MJM Player

Manual

Version 4.0

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1 - INSTALLATION FOR XP, Vista, Win 7

1. Close all other programmes before running the installation.

2. Place CD into CD/DVD drive if Installing off CD.

3. If CD installation does not start or your installing from downloaded file then open the CD/DVD or folder and double click on the MJMPlayer.msi this should start the installer.

4. Click Next
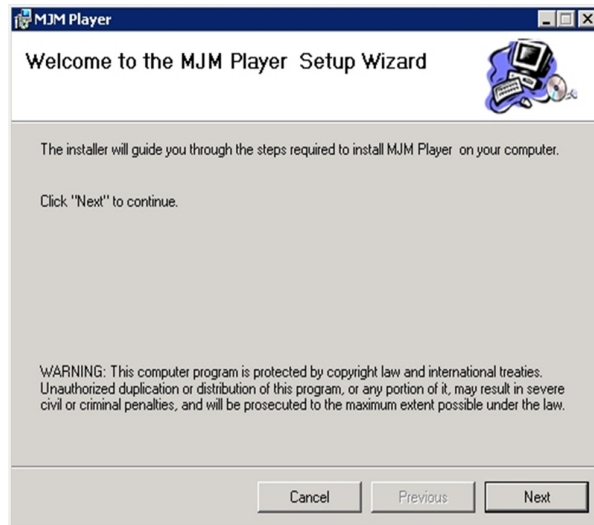
5. Click Next or Change the Install Folder then Next
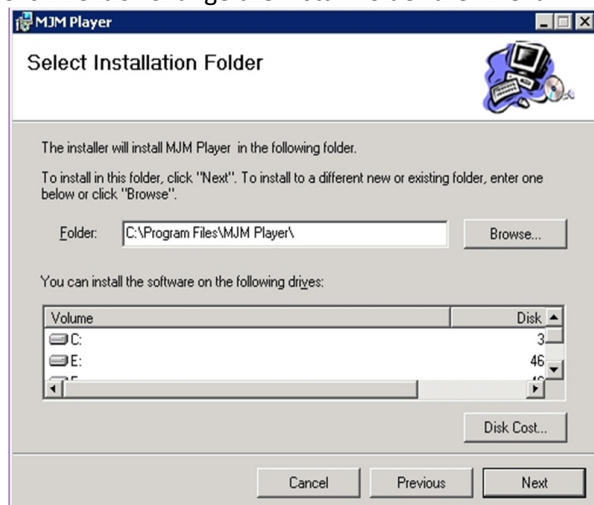
6. Click Next
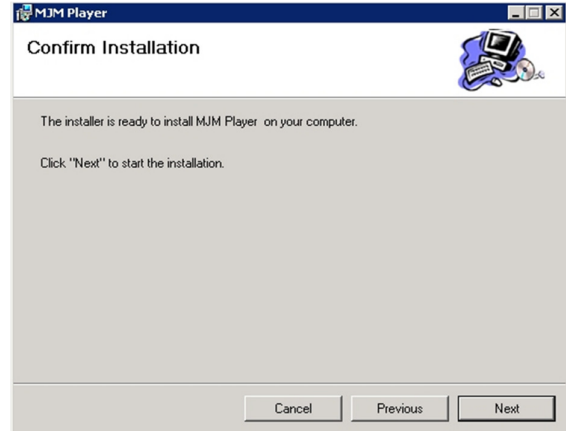
7. Click Close
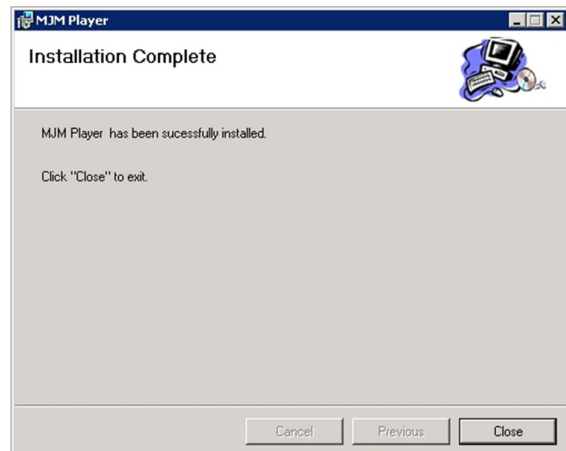
The MJM Player has now been installed.

1.1 - To create a Desktop Icon

1. Click on the windows start Icon with the right hand mouse button and you will see a small menu pop-up, one of the options is Open.

2. Click with the left mouse button on this text a window will now appear.

3. Double click on the folder called program files in this window. Find the MJM Player folder and double click it.

4. Now find the icon that says MJM Player in the right hand pane with the right hand mouse button, a menu will appear, click on the option that says Create shortcut after you click on the option you will see an icon appear in this box that says Shortcut to MJM Player.

5. Click and drag to the desktop.

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2. SETTING UP MJM PLAYER

2.1 Authorising the MJM Player
To Authorise the MJM Player run the player from the start menu under All Programs/MJM Player. It will then request authorisation to run. You will need to Contact MJM software on 02 69218333 in BH to receive an authorisation code or email the quote number displayed to MJMSoftware@gmail.com but do not close the Authorisation box as the quote code will not stay the same if you close it and re open it.

2.2 Setting up the Folder
1. After installation and authorisation it is advised you create your "Music" folders and catalogue them.
2. The default folder is "c:\music" therefore it is easiest to create a folder called music under c drive, although this is not set if you wish to change the folder and/or drive then you can change the settings in the MJM player.
2. Under the 'Music' folder any sub folder/folder underneath the music folder will be treated as category, any folder underneath any of those folders are treated as sub categories and will be displayed as this and therefore the catalogue that you will be set up to mimics the folders set up in windows explorer.

2.3 AIN Files (Audio Information File)
1. The cataloguer programme after running creates a file for every playable item with an extension of .ain this file contains the information about each track.
2. The ain file contains information such as duration, cross face in, cross fade out, volume and associated information.
3. The contents of this file can be altered at any time as it is a text file and can be opened by the notepad programme that is supplied with windows or can be changed with the cataloguer.
4. The first time you select an ain file it will ask you what type of programme to open, the ain will select notepad, this will then associate notepad with the ain files, the next time you open an ain it won't ask this question.

2.4 Changes to the catalogue
1. If you change an ain, move/rename/delete a folder or move/rename/delete a file then you will need to re run the cataloguer to reflect this change in the MJM catalogue.
2. After you have run the cataloguer you will need to either press the reload button on the MJM player or existing player or restart.
3. The cataloguer can be run at any time and even while the MJM programme is currently running if the catalogue is changed while the MJM player is running the changes in the catalogue will not be reflected in the MJM player until it is either reloaded or closed and re-entered.

2.5 Multiple Catalogues
1. The MJM player can have multiple catalogues. The catalogues are defined in the settings under song search folders.
2. If there are multiple folders specified, the Player will load multiple catalogues in the order that they are specified e.g. if we had specified a catalogue under music and a catalogue under programmes , then the catalogue music would be read and categorized alphabetically and then there would be the programmes catalogued read and categorized.

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3. MJM PLAYER

In general the player has five areas,

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4. Area 1 – Logs/Files/Errors

4.1 Log Frame

1. The log frame shows a schedule of events to be played. The log file is read from an external file.
2. If there is no log files or the log settings are not set up the log will display Blank.
3. The type of log and locations that the player reads from is set in the Settings/Search Directory.
4. The log displays times and events that should occur such as an id or schedule sponsorship, ad or announcement and what time it is to be played.
5. The log can be set up to automatically programme these events to a player this is controlled by the tick boxes at the bottom of the log frame (Log to Player & Event Break).

4.1.1 Log to player

If ticked, the player will program the scheduled events to either player 1 or 2 prior to the times that the item is required to be played to air. If there are multiple items scheduled at the same time all will be programmed in a bracket.

4.1.2 The event break

If ticked, the player will program a break after the programed item. Please note that log to player and event break operate together.

4.1.3 Scroll

1. If ticked, the log will automatically scroll with the current date and the time. It will scroll such that the next event is always shown. With scroll ticked you will not be able to manually scroll the log.
2. If scroll is not ticked then you can manually scroll the log to any time within the day. When the scroll is clicked back on, it will automatically readjust itself to correct time and date.

4.1.4 Player one, Player two Selection

This option tells the log which player to log the events too if requested.

4.1.5 Programming from Log to a Player

An event can be programmed to the player by two methods:-

1. The item can be dragged from the log to either player by the description, duration or catalogue number.
2. The item can be dragged from the log to either player by the time to be played to air, this will program all tracks at that time + or – the group log item into the player.

4.1.6 Auto and Player

1. Log has two other functions, the auto function and the player function located at the top of the frame.
2. The player function programmes to the player all events between the **From time** and the **To time** e.g. if I wanted to programme all log events between1 pm and 3 pm to the player I would select **From time** as 13:00 (1 p.m.) and **To time** as 15:00 (3 p.m.), then click the **Player** button located on the log frame.
3. The items are programmed to the player depending on the player setting on the bottom of the frame as player one or player two.
4. The **Auto** located just to the left of the **Player** button uses the same function but instead of going to the player it will be programmed to the auto programme with time and date set to its displayed date and time in the log for a more in depth and functional view of auto programme, please refer to auto programme.

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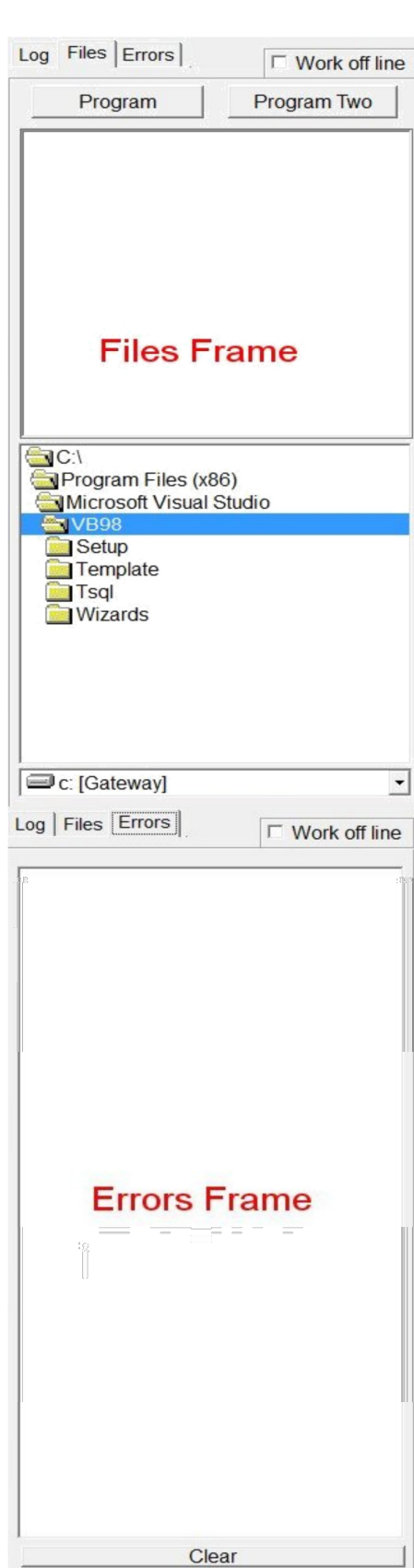
4.2 Files Frame

1. The files frame or display box contains a drive, folder and files area, this page is used to programme tracks from external sources that are not available in the current catalogue.
2. To select and programme an item change the drive to the drive letter that you require, the folder to the folder that you require and it will display currently available or playable events in the files area.
3. To programme you can select and drag and drop to the player or alternatively you can press programme or programme two.
4. Programme just programmes the events that you have selected into the bottom of player one and programme two programmes them to the bottom of player 2.

