# SEGUE EDITOR USER MANUAL

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# Segue Editor

**Segue Editor** is the **BitOnLive** system that enables you to check and change the points of mix between the elements present in the playlist created with **Philo Media Manager** and in the playlist of **Flu-O Radio Playout**.
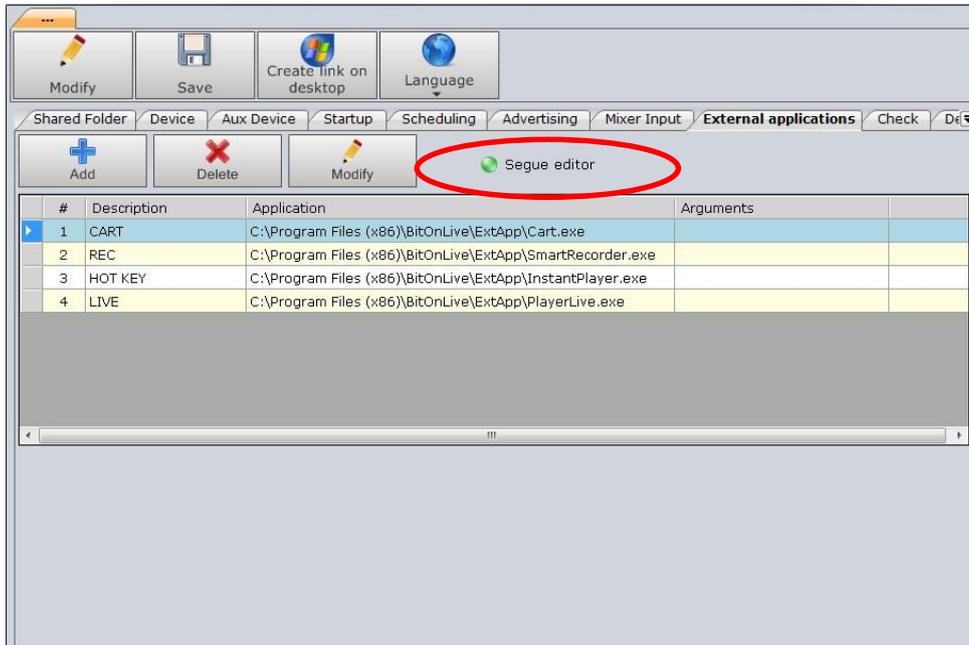
## Summary

# Playout Configuration

To have available the **Segue Editor** inside **Flu-O Radio Playout** is necessary to insert it inside the configuration.

Open **Radio Playout Configuration**, and click **Modify**.

