

1 Quick Start Guide for crWebBB

In order to get started using crWebBB 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 crWebBB help file or printed documentation.

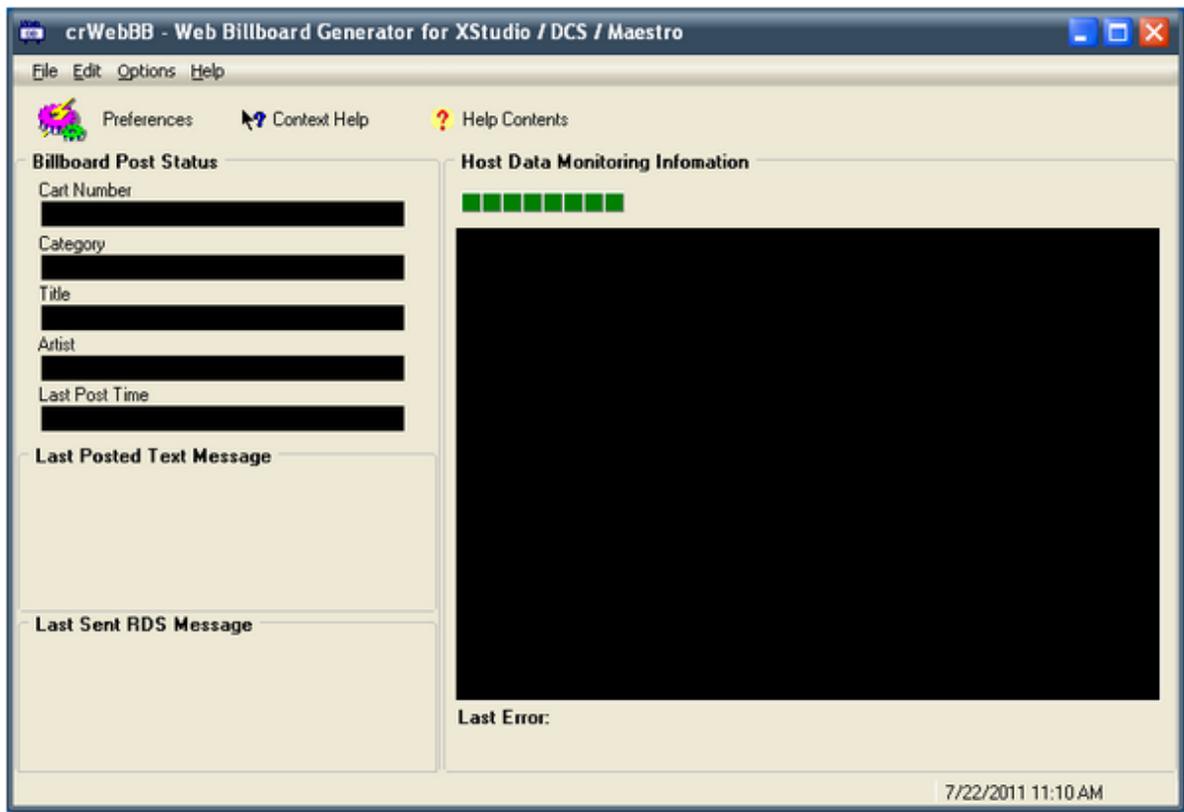
This guide assumes that crWebBB has been installed on your PC and that you are ready to use the software. If you are connecting to the host DCS or Maestro via serial cable, ensure you have that cable connected to both the PC running crWebBB and the host DCS or Maestro. For more information on configuring DCS or Maestro to provide the serial data, see the on-line help file.

1.1 Step 1 - Launch crWebBB

Start crWebBB by double-clicking on its shortcut or by selecting **Start | Programs | crWebBB**. crWebBB will start up. A splash screen will appear and, if crWebBB is not yet registered, a notice regarding registration.



Click **[OK]** to move on to the main display.



In order to use crWebBB, we need to tell the program what kind of posting we want to do, how to communicate with the host XStudio, DCS or Maestro, and where to get audio inventory information. The next section covers these items.

1.2 Step 2 - Configure crWebBB

Before using crWebBB 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 on-line help file included with crWebBB.

Select **Edit | Preferences** from the main menu, or just click on the **[Preferences]** button on the main display.

There are several sections in the preferences dialog, grouped by functionality. We'll only cover the items required to get started.



