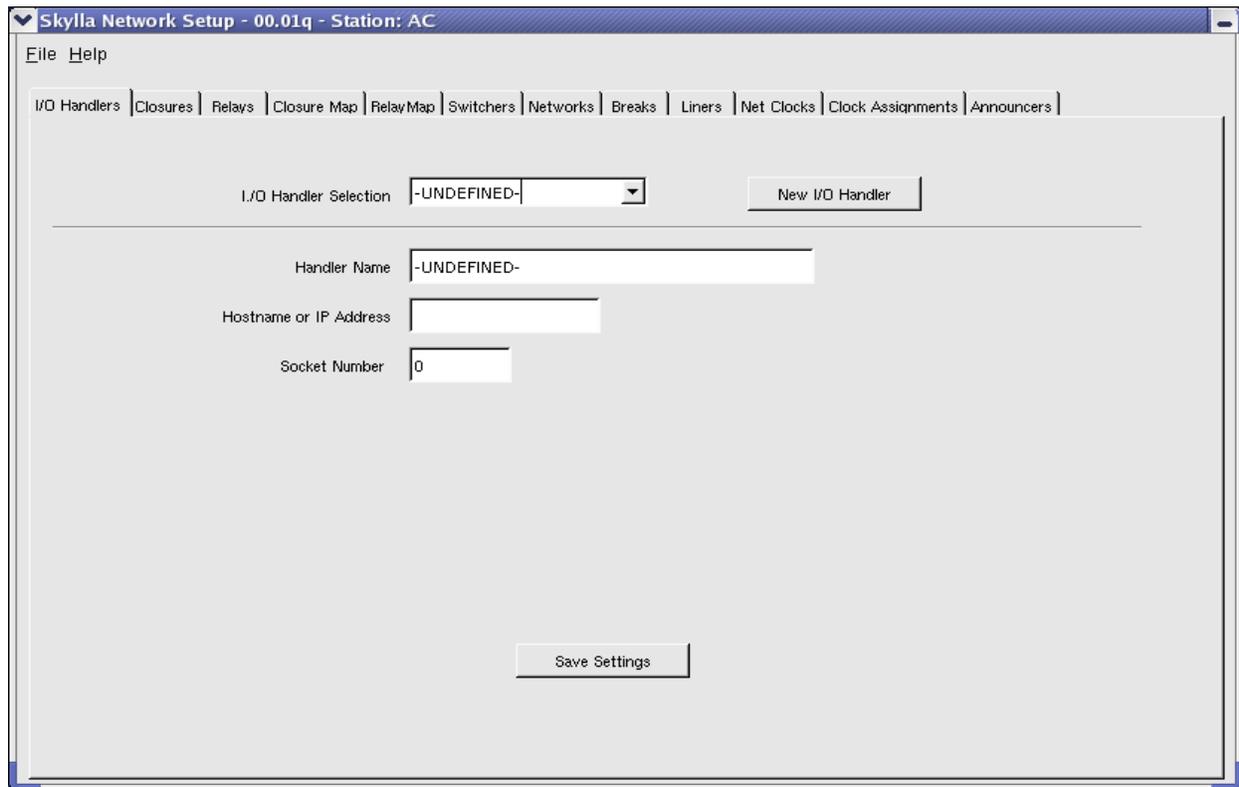# Skylla Network Setup

This section is intended to go through the basic steps in Skylla Network Setup. This section will cover:

- I/O Handlers
- Closures
- Relays
- Closure Map
- Relay Map
- Switchers (RIDZ or Broadcast Tools)
- Networks
- Breaks
- Liners
- Net Clocks
- Clock Assignments
- Announcers

These sections correspond to the tabs in Skylla_Network_Setup.

I/O Handlers

![Skylla Network Setup screenshot]

Skylla Network Setup - 00.01q - Station: AC

File   Help

I/O Handlers | Closures | Relays | Closure Map | Relay Map | Switchers | Networks | Breaks | Liners | Net Clocks | Clock Assignments | Announcers

I/O Handler Selection   -UNDEFINED-   ▼   New I/O Handler

Handler Name   -UNDEFINED-

Hostname or IP Address

Socket Number   0

Save Settings

Steps for setting up I/O Handling:

1. Click on "New I/O Handler"
2. Click in the whitespace of "Handler Name" and type in a meaningful name as it will be used throughout the whole section like for an example KEMB-FM.
3. Where it states "Hostname or IP Address, please type in the name or the IP Address of the machine that will be hosting the Handler. Here's a couple of examples. kemb-fm-skylla or 192.168.1.201
4. Click in the whitespace of "Socket Number" and put in 8700.
5. When finished, click "Save Settings"

