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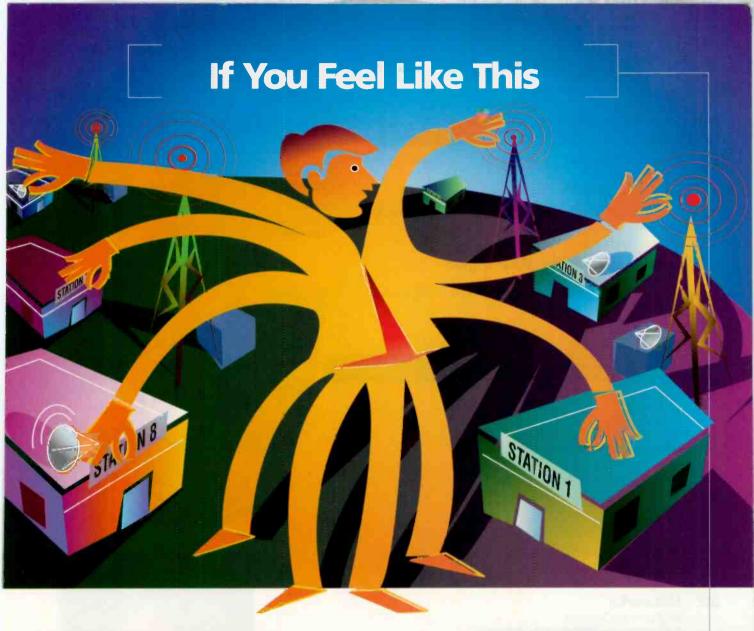
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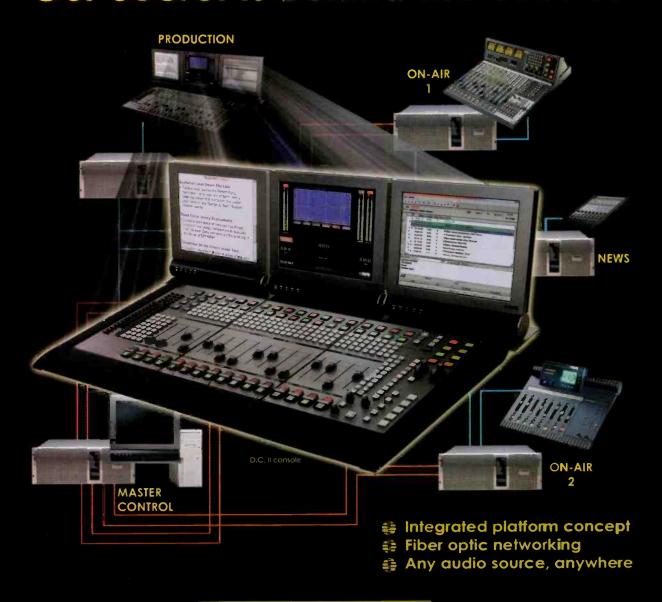






ON THE COVER: Attention to detail can make a studio design project succeed. Photo of GAP Digital Control Room A (Wheaton, IL) by Dave DeJong, courtesy of Walters-Storyk Design Group. Cover design by Michael J. Knust.

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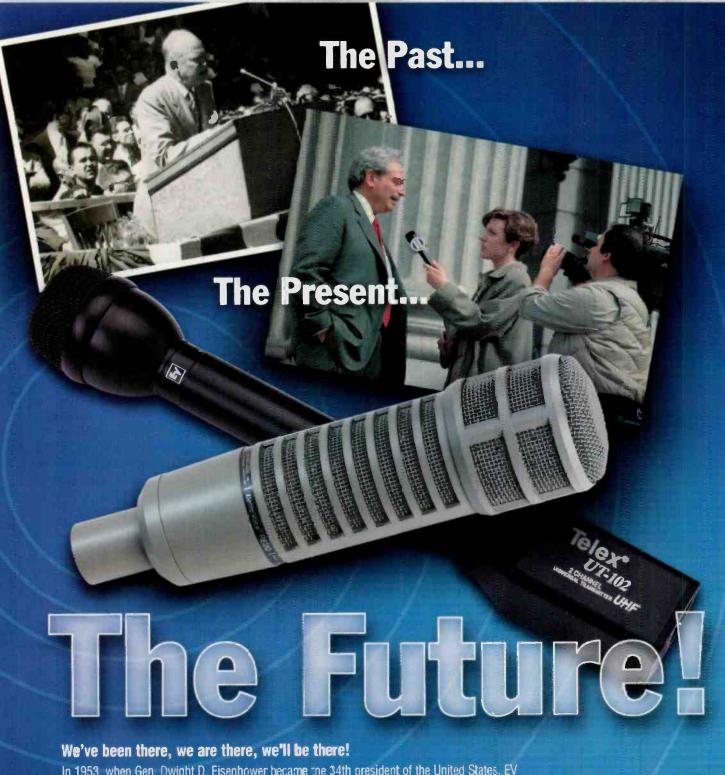


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Making the grade

t the end of November, the National Radio Systems Committee released its report recommending that the FCC authorize Ibiquity Digital Corporation's FM In-band On-channel (IBOC) digital radio broadcast technology as an enhancement to the current analog FM broadcasting system in the United States. The data reviewed was collected by Ibiquity, the Advanced Television Testing Center and Dynastat from eight stations in Annapolis, MD, Baltimore, MD, Columbia, MD, Las Vegas, New York, San Francisco, and Washington, DC.

The wording used by the NRSC to give its stamp of approval states that the IBOC system provides a "greatly

> reduced impact of multipath interference (for mobile, portable and fixed receivers alike); superior resistance to co-channel and adjacent channel interference; support for enhanced data services; [and] improved audio quality." The recommendation to the FCC was that an FCC approval of the system would be "charting the course for an efficient transition to digital broadcasting with minimal impact on existing analog FM operation and no

new spectrum requirements."

I think most people were expecting the NRSC to give the thumbs up to FM IBOC. The concept of an IBOC system has been in the works for the past 10 years. I believe the NRSC did a thorough and honest job in making its evaluation. I don't even want to think about what would be happening right now had the NRSC found IBOC to be less then favorable. Once the AM report is made, the day will shortly follow when the FCC makes a ruling on IBOC.

Once word spread that the report was released, I started watching several discussion lists and talked with several people. IBOC is a topic that on its own can incite heated debates, and the news of the report fuels the fires. Some people were quick to point out flaws they saw in the test data. Since only a few stations broadcast a hybrid IBOC signal, some feel that the test does not represent a real-world demonstration for evaluating multipath, cochannel and adjacent channel interference. Others stressed that the tests used the AAC algorithm for the audio encoding, while Ibiquity plans to use a form of Lucent's PAC algorithm for the final system.

Informed, intelligent discussion is vital to coming to an educated conclusion. While the negative points do raise some good questions, these are points that have been considered along the way. These are tests and simulations, which take these factors into account. The key to the report is that it finds IBOC provides an improvement to the existing analog system. It does not claim that IBOC is the perfect system.

We are closer to an IBOC DAB standard, but we're not there yet. The promise of digital radio is wonderful. The AM report should be issued very soon, and I'm confident that the NRSC will also apply its seal of approval. In the end, the AM band has a more obvious gain than FM in improved fidelity.

I believe that for IBOC to be adopted by all stations, the FCC must require its implementation with specific dates to mark its transition. Without a mandate such as this, IBOC will flounder. The cost to stations for the hardware alone will be more than most are willing or able to pay. In addition, stations are still not enlightened with the licensing fees that will be passed on to them to use the technology.

Chriss Scherer, editor cscherer@primediabusiness.com





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Technology

Streaming costs and benefits

By William Harrison

n-air personalities love it, younger audiences seem to demand it, and many stations are afraid not to provide it if their competitors are already online. To stream or not to stream, that is the question. Just a short while ago, that question did not exist. If the content was there, stations found a way to stream it. There was potential to reach a larger audience, and that was all that mattered.

But as online listening increases and costs follow, the decision is no longer simple. Everywhere in the online streaming world, companies are still trying to figure out if streaming media is a viable business. Streaming is very different from the traditional broadcast model. The traditional model has a fixed cost for reaching listeners: transmitter, tower, and electrical usage costs stay the same



Branded players reinforce the station's identity and offer additional areas for revenue generation and listener services.

whether there are 1,000 or 100,000 listeners. With online streaming, however, costs go up incrementally with each additional user. In these times of reduced budgets, it's hard to deny that on a per-listener basis streaming is expensive, and the benefits are difficult to quantify.

Streaming costs boil down to a not-so-simple equation. Add the prices of the hardware, the streaming server software, any content licensing fees and the amount of bandwidth that will be used. There are hidden costs too, such as tech support for users who can't receive the stream or answering e-mail about why one format was chosen over another and at the rate chosen. It adds up quickly.

The hardware piece is simple to estimate—nearly any generic server will do. Software costs are almost as easy, usually coming down to a choice between RealServer or Windows Media Server (although more and more companies are using Windows Media (WM) since the software is free). There are benefits and drawbacks to all the formats, such as the unavailability of a WM player for Linux systems, but in the end it comes down to what is best for each situation.

More fees

Content licensing will depend on what will be streamed. It seems everyone wants to get an additional fee if their material goes out over a wire as well as the air. (See E-casting on page 14.) ASCAP and BMI want fees for exposing an audience to their material over the Net. AFTRA wants fees if their talent voices the spots that are streamed. Even APWire wants a fee if on-air personalities read a story that goes out over more than just one air signal.

Bandwidth, however, is a different matter. In a nutshell, bandwidth is the number of people a station reaches simultaneously, multiplied by the quality of media they receive. For instance, if the desire is to reach 100 simultaneous people at 16kb/s (fairly run-of-the-mill), it will cost a certain amount. Reaching 200 people requires twice the cost for the same quality.

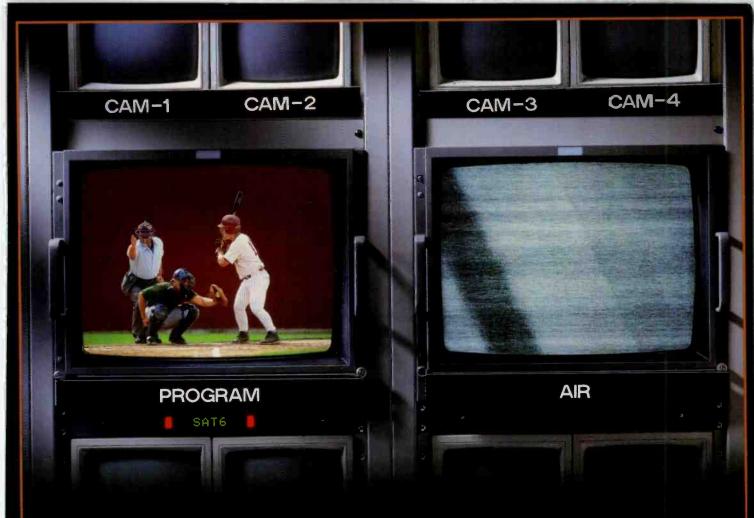
Many times, bandwidth is limited by what is available. A single dedicated line from the facility will have a fixed monthly cost, but only a certain number of concurrent streams can be served. If it is not acceptable to limit the number of users, you could outsource to a company such as Akamai and enjoy unlimited bandwidth, but even that can be a bad thing. Case in point: many people went online for information after the September 11 tragedies, including the website for KQED, San Francisco. Many visitors were outside the KQED listening area. Consequently, KQED's September bandwidth costs came in at \$12,000; four times the normal cost. It's difficult to plan a budget for surges like that.

Globalization can also be a benefit. The Web has removed geographic boundaries from our audience. Suddenly, a streamed spot is no longer just reaching a local audience. Marketing might be able to offer that as a benefit to any potential sponsors, underwriters, or advertisers.

There are alternate ways of getting into the streaming market. Free services, such as Live365 or Warp Radio, will stream audio for free (with a decent Internet connection and 24/7 connectivity, and a dedicated encoding machine), but the users are forced to view banner and popunder ads, and some services will interrupt audio to play a streaming ad. They have to pay for it somehow. If, like so many other dot coms, their business model fails, a station may suddenly find itself off the Internet airways.

Supplemental revenue

There are other ways to offset the expense of streaming audio on the Web. A streaming underwriting announcement can be played before the user connects to



Strike one, you're out.

A single bolt of lightning can throw you off the air for hours — even days.

Even if your grounding exceeds minimum requirements, you could be in for some major league problems. One New England TV station lost \$140,000 in equipment costs, plus untold amounts in revenue, from lightning damage. A midwestern FM station was tossed off the air for several weeks, costing them thousands of dollars. And lightning doesn't affect just commercial stations. Virtually every transmission tower — whether for police and fire stations, 911 call centers or telecommunications — is at risk.

The only way to play it safe is to upgrade

your grounding system to 1-5 ohm resistance, as recommended by IEEE. At a fraction of what it would cost to repair and replace damaged equipment, you can get a correctly sized, properly installed copper-based grounding system. It's what these two stations did. And lightning hasn't been a problem since.

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Managing Technology

the actual stream. Ad substitution can be used on the Web stream, to sell Web ads at a different cost. There could be a higher charge for an ad with a very targeted audience. Conventional broadcasting suggests that listeners will go to a site when mentioned, but only online listening can

to a site when mentioned, but only online listening can guarantee it. With technologies such as SMIL, the user can



Ad insertion allows the streamed ad inventory to be sold separately from the terrestrial inventory.

be sent to each sponsor's site when its particular spot is being streamed.

There are other streaming models in use, such as subscription and payfor-play, where the user must pay before he can receive the stream or pay for a higher quality stream.

There are also sites that force a user to complete an action before being allowed to listen, such as a taking a survey for a stream sponsor. Underwriting, sponsorship, and grants can help cover the costs of streaming, but odds are slim they will ever come close to covering the entire costs.

Tracking users online can be easier than tracking radio listeners. The station's site can set a cookie on the user's machine, and after five visits requesting audio, open a survey for the user to complete. The station gets survey results from a user who has already proven to be a repeat listener—no wasted time for a first-time user, or biased

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information returned in the questionnaire.

Perhaps the largest benefit of streaming is listener loyalty. Someone who listens in the car as they go to work may not be able to receive the signal once inside a heavily reinforced concrete and steel office building. Online listening reinforces brand recognition and loyalty.

Streaming can help to build online communities as well. Many users log on to get Web-only content, such as discussion boards. Streaming adds another feature that will help draw an audience to a station's site, and make them feel special since they are receiving something that terrestrial listeners are not. Additional money can be made in other ways from this added traffic, if not directly from the stream itself.

Perhaps the best piece of advice I can give is to let listeners and users know that there is a significant cost involved with streaming media. Ask them to listen to a broadcast signal if they can, instead of resorting to the stream. They will get a better quality audio, and most likely have fewer problems with it.

Undoubtedly, there will be new business models, and people will find ways to make streaming more cost effective, but for now each station must carefully weigh the possible return from advertising or other existing business models. In the end, it comes down to a question of whether there is a strategy for the station that provides enough of a return on the investment (in loyalty, corporate image, or cash) to make signing that monthly check for bandwidth tolerable.

