# TimeZone Delay Service

# Customer Service

### Support.

#### By Phone in Europe.

• Service is available from CloudCast Systems in the United Kingdom at +44 808 196 0362.

#### By Phone in the United States.

• Service is available from CloudCast Systems in the United States at +1 844 967 2157.

#### By Phone in Australia.

• Service is available from CloudCast Systems in the United Kingdom at +61 7 5606 8211.

#### By E-Mail.

• The address is support@cloudcastsystems.com.au.

#### Online.

• The CloudCast Systems Web site has a variety of information which may be useful for product selection and support. The URL is **http://www.cloudcastsystems.com.au**.

#### Feedback

We welcome feedback on any aspect of CloudCast Systems products or this manual. Please contact us with your comments.

#### Updates

All of our products are undergoing constant improvement. Periodic updates may become available - to determine if this is the case, visit our web site periodically, or contact us for advice concerning whether a newer release is more suitable to your needs

#### Warranty

Please see Appendix C.

## Contents

Under the Hood	7
Getting Started – System Requirements	
Hard drive Requirements	8
Virtual Machine Tips	8
Keeping Time	9
Getting Started – Registering License	
Getting Started – Trial Activation	
Getting Started – Setting up Delay Unit	
Setup Wizard	
Basic Operation	
Web Interface Buttons	
Web Interface Status	
Audio Meters	
Assigning Input and Output Devices	15
Setting Delay Offset	
Setting Delay Unit Name	
External Control	
Data Channels	
Adding TCP Data Port	
Adding UDP Data Port	19
Adding and Configuring Axia GPIO	
Enabling Axia GPIO Service	
Adding Control Port (GPI)	
Adding Status Port (GPO)	21

Debugging Axia GPIO	22
Adding Wheatstone SLIO	23
Adding Blade Server	23
Adding and Configuring Wheatstone SLIO	24
Adding Control Port	24
Adding Status Port	24
Using Ember+	25
Enabling Ember+ Service	25
Connecting to Ember+ Server	25
CommandQueue	26
Overview	26
Data type	26
Command Received	26
Scheduled Execution Time	27
Data	27
Examples of Delay Offset Change Impacting Data	27
Adding TCP/UDP Command to CommandQueue	
Adding AXIA/WS/Ember+ to CommandQueue	29
Adding Delay Change to the CommandQueue	
Editing / Deleting Commands from the CommandQueue	
Daylight Savings Changes	32
Configuring Email	33
Configuring Email Server	
Creating Email Group	
Testing Email Group	
Assign Email Group to Delay Unit	
Logging	35

Logs	35
External Syslog Server	35
Log Maintenance	
Other Settings	
Export and Import Settings	
Arranging Delay Units in Webserver	
Webserver Authentication	
Restarting One or All Timezone Delay Units	
Choosing Audio Mode	
FAQ	
How do I add extra Delay Units to my License?	40
What is the bitrate of the Shout cast Streams?	
What is the default login for the webserver?	
What if I forgot the webserver password?	40
What format is the TCP and UDP Buffers?	41
How much space do I need?	41
How do I upgrade my version of TZDS?	41
How do I change the default webserver port?	41
How do I change the default TCP Control Protocol Port?	
How do I change the server Timezone offset?	
How do I enable SSL/TSL on web interface?	43
Appendix A	
Status	
Controls	45
Appendix B	
Timezone Delay Service Control Protocol	

Date	Revision	Description	Initial
01/10/2020	1.0	Initial	
08/10/2020	1.1	Added Ember+ Update, Default server timezone	
11/11/2020	1.2	Added external syslog	
23/02/2021	1.3	Added extra information around DST offset changes	

## Under the Hood

- 0 Seconds to 24 hours audio and data delay with 1 second granularity
- Runs as a service and managed through a html5 web interface
- SSL & TSL encryption for web server
- SOAP Api & TCP control protocol for external status and control.
- Run up to 4 units on a single windows machine.
- Shout cast stream pre and post delay audio via the Browser.
- Delayed TCP/UDP data ports for use with now playing and playout systems.
- Axia GPIO, Wheatstone ACI and Ember+ Protocols.
- Daylight saving scheduling.
- CommandQueue which allows users to edit/add and delete queued data.
- Verbose logging and external syslog capabilities

TimeZone Delo	y Service				ul Fast Meters	+ Add Timezone Delay Unit	? 🚨 Logout
	TZDUnit 1	_		Delay	Offset: 00:02:00		
	Stream Input	Stream Output	E Open Command Queue	● 00:27:57	€► 00:25:57		
	Settings						
	TZDUnit 2			Delay	Offset: 05:00:00		
	TZDUnit 3			Delay	Offset: 02:00:00		
	TZDUnit 4			Delay	Offset: 01:00:00		
	Settings						

## Getting Started – System Requirements

- Intel Core i7, Xeon, or Core i9 multicore processors specified for desktop or server applications.
- Physical Machines 2 CPU's, Virtual Platforms 4 CPU's
- System must have 8GB minimum RAM
- Operating system should be Windows 7, 8, 8.1,10 Server2012 R2 or Server2016
- TZDS Only support 64 bit operating systems
- Gigabit Ethernet LAN
- Microsoft .NET Framework 4.5
- PC Time must be locked to NTP Source

#### Hard drive Requirements

Hard drive selection is important when using physical hardware due to the amount of data being written to the drive. For best performance when selecting your hard drive, the following points should be taken into consideration:

