

## Ashly Dante-3018 Multi-Channel Network Audio Interface

Dante, created by Audinate, is an Ethernet based digital AV network technology that uses existing network infrastructure for delivery of high performance, high channel count audio signals. With the optional Dante-3018 module installed, the digiMIX18 can be integrated into a Dante digital audio network. The Dante-3018 resolution & sampling rate is 24bit / 48KHZ. The Dante-3018 module can be field installed and is sold and shipped separately from the mixer along with installation instructions.

**Dante Controller:** The Dante-3018 module allows the digiMIX18 to receive and transmit audio with other Dante devices. Configuration of Dante audio streams requires the use of Dante Controller. This free software from Audinate is available for both Windows® and Mac®. Dante Controller uses a simple matrix (shown on next page) to connect Dante audio transmitters with receivers. The Dante-3018 provides access for up to 18 digital audio input channels and 30 digital audio output channels on the digiMIX18.

Any Dante transmitter channel can be assigned to one or more Dante-3018 receiver channels, but each Dante receiver channel can have only one transmitter as its input source. The Dante-3018 resolution & sampling rate is 24bit / 48KHZ.

**Dante latency** can be observed and configured for individual devices within the Dante Controller Network Status tab. Note that overall system latency will always adopt the slowest latency found on devices linked in a transmitter/receiver stream.

Note that when the Dante-3018 module is installed, it must always be the master clock.

**Dante Virtual Soundcard** (not shown): The Dante Virtual Soundcard, purchased separately from Audinate, allows a Windows or Mac computer to act as a Dante audio source. Any sound the computer generates (background music, announcements, VoIP sessions, etc.) can be routed to a Dante receiver via the Dante controller.

NOTE: The Dante Virtual Soundcard audio stream may not automatically start up after digiMIX18 is powered on. If this happens, cycle the mixer power again or restart the Dante audio stream.