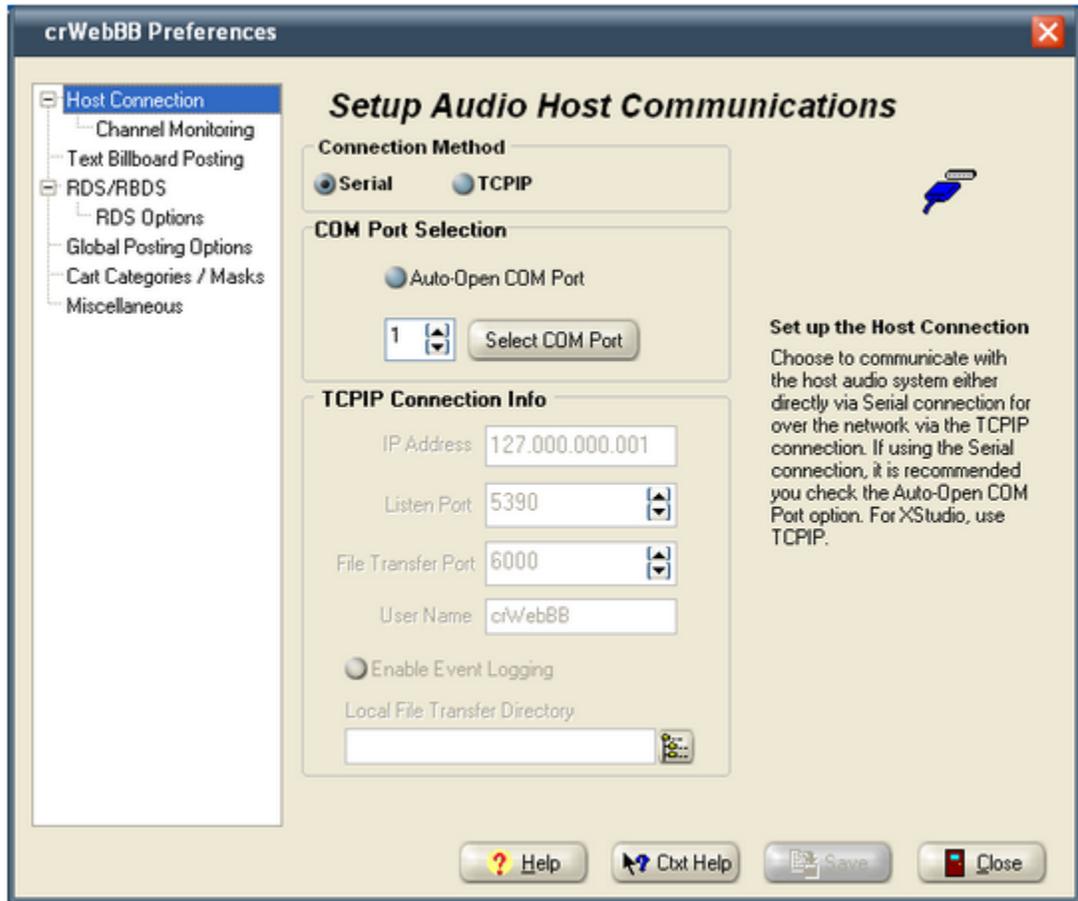
For purposes of getting started quickly, only text billboard output is set up in this guide. For information on posting the billboard file via FTP or how to set up RDS, see the crWebBB help file or PDF manual.

1.2.1 Host Connection

Select the "**Host Connection**" item in the navigation tree, located at the left side of the display. In this section, we tell crWebBB how to communicate with the host XStudio, DCS or Maestro machine.

If you are using a serial connection to the host...

