# BSI STRATUS Music Scheduling

V 20.1.1.13 User Manual (Incomplete)

**Broadcast Software International** 

Manual v-1.11 ©2025

# **TABLE OF CONTENTS**

SONGS	)	1
•	Access Music Genius (optional)	1
•	Add Local Element	1
•	Find Songs	3
•	Replace Song	4
•	Load Browse List	5
RULES		6
•	Policies	6
0	Policy Names	6
0	Policy Assignments	6
•	Category Rules	6
0	Categories	6
0	Search Depth	7
0	Rule Priority	8
0	Daypart Handling	8
0	Category Stack Order	8
0	Turnovers	9
0	Research Titles – (Optional)	9
•	Rotation Rules	10
0	Min/Max Sep	10
0	Yesterday	10
0	Prior Day Map	10
0	Prior Day Sep	11
0	Play Window – (Seldom Used)	11
0	Drive Time – (Seldom Used)	11
0	Station Dayparts	12
0	Daypart Grids	12
0	Alternate Cat Grids – (Seldom Used)	12
•	Segue Rules -	13
0	Energy	13
0	Era	13
0	Mood	2
0	Tempo	2
0	Texture – (Optional)	2

	0	Type – (Optional)	3
•		Sound Codes	3
	0	Sound Codes	3
	0	Sound Code Rules	3
•		Roles	4
	0	Role Names	4
	0	Role Rules	4
•		Artist Rules	4
	0	Artist Notes	4
	0	Artist Sep	4
	0	Artist Groups	5
	0	Group Rules	5
	0	Special Artists	5
	0	Special Art. Rules	6
•		Themes	6
	0	Theme Names	6
	0	Theme Categories	6
•		Twofers	7
CLO	CKS		8
•		Edit Clocks	8
•		Copy Clock	8
•		Clock Grids	9
•		Grid Assignment	9
•		Print Clocks	9
SCH	IEDU	JLE	10
•		Log Merge (optional)	10
•		Song Import (optional)	10
•		Quick Song Import (optional)	10
•		Schedule	10
•		Unschedule	10
•		Edit A Log	10
•		Schedule Report	10
•		Export	10
•		Multiple Export (optional)	11
•		Print	11
•		STORQ (optional)	11

•	Options	11
0	Shuffle	11
0	Push	11
0	Recycle	11
0	No Replay	12
0	Segue	12
0	Daylight Saving	13
0	Browse Options	13
0	Custom Format	13
0	Copy Custom Format	14
0	Custom Fields	14
0	Export Grids (optional)	14
0	Export Maps (optional)	14
0	Copy Export Map (optional)	14
REPOR	RTS	15
•	Artist by Title Analysis	15
•	Artist by Play History	15
•	BMI Radio Log	15
•	BMI EDI	15
•	Current Playlist	15
•	Library Report	15
•	Library Custom Field	15
•	Most Frequently Played	15
•	Plays by Time	15
•	Songs by Artist	15
•	Title Analysis	15
•	Beta User Access (Admin Only)	15
•	Categories by Station	15
•	User Access (Admin Only)	15
•	User Activity (Admin Only)	15
•	User Permissions (Admin Only)	15
•	User Station Role (Admin Only)	15
•	Users by Station (Admin Only)	15
•	User List (Admin Only)	15
ADMIN	NISTRATION	16
•	Stations (Admin Only)	16

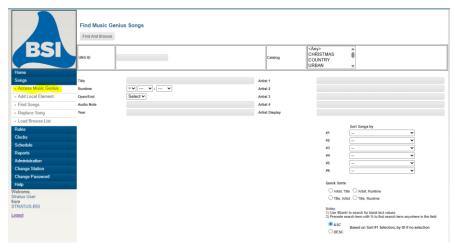
•	Export Formats (Admin Only)	16
•	Users (Admin Only)	16
•	Music Genius (Admin Only)	16
0	Song Add	16
0	Song Find	16
0	Load Browse List	16
0	Catalogs	16
•	Security (Admin Only)	16
0	Permissions	16
0	Roles	16
•	Site Settings	16
CHANG	GE STATION (optional)	16
NDEX		17

# **SONGS**

Managing station music library.

