

# 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 16 Audio Channel with one Stereo Pair per PLAYDECK output channel.

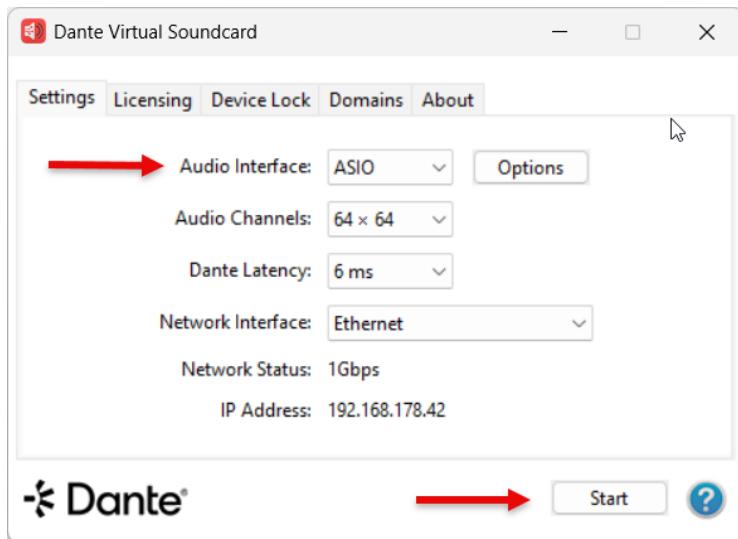
In this article:

- DVS via ASIO
- DVS via WDM
- Troubleshooting

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## DVS via ASIO

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



You can select the ASIO Device in PLAYDECK now:

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>, 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:

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

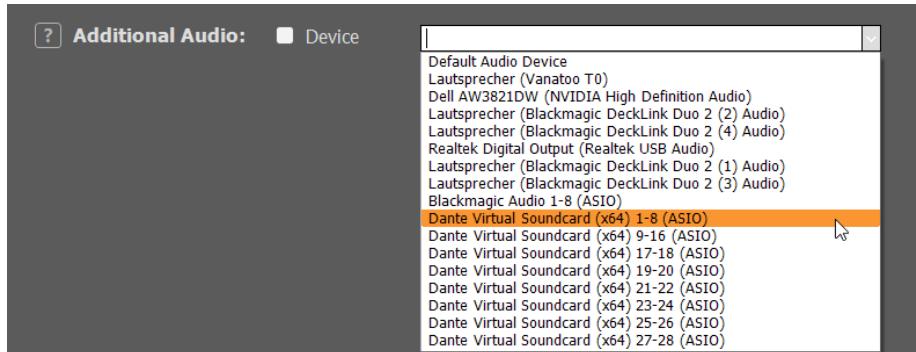
Audio Format: Channel: 32 Sample rate: 96.0 kHz Bit depth: 16-bit

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:

The screenshot shows the PLAYDECK software's settings menu. The left sidebar has a 'Settings' icon and lists various options: Playlist, Application, Subtitles / CC, Video, Channel, Outputs, Inputs, Director View, Streaming, Recording, Audio, Channel Audio, Input Audio, Normalization, and Network. The 'Audio' option is selected. The main panel is titled 'Gain Settings' and shows 'Left' and 'Right' volume controls for Channel 1 through Channel 8, each with a 'No Mixdown' dropdown and a 'Mute' checkbox. Below this is the 'Mixing Settings' section with 'Mapping' and 'Filter' tabs, showing 'Edit' buttons for each channel. A red box highlights the 'ASIO Device Splitting' section, which contains a checkbox labeled 'Enable Splitting of all ASIO Devices into Logical Devices per selected Audio Channel'. A 'Show Samples' link is also present in this section. A 'Update to Playlist >' button is located to the right of the mapping area.