- 1. Each Unit stores around 30 Gigabytes of audio, however data channels are an unknown quantity so it's important you understand how much TCP/UDP will be stored in a 24 hour period.
- 2. Use SSD over HDD
- 3. DWPD (Daily Writes Per Day) equal or greater than 1
- 4. TBW (Total Bytes Written) Factor of > 200

### Virtual Machine Tips

Timezone Delay Service has been verified on the following virtual platforms

• VMware 6.5

To familiarize yourself with the VMWare environment, please read the following Technical White Papers (from VMWare):

- Deploying Extremely Latency-Sensitive Applications in VMware vSphere 5.5
- Best Practices for Performance Tuning of Telco and NFV Workloads in vSphere

When configuring VMWare for use with Timezone Delay Service, it is essential to use the latency sensitivity settings (mentioned in the white papers), and to follow the "100% reservation rule" for CPU and memory.

### Keeping Time

Its important that the operating system clock is locked to an NTP source, this can be either directly to a GPS or a domain controller. TZDS uses this clock to determine the average sample rate of the audio driver and makes ongoing corrections when the sample rate is not a perfect 48000 per second.

To ensure the windows time service doesn't apply large time changes we recommend using Tardis Time Sync to keep the offset changes small to ensure the sample rate averaging isn't impacted. For an installation guide on Installing Tardis Time Sync please download the guide from the <u>here</u>.

TZDS used the Surina Soundtouch library to apply a sample rate correction.

## Getting Started - Installation

Getting started with TZDS is as simple as downloading TZDS from the cloud cast systems website and navigating through the standard installation procedure.



## Getting Started – Registering License

Licensing for TZDS is done via online activation, this means that the machine TZDS is installed on requires access to the cloudcastsystems.com.au website. If your machine is unable to access the internet please contact <a href="mailto:support@cloudcastsystems.com.au">support@cloudcastsystems.com.au</a> for offline activation.

To Activate your copy of TZDS please following the procedure below:

- 1. Ensure TZDS service is running, the service is called "TimezoneDelayService".
- 2. In Google Chrome navigate to http://127.0.0.1:81 which will load the TZDS webserver.
- 3. If prompted enter the default login username: admin password: password.
- 4. Navigate to Settings -> License and enter the serial number provided by CloudCast Systems.
- 5. Select Activate and wait until license server responds.

Licence	
	P Activate Serial
Licenced To:	CCSystems Demo
Serial:	M6FQ6-G674J-3W482-H942D-7JJ3P
Hardware ID:	YZZI2B8HZGOYAPA0EBNW34I5733OA4RN
Delay Unit Count:	1

License To	Shows the name the software is activated for
Serial	Shows the serial used to activate the software
Hardware ID	Shows the Unique Hardware which locks the Serial to this machine
Delay Unit Count	Shows the amount of Delay Units that are able to be configured

## Getting Started – Trial Activation

TZDS Allows for a trial license which is valid for 30 days from activation, trial activation is only valid if a license is unable to be found on the machine.

To Activate your trial license please follow the procedure below:

- 1. Ensure TZDS Service is running, the service is called "TimezoneDelayService".
- 2. In Google Chrome navigate to http://127.0.0.1:81 which will load the TZDS webserver.
- 3. Navigate to Settings -> License -> Register for Trial -> Enter your Email address Select Activate.
- 4. If Registration is successful, an email will be sent to your inbox asking you activate the trial. Select the Activate Link inside the body of the email to activate.
- 5. Re-Enter your email into the Register for Trial Dialog to Activate 30 Day Trial license.

## Getting Started – Setting up Delay Unit

Before you can use TZDS you must first setup the location of where the audio buffer will be stored.

### Setup Wizard

When you first launch the TZDS web interface you'll be prompted with a simple setup wizard, its recommended that you setup a directory with the appropriate amount of space (30GB per unit) and select ASIO as the audio mode, both the storage time and storage files are defaults and should only be changed on the advice of our support team.

Server Timezone should be set to the servers normal non daylight saving Timezone.



## Basic Operation

By default, TZDS has no delay units configured, to Add your first delay unit, navigate to the webserver and select "Add Delay Unit" button which is in the top right corner of the webpage.

### Web Interface Buttons

+ Add Timezone Delay Unit

Web Interface Buttons	
Opens CommandQueue for Delay Unit	⊟ Open Command Queue
Stream audio input	Stream Input
Stream audio output	Stream Output
Speed up meter updates from 1 second to 100ms	III Slow Meters
Add Extra delay unit	+ Add Timezone Delay Unit
Launch help	?
User Log out	Logout

### Web Interface Status

TZDUnit 1		Delay Offset: 04:12:13	
Stream Input	i Open Command Queue	<b>0⊉</b> 17:49:06	<b>C►</b> 13:36:53
Settings			

Current Delay Offset	Delay Offset: 00:45:00		
Current Time Recording (Local Server Time)	❶⊉ 17:56:59		
Current Time Playing (Local Server Time)	● 17:11:59		
Current Time (Delay unit Time offset time)	<b>O</b> 20:35:06		

### Audio Meters



### Assigning Input and Output Devices

- 1. Navigate to the TZDS webserver at <u>http://127.0.0.1:81</u> and select the delay unit you wish to configure.
- 2. Select Settings > Delay Settings.
- 3. Select your input and output device.

