Scott Studios and WideOrbit settings for DEVA Audio Processors RDS Console

Scott Studios and WideOrbit is software fully compatible with several devices from DEVA's Audio Processors product line:

- DB6400 - FM & Digital Radio 4-Band Processor;
- DB64-FM - Budget 4-Band FM Radio Processor;
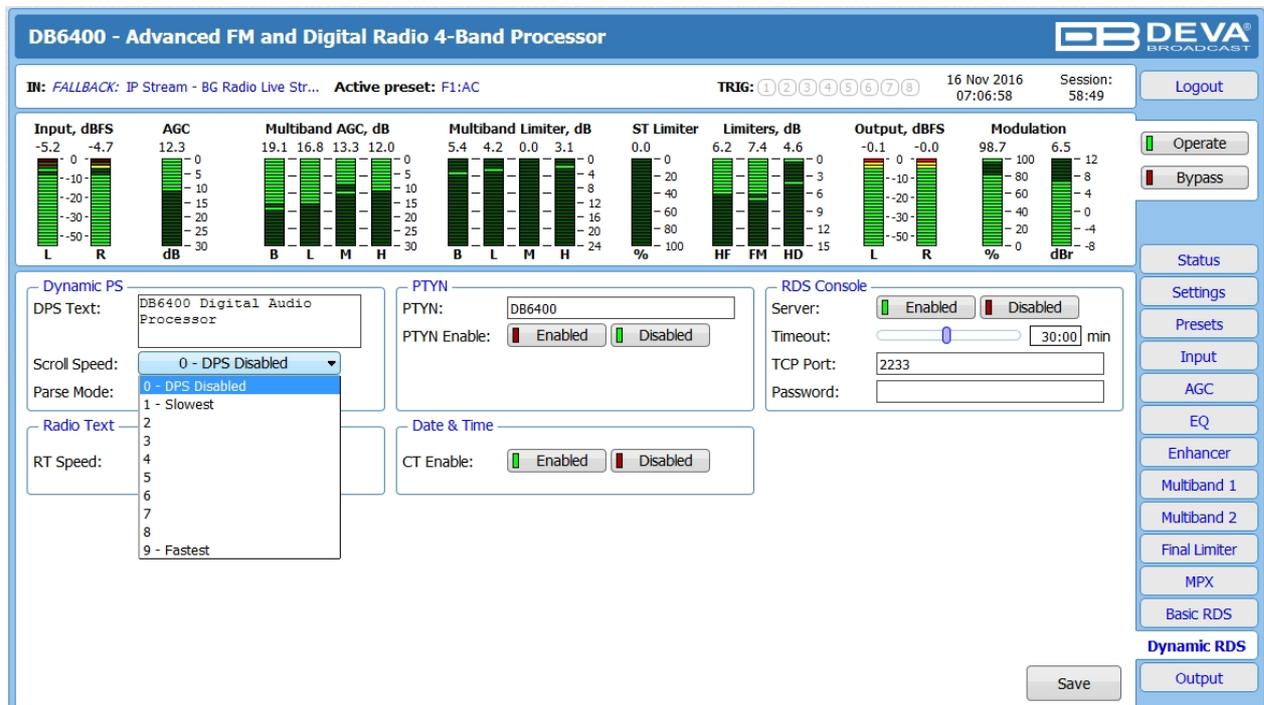- DB6000-STC - Stereo and RDS Generator**.**

1. Set-up for the DEVA Audio Processor

1.1 Open the device's WEB Interface, then go to Dynamic RDS > section Dynamic PS.

1.2. DPS setup - Allow the usage of dynamic PS by setting Scroll Speed to a non zero value using WEB interface or the ASCII command DPSS.

Example:

`DPSS=5`

1.3 Determine the appropriate mode of displaying of the dynamic PS text using WEB interface or the ASCII command PARSE. When PARSE is set to 0 (words centered) or 9 (words justified to the left), parsing will send the short words together. Long words (up to and including 8 characters) are sent individually/separately. Words exceeding 8 characters are "sidestepped" through two or more consecutive displays. When PARSE is set between 1 and 8, the message is scrolled from 1 to 8 characters at a time without dividing into word groups.

