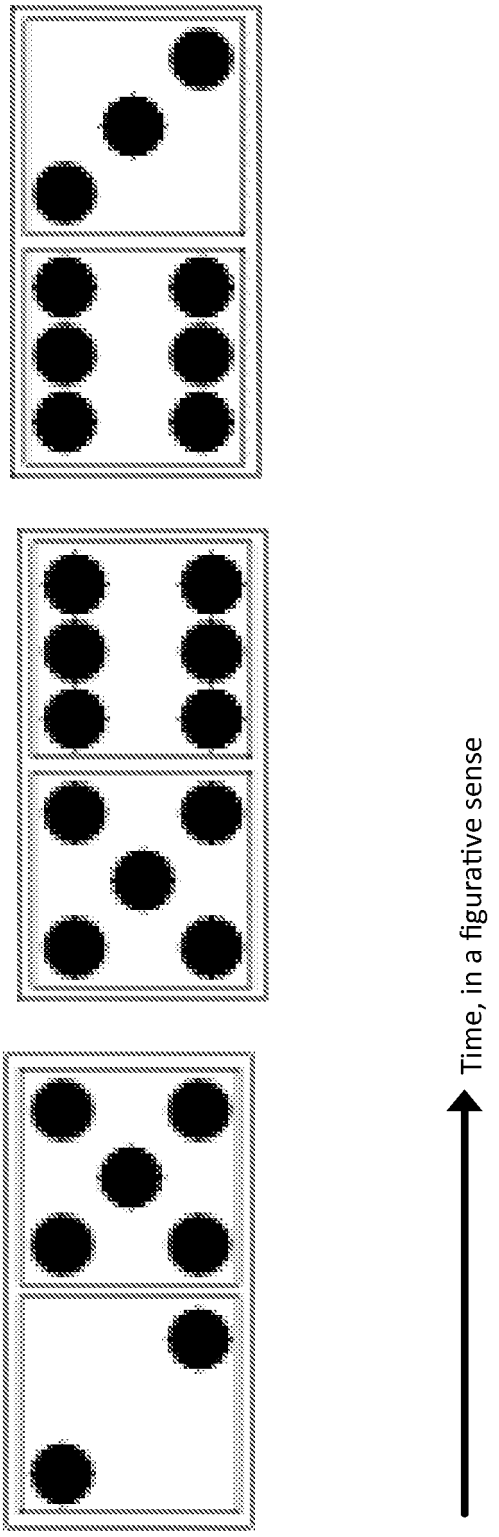

Figure 1

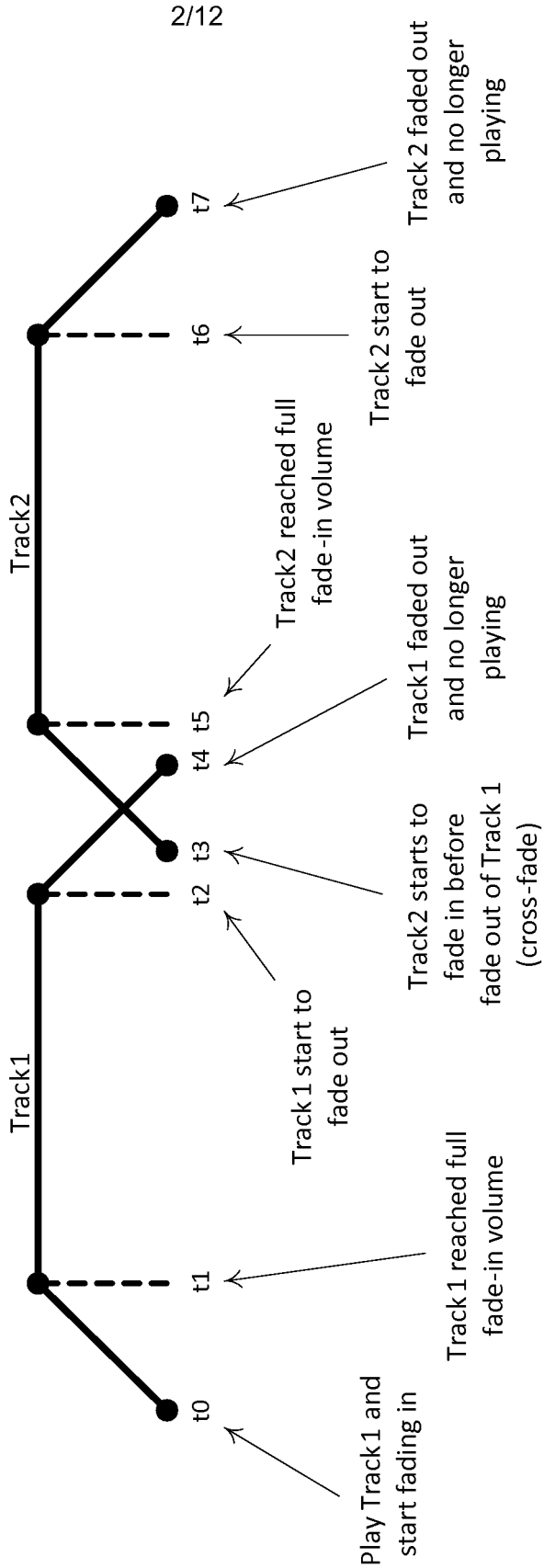
Track1
Track2
t0
t1
t2
t3
t4
t5
t6
t7
Play Track1 and start fading in
Track1 reached full fade-in volume
Track1 start to fade out
Track2 starts to fade in before fade out of Track 1 (cross-fade)
Track1 faded out and no longer playing
Track2 reached full fade-in volume
Track2 start to fade out
Track2 faded out and no longer playing
Time