4.3 Errors

Errors frame is an error display screen for the auto programme module this screen will be flipped to the front when an error has occurred in the auto program.

4.3.1 Auto Programme Error or Warning Box

The auto screen displays and has two functions. This screen is the auto programme output box if an error/warning occurs, this is where the message will be displayer, this screen will automatically be displayed if an error occurs.

4.4 Work Offline

The work offline check box is used to allow the user to create a programme when playable material is not available for example if you wish to programme tracks and save it as a programme at home where we haven't got access to the play material.

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5. Area 2 - Player

5.1 Brief description

This section is where the player show and plays the play list loaded

5.1.1 Displayed times

All times calculated with end time are with these cross fades included therefore the end time is the true end time of the end of the track i.e. to the very end of the last track. The end time also only calculates to the next break point or the end of the currently loaded tracks.

5.1.2 Colours

All colours e.g. the playing colour which is default to yellow, the pause colour which is default to a pinky red and the rest of the background colours which are defined to being white and black can all be changed in setting under colours. Please refer to settings for more information.

5.1.3 Cross Fading

The player will automatically cross fade and play tracks intermixed. The cross fade that is done on the player is set by the tracks ain information which defines the cross fade in and out length. These lengths are used to determine how to cross fade between the tracks. If a particular tracks cross fade is not appropriate or is incorrect then it can be changed by changing its ain file. For more information on ain's and cataloguing please refer to the cataloguer section 14.

5.1.4 Dragging and Dropping

You can drag and drop a track up to the point in time that a track is playing, even a paused track can be dragged and dropped it will automatically be re-queued. To drag and drop you can pick up on catalogue number, song title, remaining, and length of status.

5.1.5 Deleting a Track

To delete a track from the player drag the track from its current position into the description box in the catalogue.

5.1.6 Programming a Track

There are several methods to achieve this:-
1) First is to drag the song out of the catalogue into the player into the position that you require;
2) Secondly is to select song in the catalogue and then press the program button on the player.
3) Thirdly is to select item in the log and drag into the position you require.

5.1.7 Auto Scrolling

A scroll function is available and is set on or off via the settings box. Please refer to settings for more information.

5.2 Play

Play- Plays the top track, if this button is pressed twice it will play the next track.

5.3 Pause

Pause- Pauses both tracks at their current playing position.

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5.4 Stop

Stops both tracks and returns the track position back to the beginning.

5.5 Next Track

Next track will delete track on the player regardless of its status.

5.6 Program

Program will program the track that is currently displayed on the catalogue to the end of the play list.

5.7 Break

Break will program a break event at the end of the play list.

5.8 Clear all

Clears the play list, warning it will also clear playing tracks you end up with a blank player.

5.9 Track Scroll Bar

This indicates the track position as it is playing. This bar can be scrolled if you want to scan through the track.

5.10 Side Scroll

The side scroll will scroll through the play list.

5.11 Fade

Fades the music down over a particular length of time this time is set in the settings. When the track goes below the cross fade point set on that track it will start the next track.

5.12 Display Panel

The display panel displays seven items at any one time. You can move tracks around by dragging and dropping except for the currently playing tracks which are locked. You can delete the playing track by dragging it back to the category description while it is playing, doing this will cause the player to pause.

5.13 Remaining

Remaining is the remaining time of the track.

5.14 Length

Length is the total length of the track.

5.15 Status

Status indicates whether the track is playing, paused, stopped or loaded.

5.16 End Time

End time indicates the End time and date of the end of the playing programme or the next break.

5.17 Remain

Remain indicates the amount of time left to the end of the programme or the next break.

5.18 Talk Time

Talk Time indicates the amount of time left to talk over the start or end of a track. Talk time has to be set in the ains of the tracks

5.19 Options

Ticking this option displays the save, load, auto start & mute functions.

5.19.1 Save

Save- Saves the currently displayed list of tracks to a file to be loaded as a program later. Saving can be done at any point even when playing.

5.19.2 Load

Load, loads a saved program. Loading can be done at any point in time even while a track is playing. You will be asked if you wish to clear the player if yes then it will clear player and them load otherwise it will append to the end of the current playlist.

5.19.3 Auto Start

If ticked, Auto Start Automatically starts the player at the displayed date, while this option is ticked the play button double click twice function is disabled.

5.19.4 Mute

Mute- mutes the player.

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6. Area 3 - Catalogue

Area 3 is the Area which displays all available categories and tracks available to be programmed. The top scroll bar represents the whole of the catalogue. The catalogue is sorted by category and then by description as we scroll through the catalogue the category will also change, e.g. if we have a category called rock and a category called country, country will be before the rock category because it is sorted alphabetically. The order of tracks inside the country category will actually be alphabetically sorted, then we will have the rock category and the tracks inside that will be alphabetically sorted.

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7. Area 4 – Time Display/AutoProgram/Player 2/Carts/Macros/Internet
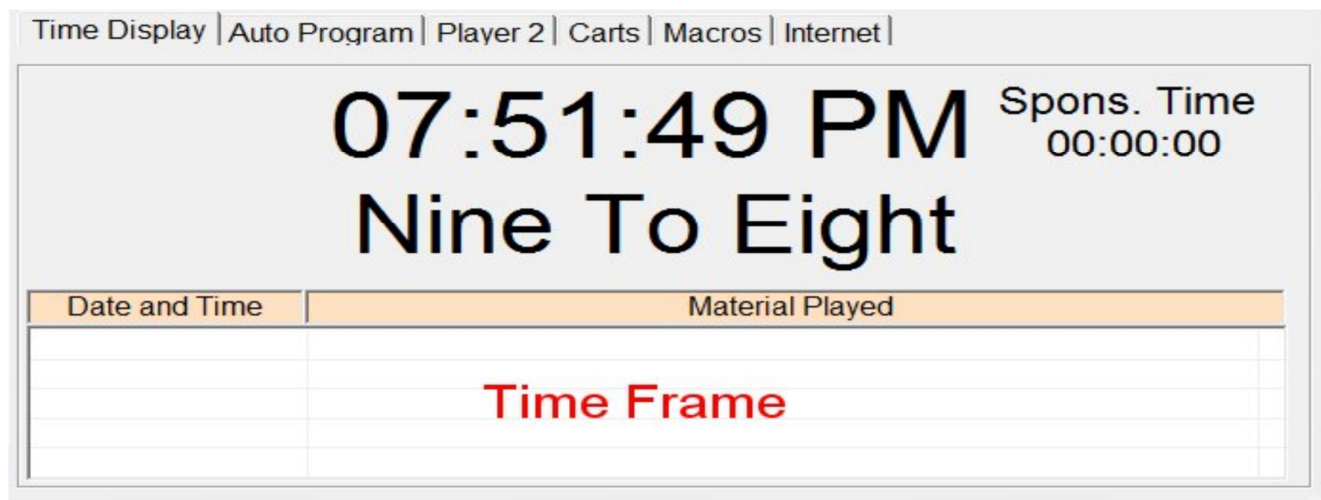
7.1 Time Display Box

Time display is the default display when the MJM player starts up. This area displays the time in a numerical form e.g. 09.49:35 p.m. and also in alphanumerical form such as eleven to ten. This area can be reselected by selecting the time display tab. When in simple mode this is the only option that is available all other tabs are turned off.

7.1.1 Played Material List

1. This box displays a list of content that has been played and with the time played.
2. All material that is played to air is also recorded in a file called played material and is saved in a folder as specified in the settings. Please refer setting for this area the default folder is c:\music.
3. If a song is displayed in this list then it will be highlighted in the catalogue with its background colour as pink.
4. The pink colour is the default this can be changed in the colour settings.

7.1.2 Spons. Time

1. This displays the amount of time played in sponsor within the hour.
2. Time will only be counted if it is set as a sponsorship in the cataloguer.
3. The Sponsorship will be limited by the settings. Eg if you set max sponsor to 5min then the player will not play over 5min it will remove sponsor as they try to play if it will put the time over for the hour.

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7.2 Auto Programme Box

The auto programme is used to generate playlists to be played to air in essence it is a basic scheduling programme. The auto programme is set up to schedule music randomly from particular categories, or fill templates. From this it will automatically pick songs and fill to particular times as nominated in the auto programme this is what we call an auto programme and we can save the auto programme and reload it later for re-use.

Description of items as displayed in the auto programme area:-

7.2.1 + Dev and – Dev –

These two boxes allow the programmed event deviation from the time specified e.g. if we programme an event in at 12.30 and we have the plus and minus Dev of 30 seconds then it means that the item can be played between 12:29 and 30 seconds and 12:30.

7.2.2 Date

Is the date you wish to start your template on, this date is only indicative of the programme that it generates, it does not have to be played at that time and date, the programme that it will generate can be played at any time and any date but we need a start date and time.

7.2.3 Time

Time is the time that the event is scheduled. Please note all times are in 24hr format.

7.2.4 Fill category/Template

This list has all of the Categories and Fill Templates that are available. The fill templates are listed below the categories. To select a category, click on the down arrow and then select out of the list.

7.2.5 Number of tracks

This item has two different functions:-

1) The first is if it is zero and a category is programmed in, it will change the category until told to change again. If the number of tracks is greater than zero then it is a temporary change in category therefore it will only play the nominated amount of tracks from that particular category and then revert to the previous category.

2) The second is used in the creation of a fill template, the category will only be used in the template if it is greater than zero.

7.2.6 Auto

Auto is a function that is not associated with the auto programme directly, this auto function is can be used as a track, an auto programme track. Minutes, hour, date, time, next to <Auto> are associated with the auto function. E.g. if you select minutes and select a category as described in 7.2.4 and a time as described in 7.2.3 and then drag the <Auto> into the current play list it will calculate the next occurrence in of time and calculate how much music is required to bring the <Auto> to that time. Please refer to worked example at the in section 13.

7.2.7 Auto programme list

Displays events in the auto programme.

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7.2.8 Load

Load- loads a previously saved auto programme.

7.2.9 Save

Save- saves the currently listed auto programme template.

7.2.10 Clear all

Clear all- clears all items out of the auto programme.

7.2.11 Add song

Adds the currently displayed song in the catalogue to the auto programme at the date and time nominated.

7.2.12 Add Category/Fill

Adds the category or fill template to the auto programme at the nominated date and time. Please not that they are automatically sorted by date and time.

7.2.13 Run

Generates a programme from the information supplied in the auto programme list and loads into the player selected as per 7.2.14

7.2.14 Player 1 or Player 2

Is the destination for the generated programme.