Select the **External Applications Tab** and activate the function of **Segue editor** by clicking on the highlighted button.
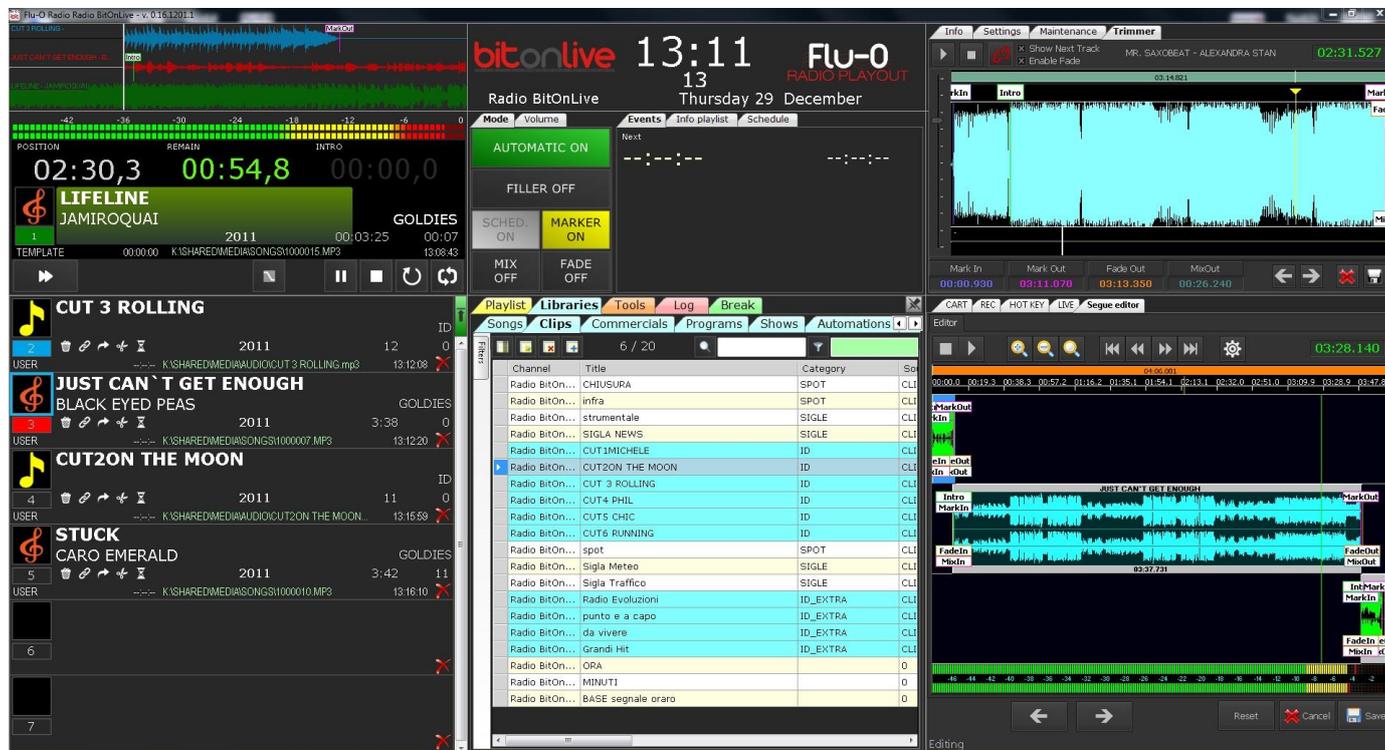
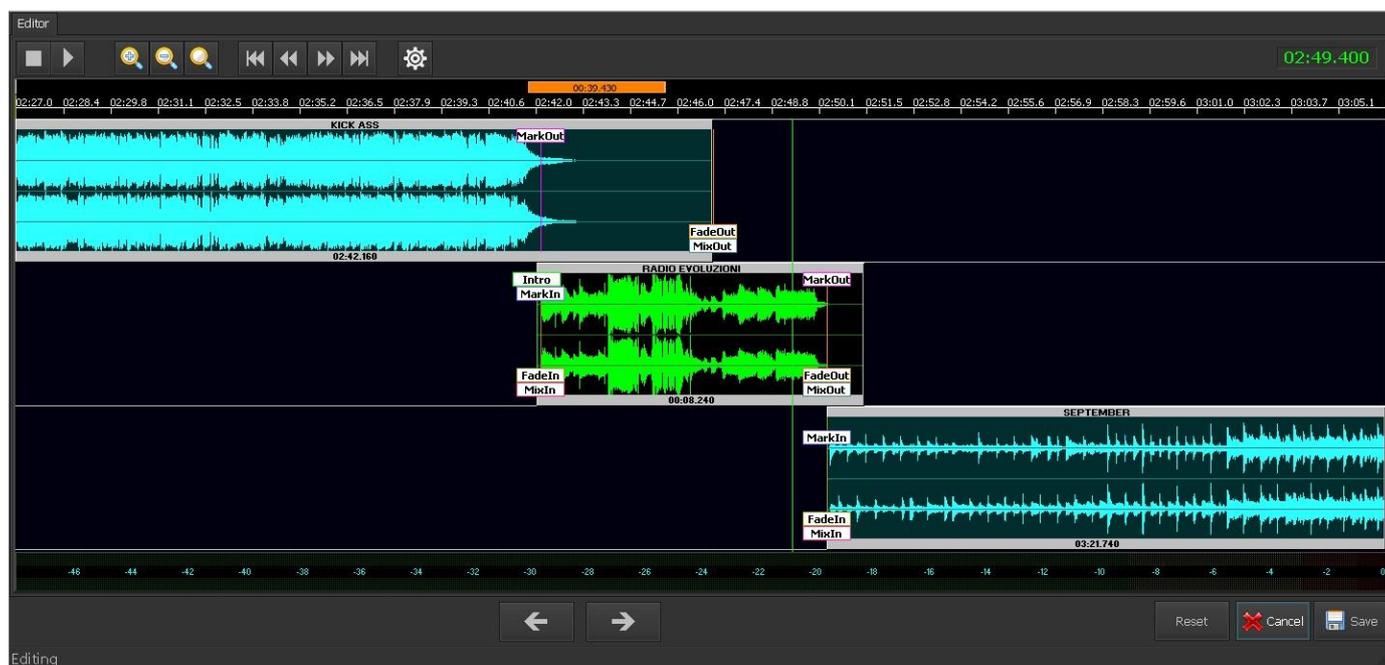At the end of the configuration of the playout save through the key

# Overview

Once enabled in playout configuration, open **Flu-O Radio Playout**, and it appears the new section relating to external applications in the bottom right section.