## NOTE: Asio Devices show both left and right channels, for stereo please choose the left hand channel.



CABLE Output (VB-Audio Virtual	Input Device
Speaker (Conexant ISST Audio)	Output Device

#### 4. Select Update Delay Settings



5. Once updated successfully you should see metering on the input meters.



### Setting Delay Offset

- 1. Navigate to the TZDS webserver at <a href="http://127.0.0.1:81">http://127.0.0.1:81</a> and select the delay unit you wish to configure.
- 2. Select Settings > Delay Settings.
- 3. Set the desired delay offset using the H(Hours), M(Minutes) and S(Seconds) Inputs.
- 4. Select update delay settings.



#### Setting Delay Unit Name

- 5. Navigate to the TZDS webserver at <a href="http://127.0.0.1:81">http://127.0.0.1:81</a> and select the delay unit you wish to configure.
- 6. Select Settings > Delay Settings.
- 7. Enter new name in delay box and update settings.

DelayUnit 1

Delay Unit Name 3

8. Select update delay settings.

### External Control

TZDS has the ability to be controlled from an external control system either via a TCP Port using a propriety protocol or via the soap web api.

The soap web api documentation can be found here.

https://documenter.getpostman.com/view/10723981/TVKJwEWG

the TCP control protocol can be found in <u>Appendix B</u>.

## Data Channels

All Data channels are time aligned with the audio, this means that if the delay offset changes, the data as well as the audio is shifted in time.

**TZDS** Currently supports

- TCP
- UDP
- Wheatstone SLIO
- Axia GPIO
- Ember+

All queued Data channels can be viewed from the CommandQueue table (fig 2.0) which is launched from within the delay unit menu. The Command Queue is explained further on in this manual.

Create new Command

Show	50 🖨	entries			
Туре		<sup>↑↓</sup> Received Time	Scheduled Execute Time	î↓ Data	î↓ Delete
TCP 5	020	13:42:46 29/09/2020	18:10:59 29/09/2020	Test Messa	Edit Delete
Delay	Change	18:11:37 29/09/2020	18:11:37 29/09/2020	02:00:00	Edit Delete
UDP 5	5002	18:10:35 29/09/2020	22:38:48 29/09/2020	TestTest1	Edit Delete
UDP 5	5002	18:10:36 29/09/2020	22:38:49 29/09/2020	TestTest1	Edit Delete
UDP 5	5002	18:10:37 29/09/2020	22:38:50 29/09/2020	TestTest1	Edit Delete
UDP 5	5002	18:10:38 29/09/2020	22:38:51 29/09/2020	TestTest1	Edit Delete
UDP 5	5002	18:10:39 29/09/2020	22:38:52 29/09/2020	TestTest1	Edit Delete
UDP 5	5002	18:10:40 29/09/2020	22:38:53 29/09/2020	TestTest1	Edit Delete
UDP 5	5002	18:10:41 29/09/2020	22:38:54 29/09/2020	TestTest1	Edit Delete
UDP 5	5002	18:10:42 29/09/2020	22:38:55 29/09/2020	TestTest1	Edit Delete
UDP 5	5002	18:10:44 29/09/2020	22:38:57 29/09/2020	TestTest1	Edit Delete
AXIA		18:10:55 29/09/2020	22:39:08 29/09/2020	pulse1	Edit Delete
AXIA		18:10:55 29/09/2020	22:39:08 29/09/2020	static3 -L	Edit Delete
AXIA		18:10:55 29/09/2020	22:39:08 29/09/2020	static4 -L	Edit Delete
AXIA		18:10:55 29/09/2020	22:39:08 29/09/2020	pulse5	Edit Delete
AXIA		18:10:58 29/09/2020	22:39:11 29/09/2020	static3 -H	Edit Delete
AXIA		18:10:58 29/09/2020	22:39:11 29/09/2020	static4 -H	Edit Delete
Fig	j 2.0				

### Adding TCP Data Port

TZDS allows for TCP Data ports which delays incoming data by the current delay offset. This feature could be used to delay now playing data from the playout system. Currently the TCP Data ports act as a server which broadcasts any data from the sender to all connected receivers. For signal flow diagram refer to fig 1.1.

- 1. Navigate to the TZDS webserver at <u>http://127.0.0.1:81</u>.
- 2. Select the Delay Unit you wish to configure.
- 3. Select Settings > Delay Settings -> TCP/UDP Settings -> TCP Data Ports.
- 4. Select add new port.
- 5. Enter the TCP port into the input box.
- 6. Select the green tick to confirm.



### Adding UDP Data Port

TZDS allows for UDP Data ports which delays incoming data by the current delay offset. This feature could be used to delay now playing data from the playout system.

- 1. Navigate to the TZDS webserver at <a href="http://127.0.0.1:81">http://127.0.0.1:81</a>.
- 2. Select the Delay Unit you wish to configure.
- 3. Select Settings > Delay Settings -> TCP/UDP Settings -> UDP Data Ports.
- 4. Select add new port.
- 5. Enter control ID.
- 6. Select port enabled.
- 7. Enter the RX UDP port into the input box.
- 8. Enter the TX Ip address (for multiple address use comma delimited).
- 9. Enter the TX UDP port.
- 10. Select the green tick to confirm.

JDP Data Ports							
ID	Enabled	RX Port	TX Address	TX Port			
1	5 True	6 5003	7 127.0.0.1, 127.0.0.1 8	5004 9	10 🗸 🖹		
2	True	5005	127.0.0.1	5006			

### Adding and Configuring Axia GPIO

TZDS allows for control via the Axia gpio protocol.

