

dcstools Audio Importer

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dcTools Audio Importer

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Welcome to the dcsTools Audio Importer

Part



dcTools Audio Importer is a set of software tools used primarily for automatically converting standard audio files for use with XStudio, Maestro and DCS.

Several source file types are supported, including .wav, .mp2 and .mp3. Converted files can be output to XStudio .daf, DCS and Maestro .daf & .dff file types. Other output file types are supported, too, so dcsTools Audio Importer could be used to convert, for instance, an .mp3 file to a .wav file for further editing and processing.

dcTools Audio Importer is comprised of two applications. dcsTools Audio Import Service runs as a Windows service, and dcsTools Audio Import Manager runs as a tray application, meaning that as a default, dcsTools Audio Import Manager minimizes itself to the Windows system tray in order to be unobtrusive during normal use. dcsTools Audio Import Manager is used to configure and monitor the activities of dcsTools Audio Import Service.

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Document Conventions

The following table describes important conventions used in the dcsTools Audio Import Manager documentation

<u>Convention</u>	<u>Description</u>
menu menu command	Describes a menu item followed by a menu command.
[button or mouse]	Text between square brackets refers to a keystroke, i.e. [F10] , button, i.e. [Save] , or mouse click, i.e. [Left-Click] .
	Signifies important information that may have an impact on operation of the software.
	Signifies an informational note on using the software more efficiently or things that may affect operation of the software.
	Signifies a hint that may be useful when using or setting up the software.

1.1 Key Features

dcsTools Audio Importer offers a number of useful features for converting standard audio files to .daf and .dff audio files:

- Unattended, automatic conversion and import of audio files with no user interaction required.
- Granular control of how a conversion is handled based on user-defined criteria. Output type, expiration date and output location are controlled by the user - there's no one-size-fits-all restriction.
- Support for multiple source file types, including .wav, .mpg, .mp2, .mp3, .daf, .dff, and .raw
- Support for multiple output file types, including .wav, .mpg, .mp2, .mp3, .daf, .dff, and .raw
- Support for multiple import paths. You can have dcsTools Audio Importer monitor several folder locations for the arrival of files that are to be converted.

- Support for multiple output paths. You can have dcsTools Audio Importer place converted files in a specific destination folder based on conditions you define.

1.2 What's New in dcsTools Audio Import Manager

Here are the latest changes, enhancements and corrections to dcsTools Audio Importer by version number and date. For information on less-recent changes and enhancements, see the [Revision History](#) topic.

Version 1.4.3.6 - 02/02/2023

1. **Enhancement.** Support for Windows 11 has been added.
2. **Change.** When converting .DAF files, the source file end date is now passed through to the target file so long as the source file end date is later than today and the target file supports embedding date information, typically Broadcast Wave File Cart Chunk information. If the source file end date is older, the Category end date rule is used.

Version 1.4.2.1 Build 20211210 - 12/10/2021

1. **Fix.** If a Category or Map default expiration date was set to "-1" (TFN), the resulting output file's end date was the current-day date. This has been corrected.

Version 1.4.2.1 - 06/21/2021

1. **Fix.** Monaural .mp3 files were not converted correctly.

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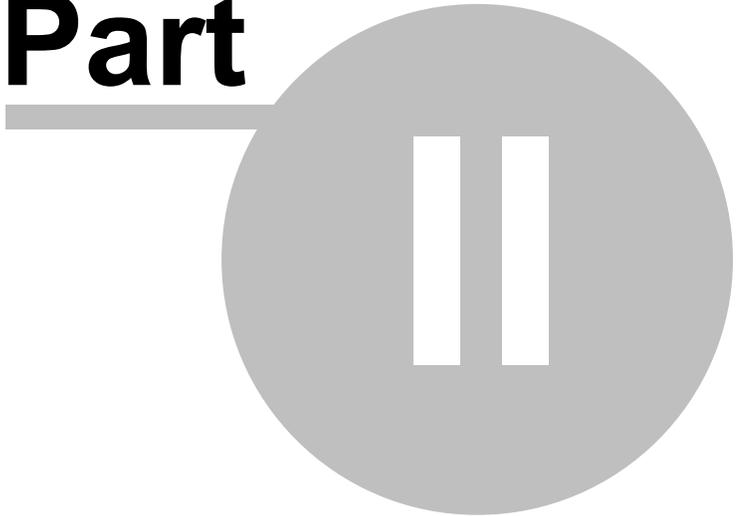
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System Requirements & Installation

Part



In order to use the dcsTools Audio Importer successfully, certain hardware and Windows operating system requirements must be met. You must also install the dcsTools Audio Importer software on the PC, using an installation program.

This section documents the system requirements for dcsTools Audio Importer and covers the process of installing, updating and removing the dcsTools Audio Importer software.

2.1 System Requirements

The base hardware and operating system requirements to run dcsTools Audio Importer include:

Operating System	Windows 7 or later, Windows Server 2008 or later.
CPU Speed	1 GHz or greater.
RAM Memory	2 GB RAM minimum, 4 GB or more recommended.
Display	A minimum of 1024 x 768 resolution.
Hard Disk Space	At least 32MB free disk space for dcsTools Audio Importer, supporting system files and documentation. If the host PC will be storing converted audio files, there must be adequate disk space to accommodate the files.
Network Connection	If audio files are to be converted/imported either from or to another PC, a working network connection to that PC is required. It is recommended all source and output folders be located on the PC running dcsTools Audio Importer.



dcsTools Audio Importer requires the Microsoft Visual C++ 2015-2019 Redistributable Package (x86). If this package is not present on the host system, it will be installed automatically.

2.2 Installing, Updating or Removing dcsTools Audio Import Manager

The dcsTools Audio Importer installation program provides step-by-step instructions on every screen displayed during the installation. Follow the instructions on each screen to install dcsTools Audio Importer.

Before you install

1. Close all other programs, including any anti-virus programs.
2. Log on to your computer with administrator privileges.



You must have administrator privileges to perform an installation or a software update when running on any of the supported Windows operating systems.

Installing dcsTools Audio Importer

dcsTools Audio Importer is distributed as a downloadable installation program. The latest version of the software is always available on our [web site](#) on the dcsTools Audio Importer product home page and the general downloads page.

1. After you have downloaded the installation program to your computer, locate the setup program, **dcsToolsAudioImporterSetup.exe**, in the folder to which you downloaded the file. [**Double-Click**] on the setup program to begin installation.
2. Follow the instructions on each screen to install the software.

Updating dcsTools Audio Importer

1. If you have downloaded or otherwise received a revision for dcsTools Audio Importer, the process for updating the software is virtually identical to the initial installation. However, the installation dialogs may be a bit different. When updating, you are not typically given an opportunity to select the target folder for installation, as that choice has already been made in a previous installation.
2. You may be prompted that an old version of dcsTools Audio Importer has been found and that it must be uninstalled (removed) before continuing with the update. If you see this prompt when updating dcsTools Audio Importer, you should answer "Yes" to remove the old version, and if prompted to confirm the removal of the old version, again answer "Yes".
3. On occasion, updating dcsTools Audio Importer may require some additional tasks be performed during the update. Such tasks might include validating and/or updating your registration and making adjustments to your preferences settings. If these tasks are

needed, you will be prompted for any input required and notified if the update task could not be completed successfully.



You must have administrator privileges to perform an update on all supported operating systems.

To Uninstall dcsTools Audio Importer

To remove dcsTools Audio Importer from your PC, select the Control Panel applet Add/Remove Programs or Programs and Features, depending on your operating system. Select dcsTools Audio Import Manager and click on the [Remove] or [Uninstall] button. Follow the prompts to uninstall the software.



Only files originally installed are removed. Event log files and your preferences files are not removed. See the topic on [application files](#) for more information on files that are installed or created by dcsTools Audio Importer.

Configuration

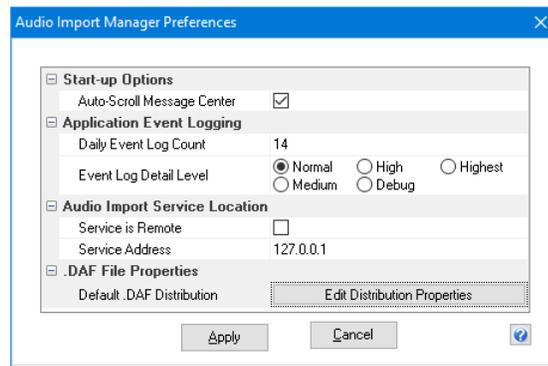
Part



dcsTools Audio Importer requires some configuration before using in your environment. This section covers the items that must be attended to, along with optional settings. Preference and configuration settings are accessed from the main dialog of dcsTools Audio Import Manager. See the [Using dcsTools Audio Importer](#) topic for information on launching and displaying the dcsTools Audio Import Manager main dialog.

3.1 dcsTools Audio Import Manager Preferences

To change dcsTools Audio Import Manager preference settings, use the main menu item **Edit | Preferences**. The preferences dialog will be displayed, similar to the example shown here.



dcsTools Audio Import Manager Preferences Dialog

Related properties are grouped together and displayed as expandable sections. Unless modified, dcsTools Audio Import Manager will use the default settings for each of the properties.

If you change any of the default settings, the **[Apply]** button is enabled. When you complete your changes, click on the **[Apply]** button to save them. To discard your changes, click on the **[Cancel]** button.

Start-up Options

This group of properties controls the behavior of dcsTools Audio Import Manager at start-up.

<u>Property</u>	<u>Default</u>	<u>Description</u>
Auto-Scroll Message Center	Checked (Enabled)	If checked, dcsTools Audio Import Manager will automatically scroll to the last message each time a new message arrives in the Message Center.

dcsTools Audio Import Manager Event Logging Properties

As dcsTools Audio Import Manager runs, information relating to its performance and problems encountered is written to a group of application event logs. The event logs are text files maintained automatically by dcsTools Audio Import Manager in the form of event logs for each

day, with a default of 14 days (14 daily files) being available for review at all times. Event logs are generally used in troubleshooting problems or determining why dcsTools Audio Import Manager behaved in a certain way. Review the topic [Using Application Event Logs](#) for additional information.

This group of properties provides the means to control the number of days dcsTools Audio Import Manager will retain daily event log files, and to adjust the amount of information that is stored to the file as dcsTools Audio Import Manager runs - the so-called "detail level".

<u>Property</u>	<u>Description</u>
Daily Event Log Count	The default is to keep daily event logs around for 14 days. Use the spin-edit control that appears when you begin editing the property to increase or decrease the number of days you wish to keep daily event logs. The minimum number of days is 7, the maximum number is 62.
Event Log Detail Level	The default detail level is "Normal". As you change the detail level to Medium, High, Debug, and Highest, dcsTools Audio Import Manager logs more and more information to the daily event log. The higher the detail level, the larger the daily event log file size will be. For troubleshooting, you should set the detail level to "Debug" as a minimum.



The dcsTools Audio Import Service also logs event information that is placed in a different group of files with separate settings for detail level and number of days to keep around. See the topics on [dcsTools Audio Importer Files](#) and [dcsTools Audio Import Service Registry Information](#) for additional information on specific file names and settings to control detail level and number of days to retain.

dcTools Audio Import Service Location

This set of properties will not normally need to be changed. As a default, dcsTools Audio Import Manager is installed on the same PC as the dcsTools Audio Import Service. However, dcsTools Audio Import Manager can be installed on a different PC in the local area network to perform monitoring and configuration tasks. If you are running dcsTools Audio Import Manager on a "remote" PC, you need to tell dcsTools Audio Import Manager this is the case, and you need to identify the PC where dcsTools Audio Import Service is located.

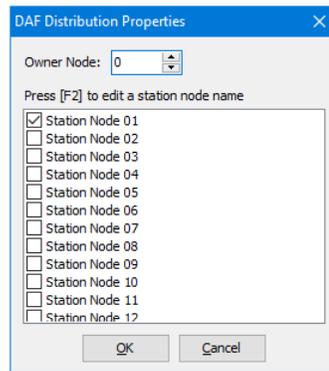
<u>Property</u>	<u>Default</u>	<u>Description</u>
Service is Remote	unChecked (Disabled)	If checked, dcsTools Audio Import Manager will attempt to connect the dcsTools Audio Import Service at the address designated in "Service Address" field.

