



Simian 1.7 Addendum

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Important Notice

Before installing your Simian software, it is essential that you have installed the Sentinel Protection Driver and configured it correctly.

Please pay careful attention to this process before installing Simian.



Simian's Validation Process utilizes a USB Hardware Key (shown left) which requires the 'Sentinel Protection' Windows Driver.

You should always ensure that you have the latest BSI-tested version of this driver, available on our 'Drivers' page, or from the BSI Install CD when purchasing a new product – **and that is it correctly configured.**

The following instructions are a step-by-step walk through of how to install and configure the Driver that will only take a few minutes. (This driver is NOT provided with the Simian demo download, nor required for the demo version).

Installing the Sentinel Protection Driver

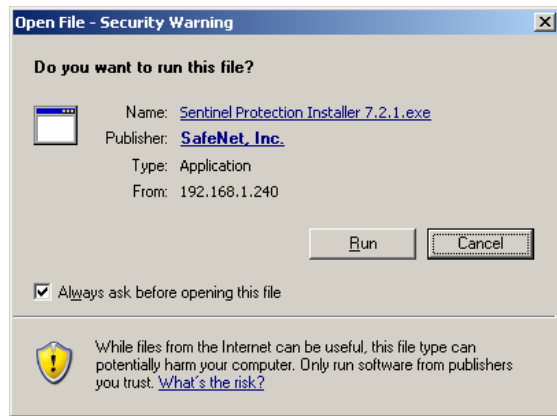
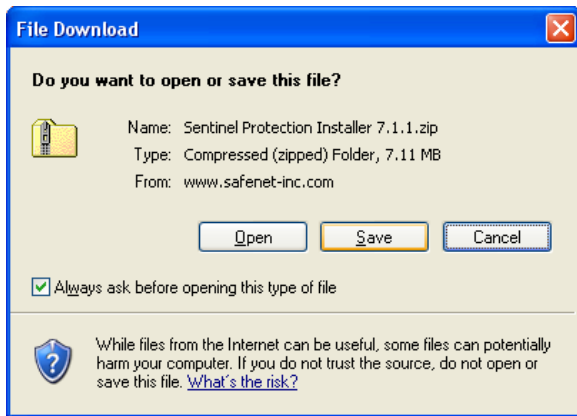
Download the Driver

The latest BSI-tested version of the driver is also available for download on the 'Drivers' page at <http://www.bsiusa.com>

Save the .zip file to your hard-drive and extract it (Windows 2000 users will need to ensure that they have www.winzip.com installed to extract the file).

To install, double-click the .exe file that is extracted by the above process.

Note that exact images may change as drivers / installers are updated – and depend on the Operating System installed on your computer.



Installing from the BSI Install CD

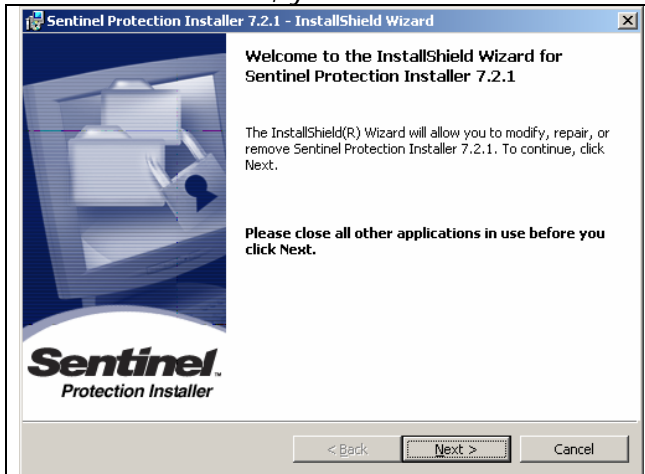
The BSI Install CD should automatically launch when inserted into your CD-ROM drive. If you have disabled that feature, double-click the **Install.exe** file on the CD.

You will then see the Application Selection window (see below). Choose "Sentinel Protection Installer – for BSI Dongles" (the first option from the dropdown list) and click **Install**.

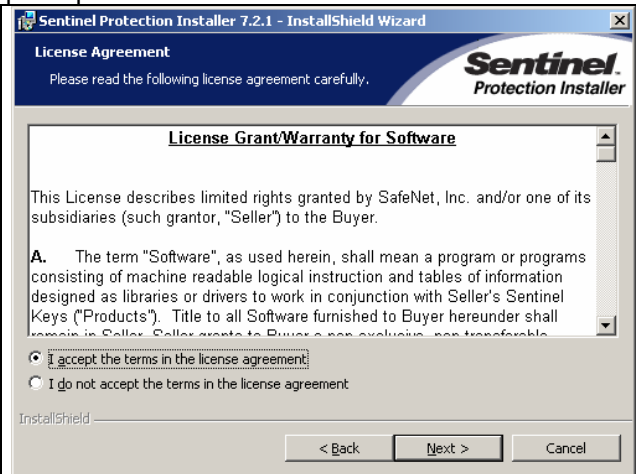


Installing the Sentinel Protection Installer

After a short-while, you can follow the on-screen prompts as shown below.



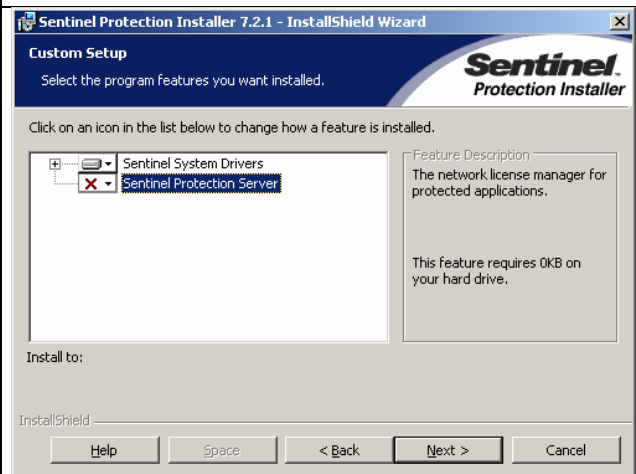
Click **N**ext >



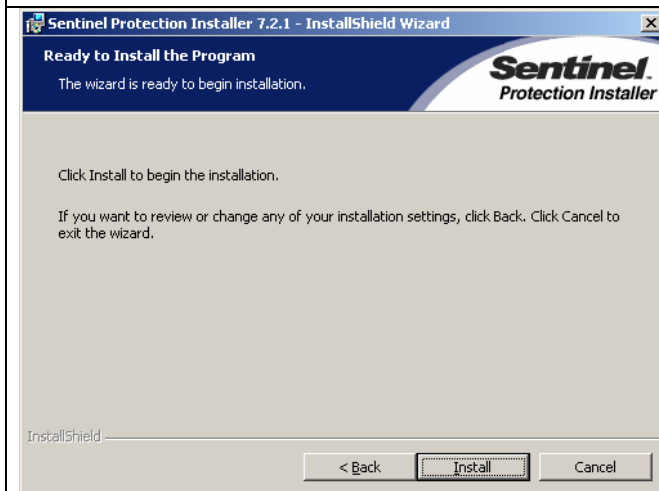
Read & Accept, then click **N**ext >



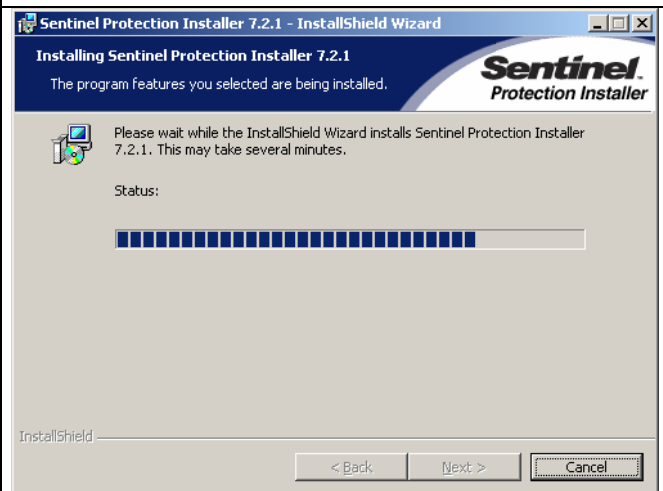
Select **C**ustom and then click **N**ext >



Disable 'Server' option and Click **N**ext >



Click **I**nstall



Click **N**ext > when available

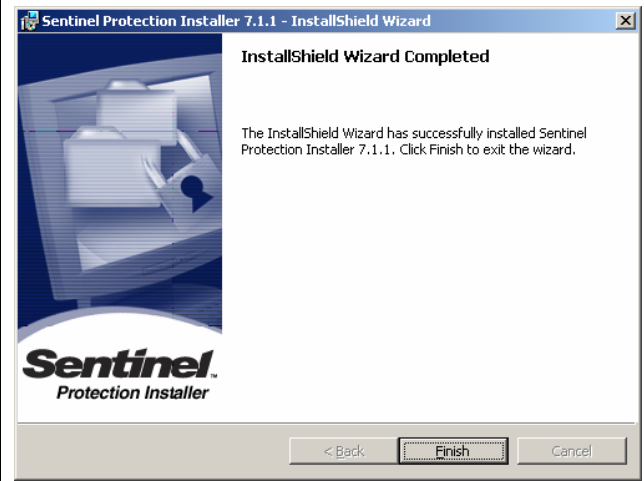
Click **F**inish when the InstallShield Wizard has completed the task (see below).

Windows XP SP2 users only

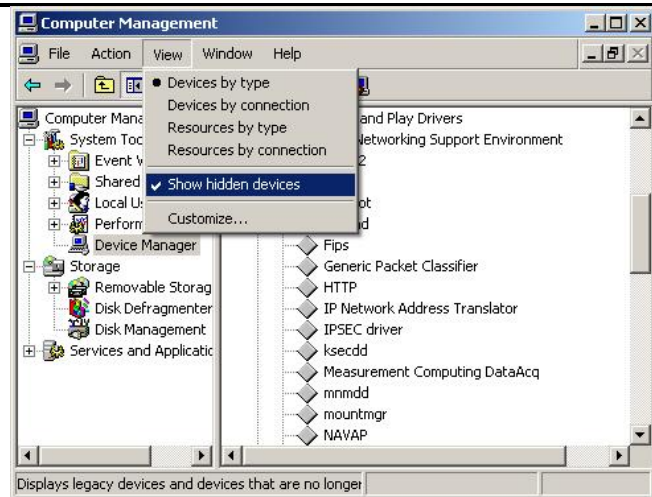
If you did not select the 'Custom' option, or allowed the 'Sentinel Protection Server' to be installed, then customers using Windows XP Professional will usually see an additional "Windows XP detected!" window.

It is recommended to choose "No" at this prompt to continue because the BSI hardware key does not support the 'Protection Server' features of the driver.

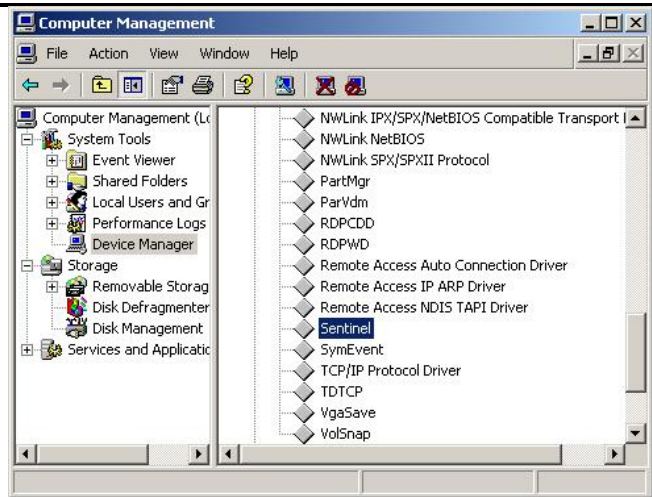
The Sentinel Protection Installer will then finish copying files and you can click **Finish** when the InstallShield Wizard has Completed.



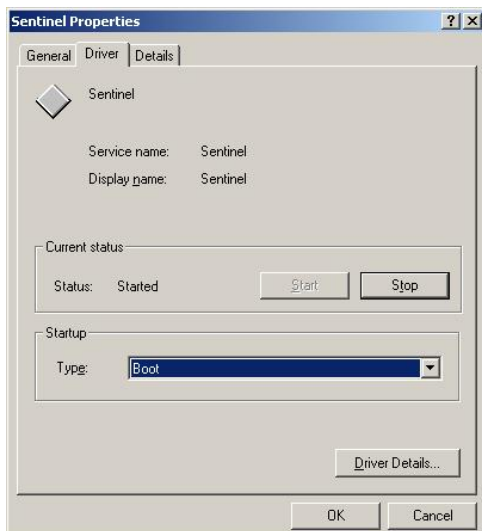
It is recommended to change the Start-up Type of the Sentinel driver from Automatic to Boot. (Otherwise, Windows XP waits until the user interface is loaded).



