

# PADsync Manual

## RCS MCXV w/RCS Glue



## A BIT ABOUT STREAMING METADATA

Many automation systems are able to provide information about the item which is currently playing. The best example is where the artist and title are made available for the currently playing song, which can then be displayed to your listeners. Station ID's, sweepers, jingles and spots (commercials) are less commonly shown, but they can be used to trigger other events such as targeted in-stream advertising.

There are two main ways in which playout systems deliver metadata –

### a) Writing metadata to a file on computer (the crap way)

While writing the now playing data to a file is simple enough, it's a bit of a pain to get it to your listeners. You still need some sort of software which is able to read the file every few seconds and send it to the streaming server or directly to your listeners. This method sucks. It sucks for the very big reason that the data never properly synchronised with your audio which makes things like ad-insertion almost impossible. Also, depending on your file polling mechanism, the song information will also be delayed.

### b) Sending the metadata over a network TCP connection (the good way)

The same now playing information can also often be sent directly over a TCP network connection the very moment a new item is played out on air. Because this happens instantly, the now playing information is able to be synced closely with your audio stream. This makes everyone happy.

## MAKING IT EASIER!

The big problem is that every automation system provides this data over TCP in a different format, which can sometimes require complex scripting to translate it into a format which is suitable for streaming servers such as Icecast.

Xeocoder makes this easy. We've setup PADsync to take care of all of the data translation work. All you need to do is setup Xeocoder and your automation system to send and receive data over a network and we'll take care of the rest.

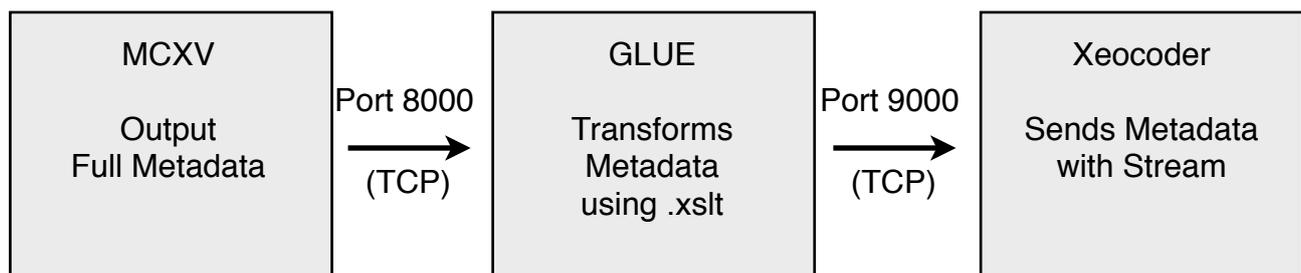
Here we go...

## ABOUT RCS GLUE

Glue is a sweet utility which handles and transforms the output metadata from RCS automation systems and lets you manage, manipulate and forward it on to the world. Glue can do many things, but here we're specifically looking at using it with Xeocoder for live streaming purposes.

RCS Glue is provided directly from your RCS representative. No one else can provide this to you. If someone approaches you in a dark alley way offering it to you then walk away. It's written and maintained by a very nice man who claims to have a time-travel feature embedded deep within the code. This last point may or may not be true.

Glue sits between MCXV and Xeocoder and may be hosted on the playout machine or happily sit on the machine where Xeocoder is installed. The choice is yours.



There are two files included with Glue which you'll need to dig in to and edit with an old fashioned text editor. Each file is important and serves a specific role. We've provided configuration details in the following pages to make this easier for you.

### 1) GLUE.INI

The GLUE.INI file contains the main setting for the Glue application, including telling it where to get ready to receive metadata from MCXV and where to send in order to reach Xeocoder.

