

### **Scheduling Software for Music Radio**

# QuickStart

© Music 1, Inc. San Marcos, Texas 512-392-2415 Skype: Music1-Steve sales/support: musicscheduling@gmail.com support: neil@GoMusic1.com <u>Blog: www.music1.pro</u>

The Three Pillars of Successful Music Radio	2
What's the difference between a playlist and a schedule?	2
The Music 1 Algorithm is Original and Unique	3
Getting Started	3
Library Data Import	3
See videos about the various ways to import library data into Music 1	4
Song Cards, Non-Music Cards and Advert Cards	5
Primary Buttons	6
Categories Go Onto Format Clocks	6
Song Cards	8
Non-Music Card	10
Daily Voice Track Auto-Number Function	11
Categories	12
Click and Drag Song Cards to a Different Category	15
Category Scheduling Order	16
Category Shuffle	16
Displaying Category Lists	17
The Rotation Prediction Chart	18
Creating Format Clocks	20
Format Clock Item Properties	23
Spot Break Clock Items	23
DayFormats	25
Rules	26
Category Rules	27
Clock Rules	28
Copy Clock Rules	31
Artist and Artist Separation Rules	32
Non-Music Item Rules	33
Ready To Schedule	34
Scheduling With Music 1	35
Automatic Scheduling	37
Viewing Song Cards As You Schedule	39
This Schedule Is Completed	40
Scheduling Commercials	40
Extras	42
Using Item Properties To Create A "Theme"	42
Scheduling Linked Tracks	43
Licensing and Registration	44
Learn More About Interactive Music Scheduling	45
Backstory - A brief history of the development of modern music radio	45
The Coming of Music Scheduling Software	46

## Music 1 QuickStart

### The Three Legs of Successful Music Scheduling

- The radio adage we learned early is: If the music's not right, nothing else matters. Successful music radio formatting is crafted with three primary elements. First and foremost is a carefully selected library of songs gathered to attract listeners within a targeted demographic audience group. Second is the strategic plan for how frequently songs are to be repeated. For example, a Pop station may want each of its Hot Hits to play 50 times a week and its Golden Oldies to each play 15 times a month. The Third pillar is the rotation pattern for where songs will be rescheduled. If the station will be playing its Hot Hits seven times a day, the rotation scheme should prevent any of the Hot Hits from scheduling in the very same hour two days in a row Other stations may use a large library with songs with none to be scheduled more than a few times a week and a proper rotation plan should reschedule he songs equally in each dayparts so if the song schedules in the morning, it should then schedule in the afternoon, evening and overnight before repeating in morning hours.
- However you format your station, MusicONE will help you fine-tune your music flow, to manage the number of plays (spins) each song will get and the placement (rotation) of each one. What it does for music, it also does for all other content; jingles, promos, bumpers, programs and voice tracks.
- **Switchers: If you have used another music scheduling software**, the switch to Music 1 takes some mental adjustment as this one operates differently from the one you've used. Your previous scheduler was designed to produce a draft log for the day which was then hand-edited to resolve format rule violations before the final schedule was sent to the playout system. M1 can work that way, too, but it is designed for much more efficient *interactive editing*, meaning: log edits are made *during the scheduling run*. The best thing to do is to spend time learning how simple and quick it is with the video tutorials on the Music 1 Blog. You should be familiar with the gears before you begin turning them.
- **Newcomers: If you have not used a music scheduler before**, please read this entire document and spend an hour with the tutorial videos on the <u>M1 blog site</u>. Music radio is a craft that can be learned. To do it well, you need to understand the basics of music formatting and song rotations.

#### What's the difference between a playlist and a schedule?

A playlist is a personally selected group of songs arranged in a particular sequence designed with the goal of pleasing first ourselves but, most importantly, pleasing a listener. If you are interested in music radio as a business or as a serious hobby, then you probably know how to build a good playlist by hand. Good playlists are sublime things, but they have a short lifespan. Upon hearing a playlist the third time, it begins to bore. When one senses that "this" song is going to be followed by "that" song, the pleasant surprise-effect is lost. That's why most people shuffle their own playlists, to change the song sequence. It is not nearly so simple for a radio station.

- Music radio must have a new and different playlist with a totally unique sequence of songs every day. Further, the best music radio stations are always working with a relatively small song library. The songs are grouped into Categories so some get played multiple times each day and songs in other Categories are scheduled to play only a few times a week or month. Regardless of how frequently songs are repeated, none of them should be scheduled in a manner that allows a frequent, loyal listener to notice "hearing the same song(s) at the same time over and over." Music 1 allows you to plan, view and adjust the rotation patterns for each of your song Categories in advance.
- As each schedule is built, the your formatting rules will be observed for such things as Artist separation, tempo flow, time-of-day restrictions or separation of songs of special, user-defined Types. We recommend you <u>read this extended article about Artist Separation</u> before you set yours.

#### The Music 1 Algorithm is Original and Unique

- M1 does not require a lot of complex formatting rules to get the task done. Music 1 has been designed to spot formatting/music flow problems and quick, manual edits *during the scheduling run*. Watch <u>the tutorial/demonstration videos</u> to see how it all comes together.
- Music 1 also schedules all station ID's, jingles, liners, promos and programs. At your option, you may import the daily advert schedule from traffic/billing software and then export a fully merged log file to your playout system.
- M1 operates seamlessly with all digital automation and playout systems and across all Windows operating systems. If your automation system is capable of receiving "commands" for such things as time updates, network joins, satellite switching, etc., M1 can include those commands in the playlist files it produces for automation.

#### **Begin With The Demonstration Videos**

The primary functions are detailed in this booklet. <u>You should spend an hour or more with the</u> <u>tutorial videos before you begin</u>. <u>The Videos are all on this page</u>. See it in action to better understand how the parts come together.

### **Getting Started**

#### **Library Data Import**

After you've installed Music 1, the first task is to import your library meta-data. Music 1 itself does not contain any audio, it only contains data *about* the audio files. There are four required data fields on each Music 1 song card; Title, Artist, Audio Length and the Cart numbers for each audio file. For professional automation systems the Cart number is usually just that, a number. The most widely used automation/playout systems for internet radio use the drive\path\filename in place of a cart number.



Music 1 song cards have additional, song-specific fields such as Tempo, Gender and user-defined Sound Codes that can be used to control music flow and hourly content. The cards have other informational fields for such things as Album title, Publishers, Record Label, etc. If you are importing from a text file that includes such data, it can be imported as well. If you import from audio tags (meta-data), those do not have Tempo or Gender fields, that data can be mass-updated later within Music 1. Those characteristics can be mass-applied within M1.

#### See videos about the various ways to import library data into Music 1

The Music 1 blog is: <u>https://music1.pro</u> Please bookmark the blog for quick access when you need a reference.There is a link to Importing on the home page. You may also search the word: Importing, or search on the name of your automation/playout system to find system-specific videos.

#### To Import Library Meta-data From Another Music Scheduler:

When you switch to Music 1 from another scheduler, you will export the library data to a text file/report. In addition to the four required fields of title, artist, length and cart number, the exported data file may include Category, tempo, gender, ending, hit year, hit month, genre, sound codes, composer, publisher, record label, ISRC, date added & total plays.

The text file can be tab- or bar-delimited, .csv (comma separated) or fixed-width (position-dependent). There are videos on the Music 1 blog showing how to import the data, but this is something we usually do at the Music 1 office as part of our setup and training service.

#### To Import from An Automation/Playout System

Music 1 can import data directly from many of the professional automation systems. Alternatively, all of the automation systems can export the meta-data to a text file that is readily imported into Music 1. Here again, M1 tech will assist upon your request.

- **To Import From .mp3 and other audio file meta-data:** The widely used internet radio automation/playout systems use the drive\path\filename to find each track rather than the unique Cart numbers preferred by professional playouts. M1 can import the required data fields directly from audio file "tags". Tags are meta-data; information fields contained within the .mp3, .flac and .wma file types. Videos on the M1 blog demonstrate how to import from sound file tags.
- **Note:** the .wav file type generally does not have meta data. Contact the M1 support office for assistance importing .wav's.

#### Song Cards, Non-Music Cards and Advert Cards

There are two types of audio cards in Music 1, Song cards and Non-music cards. If you also use our traffic-and-billing software, TrafficONE, there is a third type of card; a Spot (Advert) card. Each card goes into a Category of its type. Song cards can only be moved into Song Categories and Non-music cards can only be in non-music categories. If it happens that some items are imported as the wrong Type, there is a command in M1 to convert the cards from one type to the other.



Audio cards go into Categories. Categories are rotation groups (similar to Folders) and may have any number of Cards. **Each category you create must have at least one Card in it**. Some non-music categories such as Station ID's may have just one card. You may have as many cards in a category as may need.

#### **Primary Buttons**

6	Categories	Artists	Links Formats	Logs ⊨	Reports						
		Name	▲ Bank Title			Artist					
1	Power		1 400 5 400				the Blue Note				
2	Ctry-Recur		Music 1 B	uttons							
3	+ Country Po	ountry Po Categories opens the Category list. Click a Category name and scroll through the list.									
4	Ctry-Classi	Artists opens the Artist table where you can set separation times and group									
5	Edge	associations									
6	Pop Power	Link Allows linkin	ig a Tracks to Songs, exampl	e: You may hav	ve "Hit Year	Intros" that will					
7	Oldies	automatically sche	edule before songs from spec	cific years.							
8	Рор	Formats Is where	e Format Clock templates are	created and w	vhere you te	II M1 which					
9	Wayback	clock to use in the	e specific hours of the week.								
10	Beatle Era	Logs is where yo	ou open, schedule and save p	ogramming io	gs. rto ovport d	lata for import					
11	Beatles	into corroadchoote	web pages or other uses	s for printing o	r to export o	iata for import					
12	Station IDs	into spreadsneets, web pages or other uses.									
13	hold		13 water of lava	- , , ,		dire etreite	nee				
14	Station ID Ro	tator	14 Martin La Martin	dife strain							
15	Summertime 14 Minute by Minute 1 he Dooble Brothers										

#### **Categories Go Onto Format Clocks**

Format clocks are the 'templates' for your radio station's formatting hours. On these, you construct the content and positioning of the hourly programming. One clock could be used for every hour of the day, but most stations have clocks that are daypart-specific. One clock for mornings, which might have News and Traffic reports; another clock for a "more music Midday", etc.



