

Atmosphere™ Dante®

USING DANTE® IN ATMOSPHERE™

QUICK START GUIDE



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INTRODUCTION

Atmosphere AZM models that include Dante (models ending in -D) have the additional functionality of being able to create Sources using Dante inputs and Zones using Dante outputs. The steps for creating these Dante Sources and Zones follow the same steps as creating Source/Zones using analog inputs. Once created, the Dante Sources/Zones behave exactly as any other Source/Zone using analog I/O. Routing the Dante channels is performed using Dante Controller software from Audinate. While the Brooklyn 3 card used for Dante implementation can accept 16x16 audio channels, the AZMs are limited in the number of Sources and Zones they can process (14x8 for 8-Zone models, 10x4 for 4-Zone models).

THIS GUIDE PROVIDES THE BASIC STEPS FOR:

- Creating Sources using Dante receiver input channels
- Creating Zones using Dante transmitter output channels
- Viewing and adjusting Dante settings, such as IP address, latency, and channel names

THIS GUIDE DOES NOT COVER BASIC ATMOSPHERE SETUP, SUCH AS:

- Unboxing
- Connecting to the unit and first-time login
- Creating non-Dante specific items such as network settings, user accounts, accessory setup, sound masking, Atmosphere Cloud, and more

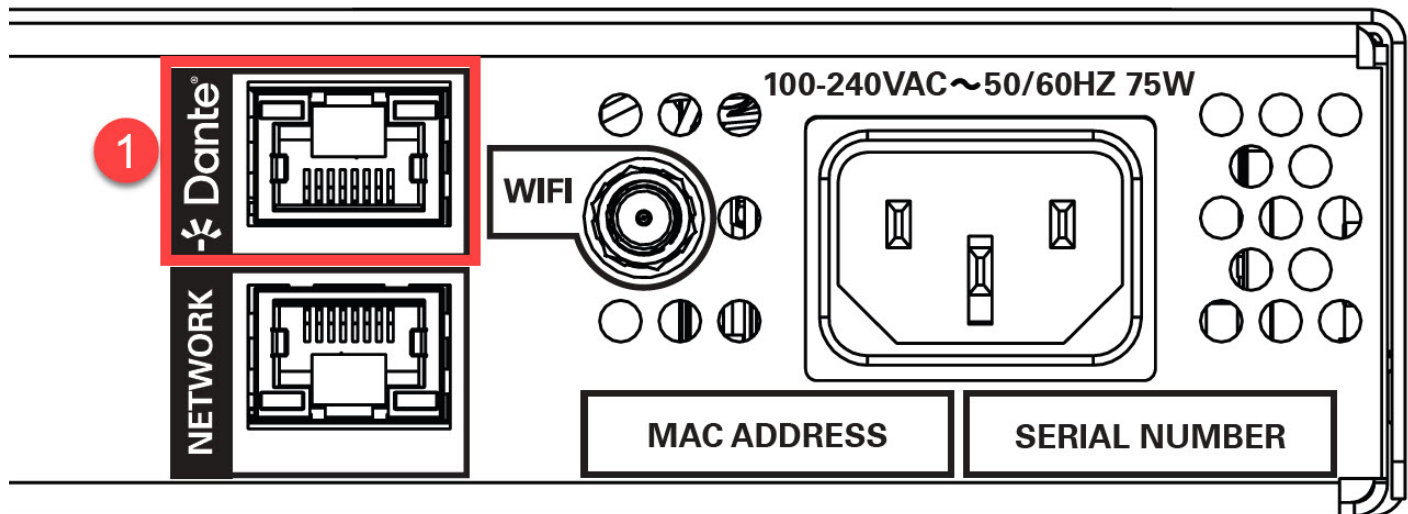
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CONNECTING TO A DANTE NETWORK



1. All AZM Dante models include a second, dedicated, network port for all Dante audio communication. Be sure to connect this port to the desired Dante network.

Note 1: Dante Controller software is required to make Dante transmitter/receiver routes.

Note 2: To maintain EMC compliance, use shielded category network cable.

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CREATING A DANTE SOURCE

2. In the AZM-D web GUI, navigate to the **Sources** tab.
3. Click the **ADD SOURCE** button to bring up the Source creation form.
4. In the form that appears, give your Source a name and select any associated color/icon customization.
5. Select the Source Type: **Mono** or **Stereo**. Mono will consume 1x Dante input and use 1x channel of DSP processing while Stereo will consume 2x Dante inputs and use 2x channels of DSP processing.
6. Using the input port drop-down menu, select the desired Dante input, 1-16, for each output channel. These are the Dante Receiver channels that show up for this device within Dante Controller.
7. Click **DONE** to add the Source to the system.

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CREATING A DANTE SOURCE (CONTINUED)

The screenshot shows the Dante Controller software interface. The 'Network View' tab is active, displaying a list of devices. The 'AZMP8D-RACK-1' receiver is selected and expanded, showing a list of Dante channels (01-16). A red box highlights this receiver and its channels. A red circle with the number '8' is overlaid on the screenshot, indicating the step number.

8. In Dante Controller, assign the desired external Dante channels to the AZM's receiver channels chosen in Step 6. By default, the Source names will be applied to the receiver names within Dante Controller.