Harrison is manager of Web technology for WETA-FM and WETA-TV, Arlington, VA.

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E-casting

Understanding the DMCA

By Alison J. Shapiro

n October 1, 2001, the NAB and several broadcast entities filed a lawsuit in the U.S. Court of Appeals for the Third Circuit appealing the U.S. District Court for the Eastern District of Pennsylvania's August 2001 decision regarding streaming. The NAB's appeal seeks a declaratory ruling to overturn the Copyright Office's rule, which requires radio broadcasters streaming their signal on the Internet to pay royalties to the record companies.

In March 2000, the Copyright Office initiated a rule-making proceeding seeking comments on whether a broadcaster's transmission of its signal over the Internet is exempt from copyright liability under the Copyright

Act. Both sides looked to the Digital Performance Right in Sound Recording Act of 1995 (DPRA) and the Digital Millennium Copyright Act of 1998 (DMCA) for guidance. The DPRA created an exclusive, but limited, right for copyright owners of sound

works publicly by means of digital audio transmis-

recordings to perform their

sions. Among

limitations on the performance was the creation of a new compulsory license for

nonexempt, noninteractive, digital subscription transmissions and an exemption for certain nonsubscription transmissions. The scope of this exemption has been under dispute since the DPRA's inception.

The digital age

With the passage of the DMCA, Congress amended sections 112 and 114 of the Copyright Act to clarify that the digital sound recording performance right applies to certain nonsubscription digital audio transmissions over the Internet. Specifically, the DMCA amended section 114 by creating a new statutory license for nonexempt eligible nonsubscription transmissions (e.g. webcasting), and non-exempt transmissions by preexisting satellite digital audio

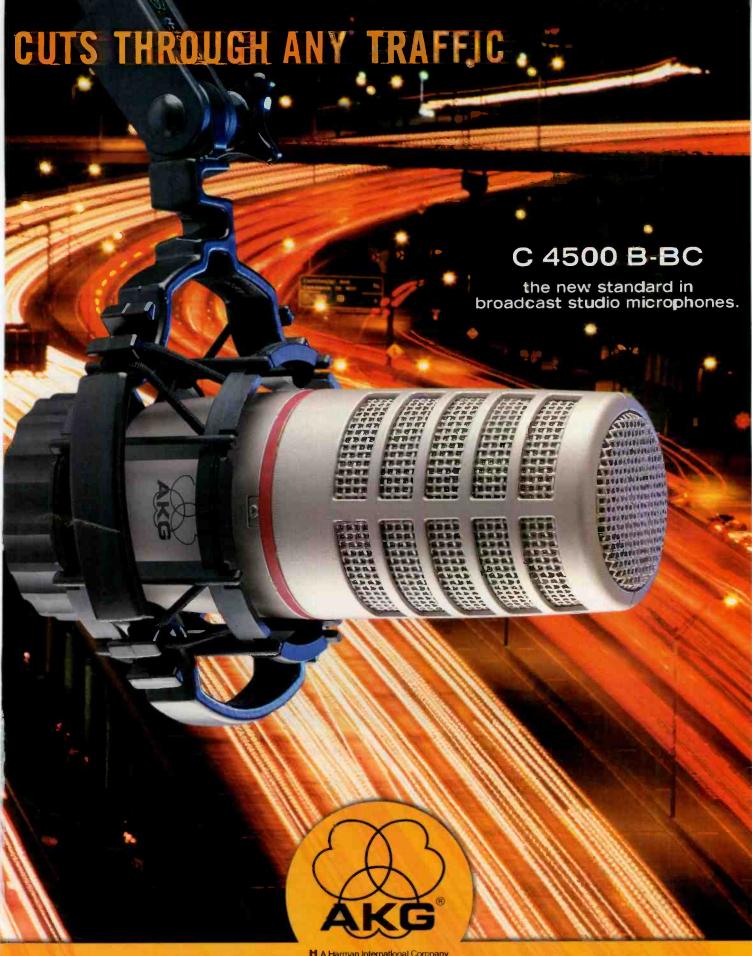
radio services, to perform the sound recordings publicly in accordance with the terms and conditions set forth in the new statutory license. The parties disagreed, however, over whether a broadcast transmission, a transmission made by a terrestrial broadcast station licensed as such by the FCC, is a nonsubscription transmission within the scope of exemptions provided in section 114(d) of the Copyright Act.

This means that if you are streaming your over-the-air signal on the Internet, you must either opt for the statutory license and pay royalty fees to the record companies or negotiate license fees with each record company individually. Recently, radio broadcasters reached an agreement with the record companies on the royalty fees that radio stations must pay in return for a blanket license to stream their signals on the Internet. The settlement has not been made public, and the arbiters are under no obligation to accept it. This settlement, if agreed to, only applies to radio broadcasters and not to their webcaster counterparts. The problem remains that the Copyright Office must set a rate that applies to all parties, not just radio stations.

The two major problems with opting for the statutory license were establishing the royalty rate and satisfying a number of conditions in order to qualify for the statutory license. The requirements included: no pre-announcement of songs and the prohibition against playing, in any three hour period, more than three songs from a particular album, including no more than two consecutively or four songs by a particular artist or from a boxed set; identification of the song, artist and album (if displaying such information is possible); if feasible, a webcaster must transmit the copyright management information encoded in the sound recording by the copyright owner that identifies the song, the featured artist and other related information; and a webcaster must accommodate the transmission of certain measures used by sound recording copyright owners to identify or protect copyrighted works (only if it is technically feasible to transmit such information without imposing substantial burdens on the webcaster). Such criteria are difficult for radio stations to meet. Under the sextlement, however, the record companies would grant radio stations waivers of certain criteria.

If a station can comply with the conditions imposed by the DMCA, it is eligible for the statutory license. If the streaming of sound recordings does not comply with these conditions, the extent of liability must be resolved by negotiations with the individual record companies.

Allison Shapiro is a communications attorney with Fletcher, Heald and Hildreth, Arlington, VA. E-mall shapiro@fhhlaw.com.



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Engineering

Solid-state tower lighting

By John Battison, P.E., technical editor, RF

or towers that require incandescent lighting, regular tower-light inspection and maintenance is a task that tower owners must undertake. Broadcasting's early days saw many station engineers climbing the tower themselves. The greater availability of qualified tower climbers has turned this into a regularly occurring event. Regardless, the problem of changing a burned-out lamp still remains, tower climbers don't come cheap, and tower lights seldom fail at a convenient time.

I wouldn't go so far as to say that the days of incandescent tower lighting are numbered, but I think the writing may be on the wall. Two major companies

are offering solid-state lighting equipment for broadcast towers. At first glance, it seems unreal to consider solid-state light emitting diodes as replacements for the beacon and sidelights on a broadcast tower. However, there is power in numbers.

Dialight and Honeywell, alliance partners for the distribution of Dialight LED products, now offer sidemount tower lighting fixtures that are available in steady burning or flashing format. Both companies offer replacement sidelight and obstruction light units. In addition, Dialight has produced a beacon

assembly that uses high-performance LEDs in place of the original incandescent lamp bulbs. Both install in place of the existing incandescent lamp beacon or sidelight, and can use the wiring that is already in place with no or minor modification.

Off the top and sides

Dialight's LED technology offers a range of lighting products that operate over a broad voltage range from 12vdc through 220vac. With a current upper limit of one amp and a total wattage of less than 100 watts, depending on the voltage used, as little as 10% of the equivalent incandescent power is required.

Among the good features of LEDs is the fact that cold does not affect them in the way that it can damage incandescent lamps. Extreme cold and moisture can crack the glass of a regular lamp, stress the filament, corrode contacts and create difficulty in changing units. LEDs continue to function regardless of weather conditions and are expected to outlast incandescent bulbs by many years.

The obstruction light uses 16 LEDs, which provide light output in accordance with FAA requirements. The epoxy encapsulation of the LED provides a primary light beam, and a separate assembly cover has a bulge

that forms a Fresnel lens to concentrate the light horizontally. An interesting human convenience feature is the provision of three upward shining LEDs, which are viewable from above. This is to confirm to an observer further up the tower that the light is operating properly and provides the familiar appearance that we have come to expect from a properly working sidelight.

Each obstruction light unit is self-contained, except for the primary power input. When installing one, it is only necessary to remove the old unit, install the new unit in accordance with the instructions and connect it to the primary power. The power supply is contained within the light housing. Either steady- or flashing-light operation is available

depending on FCC license requirements, and this option does not require any external connections other than power and the usual flash controller and photo cell.

The LED system is remarkably resistant to static charges and lightning strikes. Protection against lightning strikes and power line surges is afforded by ferrite cores on power interfaces, proper grounding and shielding, and proprietary protection techniques. The radiation of internally generated spurious RF signals is prevented by shielding the encapsulated power supply. This makes this light suitable for receiving installations where high sensitivity receivers are in use.



Solid-state tower lighting is designed to be a direct replacement of the incandescent counterpart.

The confidence to walk away



Loren Olson of LifeTalk Radio has been using BSI's digital automation for over 2 years...

December 7, 2001

Broadcast Software International 1925 Bailey Hill Road, Suite A Eugene, Oregon

As a team leader, I've learned to be happy when my team is happy. When our on-air product was suffering under a sub-standard automation system, we knew a change to something reliable was absolutely critical. We entered the process of locating such a package with a little bit of fear and trepidation, because you can never be sure of what you're getting into, until you're into it. We settled on BSI's digital automation system and have not once regretted that decision. The consistency BSI has brought to our on-air sound is a 200% improvement. Being unmanned for many hours on weekdays and completely automated on weekends, we now have the confidence to walk away from the studios knowing that feeds.

I've been particularly impressed with the tech support personnel. One night we had to reformat the hard drive and reload Windows. BSI's tech rep was right there with us till 2:30 am, talking as softly as she could so as not to wake up her sleeping little boy. BSI's products, despite their from the old radio tradition of manually pushing every button, that's saying something. But perhaps the greatest benefit is the affordable price. Small to medium market stations like ours need something we can reasonably get into. So now my announcers are happy, and my CFO is

Loren Olson Director of Broadcast Operations ifeTalk Radio Network



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RF Engineering

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The initial hardware cost for LED installation is greater than that for incandescent installation, but the savings is quickly realized in the reduced power consumption and longer lifespan.

trips up and down the tower is worth having. LED beacons are designed to be resistant to lightning strikes and other static surges that could burn out a regular lamp filament. However, the LED assembly in a beacon is guaranteed to meet current FCC light output specifications for a period of five years. At this time, the light output will still be usable but may be at the low end of the specified limit.

If one of the two LED lamps in the beacon should fail, its demise will signal the other lamp to shut down also. This action produces an alarm signal, which will be communicated to the station monitoring system for proper FAA notification action. In actual operational conditions, installing an LED beacon is almost a plugand-play situation.

Protection against electrical surges and voltage spikes exceeding 250 volts, with currents as high as 12,000 amps, is provided by the use of MOVs and careful grounding.

The power supply is incorporated in the design of the beacon and is

mounted inside the beacon's array of LEDs, directly behind the LED mounting so that nothing is external to the beacon assembly. The beacon works with an external, installation-provided control and flasher components.

Fortunately, faulty beacon service does not involve finding and replacing the faulty LED among the 640 LEDs used in the beacon. It's not like a Christmas tree light string, where if one goes, they all go. It is only necessary to replace the faulty LED assembly with its built-in power supply to restore full service.

The modules are not intended for end-user servicing. If failure occurs, the faulty module is returned to the manufacturer for replacement. The use of encapsulated and fully-shielded power supplies makes local repair impractical. Another advantage of encapsulation is better cooling. Air is

not the best cooling media, and solid sealing material carries heat away better than plain air.

Faulty power supplies are discarded by Dialight. They are so epoxy potted that even the manufacturer can't open and repair them.

The use of LED lighting is growing. Airports are now using LED taxiing and runway lights. Brake lights on vehicles have adopted them. Traffic signals are even being upgraded to solid-state. The humble diode has come a long way from the original crystal detector and a car's whisker. We wonder today what will be the next item whose appearance and operation is changed by electronic excitation.

E-mail John at batcom@bright.net.



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19

Indianapolis Colts Programming and Production Manager Chris Owens gets the feel of his brand new AirWave Broadcast Console from Harris Pacific in the Colts' new Harris-installed studio.

Installation Profile



Harris Helps Chris Owens in christening the new Harris-installed production studio at the Colts' United Federal Football Complex.

The Voice of the Indianapolis Colts Bob Lamey joins Chris Owens in christening the new Harris-installed production studio at the Colts' United Federal Football Complex.

Design/IntegrationTeam

Design Engineering and Testing:

Scott Russell

Installation and Testing:

Paul Araujo Cabinet Makers:

Hector Maldonado & Adrian Jenkins

Cabinet Design:

John Gomez

Installation Specs

Harris Custom Studio Furniture AirWave Broadcast Analog Console Harris Wire and Integration Sony PCMR500 DAT machines (2) Tascam 112MKII Stereo Cassette recorder Audiometrics 16000B Distribution Amplifier Sony MDS-JB940 Mini Disc Recorder Denon 961FA CD player Electro Voice RE20 microphones Symetrix 528E Voice Processors **JBL Control 5 Monitors** Sony CDRW66 CD Recorder 360 System Instant Replay Orban Audicy



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hen Chris Owens joined the National Football League franchise Indianapolis Colts at the beginning of the 2001 season, the new manager of programming and production placed an in-house production studio at the top of his wish list. So it is only fitting that his wish came true a few weeks before Christmas with the installation of a brand-new production facility by Harris Broadcast systems installation experts at the Colts Union Federal Football Center, the football team's offices and training facility.

Owens says the new production studio is not a minute too soon for his production schedule. "We were producing our shows and spots at our flag ship station, WFBQ-FM/Q95 which is about a 45-minute drive from here on the other side of town."

About four years ago, the Indianapolis Colts management decided to bring all their advertising and marketing efforts in-house. Since that time, the need for advertising spots, promos and programming has grown inleaps and bounds. The Colts purchase time from all the media outlets for their TV preseason games, regular season Sunday radio games and programming during the week.

According to Senior Vice President of Sales and Marketing Ray Compton, the Colts are leading the way to the NFL future with their marketing effort. He says, "Jim Irsay, the Colts owner, has been very progressive in his thinking. I guess that you could say that we are at the front end of the wave because of that. And as our sales have grown, we have grown more self-sufficient and expanded our offerings, and this has enabled us to uncover new revenue streams."

Compton says that it will be a big plus having a production studio at the training facility for the marketing team to have increased access to the players and coaches. It also makes it easier to tailor advertising pitches to sponsors who are more than glad to have the football staff involved in their advertising message. Compton says, "In today's economy, you have got to be more competitive. It's nice to be able to offer these kinds of perks."

Owens is responsible for producing: Colts Weekend Warm-up (which Owens hosts), every Friday on Sportsradio WNDE 1260 AM from 6 to 7 p.m. at a T.G.I. Friday's; The Bill Polian Show, Tuesdays from 6 to 7 p.m. on Q-95 featuring the Colts' team president; Colts Daily Update on Tuesday.



