XEOCODER™

PADsync Manual
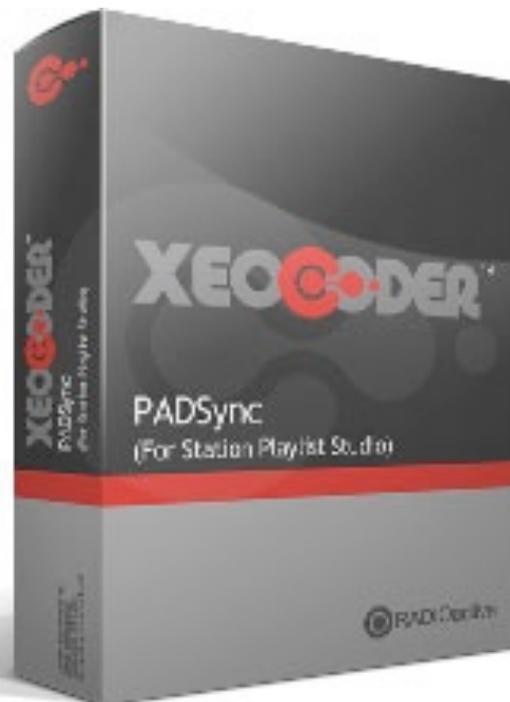## Station Playlist Studio

PADSync
(For Station Playlist Studio)

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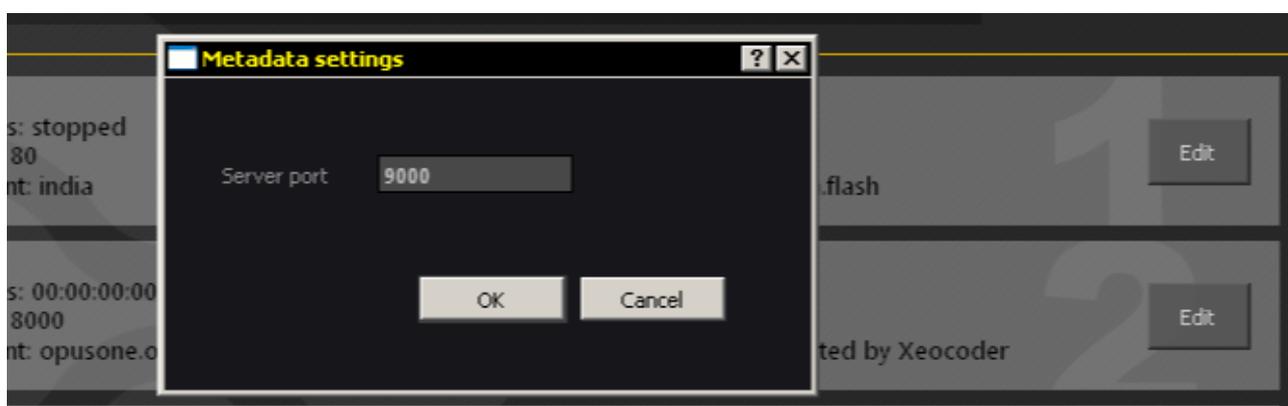
Xeocoder makes this easy. We've setup PADsync to take care of all of the data translation work. All you need to do is setup Xeocoder and your automation system to send and receive data over a network and we'll take care of the rest.

Here we go...

XEOCODER™

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.
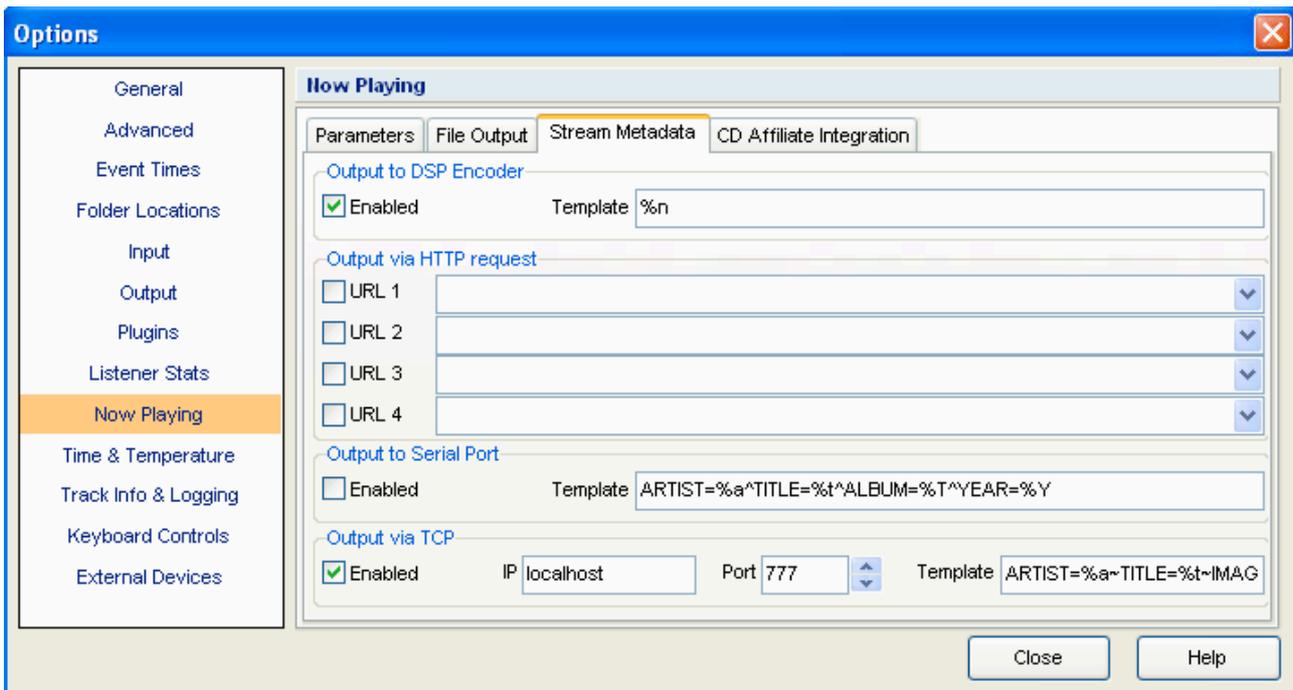

2) Select your automation system

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 STATION PLAYLIST STUDIO

1) Open the "View" > "Options" > "Now Playing" window.

2) Select the "Stream Metadata" tab.

3) Check the "Output via TCP" checkbox

4) In the IP field, enter the local network IP address of the computer running Xeocoder which you will be sending the metadata to. If Xeocoder is on the same machine, then you can use "localhost".

5) Enter the port number to send the metadata. This should match the port setting you have already configured in Xeocoder (default is 9000)

6) In the Template field, enter the following exactly:

ARTIST=%a~TITLE=%t~IMAGE=%U1^

7) Close the window. You're done.