7.2.15 Match Time

If match time is selected then the auto programme will try and match the time and date specified. If it is not selected then the auto programme will play it after the previous event.

7.2.16 Sub category

Tells the auto programme to use subcategories of the selected category for selection of music, If selected, then when looking for material to fill a music bracket it will look under all Subcategories of the selected category. If it is not selected the auto programme will only select from the selected category and not from sub category.

7.2.17 Load Date Relative

When you save an auto programme template the date and time is saved as displayed at the time you save your template, when you reload template in the future the date shown will be as saved in the template if the load date relative is turned off, if the load date relative is checked than the dates will be loaded relative to the date and time shown on the date and time in the auto programme.

7.2.18 Save as Fill Template

This button saves categories with number greater than zero as templates for later use in the fill category or template.

7.3 Player Two

Please Refer to Section 5

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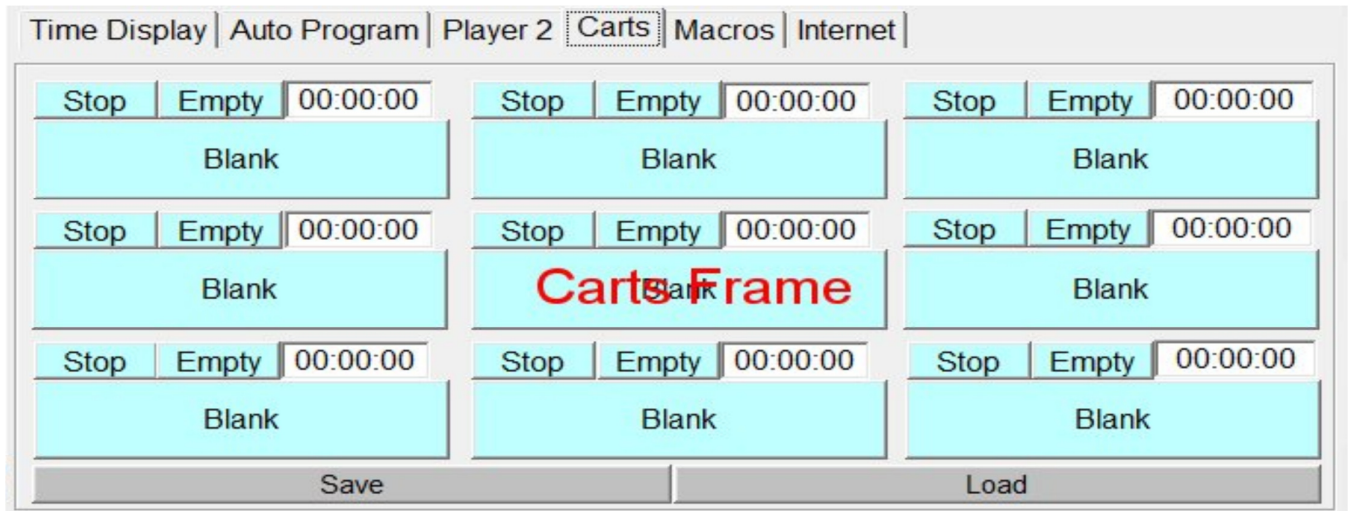
7.4 Carts

The carts are used for items that need to be played a lot. Once a cart is loaded it all you have to do to play it is click on the large button. It will re-que after playing back to the beginning. Used for things like News openers etc. To load a cart, drag a song or item from the catalogue to the large button. The default settings also sets the number pad to the carts play function so pressing 1 on the Num pad will play cart 1.

7.4.1 Stop
Stop-Stops and re-queues the cart.

7.4.2 Empty
Empty- Clears the Cart.

7.4.3 Time
Time- Displays the remaining time.

7.4.4 Large Button
This is the cart drag songs into.

7.4.5 Save
Save- saves the list of songs loaded into the carts.

7.4.6 Load
Load- loads a list of songs into the carts.

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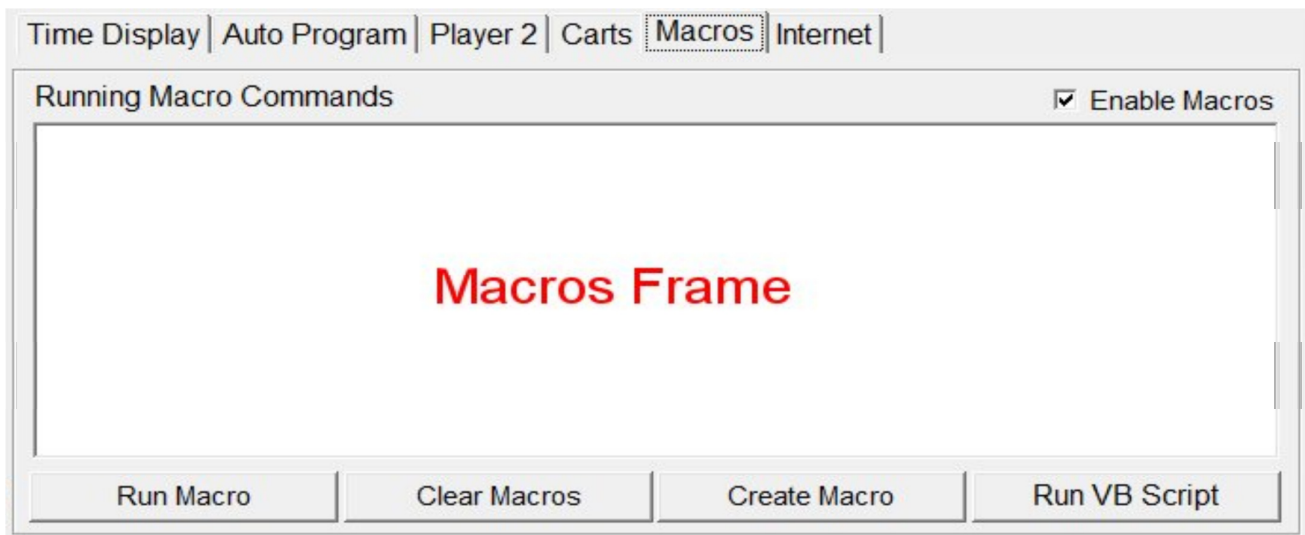
7.5 Macros

The Macros are used for running macros created for the MJM Player for a list of commands please refer to the list of commands in the appendix A . The player can run multiple macros at once. Macros are a way to make the MJM Player run as an automated program. Anything you can do by clicking or dragging in the player can be simulated in the Macros commands. To create a macro simply order the commands as you would normally carry them out.

7.5.1 Enable Macros

Enable Macros, if ticked the macro commands will execute, not ticked and execution of the commands will halt

7.5.2 Running Macro Commands

This box shows all commands being executed and waiting to be executed.

7.5.3 Run Macro

This button will run a macro created for the MJM Player you will be asked for the file to run.

7.5.4 Clear Macros

Clears all running macros.

7.5.5 Run VB Script

This button will run a VB macro created for the MJM Player you will be asked for the file to run. For a list of calls for VB Please refer to the appendix C.

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7.6 Internet Frame

This option Allows restricted access to the internet by only allowing five tabs to be pre designated in the settings options.

7.6.1 Refresh Page

This refresh page refreshes the displayed page

7.6.2 Tabs

These tabs are used to select which page you wish to display

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8. Area 5 - Settings/Lock/Reload/Simple Mode
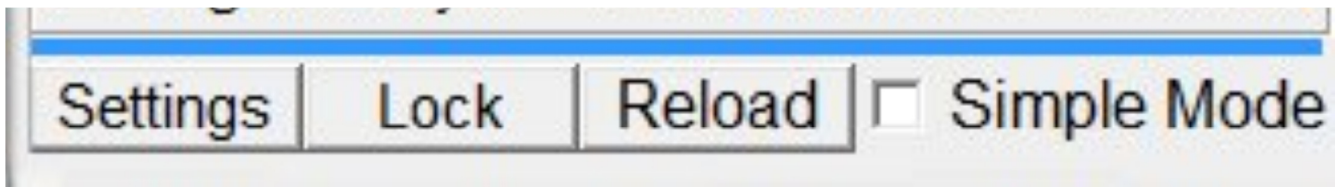
8.1 Settings

Settings displays the Setting pages Refer Section 9 for detailed information

8.2 Reload

Reloads the catalogue from scratch, a word of warning reload suspends all functions except the playing track and if the catalogue is large it may take longer to load then the length of the track that is currently playing therefore, the next track will not be played until the catalogue is reloaded.

8.3 Lock

Lock allows the player to be locked such that people cannot change or move or modify the currently playing programme without the passwords to unlock it. Passwords are set in the settings box.

8.4 Simple Mode

Simple mode disables all enhanced functions and turns this into a very basic player with play, pause, stop and just basic functions all extended functionality is disabled and removed off the screen this is to simplify the use.
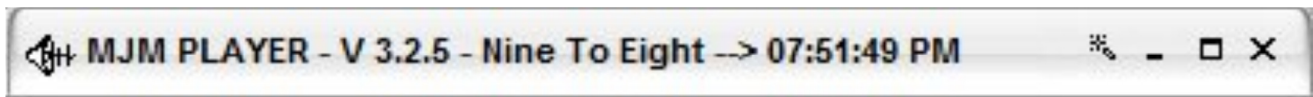
8.5 Top of Player

At the top of the player there are some icons that control the look and window mode of the application. On the far right you have the 3 standard window controls for close maximise and minimise to the left is the skins button press this to select a different skin for the player. Far right is the version number and the current time

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9. Player Settings
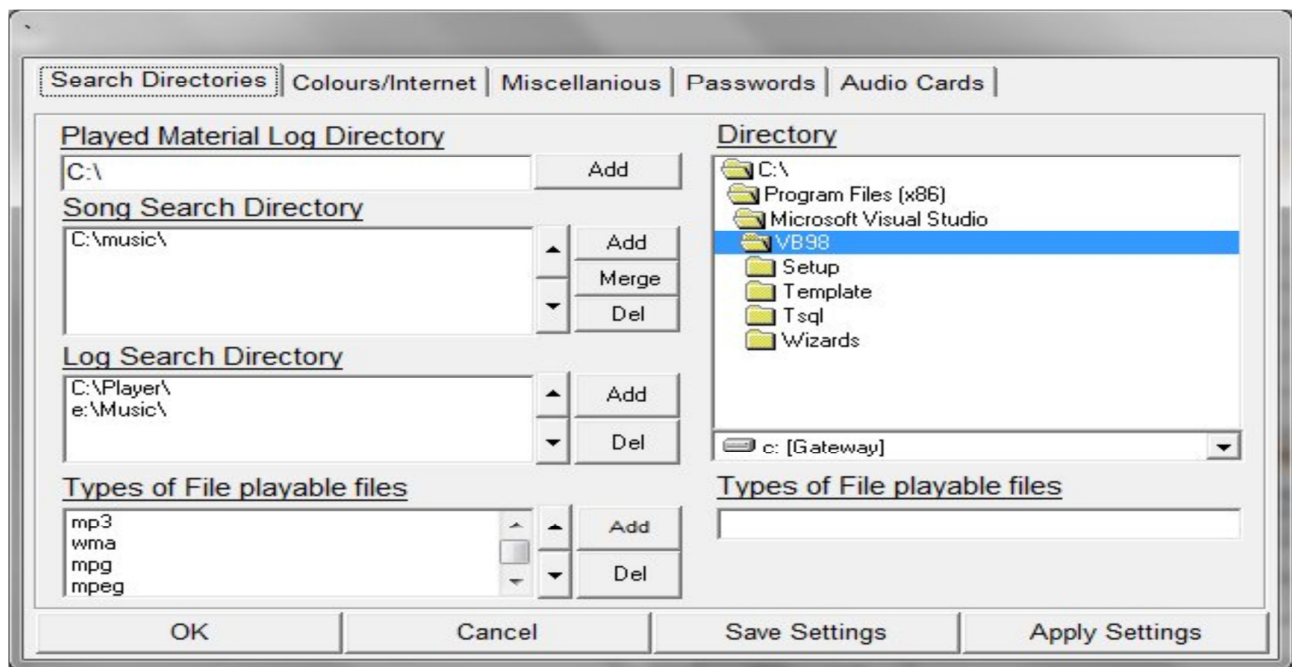
9.1 Player Settings Overview

To display the player settings press the settings button on the main player located on the lower left hand corner in Area 5.

