



BSI STRATUS Music Scheduling

V 20.1.1.13 User Manual (Incomplete)

Broadcast Software International
Manual v-1.11 ©2025

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SONGS

Managing station music library.

- **Access Music Genius (optional)**

If your stations have chosen to use the Music Genius database in Stratus. This is where you can search for specific Artists or Titles and sort based on virtually any metadata contained in the Song Card in the MG database.

The screenshot shows the 'Find Music Genius Songs' window. On the left is a sidebar with the BSI logo and navigation links: Home, Songs, Access Music Genius, Add Local Element, Find Songs, Replace Song, Load Browse List, Rules, Clocks, Schedule, Reports, Administration, Change Station, Change Password, Help, Welcome, Status User from STRATUS-BSI, and Logout. The main window has a 'Find And Browse' button and a search area with fields for Title, Runtime, Open/End, Audio Note, and Year. There are also fields for Artist 1 through Artist 4 and an Artist Display field. A 'Catalog' dropdown is set to '<Any>' with options for CHRISTMAS, COUNTRY, and URBAN. A 'Sort Songs by' section has dropdowns for #1 through #6. Below this is a 'Quick Sorts' section with radio buttons for Artist, Title, Runtime, and Title, Artist, Runtime. Notes at the bottom explain the search terms and sorting options.

- **Add Local Element**

To add a local element, either a song, imaging, commercial or any other audio, use Add Local Element. Here you get very in-depth setting Artist and Title, assign the Category you want the element to be placed in as well as assign the Rule settings (Mood, Energy, Tempo...) to help with Rule based scheduling. Rules more details on Rules and other specific settings in documents specific to that area.

The screenshot shows the 'Add Local Element' window. It has a sidebar identical to the previous window. The main window is a form for adding a new element. It includes fields for Song ID, Media, Category, Level, % Back, and Pkt Plays. There are sections for Title, Album, Year, Audio Note, Cue/Type, Mood, Energy, Tempo, BPM, Texture In, Texture Out, Opener, Era, Type, Runtime, Intros, Open/End, Start On, End On, Delete On, Stop Set, Themes, Custom Fields, Future Moves, Sound Codes, and Notes. The 'Future Moves' section has a 'Move #1' dropdown and a 'Move #2' dropdown. The 'Sound Codes' section has a 'Sound Codes' dropdown. The 'Notes' section has a 'Notes' text area.

Song ID- If a Song Category is selected Stratus will automatically assign an SLM##### number. This can be changed once the Song is saved. If any non-Song Category is selected, you can assign any Song ID that is not already used within the station database.

Media- The Media Field is a legacy 15 character alpha-numeric field that can be used as a cart number if not using auto-numbering via the Song ID field.

Category- Here is where you select which Category to place an audio element (Song, Liner, Jingle..). Categories are defined in <Category Rules/Categories>.

Level- There are three different approaches to using Levels. You can direct it to pick from a specific level at any Clock position. You can also set the system to pick from Levels on a proportional basis. Another option allows the system to schedule Songs from Level 2 or Level 3 only if there are no Songs in a lower numbered Level that meet your scheduling rules. If you are not using Levels, simply assign all Songs to Level 1 of their Category.

% Back- How far back in the category you want the song placed after scheduling. Default is 100%, but if you have a song that you want rotating faster than the other songs you can set it by percentage in 10% increments.

Packet- A packet is a group of songs within a category that rotates as a single song. The packet will allow tighter control of single song(s) spin counts specific to the category/levels where its created as well as setting a secondary stack order within the category using the packet.

Packets are active when more than one song in a category retain the same alpha or numeric Packet identifier in the packet area of Song Information view.

Each packet has three requirements of **Packet, Depth, and Packet Plays**. The Packet is your alpha or numeric identifier that will be identical on each song that will be grouped with that packet inside the category.

Depth- Depth is defaulted to 1 which represents the packet being utilized only within Level 1 and ignoring the same packet identifier on Level 2 or 3 that category. Depth can be changed to ALL to allow the Packet Identifier to become active across Level 1, 2, and 3 within the category.

Pkt Plays- Pkt Plays will also default to 1 which becomes 1/1 stack order for all songs using the same packet identifier within the category. Pkt Plays increased more than 1 on any song with same packet identifier will directly determine the number of spins that song will stay at the top of stack before moving to the bottom.

Title- (Rule based) Song Title, Title of Jingle, liner or whatever you have audio for. Title Separation rules can be applied keeping like songs away from each other. The Title field is Capital sensitive, so White Christmas is a different song than WHITE CHRISTMAS.

Artist 1, 2, 3, 4- (Rule based) There are 4 Artist fields for Artists on a song. Each individual Artist in a collaboration should be on a different line to maximize Artist Separation rules. Artist fields are Cap Sensitive, so Eagles are a different Artist than EAGLES.

Album- (Optional) Album field can be used for LP's on songs, or any other use.

Audio Note- Place notes about an Artist or song, examples would be "In Concert May 24" or "Born in {our city} in 1999".

Artist Display- Display is intended to be used to match the Artist field and is note rule based so "Morgan Wallen f/Post Malone" where they would be Artist 1 and 2 in Rule based fields.

Role- Assign pre-determined (See [Rules/Roles] Roles to specific songs.

Group- If this song is part of a pre-determined Group (see Artist Groups, Group Rules) set the Group this song belongs in.

- **Find Songs**

Use Find Songs to look up and edit any song already in the station's music library. You can search and browse for songs using any of the fields listed in the Find Songs area as well as isolate to only songs in a specific Category or multiple categories.

Quick Sorts:

☐ Artist, Title ☐ Artist, Runtime

☐ Title, Artist ☐ Title, Runtime

Notes:

1) Use !Blank! to search for blank text values.

2) Precede search term with % to find search term anywhere in the field

☒ ASC Based on Sort #1 Selection, by ID if no selection

☐ DESC

Sort songs from any Category or group of Categories by holding down the Shift key and selecting multiple Categories to search through.

Find And Edit, Find And Browse, Find And Change - When searching for song via **Find Songs**, you have three options, Edit, Browse and Change.

Find Songs

Find And Edit – If you are searching for a specific song, or only songs from a specific Artist, use Find And Edit, it will pull up the first song found in the search for editing, showing how many songs in the search results (Song 1 Of 2 below). Once done editing the first song, Save, then click Next to go to the next song result in the search.

Song Information

Song 1 Of 2

Find And Browse – Using Find And Browse will give a list of all songs results in your search.

Sort Songs by virtually any field in the song database with Quick Sorts pre-built of the most common sort options. You will get a listing of all songs in your search, you can then click on them one-by-one and make any edits necessary. You can also load a group of songs sorted Artist sorted A-Z then save them as a Browse List using **Save List As**. This list can then be loaded using Load Browse List outlined below.

Browse Songs

2 Songs Found

ID	Category	Lvl	% Bck	Packet	Title	Artist	Artist Display	Runtime	Daypart	Date Added
MUS2002390	MUSIC HOLD	1	100		Cryin'	Aerosmith	Aerosmith	4:56		4/28/2025
MUS5001498	G - Pre 1990	1	100		Cryin'	Aerosmith	Aerosmith	4:06		4/28/2025

Find And Change- This is a very powerful tool and caution should be exercised at all times. You can Mass Change any field for all songs listed. You can change only Checked Songs, Unchecked Songs or All Listed Songs. Again be very careful with this powerful tool. Many databases have been messed up by clicking the wrong thing. And **there is NO UNDO.**

Change Songs
Click the checkboxes to clear fields.

