

Dante Virtual Soundcard

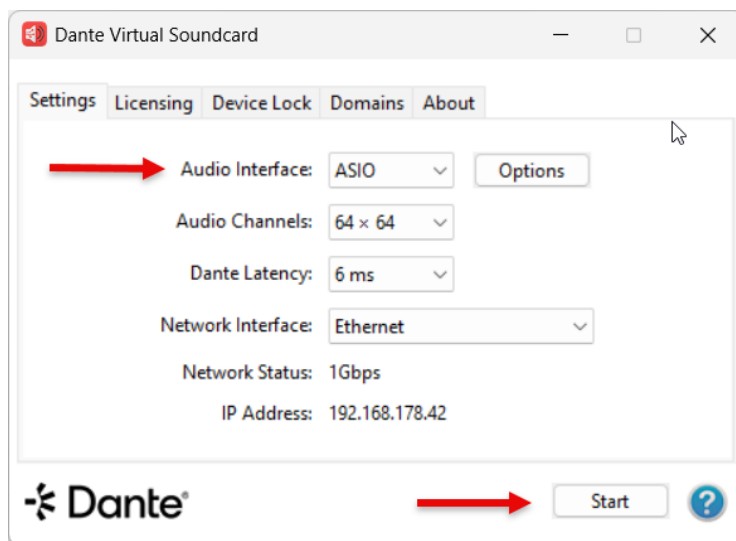
If you don't know DVS yet: It's an Audio connection system for Ethernet (LAN).
<https://www.getdante.com/products/software-essentials/dante-virtual-soundcard/>

You can use DVS via **ASIO** or **WDM**:

- With ASIO you can transmit up to 64 Audio Channel across all PLAYDECK output channel.
It is the recommended method to use DVS with PLAYDECK.
- With WDM you can transmit up to 16 Audio Channel with one Stereo Pair per PLAYDECK output channel.

DVS via ASIO

Start the ASIO Device by opening DVS, selecting ASIO and click START:



You can select the ASIO Device in PLAYDECK now:

Settings

- Playlist
- Application
- Subtitles / CC
- Video**
- Channel
- Outputs
- Inputs
- Director View
- Streaming
- Recording
- Audio**
- Channel Audio
- Input Audio
- Normalization
- Network

Channel ID: 1 2✓ 3 4 5 6 7 8 [Refresh Page](#) [Preview](#)
 Output not started yet

Output Scaler: ☐ Position ☐ 0 / ☐ 0 Pixel X/Y
 Scale type: ☐ Original Size ☐ Fixed Size 600 / 338 Pixel X/Y ☒ Percental 66 / 66 % X/Y ☒ Lock X/Y

Device Output: ☐ Device DeckLink Duo 2
 Line: SDI
 Keying: <None> Straight Alpha
 Options: [Show Help](#)

Desktop Output: ☐ Monitor NVIDIA GeForce RTX 3080 - 3840x1600@144,00 - PRIMARY
 Audio: <No Audio>

NDI Output: ☐ Name PlaydeckCh1 Group:
 Options: [Show Help](#)

Additional Audio: ☐ Device Dante Virtual Soundcard (x64) (ASIO)

PLAYDECK will now start to send all Audio Channel you have selected for that Output Channel, which can be up to 32 Audio Channel:

Settings

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Channel ID: 1✓ 2✓ 3✓ 4✓ 5✓ 6✓ 7✓ 8✓ [Refresh Page](#) [Preview](#)
 Channel is running

Activate: [Start Now](#) ☒ Channel is always active

Channel Name: CHANNEL 1

GPU Selection: NVIDIA GeForce RTX 3080 [Set for all](#)

Video Format: HD1080-25p HDYC 1920x1080@25.00p 16:9 [Custom](#)

