



Broadcast
Software
International



Frequently Asked Questions

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SAYTEMP with music bed

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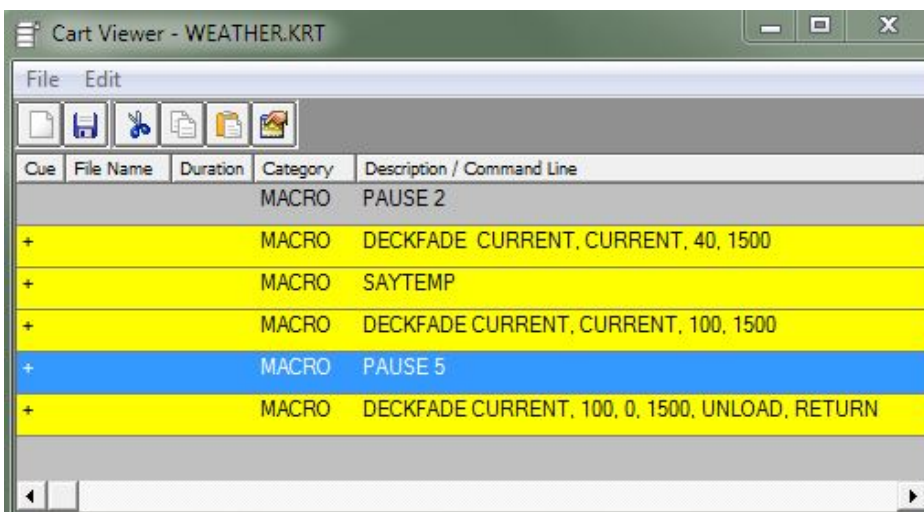
Utilities section of the BSI website for preproduced SAYTIME and SAYTEMP files at:
<http://www.bsiusa.com/support/freeutilities.php>

This will create a C:\BSI32\Times folder and there will be a timetemp.chm file you can right-click > open with > Microsoft HTML Help Executable that explains how the utility works.

With that the SAYTEMP covered, you will need to create a cart with several macros (WEATHER.krt) and choose an audio file for the actual music bed (WeatherBedMusic.wav).

Create a cart (you can name it WEATHER.krt) or whatever you like) and place the following events in the cart:

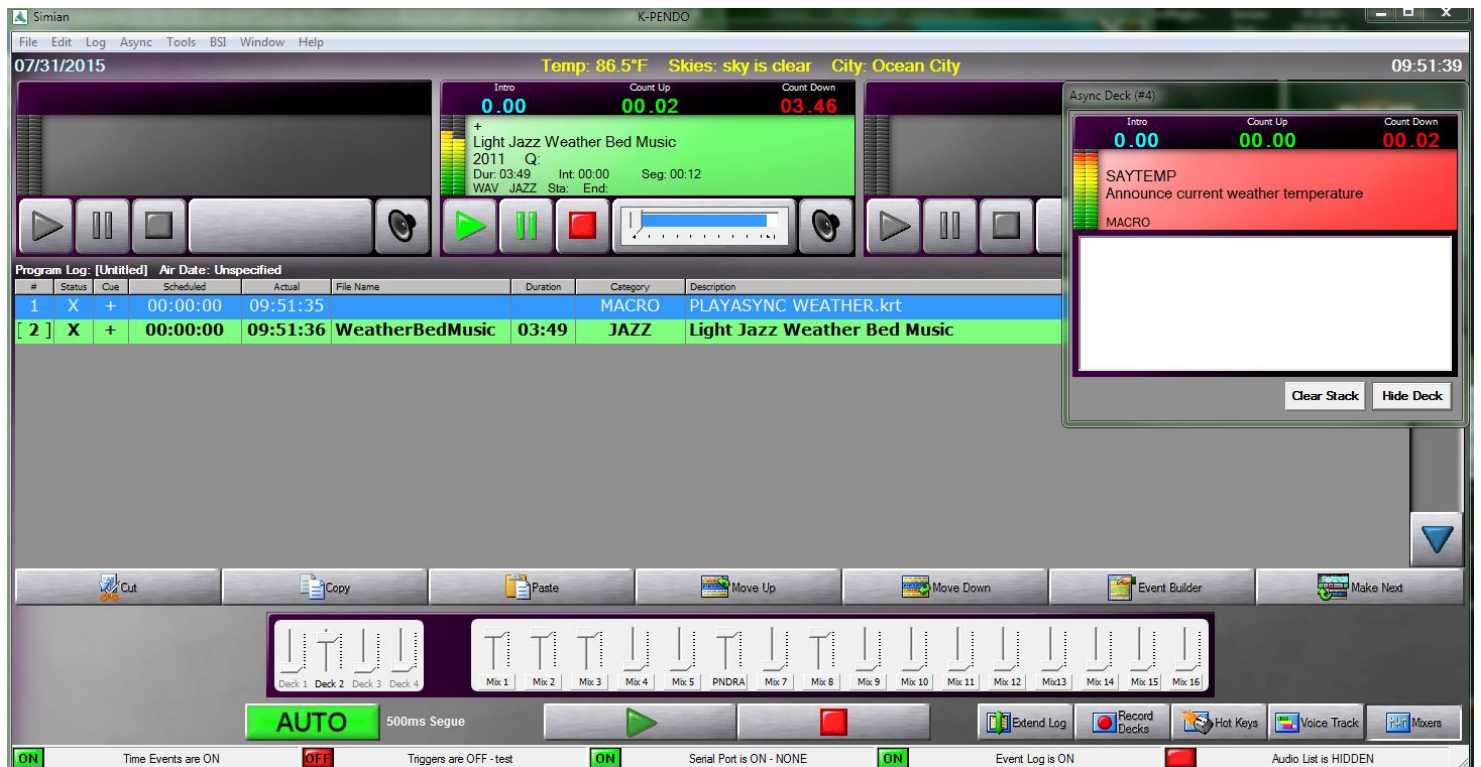
```
PAUSE 2  
+ DECKFADE CURRENT, CURRENT, 40, 1500  
+ SAYTEMP  
+ DECKFADE CURRENT, CURRENT, 100, 1500  
+ PAUSE 5  
+ DECKFADE CURRENT, 100, 0, 1500, UNLOAD, RETURN
```



Use the PLAYASYNC macro in the log to play the WEATHER.krt in the Async deck, then put the audio music bed under it with a + autostart cue.

The program log should look like this:

- + PLAYASYNC WEATHER (name of the cart)
- + WeatherBedMusic



The WEATHER cart will play in the ASYNC deck #4. The playback of the next main deck with the music bed audio will begin immediately. The PAUSE 2 will wait and let the music bed play for 2 seconds and then fade the music bed to 40% over 1.5 seconds. The SAYTEMP will fire and when complete, the music bed will fade back up to 100%. The second PAUSE will let the music bed play for another 5 seconds before fading it out completely and advancing the program log. Adjust the PAUSE times and DECKFADE duration and percentages as you'd like.

Help Topics:

Last updated Thu, Jul 10 2014 1:25pm

Please Wait!

Please wait... it will take a second!