#### Enabling Axia GPIO Service

To Enable the AXIA GPIO service you must enable the option in the Settings -> Controls Options -> Axia menu.

Αχία							
Axia GPIO Control		Enabled	×	Updat	e		
LWRP	DEVN	SYSV	SRC	DST	GPI	GPO	Connected
1.1	"lwwd"	1.1.1	8/0	8	8	8	true

#### Adding Control Port (GPI)

- 1. Navigate to the TZDS webserver at <u>http://127.0.0.1:81</u>.
- 2. Select the Delay Unit you wish to configure.
- 3. Select Settings -> Delay Settings -> External Control -> Axia GPIO -> Axia GPIO Control.
- 4. Select add control port (Appendix A).
- 5. Enter port details.
- 6. Select add.

Port	Set Port Number
SnakeMode	Set Snake Mode Route
Pin 1	Set Pin 1 Control
Pin 2	Set Pin 2 Control
Pin 3	Set Pin 3 Control
Pin 4	Set Pin 4 Control
Pin 5	Set Pin 5 Control



#### Adding Status Port (GPO)

- 1. Navigate to the TZDS webserver at <u>http://127.0.0.1:81</u>.
- 2. Select the Delay Unit you wish to configure.
- 3. Select Settings > Delay Settings -> External Control -> Axia GPIO -> Axia GPIO Control.
- 4. Select add status port (Appendix A).
- 5. Enter port details.
- 6. Select add.

Port	Set Port Number
Pin 1	Set Pin 1 Control
Pin 2	Set Pin 2 Control
Pin 3	Set Pin 3 Control
Pin 4	Set Pin 4 Control
Pin 5	Set Pin 5 Control

Add Status Port			×
Port	1		~
Pinl	pulsel	~	
Pin2	pulse2	~	
Pin3	pulse3	~	
Pin4	pulse4	~	
Pin5	static1	~	
		Add	Close

#### Debugging Axia GPIO

To test and monitor Axia GPIO you can access the GPIO Pins from the TZDS Webserver.

- 1. Navigate to the TZDS webserver at <u>http://127.0.0.1:81</u>.
- 2. Select the Delay Unit you wish to configure.
- 3. Select Settings > Delay Settings -> Axia GPIO -> View Axia GPIO.

Axia	GPIO

GPO Port	Pin 1	Pin 2	Pin 3	Pin 4	Pin 5
1	Low	High	High	High	High
2	High	Low	High	High	High
3	Low	Low	High	High	High
4	High	High	Low	High	High
5	High	High	Low	High	High
6	High	High	Low	High	High
7	High	High	Low	High	High

×

### Adding Wheatstone SLIO

TZDS allows for control via the Wheatstone aci protocol. To enable the use of status and control SLIO you must first add a blade server. This blade server could be on the local machine (127.0.0.1) or an external server.

#### Adding Blade Server

- 1. Navigate to the TZDS webserver at <u>http://127.0.0.1:81</u>.
- 2. Select the Delay Unit you wish to configure.
- 3. Select Settings > Control Options -> Wheatstone Blade Server.
- 4. Select add new server.
- 5. Enter server details.
- 6. Select add.

Name	Set Name for Server
Server Address	Set IP Address

Add Wheatstor	ne Server	×
Blade Name		
Blade Address		
	Add Clos	е

### Adding and Configuring Wheatstone SLIO

TZDS Allows for individual SLIO's to be configured for both Status and Control on each delay unit.

#### Adding Control Port

- 1. Navigate to the TZDS webserver at <u>http://127.0.0.1:81</u>.
- 2. Select the Delay Unit you wish to configure.
- 3. Select Settings -> Delay Settings -> External Control -> Wheatstone ACI -> Wheatstone ACI -> Wheatstone ACI Control.
- 4. Select add control port (Appendix A)
- 5. Enter port details.
- 6. Select add.

SLIO	Set SLIO Number	
Control	Set Control	
Server	Set Blade Server	

Add Control Port	Add Control Port				
SLIO	1	¥			
Control	build	T			
Server	Test Blade	Y			
	Add	lose			

#### Adding Status Port

- 1. Navigate to the TZDS webserver at <u>http://127.0.0.1:81</u>.
- 2. Select the Delay Unit you wish to configure.
- 3. Select Settings > Delay Settings -> External Control >Wheatstone ACI -> Wheatstone ACI -> Wheatstone ACI Control.
- 4. Select status (Appendix A).
- 5. Select add.

SLIO	Set SLIO Number
Status	Set Status
Server	Set Blade Server

Add Status Port	×
SLIO	
Status	buildtrig •
Server	Test Blade •
	Add Close

### Using Ember+

TZDS allows for control and monitoring via the Ember+ Protocol.

#### Enabling Ember+ Service

To enable the Ember+ service you must enable it via the Settings -> Control Options -> Ember+ Menu.

Ember+		
Ember+ Server Control	Enabled	• Update
Connected Clients	0	

Each Delay Unit Spawns a tree which contains <u>Controls</u> and <u>Status</u> from each unit. The Controls and Status can be found in <u>Appendix A</u>.

EmberPlus also allows you to set the delaytime offset.



#### Connecting to Ember+ Server

The Ember+ service runs on TCP port 9000.



## CommandQueue

Each Timezone delay unit has the ability to delay a number of data sources including TCP, UDP, Axia GPIO, Wheatstone SLIO, Ember+ and scheduled delay offset changes. The CommandQueue is a central location where all queued data for the current 24 hour period is stored and is able to be viewed/edited/deleted or new commands can be created.

