

# DOWN STREAM (DECODER)

APPEND

**:consoles:**  
UNIDEX UX24

Julio 2021

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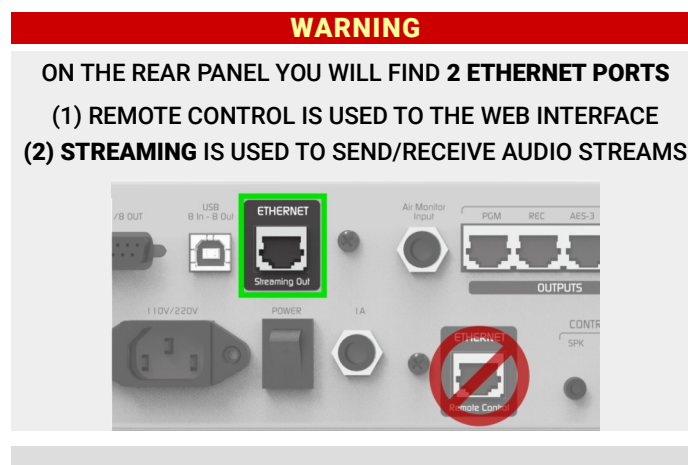
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## Abstract

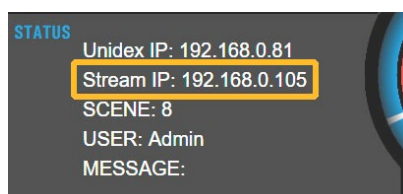
UNIDEX UX24 streaming module allows to play an incoming audio stream. It can be generated by other equipment on the LAN; or from a streaming server via Internet. This document describes how to enable and configure the down-stream feature.

## LAN Connection

The audio streaming is done using the **ETHERNET Streaming Out port**.



1. Using a standard UTP cable, connect the Ethernet “Streaming Out” to the router.
2. The router will assign an IP address to the UX24’s streaming module (DHCP). The IP address shows at the main screen as “**Stream IP**”.



3. The configurations detailed next refers to the UX24 on board touch screen. But all settings can be done accessing the **Unidex IP address** with a WEB browser (Google Chrome recommended).

# Streaming settings

- (1) From the main screen, go to **SETTINGS**



- (2) On the screen **SETTINGS**, touch the option **STREAMING**.
- (3) Touch the tab **DOWN-STREAM (RX)**.

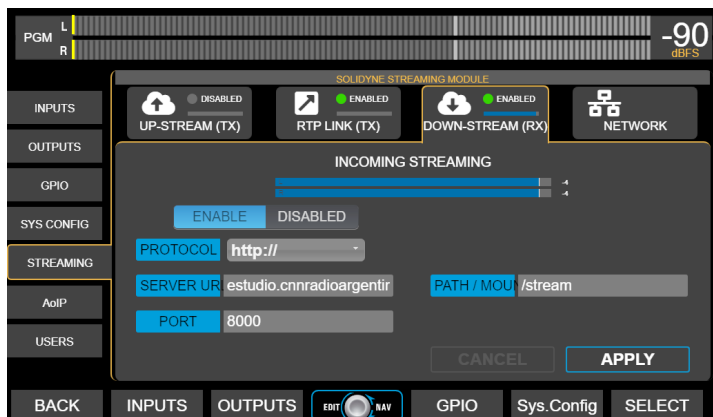


Image 1: Incoming streaming

- (4) Switch the **ENABLE/DISABLED** control to **ENABLED**.
- (5) **PROTOCOL:** The protocol used to stream in the encoder device (the streaming source). UX24 supports RTP; HTTP (for Icecast and Shoutcast) and MMS. Respect to the audio formats, PCM 32/44.1/48 KHz and MP3 are supported (Opus will be supported soon).
- (6) **SERVER URL:** The URL or the IP address of the streaming source. When the PROTOCOL is HTTP, PATH-MOUNT field appears, since it is required by Icecast servers.
- (7) **PORT:** Enter the same port number that was defined in the encoder device.

## NOTE

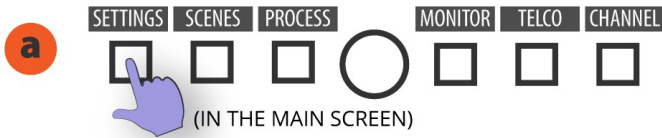
Depending on the NET architecture, port forwarding can be needed in order to the incoming streaming reaches the UX24 (i.e. when an RTP streaming comes outside the LAN).

- (8) Touch on **Apply** to confirm the values.

# Input settings


When the DOWN STREAM (RX) module is enabled, the audio signal is automatically switched to (replace) the stereo input AES3 1, and its label changes to STREAM-1.