<u>Property</u>	<u>Default</u>	<u>Description</u>
Service Address	127.0.0.1	If the dcsTools Audio Import Service is running on a remote PC, enter either the IP address or the machine name to identify the service host PC.

.DAF and .DFF File Properties

If you are importing files that are output to .DAF or .DFF file types, particularly for DCS or Maestro, you may wish to set up default owner node and audio distribution properties. For ease in identifying distribution nodes, you can also identify each node with a name meaningful to you.

To edit the default distribution properties, click on the **[Edit Distribution Properties]** button. The DAF Distribution Properties dialog will be shown.



*Distribution Properties
Dialog*

Owner Node

The owner node identifies the DCS or Maestro unit, by node number, that "owns" the audio in a distributed audio system. Enter the node number you wish to use.



Node numbers are **zero-based**, meaning number 0 = node 1. dcsTools Audio Importer limits available node numbers to 32 so the highest-entered owner node value must be 31 or less.

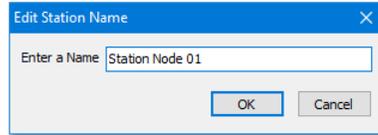
Distribution Nodes

Check the DCS or Maestro nodes you wish receive imported audio as a default. Each import Category and Map can be customized as needed, so the defaults you set here are merely the starting point used when you create a new import [Category](#) or [Map](#).



dcTools Audio Importer limits station distribution to 32 nodes. If you are running a DCS or Maestro system with more than 32 work stations, nodes 33 to 64 will not receive imported audio automatically. You will need to use the audio system cart editing function to manually add any station nodes above 32 that need to receive the audio.

To edit the node names, select the node you wish to edit and press the **[F2]** key. The Edit Station Name dialog is shown, containing the existing node name.



Edit Station Name Dialog

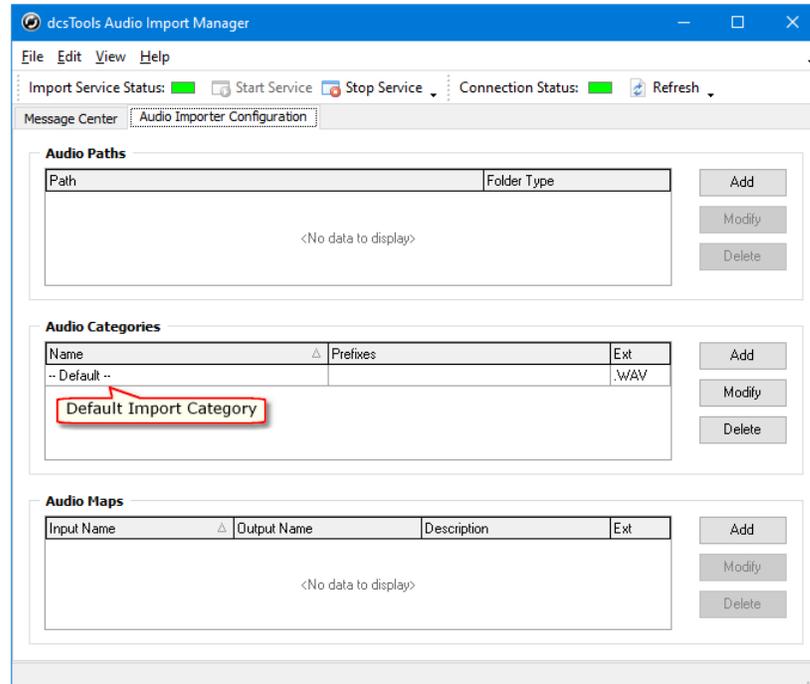
Edit the name as desired and click on the **[OK]** button to finish your edit and close the Edit Station Name dialog.

When you have completed all edits to the owner node, distributed nodes and node names, click on the **[OK]** button to save your changes.

3.2 Setting Up File Import and Conversion

The dcsTools Audio Importer requires some configuration to operate. As a minimum, you must define at least one source path, where files for conversion & import will arrive, one output path, where the resulting converted files will be placed, and edit the [Default Category](#) properties to match your requirements for converted files.

To configure dcsTools Audio Importer, select the **Audio Importer Configuration** tab on the dcsTools Audio Import Manager main display.



dcsTools Audio Importer Configuration Display

Recommended Import Configuration Steps

For best results when using dcsTools Audio Importer, follow these steps, in order, when you first set up your system:

1. Set up your [Source and Output Paths](#) first. Output paths in particular are a part of each import Category and Map you define and dcsTools Audio Import Manager will not allow you save a Category or Map without the presence of at least one output path. If you plan to have multiple Output paths and use them route different kinds of processed audio files to separate folders (for instance, one folder for .daf files and one for .wav files), you should create the Path items during initial set-up to avoid later having to edit all affected Categories and Maps.
2. [Edit the Default Category](#) to suit your requirements. The Default Category is used when an audio file arrives in a source audio folder and no Maps or other user-defined Categories

match the newly-arrived file. In essence, it is the "catch-all" definition used to process a source file that doesn't match anything you've defined.

3. Define any additional [Maps](#) or [Categories](#) to fulfill your import and conversion needs.



You may wish to review the topic [How dcsTools Audio Importer Works](#) to get insight as to how you want to set up your import Categories and Maps.

General Configuration Notes

As you are configuring dcsTools Audio Importer for use in your facility, here are some points to keep in mind:

1. When setting up [Categories](#), avoid creating duplicate Prefixes across different Categories as this will lead to unpredictable results.
2. When setting up [Maps](#), avoid creating duplicate source file names as this will lead to unpredictable results.
3. The dcsTools Audio Import Service "Log on as.." user must have read and write privileges in all defined Paths. Refer to the [dcsTools Audio Importer Doesn't "See" Audio Folders](#) troubleshooting topic for more information.

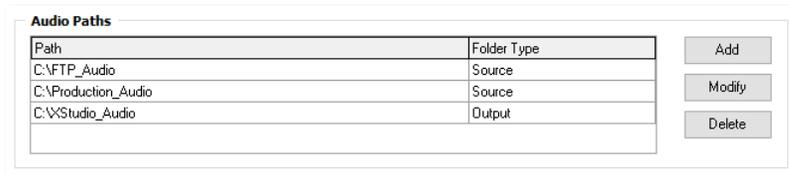
Important Notes for XStudio, DCS & Maestro Users

If you are using dcsTools Audio Importer: with XStudio, DCS or Maestro, here are some recommendations for setup, along with pitfalls to avoid:

1. Keep in mind that all files you convert to .DAF for use with these products must have a 4-character final output file name. For [Category definitions](#), make sure the source (input) file name is exactly 4 characters as all Category items carry the source file name through to the final output file name. For [Map definitions](#), make sure the Output Name property is exactly 4 characters.
2. dcsTools Audio Importer does not support .daf multi-cut carts as a target output file. It is possible to create **replacement** "cuts" for an existing multi-cut cart (i.e., an output file named in the syntax **xxxx-xx**), but the associated .daf multi-cut header file is neither created or updated in the process. Multi-cut headers placed in an import folder are not converted and are moved to a **Bad Audio** folder located under the import folder.
3. If you create multiple output paths and do not designate which output path to use for each Category and Map, make sure that all of the defined output paths are correct for the product you are using. For XStudio, which supports only a single audio path, either limit your output path to one or ensure that only one output path is selected (included) for each Category and Map for which your converted .DAF files will be used with XStudio. See the [Audio Path Notes](#) for more information.

3.2.1 Source and Output Paths

dcsTools Audio Importer needs to know where audio files that are to be imported and converted are located as well as where to put the finished audio files. To create and maintain these folder locations, select the Audio Importer Configuration tab in dcsTools Audio Import Manager. Path definitions are contained in the Audio Paths panel, which includes buttons for adding, modifying and deleting paths.



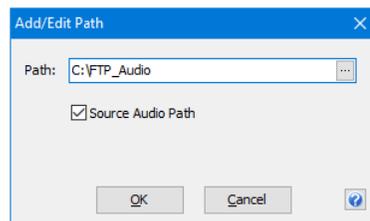
Audio Paths Panel



You must define at least one (1) Source (Read-Only) path and one (1) Output path for dcsTools Audio Importer to function properly.

Adding and Editing Audio Paths

Use the **[Add]** or **[Modify]** button to add a path item or edit a path item, respectively. To edit a path item, you must first select the item to be edited - **[Left-Click]** on the item you wish to edit, then click on the **[Modify]** button. You can also **[Double-Click]** on an item to immediately display the Add/Edit Path dialog.



Paths Add/Edit Dialog

There are only two properties in the Add/Edit Path dialog - the path (folder) information, and whether or not the path you are defining is a Source (Read-Only) or Output path.

Items with a check mark in the **REQ** column require user entry, while unchecked items have default values which can optionally be changed.

Property

Path

REQ **Description**



The folder location for audio files that are incoming for processing and conversion (Source files) or the folder location for audio files that have been processed and converted (Output files). The usage of the folder is dictated by the Source Audio Path setting, if dcsTools Audio Import Manager is running on the same PC as

<u>Property</u>	<u>REQ</u>	<u>Description</u>
Source Audio Path	✓	<p>dcTools Audio Import Service, you can use the edit field's adjacent button to select the path you will be using.</p> <p>If checked, audio files placed in the path (folder) will be treated as Source files and will be processed. If unchecked, the path (folder) is where processed and converted files will be placed.</p>



Path locations are relative to the dcsTools Audio Import Service and its host PC. If you are running dcsTools Audio Import Manager on a different PC, ensure that the path value you enter is correct from the perspective of the PC running the import service. If any defined paths are not located on the same PC as the dcsTools Audio Import Service, the login name and password used by the service must have read and write privileges on the remote PC. Refer to the [dcsTools Audio Importer Doesn't "See" Audio Folders](#) troubleshooting topic for more information.

When you have finished entering the information, click on the **[OK]** to save the changes. Click on the **[Cancel]** button to discard your changes.

Deleting Audio Paths

To delete an existing path item, **[Left-Click]** on the item to select it, then click on the **[Delete]** button. You will be prompted to confirm the item deletion.



Deleting a path item does not delete the actual folder on the PC, only the entry that tells dcsTools Audio Importer to use a path as either a Source or Output path. The folder and its contents are not changed on-disk.

Audio Path Notes

When setting up audio paths, here are some points to consider:

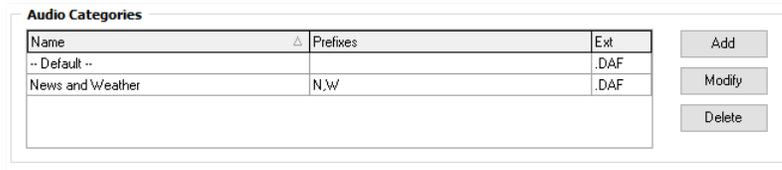
1. **Multiple Output Paths.** If you define more than one audio path as an Output path, remember that as a default, dcsTools Audio Importer uses all Output paths as target locations for all defined Categories and Maps. As an example, if you define 3 Output paths and do nothing with your Category and Map definitions, processed files will be distributed among all 3 Output paths. Each new processed file is placed in the Output path with largest amount of available disk space.
2. **Targeting different kinds of Output files to different Paths.** If you plan to use an Output folder for, say, .wav files and another for, say, .daf files, we recommend you

define the two folders (in our example) when first setting up dcsTools Audio Importer, even if you don't plan on using the one of the folders initially. With both folders in our example defined from the start, you can then select which folder will be targeted as you create and edit Categories and Maps. Later, if you create a new Category or Map that you want to target the unused folder, you can select it during the item setup and not have to go back to all other defined items and edit them to remove a newly-added path.