**Segue Editor** is already present inside **Philo Media Manager** and does not require any configuration, to open it select the point of desired playlist, click with the right mouse button and select "**Segue Editor**".
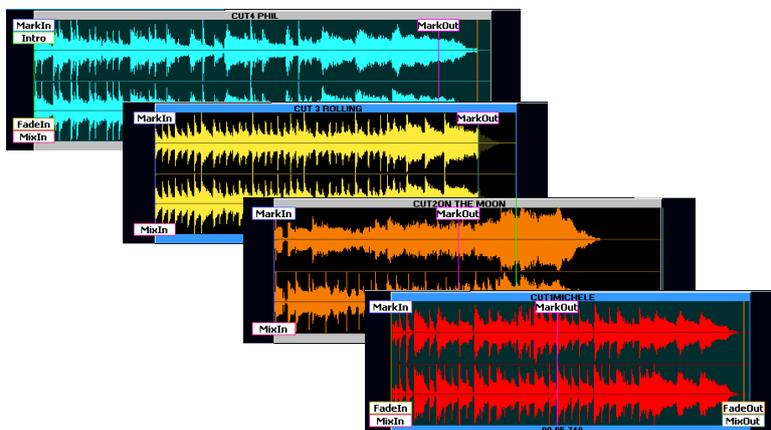
## Waveform Color

Through the different colors in the waveform display, the user is able to recognize the execution mode of the clip within the playlist.



Blue: default
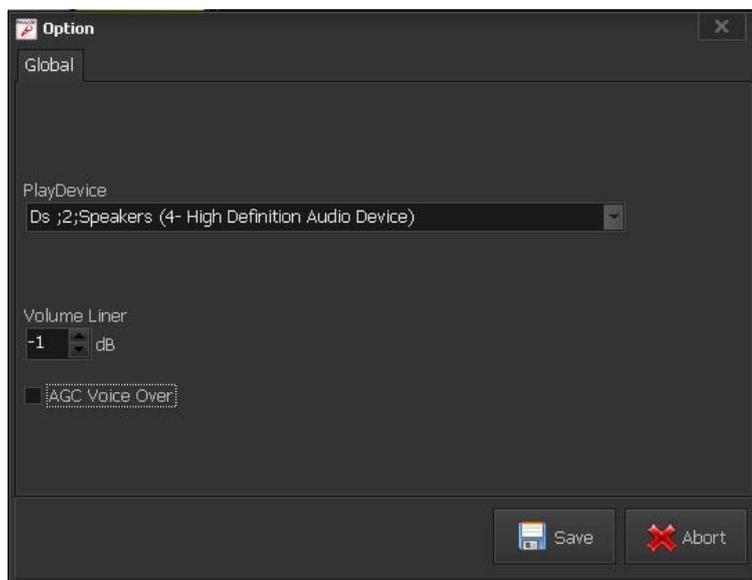
Yellow: Liner

Orange: Auto Voice Over

Red: Voice Over

**Note**: In the Clips table in **Philo Media Manager**, it is possible to diversify the execution mode.

| | |
|---|---|
| Default | The clip will be played normally observing the behavior of the songs |
| Liner Intro | The end of the clip will coincide with the intro of the next song and in case of necessity the beginning of the clip will overlap with the previous song |
| Liner Begin or Intro | As the previous mode but if the clip is shorter then the intro, will jump to end on the beginning of the next song |
| Liner Begin or intro without overwrite | As the previous mode but if the file is longer than the time available, do not overlap with the previous song but will create the necessary space |
| Liner Intro without overwrite | As the previous mode but with reference only to the intro and not at the beginning of the file |
| Voice Over | The positioning is handled manually in plyalist with the Segue Editor |
| Auto Voice Over | Is positioned automatically making coincide: the end of the clip with the intro of the next song; the beginning of the clip with the outro of the previous song and will be created space between the two songs if necessary |
| Use as Background | The clip will be used as the basis for the voice over |

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## Configuration

To change the settings of the **Segue Editor** click on the ⚙ icon to open the Configuration window.