Right-Click My Computer and choose **Manage**. Highlight **Device Manager** and from the **View** menu, select "Show hidden devices."



Expand the **Non-Plug and Play Drivers** section and search for "Sentinel." Right-Click it and choose **Properties**. (If you do not find an icon for Sentinel, reboot and repeat).



Go to the **Driver** tab and from the Startup **Type** choose **Boot** from the drop-down list and click OK.

You can now close the Computer Management window and it is recommended that you restart your computer.

System Requirements

Although Simian will run on a variety of PC hardware platforms (we do not impose any restrictions) for peace of mind, we **strongly suggest** that you consider purchasing a fully configured system direct from BSI that is ready to operate out of the box (we can even pre-load a Music Library from our MusicStore for you).

These hardware configurations have been thoroughly tested with Simian and are known to work well when properly configured by BSI Technicians. Most 'off-the-shelf' PCs will require careful configuration as Multimedia machines, rather than general office computers.

BSI systems are built using Dell computers and include a 3-year On-Site Warranty; or we can customize a 19" Rack Mounted solution for you using branded components that we have tried and tested.

If you decide to source your own hardware from other vendors then you will be responsible for any additional costs incurred to correctly configure your Hardware or Windows Operating System. BSI Technical Support is limited to hardware or software that BSI has supplied and reserves the right to charge for configuration of third-party hardware / software that has been purchased elsewhere.

Our recommended platform is:

- Dell GX280 Mid-Tower Computer configured with an Operating System Drive using 8.4Gb partition and S-ATA large storage drive for audio files. (A 250Gb hard drive will store 5,000+ songs in Linear PCM format. We do not advise monitoring more audio files than this at any one given time.)
- Pentium 4 2.8Ghz or better
- Minimum 512Mb RAM (1Gb or more recommended)
- Windows XP Professional with SP2 with latest patches installed
- Professional AudioScience Audio Card with four playback devices and hardware mixer controls and metering - plus decoding of MPEG Layer 2, or MP3 audio on the audio card. We publish the latest tested drivers on our web site.
- 17" monitor running 1024 x 768 resolution
- Optional dual-output video card
- Optional touch-screen
- Optimized for multi-media play out by BSI technicians, rather than 'appearance' or office applications. BSI Technical Support does not cover the cost of configuring computer systems or other hardware not purchased by BSI.

Although Simian will run on lesser configurations this is known to be a good, stable platform that will run for extended periods of time. Please check with BSI Sales for latest model specifications. **We do not recommend running Simian on any server based operating System, including Windows 2003.**

If you are sourcing your own computers & hardware, please ensure that all the hardware is fully compatible with the motherboard - and pay particular attention to memory and cooling. We have put together a list of some of the major pitfalls to avoid:

- Any server based operating system (including Windows 2003)
- Celeron or AMD Processors – we prefer Genuine Pentium 4 CPUs.
- Non-Intel Chipsets (these have all proved troublesome in the past)

- RAID / SCSI / Emulated Drives / - use SATA drives
- 'Cheap' Memory - make sure you use a brand recommended by your motherboard manufacturer.
- Flimsy, thin cases with little RF shielding
- Consumer Grade Audio Cards (these almost always lack the features required for some of Simian's advanced operations and virtually none provide audio level metering or 100% compatible Windows Mixer control).

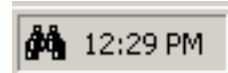
In general, we also recommend that for music-on-hard-drive stations, two PCs be used... one for the On Air Studio and the other for Production. While it's fine to do log-building and other basic Simian functions on the air machine, it is usually better to edit music files and do other resource-consuming tasks on a computer that isn't actually broadcasting.

Quick Configuration

The Simian installation program will configure your computer with default settings and load a demonstration Program Log and sample audio onto your computer. As soon as you start Simian the demonstration is automatically loaded and runs continuously.

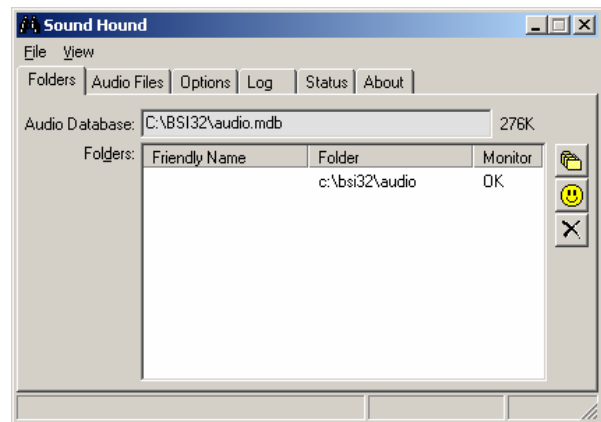
This Quick Configuration guide will provide an easy way to add more audio files to the demonstration – for details of how to configure the more advanced features of Simian, please read the relevant section of the manual.

Simian comes with a companion application, called SoundHound, which is usually automatically launched. If you look carefully in the System Tray, you'll see a little pair of binoculars – that's SoundHound!



SoundHound monitors specified folders on your hard-disk drive looking for new audio files. When it finds them, it extracts the Artist and Title information and automatically adds them to Simian's audio database.

By default, SoundHound is only monitoring the `c:\bsi32\audio` folder as shown here, which is where the demonstration audio is installed. Here's how to add your own folders to SoundHound by clicking the relevant icon.



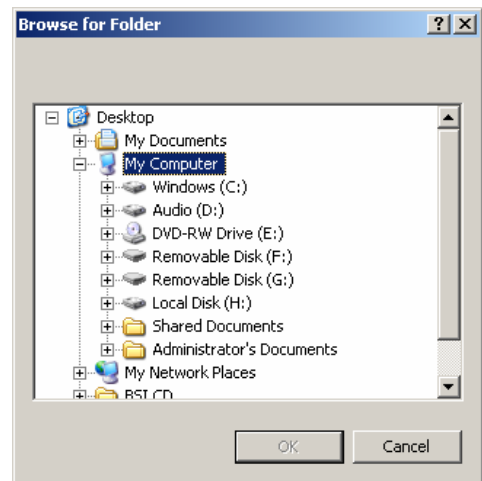
Add Folder

Add Friendly Name

Remove Folder

Clicking the **Add Folder** icon will allow you to browse your computer for folders containing audio files and add them one by one. When you have finished, you can minimize SoundHound (you need to leave the program running so it monitors the audio folders).

SoundHound may take a few moments to scan all your folders the first time and will add them all to the Audio Database...this will depend on the number of files. It should only take a couple of minutes at the most if you have 1,000 to 2,000 files – but will take considerably longer if you have more files.



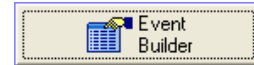
Simian is designed to work comfortably with audio file levels found at most radio stations. If you have tens of thousands of audio files, you should limit the number of files being monitored by SoundHound by storing them in different folders and only moving those files you are actually planning to use at the time into a monitored folder.

Quick Playback

Now that SoundHound is monitoring these folders the files will appear in the Event Builder.

Event Builder is the section of Simian where all the Events that can be executed by Simian are listed. This includes the most common Audio Files and Macro Commands. Events can be executed in the Program Log, Scheduled Events, Trigger, HotKeys and Serial Sets.

You can start the Event Builder using the **CTRL-B** keyboard shortcut, **Tools | Event Builder** on the main menu, or by clicking the Event Builder icon.

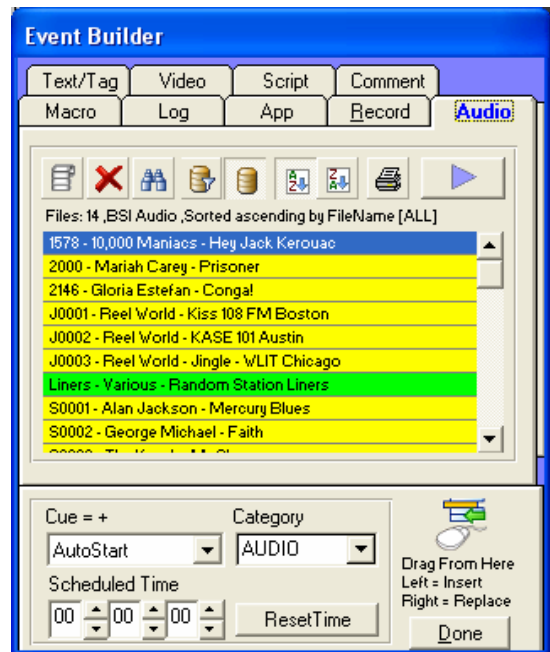


If Event Builder doesn't start with the Audio tab displayed, click it so that your screen looks like this illustration here.

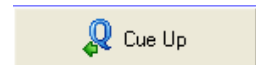
Scroll down the list to highlight different audio files, then using the **Drag From Here** area either drag and drop (holding the Left mouse button) to insert the new audio into your Program Log; or hold the Right button while dragging to replace the log item (overwrite).

By using the Windows **CTRL+CLICK** and **SHIFT+CLICK** shortcuts, you can select multiple files, or (within limits) groups of sequential files in just the same way you'd create / modify multiple file selections in Windows Explorer.

Notice that the Cue option is a + which means AutoStart. This causes events in the Program Log (or Virtual Carts) to play one after the other when in **Auto** (full automation) mode. The Cue column of the Program Log will also have the + sign displayed.



Once you have a selection of files in the Program Log, double-click the first Event to load the Play Decks, or click the 'Q' **Cue Up** button. When you're ready to go, just click the Play button at the bottom of the screen.

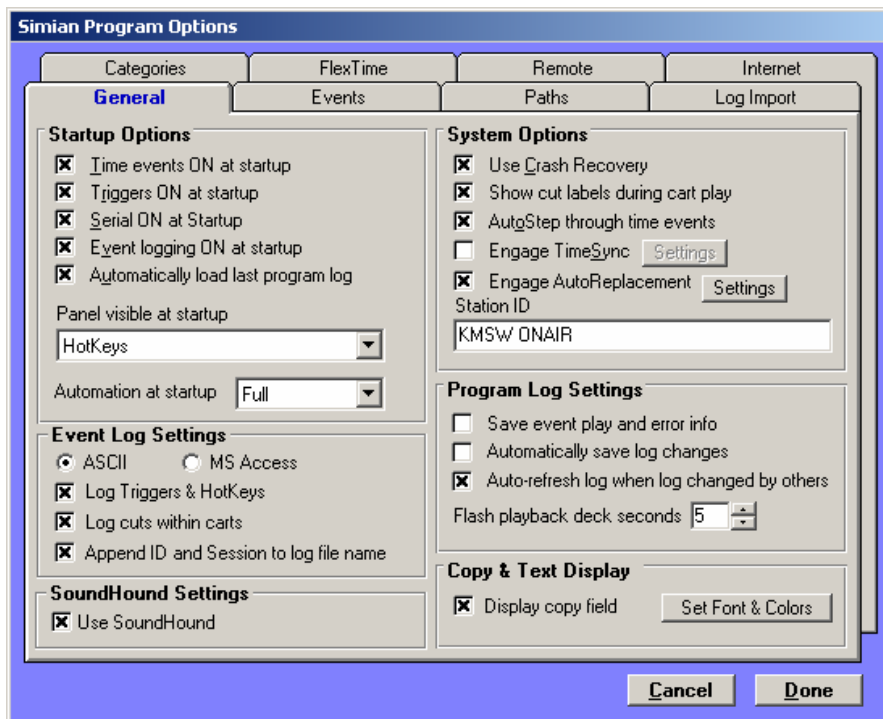


Default Program Options

The following screen shots illustrate typical default settings suitable for most Simian users. These settings are stored in the Windows Registry, which is **unique for every different user**. For that reason (and because Simian needs read/write access to the registry and other parts of Windows) we suggest limiting User Accounts to a single Simian user with Administrator Privileges.

Simian includes a series of built-in Security Options more suitable for radio station use, which can be customized for different users.

Tools | Program Options - General



Startup Options

Time events ON at startup – Simian will respond to Timed Events in the Program Log and Scheduled Events. If not selected, Simian will ignore all Timed Events in Scheduled Events and the Program Log, including Backtime, Non-Sequential and Timed Next events.

