

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>
- 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 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