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CREATING A DANTE ZONE

9. In the AZM-D web GUI, navigate to the **Zones** tab.
10. Click the **ADD ZONE** button to bring up the Zone creation form.
11. In the form that appears, give your Zone a name and select any associated color/icon customization.
12. Select the Zone Type: **Mono**, **Mono+Sub**, **Stereo**, or **Stereo+Sub**. Mono will consume 1x Dante output and & 1x channel of DSP processing, Mono+Sub and Stereo will each consume 2x Dante outputs and use 2x channels of DSP processing, and Stereo+Sub will consume 3x Dante output and 3x channels of DSP processing.
13. Using the output port drop-down menu, select the desired Dante output, 1-16, for each output channel. These are the Dante Transmitter channels that show up for this device within Dante Controller.
14. Click **DONE** to add the Zone to the system.

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CREATING A DANTE ZONE (CONTINUED)

The screenshot shows the Dante Controller Network View window. The 'Transmitters' list is expanded for 'AZMP8D-RACK-1', showing 16 channels. The channels are labeled as follows:

Channel	Label
01	Lobby
02	Bar
03	Meeting Room
04	Health Club
05	
06	
07	
08	
09	
10	
11	
12	
13	
14	
15	
16	

The 'Receivers' list shows four devices: ALX-D-0520, AtmosphereDemoRoom, AZM4D-RACK-2, and AZMP8D-RACK-1. The status bar at the bottom indicates 7 devices, 0bps Multicast Audio Bandwidth, and active Event Log and Clock Status Monitor.

15. In Dante Controller, assign the desired external Dante channels to the AZM's transmitter channels chosen in Step 13. By default, the Zone names will be applied to the transmitter names within Dante Controller.

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DANTE SETTINGS

16 Settings

17 General Settings

Device Lock: Unlocked (Adjust in Dante Controller)

Dante Device Name: AZMP8D-RACK-1

Link Status / Speed: 1000 Mbps

MAC Address: 00:1D:C1:2D:7F:EC

Dante FW Version: 4.2.7.7

Latency: 1.0 ms

18 Dante Network Settings

Dante IP Address: 192.168.10.52

Addressing Mode: Static

IP Address: 192 - 168 - 10 - 52

Subnet Mask: 255.255.0.0

Default Gateway: 0 - 0 - 0 - 0

DNS Server: 0 - 0 - 0 - 0

19 Dante Input & Output Names

Automatically Name Routes

Dante Transmitters	AZM Dante In	AZM Dante Out	Dante Receivers
1 01@AZM4D-RACK-2	01 - Podium Mic	1 01 - Lobby	AZM4D-RACK-2
2 02@AZM4D-RACK-2	02 - GLOBALCOM Priority	2 02 - Bar	AZM4D-RACK-2
3 03@AZM4D-RACK-2	03 - L-Lobby BGM	3 03 - Meeting Room	AZM4D-RACK-2
4 04@AZM4D-RACK-2	04 - R-Lobby BGM	4 04 - Health Club	AZM4D-RACK-2
5	05	5 05	
6	06	6 06	
7	07	7 07	
8	08	8 08	

20 Automatically Name Routes

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16. To access additional Dante settings, navigate to **Dante Settings** from the main **Settings tab > Device Settings > Dante** tab.

17. General Settings:

- Device Lock*: Show the status of the Dante Brooklyn 3 card as locked (red) or unlocked (green). Locking/unlocking the Dante card must be done within Dante controller. This information is read-only.
- Dante Device Name*: View and edit the Dante friendly name of this device. This name is how this AZM will show up within Dante Controller.
- Link Status / Speed*: Show the current link state (green = link is up, gray = no link) as well as the speed of the Dante connection. This information is read-only.
- MAC Address*: Show the MAC address of the AZM's Dante Brooklyn 3 card. This information is read-only.
- Dante FW Version*: Show the current firmware of the Brooklyn 3 card. This information is read-only.
- Latency*: View and select the Dante latency. Options include: 0.25ms, 0.5ms, 1.0ms, 2.0ms, and 5.0ms. Default is 1.0ms.
- RESET ALL button*: Selecting this button will reset all settings on the Dante Brooklyn 3 card and require a reboot of the AZM.

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DANTE SETTINGS (CONTINUED)

18. Dante Network Settings:

- a. *Dante IP Address*: View the current IP address reported by the Dante Brooklyn 3 card. This information is read-only.
- b. *Addressing Mode*: Select between DHCP and Static IP addressing mode.
- c. *IP Address*: Enter a valid IP address compatible with the Dante network. This option is only accessible when addressing mode is Static.
- d. *Subnet Mask*: Select the subnet mask scheme compatible with the Dante network. This option is only accessible when addressing mode is Static.
- e. *Default Gateway*: Enter desired default gateway address. This option is only accessible when addressing mode is Static.
- f. *DNS Server*: Enter desired DNS server. This option is only accessible when addressing mode is Static.
- g. **UPDATE** button: No changes will take effect until this button is pressed.

19. Current Dante names are shown in the inside columns of the bottom section. By default, these input/output names are automatically created using the associated Source or Zone names. Use the text boxes to enter a new name if desired.

20. To prevent the AZM from automatically naming inputs/output channels, deselect the Automatically Name slider. When this option is OFF, all Dante channel names remain default unless changed within this screen or within Dante Controller. When this option is ON (default), the channel names will automatically update each time there is a change detected to the associated Source/Zone name.

21. The currently connected Dante devices are shown in the outside columns of the bottom section for both AZM inputs (left) and AZM outputs (right). This information will only appear when a valid connection is made using Dante Controller and will show the Dante friendly names of the connected device and channel.