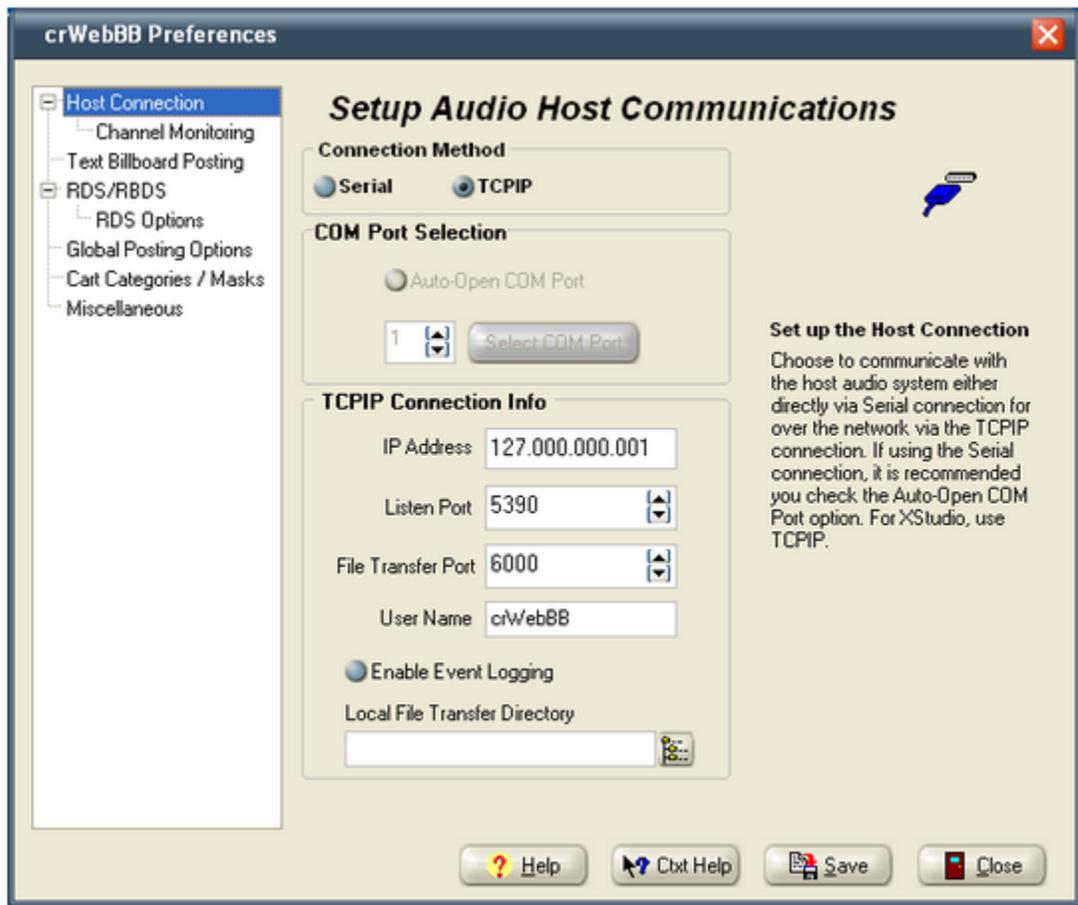
If you will be connecting to the host system using a serial cable, make sure that you have selected "**Serial**" for the Connection Method



Check the item "**Auto-Open COM Port**", then click on the [**Select COM Port**] button and pick the COM port that you will use to connect to the host audio system. We recommend having crWebBB automatically open the serial port for communications when starting up rather than the user having to manually open the port with each launch of crWebBB.

If you are using a TCPIP connection to the host...

