

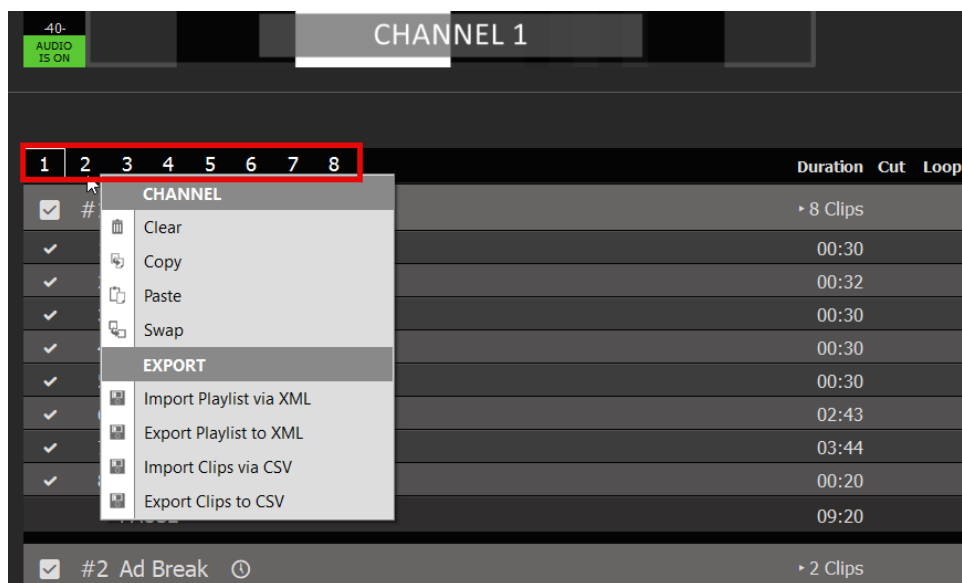
# Prepare/Import Playlists externally

This article will show options to prepare your Playlists on another System or import Playlist from other Apps.

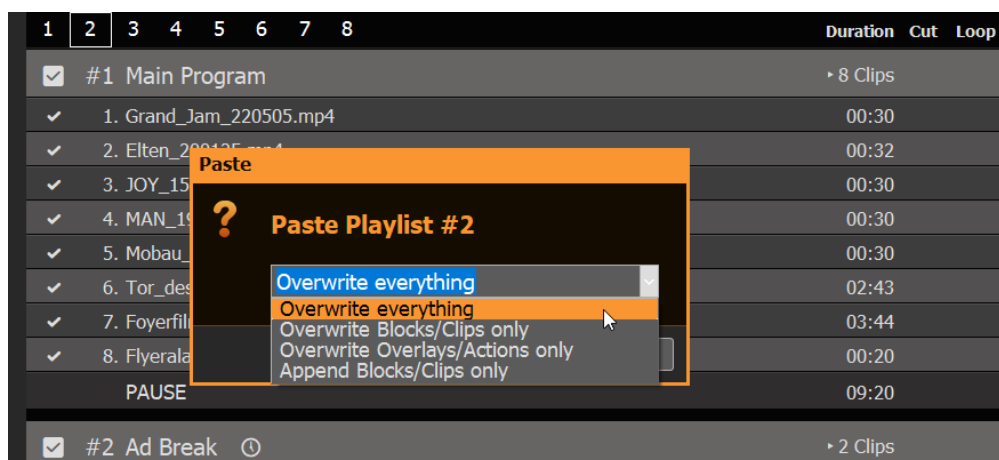
## Use Free Channel

You have some spare Channel in PLAYDECK? Use them to prepare and test new Contents, then copy them to your Main Feed Channel. You can DRAG DROP Blocks from Channel to Channel, or copy them with pressing CTRL after starting DRAG DROP.

