Frequently Asked Questions

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Carts - overview and examples

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

Carts are useful in a variety of ways. They can function as a randomized rotator cart, so a different station identifications can be played at the top of every hour in a different sequence than prior days. They can run a series of macro commands - like changing trigger sets, switching audio feeds, and fading out a deck when it's time to move to a satellite program. They can be filled with filler music to fill in potential unknown length gaps between programming. ***DO NOT PLACE A CART WITHIN A CART. THIS CAN CAUSE PROBLEMS IN YOUR LOG AND CORRUPTION OF YOUR SIMIAN DATABASE.***

Carts should be stored in their own folder, separate from audio files. For example, D:\Audio\Carts should contain all the .krt carts and no mp3 or wav files. They operate as mini-logs in a way. Every time they play, information on the .krt file is updated about what played and what in the cart will play next.
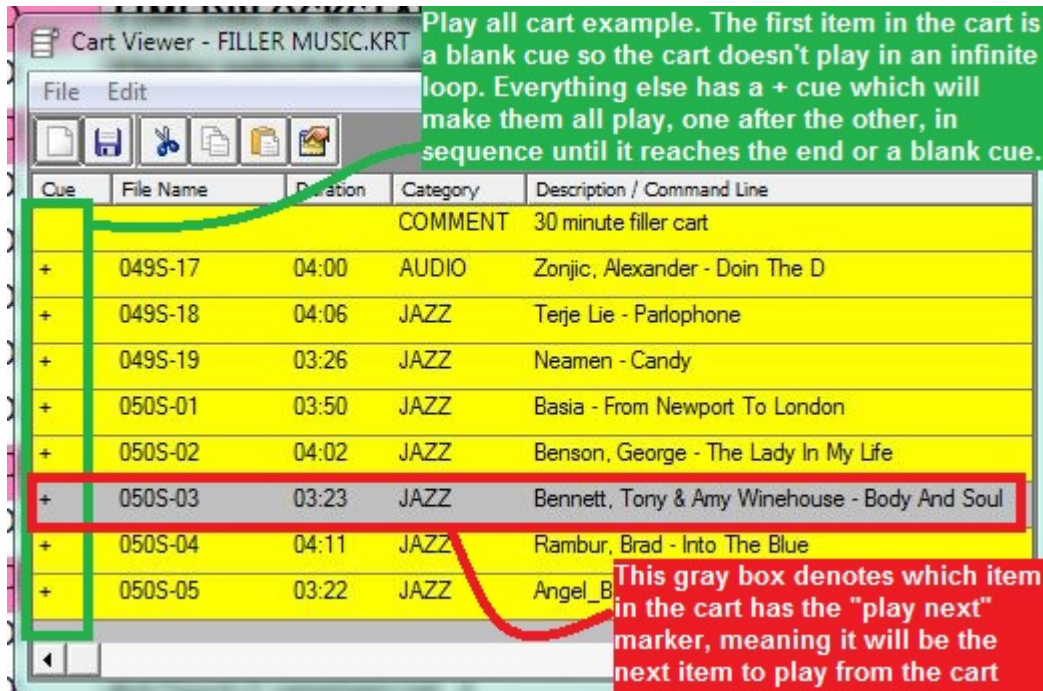
New carts can be created several different ways. Use the Edit > New Cart menu option or the New Cart button on the Audio tab of the Event Builder window are examples.