Wednesday and Thursday on WNDE; and the eight-hour game day broadcast on Q-95 (five-hours of game day programming for the Colts' 19-station network). The Colts marketing department also produces a Monday Night television show at 7:30 p.m. on WRTV with the Iim Irsay. And you can add to the list season ticket sales spots, charity promotions, cybertraining camp updates, requests from NFL Films and ESPN, and recording news conferences and player interviews for sound bites posted on the web, to programming material that Owens and the marketing department handle.

Owens is also happy to be able to create promotional spots for the many charity events (50 and counting) that the Colts support including the Marines "Toys for Tots" Program and the United Way. Owens produces a fifteen-minute community segment for each Sunday pregame show that showcases and promotes the charity events during the football season.

When Owens was looking for advice on broadcast systems professionals to equip and install his new studio, he turned to consulting engineers, Scott Fenstermaker and Dan Mettler from the Colts' flagship station, WFBQ. Mettler and Fenstermaker worked with Owens to develop a studio concept, and Harris Broadcast was at top of the list for implementing their ideas. When it came time to choose a console, Harris Pacific made Owens' top choice, the AirWave Broadcast Console, and the decision was fairly simple.

Owens says that the last three sta-

tions that he had worked at all had Harris Pacific AirWave broadcast consoles, "I am very comfortable with the AirWave. It's not complicated, and it's easy to use. You never know when ESPN is going to call in looking for interviews, and it's nice to know that if I have an intern to handle it, he doesn't need a big manual to operate the AirWave. Everything is clearly labeled."

Owens also likes that the Airwave's size leaves room for future expansion but doesn't have button overkill. With the Harris Pacific Airwave, Owens has 20 input modules at his fingertips, including modules for the Orban Audicy, cassette machine and personal computer. The console has a Telco input/output module that has manual and automatic selection of mix-minus and offline telco recording and post-production. All the panel modules are hot swappable and can be removed and re-installed while the power is on.

The console also features a microphone preamp module with five high-performance transformerless preamplifiers, each with independent trim, selectable phantom power and balanced line level output, all-electronic audio switching, convection cooled power supply and gate array logic with built-in machine interface.

Since the studio is also Owens' office, the Harris Cusiom Furniture cabinet is a special design that addresses the needs of an on-air and production studio as well as well as an office. Generous amounts of open and enclosed storage for books, binders, and computers was provided in addition to the usual complement of rack spaces to hold studio equip-

ment at hand for the Operator. The cabinet accommodates up to three guests. The Colts specified a slighter taller height of the countertop than most sit-down cabinets. Since many of the guests for the programs are NFL players, the need for extra space was very important.

The Harris custom-wiring package installed for the Colts presents a combination of operational flexibility, expandability, and value. The wiring harness was fabricated in the Harris shop. The harness and all the studio equipment were installed in the cabinet, and the system was run through functional testing in one day. With Airwave module audio connectors independent of module logic connectors, adding or changing machine start remote control cables was an easy task.

For the telephone-based system, Owens chose the Telos Zephyr ISDN Audio Transceiver. The Zephyr makes ISDN an easy and effective tool for broadcast and audio professionals, with full bandwidth and equal quality in stereo and mono.

The Zephyr system includes: an ISDN terminal built-in with connection to the telephone network via a single modular cable 50 user-programmed auto-dial sets include codec section settings and the numbers of the remote locations you can dial; and bi-directional, RS-232 serial data at 9.6kb/s for communications and control, which are transmitted simultaneously with the program audio.

Compton. Owens and the Indianapolis marketing staff are glad to-have an in-house production facility. Everyone feels that the possibilities are endless when it comes to the advertising and marketing program for the Indianapolis Colts. Ray Compton says, "We are at the beginning of a new era for the team."

Owens adds, "I can't tell you how pleased I am to have this position and the new studio. The Harris people did a great job. I'm the luckiest guy in the NFL...until Super Bowl XXXVI that is "



Storage Area Networks

By Kevin McNamara, CNE

n the life of any network environment, it is not uncommon for hardware to be replaced as technology improves. The item that is most likely to be replaced, whether due to improved performance or simply from an inadvertent failure, is the workstation. The concept for Storage Area Networks, or SANs, was born out of the need to protect the most essential byproduct of a workstation or

Network

Fiber Channel Network

Storage System

Storage System

A Storage Area Network is a separate network that is isolated from the client and server connections.

network server-the data. SANs serve one purpose: to aggregate data storage sources to a single repository. Centralization of data is more reliable and allows a higher degree of scalability than other distributed network models. The cost and time needed to maintain and manage large numbers of distinct storage devices is significant. As the number of servers across the network increases and companies increase reliance in dataintense applications, traditional storage models fall short because access to a peripheral device (such as the hard drive) is slow and lacks the flexibility afforded by SANs.

SAN vs. NAS

Though probably aware of SANs, many may be more familiar

with Network Attached Storage (NAS) devices. NAS devices attach to existing network backbones such as Ethernet, providing stand-alone storage that can be used for data backup or to increase data storage capabilities. The primary technical difference between the NAS and SAN is at the communication protocol level. NAS communicates over the network using NFS or CIFS Fiber Channel, while SAN primarily uses the Fiber Channel Protocol (FCP).

NAS devices transfer data from storage device to server in the form of files. NAS units use file systems, which are managed independently. Each device manages file systems and user authentication. While NAS is a relatively inexpensive and easy method to add storage to an existing network, the performance of these devices is limited by the speed and amount of traffic carried over the network segment to which the device is attached. It is not advisable to use NAS units in intensive data processing environments.

SANs are typically connected over networks using a Fiber Channel backbone. Data is delivered in device blocks, similar to servers using embedded external RAID arrays. SANs do not require the thin server management overhead needed with NAS, thus eliminating additional latency.

Another distinguishing difference between NAS and SANs is the placement on the network. NAS devices, like workstations and other common network hardware, attach to the network in front of the servers. With the SAN, servers are attached to the storage devices on a second network connection behind, or separate from, the primary network. SANs are isolated from the primary network, where the typical I/O processes degrade performance. SANs have their own unique network connection scheme, typically but not limited to, a ring network. This arrangement permits the interconnection of multiple storage devices.

SANs permit the attachment of numerous storage devices, limited only by the amount of available hubs and switches. SANs also permit heterogeneous connectivity of storage devices with servers operating on different platforms. Some vendors of SAN hardware provide a means of dataconversion that permits data files from one platform to be used with systems operating on another. The software used for this application can only be used with disk arrays that emulate both mainframe volumes and open system *Logical Units Numbers* (LUNs).

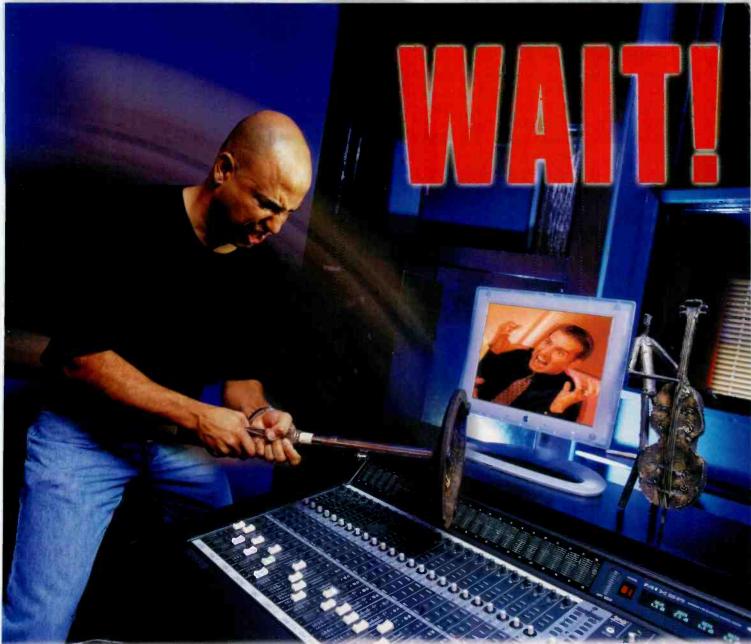
SANS

A Storage Area Network is a specialized high-speed network that provides direct connections between storage devices and servers. In a SAN, the target provides the storage functions, and the side that typically originates the data, usually the network server, is called the initiator.

The SAN topology provides three features:

- 1) Storage is not directly connected to network clients.
- 2) Storage is not directly connected to the network servers.
- 3) Storage devices are interconnected.

The SAN is a real network and is expected to evolve over time using a variety of different network connectivity



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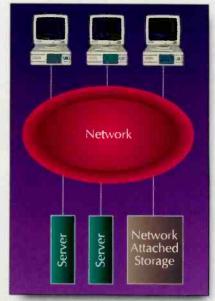
Networks

options. While the de-facto network connectivity method used for SANs is Fiber Channel, other options are beginning to appear, including iFCP, the IP over Fiber Channel standard and Internet SCSI, also known as iSCSI. The main goal of a SAN is to integrate traditional storage subsystems, such as RAID, and data archival systems that provide data backup for short and long-term periods. Fiber Channel networks will move data with speeds up

to 2Gb/s depending on hardware used and are currently the dominant protocol used with SANs.

SAN Interconnection methods

SAN networks are built upon the Fiber Channel Arbitrated Loop (FC-AL). Fiber Channel can support up to 126 devices, but in practice is limited by the number of ports available on a hub. Fiber Channel also uses the shared-polling contention method, which can



Network attached storage shares the same network as the application clients and servers.

cause a decrease in performance when too many devices contend for bandwidth within a loop.

Fiber Channel switches, also called fabric switches, are becoming popular alternatives to the classic HUB. Fabric switches permit the simultaneous routing of traffic through the loop, preventing data bottlenecks.

SAN distance limitations

The distance of devices attached to a SAN are not necessarily limited to the same room as the primary network servers. In some cases, SANs can operate over a private Wide Area Network (WAN), in which storage devices can be located across the country or globally. The distance limitation placed on SANs is determined by the design of the Fiber Channel loop. Fiber Channel hubs can be purchased as short-wave (500m) or long-wave (up to 10km).

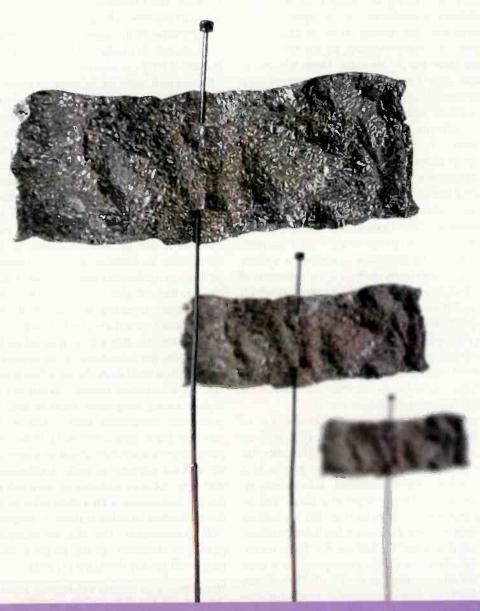
While SANs are still a little pricey for the typical broadcast environment, new applications, particularly those requiring safe, secure and massive amounts of storage, may soon be the killer app that we've been waiting for.

Kevin McNamara, BE Radio's consultant on computer technology, is president of Applied Wireless Inc., New Market, MD.

All of the Networks articles have been approved by the SBE Certification Committee as suitable study material that may assist your preparation for the SBE Certified Broadcast Networking Technologist exam. Contact the SBE at (317) 846-9000 or go to www.sbe.org for more information on SBE Certification.



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Update

Local ownership rules in play

By Harry Martin

he FCC is expanding its pending radio multiple ownership rulemaking proceeding to include a comprehensive examination of all aspects of the FCC's local ownership rules. Among the issues about which the Commission has sought comment are the following:

Congressional authority to regulate. Does the public interest standard of the Communications Act authorize the Commission to conduct competitive and diversity analyses of radio transactions which otherwise comply with the numerical limits on local radio station ownership adopted by Congress in 1996?

What aspects of diversity and competition are important? If the Commission has the authority to go beyond these limits, what should it consider? The FCC has focused on diversity and competition in assessing the impact of proposed transactions. The Commission wants to know what aspects of diversity and competition it should examine.

Defining markets in which stations compete. A starting point in the FCC's competition analysis is the definition of the relevant product and geographic markets in which radio stations compete. If advertising is the focus, is radio advertising separate from other media advertising? As for the relevant geographic market, the FCC has tentatively concluded that that market is local. But the Commission asks, is the current market definition, based upon mutually overlapping signal contours, the appropriate measure? If not, what other definition should be used?

Measuring market share of stations. Consideration of market share requires a workable mechanism for measuring it. Accordingly, the Commission is seeking comment on how to measure the market share of station groups in a market. According to the Commission, information on advertising revenue or audience share in a market can be obtained from reporting services such as BIA for stations located in Arbitron markets. But once it has those numbers, how should it analyze them? Should the FCC focus on the combined market shares of market participants, as it does in evaluating pending acquisitions via its 50%/70% screen (discussed below), or should it use the Herfindahl-Hirschman Index (HHI)—an index commonly used in antitrust analysis—as a method of comparing pre-acquisition concentration and post-acquisition concentration?

Benefits and harms of consolidation. The FCC also seeks empirical evidence on the economic benefits and harms of permitting greater consolidation in local radio station markets. It wants to know the benefits to stations, advertisers, and the public. It asks what harm to advertisers and consumers consolidation might bring.

Numerical limits vs. analyzing each acquisition individually. The Commission has invited comment on how it should analyze radio acquisitions. Should the FCC look to compliance with numerical limits, should it analyze each acquisition individually without regard to compliance with numerical limits, or should it continue to do both?

If numerical limits are to remain a factor, should the FCC retain the current numerical limits and modify its market definition, or should it modify the numerical limits, and if modification of the limits is in order, what should the new limits be? As one alternative along these lines, the Commission suggests that it could require the presence of at least three competitive independent broadcasters in the market.

Interim application processing procedures. Prior to the completion of the rulemaking, the FCC will examine the competitive effects of radio transactions. In doing so, it will continue to use its 50%/70% screen to determine which applications to examine in detail. Under that screening process, an application that proposes a radio station combination that will give one group 50% or two groups 70%, of the radio advertising revenue of the relevant Arbitron metro market, as reported by BIA, will be flagged for close examination. The flag will be included on the public notice announcing the acceptance of the application for filing.

For applications below the 50%/70% screen, the staff will not conduct a further competitive analysis unless a petition to deny raising competitive issues is filed, at which time a preliminary competitive analysis will be made. The staff may then grant applications that it finds consistent with the public interest and which propose a level of concentration the staff has authority to grant. Applications for which the staff does not have authority to grant will be forwarded to the full Commission with a draft order recommending that the application be either granted or designated for hearing.

Filing comments. The FCC encourages all interested parties to comment on the issues it raises. Such comments will be due February 11, 2002.

Harry Martin is an attorney with Fletcher, Heald & Hildreth, PLC., Arlington, VA. E-mail martin@fhhlaw.com.