You can also copy, overwrite or append whole Playlists, by right-clicking the CHANNEL NUMBER:



If you paste new Content on an existing Playlist (or Import XML), you get the option to overwrite or append:



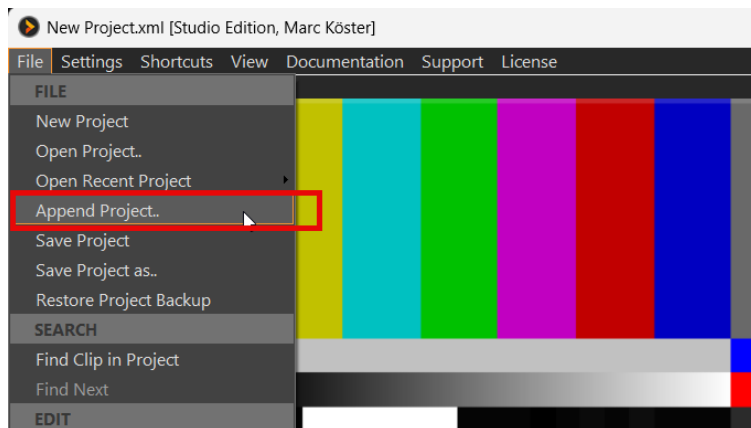
## Use Playlist Trial Edition

You can install PLAYDECK on any other machine and edit your Playlists there. Except the Watermark of the Trial Edition, there are no other restrictions,

so you can prepare Playlists and send them to your Main System.

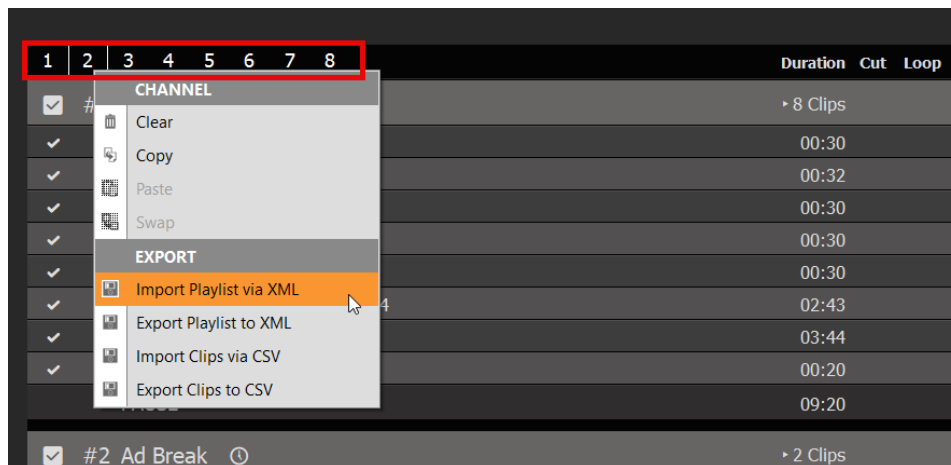
### Append Playlist during Broadcast

You want to import new Playlists and don't want to interrupt your Broadcast? No problem: Use the APPEND PROJECT Option in the FILE MENU:



This will load any PLAYDECK Project, but instead of replacing the Playlists, all Playlists will be extended by the Clips found in the Project. You can then safely remove any old Content.

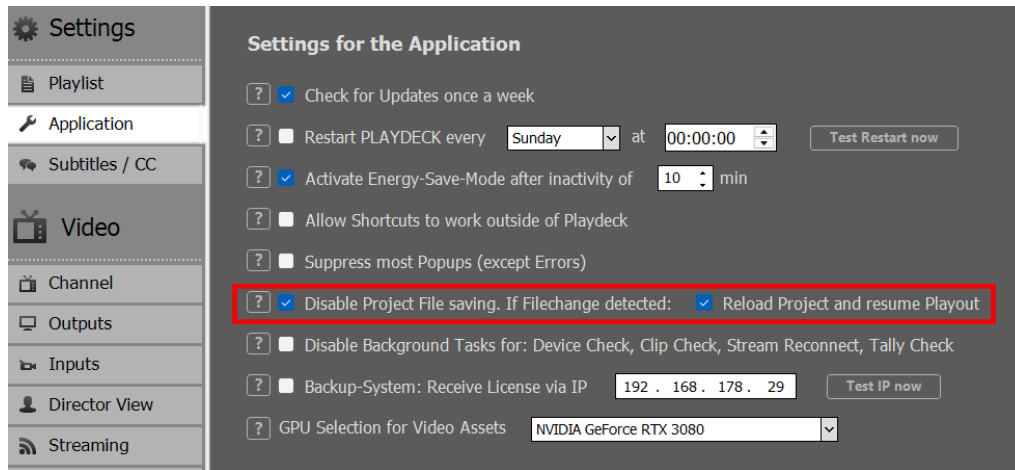
You can apply this procedure to individual Playlists by Exporting a Playlist to XML and Importing that XML on the other Machine. This is done by right-clicking the CHANNEL NUMBER:



This workflow is perfect for any day-to-day schedule, where you add new days and remove old ones.

