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SAM VIBE

Scheduling

Table of Contents

TABLE OF CONTENTS	2
SAM VIBE - OVERVIEW	3
WORKING WITH THE SAM VIBE SCHEDULE	3
PLAYBLOCKS	4
CREATING A PLAYBLOCK.....	4
EXAMPLE PLAYBLOCKS	6
STATION ID AFTER EVERY THREE TRACKS	7
UNSIGNED ARTISTS SESSION	7
PLAYLISTS	8
SEPARATION RULES	10
TASKS	13
SCHEDULED EVENTS	14
COMMON SCHEDULED EVENTS MISTAKE	15
CONCLUSION	16
ANNEX A – PLAYBLOCK CATEGORIES	17
ANNEX B – SEPARATION RULES	18
ANNEX C – LOGIC TYPES	19
CLEAR PLAYLIST	20
SHUFFLE PLAYLIST.....	20
ADD TO QUEUE.....	20
ADD PLAYLIST TO FILTER.....	20
ADD PLAYLIST TO PLAYLIST.....	20
ANNEX E – KEYBOARD SHORTCUTS	21
MANAGING PLAYLIST NODES	21
MANAGING PLAYBLOCKS	21
MANAGE SEPARATION RULES.....	21
PLAYBLOCKS DETAIL EDIT WINDOW	21

SAM VIBE - Overview

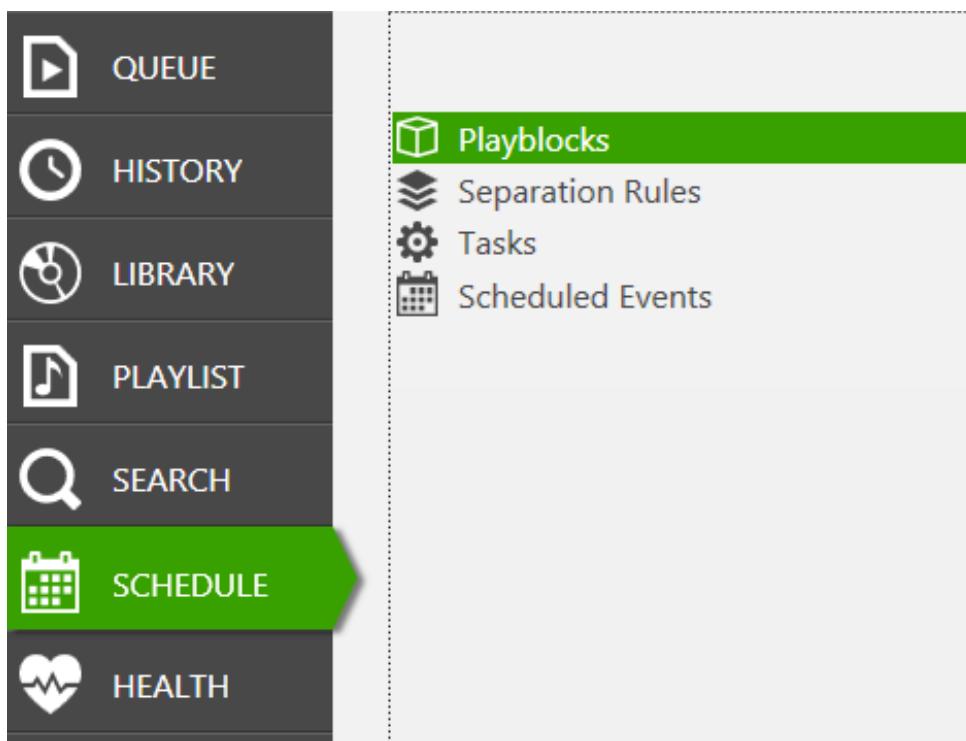
This is the second user guide in a series of user documentation about SAM VIBE, the cloud broadcasting solution from Spacial Audio. SAM VIBE is a mix of software and cloud. You download and install the SAM VIBE software, use this software to upload your music to the cloud, create playlists and configure your radio station. When you are ready, change your ON AIR status to ON and your station will continue to play, even if you shut down your computer or disconnect from the Internet.

We recommend you familiarize yourself with the previous document in this series, the SAM VIBE User Manual which provides a high-level introduction and overview into SAM VIBE.

A more detailed understanding of the various features of SAM VIBE is provided in this and similar documents, this document providing an insight into the SAM VIBE Scheduling and associated features which allow you to fine-tune and automate your station.

Where applicable, keyboard shortcuts are included for most tasks in the format: **(Insert or Alt+Insert)** following the instruction to click on a button or tab. A list of the keyboard shortcuts available when working with the Schedule tab, can be found at Annex E of this document.

Working with the SAM VIBE Schedule



This document will be focusing on Playblocks, Separation Rules, Tasks and Scheduled Events are the four features which really bring SAM VIBE to life and can be found under the Schedule tab.

With these four simple tools, you can create a depth to your broadcasting which random selecting might not.

By combining these four tools, utilizing weighting and playlists you will find that SAM VIBE is as powerful and fully-featured as professional radio automation software but for a fraction of the cost. On top of this, you don't have to worry about hardware or backups and the other worries which might keep you awake at night as the SAM VIBE cloud removes these headaches.

This document is designed to explain the different features, how to fully utilize them and how to combine them to let you experience the full power of SAM VIBE.

Playblocks

Playblocks allow the DJ to decide the order and type of tracks being played automatically when there are no items in the Queue. With a little imagination, you can fine-tune these to play exactly what you want to play.

Category	Rule	Logic
Music [MUS]	Heavy Rotation	Weighted
Music [MUS]	Medium Rotation	Random
Music [MUS]	Rare Rotation	LeastRecentlyPlayed
Station ID [SID]	Sweeper Separation	Weighted

SAM VIBE comes with two Playblocks provided, the Default Playblock and the Example Playblock. The Default Playblock is automatically selected as the active Playblock, as shown.

Creating a Playblock

Simply click on '+ add playblock' (**Insert or Alt+Insert**) to create a new playblock and the playblock creator will appear which will allow you to name your Playblock and then add, edit and remove the playblock details.

