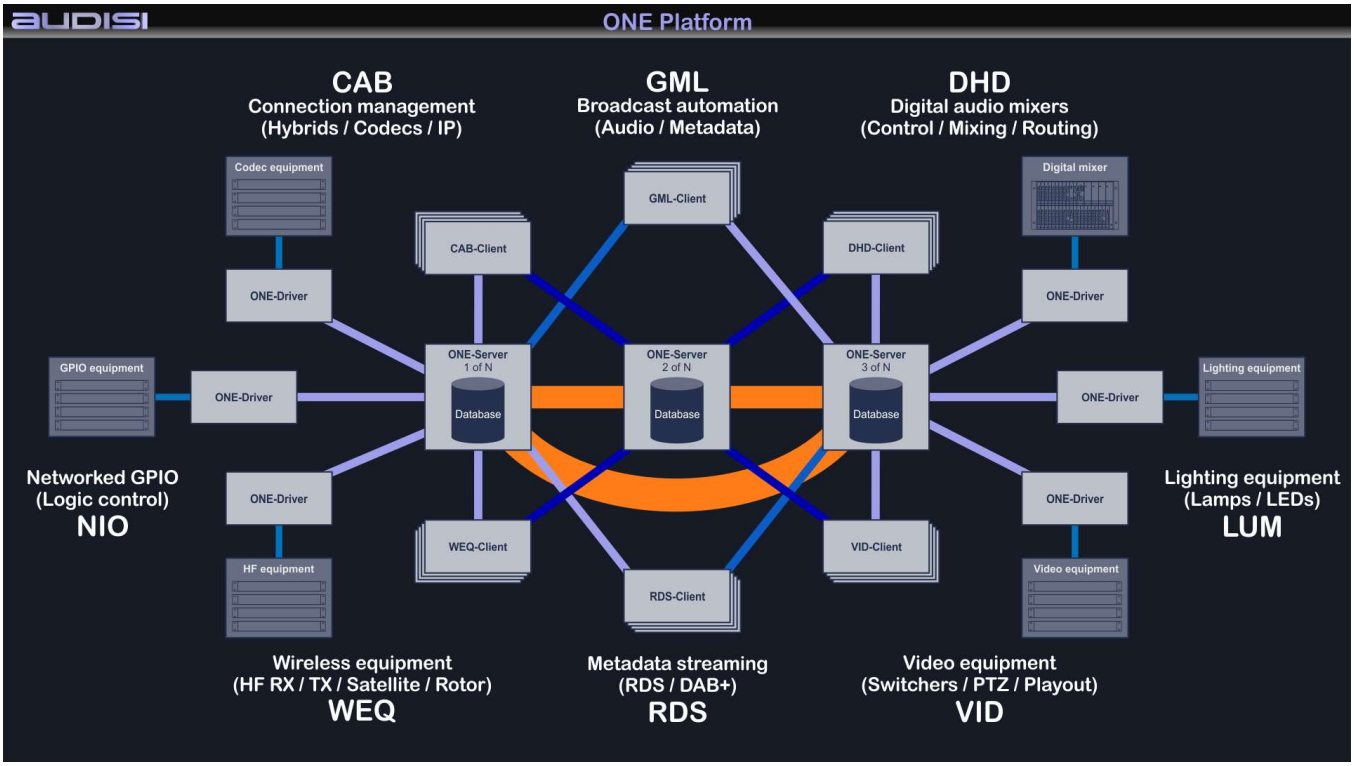
Audisi ONE broadcast automation

Isn't it strange that lots of applications being used for the automation of broadcasts were not designed to cooperate with other hard- and software, even when supplied by the same vendor? Often, the concept or workflow cannot be tailored at all so your organization is confronted with limitations that probably cannot or will not be taken care of in the future.

Also strange that most of the time, using just one system is not enough resulting in a construction of many helper applications supplied by multiple vendors trying to make the original product work more or less as desired. From a technical perspective, that's not the best solution and reliability is not improving at all.

To finally end this practice, a new way of automation was designed. One complete and integrated system is now available, not just suitable for playing audio but built around the handling of real-time rundowns.



By making use of smart interfaces and integrating with other software and hardware, great new functionality becomes available. Optimized control even by non-technical self-op talents who are being pushed to deliver more output in less time.

On top of that: radio is evolving towards visual and virtual. Add CAB and VID applications to the system and you can integrate video and live feeds/connections to your broadcast. All in ONE integrated system, all over IP.

FEATURES

Rundown versus playlist

Not just audio playlists are planned and played during broadcasts. Besides audio (both database items and individual files) a rundown can contain interconnections to (and remote control of) other applications and live items like interviews. Nothing compares to your live broadcast than such a diverse rundown.

Live updates

Refreshing or polling categories is history. All changes to information on categories and items that is stored in the database are visible to all applications at all time and instant. Rundowns can be changed and updated at any moment without stopping or reloading players. Exports of rundown information and audio items will be triggered as soon as changes are stored. All information is therefore up to date at any location.

One uniform system

All applications are part of one complete system and therefore have the same look and feel throughout. Wherever possible, users are always presented the same user interface for similar functions in various applications. This enables them to learn how to use the software in a very short time span, even when completely changing systems. That saves training costs.

Flexible licensing system

GML uses one central license based on a concurrent use (‘floating license’) principle. Just select what mix of applications will be used at any given time up to the maximum license value. Licenses can be adapted easily by using an update application. There is no need to install a dongle on each machine or sending dongles by mail for each license change.

Easy installation

Applications can be started from a local drive or over the network using just a shortcut. The server is equipped with an embedded database driver so there is no need to install a database server or additional driver software on each machine. Almost all changes to settings are effective immediately without restarting applications.

Hardware independency

There is no need for special computer or audio hardware. All WDM compatible audio interfaces (as long as they are stable) will do. Almost all recent PC hardware (intel i3/5/7 is recommended) and all Windows versions (XP, 7, 8, 8.1, 10, 2003, 2008, 2012, 2016) can be used. Various discrete GPIO and TCP/IP interfaces for using e.g. fader starts and tallies are supported.

Robust and low maintenance

On-air applications make use of a rundown and audio cache so they can continue playing even without a network connection. This enables bringing down the server for maintenance and updates. All clients reconnect to the server automatically as soon as the network becomes available again. Because only the server ‘owns’ the database, there is no risk of record or file locking. In case of replacing a defective machine, reconfiguration is not necessary: all clients save their settings in the central database, not in local files or (even worse) the registry.

CLIENT/SERVER COMPONENTS

Besides the central ONE-Server, the system consists of multiple specialized client applications. Using the server saves costs of database licenses. It enables sharing audio plus metadata and real-time control via a standard TCP/IP network.

The ONE-Manager is used to configure global settings like file paths, audio qualities, audio processing and user management. The main structure for all planning, the grid, is managed from this application also. Database maintenance like cleaning up rundowns and deleting items from the trash are exclusive to this application.

Generating rundowns (also the import of planning coming from external scheduling applications and applying the grid) is done using the GML-Planner in combination with one or more GML-Aimexer import/export clients.

In a live-assist environment (self-op studio), rundowns can be broadcast using the GML-Blaster. It can be extended with a GML-Browser for editing the rundown. That same Browser or the lighter Spotter can be used to access the database and audio on normal office or edit workstations.

Audio of one or more stations can be played by one or more GML-Player applications fully automatic. Multiple players can run on one machine to save on hardware costs. Not even audio hardware is required to create multiple internet streams from one machine. These live streams can be processed using Stereo Tool.

Audio can be imported automatically or published via one or more GML-Linker applications. Main tasks are adding database items, updating/overwriting existing database items like news and weather from external producers or exporting audio to a website using full audio processing (using Stereo Tool).

Broadcasts can be recorded by the GML-Logger application in various audio formats and qualities. Also suitable for generating podcasts or recording interviews and voice-overs triggered from a rundown or your mixing console.

News or weather items can be produced very easily from any location using GML-NewsRec and can be played automatically or manually using GML-NewsPlay.

For live-assist and production work, GML-Carts and GML-Replay stand-alone applications can be used to quickly access many sound effects and tunes at the touch of a button.