Media ☐ Category <No Change> Level ☐ % Back <No Change> Packet ☐
 Title ☐ Artist 1 ☐ Role <No Change> Pkt Plays ☐
 Album ☐ Artist 2 ☐ Group <No Change> Depth <No Change>
 Audio Note ☐ Artist 3 ☐ Notes ☐
 Artist 4 ☐

Mood <No Change> Daypart Restrictions <No Change> Future Moves Move #1 <No Change> Themes <No Change>
 Energy <No Change> Sound Codes <No Change> Level ☒ Packet <No Change> <No Change>
 Tempo <No Change> <No Change> on or after plays <No Change>
 BPM <No Change> <No Change> Move #2 <No Change> <No Change>
 Texture In <No Change> <No Change> Level ☒ Packet <No Change> <No Change>
 Texture Out <No Change> <No Change> on or after plays <No Change>
 Opener <No Change> Replace Existing Sound Codes ☐ Add to Existing Sound Codes ☐ Replace Existing Themes ☒ Add to Existing Themes ☐
 Era <No Change> Alternate Category Play Alt Cat <No Change> Custom Fields Field Value
 Type <No Change> Alt Lvl - TM Long Filename
 Runtime --- / --- / --- TM ID
 Intro ☐ Daypart <No Change> Grid
 Open/End ☐ Alt
 Start On ☐ Daypart
 End On ☐ Alt
 Delete On ☐ Daypart
 Stop Set ☐

☒ Change Checked Songs ☐ Change Unchecked Songs ☐ Change All Listed Songs Change Delete

Chk	ID	Category	Lvl	Packet	Title	Artist	Daypart
☐	MUS2002390	MUSIC HOLD	1		Cryin'	Aerosmith	
☐	MUS5001498	9 - Pre 1990	1		Cryin'	Aerosmith	

• Replace Song

If you have a song with a Branded Intro and want to replace it with the version without the local branding... or a live version of a song that you want to replace with the studio version, but not lose any Song History and Coding, Replace Song is where you would do it. Replace song simply replaces an existing song retaining the song and log history for that song.

Replace Song
This page is used to replace a song in the log with another song to preserve the log history. This is commonly used when using a custom labeled or branded song and then switching to a non-branded version of the song. This will update all log history for the replaced song. This change is irreversible and is immediate.

Enter the ID of the songs in the fields below. If you are replacing a song with one from the MusicGenius library the song MUST already be added to this station, you cannot directly import from the MusicGenius library.

This will DELETE the song being replaced once the switch is complete unless Keep Original Song is checked and a category is selected.

Song to be Replaced (ID or Title) Find Song (Opens in a new tab)
 Replacement Song ID ☒ Copy Sound Code, Role and other attributes?

Key features of Replace Song are Copy Sound Code, Role and other attributes, Replace Future Logs and Keep Original Song and move to another (Hold) category. If the checkbox on this is not checked, the song will be deleted from the station database.

Replace Song
This page is used to replace a song in the log with another song to preserve the log history. This is commonly used when using a custom labeled or branded song and then switching to a non-branded version of the song. This will update all log history for the replaced song. This change is irreversible and is immediate.

Enter the ID of the songs in the fields below. If you are replacing a song with one from the MusicGenius library the song MUST already be added to this station, you cannot directly import from the MusicGenius library.

This will DELETE the song being replaced once the switch is complete unless Keep Original Song is checked and a category is selected.

Song to be Replaced (ID or Title) MUS5001498 Find Song (Opens in a new tab)
 Replacement Song ID MUS2002390 ☒ Copy Sound Code, Role and other attributes?

Original Song ID	MUS5001498
Original Song Artist	Aerosmith
Original Song Title	Cryin'
Original Song Runtime	4:06
Replacement Song ID	MUS2002390
Replacement Song Artist	Aerosmith
Replacement Song Title	Cryin'
Replacement Song Runtime	4:56
Replace Future Logs:	☐ CAUTION!! You MUST re-export logs for any future dates to reflect this change!!
Keep Original Song:	☐ Move to new category? <Not Assigned>

Confirm Cancel

- **Load Browse List**

Browse lists can be used in many ways, the most common is A-Z weekends or Class Reunion Weekends creating a Browse List of only songs from 2005. How to create a BL is explained in detail in document titled Create Browse Lists.

[Load Browse List](#)

Select Browse List	Z to A
--------------------	--------

☐ Allow Delete

RULES

-Stratus is a Rule Based music scheduling program. You can adjust different songs to play at different rotations based on the rules you assign below.

- **Policies**

- **Policy Names**

-Create up to 9 different Policies. Typically naming them common names like Primary Policy, Weekends, Overnights. You would then create different rules sets for each of the policies to get the rotations desired.

Policy Names

Policy	Policy Name
1	1 Primary Policy
2	2 Weekend
3	3 Overnights
4	4
5	5
6	6
7	7
8	8
9	9

Save Cancel

- **Policy Assignments**

-Assign your policies in the 24\7 Policy Assignment grid. Each Policy Name will have its own grid.