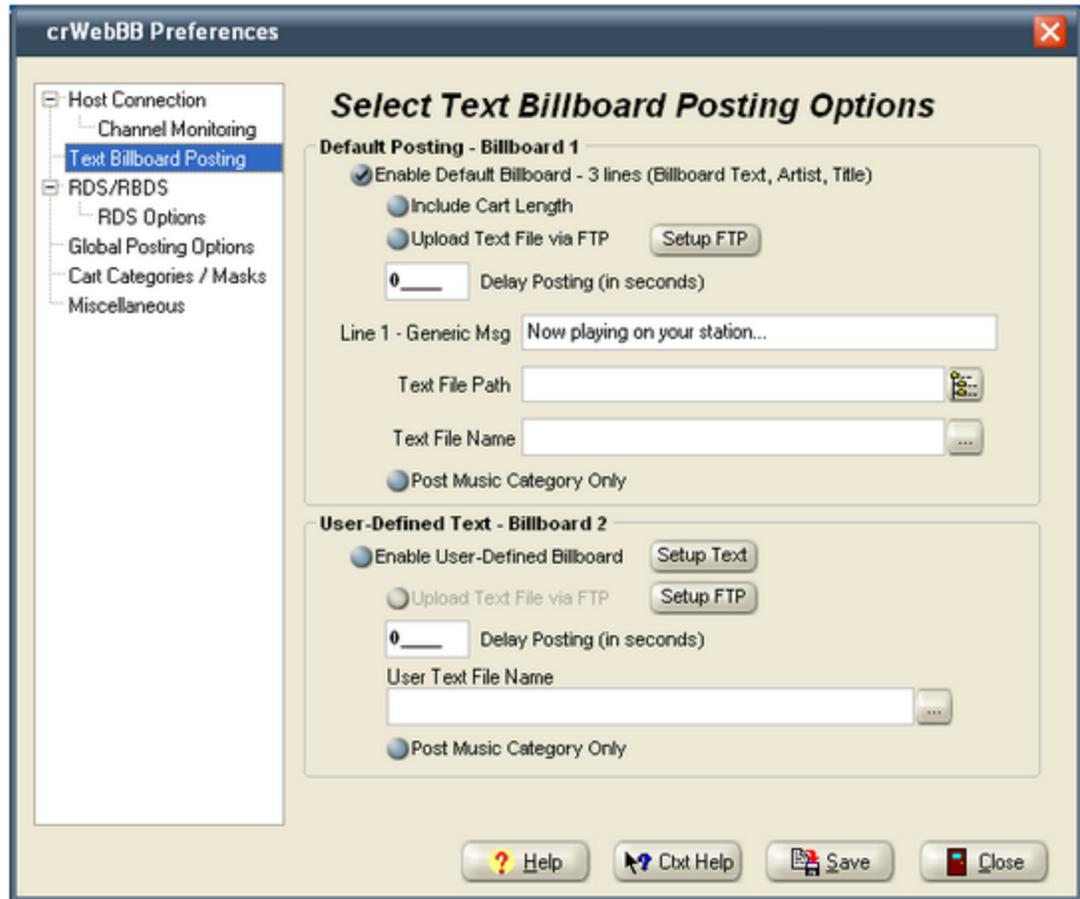
If the host system is XStudio or you are using our rcServer product (a serial to TCPIP converter), make sure you have selected "**TCPIP**" for the Connection Method.



You will need to enter the **IP Address** of the host system along with the **Listen Port** and **File Transfer Port**. These settings must match your XStudio preference settings or rcServer configuration for communications to work properly.

1.2.2 Text Billboard Posting

Select the "**Text Billboard Posting**" item in the navigation tree, located at the left side of the display. In this area, we'll set up the primary text file path and file name.



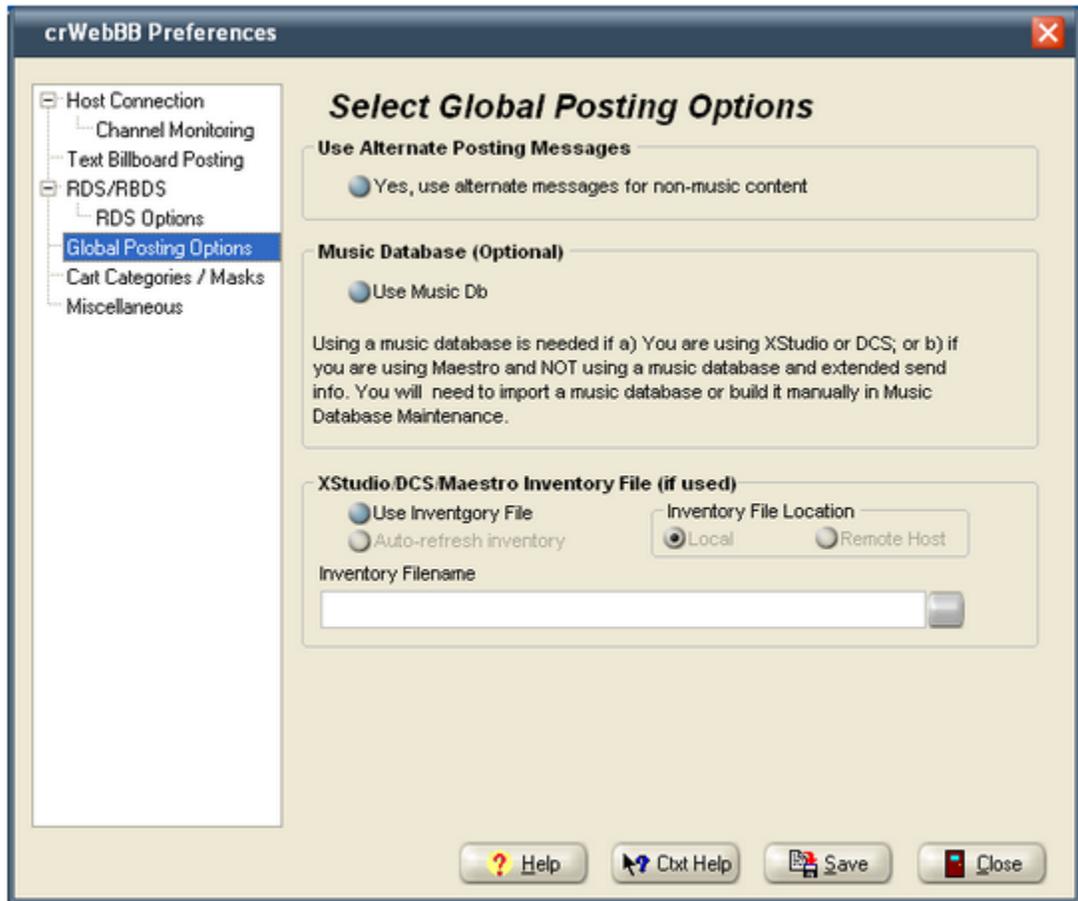
Ensure the item "**Enable Default Billboard**" is checked under the Default Posting - Billboard 1 group. For now, check only that item - we'll not worry about direct FTP uploading for the moment.