Categories	Artists 🧭 Links 🔫	Formats		Logs 🔚	Reports	
🙀 🗄 🖩	🕺 " n 📕 🖪		Start Time		Title	
		-	:00	Station ID R	otator	
Clock 2			:00	Pop Power		
Friday 7pm			3:53	Primary Cour	itry	
Satellite Switch			7:21	Linked Trac	k Next	
Xmas 1			7:26	Oldies		
Xmas 2	Format Clocks can be		9:56	Legends		
ZClock 1	viewed in the graphic circle		13:01	City Info Pro	mo Water	
zClock 1 Xmas	or in list form. Switch views		13:26	Power		
Clock 2 Ymae	with these two buttons.		16:42	Рор		
ZCIOCK Z AIIIdo	4		20:26	Station ID R	otator	
			20:26	Pop Power		
			24:19	Oldies		
			26:50	Pop Power		
			30:43	Hit Year Intr	o 60s	
			20.51	D 41 T		

- The four things that can be added to clocks are: Music categories, Non-music categories, Spot (commercial) breaks and a variety of Player Commands, depending upon the automation system used.
- Spot Breaks may be used in one of two ways. Either they can import the daily advertising schedule from the traffic-and-billing software, then deliver a 'merged' playlist/schedule to the playout/automation system that includes all of the day's programming. Or, the spot break can insert a time/position marker in the finished playlist that will better enable the automation system to merge the advert schedule and the music schedule each day. (note: Music 1 SE does not have Spot breaks)
- <u>Player Commands</u> direct an automation system to do specific things such as switching network and satellite programming feeds on and off, time updates and starting programming elements at exact times. These commands are specific and unique for each automation system.

#### **Song Cards**

Song		×						
General	Custom Hours Links Rotation	Notes History						
Title	Can't Get You Outta My Head	Hit Date 2001						
Artist 1	Kylie Minogue	Chart Peak 1						
Artist 2		Runtime 3:43						
Cart	103-DA0122	Ending Fade 🔻						
Category	Flavor Gold	ntro :15						
File	D:\Library2\pop\Kyle Minogue-Outta My Head.mp: 🔽 🎉	Outro :10						
Preview	<u> 49 ■ 14 + → → 11 ► → @ →   </u>	Hook In :00						
0:00	1	Hook Out :00						
Gender	Female Edgy/Hard S	SC 16						
Tempo	MFast Alternative	SC 17						
Tempo Ir	MFas Song Card - General Screen							
Tempo Ou	MFas							
Texture	Artist 2 is for a Duet artist harne.							
Texture Ir	Cart is for the number or drive\path\filename							
Texture Out	to be included in the playlist file that M1							
Mood	makes for your automation system.							
Key Ir	When the drive\path\filename is entered i	n the						
Key Out	File field, you can click-and-hear the son	gas						
	you work with M1.							
ОК	Cancel New Delete	$\mathbf{k} \leftarrow \mathbf{i} \rightarrow \mathbf{j}$						

Sound Codes are user-named. These provide a way to 'type' certain songs which can then be governed in several ways. You may restrict songs with certain Sound Codes from playing in some hours. You can restrict the number of coded songs that are to be allowed in an hour. You may prevent a song with one type of Sound Code from scheduling next to a song with the same or a different Sound Code. Songs may have more than one Sound Code, too. To name Sound Codes, open: System>System Settings>Attributes>Sound Codes.

<u>Beware of over-use</u>. Sound Codes are useful for songs that are a minority type within your library. Best example: Most pop songs are between 3 and 4 minutes in length. A few are 5 to 7 minutes long (Hey Jude). If you create and apply a sound code named Long Song, you can instruct Music 1 to never schedule two Long Songs in an hour. Or you might specify a minimum 75 minute separation for Long Songs.

- The Texture and Mood characteristics are something of a cross between Tempos and Sound codes. These two are a scale of 1 to 5 and may be useful for advanced, intricate and fully automatic scheduling in the manner of first-generation music schedulers. You can give your own Names to the Texture and Mood fields, however we recommend that you not use them until you are fully oriented and experienced with Music 1. (these characteristics are in Pro edition only.)
- The Preview button is activated if the drive/path/filename for the audio file for the song is available on the computer or network. You can click-and-hear the song within M1.

Key In and Key Out fields are used by some Classical or Jazz programmers to create ear pleasing segues. For example, if you wanted to prevent a song that ends on a B-flat note from segueing into a song that begins with an A-sharp, you would use these fields.





Song									X
General	Custom	Hours	Links	Ĩ	Rotation	Ň	otes	C	History
There She	Goes			Sixpe	nce None 1	ſhe R	icher		-
Total	plays 572				Last Plav	ed 02	-02-2	009	12:54 p
Plays th	iis list 32								
	(	Category			Date Add	ed	Plays	s	]
Hot LP C	uts				09-10-20	D07	_	92	
Medium C	Currents				01-04-20	DO8	2	252	
Hot LP L	ucs Surrente		03-03-20	UU8 NNG	'	60 21			
Hot LP C	uts				01-24-20	D09		32	
Song Card - History This screen shows every category the song has been in, the date it was moved into the category and the number of times it was scheduled within each category. Notice this song has been move into and out of two categories several times.									
ОК		ancer	NEM		Delete				7 →

#### **Non-Music Card**

Music 1 also schedules jingles, liners, voice tracks, promos, PSAs and programs.

🖻 Non-	Music Track				X						
Genera	Hours	Rules	Custor	Rotation							
Tit	tle Kicker Stager										
Leng	th :15	Ending Cold 💌	Intro :00		Outro :00						
Ca	art DA-1034				Auto Number						
Fi	ile			•	<i>,</i>						
Comma	nd										
Catego	ry KICKER-MORN	NINGS _	<ul> <li>Rank</li> </ul>	1 Perc	entage Play 100						
Previe		Non-Music Card									
Not	These are	similar to Music ca	ards but there	e are son	ne						
Produc	difference	s in fields and func	tionality. The	ese have	a 2 🗚 💌						
Produc	Command fi	ield that can be use	ed to send su	ich things	sas IPM 💌						
Innound	time update a	time update and sync commands to automation systems.									
	Non-Music	Non-Music units can be set for Percentage Play. For									
	example, if	example, if a Promo category has three cards in it, you might set it up so that one of the promos gets 50% of the									
	might set it u										
	pia	ys and the other tw	o yei 25% ea	ach.							

Non-music Items can be assigned user-defined special 'product' codes that function the same way Artists do for songs. For example, a listener supported non-commercial station might have announcements acknowledging contributors. If several law firms were supporters, a "Lawyer" product code could be created. Then M1 could be directed to separate announcements for Lawyers by a specific amount of time. (Products are in Pro edition only.)

- Each unit in the category can have start and end dates. They may also have start and end hours. So, if you have promos that run on Saturday, one could be assigned to schedule only from 6am until noon, another might be assigned to schedule only from noon until 9pm.
- Non Music Cards can also be Hour-restricted; prevented from scheduling in certain hours. Further, they can be assigned to ONLY schedule in certain hours.

#### **Daily Voice Track Auto-Number Function**

Music 1 has a voice tracking function which can be custom-designed to produce the specific daily voice track numbering format required by the station's digital broadcast automation system. Every professional broadcast automation/playout system does its voice track numbering in its own unique manner, and this function in Music 1 allows the software to produce exactly the type name/date/numbers required. This is a one-time definition which will not have to be changed again unless your station changes to a different automation system. In that case, the format output can quickly be altered, as needed.Videos demonstrating the Auto-Number set-up are posted on the M1 blog.

Non-ML	ısic Track					×				
General	Hour	s <mark>T</mark> R	ules	ÌC	ustom	Rotation				
Title	Daily Voice	Fracks								
Length	1:00	Ending Col	d 🔻	Intro :0	)0	Outro :00				
C Wher appear and no they'll a automa	C When the Auto Number box is checked, six fields appear that can be used to tell M1 now to date, name and number the daily pre-recorded voice tracks so they'll correspond to the numbering required by your automatoin system. In this example, the voice tracks will be numbered this way: VTK-Mon-001									
Innouncer		•	Link Ty	/pe	-	Alignment Either 💌				
Field 1	Literal	•	VTK-							
Field 2	Weekday Su	un-Sat <u>▼</u>								
Field 3	Literal	· · · · · · · · · · · · · · · · · · ·		_						
Field 4	Plack numb	er ### in day 🔻								
Field 6	Blank									
	0	Cance		New	Delete	$\mathbf{K} \mathbf{A} \mathbf{A}$				

Since professional automation systems include their own voice track number/name/dating systems, they may ask for a "rotator" command. In that case, an auto-number track definition will not be required. Instead, M1 will simply put the player-specific "command" into the playlist file it delivers to the automation system.