Hour	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
12 M	2 Weekend	3 Overnights	3 Overnights	3 Overnights	3 Overnights	3 Overnights	3 Overnights
1AM	2 Weekend	3 Overnights	3 Overnights	3 Overnights	3 Overnights	3 Overnights	3 Overnights
2AM	2 Weekend	3 Overnights	3 Overnights	3 Overnights	3 Overnights	3 Overnights	3 Overnights
3AM	2 Weekend	1 Primary Policy	1 Primary Policy	1 Primary Policy	1 Primary Policy	2 Weekend	3 Overnights
4AM	2 Weekend	1 Primary Policy	1 Primary Policy	1 Primary Policy	1 Primary Policy	2 Weekend	2 Weekend
5AM	2 Weekend	1 Primary Policy	1 Primary Policy	1 Primary Policy	1 Primary Policy	2 Weekend	2 Weekend
6AM	2 Weekend	1 Primary Policy	1 Primary Policy	1 Primary Policy	1 Primary Policy	2 Weekend	2 Weekend
7AM	2 Weekend	1 Primary Policy	1 Primary Policy	1 Primary Policy	1 Primary Policy	3 Overnights	2 Weekend
8AM	2 Weekend	1 Primary Policy	1 Primary Policy	1 Primary Policy	1 Primary Policy	3 Overnights	2 Weekend
9AM	2 Weekend	1 Primary Policy	1 Primary Policy	1 Primary Policy	1 Primary Policy	3 Overnights	3 Overnights
10AM	2 Weekend	1 Primary Policy	1 Primary Policy	1 Primary Policy	1 Primary Policy	2 Weekend	3 Overnights
11AM	2 Weekend	1 Primary Policy	1 Primary Policy	1 Primary Policy	1 Primary Policy	2 Weekend	3 Overnights
12 N	2 Weekend	1 Primary Policy	1 Primary Policy	1 Primary Policy	1 Primary Policy	2 Weekend	2 Weekend
1PM	2 Weekend	1 Primary Policy	1 Primary Policy	1 Primary Policy	1 Primary Policy	2 Weekend	2 Weekend
2PM	2 Weekend	1 Primary Policy	1 Primary Policy	1 Primary Policy	1 Primary Policy	2 Weekend	2 Weekend
3PM	2 Weekend	1 Primary Policy	1 Primary Policy	1 Primary Policy	1 Primary Policy	2 Weekend	2 Weekend
4PM	2 Weekend	1 Primary Policy	1 Primary Policy	1 Primary Policy	1 Primary Policy	2 Weekend	2 Weekend
5PM	2 Weekend	1 Primary Policy	1 Primary Policy	1 Primary Policy	1 Primary Policy	2 Weekend	2 Weekend
6PM	2 Weekend	1 Primary Policy	1 Primary Policy	1 Primary Policy	1 Primary Policy	2 Weekend	2 Weekend
7PM	2 Weekend	1 Primary Policy	1 Primary Policy	1 Primary Policy	1 Primary Policy	3 Overnights	3 Overnights
8PM	2 Weekend	1 Primary Policy	1 Primary Policy	1 Primary Policy	1 Primary Policy	3 Overnights	3 Overnights
9PM	2 Weekend	1 Primary Policy	1 Primary Policy	1 Primary Policy	1 Primary Policy	3 Overnights	3 Overnights
10PM	3 Overnights	3 Overnights	3 Overnights	3 Overnights	3 Overnights	3 Overnights	3 Overnights
11PM	3 Overnights	3 Overnights	3 Overnights	3 Overnights	3 Overnights	3 Overnights	3 Overnights
Cpy Sun->Mon		Cpy Mon->Tue	Cpy Tue->Wed	Cpy Wed->Thu	Cpy Thu->Fri	Cpy Fri->Sat	Cpy Sat->Sun

Save Cancel

- **Category Rules**

- **Categories**

-Here is where you create and edit the Categories you want to use for Music, Imaging and Breaknotes.

From the main Categories page you can Delete, Edit or move up and down in the display order.

Categories

Add New

	Move	Move	Pass	Order	Category Name	Song Count	Colors	Song/Breaknote	Store On OpX?
Delete	Edit	▲	▼	1	A- Power Current	15	A- Power Current	S	Y
Delete	Edit	▲	▼	20	B- Secondary	7	B- Secondary	S	Y
Delete	Edit	▲	▼	30	C- Light/New	9	C- Light/New	S	Y
Delete	Edit	▲	▼	40	R- Power Resource	83	R- Power Resource	S	Y
Delete	Edit	▲	▼	50	E- 2011+	221	E- 2011+	S	Y
Delete	Edit	▲	▼	4	F- 1990-2000	180	F- 1990-2000	S	Y
Delete	Edit	▲	▼	70	G- 2001-2010	86	G- 2001-2010	S	Y
Delete	Edit	▲	▼	5	G- Pre 1990	153	G- Pre 1990	S	Y
Delete	Edit	▲	▼	90		2		B	Y
Delete	Edit	▲	▼	1	M- Music Sweeps	2	M- Music Sweeps	B	Y
Delete	Edit	▲	▼	0	MUSIC HOLD	630	MUSIC HOLD	S	Y
Delete	Edit	▲	▼	120	UPDATE	0	UPDATE	B	Y
Delete	Edit	▲	▼	9	Jeff Hold	1	Jeff Hold	S	Y
Delete	Edit	▲	▼	1	Hard Rock	12	Hard Rock	S	N
Delete	Edit	▲	▼	2	Soft Pop	3	Soft Pop	S	N
Delete	Edit	▲	▼	3	Throwback	8	Throwback	S	N

Allow Deletions?

- **Edit Category** – Clicking on the Edit button brings up the Edit Category page allowing you to make changes to an existing category.

Edit Category

Category Name	A - Power Current
Type	☒ Songs ☐ Break Notes
* Pass Order (0-9)	1
Display Order	10
Category font:	00FFFF
Category background:	000000
Store On OpX?	☒ (Only applies to UNS Songs in this category)
Save Cancel	

... * If you want Stratus to schedule this category, you must give it a pass order of 1-9. By leaving the pass order at zero, Stratus will not consider this category when scheduling a music log.

- **Category Name** – Name the Category anything thing you want (Power, Secondary, Recurrent...).
 - **Type** – Type is Song or Break Notes. Anything that is not a full song to be played, should be a Break Note.
 - **Pass Order** – Scheduling happens in a Category-by-Category basis. Pass Order is where you set the order that you want you Categories scheduled.
 - **Display Order** - Another way to set the order categories show up on the Category Listing page.
 - **Category font\color** – Personalize your Category colors and fonts so they standout on the Edit log page.
 - **Store On OpX (Optional)** – If you are using UNS and OpX, this setting tells which Song (MUS Songs) to store on the station OpX. You can uncheck this for songs you want to keep in your station Stratus db, but don't need them taking up space on your OpX Audio Server. Once you check it, OpX (via Music Synch) will automatically download all MUS/XMS songs in that category.
- **Search Depth**
- Search Depth is one of the most important settings in your system, from a music scheduling point of view. The number you enter here tells Stratus the maximum number of Songs to consider during the scheduling process.

Category Search Depth

Select Policy: **Standard**

Similar Policies: ☐ Standard ☐ 2 ☐ 3 ☐ 4 ☐ 6 ☐ 8 ☐ 7 ☐ 8 ☐ 9

Category	Level 1			Level 2			Level 3		
	Proportion	Depth	Count	Proportion	Depth	Count	Proportion	Depth	Count
A - Power Current	100	2	15						
B - Secondary	100	5	7						
C - LightNew	100	4	9						
R - Power Recurrent	100	75	63						
E - 2011+	100	75	221						
F - 1990-2000	100	75	180						
D - 2001-2010	100	75	88						
G - Pre 1990	100	75	153						
m - music sweeps	100	100	2						
MUSIC HOLD			882			228			22
UPDATE	100	100	0						
Jeff Hold			1						
Hard Rock	100	12	12						
Soft Pop	100	1	2			1			
Throwback	100	2	8						

- **Proportion** – The Level Proportions are set in the three "Prop" columns on the CATEGORIES screen. If you are not using Level 2 and Level 3 in a particular Category, you should enter a Level 1 Proportion of "100%" for that Category.
- **Depth** – The number you enter here tells Stratus the maximum number of Songs to consider during the scheduling process.
- **Count** – If using # count, how many song deep should the system dig.

○ Rule Priority

-Rule Priority is used to assign rules as Unbreakable or Breakable. Unbreakable rules are rules that can't be broken no matter what the circumstances. Breakable rules can be broken if no other song fits in that scheduled position.

○ Daypart Handling

-Daypart Handling you tell the system what to do with songs that have been passed over a schedule position due to being restricted from a daypart. Leave it at the top of the stack, go to bottom of stack, move it randomly back in the stack, or a fixed % back.