Closures
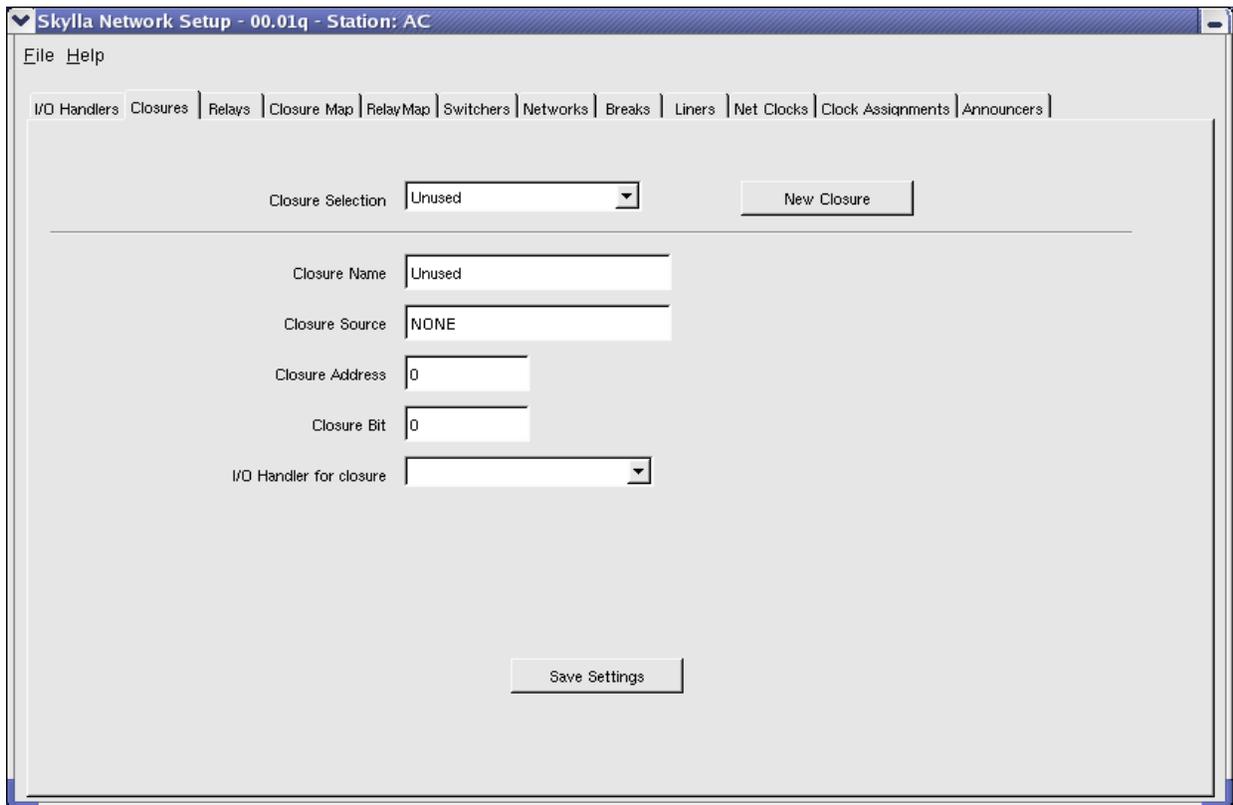
If you use any type of contact closures—for satellite breaks, ballgames or unattended records, you configure them in this section. Each station must be set up individually.
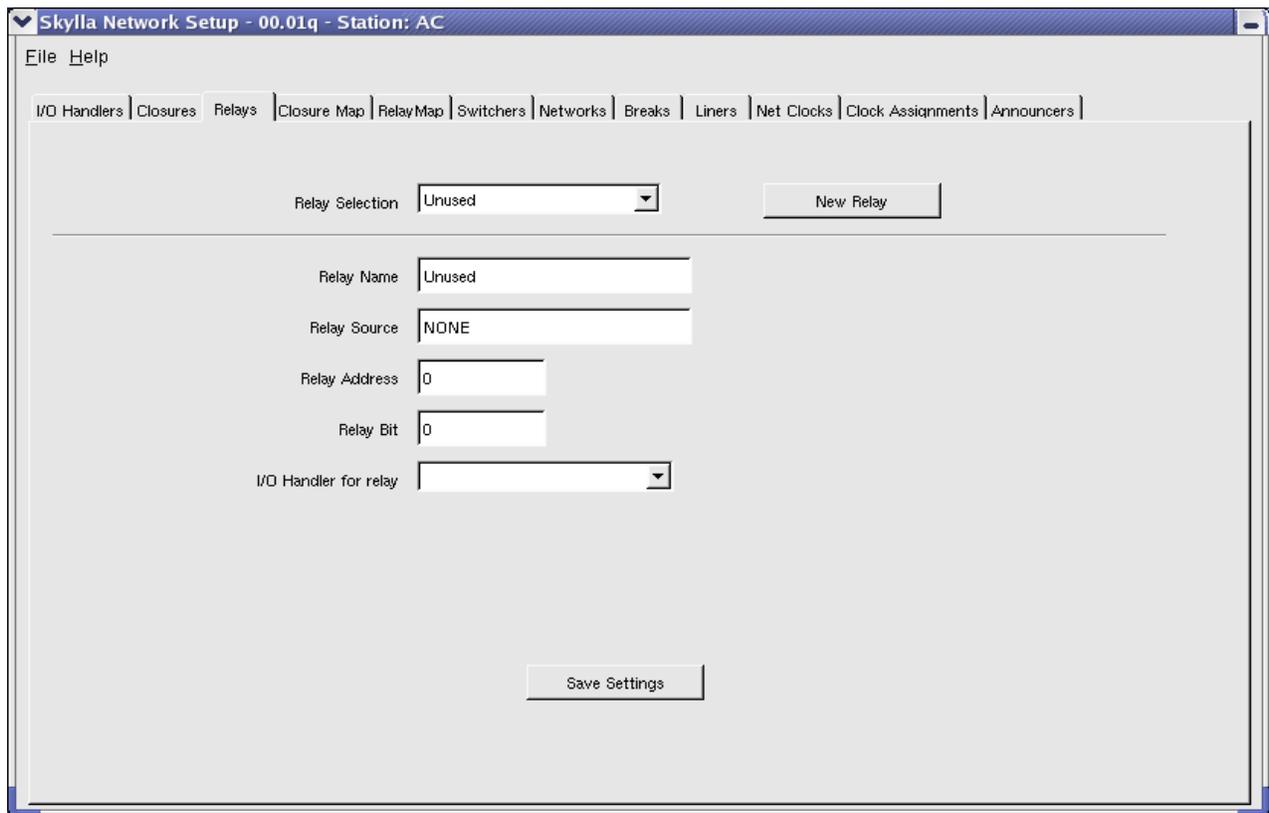
Steps to setting up Closures:

