

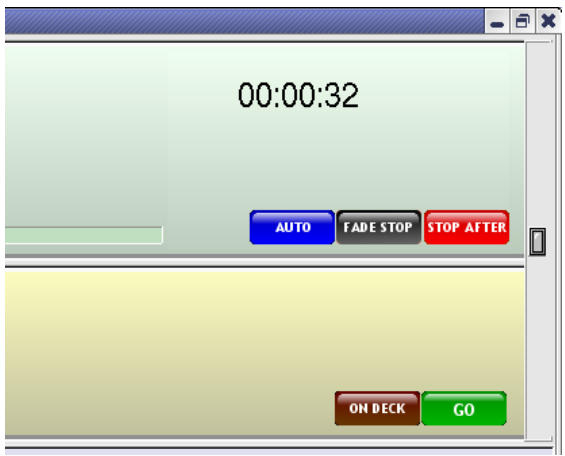
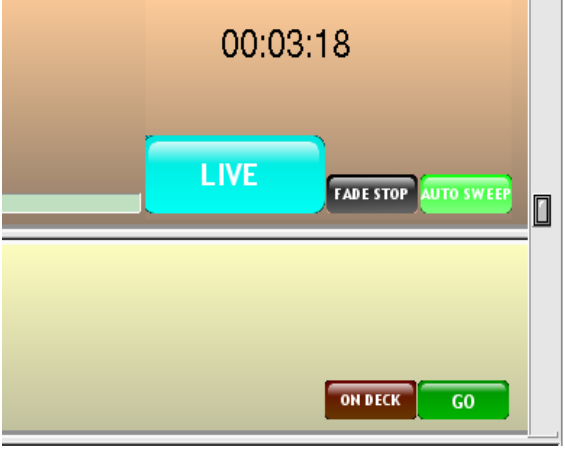
Live Operation

This section discusses the use of Skylla for live, attended operation as opposed to automated or unattended operation. There are three primary ways that a live operator can use Skylla.

- Standard Live
- Cart Decks
- Buttons

Standard Live

Standard Live operation is operation from the main Skylla screen. Events are played from the log.

<p>The system is in automation mode when the AUTO button is visible.</p>	
<p>To go into live mode click the AUTO/LIVE toggle button. Notice that the AUTO/LIVE button toggles to "LIVE" and the screen background changes color. This color change is optional and can be disabled.</p>	

The far left green button shows that the system is now in Auto Sweep mode. The system will play one event after another in sequence until it is told to stop. However, automation actions such as hard and soft updates, joins, and satellite switches will be skipped.



Click the AUTO SWEEP button and it changes to yellow STOP BREAK. In Stop Break mode, the system will play all the items in a music or spot set and then stop.



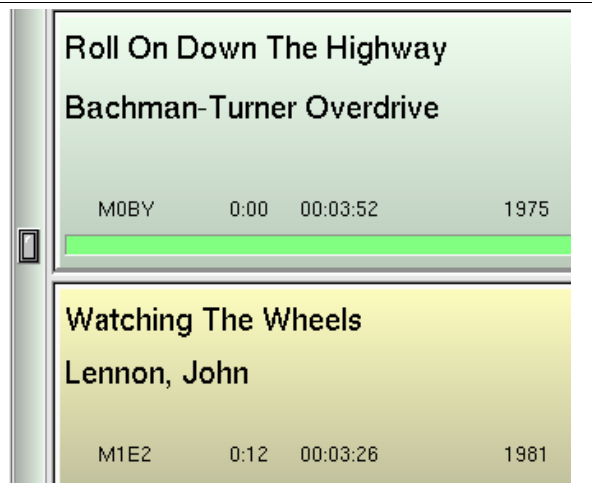
Click the STOP BREAK button and it changes to red STOP AFTER. Now Skylla will stop after every event.