3. **Take care in defining Paths when using dcsTools Audio Import Manager on a remote PC.** If you are running dcsTools Audio Import Manager on a PC other than the one hosting dcsTools Audio Import Service, no checking is done to ensure the path name you enter manually is correct. If the path does not exist on the PC, dcsTools Audio Import Service will attempt to create the path, which can lead to unpredictable results. Remember that all Path locations must be defined from the point of view of the PC running dcsTools Audio Import Service.

3.2.2 Import Categories

To create and maintain Import Categories, select the **Audio Importer Configuration** tab in dcsTools Audio Import Manager. A list of defined Import Categories is contained in the **Audio Categories** panel, which includes buttons for adding, modifying and deleting Categories.



Audio Categories Panel

Import Categories are definitions of how to handle inbound audio source files that match file name "prefixes" that you define. When a newly-arrived source file is detected and its file name matches one of the prefixes you've defined for a Category, dcsTools Audio Importer declares a "match" to the Category and processes the inbound audio file according to the rules you've set up for the Category. These rules include the type of output file to be created, its storage method, its expiration date and where the processed file will be placed.

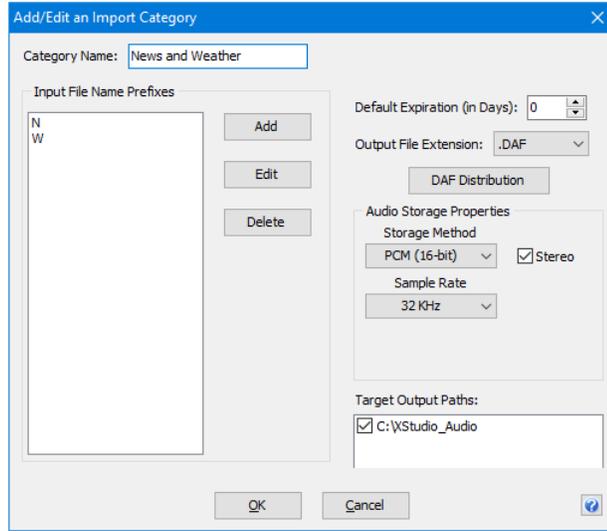


All matching Category items carry the source file name through to the final output file name. Aside from the file extension, which is controlled by the Category properties, the original file name is retained. If the output file extension is .DAF or .DFF, you must ensure that the inbound file name is exactly 4 characters, per the file naming specification for these types of files.

dcsTools Audio Importer always has a [Default Category](#), which is used when an audio file arrives in a source audio folder and no Maps or other user-defined Categories match the newly-arrived file. In essence, it is the "catch-all" definition used to process a source file that doesn't match anything you've defined.

Adding and Editing Categories

To add a new Category item, click on the **[Add]** button adjacent to the displayed list of categories. To edit a Category, **[Double-Click]** on the item or **[Left-Click]** on the item to select it and then click on the **[Modify]** button. The Add/Edit Category dialog is displayed.



Categories Add/Edit Dialog

Modify the category properties as needed for your purposes. In the properties table shown below, items with a check mark in the **REQ** column require user entry, while unchecked items have default values which can optionally be changed.

<u>Property</u>	<u>REQ</u>	<u>Description</u>
Name	✓	Enter a name meaningful to the category. The name is for identification purposes only.
Input File Name Prefixes	✓	A list of source file name prefixes that will be processed according to the rules for the category. Prefixes can be any reasonable number of characters but only files with beginning characters in the file name that exactly match one of the prefixes will be declared a "match" and considered part of the category. Prefixes cannot contain invalid file name characters, which include '/', '\', ':', '<', '>', '?', '*' and ' '. Use the [Add] , [Edit] and [Delete] buttons adjacent to the prefix list to manage the list.
Default Expiration		The date, in number of days from the day of processing and converting, that will be used to calculate the end date of the item. To make an item "TFN" (till-further-notice), enter "-1" (minus 1) as the value. The default for this property is "0" (zero), meaning the item is valid for the day of processing only for automation systems using an end date to determine whether or not to play the audio file.

<i>Property</i>	<i>REQ Description</i>
Output File Extension	This property determines the output file's extension and type. dcsTools Audio Importer structures the processed and converted file to the specifications of the selected extension type.
[DAF Distribution]	If the category output file extension is either .DAF or .DFF, the [DAF Distribution] button is enabled, providing the means to change the category's default owner node and/or station nodes to which the audio will be sent. Click on this button to display the DAF Distribution Properties dialog.
Audio Storage Properties	
└ Storage Method	The storage method for the output file. Values include PCM (linear), MPEG 2, and apt-X™. You must have apt-X™ installed and licensed to use that storage method. If you select apt-X™ as the storage method and it is not present, import and conversion will fail.
└ Sample Rate	The sampling rate that will be used for the output file. Available values will change based on the selected storage method.
└ Bit Rate	The bit rate that will be used for the output file. Available values will change based on the storage method and Stereo flag.
└ Stereo	The default value is checked, meaning the output file will be stereo. If unchecked, the output file will be monaural.
Target Output Paths	<p>This property is a list of available Output paths, based on your current Audio Paths list. As a default, all Output paths are checked, meaning they will all be used as a potential location for the finished file. To force dcsTools Audio Importer to put the finished files in a specific location, uncheck one or more of the available paths, leaving selected (checked) only those output paths that are to be used for this item..</p> <p>Note: At least one path item must be checked. If not, dcsTools Audio Import Manager will display a message indicating you need to select at least one Target Output Path.</p>

When you have completed your edits, click on the **[OK]** button to save the changes. dcsTools Audio Import Manager will check your settings and display a message if there's a problem. Correct the problem and click on **[OK]** again. To discard your changes, click on the **[Cancel]** button.

Deleting a Category

To delete an existing category item, **[Left-Click]** on the item to select it, then click on the **[Delete]** button. You will be prompted to confirm the item deletion.

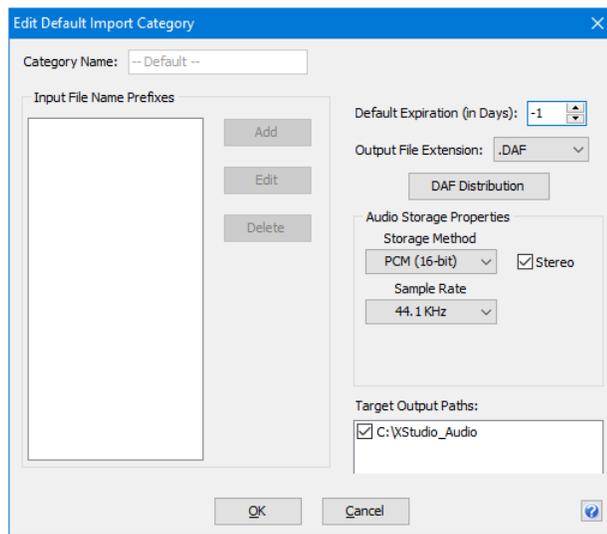


Deleting the "-- **Default** --" category item is not allowed. If you attempt to delete the Default Category, a message is shown, explaining that it cannot be deleted.

Editing the Default Category

The Default Category is displayed in the category list with the name "-- **Default** --" is used when dcsTools Audio Importer detects a newly-arrived audio file that does not match any other defined Maps or Categories. It serves as the "catch-all" or "fall-back" for processing audio files. You should edit this category to meet your needs in terms of the type of output file, storage method and expiration date, just like any other category you've defined.

To edit the Default Category, **[Double-Click]** on the item named "-- **Default** --". The Add/Edit Category dialog is displayed.

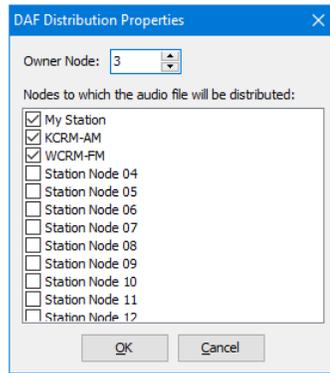


Default Import Category Dialog

The only thing that separates the Default Category from others you may create is that you cannot change the Name property and no Prefixes are allowed. These property items are disabled when editing the Default Category.

Editing DAF Distribution Properties

The DAF Distribution Properties dialog is used to change the default owner node and/or station nodes to which the audio will be sent. The dialog shows the current owner node and items in the distribution node list that are checked will receive the audio.



.DAF Distribution Properties Dialog

Change the owner node by entering the desired node number in the Owner Node field.



Node numbers are **zero-based**, meaning number 0 = node 1. dcsTools Audio Importer limits available node numbers to 32 so the highest-entered owner node value must be 31 or less.

Change the distribution nodes by checking or unchecking the desired station nodes. Checked items will receive the audio file, the non-checked items will not. If you wish to edit station node names to be more meaningful to you, this can be done in the [dcsTools Audio Import Manager Preferences](#) dialog.



dcsTools Audio Importer limits station distribution to 32 nodes. If you are running a DCS or Maestro system with more than 32 work stations, nodes 33 to 64 will not receive imported audio automatically. You will need to use the audio system cart editing function to manually add any station nodes above 32 that need to receive the audio.

3.2.3 Import Maps

To create and maintain Import Maps, select the **Audio Importer Configuration** tab in dcsTools Audio Import Manager. A list of defined Import Maps is contained in the **Audio Maps** panel, which includes buttons for adding, modifying and deleting Audio Maps.

Input Name	Output Name	Description	Ext
CountryCountDown	CCD1	Country Count Down Hr 1	.DAF
WeatherBugForecast	WX%#@	WeatherBug Weather	.DAF

Audio Maps Panel

Import Maps are definitions of how to handle inbound audio source files that **exactly match** a specified file name (the file extension is ignored, other than to identify the source file type). Unlike Category definitions, a map definition allows you to define the output file name, including the use of [substitution characters](#) to create different output file names based on the time of day or day of the week. A map definition is useful, for instance, if you regularly receive audio files during the day that should have different file names to prevent playing content that may be outdated. It is also useful if an inbound source audio file is delivered with a file name that is incompatible with your output file naming requirements - it removes the need to rename the inbound file before submitting to dcsTools Audio Importer for processing via a matching Category.

Adding and Editing Maps

To add a new Map item, click on the **[Add]** button adjacent to the displayed list of maps. To edit a Map, **[Double-Click]** on the item or **[Left-Click]** on the item to select it and then click on the **[Modify]** button. The Add/Edit Map dialog is displayed.

Maps Add/Edit Dialog

Modify the map properties as needed for your purposes. In the properties table shown below, items with a check mark in the **REQ** column require user entry, while unchecked items have default values which can optionally be changed.

<u>Property</u>	<u>REQ</u>	<u>Description</u>
Input Name	✓	Enter the exact source file name, without an extension, for the file to be converted. If you are importing files whose file name varies a bit because, for instance, they contain a date representation, you can use the standard Windows wild card characters "?" and/or "*" to account for those variations.
Output Name	✓	Enter the exact output file name, without an extension. This will be the file name of the processed audio file. The output name can contain substitution characters to dynamically create portions of the file name at processing time. Refer to the substitution characters example table for ideas on how substitution characters can be used.
Description		Optional. If the inbound source file does not contain description information, you can enter description text in this field. At processing time, dcsTools Audio Importer will put this text in the appropriate place in the output file. For .DAF files, this text will appear in the Description field. If this field is left blank and the source audio file contains an appropriate description field, the contents of that description field will be carried over to the output file in the appropriate place.
Default Expiration		The date, in number of days from the day of processing and converting, that will be used to calculate the end date of the item. To make an item "TFN" (till-further-notice), enter "-1" (minus 1) as the value. The default for this property is "0" (zero), meaning the item is valid for the day of processing only for automation systems using an end date to determine whether or not to play the audio file.
Output File Extension		This property determines the output file's extension and type. dcsTools Audio Importer structures the processed and converted file to the specifications of the selected extension type.
[DAF Distribution]		If the map output file extension is either .DAF or .DFF, the [DAF Distribution] button is enabled, providing the

<u>Property</u>	<u>REQ</u>	<u>Description</u>
		means to change the map's default owner node and/or station nodes to which the audio will be sent. Click on this button to display the DAF Distribution Properties dialog.
Audio Storage Properties		
└ Storage Method		The storage method for the output file. Values include PCM (linear), MPEG 2, and apt-X™. You must have apt-X™ installed and licensed to use that storage method. If you select apt-X™ as the storage method and it is not present, import and conversion will fail.
└ Sample Rate		The sampling rate that will be used for the output file. Available values will change based on the selected storage method.
└ Bit Rate		The bit rate that will be used for the output file. Available values will change based on the storage method and Stereo flag.
└ Stereo		The default value is checked, meaning the output file will be stereo. If unchecked, the output file will be monaural.
Target Output Paths		<p>This property is a list of available Output paths, based on your current Audio Paths list. As a default, all Output paths are checked, meaning they will all be used as a potential location for the finished file. To force dcsTools Audio Importer to put the finished files in a specific location, uncheck one or more of the available paths, leaving selected (checked) only those output paths that are to be used for this item..</p> <p>Note: At least one path item must be checked. If not, dcsTools Audio Import Manager will display a message indicating you need to select at least one Target Output Path.</p>



The Input Name, Output Name and Description fields cannot contain the characters **&**, **<**, **>**, **"** (quote) and **'** (apostrophe). If any of these characters are used, the field will fail validation by dcsTools Audio Import Manager.

