Insert dynamic local news as a container

Created by customer Wiele

For a local radio station, I created a script that will insert a container every hour that contains multiple news items that can be randomly select from folders. This way you can have up to date news which sounds different every hour. You only need to import the news items in the right folders and the script will create a news container every hour.
Even if you generate your playlists in advance (for for example voice tracking). At playout this script will still insert the latest local news from the database as a container. The people doing the voice tracks will see a placeholder (dummy) in their playlist and know when the local news is being played.
By using a sub playlist, you are very flexible in what should be in the container as we can use the hour templates that are already available in mAirlist.
I create a manual on how to configure and use this in Aircast.
You can find the step by step manual here:
https://1drv.ms/w/s!ApAW11tenPiUq8xafeUhRSifGhxz0A 35
This is the script:

```
//Local News insert script
//By Stefan van der Wiele
//
//This script will replace a dummy with a container that contains the content of a subplaylist for that hour


var
        ads: IContainerPlaylistItem;
        adsContainerAsPlaylistItem: IPlaylistItem;
        plSubPlaylist: IPlaylist;
        iInsertLocation, i: INTEGER;
        errorMessage: string;

const

        //Only change these values

        sDummyTitle = 'Regionieuws'; // Title of Dummy item to replace
        sContainerArtist = 'Regionieuws'; //Artist of the container that is created
        sContainerTitle = 'Regionieuws'; //Title of the container that is created
        iSubPlaylist = 1; // ID of SubPlaylist (can be found in configuration)
        sysLogName = 'Local News Script'; // 'Name used in systemlog
        removeDummy = false; // Set to true if dummy item needs to be removed after adding the
container

procedure createContainer;
begin

        // Create a new Container Item
        ads := Factory.CreateContainerPlaylistItem;

        adsContainerAsPlaylistItem := IPlaylistItem(ads);
        adsContainerAsPlaylistItem.SetTitle(sContainerTitle);
```

```
                adsContainerAsPlaylistItem.SetArtist(sContainerArtist);
                adsContainerAsPlaylistItem.SetItemType(pitNews);

end;

procedure writeLog(sysLogData: string);
begin
                SystemLog(sysLogName + ': ' + sysLogData);
end;

function fillContainer: boolean;
var
                exitbool: boolean;
begin
                plSubPlaylist := Database(0).GetCurrentPlaylist(iSubPlaylist)

                if plSubPlaylist.GetDuration <> 0 then begin
                        ads.GetPlaylist.Assign(plSubPlaylist);
                        exitbool := true;
                end
                else
                begin
                        exitbool := false;
                end;
                result := exitbool;

end;

function findDummy: integer;
begin

  for i := 0 to Playlist(0).GetCount -1 do
  begin

  if Playlist(0).GetItem(i).GetTitle = sDummyTitle then begin
        iInsertLocation := i+1;
  end;
  break;
  end;

result := iInsertLocation;

end;

procedure insertContainer;
begin

                Playlist(0).Insert(iInsertLocation, adsContainerAsPlaylistItem);
end;
```

```
begin
        //Trying to find dummy, if not found generate error message
        if findDummy > 0 then begin

                //Create container and set values
                createContainer;

                //Check if container has content and insert container
                if fillContainer then begin
                        insertContainer;

                        //After inserting the container remove the dummy
                        if removeDummy then begin
                                Playlist(0).Delete(i);
                        end;
                end
                else
                begin
                        writeLog(' SubPlaylist is empty, did you generate it?');
                end;
        end
        else
        begin
                writeLog(' Dummy not found, please check if it is in the current playlist and if the
name is correct');
        end;


end.
```