Playblock details are the individual commands with which you build your playblocks. Each detail consists of three parts, the Category, the Rule and the Logic. These parts are explained in depth shortly but the Category is the collection of tracks from which the item is selected, the Rule is the separation rule which limits the frequency on which a track, artist, title or album may repeat and the Logic then decides which track to select from those tracks which pass the separation rule.

You should remember that each playblock detail is separate and has no connection with any other details in the playblock. This can lead to some unexpected results if you do not plan this thoroughly. Take for example, the following playblock:

	Category	Rule	Logic	
<input type="checkbox"/>	Music [MUS]	Sweeper Separation	Random	X
<input type="checkbox"/>	Music [MUS]	Sweeper Separation	Random	X
<input checked="" type="checkbox"/>	Music [MUS]	Sweeper Separation	Random	X

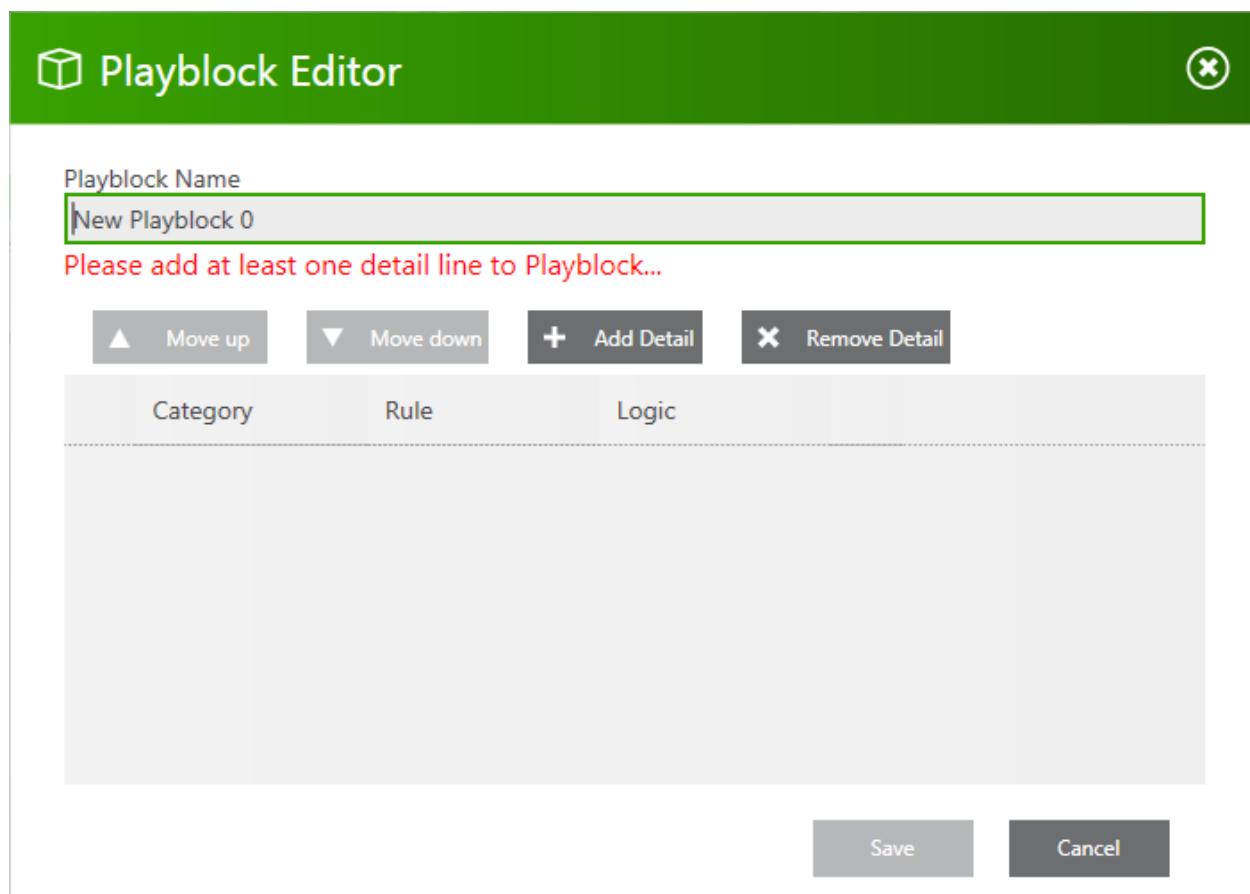
If you selected music as the category but set the Sweeper Separation, which will not play the same artist within a 5 minute period and SAM VIBE randomly selects a track over 5 minutes in length, it

could in theory, select a second track by the same artist immediately afterwards because the playblock details are separate from each other. If the second track is also over 5 minutes long then it is theoretically possible (but highly unlikely) that the third track could also be from the same artist. This is something to bear in mind when putting together your playblocks. This can become more likely if you start creating your own separation rules with shorter separation rules.