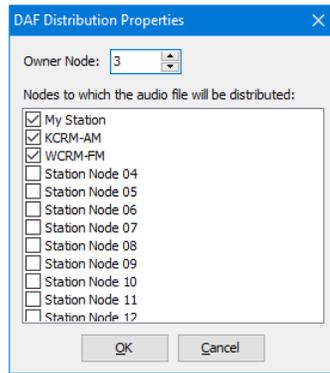
When you have completed your edits, click on the [OK] button to save the changes. dcsTools Audio Import Manager will check your settings and display a message if there's a problem. Correct the problem and click on [OK] again. To discard your changes, click on the [Cancel] button.

Deleting a Map

To delete an existing map item, [Left-Click] on the item to select it, then click on the [Delete] button. You will be prompted to confirm the item deletion.

Editing DAF Distribution Properties

The DAF Distribution Properties dialog is used to change the default owner node and/or station nodes to which the audio will be sent. The dialog shows the current owner node and items in the distribution node list that are checked will receive the audio.



.DAF Distribution Properties Dialog

Change the owner node by entering the desired node number in the Owner Node field.



Node numbers are **zero-based**, meaning number 0 = node 1. dcsTools Audio Importer limits available node numbers to 32 so the highest-entered owner node value must be 31 or less.

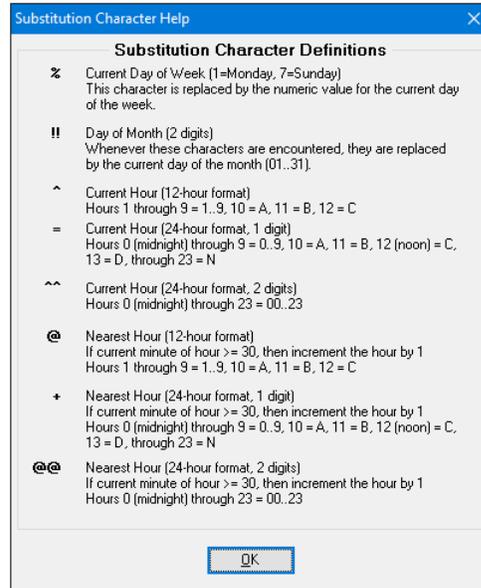
Change the distribution nodes by checking or unchecking the desired station nodes. Checked items will receive the audio file, the non-checked items will not. If you wish to edit station node names to be more meaningful to you, this can be done in the [dcsTools Audio Import Manager Preferences](#) dialog.



dcsTools Audio Importer limits station distribution to 32 nodes. If you are running a DCS or Maestro system with more than 32 work stations, nodes 33 to 64 will not receive imported audio automatically. You will need to use the audio system cart editing function to manually add any station nodes above 32 that need to receive the audio.

3.2.3.1 Using Substitution Characters

To use substitution characters in a Map Output Name, enter the appropriate character as a part of the Output Name. The Audio Import Map dialog provides a pop-up button to display a substitution character help window, similar to the one shown.



Substitution Character Help Dialog

Supported Substitution Characters

<u>Macro</u>	<u>Usage</u>
%	Current Day of Week (1=Monday .. 7=Sunday) This character is replaced by the numeric value for the current day of the week.
!!	Day of Month (2 digits) These characters are replaced by the numeric value for the day of the month (01..31)
^	Current Hour (12-hour format) Hours 1 through 9 = 1..9, 10 = A, 11 = B, 12 = C Note: Because this is a 12-hour format, the current hour value used when substituting for this macro character can occur twice during the day. For instance the 10 AM and 10 PM hours will return the same value - "A".
=	Current Hour (24-hour format, 1 digit) Hours 0 (midnight) through 9 = 0..9, 10 = A, 11 = B, 12 (noon) = C, 13 (1 PM) = D through 23 (11 PM) = N Using this macro character format, there are no duplicates throughout the day.

<u>Macro</u>	<u>Usage</u>
^^	Current Hour (24-hour format, 2 digits) Hours 0 (midnight) through 23 = 00..23
@	Nearest Hour (12-hour format) If current minute of the hour ≥ 30 , then the returned hour value is incremented by 1. Note: Because this is a 12-hour format, the current hour value used when substituting for this macro character can occur twice during the day. For instance the 10 AM and 10 PM hours will return the same value - "A".
+	Nearest Hour (24-hour format, 1 digit) If current minute of the hour ≥ 30 , then the returned hour value is incremented by 1. Hours 0 (midnight) through 9 = 0..9, 10 = A, 11 = B, 12 (noon) = C, 13 (1 PM) = D through 23 (11 PM) = N Using this macro character format, there are no duplicates throughout the day.
@@	Nearest Hour (24-hour format, 2 digits) If current minute of the hour ≥ 30 , then the returned hour value is incremented by 1. Hours 0 (midnight) through 23 = 00..23

Day of Week Values

The day of week macro character returns a numeric value, based on the current day of the week. Values returned are shown in this table.

<u>Day</u>	<u>Value</u>
Monday	1
Tuesday	2
Wednesday	3
Thursday	4
Friday	5
Saturday	6
Sunday	7

Hour of Day Values - 1 & 2 Digits

Hour of Day macro characters will return different one-character values, depending on the specific macro character used. The main differences occur between any 12-hour format and any 24-hour format. Values returned by each format type are listed in this table.

<u>Hour of Day</u>	<u>12-Hour Format 1 Digit</u>	<u>24-Hour Format 1 Digit</u>	<u>24-Hour Format 2 Digits</u>
Midnight	C	0	00
1 AM	1	1	01
2 AM	2	2	02
3 AM	3	3	03
4 AM	4	4	04
5 AM	5	5	05
6 AM	6	6	06
7 AM	7	7	07
8 AM	8	8	08
9 AM	9	9	09
10 AM	A	A	10
11 AM	B	B	11
Noon	C	C	12
1 PM	1	D	13
2 PM	2	E	14
3 PM	3	F	15
4 PM	4	G	16
5 PM	5	H	17
6 PM	6	I	18
7 PM	7	J	19
8 PM	8	K	20
9 PM	9	L	21
10 PM	A	M	22

<u>Hour of Day</u>	<u>12-Hour Format</u> <u>1 Digit</u>	<u>24-Hour Format</u> <u>1 Digit</u>	<u>24-Hour Format</u> <u>2 Digits</u>
11 PM	B	N	23

Substitution Character Examples

Here are some examples of how substitution characters can be used, along with an explanation of the results.

<u>Example</u>	<u>Result Description</u>
WX@@	This example uses the 2-digit nearest hour substitution characters. If processing occurs at 3:07 AM, the resulting file name is: WX03 If processing occurs at 3:31 AM, the resulting file name is: WX04
WEX%	This example uses the day of week substitution character. If processing occurs on a Monday, the resulting file name is: WEX1 If processing occurs on a Friday, the resulting file name is: WEX5
WX%=	This example combines the day of week and current hour in 24 hour format substitution characters. If processing occurs at 5:07 AM on a Monday, the resulting file name is: WX15 If processing occurs at 7:30 PM on a Sunday, the resulting file name is: WX7J
WXX^	This example uses the current hour in 12 hour format substitution character. If processing occurs a 11:15 AM, the resulting file name is: WXXB If processing occurs a 11:15 PM, the resulting file name is the same: WXXB
WX!!	This example uses the day of month substitution character. If processing occurs on the 5th day of the month, the resulting file name is: WX05 If processing occurs on the 25th day of the month, the resulting file name is: WX25

When using substitution characters, ensure the resulting file name meets the requirements of the system you will be using to play back the audio.

Using dcsTools Audio Importer

Part



dcsTools Audio Importer consists of two main applications - the dcsTools Audio Import Service, which is not visible to the end-user, and dcsTools Audio Import Manager, which is used to configure and monitor dcsTools Audio Import Service. dcsTools Audio Import Service normally needs no direct interaction by the user as the service can be started, stopped, configured and monitored with dcsTools Audio Import Manager.

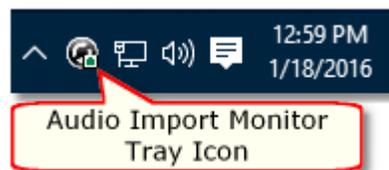
Launching dcsTools Audio Import Manager

After dcsTools Audio Import Manager has been installed, there will be shortcuts on your desktop (if you opted to have them created), menu items available in the **Start | Programs** menu area, and optionally, shortcuts in the **Start | Programs | Startup** folder to automatically launch dcsTools Audio Import Manager when you login to your system.

If you've not opted to have dcsTools Audio Import Manager start automatically at login, locate either the desktop icon or dcsTools Audio Import Manager's menu item in the **Start | Programs** menu and start the program.

dcsTools Audio Import Manager is a Tray Application

At start up, dcsTools Audio Import Manager always minimizes itself in the system tray, similar to the example shown.

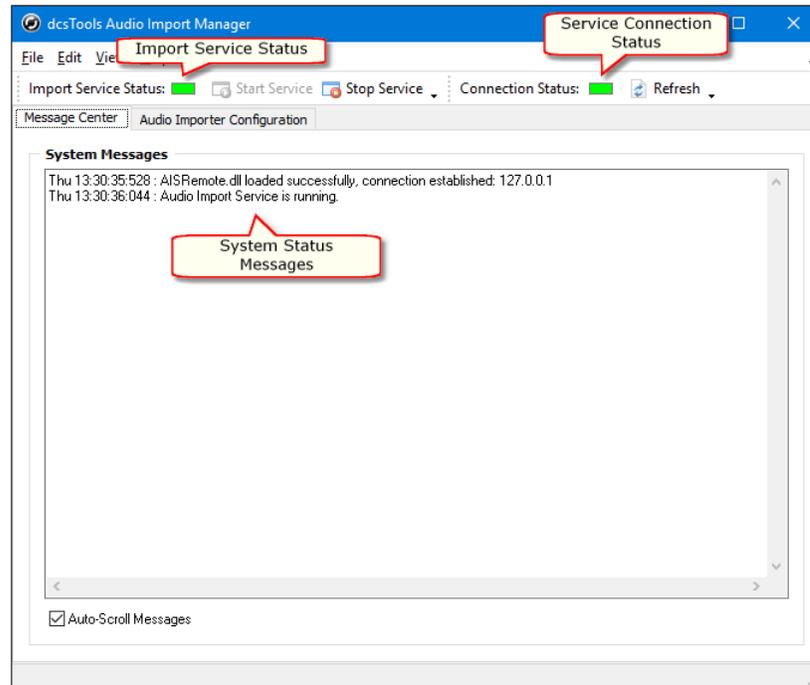


If the tray icon has disappeared, click on the small arrow adjacent to the visible icons to see all items currently residing in the system tray.



