

Logging Variables

General variables

%Y	Current year as YYYY
%y	Current year as YY
%M	Current month as MM
%D	Current day as DD
%h	Current hour as HH
%m	Current minute as MM
%s	Current second as SS
%w	IOS8601 week of the year
%T{Format}	Current date/time, using FormatDateTime formatting (see below)
%S{Format}	Start time in FormatDateTime formatting (used for stop logging)
%t	Tab character (ASCII 9)
%r	CR character (ASCII 13)
%n	Newline Character (ASCII 10)
%g	Unique identifier of the associated playback operation
%R{Key}	Runtime data
%#	Total number of current listeners on all encoder connections

Information about the item being played

%a	Artist
%b	Title
%l	Total duration, in sections with fractions
%l{Format}	Total duration, in FormatDateTime format
%L	Total duration, as HH:MM:SS
%d	Actual playback duration, in DirectSound units seconds (for stop logging)
%e	Actual playback duration, in seconds with fractions (for stop logging)
%e{Format}	Actual playback duration, in FormatDateTime format (for stop logging)
%p	Effective playback duration, in seconds
%P	Effective playback duration, as HH:MM:SS
%F	Projected finish time (start time + duration), in FormatDateTimeFormat
%c{Type}	Cue marker, in sections with fractions
%E	End type
%I	Item type (internal identifier)
%J	Item type (human readable)

%u{Key}	Attribute value
%C	Comment
%U	Internal Database ID
%V	External ID
%k	Icon filename
%K	Icon data as BASE64 string
%1	Filename with path
%2	Filename without path
%3	Filename without path and extension
%4	Filename without path, first character only
%i{Key}	Raw file tag data

Additional variables for playlist/advertising import (filename pattern)

%B	Block number
%2B	Block number, two digits, leading 0
%3B	Block number, three digits, leading 0
%N	Region number
%2N	Region number, two digits, leading 0
%3N	Region number, three digits, leading 0

FormatDateTime

Some variables expect a time format string in Delphi's FormatDateTime notation, see <http://www.delphibasics.co.uk/RTL.asp?Name=FormatDateTime>

Subsequent items

By using + signs in the variables, you can access the data of the subsequent (next) items in the playlist.

For example %+a retrieves the artist of the next item, not the current one, %++a the artist of the item after the next item, and so on.