

## User's Guide



# Digiface Dante

Portable Dante via USB!

USB 3.0 Digital I/O System  
64 Channels Dante / AES67 Interface  
64 Channels MADI Interface  
2 Channel Analog Stereo Monitor  
24 Bit / 192 kHz Digital Audio  
128 x 128 Matrix Router  
Stand-Alone Operation



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► **General**

<b>1</b>	<b>Introduction</b> .....	6
<b>2</b>	<b>Package Contents</b> .....	6
<b>3</b>	<b>System Requirements</b> .....	6
<b>4</b>	<b>Brief Description and Characteristics</b> .....	6
<b>5</b>	<b>First Usage - Quick Start</b> .....	7
5.1	Connectors – LEDs .....	7
5.2	Quick Start.....	8

► **Installation and Operation - Windows**

<b>6</b>	<b>Driver and Firmware</b>	
6.1	Driver Installation.....	10
6.2	De-installing the Drivers .....	10
6.3	Firmware Update.....	11
<b>7</b>	<b>Configuring the Digiface Dante</b>	
7.1	Settings Dialog .....	12
7.2	WDM Configuration.....	14
7.3	Dante Controller .....	16
<b>8</b>	<b>Operation and Usage</b>	
8.1	Playback.....	17
8.2	DVD Playback (AC-3 / DTS) .....	17
8.3	Channel Count under WDM.....	17
8.4	Multi-client Operation .....	18
8.5	Digital Recording.....	18
8.6	Clock Modes - Synchronization.....	18
<b>9</b>	<b>Operation under ASIO</b>	
9.1	General.....	19
9.2	Channel Count under ASIO.....	19
9.3	Known Problems .....	20
<b>10</b>	<b>Using more than one Interface</b> .....	20
<b>11</b>	<b>DIGICheck Windows</b> .....	21
<b>12</b>	<b>Hotline – Troubleshooting</b> .....	22

► **Installation and Operation - Mac OS X**

<b>13</b>	<b>Driver and Firmware</b>	
13.1	Driver Installation.....	24
13.2	De-installing the Drivers .....	24
13.3	Firmware Update.....	25
<b>14</b>	<b>Configuring the Digiface Dante</b>	
14.1	Settings Dialog .....	26
14.2	Dante Controller .....	27
14.3	Channel Count under Core Audio .....	28
14.4	Various Information .....	28
<b>15</b>	<b>Using more than one Interface</b> .....	28
<b>16</b>	<b>DIGICheck Mac</b> .....	29
<b>17</b>	<b>Hotline – Troubleshooting</b> .....	30

---

▶ **TotalMix FX**

<b>18</b>	<b>TotalMix: Routing and Monitoring</b>	
18.1	Overview .....	32
18.2	The User Interface .....	34
18.3	The Channels.....	35
18.3.1	Settings .....	37
18.4	Section Control Room .....	38
18.5	The Control Strip .....	39
18.5.1	View Options .....	40
18.5.2	Snapshots - Groups .....	41
18.5.3	Channel Layout – Layout Presets .....	42
18.5.4	Scroll Location Marker .....	43
18.6	Preferences.....	44
18.6.1	Store for Current or All Users (Windows).....	45
18.7	Settings .....	46
18.7.1	Mixer Page .....	46
18.7.2	MIDI Page .....	47
18.7.3	OSC Page .....	48
18.7.4	Aux Devices .....	48
18.8	Hotkeys and Usage.....	49
18.9	Menu Options.....	50
18.10	Menu Window .....	51
<b>19</b>	<b>The Matrix</b>	
19.1	Overview .....	51
19.2	Elements of the Matrix View .....	51
19.3	Operation .....	52
<b>20</b>	<b>Tips and Tricks</b>	
20.1	ASIO Direct Monitoring (Windows) .....	52
20.2	Copy a Submix.....	52
20.3	Doubling the Output Signal (Mirror) .....	52
20.4	Delete a Submix.....	52
20.5	Copy and Paste everywhere .....	53
20.6	Recording a Submix - Loopback.....	53
20.7	MS Processing .....	54
<b>21</b>	<b>MIDI Remote Control</b>	
21.1	Overview .....	55
21.2	Mapping .....	55
21.3	Setup.....	56
21.4	Operation .....	56
21.5	MIDI Control.....	57
21.6	Loopback Detection .....	58
21.7	OSC (Open Sound Control) .....	58
<b>22</b>	<b>DAW Mode</b> .....	59
<b>23</b>	<b>TotalMix Remote</b> .....	60

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► **Technical Reference**

<b>24</b>	<b>Technical Specification</b> .....	64
24.1	Firmware .....	65
24.2	General.....	65
<b>25</b>	<b>Technical Background</b> .....	
25.1	USB Audio.....	67
25.2	MADI Basics.....	68
25.3	Terminology.....	68

► **Miscellaneous**

<b>26</b>	<b>Warranty</b> .....	72
<b>27</b>	<b>Appendix</b> .....	72
<b>28</b>	<b>Declaration of Conformity</b> .....	73

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## User's Guide



# Digiface Dante

## ► General

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## 1. Introduction

Thank you for choosing the Digiface Dante. This unique, compact and portable audio interface is capable of transferring USB digital audio data and MADI from/to Mac or PC to the world's most popular audio network, Dante. The latest Plug & Play technology guarantees a simple installation, even for the inexperienced user. The numerous unique features and well thought-out configuration dialog puts the Digiface Dante at the very top of the range of computer-based audio interfaces.

The package contains drivers for Windows 7 / 8 / 10 and Mac OS X x86 (Intel).

## 2. Package Contents

Please check that your Digiface Dante package contains each of the following:

- Digiface Dante
- Cable USB 3.0, 1.8 m (6 ft)
- RME Driver CD with manual in PDF format
- Switched power supply, lockable connector, DC 12 V 24 W
- Power cord

## 3. System Requirements

- Windows 7 or up, Intel Mac OS X (10.11 or up)
- USB 3 port, or
- USB 2.0 port (requires computer with at least Intel Core i3 CPU, reduced channel count)

## 4. Brief Description and Characteristics

- All settings can be changed in real-time
- Buffer sizes/latencies from 32 up to 8192 samples selectable
- 64 channels Dante (AES67), 64 channels MADI
- 32 channels 96 kHz/24 bit record/playback Dante & MADI each
- 16 channels 192 kHz/24 bit record/playback Dante & MADI each
- Clock modes slave and master
- Clock sources MADI, internal or Dante
- 4 x Gigabit ethernet port, 100 Mbit/s compatible
- TotalMix for latency-free submixes and perfect ASIO Direct Monitoring
- TotalMix: 4096 channel mixer with 46 bit internal resolution
- Analog/Line headphone output, separate output for independent submix
- DIGICheck DSP: Level meter in hardware, peak- and RMS calculation
- Stand-alone mode with Dante to MADI and vice versa converter functionality
- USB error analysis, displayed in the Settings dialog

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## 5. First Usage – Quick Start

### 5.1 Connectors – LEDs

The **front** of the Digiface Dante features four Gigabit Ethernet ports, 2 BNC sockets for word or MADI I/O, a state LED, and the headphone output.

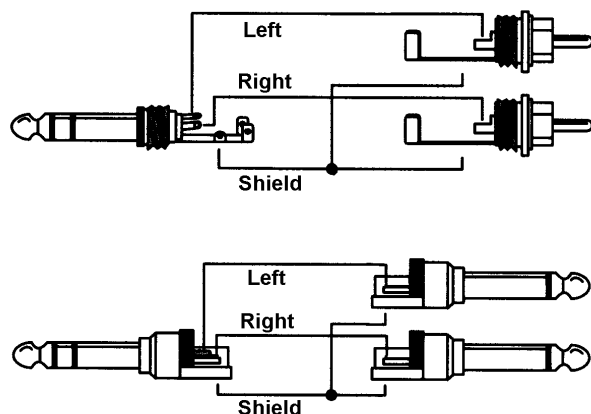
The four **network sockets**, RJ45 format, support both 100 Mbps and 1 Gbps. The integrated LEDs show the states *connected* (yellow) and *data traffic* (green). The four ports can be used in switched (4) or redundancy (2) mode (Primary/Secondary).

The **State LED** beside the BNC input shows Lock and Sync state for the word or MADI input signal.

**Phones** is a low impedance line output. It provides a sufficient and undistorted volume even when used with headphones.

In case this output should operate as Line output, an adapter TRS plug to RCA phono plugs, or TRS plug to TS plugs is required.

The pin assignment follows international standards. The left channel is connected to the tip, the right channel to the ring of the TRS jack/plug.



The **rear** of the Digiface Dante features the USB 3 port, a status LED, a power supply connector, and a hook to remove strain from the connectors. The LED indicates both power supply (USB bus power, green), as well as the USB status (yellow: USB 2, blue: USB 3).

**USB 3.0:** Standard USB socket for connection to the computer. Please make sure the Digiface Dante can have the full voltage/current delivered from the computer by using hi-quality USB cables (like the one included). USB extension cables and USB hubs should be avoided. When connected to USB 2 the channel count is reduced to 64 channels (Dante only).

The Digiface Dante uses USB bus power. In case of USB 3 this is usually sufficient to run the interface. But using all 4 network connections plus headphones can draw more current than the USB 3 spec suggests (900 mA). The Digiface Dante therefore ships with a power supply for stable operation even at highest load.

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## 5.2 Quick Start

After the driver installation (chapter 6 / 13) the Digiface Dante has to be connected to a Dante network. A Dante network consists of a connection to at least one other Dante equipped device or computer with Dante Via installed. The Dante Controller does not allow any further settings without detecting a Dante network. Some basic and OS-specific options are available in the Settings dialog of the MADiface series driver.

Level adjustment of the analog output Phones is done in TotalMix FX. The output is optimized for phones, but can also be used as line output

TotalMix FX remembers all settings, and loads these automatically when the Digiface Dante drivers are loaded.

### Stand-alone Operation

The Digiface Dante can be used stand-alone, powered by the included power supply. Alternatively USB bus power from a USB power wall wart or USB battery can be used. When not connected to a computer host the device operates as **64 channel MADi to/from Dante converter**. All channels are transferred to the other format unchanged, both ways.

To make most use of the additional Phones output, a submix of all MADi and Dante input channels can be set up in computer-connected operation, and stored in the Digiface Dante for stand-alone operation. To store the current *Submix Phones* go to *Options, Store current State into Device* in TotalMix FX.



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## User's Guide



# Digiface Dante

## ► Installation and Operation - Windows

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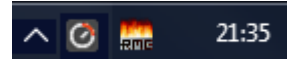
## 6. Driver and Firmware

### 6.1 Driver Installation

RME is constantly improving their drivers - the included Driver CD is most probably already outdated when unpacking the product. Please download the latest drivers from the RME website at <http://rme.to/usbe>. Unzip the downloaded file and start the driver installation with *rmeinstaller.exe*.

If internet access is not available insert the RME Driver CD into your CD-ROM drive. The driver installer is located in the directory **MADiface\_Net**. Start *rmeinstaller.exe* and follow the instructions of the installer. After installation connect computer and Digiface Dante. Windows detects the new hardware as **Digiface Dante** and installs the drivers automatically.

After a reboot, the icons of TotalMix FX and Settings dialog appear in the notification area.



The Digiface Dante driver also enables an internal **USB Ethernet adapter** for easier access to the Dante Controller (see below). The Device Manager shows a *RME MADiface USB Ethernet* device if the MADifaceNet driver has been installed (current version 0.9389).

The Digiface Dante includes a module (Brooklyn II) from Australian company Audinate which provides all the Dante network technology. The software to control and access the Dante network, **Dante Controller**, needs to be installed on at least one computer in the Dante network. It is available from Audinate directly, <http://www.audinate.com>.

Chapter 25.1 explains how to find the ideal USB port.

**Driver Updates** do not require to remove the existing drivers. Simply install the new driver over the existing one.

Possible reasons why a Digiface Dante is not found after driver installation:

- The USB port is not active in the system (check the Device Manager)
- The USB cable is not, or not correctly inserted into the socket. Check that the LED beside the USB port is lit, it indicates power.
- The Digiface Dante does not receive any or not enough power. Remove current-consuming hard drives from nearby ports. Avoid USB extension cables and USB hubs.

### 6.2 Uninstalling the Drivers

A de-installation of the driver files is not necessary – and not supported by Windows anyway. Thanks to full Plug & Play support, the driver files will not be loaded after the hardware has been removed. If desired these files can then be deleted manually.

Unfortunately Windows Plug & Play methods do not cover the additional autorun entries of TotalMix, the Settings dialog, and the registration of the ASIO driver. These entries can be removed from the registry by a software de-installation request. This request can be found (like all de-installation entries) in *Control Panel, Software*. Click on the entry 'RME Digiface Dante'.

The software Dante Controller is uninstalled the same way.

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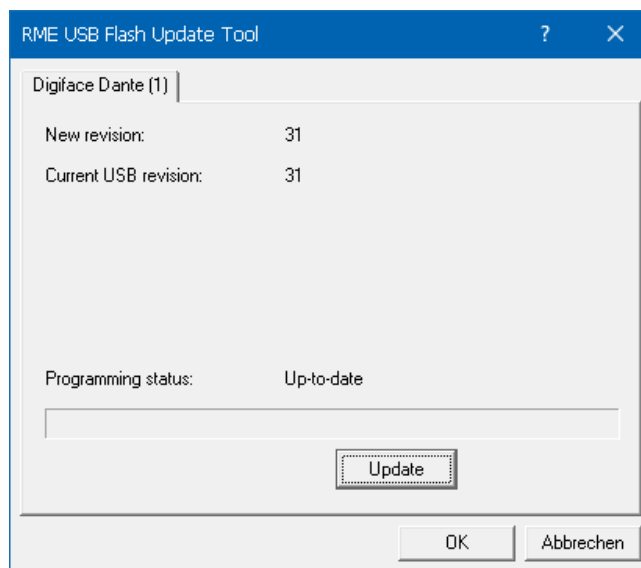
## 6.3 Firmware Update

The Flash Update Tool updates the firmware of the Digiface Dante to the latest version. It requires an already installed driver.

Download the latest version from the RME website at <http://rme.to/usbe>. Unzip the downloaded file and start the program **fut\_usbplus\_avb\_dante.exe** under Windows, or **USB Series Flash Tool** under Mac. The Flash Update Tool displays the current revision of the Digiface Dante's firmware and whether it needs an update or not. If so, then simply press the 'Update' button. A progress bar will indicate when the flash process is finished (Verify Ok).

After the update the unit needs to be reset. This is done by unplugging the Digiface Dante for a few seconds. A reboot of the computer is not necessary.

When the update fails (status: failure), the unit's Safety BIOS will be used from the next boot on, the unit stays fully functional. The flash process should then be tried again.



The manufacturer of the Dante Brooklyn II module, Audinate, also publishes firmware updates. The current firmware version can be checked in the Dante Controller software, Device View.

There is currently no need to update the Dante module in the Digiface Dante, as they ship with the latest 4.x firmware.

Audinate will soon be launching **Dante Updater**, a new free Dante firmware management application for Windows and macOS desktops. Dante Updater allows Dante users to update entire networks of devices from multiple manufacturers with just a couple of clicks. Please check with Audinate's website for this new app:

<https://www.audinate.com/>

**Note:** Starting the Dante Updater for the first time will bring up the Windows Firewall dialog. Make sure to allow access for both private and public networks or the flash process might fail.

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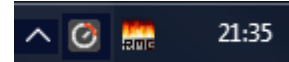
## 7. Configuring the Digiface Dante

### 7.1 Settings Dialog

Configuration of the Digiface Dante is done via its own settings dialog. The panel *Settings* can be opened:

- by clicking on the fire symbol in the Task Bar's notification area

The mixer of the Digiface Dante, TotalMix FX, can be opened:



- by clicking on the circle symbol in the Task Bar's notification area

The following is available in the Settings dialog:

- ASIO Latency
- USB error analysis
- Configuration of the WDM devices
- Configuration of the hardware
- State of input
- Display of current sample rate

Any changes made in the Settings dialog are applied immediately - confirmation (e.g. by clicking on OK or exiting the dialog) is not required.

The tab **About** includes information about the current driver and firmware version plus four more options:

#### Lock Registry

Default: off. Checking this option brings up a dialog to enter a password. Changes in the Settings dialog are no longer written to the registry. As the settings are always loaded from the registry when starting the computer, this method provides an easy way to define an initial state for the Digiface Dante.