Enter a file path for the text billboard (you can use the adjacent button to select a folder) and enter a file name for the default text billboard.

For purposes of this guide, we won't use the User-Defined Text billboard.

1.2.3 Global Posting Options

Select the "**Global Posting Options**" item in the navigation tree, located at the left side of the display. In this area, we'll select an XStudio, DCS or Maestro inventory file for use in the posting process, if needed.

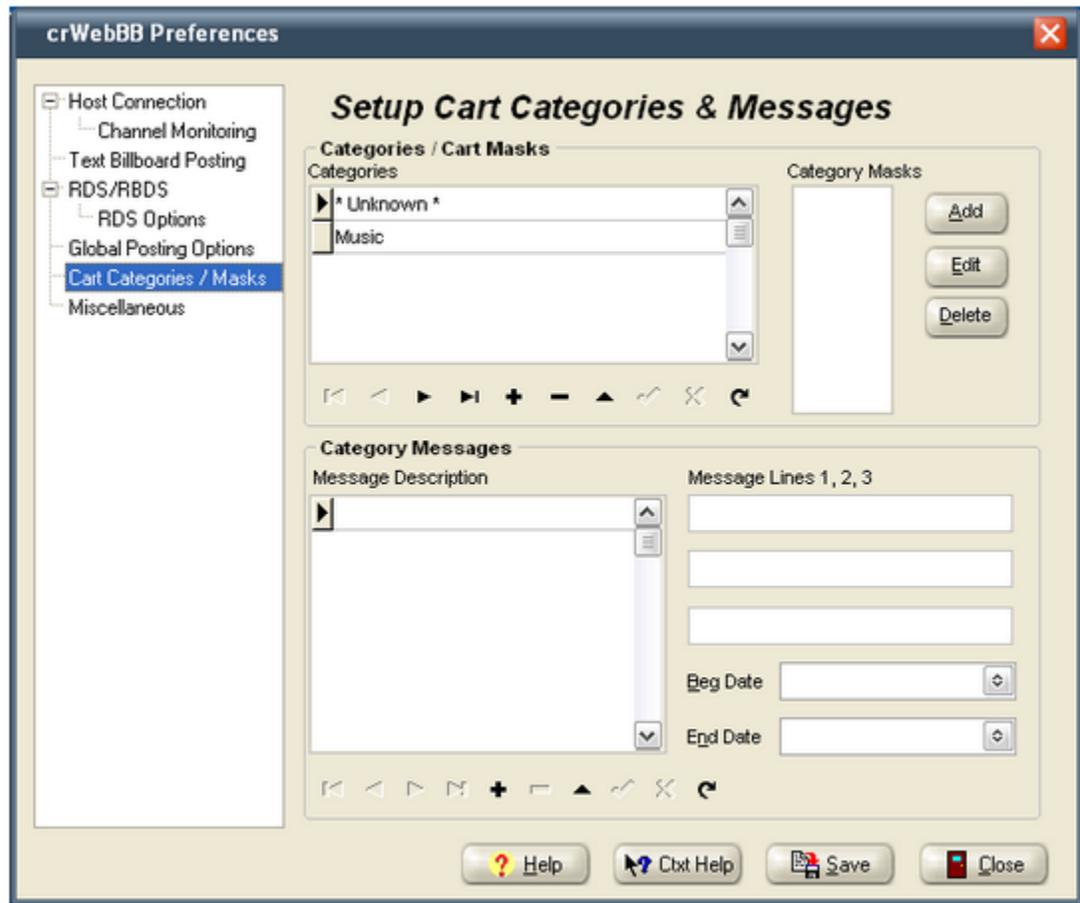