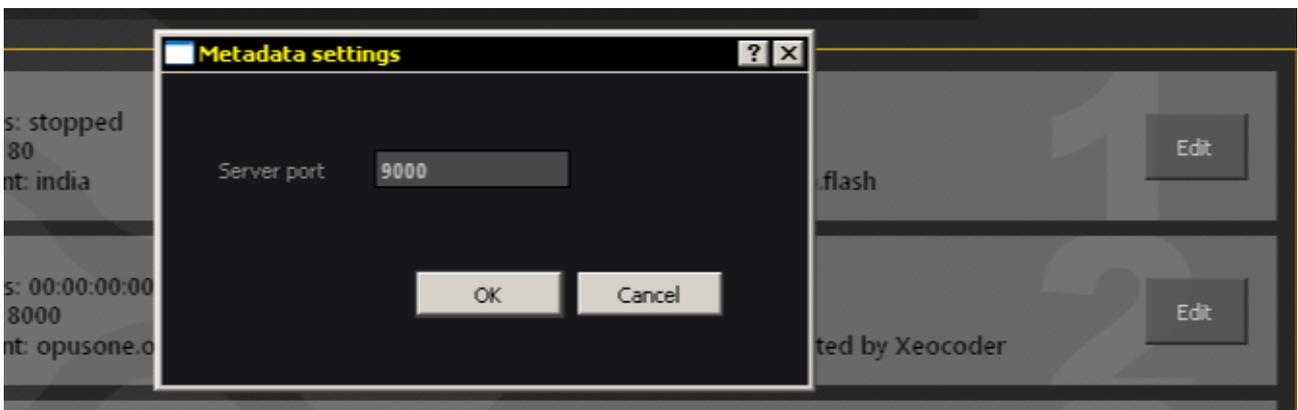
### 2) Transform.xslt

The Transform.xslt file contains a template of the format which Glue will use to transform the metadata into a friendly format before sending it off to Xeocoder. You can rename this file to anything you wish with the .xslt extension but you must make sure it's in the same folder as your Glue.exe and you must also specify this file name in the GLUE.ini file.

## SETTING UP XEOCODER

### 1) Specify the incoming TCP port in Xeocoder

From the metadata settings window, enter your desired port which will match the port number on your automation system. This can be any valid port number - but the default of 9000 is pretty good. Just make sure it doesn't conflict with any other service which might be trying to access the same port number or you'll experience a great deal of nothingness.



### 2) Select your automation system

Select your automation system from the drop-down menu. Do note that you must make sure all of the encoders are stopped, otherwise you won't be able to select anything. This could lead to frustration and surprising outbursts of anger.



## CONFIGURING RCS MCVX

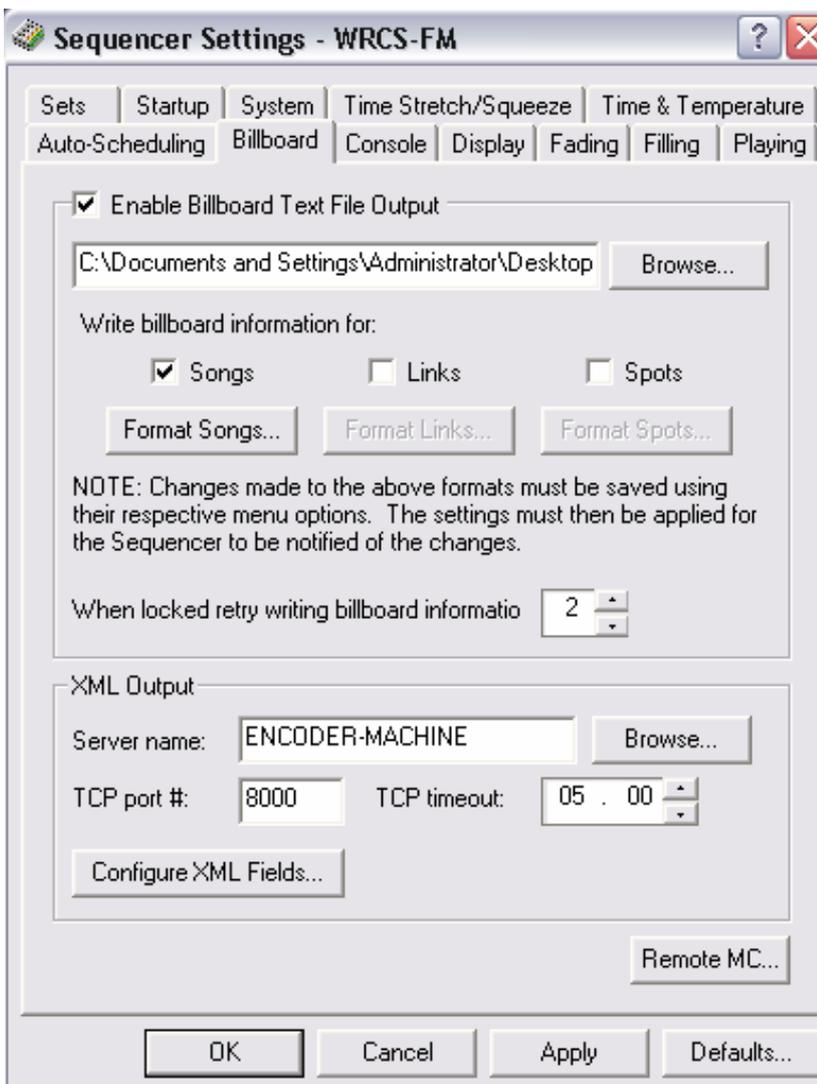
1) Locate and open you MC-CONFIG application