### Automatically Detect and Reload new Playlist

You can also OVERWRITE the current load Project File on your Main System and let PLAYDECK detect this and reload the Project, after which the Playout will resume. Enable this functionality in the Application Settings:



**Note:** RESUME PLAYOUT only works, if the current Playing Clip exists in the newly re-loaded Project, otherwise Playout stops for that Channel. The Clip is identified by a UNIQUE ID, so it could have moved to another Block in the re-loaded Project.

This workflow is best suited for any automated systems, where Project Files are generated automatically and uploaded to the Main System. Or when the Content Editor does not have access to the Main System and uploads the new Playlist to the NAS/Cloud Storage.

### Interface with 3rd party Apps

We dont support the Playlist Format of other 3rd party Apps, as there is just too much diversity on the market, and alot Playlist Function (Mixing, Overlaps, Schedules) would not be compatible with PLAYDECK.

If you like to prepare your Playlist in a 3rd Party App, you need to export your Playlist to CSV, then Edit that CSV to work with PLAYDECK, then Import that CSV into PLAYDECK.

Why CSV? Because it is the most easy List Format, which support multiple values per Item. It can be edited with any Text or Table Editor, from Notepad to Excel.

Lets's have a look at our CSV. For this we build ourself a Sample Playlists with 2 Blocks. We mixed in different Content Types: Video Clips with IN/OUT Points, Device Inputs, YouTube Videos, UDP Input Stream, GFX with Runtime, a Note. We also added a Schedule to the 2nd Block:

1	2	3	4	5	6	7	8	Duration	Cut	Loop	Audio	Trans.	Overl.	Com.	Planned
✓	#1 Main Program	▶ 8 Clips													🕒 ▼
✓	1. Grand_Jam_220505.mp4							00:14	0		0,0 dB			✓	🕒
✓	2. JOY_150822.mp4							00:30			0,0 dB			🕒	🕒
✓	3. CBC News: The National   Canada Post workers issue strike notice							45:09						▪	🕒
✓	4. INPUT 1							∞						▪	🕒
✓	5. Everest Full Climb   Surviving Everest   Escaping Thin Air   Predicted Deac							01:33:04			0,0 dB			▪	🕒
✓	6. udp://225.0.0.1:5001							∞			0,0 dB			▪	🕒
	This is a Sample Note														
✓	7. KeyingTest.png							02:30						▪	🕒
✓	8. Mobau_181021.mp4							00:30			0,0 dB			▪	🕒
	PAUSE							∞							
✓	#2 Ad Break 🕒	▶ 2 Clips													11:30:00 🕒 ▼
✓	1. Alders_180825.mp4							00:10			0,0 dB			11:30:00	🕒 🕒
✓	2. Sonepar_190817.mp4							00:10			0,0 dB			11:30:10	✓ 🕒
	BREAK							00:20							

We now right-click the CHANNEL NUMBER 2 and select EXPORT TO CSV:

1	2	3	4	5	6	7	8	Duration
✓	#	CHANNEL						▶ 8 Clips
✓		Clear						00:14
✓		Copy						00:30
✓		Paste						a Post workers issue strike notice 45:09
✓		Swap						∞
✓		EXPORT						rest   Escaping Thin Air   Predicted Deac 01:33:04
✓		Import Playlist via XML						∞
✓		Export Playlist to XML						
✓		Import Clips via CSV						02:30
✓		Export Clips via CSV						00:30
PAUSE								∞
✓	#2 Ad Break							▶ 2 Clips