ONE-SERVER

Platform server

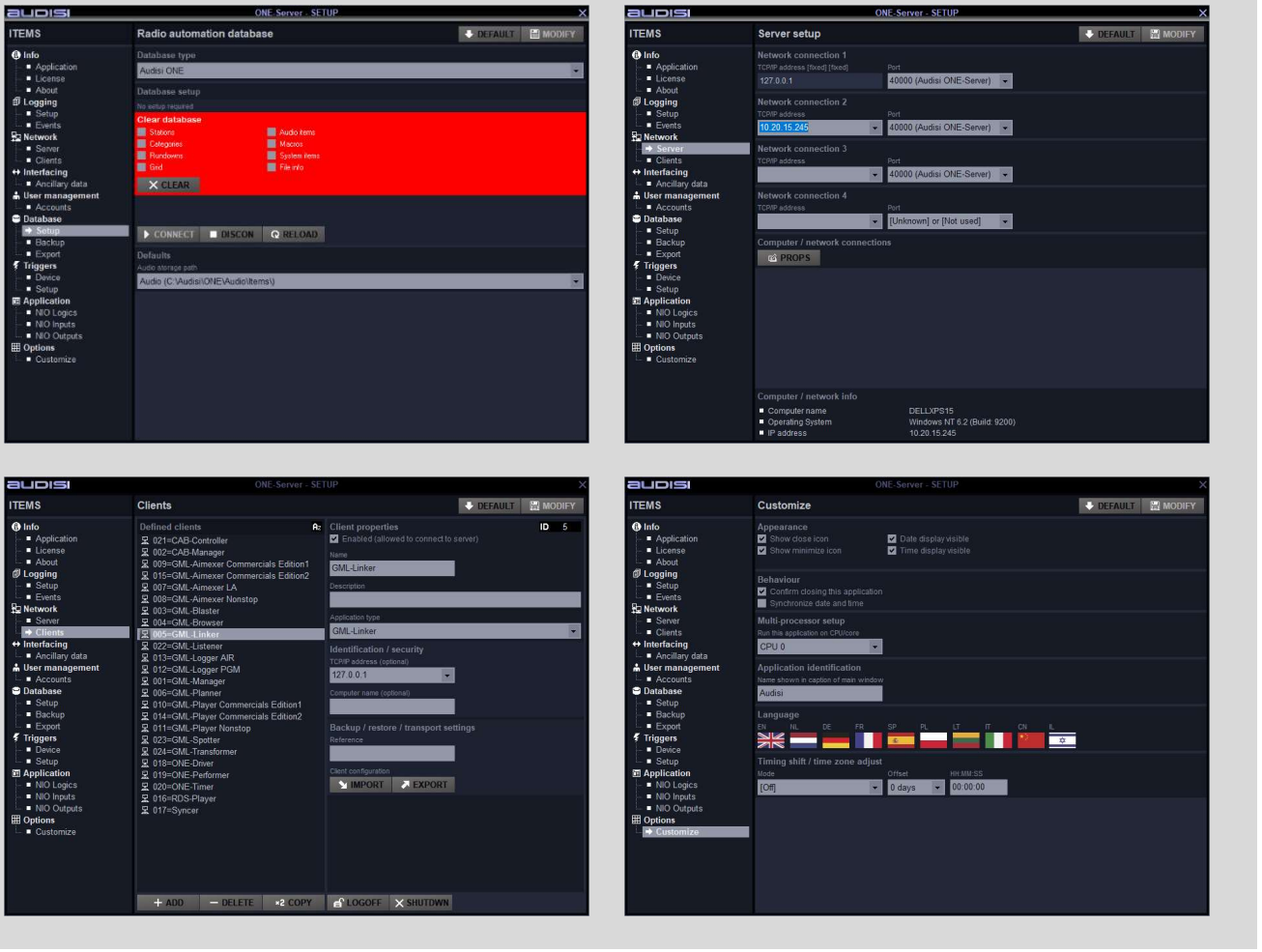
Description

Central (database) server that accepts connections of various types of clients that exchange data and control. The server actively loads rundowns into memory and pushes them to clients. Using the ONE database, all changes to items and rundowns are processed immediately everywhere in the system (live updates). The server can also connect to 3rd party databases to make that data and audio available to various types of GML clients.

Access to the ONE database is embedded in the application, therefore installing and maintaining a database engine like MS SQL or Sybase is not required. GML clients don't need a database client or any other driver to get access to the central ONE database.

The server also takes care of the licensing system that is based on a floating license model. Each client has a value (in units) and any mix of clients can connect up to the maximum number of units that was purchased. When closing a client application, its units become available so you can start that same client on another workstation (e.g. at home) or another client can be started to perform different tasks.

Setup database / network / clients / stations

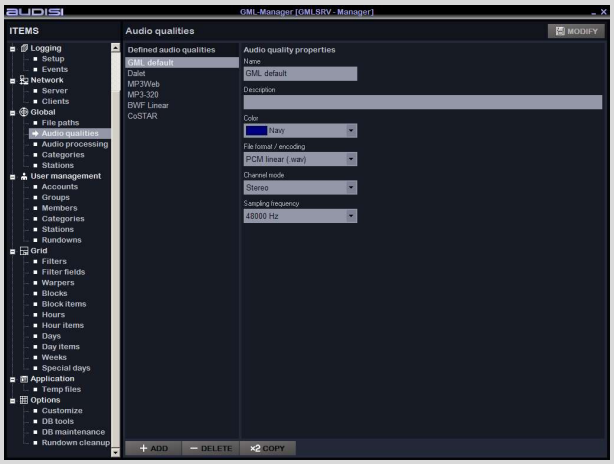


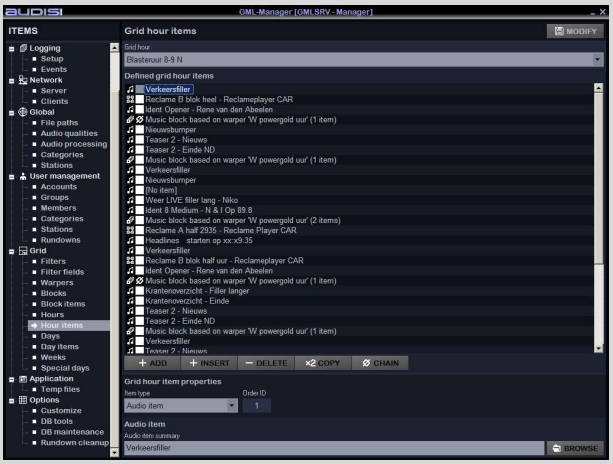
Features

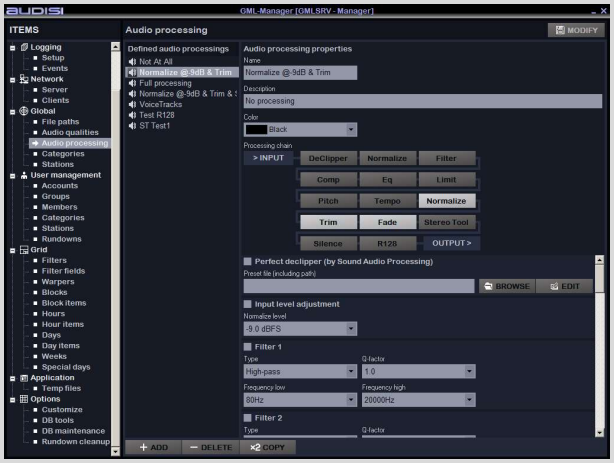
- Safety: the server can generate automatic database backups
- Safety: TCP/IP connections between client and server are restored after a network interruption
- Safety: only clients known to the server (when necessary, with security based on their TCP/IP address and/or host name) are allowed to connect
- To make using the server in a multi-network environment much easier, it accepts network connections from up to three different TCP/IP networks
- Support for multiple database types including 3rd party systems (GML, Dalet 4.30, Dalet 5.0d, Dalet 5.1d and Dalet 5.1e, CoSTAR and PC Radio Express)
- Rundowns of one or more stations are read from the database at a configurable interval and cached to memory before pushed to all clients
- Transport of ancillary data coming from one or more local COM ports to and from client applications

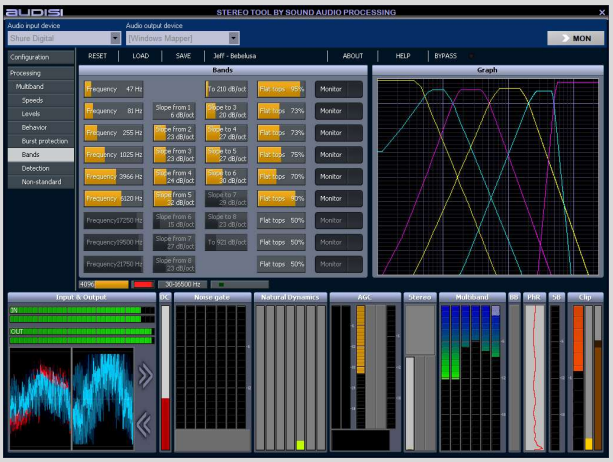
GML-MANAGER (CLIENT)

System configuration









Description

Application that connects using TCP/IP (therefore from everywhere in the world) to the server to perform system configuration and maintenance. User management, client applications, file paths, audio qualities and especially audio processing (using an optional Stereo Tool license) and the planning grid.

