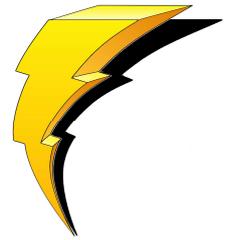




# Stinger



## Installation & Operations Manual

### Information

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### Validation Codes

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6 May 2015 – Manual Stinger 3.1

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In addition to the table of contents, we have included several other navigational aids in this manual. Special icons will alert you to items of particular significance:



A useful tip or cool feature.



Take note, be cautious, read carefully.

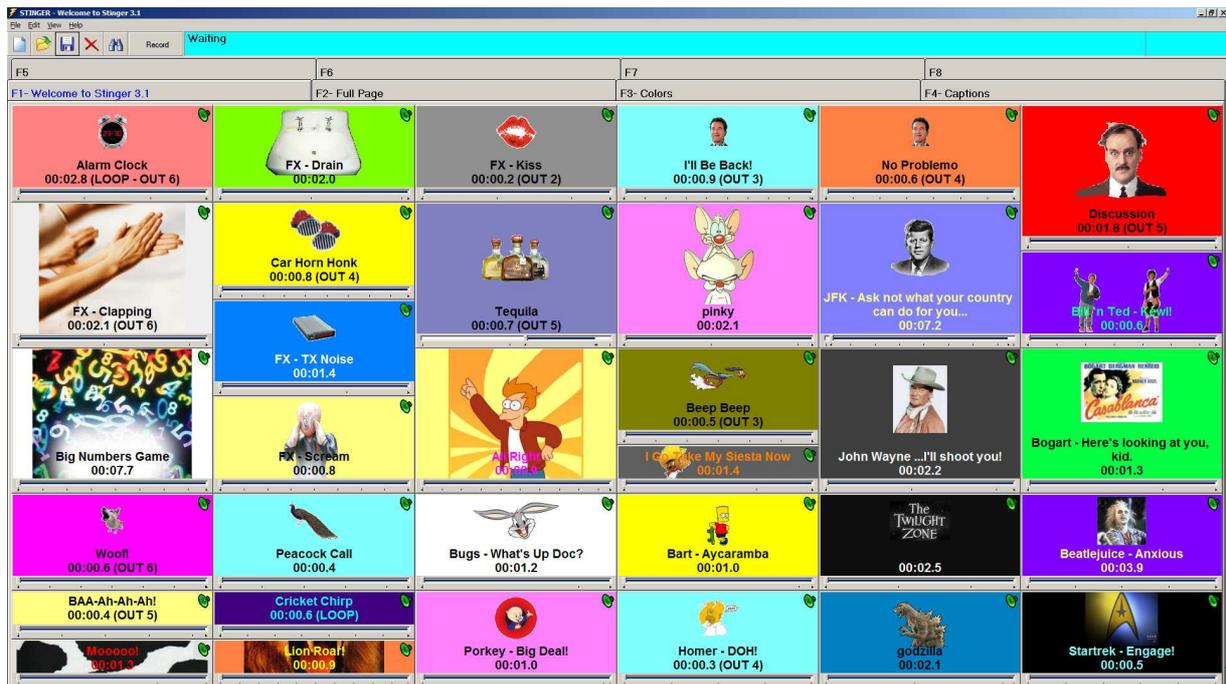


ALERT - Extreme caution.

# Chapter 1: Introduction

## Overview

BSI Stinger 3.1 provides instant playback and recording of short digital audio files using a standard computer and keyboard, or touch screen. Multiple **sets** and **collections** of sets can be stored for easy access of up to 1152 audio files at the press of a button!



BSI Stinger is great for fast-paced morning shows, DJ effects and liners, competition elements, stadium announcers, theater groups and has uses in TV presentation too.

Combine BSI Stinger with your audio equipped PC and you can replace thousands of dollars worth of proprietary hardware and get more capability and versatility than 'instant audio' black boxes.

Collections of up to 1152 audio cuts are instantly available, each with their own on-screen description, background color, font color, and button picture. There's no need to scroll through a tiny view window with BSI Stinger as each audio file has its own easy to read button.

By saving different sets (pages) and collections (of sets / pages), thousands more audio files are quickly available via a simple click of your mouse.

Each user can have their own sets and collections with their own choice of color-coding for easy recognition.

BSI Stinger is designed to play back standard .wav (wave files) as well as compressed MP3 and MPEG Layer 2 files. (Note: you may require additional audio codecs if your audio card does not directly support playback of compressed audio formats).

## PC Requirements

---

Pentium Core 2 Duo 2.4GHz PC or better (Core i3 or better recommended)

Microsoft Windows XP Pro 32bit, Windows 7 Pro 32bit or 64bit, or Windows 8/8.1 32bit or 64bit

2Gb of RAM (4Gb for 32bit operating systems and 8Gb for 64bit operating systems recommended)

20 Mb of hard drive space to store program

Up to 10Mb per minute for audio storage (uncompressed .wav) or 1Mb per minute MP3 format

PC Audio Card (AudioScience audio cards recommended, up to 7 play devices can be used)

## Features

---

Tabbed interface for up to 1152 instantly available files from 16 tabs

Configurable number of buttons per tab (from 36 to 72)

Configurable number of tabs (from 8 to 16)

Dual Monitor Support with secondary playback window so you can show two tabs at once

Multiple playback of audio files using single audio card (when used with WDM or DirectSound)

Record feature allows instant recording to a button

Edit Audio feature allows you to instantly open recorded files in your favorite audio editor.

Microsoft DirectSound support for multiple file play back on a single Sound Card (You must have DirectSound installed on your PC and your Sound Card must support Native and not Emulated DirectSound.)

Screen and buttons can be re-sized

*SuperButtons* function allows buttons to be enlarged to take the space of 2 or 3 buttons

Changeable button names without affecting audio filenames

Sets & Collections of Sets can be easily saved

Changeable button and font colors as well as selectable button font

Add a picture to each button (.bmp, .gif, .jpg, and .ico files supported)

Drag 'n Drop of multiple files to tabbed windows from Stinger's audio file browser, or from a Windows Explorer window

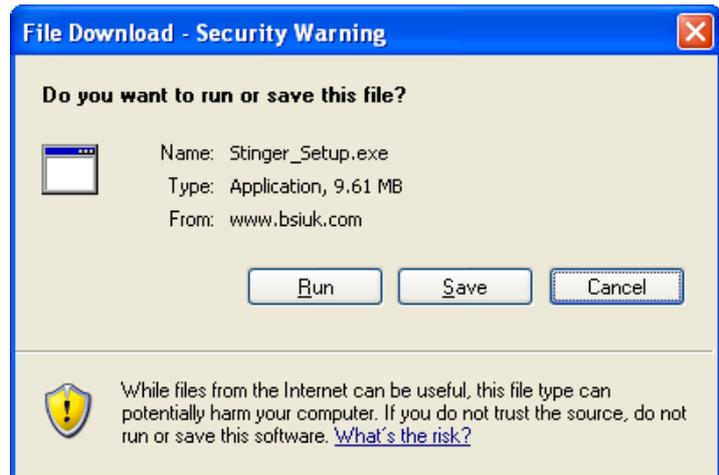
Buttons can be swapped on page or between tabs via Drag 'n Drop

## Chapter 2: Software Installation

BSI Stinger can be downloaded via the Internet from [www.bsiusa.com](http://www.bsiusa.com), or installed from the BSI Install CD.

### Installing from the Internet

On the BSI Web Site follow the links to the software page and click the download link. When the following Security Warning appears click **S**ave and select a folder on your hard-drive in which to store the **Stinger\_Setup.exe** installer file.