1. Click on "New Closure"
2. Click in the whitespace next to "Closure Name" and give this contact closure a name that we can recognize later. Example: kemb-input-1
3. Leave "Closure Source" set to "NONE"
4. Assuming that this is the first closure, we will leave the closure address set to "0".
5. The closure bit for the first closure should be "0"
6. The I/0 Handler for this closure will be the same I/O Handler name that was used in the I/O Handler section. Click on the drop-arrow on the right hand side of I/O Handler and you should see the name appear. Click on the name and you will then see it appear in the whitespace.
7. Each fanout card has 16 possible inputs, repeat the steps from 1 to 6 for the rest of the inputs.

This is a reference chart for setting up new closures:

Fan-Out Card Input	Closure Address	Closure Bit
1	0	0
2	0	1
3	0	2
4	0	3
5	0	4
6	0	5
7	0	6
8	0	7
9	1	0
10	1	1
11	1	2
12	1	3
13	1	4
14	1	5
15	1	6
16	1	7

Relays

Relays are distinguished from contact closures in that they are used to trigger an external device. (Relays go out, closures come in). You might need to send a relay to trigger a satellite receiver to switch channels for example.
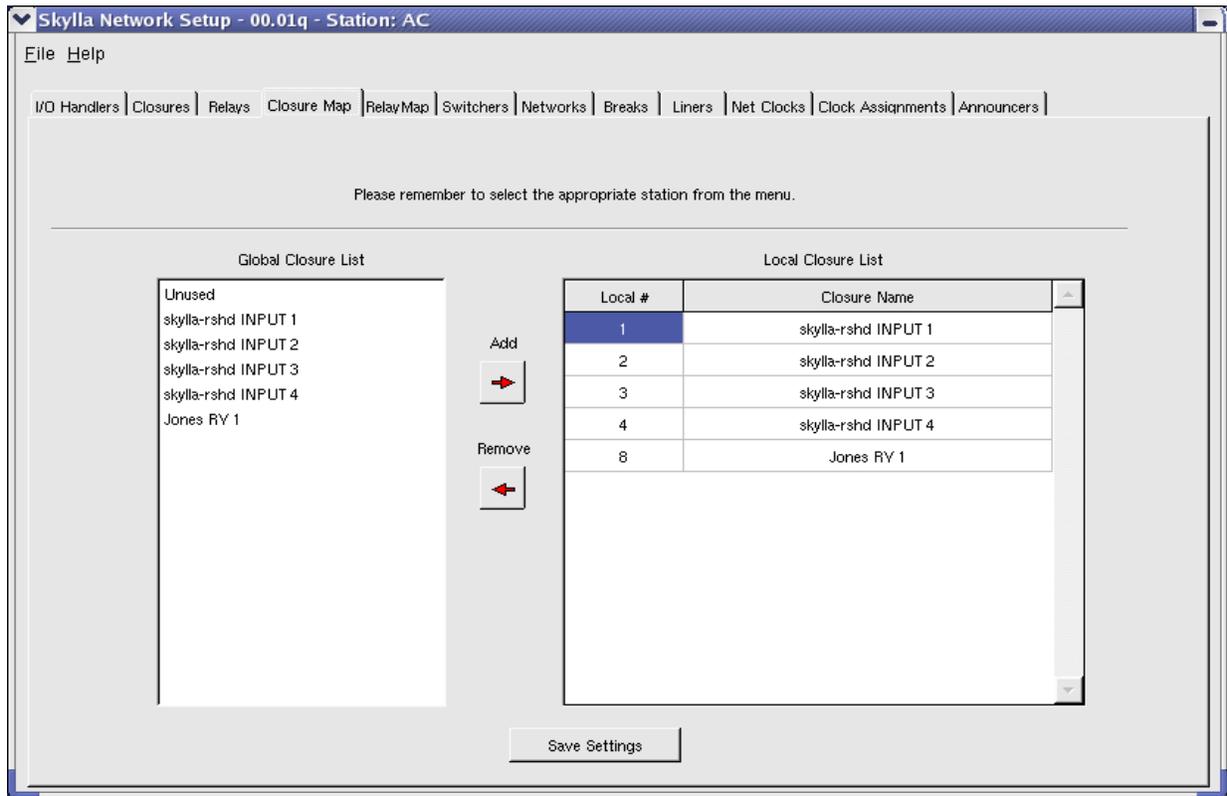
To configure a relay:

1. Click on "New Relay"
2. Click in the whitespace next to "Relay Name" and give this Relay a name that we can recognize later. Example: kemb-output-1
3. Leave "Relay Source" set to "NONE"
4. Assuming that this is the first relay, leave the relay address set to "0".
5. The relay bit for the first relay should be "0"
6. The I/0 Handler for this relay will be the same I/O Handler name that was used in the I/O Handler section. Click on the drop-arrow on the right hand side of I/O Handler and you should see the name appear. Click on the name and you will then see it appear in the whitespace.

Here is a reference table for creating relays. Notice that the bits are different than the closure table.

| Fan-Out Card Input	Closure Address	Closure Bit
1	2	0
2	2	1
3	2	2
4	2	3
5	2	4
6	2	5
7	2	6
8	2	7
9	3	0
10	3	1
11	3	2
12	3	3
13	3	4
14	3	5
15	3	6
16	3	7

Relay And Closure Map

The Closure Map section tells the Skylla which closures to pay attention to and what each closure will do. To set up closure mapping:

1. In the left-hand column, click on the very first input name that you find. More than likely it should be the first one in sequence.
2. Click on the arrow that is pointing to the right. This will add the closure to the "Local Closure List"
3. Repeat steps 1 and 2 until all your closures have been added.
4. When step 3 is complete, you will have to work in the Local Closure List on the right-hand side and in the field that states "Local #", place the corresponding number in each field going down the list for every closure added.
5. Once complete, click on "Save Settings"

To map relays, you will be repeating these same steps as you have here in "Closure Map" to map your relays.

Switchers

This section will discus setting up audio switchers. Skylla works with the RIDZ and Broadcast Tools switchers. Here's a snapshot of the Switchers tab in Skylla Network Setup.
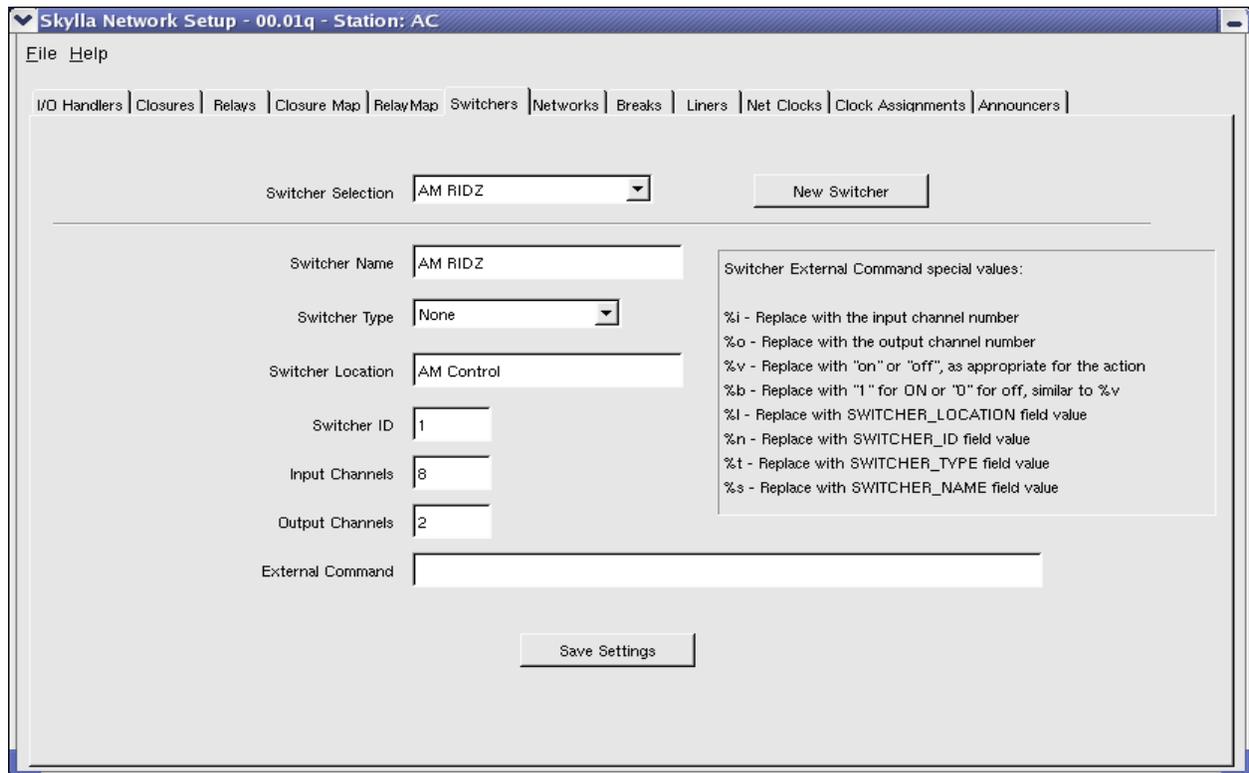
If you are doing any kind of satellite switching, you must configure at least one switcher. To set up a new switcher:

1. Click on "New Switcher"
2. In the whitespace of "Switcher Name" click and type in a meaningful name. A good example would be kemb-ridz.
3. On the right hand side of "Switcher Type" there is a down arrow. Click on the arrow and choose RIDZ.
4. Click in the whitespace of "Switcher Location" and give it a meaningful name. A good example would be KEMB-Control.
5. If this is the first RIDZ Switcher or if this is the ONLY switcher, please place a "1" in the whitespace of "Switcher ID". If this is a second RIDZ, please place a "2" in the whitespace of "Switcher ID".
6. In the whitespace allowed for "Input Channels" type "8" if this is a RIDZ. If this is a modified switcher, please put in the number of input channels for it.

7. In the whitespace of "Output Channels" type "2" if this is a RIDZ. If this is a modified switcher, please put in the number of output channels for it.
8. Click on "Save Settings". If you have another RIDZ or switcher to add, please follow steps 1-8 until you have configured all the switchers. Skylla works with up to 3 RIDZ switchers and 2 Fan-Out cards. The default configuration is 1 RIDZ, 1 Fan-Out card, and 1 Smart Touch.

Networks

The Networks tab is used to assign audio networks and channels.

1. Click on "New Network"
2. In the whitespace next to "Network Name",type in a meaningful name for the network. An example is "ABC News"
3. In the whitespace next to "Network Label", please give an abbreviated name. An example is "ABCN". The reason why we are putting in a "Network Label" is so that when you are building "Grids", you'll have a way of referencing this feed when you need to have it placed on the schedule.
4. On the right of "Switcher Device", you will see a drop-down arrow. Click on the drop-down arrow and select which switcher this network is being added to.

5. In the whitespace next to "Switcher Input", please type the number of the input that the network is connected to on the switcher.
6. If there is an EOM closure specified for this audio source, please use the drop-down arrow on the far right of "Default EOM Closure" and select which input it is connected to. If there is no EOM closure needed or not connected for this audio source, then leave it set to "Not Used".
7. For "Satellite Identifier" and "Satellite Channel", leave these at "-1".
8. For "Channel Command", please leave it blank
9. When done with this entry, click "Save Settings".
10. Repeat steps 1 through 9 until you have configured all of the networks.

Breaks

The Breaks screen is used to configure satellite breaks. You will need your network clocks. To set up breaks:

1. Click on "New Break"
2. In the whitespace next to "Break Name", please type in a meaningful name for this break. An example of a Break Name is "ABC Oldies :20".
3. On the right of "Break Type", click on the drop-down arrow and select "Spots". You will see that "Spots" is now entered in the "Break Type".

If there is an input that starts the break, you can assign it in "Start Closure". You will have to click on the drop-down arrow to select which input starts the break. If there is an end closure that signals end-of-break, you may assign that input to "End Closure". Again, you will have to click on the drop-down arrow to select which input that stops the break and signals "back to satellite". If your clock diagram or schedule states nothing about ending the break, you may also skip this step and leave it blank.

4. In "Window Start", Skylla is looking for the time of when to start looking for the contact closure. In Skylla, this is completely variable. If your break starts at :20 past the hour and drifts +/- 5 minutes, you will want to set the time to 15:00.00 – Where 15 represents the number of minutes during the hour and the :00 represents the seconds and the .00 represents the milliseconds.

5. Set "Window Length" which is the duration of the break window. So, with our example in step 6, set the window length to 10:00.00. If the window drifts more than +/- 5 minutes, make adjustments accordingly.