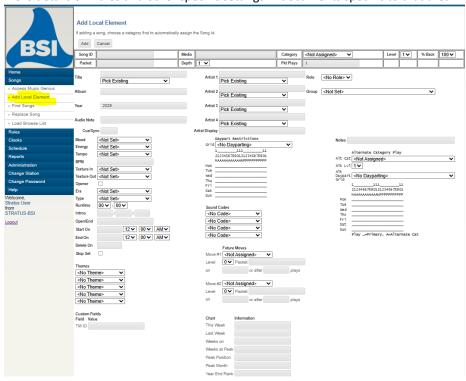
# • Access Music Genius (optional)

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.



### 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 place 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.



**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".

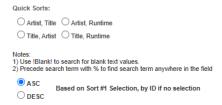
**Artist Display-** Display is intended to be used to match the Artist field and is note rule based so "Morgan Wallen f/Post Malone" where they would be Artist 1 and 2 in Rule based fields.

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

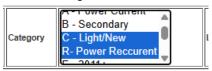
**Group**- If this song is part of a pre-determined Group (see Artist Groups, Group Rules) set the Group this song belongs in.

### 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.



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.

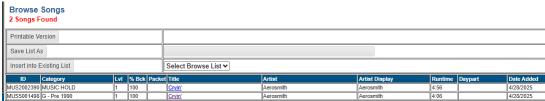


**Find And Edit** – If you are searching for a specific song, or only songs from a specific Artist, use Find And Edit, it will pull up the first song found in the search for editing, showing how many songs in the search results (Song 1 Of 2 below). Once done editing the first song, Save, then click Next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

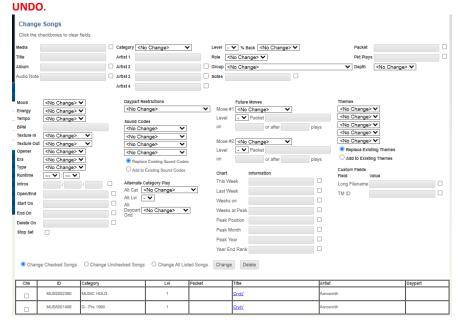


**Find And Browse** – Using Find And Browse will give a list of all songs results in your search.

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.



**Find And Change-** This is a very powerful tool and caution should be excerised 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** 

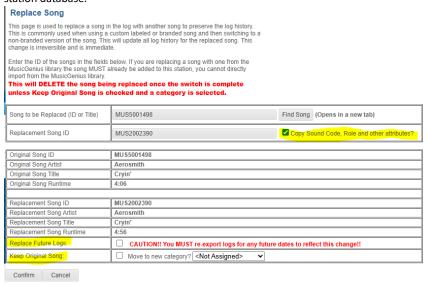


### Replace Song

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.



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.



### • 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.



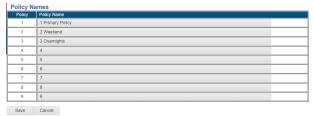
### **RULES**

-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

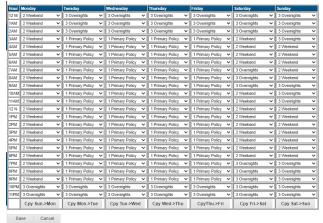
### Policy Names

-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 Assignments

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



### Category Rules

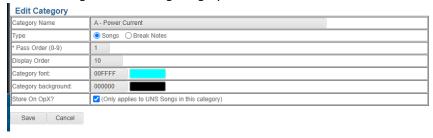
### **Categories**

-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.



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



- \_\* 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

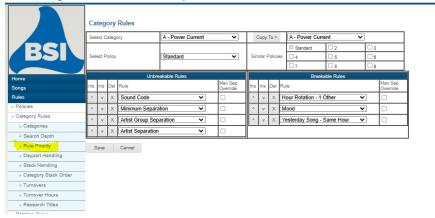
- Search Depth is one of the most important settings in your system, from a music scheduling point of view. The number you enter here tells Stratus the maximum number of Songs to consider during the scheduling process.