When the download is complete, use Windows Explorer to navigate to the folder in which you saved the installer file. If your Windows folder view is setup to icons, it will look something like this:



Double-click the file to launch the setup process and follow the on-screen prompts as outlined on the next few pages.

## Installing from the BSI Install CD

---

The BSI software installation CD is designed to automatically run when inserted into a CD or DVD drive. If you have disabled this Windows feature, use Windows explorer to navigate to your CD or DVD drive and double-click the Install.exe icon to launch the CD setup.

Use the drop-down box to select Stinger and then click the "Install" button (shown in red at right).

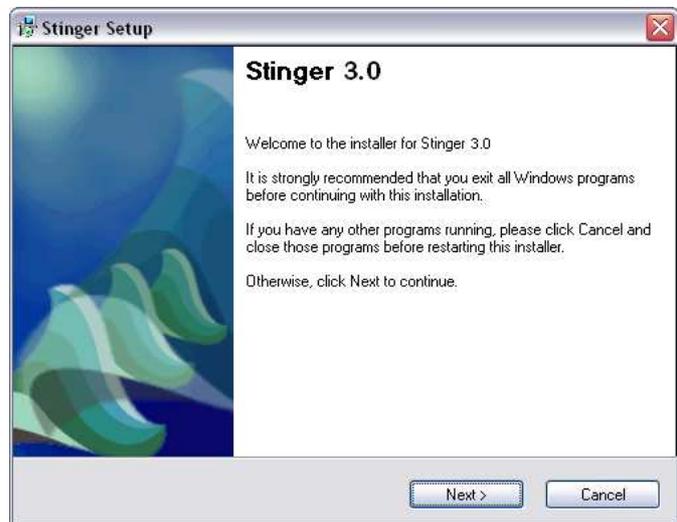
Follow the on-screen prompts as described below.



## Installation - all versions

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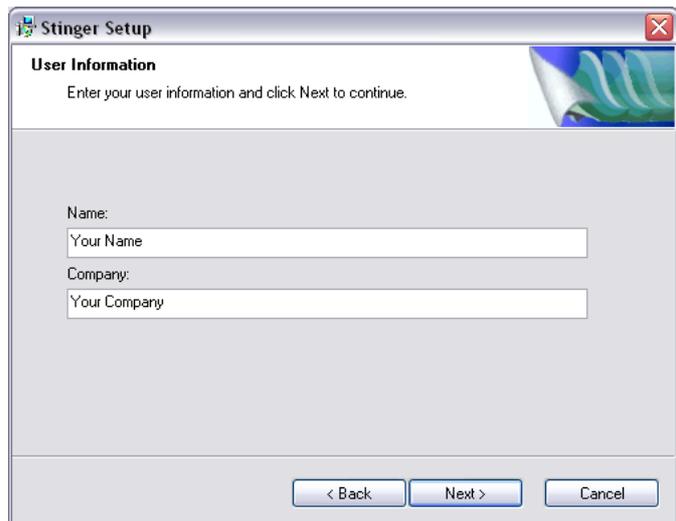
Click **Next >**.



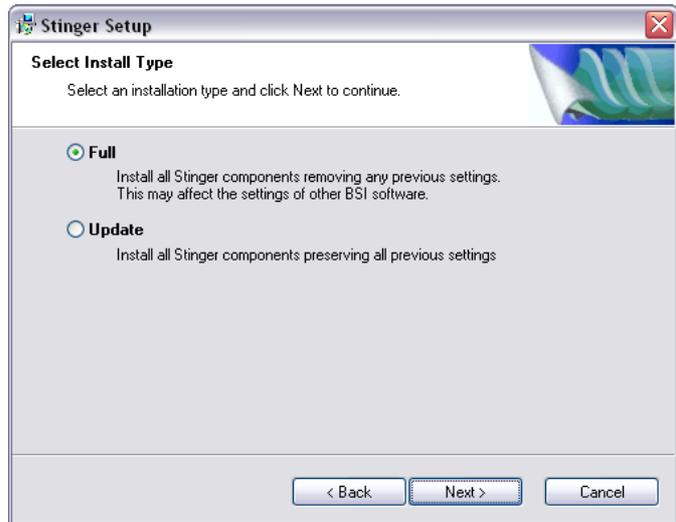
Read through the license agreement and when satisfied, choose the 'I agree to the terms of this license agreement' option, then click **Next>**.



Enter your Name and Company as directed and click **Next >**.



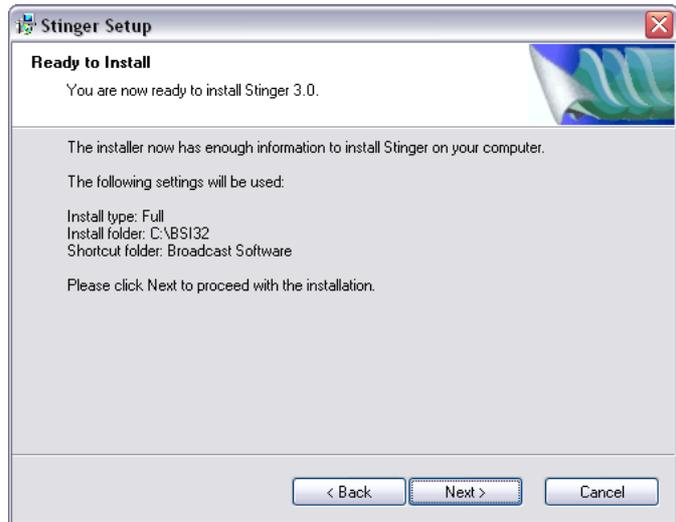
If you are installing BSI Stinger for the first time, choose **Full**. Otherwise, if you are re-installing or upgrading from a previous version of Stinger and wish to preserve your previous settings, select **Update**. Click **Next >**.



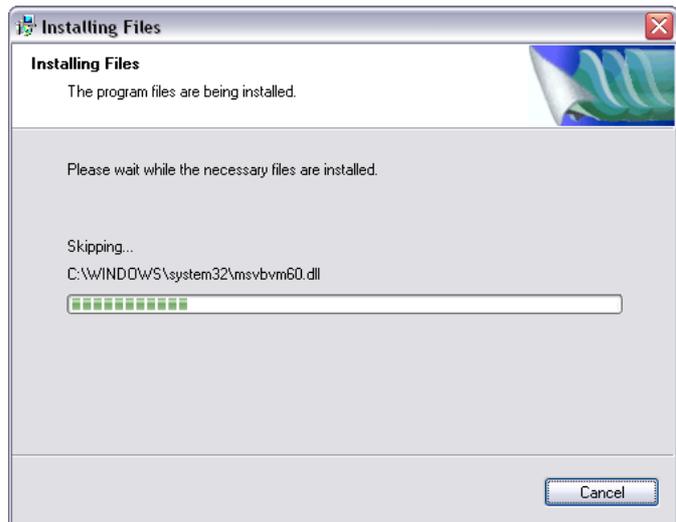
We recommend installing BSI Stinger into the default program folder (Broadcast Software). Click **Next >**.



The installer now has enough information to install Stinger. Click **Next >**.

