

## MediaTouch Backup Scenarios

When you have a server and On Air maps the Audio Drive to the Server

### Store Forward:

1. Install a second hard drive into the On Air machine
2. In the On Air Config General page set the File Location to look like this:  
We are assuming that the second hard drive is called F:, your machine may be different.  
We are assuming that the audio library is on O:

The screenshot shows a configuration window titled "File locations" with three input fields:

Audio database	O:\Projdata.dbf
Backup audio database	F:\Projdata.dbf
Input logs	C:\OpLOG\logs\KEVN_FM\

3. On The store forward page set up the File Transfer to look like this:

The screenshot shows two configuration windows. The top window is "Audio transfers" and the bottom is "Audio assets".

**Audio transfers:**

- Enable:
- Source directory: O:\ (Browse button)
- Destination directory: F:\ (Browse button)

**Audio assets:**

- Enable:
- Destination drive: F: (dropdown)
- Download options:**
  - Cleanup destination directory:
  - Substitute destination drive in projdata:
  - Copy all database files, not just selected:
- Extensions to copy:**
  - VIS:
  - JPG:
- Categories available:** (empty list)
- Categories selected:**
  - ABC
  - BED
  - CM1
  - CMI
  - CHT
  - COM
  - COV
  - EFX
  - IDP
  - IDS
  - IDV
  - IRF

1. The first section is the Audio Database transfers, here we setup the Source as the O: which in this case is where that audio library is stored. We setup the Destination as F: which is the second hard drive installed in the On Air machine.
2. Under Audio Assets we have enabled the audio files to be transferred and the Destination is also set to F: which is the second hard drive installed in the On Air machine.
3. In the Download options we have selected Cleanup destination directory and Copy all database files. We did not select Substitute destination drive in projdata. The substitute option would have the On Air play back from the local hard drive and not the actual audio library.
4. On the right hand side we select the categories that we want copied over. Some stations that have multiple formats will not backup categories not

needed for this particular station. You add the categories by clicking on the category and then clicking on the Add button.

5. In the Extensions to copy we have selected the JPG and the VIS to be backed up. If this does not show up on you page the you can add it by either changing this section or adding this to your setting.ini file found in C:\OpLOG

```
[STOREFORWARD]
```

```
adextension1=VIS
```

```
adextension2=JPG
```

```
adextension1enabled=1
```

```
adextension2enabled=1
```

4. Restart the On Air software for the changes to be activated

### **Notes:**

You may want to copy over the audio library using Windows or Second Copy instead of letting On Air copy the library initially. The On Air software does a very slow copy so as not to interfere with On Air's operation. It is possible that the transfer of the audio library could take a few days letting the On Air process do the initial copy. After the initial copy, the new tracks will be copied to the On Air machine within 2 minutes.

If you choose to use Substitute destination drive in projdata and have the On Air system play back from the local drive. You may run into problems with tracks that are added to the system and then are needed on air quickly. Remember, if the added tracks are cued before it is copied over, the track will not play correctly. If you record the weather or news a few minutes before it goes to air, then the Substitute destination drive in projdata may not be a good option for your station.

By setting up the store forward in this manner if your O: drive ever goes away, (server crashes, network is too slow etc.) the system will automatically transfer over to the local drive for playback.

When the system fails over to the local drive this is what you will hear:

1. O: drive is lost
2. Currently playing item will be killed at that point, or slightly afterwards
3. Any cued items will playback a few seconds of the audio. This is the amount of audio that is in the cued buffer.
4. The first item to be cued using the failed over database will now playback normally.
5. When the O: drive comes back, the system will automatically switch back to using the O: drive. You will not notice any changes on air when the O: drive returns.

## ***Second Copy Backup***

If you have the your audio library stored on the On Air machine or if you just want to have a backup of the audio library, OMT recommends the Second Copy program for performing automated backups. There are many ways to set this up but here is the most widely used option:

1. Install a second hard drive in a Production machine
2. Create a share called AUDIO to the root of this new drive
3. Install Second Copy on the Machine that stores the audio library
4. Setup Second Copy to copy over the local audio library to the Production machine's AUDIO share.
  - a. Note: DO NOT map a drive to the Production machine for the purpose of copying. Use the UNC Path e.g. \\Production\Audio
  - b. See below for the screen shots of setting up Second Copy
5. Setup the transfer to occur once a day overnight. This will provide you with two backup purposes. If something happens during the day, like a track or category gets deleted by accident, you can go to the backup and recover from this. The worst case is you lose the work done from the point of the backup to the current time. For most clients that amount of work is easier to recover than a whole category being lost.

If the server's hard drive crashes and is going to be down for a while, you may want to temporarily use the audio library from the backup for the On Air and other systems. To do this all you will have to do is map your O: drive to the Production machine's AUDIO share. You can create a batch file that does this for you automatically. Here is a sample of those batch files.

Connect to the Production machine

```
Net use O: /delete
```

```
Net use O: \\production\audio /persistent:yes
```

Connect to the Server

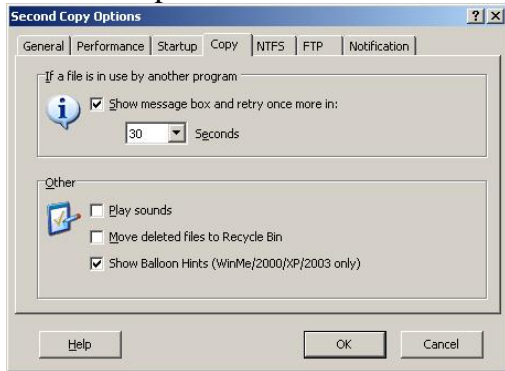
```
Net use O: /delete
```

```
Net use O: \\Server\Audio /persistent:yes
```

NOTE: The production machine was probably not designed to be a server so too much traffic on it may cause issues on air.

# Second Copy Screen Shots (in order)

Edit then Options from the main screen



New Profile