○ Category Stack Order

-For current music stations with tight rotations that want their A Powers to roll over in a specific order, you would use Stack Handling (detailed under xxx), Category Stack Order is where you can manually change the order of the stack to keep "like" artists and songs away from each other.

○ **Turnovers**

-Turnovers show category rotation %'s over a selected date range. This is used to make sure you are spinning the songs in a specific category to the specifications that you intend.

Turnover Calculator

Start Date	04/01/2025
End Date	04/09/2025
Clock Grid	Jeff Grid

Calculate

Turnover calculated over 208 hours

Category	Lvl	Actual #	Test #	Adjusted #	#/Hour	Turn Days	Turn Hours	Turn Minutes
A - Power Current	1	15	15	15	8.7	0	1	44
B - Secondary	1	7	7	7	1	0	7	16
C - Light/New	1	9	9	9	1	0	9	21
R- Power Recurrent	1	63	63	63	1	2	17	25
E - 2011+	1	219	219	216.4	2.9	3	2	46
F - 1990-2000	1	180	180	175.3	2.9	2	12	35
D - 2001-2010	1	87	87	86.9	3.9	0	22	35
G - Pre 1990	1	153	153	151.6	3.9	1	15	28
MUSIC HOLD	1	681	681	669.9	—	—		
MUSIC HOLD	2	226	226	223.7	—	—		
MUSIC HOLD	3	22	22	20.3	—	—		

☐ Show Detail

R=Requests, ALR=All Level Request, DPH=Daypart Hours * Dayparted Songs, SP=Packeted Songs, P=Number of Packets

○ **Research Titles – (Optional)**

-Notes used for call-out research.

Research Titles

Row 1 Title	
Row 2 Title	
Row 3 Title	
Row 4 Title	
Column A Title	
Column B Title	
Column C Title	
Column D Title	

Save

- **Rotation Rules**

- **Min/Max Sep**

-Set Minimum and Maximum separation for songs in a category. In the example, A-Power Current songs will be no quicker than 2 Hours and 10 Minutes before same song plays again. For more detailed explanations, go to Rotation Rules (coming soon)

Minimum and Maximum Separation

Select Policy	Standard	Similar Policies	☒ Standard	☐ 2	☐ 3
			☐ 4	☐ 5	☐ 6
			☐ 7	☐ 8	☐ 9

Category	Minimum Separation									Maximum Separation									
	Level 1			Level 2			Level 3			Level 1			Level 2			Level 3			
	D	H	M	D	H	M	D	H	M	D	H	M	D	H	M	D	H	M	
A - Power Current	0	2	10	0	0	0	0	0	0	0	5	0	0	0	0	0	0	0	0
B - Secondary	0	4	12	0	0	0	0	0	0	0	9	0	0	0	0	0	0	0	0
C - Light/New	0	6	17	0	0	0	0	0	0	0	11	0	0	0	0	0	0	0	0
R- Power Recurrent	0	8	35	0	0	0	0	0	0	0	19	0	0	0	0	0	0	0	0
E - 2011+	0	10	21	0	0	0	0	0	0	2	23	0	0	0	0	0	0	0	0
F - 1990-2000	0	10	50	0	0	0	0	0	0	2	3	0	0	0	0	0	0	0	0
D - 2001-2010	0	10	27	0	0	0	0	0	0	2	0	0	0	0	0	0	0	0	0
G - Pre 1990	0	10	0	0	0	0	0	0	0	3	3	0	0	0	0	0	0	0	0
-----	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
m - music sweeps	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
MUSIC HOLD	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
UPDATE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Save Cancel

- **Yesterday**

-How far away from "Yesterdays" play do you want the song.. In the example an A-Power Current music be 10 minutes away from where it is was placed yesterday.

Separation from Yesterday's Plays

Select Policy	Standard	Similar Policies	☒ Standard	☐ 2	☐ 3
			☐ 4	☐ 5	☐ 6
			☐ 7	☐ 8	☐ 9

Category	Song		Title		Artist		Album	
	Hours	Minutes	Hours	Minutes	Hours	Minutes	Hours	Minutes
A - Power Current	0	10	0	0	0	0	0	0
B - Secondary	0	12	0	0	0	0	0	0
C - Light/New	0	10	0	0	0	0	0	0
R- Power Recurrent	1	15	0	0	0	0	0	0

- **Prior Day Map**

-Prior day rules differ from yesterday rules, but you can define what yesterday is. Use it in tandem with Yesterday rules to protect small song counts in a category.

Prior Day Definition

If Day is	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
Prior Day is	Friday	None	Monday	Tuesday	Wednesday	Saturday	Sunday

Save Cancel

○ Prior Day Sep

-Just like Min Sep but you define the Prior day in the Prior Day Map.

Separation from Prior Day's Plays

Select Policy: Standard

Similar Policies: ☒ Standard ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐ 8 ☐ 9

Category	Song		Title		Artist		Album	
	Hours	Minutes	Hours	Minutes	Hours	Minutes	Hours	Minutes
A - Power Current	0	5	0	0	0	0	0	0
B - Secondary	0	10	0	0	0	0	0	0
C - Light/New	0	10	0	0	0	0	0	0
R- Power Recurrent	0	50	0	0	0	0	0	0
E - 2011+	1	15	0	0	0	0	0	0
F - 1990-2000	1	15	0	0	0	0	0	0
D - 2001-2010	1	15	0	0	0	0	0	0
G - Pre 1990	1	15	0	0	0	0	0	0
-----	0	0	0	0	0	0	0	0

○ Play Window – (Seldom Used)

-Play Window rule allows you to prevent a song from playing in the same place on the edge of a Daypart boundary.

Play Window Separation

Select Policy: Standard

Similar Policies: ☒ Standard ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐ 8 ☐ 9

Category	Play Window	
	Hours	Minutes
A - Power Current		
B - Secondary		
C - Light/New		
R- Power Recurrent		
E - 2011+		
F - 1990-2000		
D - 2001-2010		
G - Pre 1990		

m - music sweeps		
MUSIC HOLD		
UPDATE		

Save Cancel

○ Drive Time – (Seldom Used)

-Used to protect drive times (AM/PM) from each other. Used primarily to protect categories of 6 to 12 turnovers.

Drive Time Protection

Select Policy: Standard

Similar Policies: ☒ Standard ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐ 8 ☐ 9

Protect this hour today	From this other hour today	And this hour yesterday
12 Midnight	None	None
1 AM	None	None
2 AM	None	None
3 AM	None	None
4 AM	None	None
5 AM	None	None
6 AM	None	None
7 AM	None	None
8 AM	None	None
9 AM	None	None
10 AM	None	None
11 AM	None	None
12 Noon	None	None
1 PM	None	None
2 PM	None	None
3 PM	None	None
4 PM	None	None
5 PM	None	None
6 PM	None	None
7 PM	None	None
8 PM	None	None
9 PM	None	None
10 PM	None	None
11 PM	None	None

Save Cancel

○ Station Dayparts

-In this section of the system you define Dayparts that are used in Daypart Rotation and Hour Rotation Rules.