Figure 2

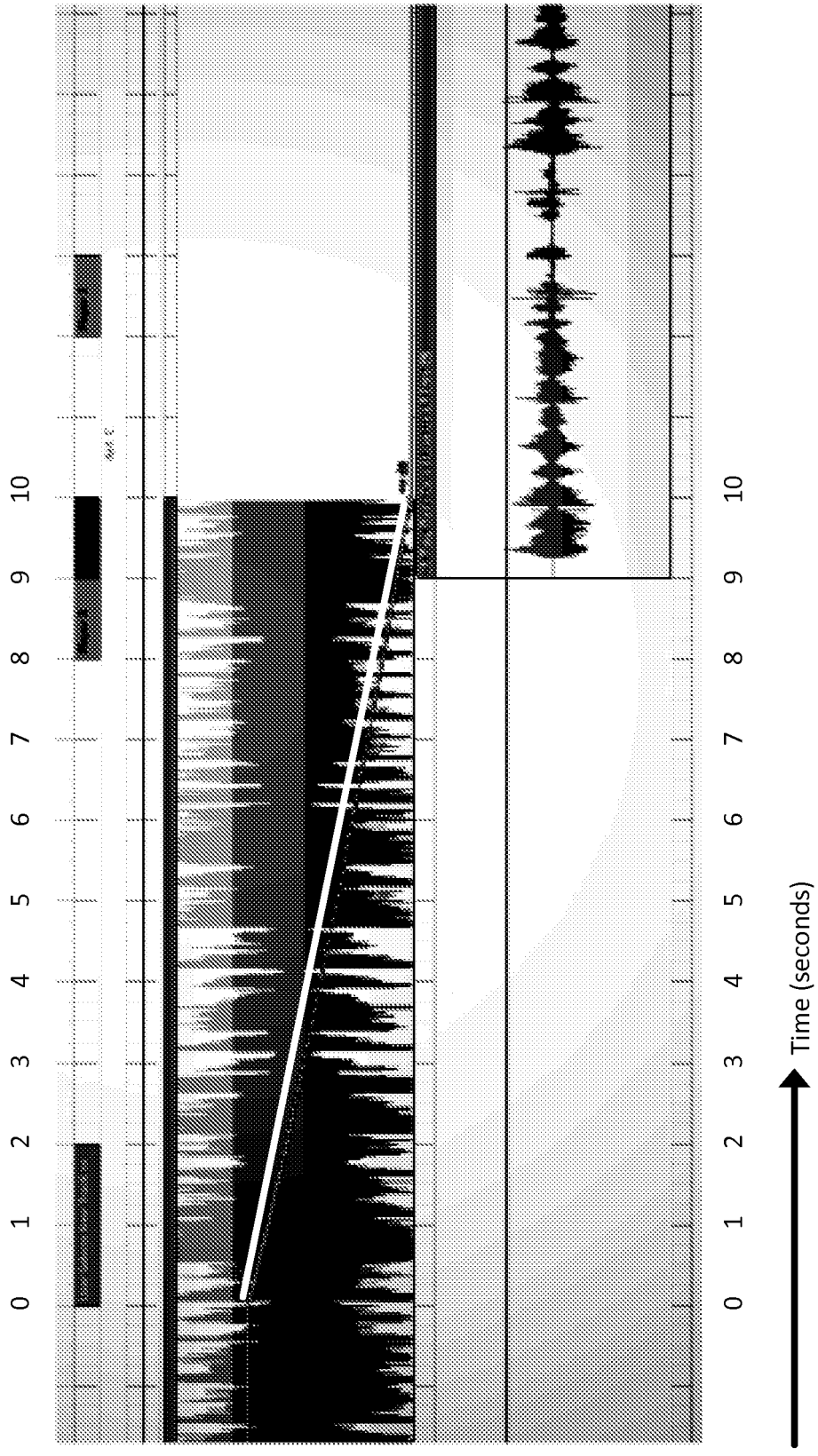

Figure 3

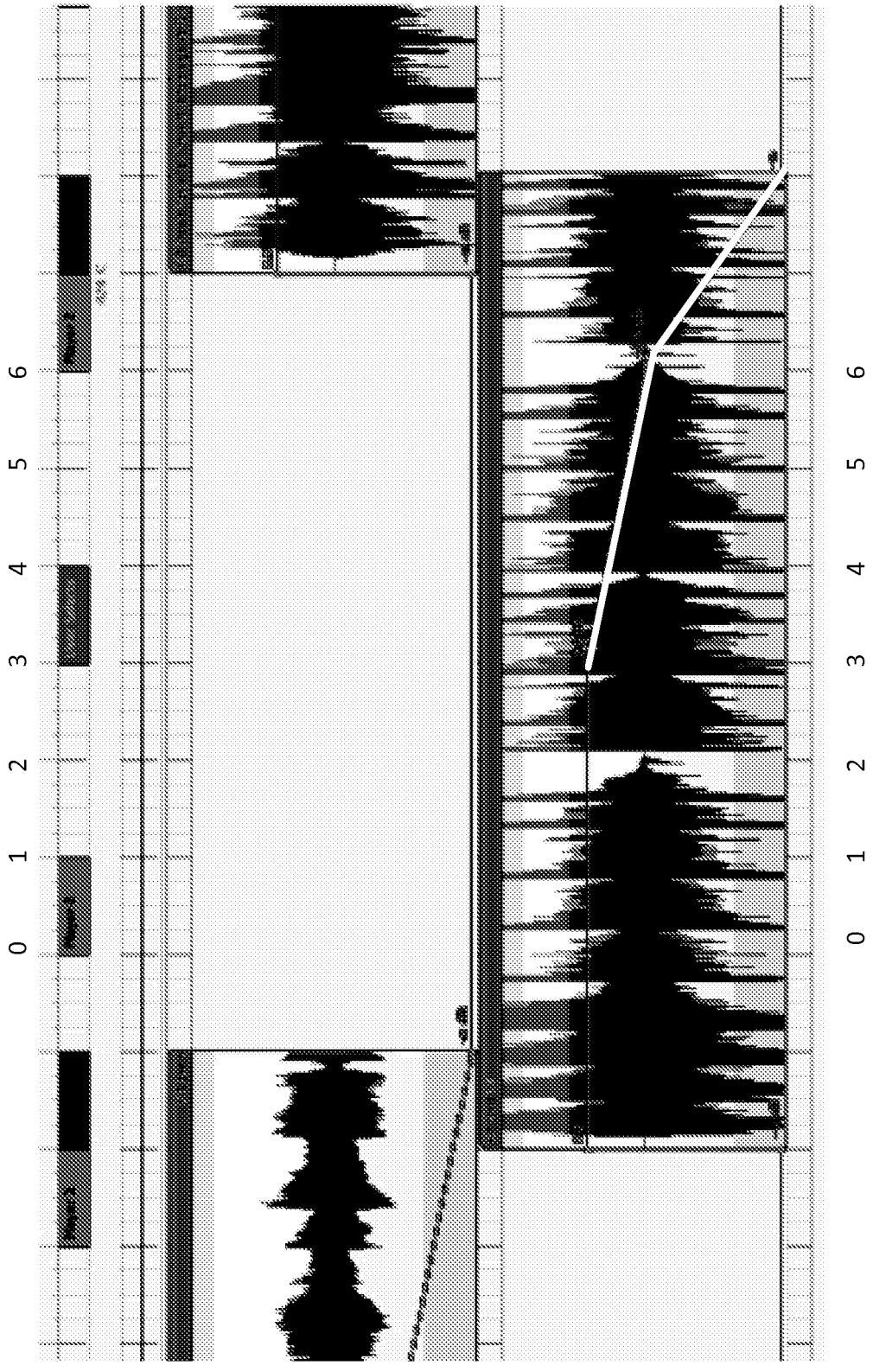

Figure 4

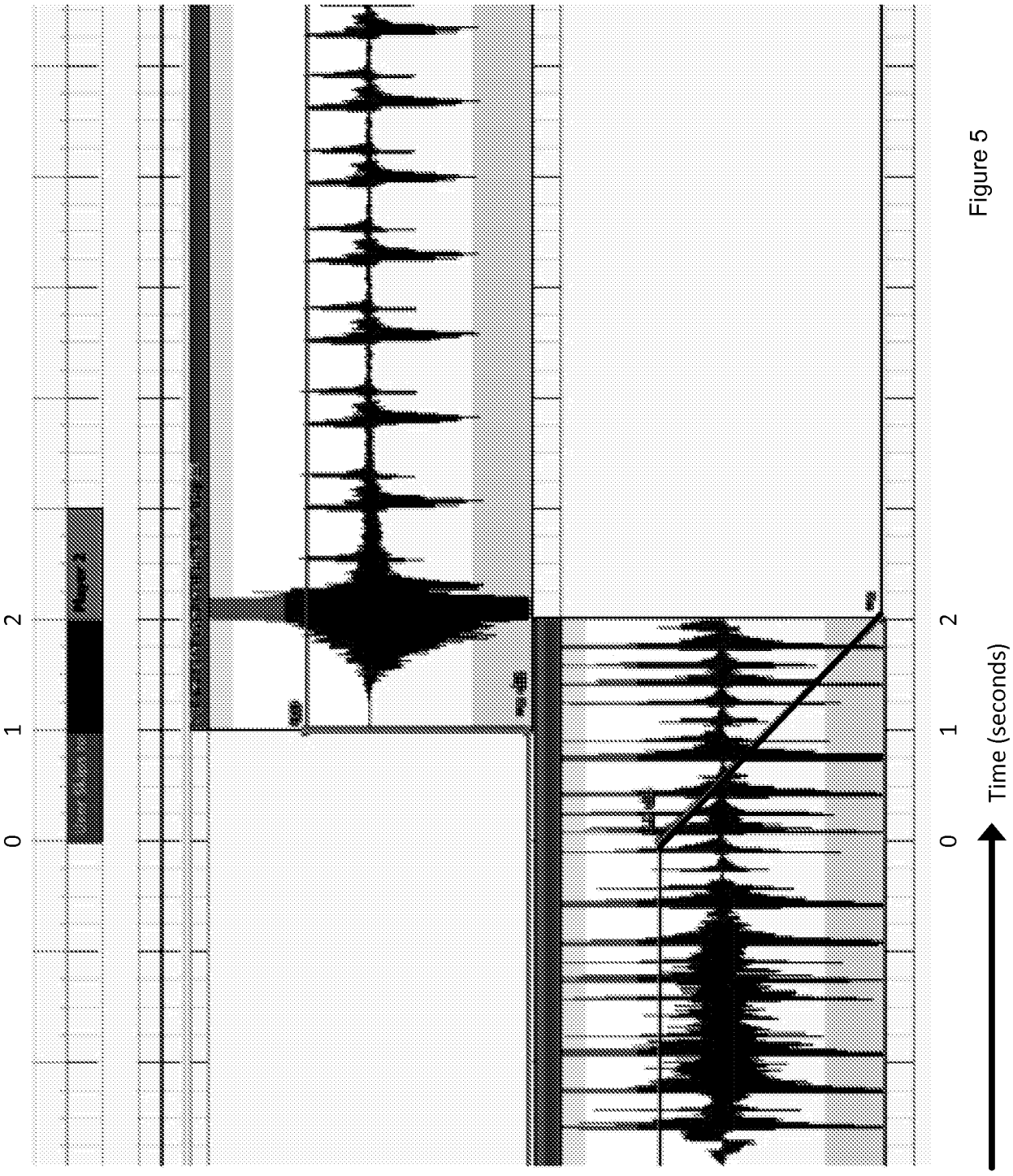

Figure 5

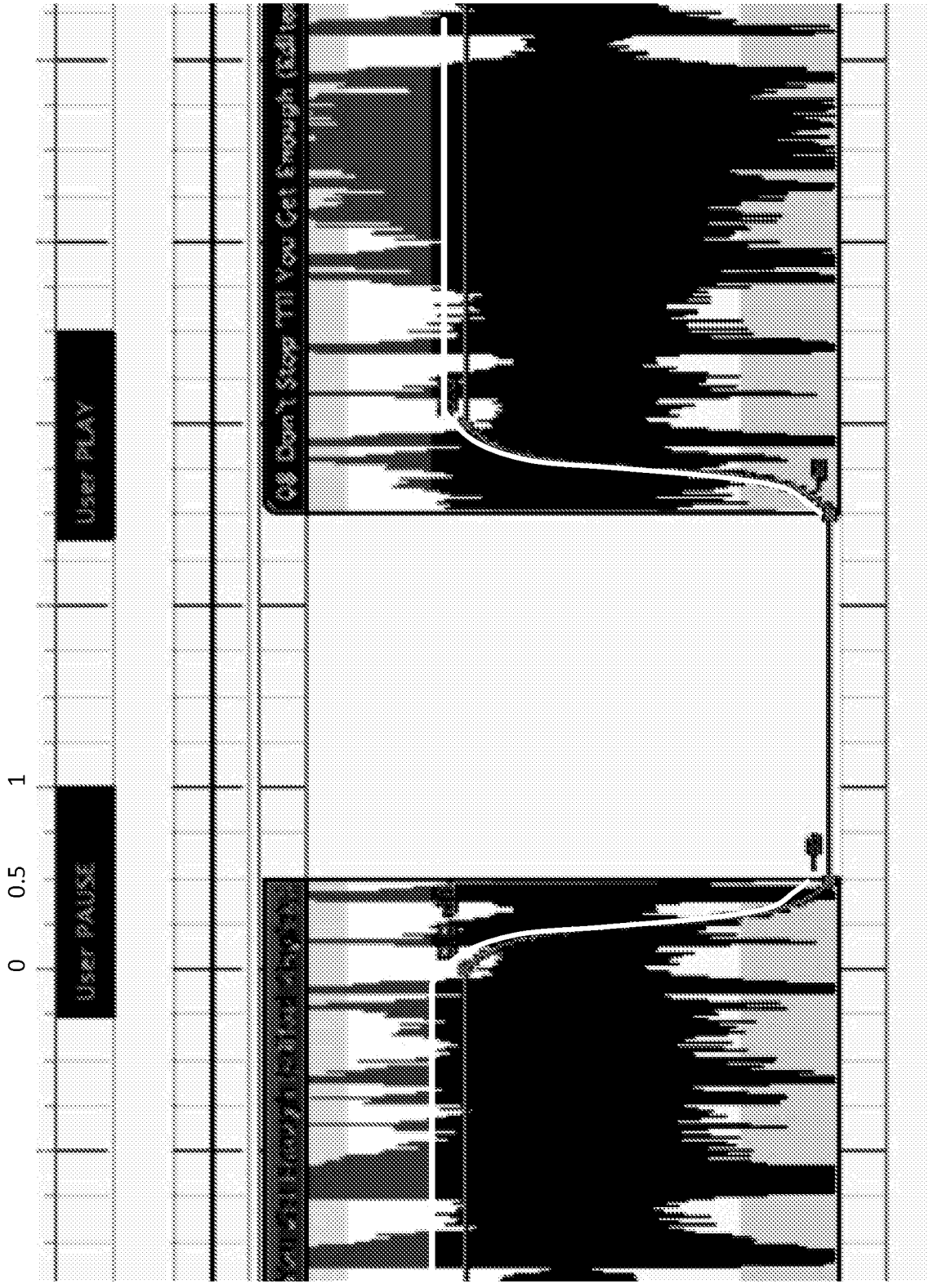

Figure 6

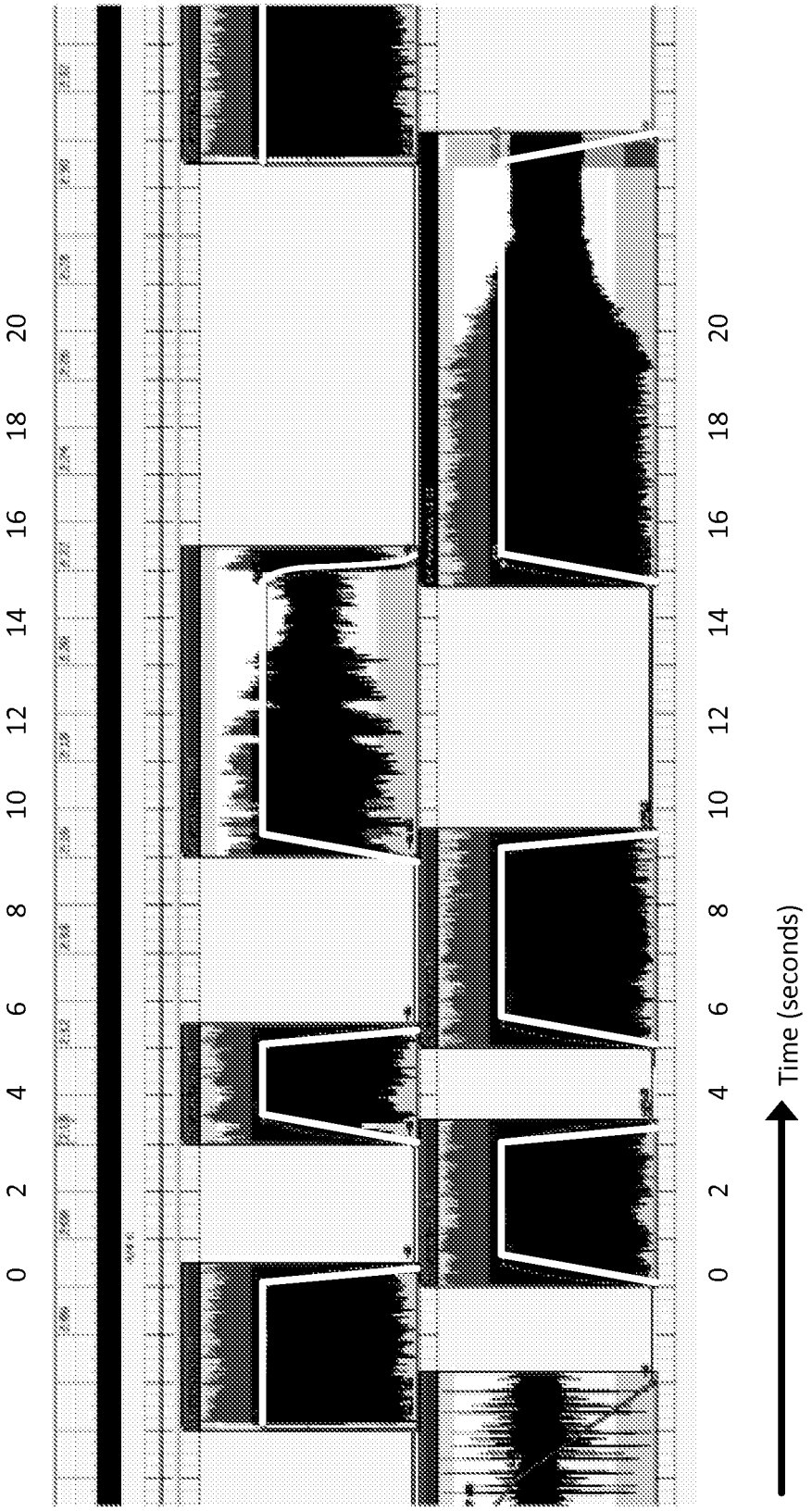

Figure 7

```
<djml>
<name>Rock top 100</name>
<description>The best rocking tracks at the moment</description>
<!-- Items to be pre-cached by the client.
Each has a priority indicating
-->
<cache>
<audio guid="DEADBEEFDEADBEEF" priority="1"/>
<audio src="http://www.omnifone.com/audio/mytrack.mp3" priority="2"/>