Triggers ON at startup – Simian will respond to the currently loaded Triggers set. (The actual trigger set loaded at start-up is configured in **Async | Triggers | Edit Sets**)

Serial ON at Startup – Simian will 'listen' to the default Serial Port and respond to any **Watch Strings** set up in the currently loaded Serial Sets

Event logging ON at startup – events within Simian are logged to a file that can be viewed from **Logs | View Event Logs**

Automatically load last program log – If Simian was shut down with a Program Log loaded, this option will automatically load the last Program Log when Simian restarts.

Event Log Settings

Each time an audio file or Virtual Cart is played, Simian will log the details in either a plain **ASCII** text log-file (that can be read with any text editor including Windows Notepad, or imported into Microsoft Excel) or in **MS Access format** allowing users with Microsoft Access to customize their own reports. Simian will display either format.

Log Triggers & HotKeys – Triggers and HotKey Events will be added to the Event Logs, which is useful for debugging and when multiple events are ‘fired’ from Trigger inputs.

Log cuts within carts – rather than just log the Virtual Cart, Simian will add the actual Event within the cart to the Event Log.

Append ID and Session to log file name – the default file name for the Event Log is the Year, Month and Day with an .lst extension. Appending the ID to the log file name will add the station call letters at the end of the filename. This may be useful where Event Logs are being transferred to a central computer for review.

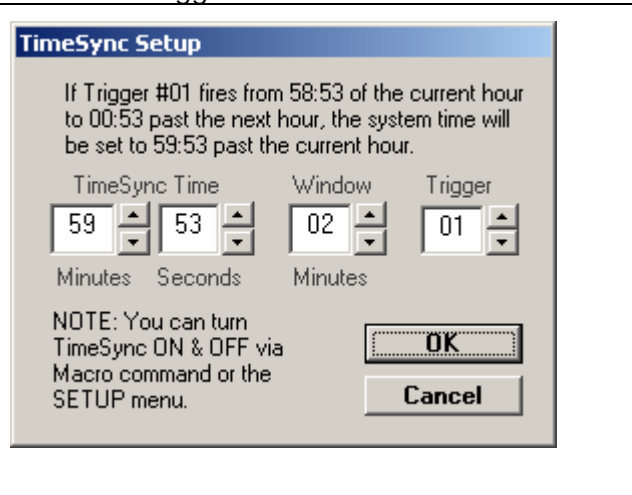
System Options

Use Crash Recovery – Simian keeps track of the Program Log position and current audio file so that, in the unlikely event that the computer crashes, it can resume playback from the same point when the computer is rebooted and Simian is placed in the Startup group. Using this option uses more computer resources and unless you are experiencing problems, we suggest that you leave this option un-checked.

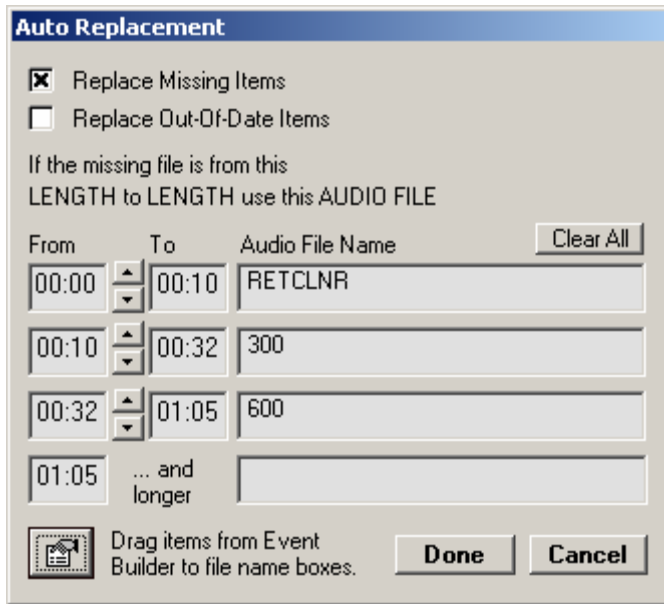
Show cut labels during cart play – will display the Event inside a virtual cart (in the play decks) rather than just the cart label itself.

AutoStep through time events – Instead of waiting for an Event’s Scheduled Time, Simian will play the Event as soon as it is reached. By default, this option is NOT selected and Simian will wait until the Scheduled Time before executing the event. (**Timed Immediate** and **Timed Next** events are otherwise unaffected by this option).

Engage TimeSync – Simian will synchronize your computer clock with an incoming Trigger (typically a Network Time Sync from your Satellite provider). Any other event associated with that Trigger is unaffected.

	<p>TIP: Ensure that the Windows option to ‘synchronize with an Internet Time Server’ is turned off at all times. When left on, we’ve seen the computer clock mysteriously change an hour at a time.</p> <p>TIP: It is best to avoid resetting system time around midnight (or at a time when an event is scheduled to play). If the clock was running a second or so fast at midnight and is moved back, your commands to load the following days log could operate incorrectly, or possibly even twice.</p>
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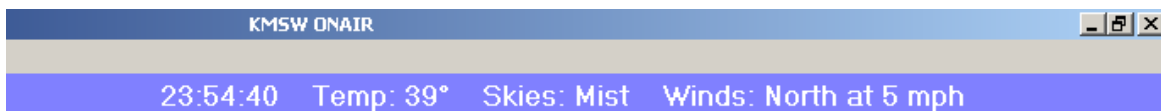
Engage AutoReplacement – although Simian allows you to verify program logs, there are occasions where a file is not available. Using this option will substitute a missing file with a file of your choice. Typically, the replacement file will be a Virtual Cart with a randomized selection of audio files (for example PSAs, or jingles)



In the example above, we have used **Event Builder** to drag and drop and assign the **Return C Liner** Virtual Cart that will replace missing items up to 10 seconds in duration. Virtual Carts 300 and 600 (30" and 60" PSAs) are used to replace material of a similar length.

Typically, your third-party Traffic and Music Scheduling software will ensure that Out-Of-Date items are not played, so this box is left un-ticked unless you are using **SmartCards**.

Station ID – allows you to personalize the title bar of the Simian program and provide an on screen reference to the station which is useful when viewing multiple desktops using Remote Desktop Connections; or different Simian sessions (as on the Production Machines).



The station ID appears above the time (and weather if using the **GETWEATHER** Macro).

Program Log Settings

Save event play and error info – Simian updates the Program Log play **Status** and **Actual** time columns as each item in the log is reached. An **X** in the status column indicates that the log item occurred as expected, while an **E** (usually with the entire line marked red) indicates that there was an error. Simian can save this event play and error info with the program log (useful for diagnostics), otherwise do not check this option.

#	Status	Cue	Sched	Actual
1			10:00:00	
[1]	X		10:00:00	00:30:41
3	E	+	10:00:30	00:30:39

TIP: To clear all status and actual columns, select **Log | Clear all status information** from the main menu. Alternatively, select a single item in the log, right-click and select **Clear status**

Automatically save log changes – selecting this option will automatically save the program log each time an item is changed (added, deleted, or moved) rather than using **File | Save**.

Auto-refresh log when log changed by others – when using a production computer to modify the on air program log, selecting this option will ensure that the on air log is updated to reflect the changes made by the other user.

Flash playback deck seconds – Simian's main playback decks will flash red towards the end of an audio cut to act as a visual warning. This setting effects how long before the end of a cut that the deck will start flashing.

Copy & Text Display

Display copy field – select this option to display the **copy** field embedded inside an audio file.

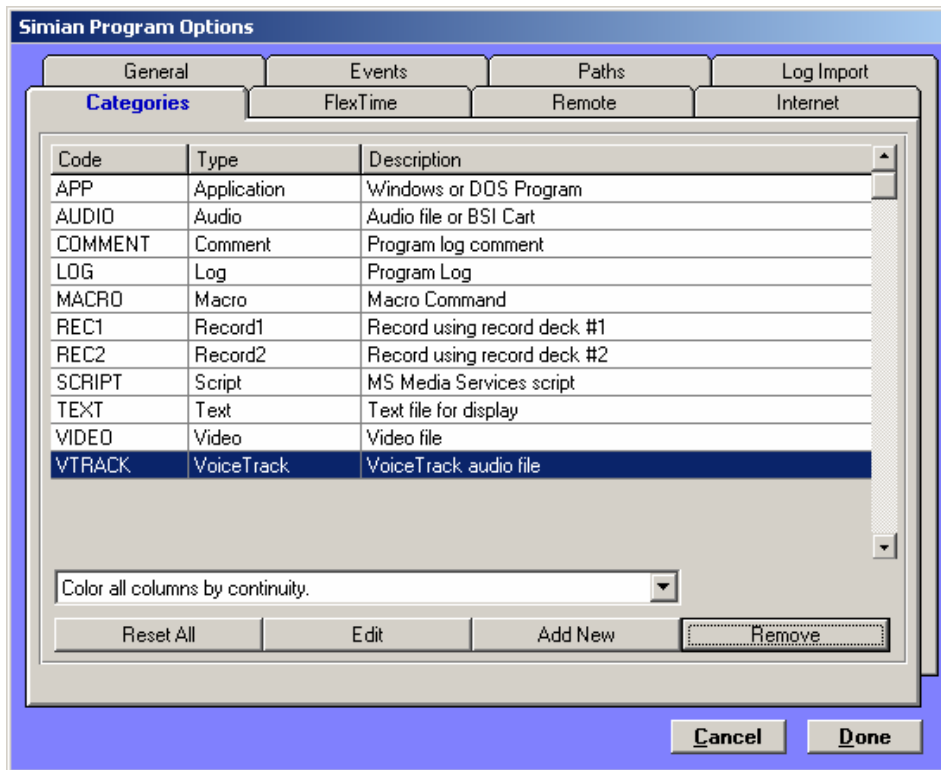
Set Font & Colors – choose the font and color for the **copy** display and for any **text** events in the program log.

Tools | Program Options – Categories

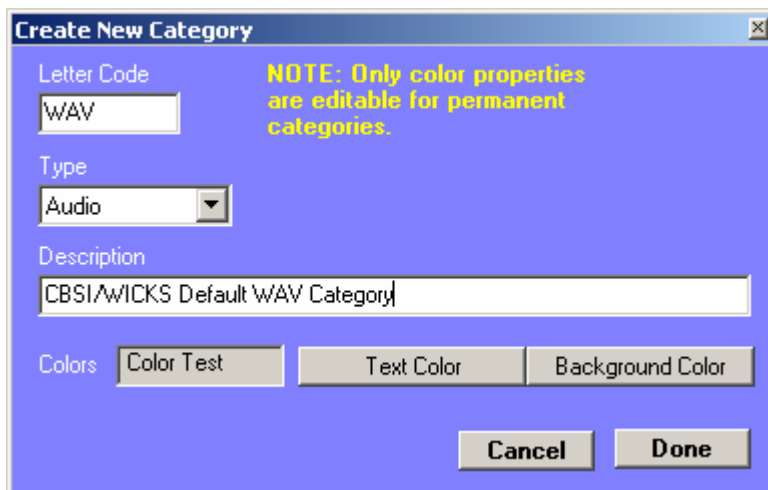
Simian can deal with a number of different events, rather than just audio. These events are sub-divided into a series of different categories which can be customized with different colors.

With the popular CBSI/Wicks scheduling software for example, all events in the traffic log are hard-coded to a category called WAV which doesn't currently exist in Simian and must be added.

This can be setup from **Tools | Program Options | Categories**.

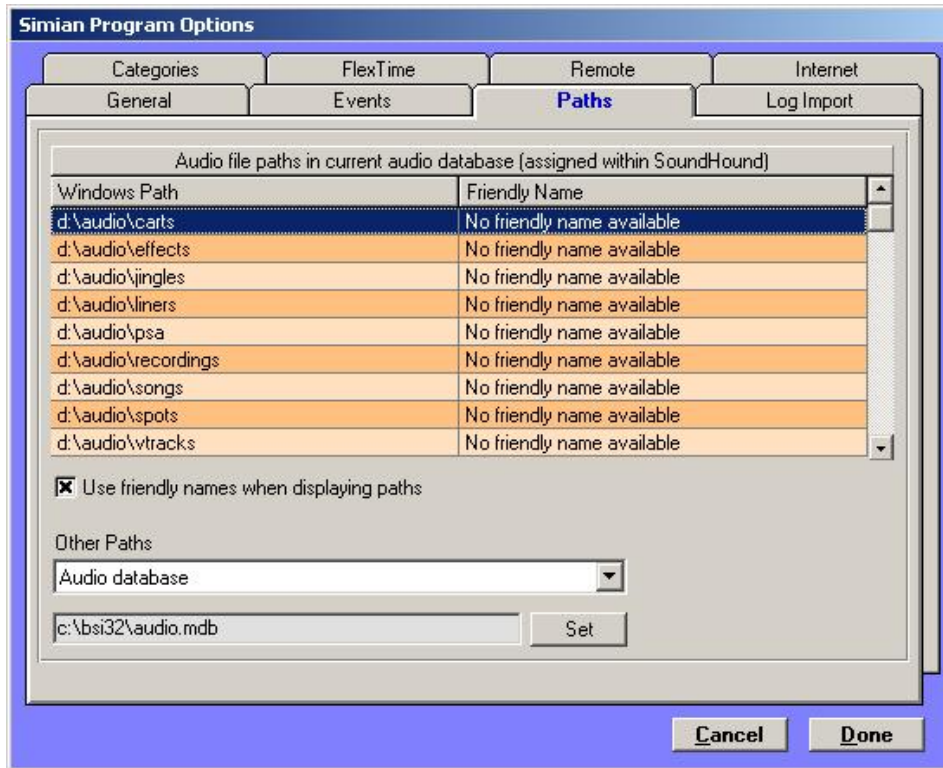


Select **Add New** to add the WAV category using WAV as the **Letter Code** and Audio as the **Type** of category. The **Description** is optional, as are the Text and Background Colors.