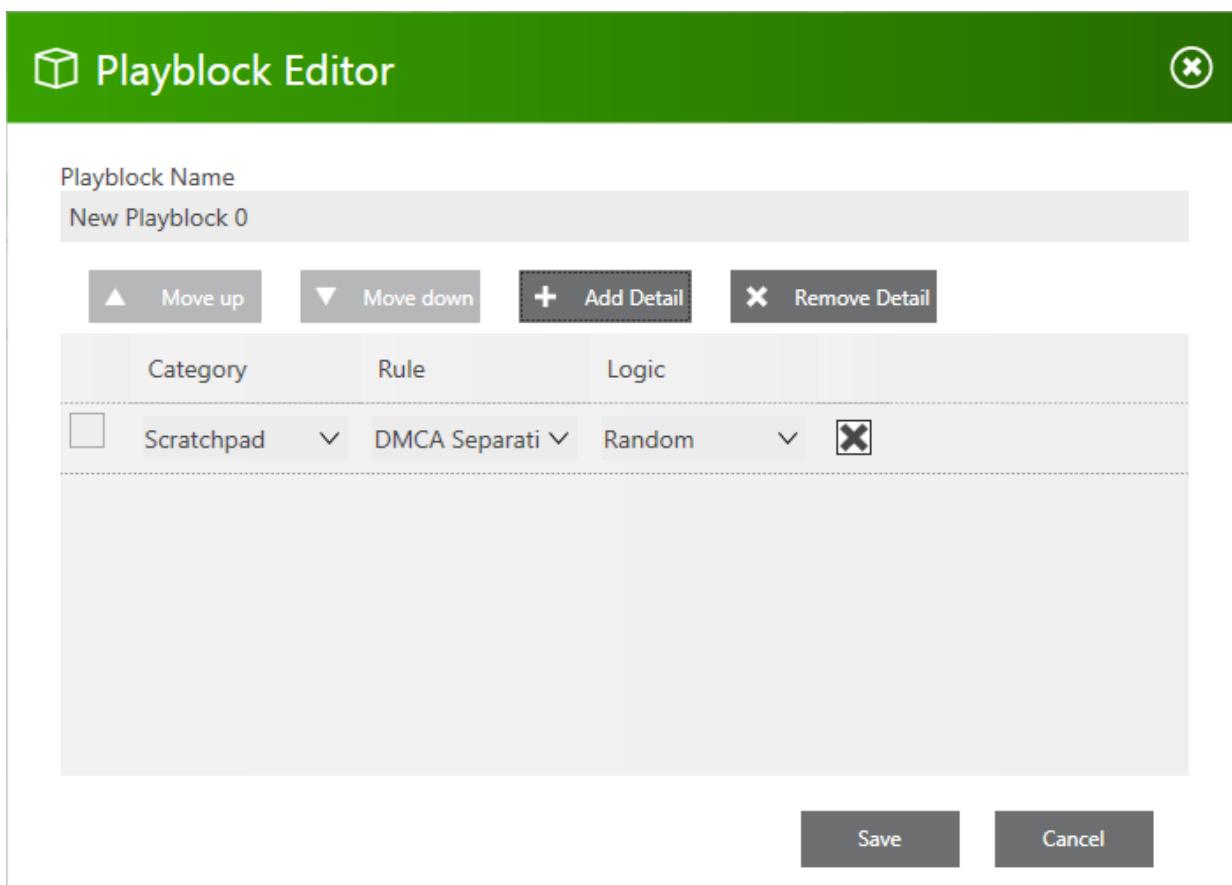
Later in this manual, we will explain in greater detail, the interaction between the Category, Rule and Logic with some real-world examples.

We would recommend most DJs when they start creating playblocks with SAM VIBE should set the rule to No Rules before starting public broadcasting as this reduces the complexity of the playblock detail and allows them to get a feel for creating Playblocks. When publically broadcasting, you must ensure you comply with any applicable laws relating to music separation.

TIP: If you find your playblock is not playing as expected, change the rule to No Rules to reduce the complexity and help you troubleshoot the problem, alternatively, if you have a large separation rule and again your output is not what is expected, you might not have enough different tracks, artists and albums to satisfy the Playblock detail's rules. If this is the case, you could consider uploading additional tracks to satisfy the separation rules. You might also consider upgrading your storage if you do not have enough tracks to comply with the rules you require.



The Playblock creator allows you to name or rename the playblock, add and remove the playblock details as well as to move the details up or down when you need to change the order. When the playblock has been created then you should save the playblock to either create it or preserve changes, if you do not wish to preserve any changes then you can click cancel.



When you click on 'add detail' (**Insert or Alt+Insert with the Playblock Editor Open**) you have three selections available which by default are set as show above, the Category is set to Scratchpad, the Rule is No Rules and the Logic is Random. There are a number of choices available for each option and the complete list with a brief explanation can be found at Annex A.

The Category can be set to use one of the track types available, it can also be set to select tracks based on when the track was uploaded, it can select a track based on the length of the track and it can also select from a specific playlist. The Rule can be selected from the list of available Separation Rules or from a separation rule you create and the Logic can be set to select tracks at random, based on the track weighting or the least recently played.

Each time you click on 'add detail', (**Insert or Alt+Insert**) a new detail line is added to the playblock.

Example Playblocks

The following playblock examples give a brief idea of how playblocks can be used to control the station output:

Station ID after Every Three tracks

Category	Rule	Logic
Music [MUS]	Default	Weighted
Music [MUS]	Default	Weighted
Music [MUS]	Default	Weighted
Station ID [SID]	No Rules	LeastRecentlyPl

Three music tracks are selected with the default separation rule and weighted logic. This is followed by a Station ID with no rule selected and as the logic is Least Recently Played, this would cycle through the Station IDs by always playing the least recently played Station ID.

Unsigned Artists Session

If you wanted to create a session where you would be promoting local unsigned talent (the same applies for any other category you can think of) then you might like to consider a playblock like this where we have three consecutive details selecting music from a Playlist we have created, into which, we have put all unsigned artists.

Perhaps experience has indicated which artists are popular and we have already given them a heavy weighting, perhaps some of the artists have a medium weighting and some have been given a light weighting, perhaps because they are a track from an EP with a popular title track. We want to ensure our listeners do not become tired of unsigned artists so we also include a music track which has the default rotation and is heavily weighted because it is popular.

We also want to start playing some new tracks which were uploaded in the last 24 hours and we want to play a Station ID after these tracks. In this case, our Playblock might look something like this (the station ID detail is just off screen):

The screenshot shows the 'Playblock Editor' window with a green header bar. In the top left, there's a cube icon followed by the text 'Playblock Editor'. On the right side of the header is a white circle with a black 'X' inside it. Below the header, there's a light gray toolbar with the text 'Playblock Name' and 'Unsigned Sessions'. Underneath the toolbar are four buttons: 'Move up' (with an upward arrow), 'Move down' (with a downward arrow), '+ Add Detail' (with a plus sign), and 'Remove Detail' (with a minus sign). The main area is a table with three columns: 'Category', 'Rule', and 'Logic'. There are five rows in the table. The first four rows have a thin gray border between them. The fifth row has a thick green border at the bottom. Each row contains a checkbox in the 'Category' column, which is checked for the fifth row. The 'Rule' column contains dropdown menus for 'Unsigned Artists', 'DMCA Separati', and 'Weighted' or 'Random'. The 'Logic' column contains dropdown menus for 'LeastRecentlyPl' and 'X'. The bottom right of the table area has two buttons: 'Save' and 'Cancel'.