9.1.1 Search Directories

This tab gathers information as to where to locate the music, log and where to save information like the played logs.

9.1.2 Colours/Internet

Tab allows the colours to be altered.

9.1.3 Miscellaneous

Miscellaneous settings for the player.

9.1.4 Passwords

Add and remove passwords for locking and unlocking the player.

9.1.5 Audio Cards

This tab allows you to set the outputs for each player and cart. This tab also allows monitoring of up to 4 audio cards for audio levels, and allows you to display the mixer for each card and settings.

9.1.6 Ok

Keep settings as changed but the settings are not saved or applied, removes settings box.

9.1.7 Cancel

Removes the settings box.

9.1.8 Save Settings

Saves all settings and remove settings box.

9.1.9 Apply settings

Applies new settings and reloads the catalogue and then removes the settings box.

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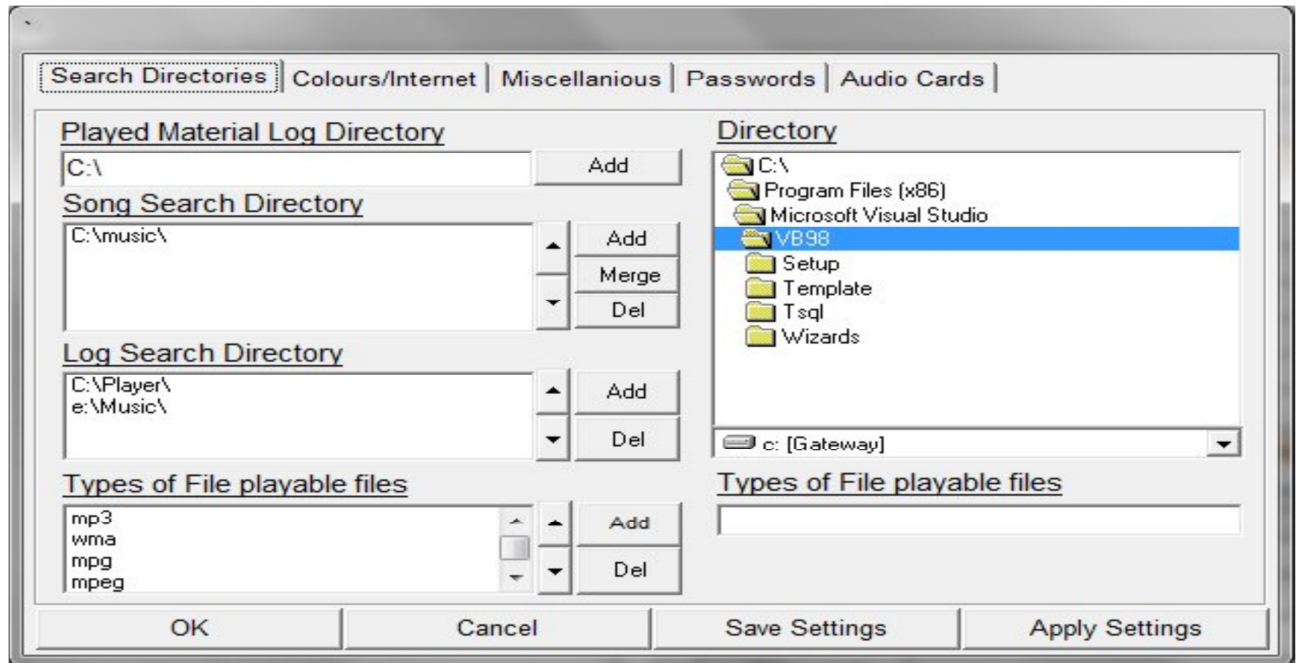
9.2 Search Directories
Search directories is the default window when opening the player settings
9.2.1 Played Material
This box represents the directory in which the player will write the played material logs. To set the directory, select the drive and folder to the right and then select the Add Button. If blank the default is the installation folder.
9.2.2 Song Search Directory
This box represents the directory in which the player will look for catalogues.
> ➢ To set the directory, select the drive and folder to the right, Ensure that the icon is an open folder and then select the Add or Merge Button.
> ➢ To remove a directory select the directory in the song search directory and press Del Button

When a folder is added as a merged folder it will be merged with the folder preceding it.
9.2.3 Log Search
This box represents the folders the player will search for a valid log file for the current date and time.
9.2.4 Type of playable files
This box represents the types of files the player will look for to play. To add a type of file type it in the box to the right and then press Add Button. To remove a type selects the type in the Type of playable files and press Del Button

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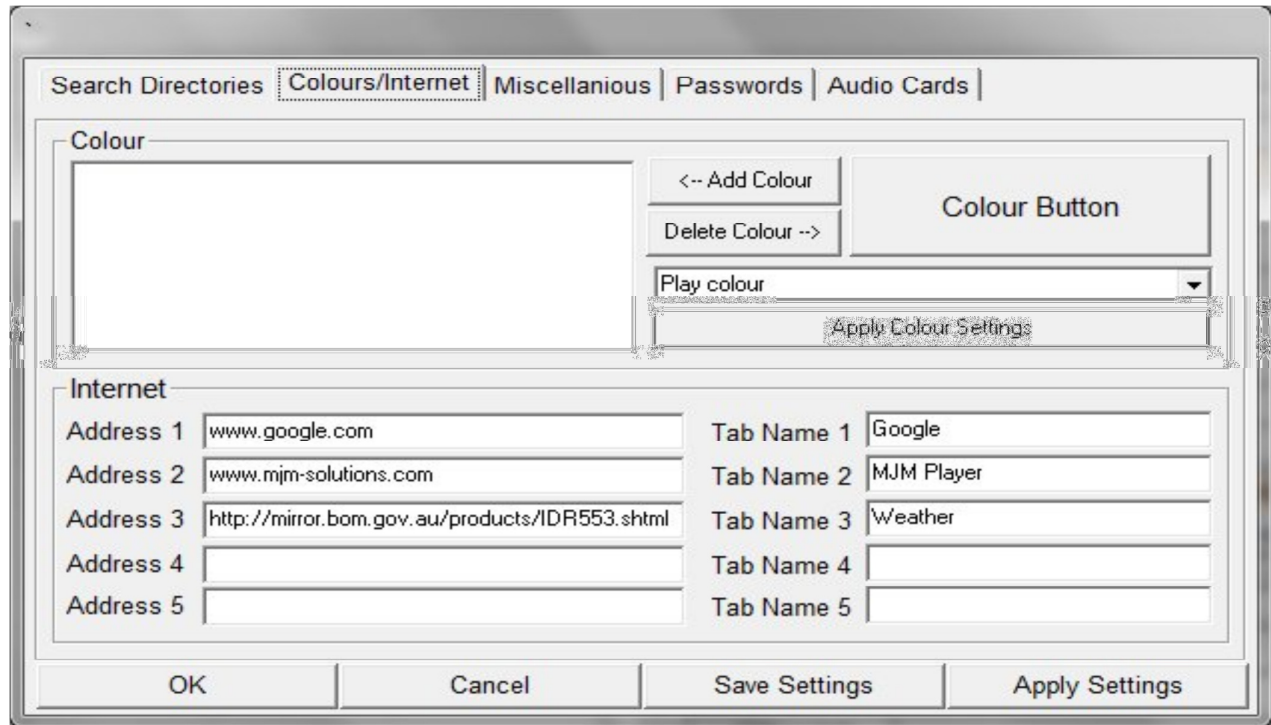
9.3 Colours/Internet
The Colours/Internet tab allows configuration of the colour scheme for the player.

9.3.1 Add Colour
Add colour, Adds the selected colour in the colour button to the selected item.

9.3.2 Delete Colour
Select the item to delete and click delete.

9.3.3 Colour Button
This allows you to select a colour or define a colour, select a colour and press ok, this will then show you the colour by changing the button colour to the selected colour.

9.3.4 Apply Colour
Apply Colour, Applies the colour settings that have been saved in the left hand box.

9.3.5 Item Description
This is a list of all the items that you can change.

9.3.6 Address 1-5
This is the web address used when the tab is selected in the internet section in area 4.

9.3.7 Tab Name 1-5
This is the Tab name used when the tab is selected in the internet section in area 4.

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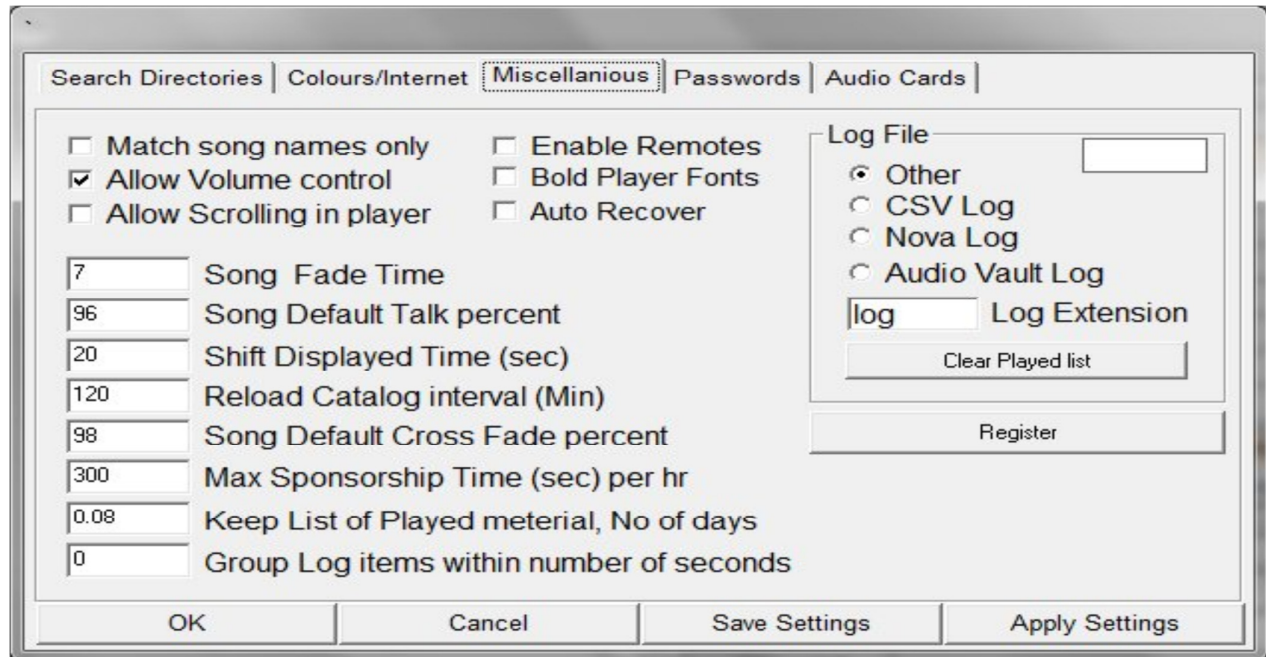
9.4 Miscellaneous

9.4.1 Match Song Names Only
Match song name only when loading a program or auto program will do a sequential search for a song by its name only if the song is not found. This setting when enabled will find songs in the catalogue even if it has been moved.