#### Overview

Each entry in the CommandQueue table contains the following fields:

Data Type	Command Received (Local Server Time)	Scheduled Execution Time (Local Server Time)	Data
-----------	---	---	------

#### Data type

TZDS contains the following data type options.

Data Type	Extra Params	Example
Axia	N/A	Axia
UDP	RX Port Number	UDP 5002
ТСР	RX Port Number	TCP 5003
Wheatstone	Blade Server	WS 10.10.10.1
Ember+	N/A	Ember+
DelayChange	N/A	DelayChange

#### Command Received

This time specifies the Local Server Time of which this command was received and stored; this time does **not** shift with any changes to delay offset. This time is also used to remove the command from the queue when it is older than 24 hours.

#### Scheduled Execution Time

This time specifies the Local Server Time of which this command will be executed, this time can change depending on the delay offset. If the delay offset is shifted the time will be updated.

NOTE: DelayChange objects will not be altered. Meaning when this command is used it will only run once at the desired execution time.

#### Data

This represents a preview of the type of data that is being stored, for TCP and UDP it shows the first 10 chars of the message, For AXIA, Wheatstone and Ember+ it shows the Control Status command which will run and for Delay Change, this column shows the offset which will be activated.

#### Examples of Delay Offset Change Impacting Data

Normal Operation

Data Type	Time Received	Delay Offset	Execution Time
ТСР	15:33:14	02:00:00	17:33:14
AXIA	21:34:30	10:00:00	07:34:30 +1
DelayChange	N/A	N/A	14:00:00

Delay Offset Changes

Data Type	Time Received	Delay Scheduled Execution Time		Delay Offset Change	Scheduled Execution Time
TCP	15:33:14	02:00:00	17:33:14	01:00:00	16:44:14
AXIA	21:34:30	10:00:00	07:34:30 +1	00:10:00	21:44:30
DelayChange	N/A	N/A	14:00:00	N/A	14:00:00

### Adding TCP/UDP Command to CommandQueue

In the event a manual command is required to be added to the queue, careful consideration is needed to understand when exactly you want to execute this command if you have delay offset changes. The commands execution time are subject to change based on the delay offset.

- 1. To add a new command to the queue, select the create new command button.
- 2. Select the CommandQueue data type.
- 3. Select the appropriate Port (Adding Ports).
- 4. Select the Execution Time. Note: this is the **local server** time.
- 5. Enter the ASCII Data into the Data field.
  - a. TCP and UDP accepts the following control characters.
  - \r = carriage return
  - I = line feed

\t = tab

6. Select save changes.

Туре: 2.	Port: <b>3.</b>	
тср 🗸	RX: 5020	
Execution Time:		
29/09/2020 18:00	00	Ê
Data:		
This is a test mess time\r\n	age which will execute at 18:0	0 local server

### Adding AXIA/WS/Ember+ to CommandQueue

When using Axia, Wheatstone or Ember+, these control protocols need to be mapped to a control/status element which can be found in <u>(Appendix A)</u>. These commands execution time are subject to change based on the delay offset.

- 1. To add a new command to the queue, select the create new command button.
- 2. Select the CommandQueue data type.
- 3. If you have chosen Wheatstone, you will need to select the appropriate port.
- 4. Select the Execution Time. Note: this is the **local server** time.
- 5. Enter the Data Control
- 6. Select save changes.

туре: 2.			
AXIA	*		
Execution Tin	ne:		
29/09/2020	18:00:00		<u>í</u>
Туре:	Pin:		
Static1	✓ L	~	

### Adding Delay Change to the CommandQueue

In the event you need to schedule a one-off delay offset change, you can create a command that will change the delay offset. this command is a special object which does not adhere to the changes in delay offset, meaning when you set the execution time it will not be altered and will execute at that time.

- 1. To add a new command to the queue, select the create new command button.
- 2. Select TZD Change.
- 3. Select the Execution Time. Note: this is the **local server** time.
- 4. Enter the Delay Offset
- 5. Select save changes.

Create New Command	)
Туре: 2.	
TZD Change 🗸	
Execution Time:	
29/09/2020 18:00:00	<b></b>
Delay Offset:	
02:00:00	0
Save changes	Close

### Editing / Deleting Commands from the CommandQueue

CommandQueue also allows the users to edit and delete existing commands in the queue, this can be handy particularly in the event of a Rouge AD Start Pulse or incorrect data.

Simply select Edit the button to open the command object, note that some fields are unable to edited. Should you require access to edit these fields its recommended that you recreate the command using the create new command option.

The Execution time shown, represents the time the command will be executed under the delay offset shown above.

Edit C	omm	and	×
Current Dela	y Time:		
04:28:13			
Туре:		Port:	
ТСР	~	RX: 5020	~
Execution Ti	me:		
29/09/202	0 18:10:59		<b>m</b>
Data:			
Test Messa	ige\r\n		
		Save chan	ges Close

To Delete a command, simply select the Delete button, the user will be prompted to confirm before the CommandQueue removes the command from the table.

## Daylight Savings Changes

TZDS allows users to set daylight saving offsets which are separate from one off delay offset changes. As the date is different every year, the user must input the start and end date and times using the below fields. Its important to note that the DST Start and DST End Times are in reference the to Delay Unit Timezone and not the local Server Time.