Example:

PARSE=0
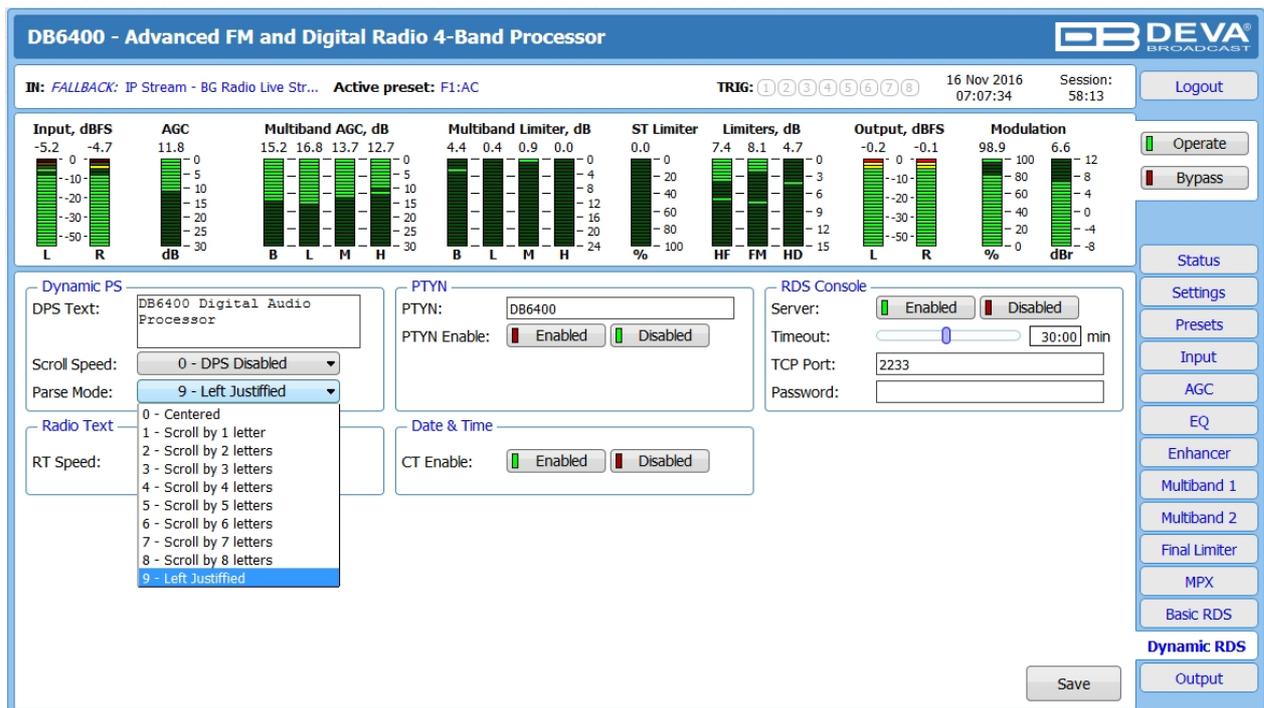
1.4 In section RDS Console:

- *Server* – [Enable] the RDS console remote access;
- *Timeout* - specify session timeout. Upon expiration of the time set the connection will be closed;
- *TCP Port* – enter the TCP port of the RDS console. This console is used to edit RDS settings in real time. Default value is 2233;
- *Password* – Password identification support depends on the software. If your software does not support this feature, the field must be left blank. For further information on whether a password should be set, please refer to the complete user manual of the Automation Software, or the provider.

WHEN APPLYING NEW SETTINGS - In order new settings to take effect, it is necessary to press the [Save] button.

2. *Scott Studios and WideOrbit*

Prior the configuring procedure, make sure that all necessary preliminary adjustments to DSM32 and SS32, relating to the communication and export of data between the two modules have been applied. If not and for further information, please refer to Scott Studios SS32 User Guide (page 6) and Data Service Module: DSM32 (page 37).

In order for the DSM32 (DATA SERVICES MODULE) to start exporting Now Playing data to the Audio processor, click on the RDS/RBDS Campaign button, placed on the main screen.

RDS/RBDS Campaigns

The Campaign configuration screen allows you to define the RDS/RBDS encoder output settings, and also to set specific rules for text export. For example, you could set a campaign to display the station slogan or advertiser sponsored text during commercials, or to display upcoming concert information for a specific artist when their newest song is on air.

As depicted on the screenshot below, the following settings should be applied:

- **Type-** Select the encoder type from the drop-down menu. There are two available options:
  - The first is to choose Inovonics, as the incorporated the Audio processor RDS/RBDS encoder covers the same set of commands relevant to Specifying PS, Dynamic PS (DPS) and RadioText.
  - The second option is to choose "User Defined".
- **IP Address** and **Port-** Specify the destination IP address and Port Number for the RDS/RBDS encoder.
- **Protocol-** Select *TCP* (Transmission Control Protocol) and *UDP* (Universal Datagram Protocol) will send ASCII formatting. If you have chosen Inovonics as an encoder type, you will be limited to TCP output only.
- **PS-** The **PS** setting defaults to *Static* mode. Use the drop-down menu to access the advanced option that will allow sending *Dynamic* PS instead of Static.
  - The default Static mode indicates that text events will be sent to the RDS/RBDS encoder in 8- character (PS=segments), in Block mode;
  - When *Dynamic* PS instead of static (prefixed as DPS=) is sent to the Audio Processor, the RDS/RBDS encoder will parse the output text internally and additional parameters should be configured on the encoder.

