COMPETA

Radio automation and live assist playout software

Last Updated : 31/01/2016

TABLE OF CONTENTS

COMPETA OVERVIEW.

Competa is a live assist and automation system for playing out prerecorded content, specifically aimed at the UK's growing number of community radio stations. It's designed to be simple enough for volunteers and non

technical people to use, whilst at the same time being powerful enough to handle large chunks of automated output.

Why Competa ?*(pron Comp-eh-ta)*Competa is a small village in Southern Spain, just north of Malaga. It's the place during a holiday in 2009 where this playout system started to be written. Since then the system has been developed and evolved during many commuter journeys in and out of London and many evenings of spare time. Mostly based around my own experiences of playout and automation systems in a professional capacity and also working with the needs of a couple of local community radio stations in North Kent.

Competa is continually in development. We have many ideas that I eventually want to add to that list. If there is something you'd like to add, then feel free to drop me an email. Simon@vectoraudio.co.uk

Competa consists of three separate modules:

System Helper is the utility that runs in the background and monitors a number of import folders. When audio is placed in these folders, System Helper copies the audio to the main audio store and enters some basic details into the audio database. It also looks after deleting old log files, managing Now Playing and RDS functions and will also email you in the event of any problems.

Competa is the name of the main playout screen. This is what most users will actually see and is responsible for playing all the audio out. It's designed to be completely non destructive. Anything you do from the Competa software remains totally local to the machine, nothing can be permanently deleted or changed from it, meaning it's ideal to leave in the hands of users !

Scheduler is the most powerful piece of software. It's used to edit audio details, make changes to audio rotation rules, configure adverts and to pick and choose audio items to appear in the playlist. From this you can cause a lot of damage to your station, so this software is locked by a password and user list.

All of the information is stored in a database and runs on a Microsoft SQL Server Express instance, which is free to download from Microsoft, it also means all the data is instantly available to third party applications.

It is entirely possible to run Competa on a single machine, however the recommended way would be to have a server* which contains the actual audio files and runs System Processor, then a second PC to run the studio Competa software. Then if you have a production PC, then it could run the Scheduler application. Automation could be run on the server (or another PC), which would then free up your studio machine to do prerecorded shows or training.

*Note the server doesn't have to be running a server operating system, it could just be running any Windows OS.

Finally if you're running a network, then it's good to make all the machines static IP.

QUICKSTART

OK, if you're in a rush or just want to start playing some audio, here is what you need to do :

Download the Competa Software and the SQL2008 installation files. This presumes it's a fresh computer, with Windows XP Sp3, 7, 8 32 or 64bit or 10, with at least a 2gb RAM

Unzip the playout.zip file onto your c:\ drive. So that the path goes, c:\playout\competa

Next unzip and run the batch file in the SQL2008 download. This will install the Microsoft database server using the default settings.

Once this is complete, in the playout folder, you'll find an "DatabaseConfiguration.exe" item, double click this. Hit the "Install DLL's" button and this will install some files necessary to make Competa work. Now select any item of software from the top and press the "Install or Update Database" button. This will install a new Competa database.

Next start System Helper, now you can import some audio files. Competa works by watching a folder and importing audio from there. Put some .wav, .mp3 or .flac files in c:\playout\import\music, and you'll see the disappear after a few seconds.

Now start the main Competa program. Start by running the Demo mode. Then click the "Audio Files" button at the bottom and you'll see your audio files displayed on the left hand side. To find out more, read the full instructions below.

HARDWARE

The system works best on either Windows XP SP3 ® or Windows 7 Service Pack 1® or Windows 8 / 8.1. Generally a 2Ghz PC with at least 2GB of memory works nicely, although it will run on pretty much anything. Both 32 and 64 bit operating systems are supported.

The system can use up to 4 soundcards for the 4 separate playout decks of Competa. Any soundcard that appears in Windows as separate soundcards should work fine.. M Audio Delta 1010 and 1010LT soundcards seem to work really well, as do Digigram and Audioscience. Competa has the function to take an external news source and switch this in and out of Output 1, this can use the line in from any soundcard on the system.

A GPIO (general purpose input output) card is available to interface with a compatible mixer, to enable you to start Competa from buttons of the fader channel. Other functions available are Fader Open, Playing Tally, On Air and a Track Warning indicator. Also any GPI is switchable on or off via the "Events" interface. A low cost card is available from http://www.phaedrusltd.com/acatalog/VIOM.html that interfaces easily. Alternatively the serial protocol is available on request if you want to make your own, as some users have done. Details of using a cheap Arduino are available on the support forum.

GPI Configurations

	Input	Output
1	Start Port 1	Port 1 Playing
2	Start Port 2	Port 2 Playing
3	Start Port 3	Port 3 Playing
4	Start Port 4	Port 4 Playing
5	Fader Open 1	Track Ending
6	Fader Open 2	On Air Tally
7	Fader Open 3	News Function
8	Fader Open 4	
9	On Air Input	
10	Mic Live Tally	

INSTALLATION

We'd advise that you run some kind of virus scanning on your playout computers, however if you encounter any performance problem, it may be worth adding exceptions for your audio files and .txt files that Competa uses for its log files.

Once you've got your computers built and all Windows updates applied, then it's time to install the Competa software.

This is how to get the system running in its simplest form, with everything running on 1 computer. Don't worry, even if you start with just one PC, it's easy to upgrade to a server setup.

Firstly install the Microsoft .NET 3.5 framework. This makes your computer able to run the software language the Competa is written in. http://www.microsoft.com/download/en/details.aspx?id=21 Download the software and accept all the default options.

Next you need to install the SQL database software. See the separate SQL installation instructions on how to do this.

You can install Competa anywhere in your computer. However to make things easier and for us to help with any support issues, we'd recommend that you install it onto your c: drive.

Extract the playout.zip file into c:\ (Note the file structure should be "c:\playout\competa" not c:\playout\playout\competa")

In c:\playout, you'll find the DatabaseConfiguration programme.

SOFTWARE GUIDE : DATABASE CONFIGURATION

The Database Configuration utility is used to do the following administrative functions :

- Install New Databases
- Restore existing databases
- Backup the running database
- Delete databases fully

Setup database connection for the Competa suite of software.

Load the Database configuration programme, which is usually in the Playout folder. This will load the configuration file of any Competa software in any subfolders into the top "Select Software to Configure" drop down box. Initially all of the configuration files are set to connect to the local machine for it's database, as your installation grows, you might want to connect to other servers or multiple datbases.
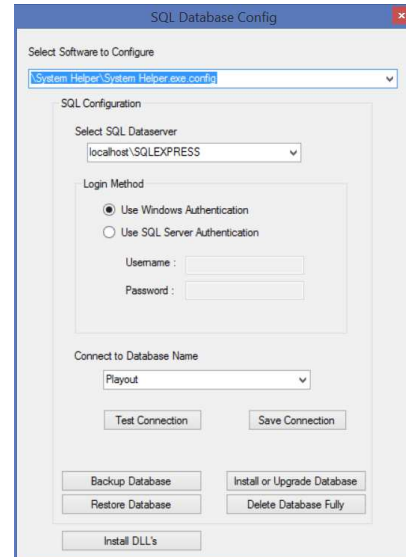
To change the database you connect to, click the "Select SQL Dataserver" after a few seconds this will display all the SQL servers on your local network. Then select the type of authentication you require. If you've followed the installation instructions for Competa SQL exactly, then you should select "Use SQL Authentication" with SA as the user and competa as the password. You can press Test to try and connect to the database. Press "Save" to save these settings for the selected piece of software.

Backup database will backup the database selected in the SQL Connection window and ask you where you wish to save the .bak file. This file can then be sent to other users or simply for a safely backup.

Restore database will allow you to restore a database from a .bak file. It will also prompt you to select a folder to store the datafiles. This is where SQL stores the primary data files. It's usually similar to : "C:\Program Files\Microsoft SQL Server\MSSQL.1\MSSQL\Data" or similar depending on your system.

Install or Upgrade database will either install a brand new database if one isn't installed or will upgrade your existing one to take account of new features.

Delete database will delete the playout database fully after giving you several warnings.

Install DLL's will install the necessary files into the Windows folder for the main Competa software to run. Note, this presumes that your windows installation c:\ and the Competa files are in c:\playout

In the playout folder there are several shortcuts. Double click the one labeled "Competa" this will start the main Competa software. The Competa software is locked to an individual PC, a pop up screen will appear, then copy and paste the code to simon@vectoraudio.co.uk and we'll return a license code back to you. This license code is only valid for the machine which generated the code and is locked to a number of hardware devices.

When you receive the code back, enter it in the box and press ok. Competa is now all setup and ready to go.

Note you can run the system in demo mode for a maximum of 90 minutes.

Don't forget that the System Helper should be left running at all times. It may be best to add this to your Startup folder.

Now you can add some audio to your system.

Competa can play WAV, FLAC or MP3 files at 22, 32, 44.1 or 48 Khz sampling, 16 bit. MP3's can be any bitrate and either VBR or CBR. Competa will attempt to read any metadata from either the ID3 tag of the MP3 files, the vorbis field of FLAC files or the RIFF header or Cart Chunk of WAV files.

Audio is divided up in Competa to a number of categories, by default Music, Jingles, Adverts and Fillers are created, you can add more if you wish.

To load some audio all you do is copy the audio into the Import folder, into the category you wish to load the audio as. So to load a song, you'd copy it to the c:\playout\import\music folder. Every 10 seconds System Helper will scan all of these folders and copy the audio to a temporary location, it will then check the audio is valid and read any metadata contained and copy it to the main audio store, which is by default, c:\playout\audio\music. If the audio is corrupt or damaged in some other way it will get moved to the Bad Audio folder within the Import folder.

If you copy in an audio item with the identical name of another audio item in the same category it will overwrite it. So if you have in Jingles a file called "News.wav" and put another file called "News.wav" into the Import/Jingles folder, it will get overwritten. It will also ignore the file suffix, so importing "News.mp3" will overwrite "News.wav". The newest version of the file will always get played. As a safety feature any old file will not be deleted and be renamed with TMP on the end, until the file is overwritten again.

All Competa instances that are running will be notified of any new audio and should automatically display it in the file list. If you now run Competa and click the "File List" icon at the bottom, you should see the songs you have just imported. To play these you can drag them from the file list into one of the 4 decks along the top and press play. If you can see the audio counting down and you can hear audio, you're nearly there !

Competa is a radio playout system designed to be simple to use yet powerful enough to satisfy the needs for 24 hour radio programming, in Live Assist, Automation or Shuffle.

This is the main screen *of Competa*. Along the top of the screen are 4 audio "Decks". Think of these as 4 independent players, like CD players, items can be dragged or loaded into these decks and stopped and started independently. All 4 decks are identical, the only difference is that deck 4 is also used to play some special items, more about this later. Each deck can be assigned to a different physical soundcard.

The area on the Left in blue is the "Playlist" area. This is a stack of items that you can play, from a playlist generated by the scheduler application. Items can be dragged up and down the list to change the order that they play. Competa will always take items in order, from the top of the list

The area on the Right is switchable between either the Hotkeys or the Audio Library.

Using the large grey buttons at the bottom.

The Hotkeys can be configured to give quick access to frequently used audio. Each Hotkey can be configured to either trigger an audio item, a collection of audio items, another hotkey page or an Event. There can be an unlimited number of pages of Hotkeys. The pink "Front Page" button is always visible and immediately takes the user back to the front page. Hotkeys can either be dragged into one of the 4 decks or dragged into the playlist.

Pressing the green "Instant Play" button, turns the Hotkey's background red. When the Hotkeys are red it means "Instant Play" is enabled. Now when you press a Hotkey it immediately starts playing out of deck 4. This is useful for playing quick sound effects, for example during a competition.
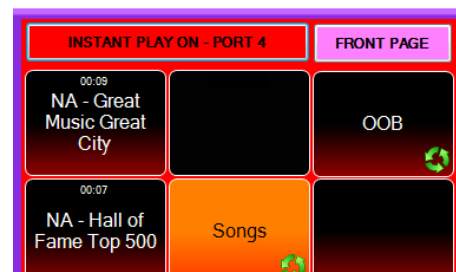
Hotkeys with a symbol mean that they are shortcuts to other pages of hotkeys.

Hotkeys with a green circle of arrows mean that it's a shortcut to an audio collection.

To configure a Hotkey, right click on it and the following is displayed :

To set a button to be an audio item, drag the audio item from the audio list to the preview button.