6. When setting "Break Length", we need to tell Skylla how long the break is. Again, working from our example in step 6, let's say that the break is 4 minutes in length. To input this in the "Break Length" entry type the following... 04:00.00 – Where 04 represents the number of whole minutes, :00 represents the number of seconds and .00 represents the number of milliseconds.

7. If the break is mandatory, toggle the "Mandatory" check box.

8. Choose "pulse" or "latch" for the type of relay.

9. In the "Length" field, please indicate how long should the input be latched (if indicated from the "Relay Latch" field).

10. If there is a "Return Relay", please indicate which relay by clicking on the drop-down arrow. If there is no return relay needed or required, you may skip this step.

11. If there is a duration if indicated a Return Relay, please enter the duration in the "Return Relay Length" field.

12. If there is a mute delay needed, please enter in the time in the "Mute Delay" field.

13. If you wish to make smooth transitions from your local break back to the satellite, you will want to make certain that the "UNMUTE Net at last items EOM" is checked. What this does is at the last item in your break, at the EOM time of the cut that is currently airing, Skylla will then unmute the satellite audio. If you experience problems in transitions, you might want to uncheck this.

14. If you wish to override the break with a CART, you may do so. Please click "Select" next to "Break Override Cart ID" and select the cart that you wish to override the break with. If you do not wish to do this, please leave the field blank.

15. When done, click "Save Settings."

16. Repeat steps 1-17 for each additional break.

Liners
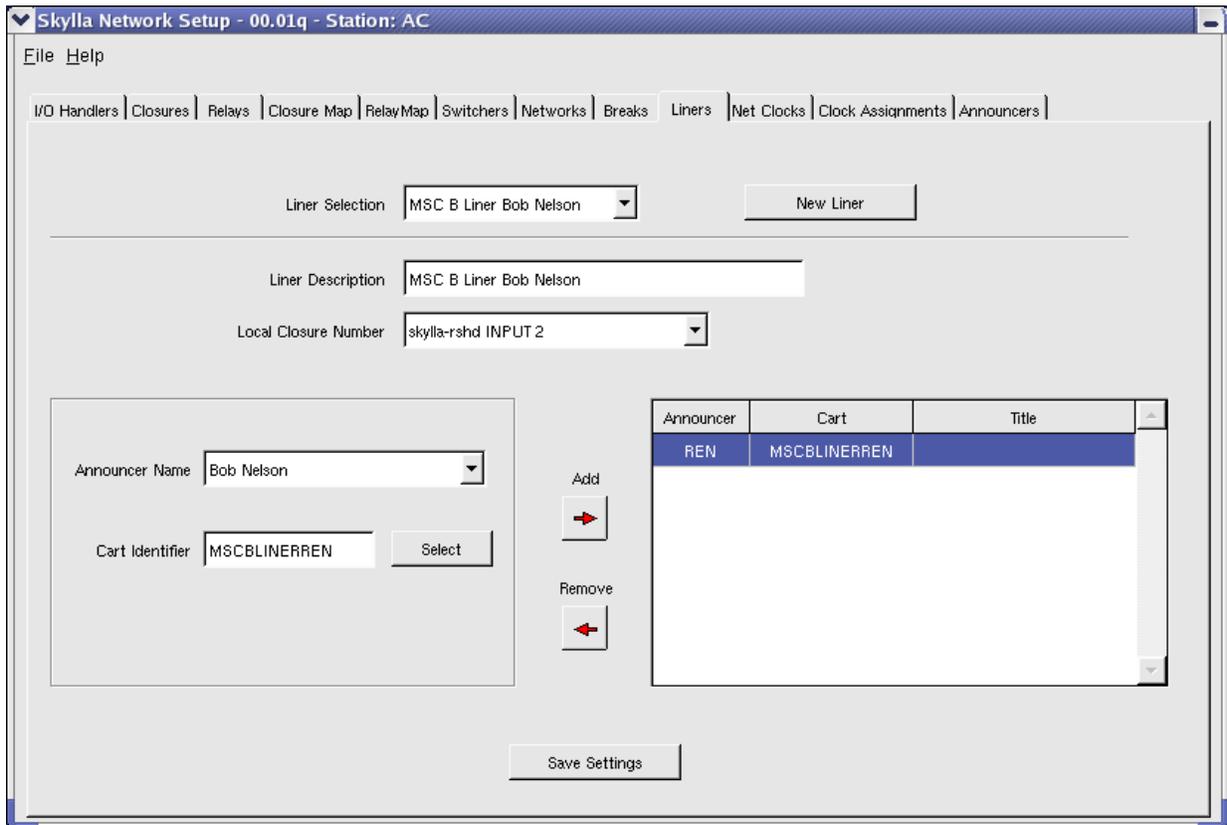
Here in the "Liners" screen, we have to assign liners to each announcer or for each announcer. To assign a liner to announcer, we'll need to do the following...