2) Open the Settings window from “Sequencer” > “Settings”



3) Select the “Billboard” tab and enter the details accordingly



### Under XML Output section

1)Server Name

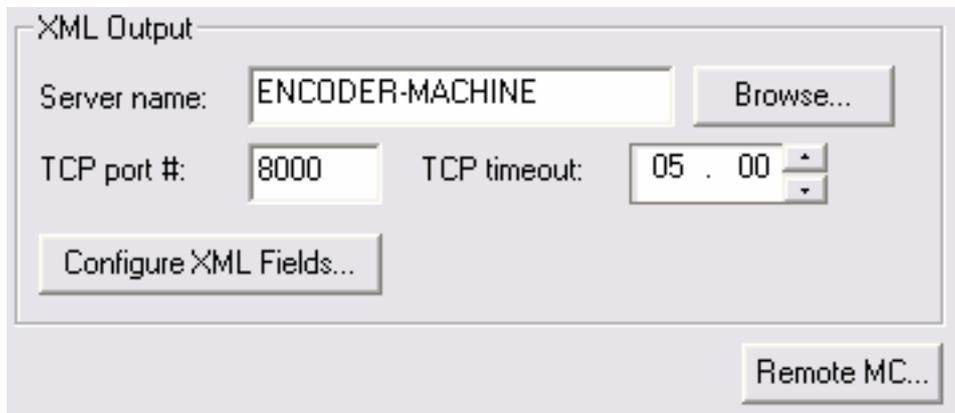
Enter the details of the machine on which you are running Glue. You may use the IP address but the full machine name often works best all round.

2)TCP Port #

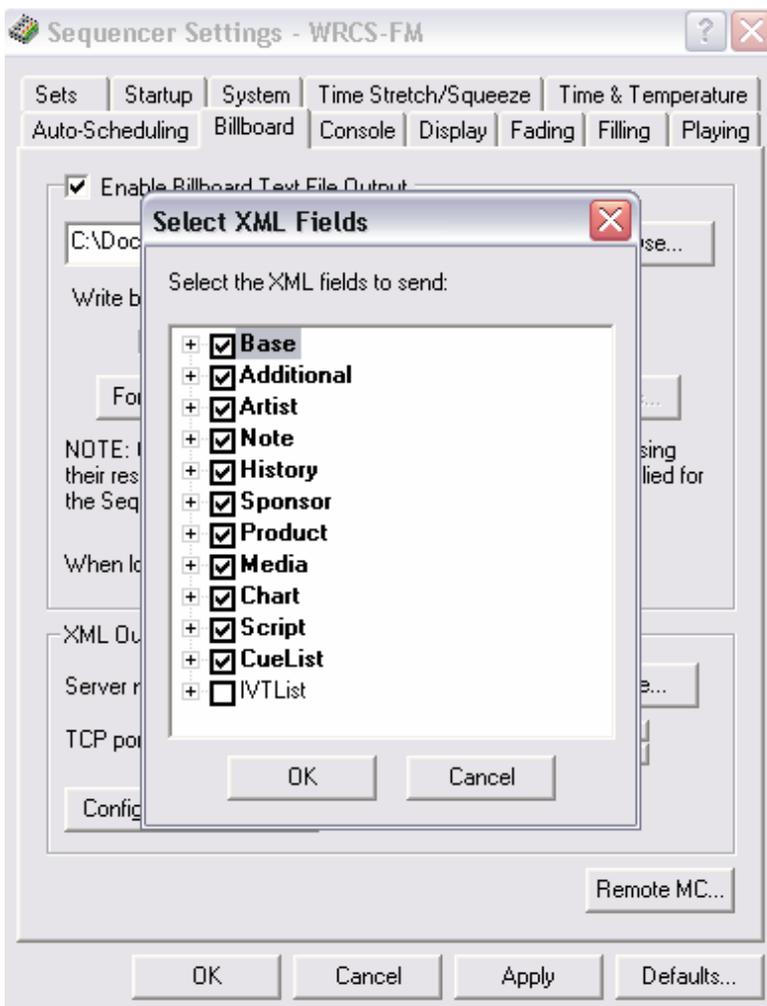
Enter the port number over which to send the XML metadata output. This must match the same port number defined in your GLUE.INI file.