#### Enable MMCSS for ASIO

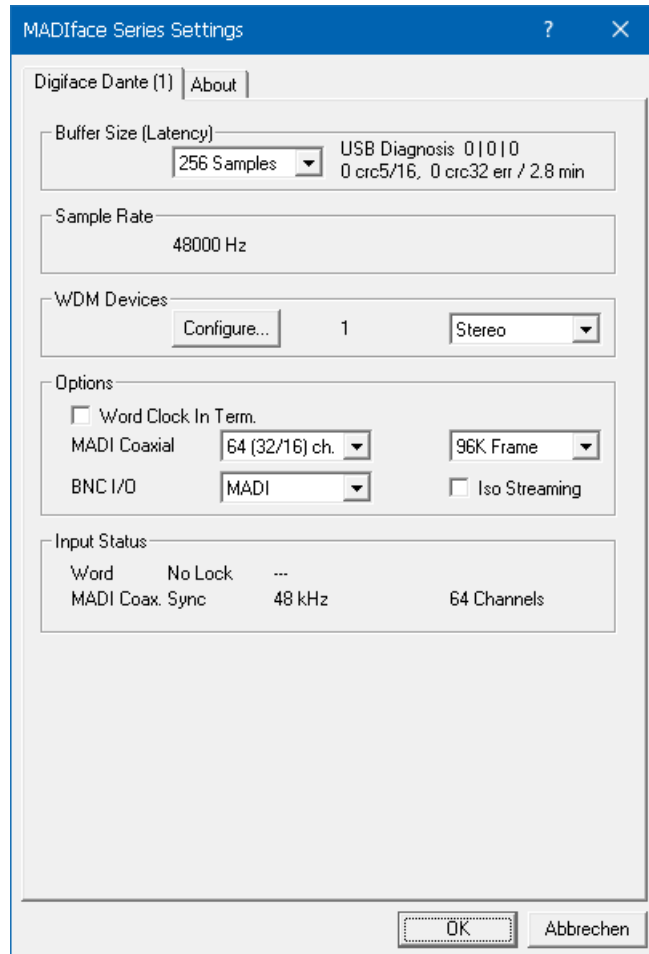
activates support with higher priority for the ASIO driver. Note: At this time, activating this option seems to be useful only with the latest Cubase/Nuendo at higher load. With other software this option can decrease performance. The change becomes active after an ASIO reset. Therefore it is easy to quickly check which setting works better.

#### Sort ASIO Devices

Changes the order only of the ASIO channels when using more than one interface.

#### Limit ASIO to 32 Channels

Some software crashes when presented with more than 32 ASIO channels. This workaround removes all higher channels, which can still be accessed and used via TotalMix FX.



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### **Buffer Size**

The setting *Buffer Size* determines the latency between incoming and outgoing ASIO and WDM data, as well as affecting system stability (see chapter 7.1).

**USB Diagnosis** shows specific USB transmission errors (CRC5, usually 0) and general errors. If the unit detects a record or playback error the number shown will no longer be 0. An audio reset is performed automatically. The counter is reset on start of playback/record. More information can be found in chapter 25.1.

### **Sample Rate**

Display of the currently active sample rate. Its setting / change takes place exclusively via the Dante Controller. Neither WDM nor ASIO programs can change the sample rate.

### **WDM Devices**

Allows to freely set which I/Os are available as WDM devices, whether these are stereo or multichannel devices (up to 8 channels), and whether one or multiple of the currently active WDM devices should have the *Speaker* property. Digiface Dante provides a maximum of 52 stereo WDM devices, or 16 multichannel devices. More details are found in chapter 7.2.

### **Options**

#### **Word Clock In Term.**

Checking this option terminates the word clock input internally with 75 Ohms.

#### **MADI Coaxial**

Defines the format of the MADI output signal. MADI can be a 56 or 64 channel signal. Sample rates in Double Speed range (64/88.2/96 kHz) can be transmitted by the normal 48K Frame, or using a native 96K Frame.

#### **BNC I/O**

The BNC input and output can be used as word clock I/O or MADI I/O.

#### **Iso(chronous) Streaming (USB 3 only)**

The Digiface Dante uses a special transmission mode with error correction in record mode. In case the default mode does not work *Isochronous Streaming* can be tried. This is the standard's native mode for audio transmission and should work with any USB 3 controller. See also chapter 25.1.

### **Input Status**

#### **Word / MADI**

Indicates presence of a valid signal at the word clock / MADI input (Lock, No Lock) and whether the signal is synchronous (Sync). The third column shows the sample rate detected by the hardware (coarse recognition, 32 kHz, 44.1 kHz, 48 kHz etc.), or the current channel format (56/64 channels).

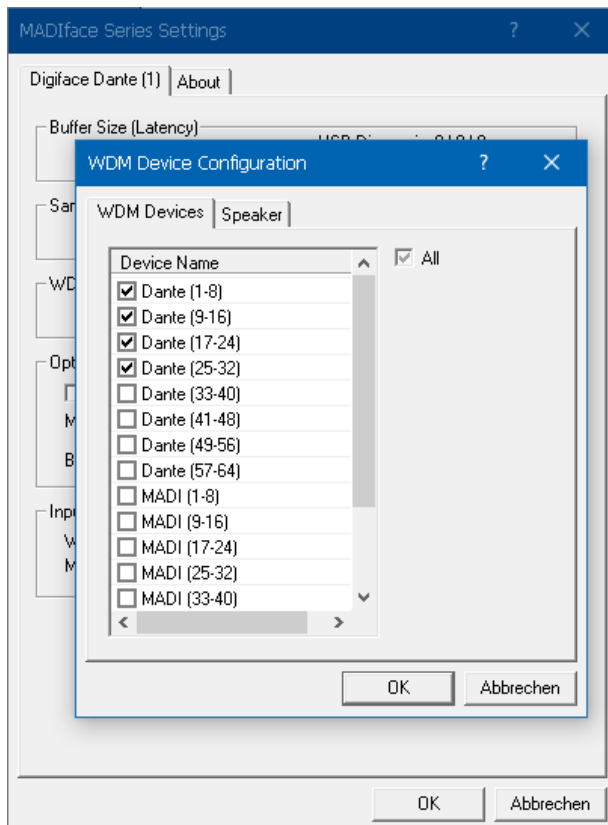
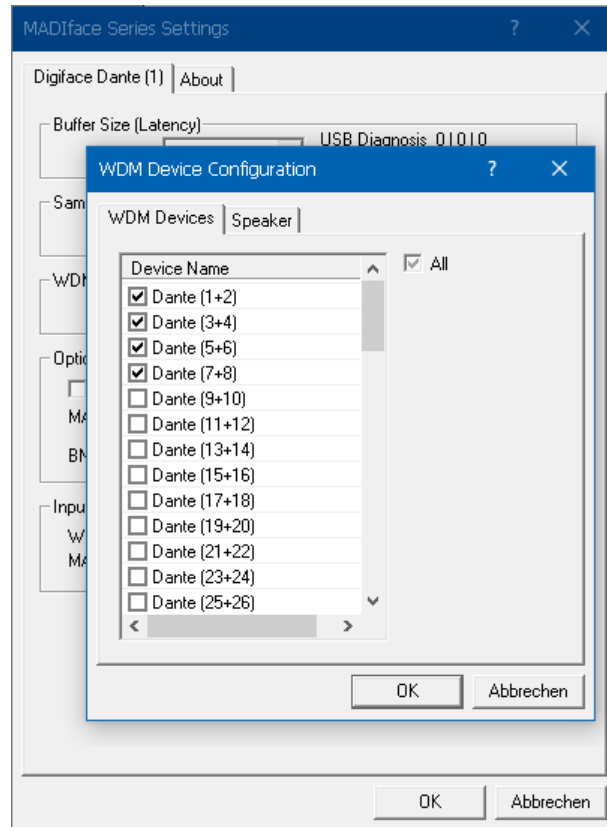
## 7.2 WDM Configuration

The WDM Devices configuration has one button to enter the edit dialog, a status display showing the number of currently enabled WDM devices, and a listbox to select between *Stereo* or *Multi-Channel* devices.

The number represents both record and playback devices, so '1' means one input and one output device.

The screenshot to the right shows the stereo WDM devices available with the Digiface Dante. Here the first four stereo devices had been activated. Any can be activated. Also only higher numbered devices might be active. For example using 25+26 for system based audio does not require to activate the prior stereo devices. Only Dante (25+26) will show up in the Windows Sound control panel.

The checkbox *All* to the right allows for a quick check/uncheck of all devices.



The screenshot to the left shows the multi-channel WDM devices available with the Digiface Dante after selecting 'Multi-Channel' in the WDM Devices listbox and hitting *WDM Configure*. In this example the devices *Dante 1-8*, *9-16*, *17-24* and *25-32* are active.

Using a multi-channel WDM device allows for the use of multi-channel playback with specialized software as well as Surround sound from DVD or Blu-Ray player software.

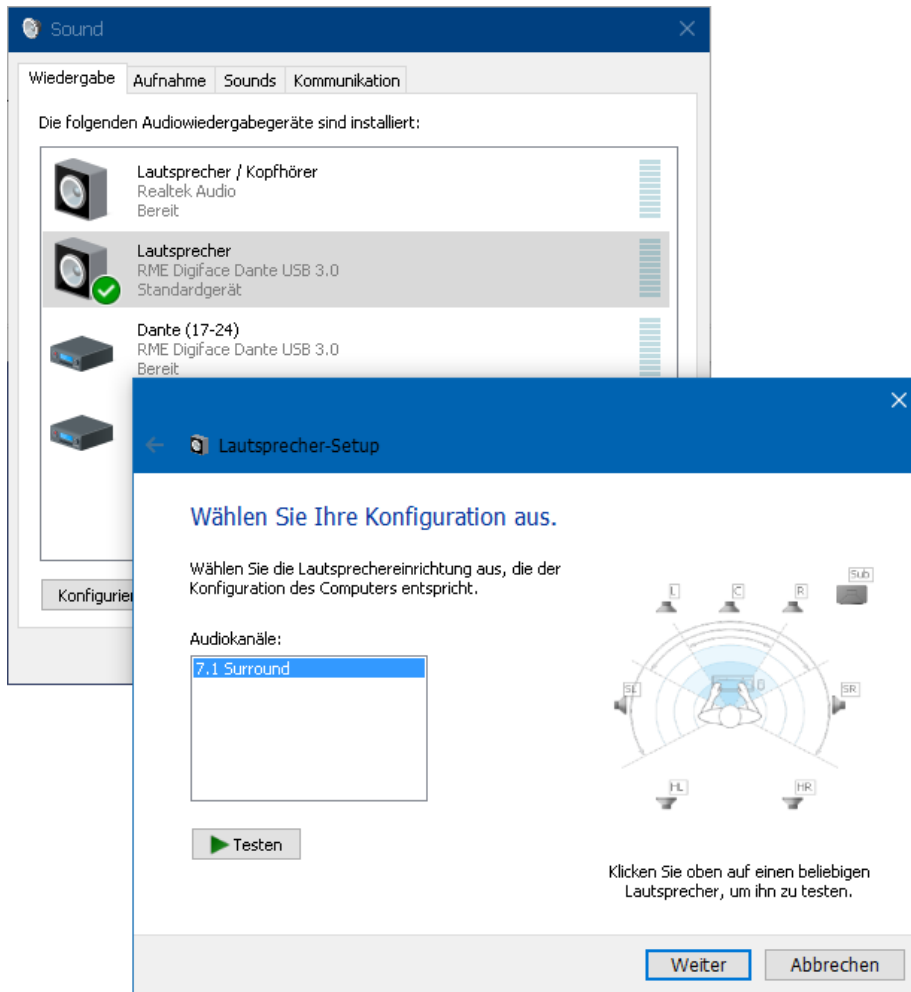
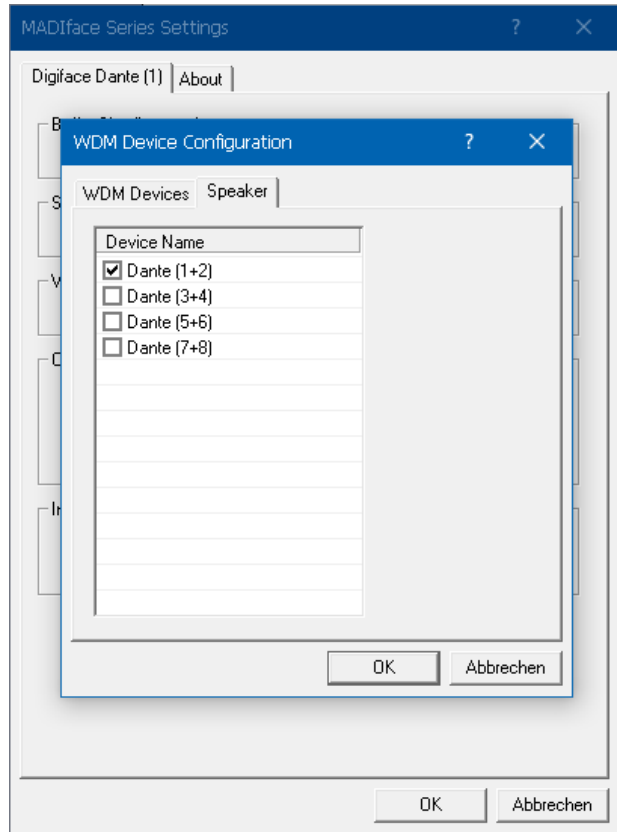
Please note that configuring the WDM device to a specific surround mode in the control panel Sound requires the device to have the Speaker property. See next page.

Again the checkbox *All* to the right allows for a quick check/uncheck of all devices.

Changing to the tab Speaker presents a list of all currently activated WDM devices. Any of these can now get the Speaker property.

Please note that defining more than one device as Speaker usually makes no sense, and the speakers also don't get numbered or renamed in Windows, so it is impossible to find out which one is which.

After leaving the dialog with OK the WDM devices are reloaded so Windows sees their new properties. In the Windows Sound control panel the modes Stereo and 7.1 can now be checked by selecting the playback device and clicking the Configure button.



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## 7.3 Dante Controller

All settings related to the Dante\* network, like clock, streams and routing, are done with the software *Dante Controller* by Audinate\*. It is a free software application (registration required) for Windows and Mac, and can be downloaded here:

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

Dante Controller offers automatic device discovery, one-click signal routing and user-editable device and channel labels. It also provides device status information, real-time network monitoring including device-level latency and customized event logging. Presets can be used to quickly and easily backup, restore, move, and re-use Dante network configurations.

At startup Dante Controller scans the network for connected Dante devices and shows them automatically in the Network View.

**Note:** Dante Controller will not work as long as at least one other Dante device has been connected to the Digiface Dante.

**Note:** The IP address of a Dante device must fit into the network environment for proper operation. The Dante Controller will mark a device entry red if the IP address does not match the network environment, thus helps resolving the issue.

User guides, FAQs, Setup Documents and many more information around Dante and the Dante Controller software are available at:

<https://www.audinate.com/resources>

The Digiface Dante is basically a USB audio interface. The Dante Controller software needs a network port to communicate with the Dante network. The standard solution would have been to plug a network cable from the computer's network port into one of the four ports of the Digiface Dante - which makes you loose two network ports!

Therefore the Digiface Dante also includes the functionality of a USB Ethernet adapter. After installing the additional network driver (which is done automatically by the driver packages) the computer's Device Manager will show a *RME MADiface USB Ethernet* device. This added device can be used directly for the Dante Controller. No cable needed, two network ports stay free.

\* *Audinate*, the Audinate logo and *Dante* are registered trademarks of Audinate Pty Ltd.



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## 8. Operation and Usage

### 8.1 Playback

In the audio application being used, Digiface Dante must be selected as output device. This can often be found in the *Options*, *Preferences* or *Settings* menus as *Playback Device*, *Audio Devices*, *Audio* etc.

Increasing the number and/or size of audio buffers may prevent the audio signal from breaking up, but also increases latency i.e. output is delayed. For synchronized playback of audio and MIDI (or similar), be sure to activate the checkbox 'Get position from audio driver'.

Note: This is a network audio interface. In a network, clock definition is of particular importance. Therefore neither WDM nor ASIO are allowed to influence the sample rate. That setting is done exclusively by the Dante Controller.

### 8.2 DVD-Playback (AC-3/DTS)

#### AC-3 / DTS

Popular DVD software players can send their audio data stream to any AC-3/DTS capable receiver via the Digiface Dante.