We then open the saved CSV File in Notepad (click here to download/open in new Tab):

```
Type;Active;Playable;Enumeration;Caption;Duration;Planned;Played;Filename;CutIn;CutOut;Schedule
Block;Y;Y;1;Main Program;,,,,,
File;Y;Y;1;Grand_Jam_220505.mp4;00:14;;15:34:24;F:\Media\Ordner F\Grand_Jam_220505.mp4;9,04;23,96;
File;Y;Y;2;JOY_150822.mp4;00:30;;23:54:42;F:\Media\Ordner E\JOY_150822.mp4;0;0;
YouTube;Y;Y;3;CBC News: The National | Canada Post workers issue strike notice;45:09;;https://www.youtube.com/watch?v=CP0JJ0aIE58;0;0;
Input;Y;Y;4;INPUT 1;,,,,,0;0;
YouTube;Y;Y;5;Everest Full Climb | Surviving Everest | Escaping Thin Air | Predicted Dead On Everest;01:33:04;;https://www.youtube.com/watch?v=NoKAU_AmZ7s;0;0;
Stream;Y;Y;6;udp://225.0.0.1:5001;;;udp://225.0.0.1:5001;0;0;
Note;,,,;This is a Sample Note;,,,,,
File;Y;Y;7;KeyingTest.png;02:30;;;F:\Media\Testing\Alpha\KeyingTest.png;0;0;
File;Y;Y;8;Mobau_181021.mp4;00:30;;;F:\Media\Ordner E\Mobau_181021.mp4;0;0;
Block;Y;Y;2;Ad Break;00:20;11:30:00;;;21.05.2025 11:30:00
File;Y;Y;1;Alders_180825.mp4;00:10;11:30:00;23:54:28;F:\Media\Ordner E\Alders_180825.mp4;0;0;
File;Y;Y;2;Sonepar_190817.mp4;00:10;11:30:10;23:54:31;F:\Media\Ordner E\Sonepar_190817.mp4;0;0;
```

As you can see, its not “too” much Text Lines. Since the first Lines are just HEADER, it looks even more clear in a Table Editor:

	A	B	C	D	E	F	G	H	I	J	K	L
1	Type	Active	Playable	Enumeration	Caption	Duration	Planned	Played	Filename	CutIn	CutOut	Schedule
2	Block	Y	Y	1.	Main Program							
3	File	Y	Y	1.	Grand_Jam_2205	00:14		15:34:24	F:\Media\Ordner	9,04	23,96	
4	File	Y	Y	2.	JOY_150822.mp4	00:30		23:54:42	F:\Media\Ordner	0	0	
5	YouTube	Y	Y	3.	CBC News: The N	45:09			https://www.youtu	0	0	
6	Input1	Y	Y	4.	INPUT 1					0	0	
7	YouTube	Y	Y	5.	Everest Full Climb	01:33:04			https://www.youtu	0	0	
8	Stream	Y	Y	6.	udp://225.0.0.1:5001				udp://225.0.0.1:50	0	0	
9	Note				This is a Sample Note							
10	File	Y	Y	7.	KeyingTest.png	02:30			F:\Media\Testing\	0	0	
11	File	Y	Y	8.	Mobau_181021.mj	00:30			F:\Media\Ordner	0	0	
12	Block	Y	Y	2.	Ad Break	00:20	11:30:00					21.05.2025 11:30:00
13	File	Y	Y	1.	Alders_180825.mp	00:10	11:30:00	23:54:28	F:\Media\Ordner	0	0	
14	File	Y	Y	2.	Sonepar_190817.	00:10	11:30:10	23:54:31	F:\Media\Ordner	0	0	

And this is how you write/generate CSV Files: You export your Content in any 3rd party app, open any editor and bring it in PLAYDECK FORMAT. But WHAT IS PLAYDECK FORMAT.

These are the REQUIRED COLUMNS. They can be it ANY POSITION (any column #):

**Type** = Block, File, YouTube, Input#, Stream, Note

**Caption** = Any Text to display in PLAYDECK

**Filename** = The Path/File or the URL (YouTube and Streams)

These are the OPTIONAL COLUMNS. They can be it ANY POSITION (any column #):

**Active** = The Checkbox in the first Column in PLAYDECK

**Duration** = Only used be File-Types that are Images. Leave empty or 0 for endless

**CutIn / CutOut** = IN- and/or OUT-Point for Trimming

**Schedule** = Only used by Block-Types

**Note:** More advanced Properties (e.g. Audio Gain) are not supported, as to keep our CSV Format clean and easy. To import/export ALL Properties, please use XML instead of CSV.