Category	Rule	Logic
<input type="checkbox"/> Unsigned Artists ▾	DMCA Separati ▾	Weighted ▾ <input type="checkbox"/>
<input type="checkbox"/> Unsigned Artists ▾	DMCA Separati ▾	Random ▾ <input type="checkbox"/>
<input type="checkbox"/> Unsigned Artists ▾	DMCA Separati ▾	LeastRecentlyPl ▾ <input type="checkbox"/>
<input checked="" type="checkbox"/> Music [MUS] ▾	DMCA Separati ▾	Weighted ▾ <input type="checkbox"/>
<input checked="" type="checkbox"/> 1 day ▾	DMCA Separati ▾	LeastRecentlyPl ▾ <input type="checkbox"/>

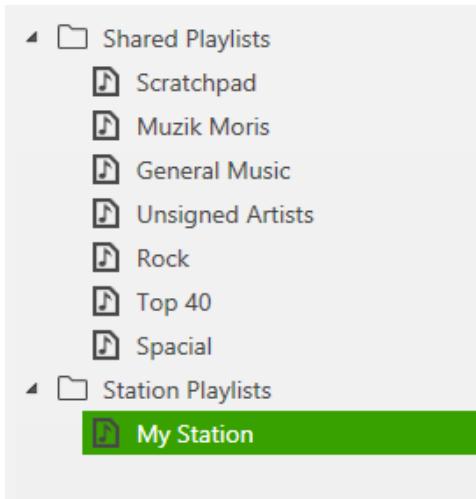
You can see from these two examples that the options available are endless and can help ensure that SAM VIBE plays what you want to play, in the order you want it played.

TIP: SAM VIBE will stop playing if you do not have enough tracks to comply with your playblock details so it is a good idea to understand and test your playblocks before using them to automate your station.

Playlists

As we saw, playlists can be referenced and included within a playblock which allows for infinitely more variation and complete control over your output. Whereas a playlist is usually just a list of tracks to play, with SAM VIBE whilst you can create these playlists, you can also create a playlist for each artist, album or any other criteria you can think of. As you saw in the Second playblock example, we referenced a playlist called Unsigned Artists which contained all tracks by unsigned artists we are currently promoting. The tracks in these playlists have been weighted based on their popularity which ensures that when using weighted logic, the more popular tracks are played more frequently.

Playlists can be used to group music for a specific type of show and is only limited by the imagination of the DJ. A single track could be added to any number of playlists and SAM VIBE now also includes Shared and Station Playlists for stations with multiple channels. You can have any number of universal playlists which will be available to all stations, Shared Playlists as well as station specific playlists, Station Playlists which would only be used by a single station.



You can see that the Shared Playlists are listed above the Station Playlists. If you already have multiple stations and you have a number of existing playlists which would now be listed as Shared Playlists, you can simply create a new Station Playlist and drag 'n drop the contents of the Shared Playlist into the new Station Playlist. Position the mouse on the Shared Playlist, click and hold the left-mouse button whilst moving the mouse to the new Station Playlist and release the mouse button. This will copy the contents of your original Shared Playlist into your new, Station Playlist.

You can see that all of the Shared Playlists but only the current station, Station Playlists are available to the Playblock Editor:

Category	Rule	Logic
Music [MUS]	No Rules	Random
Music [MUS]	Default	Random
Commercial [COM]	Default	Weighted
5-7 minutes 7-10 minutes 10-15 minutes 15-30 minutes 30-60 minutes 1 hour and longer Muzik Moris General Music Unsigned Artists Rock Top 40 Spacial My Station		

Category	Rule	Logic
Top 40	Default	Random
Top 40	Default	Random
Top 40	Default	Random
<input checked="" type="checkbox"/> Station ID [SID]	No Rules	Random

As mentioned, you can create a conventional playlist and add a single detail which would play just this playlist. You could add more than one detail to play this single playlist if you wanted, for example, to include a Station ID or a commercial as shown above.

This playblock will play 3 random tracks from a playlist containing the current Top 40 tracks and after every 3 tracks are played, a Station ID is randomly chosen and played.

The possibilities are only limited by the imagination of the broadcaster.

This has been achieved with simple playblocks, we will now be looking at enhancing this by editing and creating Separation Rules.

Separation Rules

As you can see in Annex B, SAM VIBE comes with a comprehensive selection of separation rules which enable you to start broadcasting sooner but these separation rules can be edited and you can also create new rules based on your own requirements. We would recommend creating your own separation rules and leaving the provided rules, especially the DMCA Separation rule which can be quite important and a statutory requirement if you are broadcasting within the USA.