You can set the text colour or the background colour by clicking the Set Colour buttons.

You can edit the text that is shown, by editing the "Button Text" box.

The 3 buttons activate the hotkey to be either an audio file, a shortcut to another Button box / page or to a collection of audio.
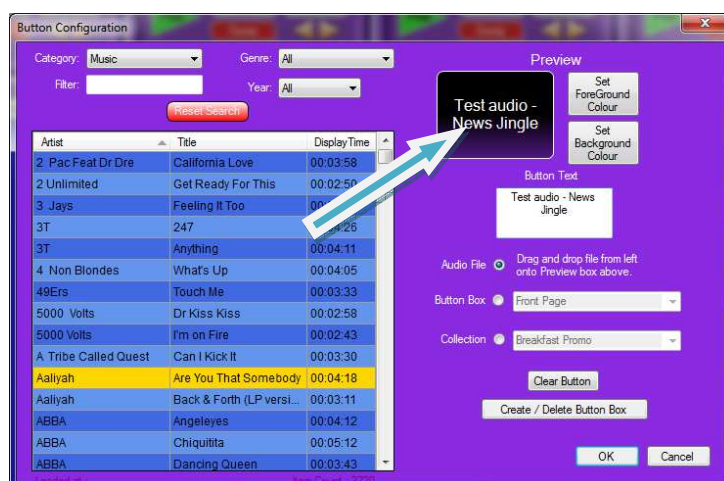
Clear Button will clear all the information from the selected hotkey.

Create / Delete Button Box will allow you to create or delete pages of hotkeys.

The grey buttons at the bottom of the screen choose what is displayed on the right hand side of the screen. Pressing the "Audio Library" displays the full list of audio.

This is the full list of audio items available for you to play. The audio items are split up into categories such as Music, Jingles and Adverts. Clicking on the Category list shows the items available. Similarly the Genre and Year tabs enable you to show a selection of items, depending on how the audio has been configured.

In this second example it shows the audio sorted by the Artist. The filter box also allows you to type the first few letters of the artist to show just audio items by that artist.

Similar to the Hotkeys previously, items can be dragged either into the playlist or into one of the 4 decks.
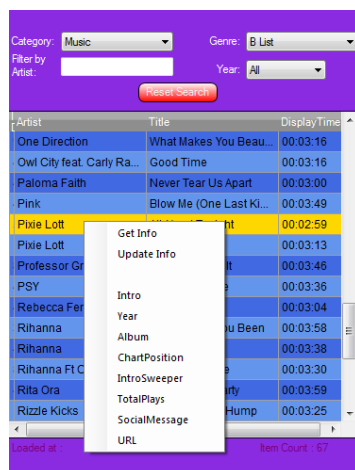
By right clicking on the filelist window, you can select a number of other information fields to be displayed.

Selecting the Get Info option shows all the information about the selected files. Update Info (which can be enabled or disabled from the configuration page) enables users to be able to edit information about the selected item directly from the file list.

AUDIO DECKS

Each one of the 4 decks can be used independently. Once an audio item has been loaded into a deck, pressing Play will start the audio and the counter will start to countdown. If the song has an "Intro time" set it will countdown in the small time box.

Clicking on the large time box changes it between the Remaining and Elapsed time of the item.

Pressing the red "Dump" button immediately from the deck. When an audio item is playing, turns green and the Stop button appears. stop the audio, but leaves it in the deck ready

stops the item and ejects it the outer edge of the deck Pressing the stop button, will to play again.

Pressing the "Seq" button, turns the sequence mode on. This means that when the currently playing audio item finishes it will automatically load the next item from the top of the playlist and start playing it. This is useful if you have to leave the studio for a few minutes.

Clicking the main time display switches the deck between Remain time and Elapsed time. Pressing the cue button allows you to set the start point of an audio item, you will hear a loop of the audio start and using the arrow buttons you can nudge the start point by around 50mS. Pressing the Cue button again stores the current start point. This works the same as a DJ type CD player. Note that this is only set temporarily, the next time load that audio into a deck it will use the default start position. Also right clicking the cue button will return it to its default position.

Pressing the F 1, F2, F3 and F4 buttons on the keyboard will also start the audio item loaded in the corresponding deck, if there is no audio item loaded it will load and start playing the next item at the top of the playlist window. If an audio item is already playing in a deck and the corresponding "F" button is pressed, Competa will fade the first item and start playing the next item in the playlist window.

If you have a GPIO card connected to Competa, the Start buttons of the mixer will mimic the operation of these buttons.

LIVE ASSIST /AUTOMATION

Competa operates in three modes. "Live Assist", "Automation" or "Shuffle Mode". The mode is selected using the buttons at the bottom of the screen. Live assist means that Competa will only do what you tell it to. To go into Automation, make sure that deck 1 is playing and that the Sequence mode is on, then press the "Live Assist" button. When in Automation mode Competa will perform various functions to backtime and fade songs and insert fillers. Competa will only go into automation once deck 1 is in sequence and the correct hour

is at the top of the playlist queue. Shuffle mode can be configured using the Settings at the end of this section. This mode selects music and production at random and keeps 5 items ready to play in the playlist.

PLAYLIST MENU

If you right click on an item in the playlist window, it shows this menu, which gives you some options over what happens to the playlist.
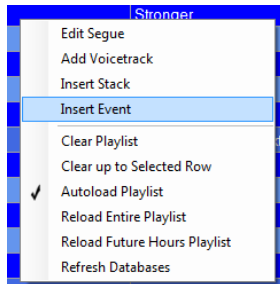

- "Clear playlist" will clear every item in the playlist window.

- Clear up to selected row, will delete all items above the yellow marker bar

- If the "Autoload Playlist" item is ticked, then on the hour every hour *Competa* will try and load the main playlist for the next 4 hours.

- "Reload Entire Playlist" will clear every item from the playlist window and reload the next 4 hours of playlist.

- "Reload Future Hours Playlist" will leave the current hour's playlist, but will reload the next three hours.

- Insert Stack, will enable you to insert a "stack" of audio items as built in the stack editor software, these are ideal for complicated show openers or features requiring a number of elements to be inserted into the log.

- Insert Event, enables you to insert an event as defined in Events editor of Scheduler.

- Edit Segue will display the box below. It will show you the song or item that you right clicked on, then

the next jingle and the next song. You can click and drag the waveform boxes around the screen to adjust the amount that audio items overlap. Click on "Audition Segue" to preview the segue. This plays out of the Deck 4 fader.
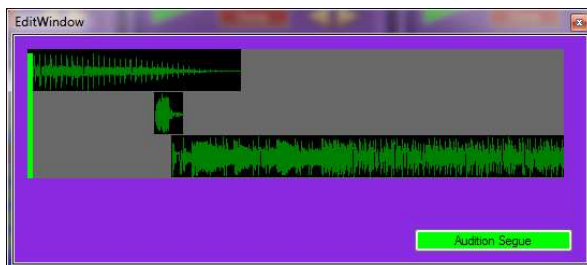
- Add Voicetrack shows the voicetrack windows. Voicetracking(VT) is a 1 button operation, all controlled through the middle button. When the VT window is displayed, pressing the button the first time will start the last 10 seconds of the first song playing. When you want to start

talking press the button again, Competa will now record your link. Pressing the button a third time will start the second song for you to be able to talk over the beginning. Pressing the button a 4th time will stop Competa recording and save your link to the playlist. If you want to record the link again, you can delete it from the playlist and try again or if you want to change the start or end position, you can use the Segue Editor.
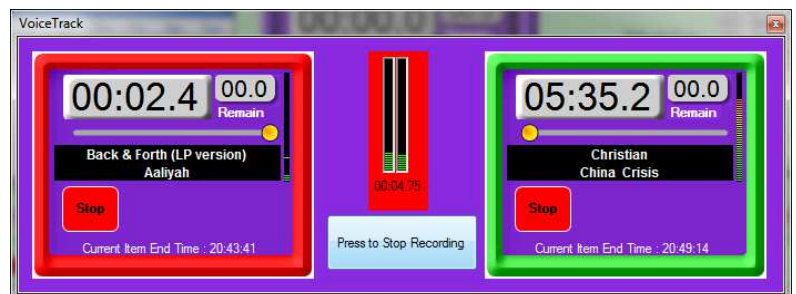
CONFIGURATION OPTIONS
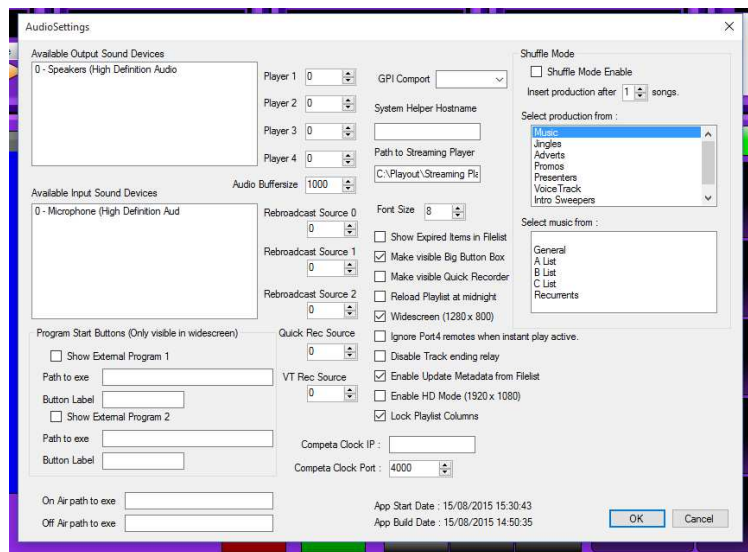
There are a few configuration options available within Competa. To access the Settings menu, press Ctrl & F12.

The available output sound devices and the Players 1 to 4 refer to the soundcard outputs. Set the number in the Player boxes to be whichever soundcard you wish to use from the available list. Audio buffer should be set to around 1000, increasing or decreasing this may help with any soundcard issues you may have.

The available input sound devices enable you to select the record source for the different recording elements of Competa. The Rebroadcast source refers to up to 3 inputs that when enabled routes this input to the soundcard for Player 1. These can be used to insert a live satellite news service or maybe a live OB source. There are 3 rebroadcast source inputs available, all can be a different source, even on different soundcards. Quick record and VT record refer to the recorders both on the main screen and in the voicetrack dialog.

System Helper Hostname is the name or IP address of the machine that is running the System Helper application. Competa uses this to communicate now playing data and audio file list updates.

The Streaming Player is an external piece of software that can be controlled by Competa, that can receive a webstream from either another radio station or studio, this is the path to the exe file.

The tick boxes are to enable various options. Show Expired Items will allow you to see any out of date items in the filelist. If you are running two screens on your Competa system, you can make an additional full screen of hotkeys available on the second monitor. A Quick Recorder is available at the bottom of the main screen to enable users to be able to record shows to either WAV or MP3. This may be made visible with this option. The widescreen option resizes Competa to work with a widescreen monitor. It fills some of the space with your station logo and a countdown timer. To add your station logo edit the logo.jpg file in the Competa folder. You can also disable the remote inputs for Port 4 when the Button Box is set to Instant Play mode. You can also disable the Track ending GPO or relay outputs. You can also edit the Artist, Title, Intro and Next markers and a selection of other information fields directly from the file list, you can enable of disable this function from here.

Competa will check the next 4 hours or playlist is loaded every hour: when running in Live Assist in a production studio, eventually you'll end up with a lot of playlist visible. If you have this option ticked then at midnight Competa will clear the playlist and reload the hours it needs.

HD Mode configures Competa to run in 1920x1080 mode, this adds an analog clock, a Mic Live indicator and a large logo, which loads LargeLogo.png or jpg in the Competa folder.

If the 'Lock Playlist Columns' is unticked, this allows the users to be able to alter which columns are visible as well as the order and width. The displayed columns are selected by clicking on the top of the playlist window.

It is possible to alter the columns to whatever you require and to then lock them again. If you want to revert to the default view, then delete the 'configplaylist.xml' file in the Competa folder.

To activate any of these settings, you'll need to restart Competa.

The Program Start Buttons section will only display on the main Competa screen is it's set to widescreen or HD modes. This allows you to define two bits of software to run when you click on the button on the bottom taskbar. For example, start a web encoder or run a batch file to import audio. You can also define 2 items to run whenever Competa receives an on or off air command.

SHUFFLE MODE

Shuffle mode is an alternative mode to the full automation available in Competa. Enabling Shuffle Mode with the tickbox causes Shuffle Mode to replace Auto on the mode buttons near the bottom of the screen.

