Quick Start Guide for XPlay

In order to get started using XPlay quickly, you can review this document and follow the steps outlined. This document provides the basic information to get started – for more complete details on functionality and usage, refer to the XPlay help file or printed documentation.

This guide assumes that XPlay has been installed on your PC and that you are ready to use the software. If you have difficulties during this process, consult the Troubleshooting section at the end of this document.

Step 1 – Launch XPlay

From your PC's **Start** menu, select **Programs | XPlay**, then the **XPlay** item. XPlay will start up. The first time XPlay is started, a splash screen will appear, followed by a registration display, similar to the one below.

If you are trying out XPlay, click on the [**Demo Mode**] button. If you have purchased XPlay and wish to register the product now, fill in the blanks, being sure to enter the Release Key exactly as it was provided to you, and then click on the [**Register**] button.

> **Note:**
> If you have installed the apt-X™ option, you will also see a dialog similar to the one below. This is the apt-X license display, indicating that you are using the encoder in EVALUATION mode.
> You can use the apt-X decoder for 10 days before you need to purchase a license to continue using the decoder.

Following the splash screen and registration dialogs, if any, the main display will appear, similar to the one show below.
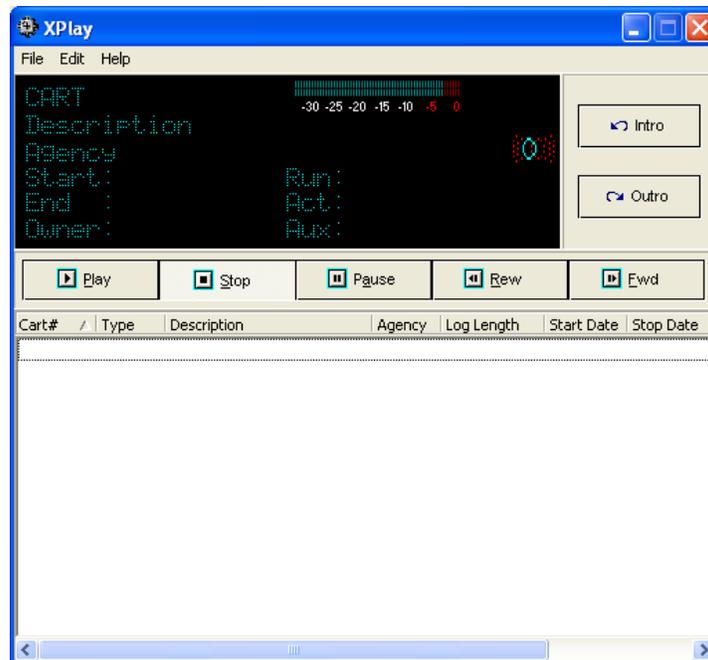
Step 2 – Configure XPlay

Before using XPlay for the first time, some configuration needs to be done. This guide will focus on the basic items only – for more detailed information on configuration options, see the help file shipped with XPlay.

First, select **Edit | Preferences** from the main menu:
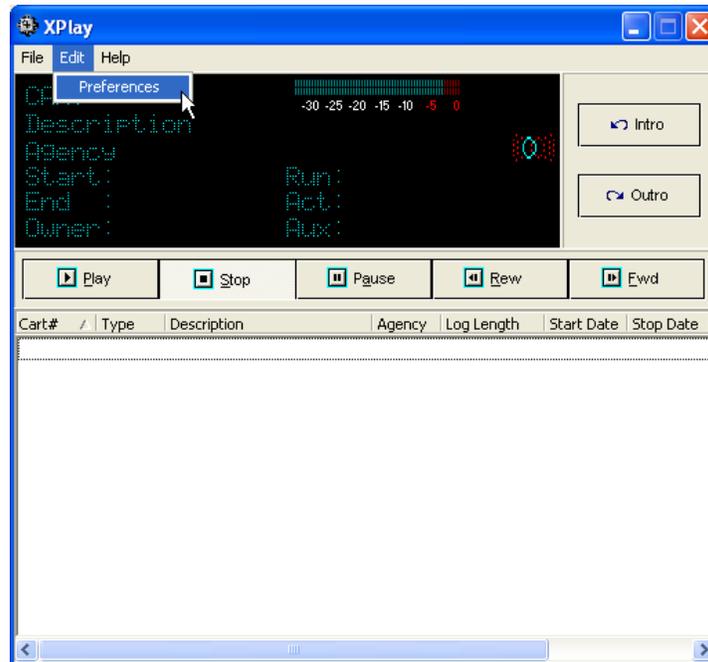
The configuration dialog is displayed, as below:

First, set the **Maestro/DCS Audio Path**. This designates where DCS or Maestro audio files you wish to play are located. This can be a UNC path or a standard path. Use the ellipse button adjacent to the field to pop up a folder selection dialog. The audio path is the only setting that is **required** – XPlay has to know where to find audio files to play!
Optionally, you can select a **DCS or Maestro Inventory File**, if you wish to use an inventory file (and one is available) to reduce XPlay's start-up time. This is optional.