### Categories

The first consideration is: How Many Categories do you need? The barest minimum is two music categories. (You will also need non-music categories for Station ID's, Jingles, Promos

and the like.) The greatest music radio stations have always kept it simple with five to seven music categories. A typical Pop Hits type format would have these:

- 1) Hot Hits (about 10 songs)
- 2) Medium Hits (15 to 30 current chart songs)
- 3) New Adds (3 to 5 newly released songs)
- 4) Recurrent (Recent hits; some stations use just a few, others use dozens or even more)
- 5) Oldies (A few hundred to a few thousand)

Some music directors may divide the Oldies or Recurrent categories into two; one for higher rotation; one for light and/or "filler" rotation. This template works for most stations/formats, the names of the categories and the number of songs within them are entirely your decision.

Create the fewest number of categories you feel are needed. Instead of three categories for "90s Slow", "90s Medium" and "90s Fast" songs, a single "90s Hits" category containing all of the songs from the decade will usually work just as well and would require less maintenance.

Some radio stations are "block" programmed. They feature entirely different music at different times of the day. A Music 1 user in Africa programs music in one tribal language in the morning and a different language in the afternoon. These types of stations may need double or even triple the number of categories than do typical stations . You may create as many categories as you need, just plan to create the fewest number you can get by with. (note: Music 1 SE allows a maximum of 40 categories.)



🔂 Category Track Import view								
🎒 Tracks 🖉 Artists Zunies	Formats Logs	冯 Reports 📡 System						
	Launch a Search							
Name 🔺	Rank Artist	View Track List	Тетро					
1 Legend	1 Toby Keith		MFast					
2 ScottSpecial To move a category	2 Alan Jaekson	View Category Rules	Medium					
3 Hot Currents up or down in	3 Tim McGraw	view Category Rules	MSlow					
4 Medium Curren up of down mit	4 Collin Raye	Mieur Turnever Orid	MFast					
5 Live365List Scheduling order,	5 Lee Ann Womack	view rumover Grid	MSlow					
6 Power Gold USE these buttons.	6 Faith Hill	THE WAY TOU LOTE ME	MFast					
7 Hot LP Cuts	7 Gary Allan	Lovin' You Against My Will	MSlow					
8 Image	8 Kenny Chesney	What I Need To Do	MSlow					
9 To change the estagen	9 Brad Paisley	Me Neither	Fast					
10 To change the category	10 Clay Walker	Rumor Has It	MSlow					
11 color that is displayed on	11 Rascal Flatts	Prayin' For Daylight	MFast					
Format clocks, click into	12 Jo Dee Messina	That's The Way	Fast					
13 the color area next to the	13 Brad Paisley	He Didn't Have To Be	MSlow					
14 category name.	14 Lonestar	Tell Her	MSlow					
15	15 Brooks & Dunn	Boot Scootin' Boogie	Fast					

To create a new Category, Click the Tracks button to view the Category list, then open the Menu>Category, select the type you want, then give it a descriptive name. <u>Whenever you</u> <u>create a new category, you must add at least one Card</u> or unit to the category at that time. (Click the Music Note+ button for a new card.). Each category must contain at least one card. The Category goes onto the Format Clocks, but the Cards are what M1 actually 'schedules'.

	⊻iew													
:is	its 😽 Fo	rmats		Logs	<i>a</i> F	eports	⊠	System						
5		1 <mark>9</mark> N	. 4	3 Tempo		e 📢 e	mpo	•		Lo	ng 🔻	Fii	A	<u> </u>
m	e/			3 Tempo 4-Hit Date 5-Play Nun	nher		Title How	Do You Lik	ke Me	Nov	· · · · ·	Temp MFast	11	1
	Creates a Song Car	new d		6-Cart View 2 view 3		∃	It Mu Some Could	ist Be Love e Things Ne dn't Last A	ever Cl Momer	han nt	ge	Mediur MSlow		
	Adds a "packet" t	o the	1	View 4 View 9		~	l Ho The	be You Dan Way You L	ove Mo	e v W	justificati	on.		
	category			Create up to 10 different user-defined "views" of your category lists. One view with Timing information one view with							Selects column/f	Font for th ield data	ne	
			······	Tempo and Gender data, one view with Total Plays and 'spin' counts, etc. Click open this field to switch from one view to another.							Selects I Mass-ch control	Font coloi ange		
										The	DOGICYOTO	Prodivi		





#### **Click and Drag Song Cards to a Different Category**

#### **Mass-Moving Song Cards to Other Categories**

60	Cal	tegory Track	Import View								
4	) c	ategories	Artists  호	Links	🥱 F	ormats	Log	s 🍶	Reports	×	System
	<b>1</b>		9 阿 🖌 🏛	<u> 1 ↓</u>	. 👍 3 1	ſempo	•		~		
			Name	<b>▲</b>	Rank≙	Artist			Title		
	1	Legend			1	Big & F	Rich		Wild 1	₩est S	how
	2	Hot Currents	5		2	Lonest	ar		Tequ	ila Talk	in'
	3	Medium Curi	rents		3	Rascal	<u> </u>			T. D	Ba
	4	Live365List			4	Alan Ja	Mas	ss Mo	ving So	ngs	m
	5	Power Gold			5	Shania			-	-	01
	6	Hot LP Cuts			6	Alan Ja	To move	more t	han one s	sona t	o a 📖
	7	Image	N9.		7	Toby K	different o	ategor	v hold th	e Con	trol An
	8	Resting	r2 刘		8	Reba M	key on vo	ur kovi	haord as	vouic	
	9	Edge			9	Tim Mc		st multi	olo conac	Tho	
	10	Xmas	× ×		10	Jeff Ca		o Ctrl I	vie soligs	s. me	a of the
	11	Christmas Po	ower		11	Craig N	release tr		key, poini	aton	e or ub
	12	3 Minute Bre	eak		12	Sugarla	the sele	ected s	ong, hold	the le	ft e
	13	2 Minute Bre	eak 🗡 🧹		13	George	e mouse t	outton o	lown as y	ou dra	ag ne
	14	Jingles			14	Little T	the poir	nter to t	the categ	ory yo	u Be
	15	90 Second I	Break		15	Mark C	want t	he son	gs move	d into.	ite
	16	Lontest Pro	mo		16	George	2	_			A
	-17	News			17	∆lison	Krause & IInio	nn Statio	n Wher	n You S	au Nothi

#### **Category Scheduling Order**

Music 1 schedules the Categories in Rank order. The smaller Categories should schedule before the categories containing more songs. Non-music categories should be moved to the bottom of the rank order so they will schedule in the final passes.



#### **Category Shuffle**

When library data is first imported and moved into Categories, the songs may be in Rank order alphabetically either by title or by artist. So, it is imperative that each category be shuffled before your first scheduling session.



To shuffle, open the Track>Shuffle menu. <u>Always shuffle the categories before running your first</u> test schedules.

When you shuffle, it is important that the Separate Artists and Clear Played Flags boxes be checked. This will spread and separate songs by the same artists throughout the ranking.

Here is an article on the M1 blog about Shuffling.

#### **Displaying Category Lists**

You can define different Category views. One view might show only the title and artist. Another, title, artist and total plays. Another title, artist, gender and tempo.



Rank       Play Number       Title       Image: Construction of the state of	Links	Formats	🔢 Logs 🍰	Reports 🛃 Accour	nts 🚱	Orders	Bill
Bank       Play Number       Title         1       42       Sara Evans - M       Field       vans         2       41       Bulletproof       Movecolumn left       Album         3       41       Bait A Hook       Move column right       Album         4       41       Oh, Tonight (All       New field       Beginning         5       41       let's don't call i       Delete column       Beginning         6       41       Fish       Mass update this field       BPM         7       41       Ready To Roll       Orac       Cart         8       41       Carry My Body Down       Nick       Cart         9       41       baggge claim       Mirar       Cart         10       41       Units of the "headings" at the top of the data fields and right-click the mouse.       Site       Content         10       10       Units example, we did a right-click in the "Title"       File       Hit Date         In this example, we did a right-click in the view.       File       Hurr Restrictions	ע 🖓 ע	6-Play nur	mber 💌 Titl	le 🗸			
8       41       Carry My Body Down       Nick       Category         9       41       baggge claim       Mirar       Chart Position         10       10       10       10       10       Category         10       10       10       10       10       10         10       10       10       10       10       10         10       10       10       10       10       10         10       10       10       10       10       10         10       10       10       10       10       10         10       10       10       10       10       10         10       10       10       10       10       10         10       10       10       10       10       10         11       10       10       10       10       10         11       10       10       10       10       10         11       10       10       10       10       10         12       10       10       10       10       10         13       10       10       10       10       10<	Rank△ 1 2 3 4 5 6 7	Play Number 4 4 4 4 4 4 4 4 4 4 4	Title       12     Sara Evans - M       13     Bulletproof       14     Bait A Hook       15     Oh, Tonight (All       16     Iet's don't call it       17     Fish       18     Ready To Roll	Field Properties Movecolumn left Move column right New field Delete column Mass update this fie	Artiat Vi Nai Vi E	ans monlia Album Association Beginning Birthday BPM Cart	
To add a new Data Column to a category view, put the pointer into any of the "headings" at the top of the data fields and right-click the mouse. In this example, we did a right-click in the "Title" field and will now add the Cart data to the view.	8 9	4	1 Carry My Body [  1 baggge claim	)own	Nick Mirar	Category 🗟	
akt Hour Kestications							



Here is an article about designing Category Views.

#### **The Rotation Prediction Chart**

This is an important tool. It gives you a picture of what the song rotations will be within each category. Music 1 is designed to give all songs in a category the same number of plays or 'spins' over the course of the days/weeks/months. The Chart shows the rotation-repeat pattern that each/every song in the Category will have. In order to display these charts, you

must first create format clocks and put them onto Dayformats. Then, you must install Default Dayformats on the seven days of the week. (NOTE: Music 1 SE has only one Dayformat)

Song rotations are always the end-function of a formula based on two numbers: 1) The number of songs in the Category and 2) The number of times the Category is used in the Clocks used throughout the week on your DayFormats.