9.4.2 Allow Volume Control
If ticked, allows fade volumes and the volume setting in the ain to be implemented, if it is un-ticked then the fade control is disabled and the volume controls in the ain are disabled.

9.4.3 Allow Scrolling in Player
Enables and disables scrolling in the player.

9.4.4 Enable remotes
This setting enables the external remote panel for play, pause, stop and associated functions, if it is un-ticked then there will be no activation from external remotes, if it is enabled then pressing the buttons on the remote will do the appropriate operations. For wiring diagram please refer to appendix B

9.4.5 Bold Player Fonts
Bolds the displayed text in the player.

9.4.6 Auto recover
When enabled allows the player to recover from a power failure it will remember what song it was playing and the player states and resume next time the player starts.

9.4.7 Song Fade Time
Is the time used when the fade button is pressed, so if a song was playing and you hit the fade button and the song fade time is set to 7 the time to fade out would be 7 seconds.

9.4.8 Song Default Talk Time Percentage
This percentage is used by the cataloguer to calculate the talk times on each track. This setting is also used in player when files that are not catalogued and are dragged into the player.

9.4.9 Reload Catalogue Interval in Minutes
Reloads the Catalogue every so many minutes **be warned** this function is used to reload the entire Catalogue if the catalogue is long it may take several minutes to load. Set this to 0 to disable this function

9.4.10 Song Default Cross Fade Percentage

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This percentage is used by the cataloguer to calculate the cross fade times on each track. This setting is also used in player when files that aren't catalogued and are dragged into the player the cross fade is calculated from this setting.

9.4.11 Max Sponsorship time (sec) per hr

Is the max amount of sponsorship allowed to be played in an hour. When sponsorship reaches or will go over this setting per hour it will drop the items to air ensuring that you don't exceed your allocated time. A sponsor time is counted if it has been identified as a sponsorship in the cataloguer. Please refer to the cataloguer documentation see section 14.

9.4.12 Keep list of played material, No of days

This number is the number of days that a played item will stay in the played list in the time display area no 4. It also is the time that the item that has been played stays pink denoting it has been played in the catalogue area 3. This setting also affects the auto program as any material that has been played will not be replayed if it is still in the played list.

9.4.13 Group log items within number of seconds

This setting is used to group items in the log with in the number of seconds. E.g. if you drag from the time notation on the log the player will look either side of this time by this number of seconds and then program any item with in this bracket. This is also use when loading the auto program from the log items that fall within this bracket will be added as a group of items.

9.4.14 Log File - Other

This is a variation on Nova Log Format

9.4.15 Log File - CSV Log

This format is the in the format of "Time, Cart number, Description, Duration" separated be a comma

9.4.16 Log File - Nova log

This format is supported by Nova Log and by Blue Gum scheduling programmes.

9.4.17 Log File - Audio Vault

This format is supported by Blue Gum.

9.4.18 Log File - Log Extension

Should be set to the extension generated by the scheduling programme used - usually log or sch. Do not put the dot in front

9.4.19 Clear Played List

1. This button clears the list of played material.
2. This button also clears the played status in the catalogue.
3. Although the button clears the played list it does not clear the copy on the disk, this copy is kept regardless of the displayed played list.

9.4.20 Register Player

You can bring up the register Player box by pressing this button. *BE WARNED IF YOU ARE REGISTERED DO NOT PRESS THIS BUTTON UNLESS INSTRUCTED.*

MJM Player
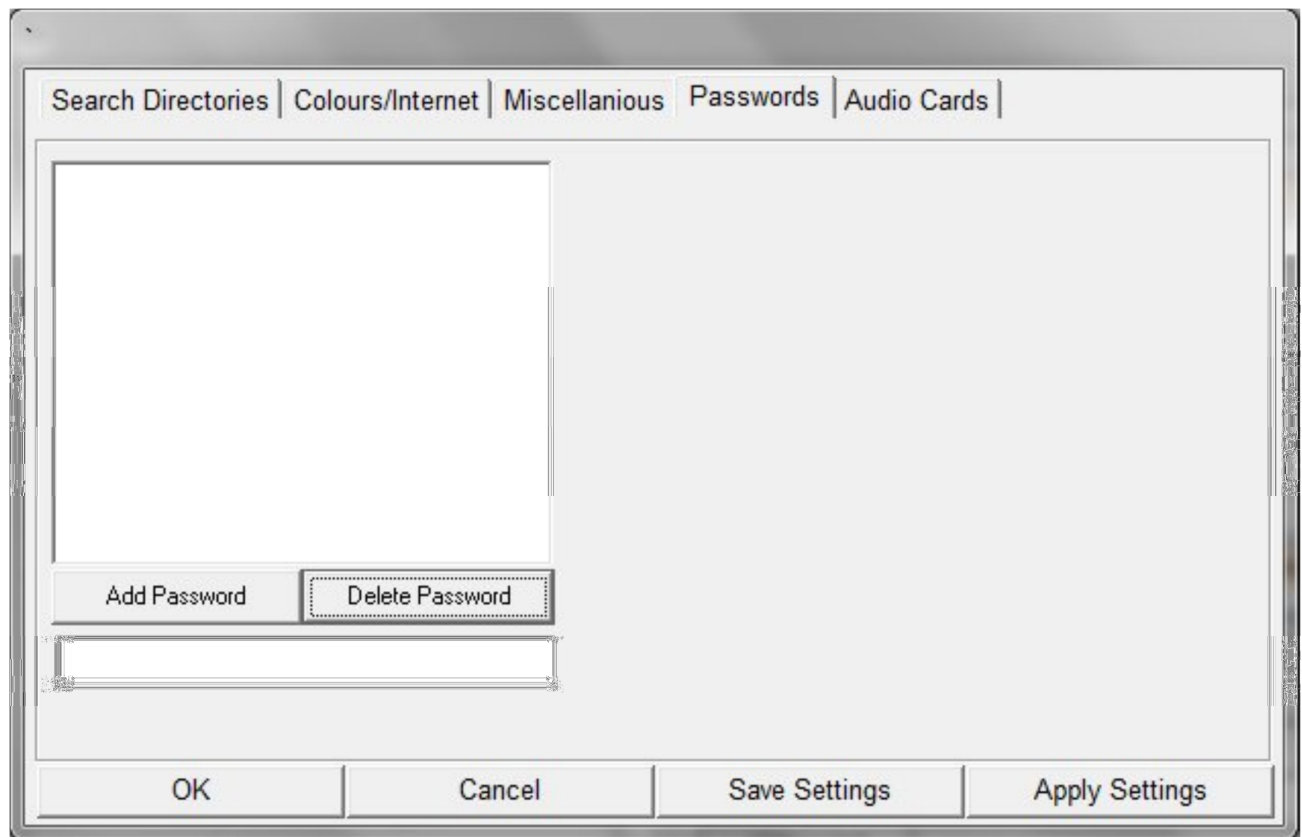
10. Passwords Tab

    10.1 Passwords Box

        Passwords are added to a list, this list is then activated by the lock function on the player. When the player is locked, any of the passwords in the list can unlock or deactivate the lock. When the player is opened to add a password in the lowest box type in your password then click on add password, to delete a password select it in the main box above and press delete password. Please note that to this tab is password protected.

MJM Player
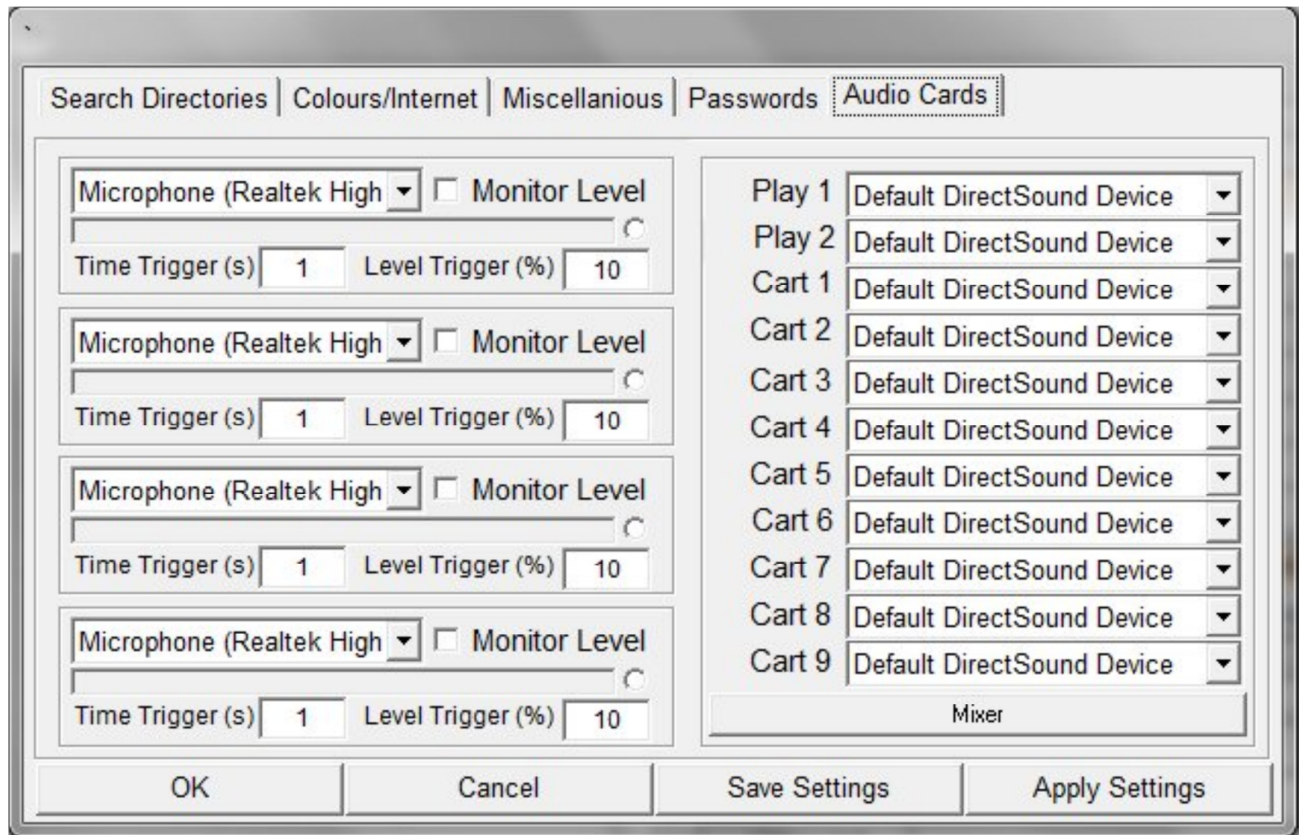
11. Audio Cards
11.1 Monitor Levels
There are 4 individual level monitors. Each monitor operates independently.
11.1.1 Input Audio card
This selection will show all available audio input devices. Select the audio card you wish to monitor.
11.1.2 Monitor Level
This checkbox enables the monitoring of the audio card.
11.1.3 Level
This displays the levels being monitors.
11.1.4 Signal Present (Circle at the end of the level)
This will be checked when the signal goes above the trigger level and stays above it for the trigger time.
It will be not checked when the signal drops below the trigger level for longer than the trigger time.
11.1.5 Time Trigger
This time is the time the signal has to stay higher or lower for the signal status to change.
11.1.6 Level Trigger (%)
This level is the level the signal has to stay higher or lower for the signal status to change.
11.2 Player 1 & 2 / Cart 1-9
This selection will show all available audio output devices. Select the audio card you wish to play out.

