

Audio Management System Version 2.0 (Build 10) Release Notes

Errata: This version has a known issue with Rewind while paused. If rewind is pressed on the user interface or GPI'd in a Pause state nothing will happen.

To install:

1. Go to **Configure > System** and click **Check for Updates** and follow standard updating procedures.

If the **Updates** page shows more than one module available it is generally advised to check all to assure the OS and Applications remain synchronized. Some features or functions may not operate properly if only a single package is updated.

IMPORTANT: An App update requires a manual browser page 'refresh' and an OS update requires a manual reboot after closing the update dialog for changes to take effect.

Release change notes from Version 1.1 (Build 9)

Features

- New Auto Recue automatically recues the same audio if there are no new items in the queue, meaning the last playable item will remain playable until a new element arrives. Repeated playout of text messages will match without re-entering, or resending the text.
- New Queue Counter display in the Alert Queue title bar indicates the number of items in the queue with a negative number (-1) for an element that is Auto Recued.
- In Auto Recue, a "Clear All" command from the User Interface or the new ClearQ GPI will remove the recued audio and the queue counter displays a "0" (zero).
- New FileID is displayed on the TTS Data title bar making it easier to see messages progressing through the queue.
- New Queue Manager displays a paged list of items in the queue. Basic fields are: ID, file, and the first 15 to 20 chars of text. New full text view of any queued item by mouse "hovering" over the text area in the queue line.
- New Clear Selected command allows selective removal of single or multiple items in the queue by clicking to select and clicking again to deselect.
- New user input state change from Cued Text to Input Text when user clicks in data entry box.
- Moved and changed the *<no data>* indicator to *<QueueEmpty>* above the entry box to better visualize text entry and prevent accidental text inclusion of the *<no data>* text in a message.
- Full implementation of the *Next All* button and GPI which advances the queue to the next item in the list. However, if audio is playing, it will continue to play until the next alert is ready then immediately replace current playing audio. If the channel was paused, the output is silent and will remain paused and silent, but with the next content ready to play. The *Next All* command has no effect if there is nothing else in the queue. Depending on the amount of text, hence the size of the audio file, it may take several seconds for the next element to be ready and there is no visual indication of the progress.
- Improved channel-channel synchronization to assure requested channels will play at the exact same time.
- Archive management no longer stores original files, but extracted text is maintained in the event log. This makes storing millions of entries easier, without exceeding the current limit.
- Maximized the browsers SSL certificate so it will not expire for 20 years (Dec 14, 2035).

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- Added detail to the customer event log if a file fails to complete, for example a skipped file because of Next All command.
- Added serial number to support ticketing system making it easier for support technician to identify the specific AMC in a support session.
- Implemented new utilities to improve support and troubleshooting.

Sources

- New generic FTP sources page allows AMC to pull .txt, .wav, .xml formatted files from various FTP sources with user defined information. Note: the XML file must be in the NewsTicker, LiveWire, or BTI form and .WAV files must be a 16KHz sampled mono file.

MultiPlayer

- Alert Pending lights now denote playback/ready status with the Alert Pending lamps indicating a ready state when there are one or more “fresh” items in the queue, and only for enabled channels. Audio that has Auto Recued will not light the Alert Pending lamps as the content has already been played and is therefore no longer considered a new alert.
- Upgraded MultiPlayer to version 3.03T firmware which allows new features and more reliable/responsive status reporting.
- Added underlying for support status tool to monitor state and other runtime status from the multiplayer controller software during troubleshooting.

GPIO

- New Play Channel GPI selection allows individual control of the playback of a single channel.
- New Pause Channel GPI selection allows playback pausing of a single channel.
- New Disable Channel GPI selection will switch a channel off when the input is closed and will re-enable the channel when opened. Any re-enablement by the user interface will take precedence over the GPI.
- New GPI Halt command will cause the system to ignore and discard incoming messages until the GPI is opened. While in this state any incoming events will not be processed or logged.
- New GPI ClearQ command clears all queued messages. However, anything currently playing will finish playing and then Auto Recue.

General corrections

- Corrected an anomaly where the incoming folder might be reprocessed after a reboot.
- Corrected an issue where the GPO pulse was improperly set to 200 microseconds when it should have been 200 milliseconds.
- Fixed error when processing empty Newsticker files and to ignore RUN_DATE and RUN_EPOCH fields.
- Fixed MultiPlayer sometimes not rebooting after a firmware update.
- Auto redirects to log in screen if user stays idle on any Configure page for 30 minutes.