- 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.

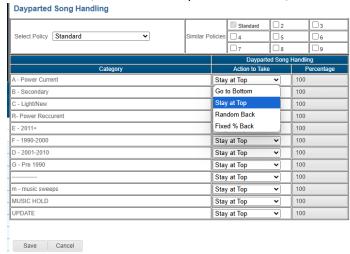
### Rule Priority

-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 is 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.



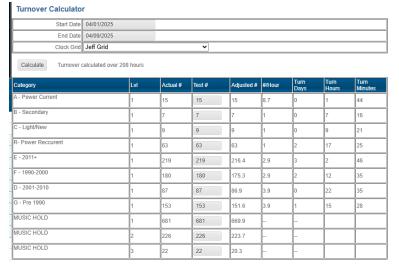
### Category Stack Order

-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 keel "like" artists and songs away from each other.



### Turnovers

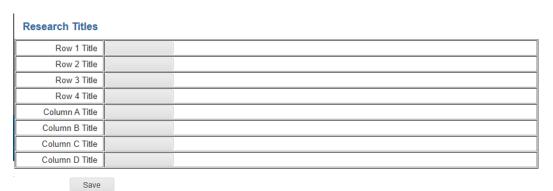
-Turnovers show category rotation %'s over a selected date range. This is used to make sure you are spinning the songs in a specific category to the specifications that you intend.



Show Detail

### Research Titles – (Optional)

-Notes used for call-out research.

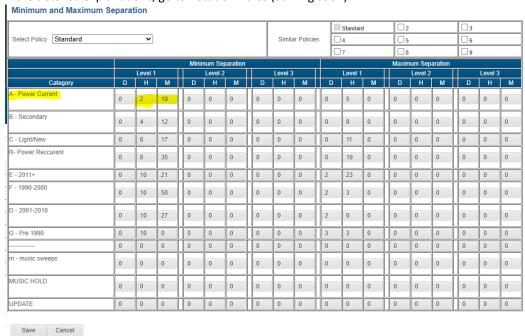


R=Requests, ALR=All Level Request, DPH=Daypart Hours \* Dayparted Songs, SP=Packeted Songs, P=Number of Packets

### Rotation Rules

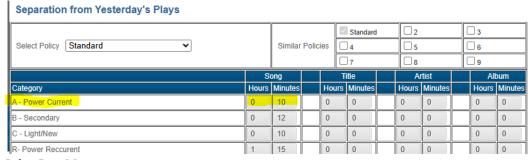
### Min/Max Sep

-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)



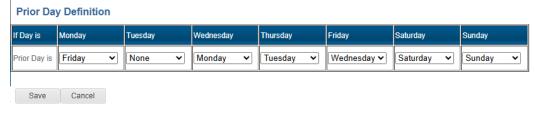
### Yesterday

-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.



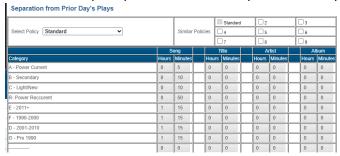
### Prior Day Map

-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.



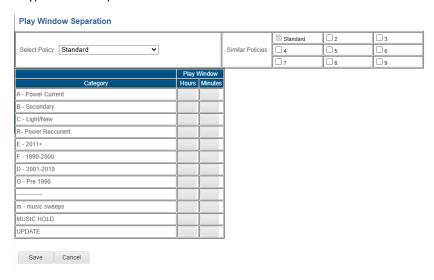
### Prior Day Sep

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



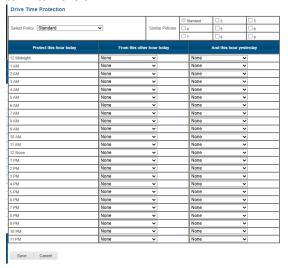
### Play Window – (Seldom Used)

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



### Drive Time – (Seldom Used)

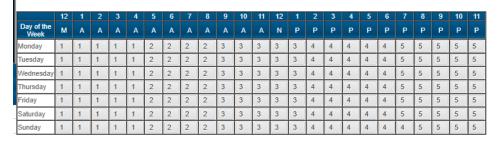
-Used to protect drive times (AM/PM) from each other. Used primarily to protect categories of 6 to 12 turnovers.