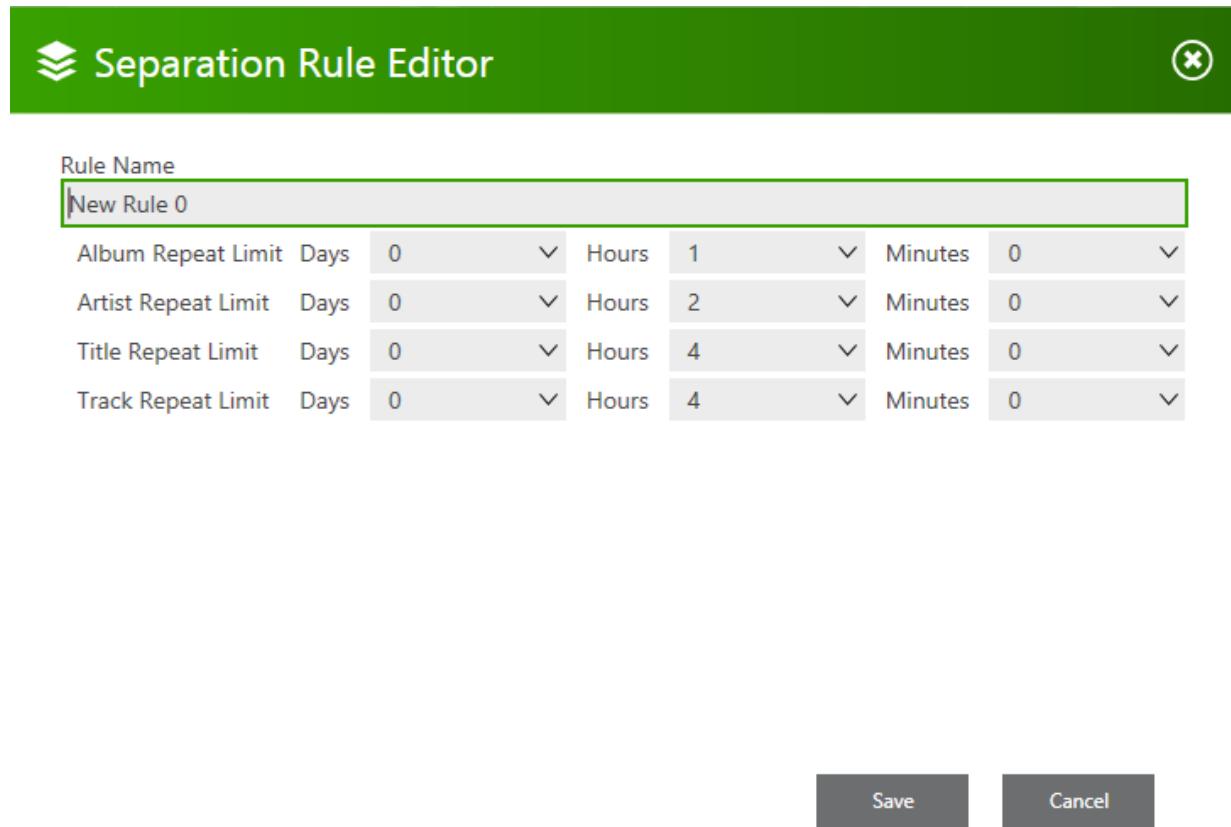
To create (or edit) a Separation Rule, simply select Separation Rules from the left hand column which then gives you the options to add a rule, edit a rule or remove a rule:



Rule Name	Album Repeat Limit	Artist Repeat Limit	Title Repeat Limit	Track Repeat Limit	
DMCA Separation	Days 0 Hours 1 Minutes 0	Days 0 Hours 0 Minutes 45	Days 0 Hours 1 Minutes 0	Days 0 Hours 1 Minutes 0	
Heavy Rotation	Days 0 Hours 1 Minutes 0				
No Rules	Days 0 Hours 0 Minutes 0				
Default	Days 0 Hours 1 Minutes 0	Days 0 Hours 0 Minutes 45	Days 0 Hours 1 Minutes 0	Days 0 Hours 1 Minutes 0	
Sweeper Separation	Days 0 Hours 0 Minutes 5	Days 0 Hours 0 Minutes 5	Days 0 Hours 0 Minutes 15	Days 0 Hours 0 Minutes 15	
Light Rotation	Days 0 Hours 12 Minutes 0				

To remove a separation rule you can either click on the X associated with each rule or you can click a rule which will highlight it in green and then click 'remove rule' from the header. Neither option will ask you to confirm you wish to delete the separation rule and once deleted, there is no 'undo', the separation rule has been permanently removed.

To create a rule, simply click 'add rule' (**Insert or Alt+Insert**) and a dialog box will appear:



Rule Name	New Rule 0		
Album Repeat Limit	Days 0	Hours 1	Minutes 0
Artist Repeat Limit	Days 0	Hours 2	Minutes 0
Title Repeat Limit	Days 0	Hours 4	Minutes 0
Track Repeat Limit	Days 0	Hours 4	Minutes 0

Save **Cancel**

You can see there are four categories available to configure and the options available for each category are Days, Hours and Minutes. Each limit can be set to any combination of Days, Hours or minutes with a maximum time limit before the album, artist, title or track is repeated of 6 days, 23 hours and 59 minutes. Creating your own separation rules is as simple as clicking on 'add rule', giving your separation rule a meaningful name and selecting the limits. We would recommend using one limiting value per category to begin with, for example:

Separation Rule Editor

Rule Name

Album Repeat Limit	Days	0	▼	Hours	1	▼	Minutes	0	▼
Artist Repeat Limit	Days	0	▼	Hours	2	▼	Minutes	0	▼
Title Repeat Limit	Days	1	▼	Hours	4	▼	Minutes	0	▼
Track Repeat Limit	Days	1	▼	Hours	4	▼	Minutes	0	▼

Save
Cancel

This separation rule could be used to play two tracks, back-to-back from the same artist if there were two playblock details playing from a single artist playlist. This separation rule would allow two tracks from the same album or artist to be played but not the same title or track which is prevented from playing by a 1 day separation limit. The playblock might look something like this:

Playblock Editor

Playblock Name

Move up
 Move down
 Add Detail
 Remove Detail

Category	Rule	Logic				
<input type="checkbox"/> Rolling Stones	▼	Back to Back Tr	▼	Weighted	▼	
<input type="checkbox"/> Rolling Stones	▼	Back to Back Tr	▼	LeastRecentlyPl	▼	
<input type="checkbox"/> B2B-SID	▼	No Rules	▼	Random	▼	
<input type="checkbox"/> Music [MUS]	▼	No Rules	▼	Random	▼	
<input type="checkbox"/> Music [MUS]	▼	Default	▼	Random	▼	

Save
Cancel

You can see that we have selected two tracks from The Rolling Stones playlist, a playlist which might contain all tracks by The Rolling Stones, using the Back to Back separation rule, the first track is weighted to play a popular track, the second track is selected on the least recently played basis to provide perhaps a lesser-known track. A second playlist which would hold all Back-to-Back Station IDs is used to play a Back-to-Back Station ID which is only played after the two tracks so requires no separation rule and is selected at random. This is followed by two random music tracks and finished with a commercial. This would give an average play time of around 17 minutes from only 6 details.