Tools | Program Options – Paths

Audio file paths are setup in the SoundHound application as described elsewhere but are also displayed in the **Paths** tab of the Program Options. From here you can also choose to display these paths as **Friendly Names** within Simian.



The following paths are also setup from within this section of the Program Options.

Audio database – This is where Simian will look for the database of audio files. For Air machines, this will be c:\bsi32\audio.mdb. For production machines, this will be the UNC path to the audio database on the on air computer (for example \\air\c\bsi32\audio.mdb).

Audio editor - this is the path to your third-party editor, typically c:\program files\adobe\audition 1.5\audition.exe

Program Logs – This is where Simian will look for the Program Logs. For Air machines, this will be c:\bsi32\logs. For production machines, this will be the UNC path to the Log folder on the on air computer (for example \\air\c\bsi32\logs).

Log import – When using **File | Import Log** Simian will look inside this folder for the traffic log from CBSI/Wicks (or Music Schedule Log etc)

Text files – Folder for text documents that Simian will display (see **Event Builder | Text / Tag** feature).

Record Deck #1 default record (select path above) – path for storing recordings made using Simian Record Deck #1 (default is D:\AUDIO\RECORDINGS)

Record Deck #2 default record (select path above) - path for storing recordings made using Simian Record Deck #2 (default is D:\AUDIO\RECORDINGS)

Voice Track default record (select path above) – path for storing recordings made using Simian Voice Track record (default is D:\AUDIO\VTRACKS)

Video files – Using the built-in capability to play video files, Simian will look inside this folder for the video files. (default c:\bsi32\video)

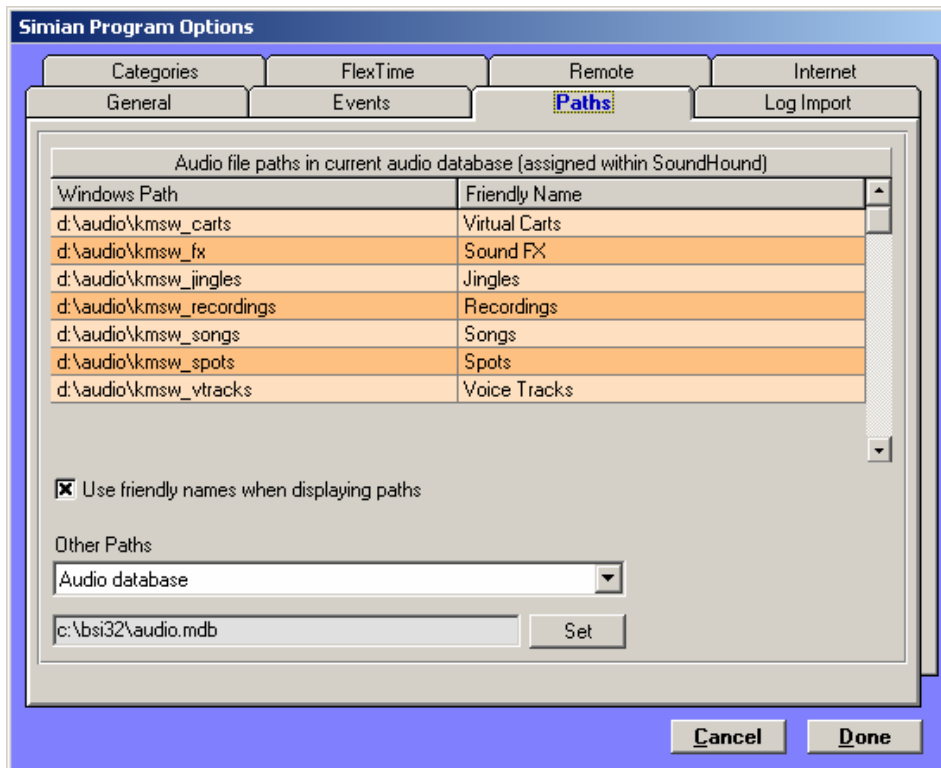
Trigger Sets – default c:\bsi32\triggers

HotKeys Sets – default c:\bsi32\hotkeys

Serial Sets – default c:\bsi32\serial

Scheduled Event Sets – default c:\bsi32\scheduled

The following example shows an alternative structure for the paths layout, prefixing each folder name with the station call letters. This can be useful in multi-station clusters, though we prefer to rename the audio folders audio1, audio2, audio3 etc to try and maintain an 8.3 folder and filename structure.



IMPORTANT NOTE: In the example above, we have added the station name to the default folder name. This is useful when running a network of multiple stations, so that production computers can synchronize copies of the audio libraries for different machines on the network. We have used the station call letters here as an example for clarity, you may wish to use FM/AM or 1/2/3 etc. and keep the folder name down to 8 letters or less which has certain advantages owing to the way in which Windows accesses files and folders greater than 8 letters long in non-NTFS file systems.

Networking Guide

In response to changes to the way in which Microsoft Networking has evolved (since Windows 98 and the original Simian release), BSI has changed the recommended setup for networked Simian workstations.

It's very important to understand what the changes mean, why they are needed and how to correctly network Simian computers.

What Changed?

Firstly, beginning with Windows 2000, any operation to a UNC path (i.e. \\air\c\bsi32\audio) is routed via the Windows Network, even if that UNC path points to the local machine. Thus, even though the machine could be playing the audio locally, it actually passes via the Networking Layer of the Windows operating system.

This effects performance in Windows 2000 and Windows XP Professional (and also Windows 2003, though Simian has not been designed to run on Windows 2003 or any other 'server' based operating system).

With Windows 2000, there's the added problem of a 'NetBios' limit which prevents more than 8 folders being automatically monitored by Simian's SoundHound application.

And with Windows XP Professional (and Windows 2003), all networking is shut down if the Network Card loses a connection (to the local switch, has a cable error, or is connected via a cross-over cable to a Production machine that is rebooted). So, even if the UNC paths point to a local hard drive on the air machine, it no longer has access to those files.

When the program was first released, networking Simian involved setting up UNC paths across an Air and Production machine. Clearly with the newer operating systems this will cause huge problems sooner or later.

The following pages outline the recommended setup for a basic network of Simian computers which has been well tested and proven to provide a trouble-free, robust solution, with the added advantage of redundancy.

Customized multi-station and production workstations on a single network are outside the scope of the level of support we can offer in this recommendation; this is where the skills of a Network Administrator come into play. However, by understanding the reasoning behind the recommended Network, the principles can be adapted to suit different customized solutions.

When finished with this guide, you will be able to completely remove Network Connections from the Air computer and it will continue without error.

Also, in the unlikely event that the Air machine fails, the Production machine is ready to pick-up instantly, with its own backup copy of audio files.

Summary of Changes

The changes in Networking Setup and Configuration (from the original recommendation) can be summarised as follows.

- Each computer maintains an exact copy of the audio files

- Each computer runs a copy of SoundHound to index new files
- Each computer plays the audio files from its local hard drive
- The Production Computer references the Air computer's Program Logs across the network so that the Air log can be edited 'live'
- A backup copy of the Air computer's Program Log(s) is maintained on the Production Computer
- Two Simian sessions are setup on the Production Computer. One for normal network operation and a second 'local' session using the local copy of the Program Log files. (In both cases, a backup copy of the audio files is stored on the Production Machine locally)

Hard Drive Setup

While not strictly 'Networking' your hard drive configuration will determine your network settings.

For best performance (both with and without a Network) use a dedicated (hard-disk) drive for your audio files or at least partition your hard-drive. This also allows you to format your drive or partition and re-install Windows without affecting your audio files.

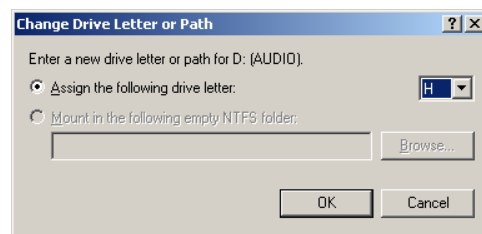
If you currently use a single hard-drive and do not have a separate partition for your audio files, we strongly suggest purchasing a utility such as Partition Magic 8 from Symantec software: <http://www.partitionmagic.com/partitionmagic/>

For a number of technical and practical reasons, an 8.4Gb partition provides optimum performance for Windows (and Simian). The remainder of the drive (or better still a second hard-drive) can be dedicated to your audio files.

One big advantage of the 8.4Gb partition is that all your operating system files are at the beginning of the hard drive (and can be read more quickly) – this includes the Windows disk memory (used when your physical memory is full).

Following these recommendations, you should have a **C:** and **D:** drive (if you have a CD-ROM installed, this may by default be installed as drive **D:**).

To change this and ensure your two drives (or partitions) are installed as **C:** and **D:**, go to **Control Panel | Administrator Tasks, Computer Management | Disk Management** and change the letter of your CD drive first of all (away from **D:** and then setup your audio drive or partition as **D:**).



From the **My Computer** window, we re-label the drives "**System**" and "**Audio**" for clarity.

TCP/IP Settings

In the examples below we are using two Computers '**Air**' and '**Production**' which already have their hard drives shared to other Network users. (If you have multiple machines, you can call them Air1, Production1, Air2, Production2 etc)

You should always consult with your Network Administrator or IT Manager before adding or changing network settings and/or Network Computers as there may be an impact elsewhere on your Network. Special consideration must be given to the IP address of each computer on your Network, which must be unique.

The following generic Network settings will ensure a basic connection between two machines providing that these IP addresses are not being used elsewhere on the Network.

Many modern computers are capable of network speeds of 1Gbs (rather than 100 Mbs or the much older 10 Mbs) though they do require the correct cabling to connect the Network together; and when using more than two computers, the correct hardware too.

You may refer to this piece of hardware as a HUB, but the correct equipment is a Network SWITCH. A switch ensures that signals between two computers are only transmitted between those two computers, whereas a HUB broadcasts that information to all computers. (Therefore, using a switch will ensure that high-volume data transfers between two computers do not affect other machines on your network).

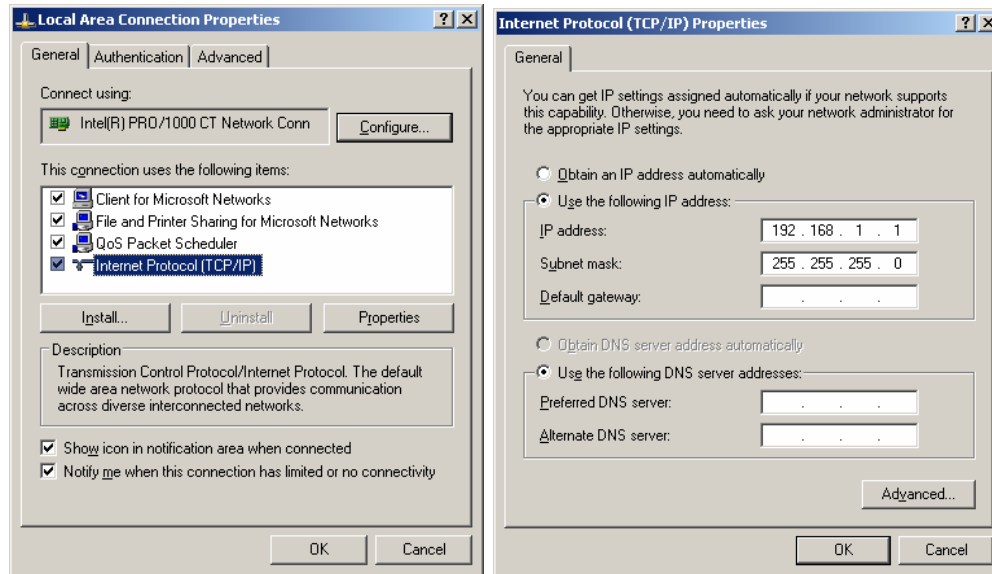
We favour brand name switches (Netgear, Linksys, D Link etc), preferably in metal enclosures with internal power supplies as these are less prone to RF interference.

