Dante Virtual Soundcard

If you dont 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 16 Audio Channel with one Stero 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	Channel ID:	1 2√ 3	3 4 5 6 7 8	ि v Refresh Page े ► Preview
🖺 Playlist		Output not star		
Application	Output Scaler:	Position		Pixel X/Y
🦔 Subtitles / CC				
📺 Video		Scale type	 ● Original Size ● Fixed Size 600 600	Pixel X/Y
苗 Channel			Percental	
Outputs	Device Output:	Device	Decklink Duo 2	
🛏 Inputs	berice output	Line		·
Director View			SDI	~
Streaming		? Keying	<none></none>	Straight Alpha V
Recording		Options		<u>Show Help</u>
Audio	? Desktop Output:	Monitor	NVIDIA GeForce RTX 3080 - 3840x16	00@144,00 - PRIMARY 🗸
		Audio	<no audio=""></no>	~
苗 Channel Audio				
🖬 Input Audio	? NDI Output:	Name	PlaydeckCh1 Group:	
Normalization		Options		Show Help
Network	? Additional Audio:	Device	Dante Virtual Soundcard (x64) (ASIO)	V

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	Channel ID:	1 ✓ 2 ✓ 3 ✓ 4 ✓ 5 ✓ 6 ✓ 7 ✓ 8 ✓ [U Refresh Page] ► Preview
🖺 Playlist		Channel is running
Application	Activate:	► Start Now ✓ Channel is always active
subtitles / CC	Channel Name:	CHANNEL 1
📺 Video	GPU Selection:	NVIDIA GEForce RTX 3080
苗 Channel	Video Format:	HD1080-25p HDYC 1920x1080@25.00p 16:9 Custom
Outputs	? HDR/10 bit:	Enable HDR and 10 bit video playback
🛏 Inputs		
L Director View	Preview Audio:	Default Audio Device 🗸
Streaming	Audio Format:	Channel: 32 🗸 Sample rate: 96.0 kHz 🗸 Bit depth: 16-bit 🗸
Recording	[?] Background:	colorbars-hd V Color: File: F:\Media\Ordner E\Bitburg &
		Carter File Audio

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

🌞 Settings	Gain Settings	? Left	Right	? Mixdown	? Mute	? Mute Preview
🖺 Playlist	Channel 1:	0,0 🛟 dB	0,0 🛟 dB	No Mixdown 🗸		
差 Application	Channel 2:	0,0 🛟 dB	0,0 🛟 dB	No Mixdown 🗸		
🐢 Subtitles / CC	Channel 3:	0,0 🛟 dB	0,0 🛟 dB	No Mixdown 🗸		
	Channel 4:	0,0 🛟 dB	0,0 🛟 dB	No Mixdown 🗸		
Video	Channel 5:	0,0 🛟 dB	0,0 🛟 dB	No Mixdown 🗸		
 .	Channel 6:	0,0 🛟 dB	0,0 🛟 dB	No Mixdown 🗸		
📺 Channel	Channel 7	0,0 🛟 dB	0,0 🛟 dB	No Mixdown 🗸		
🖵 Outputs	Channel 8:	0,0 ‡ dB	0,0 🛟 dB	No Mixdown 🗸		•
🖬 Inputs	Miving Settings	2 Mann	ina	2 Filter Show	Samples	
L Director View	Flixing Settings				<u>oumpres</u>	
Streaming	Channel 1:	Edit				
Describer	Channel 2:	Edit				
 Recording 	Channel 3:	Edit				
- Audia	Channel 4:	Edit				Update to
	Channel 5:	Edit				
Channel Audio	Channel 6:	Edit				
	Channel 7:	Edit				
🖬 Input Audio	Channel 8:	Edit			_	
Normalization						
D. Maharada	ASIO Device Spl	itting				
	? 🗖 Enable Splittin	g of all ASIO De	evices into Logical I	Devices per selected Au	dio Channel	

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

? Additional Audio:	Device		~
		Default Audio Device	
		Lautsprecher (Vanatoo T0)	
		Dell AW3821DW (NVIDIA High Definition Audio)	
		Lautsprecher (Blackmagic DeckLink Duo 2 (2) Audio)	
		Lautsprecher (Blackmagic DeckLink Duo 2 (4) Audio)	
		Realtek Digital Output (Realtek USB Audio)	
		Lautsprecher (Blackmagic DeckLink Duo 2 (1) Audio)	
		Lautsprecher (Blackmagic DeckLink Duo 2 (3) Audio)	
		Blackmagic Audio 1-8 (ASIO)	
		Dante Virtual Soundcard (x64) 1-8 (ASIO)	
		Dante Virtual Soundcard (x64) 9-16 (ASIO)	13
		Dante Virtual Soundcard (x64) 17-18 (ASIO)	
		Dante Virtual Soundcard (x64) 19-20 (ASIO)	
		Dante Virtual Soundcard (x64) 21-22 (ASIO)	
		Dante Virtual Soundcard (x64) 23-24 (ASIO)	
		Dante Virtual Soundcard (x64) 25-26 (ASIO)	
		Dante virtual Soundcard (x64) 27-28 (ASIO)	

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.