For now, we're going to skip the Use Alternate Messages & Music Database items. We'll only work with the items that might need to be changed. These items are:

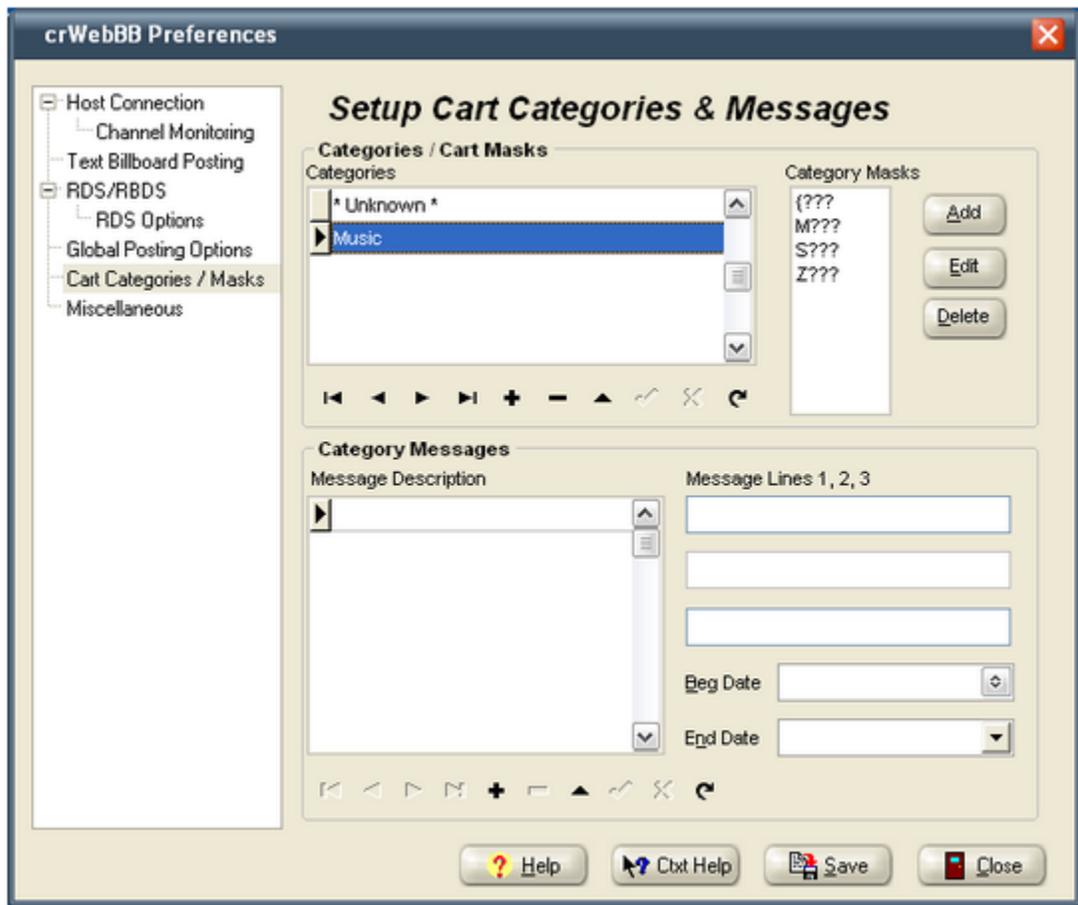
1. **Use DCS Inventory File.** Check this item to indicate that you will be using an inventory file to do cart number lookups. If you have a Maestro system and its "*SendAllInfoToRemote*" option is enabled, then you can leave this item unchecked.
2. **Inventory File Name.** Enter the name of the inventory file you wish to use, if you've check the "**Use Inventory File**" option. You can use the button adjacent to the field to select the file, too.