Tasks

SAM VIBE already contains 5 tasks which cannot be edited or removed, these are shown below:

	Task Description	Task Details	▼
Playblocks	Stop Station task	Stops the Station	
Separation Rules	Start Station task	Starts the Station	
Tasks	Clear Queue task	Remove all items in the Queue	
Scheduled Events	Shuffle Queue task	Randomizes order of items in Queue	
	Skip to next track task	Play next track immediately	

Default Tasks Included	Task Description
Stop Station Task	Stop SAM VIBE Broadcasting
Start Station Task	Start SAM VIBE Broadcasting
Clear Queue Task	Removes all tracks from the queue
Shuffle Queue Task	Shuffle the tracks in the queue
Skip to Next Track Task	Skip the current track and start playing the next track

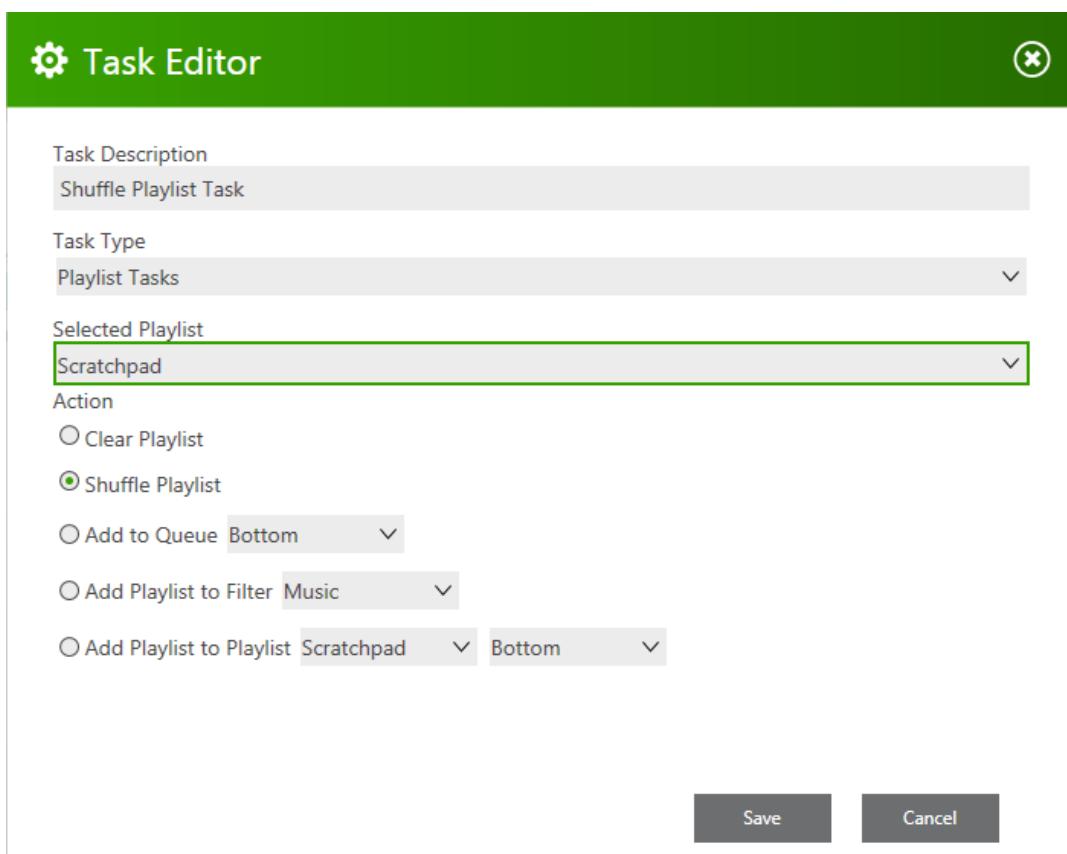
As their names suggest, these tasks can be used to carry out a variety of station tasks.

You can also create three types of tasks in SAM VIBE, a task which will switch to a specified Playblock, a task which changes the queue settings by switching on or off the loop queue and a task which can carry out an action on a Playlist.

Optional Tasks Available	Task Description
Switch to Playblock	Start playing a specified playblock
Change Queue Settings	Sets the queue looping feature on or off
Playlist Task	Carry out various operations on a Playlist

Although at first glance, this might look limited, you will soon realise that these tasks will allow you to fully automate the management of your station when combined with Scheduled Events.

The next image displays the various Playlist operations which can be carried out under a Playlist Task:



This playlist task shown above will shuffle the playlist selected from the drop-down list but as you can see, there are a number of other options with which to manipulate a playlist. A complete list of these features and their uses can be found under Annex D.

Scheduled Events

The scheduled events options allow you to schedule any of the available tasks, to execute on a specific date and time, or to repeat on a daily, weekly or monthly basis. Use Scheduled Events to fully automate your station.

An example would be to start your station at 6am every day and then set another scheduled event to stop it at 10pm. Then you can have additional scheduled events to start the first playblock and additional scheduled events which could switch out the playblocks every hour to create several shows or themes during the day.

The Scheduled Event Editor is simple to use. Enter a meaningful name, select the starting date and time. Select the repeat options, the end options and finally select the task. Click save and you have your scheduled event.

Following on with our back-to-back track, we have now decided that this will be a double-shot Tuesday which will start on the 4th of December 2012, will run every Tuesday from 10am and will repeat until further notice. To facilitate this, we gave the scheduled event the meaningful name of 'Start Double Shot Tuesday', we set the start date to the 4th December 2012 and the start time to 10am. We set the repeat to Weekly and selected never ends. We want to ensure this task starts without any problems so we schedule a number of tasks in the same Scheduled Event, as you see in the image below, we have a Start Station task, just in case for whatever reason, the station is not running. Then we switch the Queue Loop Off to prevent the queue being repeated and we also run the Clear Queue task. Finally we schedule the 'Start Back to Back Playblock' task.

We should remember that although we have scheduled this to start at a specific time on a specific date, we currently have no way of stopping this so our Double Shot Tuesday will become Double Shot Wednesday, Thursday and so on until we either manually manage the station or we schedule a second event to change the situation which we could easily accomplish by either starting a new playblock or using the Stop Station Task.