MJM Player

12. Find Song

12.1 Find Song
Is a utility that is used to locate tracks in the catalogue.

12.2 Ignore Time
Will ignore the length of track when searching.

12.3 Time Exact
Will only display tracks with the entered lengths.

12.4 Time Between
Will only select tracks with lengths between the selected lengths.

12.5 Catalogue No.
Will only select tracks that partly or wholly match entered criteria Against Catalogue Number.
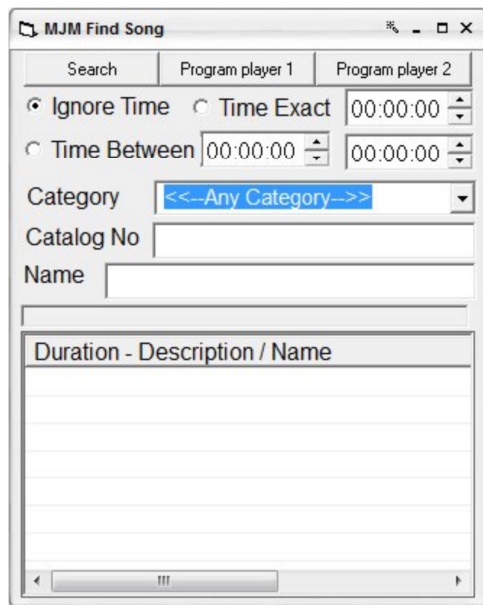
12.6 Name
Will only select tracks that partly or wholly match entered criteria against the description. To programme a track, you select desired track/s and the click on the Programme player 1 or Programme player 2 button, the other way is to click on selected track and drag into a player.

12.7 Category List
Is a dropdown list that displays all the currently available categories. Clicking on the down arrow on the side of this box will display a list of categories available. Selecting a category will jump you to that category in the catalogue.

12.8 Catalogue number
The number displayed is the catalogue number of the displayed track. The catalogue no. is read from the ain file of the track.

12.9 Description
This describes the track's name and is read from the ain file if it is defined; otherwise it defaults to the file name of the track.

12.10 Duration
This is the duration of the track that is currently showing.

12.11 Other information
This is additional information and is set in the ain file and is displayed only in the catalogue.

12.12 Programming a Track from the Catalogue
Dragging any of these except for the category into the player will programme that particular track at the position that is dragged onto. If it is dragged into a blank position then it is programmed at the bottom of the player list, if you wish to insert it into the player drag over the top of the current position that you wish to insert into. If there is a current track there it will push the current track down.

MJM Player

13. Macros
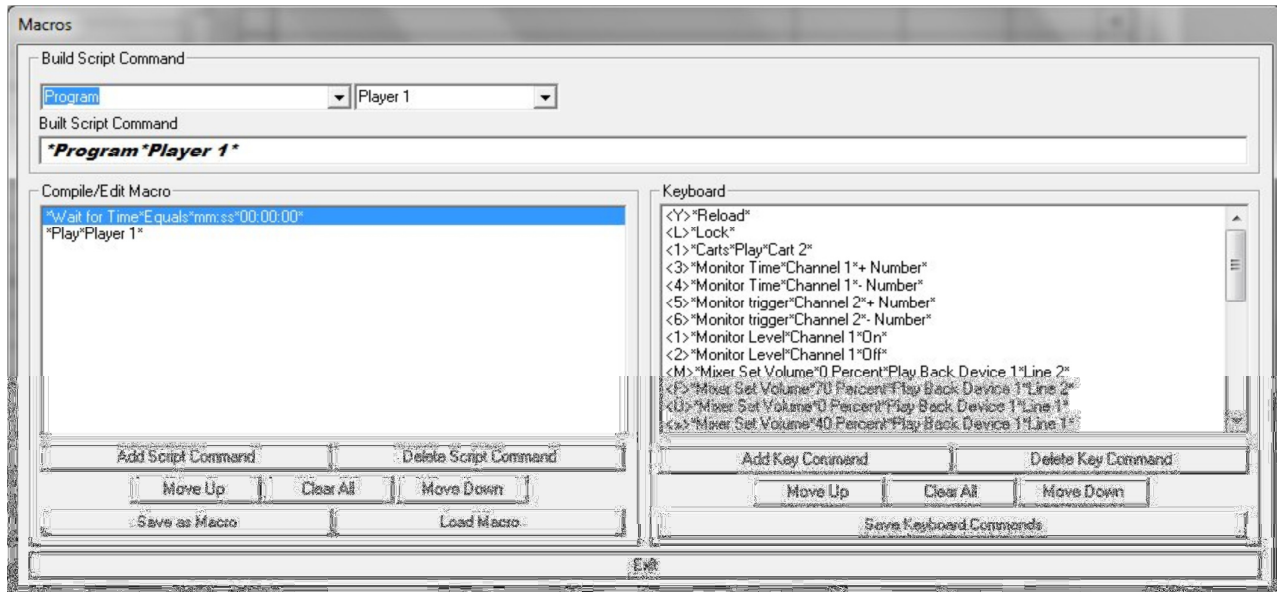
13 Macros

The Macros screen has three sections

13.1 Build Script Command

This area comprises of a macro command that is selectable and a built macro command. The built macro command is generated automatically from the options selected.

13.1.1 Macro Command

This drop down box has all macro commands listed. Select the macro command you wish to use and then select the macro command options e.g. select play and the options are player 1,player 2. Please refer to attached list of macro commands in the appendix A

13.1.2 Built Script Command

This script command is automatically built as to select your script options. To utilise this built script command you can drag it to the keyboard and assign the script command to a key or you can drag it to the compile/edit macros box or you can drag it into the player and when it gets to the cued position the script command will execute.

13.2 Compile/Edit Macro

This Area allows the user to compile a list of script commands called a macro you can then save the macro off as a file (.mac). This file can be run at any time. You can auto run macros on start of the player by adding a macro called autoexec.mac in the program start up folder.

3.2.1 Add Script

This Button adds the built script command to the macro box

3.2.2 Delete Script

Select the script command you wish to delete and click this button

3.2.3 Move up

Select the script command you wish to move up and click this button

3.2.4 Clear All

Clears all scripts in this macro box

3.2.5 Move Down

Select the script command you wish to move down and click this button

3.2.6 Save Macro

This button allows you to save the list as a macro

3.2.7 Load Macro

This button allows you to load a macro into the box.

MJM Player

13.3 Keyboard

This Area allows the user to add a script command to a keystroke.

13.3.1 Add Key Command

This Button adds the built script command to the keyboard commands. When adding, you will asked to Press the key/s you wish to associate this function to.

13.3.2 Delete Key Command

Select the key command you wish to delete and click this button

13.3.3 Move up

Select the key command you wish to move up and click this button

13.3.4 Clear All

Clears all key in this macro box

13.3.5 Move Down

Select the key command you wish to move down and click this button

13.3.6 Save Keyboard Commands

This button allows you to save the keyboard commands

MJM Player

Auto Program (- Dev, + Dev, Add Cat Fill, Add Song, Auto Fill to Time, Category<, Category>, Clear All, Date, Delete, Load Relative, Load, Match Time, Run, Save Fill template, Save to Player, Save, Set, Category, Sub Category, Time) - Auto Program relates to the auto program section in the player

Auto Recover – This enables or disables the auto recover setting

Auto (Start Date, Start Time, Start) – Auto start function on the player options

Break – programs a break at the bottom of the play list

Carts – Allows access to the carts function

Category (Set, <, >) –Sets or moves the categories forward or backward.

Clear (Macro, Program, Play list) – Clears the macros or program or playlist

Close COM Port – Closes the serial port

Enable Macro – Enables or Disables the macros

Erase Macro – Removes a macro from running does not delete the file

Fade (Out, Out and Break) – Will fade out the playing song or fade and break the current song

Find Song - allows access to the find song functions

Initialize COM Port – initializes the serial port for communication

Load, Save Program – Allows loading or saving a playlist by way of a dialog box or filename

Lock – Locks the player the same as the lock button in area 5

Log (Auto Click, Date, Event Break, From Time, Player Click, Program To Player, Scroll mode, To Player, To Time) – Allows access to the log functions

Mixer (Set Volume, Set Mute) – Allows access to the Mixers in the system

Monitor (Level, Time, trigger) – Allows setting and monitoring of the monitor levels.

Modem (Dial, Hang-up) – Modem access to dial and hang up

Next Track – Ends the current track and plays the next track without a fade.

Page (Up, Down) – scrolls the playlist page by page

Pause – Pauses the player

Play – Plays the player

Program – Program programs the currently display track

Reload – Reloads the catalogue

Send COM Data – Send Serial Data

Set Port – Sets the parallel port to a bit pattern as entered

Stop –Stops the player

Run (External Program, Macro, VBScript) – Runs an external program, macro or VBScript by dialog box or file name

Select – Allows selecting of frames, Time, Auto program, Carts, Macros etc.