When using a switch, all computers are connected to the Switch (usually located centrally) in a 'star' configuration.

In a very simple setup, an Air/Production pair of computers can be connected 'back to back' with a simple cross-over Network Cable without the need for a switch.

If you are utilizing a 1Gbs connection (with or without a switch) we urge you to ensure that your cable is rated for that speed of Network (see our Network Cabling guide for connection details and cabling advice).

To access the Network Properties, right-click **My Network Places** and select **Properties**. Right-click your LAN card and select **Properties**. You should see a box similar to the one on the next page. Select **Internet Protocol (TCP/IP)** and click **Properties**.



As previously stated, every computer on the same network must have a unique IP address. Larger networks may include a DHCP server so that each computer can **obtain an IP address automatically** each time it starts (which can result in your computer having a different IP address each time). In the example above, we have setup the settings manually with a static IP address and we recommend that you do the same as there are advantages in so doing.

Your Network will generally be either DHCP or Static IP, though some advanced configurations can mix the two. In our example, we're going to setup Static IP addresses manually on a closed Network of just the Air and Production machine. The actual numbers we use in the examples will almost certainly already be in use in most Networks.

Enter the IP address of 192.168.1.1 for the Air machine and 192.168.1.2 for the Production machine. If you add more machines (or those IP addresses are already in use on your Network), use 192.168.1.3, 192.168.1.4 etc. up to 192.168.1.254. The subnet mask will be 255.255.255.0 for all machines.

The 192.168.x.x range is a special number range for Internal Networks, you may also use 10.0.0.x as a numbering scheme, but every computer on your Network MUST have a unique IP address.

In our example, the Network is not connected to an Internet Gateway or Router (which would usually have a DHCP server) so there is no Default Gateway to enter and that can be left blank as can the DNS server addresses. You will normally need to 'populate' these DNS server addresses when requiring access to the Internet (for Windows updates / FTP / Weather info etc). There are no generic settings here, the information must come from your Network Advisor.

Networking is a specialized skill. The details provided here are a starting point only and will work for almost all Simian users. But for more flexibility, Internet sharing, Remote Access etc – you need to contact a Network Specialist.

Install & Configure Simian for Networking

If you have not already done so, install Simian using the default program path (C:\bsi32).

(Optionally) Create the following folders

C:\bsi32\triggers

C:\bsi32\serial

C:\bsi32\hotkeys

C:\bsi32\scheduled

These folders are for storing sets of Triggers, Hotkeys, Serials and Scheduled Events and generally make things much easier to manage as otherwise these files could get muddled up in c:\bsi32.

Now, on the D:\ drive create the following folders

D:\archive; D:\audio; D:\audio\carts; D:\audio\effects; D:\audio\jingles;

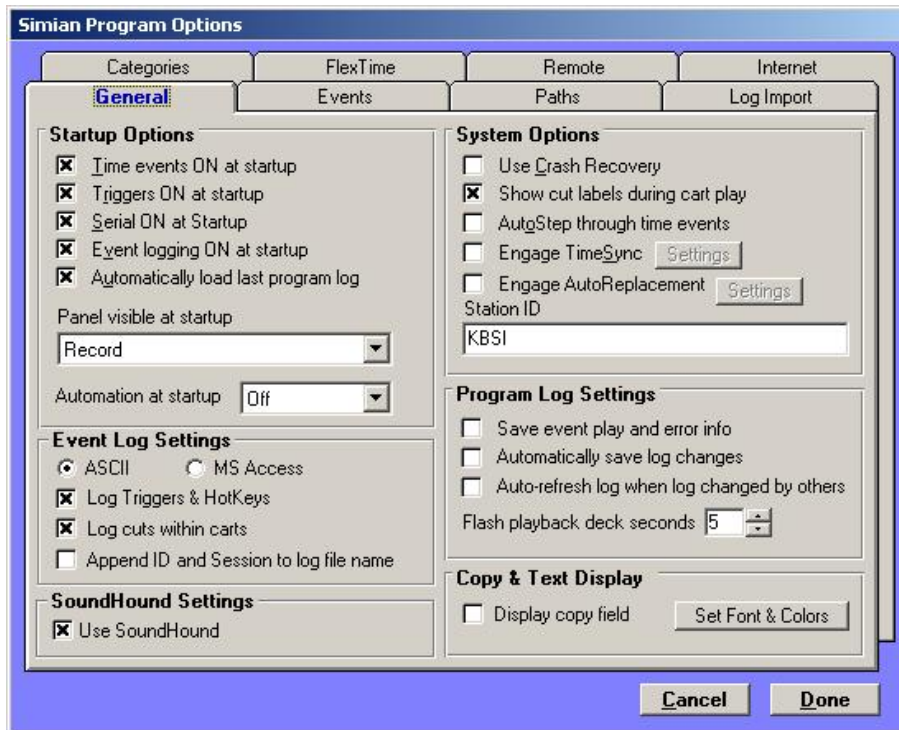
D:\audio\recordings; D:\audio\songs; D:\audio\spots; D:\audio\vtracks

You can modify the list of audio folders to match your own needs but we do suggest that you maintain a \carts folder for any virtual carts; \vtracks for voice-tracks and \recordings for Simian's record decks to save to.

Using dedicated folders for these files prevents them being mixed with your main audio library and prevents unnecessary audio database updates.

IMPORTANT: NO AUDIO SHOULD BE STORED IN D:\AUDIO ITSELF (THIS WOULD CREATE A NESTED FOLDER) ONLY SAVE AUDIO IN THE SUB-FOLDERS. Nested folders cause continuous database updates leading to Database Bloat (where the audio.mdb file because so large, the performance of Simian will suffer).

Now, in **Tools | Program Options**, ensure that the **Use Soundhound** box has a tick in it on both the Air and Production machines. Your screen should look something like this:



Click **Done** when finished and then shut down and restart Simian to make sure all the changes take effect. This ensures that each computer runs its own copy of SoundHound and maintains its own audio database. We now have to configure SoundHound to monitor the local computer's hard drive.

When Simian restarts you'll also see a pair of binoculars in the System Tray next to the clock (see page 9 for images and more details). Double-click these to view SoundHound.

Use the **Add Folder** button to add **D:\audio\carts**; then repeat the process for **D:\audio\effects**; **D:\audio\jingles**; **D:\audio\recordings**; **D:\audio\songs**; **D:\audio\spots**; and finally **D:\audio\vtracks**.

It's also a good idea to give these folders a **friendly** name. To do this, highlight each of the folders in SoundHound and click the 'Smiley Face' – you can use descriptions like **'Voice Tracks'** for your **d:\audio\vtracks** folder; and **'Sound Effects/Production Elements'** for your effects folder etc.

Try and avoid the ampersand (&) and other punctuation marks in the friendly description as these may not be displayed correctly.

Once finished, there may be a flurry of disk-activity as the **audio.mdb** database is created and updated by SoundHound. Thereafter, SoundHound will only refresh a folder in which there has been a change.

Setting Up Paths

From **Tools | Program Options** select the **Paths** tab. From the drop down box at the bottom of the screen select the following options and set the correct paths for them:

Record Decks and **Voice Track** (Select the 'Recordings' and 'Vtracks folders from the top list and click the 'set' button). It's also a good idea to chose the '**Show Friendly Paths**' option as this displays the 'friendly' names for the paths instead of the full windows path.

For Triggers, Serial and Scheduled event sets, you'll need to click **set** and browse to the **c:\bsi32\triggers**, **serial** and **scheduled** folders that you setup.

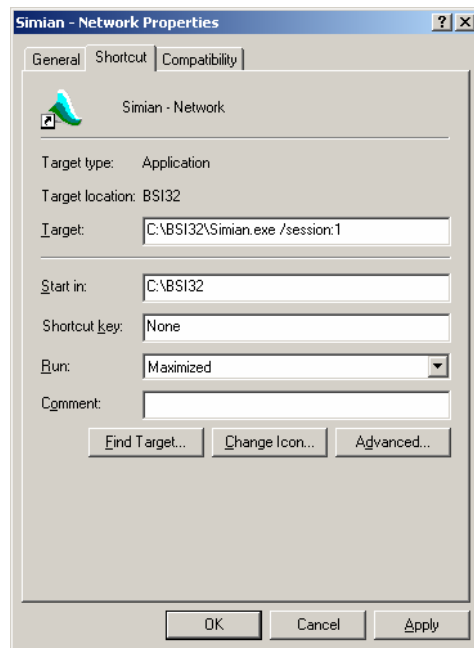
On the Air machine, you'll point Program Logs to **c:\bsi32\logs** and Hotkeys to **c:\bsi32\hotkeys**.

As the Production machine will operate either as a Network machine or as a stand-alone Local machine in its own right (as a backup to Air), we need to take a few more steps.

This is very easily done using Simian Sessions as different sessions maintain their own paths and other unique settings.

Start by creating two Simian Desktop Shortcuts and name one '**Simian - Network**' and the other '**Simian - Local**'

Right-click each of the shortcuts and look at the **Properties** for the **Target** as shown in the diagram below. To create Session 1 we simply add **/session:1** and for Session 2 we just add **/session:2** as shown in the diagram below.



We suggest using Session 1 as your **Simian - Network** and Session 2 as your **Simian - Local**.

Startup '**Simian - Local**' by clicking the Desktop Icon you just created. Go through and adjust all your Simian settings as per your Air machine (you may wish to add a reminder that this is a LOCAL Simian setting in the Station ID field of **Tools | Program Options**)

There are different ways of reaching the other session of Simian, the easiest being clicking the appropriate Desktop Shortcut.

However, if Simian is already running, you can select **File | Session** and select the appropriate session (in this case 1 for **Simian - Network**).

The Network settings for Simian on the Production machine are identical to the local settings, except that in **Tools | Program Options | Paths** – the **Program**

Logs should look at the Air machine across the Network (usually **\\air\c\bsi32\logs**) so that you can edit the 'live' Air log from your Production machine in real-time.

Optionally, you may wish to edit the Air Hotkeys from the Production room, in which case set up the path to the Hotkeys folder as [\\air\c\bsi32\hotkeys](#)

Synchronizing Audio Files and Program Logs

The final part of the set up is synchronizing the audio across the two machines (mirroring) and maintaining a copy of the Air program logs on your Production computer.

This is a simple task using Second Copy 2000 software (www.secondcopy.com) which should be installed and run on the Production Computer only.

Second Copy 2000 synchronizes audio (including file deletions) on both machines with any deleted audio going in to **d:\archive** 'just in case!'

Please refer to our separate document on how to configure Second Copy 2000 – it's a five minute task to mirror audio files across two machines.

Once you have configured your Network and Mirroring your audio files, then no matter what happens on your Network, the Air machine will continue playing audio from its local drive.

In the unlikely event that the Air machine fails, the Production Computer can pick up immediately by starting the '**Simian - Local**' session and opening the current program log (which Second Copy 2000 has copied automatically into the **c:\bsi32\logs** folder).

Conclusion

- The Production computer is now a 'Hot Swap' backup machine
- All audio is now being played (and recorded) onto the local hard drives of each machine and is therefore unaffected by Network performance or failure
- Audio is mirrored across the two machines, each with its own copy of the entire music library so there is a constantly maintained full backup in case of drive or PC failure
- Potentially more than 8 folders can be used in SoundHound – though we recommend keeping it at around that level.

Alternative Network Methods

The following are alternative solutions that can be applied to the Production Computer, though are more limited than the previous solution. They may be more suitable in multi-station or custom configurations where it is not possible or desirable to keep multiple copies of audio libraries.

As alternative methods these suggestions are only suitable in specific circumstances. They are **NOT** the recommended method of Networking Simian for most users and are offered for information only. If your station needs to implement one of these alternative solutions, you should also be consulting a Network Specialist too.

Drive Mapping

If you do not want to Mirror your audio across a Network, or have limited hard-drive space on your Production Computer (a 250Gb drive holds 5,000+ songs and we do not recommend using more than this number of audio files) you can 'map' a Network Drive to **d:** on the Production computer so that it can see the audio across the Network.

As SoundHound cannot receive notifications across a Network that files have been changed, you must then ensure that the path to the audio database is set to:

```
\\air\c\bsi32\audio.mdb
```

... and that you **DO NOT** run SoundHound locally.