To assign the input STREAM-1 to one of the 24 channels follow these steps:



# Channel settings

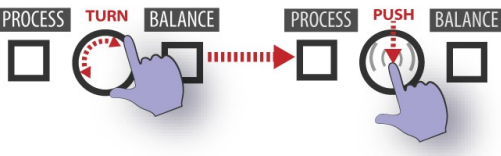
Once a channel is assigned to the input STREAM, the user must set some features into the channel, like the label and the cue mode.

**a**  Press **CHANNEL** on the main screen. The CUE buttons change to **SELECT** mode.

**b**  Press the button **SELECT (CUE)** on the channel that you want to edit.  
The console returns to normal mode showing the screen **CHANNEL** for the selected channel.  
To select **Virtual Channels**, turn the encoder and push it to confirm.

**c**  Set the **CHANNEL MODE** as **LINE**.

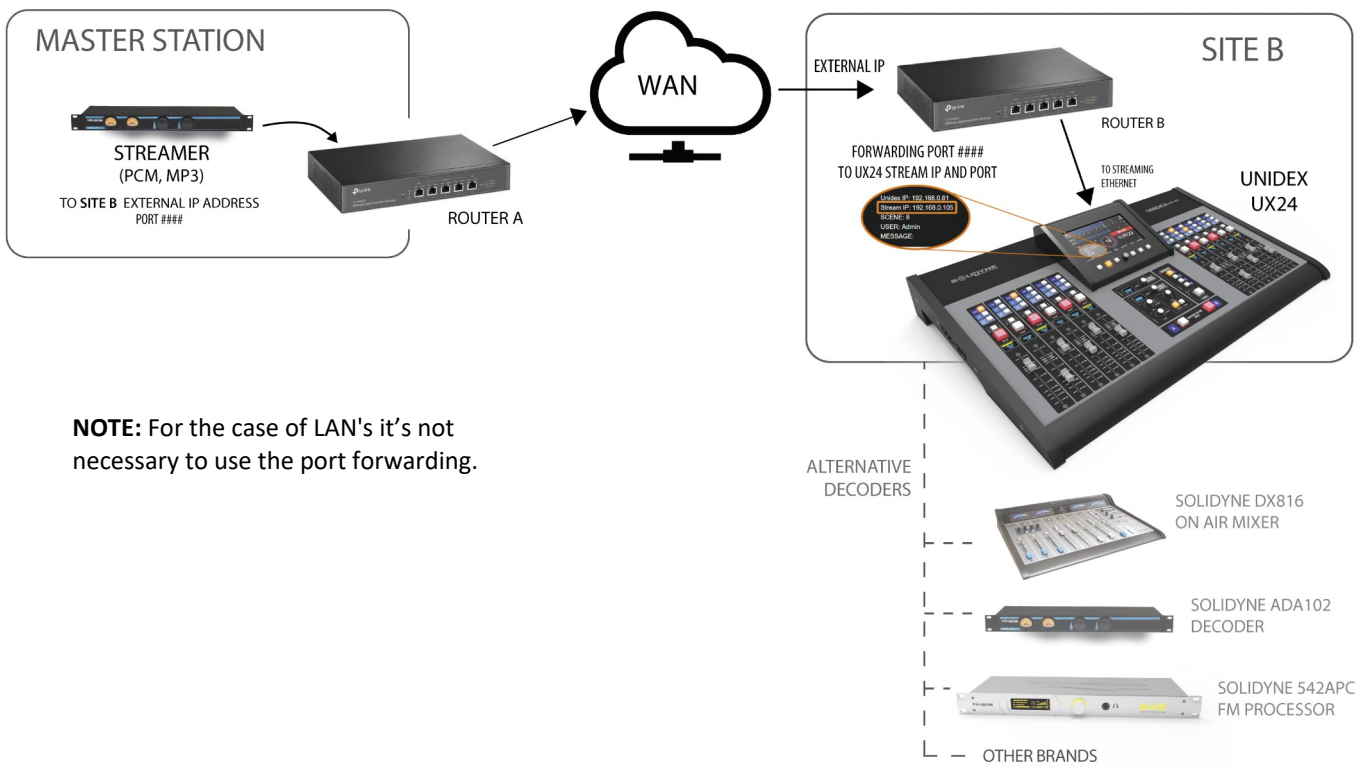
**d**  To edit the **LABEL**, touch on the name. A touch keyboard will appear.

**e**  Turn the **encoder** to focus the **GAIN** or touch the control.  
**Push and turn** to change the value.

**f**  Set the **GAIN** so that the peaks reach **-9dBfs** on the level meter.

**g**  In the section **ACTIONS** the user can define the behavior of **CUE** button for this channel.

# Example diagram



**NOTE:** For the case of LAN's it's not necessary to use the port forwarding.