On most Windows systems, tray icons will disappear after a period of time unless you change your Windows Notifications settings to make dcsTools Audio Import Manager permanently visible in the system tray. To make dcsTools Audio Import Manager visible all the time, **[Right-Click]** on the time display in the system tray (typically right-most on the task bar). From the pop-up menu, select "**Customize Notification Icons**". A dialog is displayed with a list of system tray items. Select dcsTools Audio Import Manager and change the Behavior(s) property to "**Show Icon & Notifications**". Click **[OK]** to save the setting.

To make dcsTools Audio Import Manager's main display visible, either **[Double-Click]** on its tray icon or **[Right-Click]** on the tray icon to pop up its tray menu. From the tray menu, select the menu item **Configuration & Status** to show dcsTools Audio Import Manager's main display.



dcsTools Audio Import Manager Message Center

The dcsTools Audio Import Manager Main Display

The dcsTools Audio Import Manager main display consists of the main menu, toolbars containing buttons to start/stop the dcsTools Audio Import Service and to refresh the importer configuration settings, and a tabbed area providing access to the Message Center and Audio Importer Configuration pages.

The arrangement and sizing of the main display can be customized to suit your preferences. In addition to changing the overall size and position of the main display, you can also change the relative size of the Audio Paths, Audio Categories & Audio Maps panels using the splitters located between the panels. Here's an overview of the most prominent features of the main display:

- **Main Menu.** Directly below the title bar is the main menu, which provides access to all dcsTools Audio Import Manager features and functionality.
- **Main Toolbar.** The main toolbar provides quick access to commonly used features, including starting and stopping the dcsTools Audio Import Service and refreshing configuration information. The dcsTools Audio Import Service status (running, not running) and dcsTools Audio Import Manager connection to the service status is also displayed. The toolbars can be floated away from the main display, docked to the sides or bottom of the main display, or completely hidden if desired.
- **Message Center Tab.** The Message Center displays a time-stamped list of recent activity, including the service status, connection to the service status, configuration changes and file processing activity. As a default, as new messages are added, the most recent message is brought into view. You can disable this behavior by unchecking the "**Auto-**

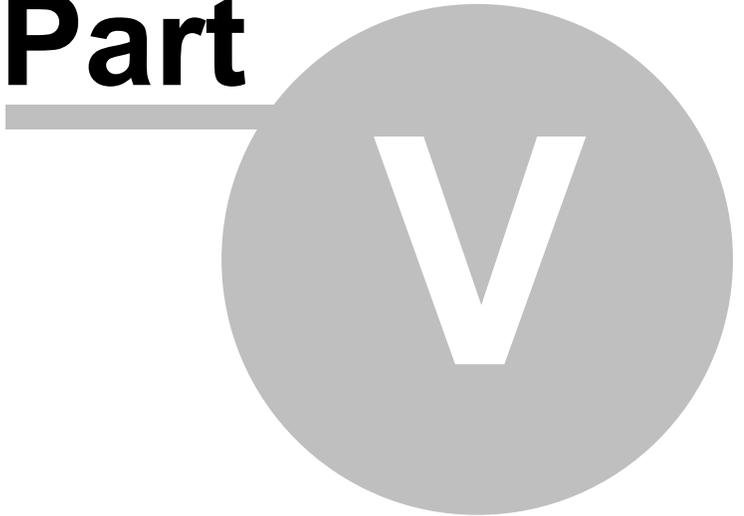
Scroll Messages" check box. Note that this change is applicable to the current session only - the next time dcsTools Audio Import Manager is started, the default behavior returns. To make the change apply to all sessions going forward, change the appropriate setting in [Preferences](#).

- **Audio Importer Configuration Tab.** This area is where you manage the dcsTools Audio Import Service configuration. You can add, edit and delete configuration items. For more information on configuration, see topics on [Setting Up File Import](#), [Source and Output Paths](#), [Import Categories](#) and [Import Maps](#).

You can manually re-size the dcsTools Audio Import Manager main display by dragging the tab on the lower-right corner of the status bar at the bottom of the dcsTools Audio Import Manager main window. dcsTools Audio Import Manager will remember its size, screen location and monitor (if a multi-monitor system) and restore the settings each time you start the program. Other settings like the location of tool bars and relative size of the information panels are also saved at program close and restored when dcsTools Audio Import Manager is restarted.

Reference

Part



This section contains more detailed background information on a number of key subjects that will help you to gain a better understanding of how dcsTools Audio Import Manager works.

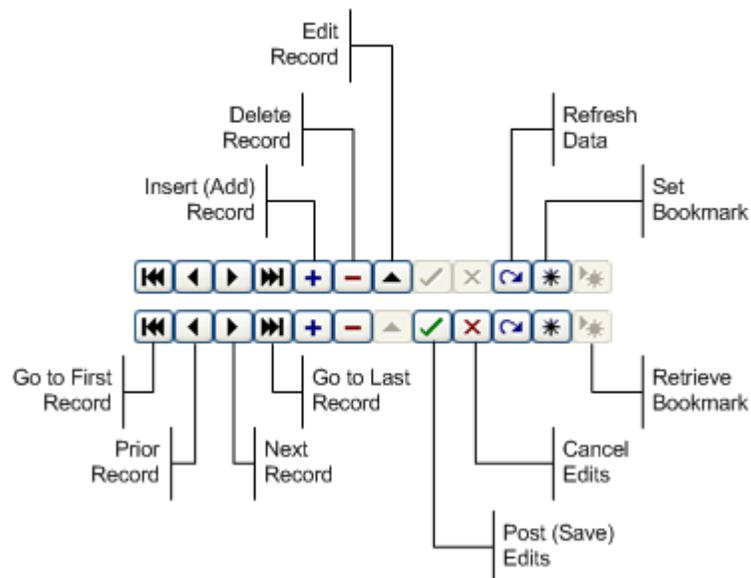
Studying these sections is not absolutely essential but it will make it much easier for you to use dcsTools Audio Import Manager more efficiently and effectively.

5.1 Data Navigators

Several areas in dcsTools Audio Import Manager make use of so-called "data navigators". Essentially, a data navigator is an organized set of buttons that provides an easy-to-use interface for navigating around in displayed data like the log, station definitions, cart categories, and music databases. In addition to navigation, some of the navigators include buttons to add (insert), edit, & delete items.

Two example navigators are shown here – there are two because the "state" (availability) of buttons will vary depending on the current task. For instance, if you are at the beginning of a list of Task records, the navigator buttons for moving backwards through the list are disabled – at least, until you move away from the beginning of the list.

Data Navigator Button Map



Depending upon the area of dcsTools Audio Import Manager in which you're working, some of the navigator buttons depicted are not visible because the functionality they provide is not allowed.

5.2 How dcsTools Audio Importer Works

dcsTools Audio Importer processes and converts files based on the "rules" you have established for the software.

It monitors all folders that you have declared as source paths (read-only folders). When a new audio file arrives, a determination on what to do with the new file is made, based on a specific sequence of events:

1. All defined import [Maps](#) are looked at first. If a match is found, the new file is processed according to the matching map definition.
2. All defined import [Categories](#) are examined next. The first match found, based on file name prefixes you have defined, is used to process the new file according to the matching category definition.
3. If no matching Maps or Categories are found, the new file is processed according to the [Default Category](#) definition.

The processed file is placed in one of the defined output paths. If you have more than one output path allowed for a given Map or Category definition, dcsTools Audio Importer will place the finished file in the location with the largest amount of available disk space.

Once the source file has been processed, it is deleted from the source path as a default.

If the source audio file cannot be converted and imported, possibly due to a corrupt file or unknown audio file type, it is moved from the source folder to a folder named "**Bad Audio**", located under the source folder where the file originally arrived for processing.

dcsTools Audio Import Manager (the GUI application) does not need to be running for convert and import operations. As long as the dcsTools Audio Import Service is running, audio files will be processed and converted. dcsTools Audio Import Manager is used to monitor the dcsTools Audio Import Service activity, as desired, in addition to its configuration duties. dcsTools Audio Import Service will continue to process new audio files even if all users are logged out of the host PC.

5.3 Remapping Post Timers

When outputting files to a format that supports Broadcast Wave File Cart Chunk information, dcsTools Audio Importer will write information available from the source file that can be mapped to Cart Chunk Post Timer identifiers. Under normal circumstances, this mechanism will work fine for most users.

Occasionally, programs utilizing Post Timer information expect certain source file information be mapped to a Post Timer field that is different than what dcsTools Audio Importer does as a default. The field mappings are stored in the dcsTools Audio Import Service configuration file, which is named "**AISConfig.xml**" and is an XML file type. The file is located in the directory in which dcsTools Audio Importer is installed.

Default Post Timer Mapping

Below is a representation of the default mapping of Post Timer section of the configuration file. This section typically is near the end of the file.

```
<timers>
  <timer name="begin" id="0" value="AUDs"/>
  <timer name="end" id="1" value="AUDe"/>
  <timer name="aux" id="2" value="SEC1"/>
  <timer name="fade" id="3" value="SEC2"/>
  <timer name="intro" id="4" value="INT "/>
  <timer name="outro" id="5" value="OUT "/>
  <timer name="hookstart" id="6" value="MRK1"/>
  <timer name="hookend" id="7" value="MRK2"/>
</timers>
```

Changing Default Post Timer Mapping

To make changes in the default Post Timer mapping, follow these steps:

1. Stop the dcsTools Audio Import Service using either the dcsTools Audio Import Manager or directly in the Windows Services applet. Optionally, you may wish to make a backup copy of the configuration file before editing.
2. Open the "**AISConfig.xml**" file in a text editor.
3. Make any changes you need to make in the "**value**" field associated with the timer name you want to remap. Ensure that all values you change are exactly 4 characters in length. Note that some of the values are only 3 characters with a trailing space to make a total of 4 characters.



Values are case-sensitive. When remapping a value, make sure that you copy the value field exactly as it appears in the original location. Be careful not to have the same value identifier mapped to more than one value field - results will be unpredictable.

4. Once you are satisfied with your changes, save them back to the configuration file.
5. Restart the dcstools Audio Import Service using either the dcstools Audio Import Manager or directly in the Windows Services applet.
6. Test your changes by importing a file and verifying your changes work as you intended.

TroubleShooting

Part



dcsTools Audio Importer has been designed to be as trouble-free as possible and has been thoroughly tested. However, not every usage scenario can be anticipated. This section is intended as a starting point diagnosing and solving problems, but should not be viewed as an all-encompassing source of problem resolution.

If the difficulty you're experiencing is not covered here, contact the dealer who provided you with dcsTools Audio Importer first. Alternatively, you can contact dcsTools.com - see the topic on [technical support](#).

Application Bugs or Errors

Bugs and errors generally fall into one of two categories - a bug, which is the application not doing something as you might have predicted it would, or; an error, which is the failure of the application to run or perform a specific task altogether.

If you find a bug, report it. Every effort is made to ensure dcsTools Audio Importer performs as expected, but there may be circumstances that were not predicted in the development of the software. See the section on [Technical Support](#) for information on reporting a bug.

If you encounter an error, you will get an error message indicating a severe failure and dcsTools Audio Import Manager may terminate. Provisions are made to "catch" such errors and log the error information to a file in the dcsTools Audio Import Manager application directory. The file name is **crFCMonitor.el**. Again, report any application errors you encounter. You may be asked to send the appropriate log file for analysis.

6.1 dcsTools Audio Importer Doesn't "See" Audio Folders

You may encounter a problem where dcsTools Audio Importer doesn't process audio files in a source folder or will not write a converted file to an output folder. To remedy this issue, check the following:

- Check that folder is present and correct in the dcsTools Audio Import Manager [Source and Output Paths](#) configuration.



The dcsTools Audio Import Service runs as a **service application** and as such, has no knowledge of any "mapped" drives – a drive letter assigned to a folder on a PC other than the one the service is running on. Therefore, in order for the service to be able to read or write files that are located on another PC, the paths to those folders must be entered using UNC notations. As an example, instead of using "**P:\MyAudio**" as the path, use the UNC notation: **\Remote_PC_Name\Share_Name\MyAudio** in the path property fields.