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

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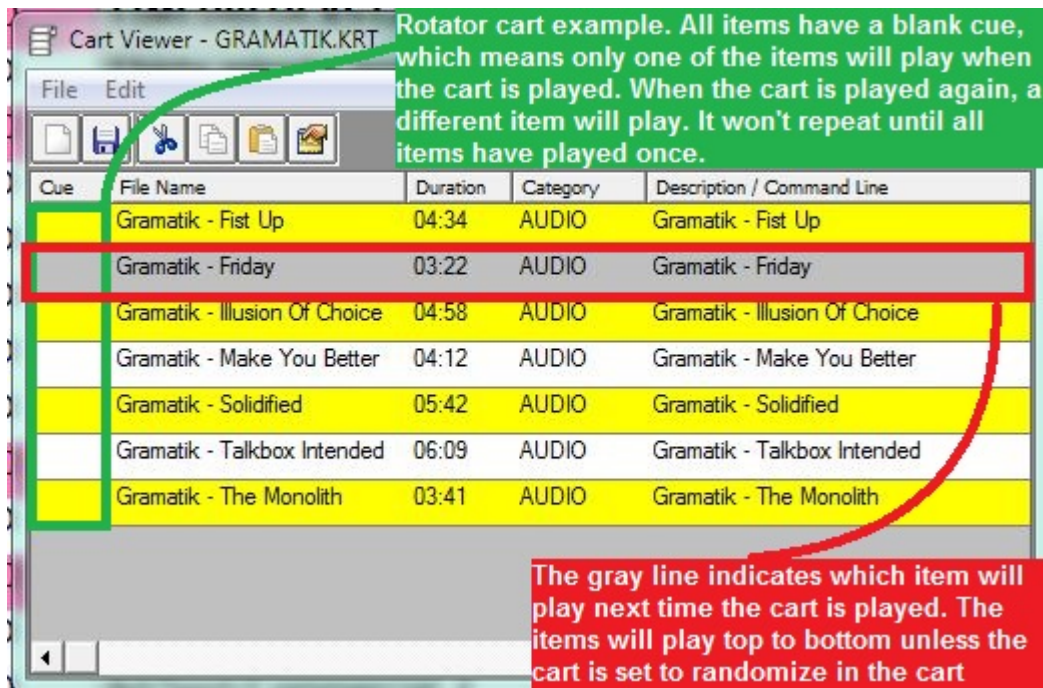
Here are some examples:

Play all cart example. The first item in the cart is a blank cue so the cart doesn't play in an infinite loop. Everything else has a + cue which will make them all play, one after the other, in sequence until it reaches the end or a blank cue.

Cart Viewer - FILLER MUSIC.KRT

File   Edit

Cue	File Name	Duration	Category	Description / Command Line
			COMMENT	30 minute filler cart
+	049S-17	04:00	AUDIO	Zonjic, Alexander - Doin The D
+	049S-18	04:06	JAZZ	Terje Lie - Parlophone
+	049S-19	03:26	JAZZ	Neamen - Candy
+	050S-01	03:50	JAZZ	Basia - From Newport To London
+	050S-02	04:02	JAZZ	Benson, George - The Lady In My Life
+	050S-03	03:23	JAZZ	Bennett, Tony & Amy Winehouse - Body And Soul
+	050S-04	04:11	JAZZ	Rambur, Brad - Into The Blue
+	050S-05	03:22	JAZZ	Angel_B

This gray box denotes which item in the cart has the "play next" marker, meaning it will be the next item to play from the cart

Rotator cart example. All items have a blank cue, which means only one of the items will play when the cart is played. When the cart is played again, a different item will play. It won't repeat until all items have played once.

Cart Viewer - GRAMATIK.KRT

File   Edit

Cue	File Name	Duration	Category	Description / Command Line
	Gramatik - Fist Up	04:34	AUDIO	Gramatik - Fist Up
	Gramatik - Friday	03:22	AUDIO	Gramatik - Friday
	Gramatik - Illusion Of Choice	04:58	AUDIO	Gramatik - Illusion Of Choice
	Gramatik - Make You Better	04:12	AUDIO	Gramatik - Make You Better
	Gramatik - Solidified	05:42	AUDIO	Gramatik - Solidified
	Gramatik - Talkbox Intended	06:09	AUDIO	Gramatik - Talkbox Intended
	Gramatik - The Monolith	03:41	AUDIO	Gramatik - The Monolith

The gray line indicates which item will play next time the cart is played. The items will play top to bottom unless the cart is set to randomize in the cart

Help Topics:

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