! *The sample rate must be set to 48 kHz in the Dante Controller, or the software will only playback a stereo 2-channel downmix via SPDIF.*

In some cases the Digiface Dante output device has to be selected in *>Control Panel / Sound / Playback<* and be set as *Default*, or the software will not recognize it.

The DVD software's audio properties now show the options 'SPDIF Out' or similar. When selecting it, the software will transfer the non-decoded digital multi-channel data stream to a Digiface Dante output channel.

Warning: This 'SPDIF' signal sounds like chopped noise at highest level.

#### Multichannel

PowerDVD and WinDVD can also operate as software decoder, sending a DVD's multichannel data stream directly to the analog and digital outputs of the Digiface Dante. For this to work select the WDM playback device 'Loudspeaker' of the Digiface Dante in *>Control Panel/ Sound/ Playback <* as 'Standard'. Additionally a Multi-channel WDM device is required, whose property of 7.1 Loudspeaker playback can be verified under *>Configuration<*.

PowerDVD's and WinDVD's audio properties now list several multichannel modes. If one of these is selected, the software sends the decoded analog multichannel data to the Digiface Dante. On some software it is not necessary to select the Loudspeaker in the Sound panel.

### 8.3 Channel Count under WDM

The Digiface Dante supports a maximum of 104 channels for WDM. These can be configured and activated via the Settings dialog - WDM Devices, as Stereo or Multi-channel (8-channel) devices.

In Double Speed mode the number of available channels is halved for both Dante and MADi. In Quad Speed mode the number of available channels is reduced to 16 channels for both Dante and MADi.

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## 8.4 Multi-client Operation

RME audio interfaces support multi-client operation. Several programs can be used at the same time. The formats ASIO and WDM can even be used on the same playback channels simultaneously. As WDM uses a real-time sample rate conversion (ASIO does not), all active ASIO software has to use the same sample rate.

However, a better overview is maintained by using the channels exclusively. This is no limitation at all, because TotalMix allows for any output routing, and therefore a playback of multiple software on the same hardware outputs.

Inputs can be used from an unlimited number of WDM and ASIO software at the same time, as the driver simply sends the data to all applications simultaneously.

RME's sophisticated tool *DIGICheck* is an exception to this rule. It operates like an ASIO host, using a special technique to access playback channels directly. Therefore DIGICheck is able to analyse and display playback data from any software, no matter which format it uses.

## 8.5 Digital Recording

Unlike analog soundcards which produce empty wave files (or noise) when no input signal is present, digital interfaces always need a valid input signal to start recording. Taking this into account, RME added a comprehensive I/O signal status display to the Digiface Dante, showing sample frequency, lock and sync status in the Settings dialog, and a status LED directly at the unit.

The sample frequency shown in the Settings dialog is useful as a quick display of the current configuration of the unit and the connected external equipment. If no sample frequency is recognized, it will read 'No Lock'.

This way, configuring any suitable audio application for digital recording is simple. After connection the Digiface Dante displays the current and external sample frequency. This parameter can then be changed in the application's audio attributes (or similar) dialog.

## 8.6 Clock Modes - Synchronization

In the digital world, a device must be either Master (clock source) or Slave (clock receiver). Whenever several devices are linked within a system, there must always be a single master clock.

! *A digital system can only have one master! If the Digiface Dante's clock mode is set to 'Internal', all other devices must be set to 'Slave'.*

This also applies in a network. Typically, a single device is defined as a clock master (Grand Clock), controlling both the network and all connected devices. The Digiface Dante can be synchronized as slave over incoming network streams, or an attached word clock, or MAD1 signal. As master, it uses its internal clock, becoming the clock master of the entire network.

RME's exclusive **SyncCheck** technology (first implemented in the Hammerfall) enables an easy to use check and display of the current clock status. *Input Status* indicates whether there is a valid signal (Lock, No Lock) for the coaxial input, or if there is a valid *and* synchronous signal (Sync).

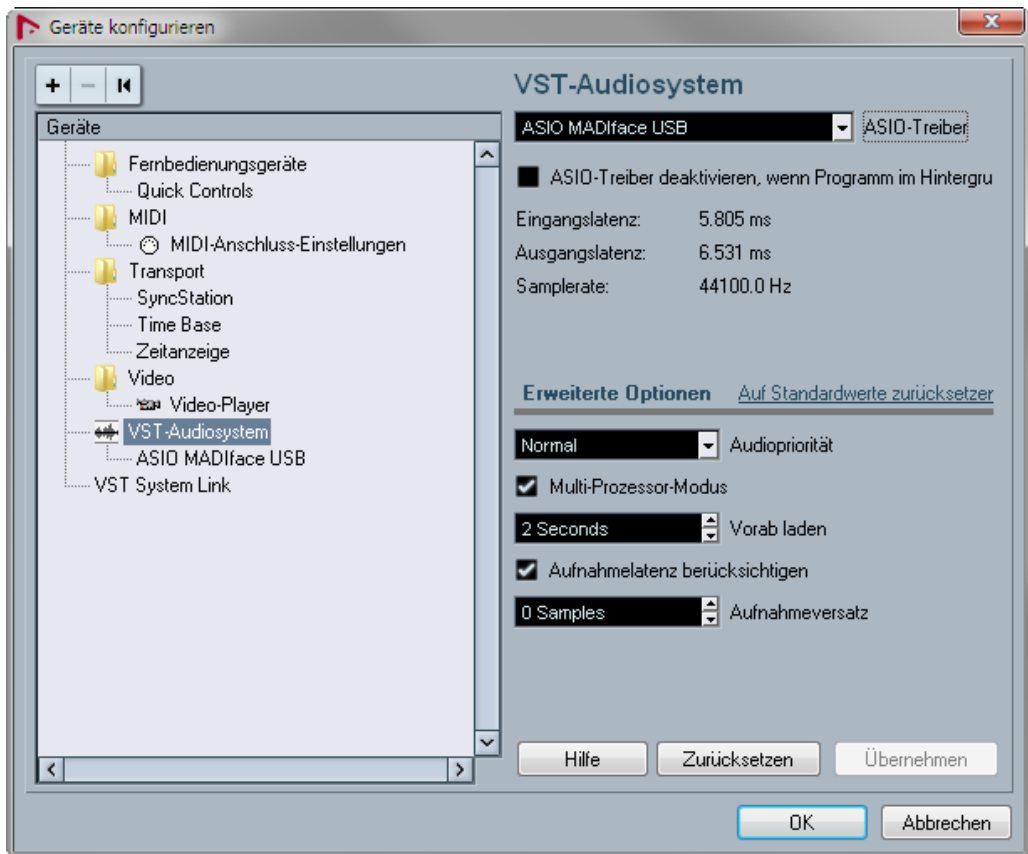
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## 9. Operation under ASIO

### 9.1 General

Start the ASIO software and select **ASIO MADiface USB** as the audio I/O device or the audio driver.

The Digiface Dante supports *ASIO Direct Monitoring* (ADM).



### 9.2 Channel Count under ASIO

In Single Speed Speed (44.1 and 48 kHz) 64 + 64 input and output channels each are available. Double Speed (88.2 and 96kHz) reduces the number of available channels to 32 each. Quad Speed (176.4 and 192kHz) reduces the number of available channels to 16 each.

Note: When changing the sample rate range between Single, Double and Quad Speed the number of channels presented from the ASIO driver will change too. This may require a reset of the I/O list in the audio software.

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## 9.3 Known Problems

If a computer does not provide sufficient CPU-power and/or sufficient USB-bus transfer rates, then drop outs, crackling and noise will appear. Such effects can often be avoided by using a higher buffer setting/latency in the Settings dialog of the Digiface Dante. Furthermore PlugIns should be deactivated temporarily to make sure they do not cause these problems. More information can be found in chapter 25.1.

Another common source of trouble is incorrect synchronization. ASIO does not support asynchronous operation, which means that the input and output signals not only have to use the same sample frequency, but also have to be in sync. All devices connected to the Digiface Dante must be properly configured for Full Duplex operation. As long as SyncCheck (in the Settings dialog) only displays *Lock* instead of *Sync*, the devices have not been set up properly!

The same applies when using more than one Digiface Dante. They all have to be in sync. Else a periodically repeated noise will be heard.

Digiface Dante supports *ASIO Direct Monitoring* (ADM). Please note that not every program supports ADM completely or error-free. The most often reported problem is the wrong behaviour of panorama in a stereo channel. Also try to avoid setting the TotalMix FX hardware outputs (third row) to mono mode. This will most likely break ADM compatibility.

## 10. Using more than one Interface

The current driver supports up to three RME USB devices of the MADiface series. All units have to be in sync, i.e. have to receive valid digital sync information.

- If the Digiface Dante is set to clock mode internal, all others have to be set to clock mode slave, and have to be synced from the master. The clock modes of all units have to be set up correctly in the MADiface Settings dialog.
- If all units are fed with synchronous signals, i.e. all units show *Sync* in their Settings dialog, all channels can be used at once. This is especially easy to handle under ASIO, as the ASIO driver presents all units as one.

Note: TotalMix is part of the hardware of each RME unit. Up to three mixers are available, but these are separated and can't interchange data. Therefore a global mixer for all units is not possible.

Using more than one Digiface Dante is currently not supported.

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## 11. DIGICheck Windows

The DIGICheck software is a unique utility developed for testing, measuring and analysing digital audio streams. Although this Windows software is fairly self-explanatory, it still includes a comprehensive online help. DIGICheck 5.92 operates as multi-client ASIO host, therefore can be used in parallel to any software, with both inputs and outputs (!). The following is a short summary of the currently available functions:

- **Level Meter.** High precision 24-bit resolution, 2/8/128 channels. Application examples: Peak level measurement, RMS level measurement, over-detection, phase correlation measurement, dynamic range and signal-to-noise ratios, RMS to peak difference (loudness), long term peak measurement, input check. Oversampling mode for levels higher than 0 dBFS. Vertical and horizontal mode. Slow RMS and RLB weighting filter. Supports visualization according to the K-System.
- **Hardware Level Meter for Input, Playback and Output.** Reference Level Meter freely configurable, causing near zero CPU load, because calculated from the Digiface hardware.
- **Vector Audio Scope.** World wide unique Goniometer showing the typical afterglow of a oscilloscope-tube. Includes Correlation meter and level meter.
- **Spectral Analyser.** World wide unique 10-, 20- or 30-band display in analog bandpass filter technology. 192 kHz-capable!
- **Totalyser.** Spectral Analyser, Level Meter and Vector Audio Scope in a single window.
- **Surround Audio Scope.** Professional Surround Level Meter with extended correlation analysis, ITU weighting and ITU summing meter.
- **ITU1770/EBU R128 Meter.** For standardized loudness measurements.
- **Bit Statistics & Noise.** Shows the true resolution of audio signals as well as errors and DC offset. Includes Signal to Noise measurement in dB and dBA, plus DC measurement.
- **Channel Status Display.** Detailed analysis and display of Channel Status data within the MADi stream.
- **Global Record.** Long-term recording of all channels at lowest system load.
- **Completely multi-client.** Open as many measurement windows as you like, on any channels and inputs or outputs!

To install DIGICheck, go to the **\\DIGICheck** directory on the RME Driver CD and run *setup.exe*. Follow the instructions prompted on the screen.

DIGICheck is constantly updated. The latest version is always available on our website [www.rme-audio.com](http://www.rme-audio.com), section **Downloads / DIGICheck**.

---

## 12. Hotline – Troubleshooting

*The input signal cannot be monitored in real-time*

- ASIO Direct Monitoring has not been enabled within the DAW, and/or monitoring has been disabled globally (TotalMix Options).

*Playback works, but record doesn't*

- Check that there is a valid signal at the input. If so, the current sample frequency is displayed in the Settings dialog.
- Check whether the Digiface Dante has been selected as recording device in the audio application.
- Check whether the sample frequency set in the audio application ('Recording properties' or similar) matches the input signal.

*Crackle during record or playback*

- Increase the number and size of buffers in the 'Settings' dialog or in the application.
- Try different cables (coaxial) to rule out any defects here.
- Check that cables/devices have not been connected in a closed loop. If so, set the system's clock mode to 'Master'.
- Check the Settings dialog for displayed Errors.

*Driver installation and Settings dialog/TotalMix work, but a playback or record is not possible*

- While recognition and control of the device are low bandwidth applications, playback/record needs the full USB transmission performance. Therefore, defective USB cables with limited transmission bandwidth can cause such errors.

*Where do I set the sample rate?*

- In the Dante Controller, for the device that is currently the Grand Master Clock for the whole Dante network. ASIO, WDM or Core Audio have no control over that.

*Is it possible to change the sample rate when using only MADI?*

- If a Dante network is not available and a pure MADI recording/playback should take place: The Dante controller is not only active on a real Dante network, but on any network. As soon as a network connection is detected, the Dante Controller provides access to the Digiface Dante, and thus also to the sample rate setting.

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## User's Guide



# Digiface Dante

- ▶ **Mac OS X – Installation and Operation**

---

## 13. Driver and Firmware

### 13.1 Driver Installation

Connect computer and MADiface using the supplied USB cable. Mac OS X detects the new Hardware as **Digiface Dante (serial number)**. Install the drivers from the RME Driver CD. The driver files are located in the folder **Fireface\_USB Sierra**. Installation works automatically by a double-click on the file **Fireface USB.pkg**.

RME recommends downloading the latest driver from the RME website, <http://rme.to/usbe>.

Note: The driver for High Sierra and higher, V 3.x, must also be installed if 10.11. is used as OS. Driver 2.x does not support the Digiface Dante.

A double-click onto **driver\_usb\_mac\_3xx.zip** expands the archive file to **Fireface USB.pkg**. Installation works automatically by a double-click on this file.

During driver installation the programs **Fireface USB Settings** and **Totalmix** (TotalMix FX) are copied to the Applications folder. They will automatically start into the dock if a Digiface Dante is connected. A reboot of the computer is not required.

The Digiface Dante includes a module (Brooklyn II) from Australian company Audinate which provides all the Dante network technology. The software to control and access the Dante network, **Dante Controller**, needs to be installed on at least one computer in the Dante network. It is available from Audinate directly, <http://www.audinate.com>.

**Driver Updates** do not require to remove the existing drivers. Simply install the new driver over the existing one.

Possible reasons why a Digiface Dante is not found after driver installation:

- The USB port is not active in the system (check in System Report, USB)
- The USB cable is not or not correctly inserted into the socket

### 13.2 Uninstalling the Drivers

In case of problems the driver files can be deleted manually by dragging them to the trash bin:

```
/Applications/Fireface USB Settings  
/Applications/Totalmix  
/System/Library/Extensions/FirefaceUSB.kext  
/Users/username/Library/Preferences/de.rme-audio.TotalmixFX.plist  
/Users/username/Library/Preferences/de.rme-audio.Fireface_USB_Settings.plist  
/Library/LaunchAgents/de.rme-audio.firefaceUSBAgent.plist
```

Under the latest Mac OS the User/Library folder is not visible in the Finder. To unhide it start Finder, click on the menu item *Go*. Hold down the option (alt) key, then click on *Library*.



---

### 13.3 Firmware Update

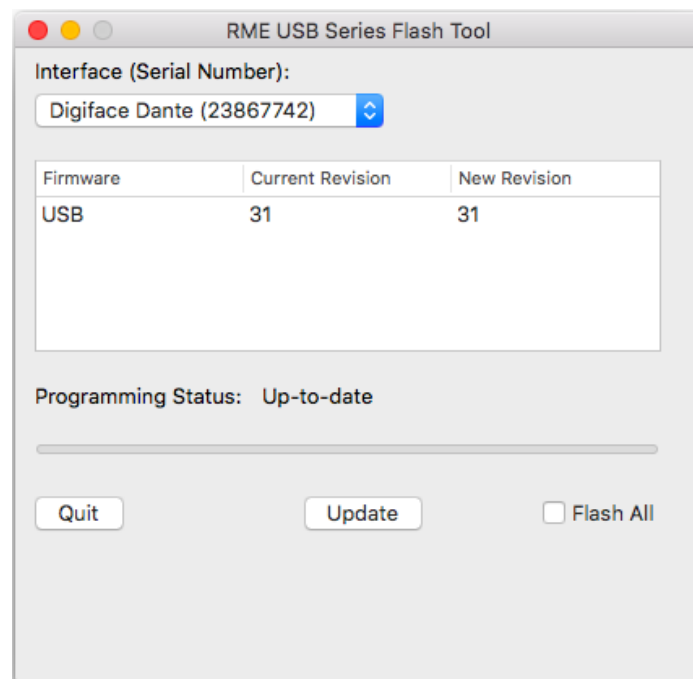
The app **RME USB Series Flash Tool** updates the firmware of the Digiface Dante to the latest version. It requires an already installed RME USB driver.