1. Click on "New Liner"
2. In the whitespace of "Liner Description", please give the liner a meaningful name.
3. Where it states "Announcer Name" select which announcer is assigned by clicking on the drop-down arrow.
4. Next to "Local Closure Number", click on the drop-down arrow to select which input is going to handle firing "liners" for the announcer.
5. Click "Select" on the right of "Cart Identifier" to select which cart Identifier is to be used for this announcer.
6. Click on the red arrow that is pointing to the right to add. If you wish to subtract an entry, please highlight the entry and click the red left arrow.
7. When done adding all the carts to the announcer, click "Save Settings."
8. If you have more than one announcer, repeat steps 1-6.

Net Clocks
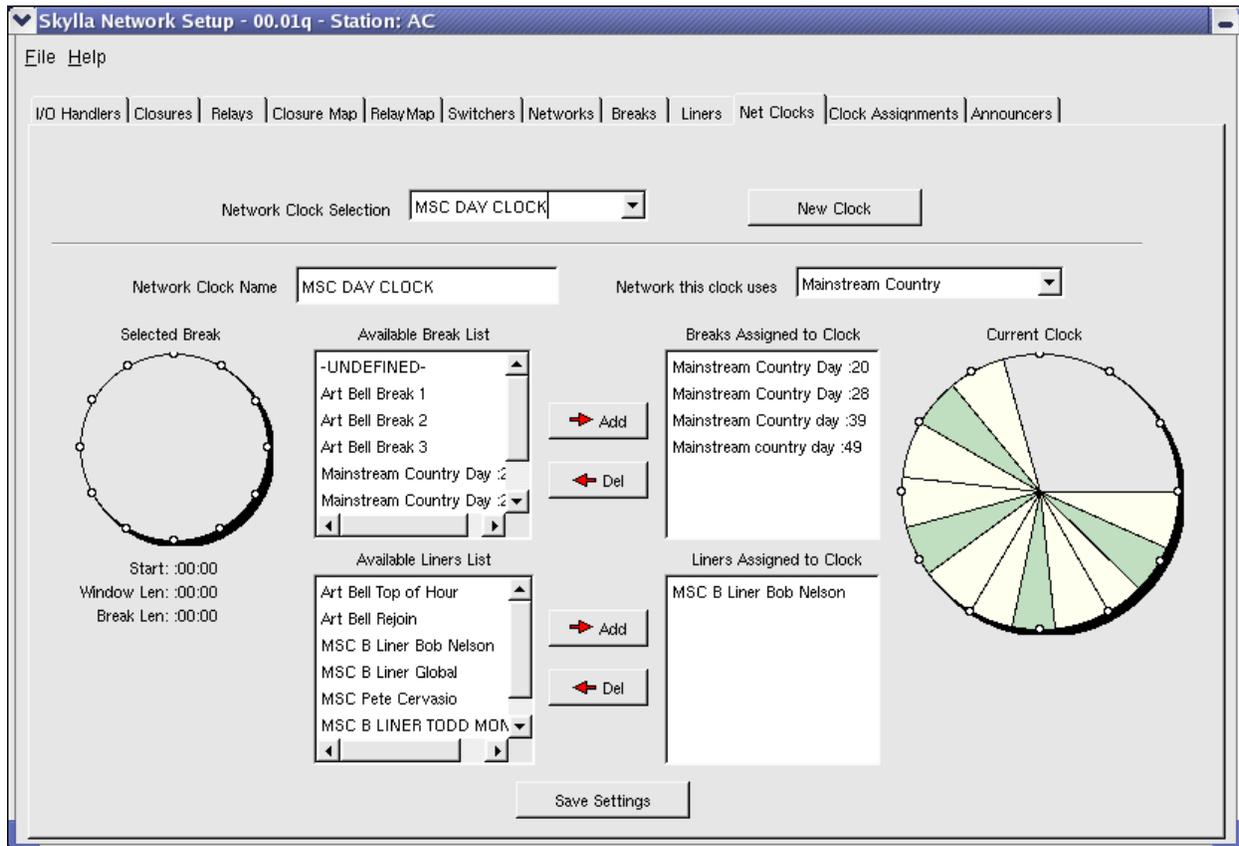
Build satellite clocks in the "Net Clocks" screen, is where all the satellite clock building takes place.

1. Click on "New Clock."
2. In the whitespace next to "Network Clock Name" please type in a meaningful name. An example of a "Network Clock Name" is Jones Classic Hits.
3. Scroll through the "Available Breaks" and highlight one break that you would like to add to the clock. Once highlighted, click "Add". Repeat this process as many times as you need to.
4. If you would like to add any liners to be used with this clock, you may select them one at a time using the "Available Liners List" and then by clicking on "Add". Again, please repeat this process as many times as you need.
5. If you have made a mistake and wish to remove any entries for either the breaks or liners, click on the item to highlight it and then click "Del."
6. Please select which network that is going to be used or referenced with this clock. You may do this in the upper right-hand corner right next to "Network This Clock Uses."