For larger categories, you will want to see a pattern showing songs will be scheduled at different times of the day, not repeating consecutively or too frequently in the same dayparts. For categories with higher rotational frequency, having songs being scheduled several times a day, you'll want to see a grid with diagonal pattern similar to this one:





- The Predict box is a rotation planning tool. It shows you how the rotation and song placement within the category would change if you were to add or remove a number of songs. For example, if the Category had 18 songs in it and you did not like the look of the rotation pattern, you could click the + button once or twice, the blue squares in the Turnover grid would be adjusted to show you what the rotation pattern would be if you added one or two more songs to the category. If you clicked the minus (-) button one time, the grid would display the rotation pattern for the category if you removed one song from it. The Predict Box does not affect the rotation of the category.
- The Flip box DOES alter the rotation of the category. It is useful for adjusting the rotation pattern of a Category in which you want to have a specific number of songs, thus do not want to make rotation adjustments by add or removing a few songs from the list. **Example: You** have a "Hot Current" Category. You always want exactly 9 songs in the Category, but nine songs results in the songs repeating each day at the same time, in the same hour as on the previous day. You might tell M1 to flip 2 songs before beginning each new schedule and, if so, it would offset the song placement each new day to acceptable positions. <u>Note</u>: The Flip function is best applied to small categories with few songs in them. Large categories are best managed by adjusting the number of songs within the groups.



A click in the Show Calls box will change the Average Turnover Grid display. Instead of showing the blue squares which denote song rotation patterns, the boxes in the grid will have numbers indicating the number of times the category is called for in each hour where you have that category formatted.

Here is a short video demonstrating the Average Turnover chart.

### **Creating Format Clocks**

- Before creating a clock you must have already created some Music and Non-Music Categories. And, each category must have at least one card in it with some length entered. You may create as many clocks as you need. As with Categories, fewer is usually better. Music 1 Clocks and Categories are quite versatile. A typical syndicated weekend show that is four hours and has five segments each hour can be scheduled with just one non-music category and one format clock.
- Any clock may be used in hour of the Dayformats. (Note: Music 1 SE is limited to 10 clocks and one Dayformat)

	Tracks 👩 Artists 📴 Links 🦐 Formats 🏢 Logs ᢖ Reports	
6	Formats	
Mo Nig Prir	Image: Clock       Add Format Clock Item	
Xm	Music     Non-Music     Special       Openers     Album VoiceTracks       Old Liners     Supporter Acknowledgements       Voice Tracks	Deeners Hot Currents Classics Hot LP Cuts Album VoiceTracks Classics
	To create a Format Clock, click the Formats button at the top of the M1 screen. Open the File menu and select NEWand name the clock. Then click the Insert Item button to display the Add Format Clock Items screen. Select the Type of item you want to addMusic, Non-Music or Special. Double-click on a Category name to add it to the clock.	Hot LP Cuts Hot Currents Insert Item Button
Mo	orning Clock 9 items, 00:25:00 total tim	le //

To Create a clock, click the Formats button, open the File menu and select New and name your new clock. At first, the panel on the right will be empty. Click the "Insert Item" button and the "Add Format Clock Item" window will appear. Double-click on a category name and it will be added to the clock. To add Non-music units, click the Non-Music button and the list will be shown.



You may move back and forth between Music and Non-Music categories, adding the units in order of preference. Or, you may add the units out of order and then drag them to the desired

position. Example, if you know you are going to be scheduling three Hot Currents an hour, you can all add three, then drag the units to the desired position in the hour.

- To drag units to different positions, left-click and hold on an item name. The pointer will change to become a music notes icon. Drag that over and on top of another unit name. That name will become highlighted. Release the button and the unit you are dragging will be dropped into the clock immediately before the unit you placed it on.
- The size of each music category "pie-slice" will be proportionately equal to the average length of time of the items within the category. For example, if your "Hot Hits" category has 13 songs in it and the average length is 3:40, then format slice will have that size in the clock. When scheduling, each format slice will adjust to the actual length of the item scheduled there. So, when a Hot Hit is schedule with a 2:45 length, the format clock slice will shrink to that size. When a Hot Hit with a 4:12 length is scheduled, the slice will expand to that size.

Ec	dit		
	Artists 호	Links 🙌 Formats 🧮 Logs ᢖ Reports 🔀 System	
	Clock	ng Insert item	
	:00	Hot Currents	
	3:39	Live365List	П
	7:15	AudioVault RMo	$\mathbf{A}$
	7:15	Jingles	12
	7:23	Live365List	6
	10:58	AudioVault RMo	
	10:58	Hot Currents	
	14:38	15:00 Break (3:00) 15:00 Break (3:00)	
	17:38		
	21-12	Clock - Log View	
	21.13		
	24.30	Click the Log button and the clock is displayed in a	
	32.28	Lie linear or list view	
	36:03	M	
	39:40	Li You can move the individual units to different positions	
	43:15	H in the hour by clicking to coloct the unit, then using the	
	47:14	M un/down arrows in the right ton corner of the coreon	
		up/down arrows in the right-top comer of the screen.	

- When finished adding units, click the Cancel button to put the Add Format Clock Item window away.
- To <u>delete something from the clock</u>, drag it to the trash can/recycle icon, or right-click on the item name and click 'cut'.

#### See videos about building Clocks and Clock Rules here.

#### **Format Clock Item Properties**

Format Clock Item	Properties	<b>5</b> 4
General	Time	Attril
ltem Type S	ipot Break	Format Clock Item Properties To open this window, point at an item name on the clock, right-click and select Properties. On this window, you can change the item type; you could change a Music category to a Non- music category, etc.
Command First , Command Next Notes		When you add Spot Break units, you will always need to open this window and enter some instructions on the General and Time screens.
ОКС		Live365List Live365List Live365List Hot Currents Live365List Hot Currents Hot Currents
AudioVault		18 items, 00:50:51 total time

You can change or give special instructions to any item on a clock by right-clicking on the item name and selecting Properties. Right Click on an item name on a clock to see this window. You can change the selected item to one of a different type. It can be used to develop "theme" programming, such as special two-in-a-row-by-same-artist slots. A clock item can be used to create a "search" unit which will seek and schedule songs with the specific characteristics you define. Ask the Music 1 tech staff for more details about this.

#### **Spot Break Clock Items**

Format Clock Item Properties						
General	Time	Attributes	Item Group			
Item Type S Length 3: Command First \$ Command Next + Notes	pot Break	Spot Bre The Length tells M the unit should hav a format clock. Th necessarily be the commercial conter exact time will be f you import the traff scheduling into M1	<b>ak Item - 1</b> 1 the size pie-slice e when placed onto is will not actual length of the nt of the break. The illed in later when/if ic/advertising			
ок с	ancel 🗲 🗲 🚽	▶ →				





Format Clock Item Properties	Spot Break - 4
Nominal Start Time 15:00 MM:SS from top ✓ Report nominal in automation log	If you are importing the commercials into M1 and then sending a fully merged log file to the automation system, you will normally NOT check
☐ Enabled ☐ Leave gap until nominal start time	this box.
Earliest Start Time	If you are using the Spot Break item to only send a merge-point command marker to the automation system so it can do the final merge of the music and traffic logs each day, then most automation systems WILL need to
OK Cancel 🗲 🔶 🔶	have this box checked.



#### **DayFormats**

×						
B File View Edit System About	_ 8 ×					
🎒 Tracks 🔊 Artists 🌫 Links 🌈 Formats 🧱 Logs 🚑 Reports						
Sunday Format       Recycle from       Imaging/Generic         Weekend       12 am       1 Nite Clock       1 Jim Liners         1 am       2 Nite Clock       2 am       1 Nite Clock         2 am       1 Nite Clock       2 Jim Liners       2 Jim Liners         2 am       1 Nite Clock       2 Jim Liners       2 Jim Liners         2 am       1 Nite Clock       2 Jim Liners       2 Jim Liners         3 am       2 Nite Clock       3 am       2 Nite Clock         4 am       1 Nite Clock       3 Imaging         5 am       2 Nite Clock       3 Imaging         Cherners       3 Imaging       Cherners         1 am       2 Nite Clock       2 Jim Liners         2 not clock       3 am       2 Nite Clock         3 am       2 Nite Clock       3 Imaging         Christian Country Connection       Clock       3 Imaging         Christian Country Connection       Clock       2 Jim Liners         5 am       2 Nite Clock       2 Jimaging         Christian Country Connection       Clock       2 Jimaging         Core       2 Jimaging       Christian Country Connection         Clock       2 Jimaging       Clock         A dow format<	>					
Format clocks go onto Dayformats. A dayformat is a grid with 24 slots, one for each hour of the day. The name of the Dayformats are in the first column. The Dayformat itself is the middle screen. All of your Clock names are in the third column. Select a time slot in the Dayformat (middle screen) and double-click on the name of the Clock you want to use in the selected hour. Most broadcast stations use 3 dayformats. Music 1 Pro allows you to create as many as you may need, one for each day of the week and more for special days. Music 1 SE is limited to one dayformat.						
Weekday with Liners						

- After clocks are created, they are placed onto "DayFormats'. These are clock line-ups. Most stations have three, one for Weekdays, one for Saturday and one for Sunday. You may have as many as needed.
- When you select a Dayformat in the first column, the list of 24 slots (one for each hour of the day) for the Dayformat will appear in the second column and the list of all your format clocks will appear in the third column. Select an hour-slot, then select a Clock name (fourth column) and that clock will be assigned to the selected hour slot.
- Default DayFormats tell Music 1 which clock line-up (Dayformat) will normally be used on each of the seven days of the week. Each time you begin to create a new music log, M1 will

automatically select the dayfomrat for that day. You will always have the option of switching to a different DayFormat before actually loading the new log.