Dateline

On or before January 10, 2002, all stations were required to place in their public files copies of their issues and programs lists for the fourth quarter of 2001. The next required issues/programs list filing date, covering the period January 1 to March 31, 2002, will be April 10, 2002.

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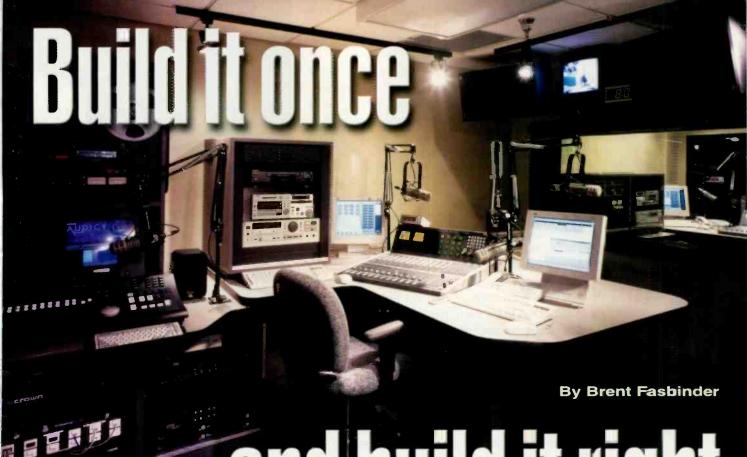
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and build it right

he passing of the Telecommunications Act in early 1996 saw radio stations merging at the speed oflight. Momand Popoperations quickly gave way to larger, corporate entities, many of which were charged with finding the most efficient way for their expanded operations to function as one.

The first step in achieving this efficiency is to relocate all the radio stations owned by a single company to one central location. Determining a suitable location is easier said than done. Station managers and engineers have to consider a new set of organizational and logistical issues. Simply finding a new building suitable to accommodate the operation of several radio stations with different formats can pose its own unique challenges.

A perfect fit

The ideal building to house a broadcast facility is a single-story warehousetype structure. A one-level building allows for greater interaction between departments. With multiple floors, functions are broken up, tending to

Make the right decisions before and during the design process

impede the flow of business. Also, with on-air studios on the main floor, no sound can penetrate the booth from below, eliminating one direction by which studios can be disturbed.

The high ceilings in warehouses are also beneficial for acoustical reasons. A greater floor-to-floor distance simplifies the task of installing the station's required infrastructure. Air conditioning, ductwork and other utilities are notorious for introducing studio noise. Elevated ceilings provide ample space for mechanical needs and minimize the undesired effect they can create.

Once a building is chosen and acquired, new logistical issues become apparent. Departmental interaction, power requirements and room layouts move to the forefront. Many companies are just now beginning to address such issues. An architect will most certainly bring such considerations to the

attention of station personnel during the design process. However, giving consideration to these things ahead of time can save time and money when working with a design specialist and will enhance the end result.

The topics that define an architectural construction project are scope, cost and schedule. The scope is the extent of construction and can be highly specialized for a radio facility. Determining scope involves understanding the organizational, mechanical, electrical, acoustical, and aesthetic needs of the project. A designer will first gather the statistical information such as the number of employees, workstations and studios that will be needed. This information is used to determine the typical size of each area and will become the foundation to begin the process of designing and organizing the facility.

Photo by John Robledo

Build it once

Organization

The primary design issue for any radio station is the organization of the programmatic elements in a way that promotes efficient operation. The architect must understand how the facility is intended to function and what the important relationships are between stations, departments, staff and support.

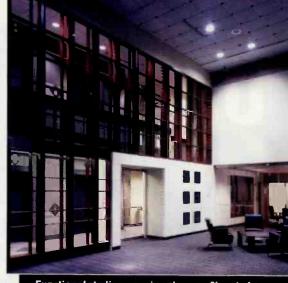
At a basic level, the management of all consolidated radio facilities must make a choice on whether to emphasize the individuality of the stations, emphasize the larger company entity, or something in between. Does the past culture of a premiere station warrant separate areas within the building so that it may maintain a complete sense of identity?

On one of our projects, a general manager had four stations moving into one building. The GM wanted each station to perform individually and to appear as though each was an independent entity. The prevailing consolidated approach, however, is

to combine manpower and integrate people into departments that reach across station boundaries. allowing free exchange. For example, grouping the account executives for several stations can promote additional services through the exchange of leads. As always, complete integration can lead to staffing efficiencies. In many cases one traffic or accounting department can provide the

services for many stations. Management of a consolidated radio facility has the opportunity through design to create a greater sense of community that can lead to a better and more profitable product.

The interaction of departments will help to determine the layout of operations, but layout will also affect the atmosphere of the facility. If traffic and sales have a relationship, their



Functional studio space is only a small part of an efficient facility design.

proximity becomes important. If continuity constantly deals with production, then their adjacencies need to be maintained. If administration deals with accounting, then they need to be located accordingly. The promotion staff is generally the link between sales and programming.

The necessity of all these departmental relationships must be weighed against the physical constraints of the

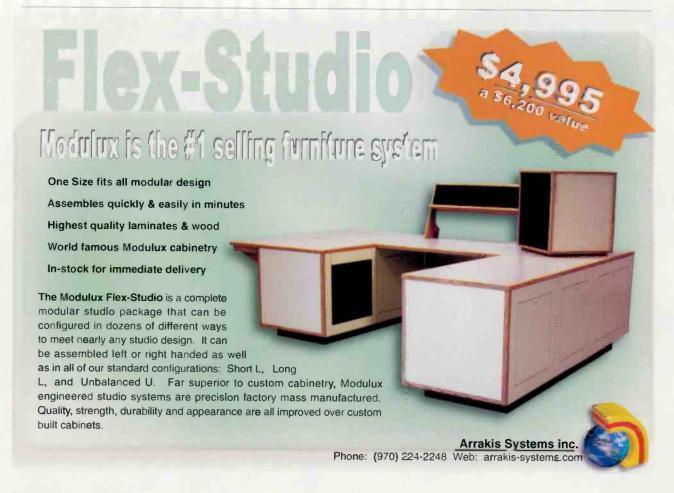


Photo by John Robledo

building. This can be particularly challenging when dealing with a facility spread out on several floors, and in some cases the building itself can strongly influence lavout. At the five-floor offices of Clear Channel's Denver facility, the final solution required the division of the programming and production departments, with FM on the third floor and AM on the fourth floor.

Finally, personal preference can affect the location of departments. Many general managers prefer to be near the department with which they are more oriented. Some, on the other hand, may feel more comfortable away from day-to-day operations in an effort not to show favoritism.

The type of work performed often influences the intradepartment organization. Accounting staffs have very

structured jobs, and their office spaces tend to be ordered and direct. Spaces, however, can be designed to bolster camaraderie between staff at stations that were formerly competitors. At Clear

Channel's Denver facility, the general managers were intrigued by a concept used in advertising agencies that often had wide-open spaces where employees could hang out, have meetings and brainstorm in bigger groups. A living room was designed with sofas and oversized chairs arranged around television and video equipment. The area was designed as a fun and informal environment for the programming staff to interact and develop creative material for the on-air personalities.

The organization of the support spaces plays a critical role in the efficiency of any operation. An important logistical issue for radio conglomerations is increased traffic in the lobby. For one station, the solution to help control the flow of people was to create

and build it right

separate entrances based on function. One entrance was dedicated for loyal listeners to come and pick up prizes; one was dedicated for staff entry, and the third for guests



In a multistation cluster the lobby can be a high traffic area. It must be designed to accommodate prize winners, staff and cuests.



Build it once

and visitors. This configuration allowed a central group of receptionists and operators to manage all three areas while keeping the reception area from becoming too congested with clients, staff, and listeners.

Consolidation can allow for special support spaces that were previously not feasible for facilities. In San Diego, a separate performance studio with a 10'×12' stage was con-

structed for visiting artists to perform live, complete with seating for up to 25 contest winners. The stage was assembled and dismantled as needed, so the rooms could be used for different functions. This space becomes possible because the cost of the leased space and its construction is shared by all the stations and is more likely to be used with many station's around.



A rack room is a functional necessity, but it can also be a showcase within the facility.

One of the central support spaces of any radio station is the rack room. Consolidation has made these equipment and computer rooms increase in size extensively. When the Clear Channel Denver office combined its three AM and four FM stations into one building, the equipment requirements, including a new audio storage and playback system, necessitated a larger rack room—with 51 racks. (For a look at the Clear Channel Denver facility, see the December 2000 issue of *BE Radio*.)

Ideally it's more efficient to have all the racks in one room. This simplifies the power and temperature needs. It also creates a natural facility hub for equipment and technical personnel. When placed nearer the studios, wire and cable runs can be reduced, which saves money and time.

At the Clear Channel Denver facility, it wasn't possible to put all the rack components in one centrally located room. As an alternative, one large rack room was installed in the basement with a vertical connection made to the studios above. Smaller, mini rack rooms were positioned close to the on-air studios on higher floors.

Overall, there is no strategy that works for everyone. The process is very much a give and take between the functional goals of management, the restrictions of the building, individual preference, and potential economic savings.

Mechanical

As perhaps the single most important room in a radio station, the rack room poses its own unique set

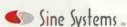
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of mechanical and electrical issues. It is imperative that some measures are taken to protect the equipment during a power or mechanical system failure, power surges and any other unwanted event.

Heat loads from the equipment can be significant. The ideal temperature for com-

puter equipment is 68 degrees to 70 degrees. Major deviations can be disastrous. Redundant cooling systems are often employed to provide automatic backup. A further benefit of one large rack room is that 100% redundancy is easier (and less costly) to achieve than it is for smaller, divided rack rooms. A group of studios can have a similar redundant system so that the failure of one piece of mechanical equipment is localized to affect only a few studios.

One consideration that many engineers and station managers don't often think about in a rack room is flooding from water pipes and sprinkler systems. With mechanical piping, it's typically just a matter of routing water lines to avoid the rack rooms, but sprinkler systems are sometimes unavoidable. One cost-effective solution is a dry pipe or preaction sprinkler system in which the pipes don't fill up with water until there is a perceived problem and then don't discharge or spray until it's unquestionably a fire danger.

Electrical

Probably the biggest fear of any station engineer is losing power—a concern heightened by last summer's rolling brownouts in California. Designers have begun implementing a combination of uninterrupted power supplies (UPS) and back-up generators. The UPS will maintain the power source during the few minutes it takes for the generator to get up and running. A UPS also filters the power and maintains a consistent level.

While the entire facility may not be fed by generator power, it is important

and build it right

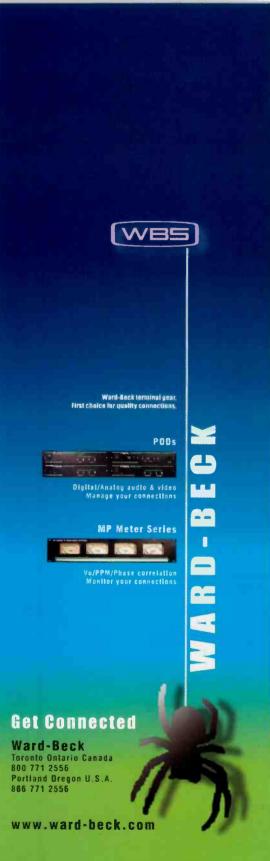
to identify the key equipment areas that must have emergency power available. The rack room and studios are the obvious choices. Air conditioning, technical workspaces, traffic and accounting computers, and lighting are areas often overlooked.

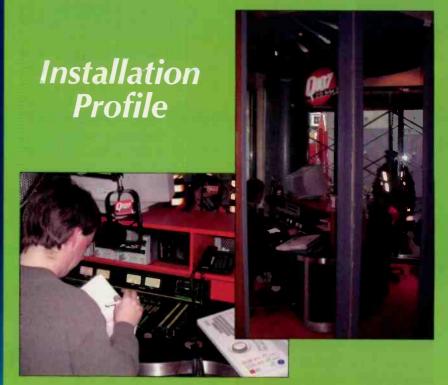
Acoustical

Limiting or even eliminating background noise is a major design consideration for any broadcast facility. Studios should be designed to achieve an ambient noise criterion of NC 20 to NC 25. The construction of studio walls, ceilings and floors are often specialized to prevent the transfer of undesired noise to the studios.

Airborne sound transmission is prevented through separation, mass, and absorption. Walls are constructed like a box within a box. Inside drywall and metal studs are separated continued on page 42







Ward-Beck puts an R2K in the Hard Rock Café

he Hard Rock Café is known for its mix of rock n' roll in a restaurant environment. Each of its more than 100 restaurants around the world are a tribute to rock n' roll, and each location is a museum of its own, full of memorabilia from the people and bands that have shaped the musical genre. Radio played a major role in creating rock n' roll, but until recently, radio has been missing from the Hard Rock's menu.

When the Hard Rock Café in Toronto remodeled its facilities, a new element was added. The restaurant, which reopened on November 26, 2001, added a street-level radio studio as a regular part of its operation. CILQ-FM (Q107) now uses the

studio weekday afternoons and early evenings and every Saturday evening for live broadcasts.

The studio looks onto Yonge Street, which holds the title of the World's Longest Street. This high profile location provides the radio studio with a unique opportunity to interact with street traffic. There is even an intercom system built in, so passersby can talk to the radio station staff.

The Hard Rock Café contracts with TechnoMedia Solutions of Orlando, FL, to design and install its audio and video systems for the restaurant locations. Ken Nickels, field engineer and site supervisor for TechnoMedia Solutions, supervised the project. TechnoMedia Solutions works with local contractors for installation and service of the various Hard Rock locations, and HP Services of Toronto



was brought in to complete the installation of the studio equipment. Gary Hooper supervised the project for HP.

The facility is owned by the Hard Rock Café, but Q107 was able to provide input for some of the studio's design. For the center of the studio, Hooper chose a Ward-Beck R2K console. Hooper was impressed by the console's overall quality, from the complete product down to the individual components, such as the faders and switches.

"The console has a clear layout that is easy to understand, and maintenance will be easy because of the hot pluggable modules," says Hooper. While this is a remote studio and the operators will be station announcers, it was important to provide a console that would stand up to regular use. "Overall, it's a well-made product," Hooper added.

In addition to the console's impressive specifications, its appearance fit in naturally with the image of the Hard Rock Café and Q107. The black and green color scheme fit well with the modern look and feel of its environment.

HP Services installed the studio equipment in less than one week. The studio measures 50 square feet, and getting four technicians in there to complete the work was tight. The R2K uses Phoenix connectors for all of its connections. HP Services was able to prewire most of the studio offsite. The installation required only the final connections to the Bix terminal blocks through 25-pair cable harnesses. The Phoenix connectors

will allow future changes to b€ made easily.