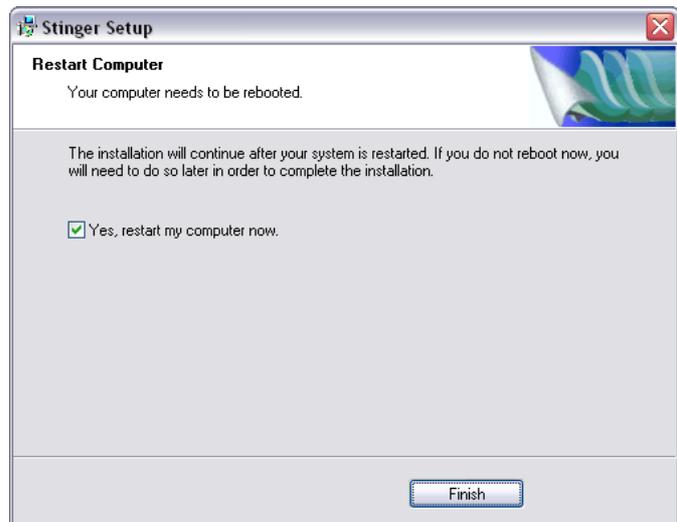


Please wait while the necessary files are installed on your computer.



When Setup is complete, you will need to restart your computer. Click **Finish** to restart now.

If you don't want to restart your computer yet, uncheck the **Yes, restart my computer now** option and click Finish to restart later.



Now that Stinger is installed on your computer you can launch it from the desktop icon or the default Broadcast Software folder (**Start | All Programs | Broadcast Software**).

When first installed, Stinger will run normally but time out after a short demonstration period.

When you're ready to validate your copy of Stinger, follow the Software Validation Process on the following pages.

## Validating Stinger

---

There are two ways to validate (license) Stinger.

Single Machine License (using a validation code, locked to a single computer)

This method licenses your Stinger software without the use of a hardware key. This means that the validation code is tied to a single particular machine and the software can not be installed and validated on another machine without obtaining another validation code.

Hardware Key License (allows you to move the software to different PCs)

The Hardware Key is the preferred method since it allows greater flexibility when using Stinger because you can move the Hardware Key to any computer on which you wish to run the program. Also, a single BSI Hardware Key can be used to license all of BSI's software.



**NOTE:** If you have multiple user logins on your system, it is recommended that you register Stinger using the login that it will be running under.

Once you have **Stinger** installed and you have decided which license you require, follow the instructions in the next sections for either **Validating Using a USB Hardware Key** or **Validating Without Using a Hardware Key**, depending on your choice.

## Validation Using a USB Hardware Key



**NOTE:** Hardware Keys require that you install the Sentinel Protection driver on your computer **BEFORE** inserting the Hardware Key. This driver is provided on the BSI Install CD. Please see the next section for important information.

### Installing the Sentinel Driver



The **Sentinel USB [Hardware Key] Driver** is supplied on the BSI Install CD. Please ensure that you install this if you are using a Hardware Key to validate Stinger. There is no longer a need to perform further configuration of the Sentinel Driver as was the case in previous versions.



Once the driver has finished installing, plug the USB Hardware key into your system and wait for Windows to recognize it and then launch Stinger.

### Validating Stinger

If you are using a hardware key to validate Stinger, make sure you have your USB Hardware Key inserted and that its power light is on (you must have the Sentinel Driver installed before this step, see section above if you have not done so).

Once you have Stinger running, select **Help | Register** from the main Menu.

If you receive a prompt such as the one seen here:



...your Hardware Key was not detected by Stinger. Make sure the driver is properly installed and that the Hardware Key is fully plugged in and the power light is lit.

If you are using a Hardware Key, your **Serial Number** should match that shown on the tag attached to the Hardware Key. If not, check that the **Sentinel Driver** is installed correctly and that your hardware key is plugged in properly.

Enter all the information marked with an asterisk together with the Validation Code supplied with your dongle.

**STINGER Registration - UnRegistered**

Your serial number: 8602-DA82-8B16-5431

Please input your customer information and validation code.

First Name*	Last Name*	
Bob	James	
Company / Organization		
Coast FM		
Street 1		
PO Box 101.8		
Street 2		
City	State or Province	Zip or Postal Code
Javea	Alicante	03730
Nation	Invoice Number*	
Spain	6593	
Daytime phone number*	Email address*	
966461112	bob@coast.fm	

Enter validation code: \_\_\_\_\_

To purchase STINGER, please call BSI at 541-338-8588 (US)

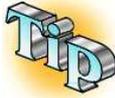
To obtain a replacement validation code for STINGER, please visit <http://www.bsiusa.com/codes>

You must provide information with the asterisks (\*) in order to complete validation.

Buttons: Done, Cancel



Keep a note of your Hardware Key Validation Code, you will need to re-enter this information if you move the Key to another computer.



Hardware Keys can also license other BSI products, so if you have a Hardware Key in your computer already, the license for Stinger can be added to the existing Hardware Key. Contact [sales@bsiusa.com](mailto:sales@bsiusa.com) for pricing and order details.



Only **one** Hardware Key should be used in your computer at any time. You should not place two Hardware Keys in one machine at the same time.

## Validation Without a USB Hardware Key

To validate Stinger without a hardware key, you will need to install Stinger and run it. You will need to obtain the serial number generated by your system and then submit a validation code request via the [www.bsiusa.com/codes](http://www.bsiusa.com/codes) website. The steps below will walk you through the process.

### Validating Stinger

If you are NOT using a Hardware Key for validation of Stinger, open Stinger and select **Help | Register** from the main Menu.

You will receive a prompt such as the one seen here:



...press **No** to continue.

Your system generated **Serial Number** will be shown in the **Your Serial Number** field at the top of the **Registration** window as shown at right.

Copy this number down and proceed to [www.bsiusa.com/codes](http://www.bsiusa.com/codes). You will be prompted by the website to enter your Serial Number, Invoice Number, Company Name, Email Address, and perhaps some further information.

You will receive a return email with your validation code. Enter the validation code into the **Enter validation code** field at the bottom of the **Registration** window as shown at right.

Once you have entered all the information and your **validation code**, click the **Done** button. Stinger will now be registered.



If you are not using a USB Hardware Key, please submit a validation code request by filling in the form at: <http://www.bsiusa.com/codes>

# Chapter 3: Operation

---

## Terms you will need to know

---

### Stinger Button

The majority of Stinger's main window is taken up by Stinger Buttons. Each button has an audio file associated with it, along with a caption, color, etc. Clicking on one of the Stinger Buttons will play the associated audio file on your configured audio card. Each Stinger Button is associated with a keyboard key as well.

### Tab

One of up to sixteen *Stinger* pages of *Stinger* buttons on Stinger's user interface. Each tab is associated with a PC function key (*F1 to F16*). You can move from one tab to another by pressing the appropriate function key (or Ctrl+F1 through Ctrl+F6 for tabs F11 through F16 for keyboards that don't have those F keys) or by clicking on the tab label with the left mouse button.

### Set

A group of up to 72 audio files displayed on each tab of Stinger's main window. Set is a pseudonym for page or tab of Stinger buttons. Sets can be saved and recalled at a later time.