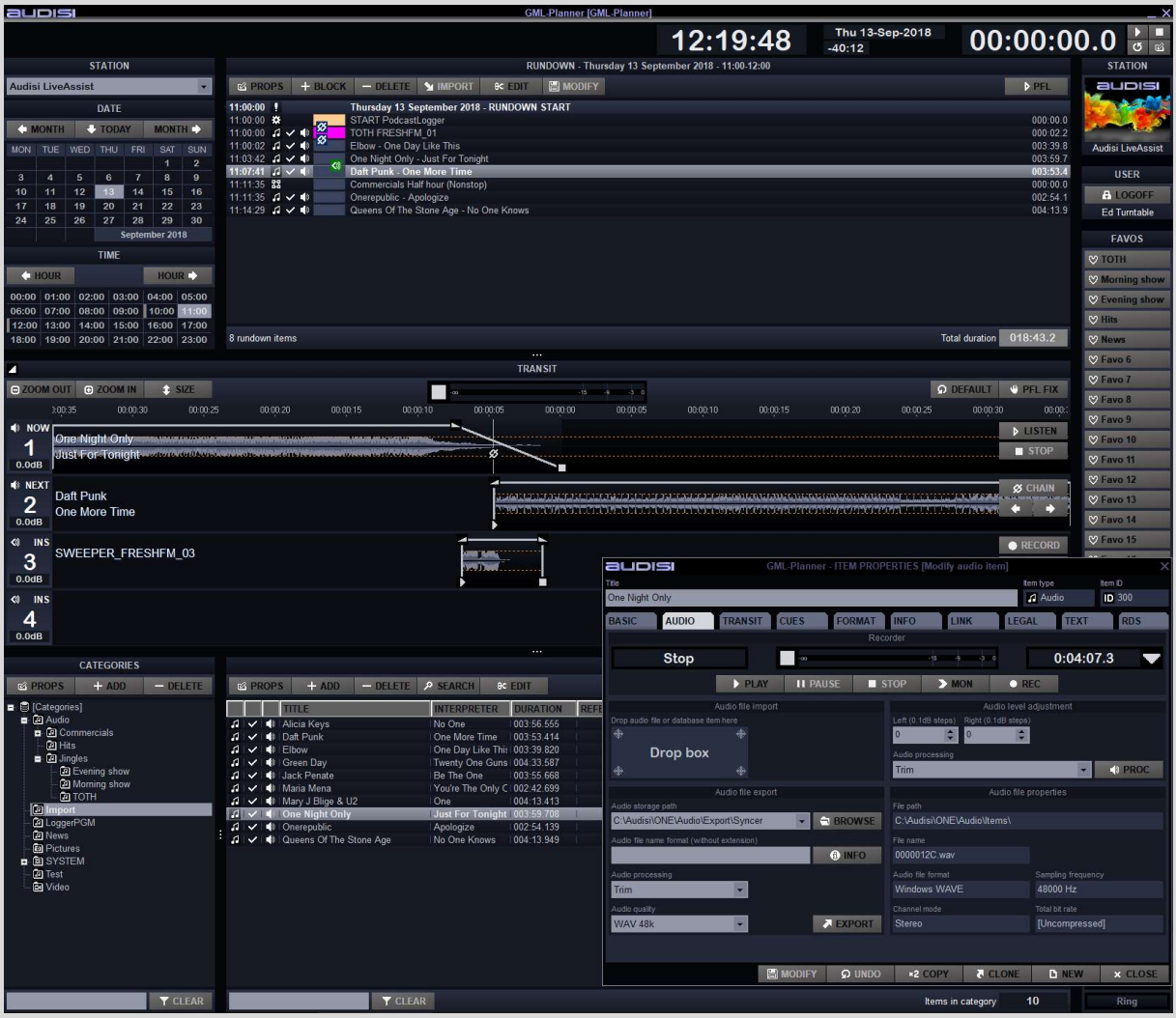
Based on the grid, rundowns that contain fixed items and/or dynamic import (e.g. music and commercials planning from external scheduling applications like Music Master and Traffic) can be generated easily and fast.

Features

- Configuration of client applications (concurrent license system)
- Configuration of users (including multiple administrators)
- Configuration of user groups
- Configuration of user rights on categories, stations and individual rundowns
- Configuration of one or more stations (the basis for planning, grid import and playout)
- Configuration of various types of file paths used by all clients (drive mappings or UNC paths)
- Configuration of various audio qualities used by all clients
- Configuration of audio processing profiles to be used on file import and/or exports (e.g. podcasts)
- Definition of import filters for music and traffic scheduling data
- Grid warpers (search/replace times of imported schedule data)
- Addition of begin/in between/end bumpers to commercial breaks
- ‘Unlimited’ number of grid blocks with ‘unlimited’ number of items per block
- ‘Unlimited’ number of grid hours with ‘unlimited’ number of items per hour
- Grids can be used for multiple stations with a similar schedule
- Easy week schedule per station
- Definition of special days (pre-defined exceptions to the week schedule)
- Maintenance and checks of the database (e.g. empty the Trash category and cleanup of rundowns)

GML-PLANNER (CLIENT)

Multi-station rundown editor



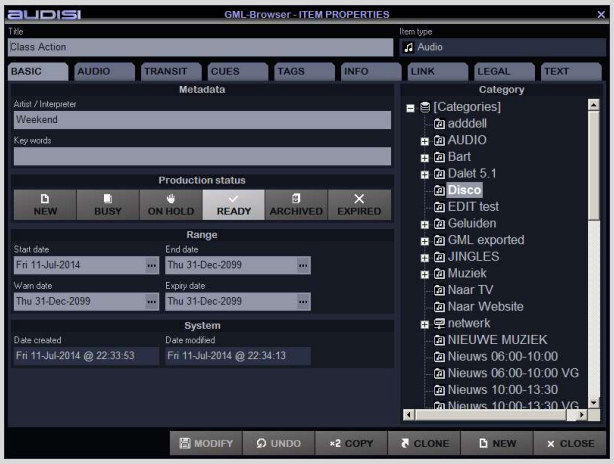
Description

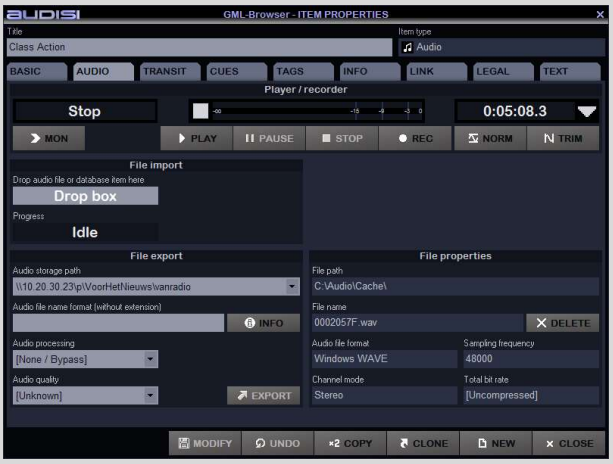
Combination of database browser and rundown editor for one or more stations. It uses TCP/IP enabling you to connect via Internet from anywhere in the world to the server in the studio or data center. E.g. recording voice tracks or editing at home is possible. Integration with almost each 3rd party audio editor comes standard.