- If the audio folder is located on a PC other than the one running the dcsTools Audio Import Service, you may have to change the service's Log On credentials. Unless changed during the installation process, the service is installed with standard **System User** Log On credentials. This provides complete access to the host PC's hard drives, but no access to other machines' resources. If this is the case, change the dcsTools Audio Import Service Log On credentials to a user name and password combination that is authorized and has the appropriate privileges on the remote PC.



If you wish to read or write audio files located on another PC, the dcsTools Audio Import Service Log On credentials must be changed. You must have administrative privileges to change the service's Log On information – if you do not have these privileges, contact your system administrator for help.

- If the dcsTools Audio Import Service is using a Log On user name and password other than **System User**, ensure that the user name has the appropriate read and write privileges for any folder that is used as either a source or output folder, whether it is on a local drive or drive located on another PC, and for the folder where dcsTools Audio Importer is installed. For additional information, see the topic on [User Account Control](#).

6.2 dcsTools Audio Importer Seems "Slow"

dcsTools Audio Importer running 'slow' is a broad statement, but basically means you feel like the software is not responding quickly enough in performing some tasks. Here are some typical examples, reasons and possible solutions:

- **File import and conversions take a long time.** Possible reasons are that you are converting a large file, you are reading or writing files from a network drive and have either a low-speed connection (10mbs) or high LAN traffic, or you are running an older PC lacking in CPU speed or RAM memory. In addition, dcsTools Audio Importer converts files at a lower-than-normal system priority.
- **Starting a conversion takes a long time.** This typically occurs if dcsTools Audio Importer cannot gain access to a newly-arriving source file. Until the file is completely available and can be locked, conversion will not occur. If you are copying a file to a source folder from another location, it may take some time for the file copy process to complete and dcsTools Audio Importer is waiting until the file can be processed.
- **Converting a particular file takes a long time.** The cause could be that the file is a very large file or that dcsTools Audio Importer is already busy processing source files that arrived earlier.

6.3 dcsTools Audio Import Manager Has Disappeared

At start up, dcsTools Audio Import Manager always minimizes itself in the system tray. If the tray icon has disappeared, click on the small arrow adjacent to the visible icons to see all items currently residing in the system tray.



On most Windows systems, tray icons will disappear after a period of time unless you change your Windows Notifications settings to make dcsTools Audio Import Manager permanently visible in the system tray. To make dcsTools Audio Import Manager visible all the time, **[Right-Click]** on the time display in the system tray (typically right-most on the task bar). From the pop-up menu, select "**Customize Notification Icons**". A dialog is displayed with a list of system tray items. Select dcsTools Audio Import Manager and change the Behavior(s) property to "**Show Icon & Notifications**". Click **[OK]** to save the setting.

To make dcsTools Audio Import Manager's main display visible, either **[Double-Click]** on its tray icon or **[Right-Click]** on the tray icon to pop up its tray menu. From the tray menu, select the menu item **Configuration & Status** to show dcsTools Audio Import Manager's main display.

6.4 DCS Reports Invalid File

If you are converting files for DCS (output type is .daf or .dff), you may see an error reported by DCS that an imported file is invalid. As a default, dcsTools Audio Importer creates .daf and .dff files using the latest file header version for these types of files (v1.4). DCS recognizes only earlier versions of these file type headers, specifically v1.2 & v1.3 and will report converted files with a v1.4 header as an invalid cart.

The solution is to change dcsTools Audio Importer's handling of these file types to produce a v1.3 header, which is suitable for use with DCS. Changing this setting requires editing the Windows registry entry "**ExportDaf14header**" for dcsTools Audio Import Service. If this entry is not present, you can create it. See the [dcsTools Audio Import Service Registry Information](#) topic for details on the correct value to use.



Stop the dcsTools Audio Import Service prior to making changes to its registry settings. Once changes have been made, restart the service and test to be sure you get the desired results. It is recommended you use Windows **RegEdit** application to make any changes.

6.5 Help Display is Unresponsive

If you have the dcsTools Audio Importer help system displayed and it suddenly becomes unresponsive - you cannot scroll text and get a warning sound every time you click on it, it is likely that you have an edit dialog displayed and clicked on the help button.

To correct the problem, click on the [**Cancel**] button for the edit dialog. Once the edit dialog is closed, the help system will become responsive again.

This happens when the following sequence of events occurs:

1. You open the help system anywhere in dcsTools Audio Import Manager and;
2. You leave the help system open while you move on to other parts of the application.
Then;
3. You open one of the edit dialogs for Preferences, Paths, Categories or Maps.

At this point, you will find that attempting to access the help system, either to scroll text or look at another subject, will no longer respond. The reason is that the edit dialogs are "modal" in nature and disallow access to other windows in dcsTools Audio Import Manager while they are active.

The solution is to close the help system **before** displaying an edit dialog. If you click on the help button in the dialog, the help system is redisplayed and fully accessible.

6.6 Some Files Fail to Convert

You may encounter a situation where an incoming (source) audio file fails to convert and import successfully. When an import fails completely, you will usually see an error message in the dcsTools Audio Import Manager Message Center. Depending on the type of problem there was in converting and importing the file, the source file will end up in one of the Audio Paths "Bad Audio" sub-folder or will remain in the source folder. In other cases, the file may appear to have been converted and imported correctly, but the resulting audio doesn't sound right at playback.

Possible Causes of a Failed Conversion

- **The source audio file is a Read-Only file.** dcsTools Audio Importer will not convert and delete a source audio file containing the read-only file attribute. The solution in this case is to remove the read-only attribute - you can use Windows File Explorer or another file manipulation application to correct this problem.
- **The source file is a .daf multi-cut header.** dcsTools Audio Importer cannot convert a .daf multi-cut header file as there is no audio within the file. See the [Import Notes for XStudio, DCS and Maestro Users](#) topic for additional information.
- **The source file is not a supported audio file type.** dcsTools Audio Importer recognizes audio files in a source folder by the file's extension, which is associated with a file type. Supported broadcast industry file types are .wav, .mpg, .mp2, .mp3, .daf, .dff, and .raw.
- **The source file is a variable bit rate file.** As a default, dcsTools Audio Importer does not process variable bit rate source files. This file type can take a long time to process and the resulting output file may not always be correct. You can change the default behavior by modifying the "**FilterMpegVbr**" core dcsTools Audio Import Service registry setting. See the [dcsTools Audio Import Service Registry Information](#) topic for additional details.



Stop the dcsTools Audio Import Service prior to making changes to its registry settings. Once changes have been made, restart the service and test to be sure you get the desired results. It is recommended you use Windows **RegEdit** application to make any changes.

Possible Reasons for Converted Audio not Sounding Right

- **The output file gain is very high at playback.** While it generally is the case that the source file gain is too high, another possible cause is that the source file is a monaural (mono) file. dcsTools Audio Importer as default is set up to handle mono audio files without this issue, but if you change the default "**RateConvertQuality**" core dcsTools Audio Import Service registry setting, the result may be that a mono audio file's gain is doubled during the conversion process. See the [dcsTools Audio Import Service Registry Information](#) topic for additional details.

- ***The output file playback sounds slow, too fast or is unintelligible.*** Certain source file sample rate and bit rate combinations can cause problems like this with the default core dcsTools Audio Import Service registry settings. If you do not convert any (or very many) monaural source files, consider changing the default "***RateConvertQuality***" core dcsTools Audio Import Service registry setting to see if it corrects this problem. See the [dcsTools Audio Import Service Registry Information](#) topic for additional details.



Stop the dcsTools Audio Import Service prior to making changes to its registry settings. Once changes have been made, restart the service and test to be sure you get the desired results. It is recommended you use Windows **RegEdit** application to make any changes.

6.7 Unable to Start or Stop dcsTools Audio Import Service

The application that does the actual importing of audio, dcsTools Audio Import Service, runs as a Windows service and can be started and stopped from the user application, dcsTools Audio Import Manager. If you are unable to start or stop dcsTools Audio Import Service, the reason is that, more than likely, the logged-on user doesn't have sufficient user privileges to do so.

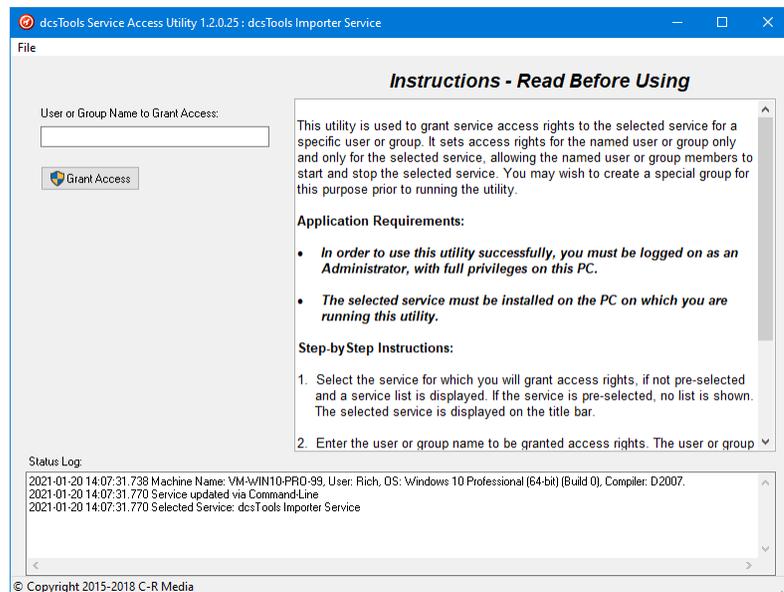
Near the end of the initial installation of dcsTools Audio Importer, you are offered that option to launch the user-access utility, an application that provides the means to extend the needed privileges to one or more users or user groups. It is recommended you do this at installation, but if you wish to defer to a later time, you can access this utility from the programs menu. Locate the dcsTools Audio Importer menu folder, expand it, and select the "**Service Access Rights Utility**" menu item.



In order to use this utility successfully, you must be logged on as an Administrator, with full privileges on this PC. Further, the selected service must be installed on the PC on which you are running this utility.

Using the Service Access Rights Utility

When you start the program, the main dialog appears, similar to the example shown here.



Service Rights Access Utility Main Dialog

Use the program to grant service access rights to the selected service for a specific user or group. It sets access rights for the named user or group only and only for the selected service, allowing the named user or group members to start and stop the selected service. You may wish to create a special group for this purpose prior to running the utility.

Step-by-Step Instructions

1. Select the service for which you will grant access rights, if not preselected and a service list is displayed. If the service is preselected, no list is shown. The selected service is displayed on the title bar.
2. Enter the user or group name to be granted access rights. The user or group must exist on the host PC. No checking to validate the entered name is done; the process will fail if a non-existent or misspelled name is entered.
3. Click on the **[Grant Access]** button. The status log area displays the result of each step of the process.

If an error occurs, a message dialog is displayed describing the error. The error is also listed in the status log area.

6.8 User Account Control (UAC) Issues

Starting with the introduction of Windows Vista and subsequent operating system releases, Microsoft added a significant amount of additional security to these operating systems.

Generally referred to as **UAC (User Account Control)**, the sum of these changes dramatically affect named users who might be categorized as "standard" or "general" users. Areas that previously had been quite open, allowing these users to modify, create and delete items like files and registry entries are now protected as default. Users with standard rights and privileges on these systems are now as a default prevented from making changes in such areas as the Program Files folder, the Windows folder and in the Windows registry area known as **HKEY_LOCAL_MACHINE**.



dcTools Audio Import Service stores some of its basic configuration in the Windows Registry under **HKEY_LOCAL_MACHINE**. Normally, these registry settings do not need to be changed, but there may be a situation where one or more of the basic settings needs to be manually changed. If you are using a user name and password other than the default System account, make sure the assigned user name has read and write privileges in its base registry key and all sub-keys located under the base key. The base key is:

HKEY_LOCAL_MACHINE\Software\dcTools (32-bit Windows) or

HKEY_LOCAL_MACHINE\Software\Wow6432Node\dcTools (64-bit Windows)

For additional information, see the [dcTools Audio Import Service Registry Information](#) topic.