</cache>
<!-- Specify a fallback playlist
The mincache attribute specifies this can't be used until at least 10 minutes
of air time can be filled
-->
<fallback mincached="10m">
<!-- format would be identical to general stream definition -->
</fallback>
<stream>
<!-- Play a track starting 30 seconds in, with a linear 8 sec fade at start and end -->
<audio guid="DEADBEEFDEADBEEF" start="0" index="30" duration="60">
<!-- fade in that is anchored at it's start -->
<fade start="0" duration="8" type="linear" direction="in"/>
<!-- fade out that is anchored at it's end -->
<fade end="60" duration="8" type="linear" direction="out"/>
</audio>
<!-- Play a second track track with a linear 8 sec fade at start and end
The start position of this track is -8, so it will overlap the last track
causing a cross fade.
-->
```

Figure 8

```
<audio guid="DEADBEEFDEADBEEF" start="-8" duration="60">
<!-- fade in that is anchored at it's start -->
<fade start="0" duration="8" type="linear" direction="in" startvolume="100"/>
<!-- fade out that is anchored at it's end -->
<fade end="60" duration="8" type="linear" direction="out" endvolume="0"/>
</audio>
<!-- Play a track with areas marked as being off limits for overlays or interstitials -->
<audio guid="DEADBEEFDEADBEEF" start="-8" duration="60">
<!-- Highlight the important sections of the track that cannot be overlaid, i.e. chorus -->
<important>
<range start="10" duration="20" priority="1"/>
<range start="60" duration="20" priority="1"/>
<range start="10" duration="90" priority="2"/>
</important>
</audio>
<!-- Play some audio applying extra effects -->
-->
<audio guid="DEADBEEFDEADBEEF" start="0" duration="60">
<tempo start="0" duration="60" type="linear" starttempo="100" endtempo="130"/>
<!-- customer effects added and handled by different client applications -->
<effects:customeffect customattribute="1"/>
</audio>
<!-- Providing a link at the end of the stream allows the server to provide tracks
one-by-one if required.
Perhaps due to the recommendation engine selecting tracks operating a track at a time
-->
<link>http://dj.ml/playlist/DEADBEEFDEADBEEF/nexttrack</link
<stream>
</djml>
```