### Collection

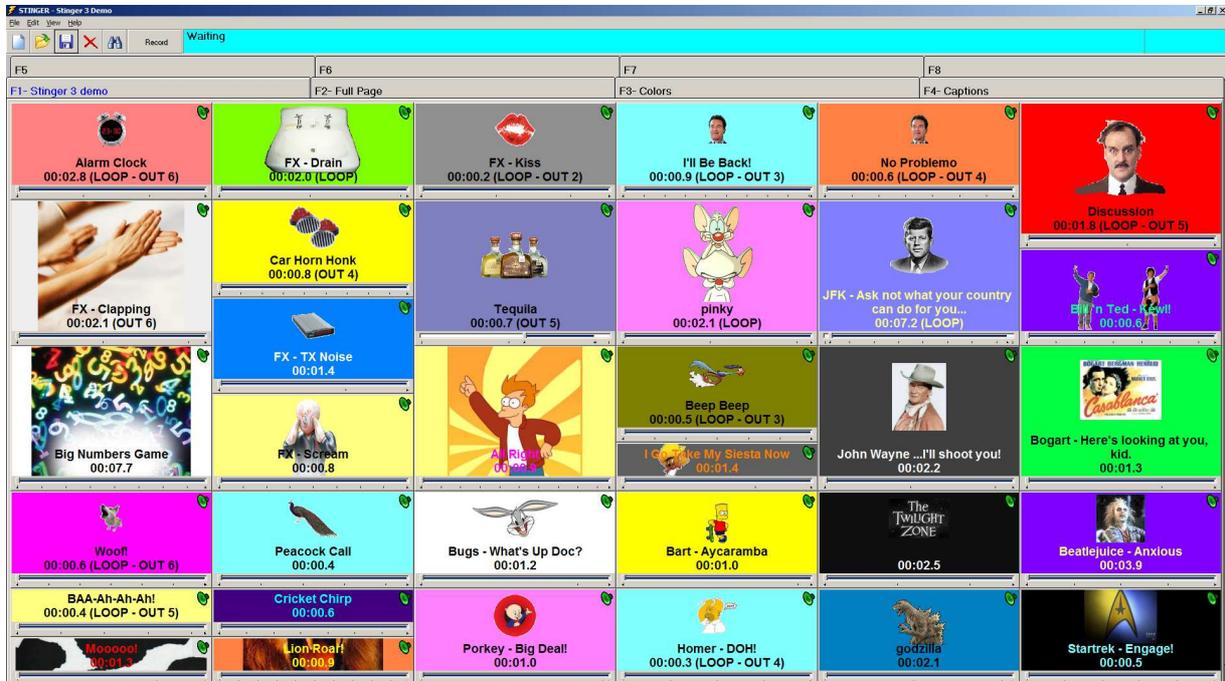
A group of Sets that can be saved and recalled at a later time.

### SuperButton

A *Stinger* Button can be expanded into a SuperButton so that it takes up the space of 2 or 3 buttons. The SuperButton expands downward and overlaps and hides the overlapped buttons. SuperButtons are often used for audio files that are commonly played or that you want to put a large picture on.

## The Main Screen

When you first start *Stinger* you will see the *Stinger* Main Screen.



### Title Bar

Along the very top of the *Stinger* Main Screen you will see the *Stinger* title bar. On the left of the title bar you will see the name of the currently opened Collection (see File menu for definition of Collection). If no Collection is currently open, it will indicate "Untitled."

### Menus

Below the title bar you will find the *Stinger* menu options. To use a menu option, click on it with the left mouse button.

### File menu

#### **New Set (CONTROL + N)**

Unloads current set and clears all buttons from the main window's current tab.

**Open Set (CONTROL + O)**

Loads an existing *Stinger* set onto the current tab on Stinger's main window.

**Save Set (CONTROL + S)**

Saves changes to the current set (or allows you to give a name to a new set) on Stinger's main window.

**Save Set As**

Allows you to give a new name to the set currently loaded on Stinger's main window

**Delete Set (CONTROL + X)**

Permanently deletes the set loaded on the current tab of Stinger's main window

**New Collection**

Creates a new collection (does not unload any loaded sets) on the current tab of Stinger's main window

**Open Collection**

Loads an existing *Stinger* collection on the current tab of Stinger's main window

**Save Collection**

Saves changes to the current collection

**Save Collection As**

Allows you to give a new name to an existing collection

**Options**

Displays the *Stinger* Options window

**Exit**

Shuts down the *Stinger* program

**Edit menu****Edit Button Caption**

Allows you to edit the displayed caption of any button (you can also right-click the button). This doesn't affect the filename of the audio file, you are merely modifying the displayed caption.

**Change Button Color**

Allows you to change the color of any button (you can also right-click the button)

**Move Button**

Moves a specified button and swaps positions with the target button (you can also right-click the button)

**Unload Button**

Unloads a specified button (you can also right-click the button)

**Find Files (CONTROL + F)**

Displays *Find Audio Files* window.

## **View Menu**

### **Event Logs**

When Event Logging is enabled in Stinger's options, you can view the event logs by choosing this option.

### **Second Monitor Not Detected**

This menu option indicates that Stinger only detects a single monitor (this option doesn't perform any other function). The options below will not be available in this case. On the other hand, if you have more than one monitor, this option will be absent and the two options below will be available.

### **Display Secondary Playback Window**

To display a secondary window on your second monitor, use this option. This option is only available on systems on which Stinger detects a second monitor.

### **Hide Secondary Playback Window**

When the Secondary Playback Window is showing, you can hide it by using this option. This option is only available on systems on which Stinger detects a second monitor.

## **Help menu**

### **Help Contents**

Displays *Help* window.

### **BSI Home Page**

Displays the BSI home Page (internet connection required)

### **BSI Support Page**

Opens the BSI Support Page (internet connection required)

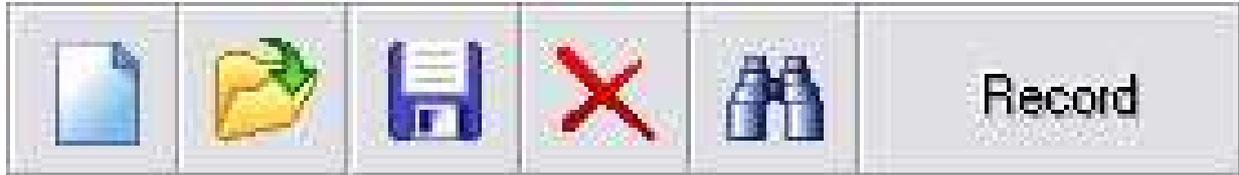
### **Register**

Opens the registration/validation window

### **About Stinger**

Displays information about the current version of Stinger

## Toolbar



### **New Set**

Unloads current set and clears all buttons on the main window's current tab.



### **Open Set**

Loads an existing *Stinger* set onto the main window's current tab.



### **Save Set**

Saves changes to the main window's current set or allows you to give a name to a new set.



### **Delete Set**

Allows you to delete unwanted sets.



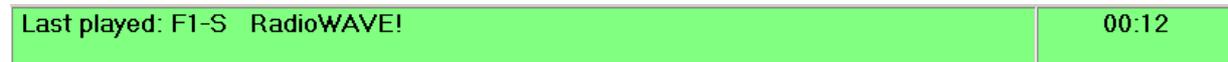
### **Find Files**

Displays *Find Audio Files* window



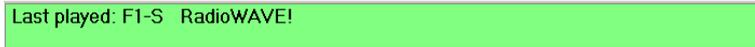
The **Record** button is a cyclical button, so each press changes its function. Clicking the Record button will arm the record function. The Record button will change its caption to display **Choose Button**. Clicking the Record button a second time will disarm the record function and the caption will return to **Record**. Additionally, clicking one of Stingers audio buttons when the Record button says **Choose Button** will start recording audio to that button and the Record button will change its caption to **Stop Recording**, which will stop the recording process when clicked.

## **Status Bar**



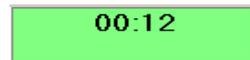
### **Last Played/Playing indicator**

Displays current status of last played or currently playing audio file.



### **Countdown timer**

Displays countdown time of audio file named in the Last Played/Playing indicator.



## **Tabs**

### **Overview**

One of the most powerful features of *Stinger* is its use of tabs to give you quick access to a great number of audio files. Since each tab can hold 36-72 audio cuts and there are up to 16 tabs, you can load 1152 files into *Stinger* at one time.



**Moving between tabs:** You can move from tab to tab by clicking on the tab label at the top of the tab or by pressing the appropriate Function key (F1-F16). For keyboards that do not have the higher Function keys, Ctrl+F1 through Ctrl+F6 will display tabs F11 through F16



**Resizing:** You can resize the main screen by grabbing (clicking and holding) one of the edges of the main screen. Button sizes and font sizes will adjust automatically.