For Example if the server is in Sydney (+10/+11) and the delayed audio is for Perth (+8) and the DST Start time is 1800, this refers to 1800 in a +8 Timezone.

Daylight Saving		Enable	d	~					
	Interv	/al	Day		Month	т	ime	Offs	et
DST Start	4th	~	Monday	~	February 💊	18:00	0	02:00	0
DST End	4th	~	Monday	~	February 🗸	18:02	0	03:00	0
Livewire In 01 (AX	IA IP-Driver					~	Input De	evice	
Livewire Out 01 (A	XIA IP-Drive	r				~	Output I	Device	
Test Group				~	Email Group				
(GMT +9:30) Ade	laide, Darwir	1		~	Delay Unit TimeZ	one			

- 1. Navigate to the TZDS webserver at <u>http://127.0.0.1:81</u>.
- 2. Select the Delay Unit you wish to configure.
- 3. Select Settings -> Delay Settings -> Daylight Saving -> Enabled.
- 4. Select the normal Timezone offset of the local server. (This Is an important step)
- 5. Set the start date using the interval, day, month, time and offset inputs.
- 6. Set the send date using the interval, day, month, time and offset inputs.

## Configuring Email

TZDS allows for the sending of emails when a delay offset is changed. Each Delay unit can have a specific email group which allows for sending to multiple recipients.

### Configuring Email Server

- 1. Navigate to the TZDS webserver at <u>http://127.0.0.1:81</u>.
- 2. Select Settings > Email.

Email Server	Set email server ip or dns address.		
Email Server Port	Set specific email port ie. 25 for SMTP.		
From Address	The address which the emails will be sent from.		
Authenticate Server	Set for server authentication.		
Username	Server username.		
Password	Server password.		

### Creating Email Group

- 1. Navigate to the TZDS webserver at <a href="http://127.0.0.1:81">http://127.0.0.1:81</a>.
- 2. Select Settings > Email -> Email Groups
- 3. Select add new group.
- 4. Enter group name.
- 5. Enter address and select + symbol.
- 6. Enter more addresses as needed.
- 7. Select add.

Add Email Group	)	×
Email Group	Test Group	4
test@testgroup.co	om.au m.au	
	Add	Close

### Testing Email Group

Once the email group has been created you can test the group by select the test email button.

Email Groups	
Group Name	Controls
Test Group	🕜 💼 🖙 Test Email
Add New Email Group	

### Assign Email Group to Delay Unit

- 1. Navigate to the TZDS webserver at <a href="http://127.0.0.1:81">http://127.0.0.1:81</a>.
- 2. Select the Delay Unit you wish to configure.
- 3. Select Settings > Delay Settings.
- 4. Set desired email group.
- 5. Select Update Delay Settings.

## Logging

TZDS creates a 24 hour log of all activity, there is individual logs for each UDP/TCP data port, Axia, Wheatstone, external control protocol, http access and general delay activity. TZDS also captures a global log which contains all messages.

#### Logs

Log	Filename	Location
General Delay Activity	TimezoneDelayService-{date }.txt	logs
Axia Messages	Axiamsg-{DATE}.txt	logs\axia
Wheatstone Messages	Wheatstone-{DATE}.txt	logs\wheatstone
Ember+	Emberplus-{DATE}.txt	Logs\emberplus
UDP Data	UDPserver-{rxport}-{txaddress}-{txport}-{date}.txt	logs\UDP
TCP Data	TCPserver-{rxport}-{date}.txt	logs\TCP
TCP Control Protocol	TCPcontrol.{date}.txt	Logs\control
Global	TZDS-ALL-{date}.txt	Logs

### External Syslog Server

BDS allows you to send the general delay activity log to an external syslog server, BDS currently only supports UDP based connections.

To enable external syslog communication:

- 1. Navigate to the BDS webserver at <u>http://127.0.0.1:81</u>.
- 2. Select Settings > Other Settings.
- 3. Select external syslog to enabled.
- 4. Enter the remote server address.
- 5. Enter the remote server port.
- 6. Select Update Other Settings.

Enabled ~	External Syslog		
10.1.1.1	Server Address	514	Server Port

#### Log Maintenance

By Default TZDS will purge the delay logs every 30 days. To change this setting:

- 7. Navigate to the TZDS webserver at <u>http://127.0.0.1:81</u>.
- 8. Select Settings > Other Settings.
- 9. Change keeps logs for option
- 10. Select update other settings.

Keep Log files for



## Other Settings

#### Export and Import Settings

For easy configuration and configuration backup use the Import/Export Settings buttons from within the TZDS webserver.

- 1. Navigate to the TZDS webserver at <u>http://127.0.0.1:81</u>.
- 2. Select Settings -> Other Settings

Other Settings			
Unit ID •	Sorting Mode	Descending	Ascending/Descending
Update Other Settings			
Export Settings	Import Settings   Browse		

#### Arranging Delay Units in Webserver

TZDS allows you to sort each delay unit either by the unique ID or by the Delay Unit Name.

- 1. Navigate to the TZDS webserver at <u>http://127.0.0.1:81</u>.
- 2. Select Settings -> Other Settings.

Other Settings					
Unit ID	¥	Sorting Mode	Descending	•	Ascending/Descending
Update Other Settings					
Export Settings		Import Settings   Browse			

### Webserver Authentication

TZDS requires web authentication in order to use the controls, by default the username is admin and the password is password.

