Setting up BCX

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Before you start

BCX runs on a 64-bit Windows 10 or 11 PC. Have these ready:

- **The BCX Setup file** from barrcode.com/downloads/bcx (or from Barrcode), named like `BCX-Setup-24-10-26_0905.exe`.
- **A sound card or USB audio interface** connected and working in Windows.
- **Your audio** on this PC or a network drive the PC can always reach. Note the folders for playlists, jingles and beds.
- **Your daily playlists**, if you use them: one file per day, named by date (for example `24-10-26.m3u`). BCX reads .pls, .pltxt, .m3u8, .m3u and .txt playlists, with .BCX cue information where present.
- **Administrator rights** on the PC for the install.

1. Install BCX

1. Double-click the Setup file and click **Yes** when Windows asks for permission.
2. Keep the install folder as **C:\Program Files\BCX**.
3. Choose your options:
   - **Create a desktop shortcut**
   - **Allow BCX Remote Control through Windows Firewall**: leave this ticked if you'll use a tablet or phone (section 8).
   - **Start BCX when Windows starts**: tick this for a playout PC that should come back on air by itself after a restart.
4. Click **Install**, then **Finish** with **Start BCX now** ticked.

To update BCX later, run the newer Setup file over the top. Your settings, buttons and licence are kept.

2. Licence BCX

BCX runs as a **14-day trial** from its first start; the days left show in the title bar. After the trial, BCX opens on the licence screen and won't go on air until it's licensed. A licence belongs to this one PC.

1. Press **Ctrl+Q** and open the **Licence** tab (or use the licence screen if the trial has ended).
2. Click **Copy** next to the **request code** (it looks like `BCX-4J86-4KY3-G30V-0WPK-HNEG`) and email it to Barrcode 22 Ltd.
3. Barrcode sends back a **licence key** (text starting `BCXL1-`) or a `.lic` file.
4. Paste the key into the box and click **Activate**, or click **Open .lic file…** and choose the file.
5. The title bar changes straight away to **Licensed to … until …**.

To extend, send the same request code again and activate the new key the same way; there's no need to wait for the old one to end. BCX warns in the status line 14 days before the end date. If a licence ends while BCX is on air, it carries on until it's next restarted.

A new PC, or a reinstalled Windows, gives a new request code and needs a new key.

3. Configure BCX

Press **Ctrl+Q** to open **Program Configuration**. Work through the tabs below, then click **Save**. **Cancel** or **Esc** closes it without saving.

Tab	What to set
Paths	Click **…** beside each folder BCX uses and pick it from the folder tree, or type the path in the box at the top. The important ones are **Playlist** (where the daily playlists are, and where **Open playlist** starts) and **Button Box** (where the buttons file is kept; leave it blank for the default). Audio Path is where audio is found when a playlist or button gives just a file name, or its own folder isn't there. Use **Path mapping** if your playlists were made on another PC and name a different drive or folder for the same audio.
Playlist	Tick **Auto-load** to load today's playlist when BCX starts. Tick **Timed start** to start at the entry for the current time. Set **File name** to match how your playlists are named (`%d-%m-%y` gives `24-10-26`). **Save and load today's playlist now** tests it.

Tab	What to set
Options	What a port's **Play** does when pressed while playing (fade out, stop instantly or restart), the **Fade time**, and how segues are found when a track has no .BCX out point. Under Window: Full screen (open BCX full screen; F11 switches in and out), Graphics and V-sync (leave on Automatic, which is OpenGL with DirectX 12 as a fallback, and ticked; both apply when BCX restarts; the line under them shows the graphics card and driver in use), After a crash (BCX starts again by itself and carries on where it was), Clock (24-hour time, e.g. 16:37:40), and Clock bar: a bar above the screen buttons showing the weather, the time in words to read out ("20 minutes past 3"), a countdown to the top of the hour (red in the last minute) and a 24-hour clock. Put your town in Weather for (e.g. Norwich), or leave it blank to show the date.
Input/Output	Shows the sound output BCX is using. Leave **Buffer** and **Sample rate** on **Automatic** unless Barrcode advises otherwise; changes apply when BCX restarts. Under Outputs, choose a sound card for each port, the two playlist faders and the Button Box, giving the two playlist faders different cards to flip-flop them (section 10). Under Production editor, choose the Preview output (headphones or a second sound card, never the on-air output) and the Recording input (section 6).
Network	Remote control: the **Port** (8080 by default; 0 turns it off) and the **PIN** (1234 by default). Change the PIN before going on air. Tick **Monitor only** for a remote that shows everything but can't play, stop or change anything; it takes effect at once.
Timed Events	Commands that run at set times on set days, such as loading a show's playlist (section 9).
Keyboard Commands	A list of the keys (see section 5).

Tab	What to set
BCX3 Migration	Search a drive or folder for BCX3's settings (Config.Cfg) and button boxes (.but files). Copy BCX3's folders and options into Config, and bring each button box set in as a sub box, a Button Box of its own, or in place of the Button Box.
Licence	The licence status, request code and activation (section 2).