Competa will select at random items of audio to play and keep 5 items queued up in the playlist at anytime. You can choose which music Genres Shuffle can select from. In addition you can set Competa to play a jingle or piece of production after a set number of music items. You can choose what category this is selected from.

Note that in Shuffle mode, any audio start, end dates and dayparting are adhered to, as are any disabled items, however only basic checks are made for song separation. Artist separation is not used.

To exit Competa, click on the Competa logo in the bottom left of the screen, you will then be asked to confirm this

STARTUP OPTIONS

Starting Competa from a shortcut with the switch \AUTO will start the system in automation mode from the beginning of the current hour. Starting with \NOFULLSCREEN starts Competa in a window, most useful for systems running on Servers or where you need to access other applications. Using the \ONAIR switch starts the system with the On Air tally lit.

Scheduler is the very heart of the Competa playout system. It allows you to edit the database of information stored about the audio items as well as setting up automatic scheduling and reporting systems.

To launch, double click the icon. Scheduler is protected by a login system. The default administrator password is 'tomtom'. Enter this and click login. Stack builder and Print log are available without logging in.


You'll notice a number of tabs along the top of the screen :

- **General** : is the login and out screen
- **Audio Manager** : this is where the metadata for audio is edited along with Next markers and other audio database functions.
- **Playlist Editor** : this is a graphical screen where you can edit the Playlist for a particular day. Replacing songs or adding notes for presenters. Also from this screen you can perform voicetracking and segue editing functions.
- **Clock Editor** : a clock is an hour long template whereby the system can pick audio of a certain genre or category, it can also contain notes to presenters and a number of system actions.
- **Clock Assignment** : this grid allows you to add a "Clock" created on the previous screen to a particular day and hour.
- **Auto Scheduler** : this is a simple screen that allows you to automatically create a playlist for a particular day or days, in accordance to the scheduling clocks you've set up on the previous 2 tabs. This can also be performed automatically, see later in this guide.
- **Collection** : a collection is a number of audio items that can be played in sequence. For example for could have 5 station id's entered in a collection, then every time you play that collection, vie the playlist or a hotkey button, the next item in sequence is played.
- **Advert Clusters** : there are a couple of different ways of scheduling adverts, this is one. You can make a prebuilt block of commercials for any number of times on any combinations of days. When that time is reached, if Competa is in automation, it will automatically insert the adverts into the playlist. If you're running a live show, then it will flash a warning to the presenter and give them an option of playing them next, or after the next song.
- **Audits** : these allow you to view of export to a text file, either all the audio on the system or a list of everything that was played through the system on a particular day.

- **Settings** : this contains options to add or remove Genre's or Categories from the lists, as well as a couple of other global settings.
- **Events** : this is where system events are configured that allow the system to perform non audio functions.
- **Related Artists** : this is where you can set artists part of a group to act as one artist.
- **Print Log** : Allows you to print the playlist to a printer.
- **Stack Builder** : This allows you to build mini playlists that can be loaded by the studio software.

AUDIO MANAGER
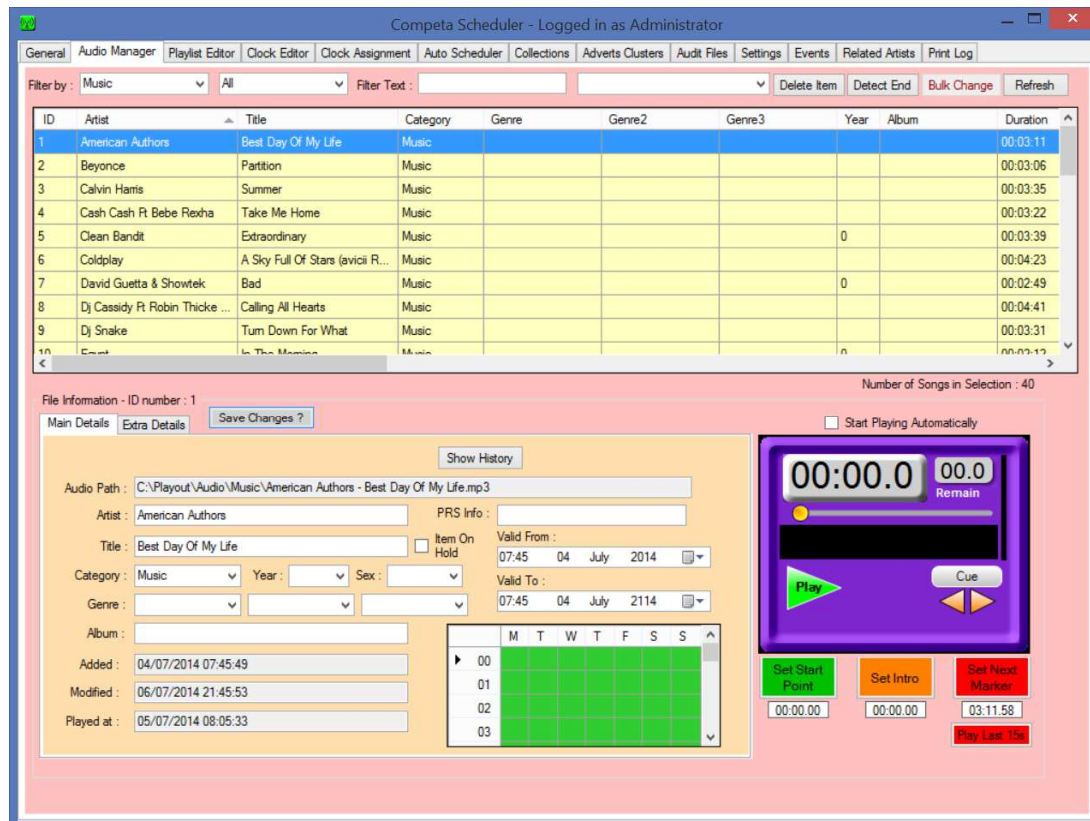
This is the main screen where the audio database is edited.

To edit an audio item, click on it in the top window. In this example "George Benson" is highlighted. You can filter and sort the list by clicking on the column rows or by using the filter boxes at the top. There are also some special filters giving you the option to view songs unplayed in 6 months or similar.

Once an audio item is selected, it loads its data into the bottom half of the screen. It will allow you to edit the Artist and Title fields that appear throughout the system. It will also allow you to add up to three Genre's to the audio item, so a song could be set as an "A List", "Dance" and "Pop" song, this allows the auto scheduler to pick this song when it is looking for any of those types of songs.

The large green grid in the middle is the Dayparting grid. This allows you to stop a song from being automatically selected during certain hours. Item on hold will also stop an audio item from being scheduled. However it won't stop it from being manually selected by a presenter. The Valid From and To settings will not
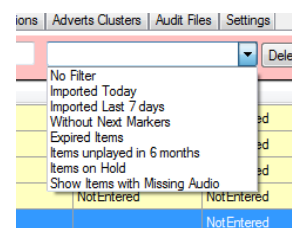
only stop a song from being scheduled outside those times, but it will stop it from being displayed to the presenter. This can be useful for stopping a commercial from being played even manually by a presenter, or maybe to stop over-enthusiastic presenters from playing Christmas songs in July. Item on hold will stop the itme from being selected by the scheduler.

If the "Start Playing Automatically" option is selected, the audio item will start playing as soon as it's highlighted on the top grid, useful if you're just scanning through the list.

On the player box, the item will start playing as soon as you press the Play button. If you want the audio to always start from a certain point you can cue that up in the player, then press the "Set Start Point" button. The audio will always by default start playing at that position. The intro button is to set when the vocals or a song start. This is displayed to the presenter on the player window in the top right corner. The intro time is also used when playing "Intro Sweeper"(s). When an item with a category set to this is played in automation or sequence previous to a song with an Intro time set, Competa will attempt to play the sweeper up to the vocals of the song. Pressing "Play last 15s" will forward the player to the end of the audio item, allowing you to click the "Set Next Marker" at the point you want the next item to start playing.

on the second tab, there are some extra details for audio items :

You can set the end type to Fade or End, this displays on the playlist window. Tempo, Theme and Mood are to allow extra information to be set in the Clock editing selection screen. Intro Sweeper makes the item act as if in the Intro Sweeper category and will result in the system trying to place the item over a song intro. Gain override allows you to compensate for an overly quiet or loud audio item. Total plays is a counter of the amount of times an audio item has passed through a deck. Associate with User Def Event makes Competa trigger an event whenever this audio item is played, this could be used to send some specific data every time an audio item is played, for example networked playout or to trigger the soundcard channel for example E001. Also in this field you can enter the ID of another piece of audio. When Scheduler is scheduler is Scheduling the day it will select this item prior to adding this item. For example, you could have some Motown production that you'd like played before a Motown song. Set every song to refer to the Audio ID here and it will play everytime a song is scheduled.

At the top right of the window are options to Delete the item. Never delete the audio directly out of the windows audio directory, otherwise the entry in the database will still exist. When deleting an audio item, the scheduler application signals to the System Helper application that on larger systems runs on the server and it's this that actually performs the deletion. This allows you to give read only rights to the audio directory.

Detect End will scan whichever items are selected and tries to automatically work out the "Next Item" marker point. This can take a few seconds per song and you will hear the song played at high speed through the soundcard whilst Competa detects. If you have more than one item selected the Bulk Change option lights, this allows you to for example correct a spelling mistake with an Artist or set a whole album of songs to a particular year. Refresh will cause the database to be reloaded. It's only recommended that one copy of Scheduler is run at any one time.
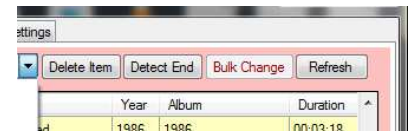
Don't forget to press the "Save Changes?" button after editing every audio item.

ABOUT CATEGORIES…

Some categories have a special purpose. Obviously, Music, Jingle and Adverts speak for themselves.

Voicetrack – When playing an item categorized as a voicetrack, Competa will dim down the level of all the other audio items playing, this is to enable the voicetrack to be heard easily. The settings tab contains a setting of how much by.

Fillers – When running in automation and approaching the time a backtime marker is due, Competa will look for a filler with a duration greater than the time the next song has to play. Therefore if you have a selection of fillers available up to 90 seconds, Competa will insert a filler in to the playlist as opposed to playing less than a minute of a song.

Intro Sweeper – When in automation and an item set with this category is set to play or an item has this option selected in the Audio Manager, Competa will attempt to play it over the intro of the next item of audio, provided the intro time is set. Any audio item, regardless of category, can be set to behave like an Intro Sweeper by setting Intro Sweeper to True in the Audio manager tab.

PLAYLIST EDITOR
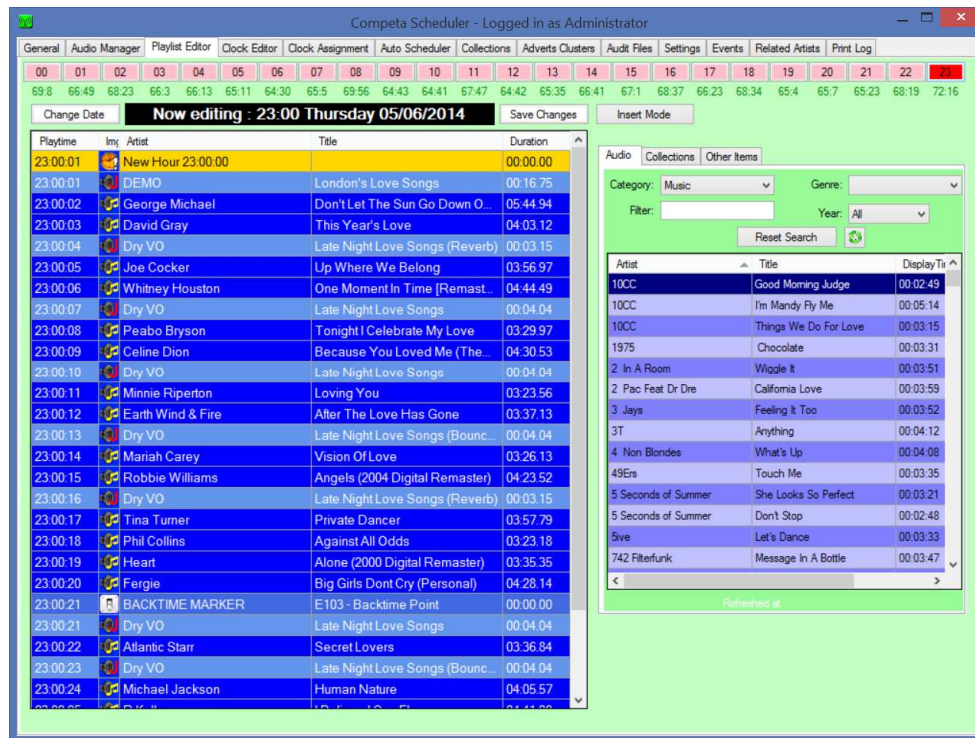
To view the playlist for a particular date, click on the day in the calendar. Assuming the day has been scheduled, the middle hour bar will fill up with times. These are the estimated durations. Scheduler will highlight any hours that are not full with audio in Red. Obviously these are only important if these are hours are automated. Clicking on an hour causes it to be display in the main blue window. At this point you can shuffle songs around as well as drag items in from the audio and collections windows. You can also type in a Breaknote, which is just an information note to the presenter, maybe to do a competition or a live read. You can also drag an Event into the log, more on these in the Clock editing section. If you try editing an hour that hasn't yet been scheduled, the system will ask if you wish to make this a manual hour. This will then ask if you wish to use an existing template. This is defined on the settings tab and enables you to automatically add elements to the playlist, for example news jingle, events etc.