Access		
Current Password	Current Password	
New Password	New Password	
Retype Password	Retype Password	
Update Credentials		

### Restarting One or All Timezone Delay Units

To restart a single Delay unit, navigate to the Delay Settings Menu and Select Reload Player, select OK at the popup window to restart delay unit instance.

**Reload Player** 

To restart all delay units navigate to Settings->Other Settings -> Reload All Players, Select OK at the popup window to restart delay unit instance.

**Reload All Players** 

### Choosing Audio Mode

TZDS supports 3 audio modes, Wave, WASAPI and ASIO. Wave IN and WASAPI provide an easy solution as they support most Inputs and Outputs using the windows mixer, but it comes with a higher latency value then ASIO.

To Set Audio Mode navigate to Setting -> Other Settings -> Audio Mode.

Other Settings		
ASIO	~	Audio Mode

**\*NOTE:** Changing audio modes should only be done when TZDS has been bypassed, the audio will stop as the input and output channels are different between audio modes.

## FAQ

#### How do I add extra Delay Units to my License?

If you have requested an upgrade to your license to add more delay units contact support at <a href="mailto:support@cloudcastsystems.com.au">support@cloudcastsystems.com.au</a>. Once confirmed simply re-enter your serial and the Delay Unit count will increase

#### What is the bitrate of the Shout cast Streams?

the bitrate of the shout cast streams is 128 kbps by default but can be changed in the options menu.

- 1. Navigate to the TZDS webserver at <u>http://127.0.0.1:81</u>.
- 2. Select Settings > Other Settings.
- 3. Streaming Encoder Bitrate.
- 4. Select Update Other Settings.

Streaming Encoder Bitrate

320 kbps 🔹

#### What is the default login for the webserver?

Username: admin

Password: password

#### What if I forgot the webserver password?

Please contact <u>support@cloudcastsystems.com.au</u> for instructions on how to reset the webserver password.

### What format is the TCP and UDP Buffers?

The TCP and UDP Data buffers accept binary data which means all characters are expected. However the CommandQueue only supports ASCII.

### How much space do I need?

Each delay unit can store up to 24 hours of 32 bit linear audio which is approximate 30 gigabytes, its recommended that you allow for 4/5 times this as you also need space to store any TCP/UDP Data that will be stored from the data channels.

#### How do I upgrade my version of TZDS?

To upgrade your version of TZDS simply install the new version over the top of the old. Its good practice to make a copy of the settings.xml file in the application directory however the settings file is not updated.

### How do I change the default webserver port?

The webserver port can be changed in the settings.xml file. Ensure you stop the service first before editing the settings.xml file.

To Change the port, edit the following xml tag <webPort>81</webPort>.

### How do I change the default TCP Control Protocol Port?

The TCP control port can be changed in Settings -> Control Options -> TZDS Control Protocol.

TZD Control Protocol		
5012	TZDS Control Port	
Connected Clients	1	
Update		

#### How do I change the server Timezone offset?

The server Timezone offset can be changed in Settings -> Other Settings -> Server Timezone

Other Settings			
ASIO	✓ Audio Mode		
(GMT +10:00) Eas	stern Australia, Guam, Vladivostok	~	Normal Server TimeZone

### How do I enable SSL/TSL on web interface?

TZDS allows for an SSL Certificate to enable encrypted https and WebSocket data. To enable the ssl certificate you must have a pfx file and the password associated to the pfx file. For more information about certificates please use the following <u>link</u>.

To enable ssl please stop the service and edit the settings.xml file in the program files directory.

Once complete restart the service.

Settings	Value
<usessl></usessl>	True or false
<sslcert></sslcert>	Enter path to pfx certificate or Thumbprint ID
<sslpass></sslpass>	Enter password for pfx certificate when using pfx path, (Not required when using thumbprint id)

## Appendix A

### Status

None	No Status
pulse1	Pulsed 200ms
pulse2	Pulsed 200ms
pulse3	Pulsed 200ms
pulse4	Pulsed 200ms
pulse5	Pulsed 200ms
pulse6	Pulsed 200ms
pulse7	Pulsed 200ms
pulse8	Pulsed 200ms
pulse9	Pulsed 200ms
pulse10	Pulsed 200ms
static1	Continuous Logic
static2	Continuous Logic
static3	Continuous Logic
static4	Continuous Logic
static5	Continuous Logic
static6	Continuous Logic
static7	Continuous Logic
static8	Continuous Logic
static9	Continuous Logic
static10	Continuous Logic

### Controls

none	No control
pulse1	200ms Pulse
pulse2	200ms Pulse
pulse3	200ms Pulse
pulse4	200ms Pulse
pulse5	200ms Pulse
pulse6	200ms Pulse
pulse7	200ms Pulse
pulse8	200ms Pulse
pulse9	200ms Pulse
pulse10	200ms Pulse
static1	Continuous Logic
static2	Continuous Logic
static3	Continuous Logic
static4	Continuous Logic
static5	Continuous Logic
static6	Continuous Logic
static7	Continuous Logic
static8	Continuous Logic
static9	Continuous Logic
static10	Continuous Logic