Settings –Displays the settings box

Simple mode – activates or deactivates the simple mode

Track (<,>) – moves the track selection forward or backward

Wait for (COM Data, Pulse, Signal, Time) – allows the macro to pause execution until something happens

Wait Number of seconds – Pauses the macro's execution for a number of seconds

Work Online – Enables/disables working online

MJM Player

14. MJM CATALOUGER
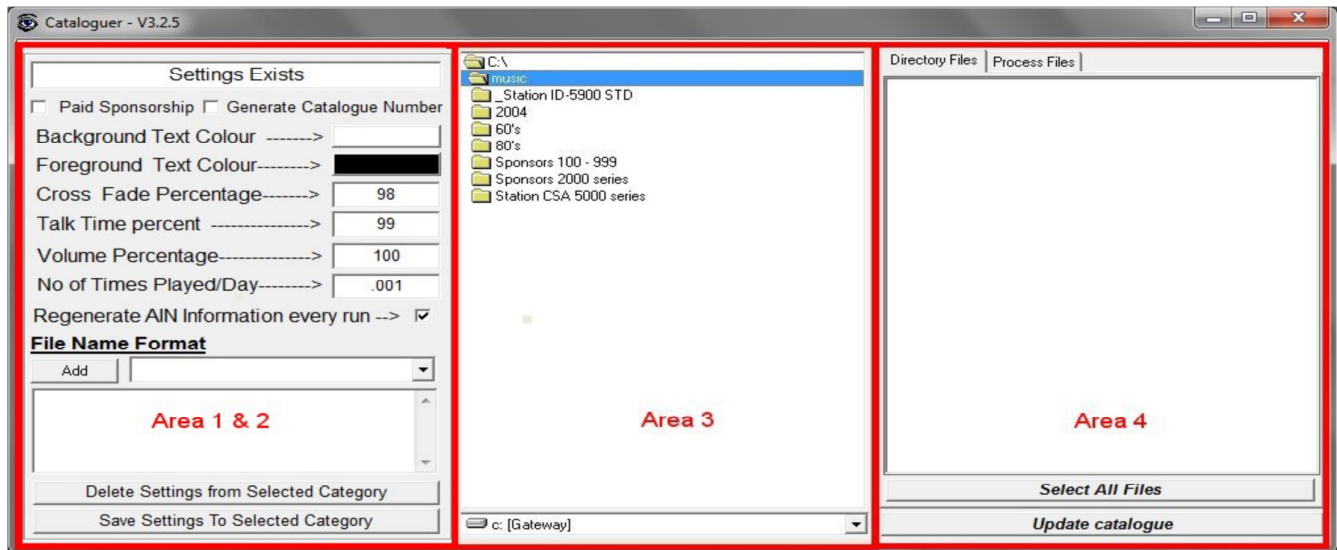
14.1 Overview

The cataloguer's function is to read all playable material under the specified folders/sub folders and create an ain file for each item that contains information about each track such as the track duration and cross fades etc. All settings for the cataloguer are read from the player and from the folders. The cataloguer creates two files catalog.mjm and catalog.rtf in each search folder listed in the MJM Players song search directory. catalog.mjm is the file the player reads when the MJM Player is started, or when the reload button is pressed. catalog. rtf file is a rich text format of the catalogue this file can be opened in word pad or most word processors. Catalog.rtf is the catalogue in a readable and printable format.If you wish the cataloguer to run automatically add /autorun after the program name in the shortcut.

14.2 Area 1

This Area has all the settings for the folder that is selected in area 2. Folder settings are inherited to sub folders if there are no settings set for the sub folder. A brief description of the settings

1) Settings display box shows whether settings exists and the colours that are saved in the settings file for this folder.
2) Paid Sponsorship - this checkbox indicates that the folder contains items that will be counted as sponsored time. If not set, one of the items played from this folder will not count in the sponsored time.
3) Generate catalogue number this checkbox indicates that the first numbers in the filename are a catalogue number. The catalogue number is used to integrate to a traffic and scheduling system.
4) Background Colour click on the button to change the background colour of the catalogued tracks in this folder. The colour will be displayed in the settings display box.
5) Foreground Colour click on the button to change the foreground colour of the catalogued tracks in this folder. The colour will be displayed in the settings display box.
6) Cross fade percentage. This is the percentage at which the next track is to be played, therefore longer the track the longer the cross fade. If the percentage is set to 98% then a 30 second track will have no cross fade. If the percentage of cross fade is set to 100 percent the track will play fully before the next track is started.
7) Talk time percentage. This is the percentage at which the Talk time displays an indication that you can talk over the start of the track.
8) Volume Percentage. This allows for a folder to have a different volume to other tracks.
9) No. of times per day is the number of times a track can be played per day.

10) Regenerate AIN Every Run this check box forces the cataloguer to regenerate the AINs every time it is run over that folder. The cataloguer does not by default recreate the AINs every run. If an AIN exists then it will just be read and added to the catalogue unless this checkbox is checked.

11) The Cataloguer can identify and song name formats this area allows you to define a format. To do this select the attribute in the drop down box and click the add type the delineator and then add the next attribute e.g. select song name and click add type after song name –(then select artist and click add then type). The format area will look like this <SONG NAME>-(<ARTIST>) this will set the attributes song name and artist in the ains

14.2 Area 2

This area is displayed when a song or track is selected in area 4 this displays all the individual settings for the selected track or tracks

1) Background Colour click on the button to change the background colour of the catalogued tracks in this folder. The colour will be displayed in the settings display box.

2) Foreground Colour click on the button to change the foreground colour of the catalogued tracks in this folder. The colour will be displayed in the settings display box.

3) Paid Sponsorship- this checkbox indicates that the folder contains items that will be counted as sponsored time. If not set one of the items played from this folder will not count in the sponsored time.

4) Song Name is the song name either typed in by the user or entered by the filename format function in area 1

5) Artist is the Artist name either typed in by the user or entered by the filename format function in area 1

6) Composer is the Composers name either typed in by the user or entered by the filename format function in area 1

7) Talk in and talk out are the times in seconds the talktime display will count the user in and out of a song for talking over the introduction and fade out.

8) Fade in and Fade out is the time in seconds the song will fade in and fade out this setting is used to calculate the cross fade between songs.

9) Volume is the volume level set for this track usually 100

10) Catalogue No is the catalogue number of the track if it has one otherwise it is ----

11) No. Per Day is the number of times per day the track will be able to be played. For example if this is set to 4 then the track will be able to be played every 6 hours.

12) Song pace is the pace either typed in by the user or entered by the filename format function in area 1

13) Duration is the track duration this cannot be changed by the cataloguer.

14) Version is the AIN Version number this cannot be changed by the cataloguer.

15) Cd number is the cd number either typed in by the user or entered by the filename format function in area 1

16) Album is the Album typed in by the user or entered by the filename format function in area 1

There is a check box beside all settings that can be changed. To change a setting just edit the field that you wish (the check box beside will become ticked) then pick update selected files this will write the changes to the AIN

14.2 Area 3

This area allows the user to select the folder to change or add settings to. The folders that are actually catalogued are set in the setting area of the MJM Player.

14.2 Area 4

This area allows the user to select tracks to allow them to be edited. There is a tab that allows you to see which files have been processed. To update the catalogue, click on the update catalogue button.

MJM Player

15. Auto Programme Example

This example will show how to programme a two hour programme with events programmed in at particular times to be played.

STEP 1 Select category of music for the computer to us to pick from. We will use rock\rock80.
STEP 2 Change time to read 14:00 which is 2 p.m.
STEP 3 Change date to date you wish to start program from (it should already have current date and time).
STEP 4 Set the - Dev to 0.
STEP 5 Set + Dev to 0.
STEP 6 Set number of tracks to 0 (if set to 0 then music category is changed if not 0 then category is only changed for that number of tracks).
STEP 7 Tick match time (Makes the program try to match the entered time. If not selected then played after previous selected time).
STEP 8 Tick Sub Category (allows the program to select tracks from sub categories of the selected category).
STEP 9 Drag and drop as shown (you can drop anywhere in this box not just at the dot).

MJM Player

STEP 10   Change time to 16:00 (4:00 p.m.).

STEP 11   Drag and drop again.

We are now going to insert a song at 2:30 p.m., select song.

STEP 12   Change time to 14:30 (2.30 p.m.)

STEP 13   Drag and drop again.

MJM Player

Program a track with no time stipulation

    STEP 14 Un-tick Match Time

    STEP 15 Drag and drop song into player

Changing Category Mid Program

    STEP 16 Change time to 15:00:00 (3:00 p.m.)

    STEP 17 Change category

    STEP 18 Drag and drop

Temporary change to category for a certain number of Tracks

    STEP 19 Change No. of tracks to 1

    STEP 20 Change Time to 15:30:00 (3.30 p.m.)

    STEP 21 Change Category

    STEP 22 Drag and drop

Running the Auto Programme

    STEP 23 Select which player the created program will be loaded into this example we will select player 1.

    STEP 24 Press the Run Button. If there is enough material a programme will be loaded into player 1.

Appendix A

MJM Player

Auto Program Time
  + Hours
  - Hours
  + Min
  - Min
  + Sec
  - Sec
  Set Time
     Time
Auto Program Category >
Auto Program Category <
Auto Program Category Set
  Cat Name
Auto Program No Of tracks
  + Number
  - Number
  Set Number
     Number
Auto Program + Dev
  + Number
  - Number
  Set Number
     Number
Auto Program - Dev
  + Number
  - Number
  Set Number
     Number
Auto program Clear All
Auto program Delete
Auto program Add song
Auto program Add fill
Auto program Add Cat/ Fill
Auto program Save To Player
  Player 1-2
 Auto Program Match Time
  On
  Off
  Toggle
Auto Program Sub Category
  On
  Off
  Toggle
Auto Program Load Relative
  On
  Off
  Toggle
Auto Program Save fill template
  File name
     Name
  Dialog

Auto Program Load
  File name
     Name
  Dialog
Auto Program Save
  File name
     Name
  Dialog
Auto Program Date
  + Date
  - Date
  Set Date
     Date
Auto Start
  On
     Player 1-2
  Off
     Player 1-2
  Toggle
     Player 1-2
Auto Start Time
  + Hours
     Player 1-2
  - Hours
     Player 1-2
  + Min
     Player 1-2
  - Min
     Player 1-2
  + Sec
     Player 1-2
  - Sec
     Player 1-2
  Set Time
     Time
     Player 1-2
Auto Start Date
  + Date
     Player 1-2
  - Date
     Player 1-2
  Set Date
     Date
     Player 1-2
Break
Category >
Category <
Category Set
  Cat Name

Carts
  Play
     Cart 1- 9
  Pause
     Cart 1-9
  Stop
     Cart 1-9
  Empty
     Cart 1-9
  Program
     Cart 1-9
Clear Play list
Fade Out
  Fader 1-2
  Player 1-2
Fade out and Break
  Fader 1-2
  Player 1-2
Find Song
Find Song Time Control
  Ignore Time
  Time Exact
  Time between
Find Song Exact Time control
  + Hours
  -Hours
  + Min
  -Min
  + Sec
  -Sec
  Set Time
     Time
Find Song Start Time control
  + Hours
  -Hours
  + Min
  -Min
  + Sec
  -Sec
  Set Time
     Time
Find song Time EndTime control
  + Hours
  -Hours
  + Min
  -Min
  + Sec
  -Sec
  Set Time
     Time