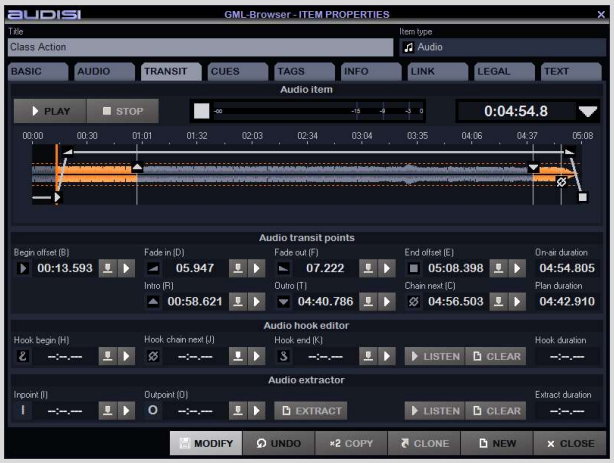
Because of live item and rundown updates, you can use the Planner remotely to make last minute changes to the rundowns being played elsewhere.

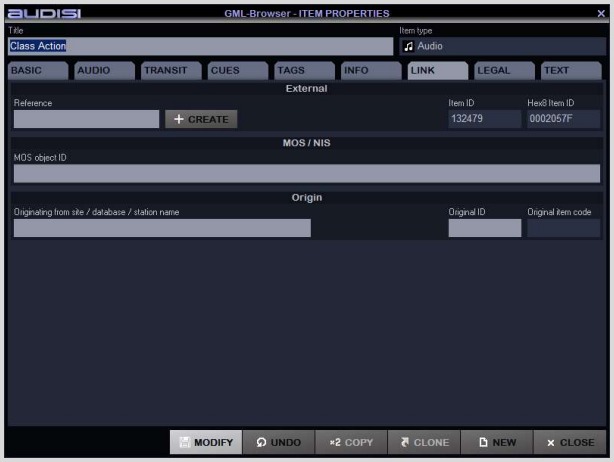
Database items can also be added or modified using this application. Creating audio items or producing the contents of a placeholder is fast and easy because of the built-in recorder and audio drop-box (including trim and normalize or even full broadcast processing using the optional Stereo Tool plugin).

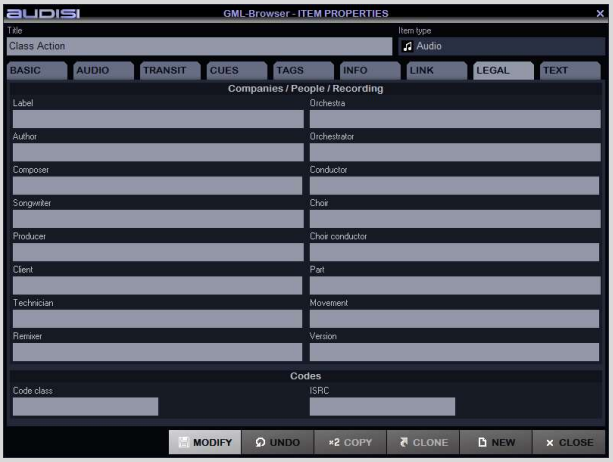
Extensive item properties window with player and recorder / audio drop-box