Audio Format:	Channel: 8 🗸	Sample rate: 96.0 kHz 🗸	Bit depth: 16-bit 🗸
Audio Format:	Channel: 2 🗸	Sample rate: 96.0 kHz 🗸	Bit depth: 16-bit 🗸

DVS via WDM

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

🚯 Dante	Virtual Sou		_		×		
Settings	Licensing	Device Lock	Domains	About			
_	- Au	udio Interface:	WDM	\sim	Options		
	Au	dio Channels:	16 × 16	\sim			
	D	ante Latency:	6 ms	\sim			
	Netw	vork Interface:	Ethernet			\sim	
	Ne	etwork Status:	1Gbps				
		IP Address:	192.168.17	8.42			
-⊱Do	ante			_		Start	2

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:

🌞 Settings	Channel ID:	1 2√ 3 Output not start	4 5 6 7 8 U Refresh Page	e Preview
Playlist				
Application	Output Scaler:	Position	• • • • 0 ‡ / 0 ‡ Pixel X/Y	
🤏 Subtitles / CC				
📺 Video		Scale type	 Original Size Fixed Size 600 ↓ 338 ★ Pixel X/Y 	רע דער אויע Γ
📋 Channel			 Percental 66 2 / 66 2 % X/Y 	
Outputs	Device Output:	Device	Dackt ink Dup 2	
🖬 Inputs	Device output.	- Device	DeckLink Duo 2	×
L Director View		Line	SDI	~
Streaming		? Keying	<none> Straight Alpha</none>	~
Recording		Options	Show	<u>ı Help</u>
🛋 Mudio	? Desktop Output:	Monitor	NVIDIA GeForce RTX 3080 - 3840x1600@144,00 - PRIM	ARY ~
📺 Channel Audio		Audio		×.
🕞 Input Audio	? NDI Output:	Name	PlaydeckCh1 Group:	
Normalization		Options	Show	<u>ı Help</u>
 Network Incoming Outgoing 	? Additional Audio:	Device	DvS Transmit 1-2 (Dante Virtual Soundcard) Default Audio Device DvS Transmit 3-4 (Dante Virtual Soundcard) Lautsprecher (Vanatoo T0) Dell AW38210W (NVIDIA High Definition Audio) Lautsprecher (Blackmagic DeckLink Duo 2 (2) Audio) Lautsprecher (Blackmagic DeckLink Duo 2 (4) Audio) DVS Transmit 1-2 (Dante Virtual Soundcard) DVS Transmit 1-14 (Dante Virtual Soundcard) DVS Transmit 1-3-14 (Dante Virtual Soundcard) Realtek Digital Output (Realtek USB Audio) DVS Transmit 7-8 (Dante Virtual Soundcard) DVS Transmit 15-16 (Dante Virtual Soundcard) DVS Transmit 15-10 (Dante Virtual Soundcard) DVS Transmit 15-10 (Dante Virtual Soundcard) DVS Transmit 15-10 (Dante Virtual Soundcard) DVS Transmit 15-20 (Dante Virtual Soundcard) DVS Transmit 15-20 (Dante Virtual Soundcard) DVS Transmit 15-20 (Dante Virtual Soundcard) Lautsprecher (Blackmagic DeckLink Duo 2 (3) Audio) DVS Transmit 15-20 (Dante Virtual Soundcard)	

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

🗱 Settings	Channel ID:	1 ✓ 2 ✓ 3 ✓ 4 ✓ 5 ✓ 6 ✓ 7 ✓ 8 ✓ O Refresh Page ► Preview
🖺 Playlist		
✤ Application	Activate:	▶ Start Now ✓ Channel is always active
Subtitles / CC	Channel Name	CLIANNEL 1
	GPU Selection:	NVIDIA GeForce RTX 3080
🗂 Channel	Video Format:	HD1080-25p HDYC 1920x1080@25.00p 16:9 Y Custom
Dutputs	? HDR/10 bit:	Enable HDR and 10 bit video playback
🖬 Inputs		
Director View	Preview Audio:	Default Audio Device V
Streaming	Audio Format:	Channel: 2 🗸 Sample rate: 96.0 kHz 🗸 Bit depth: 16-bit 🗸
Recording	? Background:	colorbars-hd 🗸 Color: File: F:\Media\Ordner E\Bitburg 😂
🛋 🔊 Audio		Keep File Audio

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:

🧕 Dante Controller - Network Vi	ew										-		×
File Devices View Help													
		E 💩 🤇	୦ 🕥				Prima	ry Leader Clock:	DanteVia 🚽	_			0
1		Routing D	evice Info	Clock Statu	s Network	Status Ever	nts						
Clear All		Device Name	Sync	Mute	Clock Source	Domain Status	Primary v1 Multicast	Primary v2 Multicast	Secondary v1 Multicast	Secondary v2 Multicast	Preferred Leader	Enable Syne To External	
Device Lock		DanteVia			Dante		Leader	N/A	N/A	N/A	N/A	N/A	
	1	PLAYDECK	< 📃		Dante	N/A	Follower	N/A	N/A	N/A	Follower Only	N/A	
🗄 Media Type													
Audio Sample Rate													
Sync to External													
P: 🧱 S: 🛄						2 device	s	Multica	ast Audio Bandw	idth: Obps Event	Log: 🧮 Clock	Status Monitor:	

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	Channel ID:	1√ 2√ 3√ 4√ 5√ 6√ 7√ 8√ (∪ Refresh Page) ► Preview
🖺 Playlist		
Application	Activate:	▶ Start Now Channel is always active
🦘 Subtitles / CC	Channel Name:	CHANNEL 1
📺 Video	GPU Selection:	NVIDIA GEForce RTX 3080
苗 Channel	Video Format:	HD1080-25p HDYC 1920x1080@25.00p 16:9
🖵 Outputs	? HDR/10 bit:	Enable HDR and 10 bit video playback
🖬 Inputs		
Director View	Preview Audio:	Default Audio Device
Streaming	Audio Format:	Channel: 2 🗸 Sample rate: 96.0 kHz 🗸 Bit depth: 16-bit 🔽
Recording	? Background:	colorbars-hd 🗸 Color: File: F:\Media\Ordner E\Bitburç 😅

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.