## Appendix B

### Timezone Delay Service Control Protocol

Delay Unit Control Protocol V1.0

Global Commands

LOGIN - Unit must be logged in to use SET

GET TZDUNITS - Get All Available Units

Specific Unit Commands

**GET/SET** x = Unit ID

DELAY\_x.OFFSET = Delay in HH:MM:SS Format

#### EXAMPLES

TX: GET DELAY\_1.OFFSET

RX: STATUS DELAY\_1.OFFSET=03:00:00

TX:SET DELAY\_1.OFFSET=10:10:10

RX: STATUS DELAY\_1.OFFSET=10:10:10

## Appendix C

END-USER LICENSE AGREEMENT FOR TimeZone Delay Service

IMPORTANT PLEASE READ THE TERMS AND CONDITIONS OF THIS LICENSE AGREEMENT CAREFULLY BEFORE CONTINUING WITH THIS PROGRAM INSTALL: This End User License Agreement ("EULA") is a legal agreement between you (either an individual or a single entity) and Cloud Cast Systems with regard to the copyrighted Software (herein referred to as "SOFTWARE PRODUCT" or "SOFTWARE") provided with this EULA.The SOFTWARE PRODUCT includes computer software, the associated media, any printed materials, and any "online" or electronic documentation. Use of any software and related documentation ("Software") provided to you by Cloud Cast Systems in whatever form or media, will constitute your acceptance of these terms, unless separate terms are provided by the software supplier, in which case certain additional or different terms may apply. If you do not agree with the terms of this EULA, do not download, install, copy or use the Software. By installing, copying or otherwise using the SOFTWARE PRODUCT, you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA, do not install or use the SOFTWARE PRODUCT.

The SOFTWARE PRODUCT is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. The SOFTWARE PRODUCT is licensed, not sold.

#### 1. GRANT OF LICENSE.

(a) Installation and Use.

You may install and use one copy of the SOFTWARE on any single computer. You may not use the SOFTWARE on a network or on more than one computer without additional license.

#### (b) Limitations.

The license and right for the use of this SOFTWARE does not include the right to create, generate, encode or otherwise modify data or bit streams:

(i) to be used, sold, published, distributed, disposed of or otherwise marketed via pre-recorded media, such as but not limited to CD-ROM, magnetic tapes, memory cards and the like;

(c) to be used, sold, reproduced, published, distributed, disposed of or otherwise marketed via any kind of network, if a user will have to pay a monetary or equivalent compensation for the access, copying etc. of such data or bit stream;

(d) Backup Copies.

You may also make one copy of the SOFTWARE itself for backup purposes, provided that all proprietary notices are reproduced on such backup copy.

#### 2. DESCRIPTION OF OTHER RIGHTS AND LIMITATIONS.

(a) Maintenance of Copyright Notices.

You must not remove or alter any copyright notices on any and all copies of the SOFTWARE PRODUCT.

(b) Distribution.

You may not distribute registered copies of the SOFTWARE PRODUCT to third parties. Evaluation versions available for download from Cloud Cast System's websites may be freely distributed.

(c) Prohibition on Reverse Engineering, Decompilation, and Disassembly.

You may not reverse engineer, decompile, or disassemble the SOFTWARE PRODUCT.

(d) Rental.

You may not rent, lease, or lend the SOFTWARE PRODUCT.

(e) Support Services.

Cloud Cast System may provide you with support services related to the SOFTWARE PRODUCT ("Support Services"). Any supplemental software code provided to you as part of the Support Services shall be considered part of the SOFTWARE PRODUCT and subject to the terms and conditions of this EULA.

(f) Compliance with Applicable Laws.

You must comply with all applicable laws regarding use of the SOFTWARE PRODUCT.

#### 3. TERMINATION

Without prejudice to any other rights, Cloud Cast Systems may terminate this EULA if you fail to comply with the terms and conditions of this EULA. In such event, you must destroy all copies of the SOFTWARE PRODUCT in your possession.

#### 4. COPYRIGHT

All title, including but not limited to copyrights, in and to the SOFTWARE PRODUCT and any copies thereof are owned by Cloud Cast Systems or its suppliers. All title and intellectual property rights in and to the content which may be accessed through use of the SOFTWARE PRODUCT is the property of the respective content owner and may be protected by applicable copyright or other intellectual property laws and treaties. This EULA grants you no rights to use such content. All rights not expressly granted are reserved by Cloud Cast Systems.

#### 5. NO WARRANTIES

Cloud Cast Systems expressly disclaims any warranty for the SOFTWARE PRODUCT. The SOFTWARE PRODUCT is provided 'As Is' without any express or implied warranty of any kind, including but not limited to any warranties of merchantability, noninfringement, or fitness of a particular purpose. Cloud Cast Systems does not warrant or assume responsibility for the accuracy or completeness of any information, text, graphics, links or other items contained within the SOFTWARE PRODUCT. Cloud Cast Systems makes no warranties respecting any harm that may be caused by the transmission of a computer virus, worm, time bomb, logic bomb, or other such computer program. Cloud Cast Systems further expressly disclaims any warranty or representation to Authorized Users or to any third party.

#### 6. LIMITATION OF LIABILITY

In no event shall Cloud Cast Systems be liable for any damages (including, without limitation, lost profits, business interruption, or lost information) rising out of 'Authorized Users' use of or inability to use the SOFTWARE PRODUCT, even if Cloud Cast Systems has been advised of the possibility of such damages. In no event will Cloud Cast Systems be liable for loss of data or for indirect, special, incidental, consequential (including lost profit), or other damages based in contract, tort or otherwise. Cloud Cast Systems shall have no liability with respect to the content of the SOFTWARE PRODUCT or any part thereof, including but not limited to errors or omissions contained therein, libel, infringements of rights of publicity, privacy, trademark rights, business interruption, personal injury, loss of privacy, moral rights or the disclosure of confidential information.