When the "New Hour" header displays the word "Locked" this prevents the auto scheduler from changing that hour when it's run. For example if you build an hour manually then run autoscheduler, it will ignore that hour. Clicking on the hour header toggles between locked or not.

SaveTo enables you to save the currently loaded hour to a different hour in the current day or future days. This enables you to repeat a day at another date and time.

Insert mode toggles to Overwrite mode and simply allows you to drag a new song over a pre-existing item, useful for example if you're running a musical feature and need to manually edit the first few songs in an hour. Right clicking in the blue playlist allows you to Edit Segue's between audio items or to Add a Voicetrack.
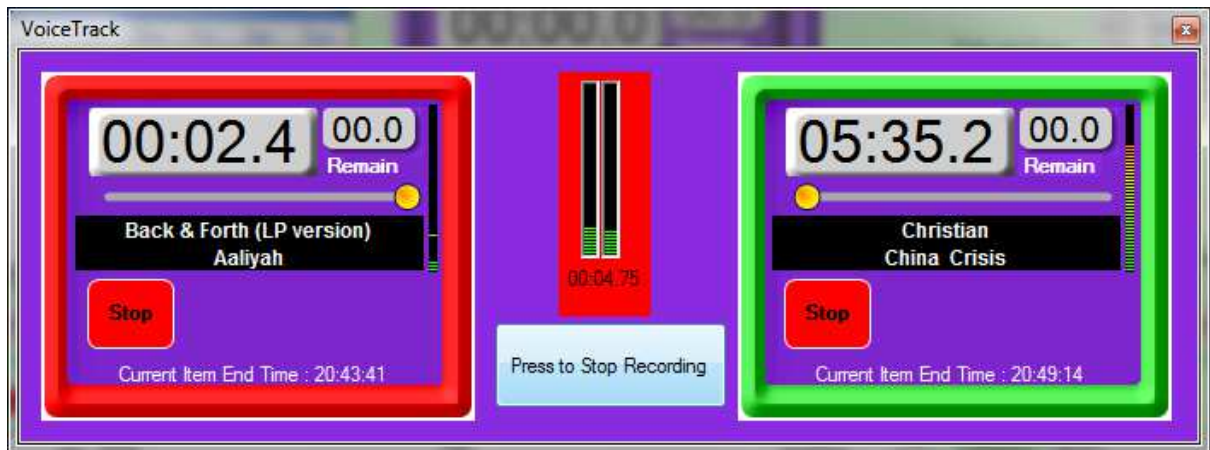
Voicetracking(VT) is a 1 button operation, all controlled through the middle button. When the VT window is displayed, pressing the button the first time will start the last 10 seconds of the first song playing. When you want to start talking press the button again, Scheduler will now record your link. Pressing the button a third time will start the second song for you to be able to talk over the beginning. Pressing the button a 4th time will stop Scheduler recording and save your link to the playlist. If you want to record the link again, you can delete it from the playlist and try again or if you want to change the start or end position, you can use the Segue Editor.

Don't forget to press Save when you finished editing the playlist.

CLOCK EDITOR
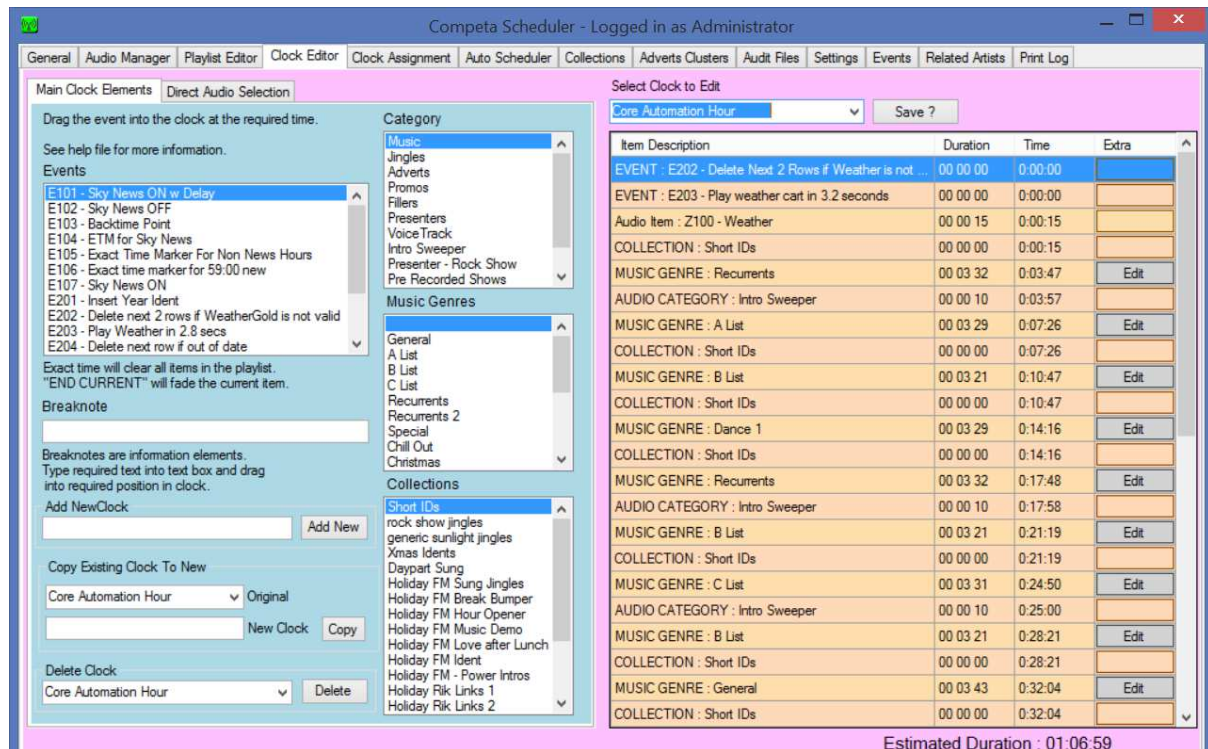
This is the page where you can create, edit or delete Clocks. A clock is an hour long guide for what Scheduler should be selecting to play.

Firstly add a new clock by typing in a unique name and pressing Add New. Then select this clock in the "Select Clock To Edit Window".

A clock can comprise of Audio Categories, for example "Music", this will pick any piece of music on the system. By default the system will try to choose the least recently played songs first. Most options are available on the settings tab concerning the amount of time before a song is repeated.

The Clock can also contain Music Genres, so if you have a lot of songs set with "Love Songs" you can then schedule a whole hour of love songs. You can also add direct audio items, for example jingles and production. Also Breaknotes, that are just messages to act as reminders in the playlist, can be added.

The EDIT button appears on rows in the clock that are either categories or genres, clicking this allows you to further refine the song selections. Ticking the Optional box caused Scheduler to try to find an item that meets all the requirements first and if not tries again ignoring that particular attribute.
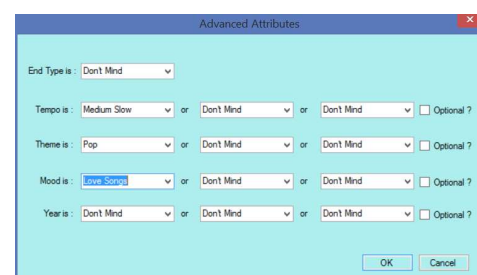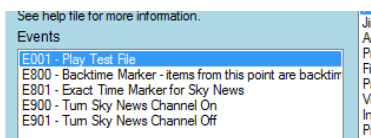
The final things that can be added are events. These are very powerful and at the same time can break your station ! For more information see the Events section.


Direct Audio Selection allows you to add specific audio items direct to the clock, this bypasses all of the Artist and Title separation rules.

Episode Scheduler allows you to rotate episodes of prerecorded shows. To do this the Title of all episodes must be the same, suffixed with the 3 digit episode number. i.e. "Fawlty Towers E001". When this item is dragged into the editor, the Edit button will highlight allowing you to set the first and last episode numbers, also the current episode and whether the episode increments each day or on a specific day.
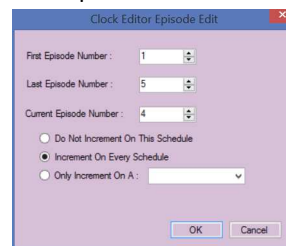

CLOCK ASSIGNMENTS
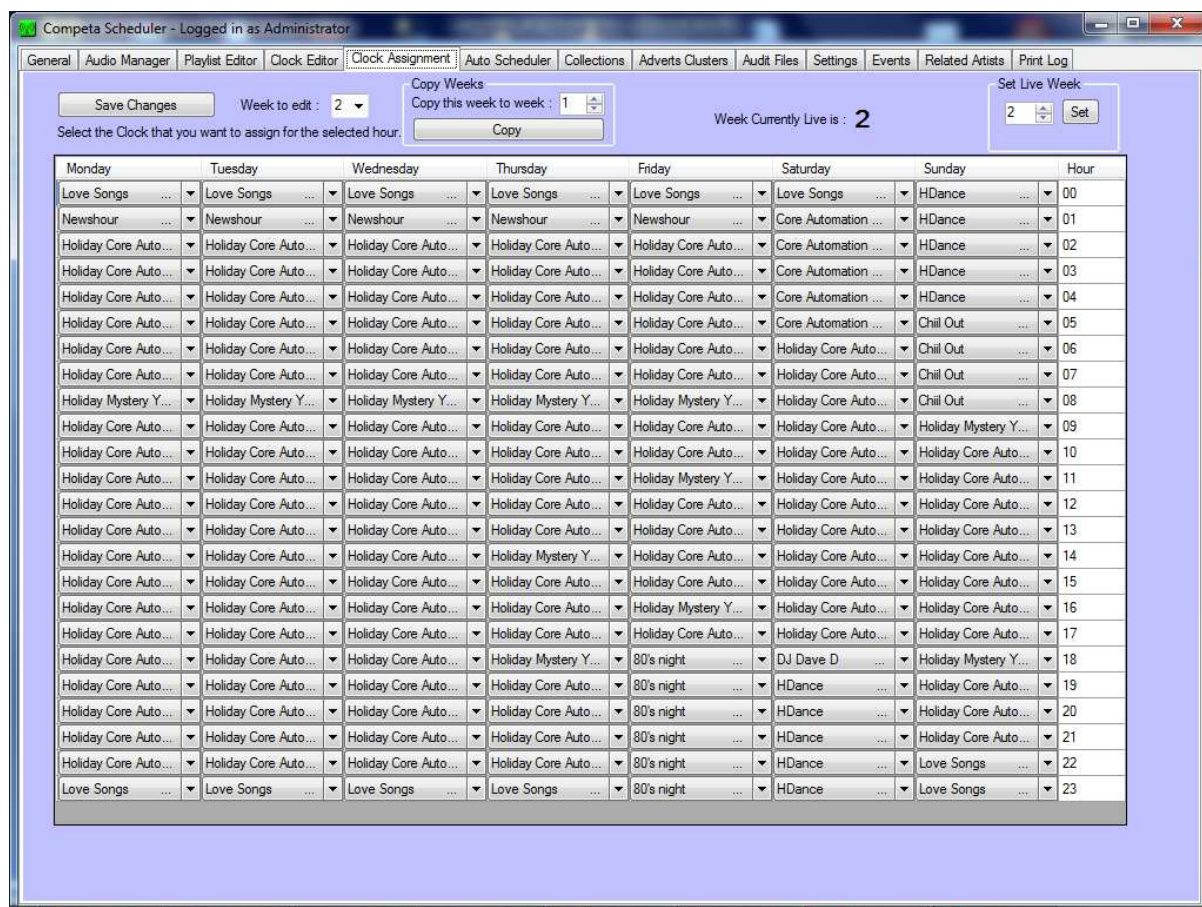
This screen is used to allocate the clocks generated on the previous screen to a particular hour. Each hour has a selection box to allow you to choose the clock, with the hour in 24 hour format on the right hand side. Don't forget to press Save when you're done. The system allows 5 different sets of clocks. You might have one set of clocks for normal weeks and another for Bank holiday weeks and another for Christmas. The currently live week is displayed at the top, along with the facility to change it.