The Air machine will continue to play audio from its local hard drive, without being affected by network performance as it is not using UNC paths. As the Air database references local **d:\audio** paths, when the Production computer has this drive mapped to its **d:** letter, it'll also see the audio files (but will be affected by Network Performance and there is no longer a backup of audio files and therefore not 'Hot Standby').

Subst

SUBST is a legacy DOS command that can be used to automatically assign one drive letter and path (including a network path) to another.

For example, **SUBST d: \\air\d** would create a **d:** drive on the local machine which had all the information in the Air machine's **d:** drive. (The drive must not have existed on the local machine prior to running **SUBST**).

As SoundHound cannot receive notifications across a Network that files have been changed (even when the drive letter is mapped), you must then ensure that the path to the audio database is set to **\\air\c\bsi32\audio.mdb** and that you **DO NOT** run SoundHound locally.

The Air machine will continue to play audio from its local hard drive, without being affected by network performance as it is not using UNC paths. As the Air database references local **d:\audio** paths, when the Production computer has this drive mapped to its **d:** letter, it'll also see the audio files (but will be affected by Network Performance and there is no longer a backup of audio files and therefore no 'Hot Standby').

As each session of Simian can run different applications when it starts (and ends) you can create multiple sessions using different **SUBST** commands to communicate to multiple stations on the same network; when you close each session you run the **/D** switch to disconnect the **SUBST** drive, thus leaving the drive letter free for the next session.

Macros

Macro commands are among the most powerful features of Simian which allow you to easily control many of Simian's functions automatically.

Unlike Macros in other programs (that work by making you 'record' different sequences of keystrokes), Simian uses a series of different 'keywords' to control various aspects of your automation system. Thus, the process is much easier to understand and operate – especially as the keywords are available from a drop down list box!

Once you've entered any required options or parameters to the end of the Macro Keyword (typically, these are separated by commas), the completed Macro Command Line can easily be 'drag and dropped' from Event Builder and added to the Program Log, Scheduled Events, Triggers, Serial Sets, HotKeys, or placed within Carts in exactly the same way as you'd add audio events to a Cart.

If you're already a Macro expert, then there's no need to scroll through the drop-down list box, you can simply write your Macro Command Line into the box then drag and drop it. (This is also the only way to enter any 'hidden' Macros that do not appear in the drop down list).

The Macros are listed on the 'Macro' tab of Event Builder and are described more fully in the following pages of this manual.



Although easy to use, some Macros can use several different optional parameters. If you find that you are using the same Macro repeatedly, or would like to give the Macro a clearer description, we suggest that you create a Virtual Cart and enter the Macro into the cart. The Macro will run in the same way but the Virtual Cart allows you to assign a more meaningful description of what you're using the Macro for.

The Virtual Cart can then be easily drag and dropped wherever it's needed.

In the following pages, the **MACRO NAME** is shown in **BOLD CAPITALS**.

Any additional *COMPULSORY COMMANDS* or *PARAMETERS* are shown in *UPPER CASE ITALICS*. If the *COMMANDS* and/or *PARAMETERS* are optional, they will be contained within *[SQUARE BRACKETS]*.

Required customer parameters are shown in *lower case italics*

Multiple options are *separated / by / slashes*

Where you need to enter additional information about the Macro, details are usually separated by a comma symbol ','.

Don't worry if that sounds a little complicated, we've added Examples and Descriptions for all the Macros available and useful **TIPS** on how to get the most out of each of the Macros too.

As Macro documentation and examples are currently under review, please check that you have the latest version of this document:

(Simian 1.7 Macros – Doc Rev 1.7.4)

ADDEVENT

Allows you to add a (one off) event to the program log at the Sec Tone or End of the currently playing deck, or at the Start of the next deck. The Additional Event can be an audio file, virtual cart or Macro command.

The ADDEVENT Macro would normally be assigned to an incoming trigger.

SYNTAX

ADDEVENT *SECTONE/END/START, AUDIO/CART/MACRO, command*

EXAMPLES

ADDEVENT *SECTONE, MACRO, RELAY 1,100*

Your EAS unit sends an alert pulse to an incoming trigger, but rather than interrupt programming immediately, you play the announcement at the end of the audio playing by sending a relay command to your EAS unit.

ADDEVENT *SECTONE, CART, GO2_GAME*

To insert a Live Game report from a remote location using the CircuitWerkes DR-10. First, you dial into your DR-10 and send a trigger pulse to Simian. A cart (GO2_GAME) is assigned to that trigger, containing the following sequence to play a jingle and put the DR-10 to air.

AUTOMATION *ASSIST*

+ *jingle.wav*

+ **MIXVOLUME** *1,100*

On a second trigger pulse from the DR-10, you'd have another cart to restart automation

+ **MIXVOLUME** *1,0*

+ **AUTOMATION** *FULL*

+ **STARTNEXT**

ALLSTOP

The equivalent of pressing an 'Emergency Stop' button - use with care!

If AUTOMATION is ON, then Simian will step to the next event to play.

AUTOMATION

Selects the different Automation modes (has the same effect as pressing the Automation mode button).

SYNTAX

AUTOMATION *OFF / ASSIST / FULL*

EXAMPLES

AUTOMATION *OFF*

Turns off automation

AUTOMATION *FULL*

Selects FULL automation mode

AUTOMATION ASSIST

TIP

You can assign the different AUTOMATION macros to different hotkeys (to save having to cycle through the opens using the automation mode button).

Add an **AUTOMATION FULL** Macro as a scheduled event at the end of your live programming to ensure your automation system runs while the station is unattended.

CHAIN

Loads a new Program Log with optional meta-variables to automatically work out the next day's log.

CHAIN replaces the older LOG Macro as it is more versatile and can be run as a scheduled event once a day rather than being added to every Program Log.

SYNTAX

CHAIN *logname*, [*NORELOAD*]

The *logname* can be the full name of your log (excluding the .bsi extension) or for more versatility can contain any of the following meta-variables which Simian will substitute for the correct values each time the macro is run. **ALL VARIABLES ARE BASED ON THE FOLLOWING DAY'S DATE**

- %M* – 2 digit month
- %D* – 2 digit day (for tomorrow)
- %Y* – 2 digit year
- %Z* – 4 digit year
- %W* – 3 letter day of week (for tomorrow)

NORELOAD – this optional parameter prevents the current log being reloaded in case of error

EXAMPLES

CHAIN *%W*

Loads tomorrow's program log based on the 3 letter day of the week (i.e. mon.bsi, tue.bsi, wed.bsi, thu.bsi, fri.bsi, sat.bsi, sun.bsi)

CHAIN *%D%M%Y*, *NORELOAD*

Loads tomorrow's program log based on the Day, Month and Year (i.e. *060205.bsi*, *060305.bsi* etc.)

You can also add a prefix or suffix to the variables (or even in the middle). If you have multiple stations you might use:

- CHAIN** *FM%D%M%Z*, *NORELOAD*
- CHAIN** *AM%D%M%Z*, *NORELOAD*
- CHAIN** *KBSI%D%M%Z*, *NORELOAD*
- CHAIN** *KUGN%D%M%Z*, *NORELOAD*

This will load program logs for tomorrow based on the format *FM06022005.bsi*, *AM0602005.bsi*, *KBSI0602005.bsi* and *KUGN0602005.bsi*

In the above four examples, there is a 4 digit year because we used the %Z variable).

TIP

Enter the **CHAIN** Macro as a Scheduled Event once only, to run at 23:59:50 every night. It will always load the next day's log based on your parameters. Set once and forget!

COMPACTDATABASE

Refreshes and rebuilds the audio database (usually *c:\bsi32\audio.mdb*). This will reduce the size of the database if there have been a high number of refreshes since the last COMPACTDATABASE which will help to improve access speed.

SYNTAX

COMPACTDATABASE

TIP

Run once a day as a Scheduled Event. This is best done during a quiet automated period as the Event Builder is not available for a short time while the Macro is running.

COMPACTHEAP

Attempts to free up unused memory which reduces Windows total memory usage and enables Simian to run longer between reboots.

SYNTAX

COMPACTHEAP

TIP

Schedule the COMPACTHEAP Macro to run once a day (as a Scheduled Event).

DECKFADE

Fades up or down the specified play deck(s) over a specified period of time.

SYNTAX (this command is all typed on one line but is split here to show the options)

DECKFADE *DECK#/ALL/CURRENT, START%/CURRENT, END%, MS, UNLOAD/STOP, [RETURN]*

DECK# - the play deck number, *ALL* (all 3 play decks) or *CURRENT* (the currently playing deck).

START% - the start volume level. Usually you will enter *CURRENT* for the current volume, but you can specify a fade to start anywhere from 100 to 0 (full volume to mute)

END% - the end volume level. Usually 0 being mute, but fades can go up as well as down to any value between 0 and 100.

MS – duration of fade in milliseconds

UNLOAD – unloads the deck that was playing

STOP – stops the deck that was playing

RETURN – this optional parameter returns the volume level to the original value.

EXAMPLES

DECKFADE *ALL, 100,0,5000,UNLOAD,RETURN*

DECKFADE *CURRENT, CURRENT,0,20000,STOP,RETURN*

DECKVOLUME

Sets the volume level of the specified play deck.

SYNTAX

DECKVOLUME #,%

- the play deck # (1, 2 or 3), *CURRENT, NEXT* or *LAST*

% - the volume level where 100 is full and 0 is mute

EXAMPLES

DECKVOLUME *1,80*

DECKVOLUME *NEXT,50*

DECKVOLUME *CURRENT,80*

DECKVOLUME *CURRENT,100*

TIP

Using this Macro in a cart is an easy way to have a HOTKEY automatically 'duck' the level of the currently playing deck.

DECKVOLUME *CURRENT,80*

+ *filename*

+ **DECKVOLUME** *ALL, 100*

ENTERKEY

Duplicates the behaviour of the keyboard ENTER key. This Macro should only be used in Trigger, Hotkey and Serial sets (never in the main program log).

In LIVE ASSIST mode this would load the currently highlighted event into a deck.

In FULL AUTOMATION mode this would load the currently highlighted event into a deck and start playing it.

SYNTAX

ENTERKEY

FILECOPY

Copies a Source File to a Destination

SYNTAX

FILECOPY *SourceFileName, DestinationFileName*

Filenames must include the full path to the file

EXAMPLES

FILECOPY *D:\AUDIO\SPOTS\weds.wav, D:\AUDIO\SPOTS\today.wav*

FILECOPY *C:\BSI32\TIMES\header1.wav, C:\BSI32\TIMES\header.wav*

TIP

Can be used to automatically 'update' a spot or other audio event automatically (from scheduled events, or as an event within a cart) or to change the *c:\bsi32\times\header.wav* file to have a different introduction each time **SAYTIME** is used.

FILEDELETE

Deletes a specified filename

SYNTAX

FILEDELETE *FileName*

FileName must include the full path to the file

EXAMPLES

FILEDELETE *D:\AUDIO\SPOTS\WEEKEND.WAV*

FILEDELETE *D:\AUDIO\LINERS\PROMO07.WAV*

FLEXTIME

Sets the current FlexTime mode, using the parameters setup in:

Tools | Program Options | FlexTime

SYNTAX

FLEXTIME *OFF/PITCH/BACKTIME*

EXAMPLES

FLEXTIME *OFF*

FLEXTIME *PITCH*

FLEXTIME *BACKTIME*

FTP

Connects / Disconnects to remote FTP server and performs the FTP Get or Put functions. Requires Port 21 to be open.

SYNTAX

FTP *CONNECT, Server, Account, Password*

FTP *[GET/PUT] LocalFile, RemoteFile*

FTP *DISCONNECT*

EXAMPLES

FTP *PUT c:\bsi32\webpage.html, /public_html/nowplaying.htm*

FTP *GET d:\audio\vtracks\forecast.mp3, /audio/weather/midday.mp3*

When finished, disconnect from the FTP server using:

FTP *DISCONNECT*

TIPS

You must first open a connection to an **FTP Server** (using URL or IP address) using the *CONNECT* command, entering your *Account* (username) and *Password* details.

Once connected, you can use the **FTP** *PUT* or *GET* commands to move files between the local and remote machines.

When finished, you should *DISCONNECT* from the **FTP** server.

GETFORECAST

Retrieves the current US NOAA weather service forecast for your zone area and displays the forecast in the Weather Windows (CTRL-W). (Use the BSI ZoneFinder utility to discover your local zone area). Requires Port 80 open.

SYNTAX

GETFORECAST *State, Zone*
State your two letter State code (i.e. *OR*)
Zone your four character NOAA Zone area (i.e. *ORZ001*)

EXAMPLE

GETFORECAST *OR, ORZ001*

GETWEATHER

Retrieves the current weather conditions for your ZipCode, Airport or International Weather Station code from Weather Underground. Requires Port 80 open, with access to www.wunderground.com.