The installation program for dcsTools Audio Importer also stores a minimal amount of information in the registry. The information is used for updating and uninstalling the product. The information is not used in day-to-day operations. Installation, updates and uninstalling require the logged-on user have administrative privileges.

In addition, Microsoft published numerous guidelines and usage information regarding these changes. Some of the guidelines would cause applications who require the end-user to be able to modify preference settings, etc., to place files in several locations on the PC. While these changes do enhance the overall security of the operating system, having files and information for a specific application spread all over the system in places not intuitive or easy to find creates a significant support burden for IT managers and the application vendor.

Over the years, we have chosen to try to keep all of our application's files, including those that store preferences, files containing run-time information like exception logging and activity detail, and small database files, in one location for ease in troubleshooting and housekeeping.

For these reasons, our applications are generally placed in a folder other than the Microsoft-recommended Program Files folder. As a default, these other folders historically have been "wide open" in the sense that any user could read, write and modify files.

However, depending on how tightly-secured a system is when running Vista or a later operating system, issues may arise that relate to user rights. The following points may assist you in locating problems with dcsTools Audio Import Manager when running one of these operating systems and the user reporting issues does not have administrative privileges.

1. Make sure that user having trouble with dcsTools Audio Import Manager has read, write, modify and delete privileges in the folder in which dcsTools Audio Import Manager is installed. These privileges might be assigned to an individual user but more commonly are assigned to a user group of which the user is a member.
2. If you are placing files in a location other than the dcsTools Audio Import Manager folder, file locations that are set up in the Preferences area, ensure that the named user has read, write, modify and delete privileges in that folder location.
3. One way that some issues can be overcome is to modify any dcsTools Audio Import Manager shortcuts to cause the application to be run under administrator privileges. **[Right-Click]** on the shortcut and select the menu item "**Run as Administrator**". A negative of this approach is that the end-user will more than likely have to enter an administrative password, which defeats the concept of administrative security as you'd have to provide the user with the password.

Another approach some people use is to disable UAC. While this action more or less returns user accounts to the sort of status they had in previous versions of Windows, this also defeats the idea of enhanced operating system security.

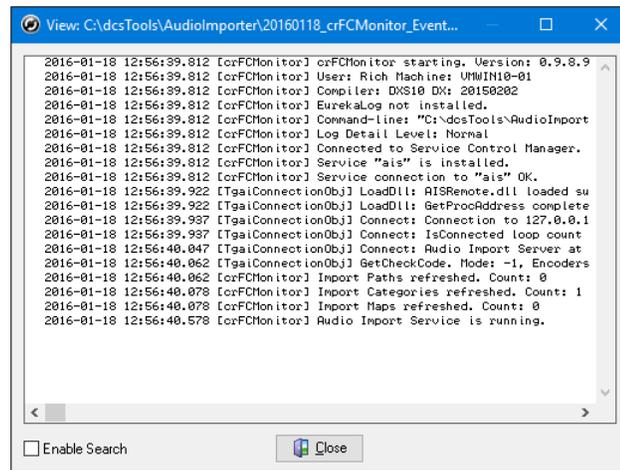
4. If an application uses the registry, particularly the portion known as **HKEY_LOCAL_MACHINE**, you may have to extend rights to specific keys that the application modifies or creates during normal usage. In order to add permissions to the registry, you will need to use **regedt32.exe**, the extended registry editor.



In order to extend additional privileges to a user or user group, either in the file system or registry, you need to be logged on to the operating system as an administrator.

6.9 Using Application Event Logs

dcTools Audio Import Manager documents its actions by writing information to a set of daily event logs, which are automatically maintained for a user-specified number of days. Event logs are text files containing a time stamp for each line of information (record) and descriptive text about what happened or what was done by dcsTools Audio Import Manager. To view the current-day event log, select the dcsTools Audio Import Manager main menu item **Help | View Application Event Log**.



dcsTools Audio Import Manager Event Log Dialog

The event log view can be re-sized as desired and includes search capability along with standard scrolling and keyboard navigation of the event details. Use the horizontal and vertical scroll bars to navigate the display. Standard **[PgUp]** and **[PgDn]** keystrokes work, too. You can search for specific text in this dialog by checking the **"Enable Search"** item, which reveals a panel for entering the text to search for, setting search direction and other options.



When viewing text, you can assign up to 10 temporary bookmarks. To assign a bookmark, use the keystroke combination **[Ctrl-Shift] + 0 to 9**. A small marker becomes visible in the left margin of the line. To jump to a bookmark, use the keystroke **[Ctrl] + 0 to 9**. Bookmarks are lost when the dialog is closed.

You can also enlarge & reduce the event log text size. Use the plus "+" or minus "-" keys or **[Right-Click]** to select a text size from the pop-up menu.

Event logs are very useful in troubleshooting problems or simply trying to determine why dcsTools Audio Import Manager performed in a certain way. As a default, event logs are retained for 14 days, but you can change the number of days and the amount of detail dcsTools Audio Import Manager stores in the event log. Refer to the topic on [Event Logging Properties](#) in the Configuration chapter for information on adjusting the number of days and detail level.

Reviewing Event Logs Outside of dcsTools Audio Import Manager

Since dcsTools Audio Import Manager event logs are text files, you can use virtually any text editor or text file viewer to review the information for any of the available event log files, which are stored in the dcsTools Audio Import Manager application folder using a naming conventions of:

yyyymmdd_crFCMonitor_EventLog.txt

The "yyyy" is the year, "mm" is the month and "dd" is the day of the month for which the event log was created.



A handy alternative to using a standard text editor is our custom **Event Log Viewer** application, which provides enhanced features for sorting, grouping and filtering of event log data. Visit our [web site](#) for details on downloading and using this free utility. In addition to reviewing event logs for dcsTools Audio Import Manager, this application can also be used to review the additional event logs listed below.

Additional Event Logs for Troubleshooting

There two (2) additional text event log types available for troubleshooting purposes that contain more technical detail on the activities of dcsTools Audio Importer.

1. **AISRemote.dmp** - Contains technical information about communications between dcsTools Audio Import Manager and dcsTools Audio Import Service.
2. **AudiImportService.dmp** - Contains technical information and activity history for the dcsTools Audio Import Service activity.

These files contain the current day's activity history and are useful for diagnosing technical issues. Variations of the above-named files contain older activity history and are named for the activity date. For instance, "AudiImportService**210128**.dmp" is an archived dcsTools Audio Import Service activity history file for January 28, 2021. The date is formatted as **YY**=Year, **MM**=Month, **DD**=Day.

For additional information about controlling the detail level and number of days these files are archived, see the [dcsTools Audio Import Service Registry Information](#) topic.

Contacting dcsTools

Part



If you need to contact dcsTools.com, you can do so using one of the following methods. We are here to help, so do not hesitate to communicate with us when needed.

Mailing Address

C-R Media
8494 Saratoga Lane
Eden Prairie, MN 55347
USA

Telephone Information

Sales and Technical Support can be reached from 9:00 AM to 5:00 PM, U.S Central Time

Voice: 952-949-9450

FAX: 952-949-9448

Email Information

To contact us via email, use our [on-line contact form](#). If you wish to use a standard email client, send correspondence to: rich@c-rmedia.com.

Technical Support

To contact technical support for our products, use the telephone numbers or email information provided above. You can also send an [on-line product-specific email](#).

Web Site

Visit our [web site](#) for information on product updates and other products we offer.

Appendices

Part  **VIII**

The topics in this section are supplemental to the the dcsTools Audio Importer documentation and contain information that may not be used on a day-to-day basis.

8.1 Registration

dcsTools Audio Importer requires a valid registration license file to enable full use of the product. If you have purchased dcsTools Audio Importer, you should have received instructions on how to obtain your registration license file with your installation materials. The license file is unique to each PC on which dcsTools Audio Importer is installed. Depending on whether or not you have additional encoding options installed, you may need to register those options as well.

Preparing to Register

In order to register dcsTools Audio Importer, you need to supply your vendor with information unique to the PC on which the software is installed. From the dcsTools Audio Import Manager main display, select the menu item **Help | Get Machine ID for Registration**. A dialog is displayed, containing the ID's necessary to register the software.



Machine ID Dialog

You will need to either write down the machine name, ID and Import Engine ID or you can use the [**Copy to Clipboard**] button to copy this information to the Windows clipboard. If you use the clipboard method, you can paste the information into an email or a Notepad text document using the [**Ctrl-V**] keystroke.



All three (3) pieces of information are required to register dcsTools Audio Importer – the **machine name**, the **application ID** and the **Import Engine ID**. If you also purchased the apt-X encoding option, a [separate registration](#) is required.

dcsTools Audio Importer Registration

Registering the audio import engine requires a license file that is supplied to you by your vendor. The license file is created using the information you provided from the [dcsTools Audio Importer Registration ID Code](#) dialog. When you receive the license file, copy it to the folder in which dcsTools Audio Importer is installed, overwriting any existing file of the same name. The license file can be copied while the import engine is running. The audio import engine will automatically detect the new license file.

apt-X Encoder Registration (Optional Product)

If you have the apt-X encoder software installed with a product, you must register this software module separately. The encoder software is machine-specific. This software can only be registered **after** it is installed on the PC.

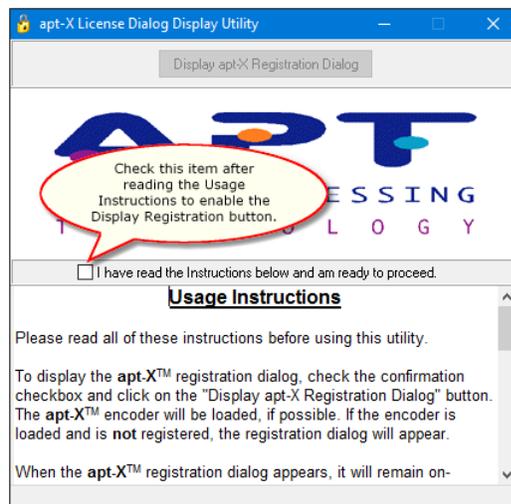
When first installed and not yet registered, the apt-X encoder normally will pop up a trial run dialog when the host application is run. However, when the encoding software is being used by a **Windows service application**, you will not see the registration dialog because service applications and their display windows are hidden from the desktop.

In order to view the apt-X registration dialog, retrieve the needed information to register the software and, when you have received the registration, complete the registration process, you need to use a utility application supplied with dcsTools Audio Import Manager.

Soft apt-X™ Registration Step-by-Step (Service Application)

1. Launch the apt-X License Dialog Display Utility. A menu item is usually created to access this utility. It can be found in the Programs (or All Programs) menu under **dcsTools Audio Importer | Registration Utility - apt-X**. If you cannot locate a menu item, use Windows Explorer to find the file **aptX_RegDlg.exe**, which will be located in the folder where the software was installed.

When started, the utility's main display appears, similar to the example shown.



apt-X Registration Utility Dialog

2. Read the on-screen instructions and click on the check box confirming that you have read the instructions are ready to continue. The [**Display apt-X Registration Dialog**] button will be enabled.
3. Click on the [**Display apt-X Registration Dialog**] button to display the apt-X registration dialog, which will appear similar to the example shown. If the apt-X registration dialog not appear, refer to the section on **apt-X Registration Troubleshooting** below.



apt-X Registration Dialog



The apt-X registration dialog normally closes after several seconds if no action is taken by the user. To keep the dialog from closing while you copy down the needed information, select the "**Unlock Application**" radio button, which prevents the dialog from closing.