- The Total Hours setting is used for daylight savings time adjustments. You can tell M1 to create a 23 hour log that one day in the Spring and a 25 hour log in the Fall when going off daylight saving time.
- The Recycle From field is used by some stations for a special formatting technique that tells M1 to repeat-schedule the same songs that were scheduled in the over-night show beginning at a different hour of the morning. This is a category-specific function. It is rarely used. Talk with M1 Tech support before you attempt to use it.

### **Rules**

- Less is More. If you have worked with other music schedulers, you know that they require a lot of category and formatting Rules. MusicONE does not. With M1, rules are to tell the scheduler things you Don't Want To Happen.
- You don't want too many of one kind of song in the hour. You don't want "this kind" of song to play next to "that kind" of song, etc. While you can set 'rule priorities', you don't really need to because in its normal scheduling/editing mode, Music 1 will not violate any of your formatting rules. So, telling M1 that 'this' rule is more important than 'that' rule, is unnecessary. It observes them all.
- As you begin, you should only install the most basic rules like:
- <u>Artist Separation</u>: We generally recommend a one- or two-hour separation on all artists. This can be changed later if need be.
- <u>Tempo Rules</u>: Keep it simple. For a typical Pop music station, ruling out slow-to-slow song segues is usually quite enough.
- Sound Code Rules: Sound codes are user-defined "types" that can be applied to Songs. For example, some pop songs have drug references. One might create a "Drug" Sound Code, then direct M1 to schedule no more than two an hour and/or to require at least fifteen minutes between plays of Drug songs.
- Avoid setting impossible Rules: Here's a simple example: The station's library contains 35% Slow songs. The station typically schedules 14 songs an hour. Thirty-five percent of 14 is 4.9, meaning the typical/average hour will contain five slow songs. If the music director sets a rule to allow no more than 4 Slow songs in an hour, then the scheduling pipes will immediately become clogged, backed up with Slow songs and not enough places to fit them in.
- When scheduling and editing, if you see the same rule violation(s) over and over, it usually means some inefficient rule settings are in place. There are many short videos about rules, rule setting and editing on the blog.

#### **Category Rules**

The "Selection Method" should be set to "Rotate with multiple choices" in almost all categories. The other option is "Rotate in rank order only." That gives M1 only one choice with each slot for the category. It tells M1 to schedule the category in 1-2-3-4-5 order only. This is useful for "countdown" categories. Rotate With Multiple Choices allows M1 have more than one choice for each slot it fills because many times the song that is currently at the top of the card stack might violate a formatting rule for a particular slot. With multiple choices ticked, M1 can look dig farther down into the stack to find a song to fit into the slot without violating one of your formatting/music flow rules. The best thing Rotate With Multiple...and tick to have M1 set it automatically.



Sector Category Tools Import System About	
🐻 Categories 🕵 Artists 🔗 Link	s Formats Eggi Logs 🚔 Reports
] 분 백 <b>연 위 학 </b>	
Category Rules	Tracks: 31 Selection Method  S
Schedule A Song In 0 Day Parts Leave this box set at 0 (zero). This rule is unnecessary if you plan your category rotations in such a way that songs will naturally be scheduled	Maximum choices 6 🔽 Set automatically C Rotate in rank order only C Play the most rested track
equally in the parts of the broadcast day. Plan your rotations with the Average Trunover Chart.	Title Separation :00 Set automatically Previous day separation :00 Set automatically Allow repeat play after 35 % of tracks have scheduled since last play
Do not allowin any hour do not allowconsecutive days These rules are not necessary for well-planned Category Rotations.	Schedule a song in 0 day part(s) before repeating in any day part Do not allow a track to play too frequently in any hour Do not allow a track to play in the same hour on consecutive days Do not enforce artist separation Statistics Grouping
Do not enforceartist separation Is useful for Categories that contain only songs by one or just a few Artists and normal Artist separation is not desired.	Alternative Categories

🔁 Category Tools Import System About					
Categories 🕺 Artists 🥜 Link	s 🚺 Formats 🎬 Logs 🚔 Reports				
⊕ ♥ ♥ ♥ ♥ ■     ■					
Category Rules	Tracks: 31 Selection Method      Selection Method      Do not flip play in restricted hour				
Alternative Categories	Maximum choices 6 🔽 Set automatically				
These are used only in rare cases.					
Leave the boxes empty until and	C Rotate in rank order only				
unless you have discussed the functionality with M1 Tash support	C riay the most lested track				
functionality with writer recti support.	Title Separation Set automatically				
Statistics Grouping Is a way to group categories together for some statistical reports. For example, a station might want to group it's three "Oldies" categories together to see the percentages of Males, Females, Fast, Medium and Slow songs in the printed reports.	Intel Separation       :00       Set automatically         Previous day separation       :00       Set automatically         Allow repeat play after       35 % of tracks have scheduled since last play         Schedule a song in       0 day part(s) before repeating in any day part         Do not allow a track to play too frequently in any hour       Do not allow a track to play in the same hour on consecutive days         De not allow a track to play in the same hour on consecutive days       Statistics Grouping         Alternative Categories				
20 drought announce					

#### **Clock Rules**

With a Format Clock opened on the screen, Open the Rules>Edit menu to see the Rules screens.



Clock Rules									
Attributes							Partially Scheduled Hour		
Gender	Value Male	Run	Separation :00	Hour	Transition To	Transitions Male	Maximun length 1:10:00		
Tempo	Female	1	:00		D	Female	Fully Scheduled Hour		
Cound Code	Duet Instru.		20:00 20:00	1	F	Instru.	Minimum length		
Sound Code			1	:			Maximun length		
Texture						L	Absolute timing		
Mood	Clock Rules - 2					Same Artist Previous Day Disallow Within			
Кеу	The characte to back Run box We've to song int We've song	<u>Run</u> t eristic ). In t , so v old M to a D told it gs wit	box tells M will be al his examp ve'll never 1 not to a Duet, nor fi to <u>Separ</u> h at least to allow o	11 ho lowe ple, v get llow rom a rom 20 n nly o	ow many songs wi d to schedule in a ve've put a 1 in the two Female songs a <u>Transition</u> from a a Duet into a Fem poth Duet and Inst ninutes of other co ne Instrumental in	th that run (back Female s in a row. a Female ale song. rumental intent. the <u>Hour</u> .	Disallow Within Double Shot Allow After OD No repeated songs in the day Two run limits are a violation Same song, same time previous day OK Cancel		

Run sets the maximum number of songs of a given type that can be played in a row (a run). A

"2" in the Female Run box says it is okay to schedule two Female songs back-to-back, but M1 should not schedule more than two in a row without stopping to ask permission.

Separation tells M1 to separate songs with the characteristic with at least the entered amount of other content. So, entering 10 minutes in the Slow Separation box, tells M1 spread the Slow song by at least 10 minutes

- Hour limits the maximum songs to be allowed in the hour. So, a 5 in the Female Hour box tells M1 it is ok the schedule up to 5 Female songs in the hour, but no more than that.
- Transitions prevents songs with certain characteristics from scheduling either before or after songs with the same, or with another characteristic. These rules are set by clicking to select the field after the characteristic in the Transition To column, then clicking the characteristic to 'prevent' in the last column. If you wanted to prevent a segue 'from'' a Slow song into a Fast one, you'd have properly enter the data in the Transition To box after both the Slow and the Fast fields.
- Partially Scheduled Hour Length allows you to set a maximum for an 'over-scheduled' hour. Many commercial radio programmers want to schedule an extra 'optional' song in an hour so the announcer will have it available if needed. This means they may want to schedule more than 60 minutes worth of content. The setting in this box tells M1 how much is "too much". In this example, we have it set for 1:10:00, or 70 minutes. So, M1 will allow up to that amount of content without it showing as a rules violation.



The Fully Scheduled Hour Length setting is a way to narrow the amount-of-content 'window' and makes the content setting mandatory. This is used by stations that absolutely, positively want a specific amount of content within the hour. This restriction can be problematic if used as it usually requires a "fit to time" clock search item be used in order to operate efficiently. Talk with M1 tech support before you attempt to use this restriction.



- The Same Artist Previous Day rule is available if you need it. However, this is a rather unimportant consideration for most radio programmers. We do not advise using it.
- No Repeated Songs In The Day is useful for stations which may promote something like "we never play the same song twice during the workday." With this box checked, no song which plays in the hour will be allowed to schedule again in any hour where the clock is used (or other clocks with the same rule). So, if this were your "workday" clock, and you clicked this one clock into every hour from 9am until 5pm on your "workday" format, you would get a "no repeat workday" music schedule. You never want to check this box unless that is exactly what you want to happen.
- Two Run Limits Are A Violaton prevents the scheduling of a song that would result in reaching the 'maximum' of two separate Run rules. For example, if you allowed two Female songs in a run/row and you also allow two Slow songs in a run/row, with this rule checked it would prevent the scheduling of two Slow Female songs back to back.
- The Same Song Previous Day setting is useful for Current-music stations that are playing the current hits in high rotational frequency. Their formatting may call for many of the same songs to repeat again in the same hour on the following day. But they will want to be sure the songs do not play "too close" to the same time as where they played on the previous day. With the box check, M1 will automatically calculate and apply the maximum separation possible for each rotation group.

#### **Copy Clock Rules**

- Any one or all of all rules from one clock may be copied to any other clock, or to all the other clocks. Since most of your rule settings will be universal, you do not need to enter all the settings each time you create a new clock. Open a clock with has the proper rule settings, then open the Rules>Copy To Other Clocks menu.
- Check the individual rules that you want to copy, or click the Set All button at the bottom of the screen to select all the rules within the Clock. Next either click the Set All button at the top

of the screen to select all the other clocks, or click individual clocks to select them. Then click the OK button and the rules will be copied to the selected clocks.

