

Air-DDO: the new version

Record, edit sounds and playlists when on air!

NETIA launches a highly-developed version of the Air-DDO broadcast program.

The program, with its two screens, four broadcast channels and one playback channel, is already highly convenient to use.

NETIA has now perfected the ergonomics and has integrated Radio-Assist production tools into the broadcast workstation. The new functions and the new interface give it an unprecedented rate of response. Without having to work via a production workstation, technicians can pre-listen, create and modify sounds or fine-tune playlists even though a broadcast is in progress. Making last-minute changes to a broadcast has never been so quick and easy!

The new preparation screen tabs

Record, Snippets and a new tool called **“Modification”** are now accessed via tabs in the Air-DDO preparation screen.

With **“Record”**, acquisition from an external source such as a mike recording, field report or phone call can be done at any time. **“Snippets”** can be used for quick editing of sounds of any type: “raw”, “virtual” or “master”. It has two cut modes: insert and remove. **“Modification”** contains most of the features in Feder-All Desk plus the **“In-Mix”** tool so that programme contents can be modified and sound sequencing adjusted manually.

The new “Live” functions

AIR-DDO also has advanced “Live” functions with several play modes. The **“Play”**, **“Loop”**, **“Loop & Play”** (to play part of a sound in a loop) and the **“Pause”** functions are designed for when Air-DDO is used in “Live-Assist” mode.

When a sound has no lead-in point, the “Automatic mix” function can be used to sequence two sounds from two players (playlist or cartstack) on the same channel according to the parameters set in Air-DDO Setup.

To cope with problems of inadvertent switching programme, an automatic fade can be set on a player of another channel for an on-air sound as soon as it starts playing. This automatic fade function can be set in dB and seconds when Air-DDO is configured.

“In-Track” can be accessed via a tab or a pop-up window, is used to select a part of the sound to be broadcast. It can also be used to modify lead-in and fade points. For the same sound, its **“Cue”** function can hold up to seven different versions of a cut. Then the technician only has to select the requisite version to broadcast via the selected player.

Revised ergonomics

Ergonomically speaking, the program is increasingly convenient to use. A range of developments includes the extension of several mouse commands like “full drag & drop” and “mouse click” to make work easier and faster.

A window displays information on each individual sound. This already gave its total duration and cut points and has now been enhanced with the levels in graphic form. The numbers and positions of the relays, markers and Cues cuts can be shown in one of two ways: starting from the beginning of the item or counting back from the end.

Scheduling and broadcast

Scheduling and broadcast are two closely related mainstays of any radio. This new version makes scheduling accessible to anyone and in total security. Modifications made by the scheduling workstations are picked up dynamically by the on-air playlist. During broadcast, the scheduling workstations are notified in real time of the changes going on (items added or removed, the difference in the scheduled and actual time of an item's broadcast, etc.).

To ensure greater security for broadcasts, Air-DDO 7.1 in double database mode uses a main server database and a local broadcaster database. This system is a further consolidation of the Radio-Assist 7 architecture protected by duplicate servers and databases, DBShare and Media Management, etc. The technician still has the option of switching manually from one database to the other.

Playlist monitoring

The playlist for the current date and time can be loaded quickly using a new button in the Air-DDO preparation screen. Another advantage for the user is the "time shifting" button. This function enables the playlist to automatically display the item scheduled for the time nearest to the current one. When on air, the function orders the playlist to reposition itself on the item which comes after the one on air.

The on-air playlists run continuously 24/24. Each is linked to the next and they can all be viewed: the preceding or following one is displayed and loaded in the broadcast channel according to the position of the current one.

Playlist overrun management

Air-DDO controls the management of items in overrun. When a playlist is subject to a time constraint (automatic or manual start at a set time), the program can calculate any time difference between the schedule and the broadcast. An automatic ongoing control of "excess" items is run on the basis of the current time in relation to the "fixed" time or of a time interval from the last "fixed" time. An offset can be applied to shift the interval to the start of every round hour. For example, if the playlist starts at 9:00 and the offset is 15 min, the time interval will start 15 min after every round hour, that is, at 9:15, 10:15, 11:15, and so on.

When overrun is detected, the items are automatically withdrawn from the playlist and put in the withdrawal window. The program can reinsert them, in the scheduled order, provided they fit into the interval calculated for overrun. This automatic management mode prevents Dead-air.

If so configured, the items are merely indicated so that the technician can withdraw or add them as liked.

Radio-Assist 7.1 with AIR-DDO: the right tools

Air-DDO is wonderfully convenient to use owing to its ease of adaptation to the operating system of each individual radio. As with the earlier versions, all the tools and functions can be set as required in the "AIR-DDO Setup" configuration program.

And another advantage of the 7.1 version: an I/O relay card added to the broadcast station avoids the cost of using the DDO 12 or 120 studio interface.