### **Station Dayparts**

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

**Station Dayparts** 



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

### Alternate Cat Grids – (Seldom Used)

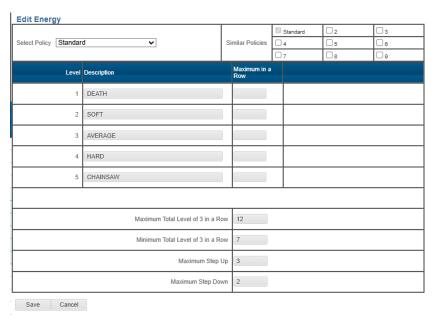
-The Alternate Category feature allows you to assign the current Song to a different Category, Level and/or Packet during specified time periods.

### Segue Rules -

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

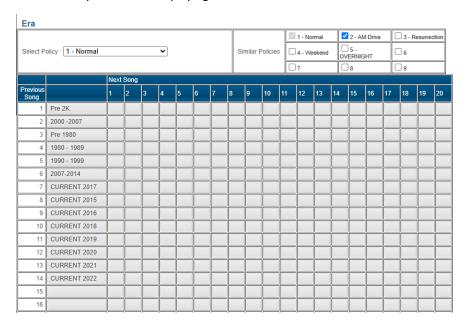
### Energy

-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.



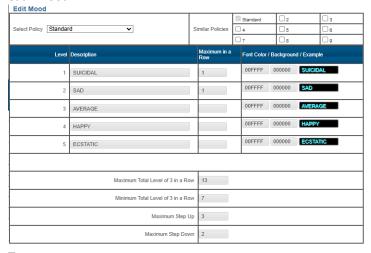
### Era

-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.



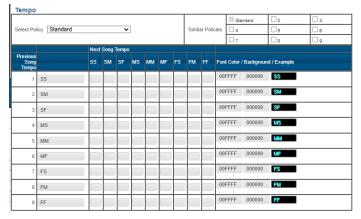
### Mood

-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.



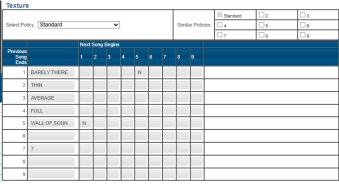
### o Tempo

-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.



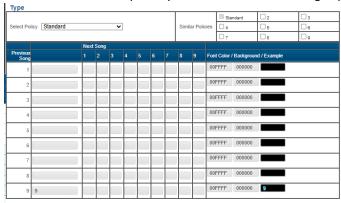
### Texture – (Optional)

-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.



### Type – (Optional)

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



### 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".

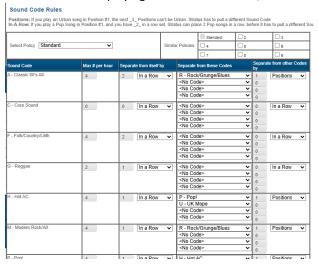
### Sound Codes

-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 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.



### Roles

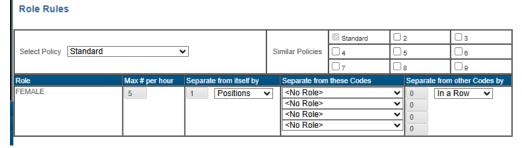
### Role Names

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



### Role Rules

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



### 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.



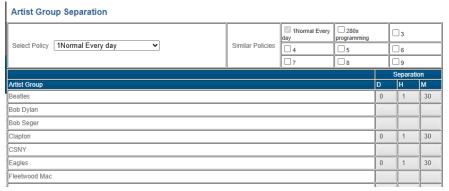
### Artist Groups

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



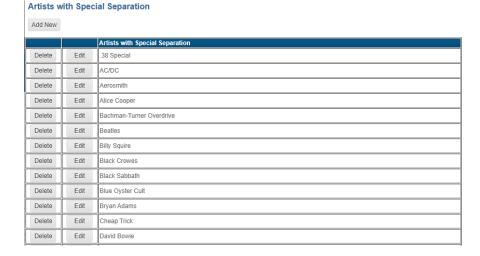
### Artist Group Rules

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



### Special Artists

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



### 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 4 5 6 7 8 9

Artist Group D H M

38 Special 0 4 15

ACDC 12 15

		Separation					
Artist Group	D		Н	М			
.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

Themes

-Define Themes to assign to songs in your library.