After its start the program displays the current revision of the Digiface Dante firmware, and whether it needs an update or not. If so, simply press the 'Update' button. A progress bar will indicate when the flash process is finished (Verify Ok).

After the update the unit needs to be reset. This is done by unplugging the Digiface Dante for a few seconds. A reboot of the computer is not necessary.

To reduce the time needed for the flash process the tool updates only the parts of the firmware that are present in a newer version. The option *Flash All* forces the tool to update all parts.

When the update fails (status: failure), the unit's Safety BIOS will be used from the next boot on, the unit stays fully functional. The flash process can then be tried again on a different computer.



The manufacturer of the Dante Brooklyn II module, Audinate, also publishes firmware updates. The current firmware version can be checked in the Dante Controller software, Device View.

There is currently no need to update the Dante module in the Digiface Dante, as they ship with the latest 4.x firmware.

Audinate will soon be launching **Dante Updater**, a new free Dante firmware management application for Windows and macOS desktops. Dante Updater allows Dante users to update entire networks of devices from multiple manufacturers with just a couple of clicks. Please check with Audinate's website for this new app:

<https://www.audinate.com/>

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## 14. Configuring the Digiface Dante

### 14.1 Settings Dialog

Configuring the Digiface Dante is done via its own *Settings* dialog. Start the app **Fireface USB Settings**. The mixer of the Digiface Dante can be configured by starting the app **Totalmix**.

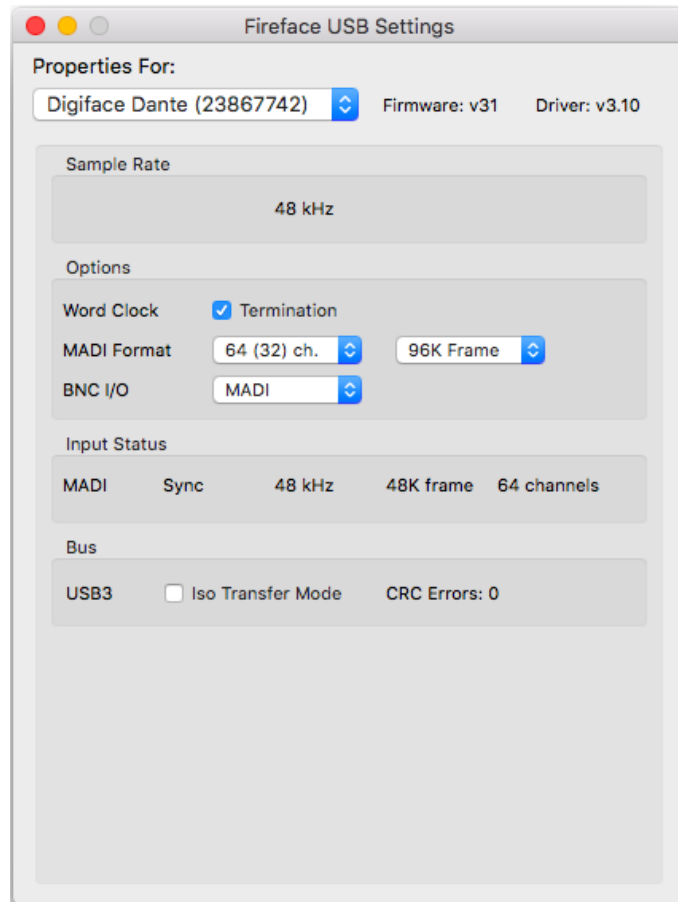
The following is available in the *Settings* dialog:

- Configuration of digital I/Os
- Hardware configuration
- Current sample rate
- State of input

Any changes performed in the *Settings* dialog are applied immediately - confirmation (e.g. by exiting the dialog) is not required.

Use the drop down menu **Properties For** to select the unit to be configured.

On the right of it the current firmware and driver version is shown.



#### Sample Rate

Display of the currently active sample rate. Its setting / change takes place exclusively via the Dante Controller. Neither macOS nor apps can change the sample rate.

#### Options

##### Word Clock Termination

Checking this option terminates the word clock input internally with 75 Ohms.

##### MADI Format

Defines the format of the MADI output signal. MADI can be a 56 or 64 channel signal. Sample rates in Double Speed range (64/88.2/96 kHz) can be transmitted by the normal 48K Frame, or using a native 96K Frame.

##### BNC I/O

The BNC input and output can be used as word clock I/O or MADI I/O.

#### Input Status

##### Word / MADI

Indicates presence of a valid signal at the word clock or MADI input (Lock, No Lock) and whether the signal is synchronous (Sync). The third column shows the sample rate detected by the hardware (coarse recognition, 44.1 kHz, 48 kHz etc.), and the current channel format (56/64 channels).

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### **Bus (USB 3 only)**

The Digiface Dante uses a special transmission mode with error correction in record mode. In case the default mode does not work *Isochronous Streaming* can be tried. This is the standard's native mode for audio transmission and should work with any USB 3 controller (chapter 25.1).

To the right USB3 transmission errors detected by the hardware will be shown.

## **14.2 Dante Controller**

All settings related to the Dante\* network, like clock, streams and routing, are done with the software *Dante Controller* by Audinate\*. It is a free software application (registration required) for Windows and Mac, and can be downloaded here:

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

Dante Controller offers automatic device discovery, one-click signal routing and user-editable device and channel labels. It also provides device status information, real-time network monitoring including device-level latency and customized event logging. Presets can be used to quickly and easily backup, restore, move, and re-use Dante network configurations.

At startup Dante Controller scans the network for connected Dante devices and shows them automatically in the Network View.

Note: Dante Controller will not work as long as at least one other Dante device has been connected to the Digiface Dante.

Note: The IP address of a Dante device must fit into the network environment for proper operation. The Dante Controller will mark a device entry red if the IP address does not match the network environment, thus helps resolving the issue.

User guides, FAQs, Setup Documents and many more information around Dante and the Dante Controller software are available at:

<https://www.audinate.com/resources>

The Digiface Dante is basically a USB audio interface. The Dante Controller software needs a network port to communicate with the Dante network. The standard solution would have been to plug a network cable from the computer's network port into one of the four ports of the Digiface Dante - which makes you loose two network ports!

Therefore the Digiface Dante also includes the functionality of a USB Ethernet adapter, whose driver is installed together with the MADiface series one. This device can be used directly for the Dante Controller. No cable needed, two network ports stay free.

\* *Audinate*, the Audinate logo and *Dante* are registered trademarks of Audinate Pty Ltd.

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### 14.3 Channel Count under Core Audio

In Single Speed (44.1 and 48 kHz) 64 + 64 input and output channels each are available. Double Speed (88.2 and 96kHz) reduces the number of available channels to 32 each. Quad Speed (176.4 and 192kHz) reduces the number of available channels to 16 each.

It is not possible to change the number of Core Audio devices without a reboot of the computer. So when the Digiface Dante changes to Double Speed (88.2/96 kHz) or Quad Speed mode (176.4/192 kHz) all channels stay present, but are partly inactive.

### 14.4 Various Information

The driver of the Digiface Dante requires at least Mac OS 11.

Programs that don't support card or channel selection will use the device chosen as **Input** and **Output** in the **System Preferences – Sound** panel.

Via **Launchpad – Other – Audio MIDI Setup** the MADiface can be configured for the system wide usage in more detail.

Programs that don't support channel selection will always use channels 1/2, the first stereo pair. To access other inputs, use the following workaround with TotalMix: route the desired input signal to output channels 1/2. In the channel settings of outputs 1/2 activate *Loopback*. Result: the desired input signal is now available at input channel 1/2, without further delay/latency.

Use **Configure Speakers** to freely configure the stereo or multichannel playback to any available channels.

## 15. Using more than one Interface

OS X supports the usage of more than one audio device within the audio software. This is done via the Core Audio function **Aggregate Devices**, which allows to combine several devices into one. This function is found in the **Audio MIDI Setup – Audio Window**. Click the **+** sign in the lower left.

The current driver supports up to three RME USB devices of the MADiface series. All units have to be in sync, i.e. have to receive valid sync information (by feeding synchronized signals).

- If the Digiface Dante is set to clock mode Master (Internal), all others have to be set to clock mode Slave, and have to be synced from the master. The clock modes of all units have to be set up correctly in the MADiface Settings dialog.
- If all units are fed with a synchronous clock, i.e. all units show *Sync* in their Settings dialog, all channels can be used at once.

Note: TotalMix is part of the hardware of each unit. Up to three mixers are available, but these are separated and can't interchange data. Therefore a global mixer for all units is not possible.

Using more than one Digiface Dante is currently not supported.

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## 16. DIGICheck Mac

The DIGICheck software is a unique utility developed for testing, measuring and analysing digital audio streams. Although this Mac software is fairly self-explanatory, it still includes a comprehensive online help. DIGICheck 0.73 operates in parallel to any software, showing all input data. The following is a short summary of the currently available functions:

- **Level Meter.** High precision 24-bit resolution, 2/8/128 channels. Application examples: Peak level measurement, RMS level measurement, over-detection, phase correlation measurement, dynamic range and signal-to-noise ratios, RMS to peak difference (loudness), long term peak measurement, input check. Oversampling mode for levels higher than 0 dBFS. Vertical and horizontal mode. Slow RMS and RLB weighting filter. Supports visualization according to the K-System.
- **Hardware Level Meter for Input, Playback and Output.** Reference Level Meter freely configurable, causing near zero CPU load, because calculated from the MADIface hardware.
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- **Totalyser.** Spectral Analyser, Level Meter and Vector Audio Scope in a single window.
- **Surround Audio Scope.** Professional Surround Level Meter with extended correlation analysis, ITU weighting and ITU summing meter.
- **ITU1770/EBU R128 Meter.** For standardized loudness measurements.
- **Bit Statistics & Noise.** Shows the true resolution of audio signals as well as errors and DC offset. Includes Signal to Noise measurement in dB and dBA, plus DC measurement.
- **Completely multiclient.** Open as many measurement windows as you like, on any channels and inputs or outputs!

To install DIGICheck, go to the **\\DIGICheck** directory on the RME Driver CD and run *setup.exe*. Follow the instructions prompted on the screen.

DIGICheck is constantly updated. The latest version is always available on our website [www.rme-audio.com](http://www.rme-audio.com), section **Downloads / DIGICheck**.

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## 17. Hotline – Troubleshooting

*Playback works, but record doesn't:*

- Check that there is a valid signal at the input. If so, the current sample frequency is displayed in the Settings dialog.
- Check whether the Digiface Dante has been selected as recording device in the audio application.
- Check whether the sample frequency set in the audio application ('Recording properties' or similar) matches the input signal.

*Crackle during record or playback:*

- Increase the number and size of buffers in the application.
- Try different cables (coaxial or optical) to rule out any defects here.
- Check that cables/devices have not been connected in a closed loop. If so, set the system's clock mode to 'Master'.
- Check the Settings dialog for displayed Errors.

*Driver installation and Settings dialog/TotalMix work, but a playback or record is not possible*

- While recognition and control of the device are low bandwidth applications, playback/record needs the full USB transmission performance. Therefore, defective USB cables with limited transmission bandwidth can cause such an error scheme.

*Where do I set the sample rate?*

- In the Dante Controller, for the device that is currently the Grand Master Clock for the whole Dante network. ASIO, WDM or Core Audio have no control over that.

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## User's Guide



# Digiface Dante

▶ TotalMix FX

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## 18. Routing and Monitoring

### 18.1 Overview

The Digiface Dante includes a powerful digital real-time mixer, *TotalMix FX*, based on RME's unique, sample-rate independent TotalMix technology. It allows for practically unlimited mixing and routing operations, with all inputs and playback channels simultaneously, to any hardware outputs. The Digiface does not have a DSP, so there are no FX available.

Here are some typical applications for TotalMix:

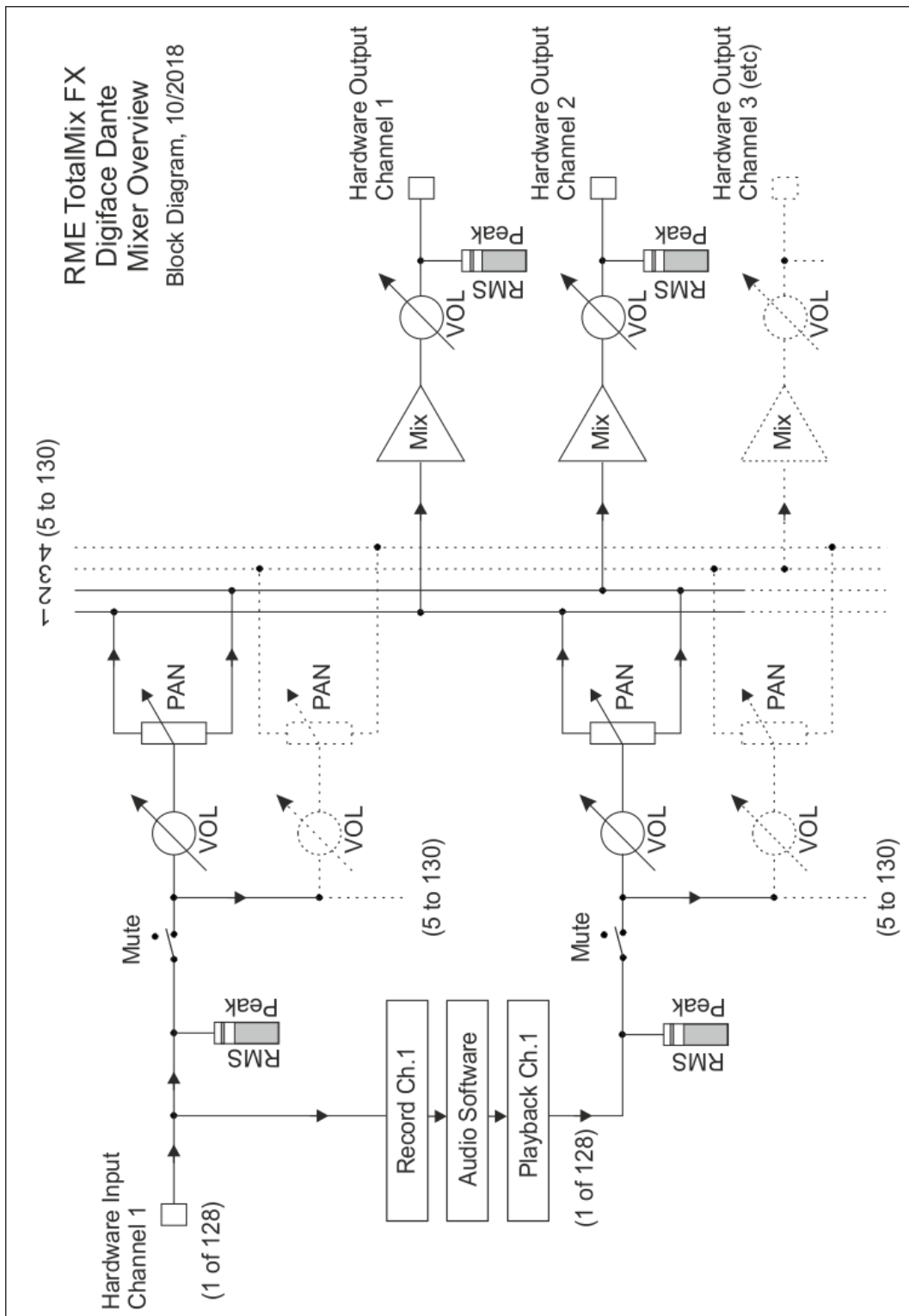
- Setting up delay-free submixes (headphone mixes). The Digiface Dante allows for up to 65 fully independent stereo submixes. On an analog mixing desk, this would equal 130 Aux sends.
- Unlimited routing of inputs and outputs (free utilisation, patchbay functionality).
- Distributing signals to several outputs at a time. TotalMix offers state-of-the-art splitter and distributor functions.
- Simultaneous playback of different programs via a single stereo output. The ASIO multi-client driver supports the usage of several programs at the same time. When done on different playback channels TotalMix provides the means to mix and monitor these on a single stereo output.
- Mixing of the input signal to the playback signal (complete ASIO Direct Monitoring). RME not only is *the* pioneer of ADM, but also offers the most complete implementation of the ADM functions.
- Integration of external devices. Use TotalMix to insert external effects devices, be it in the playback or in the record path. Depending on the current application, the functionality equals insert or effects send and effects return, for example as used during real-time monitoring when adding some reverb to the vocals.