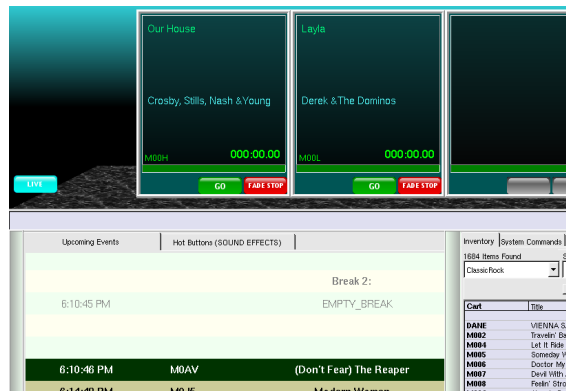
Cart Decks

Sometimes a live operator may need more flexibility than playing from the log. In this case the cart decks may be used. There are up to four cart decks available—depending on the number of audio cards in the system.

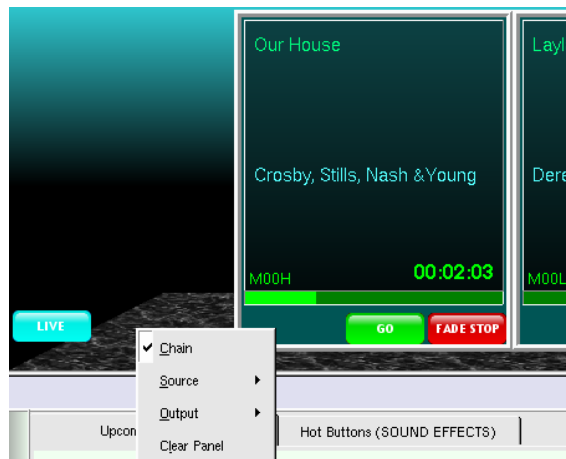
To open the cart decks click on the panel to the left of the current playing cuts.



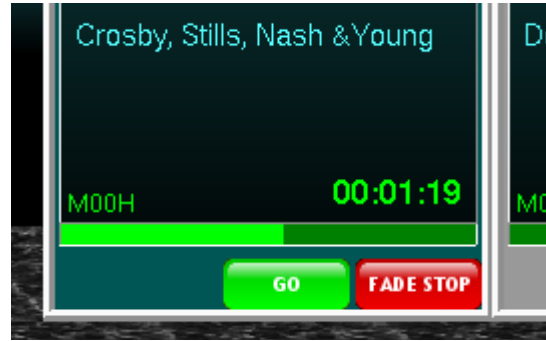
Populate the carts by dragging cuts from the inventory or from the log. Click the Live/Auto button in the cart screen to put it in Stop After mode. Once the currently-playing item stops, you are ready to play.



Carts can be either “chained” or “unchained.” Carts that are chained together will play in sequence—one after the other. Unchained carts will play one at a time. Chain or unchain a cart, by right clicking on the bottom panel and checking or unchecking “chain”. Carts that are chained have a turquoise background, while unchained ones are gray.



Play a cart or a chain of carts by clicking on the green GO button. FADE STOP will fade the cart and stop it. If you click GO on another cart, while the first one is playing, the carts will overlap.



To transition back to automation, wait until the item playing in the cart gets to the EOM point, then click the LIVE/AUTO button. Close the cart decks by clicking on the panel to the right of the cart decks.



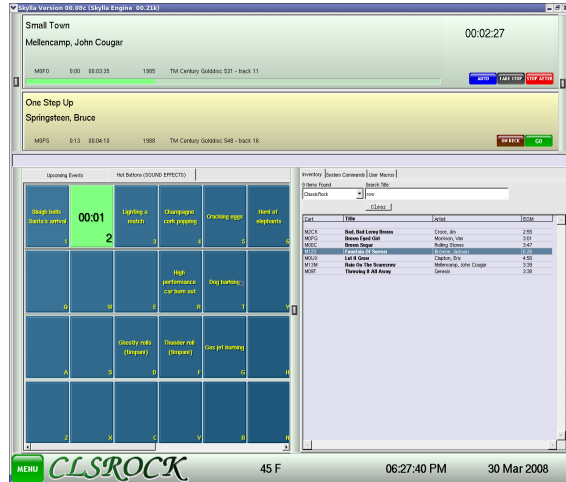
Buttons

A third method of live operation is the button screen. There are 40 buttons available per page, and you can configure as many pages of buttons as you wish.