Add New 1 HIT WONDERS Delete Edit 4TH OF JULY Delete Edit Delete V Back From The Dead Delete Edit Love Songs That Rock MOTHER'S DAY Delete Edit V 0 Delete Edit Soundtrack Weekend

Allow Deletions?

### Theme Categories

-Define Categories to further with Theme Categories.

**Theme Categories** 

		Use in Themes						
Category	Level 1	Level 2	Level 3					
E - 75-80								
D - 81-88								
F - Pre 74								
C - 89+								
STATION PROMO (L)								
505 0 TOM ( 50 M   41)								

### • Twofers

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

Twofer	Cate	gonies

		Use in Twofers						
Category	Level 1	Level 2	Level 3					
E - 75-80	✓							
D - 81-88	✓							
F - Pre 74	✓							
C - 89+	<b>✓</b>							

### **CLOCKS**

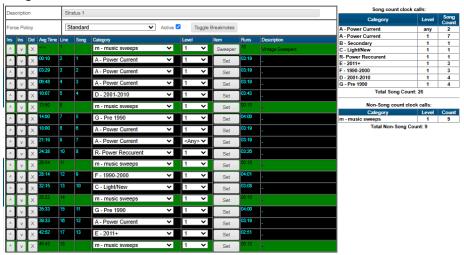
-In this section of the you create, assign and maintain the Clocks that schedule your station's Songs and Events. Clocks are a one-hour slice of the day. You can have as many different clocks as you would like for different dayparts, different song rotations or shows.

### 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.



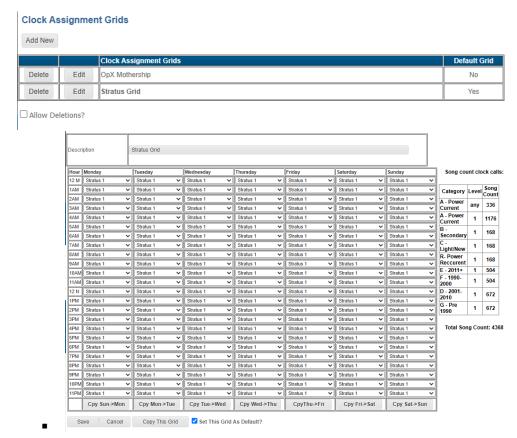
### Copy Clock

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



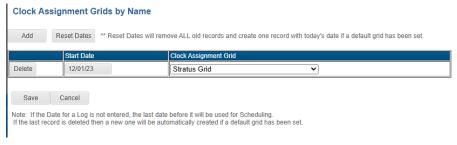
### Clock Grids

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



### 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.



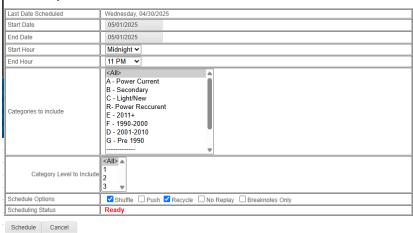
### Print Clocks



### **SCHEDULE**

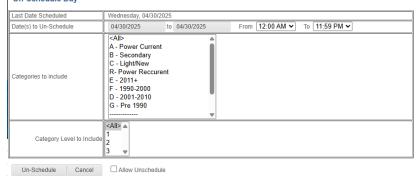
- Log Merge (optional)
- Song Import (optional)
- Quick Song Import (optional)
- Schedule

### Schedule Day



### Unschedule

### **Un-Schedule Day**



### Edit A Log

### Edit Log

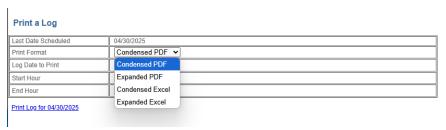


Day color will not change from Exported if current or prior day logs are changed.