7. When done, click "Save Settings" at the bottom.
8. Repeat steps 1-7 for each satellite clock.

Clock Assignments
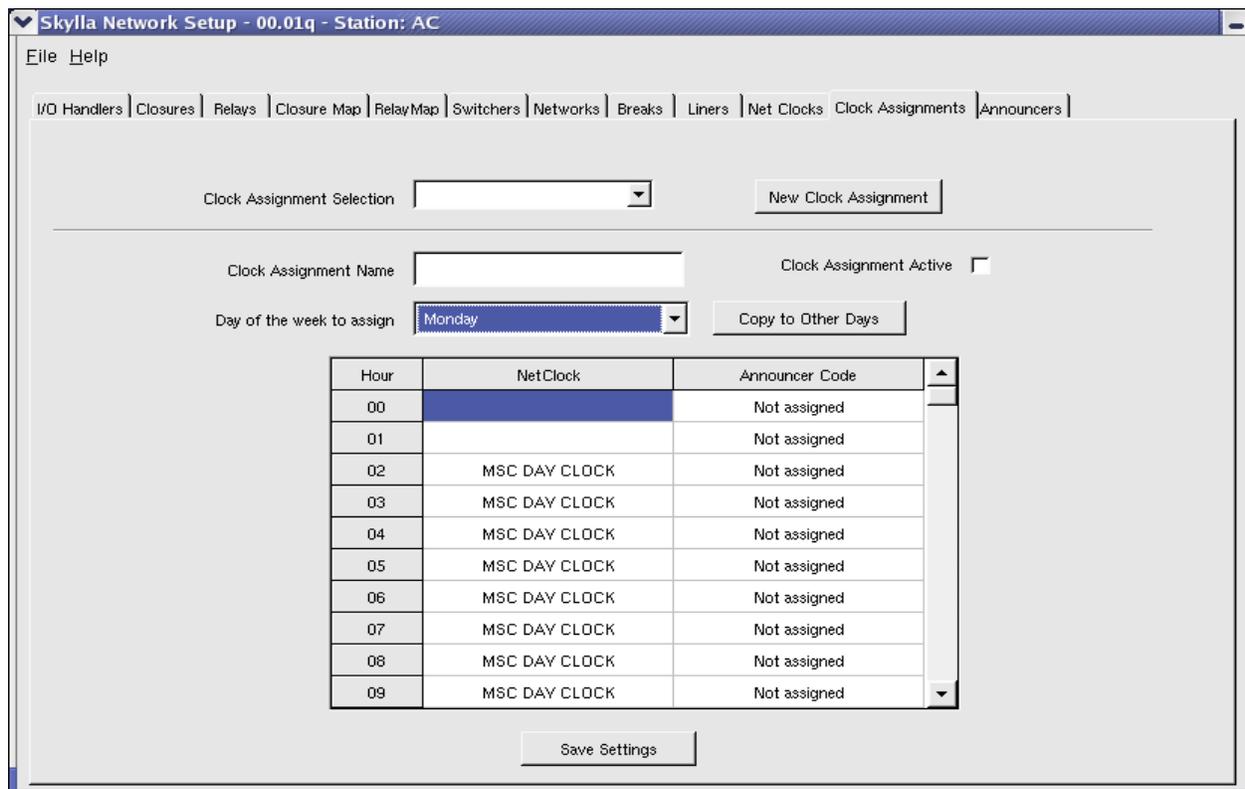
The "Clock Assignments" section schedules the satellite clocks and the announcer schedules. built in the previous section. To assign clocks:

1. Click on "New Clock Assignment"
2. In the whitespace next to "Clock Assignment Name", please type in a meaningful name for this schedule. In this example, we'll call it KALL-FM Normal, since this will be for our "normal" schedule.
3. Next to "Day Of Week To Assign", click on the drop-down arrow and choose the day of the week that we are building this schedule for.
4. In the grid below, you'll notice that there are three items: "Hour", "NetClock" and "Announcer Code". In this grid, for each hour that we are satellite and following a format clock, we click in the "NetClock" position for each hour and select which clock to follow for that particular hour.
5. In the "Announcer Code" portion of the grid, we click in the "Announcer Code" position and select the proper announcer code for the hours that are satellite.
6. Next to "Clock Assignment Active" you will find a check box. This check box needs to be checked in order for the clock schedule that we just built to be active.
7. When finished with the current clock, click "Save Settings".

8. If you wish to copy this day build to another day, click on "Copy To Other Days".
9. Repeat steps 1-7 for each day of the week.

Announcers

The "Announcers" section sets up the announcer codes. This section is used to make sure that liners are played in the correct voice.

1. Click on "New Announcer"
2. In the whitespace next to "Announcer Name", please type in the name of the announcer. A good example is "Bob Nelson".
3. In the whitespace next to "Announcer Code", please type in the initials of the announcer. For example: "REN."
4. When finished with the current announcer, click "Save Settings".
5. Repeat steps 1-4 for each announcer.