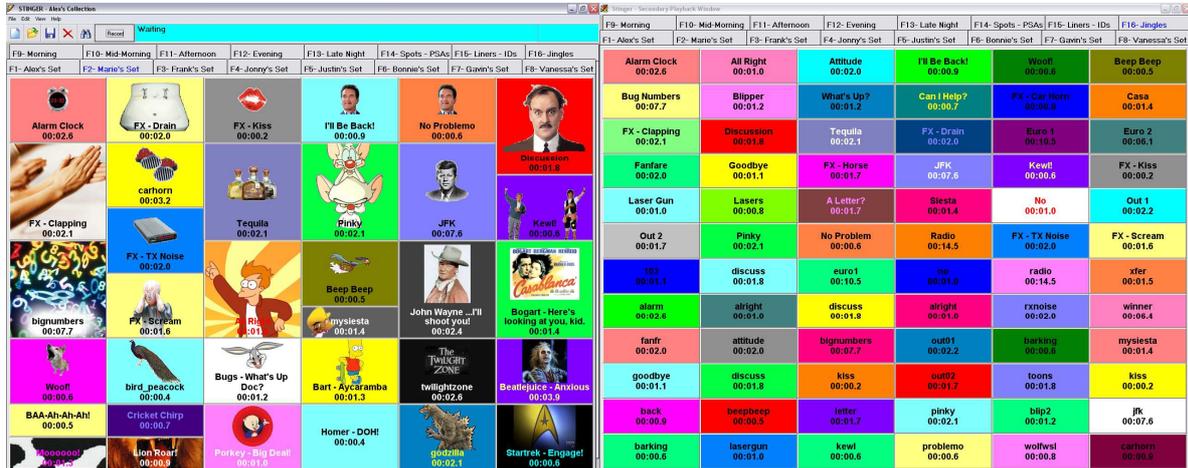
### **Drag 'n Drop Buttons Between Tabs**

In addition to being able to right-click drag 'n drop buttons on the same tab, you can also drag and drop buttons between tabs by right-clicking and holding the mouse button on the desired *Stinger* button, then pressing the "F" key for the desired tab you would like to switch to, then dropping onto the desired *Stinger* button to swap them.

Note that the Drag 'n Drop of buttons can be enabled/disabled in *Stinger*'s Options.

## The Secondary Playback Window

The secondary Playback Window mimics the buttons from the first window allowing you to show two different tabs from your current collection at the same time. Should you find the need to display 144 buttons at the same time, it's no problem for Stinger.



The Secondary Playback Window does not have any menus or playback displays. The Main Window's menus and displays handle those tasks for both windows.

*Stinger* buttons on the Secondary Playback Window can be played from the keyboard by holding down the Tilde (~) key and pressing the appropriate keyboard key.

Tabs can be navigated on the Secondary Playback Window by holding the Shift key and pressing the appropriate Function (F1-F16) Key. For keyboards without higher Function keys, you can hold Ctrl+Shift+F1 through Ctrl+Shift+F6 to navigate to F11 through F16 on the Secondary Playback Window.

## **Button Basics**

### **Loading buttons**

Audio files are loaded into buttons by dragging them from the **Select Audio Files** window. You can display this window by clicking on the  Find Files icon in the toolbar or by pressing **CONTROL-F**.

Select pre-configured folder from the **Paths** dropdown, or browse to a path using the **Folder** list. The files in that folder will be displayed in the **Files** list at the bottom of the window.

To load a file into a button, 'drag and drop' the file onto the *Stinger* button you want to use. The audio duration will be displayed below the button name.

You can select multiple files by holding the **SHIFT** key (to select a range) or the **CONTROL** key (to select multiple individual files). The entire selected group can then be 'drag and dropped' over to the main window and loaded into buttons.

### **Drag 'n Drop Buttons**

The buttons themselves can be Dragged 'n Dropped within tabs by clicking and holding the right mouse button on the desired *Stinger* button and dragging the mouse cursor over top of another *Stinger* button and dropping (letting go of the right mouse button). The first button you clicked and dragged and the button you dropped onto will be swapped.

### **Button Color**

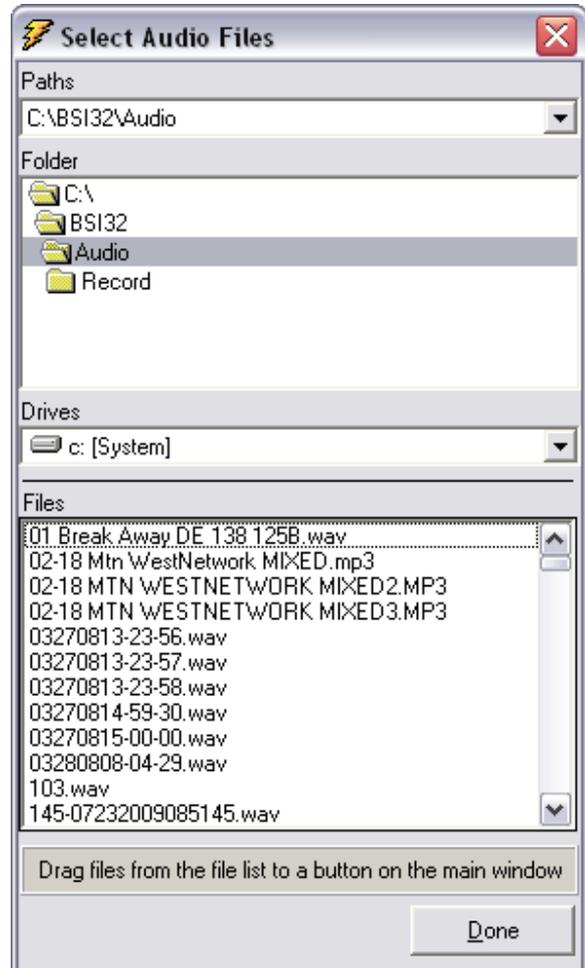
You can change the background color of a button by right-clicking the mouse button on the desired *Stinger* button and choosing **Change Button Color** from the pop-up menu. A color chooser panel will appear. Select the color you want and then click **OK**.

### **Font Color**

You can change the font color of a button by right-clicking the on the desired *Stinger* button and choosing **Change Font Color** from the pop-up menu. A color chooser panel will appear. Select the color you want and then click **OK**.

### **Button Caption**

You can change the caption on a *Stinger* button by right-clicking on the desired button and choosing **Edit Button Caption** from the pop-up menu. In the field that appears on your chosen button, type a new descriptive name. This does not change the audio file name on disk. The descriptive name will be stored within the set when it is saved.



### **Button Picture**

You can add or change the picture on a *Stinger* button by right-clicking the mouse button on the desired *Stinger* button and choosing **Change Button Icon** from the pop-up menu. An **Open** dialog box will appear. Select the file type (.bmp, .jpg, .gif, and .ico files are supported) and select the file name of your desired picture, and then click **Open**.



**Background Transparency:** When using .bmp files, Stinger uses a middle magenta as a transparency mask color in images loaded in buttons. This means that if you color portions of your picture with the specific transparency color, it will show the background color of the button instead.

For example, the picture on this button  actually looks like this 

The specific color to use is HTML code #ff00ff or R:255 G:0 B:255 H:212 S:255 L:128.

### **Clear a Button's Picture**

You can remove the picture from a button by right-clicking the mouse button on the desired *Stinger* button and choosing **Clear Button Icon** from the pop-up menu. The picture file will not be removed from your hard drive, but it will be removed from the button.