    Note: The Dynamic PS output is limited to 64 characters at a time. Campaigns outnumbering the character limit will be truncated.

- **Default PS Msg-** Enter a default PS message (up to 8 characters long);
- **Refresh Rate-** Select the default refresh rate (in seconds) from the drop down menu;
- **Radio Text (64)-** In order to send the identical campaigns as *radiotext* (i.e. TEXT=) to the RDS/RBDS encoder, the **Radio Text (64)** should be selected;
  - Radio Text (64) will send the identical campaigns as radiotext (i.e. TEXT=) to the RDS/RBDS encoder. Radiotext, as the Dynamic PS also has 64-character limit and campaigns over this character limit will be truncated. It may be sent concurrently with either Static OR Dynamic PS.
- **Radio Freq-** Specify the radio frequency of the station being configured;
- **Slogan-** Enter the station slogan. The field next to the slogan displays the total time needed for displaying of the slogan, depending on the Refresh Rate previously selected.
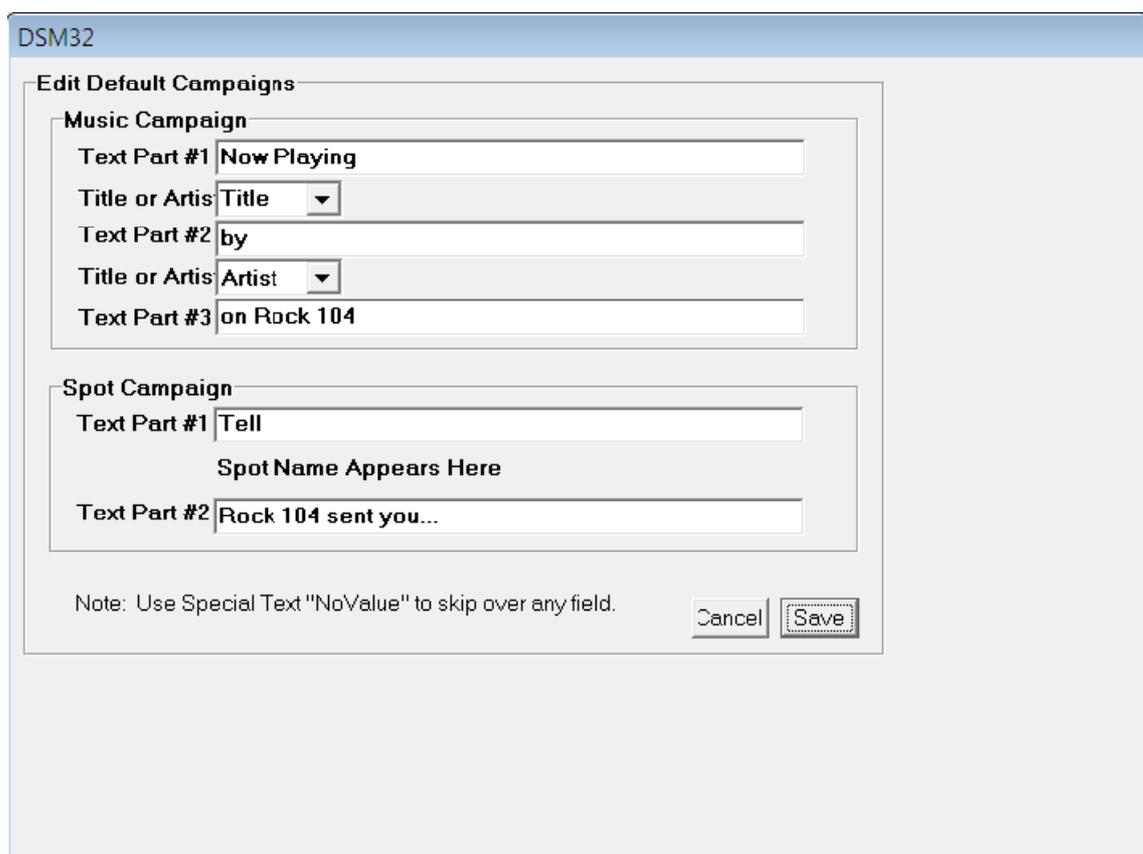
Options

Ignore 'NONT' Type: Selecting this option will prevent NONT (Do Not Play on Internet) events from being encoded.

Publish Spot Titles: Selecting this option will allow spot titles to be encoded from the Audio Processor.

Set up the Default Campaign

Double-click the "Default Campaigns" line in the Campaigns screen. Replace the "No Value" text with your custom text fields along with Title and Artist wildcards (in the drop down menus). This information will be sent (from top to bottom) to the RDS/RBDS encoder while defining music cuts are playing.

Leaving the 'NoValue' text in a field will omit that field from being sent to the RDS/RBDS encoder. Once you have specified your Default Campaign settings, click "Save" to return to the Campaign configuration.