Every single input channel, playback channel and hardware output features a Peak and RMS level meter, calculated in hardware. These level displays are very useful to determine the presence and routing destinations of the audio signals.

For a better understanding of the TotalMix mixer you should know the following:

- As shown in the block diagram (next page), the record signal usually stays unaltered. TotalMix does not reside within the record path, and does not change the record level or the audio data to be recorded (exception: loopback mode).
- The hardware input signal can be passed on as often as desired, even with different levels. This is a big difference to conventional mixing desks, where the channel fader always controls the level for all routing destinations simultaneously.
- The level meter of inputs and playback channels are connected pre-fader, to be able to visually monitor where a signal is currently present. The level meters of the hardware outputs are connected post-fader, thus displaying the actual output level.

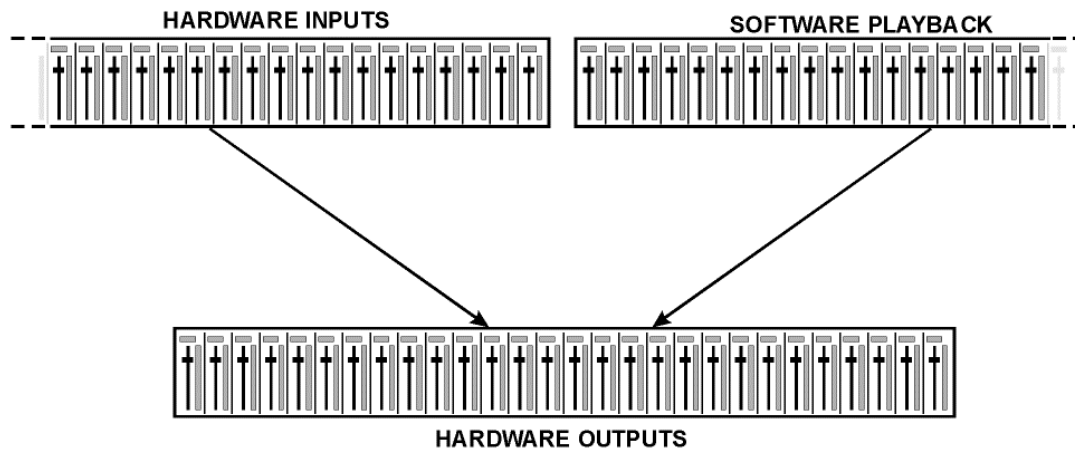




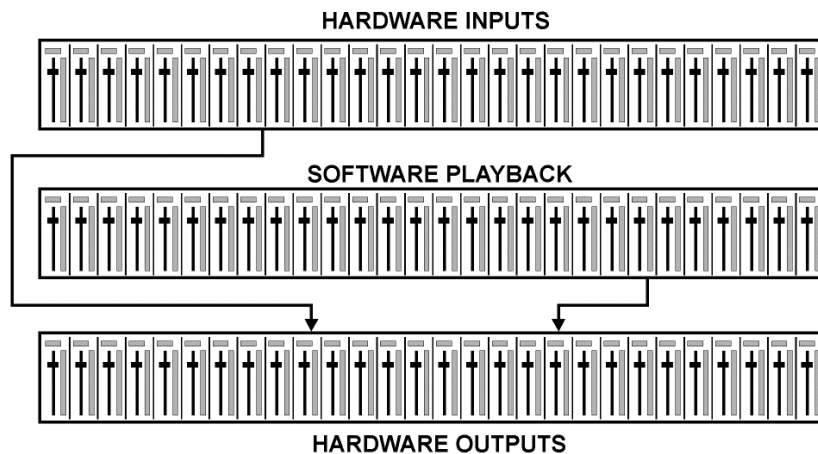
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## 18.2 The User Interface

The visual design of the TotalMix mixer is a result of its capability to route hardware inputs and software playback channels to any hardware output. The Digiface Dante provides 128 input channels, 128 software playback channels, and 130 hardware output channels:



TotalMix can be used in the above view (View Options **2 Rows**). However, the default is a vertical alignment in three rows as known from an Inline desk, so that the row *Software Playback* equals the *Tape Return* of a real mixing desk:



- Top row: Hardware inputs. The level shown is that of the input signal, i. e. fader independent. Via fader and routing field, any input channel can be routed and mixed to any hardware output (bottom row).
- Middle row: Playback channels (playback tracks of the audio software). Via fader and routing field, any playback channel can be routed and mixed to any hardware output (third row).
- Bottom row (third row): Hardware outputs. Here, the total level of the output can be adjusted. This may be the level of connected loudspeakers, or the necessity to reduce the level of an overloaded submix.

**Usage in mode Submix View (Default):** simply click on the hardware output channel where you want to have an audio signal. This channel turns brighter, means it is selected as current submix. Now move the faders up from all sources - input and playback channels - that you want to hear at the submix output.

The following chapters explain step by step all functions of the user interface.

---

## 18.3 The Channels

A single channel can be switched between mono and stereo mode. The mode is set in the channel settings panel (tool symbol).

**Channel name.** The name field is the preferred place to select a channel by a mouse click. A double click opens a dialog to assign a different name. The original name will be shown when activating the option O-Names in the View Options.

**Panorama.** Routes the input signal freely to the left and right routing destination (lower label, see below). The level reduction in center position is -3 dB.

**Mute and Solo.** Input channels and playback channels each have a mute and solo button.

**Numerical level display.** Shows the current RMS or Peak level, updated twice per second. OVR means overload. The setting Peak/RMS is changed in the View Options.

**Level meter.** The meter shows both peak values (zero attack, 1 sample is enough for a full scale display) by means of a yellow line, and mathematically correct RMS values by means of a green bar. The RMS display has a relatively slow time constant, so that it shows the average loudness quite well. Overs are shown in red at the top of the bar. In the Preferences dialog (F2) the Peak Hold time, the over detection and the RMS reference can be set.



**Fader.** Determines the level of the signal routed to the current routing destination (lower label). Please note that this fader is not *the* fader of the channel, but only the fader of *the current* routing. Compared to a standard mixing desk TotalMix does not have a channel fader, but only Aux Sends, as many as there are hardware outputs. Therefore TotalMix can create as many different submixes as there are hardware outputs. This concept is understood best in the Submix View, but more on that later.

Below the fader the **Gain** is shown in a numerical display field, according to the current fader position. The fader can be:

- dragged with the left mouse button pressed
- moved by the mouse wheel
- set to 0 dB and  $-\infty$  by a double click. The same happens with a single click plus held down Ctrl key.
- adjusted in fine mode by mouse drag and mouse wheel when holding the Shift key down

A Shift-click on a fader adds the fader to the **temporary fader group**. All faders now marked yellow are ganged, and move simultaneously in a relative way. The temporary fader group is deleted by a click on the F symbol in the upper right of the window.



The **arrow symbol** at the bottom minimizes the channel width to that of the level meters. Another click maximizes it again. A mouse click with held Ctrl key causes all channels to the right to enlarge and minimize at once.

The lowest field shows the current **routing target**. A mouse click opens the routing window to select a routing target. The list shows all activated routings of the current channel by arrows in front of the listed entries, the current one is shown in bold letters.

An arrow is only shown with an activated routing. A routing is seen as activated when audio data is sent. As long as the fader is set to  $-\infty$  the current routing will be shown in bold letters, but not have an arrow in the front.



**Trim Gain.** After a click on the **T** symbol one channel's faders are all synchronized. Instead of changing only a single routing the fader affects all the channel's active routings. For a better overview the faders currently not visible are indicated by orange triangles beside the fader path. When moving the fader the triangles also move to a new position, equalling the fader's new settings.

Note that the fader button is set to the highest routing gain of all routings so that best control is offered. The gain (fader knob position) of the currently active routing (the submix selected in the third row) is shown as white triangle.

**Background:** TotalMix has no fixed channel fader. In case of the Digiface Dante there are 64 stereo Aux sends, shown alternately as single fader within the channel strip. The high number of Aux sends enables multiple and fully independent routings.

In some cases it is necessary to synchronize the gain changes of these routings. An example is the post fader function, where a change of the singer's volume shall be performed identical to the volume change of the signal sent to the reverb device, so that the reverb level keeps its relation to the original signal. Another example is the signal of a guitar that is routed to different submixes, means hardware outputs, which gets much too loud during the solo part, and therefore needs to be reduced in volume on all outputs simultaneously. After a click on the Trim button this can be done easily and with a perfect overview.



As all channel's routings change simultaneously when Trim is active, this mode basically causes the same behaviour as a trim pot within the input channel, affecting the signal already before the mixer. That's how this function got its name.

In View Options / Show the function Trim Gains can be globally switched on and off for all channels. This global Trim mode is recommended when using TotalMix FX as live mixing desk.

**The Context Menu.** With a right click on the input, playback and output channels their context menus provide advanced functionality (these menus are also available in the Matrix, but only directly on the channel labels). The entries are self-explanatory and automatically adjust to where the click is performed. The input channels offer *Clear*, *Copy input* and *paste the input mix*. On a playback channel *Copy*, *Paste* and *Clear the playback mix* are available. On an output channel *Copy* and *Mirror* functionality for the current submix is offered.

---

### 18.3.1 Settings

A click on the tool symbol opens the channel's **Settings** panel with differing elements.

**Stereo.** Switches the channel to mono or stereo mode.

**Width.** Setting the stereo width. 1.00 equals full stereo, 0.00 mono, -1.00 swapped channels.

**MS Proc.** Activates M/S processing within the stereo channel. Monaural information is sent to the left channel, stereo information to the right.

**Phase L.** Inverts the phase of the left channel by 180°.

**Phase R.** Inverts the phase of the right channel by 180°.

Note: the functions Width, MS Proc, Phase L and Phase R affect all routings of the respective channel.



Besides Stereo/Mono, Phase L und Phase R the settings of the Hardware Outputs have three more options:

**Talkback.** Activates this channel as receiver and output of the Talkback signal. This way Talkback can be sent to any outputs, not only the Phones in the Control Room section. Another application could be to send a certain signal to specific outputs by the push of a button.

**No Trim.** Sometimes channels need to have a fixed routing and level, which should not be changed in any case. An example is the stereo mixdown for recording of a live show. With *No Trim* active, the routing to this output channel is excluded from the Trim Gains function, therefore is not changed unintentionally.

**Loopback.** Sends the output data to the driver as record data. The corresponding submix can be recorded then. This channel's hardware input sends its data only to TotalMix, no longer to the recording software.

Another difference to the input and playback channels is the **Cue** button instead of Solo. A click on Cue sends the respective Hardware Output's audio to the **Main** Out. With this any hardware output can be controlled and listened to through the monitoring output very conveniently. Using the option *Assign / Cue to* in the Control Room section, Cue can also be used with any of the Phones outputs.



## 18.4 Section Control Room

In the section Control Room the menu Assign is used to define the **Main Out** which is used for listening in the studio. For this output the functions Dim, Recall, Mono and Talkback are automatically applied.

Additionally the channel will be shifted from the Hardware Outputs into the Control Room section, and renamed *Main*. The same happens when assigning Main Out B or the Phones. The original name can be displayed by the function *Names* in the View Options - *Show* at any time.

Phones 1 to 4 will have Dim (set in Settings) and a special routing applied when Talkback is activated. Also putting them beside the Main Out increases the overview within the output section greatly.



**Dim.** The volume will be reduced by the amount set in the Settings dialog (F3).

**Recall.** Sets the gain value defined in the Settings dialog.

**Speak. B.** Switches playback from Main Out to Main Out B. The faders of the channels Main and Speaker B can be ganged via Link.

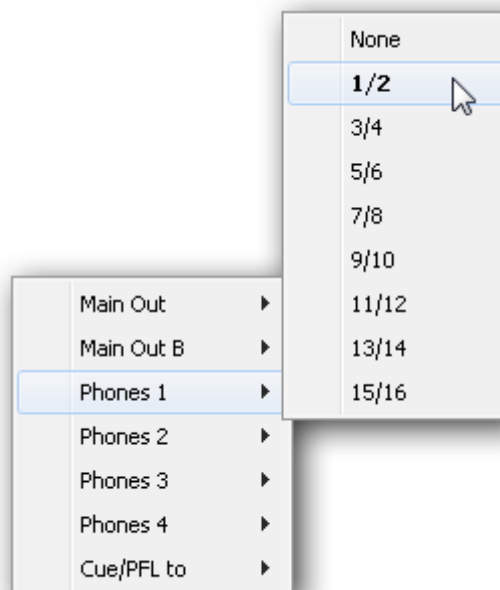
**Mono.** Mixes left and right channel. Useful to check for mono compatibility and phase problems.

**Talkback.** A click on this button will dim all signals on the *Phones* outputs by an amount set up in the Preferences dialog. At the same time the control room's microphone signal (source defined in Preferences) is sent to the *Phones*. The microphone level is adjusted with the channel's input fader.

**External Input.** Switches Main monitoring from the mix bus to the stereo input defined in the Settings dialog (F3). The relative volume of the stereo signal is adjusted there as well.

**Assign.** Allows to define the Main Out, Main Out B, and up to four Phones outs. The listbox includes all 130 hardware output channels.

The output for the Cue signal, which is usually Main, can also be set to one of the Phones outputs. This setting also controls the PFL monitoring.



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## 18.5 The Control Strip

The Control Strip on the right side is a fixed element. It combines different functions that are either required globally, or constantly used, and therefore should not be hidden in a menu. Still using the menu entry *Window, Hide Control Strip*, the Control Strip is shifted out of the visible area to gain more space for other elements.

The areas described in the following chapters can be minimized by a click on the arrow in their title bar.

**Device selection.** Select the unit to be controlled in case more than one is installed on the computer.

**FX.** Not functional with the Digiface Dante.

**Undo / Redo.** With the unlimited Undo and Redo changes of the mix can be undone and redone, at any time. Undo/Redo does not cover graphical changes (window size, position, channels wide/narrow etc.), and also no changes to the Presets.

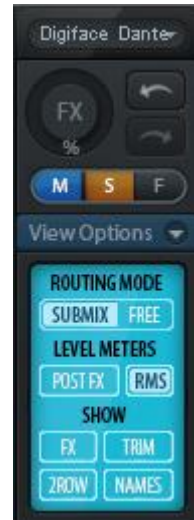
Undo/Redo also operates across Workspaces. Therefore a completely differently set up mixer view can be loaded via Workspace, and with a single click on Undo the previous internal mixer state is returned – but the new mixer view stays.

### Global Mute Solo Fader.

**Mute.** Global Mute operates in a pre fader style, muting all currently activated routings of the channel. As soon as any Mute button is pressed, the *Mute Master* button lights up in the Control Strip area. With this button all selected mutes can be switched off and on again. One can comfortably set up a mute group or activate and deactivate several mute buttons simultaneously.

**Solo.** As soon as any Solo button is pressed, the *Solo Master* button lights up in the Control Strip area. With this button all selected Solos are switched off and on again. Solo operates as Solo-in-Place, post fader style, as known from common mixing desks. A typical limitation for mixing desks, Solo working only globally and only for the Main Out, does not exist in TotalMix. Solo is always activated for the current submix only.

**Fader.** A Shift-click on a fader adds the fader to the **temporary fader group**. All faders now marked yellow are ganged, and move simultaneously in a relative way. The temporary fader group is deleted by a click on the F symbol.



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## 18.5.1 View Options

**View Options.** This area combines different functions of routing, the level meters and the mixer view.

### Routing

- **Submix:** The Submix view (default) is the preferred view and delivers the quickest overview, operation and understanding of TotalMix. The click on one of the Hardware Output channels selects the respective submix, all other outputs are darkened. At the same time all routing fields are set to this channel. With Submix view, it is very easy to generate a submix for any output: select the output channel, adjust the fader and pans of first and second row – finished.
- **Free:** The Free view is for advanced users. It is used to edit several submixes simultaneously, without the need to change between them. Here one works with the routings fields of the input and playback channels only, which then show different routing destinations.



### Level Meters

- **Post FX.** Not functional with the Digiface Dante.
- **RMS Level.** The numerical level display in the channels displays peak or RMS.

### Show

- **FX.** Not functional with the Digiface Dante.
- **Trim.** Activates all Trim buttons on all channels. TotalMix thus behaves like a conventional, simple mixing desk. Each fader affects all active routings of the channel simultaneously, as if the fader were a trim-pot in the hardware input.
- **2 Row.** Switches the mixer view to 2 rows. Hardware Inputs and Software Playbacks are placed side by side. This view saves a lot of space, especially in height.
- **Names.** Display of the original names of channels when they had been renamed by the user.