**Play Device**:  output device for the cueing

**Volume Liner**: decibels of volume decrease for basis of Voice Over and Liner.

**AGC Voice Over**: Amplify automatically the volume of Voice Over or Liner to 0dB

When  you  have  finished  configuring  the  settings  🖫 Save  press  to save.

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## Function Keys

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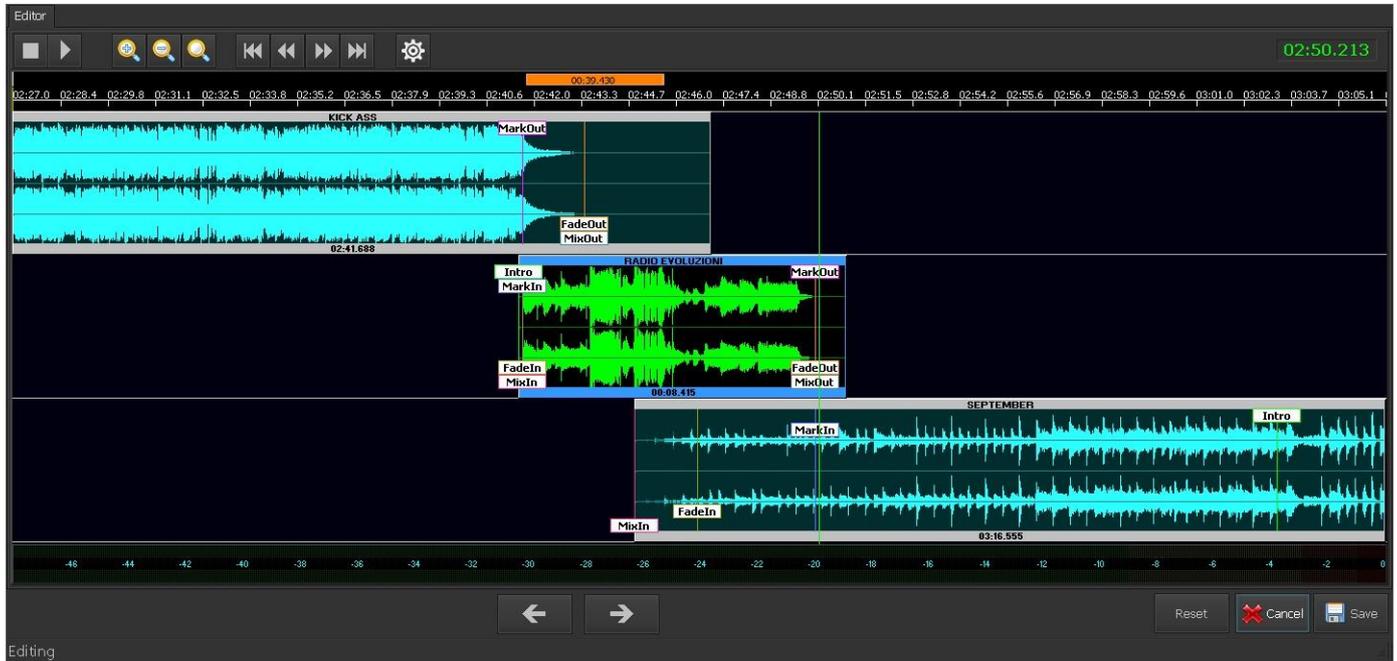| | |
|---|---|
| ■ ▶ | Start and stop playback of cueing |
| 🔍 🔍 🔍 | Zoom in, out and positioning of the view on the player Locator |
| ⏮ ⏪ ⏩ ⏭ | Allow to move the Locator forward and backward along the selected tracks |
| ⚙ | Opens the Setup window |
| ← → | Allow to move inside the playlist to check the previous or next steps, saving the changes. |
| Reset | Reset the changes made to the initial configuration. |
| ✖ Cancel | Closes the waveform view discarding changes |
| 💾 Save | Save changes and close the waveform view. |

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## Use

To change the mix between the elements in the playlist select and drag the waveform that you want to manage. In this way will change the points of **Mark In** or **Mark Out** of the song. It is also possible to modify the points of **mix** and **Fade** and **Intro** of the various songs.



These changes will be made only to the succession of selected files in the playlist, without making any changes to the original element of the database.