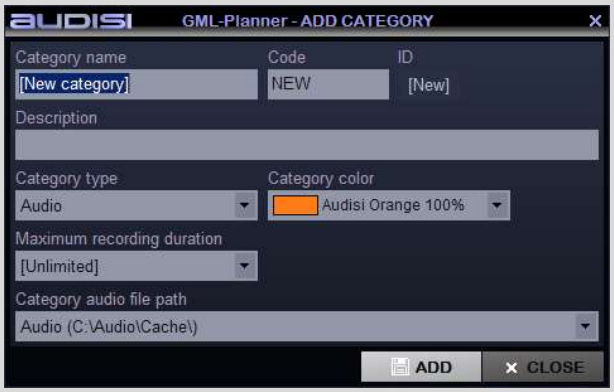


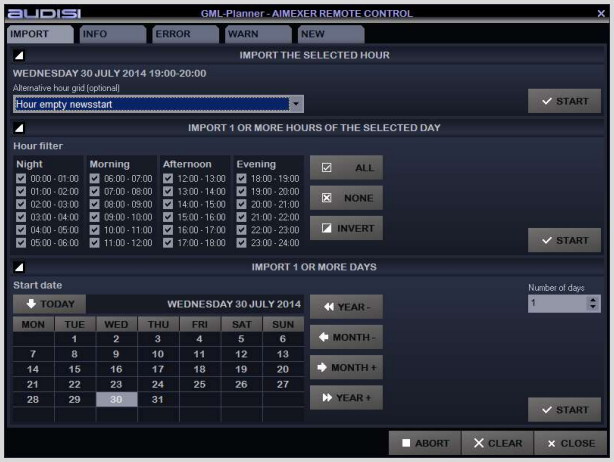


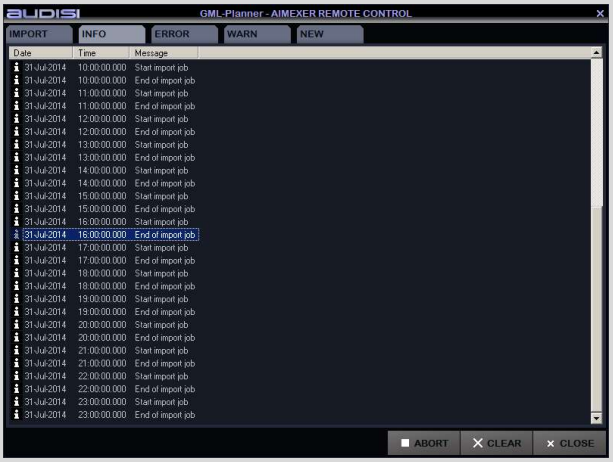




Manual or automatic planning





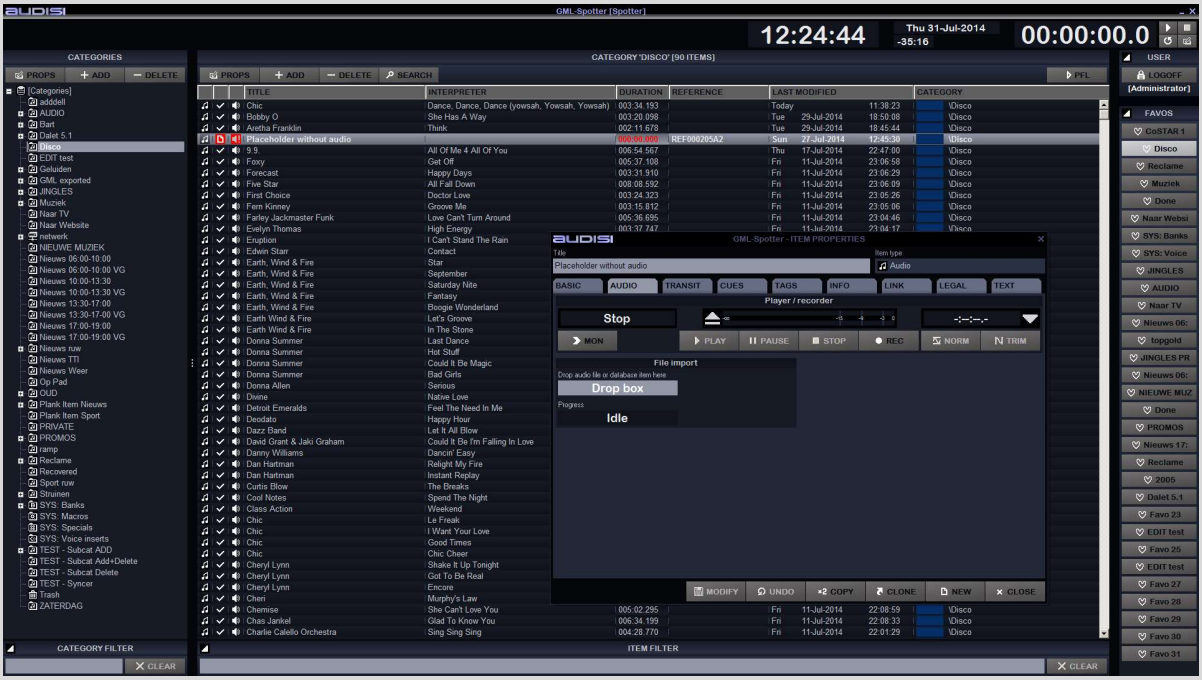


Features

- Easy to use and clear rundown editor for multiple stations using a ONE database
- Any hour at any date can be planned or (re)viewed (depending on user rights)
- Categories and subcategories can be used (read / added / modified / deleted) depending on user rights
- (Sub)categories and database items can be moved using drag & drop
- Extensive user management on using and editing data of categories, stations and individual rundowns
- Filtering and favorites (Favos) for fast finding and using categories
- Category items can be sorted and filtered ultrafast
- Extremely fast full text search function on the entire database
- Full featured PFL function for pre-listening of items in a category or rundown
- Standardized item properties window with access to and overview of all meta data fields
- 'Unlimited' number of items and blocks / breaks per hour
- Copy of blocks, hours and days (even between stations)
- Import of grid and rundowns via GML-Aimexer client remote control function
- Remote status indication of GML-Aimexer client
- Blocks of type manual, manual end, auto and auto end
- Blocks can be filled with items automatically (via GML-Aimexer) or manually (using drag & drop)
- The order of items inside a block can be changed using drag & drop
- Live updates of rundown contents throughout the system as soon as rundown data is saved
- Audio items can be added using the built-in recorder (including trim, normalize and optional audio processing)
- Existing audio files can be processed and added to the database using drag & drop

GML-SPOTTER (CLIENT)

Database editor



Description

Database browser and item editor. It uses TCP/IP enabling you to connect from anywhere in the world via Internet to the server in the studio or data center. Editing at home or in the field is possible. Integration with almost each 3rd party audio editor comes standard.

Existing audio items can be found ultrafast because of the extensive search and filter functions. The full featured PFL player allows fast pre-listening of items and raw material before editing. Changed items are visible instantly to other users thanks to live updates.

Database items can also be added or modified using this application. Creating audio items or producing the contents of a placeholder is fast and easy because of the built-in recorder and audio drop-box (including trim and normalize or even full broadcast processing using the optional Stereo Tool plugin).

Features

- Easy to use database editor in combination with a ONE database server
- Categories and subcategories can be used (read / added / modified / deleted) depending on user rights
- (Sub)categories and database items can be moved using drag & drop
- Extensive user management on using and editing data inside categories
- Filtering and favorites (Favos) for fast finding and using categories
- Category items can be sorted and filtered ultrafast
- Extremely fast full text search function on the entire database
- Full featured PFL function for pre-listening of audio items in a category or audio files in a folder
- Standardized item properties window with access to and overview of all meta data fields
- Audio items can be added using the built-in recorder (including trim, normalize and optional audio processing)
- Existing audio files can be processed and added to the database using drag & drop

GML-BROWSER (CLIENT)

Database browser with cart players, hotkeys & mix editor

Description

Versatile application for direct access to categories, items and files. Includes tools to add and edit database items. Built-in cart players, a hotkey wall and a 4-track transition/mix editor when used in combination with the GML-Blaster live assist application. Playout and editing at home or in the field is possible. Integration with almost each 3rd party audio editor comes standard.

Database items can also be added or modified using this application. Creating audio items or producing the contents of a placeholder is fast and easy because of the built-in recorder and audio drop-box (including trim and normalize or even full broadcast processing using the optional Stereo Tool plugin).

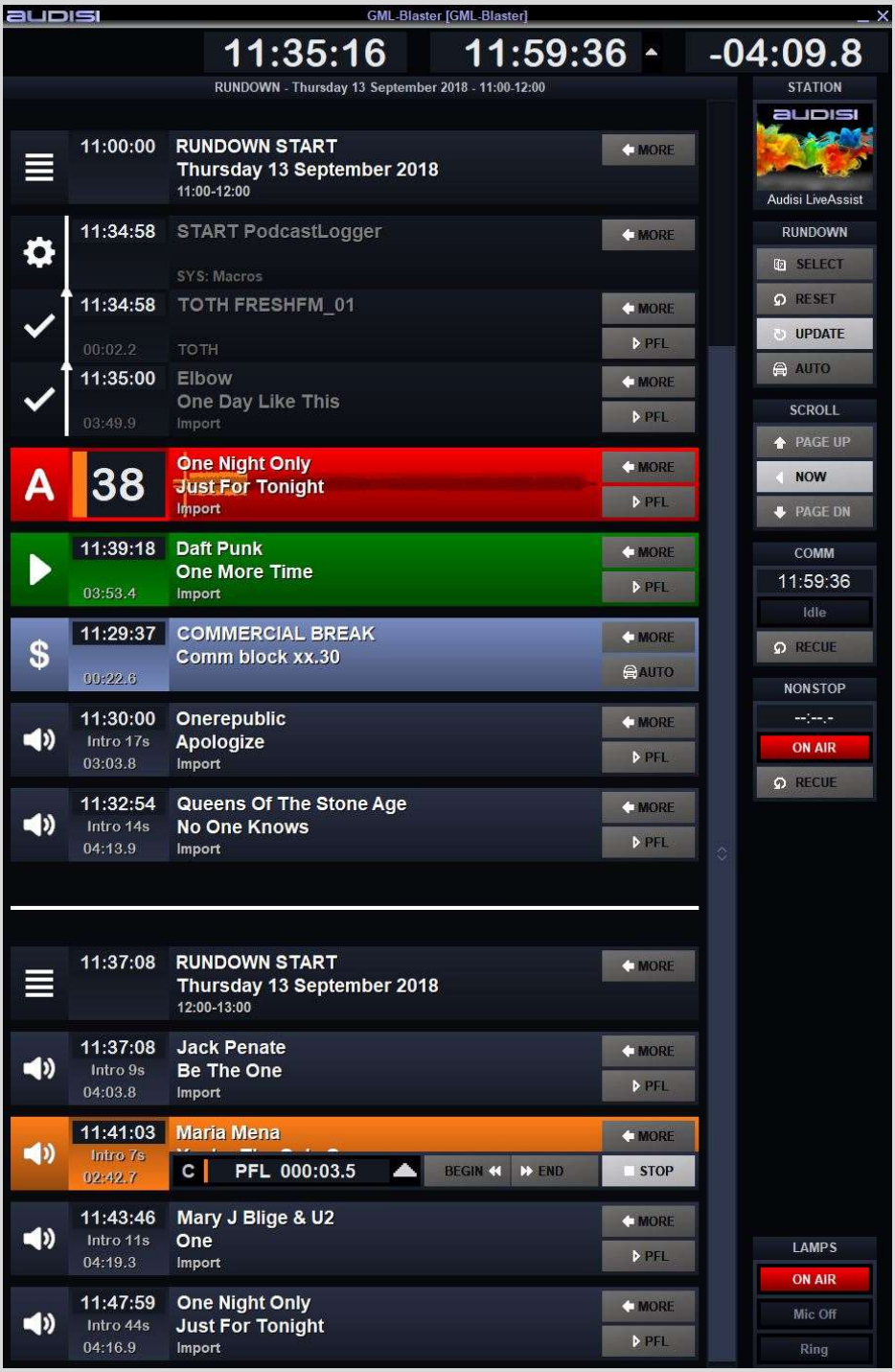
Built-in cart players, hotkey wall and mix editor