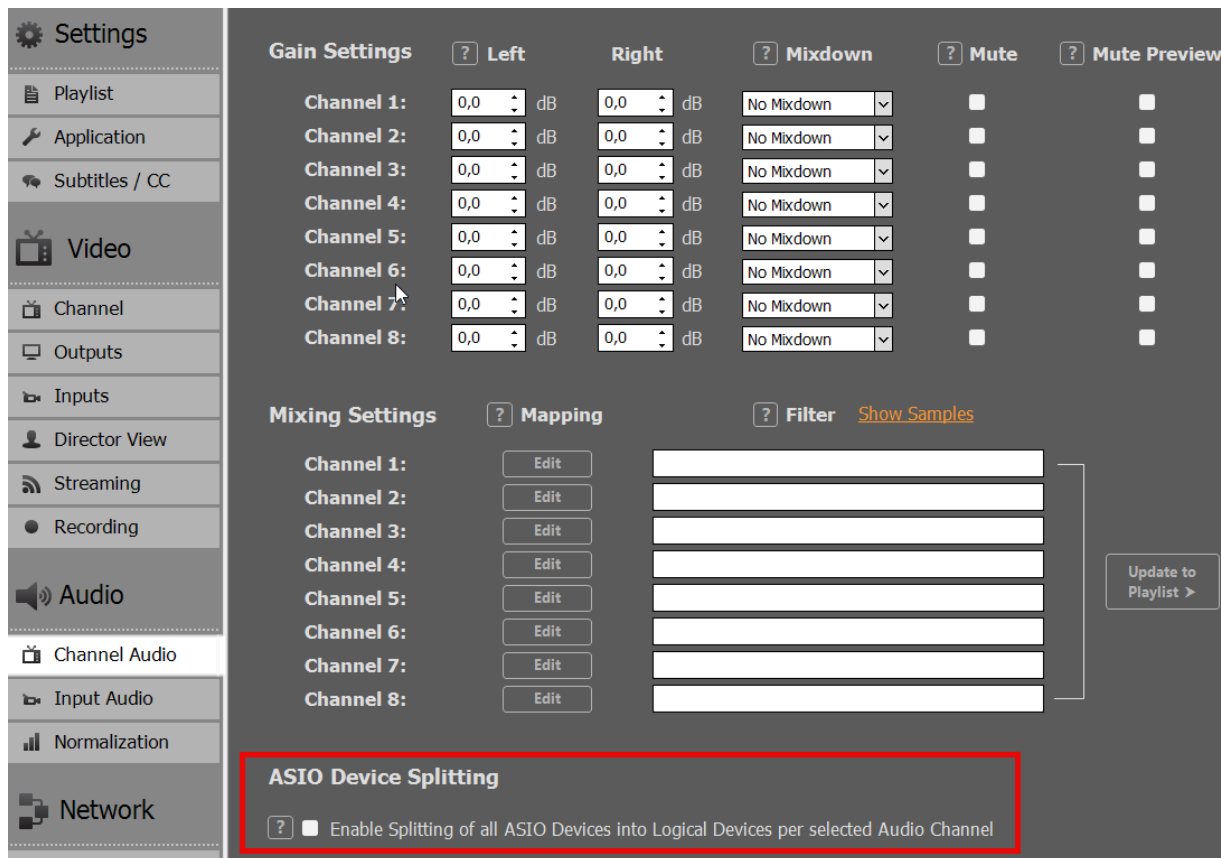
HDR/10 bit: ☐ Enable HDR and 10 bit video playback

Preview Audio: Default Audio Device

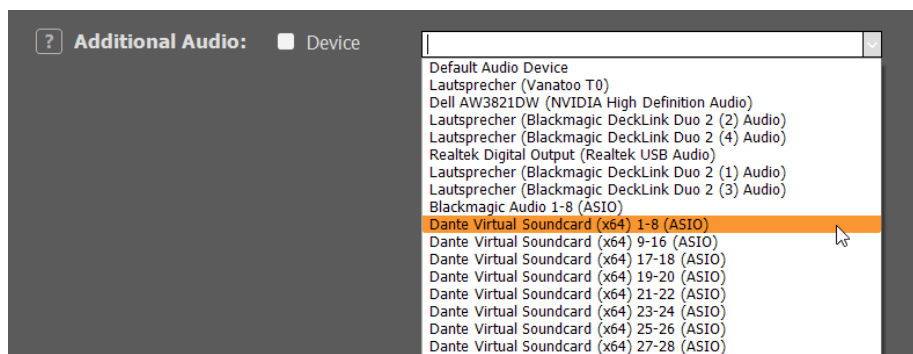
Audio Format: Channel: 32 Sample rate: 96.0 kHz Bit depth: 16-bit

Background: colorbars-hd Color: ☒ File: F:\Media\Ordner E\Bitburg ☐ Keep File Audio

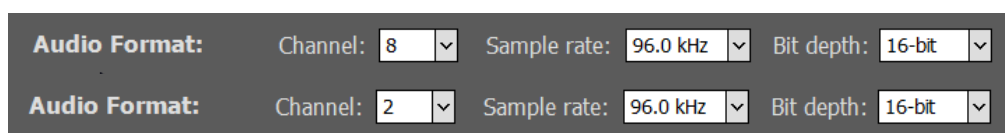
To use the ASIO Device for more than one Output Channel, you need to activate ASIO Device Splitting:



You will now receive multiple ASIO Devices, so you can assign one Device per PLAYDECK Output Channel:

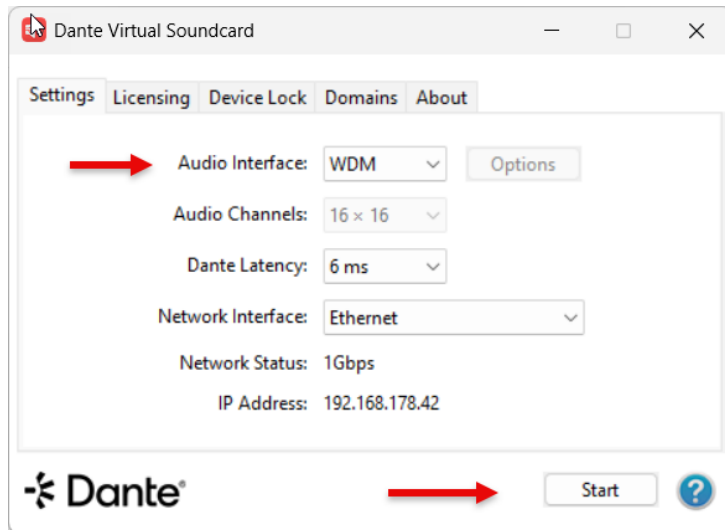


The Splitting will be done by the Audio Channel you selected per Output Channel. So in the above example, we have set PLAYDECK Output Channel 1 and 2 to 8 Audio Channel and all other Output Channel to 2 Audio Channel.



DVS via WDM

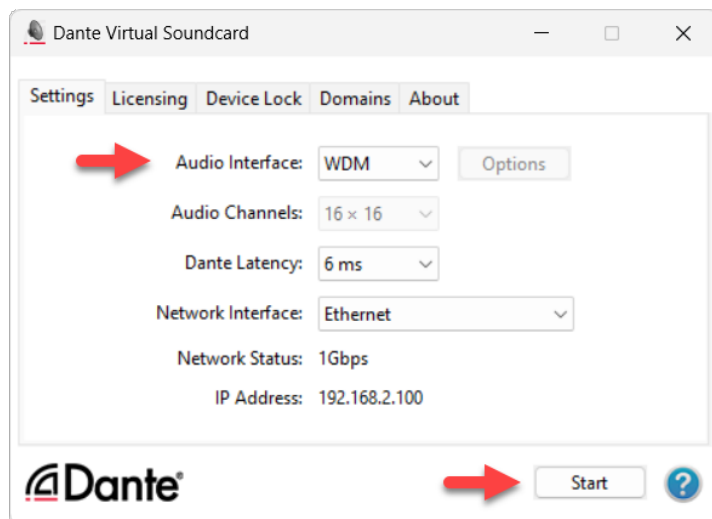
Start the WDM Driver by opening DVS, selecting WDM and clicking on START:



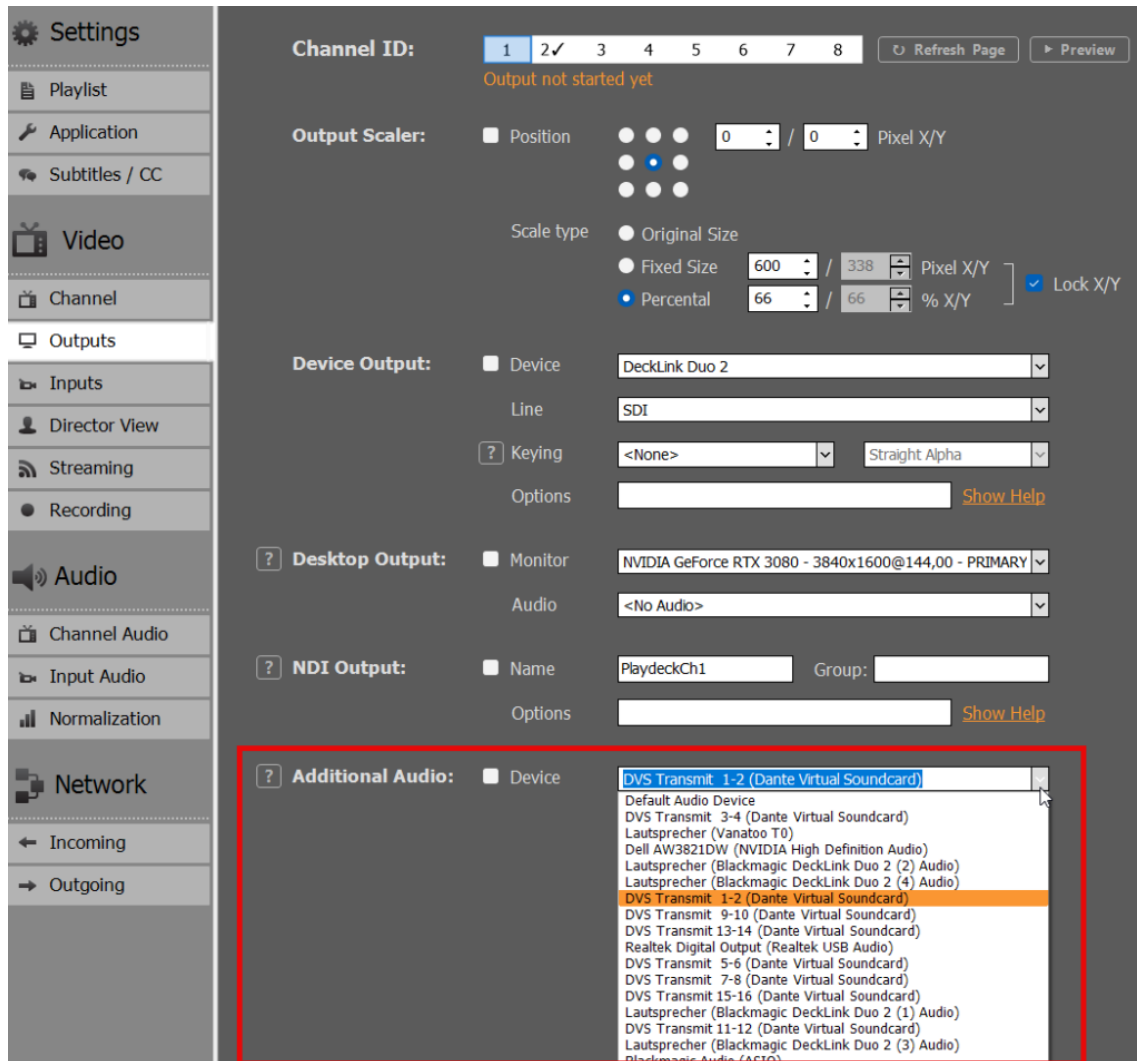
This is the product page:

<https://www.audinate.com/products/software/dante-virtual-soundcard>

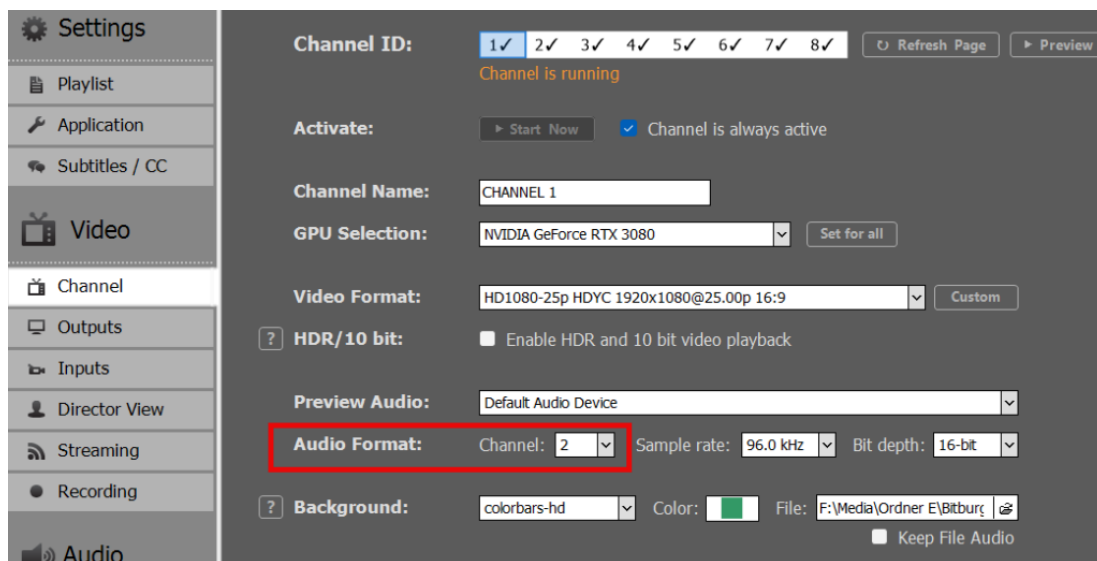
Once you installed DVS on the PLAYDECK machine, select WDM as Audio Interface and START:



You can now assign on DVS Audio Device (Stereo Pair) per PLAYDECK Output Channel:



Only the first to Audio Channel of that Output Channel are send, so make sure to have set your Audio Channel to 2:



Troubleshooting

Stuttering Video

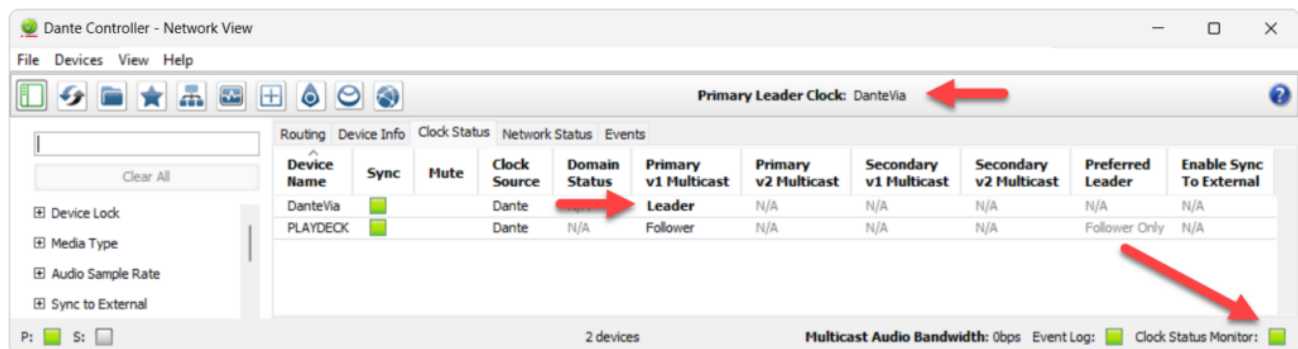
If you assigned DANTE to the Channel in PLAYDECK and your Playback does not start or stutters very slow: You need DANTE CLOCK in your Network.

The Playout in PLAYDECK will not continue, unless the DANTE CLOCK is triggering the Playout. This behaviour CAN NOT be avoided.

Most Audio Mixer, which support DVS, will have a Clock integrated. Maybe it needs to be activated. Please also watch this Official Video from Dante for Dante clocking.

You can also create an artificial DANTE CLOCK by installing DANTE VIA on a SECOND PC in the Network (cant be installed on the same System as PLAYDECK). Once installed, it will automatically designate itself as the Leader Clock and connect to the DVS by itself without further user intervention.

hat everything is working as expected. It is simply a controlling and reporting tool:



If everything is setup correctly, you will see a GREEN LIGHT in the bottom right corner, indicating that your DVS is Clock-enabled and ready to use in PLAYDECK.

Once you see this GREEN LIGHT, PLAYDECK will now play all Clips correctly.

Bad Audio Quality

This most likely happens with the WDM Driver and different Audio Settings. Make sure to adjust the PLAYDECK Channel Audio Setting and DVS Audio Device Setting to the same Format. This avoids transcoding auf Audio and will result in a higher overall Audio Quality.

Settings

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Audio

Channel ID:

1✓ 2✓ 3✓ 4✓ 5✓ 6✓ 7✓ 8✓

Refresh Page

Preview

Channel is running

Activate:

Start Now

Channel is always active

Channel Name:

CHANNEL 1

GPU Selection:

NVIDIA GeForce RTX 3080

Set for all

Video Format:

HD1080-25p HDYC 1920x1080@25.00p 16:9

Custom

HDR/10 bit:

Enable HDR and 10 bit video playback

Preview Audio:

Default Audio Device

Audio Format:

Channel: 2

Sample rate: 96.0 kHz

Bit depth: 16-bit

Background:

colorbars-hd

Color:

File: F:\Media\Ordner E\Bitburg

Keep File Audio

Audio Channel Mixing and Routing

If you work with Multichannel Audio, you might have to mix down your Audio Channel. See this [article](#) for how to work with multichannel audio.