AUTO SCHEDULER.
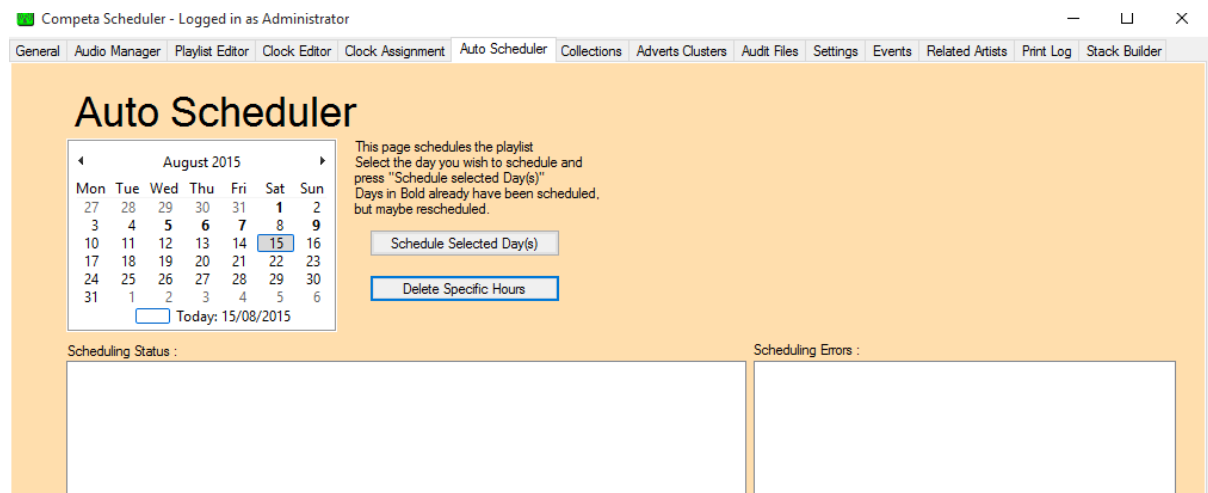
This tab is used to actually compile a playlist for a particular day. Days already scheduled are shown in bold. You can see in the example above that playlists are scheduled up to Tuesday 3rd July. Just click the day you want and press the button. A message box below will show any unscheduled items that may be missing from the playlist. An unscheduled item is usually when there isn't enough songs for a particular Genre to meet the requirements of Artists not being repeated within 20 songs. This may be corrected either manually in the playlist editor or by running the Auto Scheduler again. It's possible to automatically set the Scheduler to run. This is achieved by setting up a Windows Scheduled Task to run "Scheduler". If you make sure that the shortcut is has *"C:\Playout\Scheduler\Scheduler 2.exe" \schedule+1* in the run box, it will startup Scheduler, schedule the next day and then shut Scheduler again. \checkschedule+1 will cause Scheduler to check that the day hasn't already been scheduled and will only schedule if the day is empty.. The "1" maybe substituted for any other number so you could always schedule 4 days ahead of the playout day.

Delete specific hours can be used to completely remove previously scheduled hours from the playlist. Note this will delete everything whether the hour is locked or not. Select hour 0 to 23 to delete the entire day.
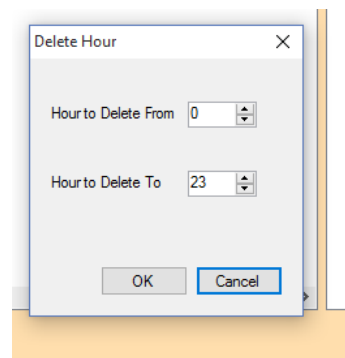
COLLECTIONS
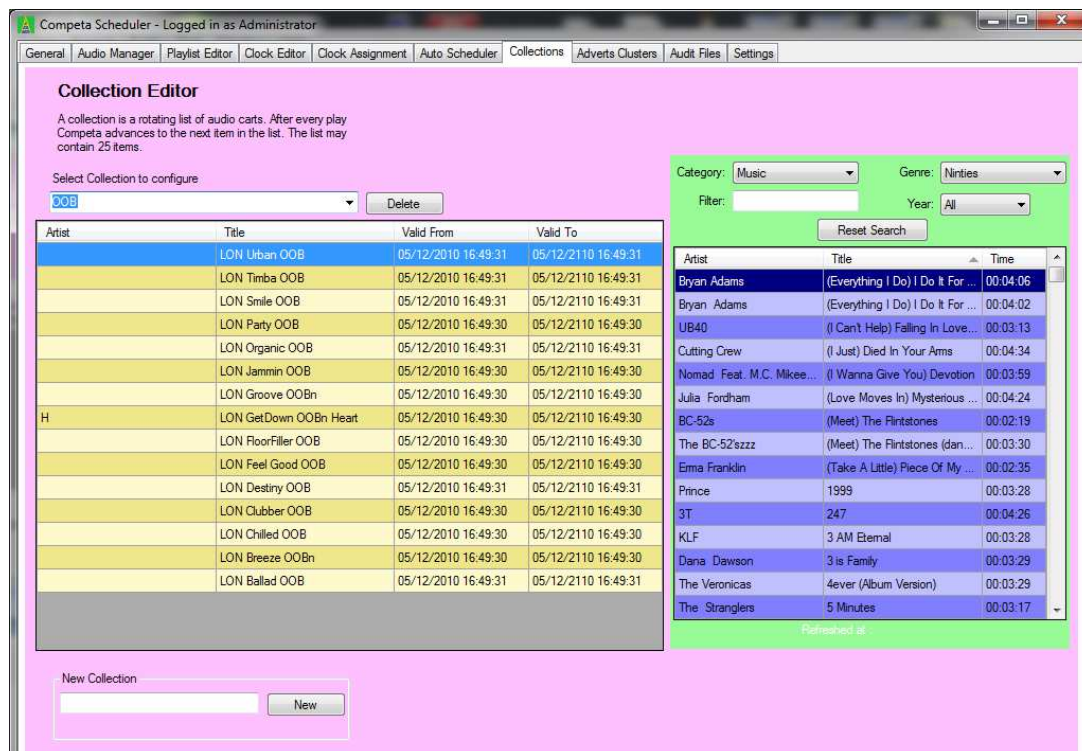
A Collection is a list of audio items that are rotated in sequence. For example you could have a series of jingles to play after an ad break, every time you play a collection it plays the next item on the list. A single collection list may contain up to 25 items. Another example could be a series of prerecorded what's on guides. As the collection adheres to the audio valid from and to rules, you could set the system up so that it only plays audio that is in date.

To delete a collection, select the collection and press Delete. To add a new collection, type the name into the New Collection box and press New.

Shift row and and down can be used to alter the order of the items in the collection.
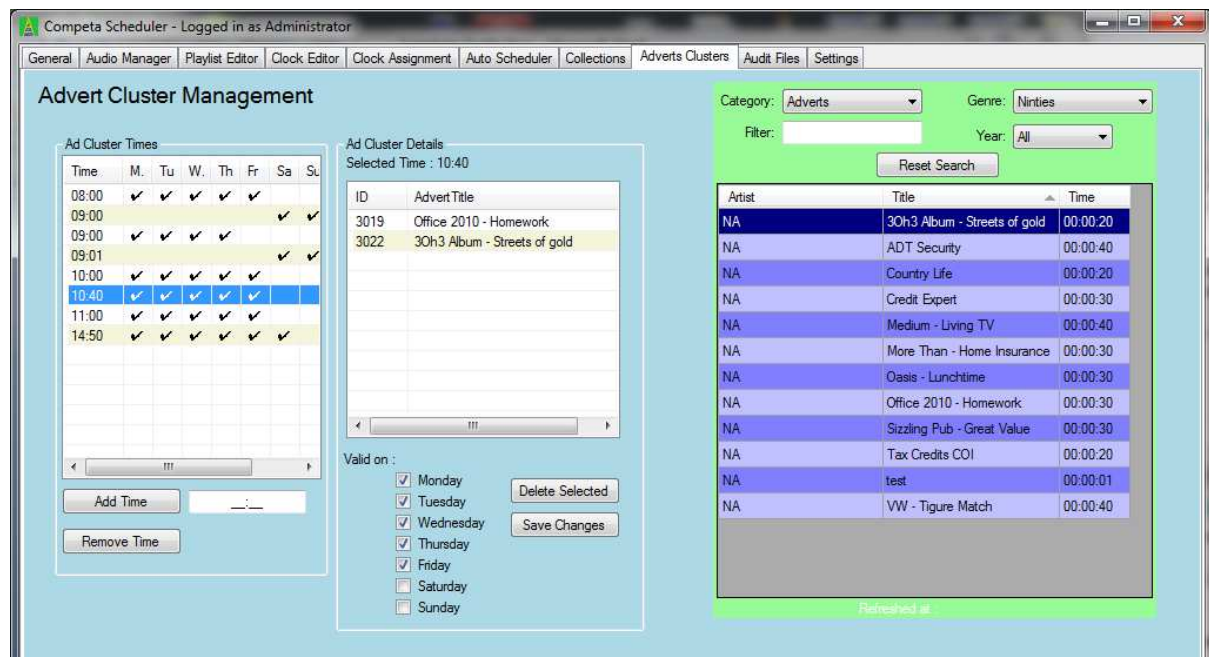
An advert cluster is a list of audio items that are valid for a specific day of the week. When that time is reached, a pop up box is displayed to the user asking then whether they wish to play the adverts next or postpone it to another position.

To add a new time to the list, type a time into the __:__ box and click the Add Time box. To then edit a time, highlight it in the Ads Cluster Times grid and then add the audio items to the Ad Clusters Details grid, you can then select it for whichever days you want it to be valid for and press the Save Changes button. To delete an item from the cluster, highlight an item and press Delete Selected.

To remove a cluster time completely, press the Remove Time button.

If you use an existing commercial scheduling system that is capable of producing a log, then Competa can import this and merge with the music playlist.

Commercial Log Method

Firstly import the log into the 'Logs' folder in System Helper. It must be a CSV file with 4 values per line :

```
16:21:00,AAAA,Advert1,30
16:21:00,AAAB,Advert2,40
```
The first value is the desired time, if there are multiple times the same, then Competa will play the items in the scheduled order, the second value is the filename of the advert. Note, it must be in the "Adverts" category. Third is a description for information only, and fourth is a duration.

To get the music log to merge a break from the commercial log, enter a Breaknote "BREAK 21" . This will then look in the commercial log for a ad break of the current hour and 21 minutes. This occurs when the log is loaded into the Playlist window on the playout machine.

AUDIT FILES
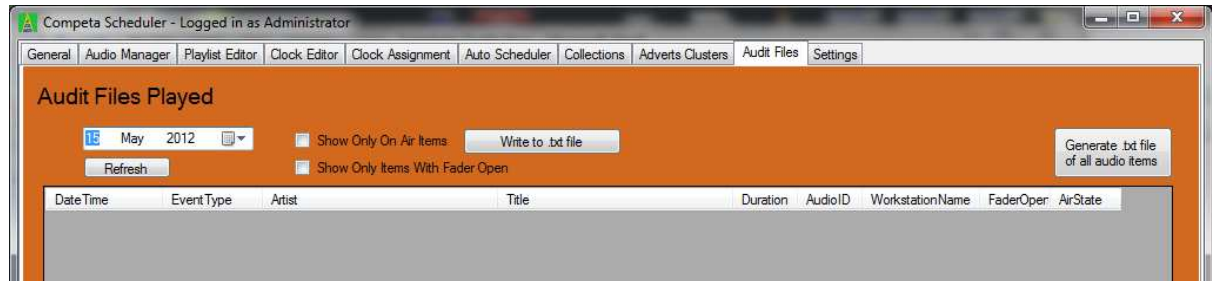
This tab enables you to view what Competa has played within the last 90 days.