Simian will also receive the weather conditions from a local file, allowing customers to write interfaces between local weather stations to write the local information and have Simian use it.

SYNTAX

GETWEATHER *ZIPCODE*
GETWEATHER [*ZIPCODE*,] *ZIPCODE*
GETWEATHER *STATION, STATIONCODE*
GETWEATHER *FILENAME, FILENAME*

Zipcode is your five digit Zipcode or three digit Airport code

Stationcode is the Global Weather Station Code used by Weather Underground. To obtain these codes, visit <http://www.wunderground.com/auto/raw/global> and drill down to your Country and City (note that Global Stations are not updated as frequently as domestic US weather stations). Then note the code at the end of the Weather Forecast URL.

Filename is the path and filename to a local .ini file containing the following information:

```
Weather]
Temp=83
Conditions=Sunny
Visibility=10.5
Winds=WNW at 2
```

Pressure=29.95
Humidity=60%
Dewpoint=71
Time=9:00 AM PST October 4, 2005
City=Eugene
State=Oregon

EXAMPLE

GETWEATHER 97401
GETWEATHER ZIPCODE, 90210
GETWEATHER STATION, 08373
GETWEATHER FILENAME, c:\bsi32\weather.ini

TIP

In the event that Windows encounters a Network error, either locally or with the Internet Connection, while attempting to retrieve the weather information, Simian may be given a lower operating priority as Windows diverts resources to obtaining the weather. To prevent this having a detrimental effect on Simian we now provide a GETWEATHER application which will write the weather to c:\bsi32\weather.ini, from where Simian can read it. GETWEATHER.exe can be run hourly as a Scheduled 'APP' event without affecting Simian.

GOTO

Moves to a specified position in the program log based on scheduled time or the description field of a **COMMENT** Macro and makes that event 'next to play'. The optional *NOW* parameter has the same effect as a timed immediate event.

SYNTAX

GOTO TIME *hh:mm:ss/CURRENT*, [*NOW*] or
GOTO *label*, [*NOW*]

EXAMPLES

GOTO TIME 06:00:00, *NOW*

Moves the program log to the first event with a scheduled time at or after 6am. This Macro will have no effect if there are no Scheduled times entered in the Program Log.

GOTO TIME *CURRENT*, *NOW*

Moves the program log to the first event with a scheduled time at or after the time at which the Macro was executed. (This Macro can be used to advance the log to the current time of day when first opened.)

GOTO *rockshow*, *NOW*

GOTO *end-of-game*, *NOW*

Moves the program log to the line that says *REM rockshow* or *REM end-of-game*

HOTKEY

Plays a specified HotKey (never run this Macro FROM a HotKey).

SYNTAX

HOTKEY *HOTKEY#*

EXAMPLE

HOTKEY 5

Plays HotKey # 5 of the currently loaded HotKey set.

HTMLTEXT

Allows you to dynamically replace user defined tags in the HTML template file with user defined text in the HTML destination file without having to edit the entire page.

Tags are entered in the template file as `<!--usertag-->` and are thus in a static position.

SYNTAX

HTMLTEXT *usertag, usertext*

EXAMPLES

HTMLTEXT *usertag, My Text To Replace The Tag*

Replaces `<!--usertag-->` in the template HTML file with 'My Text To Replace The Tag' in the destination HTML file

HTMLTEXT *anothertag, My Text To Replace Another Tag*

Replaces `<!--anothertag-->` in the template HTML file with 'My Text To Replace Another Tag' in the destination HTML file

HTMLTEXT *usertag* or **HTMLTEXT** *anothertag*

clears the replaced tag in the destination HTML file

TIPS

To illustrate the possibilities, the following examples are extreme!

Add `<!--alarm-->` to your template HTML file. Then, wire your station's intruder (or other) alarm to one of Simian's incoming triggers with the following Macro assigned to that trigger.

HTMLTEXT `<!--alarm-->`, *Our building has been broken into, please dial 911*

HTMLTEXT `<!--alarm-->`, *Fire Alarm Activated, please dial 911
*

HTMLTEXT `<!--alarm-->`, *We apologize for the dead-air, please page our engineer on xxx-xxxx to fix the problem*

Or, you could add `<!--jockinfo-->` to your template HTML file and allow your staff to alter that line of text on the web site. For example:

HTMLTEXT `<!--jockinfo-->`, *<I>Call me now for a chance to win!</I>*

IMPORTLOG

Imports an ASCII text file using the default Traffic Log Import filter and creates and loads the file as a Program Log if that options has been selected in the Import Filter. Simian can dynamically generate the filename using the meta variables listed below. (See also the **SORTLOGBYTIME** Macro).

You can also specify the Log Import Filter to use, by adding the optional MUSIC, TRAFFIC or

ALTERNATE parameter after the filename.

SYNTAX

IMPORTLOG *FILENAME.EXT*,[TRAFFIC/MUSIC/ALTERNATE]

TRAFFIC/MUSIC/ALTERNATE – selects the Import filter to use (default is Traffic)

FILENAME.EXT – is the full filename including file extension of the ASCII file to import (usually .log, .txt etc). By default, this file should be in the c:\bsi32\import folder.

The *filename* can include any of the following meta-variables which Simian will substitute for the correct values each time the macro is run. **ALL VARIABLES ARE BASED ON THE FOLLOWING DAY'S DATE**

%M – 2 digit month

%D – 2 digit day (for tomorrow)

%Y – 2 digit year

%Z – 4 digit year

%W – 3 letter day of week (for tomorrow)

You should always specify a file extension after using the meta variables.

EXAMPLE

IMPORTLOG *filename.txt*

Imports a log called *filename.txt* using the Traffic format

IMPORTLOG *filename.log, MUSIC*

Imports a log called *filename.log* using the *Music* format

IMPORTLOG *spots.txt, TRAFFIC*

Imports a log called *spots.txt* using the *Traffic* format

IMPORTLOG *%W.txt*

Imports a log for tomorrow based on the 3 letter day of the week (i.e. mon.txt, tue.txt, wed.txt, thu.txt, fri.txt, sat.txt, sun.txt)

IMPORTLOG *%D%M%Y.log*

Imports a log based on the Day, Month and Year (i.e *060205.log, 060305.log* etc.)

IMPORTLOG *KBSI%W.log*

Imports a log for tomorrow, based on the filename KBSI followed by the three letter day of the week (i.e KBSIWED.log)

INSERTLOG

Inserts another specified Program Log into the current Program Log.

SYNTAX

INSERTLOG *logname*

EXAMPLE

INSERTLOG *newshour*

Inserts the *newshour.bsi* log into the current Program Log

TIP

There are a number of potential uses for this Macro, for example – calling a *'rain stopped*

play log during a ball game; pre-compiling a magazine program (or news sequence) on a remote machine and importing that log into the Program Log when it's ready to air.

LOADHOTKEYS

Loads a specified HotKey set and uses this set as the current set

SYNTAX

LOADHOTKEYS *setname*

EXAMPLES

LOADHOTKEYS *amdrive*

LOADHOTKEYS *overnight*

TIP

To have a blank HotKey set, create a blank set entitled *none* and use the following:

LOADHOTKEYS *none*

LOADSERIAL

Loads a specified Serial set and uses this set as the current set (or unloads all sets using the NONE parameter).

SYNTAX

LOADSERIAL *setname/NONE*

EXAMPLES

LOADSERIAL *amdrive*

LOADSERIAL *overnight*

LOADSERIAL *NONE*

LOADTRIGGERS

Loads a specified Triggers set and uses this set as the current set (or unloads all sets using the NONE parameter).

SYNTAX

LOADTRIGGERS *setname/NONE*

EXAMPLES

LOADTRIGGERS *amdrive*

LOADTRIGGERS *overnight*

LOADTRIGGERS *NONE*

LOADSCHEDULED

Loads a specified Scheduled Events set and uses this set as the current set (or unloads all sets using the NONE parameter).

SYNTAX

LOADSCHEDULED *setname/NONE*

EXAMPLES

LOADSCHEDULED *amdrive*
LOADSCHEDULED *overnight*
LOADSCHEDULED *NONE*

LOG

Although it will still work, the LOG Macro has largely been replaced by the more versatile CHAIN Macro and we advise all customers to adopt **CHAIN** (as a Scheduled Event) instead of using the older **LOG** Macro in the Program Log. The **LOG** Macro loads a specified Program Log or generates a new one. Never run the **LOG** Macro as a timed immediate event.

SYNTAX

LOG *LOAD/NEW logname*

EXAMPLES

LOG *LOAD welcome*
Loads c:\bsi32\logs\welcome.bsi

LOG *NEW*

Creates a new untitled Program Log (it is not possible to give a new log a name until events have been added to the log)

MIXFADE

Fades (up or down) the specified Mix# for the specified duration. This Macro requires an audio card with a hardware mixer.

SYNTAX

MIXFADE *MIX#, START%, END%, MS, [STOP], [WAIT]*
Mix# - the Mix# to fade (from 1 to 16)
Start% - the start volume level (from 100 to 0)
End% - the end volume level (from 0 to 100)
MS - the duration of the fade in milliseconds
STOP - this optional parameter will stop and unload any playing decks
WAIT - this optional parameter waits until the end of the fade before going to the next event

EXAMPLES

MIXFADE 1,0,100,5000
Fades Mix1 from 0% (muted) to 100% (full) over 5,000ms

MIXFADE 1,100,5000
Fades Mix1 from 100% to 0% (full to muted) over 5,000ms

MIXFADE 2,80,10,10000, STOP, WAIT
Fades Mix2 from 80%-10% over 10 seconds. Unloads any decks that were playing and then once the fade has finished starts the next event in the Program Log (if in full Automation). This sort of fade won't be very common but shows the flexibility available.

TIP

Use the **MIXFADE** Macro to opt in and out of satellite fed programming for a smooth fade in

or out, especially where the network is using filler music and you are rejoining slightly early; or you are joining a program already in progress.

MIXVOLUME

Sets the specified Mix# to the specified volume

SYNTAX

MIXVOLUME #, *Volume%* or
MIXVOLUME #, *ON/OFF*

EXAMPLES

MIXVOLUME 1, 100

MIXVOLUME 2, 0

Sets Mix1 volume to 100% (full) and Mix2 volume to 0% (muted)

MIXVOLUME 1, *OFF*

Prevents Mix1 being controlled by subsequent **MIXVOLUME** 1 Macros (until **MIXVOLUME** 1, *OFF* is executed)

PAUSE

Pauses events for the specified number of seconds (though will not prevent a trigger or hotkey from starting audio). Can be used in the main Program Log or within a Cart.

SYNTAX

PAUSE *seconds*

EXAMPLE

PAUSE 120

Causes the next event to be delayed by 120 seconds (2 minutes)

TIP

Use a **PAUSE** 1 Macro when sending multiple commands to some external serial devices which do not allow commands to be sent one after the other.

PLAYASYNC

Plays the specified audio file (or Cart) in the Async Deck (Deck #4)

SYNTAX

PLAYASYNC *filename*

EXAMPLE

PLAYASYNC *filler*

Plays *filler.wav* or *filler.krt* out of the Async Deck

TIP

When coupled with a **DECKVOLUME** 4 Macro, PLAYASYNC can be used for filler music (catch-up music) by setting the volume of the deck to 0 prior to starting the stop set. At the end of the stop set, a DECKFADE 4,0,100,3000 will fade up the already playing ASYNC

deck.

The same feature can be used to 'dip' in and out of a long-form recording to play audio from the main program log.

PLAYDECK

Plays the specified (or Next) play deck. This Macro should NOT be used in the Program Log.

SYNTAX

PLAYDECK, *Deck#/NEXT*

EXAMPLES

PLAYDECK, 1

PLAYDECK, 2

PLAYDECK, 3

PLAYHOOKS

PLAYHOOKS allows you to 'forward sell' your hour by playing listeners the hooks of songs that are coming up.

The sequence automatically adds *c:\bsi32\hooks\header.wav* and ends with *c:\bsi32\hooks\tail.wav*. If a *c:\bsi32\hooks\zinger.wav* exists, this will be played in between the HOOKS of each song.

If no HOOK is marked within the song, the first few seconds of the song will be played instead.

A threshold parameter safeguards against spots or jingles being played (all file lengths below that threshold are ignored).

NOTE: All the files in *c:\bsi32\hooks* must be exactly the same audio format as your songs.