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## 18.5.2 Snapshots - Groups

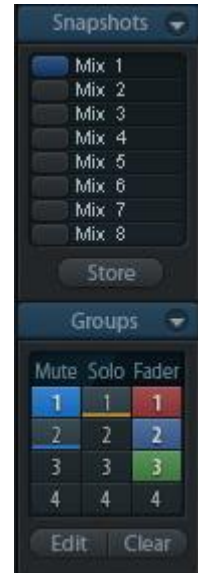
**Snapshots.** Snapshots include all mixer settings, but no graphical elements like window positions, window size, number of windows, visible settings, scroll states etc. Only the state wide/narrow of the channels is registered. Moreover the Snapshot is only temporarily stored. Loading a Workspace causes the loss of all stored Snapshots, when these all had not been saved before in a Workspace, or separately via *File / Save Snapshot as*. Via *File / Load Snapshot* the mixer states can be loaded individually.

Eight different mixes can be stored under individual names in the Snapshot section. A click on any of the eight buttons loads the corresponding Snapshot. A double click on the name field opens the dialog *Input Name* to edit the name. As soon as the mixer state is changed the button starts flashing. A click on Store lets all buttons flash, whereby the last loaded one, the base of the current state, flashes inversely. The storage finishes by clicking the desired button (means storage place). The storage process is exited by another click on the flashing Store button.

The area Snapshots can be minimized by a click on the arrow in the title bar.

**Groups.** The area Groups provides 4 storage places each for fader, mute and solo groups. The groups are valid per Workspace, being active and usable in all 8 Snapshots. But with this they are also lost when loading a new workspace, in case they have not been saved before in a different Workspace.

Note: The Undo function will help in case of an accidental overwrite or deletion of the groups.



TotalMix uses flashing signals to guide you through the group setup. After a click on Edit and click on the desired storage place all desired functions for this group have to be activated or selected. The storage process is finished by another click on Edit.

When setting up a fader group, make sure to not add faders that are at the most top or lowest position, except all faders of that group have this position.

The Mute groups operate – other than the global mute – exclusively for the current routing. This way you can not mute signals on all outputs unintentionally. Instead signals can be muted on specific submixes by the push of a button.

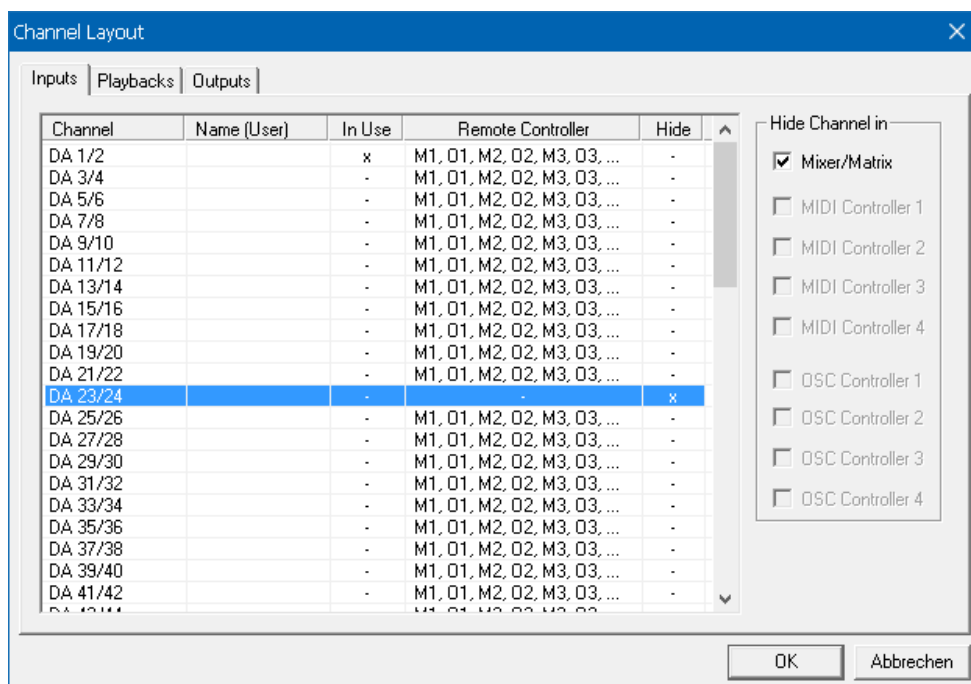
A solo group operates exactly like the global solo, signals outside the current routing are not affected.

### 18.5.3 Channel Layout - Layout Presets

To maintain overview within TotalMix FX channels can be hidden. Channels can also be excluded from being removed. Under *Options / Channel Layout* a dialog lists all I/Os with their current state. Selecting one or several channels enables the options to the right:

- **Hide Channel in Mixer/Matrix.** The selected channels are no longer shown in TotalMix FX, nor are they available via MIDI or OSC remote control.
- **Hide Channel in MIDI Remote 1-4.** The selected channels are hidden for MIDI remote (CC and Mackie Protocol).
- **Hide Channel in OSC Remote 1-4.** The selected channels are hidden for OSC remote control.

Hidden channels in Mixer/Matrix are still fully functional. An existing routing/mixing/FX processing stays active. But as the channel is no longer visible it can not be edited anymore. At the same time the hidden channels are removed from the list of remote controllable channels, to prevent them from being edited unnoticed.



Hidden channels in *MIDI Remote x* are removed from the list of remote controllable channels. Within an 8-channel block of a Mackie compatible control they are skipped. The control therefore is no longer bound to consecutive orders. For example it will control channels 1, 2, and 5 to 11, when channels 3 and 4 are hidden.

The same can be done for OSC. With unnecessary channels made invisible for the OSC remote the more important channels are available as one block on the remote.

The dialog can be called directly from TotalMix by a right mouse click on any channel. The corresponding channel will then be preselected in the dialog.

In the above example channel 23/24 have been made invisible. If these are not used this is an easy way to remove them from the mixer completely.

Rows Inputs, Playbacks and Outputs are set up individually by the tabs at the top. A double click onto any line opens the edit field for the *Name (User)* column. Editing channel names in this dialog is quick, Enter jumps to the next line. The names of the channels in the Control Room section can only be changed this way.

After finishing those settings the whole state can be stored as **Layout Preset**. A click on *Store* and the desired memory slot makes the current channel layout recallable anytime. The button *All* makes all channels temporarily visible again.

With a simple click on a button it will then be possible to easily switch views of only the channels involved with the mixing of the drum section, the horn section, the violins, or any other useful view. An optimized remote layout can be activated here as well, with or without visible changes. Double-click the default slot name to enter any other name.



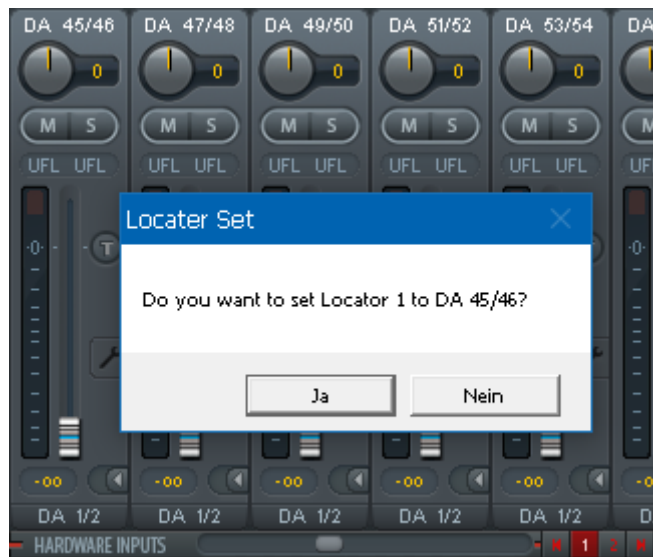
! *Layout Presets are stored within the Workspace, so make sure to save the current state before loading a different Workspace!*

The button *Sub* activates another useful special view. When in *Submix view*, *Sub* will cause all channels to disappear that are not part of the currently selected Submix/Hardware Output. *Sub* temporarily shows the mix based on all channels from Inputs and Playback row, independent from the current Layout Preset. That makes it very easy to see and to verify which channels are mixed/routed to the current output. *Sub* makes checking and verifying of mixes, but also the mix editing itself, a lot easier, and maintains perfect overview even with lots of channels.

### 18.5.4 Scroll Location Markers

Another feature to improve overview and working with TotalMix FX are scroll location markers (TotalMix view only). These are displayed automatically when the horizontal size of the TotalMix FX window is smaller than the channel display requires. Shown on the right side of the scrollbar of each row they have four elements:

- **Arrow to the left.** A left mouse click let the channels scroll to the very first one, or most left.
- **1.** Marker number 1. Scroll to the desired position and perform a right mouse click on 1. A dialog comes up with precise information. Once stored, a left mouse click will scroll the channels to the stored position.
- **2.** Marker number 2. See 1 for details.
- **Arrow to the right.** A left mouse click let the channels scroll the last one, or most right.



Location markers are stored in the Workspace.

### Application Examples

While originally added to improve navigation in the HDSPe MADI FX (having 196 channels that never fit on any screen), the scroll location markers are also helpful with units having less channels:

- When the TotalMix FX window is intentionally made small in width, so only a few channels are shown.
- When some or all Settings panels are open. Then all settings are always visible, but require a lot of space horizontally.

## 18.6 Preferences

The dialog Preferences can be opened via the *Options* menu or directly via F2.

### Level Meters

- **Full scale samples for OVR.** Number of consecutive samples to trigger an over detection (1 to 10).
- **Peak Hold Time.** Hold time of the peak value. Adjustable from 0.1 up to 9.9 s.
- **RMS +3 dB.** Shifts the RMS value by +3 dB, so that full scale level is identical for Peak and RMS at 0 dBFS.

### Mixer Views

- **FX Send follows highest Submix.**
- **FX Send follows Main Out.** Not available for the Digiface Dante - no FX.
- **Center Balance/Pan when changing Mono/Stereo.** When switching a stereo channel into two mono channels the pan-pots are set fully left and right. This option will set them to center instead.
- **Disable double click fader action.** Prevents unintentional gain settings, for example when using sensitive touchpads.

### Dynamic Meters

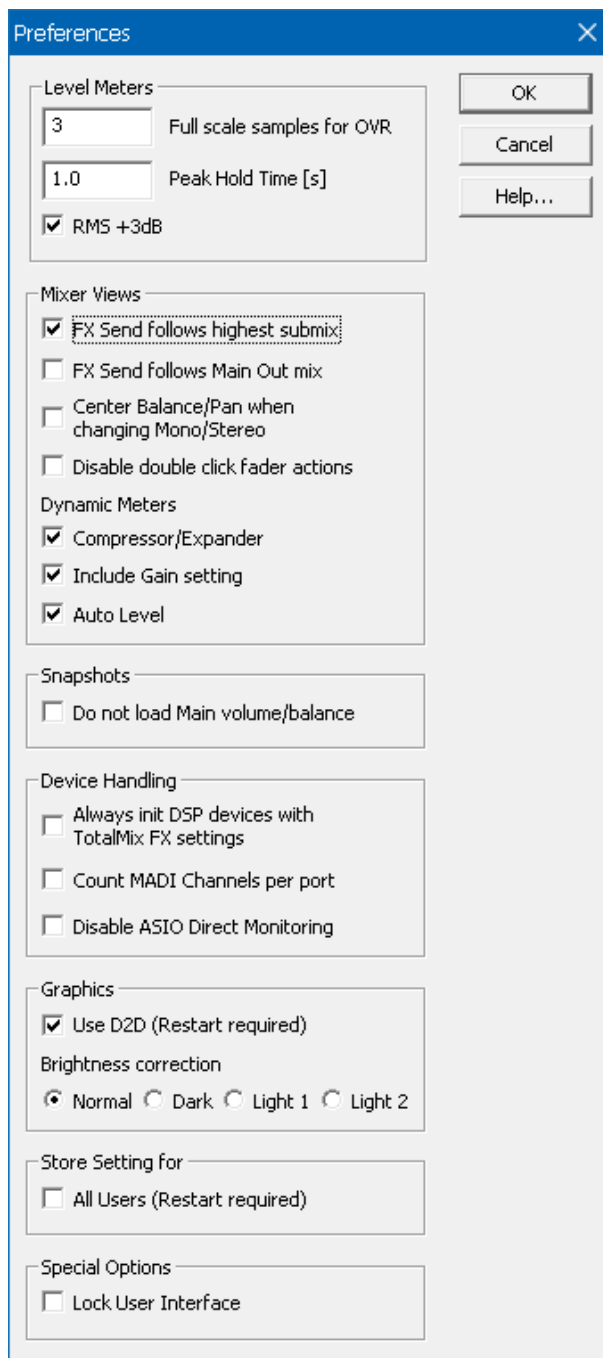
Not available for the Digiface Dante.

### Snapshots

- **Do not load Main volume/balance.** The values stored in the Snapshot are not loaded for the Main Out and all groups of output faders joined by Main, so the current setting for all these is not changed.

### Device Handling

- **Always init DSP devices with TotalMix FX settings.** For the Digiface Dante: always on, as the unit does not store any. When connecting to a computer TotalMix FX will immediately load its settings into the Digiface.
- **Count MADI Channels per port.** Not available for the Digiface Dante.
- **Disable ASIO Direct Monitoring.** Disables ASIO Direct Monitoring (ADM) for the Digiface Dante within TotalMix FX.



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## Graphics

- **Use D2D (Change requires restart).** Default on. Can be deactivated to use a compatible but CPU-taxing graphics mode, in case graphics problems show up.
- **Brightness correction.** Set TotalMix FX screen brightness to your taste, matching the monitor setting or the environment.

## Store Setting for (Windows only)

- **All Users (Restart required).** See next chapter.

## Special Options

- **Lock User Interface.** Default off. Can be activated to freeze the current mix state. Faders, buttons and knobs relating to the mix state can not be moved anymore.

### 18.6.1 Store for Current or All Users (Windows)

TotalMix FX stores all settings, workspaces and snapshots for the *current user* in:  
`C:\Users\Username\AppData\Local\TotalMixFX`

*Current User* ensures that when workstations are used by several people they all find their own settings. In case the settings should be identical or given for any user, TotalMix FX can be changed to use the *All User* directory. An admin could even write protect the file **lastDigifaceDante1.xml**, which results in a complete reset to that file's content whenever TotalMix FX is restarted. The xml-file is updated on exit, so simply set up TotalMix as desired and exit it (right mouse click on the symbol in the notification area).

---

## 18.7 Settings

The dialog Settings can be opened via the *Options* menu or directly via F3.

### 18.7.1 Mixer Page

On the mixer page some typical settings for the mixer operation are set, like Talkback source, Dim amount when Talkback is active, the stored main volume or the input used for the External Input function.

#### Talkback

- **Input.** Selects the input channel of the Talkback signal (microphone in control room). Default: None.
- **Dim.** Amount of attenuation of the signals routed to the *Phones* in dB.

#### Listenback

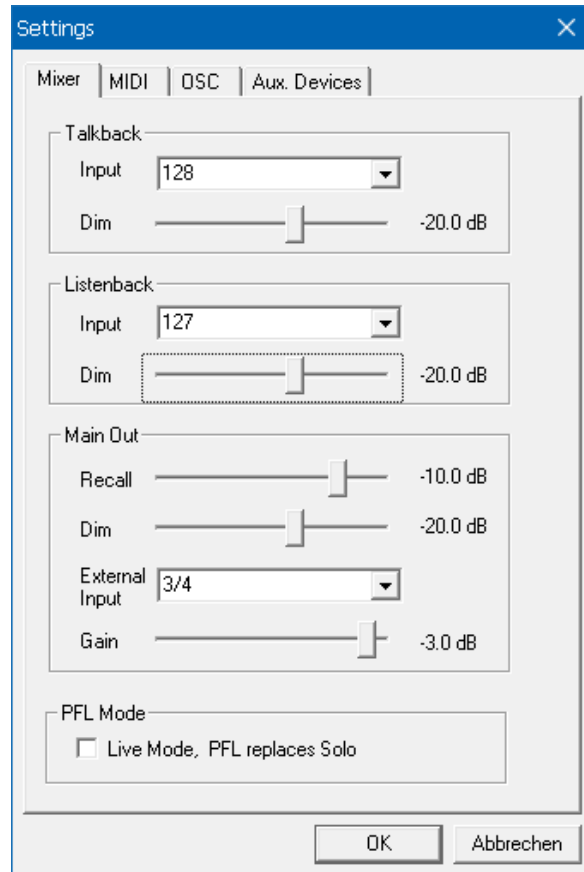
- **Input.** Selects the input channel of the Listenback signal (microphone in recording room). Default: None.
- **Dim.** Amount of attenuation of the signals routed to the *Main Out* in dB.