To view what has been played, select the required date and press Refresh. Using the tickboxes you can filter the view to only show items played with the fader open or whilst Competa has the On Air tally lit. If you want to save the listing to a text file, then click Write to txt file. You can then import this file into Excel or another programme for further manipulation. Generate txt of audio items, will cause a file to be saved containing a list of all the audio items on the system.

SETTINGS
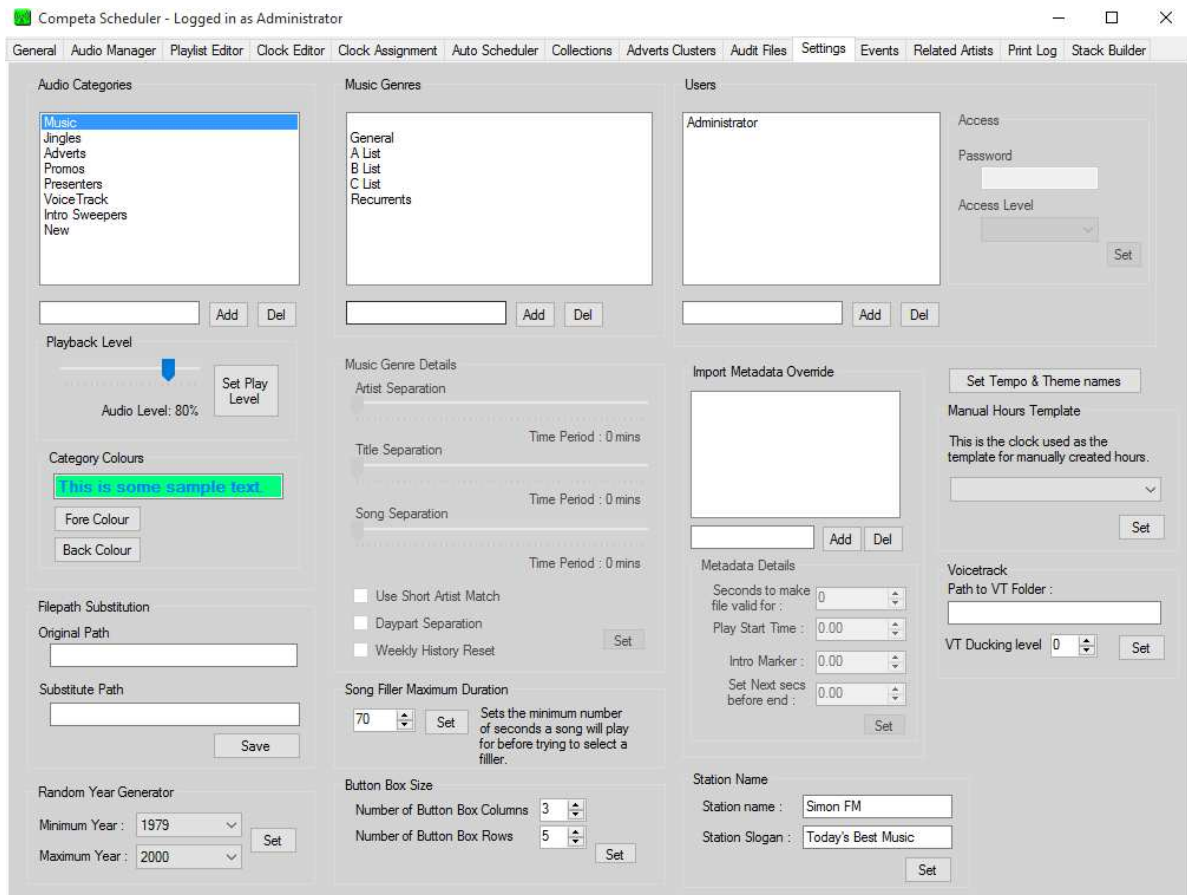
This page displays some of the system wide settings of Competa.

Categories: This section allows you to add or remove audio categories. Some items like Music and Adverts are system categories and cannot be deleted. You may need to restart Competa to see any chances. You can also set the playback level for each item. 65% is a good starting value for music.

Technical Note : 100% is unity gain. A 0dBfs file will play out at 0dBfs. 60% will cause a 0dBfs file to play at -18.

You can also set the Background and Foreground colours of the items when they appear in the playlist window.

Filepath substitution. Whenever Competa imports an audio file it will save the audio path as set in System Processor. If at any point the audio path changes, ie the server name changes. You can perform a search and replace function on the file path. For example if system processor imports the audio as "c:\audio" on a network machine you can replace this with " \\192.168.1.1\audio ". Press Save to save the settings. You will have to restart any Competa workstations after changing this setting.

Random Year Generator. This sets the minimum and maximum values that will be chosen when using the Random option within the Clock Editor.

Audio Genres. This allows you to add specific genres to the system depending on how you're using the system. There is no limit to the amount of genres allowed. Type the new name into the bottom box and press Add. To delete a Genre, select it in the list, highlight it and press Del. You can also select the separation periods between the amount of time an artist will be repeated, this is definable per Genre. Title separation can be useful if you have a number of the same titled songs by different artists, for example Christmas songs. Song

separation is used to define the absolute time period between songs repeating. Tick the Daypart separation box to stop songs being played in the same hours in adjacent days. The Use Short Artist Match option forces the auto scheduler to only look at the first 4 characters of artists, this is useful if you have a number of different spellings of the same artists. Daily History Reset is used to reset the order in which songs are scheduled, this is useful if you have a large genre with lots of Artist where clashes rarely occur. If you don't reset the history, eventually you'll notice songs appearing in the same order.

Users allows you to define users that can log into the Scheduler software and the different access levels for each.

Import Metadata Override. This tells System Helper to look for a particular filename and upon import, set some of the attributes, regardless of what's in the file. For example if you have a recorded news segment, you can set it to only be valid for a certain number of seconds, also to set the Next marker a predetermined amount of seconds before the end of the audio file.

Manual Hours Template. This is the clock that is offered when an item is first added to an unscheduled hour. Maybe this could contain a couple of events, the news jingle and some breaknotes. Any items that rely on scheduling are ignored in the clock.

EVENTS

Events are non audio items which can be triggered either by playing through the playlist, from a Hotkey button or at a specified time.

Events are very powerful and can either make or break your system. To reduce mistakes, Events are hidden from users. To make them visible you must add them into the User Defined Events, this also allows you to give them a user friendly name.
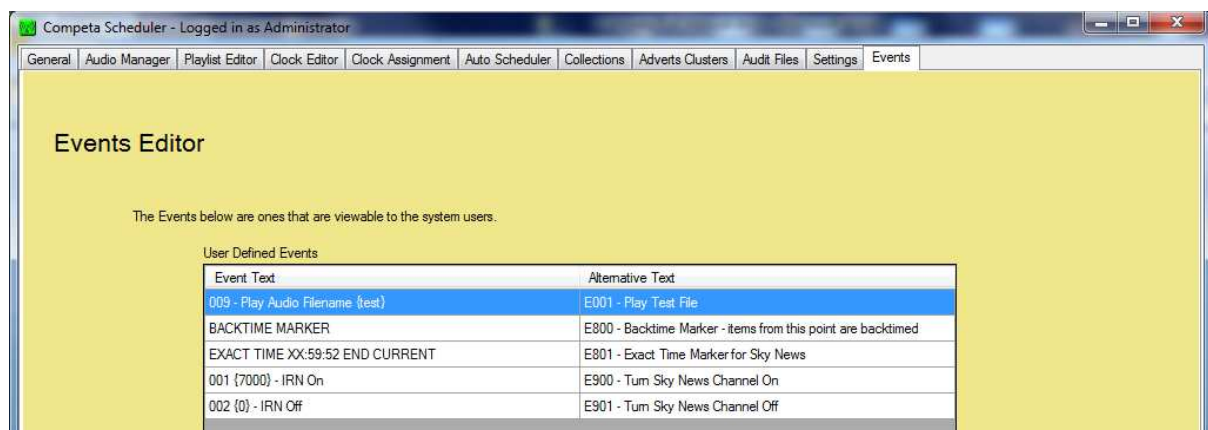
In the above example, the first item will play a file called "Test" with the User Friendly event name of E001 – Play Test File.
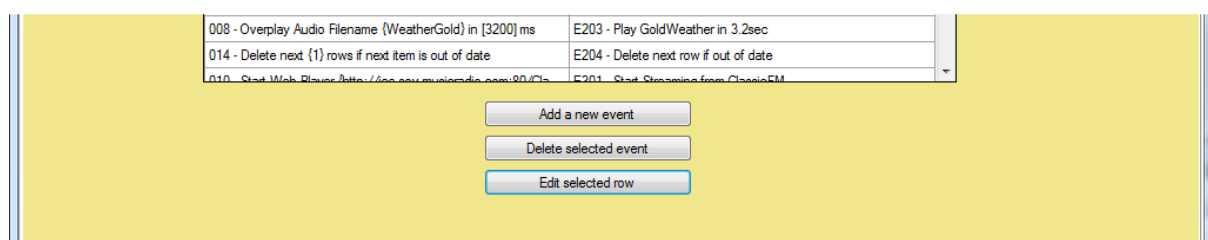
To add a new event to the User Defined Events, select the unique event ID number, this can be from 1 to 999, it must be unique to a particular event. It may be beneficial to group certain events together using the Unique ID number.

Select the event you wish to add from the list, these are explained below. Then click add. Depending on the event added, Scheduler may ask you for some additional information, after this it will ask for the text for the Friendly name. The added Event will appear in the list and also on the Playlist Editor and Clock Editor tabs.

System Name	Description
001 {XXXX} - GPO [X] On	When using the GPI desk interface, this will turn on GPI number X with a delay of xxxxmS
002 {XXXX} - GPO [X] Off	When using the GPI desk interface, this will turn off GPI number X with a delay of xxxxmS
003 - Sequence On	This puts the deck this item is played through into Sequence mode. This could be inserted at the start of an ad break to ensure the ads play one after another
004 - Sequence Off	This puts takes the deck this item is played through out of Sequence mode
005 - Clear Auto Log to here	
006 - Auto Stop	When in automation mode, this causes the playout to stop and await user intervention or and Auto Start event
007 - Auto Start at XX:xx:xx	When automation has stopped, this causes it to restart at the specified time in 24 hour format
008 - Overplay Audio Filename {XXXX} in [xxxx] ms	This will start an audio item with the specified filename to start playing after an amount of milliseconds. This could be used to play a prerecorded weather forecast over the top of a weather bed for example
009 - Play Audio Filename {XXXX}	Allows you to add a filename of an item that doesn't yet exist or may change on a regular basis. It also supports some wildcards, which enables you to reuse a clock for a number of different hours. If you enter "Link-DDD-HH-NN" into the filename dialog, when Competa schedules the day, it will substitute DDD to the scheduled day (eg Sat) and HH to the scheduled hour (eg 01 or 14) and NN will increment everytime it's in the clock and resets each hour. So the filename above will look for the file "Link-Sat-13-01".
010 - Start Web Player {XXXX}	Will send a command to the optional Competa webstream player that starts playing the web stream, with the volume set to 0%. This is so you can start receiving a webstream and allow any buffering to occur before fading it up
011 - Fade Up Web Player	Will fade the web stream player up to 100% over 2 seconds.
012 - Fade Out and Stop Web Player	Will fade out the webstream and continue with the playlist, then stop the webstream when the audio has faded out
013 - Send {XXXX} with delay of [xxxx] ms	This function allows commands to be sent to external systems. You can send a UDP string to an external IP address and Port. Inserting <CR> and <ESC> will caused a carriage return or escape ASCII code to be sent. Sending RBR:0:True or RBR:0:False causes one of the 3 Rebroadcast functions to be enabled (0 to 2), playing the specified soundcard input, to deck 1 as defined in the Competa setup. Sending FILE:c:\playout\dosomething.bat causes that file to be run on the playout PC.
014 - Delete next {X} rows if next item is out of date	This looks at the next item in the log after this event, if it's out of date it will cause the specified number of rows to be deleted. This could be

	used to delete a Weather bed out of the log if the actual Weather bulletin was out of date.
015 - Delete next [X] rows if Filename {xxxx} is out of date	Similar to above but allows you to specify a filename as opposed to looking to the next log item.
016 - Delete next [X] rows if workstation is Off Air	This will delete the next X number of rows in the playlist if the workstation is off air, this could be used to give a nicer opt out point from a workstation running automation.
017 - Delete next [X] rows if workstation is On Air	Deletes rows if the workstation is On Air.
BACKTIME MARKER	This is usually placed around three or 4 items before the top of the hour in conjunction with a Exact Time marker. Competa will work out the duration of the items between the BTM and the Exact Time Marker and work out it's backtiming so that it will start playing the first time at exactly the correct time for the sequence of items to end at the set Exact Time.
EXACT TIME XX:xx:xx	This will mean that when the set time is reached everything in the playlist up to that time will be deleted, but the item playing will continue to the end.
EXACT TIME XX:xx:xx END CURRENT	This will **END** the **CURRENT** item being played. This is used if you have full prerecorded shows that may be slightly longer that required, Competa will fade the currently playing item and move on to the next item in the list.