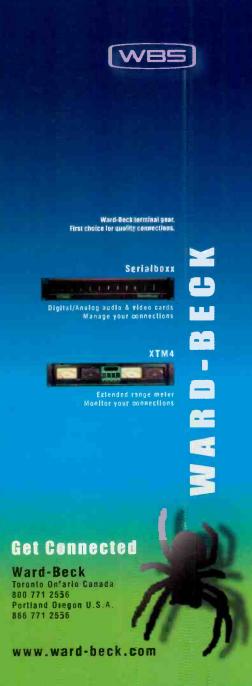
The R2K console is available in four frame sizes for 8, 12, 20 or 28 modules. The Hard Rock studic uses a 20-module frame. Other console features include A/P input select on all modules, four stereo program outputs, two assignable mono mix buses, six telephone clean feeds, a complete control room and studio monitoring section including talkback. event timer and clock that supports all time code standards, a digita shaft-encoder control room monitor level control, and a rackmount power supply frame with dual redundant power supplies.

Even though the studio is a remote location, it required full control of and integration into the station's on-air audio playback system, a Computer Concepts Maestro. In addition, the Hard Rock operates a club on the second floor, which currently has tie lines running to the radio studio. Future plans call for a Ward-Beck R257 control turret to be installed in the club for complete remote operation of the console including monitor selection and IFB.

Photos by Patrick Lyver of Blind & Productions, Toronto.



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Build it once

from the outside drywall and metal studs by ½" air space so that sound vibration will not pass through the wall. In most cases, mass is achieved through the use of five or six layers of 5/8" drywall. All the layers are taped, and joints are staggered. Partitions are filled with 3lb/ft³ heavyduty glass or mineral fiber insulation for absorption.

The building structural system, columns, beams, and floors can also transmit sound into the studios. This can be relieved through the use of flexible connections. Walls can be placed on neoprene pads or laid in a bed of sealant to prevent the transfer of vibrations from the floor to the partition. Transfer of vibration from above is avoided by using resilient clips to attach the top of partitions to the roof or floor above.

Designers will attempt to minimize the number of openings in walls for electrical wiring, outlets, sprinkler systems and mechanical ductwork. The more holes in the



Mechanical, electrical, acoustic and aesthetic elements are all important in creating a studio space that meets both form and function demands.

drywall, the more opportunity there is for noise to find its way into the rooms. Each item that penetrates the partition, pipe or ductwork, needs to be isolated and carefully caulked so as not to transfer sound to the partitions. Drywall ceilings suspended with spring isolators and floors floating on neoprene pads can further protect the studios from building noise. Everything is sealed and caulked to create an airtight space.

Noise created by mechanical systems for heating, ventilation, and cooling (HVAC) needs to be carefully controlled. Air handling units with low noise levels need to be selected and located as far from the sensitive studios as possible. Ductwork should be insulated and contain 90 degree bends to deaden both the sound emanating from the air handler and other background noise that might enter the ductwork. Duct silencers can be used to further prevent noise

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and build it right

from the units reaching the studios. The velocity at which the air travels within the ductwork also needs to be carefully controlled, and should not exceed 300 feet per minute at the diffusers.

Aesthetics design

The interior design of a facility is not the most critical element to the function of a business, but it does represent the culture and image of the organization and provides the first impression to visitors and potential clients.

The image of the facility generally represents the attitudes of the clients. Some organizations tend to be more conservative, suggesting dark wood, bronze finishes and traditional moldings. Others may opt for a more progressive atmosphere with vibrant colors, stainless steel fixtures and patterned glass. Either way, it's important that there is fluidity in the design instead of a hodge-podge of themes.

Ambiance has also proven to affect work efficiency. A sea of gray-toned cubicles tends to feel oppressive. A good example of opposing philosophies on designing work areas can be found in sales. Some managers view the sales area as a place where potential clients can be brought to make a strong impression. Others feel that sales functions are best performed outside the office. The challenge is then to strike a balance between a purely aesthetic space and a purely functional space.

Generating excitement in a room that houses not much more than a mass of cubicles can take a certain amount of effort and care. Creative use of shape, color and texture can emphasize design and produce dramatic results. At Clear Channel Salt Lake City, six skylights were used to provide natural light, with drywall soffits in the ceiling to accentuate the skylights. Angled walls running through the center of the space were painted deep burgundy and highlighted with an orange ceiling to break up the visual monotony of the office workstations.

Sometimes the local culture and attitudes can provide a direction for the interior image. In Denver, the design emphasized an earthy theme to reflect the culture of the city: the outdoors, the mountains and nature. In San Diego, cooler colors such as blues and greens were used to represent a beachcomber aesthetic. Overall, the interior design decisions are at the discretion of the architect and client. The only steadfast rule is to maintain some flexibility to allow for change at a later date.

Once the needs and desires of the station are understood, the schematic plans are developed, and the mechanical and electrical engineering criteria are established, the architect uses this information to estimate the cost of construction for the project based on historical dollars per square foot data. The station still has to consider project costs outside of construction such as site acquisition, office equipment, phone systems, computer equipment, broadcast equipment, wiring, furniture and leasing fees. The estimate and the station's budget are compared to determine whether any adjustments to the proposed scope are necessary. Once the architectural drawings are completed, the general contractor or builder will determine the actual cost to the station.

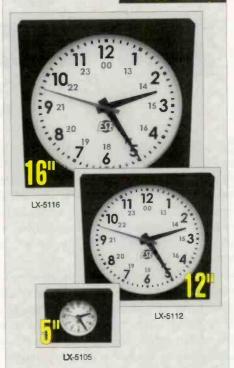
The designer is responsible for gaining an understanding of his client to come up with the best solution to meet the station's needs, taking into consideration the extent of the project, the available funds and the required time frame. However, the more thought a station manager gives to the station's best interests, the more successful the end result will be.

A good first step for the station manager and engineer is to visit several locations that have already built new facilities and get an idea of what they like and don't like. Determine what should be different, and consult with a good design firm to take those thoughts and put them together on paper in an organized way.

Brent Fasbinder is an associate with the Lawrence Group Architects, St. Louis.

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TRENDS IN ECHNOLOGY

On-air processors

Part science, part art, pure radio

By Chriss Scherer, editor

stablishing a station's on-air sound can be a subject of great debate. The original purpose of audio processing, preventing overmodulation and adding pre-emphasis, is still a primary function. Peak level control is even more important for online signals. The point at which general level control ends and the creation of a unique sound begins divides the science and the art. True success is achieved when the two are used together to create an art based on science.

A common pitfall is to use audio processing to compensate for shortcomings in a station's signal path. Be sure that the audio path before and after the processor is the best that it can be. The STL and first RF stage of the transmitter can also affect performance.

Processing an online signal takes a different approach. While the concern of staying below a maximum level still exists, the transmission medium is different. The quest for on-air loudness does not exist online. This is partially due to streaming being a new medium where listeners do not punch around the dial, but is mostly because streamed signals rely on some type of data reduction of the transmitted signal. The commonly used streaming formats do not work well with signals that have been heavily compressed or clipped. This is the main reason why it is not a good idea to use an off-air signal to feed an online audio encoder.

Separate processing of a direct feed for an online stream involves several cost issues. For more on this, see *Managing Technology* (page 10). Stations must decide on the appropriate investment for an online stream. Those issues aside, different streaming formats and transmission bandwidths should be processed independently. Compromises can be made along the way.

A better way

Digital signal processing (DSP) has created a new way to design audio processors. By placing the horsepower into software, settings can be created, saved, recalled and modified at the push of a button. DSP also allows new methods to be applied that were not possible or practical with analog circuits.

DSP requires a finite amount of time to perform its function. In some cases, this time may result in an audible delay of the audio signal. In these cases, a separate monitoring path will be necessary for stations normally monitoring an off-air signal.

One change from an analog to a DSP-based processor is acquiring a new set of skills. It seems everyone has his own set of modifications for an analog on-air processor. The skill in using a DSP-based processor is in understanding the design philosophy and the method of signal control.

While DSP processors have gained popularity, analog processors are still widely used and offer valuable features. A compromise between analog and DSP is digital control. Digital control allows precision changes to be applied and repeated. Settings can be copied and saved, and schedules can be created to change processing presets for different types of programming.

Digital control has opened new possibilities by adding external control through a serial port, modem, network card or the Internet, and the ability to upload software revisions as they become available.

Many models are available, each with its own features. Because a processor must be evaluated over a period of time, most manufacturers will arrange a demonstration or short-term loan.

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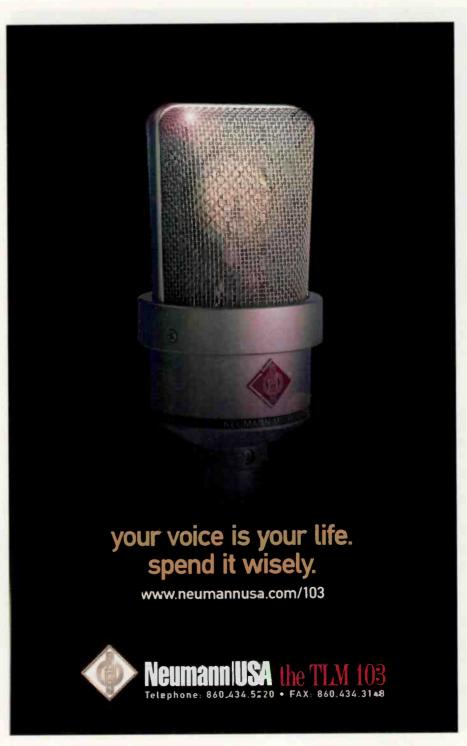
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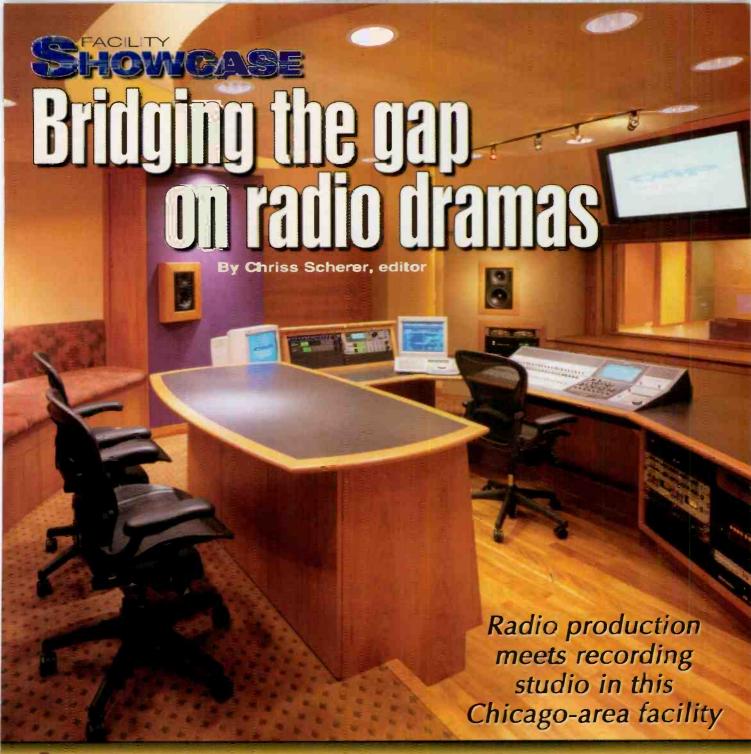
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ong-form radio programming was once a staple part of radio entertainment. This style of radio carries the listener into the story through a sonic canvas to create the mental imagery. GAP Digital, a recording facility in the Chicago suburb of Wheaton, thrives on creating long-form radio dramas and talking books for radio. The facility recently underwent a complete redesign and rebuild to make the most efficient use of its space and take advantage of newer equipment choices and their flexibility.

The 3,000 square-foot facility houses three unique control rooms, two studios, a central machine room, and client lounge and support areas. The three control rooms are designed for very different applications, as the designs show.

The two-story building has a history in radio. The previous tenant operated a radio production facility. When the owner

decided to sell the building, he wanted it to remain a recording facility, and Todd Busteed, owner and chief engineer of GAP Digital, was eager to continue this tradition.

The existing facilities worked, but they were not the best they could be for their desired use. GAP called on Walters-Storyk Design Group for help. WSDG was chosen because of the company's reputation and its attention to a facility's aesthetics. Then the work of determining GAP's needs and evaluating the physical space began.

When a complete redesign is proposed, it is common for the designer to step in and begin from scratch. A fresh start removes the constraints that may be a result of designing something based on the way it's always done. GAP Digital began at this point. But after determining the limiting factors, such as door and entry locations, and structural pillar positions,

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Bridging the gap



GAP Digital president Todd Busteed at work in Control Room A

it was realized that the existing layout was nearly the best it could have been. Nothing was taken for granted with the old design. With a few modifications from the old design,

the new plans were set.

While the layout proved workable, everything else went. The entire space was stripped bare concrete and steel. The studio space is in the basement area of the building. This space has concrete foundations that are one foot thick. While this mass and its partially

underground location were an asset to the facility's immunity to outside sound, one additional step was taken to eliminate any unwanted sound or vibration of the outside world from getting in. All live spaces were floated, mechanically separating them from the rest of the building. The main concern was the Union Pacific rail line that passes within 96 feet of the facility. Now that the construction is complete, the trains run on time, but they are never heard or felt within the GAP studios.

In business since 1980, GAP Digital has created scores of radio dramas, including programs based on classic stories such as Victor Hugo's Les Miserables, C. S. Lewis' Chronicles of Narnia, and George Eliot's Silas Marner. The facility is currently producing 144 half-hour episodes of a drama series titled Left Behind, which is based on the best-selling book series of the same name. Left Behina is being broadcast on more than 700 radio stations.

A view of the rooms

One design goal was to create a functional space, while providing a stage for the performers. Because of



on radio dramas

their lively sound, the old studios required the radio drama performers to be separated by gobos. This created small spaces where the performers were restricted and sometimes were not free to interact or express themselves fully. Even though radio dramas are being produced, there is a level of physical interaction and expression that accompanies any performance.

The three control rooms all serve specific purposes. Control Room A looks into the performance studio. Control Room B looks into the foley and radio drama studio. Control Room C is a composition studio where original music scores and tracks are created.

During the facility reconstruction, GAP's business had to continue uninterrupted. This required some temporary accommodations to be created and moved during the process. Control Rooms A and C were the first to be completed.

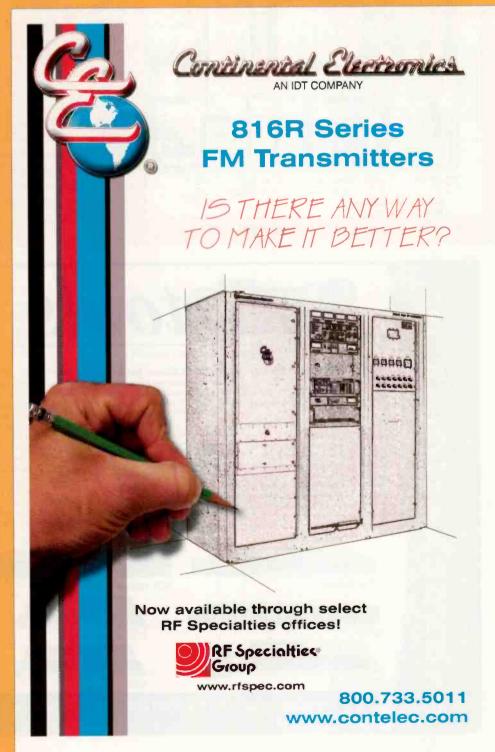
Control Room A and its studio are the primary tracking rooms in the facility. In addition to the actor VO sessions, music and walla (or crowd backgrounds) are recorded here. The control room is also set up to support audio for video production. For viewing ease, the 44 inch plasma screen can be lowered to a position squarely in front of the console. The control room itself is basically symmetrical, allowing an accurate listening environment for the producer and engineer. The back of the room is designed to accommodate guests.