#### Main Out

- **Recall.** User defined listening volume, activated by the Recall button at the unit or in TotalMix.
- **Dim.** Amount of attenuation for the Main Out in dB.
- **External Input.** Selects the stereo input that replaces the mix signal on the Main Out when activated. The volume of the stereo signal is adjusted by the slider Gain.

#### PFL Mode

- **Live Mode, PFL replaces Solo.** PFL means Pre Fader Listening. This feature is very useful when operating TotalMix in a live environment, as it allows to quickly listen/monitor any of the inputs by hitting the Solo button. The monitoring happens on the output set for the *Cue/PFL* to output in the Assign dialog.



## 18.7.2 MIDI Page

The MIDI page has four independent settings for up to four MIDI remote controls, using CC commands or the Mackie Control protocol.

### Index

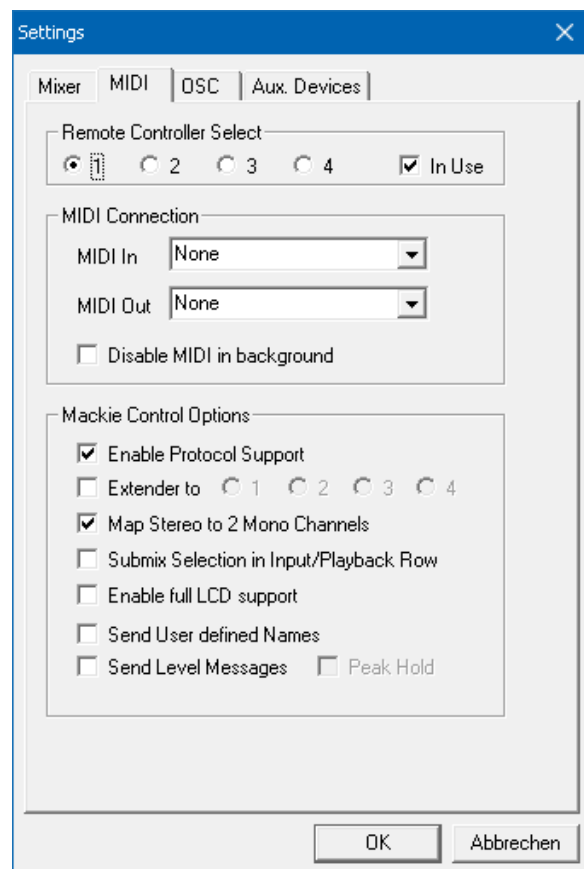
Select one of four settings pages and thus remote controls. Settings are remembered automatically. To activate or deactivate any of the four remote controls check or uncheck 'In Use'.

### MIDI Connection

- **MIDI In.** Input where TotalMix receives MIDI remote data.
- **MIDI Out.** Output where TotalMix sends MIDI remote data.
- **Disable MIDI in background.** Deactivates MIDI Remote Control as soon as another application is in the focus, or when TotalMix has been minimized.

### Mackie Control Options

- **Enable Protocol Support.** When disabled TM FX will only react on the Control Change commands of chapter 21.5.
- **Extender to.** Sets the current remote to be an extender to the main remote. Both remotes will be shown as one block and navigate simultaneously.
- **Map Stereo to 2 Mono Channels.** One fader controls one (mono) channel. Should be disabled when stereo channels are used.
- **Submix Selection in Input/Playback Row.** Enables a selection of the submix when in first row, without having to change to the third row first. However, when using both mono and stereo channels first and third row usually do not match anymore, so the selection often becomes unclear this way.
- **Enable full LCD support.** Activates full Mackie Control LCD support with eight channel names and eight volume/pan values.
- **Send User defined Names.** Channel names defined by the user will be sent to the remote device via MIDI and – if supported – shown in its display.
- **Send Level Messages.** Activates the transmission of the level meter data. *Peak Hold* activates the peak hold function as set up for the TotalMix level meters in the preferences.



Note: When MIDI Out is set to NONE then TotalMix FX can still be controlled by Mackie Control MIDI commands, but the 8-channel block is not marked as remote target.

### 18.7.3 OSC Page

The OSC page has four independent settings for up to four MIDI remote controls via Open Sound Control (OSC). This is a network based remote protocol that can be used for example by Apple's iPad with the app *TouchOSC* or *Lemur* to wirelessly remote control TotalMix FX running on a Mac or Windows computer.

#### Index

Select one of four settings pages and thus remote controls. Settings are remembered automatically. To activate or deactivate any of the four remote controls check or uncheck 'In Use'.

#### TotalMix FX OSC Service

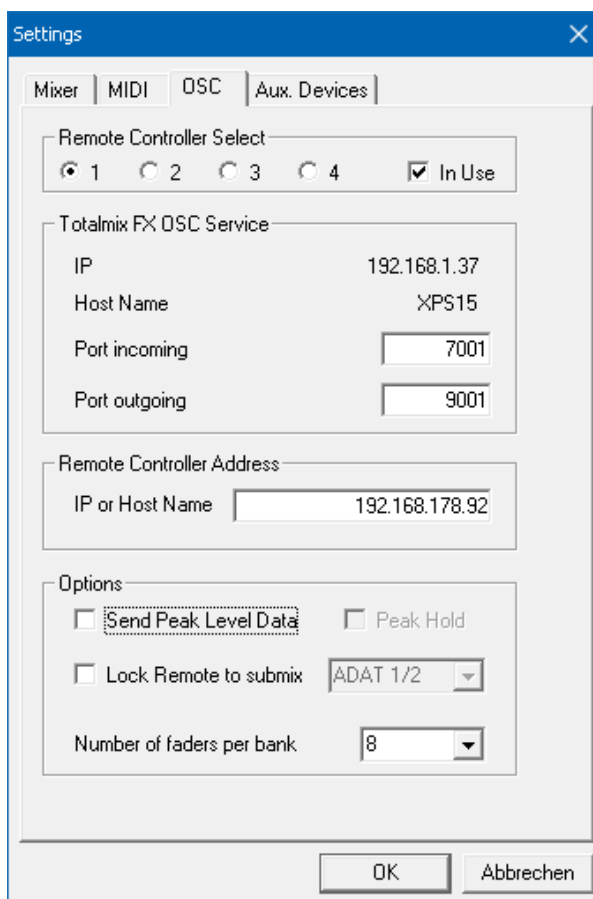
- **IP.** Shows the network address of the computer running TotalMix FX (local host). This address must be entered on the remote side.
- **Host Name.** Local computer name.
- **Port incoming.** Must match the remote entry 'Port outgoing'. Typical values are 7001 or 8000.
- **Port outgoing.** Must match the remote entry 'Port incoming'. Typical values are 9001 or 9000.

#### Remote Control

- **IP or Host name.** Enter the IP or host name of the remote control. Please note that the IP number usually works better than the host name.

#### Options

- **Send Peak Level.** Activates the transmission of the peak level meter data. *Peak Hold* activates the peak hold function as set up for the TotalMix level meters in the preferences.
- **Lock Remote to submix.** When activated the current remote control can only modify the submix selected from the drop-down list. This prevents havoc in multi-remote monitoring environments.
- **Number of faders per bank.** Available choices are 8 (default), 12, 16, 24, 32 and 48. Note that when working in underperforming networks, especially wireless, a higher number of faders might not work as smooth as expected.



### 18.7.4 Aux Devices

This page integrates RME's OctaMic XTC into the local TotalMix FX. This feature is not available over network, and therefore not available with the Digiface Dante.



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## 18.8 Hotkeys and Usage

TotalMix FX has many hotkeys and mouse/hotkey combinations to speed up and simplify the usage. The below description refers to Windows. On Mac substitute *Ctrl* in the below list with the command key (⌘).

The **Shift** key enables a fine-tuning of the gain with all faders and in the Matrix. On all knobs it will speed up the setting.

A click on a **fader** with held down **Shift** key adds the fader to the temporary fader group.

A click in the **fader path** with held down **Ctrl** key will let the fader jump to 0 dB, at the next click to  $-\infty$ . Same function: Double click of the mouse.

Clicking on one of the **Panorama** or **Gain** knobs with held down **Ctrl** key lets the knob jump to center position. Same function: Double click of the mouse.

Clicking on the **Panorama** knob with held down **Shift** key lets the knob jump to fully left, with **Shift-Ctrl** to fully right.

Clicking on one of the channel settings buttons (slim/normal, settings) with held down **Shift** key lets all channels to the right change their state. For example all settings panels can be opened/closed simultaneously.

A **double click** of the mouse on a knob or its numerical field opens the according *Input Value* dialog. The desired value can then be set by keyboard.

Dragging the mouse from a parameter field increases (move up) or decreases (move down) the value in the field.

**Ctrl-N** opens the dialog *Function Select* to open a new TotalMix window.

**Ctrl-W** opens the dialog *File Open* of the operating system to load a TotalMix Workspace file.

The key **W** starts the dialog *Workspace Quick Select* for a direct selection or storage of up to 30 Workspaces.

The key **M** switches the active window to Mixer view. The key **X** switches the active window to Matrix view. **Ctrl-M** opens a new Mixer window, **Ctrl-X** opens a new Matrix window. Another **Ctrl-M** or **Ctrl-X** closes the new window again.

**F1** opens the online help. The Level Meter setup dialog can be opened with **F2** (same as in DIGICheck). The dialog Preferences is opened with **F3**.

**Alt-F4** closes the current window.

**Alt** and **number** keys 1 to 8 (not on the numeric keypad!) will load the corresponding Workspace from the Workspace Quick Select feature (hotkey W).

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## 18.9 Menu Options

**Deactivate Screensaver:** When active (checked) any activated Windows screensaver will be disabled temporarily.

**Always on Top:** When active (checked) the TotalMix window will always be on top of the Windows desktop.

**Note:** This function may result in problems with windows containing help text, as the TotalMix window will even be on top of those windows, so the help text isn't readable.

**Enable MIDI / OSC Control:** Activates external MIDI control of the TotalMix mixer. In Mackie Protocol mode the channels which are currently under MIDI control are indicated by a colour change of the name field.

**Submix linked to MIDI / OSC controller (1-4).** The 8-channel group follows the currently selected submix, means Hardware Output, when a different submix is chosen on the remote as well as when doing this in TotalMix. When using multiple windows it can be useful to deactivate this feature for specific windows. The view will not change then.

**Preferences:** Opens a dialog box to configure several functions of the level meters and the mixer. See chapter 18.6.

**Settings.** Opens a dialog box to configure several functions like Talkback, Listenback, Main Out and the MIDI Remote Control. See chapter 18.7.

**Channel Layout.** Hide channels visually and exclude them from remote. See chapter 18.5.3.

**ARC & Key Commands.** Opens a dialog to configure the computer's keyboard keys F4 to F8, and the buttons of the optional ARC USB.

**Reset Mix.** Offers several options to reset the mixer state:

- **Straight playback with all to Main Out.** All Playback channels are routed 1:1 to the Hardware Outputs. Simultaneously all playbacks are mixed down to the Main Out. The faders in the third row are not changed.
- **Straight Playback.** All Playback channels are routed 1:1 to the Hardware outputs. The faders in the third row are not changed.
- **Clear all submixes.** Deletes all submixes.
- **Clear channel effects.** Not valid for the Digiface Dante.
- **Set output volumes.** All third row faders will be set to 0 dB, Main and Speaker B to -10 dB.
- **Reset channel names.** Removes all names assigned by the user.
- **Set all channels mono.** Reconfigures all TotalMix FX channels to mono mode.
- **Set all channels stereo.** Reconfigures all TotalMix FX channels to stereo mode.
- **Set inputs mono / outputs stereo (ADM).** Preferred setup for best ASIO Direct Monitoring compatibility. In most cases mono hardware outputs will break ADM. Mono inputs are in most cases compatible. If not wrong panning might occur.

- **Total Reset.** Playback routing 1:1 with mixdown to Main Out. Switches off all other functions.

**Operational Mode.** Choice of Full Mode or DAW mode. See chapter 18.5.

**Network Remote Settings.** See chapter 18.5.

**Store Current State into Device.** Current Submix Phones is used for stand-alone operation.

## 18.10 Menu Window

**Zoom Options 100%, 135%, 200%.** Depending on the size of the monitor and the current resolution TotalMix FX might be much too small and the controls too tiny to easily operate them. Together with the 2 Row mode these options give a lot of different window sizes that suit all monitors and resolutions currently existing.

**Hide Control Strip.** Shifts the Control Strip out of the visible area to gain more space for other elements.

## 19. The Matrix

### 19.1 Overview

The mixer window of TotalMix looks and operates similar to mixing desks, as it is based on a conventional fader stereo design. The matrix display presents a different method of assigning and routing channels, based on a single channel or monaural design. The matrix view of the Digiface Dante has the look and works like a conventional patchbay, adding functionality way beyond comparable hardware and software solutions. While most patchbays will allow you to connect inputs to outputs with just the original level (1:1, or 0 dB, as known from mechanical patchbays), TotalMix allows you to use a freely definable gain value per crosspoint.

Matrix and TotalMix are different ways of displaying the same processes. Therefore both views are always synchronized. A change in one view is immediately reflected in the other view.

### 19.2 Elements of the Matrix View

- **Horizontal labels.** All hardware outputs
- **Vertical labels.** All hardware inputs. Below are all playback channels.
- **Green 0.0 dB field.** Standard 1:1 routing
- **Dark grey field with number.** Shows the current gain value as dB
- **Blue field.** This routing is muted
- **Red field.** Phase 180° (inverted)
- **Dark grey field.** No routing.

	Out 1	Out 2	Out 3	Out 4	Out 5	0
1/2	0.0	-5.7				
3/4			0.0			
5/6				0.0		

To maintain overview when the window size has been reduced, the labels are floating. They won't leave the visible area when scrolling.

A right mouse click on the labels brings up the context menu with the same options as in the mixer view: Copy / Mirror / Paste /Clear input channels and submixes.

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## 19.3 Operation

Using the Matrix is a breeze. It is very easy to identify the current crosspoint, because the outer labels light up in orange according to the mouse position.

- If input 1 is to be routed to output 1, use the mouse and click one time on crosspoint **1 / Out 1** with held down Ctrl key. Two green 0.0 dB field pop in, another click removes them.
- To change the gain (equals the use of a different fader position, see simultaneous display of the mixer view), drag the mouse up or down, starting from the gain field. The value within the field changes accordingly. The corresponding fader in the mixer view is moving simultaneously, in case the currently modified routing is visible.
- On the right side is the Control Strip from the mixer window, adapted to the Matrix. The button for the temporary fader group is missing as well as all View options, as they don't make sense here. Instead the button *Mono Mode* lets you decide whether all the actions performed in the Matrix are valid for two channels or just one.

The Matrix not always replaces the mixer view, but it significantly enhances the routing capabilities and - more important - is a brilliant way to get a fast overview of all active routings. It shows you in a glance what's going on. And since the Matrix operates monaural if desired, it is very easy to set up specific routings with specific gains.

## 20. Tips and Tricks

### 20.1 ASIO Direct Monitoring (Windows)

Programs that support ADM (ASIO Direct Monitoring - Samplitude, Sequoia, Cubase, Nuendo etc.) send control commands to TotalMix. This is directly shown by TotalMix. When a fader is moved in the ASIO host the corresponding fader in TotalMix will move too. TotalMix reflects all ADM gain and pan changes in real-time.

But: the faders only move when the currently activated routing (the selected submix) corresponds to the routing in the ASIO host. The Matrix on the other hand will show any change, as it shows all possible routings in one view. For best ADM compatibility use mono inputs and stereo outputs. This setup can be activated globally under Options, Reset Mix.

### 20.2 Copy a Submix

TotalMix allows you to copy complete submixes to other outputs. In case a complex submix is needed with only a few changes on a different output, the whole submix can be copied to that output. Right click with the mouse on the original submix output, means Hardware Output. In the context menu select Copy Submix. Then right click on the new submix output, choose Paste Submix in the context menu. Now fine tune the submix.

### 20.3 Doubling the Output Signal (Mirror)

If a mix should be sent out via two (or more) different hardware outputs simply mirror that mix to any number of other outputs. A right click on the original output brings up the option to *Copy/Mirror <name>*. Another right click on the new output, then selecting *Mirror of Output <name>* will paste the whole submix and then synchronize it automatically to any future changes. The outputs now always send out the same signals, but their main volume (faders) stay fully independent.

