The Studio

LOGGER/STREAMER COMPUTER:
This very important computer serves three purposes – it records everything we broadcast, it broadcasts our programming to our web stream and our mobile apps, and it monitors for silence/dead air. As a licensed radio station, we are required to have a fully operational logger and have a minimum 30 day record of all content broadcast – our internal requirement is a 60 day record. HardDiskOgg is the logger software, AAC Encoder is the streaming software, and Pira CZ Silence Detector is the silence sensor.

LINE MIXER/SPLITTER:
Allows consumer-level audio components to be connected to the audio console at the proper audio levels and without any interference.

TUNER:
Receives the station's over-the-air signal and routes it to the studio speakers, as well as the logger/streamer.

COMREX HOTLINE:
A "codec" which allows us to send & receive live, broadcast-quality audio over a regular analog telephone line. This pairs up with a corresponding portable unit called the Vector which is used at the remote site. The Hotline and Vector are typically used for special live broadcasts, and may also be used for sports broadcasts, where an analog phone line is available to us.

PRODUCTION COMPUTER:
This computer serves a number of purposes, though it is primarily used for recording & editing audio. It's also used for running news software and accessing the web, social media and email. Recording & editing are done in Adobe Audition, and news content is accessed via WireReady.

STUDIO PHONE SYSTEM:
The Telos system allows us to put phone calls on the air and/or record them, usually for either contests or sports broadcasts. The announcer or operator speaks with the caller using the studio microphone, and the caller's voice comes up on a fader on the console, as well as the announcer/operator's headphones.

NEWS COMPUTER:
Mainly used for writing news stories and presenting live newscasts during the morning show. WireReady is the primary software on this system.

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AUDIO CONSOLE:
Mixes various audio sources (microphones, phone system, etc.) and routes the output to either the transmission chain or to the production computer. During live programming, this console is switched to the transmission chain, otherwise the automation system is switched directly to air.

ON-AIR/AUTOMATION COMPUTER:
This is the most important system in the studio – it plays just about everything we broadcast, including music, commercials, almost anything that's recorded. It also generates a record of exactly when something played, such as a spot. The on-air system can also be operated manually – this is usually done during live programming. Software used is BSI Simian. To keep the system's clock set to the correct time, there is a small program that, every hour, synchronizes with the National Research Council master clocks in Ottawa.

TRANSMITTER FEED SWITCH:
This switch determines whether the audio console or the automation system will feed the transmission chain. In the "local" position, whatever is turned up on the console and assigned to the Master bus will go on the air. In the "automation" position, only the on-air system will go on the air.

MIC PROCESSORS:
Each microphone in the studio is connected to one of these devices. The mic processor powers a microphone, and performs several functions (filtering, compression, expansion etc.) to improve the audio quality from a mic.

AUTOMATION LINE MIXER:
This little mixer takes the three main play channels from the on-air computer and mixes them into one output that feeds the transmission chain when the transmitter feed switch is set to the "automation" position.

ON-AIR AUDIO PROCESSOR:
Like the mic processor, the "Omnia" performs a number of functions simultaneously, to keep our on-air audio levels consistent, and also give us a unique "signature sound" that's different from other stations on the dial. The processor also creates a proper stereo signal that is fed to the transmission chain.

SPEAKER AMPLIFIER:
Takes the "control room" feed from the console and sends it to the speakers.

TELOS MAINFRAME:
This is the "brains" of the on-air phone system – the phone lines and audio inputs & outputs connect to this unit.

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DISTRIBUTION AMPLIFIER or DA:
Allows one audio source to be split up to six times, usually for the logger/streamer, another studio etc.

RBDS (Radio Broadcast Data System) ENCODER:
This little box generates text that can be seen on RDS/RBDS-capable FM radios, usually in newer cars & trucks. The basic unit we have puts the name "myFM" on the display, as well as a plug for the website. Many other stations across the country have more advanced RBDS encoders that display the artist & title of the song playing, as well as things like weather or who the current announcer is.

STUDIO-TRANSMITTER LINK (STL):
The STL is a special low-power transmitter that sends our programming out to the transmitter site via the round-ish antenna above the building.

This confirms I have: (please check)

- ☐ Received The My Broadcasting Corporation Studio information.
- ☐ I have been given a tour of the studio by _____ and have understanding of the studio equipment.
- ☐ I know where the equipment manual is located.

EMPLOYEE SIGNATURE: _____

DATE: _____

NAME PRINTED:_____

MANAGER SIGNATURE:_____