Station Dayparts

	12	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3	4	5	6	7	8	9	10	11
Day of the Week	M	A	A	A	A	A	A	A	A	A	A	A	N	P	P	P	P	P	P	P	P	P	P	P
Monday	1	1	1	1	1	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5	5	5
Tuesday	1	1	1	1	1	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5	5	5
Wednesday	1	1	1	1	1	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5	5	5
Thursday	1	1	1	1	1	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5	5	5
Friday	1	1	1	1	1	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5	5	5
Saturday	1	1	1	1	1	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5	5	5
Sunday	1	1	1	1	1	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5	5	5

Save

Cancel

To set up this station daypart grid:

- Use a 1 to represent Overnight hours
- Use a 2 to represent Morning Drive
- Use a 3 to represent Midday
- Use a 4 to represent Afternoon Drive
- Use a 5 to represent Nights
- Use a 6, 7 or 8 to represent additional weekend dayparts, if desired

*there are a max of 8 different dayparts allowable on the station daypart grid

○ Daypart Grids

-Define different Daypart Grids that can be used at different times in different clocks.

Dayparts

Add New

		Dayparts		
Delete	Edit	10A - 9P ONLY		
Delete	Edit	10A-3P M-F		
Delete	Edit	10a-3p M-F + WKND		
Delete	Edit	10A-5P M-F		
Delete	Edit	10a-5p M-F + WKND		
Delete	Edit	3p-7p M-F ONLY		
Delete	Edit	5p - 3a ONLY		
Delete	Edit	After 3PM (M-F)		
Delete	Edit	AFTER 4PM ONLY		
Delete	Edit	After 5 PM		
Delete	Edit	After 6PM		
Delete	Edit	After 7 PM		
Delete	Edit	After Noon 12n-5a		
Delete	Edit	AM Drive ONLY +Sat		
Delete	Edit	AT WORK NO WKND		
Delete	Edit	AT WORK ONLY (L)		

○ Alternate Cat Grids – (Seldom Used)

-The Alternate Category feature allows you to assign the current Song to a different Category, Level and/or Packet during specified time periods.

- **Segue Rules -**

-Define and maintain the rules that control the scheduling of music segues, according to the Characteristics of your Songs.

- **Energy**

-The Energy Rule works on a five-point scale, numbered from "1" through "5". You define what these numbers mean to you in the "Description" column of the ENERGY screen.

Edit Energy

Select Policy	Standard	Similar Policies	☒ Standard	☐ 2	☐ 3
			☐ 4	☐ 5	☐ 6
			☐ 7	☐ 8	☐ 9

Level	Description	Maximum in a Row
1	DEATH	
2	SOFT	
3	AVERAGE	
4	HARD	
5	CHAINSAW	
Maximum Total Level of 3 in a Row		
		12
Minimum Total Level of 3 in a Row		
		7
Maximum Step Up		
		3
Maximum Step Down		
		2

Save Cancel

- **Era**

-Define the Era's that you would like to group your songs together in. Then within the grid, restrict Era's you don't want playing next to each other.

Era

Select Policy	1 - Normal	Similar Policies	☐ 1 - Normal	☒ 2 - AM Drive	☐ 3 - Resurrection
			☐ 4 - Weekend	☐ 5 - OVERNIGHT	☐ 6
			☐ 7	☐ 8	☐ 9

Previous Song		Next Song																			
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	Pre 2K																				
2	2000 -2007																				
3	Pre 1980																				
4	1980 - 1989																				
5	1990 - 1999																				
6	2007-2014																				
7	CURRENT 2017																				
8	CURRENT 2015																				
9	CURRENT 2016																				
10	CURRENT 2018																				
11	CURRENT 2019																				
12	CURRENT 2020																				
13	CURRENT 2021																				
14	CURRENT 2022																				
15																					
16																					

○ **Mood**

-Define the “Moods” you want to assign to songs in your library. You can assign colors to each Mood to easily identify the Mood while editing a log as well as specify Maximum in a row for each Mood.

Edit Mood

Select Policy	Standard	Similar Policies	☐ Standard	☐ 2	☐ 3
			☐ 4	☐ 5	☐ 6
			☐ 7	☐ 8	☐ 9

Level	Description	Maximum in a Row	Font Color / Background / Example
1	SUICIDAL	1	00FFFF 000000 SUICIDAL
2	SAD	1	00FFFF 000000 SAD
3	AVERAGE		00FFFF 000000 AVERAGE
4	HAPPY		00FFFF 000000 HAPPY
5	ECSTATIC		00FFFF 000000 ECSTATIC

Maximum Total Level of 3 in a Row	13
Minimum Total Level of 3 in a Row	7
Maximum Step Up	3
Maximum Step Down	2

○ **Tempo**

-Here you define the Tempo Rule, which can be used to control either the Tempo segues in your music scheduling, or the scheduling sequence of your Songs based on their Tempo Characteristics.

Tempo

Select Policy	Standard	Similar Policies	☐ Standard	☐ 2	☐ 3
			☐ 4	☐ 5	☐ 6
			☐ 7	☐ 8	☐ 9

Previous Song Tempo	Next Song Tempo									Font Color / Background / Example
	SS	SM	SF	MS	MM	MF	FS	FM	FF	
1 SS										00FFFF 000000 SS
2 SM										00FFFF 000000 SM
3 SF										00FFFF 000000 SF
4 MS										00FFFF 000000 MS
5 MM										00FFFF 000000 MM
6 MF										00FFFF 000000 MF
7 FS										00FFFF 000000 FS
8 FM										00FFFF 000000 FM
9 FF										00FFFF 000000 FF

○ **Texture – (Optional)**

-Define the Textures you would like to use to further describe the feeling of a song, then fill in grid to keep “Thin” songs from direct segues to “WALL OF SOUND” songs.

Texture

Select Policy	Standard	Similar Policies	☐ Standard	☐ 2	☐ 3
			☐ 4	☐ 5	☐ 6
			☐ 7	☐ 8	☐ 9

Previous Song Ends	Next Song Begins								
	1	2	3	4	5	6	7	8	9
1 BARELY THERE					N				
2 THIN									
3 AVERAGE									
4 FULL									
5 WALL OF SOUN	N								
6									
7									
8									
9									

- **Type – (Optional)**

-Another level of descriptions you can describe and set segue protections.

Type

Select Policy: **Standard**

Similar Policies: ☐ Standard ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐ 8 ☐ 9

Previous Song	Next Song									Font Color / Background / Example
	1	2	3	4	5	6	7	8	9	
1										00FFFF 000000
2										00FFFF 000000
3										00FFFF 000000
4										00FFFF 000000
5										00FFFF 000000
6										00FFFF 000000
7										00FFFF 000000
8										00FFFF 000000
9										00FFFF 000000 9

- **Sound Codes**

-Define and maintain the Sound Code Rule, which provides a means of separating, or limiting the maximum sequence of Songs based on their "sound".

- **Sound Codes**

-Define specific Sound Codes to be assigned to songs in the library. Sound Codes are used to help you generate an overall "Sound" to your station.