Figure 9

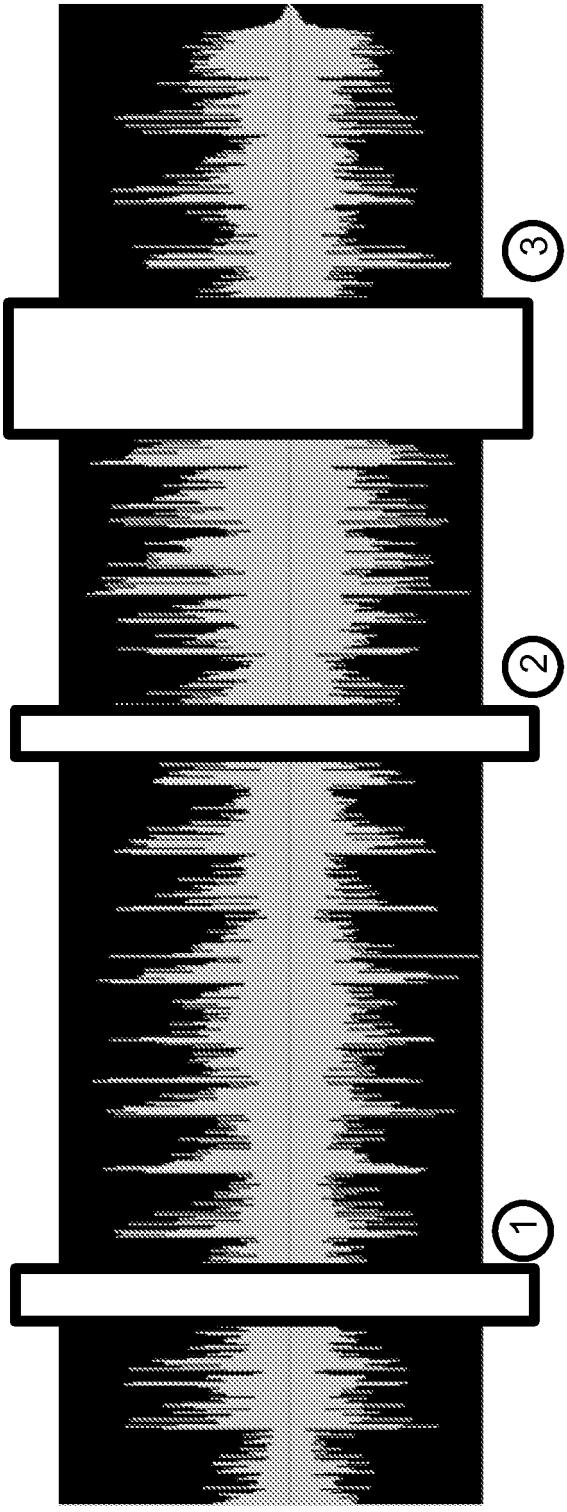

Figure 10

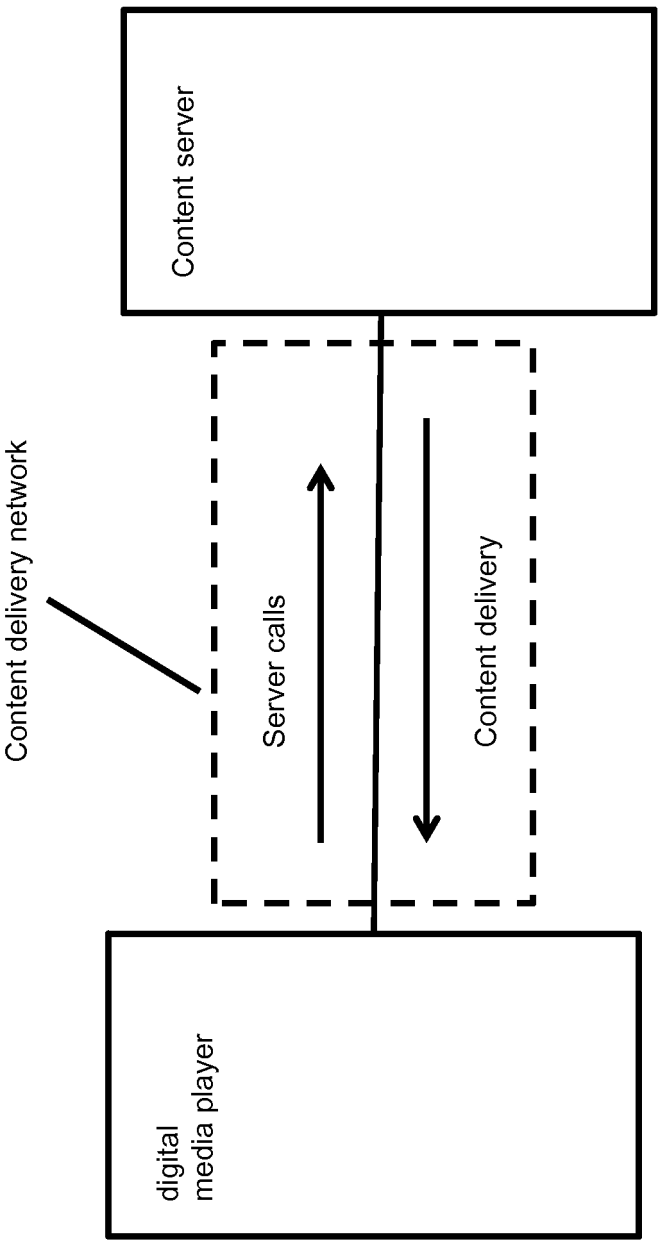
Content server
Content delivery network
Server calls
Content delivery
digital
media player

