

Noize Machine - Backend Admin Guide

Mounting New Music

To change the music in the backend, you need to use the mount command to mount a folder from one place into the AutoDJ/app/music/ folder in the appropriate type. Please note that, if the watchdog is properly running, this is the **ONLY** command necessary to add music to the database and allow them to be added to playlists.

```
sudo mount --bind source/folder/ destination/folder/
```

To remove music from the database, use the umount command to unmount the folder mounted above.

```
sudo umount destination/folder/
```

Example mounting (one command):

```
sudo mount --bind /home/ambient/emergency-mpeg3  
/home/noize-machine/AutoDJ/app/music/rotation
```

Example unmounting (one command):

```
sudo umount /home/noize-machine/AutoDJ/app/music/rotation
```

Scenarios

4th of July shows

There are two options for changing the rotation music for a single day of programming. The first way you can do this is to unmount the rotation folder and mount the temporary music into the rotation folder. Do this after 11pm the night before you want the changes. Use the commands shown above:

```
sudo umount /home/noize-machine/AutoDJ/app/music/rotation  
sudo mount --bind /home/ambient/fourthJuly  
/home/noize-machine/AutoDJ/app/music/rotation
```

```
cd AutoDJ/backend && ./Playmaker.py tomorrow
```

The other way this can be done is to mount the music for the specific day into the shows folder before 9pm the day before the special programming day. If you want the same music to appear throughout the rotation playlist for the day you will need to mount it in each show hour 7-23 (the folders are in military time),

```
sudo mount --bind /home/ambient/fourthJuly  
/home/noize-machine/AutoDJ/app/music/shows/01mon/7
```

Backend Commands

****IMPORTANT: You must be in the “AutoDJ/backend/” folder to run ANY of the commands for the rest of the document.****

To manually generate the playlist:

For today

```
./Playmaker.py today
```

For tomorrow

```
./Playmaker.py tomorrow
```

Note that there is an option to create playlists for a week, but this should only be used for testing purposes and development, and never on the production machine.

Scenarios

If you changes to the music in any of the folders that are playing or will play later in the day, you need to regenerate the playlists for today using the today flag. These new playlists will be seen by the webpage when it is refreshed or it rolls over to a new hour. You would need to use the tomorrow flag if it is after 10 pm but before midnight and the playlists need to get made or remade based on them not being available or to add new music to the playlists.

Database maintenance:

Caution! Make a copy of the AutoDJ/db/music.db file before making considerable changes as it is very easy to destroy and/or leave the database in a state which cannot produce playlists.

To remove all the contents of a table and delete it:

```
./DatabaseTools.py destroy [all|digital|ads]
```

To create blank tables:

```
./DatabaseTools.py create [all|digital|ads]
```

Adding music or other content to the database from a folder manually:

- First, figure out which **table** it needs to go in:
 - “digital” has all of the music
 - “ads” contains all content that goes in between songs (sweepers, legal ids, and advertisements)
- If the **type** is music, you only have determine the time to play:
 - rotation (everyday 7am to 11pm)
 - ambient (mon-friday 11pm to 7am)
 - blues (sat and sun 11pm to 7am)
- If it is not music, then this must ALSO be broken down by type added:
 - sweeper_
 - ad_
 - legalID_
- Finally, you pass in the path to the to the top level folder **location** that contains the music
- Put all of this together for the command:

```
./DatabaseTools.py update [table] [type] [location]
```

Example:

```
./DatabaseTools.py update digital ambient /home/ambient/ambient  
./DatabaseTools.py update ads sweeper_ambient /ambient/sweepers
```

To see what is currently in the database:

```
./DatabaseTools.py status [digital | ads]
```

If you need to make sure that everything that in database is still a file that can be accessed by the music player:

```
./DatabaseTools.py clean [digital | ads]
```

To start the watchdog that will watch the database and keep it up to date for you such that you do not need to use DatabaseTools (this ensures that it is running in the background and isn't ended when the user exits his terminal session):

```
nohup ./Watchdog.py < /dev/null > nohup.out 2> nohup.out &
```

****Note:**** This makes it so that the watchdog does not take input and that any output or error are saved to the file nohup.out in the same folder

Bad Music Files

The Noize Machine automatically strips the following illegal characters from file paths of songs BEFORE they are inserted into the music database (but does NOT touch the metadata):

' " #

If a song makes it into the database but still doesn't load on the webpage, then there is an issue with the file itself. You will need to delete that file to remove it from the database.

It's not working, why?!? Workflow

I hit start but the playlist isn't showing/music isn't playing!

1. Right-click on the Noize Machine web page and select "Inspect Element"

2. Click on the "Console" tab
3. Look for the following error messages:
 - a. "Cannot find playlist"
 - i. The playlists were not generated correctly, so you must log on to the Noize Machine and manually generate the playlists
 - ii. NOTE: If this keeps happening, then something else is wrong.
 1. `ssh noize-machine@radio1190.colorado.edu`
 2. `cd AutoDJ/backend`
 3. `./Playmaker.py today`
 - b. "Cannot load MusicTitle"
 - i. The song itself did not load correctly
 - ii. Refresh the Noize Machine web page
 - iii. You must track down where the song is and delete it, as it is not a good mp3. The database will have to be refreshed and the playlists regenerated in order for this to take effect. This is automatically done at 10pm every night.
 1. if you want to make sure that that song does not get played again today, first delete the file and then wait a 5 minutes for this to take effect in the database
 - a. `ssh noize-machine@radio1190.colorado.edu`
 - b. `cd AutoDJ/backend`
 - c. `./Playmaker.py today`
4. If there are no error messages, then something has gone horribly wrong that we have not yet run into. Think of what has happened recently with code pushes, server changes, power outages, or new users.
 - a. if all else fails, email: edward.maton@gmail.com