Sound Codes

Add New

	Delete	Edit	Move	Move	Sound Code Name	Colors
	Delete	Edit	Move	Move	A - Classic 80's Alt.	A - Classic 80's Alt.
	Delete	Edit	Move	Move	C - Core Sound	C - Core Sound
	Delete	Edit	Move	Move	F - Folk/Country/Lilith	F - Folk/Country/Li
	Delete	Edit	Move	Move	G - Reggae	G - Reggae
	Delete	Edit	Move	Move	H - Hot AC	H - Hot AC
	Delete	Edit	Move	Move	M - Modern Rock/Alt.	M - Modern Rock/I
	Delete	Edit	Move	Move	P - Pop	P - Pop
	Delete	Edit	Move	Move	R - Rock/Grunge/Blues	R - Rock/Grunge/B
	Delete	Edit	Move	Move	U - UK Mope	U - UK Mope
	Delete	Edit	Move	Move	X - Holiday	X - Holiday

- **Sound Code Rules**

-Using the Sound Codes created above, Sound Code Rules lets you define how your station sounds by adding or limiting how many of each Sound Code plays per hour, and to keep certain Sound Codes from playing next to other similar, or dissimilar Sound Codes.

Sound Code Rules

Positions: If you play an Urban song in Position #1, the next 3 Positions can't be Urban. Status has to pull a different Sound Code
In A-Row: If you play a Pop Song in Position #1, and you have 2 in a row set, Status can place 2 Pop songs in a row, before it has to pull a different Sou

Select Policy: **Standard**

Similar Policies: ☐ Standard ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐ 8 ☐ 9

Sound Code	Max # per hour	Separate from itself by	Separate from these Codes	Separate from other Codes by
A - Classic 80's Alt.	4	2 In a Row	R - Rock/Grunge/Blues <No Code> <No Code> <No Code>	1 Positions
C - Core Sound	9	9 In a Row	<No Code> <No Code> <No Code> <No Code>	0 In a Row
F - Folk/Country/Lilith	4	2 In a Row	<No Code> <No Code> <No Code> <No Code>	0 In a Row
G - Reggae	2	1 In a Row	<No Code> <No Code> <No Code> <No Code>	0 In a Row
H - Hot AC	4	1 In a Row	P - Pop U - UK Mope <No Code> <No Code>	1 Positions
M - Modern Rock/Alt.	4	1 In a Row	R - Rock/Grunge/Blues <No Code> <No Code> <No Code>	1 Positions
P - Pop	4	1 In a Row	U - UK Mope <No Code> <No Code> <No Code>	1 Positions

- **Roles**

- **Role Names**

-Typically, Role is used to designate the Artist's "role" in the Song. Some common Roles are Male, Female, Duet, Group and Instrumental.

Roles

Add New

		Move	Move	Role Name	Colors
Delete	Edit	▲	▼	FEMALE	

- **Role Rules**

-Set Role Rules that you want to maintain during scheduling.

Role Rules

Select Policy: Standard

Similar Policies: ☐ Standard ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐ 8 ☐ 9

Role	Max # per hour	Separate from itself by	Separate from these Codes	Separate from other Codes by
FEMALE	5	1 Positions	☐ <No Role> ☐ <No Role> ☐ <No Role> ☐ <No Role>	☐ 0 In a Row ☐ 0 ☐ 0 ☐ 0

- **Artist Rules**

- **Artist Notes**

-The Artist Notes feature allows you to create up to five Artist Notes for the Artist of the current Song. Artist Notes can simply be stored for informational purposes, or they may be printed on the Log for reference by your Air Talent.

- **Artist Sep**

-Artist Separation is the minimum amount of time that must elapse between the end of one Song and the beginning of another Song by the same Artist. Artist Sep is set per Category so that the latest songs can rotate quicker than older songs.

Artist, Title and Album Separation

Select Policy: Main Policy

Similar Policies: ☒ Main Policy ☐ Saturday Nigt ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐ 8 ☐ 9

Category	Artist			Title			Album		
	D	H	M	D	H	M	D	H	M
A - POWER	0	0	15	0	0	0	0	0	0
B - DOWN POWER	0	0	15	0	0	0	0	0	0
C - MEDIUM	0	0	15	0	0	0	0	0	0
N - NEW	0	0	20	0	0	0	0	0	0
E - NIGHT NEW	0	0	20	0	0	0	0	0	0
D - POWER RECURRENT	0	0	40	0	0	0	0	0	0
R - RECURRENT	0	0	25	0	0	0	0	0	0
P - POWER GOLD	0	0	59	0	0	0	0	0	0
S - SECONDARY GOLD	0	0	59	0	0	0	0	0	0
T - OLD GOLD	0	2	6	0	0	0	0	0	0

○ Artist Groups

-Artist Groups Separation allows you to define “Groups” that also have members that have solo songs (Eagles, Don Henley, Glenn Fry...)

Artist Groups

Add New

		Artist Group
Delete	Edit	Beatles
Delete	Edit	Bob Dylan
Delete	Edit	Bob Seger
Delete	Edit	Clapton
Delete	Edit	CSNY
Delete	Edit	Eagles
Delete	Edit	Fleetwood Mac
Delete	Edit	Genesis
Delete	Edit	Nazareth
Delete	Edit	Ozzy
Delete	Edit	Thin Lizzy
Delete	Edit	Tom Petty
Delete	Edit	Van Halen

○ Artist Group Rules

-Define separation rules for specific Artist Groups that you have specified above.

Artist Group Separation

Select Policy	1Normal Every day	Similar Policies	☒ 1Normal Every day ☐ 280s programming ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐ 8 ☐ 9
---------------	-------------------	------------------	--

Artist Group	Separation		
	D	H	M
Beatles	0	1	30
Bob Dylan			
Bob Seger			
Clapton	0	1	30
CSNY			
Eagles	0	1	30
Fleetwood Mac			

○ Special Artists

-Define Artists you want to assign special rotations rules below.

Artists with Special Separation

Add New

		Artists with Special Separation
Delete	Edit	38 Special
Delete	Edit	AC/DC
Delete	Edit	Aerosmith
Delete	Edit	Alice Cooper
Delete	Edit	Bachman-Turner Overdrive
Delete	Edit	Beatles
Delete	Edit	Billy Squire
Delete	Edit	Black Crowes
Delete	Edit	Black Sabbath
Delete	Edit	Blue Oyster Cult
Delete	Edit	Bryan Adams
Delete	Edit	Cheap Trick
Delete	Edit	David Bowie

- **Special Artists Sep**

-Special Artist Rules override Artist Minimum Separation and Artist Group Minimum Separation. Use this for Artists that you want to rotate slower, OR faster than regular Artist Sep settings.

Artists with Special Separation

Select Policy	1Normal Every day	Similar Policies	☒ 1Normal Every day	☐ 280s programming	☐ 3
			☐ 4	☐ 5	☐ 6
			☐ 7	☐ 8	☐ 9

Artist Group	Separation		
	D	H	M
.38 Special	0	4	15
AC/DC	0	2	15
Aerosmith	0	2	15
Alice Cooper	0	4	15
Bachman-Turner Overdrive	0	5	15
Beatles	0	5	15
Billy Squire	0	4	10
Black Crowes	0	4	10
Black Sabbath	0	4	10
Blue Oyster Cult	0	5	30
Bryan Adams	0	5	15
Cheap Trick	0	4	15

- **Themes**

-Themes are a way to categorize and schedule songs! you can tailor the organization to fit different moods, eras, or special events. Whether it's curating nostalgic playlists, highlighting chart-toppers, or setting the perfect tone for the day, the ability to assign multiple themes to a single song is incredibly useful for keeping programming dynamic.