Figure 11

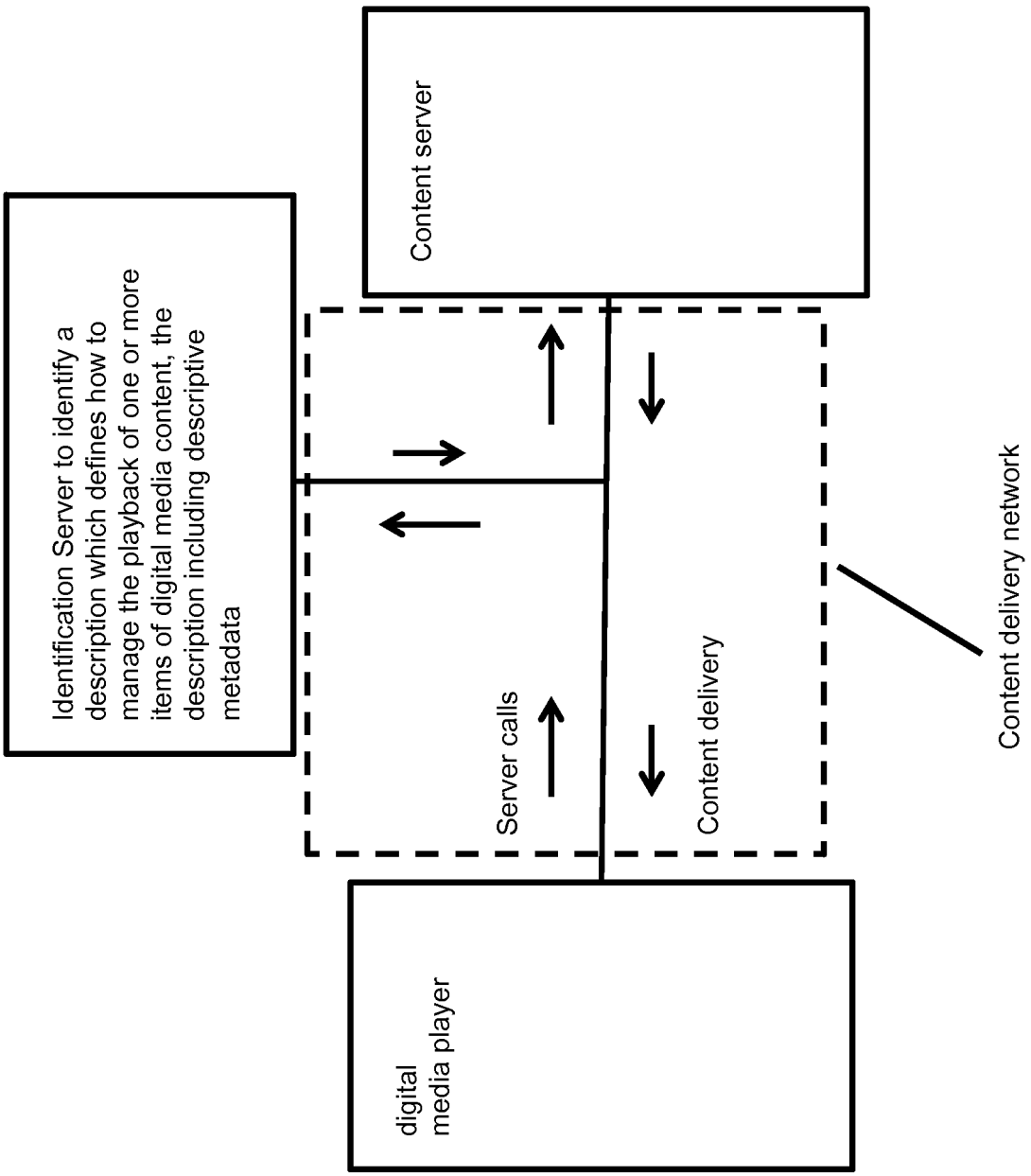
Content server
Identification Server to identify a description which defines how to manage the playback of one or more items of digital media content, the description including descriptive metadata
Server calls
Content delivery
Content delivery network
digital media player

Figure 12