4. Set up the Button Box

The Button Box is the 8 × 6 grid on the right. **Right-click** any button to open its editor:

- **Type**: an **Audio** file, a **Folder** (shows every file in it, A to Z), or a **Button Box** (a sub box of 48 more buttons).
- **File** or **Folder**: click **Choose…**.
- **Label**, **Text colour**, **Text size** and **Bold**.
- **Shading**: solid, left to right or top to bottom, with its colours. **Random colours** picks a set for you.
- **When pressed**: play at once (shown with a red dot; press again to fade it), or select it, then click a port or a playlist row to load it there.
- **Clear button** empties it.

In a sub box or folder, button 1 is ▲ **Up** and button 48 is **Next** ▶ for the next page. In a folder, start typing to search it: a large search box opens above the buttons with what you've typed and how many files match, and Backspace or Esc clears it. **Esc** backs out one step at a time.

Coming from BCX3? In the editor, choose **Import BCX3 button box (.but)…** and pick your old `Root.but`. Its sub boxes and colours come across. BCX3's files aren't changed; BCX saves its own copy.

5. Go on air

1. **Load a playlist**: with Auto-load on, today's loads by itself. Otherwise click **Open playlist…** in the playlist panel. Items whose audio can't be found are crossed out; check those before going on air.
2. **Choose the mode** with the button at the bottom right:
   - **Auto** (green): plays the whole playlist, segueing item to item.

- **Live Assist** (blue): plays until the next stop item, then waits for you.
- **Manual** (red): plays one item at a time.

3. **Start** the next item with **Space**, or its **Start** button.
4. The big down counter shows time left: to the end of the playlist (Auto), to the next stop (Live Assist), or of the current track (Manual).

Key	What it does
Space	Start the next playlist item
F5 – F8	Play or stop Ports 1–4
Esc	Back out a step (never stops audio)
Shift + Esc	Stop everything
Ctrl + Q	Configuration
F11	Full screen in and out

To reorder the playlist, drag an item by its **Fad** arrow. To remove one, right-click it and choose **Delete**. Dragging on a track's waveform moves playback to that point. Right-click › Save playlist writes your changes back to the playlist file; the previous version is kept as .bak.

6. Edit and record (Production)

Production is BCX's audio editor: trim tracks, set their .BCX markers, and record new audio such as a phone call for air. Press the left or right half of the **Production** button to open it in that pane. Your original files are never changed; Save writes a new WAV with its .BCX.

First, set it up: in Configuration (Ctrl+Q) › **Input/Output**, choose a **Preview output** (headphones or a second sound card) so editing never goes to air, and a **Recording input**. Recordings are saved in the **Record Path** (Paths tab), or the Prod Path if that's blank; Open… starts in the Prod Path.

1. Click **Open…** to load a file, or press **RECORD**, then **STOP** to finish (Cancel recording throws it away).
2. On the waveform: drag to make a **purple edit** (hold **Ctrl** and drag to add more), click to place the cursor, and use the mouse wheel to zoom. Click or drag the full waveform underneath to move the cursor there.
3. **Right-click** a zone to make it a **purple edit** (include), a **red edit** (exclude) or clear it. **Double-click** the waveform to clear all edit zones.

4. Drag the handles on any edge (purple, red, or the amber trims) to adjust it. Drag a marker's coloured flag to move it.
5. **PLAY EDIT** plays the purple edits one after another (or the whole track if there are none). **PLAY** plays from the cursor. **STOP** stops.
6. Use **Trim to selection** (keep only the purple edits), **Remove selection**, **Trim silence**, **Normalise**, **Gain** and **Fade in/out**. **Undo** and **Redo** step back and forward.
7. Set the **Start**, **Intro** and **Segue** markers with **Set** (at the cursor), and the Title, Opening and Ending.
8. Click **Save** (or **Save as…**), then **Use on air** and click a port or a playlist row to put it there.

7. Voice tracking

Voice tracking records the link between two tracks ahead of time, such as for tomorrow's show. It uses Production's **VOICE** mode and the same preview output and recording input as section 6. On air, the voice track is in charge: it starts at its set point against the outgoing track, turns the music down under your voice, and starts the next track where you chose.

1. Open the playlist you want to voice, right-click a track and choose **Voice track after this**. Production opens in **VOICE** mode; **◀ Link** and **Link ▶** step through the joins.
2. You'll see three lanes: **OUT** (the track you're coming out of; the red line is its segue point, 0:00), **VOICE**, and **NEXT** (the following track, with its Intro marker).
3. Press **NO VT** to hear the plain segue without a voice track.
4. Press **RECORD**. OUT plays in your headphones from the **Pre-roll**. Talk; press **NEXT ▶** (or **Enter**) when you want the next track to start; press **STOP** when you've finished. Silence before you start talking is trimmed off.
5. Drag the orange **VOICE** block to move it against OUT, drag its edges to trim it, and drag the **NEXT** block to change when the next track comes in. Set **Duck** for how far the music dips under your voice.
6. Press **PLAY LINK** to hear it as it will go out, then **SAVE to playlist**.