### **Edit a Button's Audio File**

Should you want to edit the audio file loaded in a button, right click on the desired *Stinger* button and choose **Edit Button Audio File**. The audio editor you have configured in Stinger's Options will be opened and loaded with the button's audio file. Once you are done editing the audio file, save the file and close your audio editor and Stinger will automatically re-load the edited version.

### **SuperButtons**

You can set buttons to be double or triple size using the **Button Height: Double** and **Button Height: Triple** options. Double and Triple size buttons will overlap the buttons below them, so those hidden buttons will be disabled. You can return a button to its normal size by choosing the **Button Height: Single** option.

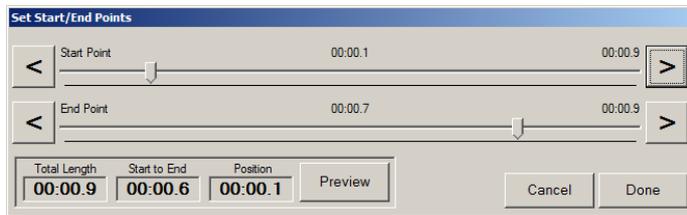
### **Select Playback Device**

Each button can be individually set to play out of up to 6 hardware outputs. To set the desired output, right-click on your desired button and choose **Playback Device** option from the pop-up menu and then choose the device number option you wish to have that button use.

### **Loop Audio**

If you want to make the audio on a selected button loop indefinitely, right-click on that button and choose the Loop Audio menu option from the pop-up menu that appears. Note that when a button is set to loop, the button's action on secondary click will always be start/stop, regardless of what is chosen in the application preferences (IE: stop, restart, pause/resume). This is because the only way to stop a looping button is to press it again so it will stop.

### **Set Audio Start/End Points**



You can set the start and end point of the audio that will be played back when a button is pressed. By default, the entire audio file is played, but if you only want the button to play a portion of the selected audio file, right-click on it and choose the **Set Audio Start/End Points** option from the pop-up menu.

The window shown above will appear. There is a scrubber for the start point, and another for the end point. You can set the start and end point of the playback of the audio file by clicking and dragging either of these scrubbers, or if you are using a touch screen, you can tap on the [<] or [>] buttons to adjust the set points. If you click on the Preview button, you will hear a preview of how your set points will affect the playback of the button's audio file on the audition channel. When you are done, click on the Done button to save your changes, or Cancel to discard them. Also note that setting the start and end points on a button is non-destructive to the actual audio file. You could even use the same audio file on several buttons and have each of those buttons play a different portion of the audio file.

### **Move Button**

Should you find the need to move a button to a different location on the current tab (or the secondary tab if you have the Secondary Playback Window displayed) right-click on the desired *Stinger* button and choose **Move Button**. You will be prompted to enter the key code of the button which you would like to swap positions with.

### **Unloading a Button**

You can clear a button of its currently loaded audio file by right-clicking on the desired *Stinger* button and choosing **Unload Button**.

### **Refresh Button**

If you have edited an audio file with an outside application, or copied over an older version of a button's loaded file, right-click on that *Stinger* button and choose **Refresh Button**. *Stinger* will reload the button's audio file and update its playback timer.

### **Playing a Button**

You can play an audio file by pressing the associated key (*0-to-9* or *a-z* for the first 36 keys, or *Shift + 0-to-9* or *A-to-Z* for keys 37-to-72) or by clicking on the associated button. If you have a touch screen you can also "press" the button to begin playback. If you have the Secondary Playback Window showing, holding down the ~ key (the Tilde key) and pressing the button's key will play the key from the secondary window instead of the main window's key.

### **Button Display**

While an audio cut is playing, the length displayed on the button below the button name will count down.

## **Working with Sets**

A *Stinger* set is a group (page) of up to 72 audio files on a single tab. Sets can be saved and recalled at a later time. *Stinger* sets have the .STG extension (i.e.; test.stg, yourfile.stg, News Bites.stg)

### **Open**

You open a *Stinger* set by clicking the open icon or by selecting **FILE**, then **OPEN SET** from the main menu.

### **Save**

You can save a set by clicking the save icon or by selecting **FILE**, then **SAVE SET** or **SAVE SET AS** from the main menu.

### **Save As**

This allows you to give a new or existing set a different name.

### **Delete**

This allows you to delete a stored set.

### **Clearing**

Clears the currently selected tab (unloads the set and empties all buttons on the tab).

## **Working with Collections**

*Stinger* sets can themselves be saved in groups called Collections. You can save and recall a collection of sets for use at a later time. Collections have the .COL extension (i.e.; test.col, yourfile.col, News Bits.col).

### **Open**

You open a *Stinger* collection by clicking **FILE**, then **OPEN COLLECTION** from main menu.

### **Save**

You can save a collection by clicking the save icon or by selecting **FILE**, then **SAVE COLLECTION** or **SAVE COLLECTION AS** from the main menu.

### **Save As**

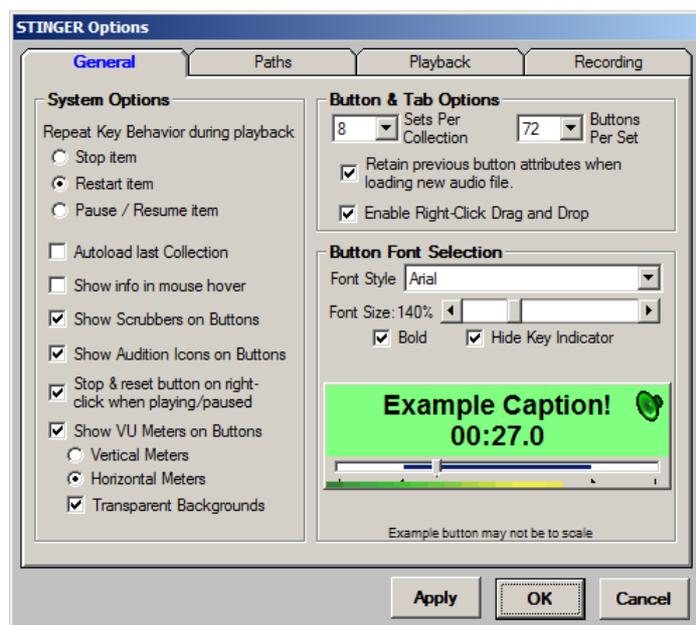
This allows you to give a new or existing collection a different name.

## Customizing your preferences

You can customize the way *Stinger* behaves via the *Stinger* options screen. To access the options screen, go to **File | Options** from the main menu.

The Setup screen includes three tabs, one for audio and hardware setup, another to designate your audio paths, and a third to configure the recording options.

### General Tab



#### **Repeat Key Behavior During Playback**

This option allows you to decide whether you want a file to stop playing or start playing from the beginning again when a button is pressed while the audio on that button is already playing back.

#### **Autoload last collection**

This option instructs *Stinger* to automatically load the collection that was loaded when *Stinger* was last shut down.

#### **Show Info in Mouse Hover**

This option allows you to see important audio information about a file simply by hovering your mouse over a loaded *Stinger* button. Note however, that if you enable the option for **Hide Key Indicator**, buttons

that do not have a file loaded will display their key indicator as a tool tip regardless of this setting.

#### **Sets Per Collection**

Versions of *Stinger* previous to 3.0 had the ability to show 8 tabs. *Stinger* 3.0 can be configured to display as few as 8, or as many as 16 tabs. This dropdown selects how many tabs you want to display per collection.

Collections from previous versions of *Stinger* are fully compatible with *Stinger* 3.0. They will load into the first 8 tabs, leaving any higher numbered tabs you are displaying with empty sets.