MJM Player

Find Song Cat No
    Cat no
Find Song Name
    Name
Find Song Search
Find Song Category Set
    Cat Name
Find Song Program one
Find Song Program two
Find Song Select Song
    Number
Log Scroll mode
    On
    Off
    Toggle
Log To Player
    Player 1-2
Log Event Break
    On
    Off
    Toggle
Log Auto Click
Log Player Click
Log From Time
    + Hours
    -Hours
    + Min
    -Min
    + Sec
    - Sec
    Set time
      Time
Log To Time
    + Hours
    -Hours
    + Min
    -Min
    + Sec
    - Sec
    Set Time
      Time
Lock
Load Program
    File name
      Name
      Player 1-2
    Dialog
      Player 1-2
Mixer Set Volume
    0 - 100 Percent
    Play Back Device 1-32
    Line 1-32

Mixer Set Mute
    On
      Play Back Device 1-32
      Line 1-32
    Off
      Play Back Device 1-32
      Line 1-32
    Toggle
      Play Back Device 1-32
      Line 1-32
Monitor Level
    Channel 1
      On
      Off
      Toggle
    Channel 2
      On
      Off
      Toggle
    Channel 3
      On
      Off
      Toggle
    Channel 4
      On
      Off
      Toggle
Monitor Time
    Channel 1
      + Number
      - Number
    Channel 2
      + Number
      - Number
    Channel 3
      + Number
      - Number
    Channel 4
      + Number
      - Number
Monitor trigger
    Channel 1
      + Number
      - Number
    Channel 2
      + Number
      - Number
    Channel 3
      + Number
      - Number
    Channel 4
      + Number
      - Number

Next Track
    Player 1-2
Pause
    Player 1-2
Play
    Player 1-2
Program
    Player 1-2
Reload
Run Macro
    Filename
      Name
      Dialog
Run External Program
    FileName
      Name
    Dialog
Save Program
    File name
      Player 1-2
    Dialog
      Player 1-2
Set Port
    Word
      Pattern
        Lpt 1-3
Settings
Select
    Log
    Files
    Auto
    Video
    Time
    Auto Program
    Player 2
    Carts
Simple mode
    On
    Off
    Toggle
Stop
    Player 1-2
Track >
Track <

MJM Player

Wait For Time
- Equals
    - dd/mm/yy hh:mm:ss
    - dd/mm hh:mm:ss
    - dd hh:mm:ss
    - hh:mm:ss
    - mm:ss
    - ss
- Greater
    - dd/mm/yy hh:mm:ss
    - dd/mm hh:mm:ss
    - dd hh:mm:ss
    - hh:mm:ss
    - mm:ss
    - ss
- Smaller
    - dd/mm/yy hh:mm:ss
    - dd/mm hh:mm:ss
    - dd hh:mm:ss
    - hh:mm:ss
    - mm:ss
    - ss

Wait For Pulse
- Equals
    - Pattern
    - Lpt 1-3
- Not Equal
    - Pattern
    - Lpt 1-3

Wait Number of seconds
- Number of seconds

Wait for Signal
- Channel 1
    - Absent
    - Present
- Channel 2
    - Absent
    - Present
- Channel 3
    - Absent
    - Present
- Channel 4
    - Absent
    - Present

Work Offline
- On
- Off
- Toggle

Appendix B

MJM Player

PLAY

PAUSE

STOP

NEXT TRACK

PROGRAM

CLEAR ALL

CATEGORY >

CATEGORY <

TRACK >

TRACK <

BREAK

GROUND

ALL RESISTORS ARE 220 OHMS.
ALL DIODES ARE 1N914 OR SIMILAR
ALL PUSH BUTTONS TO BE MOMENTARY CLOSE

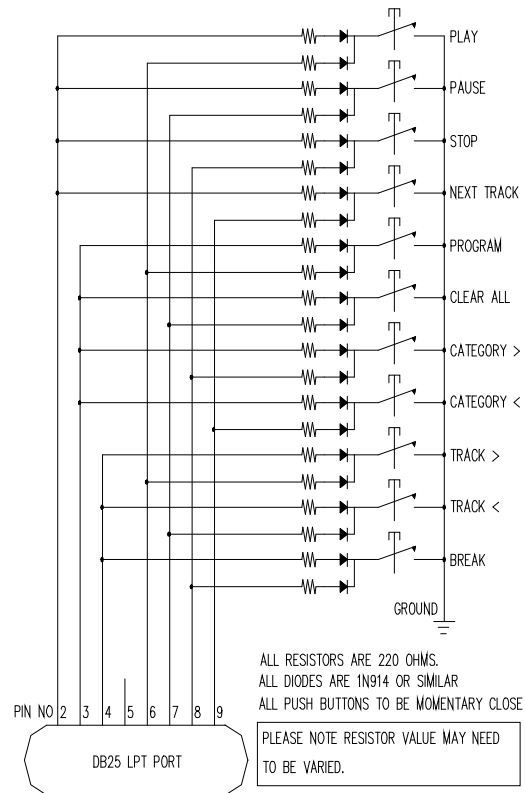PIN NO 2 3 4 5 6 7 8 9

PLEASE NOTE RESISTOR VALUE MAY NEED
TO BE VARIED.

DB25 LPT PORT

HARDWARE   CONTROL
(PLEASE NOT LPT PORT MUST BE SET TO NORMAL OR SPP MODE)
THE CIRCUIT DIAGRAM FOR THE HARDWARE CONTROLLER HAS
BEEN TESTED AND ALL CARE HAS BEEN TAKEN BUT MJM SOLUTIONS
WILL TAKE NO RESPONSIBILITY FOR ANY DAMAGE OR LOSS DUE TO THE
CIRCUIT AND WILL NOT WARRANT THIS CUIRCUIT DIAGRAM

Appendix C

MJM Player

Find_song_Find_catalog_no
Find_song_Find_Name
Find_song_Find_Program_tracks
Find_song_Find_Search
Find_song_Find_song_end_time
Find_song_Find_song_exact_time
Find_song_Find_song_start_time
Find_song_Not_time
Find_song_position_rec
Find_song_song_search_progress
Find_song_Time_exact
Get_key_Cancel_button
Macros_Browse_files
Macros_Cancel
Macros_Clear_all
Macros_Date_select
Macros_Load_macro
Macros_Lpt_bit
Macros_Lpt_inf
Macros_Macro_Command_text
Macros_Macro_list
Macros_Macro_Main_item
Macros_Move_down
Macros_Move_up
Macros_Save_macro
Macros_Save_settings
Macros_Script_add
Macros_Script_delete
Macros_Sub_item
Macros_Time_select
Mixer_BWMixer1
Mixer_Check1
Mixer_Check3
Mixer_Check4
Mixer_Combo1
Mixer_Combo2
Mixer_Combo3
Mixer_Command1
Mixer_Command2
Mixer_Command3
Mixer_Command4
Mixer_Command5
Mixer_hide_mixer_button
Mixer_List1
Mixer_Slider1
Mixer_Timer1
Player_Add_Fill_to_auto_program
Player_Add_song_to_auto_program
Player_Allow_Sub_catagory
Player_auto_catalog_catagory
Player_Auto_Event_date
Player_Auto_event_time

Player_Auto_fill_program_event
Player_Auto_Fill_to_time
Player_Auto_program
Player_Auto_program_event_time_option
Player_Auto_program_frame
Player_Auto_program_list
Player_Auto_program_load_Relative
Player_Auto_program_no_tracks
Player_Auto_program_option_player
Player_Auto_scroll
Player_Auto_start_date
Player_Auto_Start_time
Player_Auto_time_tab
Player_AutoStart
Player_Break_button
Player_Cart_button
Player_Cart_Player
Player_Carts_frame
Player_Cat_set_frame
Player_Catalog_catagory_combo
Player_catalog_list_sorted
Player_catalog_reload_progress
Player_category_display_box
Player_Check
Player_Clear_all_From_auto_program
Player_Clear_button
Player_Clear_macros
Player_ClearErrors
Player_Delete_from_auto_program
Player_Empty_cart
Player_Empty_cart_button
Player_enable_macro
Player_Errors_list
Player_Event_break
Player_Exclude_played_material
Player_Fade_out_track
Player_File
Player_File_Dir
Player_File_Drive
Player_File_name_Tab_frame
Player_fill_template_combo
Player_Find_song_button
Player_General_work_list_box
Player_internet_frame
Player_level_monitor_timer
Player_Link_song
Player_Load_auto_program
Player_Load_program_list
Player_lock_player
Player_log_date
Player_Log_frame
Player_Log_frame_tab_select

Player_log_info
Player_Log_option_player
Player_Log_program_end_time
Player_Log_program_start_time
Player_Log_scroll
Player_Log_timer
Player_Log_to_player
Player_Macro_Frame
Player_Macro_run
Player_Macro_run_timer
Player_Macros_button
Player_Match_time
Player_Media_Player
Player_MSComm
Player_Negitive_dev_add
Player_Next_Track_button
Player_off_line_check_box
Player_Open_file_dialog
Player_options_frame
Player_Pause_button
Player_Play_button
Player_played_songs_list
Player_Player
Player_Player_frame
Player_Player_list
Player_Player_options
Player_player_options_check
Player_Player_scroll
Player_Positive_dev_add
Player_Program_button
Player_Program_log_to_auto_button
Player_Program_log_to_player_button
Player_Program_Player1
Player_progressbar1
Player_Reload_catalog
Player_reload_catalog_timer
Player_Run_macro
Player_Save_as_fill_template
Player_Save_auto_program
Player_Save_program_list
Player_Settings_Button
Player_Simple_mode
Player_Song_catalog_frame
Player_Song_catalog_list
Player_song_scroll
Player_Stop_button
Player_Stop_cart
Player_system_control_timer
Player_Tab_strip_log_file
Player_Talk_Time_display
Player_Time_frame
Player_Total_control_timer

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Player_update_time_timer_1
Player_Video_frame
Player_Video_player_frame
Player_Web_Refresh_Page
Player_WebBrowser
Settings_Add_dir_played
Settings_add_Search_dir
Settings_Apply_colour_button
Settings_Apply_settings
Settings_Audio_config
Settings_Audio_vault
Settings_Auto_recover
Settings_Bold_fonts
Settings_Cancel_settings
Settings_Clear_played_list
Settings_Colour_add
Settings_Colour_button
Settings_Colour_Del
Settings_Colour_drop_down
Settings_Colour_Frame
Settings_Colour_List_box
Settings_Cross_fade_percent
Settings_cross_fade_percent_talk
Settings_csv_log
Settings_del_Search_dir
Settings_devicesbox
Settings_Level_disp
Settings_Level_display
Settings_Level_number
Settings_level_over
Settings_Level_time
Settings_Log_extension
Settings_log_group_sec
Settings_Log_of_no_of_days
Settings_lpt1_port
Settings_Misc_frame
Settings_Mixer_control
Settings_Monitor_level
Settings_Move_position_dir
Settings_music_extensions
Settings_Nova_log
Settings_Other
Settings_password_add
Settings_password_del
Settings_password_list_box
Settings_Password_text
Settings_Passwords_frame
Settings_Played_file_dir
Settings_Register_Player
Settings_reload_catalog_interval
Settings_Remotes_on_off
Settings_Save_settings
Settings_Scoll_player

Settings_Search_dir_listbox
Settings_Search_directory_frame
Settings_Search_drive_settings
Settings_Setting_tab
Settings_Settings_OK
Settings_Song_fade_time
Settings_Use_volume
Settings_Web_address