The voice track is saved in the **Voicetracks** path (Paths tab), in a folder named after the playlist, or in a Voicetracks folder beside the playlist if the path is blank. It goes into the playlist as a **[VT]** item and the playlist file is saved, keeping the previous version as .bak.

If a voice track's file goes missing, it's crossed out and skipped, and the link plays as it did before. To remove a voice track, right-click it › **Delete**, then **Save playlist**.

8. Remote control from a tablet or phone

An iPad, tablet or phone on the same network as the BCX PC can control the ports, playlist and Button Box in its web browser.

1. On the BCX PC, find its address: open **Command Prompt**, type `ipconfig` and note the **IPv4 Address** (for example `192.168.1.50`).
2. On the tablet, open the browser and go to `http://192.168.1.50:8080` (your address, and the port from the Network tab).
3. Enter the **PIN** from the Network tab.
4. On an iPad or iPhone, tap **Share → Add to Home Screen** to open it like an app.

The remote's bottom bar has the same split screen buttons as BCX: tap the left or right half to choose what shows on that side. The remote and the BCX screen follow each other. On a phone or an upright iPad one pane shows at a time. With **Monitor only** ticked, the bar shows **Monitoring only** and the screen buttons change only what the tablet shows.

If the page won't load, check the tablet is on the same network, and that the firewall option was ticked during install (run Setup again to add it). Remote control works on private and work networks, not ones Windows has marked public.

9. Timed events

Timed events run a command at set times on set days, for example loading the next show's playlist and going into Auto. Set them up in Config (**Ctrl+Q**) › **Timed Events**.

1. Fill in a row: a **name**, tick the **days** it runs, and the **Start** time (e.g. `05:59:48`).
2. To repeat it, set **Every** (minutes) and an **End** time. An End of `00:00:00` runs until midnight.
3. In **Command**, click **+** to add one. **LOAD_PLAYLIST** opens a file picker for the playlist.
4. Click **Run** to test the command straight away, then **Save**.

Command	What it does
`LOAD_PLAYLIST/<file>`	The item on air carries on; everything after it is replaced by the new playlist, whose first item is next
`AUTO_ON`	Auto (and starts playing if nothing is on air)
`AUTO_OFF`	Live Assist
`PLAY_DECK/<n>`	Plays or stops Port n

Join commands with `;`, e.g. `LOAD_PLAYLIST/\\NAS\Playlists\mon_day.log;AUTO_ON`.

The bar under each row shows when the event fires through the day, in amber on the days it runs today. The top of the page shows today's count and the next event due; untick **Timed triggers active** to stop them all. When an event fires, the info strip says what it did. Events missed while BCX was closed aren't run afterwards.

Coming from BCX3? Click **Import BCX3 Timed_Events.Cfg…** and press **Save**. BCX keeps the events in the same file format, in the **Timer Path** (Paths tab), so a BCX3 file works as it is. BCX also reads BCX3's `.log` playlists. Their file names are found in the folders from BCX3's settings (brought in with Config › BCX3 Migration) or, failing that, in the **Audio Path**.

10. Outputs and flip-flop

Each player can go to its own sound card, so each can have its own channel on the desk. In Config › **Input/Output** › **Outputs**, choose a sound card for **Port 1** to **Port 4**, **Playlist fader 1**, **Playlist fader 2** and the **Button Box**. **Main output** is the Windows default. The Production editor's **Preview output** is set just below. Output changes take effect when BCX restarts.

- A port, the Button Box or Production sent to its own card shows a small reminder of the card's name.
- If a card isn't connected when BCX starts, Input/Output says so and what's routed to it plays on the main output instead.
- If a card drops out (a USB lead pulled, say), BCX reopens just that card when it comes back; everything else plays on.

Flip-flop: give Playlist fader 1 and Playlist fader 2 different sound cards and playlist items alternate between fader 1 and fader 2, so the presenter can talk over the end of one item while the next comes in hard on the other fader. The playlist's **Fad** arrow shows each item's fader: **blue for fader 1, yellow for fader 2**. With both faders on the same card, flip-flop is off and every item plays on fader 1; the Outputs page shows whether it is on. Like the outputs, it takes effect when BCX restarts; an item already loaded stays on the fader it was loaded on.

11. Backups and getting help

BCX keeps its settings, buttons and licence in **C:\ProgramData\BCX** (the bottom of the Configuration window shows the exact path). Back that folder up, along with your audio and playlist folders.

Moving to a new PC: install BCX there, copy the backed-up files into its C:\ProgramData\BCX, then send Barrcode the new PC's request code for a licence key. The old PC's key won't work on the new one.

Help: contact Barrcode 22 Ltd with your request code and the BCX build shown in the title bar.