The default for this field is <blank>, which means XPlay will scan the Audio Path you've defined, catalogue all the carts (audio files) found, and display them in the main display's cart list. With a large inventory, this can be time-consuming. Using an inventory file may reduce XPlay start-up time considerably.

The inventory files are located in the DCS or Maestro "working directory". In order to use an inventory file, you must have access to the defined working directory – Read-Only access is fine, since XPlay is only retrieving

information, not editing or storing information. If you do not know the location of these inventory files, consult with your DCS or Maestro system administrator to obtain the correct location.

Select the **Distribution** tab. Here, we'll name our stations. This is an optional step – station names are used only when displaying the DCS or Maestro "owner" of the cart.
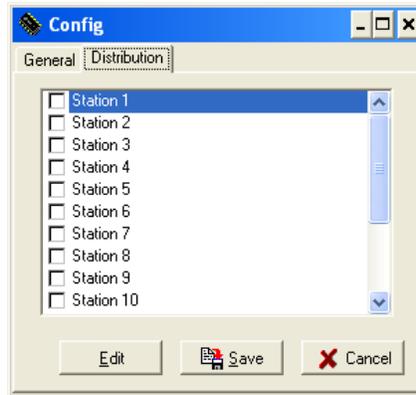
Select the first station listed (Station 1) and click on the [**Edit**] button.

Type the name of the station for Station 1 (Node 1) and click [**OK**]. Repeat these actions for each station you wish to name. For purposes here, only the first two stations (nodes) have been named.

Click on the [**Save**] button to record your settings. The preferences display will be closed, returning you to the main display.

> **Reminder:**
> Be **sure** to save your preference settings.

Step 3 – Playing Audio!

Once you've saved your Preference settings, you'll be returned to the main XPlay display. If you did not elect to use a DCS or Maestro inventory file, XPlay will begin cataloguing carts in the audio path folder you selected. During the process, the display will appear similar to:
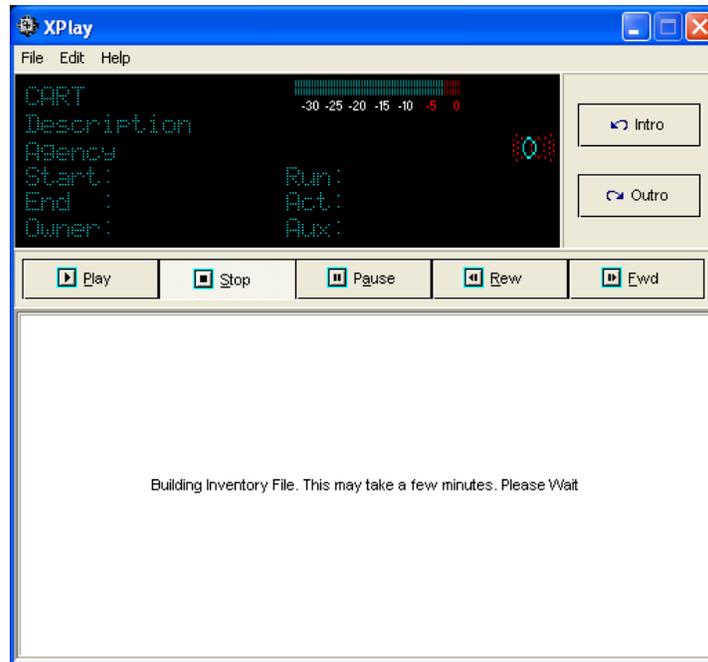
When XPlay has finished cataloguing the files – or, if you are using an inventory file – the main display will refresh with a complete list of audio available for playback. Now, we're ready to use XPlay!

As you can see, we now have a list of carts (audio items) to choose from. To play an item, simply [**Double-Click**] on it. You could also select the cart by clicking once, then clicking on the [**Play**] button.

From here, you can stop, fast forward, rewind and play either the intro or outro simply by clicking on the associated transport button.

To play a different cart, [**Double-Click**] on it – XPlay will stop the current cart and start playing your newly-selected cart.

That's it! You're off and running with XPlay!

For details on advanced features like multi-cut cart handling, refer to the XPlay on-line help file.