1.2.4 Cart Categories

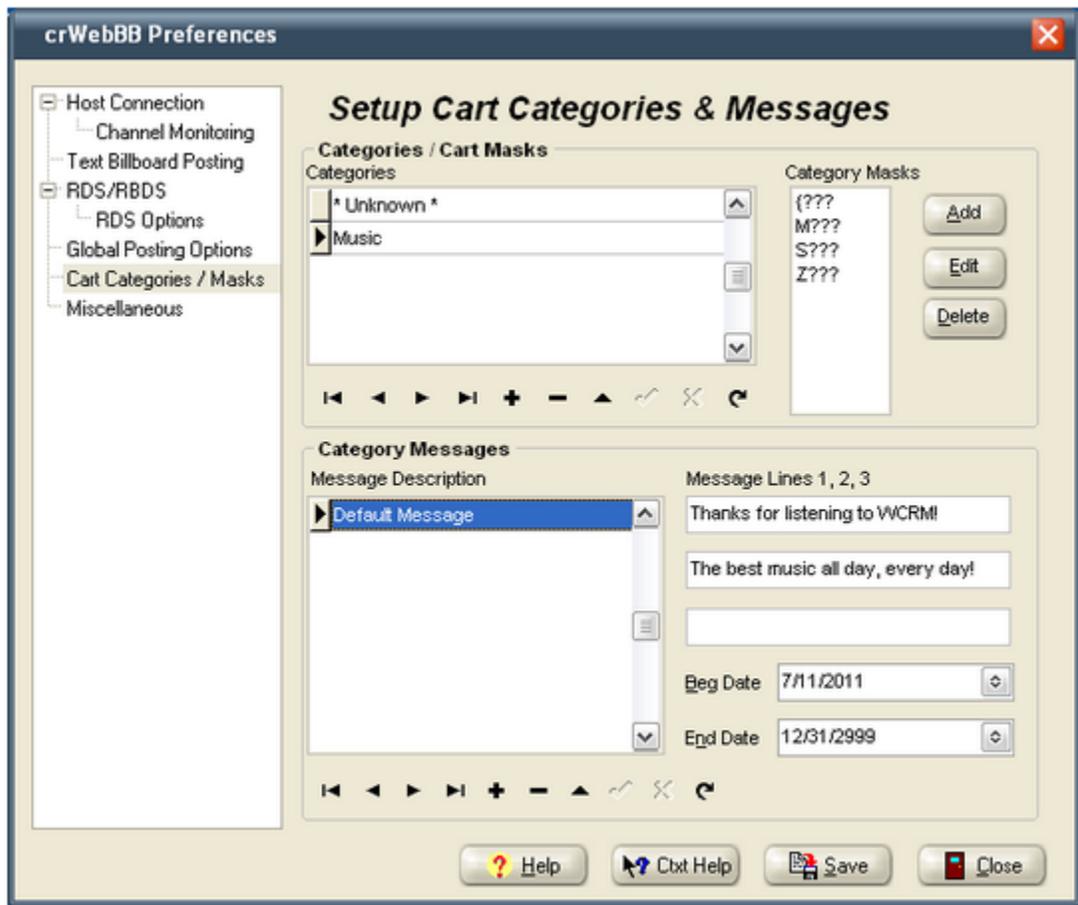
Select the "**Cart Categories**" item in the navigation tree, located at the left side of the display. In this area, you define audio **Categories** and associate cart numbers with the categories. Further, you can also associate **Category Messages** with a given audio category. The display will look similar to the sample shown here.



There are two pre-defined categories, "*** Unknown ***" and "**Music**". The **Unknown** category is a catch-all for carts that match no defined categories. The **Music** category is as it implies - the audio category for your music. To tell crWebBB how you've defined your music, add one or more Category Masks. Click on the **[Add]** button and type in a value - for instance, if your music carts all start with the "{" character, the mask would be "{???", where the question marks represent a wild card (any character or number). After adding a couple of masks to the music category, your display will look similar to the example below.



Finally, we'll create a **Category Message** that will be used if a particular song (cart number) cannot be found in the music database. Enter something in the Message Description field, then a couple of lines of message content, similar to the sample shown below.



Click on the button that looks like a check mark to save your Category Message. If the music database is not used, the message we just created will be used as the text to be posted and/or sent an RDS encoder. Also, if a particular music cart cannot be found in the music database, the message we just created will be used.