Features

- Overview of and control over (add / modify / delete) database categories and (shared network) folders
- Direct access to favorite (most often used or personal) categories
- List of all database items or audio files in the selected category or share
- Items are displayed including production status, using live updates so reloads are not required
- Fast finding categories (filter on a part of the category name)
- Fast search within categories (filter on a part of the title or interpreter/artist name)
- Extremely fast full text search function on the entire database
- Easy toggle between items in the selected category and the search results in the search section
- Categories and items sub windows fully sizeable (almost up to full screen)
- Cart players with similar functions to a CD player (play / pause / cue / PFL / meters / output selection)
- Cart players all have individual cue points, loops, pitch- and volume control
- Banks with up to 128 items (list comparable to an MD), can be used in either single or auto advance mode
- Hotkey wall with up to 128 items with selectable color / font / audio output
- Hotkeys can be played in single / mix / auto-fade mode on a separate audio output
- All settings of the hotkey wall and playlists in a cart player can be stored in an unlimited number of banks and can be exchanged between cart players and hotkey wall
- Extended PFL function on both items in a category as in cart players
- Can be used in combination with almost every 3rd party editor of your choice (e.g. Sony Sound Forge, Adobe Audition, Audacity, Samplitude)
- Audio export functions
- Item properties window to access and modify each metadata field
- RDS fields connected to audio items
- Adding items via built-in recorder or drop-box (easy add audio to empty database items like placeholders)
- Interfacing for fader starts and tallies via TCP/IP network (DHD, Wheatnet etc.) and/or discrete GPIO
- Client link through network to the live-assist application (GML-Blaster)
- Drag and drop of audio items and individual audio files in players, banks and in live-assist rundown
- 4-track transit/mix editor connected to the rundown in the live assist application (GML-Blaster)

GML-BLASTER (CLIENT)

Rundown playout (live assist)



Description

Application optimized for live broadcast by a DJ or technician. The rundown is always up-to-date due to real time updates, even from other workspaces. Easy navigation through rundowns of any hour or station. Modify the rundown by the GML-Browser, which often runs beside the GML-Blaster.

Features

- Safety: rundowns are being cached from the central database. This allows the loss of database connection for several hours without affecting the broadcast.
- Safety: audio files are stored and played from a local file cache. This allows the loss of network for several hours without affecting the broadcast.
- Fast and easy access to rundowns of other stations
- Every previous, actual or future rundown is available
- Extensive user management on stations and rundowns
- Playout of audio items via A en B audio outputs
- Playout of scheduled database items and manually inserted audio files
- Lightning fast start by mouse, touch screen or fader-/button start interface with console
- PFL on separate or first free output with auto PFL function via interface with a digital console
- Clear visual indication of playing items including past and remaining duration
- Calculates start times of every rundown item after the current playing item
- Full Auto mode or partial auto (chain) playout of multiple items with transition
- Easy chain and unchain of audio items, audio files en commercial blocks
- Remote control of external players (Commercials and Non-stop) from the rundown
- Monitoring of external GML-Players and RDS
- Indication of on-air, microphone open and ring status via GPIO interface with the console
- Uses standard WDM audio devices (audio cards or AoIP drivers like Dante, Ravenna, LiveWire, Wheatnet)
- Interfacing for fader starts and tallies via TCP/IP network (DHD, Wheatnet etc.) and/or discrete GPIO
- 4-track transit/mix editor in combination with GML-Browser
- Generate real-time rundown information to publish metadata to RDS / website / newsroom system in every desired format (e.g. XML) or via TCP/IP.
- Publish now-playing info simultaneous to Orban Opticodec, SAM Cast, SHOUTcast, IceCast and various file formats to RDS, FTP, HTTP and compatible with 3rd party software.
- Export of broadcast reports (as run logs) for reconcile and proof of broadcasted items in file format Audisi ASCII and Dalet 5.x .BCR

GML-PLAYER (CLIENT)

Playout (non-stop or commercials, all-in-one)

Description

Fully automatic player of rundowns, which are created and edited with a GML-Planner or a third party log- and mix editor. Audio in multiple formats (linear, MPEG) and resolutions (bitrates, sample rates) can be played at standard audio devices.

Used for 24/7 non-stop playout, commercial breaks (also commercial splits), thematic channels, internet stations and instore radio.

The local cache offers high availability. The GML-Player may lose network connection for several hours without any troubles on-air. Ideal for maintenance or usage as remote playout at the transmitter site with a low bandwidth internet connection.

Features

Safety
- The rundown cache can hold up to 168 hours. This allows a loss of network connection without causing troubles on-air.
- The audio file cache stores audio files a local disk. This allows a loss of network connection without causing troubles on-air.
- Adjustable file copy speed (= adjustable load) for the local audio cache
- The above mentioned tools allow to use the GML-Player at a remote site with a low bandwidth network / internet connection. This saves money at the (internet)connection costs.
- Automatic start of playout from the right position in the rundown after startup, e.g. after a power loss of the machine

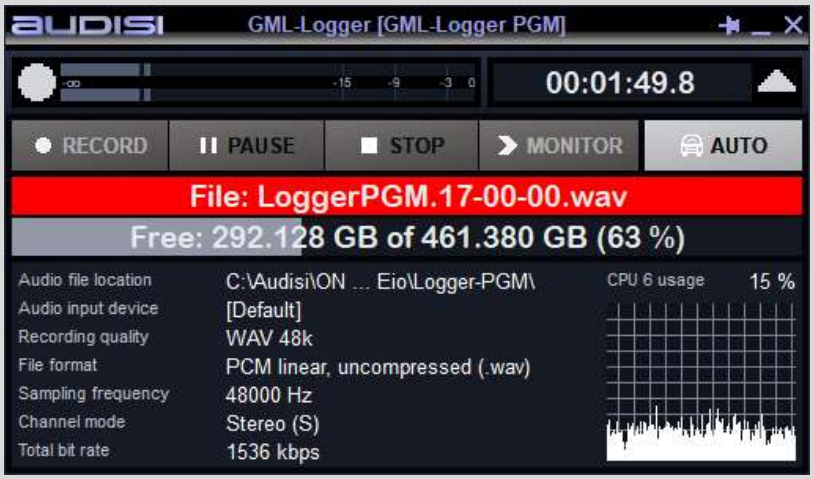
Application
- Multiple GML-Players on one computer, depending on the maximum performance of the machine
- Uses standard WDM audio devices (audio cards or AoIP drivers like Dante, Ravenna, LiveWire, Wheatnet IP)
- Supports multiple database types (AUDISI ONE, Dalet 4.30, Dalet 5.0d, Dalet 5.1d en Dalet 5.1e)
- Supports logs, clocks, blocks, mix points and voice-inserts when connected to a Dalet database
- Supports multiple audio types (Microsoft .wav, Broadcast Wave Format .bwf, MPEG I Layer II .mp2 and .snd, MPEG 1 Layer III .mp3)
- Support for simultaneous playout of different sample rates and bitrates (WDM)
- Up to 12 different audio sources (internal players) can be played on a standard linear audio card / AoIP driver
- Interfacing for fader starts and tallies via TCP/IP network (DHD, Wheatnet etc.) and/or discrete GPIO
- Transport of ancillary data from one or more local COM ports to and from the ONE-Server
- Direct interfacing with RDS software via TCP/IP

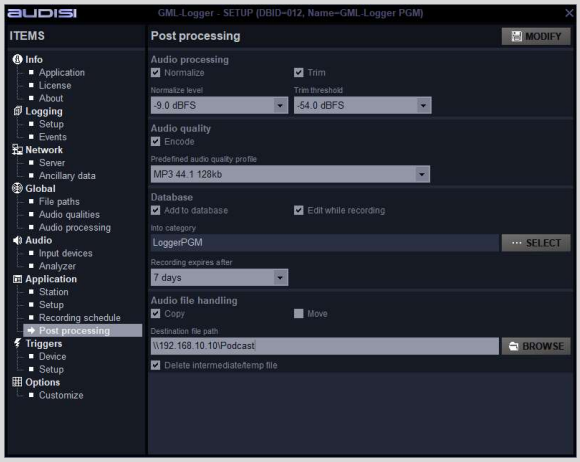
GUI
- Buttons for basic operation
- Title and artist of the last started item is clearly showed
- A timer shows the expired and remaining time of the actual playing item
- A progress bar is showing visual status of the playing item
- Peak meters with peak-hold show the level of the audio output signal
- Test tone generator with adjustable reference level for calibrating of the audio levels

Export / publishing
- Generate real-time rundown information to publish metadata to RDS / website / newsroom system in every desired format (e.g. XML) or via TCP/IP.
- Publish now-playing info simultaneous to Orban Opticodec, SAM Cast, SHOUTcast, IceCast and various file formats to RDS, FTP, HTTP and compatible with 3rd party software.
- Export of broadcast reports (as run logs) for reconcile and proof of broadcasted items in file format Audisi ASCII and Dalet 5.x .BCR

Rundown functionality & flexibility
- Automatic adjusting of rundown length to have the next hour stared as close to the hour transition as possible (floating news bulletin)
- Automatic insert of external items (news, traffic, weather bulletins) of items which length may vary
- External items may be inserted up to a few seconds before broadcast
- Mandatory points for items that must be started on a fixed time (Blocks with Auto or Auto End start)
- Macro's to control other applications or devices, perform tasks and to have the Player controlled by other applications
- Synchronization of multiple commercial splits

Broadcast recording (automatic recorder)





Description

Recording of audio, according to a week schedule in blocks of adjustable length, a selected audio quality and file format. This way it's easy to create and maintain an archive or save broadcasts for legal requirements.