- Schedule Report
- Export

# Digital Audio Export Last Date Scheduled 04/30/2025 Export Format OPX Export V Change Format Export Logs for 04/30/2025 to Leave blank to export Start Date only Export Logs

- Multiple Export (optional)
- Print



- STORQ (optional)
- Options
  - Shuffle

### Shuffle Music

Save Cancel

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 Reccurent								
E - 2011+								
F - 1990-2000								
D - 2001-2010								
G - Pre 1990								
m - music sweeps								
MUSIC HOLD								
UPDATE								

### Push

# Push Music to Bottom of Stack

Save Cancel

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	Mono	Monday		Monday Tuesday		Wed	Inesday	esday Thursday		Friday		Saturday		Sun	Sunday	
	#	Hour	#	Hour	#	Hour	#	Hour	#	Hour	#	Hour	#	Hour		
A - Power Current	5	12M														
B - Secondary																
C - Light/New																
R- Power Reccurent																
E - 2011+																
F - 1990-2000																
D - 2001-2010																
G - Pre 1990																
m - music sweeps																
MUSIC HOLD																
UPDATE																

### Recycle

# Music Recycling Recycle Music from 9:00 AM $\checkmark$ to 4:59 PM $\checkmark$ into 1:00 AM $\checkmark$ to 4:59 AM $\checkmark$ 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 O Allow Repeats during Recycle period O No Repeats While Recycling O Ignore Min/Max Separation Enforce Min/Max Separation Category A - Power Current B - Secondary C - Light/New R- Power Reccurent F - 1990-2000 ✓ D - 2001-2010 **~**

✓

Save Cancel

### No Replay

G - Pre 1990

m - music sweeps
MUSIC HOLD
UPDATE

### No Replay

Select Grid: 1 🕶

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	ln		П				

### Segue

# **Segue Options**

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

Save	Cancel

# o Daylight Saving

Daylight Saving Time Dates and Actions

Add New

		Daylight Saving Time Dates and Actions		
<u>Delete</u>	<u>Edit</u>	11/02/25 Fall Back		
☐ Allow Deletions?				

# o Browse Options

# Schedule using a Browse List Options

Pick Browse List	Z to A   ✓ Reset Plays
Repeat or Stop at End of List	Stop v
Numbering	No Numbering 🕶
Save Cancel	

### Custom Format

**Custom Export Formats** 

Add New

		Custom Export Formats	
<u>Delete</u>	<u>Edit</u>	Stratus Demo Export	

<sup>☐</sup> Allow Deletions?



- Copy Custom Format
- Custom Fields

### **Custom Song Fields**

Add New

		Custom Song Fields	
<u>Delete</u>	<u>Edit</u>	Long Filename	
<u>Delete</u>	<u>Edit</u>	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		
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	

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

# **CHANGE STATION (optional)**

•

# **INDEX**

Access Music Genius1	Policy Names6
ADMINISTRATION16	Print
Artist Display2	Prior Day10, 11
Artist Sep4	Push11
<b>Browse List</b> 3, 5, 16	Recycle11
Categories2, 3, 6, 15	Replace Song4
<b>Category</b>	Roles2, 4, 16
<b>CHANGE STATION</b> 16	Rule Priority7
Clock2, 8, 9	Rules
Daypart	Schedule10
<b>Depth</b> 2, 7	search1, 3, 7
Drive Time11	Search7
Energy1, 13	Segue13, 12
Era13	separation 10, 5
<b>Export</b> 10, 11, 14, 16	Song ID
Find And Browse3	SONGS1
Find And Change3, 4	Sound Code4, 3
Find And Edit3	Special Artists5
grid6, 13, 2, 9	STORQ11
Groups2, 5	Tempo1, 2
Level2, 12	<b>Texture</b> 2
Media2	<b>Themes</b> 6
Mood1, 2	Title
Music Genius1, 16	Twofers7
Packet2, 12	<b>Type</b> 3
Play Window11	Unschedule10
Policy Assignments6	Yesterday10