Copy Clock Rules					
Gender	7	Copy to:	Basic Clock		
Separation		Set all >>	Morning Clock		
In Transitions	Same Song Pro	ev Day	test Weekend Clock		
-Tempo - Hour	Same Artist Pre	ev Day			
Separation	🗆 Maximum Time	!			
Transitio	Copy (	Clock Ru	les		
Texture The Hour of to Separat Op Transiti, this Mood War Separat Run Ge	rules of any clock c o all of the other cloc en the Menu: Rules> window. Check an t to copy. In this exai nder Hour-Separatic the Morning	an be copi ks. With c Copy To C y or all of th mple we a on-Run rule g and PM o	ed to another clock one clock displayed, other Clocks to see he rule settings you re about to copy the es from this clock to clocks.		
Sound Codes	🗖 No Song Repe	ats	Set all OK	Cancel	
<ul> <li>☐ Hour</li> <li>☐ Separation</li> <li>☐ Run</li> <li>☐ Transitions</li> </ul>					

#### **Artist and Artist Separation Rules**

S, D	efault Artist Separa	tion						
D	Default 2:00:00 Set Default							
	Upate Separations • Set separation to default • Set separation to computed value							
rupucs nd :o Aul Gonza Iorisit :non Snet da Ab	Artist Separation to computed value Artist Separations can be set three ways. You can mass-apply one setting to all artists. In these screens, all artists have been set for a 2 hour separation. You can open any artist and set a specific time separation time for that artist. When doing this, just type in the numbers. Type: 12000 and when you click out of the field, M1 will fill in the colons and display it as: 1:20:00. And you can set separations to Computed Value.							
do Ab Itra	reu		Male	02:00:00				

Double-click on an Artist name to open the Card for that artist. There you can set the Default Gender, Separation times, Group association and your alphabetical preferences.

4	Categories	Artists 📑	🗲 Links 🙌 Form	ats 🔢	Logs 🍶	Reports		
		Artist	Group	Gender	Separate	Double		
Fa	abio Nobile			Instrument	al 02:00:00	N		
Fa	ac 15			Male	02:00:00	N		
Fa	afa Monteco	D		Male	02:00:00	N		
D	onald Fage	n	Steely Dan	Male	02:00:00	N		
Fa	aith Evans			Female	02:00:00	N		
F/ I	🛱 Artist			Instrument	a 117-1111-1111	N		
F								
Ė	Name	Donald Fagen	A	tist Card	d			
F	Sort By	FAGEN, DONALD						
F	Separation	2:00:00 Ma	Each artist has a Ca	ard. Here letically 1	you tell M1	how to		
F	Gender	Male	artist will always be printed on playlists and					
F		Allow <u>d</u> ouble-s	reports as: Donald I	Fagen. Bu	ut he will be F's	sorted		
F	Group	Steely Dan	intep		1 3.			
F	Find		A <u>Separation</u> time can be assigned. <u>Gender</u> is					
I	Go To	Donald Fagen	associated with a G	<u>Broup</u> . Fa	gen is asso	ciated		
F		ОК	with Steely Dan. His solo singles will be separated properly from his Steely Dan songs.					

S, D	Default Artist Separation						
D	Default 2:00:00 Set Default						
	Upate Separations – © Set separation to © Set separation to	default computed value	Update	هه ۱۳ ۱۳ ۱۳ ۱۳			
ngurs nd :o Aul Gonza lorisit enon Snett da Ab	Artist Separatior mass-apply of screens, all ar separation. Ye specific time se doing this, just ty and when you cli colons and displa separat	ns can be set th ne setting to all tists have beer ou can open an paration time fo ype in the numb ck out of the fie ay it as: 1:20:0 ions to Compu	ree ways. You o artists. In these a set for a 2 hour y artist and set a or that artist. Who pers. Type: 1200 eld, M1 will fill in t 0. And you can ted Value.	can 0:00 a 0:00 en 0:00 00 0:00 the 0:00 set 0:00 0:00 0:00			
do Ab Itra	reu		Male Male	02:00:00 02:00:00			

- Artist Separations By Computed Value: Each artist may have his/her own individual separation setting. You may also apply one 'universal' setting to all artists. Additionally, you may ask M1 to compute maximum separations for artists. This command is found under the Edit menu when viewing the Artist lists.
- If you choose to set separations by the computed value, then M1 will calculate the number of songs by each artist in your active categories. Song in "hold" or "resting" categories will not be included in the calculation. M1 will examine the number of times songs by each artist would normally be scheduled and then apply the average attainable separation that is possible or 2 hours, whichever is less.
- Some people are quite surprised by the results of the calculated separation for some of their artists and may then manually adjust it to a higher number. They then begin seeing a lot of

"stops" during scheduling as M1 encounters many, frequent artist separation problems. Oftentimes, the solution to the problem is to create category 'packets' for some artist.

The Maximum Artist Separation that can be set is 6 hours.

#### Here are videos about Artist separation and grouping.

#### **Non-Music Item Rules**

Non-Music items can have additional rules to control placement and flow.

Non-Music Track							
General	Hours	Rules	Custom	Rotation			
Kicker Stager	Kicker Stager DA-1034						
Gender Tempo Texture Mood	Tempo In Slow MSlow Medium MFast Fast		Tempo Out ✓ Slow ✓ MSlow Medium MFast Fast				
Sound       Non-Music - Rules         Misc       Formatting and segue rules can be assigned to Non-music units. In this example, M1 is told that this Kicker Stager cannot be scheduled in a position that would have a Slow or Medium Slow song playing after it (Tempo Out).         This type of music flow rule can be applied to Genders, Texture, Mood and Sound Code characteristics. So, you can tell M1 to never schedule a Slow jingle next to a Fast song, etc.							
	OK Can	cel N	ew Delete	$\mathbb{K} \longleftrightarrow \mathbb{A}$			

### **Ready To Schedule**

Before you schedule your first log/playlist with Music 1 you must:

- 1) Create Categories, Music and Non-Music. Shuffle the music categories. Set the Maximum number of choices for each category.
- 2) Create Format clocks.
- 3) Put clocks onto one or more Dayformats.
- 4) Set the proper 'default' for all 7 days of the week.

Now, you are ready to schedule. Click the Logs button and the Music Logs window will appear with the list of all your previously saved log files.



Click the Make A Schedule button and the default Dayformat for that day of the week will be selected. You may load that one or select a different Dayformat, if needed. Click OK and M1 will load a new, empty music log, ready for scheduling.



#### **Scheduling With Music 1**

M1 schedules making multiple passes through the day. First it schedules the category that is in Rank position #1 in your Categories list. That list will be scheduled completely in all hours of the day where it is used. Then M1 will make a second pass through the day scheduling your second category and so on.

- As it schedules, it observes your formatting rules. When it encounters a category slot where all its choices violate one of your rules, it stops to show you the problem.
- When it stops, you'll see many of the Category names around the clock have changed to song titles. Those are the slots that have already been scheduled.
- When it stops, M1 will have a category name selected/highlighted with a yellow field next to the clock. At the bottom of the window is the Selections List (the top of the category card stack at that moment in time). Each song title in the list will have a code in the Violations column indicating the rule that would be violated if the song were to be scheduled in the selected slot on the clock.



- When M1 stops for a rules violation, you make an editing decision. There are several things you may do to resolve the issue.
  - 1) You can over-ride a rule and drop one of these songs into the slot. To do that, select one of the songs in the Selections list, then click the green Check Box icon
  - 2) You can dig deeper into the category to find other songs that might not violate a rule in the slot. If your number of selections is 5 and all 5 displayed songs violate a rule, click the Dig button (shovel icon) and M1 will add another song to the list. If that song can schedule in the slot, it will pop to the top of the song list and there'll be nothing in the 'violations' column after it. Click the orange/yellow scheduling arrow and M1 will drop that song into the slot and continue scheduling. NOTE: you cannot dig past the 'bottom' of the card stack. If the Dig icon is not activated, you are at the bottom of the category card stack. Read about "the shrinking selections list" in the User Manual.
  - 3) BEST THING TO DO: You can click to the next hour, click to select a slot of the same category. The songs in the selection list will be displayed and there's a good chance one or more of the songs can be scheduled in this slot without violating a rule. If so, click the

green check mark/select icon button to drop a song into the slot. When you do, another song will move up into the selections list. That new song may well be scheduled in the original slot (last hour) without violating a rule. Click the Schedule arrow/icon. If the 'new' song did fit in the previous slot, M1 will continue on scheduling. If the new song can't fit in the previous slot, M1 will again display that hour/slot and the Selections list and allow you to do some more editing/choices to fix the problem.

4) Click Search button to find a song from another category to put into the slot.

8 9 10 11 12 1 2 3 4 5 6 7 8 9 10 11 View the Selected Song Card						
Violations ait Slow, run on artist 2:30	Tempo Slow MDig dee	Runtime 3:32 eper into the Card Stack		Cut/Flip the selected song		
Move Ahead/Back an hour		Search the librar	У	Click to Schedule		
		<u>&gt;</u> 0 🖉 💋 🤅	- 7			

During scheduling, you can point at any scheduled song or category name tag on the click hold the left button on the mouse and drag the song/category to another position in the hour. To do it, you drag the point over to and on top of the other item, highlighting it, then release the mouse button.

You can move songs to another hour selecting then dragging the song onto one of the the hour box buttons at the bottom of the screen.



Here are some videos showing how to schedule and edit.