The schedule can also be programmed to record hours in high quality for re-broadcast.

The GML-Logger can also start / pause / resume / stop by macro's from the GML-Blaster / Player, remote controlled via GPIO or level detect to record on demand interviews or air-checks. Also great for real-time podcast creation!

Recordings can be added to the database - audio processed if desired - to re-broadcast. Recordings can also be copied / moved to an UNC location e.g. to export items to the website.

Features

Safety

- Automatic start of recording after startup, e.g. after a power loss of the machine

Application

- Multiple GML-Players on one computer, depending on the maximum performance of the machine
- Uses standard WDM audio devices (audio cards or AoIP drivers like Dante, Ravenna, LiveWire, Wheatnet IP)
- Recording quality can be linear audio or compressed in RAW MPEG 1 Layer 2 or MPEG 1 Layer 3 format
- Interfacing for trigger starts and tallies via TCP/IP network (DHD, Wheatnet etc.) and/or discrete GPIO

Functions

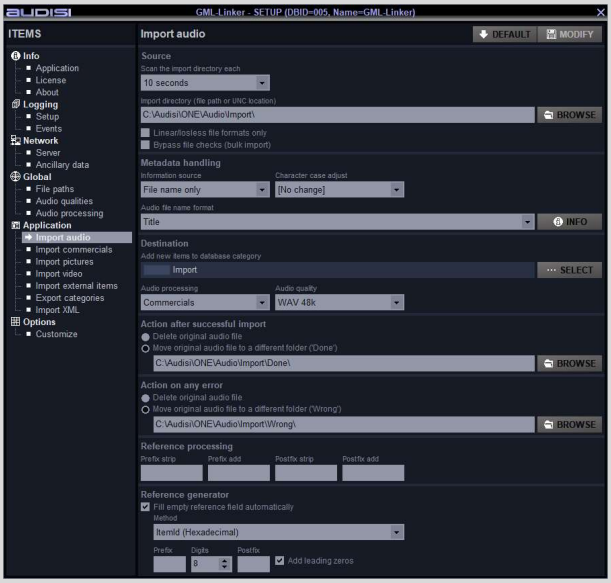
- Recording schedule for automatic recording of events
- Recording of events with adjustable length (1 minute to 24 hours)
- Recording quality can be adjusted per event (file format, mono/stereo, bitrate, sample rate)
- Dynamic file name generation with date- and time variables
- Recording file name can also be adjusted per event
- Calculation of required disk space according to the audio recording settings used by the recording schedule
- Automatic cleanup of old recordings after an adjustable number of days
- Remote control by Start / Pause / Resume / Stop macro's from other applications
- Remote control by GPIO triggers
- Add to database: for easy re-broadcast and/or export shows or items
- Edit while recording: grab a fragment out of a recording event
- Post-processing (normalize, trim, encoding)
- Automatic copy or move recordings to an UNC path for distribution

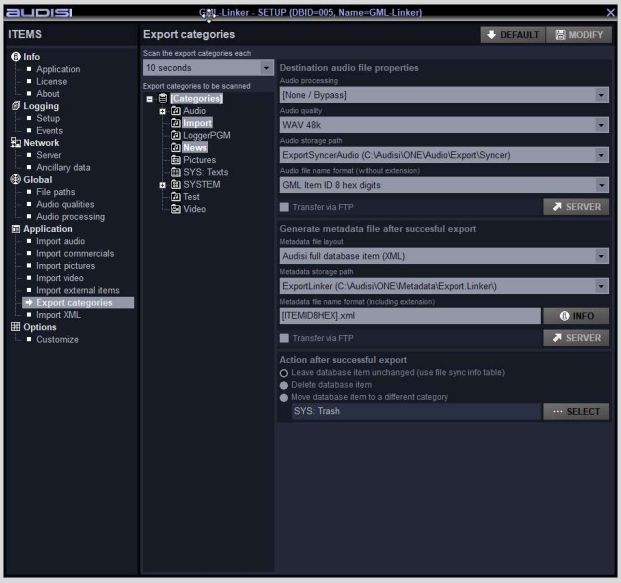
GUI

- Buttons for basic operation
- Audio level meter, up- and down counter and graphic CPU performance
- Turn off graphic features to improve performance
- Monitor function to determine the proper functioning and calibration

GML-LINKER (CLIENT)

Import and export of audio files





Description

The GML-Linker is used for automatic import of audio, pictures and video items in a ONE or 3rd party database (like Dalet). Automatic replacement of audio items (external items like news, traffic and weather). Automatic export of items inside one or more categories including XML with metadata to UNC or FTP locations. Every import and export of audio can be processed by on-board tools and by extended processing via Stereo Tool plugin.

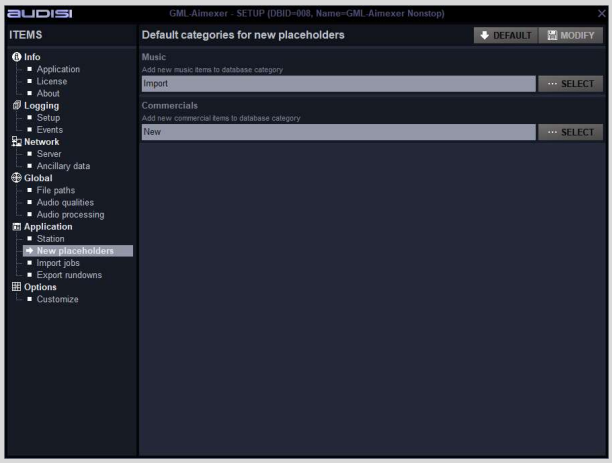
Because of the modular construction, easy modification for several import and export routines is possible. The required database functionality is done by the ONE-Server.

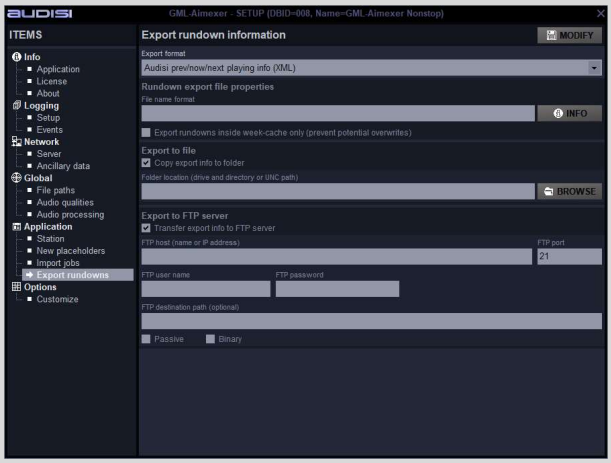
Features

- Adds audio, pictures and video items to categories of the broadcast platform as soon as the files are detected in a local or UNC directory
- Replaces (overwrite) audio of one or more existing items in the database as soon as a new file is detected (for news, traffic and weather bulletins)
- Import of commercials with corresponding metadata files
- The audio format of new items can be pre-configured using audio quality profiles
- Audio format conversion from linear files to MPEG format (MPEG 1 Layer 2 or Layer 3)
- Audio format conversion of several formats MPEG / SND / FLAC / AAC to linear audio files
- Sample rate conversion
- Audio processing (Trim, Normalize, Fade, etc.) of imported and exported audio items via built-in processing tools or optional Stereo Tool plugin
- Export of audio from one or more categories in desired audio quality profile and/or processing profile
- Generate metadata of the exports in XML format for website or podcasts
- ID3 / ID3v2 tags and/or parts of the filename are used for Title/Artist fields at automatic import

GML-AIMEXER (CLIENT)

Import and export of metadata





Description

Client application that generates rundowns manually (remote controlled by the GML-Planner) or automatically. The GML-Aimexer combines the grid, music import and commercial import from 3rd party scheduling software.

