Digilink-Xtreme Troubleshooting Guide

Game – Entire spotset does not play

Symptoms:

While in the game mode, a spot will play, and then stop before finishing the rest of the spotset break.

Solutions:

This is the result of that specific scheduled spot being a variable bit rate. This variable bit rate file causes it to stop at the end of playing the spot and it does not continue on to the next spot in the spotset break. This may be resolved by:

1) download onto a production computer a program called **Switch** http://www.nch.com.au/switch/index.html

Switch Sound File Converter Plus

ile Convert Edit Help

dd File(s) Add Folder

ist of files to convert

2) for the Output Format, select .mp3

3) click on the **Encoder Options** button on the bottom left

4) in the MP3 Encoder Settings screen check the option Constant Bitrate

5) change your **Bitrate** to **256**

6) if you do not have 256 as a Bitrate or an .mp3 option to convert to, then you may use the .wav option for Output Format

7) if you chose the .wav format, then for the Wave Encoder Options, select 44100Hz, 16 Bits, Stereo for its Attributes

8) click on **Add Files**, and locate the audio files you would like to convert

9) you may change the Save to folder: to a different location if you would prefer it to save the converted files to a different location

10) click on Convert. All

Channel Encoding Mode Include CRC to Detect From Restore Defaults OK Cancel Help ave to folder: C:\Lisers\BenP\Deskton converted files will be saved to the folder designated in step 9. Take these converted files and replace your old files in the Digilink-Xtreme On Air library

MP3 Encoder Setting

Encoder Bitrate

Constant Bitrate (CBR)

✓ High quality encoding (sleeping)

✓ High quality encoding



256 ▼

Help