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

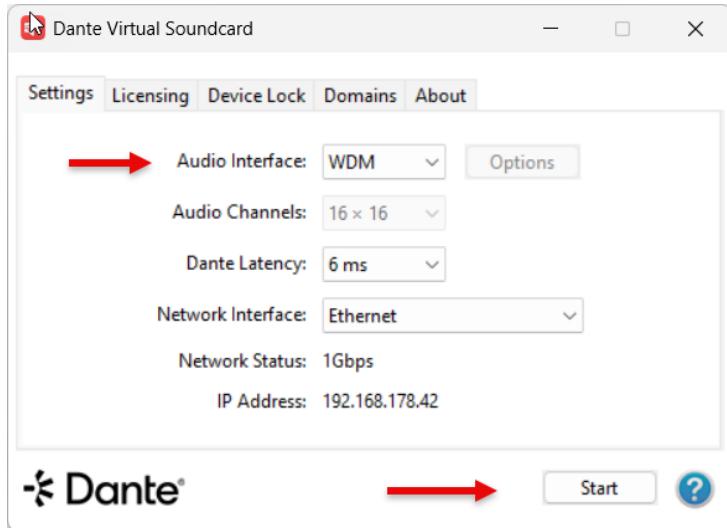


The Splitting will be done by the Audio Channel you selected per Output Channel. So in the above example, we have set PLAYDECK Output Channel 1 and 2 to 8 Audio Channel and all other Output Channel to 2 Audio Channel.

The screenshot shows two 'Audio Format' settings blocks. The first block for 'Channel: 8' has 'Sample rate: 96.0 kHz' and 'Bit depth: 16-bit'. The second block for 'Channel: 2' has the same settings. Both blocks have dropdown menus for 'Channel', 'Sample rate', and 'Bit depth'.

## DVS via WDM

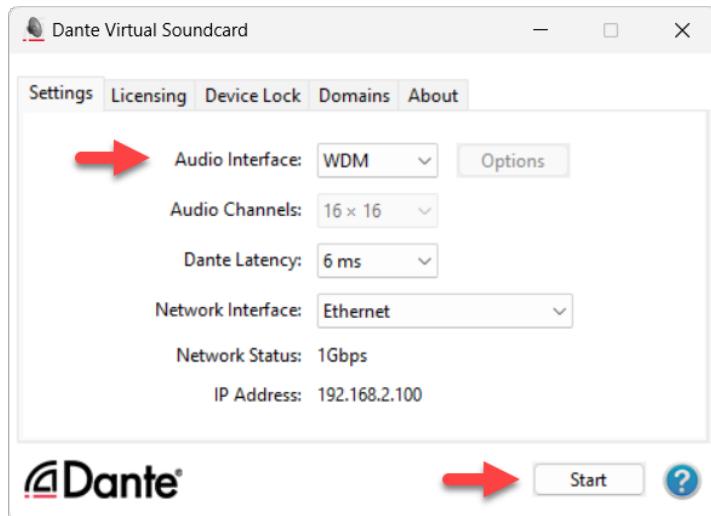
Start the WDM Driver by opening DVS, selecting WDM and clicking on START:



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:

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: DVS Transmit 1-2 (Dante Virtual Soundcard)

- Default Audio Device
- DVS Transmit 3-4 (Dante Virtual Soundcard)
- Lautsprecher (Vanato T0)
- Dell AW3821DW (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 9-10 (Dante Virtual Soundcard)
- DVS Transmit 13-14 (Dante Virtual Soundcard)
- Realtek Digital Output (Realtek USB Audio)
- DVS Transmit 5-6 (Dante Virtual Soundcard)
- DVS Transmit 7-8 (Dante Virtual Soundcard)
- DVS Transmit 15-16 (Dante Virtual Soundcard)
- Lautsprecher (Blackmagic DeckLink Duo 2 (1) Audio)
- DVS Transmit 11-12 (Dante Virtual Soundcard)
- Lautsprecher (Blackmagic DeckLink Duo 2 (3) Audio)
- Blackmagic Audio (ASIO)