#### **Automatic Scheduling**

By changing the scheduling mode to 'automatic', M1 will schedule the entire log without stopping, you can then edit the log and deal with rule violations afterwards. This isn't recommended because it is more time-consuming to edit the music logs after all the slots of the day have been scheduled and can result some inconsistency in song rotations.

Automatic scheduling can be useful for producing test logs/playlist quickly. To activate the function, load a new dayformat, open the Rules>Enforcement menu and select Automatic.

🖻 Rule Enforcements	
Gender IV Hour V Separation V Run V Break Tempo IV Hour V Separation V Separation V Run V Break V Separation V Run V Break	<ul> <li>✓ Hour Restrictions</li> <li>✓ Announcers</li> <li>✓ Day Part Rotation</li> <li>✓ Same Song Previous Day</li> <li>✓ Same Day Repeat</li> <li>✓ Same Artist Previous Day</li> <li>✓ Artist Separation</li> <li>✓ Title Separation</li> </ul>
Rules Enforcement On this screen, you can turn of enforcement of any rule by removing the check next to the name. If you do and then click OK button, the deactivated rule will not be observed as this schedule is created. If you click "Save as Default" button, then rule will not be observed in futu scheduling sessions until you tu on again.	Product Separation Maximum Time Fixed Times Key Transitions Scheduling Mode Manual C Automatic uto Jump 4 uto Dig 0 % 0 Max Auto Search Use Alternative Categories Ignore underplayed minor breakable violations Ignore underplayed breakable violations Ignore underplayed breakable violations
Save as default	OK Cancel Clear all

Rule Enforcements	$\mathbf{X}$
Gender V Hour V Separation Run C Run C Break Scheduling Mode Manual is the normal, recommended setting. M1 will stop during scheduling when it encounters a slot where all its choices would violate formatting rules.	<ul> <li>Hour Restrictions</li> <li>Announcers</li> <li>Day Part Rotation</li> <li>Same Song Previous Day</li> <li>Same Day Repeat</li> <li>Same Artist Previous Day</li> <li>Artist Separation</li> <li>Title Separation</li> <li>Product Separation</li> <li>Maximum Time</li> <li>Fixed Times</li> <li>Key Transitions</li> <li>Scheduling Mode</li> </ul>
Automatic is not recommended. M1 will schedule then entire day without stopping, but in doing so, it will have to schedule some songs that violate formatting rules. Those will then be displayed in red font on the screen.	<ul> <li>Manual C Automatic</li> <li>Auto Jump 4</li> <li>Auto Dig 0 % 0 Max</li> <li>Auto Search</li> <li>Use Alternative Categories</li> <li>Ignore underplayed minor breakable violations</li> <li>Ignore underplayed breakable violations</li> </ul>



#### Viewing Song Cards As You Schedule

- As you schedule, at any time you may open and view Song Cards. Select any song, either on the Clock or in the Selections list at the bottom of the screen. Click the View icon and the Card will be displayed.
- When you do this, by default the Song card will open to the Rotation grid screen showing every hour where the song has played in the past two weeks in bold blue.
- You can click and view the other tabs on the Song Card but data contained on a Card can not be edited or updated during scheduling.

#### This Schedule Is Completed

- When all the slots of your formatting day have been filled, Music 1 will ask if you want to save the schedule or continue to edit. If you save the schedule, you may open and edit it later if you choose.
- But, since M1 is an interactive scheduler and presented you with editing choices *during* the scheduling run, in most cases you won't need to continue to edit.



When you save a log, Music 1 automatically creates two files. One for its own uses which can be printed. And another for your digital automation system. You do not have to print a log, but if you do, Music 1 allows you to custom design your printed log. It can be printed to paper or to a text file which can be opened and printed with a word processor or imported into other software (for your website, for example).

#### **Scheduling Commercials**

- Music 1 doesn't schedule commercials, but it can import the advertising log file from any traffic and billing software. Then, you can manipulate all the units that are imported and print and/or export a fully merged log file to the automation system.
- If you are going to import the advertising log, you will add Spot Break items to your format clocks. The "nominal start time" for the spot breaks on each clock will need to correspond to the set times for each break in the Traffic scheduling software. And there will need to be an initial set-up to enable M1 to properly read and import the traffic log file. M1 tech support will assist with this process.

2	ategories 🙋 Artists 🌫 Links 🙌 Formats 🏢 Logs	🍎 Reports 🎇 System					
ē s	🗟 System Parameters 🛛 🔀						
Ge	General Attributes Automation Traffic Advanced						
Pa Ma	ster O Month/Day O Day/Month Log Logs						
`	iew Time Format Report						
	© 12 Hour C 24 Hour						
	Break Song Run After 3:00 Frame Si	ze 1 Allow reordering spots within a break					
		🔽 Allow moving spots between breaks					
	Passwords are optional, not required. The view password	Measure mix out from end of song					
	change anything.	Overlap using mix out time only					
	The Date format can be set to Month/Day or Day/Month	✓ Set search category during scheduling					
	This will affect the printing of dates in reports.	✓ Set search artist during scheduling					
Г	The Time format can be set for 12 hour or 24-hour time	Link Types					
Γ	Г displays (1pm will be 13:00) gn Color						
	The Log folder name should always be "Logs" unless you						
are scheduling two or more stations on teh same machine.							
name. The Log folder is where M1 keeps its own Log Folder							
	ine playlist files for the automation system should be saved into a different folder.						

🗟 System Parameters 🛛 🔀							
General	Attributes	Traffic	Advanced				
Format Generi	ic	Media	Check machine/disc seques				
Date format yymmo	format yymmdd						
Log Folder	g:\automation system\logs\	import	Chain	Manual disc separation			
Import Folder			Prepend	1:00			
On Air Folder							
<ul> <li>Pre System - Automation</li> <li>On this screen, you select your Automation system. All of the major brand-name automation systems are built-in. Select the name of yours in the Format field and M1 will automatically create system-specific log files for it.</li> <li>Stati Double-click in the Log Folder field and a pop-up window will appear. Then you can negotiate through your network and select the folder where M1 is to save the new playlist/log files each day.</li> <li>If the computer is not networked and the automation log files can't be sent to the automation system via a network, enter a descriptive name in the Log Folder field. M1 will be folder with that name (within the c.\music 1 directory) and the playlist files will all be saved there. You can then move the files to the automation system each day using a flash drive, etc.</li> </ul>							

File	Tools A	bout								
	Categorie	s 👩	Artists 😏	Links	F 💦	ormats		Logs	ð	Report
		Enter Acc	ess Code							
		Station	warren co	untry co	nsulting					
		Schee	dules left	69 N	Aonth 12	2 Ye	ear 2009	ī.		
		Reques	t 025-809-	4702	Code					
		Hel	р	0	К	С	ancel			
	Music unauthr with th enter sa	: 1 library oized use he softwa your own wed and t	files are p e. The der re come v I song libra useable w	protected no librar vith 14 c ary data /hen you	l with ac ies that omplime into the become	cess ( are in: entary Empty e an a	codes th stalled a music lo / library, uthorize	nat pro lutom ogs. I all wi d use	ohibit atical f you ill be r.	ly
	To vie	w the Acc Close	cess code all M1 win	screen, dow, the	start M n open	1 and I the To	load the ols men	librai Iu.	ry flie.	
	_									-

### **Extras**

#### **Using Item Properties To Create A "Theme"**

The Format Clock Item Properties controller can be used to create "double-shots" to schedule two songs in a row of the same type. It can be used to search and select other specific types of songs or non-music units in specific places.

Format Clock Item Properties	-lot Currents	
General Time	Attributes Item Group	
Item Type Song From Search		ingles
Link Type Year		/ Legend
Alignment Previous Song		Match Prev Year
From Category Power Gold		
Through Category Power Gold	Using Item Properties to Create a "Theme"	Hot Currents
Length 3:00	In this example, we have directed M1 to schedule two	
Command	songs from the Same Hit Year back-to-back. After M1	- 15:00 Break (3:00)
	schedules a song in the Legend category from regular	<sup>≻</sup> AudioVault RMo
Notes	and soloct a song from the same Hit Year to schedule	Power Gold
OK Cancel 🗲	in the next slot.	Currents

#### **Scheduling Linked Tracks**

General	Time Attributes I tem Group Image
Item Type	Linked Track
Link Type	Song
Alignment	t Next Song Hot Currents
From Category	
Through Category Co You c Ott exar tracl	Ing Clock Items Properties for a Linked Voice Track can have M1 automatically schedule pre-recorded voice tracks or her audio units about songs or artists next to the songs. In this mple, after the Hot Currents slot is scheduled, M1 will then find a k that is linked to the song and schedule the track directly before he song. Linked tracks can be placed before or after songs.

Song Search and Non-Song Search provide a way to have M1 search, find and schedule specific kinds of songs or other items on a clock. Song Search works exactly like the theme programming example given on previous page.