While it is behind the surround monitors, the staff has been surprised at how guests still get a sense of the surround field. Also found in the back of the room is the first major break from symmetry in the room. Designer John Storyk wanted to apply flair and personality in this less acoustically critical space. This was accomplished dramatically with a curved, built-in couch.

Control Room B and its studio occupy a smaller space. The approach used in designing this control room and studio was more like that of a film post-production facility than a traditional radio facility. The studio can comfortably hold about six people at one time. The studio also doubles as a foley stage and custom sound design studio for the radio dramas and has a closet in which to house the equipment needed for this function. With so many possible sound effects needed for any production, it is not

practical to purchase a sound effects library to cover all the needs. Most of the sounds are custom created for their specific purpose.

To accomodate these functions, the back wall opens, revealing storage for every conceivable type of material and device, including various fabrics, switches, latches and knobs, for



Bridging the gap

the creation of custom sounds. The floor design incorporates covered pits containing sand, gravel, leaves. concrete, and other surfaces used in the process of walking foley.

Most of the audio tracking is done from Studio A, primarily because it is a larger space, and it is better suited

for performance use. Studio A can accommodate about 15 performers.

Variation on radio

Traditional radio drama, the foundation on which GAP Digital has built the dramatic audio production style. typically captured everything live.

> The complexity of the newer format necessitates the use of automation. For this, GAP Digital chose Sony's DMX-R100 console.

Each studio has input panels that feed each control room, so any studio can house performers for any control room. In addition, the Sony console is capa-

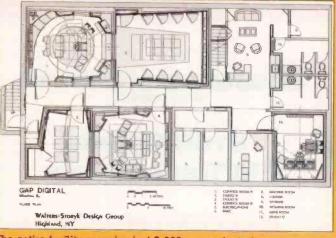


The facility's attention to aesthetics helps make performers more at ease and fosters creativity.

ble of routing audio sources from the rack room, so there are limitless possibilities of distributing audio resources throughout the facility.

As GAP's business grows, there are plans to occupy the upstairs portion of the building. The additional 3,000 square feet is currently

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SSM - Smart Silence Monitor

Monitors any stereo or two independent monaural sources and generates alarms indicating loss of carrier when white noise and/or silence is detected.

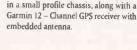
CC-II Console Controller

The CC IIA provides a (Mackie) nonbroadcast mixer with three channels of microphone switching, Additional features include; monitor level control; monitor muting; warning light relay; remote control of channel switches and status relays. Works with most (MI) mixers and/or DAW's with microphone channel inserts.

Time Sync II

The Time Sync II provides four separate GPS time referenced outputs. The first is a SPDT relay which pulses once every 15 minutes. These times are programmed for 13:00, 28:00, 43:00 and 58:00 after each hour. The second SPDT relay pulses at the "Top of the Hour" (00:00). The third output is an open collector with a 100 ms pulse every second while the forth output is an 4800-baud. RS-232 serial port providing UTC time in HH: MM: SS format. The final feature is the "SIG" led and SPDT relay, furnished as fail-safe for either loss of satellite or power and

invalid time. The Time Sync II is supplied in a small profile chassis, along with a Garmin 12 - Channel GPS receiver with embedded antenna









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on radio dramas

being used for traditional office space, but when it is convertec, it will undoubtedly add a new dimension to GAP's business.

Photos on pages 47 and 48 by Cave DeJong, Chicago.

Equipment List

Aardvark SyncClock and SyncDA

AKG 480 mics

AKG 414 mics

Bag End Elf subwoofers

Crown D-45 and D-70

power amps

Eventide DSP-4500

Eventide Orville

Failight MFX3Plus DAWs

Fostex D10 DAT

Furman IT1220 balanced power transformers

Cefen Extendit video, keyboard,

mouse extensions

Zeien SFXNet

Cenelec 1030A and 1031A

monitors

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Sanken CSS-5 mics

Sanheiser 416 mics 3 my 7506 headphones

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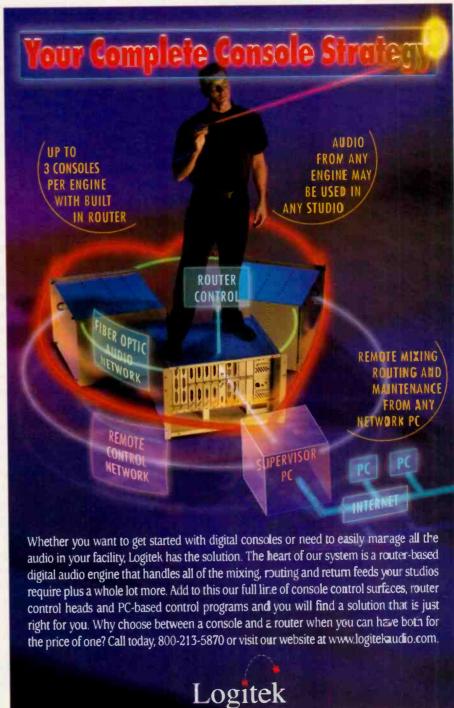
TC Electronic Finalizer Plus

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ley 730 Digital compressor



IBOC implementation

By Jeff Detweiler

s the sole developer of IBOC technology, Ibiquity Digital fields a lot of questions from broadcasters about the technical requirements to convertAM and FM stations to digital broadcasting. The single largest factor in the cost of such conversion, the transmitter, is the subject of the majority of inquiries. IBOC conversion, especially on FM stations, offers several upgrade options. Ibiquity's experience with field testing on several dozen stations indicates that many stations will be on the lower end of the projected cost range of \$30,000 to \$200,000 for IBOC conversion.

FM stations considering IBOC conversion have three basic transmission options, each requiring an IBOC exciter: high-level combining, low-level combining or separate antennas.

High-level combining, the option used most frequently in Ibiquity's field testing, combines the station's existing transmitter with a new, but lower-power, digital transmitter to create the hybrid IBOC waveform (with analog and digital components). This approach requires a power overhead of about 0.5dB in the existing analog transmitter to account for combiner loss. It also requires a linearized transmitter with an IBOC power output of 10dB below the analog transmitter's TPO to generate the digital signal. High-level combining is possible using any existing transmitter with the necessary headroom.

Ibiquity also used low-level combining successfully in the field. With this method, the hybrid signal is formed before amplification and passed through a linearized transmitter. FM stations with a modern, solid-state transmitter and about 20% power overhead are candidates for low-level combining with modifications to the amplifier modules. Low-level combining using an existing transmitter is the least expensive option to convert an FM station to IBOC.

Separate antennas for the analog and digital signals may provide another method for conversion. A separate antenna approach uses separate transmitters feeding separate transmission lines and antennas. No overhead is required in the existing analog transmitter, and the linearized transmitter needs a power rating of 20dB below the analog transmitter's TPO. While Ibiquity has not tested this method, several manufacturers are taking steps to field test this approach.

Necessary changes

Every FM field test conducted by Ibiquity on an FM station used the station's existing transmitter for the analog transmission. For most of Ibiquity's test stations, high-level combining was used. In these cases, a linearized IBOC transmitter was obtained from one of Ibiquity's manufacturing partners and installed at the site An Ibiquity IBOC test exciter was used to generate the digital component of the IBOC waveform and in turn fed the linearized IBOC digital transmitter. The output from the existing analog transmitter was then combined with the output of the digital transmitter using a custom injector/combiner supplied by another manufacturer. One station in the test group is using a single linearized transmitter for analog and digital combined at a low level.

Stations with analog STLs were upgraded to either a digital RF path or T1-based Telco channelbank. While not required for the conversion to IBOC, changing the STL allowed for a better evaluation of the audio performance without STL-induced limitations.

AM stations considering IBOC conversion have fewer options because combining the analog and digital components of the AM IBOC waveform is not an option. However, AM stations that possess modern, solid-state transmitters will only require an IBOC exciter and minor modifications to their existing transmitter. Converting these stations may actually cost less than their FM counterparts.

In most cases, Ibiquity targeted AM stations with existing IBOC-compatible transmitters for field-testing. In general, the hardware installations at the AM stations were easier than at the FM stations. Most of the AM test stations had antenna systems capable of supporting IBOC bandwidth requirements. Generally, if an antenna will support C-QUAMAM Stereo, it will support an IBOC transmission.

The test stations that were operating in delay for live talk or listener call-in segments were already set up to deal with IBOC's audio delay. However, the stations that needed to interact with live traffic reports or remote broadcasts had to establish a return audio path via an IFB. Many of the FM stations were able to use their SCA channel for this function. All the AM stations, and the FM stations with occupied SCA spectrum, were able to use bi-directional ISDN phone circuits to handle the IFB.

Ibiquity's experiences in field-testing underscores the relative ease with which AM and FM broadcasters can transition to digital. Replacing a station's main analog transmitter will be unnecessary in the majority of IBOC station conversions—especially stations likely to convert in the early years. By modifying the existing transmitter or adding a smaller digital transmitter, most stations will be able to transition to IBOC affordably and with relative ease.



OMT Technologies iMediaLogger

By Tim Wright, CPBE

hen I inherited the engineering responsibilities of WVAZ about five years ago, the station was logging off air audio with a pair of reel-to-reel tape machines. A year's worth of log tapes was kept on a large shelf. Quality of low speed analog recording left much to be desired. This was a problem because of the space needed to store the tapes and because we were logging to get air checks for clients. The audio was awful.

With input from the production and sales departments, it was decided that a modern solution was needed, so a DAT/ hard drive system designed for 911 logging was purchased.

Drawbacks to that system were soon discovered. We took care of the space problem by getting rid of the reel tapes, but did nothing to improve the fidelity of the logged audio. In addition, we caused another problem. It took a long time-minutes-to eject the tape, and even longer to find the logged audio to make those air checks, and

someone still had to dub it to cassette. Something was needed to make logging a less time-consuming project.

At NAB2000, I was introduced to the iMediaLogger, a software-based audio logger with an HTML user interface. It is supported under Microsoft Windows 98 and Windows NT 4.0. It can record a variety of audio formats (MP2, MP3, WMA, AD-PCM, PCM, and RealAudio) using nothing more than Win-

dows-approved soundcards. It can act as a logger, skimmer or background network recorder and will record up to four simultaneous streams in different audio formats from one physical audio input. Recording can be continuous, controlled by external closure or based on the clock. The software can access the Internet for NTP time packet data and become the NTP master server for an entire facility.

Getting started

My first system was based on a PII 450 clone PC, running Windows 98 SE, an Antex LX44 sound card, and a 40GB data storage drive. I configured the audio format as MPEG Layer 3, 22.05kHz, 16bits, mono and 32kb/s for the logging channel. File length was chosen for 15-minute intervals. This combination gives AM quality audio, 120 days of logging and file lengths that fit a 15-minute segment on a 1.44MB floppy.

After a few months, an opportunity arose to use the background recorder functions for a remote broadcast from South Africa. The clients wanted copies of the interviews we did. I set the second stream of the logging channel to record PCM, 44.1kHz, 16 bits, mono, 128 kb/s, and sent the files to the extra 10GB I had available on the PC system drive. The recorder started at a predetermined time each day and stopped after four hours, at the end of the remote.

When I returned, I downloaded the files on the LAN using the HTML interface, imported them into Cool Edit Pro, edited the interviews, saved them in PCM format and burned audio CDs. The audio never left the digital domain, the quality was great, and the clients were pleased.

The success of that experience led me to begin using the timed background recorder for capturing network feeds in the early morning for the news folks to use. We record a 5-minute block using Mono PCM at :44 past the hour for three separate

> hours each weekday morning. We autopurge the files every other day. The news director

Performance at a glance HTML Access to logged audio

- Multiple audio formats
- Uses any Windows soundcard
- Skim, Log, and Network Tape delay
- Remote administration client

pulls the file off the logger using the HTML interface, puts the cuts into Cool Edit Pro, breaksthem

into individual sound bytes, and saves them back as files named 1, 2, 3, etc. The files are then imported into the Oplog2000 database, which is set up to template the showlogs looking for cuts 1, 2, 3, etc., so all she has to do is fire them off with the touch screen in the studio by the number.

The next step was to log all of the Clear Channel stations in the market. I thought it would be beneficial to make the HTML available via our Web pages for listeners to go back and hear something they may have missed earlier, but our company banned streaming audio due to the AFTRA affair. I kept the HTML access behind the firewall on the WAN.

Field Report

Audio Inventory For December 2001

December 2001

The HTML screen provides IP file access to users through an intranet or the Internet. The second screen shows a file playing through Windows Media Player.

the group's six stations 12.5GB of drive, enough for five weeks of audio. The operating system is

a Microsoft Windows NT 4.0 workstation. I use two Antex LX44 audio cards for a possible total of eight independent mono channels. A seventh station can be added using the balance of the computer's drive space, but it is not recommended that audio be stored on the system drive. I use this logger as the NTP timeserver for our station and point all servers and workstations to the logger to get the time via login scripts. A bank of tuners completes the market logger setup.

A second logger uses a PIII 933 with 512MB RAM, a 14GB system drive, and two 40GB data drives, partitioned into three segments each. This gives each of I recommend the product. The single station logger running on Win98SE has been stable, only requiring one restart in a year. The NT-based logger has only been shut down for software upgrades. OMT-MediaTouch support staff is stellar. Suggestions for product improvements are taken seriously, and system upgrades are easily downloaded and installed. I would like to see a bit more control

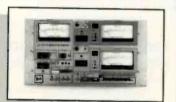
of the HTML, so I can customize with company logos and limit user access to the inventory pages if desired. I have suggested, and seen implemented, control over HTML colors.

OMTTechnologies



Tim Wright is chief engineer of WVAZ, Chicago.

Editor's note: Field Reports are an exclusive BE Radio feature for radio broadcasters. Each report is prepared by well-qualified staff at a radio station, production facility or consulting company. These reports are performed by the industry, for the industry. Manufacturer support is limited to providing loan equipment and to aiding the author if requested. It is the responsibility of BE Radio to publish the results of any device tested, positive or negative. No report should be considered an endorsement or disapproval by BE Radio.



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Aphex 204 Aural Exciter and Optical Big Bottom

By S. Parks Hall

n our world of ones and zeros, we tend to overlook the analog devices still in use throughout the broadcast and recording industry. Not only is analog not dead, many audio professionals seek its use in specific areas. Even vacuum tubes are used in microphone preamps and audio processors in many leading facilities for the perceived warmth and presence they provide.