RELATED ARTISTS
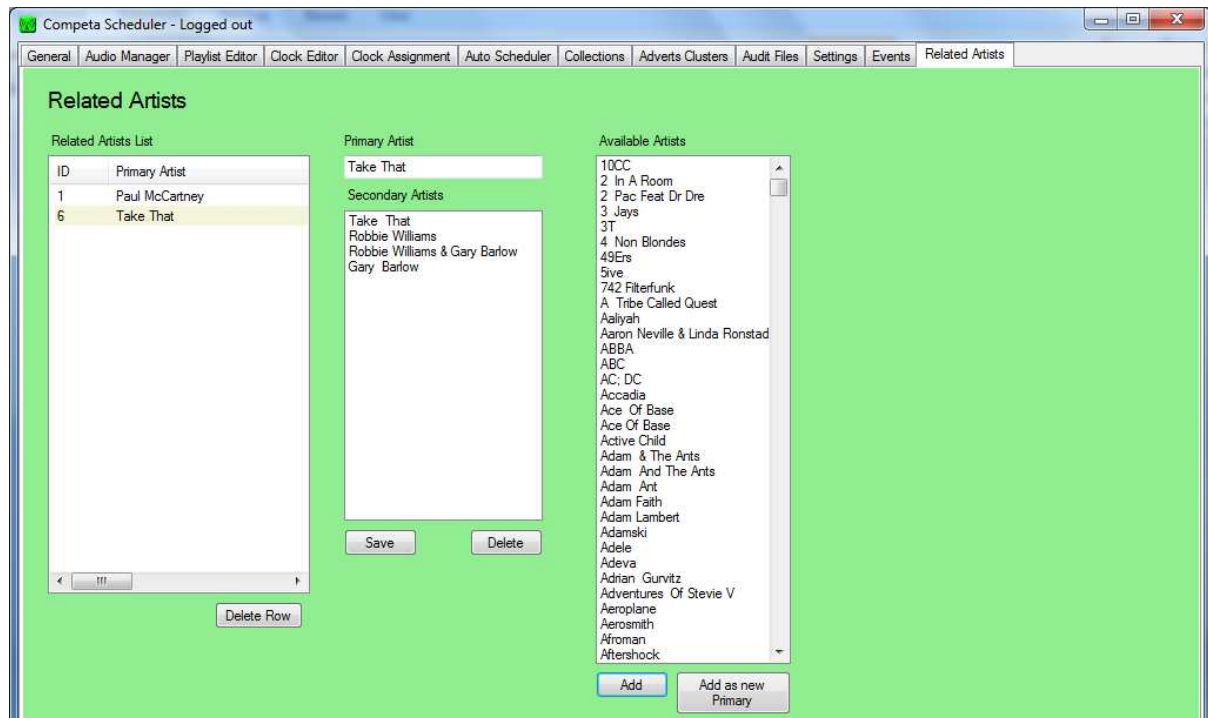
The Related Artists enables you to link artists together to adhere to the Artist repeat rules in the Scheduler. In the example above, if a Take That song was scheduled, then a Robbie Williams song wouldn't be scheduled within the duration of the Artist clash setting.

Select the main artist or band and press "Add as new Primary", then select the related artist and press the "Add" button. Press Save when complete. To delete a specific artist from the secondary artists, highlight and press Delete, and to delete the Primary artist and all secondary artists, click the Delete Row button.
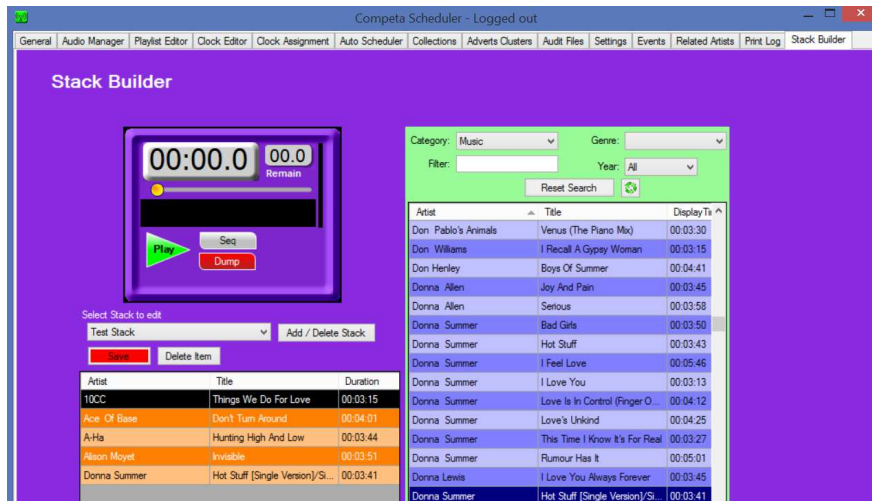
PRINT THE LOG

This option allows you to print the log to a printer attached to your system. Select the date along with the From and To hours. Then select either Print or Preview

STACK BUILDER

Stack builder allows you to build a mini playlist of items that can be imported into a playlist. For example if you have a request show and want to quickly load some songs, add these to a stack using the stack builder. This will then be available in the studio by right clicking on the playlist and selecting "Load Stack".

REMOTE INTERFACE

Competa has a UDP remote interface that listens on port 9811. This allows you to send the following commands.

START*n* – Starts specified deck 1 to 4

STOP*n,* DUMP*n*

FADEROPEN*n*, FADERCLOSED*n*, SEQON*n*, SEQOFF*n*, ONAIR, OFFAIR.

INSTANTFILE{*ffff*} – This will start playing from deck 4, the first file in the database with a filename that matches or contains *ffff*

FILE PATH SUBSTITUTIONS

You can override the path that Competa uses to find the audio files in a number of different ways. You might want to do this if your audio is on a different PC. For example the files are stored on your on air machine and the audio path is set to "c:\playout\audio". If you run Competa or Scheduler from another machine that path won't exist.

The first way is in the settings tab of Scheduler, which provides a global system setting to search and replace the audio path. The example here will substitute //onairpc/audio in place of the c drive path. This will affect every Competa and Scheduler on the system.
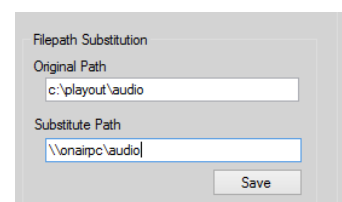

There are some instances where you might want to change the audio path for just one machine or instance. You can do this by making a text file called 'audiopath.ini' in the Scheduler or

Competa folders. The file should contain just one line of test in the format 'c:\playout\audio|\\onairpc\audio', where the first part is the orignal path and the second part is the new path.

System Helper is the application that looks after the background functions of the Competa system.
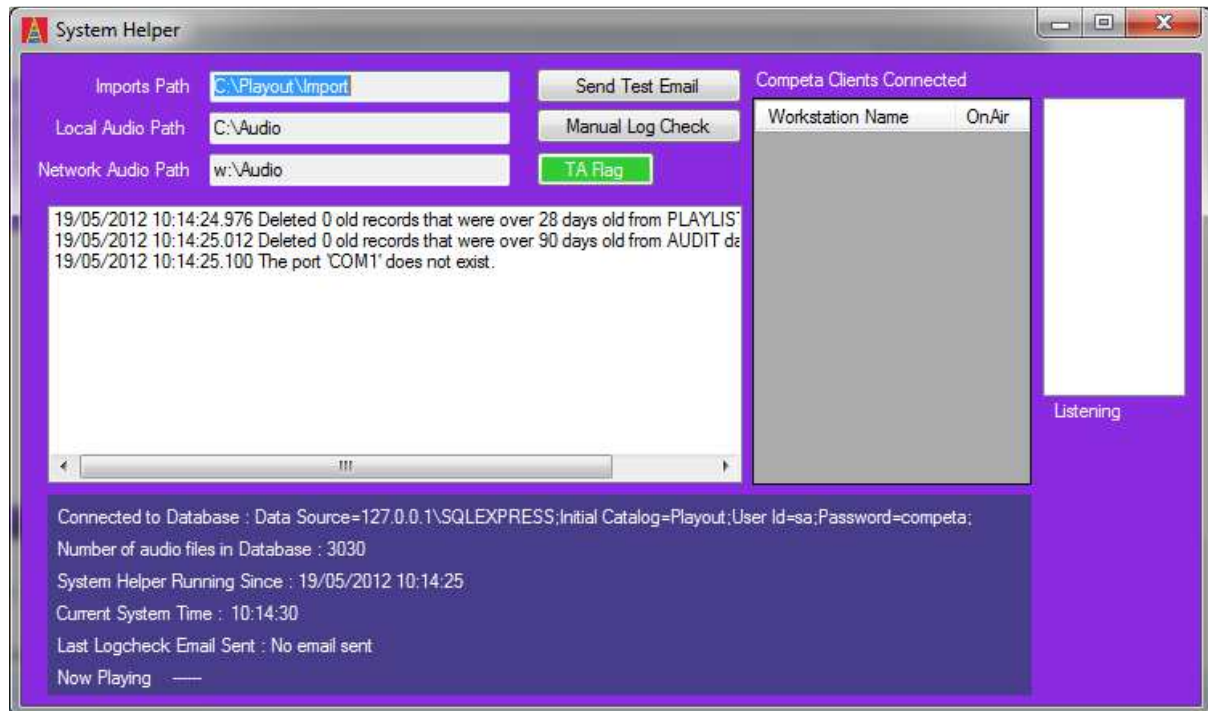
Every 10 seconds Competa will scan the Import folder to see if any new audio files exist. If they do, system helper will copy them to a temporary location. It will scan them to check the audio is valid and read any metadata from the either the ID3 tag of MP3 files or the RIFF or Cart Chunk from WAV files. System Helper (SH) will then create a new entry into the audio database. It will then sent a command to all the connected Competa workstations, which will then refresh their catalogue of audio.

The Imports Path is the path to the directory where the audio import folders exist. Upon startup SH will create any folders for categories that don't exist. Local Audio Path is the location of the main audio store. Network Audio Path is the path that the Competa software will look at to find the audio. In the example above, c:\audio is where the server actually stores the audio files, then the Competa workstations would have their W drive mapped to the server audio directory. This can be overridden by using the Filepath substitution function built into Scheduler.

The large window shows what is going on currently and some diagnostic information is shown at the bottom.

SETTINGS

All of the configuration is set in the Settings.ini file located in the System Helper directory

Import Path, Local Audio Path and Network Audio Path all refer to their corresponding setting on the main screen. Station Name is used in some of the emails.

Competa will also handle 'now playing' information for your radio station, it will write a small text file to a certain location which then a third party application like Edcast can look at to send the now playing information to your webstream.