SYNTAX

PLAYHOOKS *Events, Jump, Threshold*

Events – the total number of events in the Program Log to play

Jump – the number of events to jump before playing the next hook

Threshold – only adds events greater than the specified threshold

EXAMPLE

PLAYHOOKS 4, 3, 61

Plays the hooks of 4 songs, jumping 3 songs each time and only playing files that are longer than 61 seconds

TIP

By using the **FILECOPY** Macro, you can change the header.wav and tail.wav to add more variety to the **PLAYHOOKS** announcements.

RECORD

Controls recording (and playback) of Simian's two built-in Record decks. Recordings are

made into the default record paths setup in **Tools | Program Options | Paths**

SYNTAX

RECORD START/STOP, DECK#, filename, duration, [description]

RECORD PLAYSTART/PLAYSTOP, DECK#, [filename]

START/STOP – controls recording of the *DECK#* specified (1 or 2)

PLAYSTART/PLAYSTOP – controls playback of the *DECK#* specified (1 or 2)

filename – the 8.3 filename for the recording (or optionally to playback)

duration – the length of the record. A duration of '0' continues recording until the

RECORD STOP, DECK# Macro is executed.

description – allows you to 'tag' a recording with a Title Description

EXAMPLES

RECORD START, 1, 0600news, 180, 6am News

Records 0600news.wav in record deck #1 for 3 minutes with the Title Description '6am News'

RECORD START, 2, rockshow, 0, Rock Show ROT

Records rockshow.wav in record deck #2 with the Title Description 'Rock Show ROT'

RECORD STOP, 2

Stops Record Deck #1

RECORD PLAYSTART, 1

Plays back the last file recorded and still loaded in Record Deck #1

RECORD PLAYSTOP, 2

Stops playback in Record Deck #2 (Note that RECORD STOP,2 would have the same effect)

RECORD PLAYSTART, 1, filename.wav

Plays back *filename.wav* in Record Deck #1

TIP

RECORD Macros are best run from the Scheduled Events rather than the main program log. Recordings will overwrite files with the same filename automatically, so the same filenames can be used repeatedly for the daily events.

RECORD Macros can also be stacked in a cart to record a program from a satellite network in response to the incoming triggers for local breaks. This is useful for time-shifting programs.

In the example below, the satellite network sends a trigger for a 3 minute, 2 minute, then 1 minute break. We use that trigger to start the same cart which sequences through the following commands (the first recording is usually started as a timed event, but the breaks are 'floating'):

RECORD STOP, 1

+ **PAUSE 180**

+ **RECORD START, 1, part_2, 0, Program Part 2**

RECORD STOP, 1

+ **PAUSE** 120
+ **RECORD START**, 1, part_3, 0, Program Part 3
RECORD STOP, 1
+ **PAUSE** 60
+ **RECORD**etc

RECORDSOURCE

Selects a record source for the Audio Science Sound Card either by using the Card #, or the Sound Card being used by the specified Record Deck.

SYNTAX

RECORDSOURCE *CARD/DECK, DEVICE#, SOURCE#*

CARD - selects the specified source on the specified Sound Card

DECK - selects the specified source on the Sound Card being used by the specified Record Deck

DEVICE# - either the Sound Card or Record Deck

SOURCE# - the Sound Card input number

EXAMPLES

RECORDSOURCE *CARD, 1, 2*

Selects Line Input 2 for Sound Card 1

RECORDSOURCE *DECK, 2, 3*

Selects Line Input 3 for the Sound Card being used by Record Deck 2

RECORDSOURCE *DECK, 1, 2*

Selects Record Input 2 for Record Deck 1

RELAY

Controls an optional external relay

SYNTAX

RELAY #, *ON/OFF/MS*

EXAMPLE

RELAY 1, *ON*

Turns Relay 1 ON

RELAY 2, *OFF*

Turns Relay 2 OFF

RELAY 3, *500*

Closes Relay 3 for 500ms (1/2 a second) and then opens Relay 3

TIP

Durations of up to 30000ms (30 seconds) can be used. For longer durations, use the **RELAY** #, ON and **RELAY** #, OFF command as Scheduled Events or in the Program Log.

The number of relays available will depend on the external equipment being used.

REM

Remark or Comment in the Program Log which otherwise does nothing when in Automation Mode. (In Live Assist mode, you will need to manually advance this item).

REM Macros are great ways of making the Program Log easier to navigate and read.

SYNTAX

REM *description*

EXAMPLES

REM *This is the 6am Hour*
REM *Insert 3 Minutes of Local Spots Here*
REM *Put on coffee pot for morning guy*
REM *Time Marker for 13:45*
REM *ENDOFGAME*

TIPS

Use a **REM** Macro as a timed event to align each hour correctly

Use a meaningful description as an aid to navigate the log or as a reminder

Use a short description, or label, to use as a place marker for the **GOTO** Macro (**GOTO** *ENDOFGAME* would advance the Program Log to **REM** *ENDOFGAME*)

RESETASYNC

Resets the Async Deck, clearing any items currently playing or queued (stacked) to play.

SYNTAX

RESETASYNC

RESETCART

Resets the 'next to play' marker inside a Virtual Cart to the first item in the cart. This is useful when using Virtual Carts for complicated sequences where it's essential that the cart is at the first item before being used.

SYNTAX

RESETCART *cartname*

EXAMPLE

RESETCART *kk_rec*
Resets the *kk_rec.krt* file and makes the first item in the cart the next to play

RESETSERIAL

This hidden Macro is used to reset the Serial Port in case of errors and will clear both incoming and outgoing Serial buffers.

SYNTAX

RESETSERIAL

SAVELOG

Saves any changes to the currently opened Program Log (will not save a Program Log with no existing filename)

SYNTAX

SAVELOG

SAYTEMP

Plays a sequence of audio files to announce the current temperature (as previously obtained using the GETWEATHER Macro)

First to play is *c:\bsi32\times\temps\temp.wav*, followed by *xx.wav* where *xx* is the current temperature (if the temperature is below freezing, Simian will look for a file called *-xx.wav*) and finally *degrees.wav*

SYNTAX

SAYTEMP**TIPS**

Take some extra time to record alternative *temp.wav* files and rotate these using randomized FILECOPY Macros from within a cart. This will give you a different intro each time the SAYTEMP Macro is used.

Record the temperature value and the word 'degrees' in the same *xx.wav* file (or *-xx.wav* files!) for a smoother sound and then either optionally delete the *degrees.wav* file or use randomized versions of the *degrees.wav* file to have different 'back-sells' to the weather forecast.

If you don't have time to record all the temperatures, copy the same file between *70.wav* and *79.wav* and say 'between 70 and 80 degrees today'

Omit the *temp.wav* file and use the *xx.wav* file to say 'looks like we're in for a cold one tonight with temperatures down somewhere between minus 5 and minus 10 degrees'

With a little time, care and thought, you can sound really live even when you're not there!

SAYTIME

Announces the current time (and optionally, the current temperature too)

c:\bsi32\times\header.wav is played first, followed by *c:\bsi32\times\hours\hh.wav* and finally *c:\bsi32\times\minutes\mm.wav* where *hh* is the current hour and *mm* is the current minute.

SYNTAX

SAYTIME [/TEMP]

EXAMPLES

SAYTIME

Announces the current time

SAYTIME/ TEMP

Announces the current time and temperature (providing the GETWEATHER Macro has been executed)

TIPS

Use a series of FILECOPY commands in a randomized cart to change the header.wav file to rotate the time announce intros.

SERIAL

Sends the specified text to the Serial Port. The text could be a command to an external serial device (to control it) or data to be displayed on a billboard or with an RDS/RBDS encoder.

SYNTAX

SERIAL *usertext*

The usertext may be replaced or combined with the following meta-variables

%ARTIST% - the Artist tag data of the currently playing audio

%TITLE% - the Title tag data of the currently playing audio

%DESC% - the description field in the Program Log (typically Artist and Title)

%ALBUM% - the Album tag data of the currently playing song

%GENRE% - the Genre tag data of the currently playing song

%YEAR% - the Year tag data of the currently playing song

%URL% - the URL tag data of the currently playing song

%PLAYDECK% - the currently playing Deck #

%LENGTH% - the length of the currently playing audio

EXAMPLES

SERIAL *hello world*

Sends the text 'hello world' to the serial port

SERIAL *Now Playing - %ARTIST% - %TITLE% Duration: %LENGTH%*

Sends 'Now Playing' followed by the current Artist – Title 'Duration:' and finally the length of the audio

SERIAL **0011*

Control sequence of ASCII characters to activate a function on an external serial device

TIP

When used in conjunction with Serial Sets, the SERIAL Macro can control another Simian machine (for streaming spot substitution, or split announcements etc.)

SETTIME

Sets the computer clock to the specified time. (Note that this requires certain Windows permission rights that are not normally available to 'restricted' or 'limited' users).

SYNTAX

SETTIME *HH:MM:SS*

HH - hour in 24 hour military time

MM – minutes

SS – seconds

EXAMPLE

SETTIME 23:00:00
SETTIME 06:15:30

SHOWWEATHER

Displays the Weather information window (the same as pressing CTRL-W)

Both a GETFORECAST and GETWEATHER Macro must have been executed previously to fully populate the weather window.

SYNTAX

SHOWWEATHER

SORTLOGBYTIME

Sorts the current Program Log based on the times in the Scheduled Time column.

Typically, this Macro is used when Importing a Music and Traffic Log from different scheduling software, to create one continuous chronological log.

SPACEBAR

Has the same effect as pressing the computer's SPACEBAR (which usually starts, or segues the next event). This Macro should NOT be used in the Program Log.

SYNTAX

SPACEBAR

SPY

This hidden Macro adds a specified text string to the Spyglass diagnostic output and is a useful tool for testing and debugging Program Logs, Carts and Triggers etc.

SYNTAX

SPY *textstring*

EXAMPLES

SPY *Trigger #7 Received*
SPY *Sports.krt has reached last item in cart*

STARTNEXT

If the Play Decks are idle, the **STARTNEXT** Macro will start the next event in the Program Log. This Macro should NOT be used in the Program Log.

SYNTAX

STARTNEXT

STOPDECK

Stops the specified play deck. This Macro should NOT be used in the Program Log.

SYNTAX

STOPDECK DECK#/CURRENT

EXAMPLES

STOPDECK 2

Stops Play Deck 2 (if playing)

STOPDECK *CURRENT*

Stops the currently playing deck

TIMEDBLOCKSTART

Uses FlexTime settings to force the following block of audio events listed in the Program Log to run for the specified duration. (Useful for ensuring that a stop set runs for exactly 2 minutes when the production department has made some 31 and 28 second commercials!)

SYNTAX

TIMEDBLOCKSTART *MM:SS*

MM:SS is the desired length of the block in minutes and seconds

EXAMPLE

TIMEDBLOCKSTART *03:00*

Forces the next block of events to run for exactly 3 minutes

NOTE

This Macro is 'hidden' from the Main list and must be entered manually.

A **TIMEDBLOCKEND** Macro is required at the end of the block.

As exact audio duration of an item in a cart is not known ahead of time, Simian is unable to utilize this feature using Carts.

TIMEDBLOCKEND

Marks the end of the timed block of events (see **TIMEDBLOCKSTART**)

SYNTAX

TIMEDBLOCKEND

NOTE

This Macro is 'hidden' from the Main list and must be entered manually

TIMEEVENTS

Turns on or off timed and other automatic events

SYNTAX

TIMEEVENTS *ON/OFF*

TIMESYNC

Turns on or off the TimeSync feature according to the options specified in **Tools | Program Options | General | Engage TimeSync | Settings**

SYNTAX

TIMESYNC *ON/OFF*

TOPMOST

This hidden Macro returns Windows 'focus' to Simian (makes Simian the Topmost program).

Occasionally, other programs on the computer or certain tasks in Simian can remove 'focus' from Simian. When this happens, the Space Bar and other Keyboard commands are passed to the program in 'focus' rather than Simian.

'Focus' is returned to Simian each time the **TOPMOST** Macro is executed.

SYNTAX

TOPMOST

NOTE

The **TOPMOST** Macro is hidden from the main Macro list and must be typed in Manually.

TRIGGERS

Turns on or off incoming Triggers. This may be desirable during live assist programming so that contact closures from your satellite receiver do not trigger Simian (though this is better handled with different Trigger Sets)

SYNTAX

TRIGGERS *ON/OFF*

TRIGGER

Activates the specified trigger of the currently loaded set. (The Macro is ignored if no Trigger Set is loaded)

SYNTAX

TRIGGER #

The # of triggers available will be determined by the Trigger Interface fitted.

UPDATEDATABASE

Updates the entire audio database immediately (this may take some time if you have a large audio library)

If Event Builder is open, you'll notice it scroll to the top of the list when the update is complete.

SYNTAX

UPDATEDATABASE

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