The screenshot shows the 'Scheduled Event Editor' window. On the left, under 'Scheduled Event Description', it says 'Start Double Shot Tuesday'. Below that, 'Date' is set to '06/08/2013' and 'Time' is '06 : 00'. The 'Repeats' dropdown is set to 'Weekly'. Under 'Starts on', it shows '06/08/2013'. Under 'Ends', the 'Never' radio button is selected. Summary: 'Weekly on Tuesday'. On the right, under 'Tasks', there is a list of tasks with checkboxes:

Task	Description	Status
Task	Start Station task	<input checked="" type="checkbox"/>
Task	Switch Queue Loop Off	<input checked="" type="checkbox"/>
Task	Clear Queue task	<input checked="" type="checkbox"/>
Task	Start Back to Back Playblock	<input checked="" type="checkbox"/>

At the bottom right are 'Save' and 'Cancel' buttons.

The complete list of scheduled events available but you can add as many scheduled tasks to start different playblocks as you require:

- Start Station task**
- Stop Station task
- Clear Queue task
- Skip to next track task
- Shuffle Queue task
- Shuffle Playlist Task
- Switch Queue Loop Off
- Start Back to Back Playblock

Common Scheduled Events Mistake

One common mistake a lot of people make when starting out with the SAM VIBE scheduler is to try and do too much with too little. Take this Scheduled Event for example:

The screenshot shows the 'Scheduled Event Editor' interface. On the left, the 'Scheduled Event Description' section is titled 'Daily Schedule - Monday'. It includes fields for 'Date' (12/08/2013), 'Time' (06:00), 'Repeats' (Weekly), 'Starts on' (12/08/2013), and 'Ends' (On 12/08/2013). A summary states 'Weekly on Monday, until 12/08/2013'. On the right, the 'Tasks' section lists the following sequence of tasks:

Task	Description	Remove Task
Task	Start Station task	X
Task	Clear Queue task	X
Task	Start Rock Playblock	X
Task	Start Top 40 Playblock	X
Task	Start Back to Back Playblock	X
Task	Clear Queue task	X
Task	Stop Station task	X

At the bottom right are 'Save' and 'Cancel' buttons.

A lot of broadcasters configure complicated Scheduled Events like this one which appears to be a programming schedule for a Monday which is repeated weekly and starts at 6am however, what this will do is all of these tasks in quick succession so all the broadcaster sees is the station starting and stopping.

The reason is there is no demarcation between the tasks so SAM VIBE runs through them in rapid succession. If you want to schedule multiple Playblocks for a single broadcasting schedule you should create a Scheduled Event for each Playblock but we recommend starting the Scheduled Event with a Clear Queue Task as the queue will always play before any Playblock so it is good practice to clear the queue when switching to a Playblock.

Conclusion

SAM VIBE has some outstanding scheduling functionality which, when combined with features like Playlists and Playblocks can provide unsurpassed station automation which is completely configurable. The features are easy to implement but we recommend you spend some time planning your broadcast and then using these features to produce the desired results.

Annex A – Playblock Categories

The complete list of Playblock Categories available by default and a brief explanation:

Media Type Category	Description
Scratchpad	Any track in the Scratchpad (Playlist Tab)
All Media	Any track in the library (Library Tab)
Music [MUS]	Any track classified as Music
Sound Effect [SFX]	Any track classified as a Sound Effect
Jingle [JIN]	Any track classified as a Jingle
Promo [PRO]	Any track classified as a Promo
Station ID [SID]	Any track classified as a Station ID
News [NWS]	Any track classified as a News item
Commercial [COM]	Any track classified as a Commercial
Interview [INT]	Any track classified as an Interview

Track Upload Category	Description
1 day	Any tracks uploaded in the last 24 hours
7 days	Any tracks uploaded in the last 7 days (includes the previous category)
30 days	Any tracks uploaded in the last 90 days (includes all previous categories)
90 days	Any tracks uploaded in the last 30 days (includes all previous categories)
180 days	Any tracks uploaded in the last 180 days (includes all previous categories)

Track Duration Category	Description
15 seconds or less	Any track 15 seconds or less in duration
15-30 seconds	Any tracks between 15 and 30 seconds in duration
30-60 seconds	Any tracks between 30 and 60 seconds in duration
1-2 minutes	Any tracks between 1 and 2 minutes in duration
2-3 minutes	Any tracks between 2 and 3 minutes in duration
3-4 minutes	Any tracks between 3 and 4 minutes in duration
4-5 minutes	Any tracks between 4 and 5 minutes in duration
5-7 minutes	Any tracks between 5 and 7 minutes in duration
7-10 minutes	Any tracks between 7 and 10 minutes in duration
10-15 minutes	Any tracks between 10 and 15 minutes in duration
15-30 minutes	Any tracks between 15 and 30 minutes in duration
30-60 minutes	Any tracks between 30 and 60 minutes in duration
1 hour and longer	Any tracks longer than 1 hour in duration

Playlist Category	Description
Example Playlist	Tracks will be taken from the example Playlist (other playlists will also appear as an option when they are created)

Annex B – Separation Rules

The complete list of Separation Rules available by default and a brief explanation:

Separation Rule	Description				
	Repeat Limits	Album	Artist	Title	Track
No Rules	None	None	None	None	None
Default	1 Hour	45 Minutes	1 Hour	1 Hour	1 Hour
Sweeper Separation	5 Minutes	5 Minutes	15 Minutes	15 Minutes	
DMCA Separation	1 Hour	45 Minutes	1 Hour	1 Hour	
Heavy Rotation	1 Hour	1 Hour	1 Hour	1 Hour	
Medium Rotation	1 Hour	2 Hours	4 Hours	4 Hours	
Light Rotation	12 Hours	12 Hours	12 Hours	12 Hours	
Rare Rotation	12 Hours	12 Hours	1 Day	4 Days	

With No Rules selected, there would be no limit on when a further track from a previously played album, artist, identically named song or a previously played track could be repeated.

With Rare Rotation selected, there would be at least a 12 hour gap before a track from a previously played album or artist would be played, there would be 1 day before a track with the same title would be played and there would be 4 days before the track was repeated.

Annex C – Logic Types

The complete list of Logic types available by default and a brief explanation:

Logic Type	Description
Random	Tracks are selected at random
Weighted	Tracks are selected based on their track weight balance. See below*
Least Recently Played	Tracks are selected based on their status as the least recently played track

*You can set the priority of tracks in the Media Info Editor. If you use Weighted logic in your playblock then tracks will play relative to their priority. A track with a priority of 80 would be played 4 times more than a track with a priority of 20.