Format Clock Iten	n Properties			ot Currents
General	Time	Attributes	Item Group	jimage 🔥
ltem Type	Song From Search			Jingles
Link Type			-	Legenu
Alignment			•	Search For Song
From Category	Image 🔶 🔶		•	
Through Category	Image		-	Hot Currents
Length	3:00 Cloc	k Item: Song I	From Search	
Command	In this exam	nple, we've told M	1 to schedule a song	> 15:00 Break (3:00)
Notes	from the "Ima we can narro For example, an Unter	age" category. U we the search to a we might tell it to mpo Female Disc	sing the Attributes tab a specific type of song find and schedule onl	, y Power Gold
ОК	Cancel	inporternale Disc	to song in the slot.	Medium Currents

Format Clock Iten	n Properties			Currents
General	Time	Attributes	Item Group	Image
Gender(s) ☐ Male ▼ Female	Texture(s) ✓ Text 1 ✓ Text 2	Sound Codes C Requ © Requ	ire at least one of these ire all of these	Jingles Legend
🔽 Duet	<ul> <li>✓ Text 3</li> <li>✓ Text 4</li> <li>✓ Text 5</li> </ul>	Novelty SC Twang SC ✓Heartbreak ★★★	9 SC 13 10 SC 14 11 SC 15	Search For Song
Slow	Mood(s)	Drinkin' Sc	12 🗌 SC 16	Hot Currents
☐ Medium ☐ MFast	After a <u>Son</u>	Using Song Searc g From Search clock	ch Attributes item has been adde	d, the
<u>) 1921</u>	Attributes ta scheduled in	ab can designate that the slot. Here we are no that has a "Hearthr	a specific type of sor e calling for a Slow, F reak" Sound code	ng be Temale Power Gold
ок	d 301		cuit cound could.	ium Currents

#### Licensing and Registration

Originally, the software required a dongle that plugged into the computer as a software 'key'. We moved away from dongles in order to make MusicONE easily portable, not requiring each computer to be 'registered'. To prevent software theft, we license each database with an encrypted key number (the Request number) that changes constantly as you work with MusicONE.



- Licenses are updated quarterly or annually, depending on your licensing term. To update the license, you will email or phone in your Account Number and the current Request Number.
- This can be a little tricky at first because you can't change the request number. The application controls it and changes it all the time and every time you do any type of 'save' in M1. Moving a song to another category, for example, will change the Request number. This revolving lock/key is our anti-hack system that allows it to work without a dongle and also makes it

portable. You can install M1 itself on any computer, then drop your (station) .m1 library file into the M1 folder on the machine and work without needing to 'register' that machine.

#### Backstory - A brief history of the development of modern music radio

- In the middle 1950's radio was in the tank. Television had exploded in the US as quickly as the internet overtook our generation. In fewer than 10 years following WWII, all of the radio stars and shows had moved to the tube taking a huge chunk of radio's advertising income with them. Three things resurrected the business. 1) Rock ' Roll music (with help from the new 45 rpm records). 2) The transistor radio. 3) The Baby Boom and roaring post-war economy. The American kids had more money than kids had ever had in human history.
- The story goes, a young radio station owner named Todd Storz was sitting in a bar in Omaha Nebraska, depressed and contemplating the prospects for his money-losing radio station when he became aware that one guy was feeding nickels into the jukebox machine playing the same song over and over. He watched a woman doing the same thing, playing her one song. Eureka! People want to hear their favorite songs over and over again. He hired five 'disc jockeys' and told them to play rock 'n roll records.
- Within three years, there was at least one rock n' roll radio station in every American city and they were nearly all making more profit than ever. All of the stations were playing nothing but new music. Rock 'n roll music was in its infancy and it took a few years before there were any "oldies" to play.
- At first, each disc jockey walked into the control room with his own box of records. The problem with this was soon obvious. The Afternoon guy favored Rock-a-billy; Everly Brothers, Buddy Holly, Carl Perkins. The Mid-day guy liked R'n'B and his shift would be heavy with Fats Domino, Ray Charles, Jackie Wilson. The kids liked all of those singers, but the songs needed to be mixed correctly if the station wanted to be Number One.
- Spurred in part by the payola scandal of 1960, music radio stations put control of the playlist into the hands of one guy. The station program or music director then selected all of the records, DJs could play only the approved songs. The first MD's installed rudimentary song rotation systems to ensure that all of the songs in each Category or rotation group get equal airplay, the same number of 'spins' each day and week.. It was also important that the most popular songs were played much more frequently than the others.

The first Rotation system was built with four stacks, later five stacks of records:

- A) <u>The "Hots"</u>, the top ten-to-fifteen most popular Current hit songs.
- B) <u>The "Mediums"</u>, twenty to thirty records, a mix of the most promising new songs and others that had peaked in popularity and were in their last few weeks of airplay.
- C) <u>The "New Adds"</u>. These were newly released records that the MD thought had the best chance of becoming Hits. Depending on the MD, this might be anywhere from three to a dozen brand new records.
- D) <u>The "Oldies</u>". By the time Rock 'n Roll was about five years old, Top 40 radio had a few hundred older Hits to work with. Moving into the 70's, with the growing abundance of past hits, music directors began creating two categories of Oldies; <u>Power Gold</u>, the super hits; and <u>Secondary Gold</u>, lesser past hits used for music flow balance and filler.

- E) With the advent of newer music research techniques a new category named <u>Recurrent</u> (short for: Recent Currents) came into wide use as Program directors discovered the hit songs from six to eighteen months earlier were the most valuable songs in their library.
- The disc jockeys were to play a record from each stack; A, B, C, pick an Oldie and repeat. The DJs picked from the top of the stack, played the record and returned it to the bottom of the stack. The records were usually placed into four boxes with the DJ picking from the front and placing to the rear. Additionally, they were also given some basic music flow rules: Don't play two slow songs back to back. Don't play two R'n'B songs in a row. Don't play two Country-tinged songs in a row. If a DJ was playing a Slow song from the A-stack and he saw the next one in the B-stack was Slow, he'd play the second song in the B-stack, then play the Slow B after the next A.
- Moving into the middle-60s, as more stations switched to All Music All The Time formats, smarter program/music directors began developing more intricate systems to better control song exposure and music flow. All of the records were numbered and the numbers were entered into hour-boxes on schedule grids that the DJs had to follow. When he signed on, the MidDay jock would see that in the 10am hour this day he was to play Hots #3, 4, 5 and 6. And he would have Power Gold #'s 105, 106 and 107 pre-slotted for the hour, and so on. With the number grids, the music director could be sure that Hot #3 which was scheduled for 10:07 on Monday would not be played at exactly that time again during the rest of the week. He could see that the Power Gold songs that played in Mid-day would be scheduled in each of the other parts of the day before getting a repeat-play in Mid-day. The seed of Music 1 grew from a formatting system like that.
- Not all of the songs were pre-scheduled; perhaps just the Hots, Recurrents (recent hits) and the Power Oldies; those three categories filling about 60% of the songs in the hour. The DJ's got to pick the songs from the B-Medium stack and Secondary Oldies and in so doing, they were to choose songs that followed the station's programming directives, such as: no Slows back to back, only one song by any Artist in the hour, Don't play "this" type of song next to "that" type of song.

#### The Coming of Music Scheduling Software

- In 1980, radio's first music scheduling software was released. It's name was Selector and it was complicated. The user manual weighed over four pounds. It took weeks to learn and months (or years) to master. We discovered the relatively simple manual rotation plans we'd been using weren't so easy to replicate with software. What software lacks is the human element, nuance, the ability to make the best creative choices when rotation conflicts are encountered as the software builds a new playlist/schedule.
- Music categories, music rotations are much like gears inside any machine. Some gears are small, they have fewer songs and they spin faster than the larger gears, those being categories with more songs in them. The most successful music radio stations use between five and seven categories of songs. Here is an example of the music category formatting for a commercial, "Today's Hits" -type of station:
  - 1) The songs in Group 1 (the Hots) are scheduled to play 7 times a day.
  - 2) Group 2 songs (Mediums) are set to play five times a day.
  - 3) Group 3 songs (New Adds), three times a day.

- 4) Group 4 (Recurrents), five plays per week.
- 5) Group 5 songs (Oldies) will each be scheduled seven times a month.
- All five of these Groups/Categories are mixed with the others as their gears turn. Each group may contain types of songs that the music director does not want to play next to others of the same type. Example: The MD does not want to play two Slow songs back to back. If the turning gears come to a position in the hour where a Group 2 Slow song is scheduled and Group 3 has Slow a song slated to be next to it. The disc jockey would go "one deep" and pick the next Fast song in Group 3 and then play that Slow song in the next Group 3 slot later in the hour. Software could easily be written to do that simple thing. But what if the next Fast song in Group 3 was by Adele and there was another Adele song already scheduled elsewhere in the hour? And what if the next Fast song after that one in Group 3 and the station has a 2-hour Artist separation rule. And then what if the next Fast song from Group 3 had been scheduled in this same hour the last time it played?
- In the live-DJ days, the guy in the control room would have been instructed about how to move the songs around in the hour in such a way to get them all played while also maintaining the station's formatting and music flow plans. To do it well, a good disc jockey would consider the songs he'd played up to this point in the hour. He'd look at the pre-scheduled songs coming up. He'd count the total number of Slow songs the hour was going to have and the types of songs. Is this Slow song a love song or a broken-heart song? Is the singer male or female? Any number of small factors would have figured into his decision. In the end, it was the disc jockey's "feel" for the music flow that guided his selection. The problem with computers is: they have no feel for the music.
- This is the scenario MusicONE replicates for you. Like DJ's of old, you make the proper editing decisions on the fly. Most of the songs are going to fall into their appointed slots with ease. But it is unavoidable that the scheduler will encounter some slots where the songs at the "top of the stack" won't fit without violating one of the basic music flow rules. So, it will stop there, show it's choices and the music flow problem. You make a quick DJ decision and click the Go mutton in M1 again. It continues its work and looks for any other problem slots to show you.
- As other music scheduling schedulers build the daily log, when they encounter problem slots, those where all of it's song choices would violate formatting rules, they can be set to do one of two things. Either it can select the "least objectionable" song based on a format rules hierarchy. Or, it can leave the slot empty. After the software runs the day, the music director then edits the schedule, fixing the rule violation-flagged songs or filling the slots left empty.
- The music directors at successful radio stations spend an average hour or more editing each daily music schedule when using a traditional music scheduler. Music 1 users get it done in under ten minutes. And the more important benefit is Music 1 delivers the most consistent song rotations and music flow in the business. And it always sounds better because you are making the edits as you put it together. Humans beat computers at this, hands-down.

#### **Inside the Music 1 Folder**