- **Theme Names**

-Define Themes to assign to songs in your library.

Themes

		Move	Move	Order	Theme Name
Delete	Edit	^	v	0	1 HIT WONDERS
Delete	Edit	^	v	0	4TH OF JULY
Delete	Edit	^	v	0	Back From The Dead
Delete	Edit	^	v	0	Love Songs That Rock
Delete	Edit	^	v	0	MOTHER'S DAY
Delete	Edit	^	v	0	Soundtrack Weekend

☐ Allow Deletions?

- **Theme Categories**

-Define Categories to further with Theme Categories.

Theme Categories

Category	Use in Themes		
	Level 1	Level 2	Level 3
E - 75-80	☐	☐	☐
D - 81-88	☐	☐	☐
F - Pre 74	☐	☐	☐
C - 89+	☐	☐	☐
-----	☐	☐	☐
STATION PROMO (L)	☐	☐	☐

- **Twofers**

In this section, you define which categories can be used to schedule consecutive Songs by the same Artist (Twofers).

Twofer Categories			
Category	Use in Twofers		
	Level 1	Level 2	Level 3
E - 75-80	☒	☐	☐
D - 81-88	☒	☐	☐
F - Pre 74	☒	☐	☐
C - 89+	☒	☐	☐
	☐	☐	☐

CLOCKS

-In this section of the you create, assign and maintain the Clocks that schedule your station's Songs and Events. Clocks are a one-hour slice of the day. You can have as many different clocks as you would like for different dayparts, different song rotations or shows.

- Edit Clocks

-Edit Clocks allows you to change the settings of existing Clocks, or remove old, unused Clocks from the system. When deleting a Clock you must check Allow Deletions to prevent accidentally deleting a clock.

-When in the Edit Clock window, you can add, delete and move clock elements like song categories, or non-song categories (Breaknotes, Promos, Jingles....). The Edit clock window will also give you a running time and total time of the hour as well as Category Song counts for each clock.

- Copy Clock

-Allows you to copy a clock and keep all settings, then you can edit the copied clock for any changes you may need.

- Clock Grids
 - Place individual Clocks in Assignment Grids. You can multiple grids with different clock assignments.

Clock Assignment Grids

Clock Assignment Grids			Default Grid
Delete	Edit	OpX Mothership	No
Delete	Edit	Stratus Grid	Yes

☐ Allow Deletions?

Description

Stratus Grid

Hour	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
12 M	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1
1AM	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1
2AM	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1
3AM	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1
4AM	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1
5AM	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1
6AM	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1
7AM	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1
8AM	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1
9AM	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1
10AM	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1
11AM	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1
12 N	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1
1PM	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1
2PM	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1
3PM	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1
4PM	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1
5PM	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1
6PM	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1
7PM	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1
8PM	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1
9PM	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1
10PM	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1
11PM	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1	Stratus 1
	Cpy Sun->Mon	Cpy Mon->Tue	Cpy Tue->Wed	Cpy Wed->Thu	Cpy Thu->Fri	Cpy Fri->Sat	Cpy Sat->Sun

☒ Set This Grid As Default?

Song count clock calls:

Category	Level	Song Count
A - Power Current	any	336
A - Power Current	1	1176
B - Secondary	1	168
C - Light/New	1	168
R - Power Recurrent	1	168
E - 2011+	1	504
F - 1990-2000	1	504
D - 2001-2010	1	672
G - Pre 1990	1	672

Total Song Count: 4368

- Grid Assignment
 - Assign grids to be used for future dates. You can schedule a “special” weekend grid without having to change the main Default grid.

Clock Assignment Grids by Name

** Reset Dates will remove ALL old records and create one record with today's date if a default grid has been set.

	Start Date	Clock Assignment Grid
Delete	12/01/23	Stratus Grid

Note: If the Date for a Log is not entered, the last date before it will be used for Scheduling.
If the last record is deleted then a new one will be automatically created if a default grid has been set.

- Print Clocks

Print Clocks

Select Clock	Stratus 1
Print Detail?	☐
Set Report Parameters	

SCHEDULE

- Log Merge (optional)
- Song Import (optional)
- Quick Song Import (optional)
- Schedule

Schedule Day

Last Date Scheduled	Wednesday, 04/30/2025
Start Date	05/01/2025
End Date	05/01/2025
Start Hour	Midnight ▼
End Hour	11 PM ▼
Categories to include	<All> A - Power Current B - Secondary C - Light/New R - Power Reccurent E - 2011+ F - 1990-2000 D - 2001-2010 G - Pre 1990 -----
Category Level to Include	<All> 1 2 3
Schedule Options	☒ Shuffle ☐ Push ☒ Recycle ☐ No Replay ☐ Breaknotes Only
Scheduling Status	Ready

- Unschedule

Un-Schedule Day

Last Date Scheduled	Wednesday, 04/30/2025
Date(s) to Un-Schedule	04/30/2025 to 04/30/2025 From 12:00 AM ▼ To 11:59 PM ▼
Categories to include	<All> A - Power Current B - Secondary C - Light/New R - Power Reccurent E - 2011+ F - 1990-2000 D - 2001-2010 G - Pre 1990 -----
Category Level to Include	<All> 1 2 3

☐ Allow Unschedule

- Edit A Log

Edit Log

Last Date Scheduled	04/30/2025
Log Date to Edit	Today's Date: 4/10/2025 ≤ April 2025 ≥ Mon Tue Wed Thu Fri Sat Sun 31 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 1 2 3 4 5 6 7 8 9 10 11

Legend

Unscheduled	Partially Scheduled	Scheduled	Exported	Partially Scheduled and Exported
-------------	---------------------	-----------	----------	----------------------------------

Day color will not change from Exported if current or prior day logs are changed.

- Schedule Report
- Export

Digital Audio Export

Last Date Scheduled	04/30/2025		
Export Format	OPX Export	Change Format	
Export Logs for	04/30/2025	to	Leave blank to export Start Date only
<button>Export Logs</button>			

- Multiple Export (optional)
- Print

Print a Log

Last Date Scheduled	04/30/2025		
Print Format	Condensed PDF		
Log Date to Print	Condensed PDF		
Start Hour	Expanded PDF		
End Hour	Condensed Excel		
Print Log for 04/30/2025			

- STORQ (optional)
- Options

- Shuffle

Shuffle Music

<button>Save</button>	<button>Cancel</button>
-----------------------	-------------------------

Note: To Shuffle every week on a specific day, enter the hour you would like (12M,5P,etc) in the day you would like shuffled. To Shuffle just once on the next day you Schedule, enter the hour in the "Once" column.

Category	Once	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
A - Power Current								
B - Secondary								
C - Light/New								
R- Power Recurrent								
E - 2011+								
F - 1990-2000								
D - 2001-2010								
G - Pre 1990								

m - music sweeps								
MUSIC HOLD								
UPDATE								

- Push

Push Music to Bottom of Stack

<button>Save</button>	<button>Cancel</button>
-----------------------	-------------------------

Note: To Push every week on a specific day, enter the hour you would like (12M,1A,5P,etc) in the day you would like pushed.