If you have created a collection of a higher number of tabs and later change this option to a lower number, the tabs higher than your selection will be hidden from view, but will not be deleted from your collection.

#### **Buttons Per Set**

Previous versions of *Stinger* could display 36 buttons per set/tab. *Stinger* 3.0 can be configured to display from 36 to 72 buttons per set/tab.

Sets from previous versions of *Stinger* are fully compatible with *Stinger* 3.0. They will just load into the first 36 buttons of each set.

If you have created a set with a higher number of buttons and then later change this option to a lower number, the lower button rows will be hidden from view but not deleted from your set. Any SuperButtons that extend beyond the bottom of the screen will automatically be re-sized to fit within the screen. The Example Button in the lower right of the General Tab will update it's size and shape to show how your current selection will effect the size of the buttons on Stinger's main window (at its current window size) so you can get a feel for what your buttons will look like before committing to your selection.

### **Retain Previous Button Attributes When Loading New Audio Files**

When loading an audio file onto a button, normally any previous settings-such as the button's color, font color, icon, and button size-would be set back to default settings. When this option is enabled, the previous attributes will be retained, but the new audio file will be loaded.

### **Enable Right-Click Drag and Drop**

If you want to be able to move loaded buttons around using the drag-and-drop method with your right mouse button, enable this option. When you drag a button to a new location, the button you drop on top of will trade places. You can move buttons around on your current tab, or should you want to move the button to another tab, press the F-Key for the tab which you would like to switch to while continuing to hold the right mouse button, then drop your selection onto the desired location.

### **Font Style**

You can change the font style of the *Stinger* Buttons using this dropdown. All available Windows fonts are listed. As you scroll through the list of fonts, the Example Button in the lower right of the General Tab will update to show your current selection so you can get a feel for what your buttons will look like before committing to your selection.

### **Font Size**

The size of the font of each *Stinger* button is automatically determined by Stinger based on the overall height of the buttons. You can force that font size to be larger (up to 300%) or smaller (down to 20%) from the automatically determined font size. As you scroll the font sizes, the Example Button in the lower right of the General Tab will update to show your current selection so you can get a feel for what your buttons will look like before committing to your selection.

### **Bold**

You can set the *Stinger* button font to bold or normal with this check box. The Example Button in the lower right of the General Tab will update to show your current selection so you can get a feel for what your buttons will look like before committing to your selection.

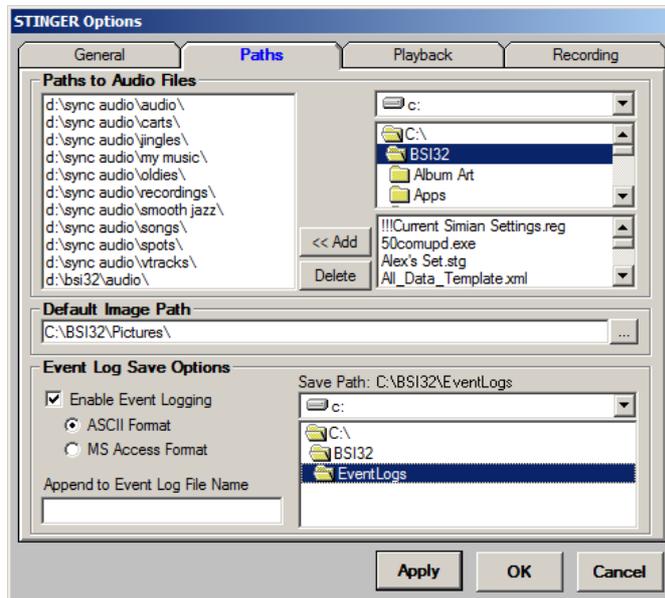
### **Hide Key Indicator**

For users not using a keyboard (or for those that know the keys by heart), you can hide the key indicator displayed above the caption of each *Stinger* button. When this option is enabled, the tool tip on unloaded buttons will display the key code (regardless of the **Show info in mouse hover** setting). The Example Button in the lower right of the General Tab will update to show your current selection so you can get a feel for what your buttons will look like before committing to your selection.

### **Example Button**

The Example Button in the lower right of the General Tab (shown with a caption of "Example Caption!") displays the current font settings and button size based on the options currently selected.

## Paths Tab



### Paths to Audio Files

In order to quickly locate your audio files, *Stinger* needs to be told where you store them. To designate an audio path, locate it in the path window on the right and then click **ADD**. You can also delete paths by clicking **DEL**.

### Event Log Save Options

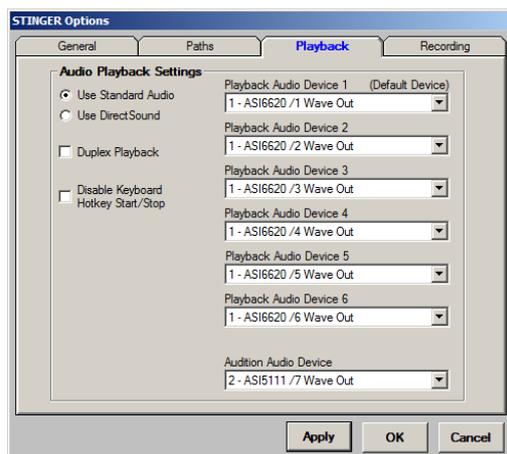
Event Logs record a list of all the audio files *Stinger* has played. This is useful for radio stations that need to keep track of what has played over the air for licensing purposes. Choose the format and the path for the log to be saved to. The file is saved with the format MMDDYYYY with an extension of .log for ASCII format, or .mdb for Access format.

Text can be added to the beginning of the file name by entering text into the **Append to Event Log File Name** field. In the example picture shown above, if the log file were created on July 28<sup>th</sup>, 2009, the log would have a file name of "Stinger-07282009.mdb".

The path your Event Logs will be saved into is selectable from the Save Path browse window.

## Playback Tab (Legacy version for Windows XP)

**NOTE:** The version of the Playback Tab shown below will only be displayed when running *Stinger* on computers running Windows XP. For setup on Windows 7 or later, see the next section: [Playback Tab \(Version for Windows 7 or later\)](#).



### DirectSound or Standard Audio

#### Standard Audio

The **Use Standard Audio** setting gives you control over which audio device *Stinger* will use. You can select the device from the pull-down list that appears below the selection button.

Your ability to play multiple files will depend on the hardware you have installed. A single audio card capable of playing only one audio file at a time (using a "Wave" type driver) will allow you to play only one file. If you have an audio card that can play multiple files (using a "WDM" type driver), you will be able to take advantage of the Duplex Playback capability and play multiple files at the same time.

### DirectSound

If you have the Microsoft DirectSound drivers installed in your system, the DirectSound setting will allow you to play multiple audio files at one time on a standard single play audio card **providing your sound**

**card supports native and not emulated DirectSound.** The exact number of cuts you can play at once depends upon the “horsepower” of your computer and hard drive subsystem, as well as your audio card.



DirectSound does not support designation of specific devices for playback and output will usually be directed to the default Multimedia device assigned in the Windows Control Panel.



DirectSound mode is best for playback of short files and beds. Loading of large audio files in DirectSound can be slow and/or problematic.



DirectSound mode's playback quality and number of channels is based on your processor's current overhead. This means that if your resources get low, DirectSound's functions will diminish.

### ***Acquiring DirectSound drivers***

If you do not have DirectSound installed, you can download it from the Microsoft web site at [www.microsoft.com/directx](http://www.microsoft.com/directx). Your Sound Card must also support Native DirectSound (not emulated).

