

Database Access Module

Access to the whole NUMISYS world

GESTION DE LA BASE DE DONNEES - 2	.8.4 - [supervisor-A	dministration]		×
Liste Données		😨 🤮 💌 🕨	86	Aide Blts
Titre	Duree	Catégorie	Modifié par	
Balise Horaire	00:00:04.78	JINGLE	supervisor	
Balise RFI	00:00:08.52	JINGLE	supervisor	
BRASSY 94.9	00:00:09.34	JINGLE	supervisor	
Championnat de Ski	00:01:00.00	MICRO	supervisor	
Championnat de Ski	00:01:00.00 ³⁹¹	MICRO	supervisor	
dopageNEW TAKE 2189++	00:08:28.51	MONTAGE		
Début Info	00:00:02.18	JINGLE	supervisor	
Enr_Mode_loop1	00:00:00.00	INTAKE		
Euréka	00:01:03.94	CHRONIQUE	supervisor	
Euréka	00:00:07.27	JINGLE	supervisor	
Euréka+	00:00:04.46	CHRONIQUE	supervisor	
FICHE IMPORTEE	00:00:00.00		IMPORT ENGINE	
Fin Info	00:00:02.30	JINGLE	Journaliste	





OVERVIEW

In order to manage the amount of data describing or associated to each audio element, Numisys uses a powerful database.

The engine based on BORLAND software layers ensures a reliable and evolutive set of tools:

- Adapted patterns to enter new data
- Queries based on simple filters or advanced requests
- User configurable screens to display results of queries
- Import & exports utilities compatible with Microsoft Office
- Maintenance set of tools (Reindex, Repair, Backup)

The logical structure of the database is specially designed for Radio applications and includes up to **60 fields** per audio item:

- technical data necessary for the automated transmission
- administrative data used for statistics and billing
- cultural data used for scheduling
- associated data enabling our system to be ready for RDS, DAB and any multimedia application.

The Database Access Module is available with all applications and is even more powerful associated with a **monitoring module** and **right access management**.



FUNCTIONS OF THE SYSTEM

Entering data

Reference Title	Intervals
BAD BOYS	0 Inter-Day
Artist	1 Inter-Hour
WHAM !	
Album	🗖 ОК
DO THE FUNK VOL.7 - CD N*2	Year 0
Category STANDARD	
INTERNATIO	
Close	<u>F</u> orm

Entering data in the system is based on an attractive set of 4 windows:

- Reference screens
- Administration screen
- Time code screen
- Associated data.

Search for Data

	DATABASE ACCESS	
<u>Filter</u> <u>R</u> equest		
Title		
Artist		
Station Id	Sound Presen doesn't mat	
Track S	ys	
CLASS	Category STANDARD LANGUAGE BEA	AT
		±
KEY		ž
<u> </u>	<u>C</u> ancel	<u>C</u> lear

The Database Access Module offers two ways to search for Data:

- definition of filters based on indexes and allowing quick access
- definition of advanced requests based on any selected fields of the database and using logical expressions

All filters and request may be stored by user



Display of results

	DATABAS	SE MANAGE
<u>L</u> ist <u>D</u> ata	Dtcld	Producer
🛩 🖬 👫 60	Title	Inter-Day
Duration .	Artist	Inter-Hour
00 <mark>.</mark> Remove	Sys	Validity
00 Add	Track	Modified b
00 Modify	Duration 🗋	Modified o
00:03:38 MONEY'S T(00:04:16 DU MAL	Station Id	Composer
00:04:03 DON'T BRIN	Category	Level

The screen used to display search results is fully user configurable:

- number of columns (fields)
- data displayed
- size of columns

When configured, the screen may be saved as a model.

Import / Export of Data

Apprentissage GiantCD	±
Apprentissage GiantCD	
Base Radio Donna	
Blue List Radio24	
Programmes d'Accord	
Listes d'Accord	
Listes Selector	
Listes Numisys II	
Programmes Numisys II	
2 2	

Numisys allows to import data from an external Database. Different patterns are already available:

- Selector (Music)
- D'accord (Commercials)
- ASCII format

It is also possible to export a part of the data to external files in CSV format in order to use them with all Microsoft Office Tools (EXCEL, ACCESS, ...)

This is particularly interesting for log, statistics and billing applications.



TECHNICAL SPECIFICATIONS

Minimum configuration required

- PC Pentium 133 Mhz 16MB RAM running under WINDOWS with SVGA display
- 500 MB required for software & database

Physical Tables

By default our system is based on Paradox Tables dBase, ODBC and SQL accessible tables may also be supported

<u>Limits</u>

Our system has been tested with up to 100 000 audio items