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Carts - overview and examples

Carts are basically containers that can hold one or more audio files and/or macros. Carts have their own files names, properties, and are indexed by SoundHound just like an audio file. They can be placed anywhere you can place an audio file or macro, such as the program log, hot keys, trigger sets, scheduled events, etc.

Carts are useful in a variety of ways. They can function as a randomized rotator cart, so a different station identifications can be played at the top of every hour in a different sequence than prior days. They can run a series of macro commands - like changing trigger sets, switching audio feeds, and fading out a deck when it's time to move to a satellite program. They can be filled with filler music to fill in potential unknown length gaps between programming.

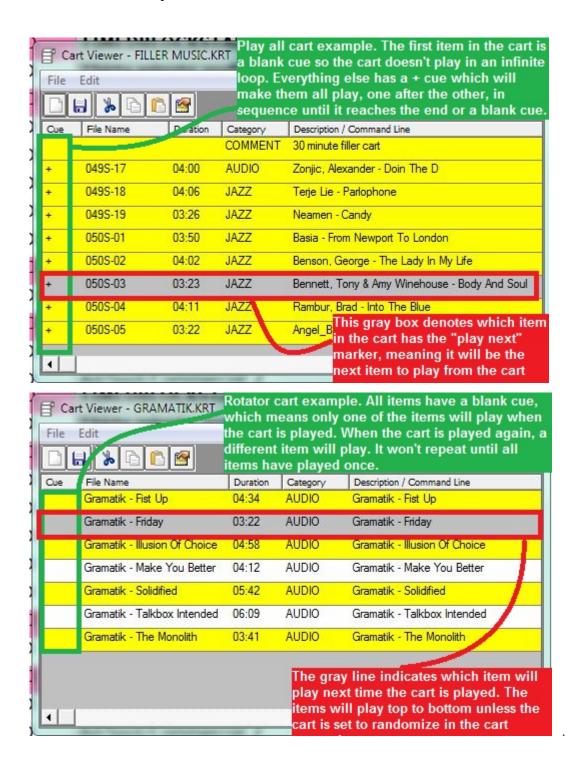
Carts should be stored in there own folder, separate from audio files. For example, D:\Audio\Carts should contain all the .krt carts and no mp3 or wav files. They operate as mini-logs in a way. Every time they play, information on the .krt file is updated about what played and what in the cart will play next.

New carts can be created several different ways. Use the Edit > New Cart menu option or the New Cart button on the Audio tab of the Event Builder window are examples.

There are two types of cues that can be used in a cart - blank and + auto-start. These cues determine what items in the cart play when the cart is played. A blank cue is a stopping point in the cart. The first item in a cart is always a blank cue so that the cart does not repeat in an infinite loop. Items after the first that have a blank cue means the cart won't play those items until it's their turn, which is denoted with the "play next" marker. The + auto-start cue tells those items to play in sequence after the item above them finishes playing, all during the same cart play back event.

Cue types can be chosen in Event Builder before you drag the item (audio or macro) in to the cart. They can also be changed after the item has been placed in the cart by highlight the item in the cart and press the + key on the keyboard to toggle between a + or a blank cue.

Here are some examples:



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