Open the button screen by clicking the Hot Buttons tab.

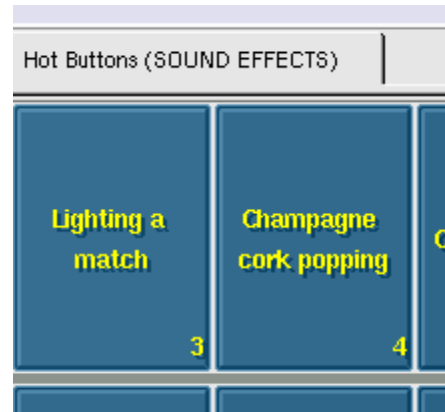
Upcoming Events		Hot Buttons (JOHNNY)	
4:12:51 PM	M0CD		
4:18:07 PM	M0DM		
4:21:48 PM	M0CU		F
4:25:24 PM	M1EX		

Program buttons by dragging items from the inventory. Notice that there is a scroll bar at the bottom of the screen so that you can program the buttons on the right hand side of the page.



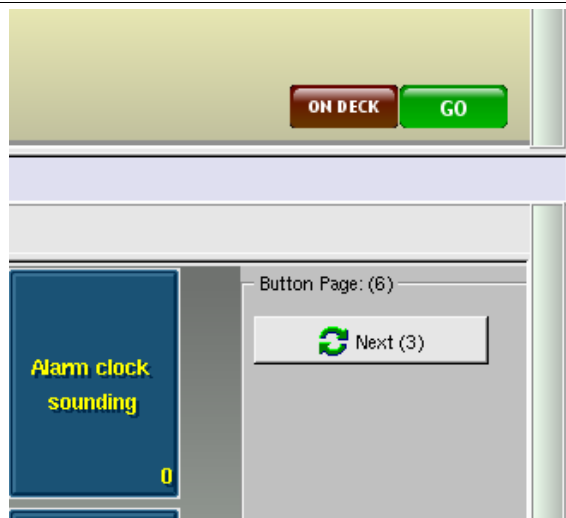
There are three ways to play a button.

- ◆ First, you can play it by clicking on it.
- ◆ Second, notice that below the text on each button there is a number or a letter. Press that number or letter on the keyboard to play that button.



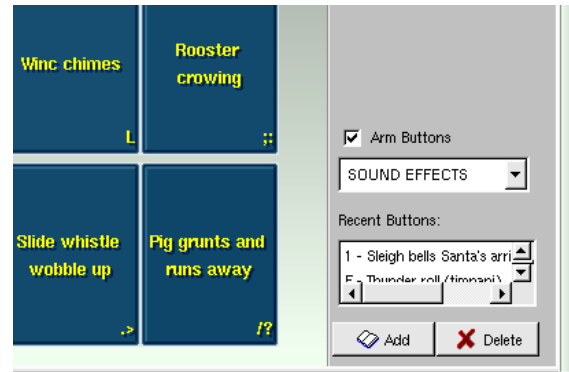
- ◆ Finally, you can play a button by using the "NEXT" button. This will play the next armed button.

This last method is useful if you have a series of buttons to play—such as a newscast with individual stories. The NEXT button is located to the right of the button page. You can see which button is next to play. (In this picture button #3 is next.)



Normally, buttons are active only while the button tab is showing. However, you can “arm” buttons to play even when you are in the upcoming events screen. Do this by checking the “Arm Buttons” toggle box which is located to the right of the button page. Now if you press a key the button will play overlapping whatever else is on the air.

Note that the + key (on the numeric keyboard) is tied to the NEXT button. If buttons are armed, the + key will fire the next event.



06:34:44 PM

30 Mar 2008