NowPlayingText sets the text to be displayed before the artist and title in the now playing string. In this example it would say "Test FM is now playing : ARTIST - TITLE"

NowPlayingInactiveText is the text send whilst there isn't any valid audio being played. NowPlayingFile is the location to where you want the nowplaying text file to be saved. Competa can use the fader open contacts of the GPI card to detect whether the playout port is open or not. If NowPlayingUseFaderOpen is set to True, then Competa will use the fader open commands. If set to False, then Competa won't start sending the now playing information until the NowPlayingDelayedStart setting is reached, this is set in mS at 20000.

```
Settings.ini - Notepad
File  Edit  Format  View  Help
[Main]
ImportPath=C:\Playout\Import
LocalAudioPath=C:\Playout\Audio
NetworkAudioPath=C:\Playout\Audio
StationName=Test FM
NowPlayingText=Test FM is now playing : %a - %t
NowPlayingInactiveText=Test FM - Your Number One Hit Music Station
NowPlayingFile=c:\playout\nowplaying.txt
NowPlayingUseFaderOpen=False
NowPlayingDelayedStart=20000
NowPlayingCategoryToDisplay=Music
NowPlayingSetInactiveBeforeSongEnd=20
NowPlayingHttp=False
NowPlayingHttpString=http://localhost:80/admin/metadata?mount=/low.a
NowPlayingHttpUsername=admin
NowPlayingHttpPassword=hackme
NowPlayingTuneIn=False
NowPlayingTuneInStationID=1
NowPlayingTuneInPartnerID=dibjdfiobj
NowPlayingTuneInPartnerKey=dfvojdfiov
UpdateMetaData=False
CategoriesToUseFilenameOnlyForArtist=None
[RDS]
Serial=False
serialport=COM1
Serialbaud=9600
Serialparity=0
Serialstopbits=1
SerialTAOn=TA=1
SerialTAOff=TA=0
SerialRT=RT
UDP=False
UDPDest=192.168.11.3
UDPPort=5001
[Email]
TimeToLogCheck=23:15:00
SMTPServer=smtp.gmail.com
SMTPPort=587
SMTPUseSSL=True
SMTPUsername=YOURUSERNAME
SMTPPassword=YOUREMAIL
SMTPFromEmail=YOURRETURNEMAIL
SMTPFriendly=Test FM Server
EmailSubject=Email from Test FM
Email1=Simon@vectoraudio.co.uk
Email2=
Email3=
Email4=
Email5=
Email6=
[StatusFile]
StatusFileLocation=c:\playout\status.dat
StatusFileCount=3
StatusFile1=WEATHER
StatusFile2=NEWS
StatusFile3=TRAVEL
[Twitter]
Send=False
SendNowPlaying=False
```

NowPlayingCategoryToDisplay is the category that generates the now playing data, in this case it's the "Music" category. NowPlayingSetInactiveBeforeSongEnds will stop the now playing data for a song from being sent a certain number of seconds before the end, this is to allow for any delays in the data transmission.

NowPlayingHttp allows System Helper to inject now playing data directly into the Shoutcast or Icecast server. This is of use if you're using a streaming encoder that doesn't allow external updating of metadata.

NowPlayingTuneIn sets up System Helper to send your now playing data direct to TuneIn, this allows users to view what song you're playing when browsing their app. If you're listed on TuneIn, you can email : broadcaster-support@tunein.com for a Partner ID and Key.

CategoriesToUseFilenameOnlyForArtist will cause Competa to ignore all the metadata in the ID3 or cartchunk and obtain artist and title from the filename. Either enter each category separated by a | or All.

New additional settings

The RDS settings refer to the serial port or UDP settings for communicating to your RDS encoder. Serial=True enables sending serial data. Serialport, Serialbaud, Serialparity and Serialstopbits refer to the com port settings. SerialTAOn and SerialTAOff refer to the strings sent when playing at audio item with <TA> in the title. This is normally used for travel beds. The TA off command is sent when the item with <TA> in the title is

stopped, or a timer of 180 seconds is reached. If UDP is set to True, then a UDP string is sent to the UDPDest address and UDPPort number

System Helper will send an email every evening at the TimeToLogCheck time informing you that the playlist for the following day is present and correct. The emails may be sent to up to 6 email addresses . The "Manual Log Check" button will send this log file manually.

The Status file section will write a small file showing some information about certain filenames. The location of this file and the number of files it will look for together with their name is also set in this section. This status file is used with the Competa recorder software.

COMPETA TAG EDITOR

Competa Tag Editor (CTE) is a stand alone application that can be used to set certain metadata components in an offline situation. This could be used for example to set the intro or outro times for audio items recorded at another location, embed the data within the audio files and then copy them into a remote Competa system.
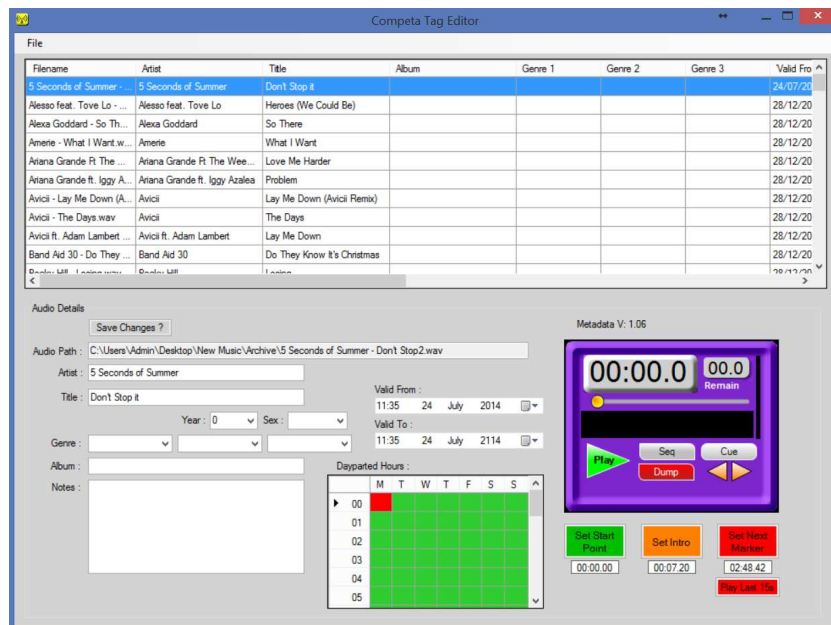
Firstly select File and Scan Directory. This will scan all the WAV, FLAC and MP3 files in the selected directory and populate the grid.

You can then edit the different fields and press Save Changes when you're done.

CTE will then add these fields into the audio file and save. The metadata will be read when you import the file into the main Competa system.

You can run the CTE on any machine, just by copying the files within the Competa Tag Editor folder. Genres.txt contains all the possible values that it's possible to set the Genre fields to. Edit this test file to match the Genres available on your host system.

STREAMING PLAYER

Streaming Player is a small utility that runs whenever Competa is asked to play a webstream from an external source. Firstly in the settings tab of Competa, enter the location of the Streaming Player software. Usually this will be : C:\Playout\Streaming Player\StreamingPlayer.exe Competa will automatically start the software when it's needed from this location.

IMPORTANT : Streaming Player effectively controls an instance of Windows Media Player™. WMP will always play out of whichever soundcard is the Windows default output. Also check your stream plays in WMP if you have any problems.

In Scheduler, make 3 events on the events tab.

010 - Start Web Player {http://media-ice.musicradio.com:80/Ca...	E100 - Stream a Radio Station
011 - Fade Up Web Player	E101 - Fade Up other Radio Station
012 - Fade Out and Stop Web Player	E102 - Fade and Stop Other Radio Station

Make an event that uses the "Start Web Player" selection. Enter the full URL you want to stream from and what you want to display to users. Make another event that uses the "Fade Up Web Player" selection and another that uses the "Fade Out and Stop" selection.

When you run the Start Web Player event from within Competa, the system will look and see if Streaming Player is running, if not it will start it, then it will send the URL of the web stream. It will then start playing the audio, but faded down. Then you can run the event to Fade Up Web Player and this will play the web audio. So you can start a stream playing before it's needed and then fade it up exactly when you want it to start, meaning you won't have any gaps on air whilst it buffers. Fade Out and Stop does exactly what it says !

LICENSE

END-USER LICENSE AGREEMENT FOR {INSERT PRODUCT NAME} IMPORTANT PLEASE READ THE TERMS AND CONDITIONS OF THIS LICENSE AGREEMENT CAREFULLY BEFORE CONTINUING WITH THIS PROGRAM INSTALL: Vector Audio's End-User License Agreement ("EULA") is a legal agreement between you (either an individual or a single entity) and Vector Audio. for the Vector Audio Competa Playout System(s) identified above which may include associated software components, media, printed materials, and "online" or electronic documentation ("COMPETA PLAYOUT SYSTEM"). By installing, copying, or otherwise using the COMPETA PLAYOUT SYSTEM, you agree to be bound by the terms of this EULA. This license agreement represents the entire agreement concerning the program between you and Vector Audio, (referred to as "licenser"), and it supersedes any prior proposal, representation, or understanding between the parties. If you do not agree to the terms of this EULA, do not install or use the COMPETA PLAYOUT SYSTEM.

The COMPETA PLAYOUT SYSTEM is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. The COMPETA PLAYOUT SYSTEM is licensed, not sold.

1. GRANT OF LICENSE.
The COMPETA PLAYOUT SYSTEM is licensed as follows:
(a) Installation and Use.
Vector Audio grants you the right to install and use copies of the COMPETA PLAYOUT SYSTEM on your computer running a validly licensed copy of the operating system for which the COMPETA PLAYOUT SYSTEM was designed [e.g., Windows 2003, Windows XP SP3, Windows 7 SP1, Windows 8.1].
(b) Backup Copies.
You may also make copies of the COMPETA PLAYOUT SYSTEM as may be necessary for backup and archival purposes.

2. DESCRIPTION OF OTHER RIGHTS AND LIMITATIONS.
(a) Maintenance of Copyright Notices.
You must not remove or alter any copyright notices on any and all copies of the COMPETA PLAYOUT SYSTEM.
(b) Distribution.
You may not distribute registered copies of the COMPETA PLAYOUT SYSTEM to third parties. Evaluation versions available for download from Vector Audio's websites may be freely distributed.
(c) Prohibition on Reverse Engineering, Decompilation, and Disassembly.

You may not reverse engineer, decompile, or disassemble the COMPETA PLAYOUT SYSTEM, except and only to the extent that such activity is expressly permitted by applicable law notwithstanding this limitation.

(d) Rental.

You may not rent, lease, or lend the COMPETA PLAYOUT SYSTEM.

(e) Support Services.

Vector Audio may provide you with support services related to the COMPETA PLAYOUT SYSTEM ("Support Services"). Any supplemental software code provided to you as part of the Support Services shall be considered part of the COMPETA PLAYOUT SYSTEM and subject to the terms and conditions of this EULA.

(f) Compliance with Applicable Laws.

You must comply with all applicable laws regarding use of the COMPETA PLAYOUT SYSTEM.

3. TERMINATION

Without prejudice to any other rights, Vector Audio may terminate this EULA if you fail to comply with the terms and conditions of this EULA. In such event, you must destroy all copies of the COMPETA PLAYOUT SYSTEM in your possession.

4. COPYRIGHT

All title, including but not limited to copyrights, in and to the COMPETA PLAYOUT SYSTEM and any copies thereof are owned by Vector Audio or its suppliers. All title and intellectual property rights in and to the content which may be accessed through use of the COMPETA PLAYOUT SYSTEM is the property of the respective content owner and may be protected by applicable copyright or other intellectual property laws and treaties. This EULA grants you no rights to use such content. All rights not expressly granted are reserved by Vector Audio.

5. NO WARRANTIES

Vector Audio expressly disclaims any warranty for the COMPETA PLAYOUT SYSTEM. The COMPETA PLAYOUT SYSTEM is provided 'As Is' without any express or implied warranty of any kind, including but not limited to any warranties of merchantability, noninfringement, or fitness of a particular purpose. Vector Audio does not warrant or assume responsibility for the accuracy or completeness of any information, text, graphics, links or other items contained within the COMPETA PLAYOUT SYSTEM. Vector Audio makes no warranties respecting any harm that may be caused by the transmission of a computer virus, worm, time bomb, logic bomb, or other such computer program. Vector Audio further expressly disclaims any warranty or representation to Authorized Users or to any third party.

6. LIMITATION OF LIABILITY

In no event shall Vector Audio be liable for any damages (including, without limitation, lost profits, business interruption, or lost information) rising out of 'Authorized Users' use of or inability to use the COMPETA PLAYOUT SYSTEM, even if Vector Audio has been advised of the possibility of such damages. In no event will Vector Audio be liable for loss of data or for indirect, special, incidental, consequential (including lost profit), or other damages based in contract, tort or otherwise. Vector Audio shall have no liability with respect to the content of the COMPETA PLAYOUT SYSTEM or any part thereof, including but not limited to errors or omissions contained therein, libel, infringements of rights of publicity, privacy, trademark rights, business interruption, personal injury, loss of privacy, moral rights or the disclosure of confidential information.