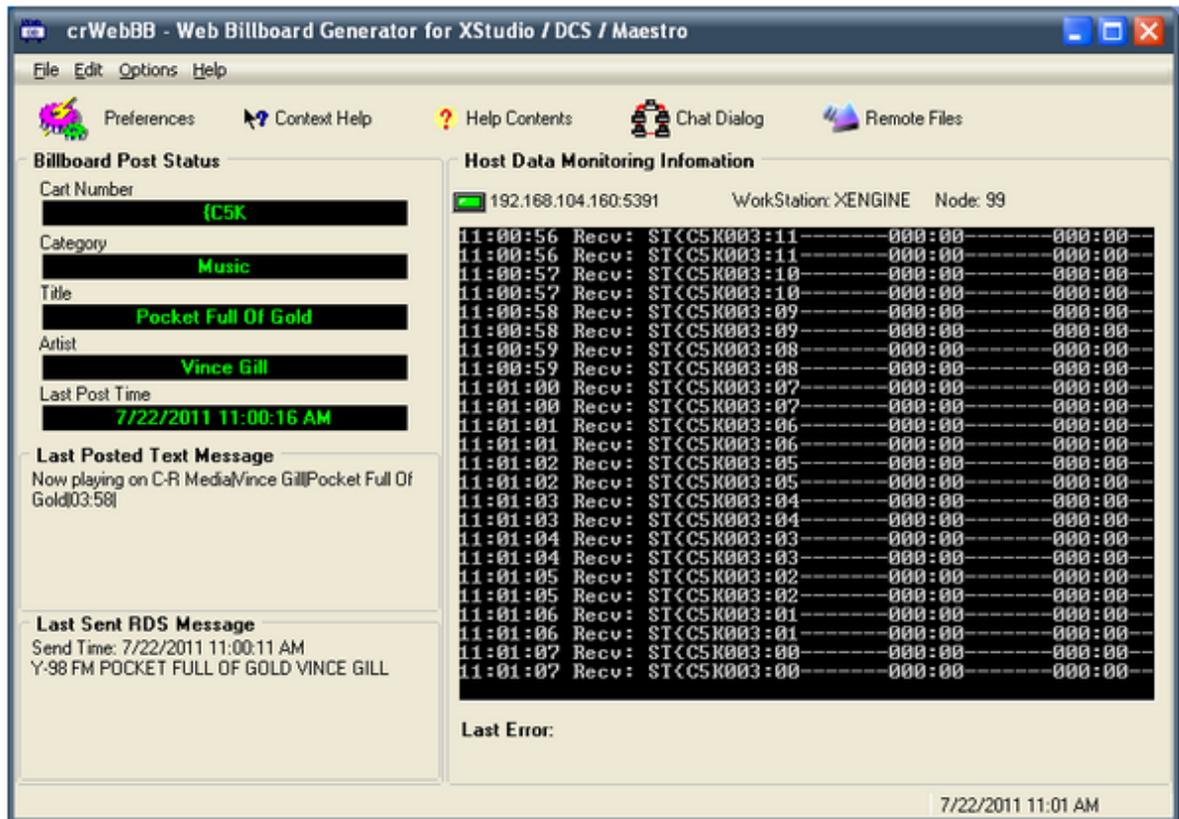
That's it - we're done configuring crWebBB and are ready to move on to the next step!



Be sure to save your preference settings. Click on the **[Save]** button to save your settings before closing the preferences dialog.

1.3 Step 3 - Posting Billboards!

Once you've saved your Preference settings, you'll be returned to the main crWebBB display. If you are connected to the host XStudio, DCS or Maestro machine and it's playing audio, you can confirm that communications are working between the two machines by looking at the Host Monitoring area of the display:



As you can see in this example, the application is receiving data from the host. The example shown happens to be a TCPIP connection, but the basic information is the same.

At this point, crWebBB will post a text message when a song is started. The example here shows the result of posting when the embedded music database is used.

The category message we set up earlier is used for all music items that play with no corresponding song title or artist in the crWebBB database. Note that if you are using Maestro with the option to send the song title and artist, that content will be posted instead of the category message in our example.

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

For details on other features, refer to the crWebBB on-line help file.

1.4 Step 4 - Closing crWebBB

To close crWebBB, select the **File | Exit** menu item. You will be prompted to confirm closing crWebBB. crWebBB will save your current display and option settings and exit.