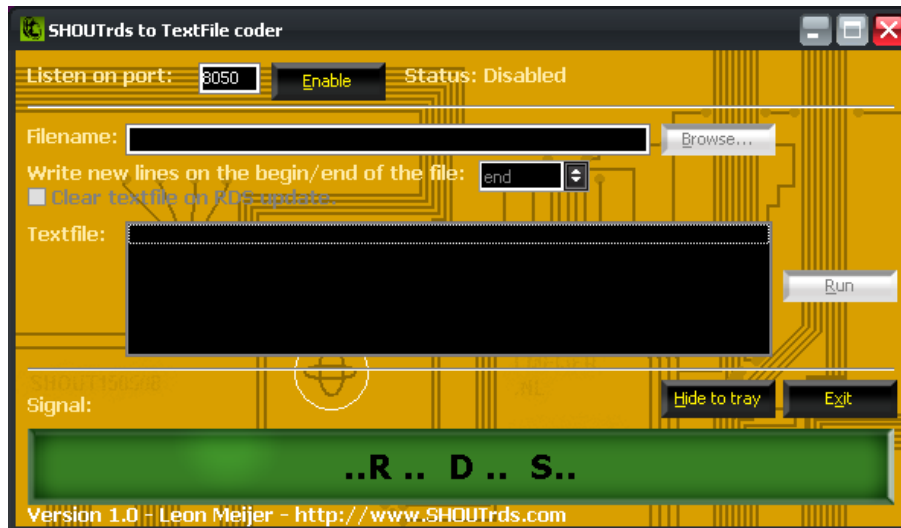


# SHOUTrds to TextFile coder Manual



SHOUTrds to TextFile coder is a plugin that allows you to write the output of SHOUTrds to a textfile e.g. to use it with your RDS hardware.

## Configuring the coder

In order to receive text from SHOUTrds we need to set-up a kind of SHOUTcast server. It's not a SHOUTcast server but the application acts like the SHOUTcast webinterface. To do this we need to set-up a webserver on a specified port.

Specify the port to listen to in the "Listen on port" field.

Press the enable button to enable the serve. When the port is already in use by another application, an error message will appear.

## Configuring SHOUTrds

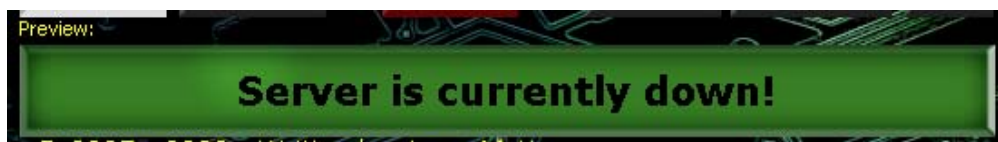
So now our "server" is ready to accept connections on the port specified. So we can set-up SHOUTrds to connect with our tool.



In the "host" field specify the IP of the PC/server where our tool is running. When the tool is running on the same PC as SHOUTrds specify "localhost" or "127.0.0.1".

In the "port" field specify the port number set in the previous section.

Configure SHOUTrds with your texts / schedules and press the run button. SHOUTrds will display "Server is currently down!" in the "Preview" box.



## Configure the coder for textfiles

So now SHOUTrds is configured correctly and sending text to the "server".

To start the coder you need to configure a valid output:



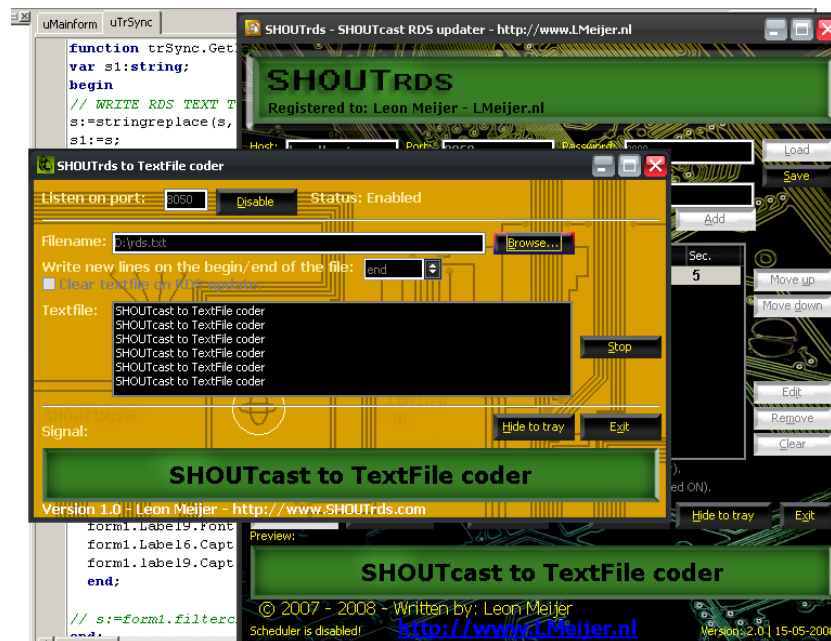
Specify the filename in the Filename field.

Where do you want to write the new RDS texts? At the beginning or end of the file.

The checkbox "Clear text file on RDS update" clears the text file before writing.

## Running the coder

Now you can click "Run" to start the coder and see the result.



## Extra features

To turn off graphics use the /nGraphics switch.

To turn off Error Handling use the /nErrorhandling switch.

For more information about this switches see the SHOUTrds manual.