This track has a priority of 60 which would mean it would be played 6 times more than a track with a priority of only 10.

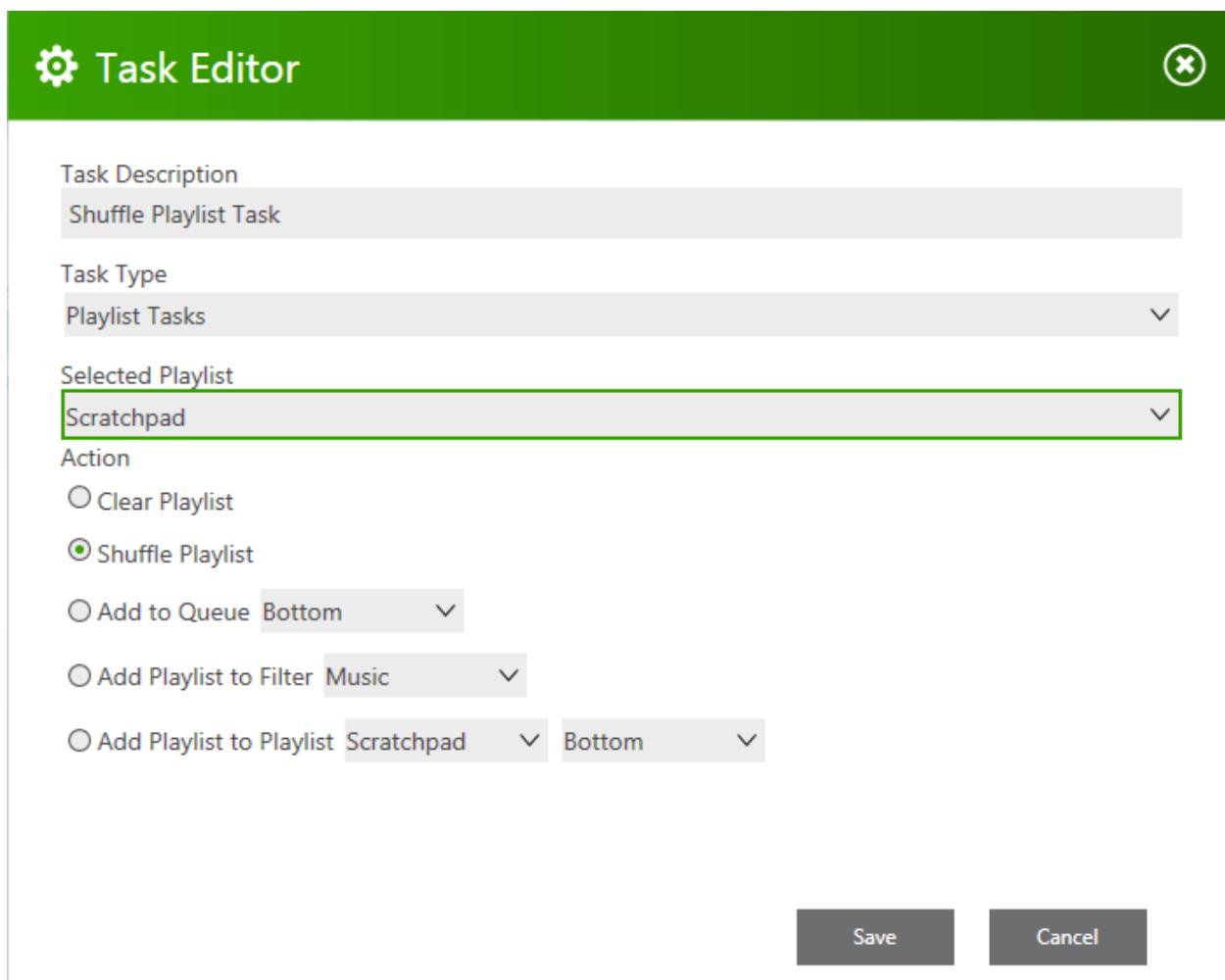
The screenshot shows the 'Media Info' editor interface. On the left, a sidebar lists 'SELECTED TRACKS' with one item: 'Rolling Stones - Wild Horses'. The main area is divided into sections: 'BASIC INFO', 'EXTENDED INFO', 'COMMENTS', and 'LYRICS'. Under 'BASIC INFO', the track details are as follows:

Title	Wild Horses	Track#	10	Year	1974
Artist	Rolling Stones	BPM	0	Duration	5:30.1
Album	Unplugged (bootleg)	Media Type	Music		
Composer		Priority	<input type="range" value="60"/>		
Website					
Buy Link					
Genres	Classic Rock	Edit			
Moods		Edit			

At the bottom, there are buttons for 'Previous Track', 'Next Track', 'Save', and 'Cancel'.

Annex D – Playlist Tasks

A guide to the features contained within the Playlist Task:



Clear Playlist

Removes all tracks from within the selected playlist

Shuffle Playlist

Shuffles all tracks from within the selected playlist.

Add to Queue

Adds the playlist to either the top or the bottom of the queue as selected from the drop-down list.

Add Playlist to Filter

This sets the media type for the tracks within the selected playlist to the media type selected from the drop-down list. This is an excellent way to set the media type en-masse for tracks in your library.

Add Playlist to Playlist

The first selected playlist is added to the second selected playlist at either the top or bottom of the second playlist. You can also add a playlist to itself to duplicate the whole playlist.

Annex E – Keyboard Shortcuts

A quick-reference guide to the keyboard shortcuts for manipulating the playlists, playblocks, separation rules and playblock details:

Managing Playlist Nodes

Description	Command
Create new Playlist	Insert or Alt+Insert
Remove	Del
Rename	F2

Managing Playblocks

Description	Command
Create New Playblock	Insert or Alt+Insert
Remove Playblock	Del
Edit Playblock	Alt+Enter

Manage Separation Rules

Description	Command
Create Rule	Insert or Alt+Insert
Remove Rule	Del
Edit Rule	Alt+Enter

Playblocks Detail Edit Window

Description	Command
Add row	Insert or Alt+Insert
Remove row	Del
Move row up	Alt+[
Move row down	Alt+]

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