Few products intrigue an analog enthusiast more than a piece of equipment that may contain a little audio black magic. Enter the latest enhancement of the Aphex Aural Exciter, the 204 with Optical Big Bottom. The ancestor of the 204 dates back more than a quarter of a century. When first released in the mid '70s, it took the recording industry by storm. Many album liner notes boasted of its use. One

applied. The range is roughly 600Hz to about 6kHz. A *harmonics* control sets the degree to which harmonics are generated from the selected fundamental frequency operating range. These are primarily second-order harmonics.

The mix control varies how much enhanced audio is mixed back into the original audio signal. The 204's rear panel allows balanced or unbalanced inputs and outputs using either XLR or '4" TRS jacks. Separate -10dB or +4dB operating level switches are provided for each channel.

Processing enhancements for Big Bottom and the Aural Exciter take place in a side chain. The results are combined with the original audio in a summing circuit. Since the basic Aural Exciter has been around for years, its use and technology are more readily understood than the more recent Big Bottom. Big Bottom provides the perception of

dramatically increased bass power with little or no increase in peak energy. In the Big Bottom side



not using it. To this day, they are ubiquitous wherever audio and electronics come together. The 204 was preceded by the Model C2, introduced in 1992, and was the first unit to incorporate the added Big Bottom circuitry.

The back cover of the owner's manual lists no less than 21 audio environments in which the Aural Exciter may be found useful. Our focus will be where and how to use this product within the radio broadcast environment and to what success. But first, what is it supposed to do?

Aphex believes that electronic sound recording and reinforcement diminishes critical harmonic detail that is at the center of the difference in recorded and live audio sound. The Aural Exciter's mission is to restore lost detail and nuance by recreating these lost harmonic features.

The 1RU device has two independent channels, each with six front-panel controls: three for Big Bottom and three for the Aural Exciter. Also included is a process bypass pushbutton switch for each channel. For Big Bottom, the controls are *drive*, which sets circuit input level, *tune*, which sets process operating frequency range from 50Hz to 190Hz, and *mix*, which sets the amount of processed audio that is combined back in with the overall audio content. A green LED indicates the optimum setting of the drive control.

The controls for the Aural Exciter circuits are similar to those for Big Bottom. The tune control sets the corner frequency of a high pass filter, which establishes the frequency region within which the enhance process will be chain, a sample of the original audio is delayed slightly and then recombined.

Performance at a glance

- Simple controls
- · Broad range of effect
- · High- and low-frequency enhancement
- +4 or -10dB switchable operating level
- XLR and 1/4" I/O

Going to work

Using Chattanooga-based Brewer Broadcasting's Urban AC station WMPZ-FM, the Model 204 was placed at the input of an uncompressed digital STL. A pre-processor leveling amp precedes the 204. At the transmitter, overall final processing is accomplished with an Orban 8200. Listening off air while adjusting the Aphex 204 demonstrated just how powerful this tool is. I have used many types of equalizers but none have enhanced the bass region in such a musical manner as Big Bottom. I ended up with the tune controls at about 130Hz and the mix at 12 o'clock. A little bit of Big Bottom goes a long way. I recommend no bass or high frequency enhancement in the global processing. Let the 204 do the work. As for the Aural Exciter, a sense of air and revealing openness can be achieved with careful adjustment. I ended up with the tune control set for about 2kHz with harmonics set at one o'clock and mix set at two o'clock. However, I never felt I could achieve optimum results without the highs sounding a little brittle and on the harsh side. From this experience, one might conclude that the 204 seems more at home when combined with

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purely analog processing, as this negative side effect did not show up in future pairings.

Using Brewer's Mainstream Urban WJTT-FM, the 204 was inserted in the air chain between the output of Gentner Audio Prisms and the Orban 8100A with the Card 5. The Big Bottom frequency ended up at about 80Hz. with the mix at 11 o'clock. At times, the bass seemed to pass right through

the body, and it was clean. The Aural Exciter was set for about 4kHz, with harmonics and mix both at one o'clock. The effect in the higher region was a nice unveiling of the more subtle instruments and voices with none of the earlier harshness. The impact of the Aphex 204 was so positive here that I hated to take it out for further testing.

To test the unit as a microphone enhancer, it was placed between the

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output of a Valley 401 mic processor and the input to the Logitek digital console. Each of the 204 channels was used for separate RE-20 mics positioned in front of the console. Male announcers used the mic processed with Big Bottom, and female announcers used the mic processed with the Aural Exciter. With careful adjustment while listing to the individual DIs, standout presence could be achieved. Unfortunately, best results called for different settings for each air talent. Good results could be achieved, however, using settings derived from the average of the individual settings.

In the production area, the 204 was placed into the input of a digital audio workstation. The 204 was best used for providing sound enhancements to individual tracks before the final mix. It was particularly helpful in improving the clarity of agency spots or those recorded with less than full care at another station. Using the 204 on the voice tracks can render results that make the announcer's voice ear-catching.

The Aphex 204 is a real bargain of process power and versatility that is useful in multiple locations. However, obtaining the results I have mentioned takes time, patience and objective listening. Personnel must be trained in its use. Otherwise, a good thing can be misused, resulting in bad sound.



drivers, and you've got a card with capabilities that are almost, well, infinite.

Aphex

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January 2002

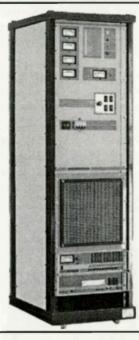
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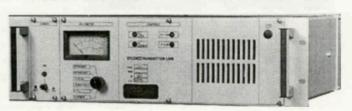
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Products

By Cindy Holst, associate editor

Amplifiers Crown Audio



▼XLS series: This series includes the XLS 202, 402 and 602. There is a selectable high-pass filter (30Hz/15Hz/Off) on each channel. Each housed in an allsteel 3RU chassis, the XLS models use a forced air fan to prevent excessive thermal buildup. Front panels sport dual precision detented level controls, a power switch and four LEDs, which indicate clip for each channel, power and fault conditions. Rear panel

connections include two electronically balanced XLR inputs and touch-proof binding post outputs. XLS products are backed by a three-year, no-fault, fully transferable warranty. Power ratings (per channel) on the Crown XLS Series amplifiers are as follows: XLS 202: 250W/2 Ω , 200W/4 Ω , 145W/8 Ω ; XLS 402: 570W/2 Ω , 400W/4 Ω , 260W/8 Ω ; and XLS 602: 840W/2 Ω , 600W/4 Ω , 370W/8 Ω . 800-342-6939; fax 219-294-8250; www.crownaudio.com

Alarm voice response Broadcast Tools

AVR-8: This device automatically reports changes detected on any of its eight digital inputs to a remote telephone and/or pager. After reporting, the AVR-8 allows the user to give it commands through a telephone keypad. Functions include telling the AVR-8 to report on the input state of any of the eight digital inputs, commanding the AVR-8 to pulse any one of its four SPDT relays for 750ms and/or turning any one of the relays on or off. In addition to initiating a call out when inputs change, AVR-8 monitors its telephone line to receive a call-in from a remote location. When a call is received, the AVR-8 speaks a greeting message and is then ready to receive and execute commands to report on its inputs or change to its relay outputs.

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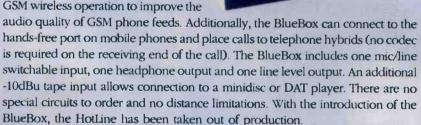
pieces remain comfortable for long periods of listening and can be rotated for flat mobility and space-saving transport. Single-sided coiled cable gives users maximum flexibility on the job. Easy replacement of all wearing parts ensures long-life and functionality.

860-434-9190 fax 860-434-9922

860-434-9190; fax 860-434-9022 www.sennheiserusa.com lit@sennheiserusa.com

Wireless codec

BlueBox: This codec delivers the audio quality of a Matrix or Vector (15kHz on a single dial-up line). The BlueBox is compatible with all existing Comrex POTS codecs, including the Matrix, Vector and HotLine. The BlueBox also provides



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Connector enhancements Neutrik NC3FXCC: This new XLR connector features a coaxial ground spring and coaxial hex crimp ferrule at the cable entrance for accurate and reliable transition of the shield to the shell. The NC3FXCC provides continuous (360°) ground connection between the cable shield and the

connector shell, which is essential when transmitting digital audio signals. The connector includes a coaxial ground spring, which provides an accurate connection to the mating shell and features excellent screening up to 1.3GHz of min55dB. The NC3FXCC also incorporates a better shield (ground) connection than standard female XLR cable connectors. 732-901-9488; fax 732-901-9608; www.neutrikusa.com; info@neutrikusa.com

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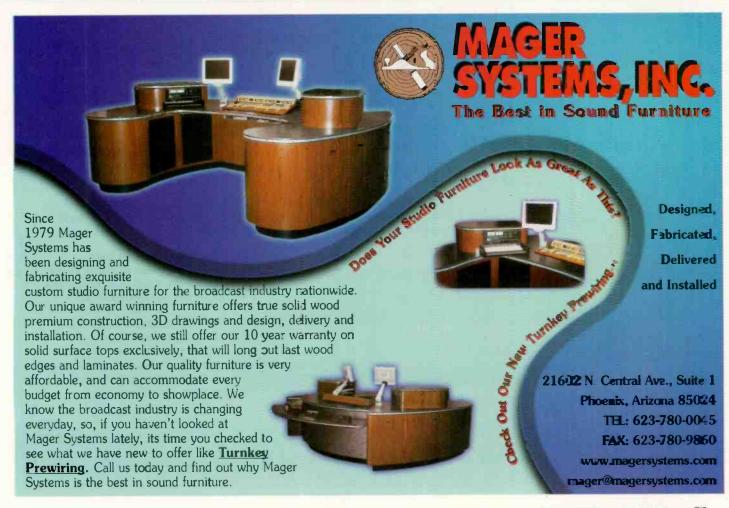


Four-channel mixer Samson Technologies

◀ S vox: This mixer fea-

tures four-inputs with analog and digital outputs. Channels one and two feature microphone preamps. For direct input of condenser mics, 48-volt phantom power is provided. A phase reversal switch allows two channel micing. Channel controls include 3-band EQ with sweepable mids and an in/out switch that provides toggling between equalized and non-equalized modes. Channels one and two also use an optical compressor with selectable threshold. Insert points are provided. Two 5-segment LED meters show accurate information of input or output signals. Channels three and four provide line inputs matched for keyboards or other processors. They can also be used to return a stereo sub nux. All channels offer volume and pan controls. S/PDIF inputs and outputs digitally connect the S vox to a digital audio workstation. Rear panel ¼" TRS balanced mixer outputs are provided for analog recording. Control room/phones analog outputs can also be used to monitor the signal before or after it enters the DAW.

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Mic preamp Sound Devices



MM-1: A high-performance, transformer-balanced, single channel microphone preampli-

fier with a flexible headphone monitoring function, the MM-1 produces lownoise, low-distortion gain at all switch positions. Its dual-stage limiter and high-pass filter prevent occasional signal extremes from overloading

down-stream equipment. Flexible microphone powering provides phantom (48V or 12V) or 12-volt T-power. With its headphone monitoring function, the MM-1 is an advantage in applications where communications channels or mix-minus feeds need to be monitored in headphones. The user can monitor both microphone audio and external audio sources in headphones with level control.

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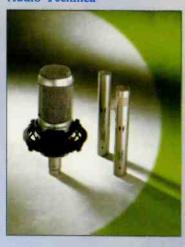


Pulsar Ellipse: Available in power ratings from 300VA to 1200VA, these units have enough battery power to keep PCs running for 10 to 60 minutes or more. Microprocessor controlled charging extends battery life up to 50 percent, while smart battery management assures advanced warning when batteries need replacement. All models include smart communication capabilities that protect data in all major operating platforms in the event of an extended power outage. USB-equipped Pulsar

Ellipse models rated at 300, 500 and 800VA feature integration with Windows 2000. Software for USB-based Macintosh computers is also available. Ellipse models in 500, 650 and 1200VA ratings use an RS-232 port that allows communication with Solution-Pac software for Windows 95, Windows NT, Red Hat Linux, Novell Net-Ware, SCO UNIX and Unixware. Additional features ensure maximum protection for all connected equipment.

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Microphones Audio-Technica



■ 30 Series: Three models comprise the 30 Series: the AT3035 large-diaphragm side-address cardioid condenser microphone, and the AT3031 cardioid and AT3032 omnidirectional small-diaphragm condenser microphones. The AT3035 has a fixed cardioid polar pattern and features a flat, extended frequency

response (20Hz to 20kHz); SPL handling capability of 148dB (158dB with the 10dB pad); and an element yielding low self-noise (12dB SPL). The AT3035 requires 11V to 52V phantom power and has a switchable low-frequency roll-off (at 80Hz, 12dB/octave). The AT3031 cardioid condenser and AT3032 omni condenser microphones offer a frequency response of 30Hz to 20kHz; SPL handling capability as high as 148dB (158dB with the 10dB pad); 48V phantom power operation; and a switchable roll-off (at 80Hz, 12dB/octave).

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Web page: www.energy-onix.com

Product update
Dalet Digital Media

TeamNews: Fast-Talk's Phonetic Preprocessing Engine (PPE) and Phonetic Search Engine (PSE) have been incorporated into Dalet TeamNews. the digital content factory. Fast-Talk's phonetic preprocessing engine will enable Dalet customers to pre-process live feeds and digital audio/ video to create a searchable phonetic track. Using the phonetic search engine, customers can search processed media to find words, phrases and quotes without the need to first convert audio into text. Using Fast-Talk's Phonetic Search Engine technology, customers can search at more than 36,000 times real-time (10 hours in one second) to find what's needed more quickly and accurately.

212-825-3322; fax 212-825-0182 www.dalet.com; sales@us.dalet.com

Digital audio recorder Nagra/Castlewood Systems



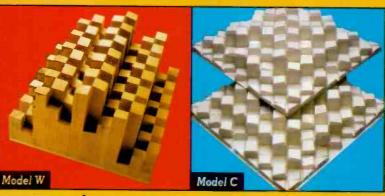
▲ NAGRA-V: Developed to replace its analog reel-to-reel recorders, the NAGRA-V incorporates Castlewood's ORB 2.2GB ultra high-speed removable cartridge drive for a faster, easier, lower-cost recorder that helps achieve industry-wide compatibility. The NAGRA-V records just once to the Castlewood ORB drive, at a transfer speed that is four times faster than DVD. Production sound recordists can record more than two hours of 24-bit digital audio recorded at 48kHz sampling frequency. Castlewood's ORB drive provides the highest storage capacity at the lowest cost per megabyte. The ORB offers one-step recording, 10 times faster recording than optical and 2.2GB capacity. The ORB was developed specifically for

MAC and PC products.
615-726-5191; fax 615-726-5189
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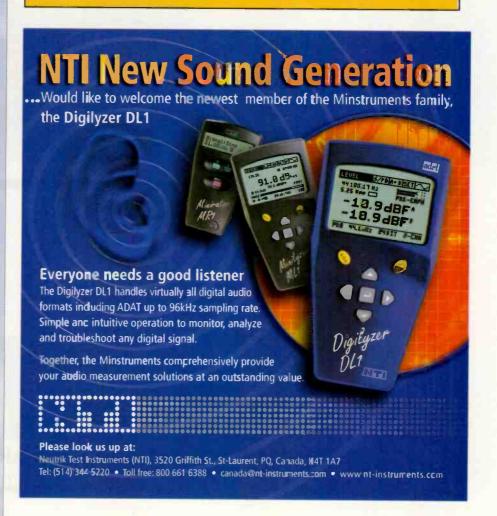


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Multitone analyzer

NTI (Neutrik Test Instuments)

RT-2M: This multitone analyzer may be integrated in network administration systems and can be remote controlled. The RT-2M allows the testing and quality control of audio program channels while on air. The short (160ms to 960ms) multitone burst may be used as time tone, or be inserted into the program for minimum notice ability. Multitone testing with RT-2M gives the broadcast engineer complete performance tests with plots of level, distortion, noise, phase and crosstalk vs. frequency. The transmitting and receiving Rapid Tests handle the 50mu pre-emphasis and de-emphasis required by the CCIR standard. Test signals are resistant against enhancement and compression. The receiving RT-2M device captures, stores and sends back the test results to the transmitter where data is analyzed.