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

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

## Troubleshooting

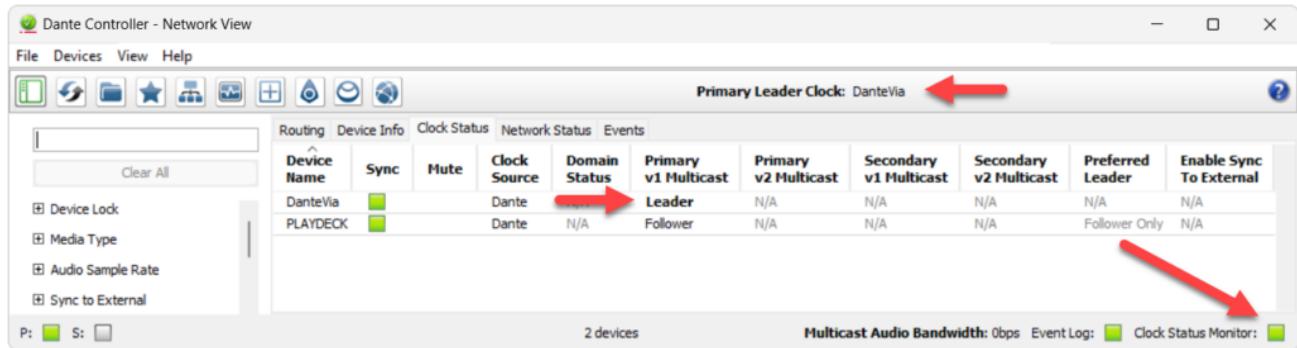
### Stuttering Video

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.

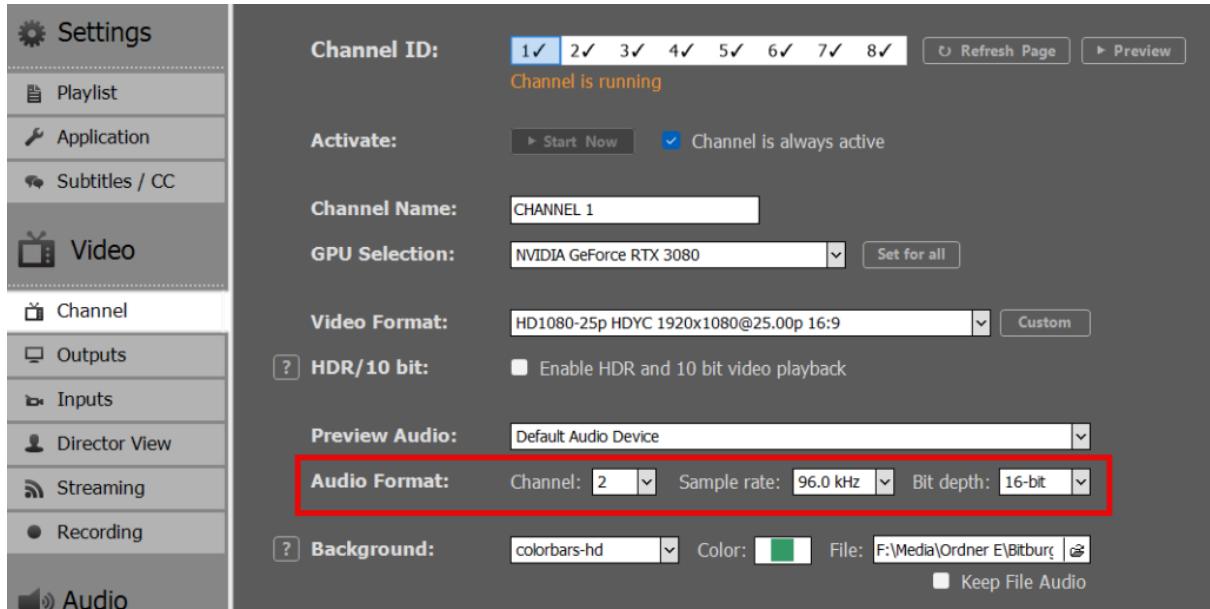


If everything is setup correctly, you will see a GREEN LIGHT in the bottom right corner, indicating that your DVS is Clock-enabled and ready to use in PLAYDECK.

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.



## 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.