4. Select the "**Unlock Application**" radio button when the apt-X registration dialog is displayed. This stops the dialog from disappearing after a few seconds, giving you the time to write down both the **MID Code** and the **Site Code**, which appear across the top of the display. You can use a mouse to select and copy each of the two codes to the Windows clipboard, if you wish, to avoid handwriting the information.
5. When you have written down both codes, select the "**Enter Application**" radio button and click on the [**Continue**] button, which closes the apt-X registration dialog.
6. Close the apt-X License Dialog Display Utility.
7. E-mail the Mid Code and Site Code information you've written down to your supplier, or alternatively, use our [on-line product-specific contact form](#). To better identify your request, write "**Soft apt-X Registration**" in the Subject line of your e-mail.
8. You will receive by return e-mail the necessary **Init Code** to register the apt-X software. You will also receive a **Remove Code**, which may be needed at a later time. Be sure to keep both of these codes for future use.
9. When you receive the **Init Code**, launch the apt-X License Dialog Display Utility. Click on the check box confirming that you have read the instructions are ready to continue. The [**Display apt-X Registration Dialog**] button will be enabled. Click on the [**Display apt-X Registration Dialog**] button to display the apt-X registration dialog. Select the "**Unlock Application**" radio button and enter the **Init Code** you received. Click on the [**Continue**] button. The registration information is recorded and the apt-X software is now registered.



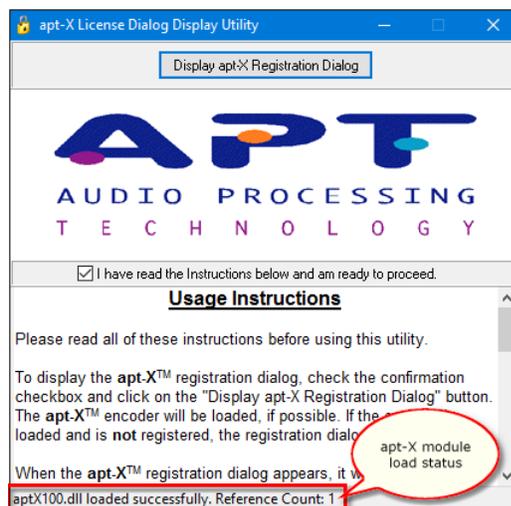
If you decide to move the software that uses apt-X and the apt-X encoder software to another machine or substantial changes occur on the PC running with the apt-X software, the apt-X registration will have to be transferred or updated. In order to do so, you will need the **Remove Code**. Be sure you have saved both the **Init Code** and the **Remove Code** in a safe place!

apt-X Registration Troubleshooting (Service Application)

When the apt-X encoding software is being used by a **Windows service application**, normal display of the apt-X registration dialog is not possible, so a utility application is used to display the dialog.

The most common problem is that the apt-X registration dialog does not display when you click on the **[Display apt-X Registration Dialog]** button of the apt-X License Dialog Display Utility.

Check the status bar of the apt-X License Dialog Display Utility. It will tell you whether or not the apt-X module was successfully loaded.



apt-X Registration Utility Dialog

If the status bar indicates the apt-X module was not loaded, then either the module is missing altogether or the module is not in the system path. Search your hard disk for the file **aptx100.dll** to see if it exists.

If the status bar indicates the apt-X module was successfully loaded, but the apt-X registration dialog does not display, then the problem is likely to be that the software is already licensed. When the apt-X module is already registered, the registration dialog does not display.

8.2 dcsTools Audio Import Service Registry Information

dcsTools Audio Import Service stores a few of its core settings in the Windows registry. Normally, you will have no need to change any of these settings, but there may be an occasion where an adjustment is needed to fit your operation or for debugging a problem.

This topic documents the relevant settings, their default values and values that can be applied for a particular setting.



Stop the dcsTools Audio Import Service prior to making changes to its registry settings. Once changes have been made, restart the service and test to be sure you get the desired results. It is recommended you use Windows **RegEdit** application to make any changes.

Settings listed here include the default values for dcsTools Audio Importer. Not all items are in the registry following installation but can be added if changes need to be made to a setting that is not present in registry.

<u>Base Key</u>	<u>Registry Item</u>	<u>Value Type</u>	<u>Default Value</u>	<u>Notes</u>
HKEY_LOCAL_MACHINE\SOFTWARE\WOW6432Node\dcsTools (x64) or HKEY_LOCAL_MACHINE\SOFTWARE\dcsTools (x86)				
	CodecTraceLevel	DWord	0	Used for debugging codec conversion failures. Change this setting to "1" to turn on debugging.
HKEY_LOCAL_MACHINE\SOFTWARE\WOW6432Node\dcsTools\AudioImportService (x64) or HKEY_LOCAL_MACHINE\SOFTWARE\dcsTools\AudioImportService (x86)				
	CopyFileDelay	DWord	2	Number of milliseconds delay between file copy operations.
	ExportDaf14header	DWord	1	For .daf & .dff output files, "1" forces v1.4 headers to be created. To revert to v1.3 file headers, change this setting to "0". If using DCS, you must use v1.3 headers.
	FilterMpegVbr	DWord	1	Variable bit rate Mpeg source files are not imported as a default ("1"). To convert variable bit rate source files, change this setting to "0". NOTE: Variable bit rate files are not processed as a default because they are time-consuming (compared to single bit rate files) and results are not always correct. If you change this setting, there is no guarantee that all variable bit rate files will convert correctly.
	MpegCodec	DWord	2	dcsTools Audio Import Service can use 2 different Mpeg codecs. As default, the codec used is NCT ("1"). Change the value to "0" to use the ACM codec.
	RateConvertQuality	DWord	2	The default setting is "2", which uses the NCT codec for sample rate conversion, as the ACM codec does not process channel gain correctly when converting

<u>Base Key</u>	<u>Registry Item</u>	<u>Value Type</u>	<u>Default Value</u>	<u>Notes</u>
				mono (monaural) source files. If you encounter a problem with down-converting sample rates from source to output files, changing this setting to use the ACM codec ("0") may solve the problem. However, mono source files may not convert correctly - the output file gain may be high.
	TraceDays	DWord	3	The number of days the dcsTools Audio Import Service event logs (AudiImportService.dmp) are retained. A value of zero ("0") retains event logs indefinitely.
	TraceLevel	DWord	1	Controls the dcsTools Audio Import Service event log detail level. Changing the value to "0" disables event logging (AudiImportService.dmp is not created).
	UseDAFDistribution	DWord	0	If a source file is a .daf or .dff file, changing this setting to "1" will force audio distribution information in the source file to be passed through to the target file. Otherwise, audio distribution will be controlled by the distribution settings for the Category or Map being processed.
	UseDirectoryChangeNotifications	DWord	1	Configures dcsTools Audio Import Service to use directory change notification to signal when a file has been added, deleted or modified. Changing this value to "0" disables directory change notifications usage and instead, the dcsTools Audio Import Service will scan for changes every 30 seconds or so.

8.3 List of Files

When dcsTools Audio Importer is installed, a number of files are placed on your computer. As dcsTools Audio Importer is used, other files are generated. Below is a table of files and their usage.



All files are located in the dcsTools Audio Importer application directory. This is the location where you installed dcsTools Audio Importer. Files are listed alphabetically.

<u>File</u>	<u>Usage</u>
YYYYMMDD _crFCMonitor_EventLog.txt	This text file is created and appended to as you use dcsTools Audio Import Manager. It contains information about application activity for a given day and is generally used for determining the cause of errors and/or problems. The italicized portion is the 4-digit year, 2-digit month and 2-digit day. Generally, several days are kept for review if needed. Refer to the dcsTools Audio Import Manager Preferences topic for more information. For April 4, 2016, the file would be named: 20160404 _crFCMonitor_EventLog.txt
AISConfig.xml	The configuration file for dcsTools Audio Import Service. This file is created and maintained automatically.
AISLicense.tmp	Communications license file. Created and maintained by dcsTools Audio Import Service.
AISRemote.dll	A communications support file for dcsTools Audio Import Manager. It is used by dcsTools Audio Import Manager to communicate with dcsTools Audio Import Service.
AISRemote.dmp	This text file is created and appended to as you use dcsTools Audio Import Manager. It contains information about the communications between dcsTools Audio Import Manager and dcsTools Audio Import Service.
AISRemote YYMMDD .dmp	Archived communication event logs. YY =Year, MM =Month, DD =Day
aptX_RegDlg.exe	The apt-X™ registration program. This file is present if you chose to install apt-X™ encoding support during installation.
aptx100.dll	The apt-X™ encoding support dll. This file is present if you chose to install apt-X™ encoding support during installation.
AudiolImportService.dmp	This text file is created and appended to as dcsTools Audio Import Service runs. It contains information about the service's activity.
AudiolImportService.exe	The dcsTools Audio Import Service program file.
AudiolImportService.lic	dcsTools Audio Importer license file. See the Registration topic for information on how to obtain a valid license file.
AudiolImportService YYMMDD .dmp	Archived dcsTools Audio Import Service event logs. YY =Year, MM =Month, DD =Day
crFCMonitor.exe	The dcsTools Audio Import Manager program file.

File	Usage
crFCMonitor.ini	Preferences file that contains user-defined preferences, including host server connection settings.
crFCMonitor_MainBars.dat	dcTools Audio Import Manager toolbar settings file. Toolbar settings can be reset to application defaults by deleting this file after closing dcTools Audio Import Manager. The next time dcTools Audio Import Manager is started, default settings are used.
crFCMonitor_MainLayout.dat	dcTools Audio Import Manager layout settings file. Layout settings can be reset to application defaults by deleting this file after closing dcTools Audio Import Manager. The next time dcTools Audio Import Manager is started, default settings are used.
crSetSvcAccess.exe	This is a support program used to grant users or groups the privilege to start and stop dcTools Audio Import Service.
dcToolsImporter.chm	The dcTools Audio Importer help file.
fcMonitor_Default.ico	An icon used when displaying dcTools Audio Importer in Windows Programs & Features list.
GenCodec.dll	A support file used by dcTools Audio Import Service.
NCTAudioCompress.dll	A support file used by dcTools Audio Import Service.
pcgw32.dll	A support file for the apt-X™ encoder. This file is present if you chose to install apt-X™ encoding support during installation.
unins XXX .dat	dcTools Audio Importer uninstall program data. The " XXX " portion is a 3-digit number.
unins XXX .exe	dcTools Audio Importer uninstall program. The " XXX " portion is a 3-digit number.



Some dcTools Audio Importer installations include additional documentation files. These files are typically PDF files and are placed in the application folder. Additional documentation files may include an on-disk Operations Manual and Quick Start Guide.

8.4 dcsTools Audio Importer Revision History

This topic contains historical information on changes, enhancements and corrections to dcsTools Audio Importer by version number and date. For the most recent changes and enhancements, see the [What's New](#) topic.

Version 1.4.1.2 - 02/23/2021

1. **Enhancement.** Wild card support has been added for Import Maps. You can use the standard "?" and "*" Windows file wild cards in the Input Name field. See the [Import Maps](#) topic for additional information.
2. **Enhancement.** Support for .daf (and .dff) file distribution has been added. When the target output file type is .daf or .dff, you can now set the owner node and individual nodes to which the audio is to be distributed. Distribution can be unique for each defined import Category and Map.
3. **Enhancement.** When outputting files to a format that supports Broadcast Wave File Cart Chunk information, you can now remap Post Timer fields to fit your specific needs. This requires editing the dcsTools Audio Importer import configuration file directly. See the topic on [Remapping Post Timers](#) for additional information.
4. **Enhancement.** When converting .daf files with v1.4 headers, dcsTools Audio Importer now extracts v1.4-specific header information and will write it to available Broadcast Wave File Cart Chunk fields as applicable.
5. **Enhancement.** Beta support for 24-bit PCM wave file decoding has been added. 24-bit decoding may not always produce the desired result.
6. **Change.** dcsTools Audio Importer now uses a license file instead of storing registration information in the Windows registry. If you are upgrading from a previous version of dcsTools Audio Importer, you will need to obtain a license file from your vendor in order to use this and subsequent versions of the software. See the [Registration](#) topic for additional information.
7. **Fix.** dcsTools Audio Importer was creating .dff target files incorrectly.

Version 1.0.0.140 - 06/01/2016

1. Initial public release of dcsTools Audio Importer.

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