Category	Monday		Tuesday		Wednesday		Thursday		Friday		Saturday		Sunday	
	#	Hour	#	Hour	#	Hour	#	Hour	#	Hour	#	Hour	#	Hour
A - Power Current	5	12M												
B - Secondary														
C - Light/New														
R- Power Recurrent														
E - 2011+														
F - 1990-2000														
D - 2001-2010														
G - Pre 1990														

m - music sweeps														
MUSIC HOLD														
UPDATE														

- Recycle

Music Recycling

Recycle Music from to into to

Recycle ☒ Monday ☒ Tuesday ☒ Wednesday ☒ Thursday ☒ Friday ☒ Saturday ☒ Sunday

Search Depth ☒ Dig past Recycled Songs ☐ Search only Recycled Songs

Restore Order ☒ Restore Order after Recycling ☐ Most Rested Order after Recycling

Repeat Songs ☐ Allow Repeats during Recycle period ☒ No Repeats

Non-Recycle Hours ☐ Protect against Recycled ☒ Ignore Recycled

While Recycling ☐ Ignore Min/Max Separation ☒ Enforce Min/Max Separation

Category	Recycle
A - Power Current	☐
B - Secondary	☐
C - Light/New	☐
R- Power Recurrent	☐
E - 2011+	☒
F - 1990-2000	☒
D - 2001-2010	☒
G - Pre 1990	☒
-----	☐
m - music sweeps	☐
MUSIC HOLD	☐
UPDATE	☐

Save

Cancel

No Replay

No Replay

Select Grid:

Grid Hints:

If a grid contains consecutive days those days work as a unit. Ex. If Sat and Sun both are selected, then a song cannot repeat on BOTH Sat and Sun.

If a grid does not contain consecutive days, Ex. Mon, Wed, Fri then those days are independent. I.E. The same song cannot repeat on Monday, or Wednesday or Friday.

Hour	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
12A	☐	☐	☐	☐	☐	☐	☐
1A	☐	☐	☐	☐	☐	☐	☐
2A	☐	☐	☐	☐	☐	☐	☐
3A	☐	☐	☐	☐	☐	☐	☐
4A	☐	☐	☐	☐	☐	☐	☐
5A	☐	☐	☐	☐	☐	☐	☐
6A	☐	☐	☐	☐	☐	☐	☐
7A	☐	☐	☐	☐	☐	☐	☐
8A	☐	☐	☐	☐	☐	☐	☐
9A	☐	☐	☐	☐	☐	☐	☐
10A	☐	☐	☐	☐	☐	☐	☐
11A	☐	☐	☐	☐	☐	☐	☐
12P	☐	☐	☐	☐	☐	☐	☐
1P	☐	☐	☐	☐	☐	☐	☐

Segue

Segue Options

Song Property	Segue across Stopsets?	Protect Breaknote Categories?
Energy	☐	☐
Sound Code	☐	☐
Media	☐	☐
Texture	☐	☐
Type	☐	☐
Role	☐	
Era	☐	
Mood	☐	
Tempo	☐	
BPM	☐	

Save

Cancel

○ Daylight Saving

Daylight Saving Time Dates and Actions

Add New

		Daylight Saving Time Dates and Actions		
Delete	Edit	11/02/25 Fall Back		

☐ Allow Deletions?

○ Browse Options

Schedule using a Browse List Options

Pick Browse List	Z to A	Reset Plays
Repeat or Stop at End of List	Stop	
Numbering	No Numbering	

Save

Cancel

○ Custom Format

Custom Export Formats

Add New

		Custom Export Formats		
Delete	Edit	Stratus Demo Export		

☐ Allow Deletions?

Export Format Name
Stratus Demo Export
Show Breaknotes Export Format

File name Format
%T%MON%DD.LOG
Notes: %T=Temp Dir, %NT=Network Temp Dir, %DD=Day, %MM or %MON=Month, %YY or %YYYY=Year

Export Grid
No Export Map
Hour Offset
No Offset

Include
Breaknotes
STORQ
Timing
Header Format:
Footer Format:

Add New Line

Song Export Format

	Field Name	Length	Fixed Text / Format
Delete	Time MM	2	
Delete	Fixed Text	1	.
Delete	Time SS	2	
Delete	Fixed Text	1	.
Delete	Artist 1	60	
Delete	Fixed Text	1	.
Delete	Title	60	
Delete	Fixed Text	3	...
Delete	Fixed Text	0	
Delete	Fixed Text	0	

Save
Cancel
☐ Allow Deletions?

- Copy Custom Format
- Custom Fields

Custom Song Fields

Add New

		Custom Song Fields		
Delete	Edit	Long Filename		
Delete	Edit	TM ID		

☐ Allow Deletions?

- Export Grids (optional)
- Export Maps (optional)
- Copy Export Map (optional)

REPORTS

- Artist by Title Analysis
- Artist by Play History
- BMI Radio Log
- BMI EDI
- Current Playlist
- Library Report
- Library Custom Field
- Most Frequently Played
- Plays by Time
- Songs by Artist
- Title Analysis
- Beta User Access (Admin Only)
- Categories by Station
- User Access (Admin Only)
- User Activity (Admin Only)
- User Permissions (Admin Only)
- User Station Role (Admin Only)
- Users by Station (Admin Only)
- User List (Admin Only)

ADMINISTRATION

- **Stations (Admin Only)**
- **Export Formats (Admin Only)**

Global Export Formats

Export Format	Enabled	Last Update	Last Update By
AudioVault	☐	Feb 25 2025 12:00AM	Stratus User
AudioVault 2	☐	Feb 25 2025 12:00AM	Stratus User
AXS	☐	Feb 25 2025 12:00AM	Stratus User
BSI	☐	Feb 25 2025 12:00AM	Stratus User
CMLS STORQ	☒	Feb 25 2025 12:00AM	Stratus User
Enco	☐	Feb 25 2025 12:00AM	Stratus User
Enco 2	☐	Feb 25 2025 12:00AM	Stratus User
Enco 3	☐	Feb 25 2025 12:00AM	Stratus User
Maestro	☐	Feb 25 2025 12:00AM	Stratus User
Media Touch	☐	Feb 25 2025 12:00AM	Stratus User
OPX	☐	Feb 25 2025 12:00AM	Stratus User
OPX 2	☐	Feb 25 2025 12:00AM	Stratus User
OPX Export	☒	Feb 25 2025 12:00AM	Stratus User
Prophet	☐	Feb 25 2025 12:00AM	Stratus User
Scott	☐	Feb 25 2025 12:00AM	Stratus User
Scott 2	☐	Feb 25 2025 12:00AM	Stratus User
Scott 3	☐	Feb 25 2025 12:00AM	Stratus User
WideOrbit	☐	Feb 25 2025 12:00AM	Stratus User

Save

Cancel

- **Users (Admin Only)**
- **Music Genius (Admin Only)**
 - Song Add
 - Song Find
 - Load Browse List
 - Catalogs
- **Security (Admin Only)**
 - Permissions
 - Roles
- **Site Settings**

CHANGE STATION (optional)

-

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