### **Duplex Playback**

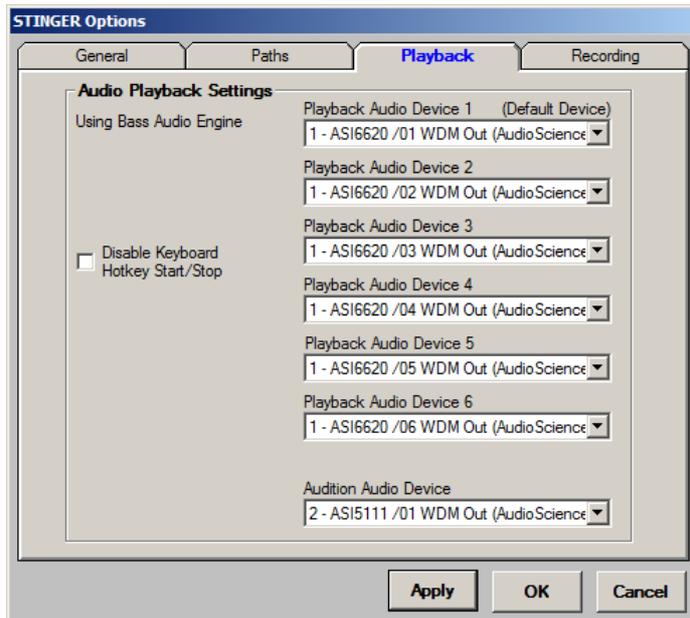
This option allows for multiple playback of audio files in either Standard Audio (when your audio card uses a WDM type driver) or DirectSound modes, providing this is supported by your Sound Card.

### **Playback Audio Device Dropdowns**

Stinger 3.1 has the ability to play out of up to 6 main playback devices, plus a 7<sup>th</sup> audition device. Each dropdown lists the available WDM type or WAVE type play devices detected on your computer. Select a unique audio device for each dropdown if you have them available.

### **Playback Tab (Version for Windows 7 or later)**

**NOTE:** The version of the Playback Tab shown below will only be displayed when running Stinger on computers running Windows 7 or later. For setup on Windows XP, see the previous section: [Playback Tab \(Legacy Version for Windows XP\)](#).



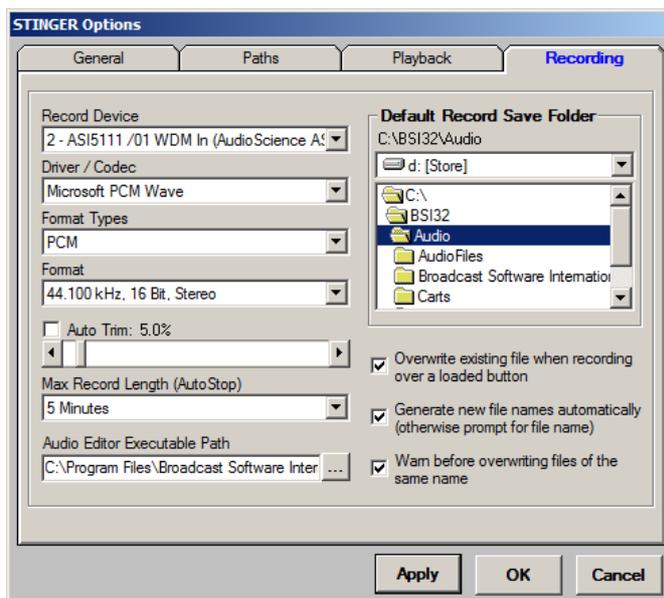
### **Playback Audio Device Dropdowns**

Stinger 3.1 has the ability to play out of up to 6 main playback devices, plus a 7<sup>th</sup> audition device. Each dropdown lists the available WDM type play devices detected on your computer. Select a unique audio device for each dropdown if you have them available.

### **Disable Keyboard Hotkey Start/Stop**

Enabling this option will cause the keyboard shortcuts for each button to be ignored.

## **Recording Tab**



### **Record Device**

This dropdown lists all available record/input devices found on the system.

The last option on the list is titled "Automatically Assigned". Using this option will allow recording with the Windows audio sub-system, allowing utilization of wav, mp3, and MPEG 2 software codecs.

### **Format**

Choose your desired format from this dropdown. Only formats supported by your sound card (or the Windows audio sub-system) will be listed

### **Sample Rate**

This selects the sample rate of your recording. If your sound card does not support recording and playback at different sample rates, make sure you choose the same sample rate for all audio that is recorded and played back.

### **Stereo / Mono**

Choose Stereo to record your file with separate left and right channels or choose Mono to record only from the left channel as a mono file.

**AutoTrim**

Stinger can automatically trim silence from the beginning and end of audio files recorded using Stinger's Record function. The slider determines the threshold of what is considered silence. The percentage is the volume percent from maximum volume in the recorded format (i.e.: clipping is 100% while absolute silence is 0%)

**Default Record Save Folder**

When you record a new file and have the "Generate new file names automatically" option enabled, the new file will be saved in the specified folder (if you are recording over an existing file, the path of the old file will be used).

**Max Record Length (AutoStop)**

Stinger will automatically stop recording and save your recorded file after the time specified in this dropdown.

**Overwrite Existing File When Recording Over a Loaded Button**

With this option enabled, recording on a button that has a file loaded will cause the loaded file to be overwritten with the new file. The original file will be deleted and you will be left with the new audio with the same file name.

With this option disabled, if you initiate a recording on a button that is already loaded, you will either be prompted for a new file name every time a recording is initiated on a loaded button, or a new file name will be generated automatically (depending on the option below). The button will retain its original caption, but it will load the new audio file.

**Generate New File Names Automatically (Otherwise Prompt For File Name)**

If you want Stinger to automatically generate a new file name for you when you start the recording process, enable this option. The file name format generated is as follows:

[Internal Button Number]-[Day][Date][Year][Hour][Minutes][Seconds].wav

For Example, a file record started on button "a" on tab 2, on July 28, 2009 at 3:45:17pm will get a file name of 82-7282009154517.wav.

With this option disabled, you will be prompted to create a new file name when you initiate recording. It is recommended that when using a touch screen, or when you want no-fuss recording, enable this option so that you don't have to type in a file name each time you record a new file.

**Warn Before Overwriting Files of the Same Name**

With this option enabled, if starting the recording process will cause a file to be overwritten, you will be prompted and given a chance to prevent the file from being overwritten.

When this option is disabled, you will not be prompted before a file is overwritten. There is no recovery of overwritten files, so be careful when disabling this option.

**Audio Editor Executable Path**

The Edit Button Audio File option on the *Stinger* button's right-click menu relies on this setting. To choose the executable for your audio editor, click on the  **Ellipsis** button next to the **Audio Editor Executable Path** field. You will be prompted with an **Open File** window. Choose your audio editor's executable and click **Open**.

## Technical Support

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Regular Technical Support hours are 6am to 6pm (PST / PDT) from Monday through Friday. Telephone support for Stinger is available with a BSI Platinum or Gold Tech Care Plan, or on a 'per incident' basis. For more information on our Tech Care Plans, check out our website at <http://www.bsiusa.com>.

If you have a technical question or problem and do not have a Gold or Platinum Tech Care Plan, the best way to get in touch with us is via our Support Center on-line at <http://support.bsiusa.com>

## Limited Warranty

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Broadcast Software International warrants that all disks provided are free from defects in material and workmanship, assuming normal use, for a period of 90 days from the date of purchase.

Broadcast Software International warrants that the program will perform in substantial compliance with the documentation supplied with the software product. If a significant defect in the product is found, the Purchaser may return the product for a refund. In no event will such a refund exceed the purchase price of the product.

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Use of this product for any period of time constitutes your acceptance of this agreement and subjects you to its contents.

## **Contacting BSI**

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Standard Technical Support Center (Support Ticket): <http://support.bsiusa.com>