## CONFIGURING RCS MCVX (continued)

4) Open the XML field setting window by clicking “Configure XML Feeds”



5) In the window which appears, check to be sure your settings look like this:



6)

Click “Ok” to close the XML fields window.

7)

Click “Apply” in the sequencer settings window to apply your changes.

8)

You *may* need to re-launch the sequencer. If you can it's good to do so.

## CONFIGURING RCS GLUE

### I) Edit your GLUE.INI file to match this format

```
[Main]

// Enables the TCP Billboard receiver, used for posting Cuelist XML, Big and
// for logging playing items to SQL (LogSchedule).
TCPBillboard=Yes

// Override the default time debug files are held for
DebugKeepHours=72

[TCPBillboard1]

// The TCP port to listen for Xml from the Sequencer on
Port=8000

// The Encoding to use reading the TCP data
// Options are: Default, ASCII, UTF-8 & UTF-16
TcpEncoding=UTF-8
TcpForwardEncoding=UTF-8
OutputEncoding=UTF-8

ForwardHost=192.54.33.22:9000

// Enables Xslt transformation of the Xml before sending it to outsiders via
HTTP Post
TransformXml=Yes
TransformFile=Transform.xslt
// Enable this setting to also transform when sending to TCP/IP forwarders
TransformForForward=Yes

// Set the playout system that we're receiving Xml from
// Options are: MC, NG or Zetta
PlayoutSystem=MC
```

There are a few options which you'll need to edit

- i) `Port=8000` – edit this number to match the port which MCXV is sending on.
- ii) `ForwardHost=192.54.33.22:9000` – where the IP address is the location of the machine running Xeocoder and the port matches that defined in Xeocoder.
- iii) `TransformFile=Transform.xslt` – Make sure this matches the same file name as your .xslt transform file.

## CONFIGURING RCS GLUE (continued)

1) Edit your Transform.xslt file to match this format

```
<?xml version="1.0" encoding="UTF-8"?>
<xsl:stylesheet version="2.0" xmlns:xsl="http://www.w3.org/1999/XSL/
Transform" xmlns:s="urn:schemas-rcsworks-com:SongSchema"
xmlns:ns="urn:CueListSchema.xml" exclude-result-prefixes="xsl s ns" >

  <xsl:output method="xml" version="1.0" encoding="UTF-8" />

  <xsl:template match="/node()">
    <event>
      <xsl:apply-templates/>
    </event>
  </xsl:template>

  <xsl:template match="//ns:Event[@status='happening']][1]">
    <xsl:choose>
      <xsl:when test="@eventType = 'song'">
        <title><xsl:value-of select="s:Song/@title"/></title>
        <artist><xsl:value-of select="s:Song/s:Artist/@name"/></
artist>
        <image></image>
      </xsl:when>
      <xsl:when test="@eventType = 'link'">
        <title>Station Tagline</title>
        <artist>Station Name / Call Letters</artist>
        <image></image>
      </xsl:when>
      <xsl:when test="@eventType = 'spot'">
        <title>SpotTrigger</title>
        <artist>SpotTrigger</artist>
        <image></image>
      </xsl:when>
    </xsl:choose>
  </xsl:template>

  <xsl:template match="text()" />

</xsl:stylesheet>
```

Here you can specify what you want to appear when Spots or Links are playing

- i) Replace “Station Tagline” and “Station Name” with your station name and tagline. This is what will appear while links or sweepers etc are going to air
- ii) Replace “SpotTrigger” with a text string used to trigger your ad replacement system or leave it blank. Alternatively you can put in some rude words.