800-661-6388; fax 514-344-5221; www.nt-instruments.com; info@nt-instruments.com

Logger control software Eventide

64



ArchiveReview: Now, original archive media recorded on an Eventide logger can be searched and played off-site with neither a physical connection to the recorder nor the need to rerecord the data to analog audio tape or digital PC format. This new software also eliminates the need to own expensive and bulky play-only logging recorders. Original archives recorded on an Eventide logger

are virtually tamper-proof. ArchiveReview software, in combination with the appropriate DVD-RAM or DDS archive drive, can be installed in any PC or laptop computer. It looks and loads like other Windows-based programs and requires a minimal amount of hard disk space. Eventide supplies an optional foot control that works with ArchiveReview and the user's choice of word processor to facilitate the transcription of programming archives.

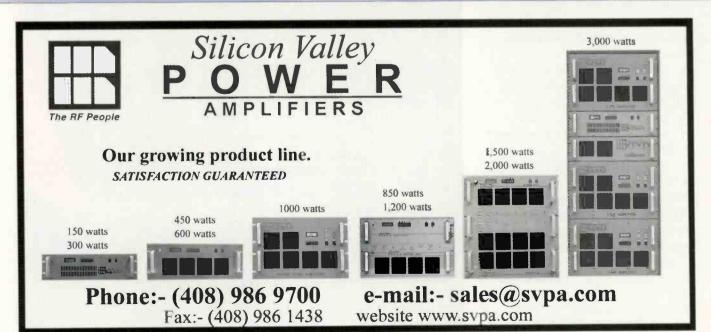
201-641-1200; fax 201-641-1640; www.eventide.com; postmaster@eventide.com

Satellite spectrum analyzers AVCOM of Virginia



▲ PSA-45 series: These spectrum analyzers are redesigned to incorporate a high contrast LCD display and battery power in an 8 pound package. Frequency coverage is 950MHz to 1450MHz (L-band); selectable LNB power (+12V/off/+18V) is provided through the input connector. The series includes two models: the PSA-45A and PSA-45B. The PSA-45A was designed for the inexperienced technician, with fixed span (950MHz to 1450MHz). The power switch and LNB power selector (+12V/off/+18V) plus soft keys for backlight and contrast adjustment are the only controls. The PSA-45B adds adjustable span and center frequency tuning. Amplitude can be displayed in dBm or dBmv. A ride peak function tracks peak amplitude; manual cursors allow non-peak amplitude measurements. The AC power supply accepts 85VAC to 264VAC.

804-794-2500; fax 804-794-8284 www.avcomofva.com sales@avcomofva.com



Product upgrades RCS

Selector XV and Linker XV: These products are significant new version releases of two products used throughout the world of radio programming, Selector and Linker. The upgrades are called Selector XV and Linker XV. The success of Linker promo scheduling has paralleled the growth of Selector music scheduling. Applying Selector-like rules to liners, promos and jingles came as a result of Selector users wanting the same tools to manage the promo and sales liners. Selector XV and Linker XV share a common interface and integration. Some of the newest enhancements in both programs include newly designed quick Windows navigation, increased capacity, customizable browses, drag and drop editing & clock construction, packets with names, chart editor and instant analysis in policy.

914-428-4600; fax 914-428-5922; www.rcsworks.com; info@rcsworks.com

Mic processor Helicon Vocal Technologies



▼Voice Prism Plus:

A full solution vocal processor for stage and studio, the Voice Prism Plus features

Voice Modeling technology. Voice Mod-

eling is essentially realtime resynthesis and reshaping of the human voice. It offers a variety of ways in which to process the vocal input, including the ability to add breath, growl, rasp, head and chest resonance, inflection or vibrato. The

VoicePrism Plus provides Voice Modeling features for the lead vocal channel. and a full range of effects, harmony and backing channel vocal processing under preset control for subtle to extreme vocal processing. The Voice-Prism Plus also provides the ability to go directly from a phantom powered mic into its 48V mic preamp to access any of the onboard processes. Inputs and outputs include 1/4" analog, 24-bit AES/EBU and S/PDIF digital I/Os.

805-373-1828: fax www.tc-helicon.com Info@tcelectronic.com

Connectors Switchcraft

HP75BNC Series: These BNCs are true 75Ω , designed for the broadcast industry, or wherever true 75 Ω BNC connectors are needed. Made of highquality machined brass, with 50MI gold-plated center pins, they meet the most demanding requirements for 75Ω BNC connectors. The HP75BNC Series is available in seven different configurations for the most popular cable sizes and types. All can be terminated with standard BNC crimping tools.

773-792-2700; fax 773-792-2129 www.switchcraft.comsales@switchcraft.com

Simpleaccess.net

Internet access partnership

Radio Revenue: The primary objective of this program is to provide radio stations across the nation a way to privately brand Internet access. This is accomplished by combining the services offered by SimpleAccess.net with the advertising vehicle of American radio. SimpleAccess.net is a wholesale provider of dial-up Internet access. The program would require each company to provide a resource; the radio stations role is to solicit its listener base and SimpleAccess.net's role is to provide the service. (Internet access. customer service, technical support, billing and sales.) The goal of SimpleAccess.net is to be invisible to the end-user/listener; the radio station will be able to privately brand the service with their name. SimpleAccess.net will provide the service and the support, but the radio station will get the credit, brand recognition and a piece of the revenue.

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Production A at the Xact Radio Network

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New Products

Racks

Raxxess

ROTR series: Available in 35 rack spaces, the Captive ROTR rack consists of a rollout 22-inch deep rack frame on fourinch casters and a 16-gauge welded steel housing. A ballbearing swivel base sits between the caster base and the reinforced 12-gauge rack frame, allowing 90-degree rotation when the rack frame is at full extension. Heavy-duty 28-inch full-extension telescoping sliders allow the rack frame to move smoothly in and out of the housing. The three-inch wide cable passage cutout in the roof combined with ample cable tie-off points in the rack allow for easy cable management. The racks are available in two (ROTR-2) or four (ROTR-4) slide formats capable of supporting 150 and 300 pounds, respectively. The rack extends twenty inches from its frame and can rotate 90 degrees in either direction. The system locks in the closed position with security panel and screws provided. A cable management system and an eight-space rear rack rail are included.

800-389-RAXX; fax 973-523-5106 www.raxxess.com; sales@raxxess.com

Mic arm and riser O.C. White

> 51900 Deluxe Series UltraFlex:

This series combines the spring-counter-weighted 14194 mic arm with a 12-inch riser, providing height, reach, and flexibility, and allows placement of other studio equipment up to 10.5 inches high immediately adjacent. These arms are squeak-free for ultimate on-air performance. 51900 Deluxe mic arms offer exceptional quality, durability and holding power. Heavy-duty springs for larger mics are optional.

413-289-1751; fax 413-289-1754; www.ocwhite.com

Distribution amp

FlexDA: This unit offers four inputs, sixteen outputs and a flexible routing system in a 1RU package. It is designed to distribute audio sources to multiple loads, each of which may be balanced, unbalanced, mono or stereo. The four inputs have individual front panel gain controls, and drive audio present LEDs for at-a-glance monitoring of signal status. Each output may be individually assigned to any of the inputs, or to one of two internal mix buses. These capabilities allow the FlexDA to operate in standard configurations as well as more unusual situations. The extra pair of inputs allows dual stereo operation, and the user can choose exactly how many outputs are assigned to each source. Inputs (on female XLR-3) and outputs (on male D-type connectors) are electronically balanced and may be individually unbalanced without affecting their level.

+44 14244 45588; fax +44 12424 43388 www.sbsfm.com; sales@sbsfm.com

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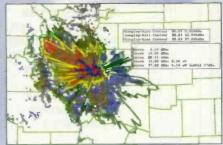
Plug-in Waves

L2 Ultramaximizer: This plug-in offers an increased digital resolution wordlength-reduction system with ninth-order noise shaping, which can increase the perceived sound by as much as 18dB. For example, when you start with original sources of 20 bits or more, 16-bit and 20-bit masters may have the perceived sound quality of 19-bit and 23-bit signals. Features include 48-bit processing; sampling rates up to 96kHz; the brick-wall look ahead peak limiter from the Waves L1 software processor; Waves' IDR (Increased Digital Resolution) wordlength-reduction technology (two types of dither and seventhorder noise shaping); and Waves' ARC (Auto Release Control) technology for dynamically controlling release times for maximum level with minimum artifacts.

865-546-6115; fax 865-546-8445 www.waves.com

System design software SoftWright

v4.4: The upgrade pricing for the latest version of the Terrain Analysis Package Software (TAP) for RF system design (version 4.4) has been simplified. Users running version 4.3 will incur a minimal cost to upgrade to 4.4. It is not a function of how



many modules a user has. TAP software allows users to have their own radio system design tools in-house. New features include: page layout scale and legend—with the ability to include a scale and a legend of field strength values; autodraw and autoprint—enables users to queue multiple studies to run and send the coverage maps to the default printer; pin function on profiles—users can select locations and mark them with the coordinates and a descriptive label; and boundary filter—enables users to exclude unnecessary information from your plot, resulting in faster plotting.

303-344-5486; fax 303-344-2811; www.softwright.com; sales@softwright.com

Correction

The November 2001 Trends in Technology had outdated information for the products offered by RCS. The updated information appears below.

RCS • www.rcsworks.com

MasterControl • Audio Hardware: Digigram
OS: Windows 2000 • Network OS/Protocol: TCP/IP

RCS Master Control now features Internet Voice Tracking, a patented process allowing talent to run shows from any location over the Web. Also, Real-Feel studio voice tracks, a log-linked Web browser, dayparted hot keys and the Living Log with direct access to/from Selector Music Scheduling are all standard in Master Control.



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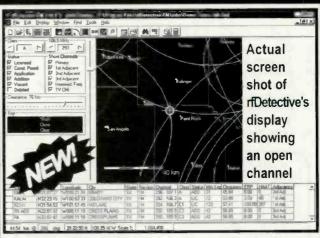
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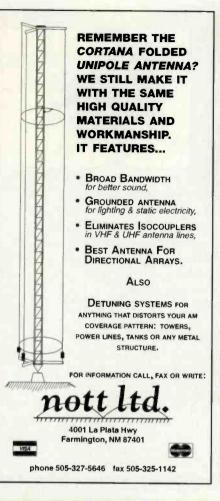
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- •24 Bit D/A Converter
- ·Headphone, Meter and Stereo Balanced Line Outputs
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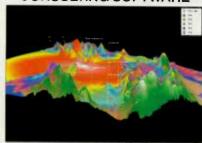


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	-				
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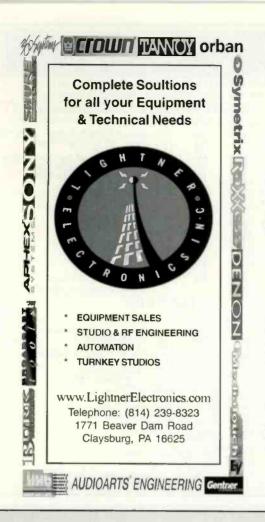
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Contributor Pro-file

Meet the professionals who write for BE Radio. This month: Managing Technology, page 10.



William Harrison Jr. Manager of Web Technology WETA-FM and WETA-TV Arlington, VA

Harrison develops content management systems and frontend publishing ccde for WETA's various websites. He admir isters the station's Web and streaming audio servers, develops automated encoding and

publishing systems, plans bandwidth usage and management, and tracks site and audio scream traffic. Other projects for WETA include developing a bulk e-mail solution for electronic newsletters and a Webbased calendar system



Written by radio professionals Written for radio professionals

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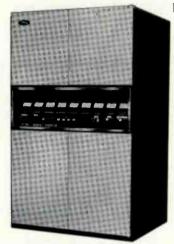
Shaping radio today and tomorrow

By Cindy Holst, associate editor

Do you remember?

In 1972, American Electronics Laboratories, based in Lansdale, PA, advertised the new FM-12KD and FM-25KD (12kW and 25kW) FM transmitters. These transmitters

boasted a two-tube design



with a grounded grid final amplifier (3CX15000) and pentode driver stage (5CX1500), automatic filament voltage control, automatic power control, solid-state control circuitry, a solid-state exciter and power supplies, and VSWR protection.

The transmitter was unveiled at the 1972 NAB convention.

That was then

WHAS-AM, Louisville, KY, signed on July 18, 1922. Like most early stations, it changed frequency assignments several times, finally staying on 840. By 1932, the station was licensed for 25kW operation. In 1933, the power was increased to 50kW. In 1938, the station owners built a new transmitter site in Eastwood, KY.



The photo shows the transmitter room as it looked about the time when it was built. On the left is the Western Electric WHAS transmitter. On the right is the FM transmitter for what would become WHAS-FM. This transmitter was likely the experimental station for W9XEK at 45.5MHz. In the middle is the console for the Western Electric transmitter. WHAS, which was co-owned with Courier-Journal newspaper, experimented with transmitting an early facsimile system that would transmit the data to receiver-printers in people's homes. This transmitter, licensed as W9XWT, was behind the FM transmitter.

Hanging above the WHAS transmitter are the licenses of all the engineers of the station.

WHAS photos and information provided by Scott Cason. See more at www.qsl.net/wb4wsb.

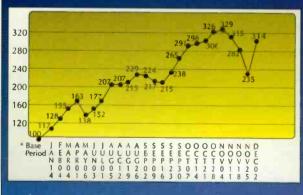
Do you have information and pictures of a station from radio's early days?

Tell us about it for an upcoming installment.



A look at the technology shaping radio

Internet radio listening continued to rise in 2001.



- * the 10-week base period is an average of the weekly total time spent listening from October 30, 2000 through January 7, 2001.
- ** Index values are for an entire week ending on the date listed above.

Source: MeasureCast Internet Radio Listening Incex 2001

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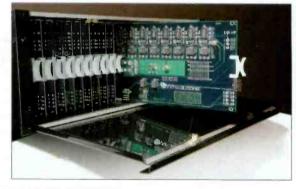
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