Export of rundown information in several file formats to UNC or FTP destinations. To publish real time rundown info to a website, to newsroom or external rundown systems and export of commercial break start times.

Features

- Generates rundowns for one station based on grid and import files
- Multiple planning sources (music scheduling, traffic, promo's) can be combined into a single rundown
- Automatic import of 3rd party music and commercials import files
- Remote controlled by the GML-Planner (IMPORT button)
- Several import file formats and layouts (managed by the GML-Manager)
- Several export file formats
- Set default categories for new placeholders
- Generates real time export files with all rundown information at each change of a rundown

GML-NEWSPLAY (CLIENT)

Newsbulletin player

Description

For easy playout of a news bulletin in a self-support situation or to replace a news detector device.

An external bulletin will be automatically loaded into the GML-NewsPlay. The player can be started by a device (GPI) or automatically on the top of the hour.

Just before the file end / exact at the file end / just after the file end, a GPO can be triggered to start another device or system.

Features

- Automatic reload of a new bulletin when completely available
- Adjustable interval between two checks for file availability
- Uses standard WDM audio devices (audio cards or AoIP drivers like Dante, Ravenna, LiveWire, Wheatnet IP)
- Interfacing for starts and tallies via TCP/IP network (DHD, Wheatnet etc.) and/or discrete GPIO
- Audio level meter and clear timer (up or down counter)
- Support multiple audio types: linear (Microsoft .wav, Broadcast Wave Format .bwf) and compressed (MPEG I Layer II .mp2 and .snd, MPEG 1 Layer III .mp3)

GML-NEWSREC (STAND ALONE)

Newsbulletin recorder (semi-automatic recorder)

Description

Tool for production of bulletins. More and more broadcasters use external news bulletins as an audio file. Or a news presenter has to read the news on multiple stations at the same time. In both cases the GML-NewsRec is a nice tool for bulletin recording.

A news tune can be started during the take with only just one button. After the recording has stopped, silence before and after the file is trimmed and the file is normalized at the predefined level.

The ready to broadcast news bulletin can be sent to the automation system or to an external party in the desired file format.

The news presenter can easily switch between stations, logo and tunes both change. Remote control via an external keyboard is available. Various layouts (including toolbar mode) can be configured.

Features

- Support for 1 or more radio stations (depending on license)
- Multiple destinations per station for the recorded news bulletin with predefined file formats
- Each destination has a configurable target location (directory, UNC path or FTP location)
- Per station tunes can be selected with an adjustable fade-out time
- A logo to be shown in the application can be defined per station
- Interfacing for remote control and tallies via TCP/IP network (DHD, Wheatnet etc.) and/or discrete GPIO
- Support for multiple audio types (Microsoft .wav, Broadcast Wave Format .bwf, MPEG I Layer II .mp2 and .snd, MPEG 1 Layer III .mp3)
- Supports simultaneous playout of different sample rates and bitrates (WDM)
- Recording in linear audio quality
- Uses standard WDM audio devices (audio cards or AoIP drivers like Dante, Ravenna, LiveWire, Wheatnet IP)
- Automatic trim (removal of silence before and after the recording)
- Adjustable trim level
- Adjustable fade-in and fade-out to prevent audible clicks due to trim
- Automatic normalize to desired audio level
- Normalize level adjustable per destination
- Listen the recording before distribution
- Playout of tunes while recording possible on the same audio device (if supported by the card / driver)
- The entire flow of recording, trim, encoding and sending can be triggered by just a single GPI
- Tunes can be started by a GPI (button on console, X-keys, etc)
- Encoding to MPEG 1 Layer 2 or 3 before sending is possible
- Check during sending with message about success or failure
- Filename of the recording is adjustable and date- and timestamp wildcards

GML-CARTS (STAND ALONE)

Jingle players

Description

Ultra-fast starting players (4 to 24) for easy playout of jingles and sound effects. Up to 24 audio file players using several file formats (linear, MPEG) and different bitrates and sample rates in one screen. Easy access to each cart and playout on 1 or more (max. 4) outputs.

Each cart can have its own output, loop mode and fade mode. Audio files can be grouped in one of the 12 banks.

Features

- Ultra-fast start via mouse, keyboard, special keyboards like X-keys, GPIO
- Stop of all players via [Esc] key, GPI of keyboard
- Large start buttons for touchscreen operation
- Interfacing for fader starts and tallies via TCP/IP network (DHD, Wheatnet etc.) and/or discrete GPIO
- Support for multiple audio types (Microsoft .wav, Broadcast Wave Format .bwf, MPEG I Layer II .mp2 and .snd, MPEG 1 Layer III .mp3)
- Supports simultaneous playout of different sample rates and bitrates (WDM)
- Uses standard WDM audio devices (audio cards or AoIP drivers like Dante, Ravenna, LiveWire, Wheatnet IP)
- Audio of each player can be mixed on 1 output or individually on 1 of the max. 4 outputs
- Audio can be looped seamless or played only once
- Chaining of carts to play multiple audio files in a row with only one start
- Every parameter of a cart (loaded audio file, loop mode, timer mode, output and level) is stored in banks and they can easily be restored
- A timer shows the expired and remaining time of the actual playing item
- Peak meters with peak-hold show the level of the audio output signal
- Option to stop a player when another player is started (non-mixing mode like the 360-Systems 'Instant Replay' does)
- Drag & drop of audio files from Windows Explorer
- Easy to change order of audio items inside a cart wall
- Players can be accurately cued in the correct position
- Easy forward and rewind in an audio fragment
- Up to 24 carts can be played simultaneously

X-keys

Embedded remote control (guaranteed start even if GML-Carts does not have the focus or is minimized) is possible with the X-keys panels (20 / 24 / 84 / 128 keys).

GML-REPLAY (STAND ALONE)

Jingle player (hotkey wall)

Description

Ultra-fast starting players for easy playout of jingles and sound effects. Up to 128 audio file players (hotkeys) using several file formats (linear, MPEG) and different bitrates and sample rates in one screen. Easy access to each cart and playout on 1 or more (max. 4) outputs.

Each cart can have its own color, font, output and volume. Audio files can be grouped in one of the 12 banks.

Playout in 3 modes:
- Single (stop another playing audio)
- Fade (stop another player with fade out)
- Mix (don't stop other players)

Chained playout (cart > next cart) is possible.

Features

- Ultra-fast start via mouse, keyboard, special keyboards like X-keys, GPIO
- Stop of all players via [Esc] key, GPI of keyboard
- Large start buttons for touchscreen operation (each cart is a start button)
- Interfacing for fader starts and tallies via TCP/IP network (DHD, Wheatnet etc.) and/or discrete GPIO
- Support for multiple audio types (Microsoft .wav, Broadcast Wave Format .bwf, MPEG I Layer II .mp2 and .snd, MPEG 1 Layer III .mp3)
- Supports simultaneous playout of different sample rates and bitrates (WDM)
- Uses standard WDM audio devices (audio cards or AoIP drivers like Dante, Ravenna, LiveWire, Wheatnet IP)
- Audio of multiple players can be mixed on 1 output or individually on 1 of the max. 4 outputs
- Audio can be looped seamless or played only once
- Chaining of carts to play multiple audio files in a row with only one start
- Every parameter of a cart (loaded audio file, loop mode, timer mode, output and level) is stored in banks and they can easily be restored
- A timer shows the expired and remaining time of the actual playing item
- Peak meters with peak-hold show the level of the audio output signal
- Stopping of a player when another player is started (non-mixing mode like the 360-Systems ‘Instant Replay’ does)
- Auto fade of a playing cart when another cart is started
- Drag & drop of audio files from Windows Explorer
- Easy to change order of audio items inside a cart wall
- Option to show ‘has played’ status (‘Bingo’ mode)

X-keys

Embedded remote control (guaranteed start even if GML-Replay does not have the focus or is minimized) is possible with the X-keys panels (20 / 24 / 84 / 128 keys).