### 20.4 Delete a Submix

The easiest and quickest way to delete complex routings is by selection of the according output channel in the mixer view by a right mouse click, and selection of the menu entry *Clear Submix*. As TotalMix FX includes an unlimited undo the delete process can be undone easily.

## 20.5 Copy and Paste everywhere

The above three tips use functions found in the right click context menu available on all channels of the TotalMix FX mixer view. These menus are also available in the Matrix, but only directly on the channel labels. They are self-explanatory and automatically adjust to where the click is performed. The input channels offer *Clear*, *Copy input* and *Paste the input mix*. On a playback channel *Copy*, *Paste* and *Clear the playback mix* are available. On an output channel *Copy* and *Mirror* functionality for the current submix is offered.

These options are very advanced and mighty tools to quickly do the impossible. Still there is no need to fear breaking something, as a simple click (or several) on the Undo button will get you back to where you started!

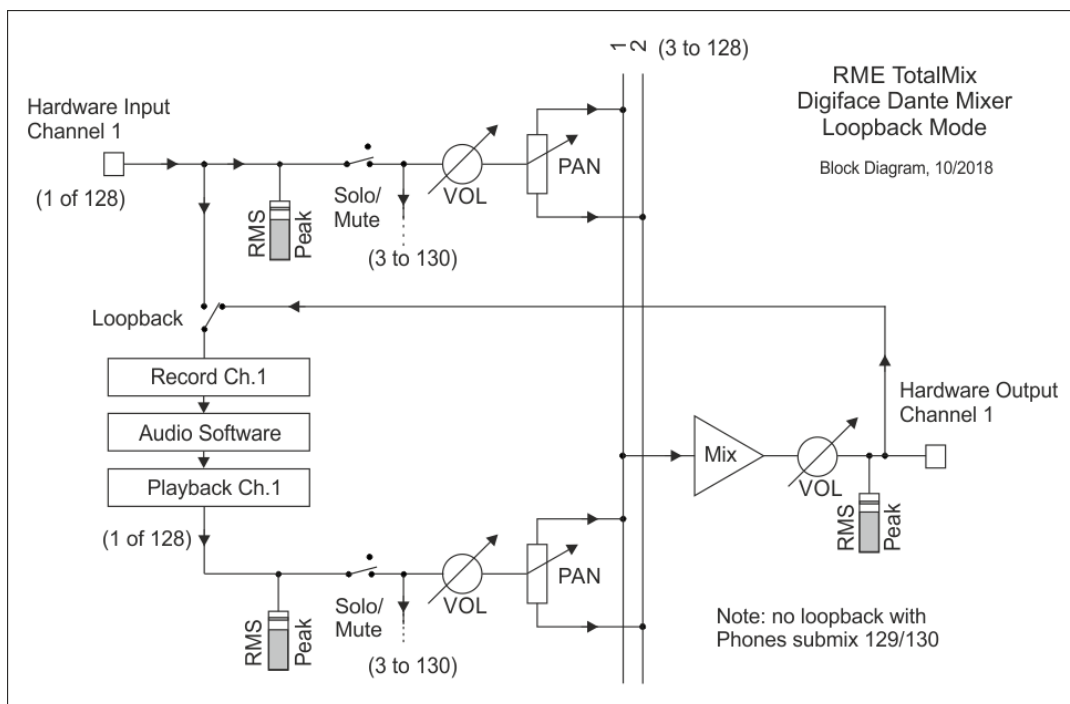
## 20.6 Recording a Submix - Loopback

TotalMix includes an internal loopback function, from the Hardware Outputs to the recording software. Instead of the signal at the hardware input, the signal at the hardware output is sent to the record software. This way, submixes can be recorded without an external loopback cable. Also the playback from a software can be recorded by another software.

The function is activated by the **Loopback** button in the Settings panel of the Hardware Outputs. In loopback mode, the signal at the hardware input of the corresponding channel is no longer sent to the recording software, but still passed through to TotalMix. Therefore TotalMix can be used to route this input signal to any hardware output. Using the subgroup recording, the input can still be recorded on a different channel.

As each of the 32 stereo hardware outputs can be routed to the record software, and none of these hardware inputs get lost, TotalMix offers an overall flexibility and performance not rivalled by any other solution.

The risk of feedbacks, a basic problem of loopback methods, is low, because the feedback can not happen within the mixer, only when the audio software is switched into monitoring mode.



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The block diagram shows how the software's input signal is played back, and fed back from the hardware output to the software input.

### Recording a Software's playback

In real world application, recording a software's output with another software will show the following problem: The record software tries to open the same playback channel as the playback software (already active), or the playback one has already opened the input channel which should be used by the record software.

This problem can easily be solved. First make sure that all rules for proper multi-client operation are met (not using the same record/playback channels in both programs). Then route the playback signal via TotalMix to a hardware output in the range of the record software, and activate Loopback for recording.

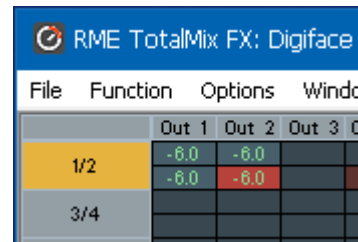
### Mixing several input signals into one record channel

In some cases it is useful to record several sources into only one track. For example when using two microphones recording instruments and loudspeakers, TotalMix' Loopback mode saves an external mixing desk. Simply route/mix the input signals to the same output (third row), then redefine this output into a record channel via Loopback. This way any number of input channels from different sources can be recorded into one single track.

## 20.7 MS Processing

The mid/side principle is a special positioning technique for microphones, which results in a mid signal on one channel and a side signal on the other channel.

These information can be transformed back into a stereo signal quite easily. The process sends the monaural mid channel to left and right, the side channel too, but phase inverted (180°) to the right channel. For a better understanding: the mid channel represents the function  $L+R$ , while the side channel represents  $L-R$ .



	Out 1	Out 2	Out 3	Out 4
1/2	-6.0	-6.0		
3/4	-6.0	-6.0		

During record the monitoring needs to be done in 'conventional' stereo. Therefore TotalMix also offers the functionality of a M/S-decoder. Activation is done in the Settings panel of the Hardware Input and Software Playback channels via the **MS Proc** button.

The M/S-Processing automatically operates as M/S encoder or decoder, depending on the source signal format. When processing a usual stereo signal, all monaural information will be shifted into the left channel, all stereo information into the right channel. Thus the stereo signal is M/S encoded. This yields some interesting insights into the mono/stereo contents of modern music productions. Additionally some very interesting methods of manipulating the stereo base and generating stereo effects come up, as it is then very easy to process the side channel with Low Cut, Expander, Compressor or Delay.

The most basic application is the manipulation of the stereo width: a change of the level of the side channel allows to manipulate the stereo width from mono to stereo up to extended.

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## 21. MIDI Remote Control

### 21.1 Overview

TotalMix can be remote controlled via MIDI. It is compatible to the widely spread Mackie Control protocol, so TotalMix can be controlled with all hardware controllers supporting this standard. Examples are the Mackie Control, Tascam US-2400 or Behringer BCF 2000.

Additionally, the stereo output faders (lowest row) which are set up as *Main Out* in the Control Room section can also be controlled by the standard **Control Change Volume** via **MIDI channel 1**. With this, the main volume of the Digiface Dante is controllable from nearly any MIDI equipped hardware device.

MIDI Remote Control always operates in View *Submix* mode, even when the View Option *Free* is currently selected in TotalMix FX.

### 21.2 Mapping

TotalMix supports the following Mackie Control surface elements\*:

<b>Element:</b>	<b>Meaning in TotalMix:</b>
Channel faders 1 – 8	volume
Master fader	Main Monitor channel's faders
SEL(1-8) + DYNAMICS	Activate Trim mode
V-Pots 1 – 8	pan
pressing V-Pot knobs	pan = center
CHANNEL LEFT or REWIND	move one channel left
CHANNEL RIGHT or FAST FORWARD	move one channel right
BANK LEFT or ARROW LEFT	move eight channels left
BANK RIGHT or ARROW RIGHT	move eight channels right
ARROW UP or Assignable1/PAGE+	move one row up
ARROW DOWN or Assignable2/PAGE-	move one row down
EQ	Master Mute
PLUGINS/INSERT	Master Solo
STOP	Dim Main Out
PLAY	Talkback
PAN	Mono Main Out
FLIP	Speaker B
DYN	TrimGains
MUTE Ch. 1 – 8	Mute
SOLO Ch. 1 – 8	Solo
SELECT Ch. 1 – 8	Select
REC Ch. 1 – 8	select output bus (Submix)
RECORD	Recall
F1 - F8	load Snapshot 1 - 8
F9	select Main Out
F10 - F12	select Cue Phones 1 - 3

\*Tested with Behringer BCF2000 Firmware v1.07 in Mackie Control emulation for Steinberg mode and with Mackie Control under Mac OS X.

---

## 21.3 Setup

Open the Settings dialog (menu Options or F3). On the MIDI tab Select the MIDI Input and MIDI Output port where your controller is connected to.

When no feedback is needed select NONE as MIDI Output.

Check *Enable MIDI Control* in the Options menu.

## 21.4 Operation

The channels being under Mackie MIDI control are indicated by a colour change of the name field, black turns to brown.

The 8-fader block can be moved horizontally and vertically, in steps of one or eight channels.

In Submix View mode, the current routing destination (output bus) can be selected via REC Ch. 1 – 8. This equals the selection of a different output channel in the lowest row by a mouse click when in Submix View. In MIDI operation it is not necessary to jump to the lowest row to perform this selection. This way even the routing can be easily changed via MIDI.

*Full LC Display Support*. This option in Preferences (F3) activates complete Mackie Control LCD support with eight channel names and eight volume/pan values. When *Full LC Display Support* is turned off, a brief information about the first fader of the block (channel and row) is sent. This brief information is also available on the LED display of the Behringer BCF2000.

*Disable MIDI in Background* (menu Options, Settings) disables the MIDI control as soon as another application is in the focus, or in case TotalMix has been minimized. This way the hardware controller will control the main DAW application only, except when TotalMix is in the foreground. Often the DAW application can be set to become inactive in background too, so that MIDI control is switched between TotalMix and the application automatically when switching between both applications.

TotalMix also supports the 9th fader of the Mackie Control. This fader (labelled Master) will control the stereo output fader (lowest row) which is set up as *Main Out* in the Control Room section.

Extender support (Settings, tab MIDI) enables the use of the special Extender mixing desk, but also the addition of any other Mackie compatible remote. Setting the main remote as number 2 and the extender as number 1 will cause the extender to be on the left side. Using this function the remotes will be shown as one fader block and navigate as one.



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## 21.5 MIDI Control

The hardware output set up as *Main Out* can be controlled by the standard **Control Change Volume** via **MIDI channel 1**. With this, the main volume of the Digiface Dante is controllable from nearly any MIDI equipped hardware device.

Even if you don't want to control all faders and pans, some buttons are highly desirable to be available in 'hardware'. These are mainly the *Talkback* and the *Dim* button, and the monitoring options (listen to Phones submixes). Fortunately a Mackie Control compatible controller is not required to control these buttons, as they are steered by simple Note On/Off commands on MIDI channel 1.

The notes are (hex / decimal / keys):

**Dim:** 5D / 93 / **A 6**

**Mono:** 2A / 42 / **#F 2**

**Talkback:** 5E / 94 / **#A 6**

**Recall:** 5F / 95 / **H 6**

**Speaker B:** 32 / 50 / **D3**

**Cue Main Out:** 3E / 62 / **D 4**

**Cue Phones 1:** 3F / 63 / **#D 4**

**Cue Phones 2:** 40 / 64 / **E 4**

**Cue Phones 3:** 41 / 65 / **F 4**

**Cue Phones 4:** 42 / 66 / **#F 4**

**Snapshot 1:** 36 / 54 / **#F 3**

**Snapshot 2:** 37 / 55 / **G 3**

**Snapshot 3:** 38 / 56 / **#G 3**

**Snapshot 4:** 39 / 57 / **A 3**

**Snapshot 5:** 3A / 58 / **#A 3**

**Snapshot 6:** 3B / 59 / **B 3**

**Snapshot 7:** 3C / 60 / **C 4**

**Snapshot 8:** 3D / 61 / **#C 4**

**Trim Gains:** 2D / 45 / **A 2**

**Master Mute:** 2C / 44 / **#G2**

**Master Solo:** 2B / 43 / **G2**

Note: Switching off Mackie Protocol support in *Settings / Mackie Control Options* will also disable the above simple MIDI note commands, as they are part of the Mackie protocol.

Furthermore all faders of all three rows can be controlled via simple **Control Change** commands. The format for the Control Change commands is:

Bx yy zz

x = MIDI channel

yy = control number

zz = value

The first row in TotalMix is addressed by MIDI channels 1 up to 4, the middle row by channels 5 up to 8 and the bottom row by channels 9 up to 12.

16 Controller numbers are used: 102 up to 117 (= hex 66 to 75). With these 16 Controllers (= faders) and 4 MIDI channels each per row, up to 64 faders can be controlled per row.

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Examples for sending MIDI strings:

- Set input 1 to 0 dB: B0 66 68
- Set input 5 to maximum attenuation: B1 6A 0
- Set playback 1 to maximum: B4 66 7F
- Set Output 3 to 0 dB: B8 68 68

Note: Sending MIDI strings requires to use programmer's logic for the MIDI channel, starting with 0 for channel 1 and ending with 15 for channel 16.

Further functions:

- Trim Gains On: BC 66 xx (BC = MIDI channel 13, xx = any value)
- Trim Gains Off: BC 66 xx or select a submix

Select submix (fader) in third row:

- channel 1/2: BC 68/69 xx
  - channel 3/4: BC 6A/6B xx
- etc.

## 21.6 Loopback Detection

The Mackie Control protocol requires feedback of the received commands, back to the hardware controller. So usually TotalMix will be set up with both a MIDI input and MIDI output. Unfortunately any small error in wiring and setup will cause a MIDI feedback loop here, which then completely blocks the computer (the CPU).

To prevent the computer from freezing, TotalMix sends a special MIDI note every 0.5 seconds to its MIDI output. As soon as it detects this special note at the input, the MIDI functionality is disabled. After fixing the loopback, check *Enable MIDI Control* under Options to reactivate the TotalMix MIDI.

## 21.7 OSC (Open Sound Control)

Besides simple MIDI notes, the Mackie Protocol and Control Change commands, TotalMix FX can also be controlled by the Open Sound Control, OSC. For details on setup and usage see chapter 18.7.3.

An OSC implementation chart can be downloaded from the RME website:

[http://www.rme-audio.de/download/osc\\_table\\_totalmix.zip](http://www.rme-audio.de/download/osc_table_totalmix.zip)

RME offers a free iPad template for the iOS app TouchOSC (by Hexler, available in the Apple App-Store):

[http://www.rme-audio.de/download/tosc\\_tm\\_ipad\\_template.zip](http://www.rme-audio.de/download/tosc_tm_ipad_template.zip)

A template for Lemur is available from liine.net, the makers of Lemur.

The RME forum hosts further information, more templates (even for the iPhone) and lots of useful user feedback.

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## 22. DAW Mode

Users that work exclusively with their DAW software, and don't want to use TotalMix FX for additional routing tasks, need a way to be sure that TotalMix FX currently doesn't change the DAW's routing. While *Reset Mix* can do so, those users would be better served with a very simple surface that offers the interface's hardware controls (gain, phantom control, instrument...), but guarantees a straight 1:1 routing for all playback channels, and has no hardware monitoring of the input channels (which is then done by the DAW software).

For such cases TotalMix FX includes an alternative operating mode. It can be booted into the so called *DAW mode*. This simplified interface is for anyone performing all monitoring and routing within the DAW. The DAW mode restarts TM FX into a light version with just two rows, no playback row, and no mixing faders in the input row. Routing is 1:1 only. Just the hardware controls (if existing) and hardware output levels are available.

To change the current mode go to the menu, Options, and click on *Operational Mode*. Choices are *Full Mode* (default, mixer active, all routing options available), and *Digital Audio Workstation Mode* (straight playback routing, no input mix).

Several useful, advanced features are still available in TotalMix FX in DAW mode:

- Talkback, External Input
- Phones definition and handling with Talkback
- Speaker A / B
- All FX (EQ, Dynamics, Echo, Reverb)
- Mute and Solo
- Cue / PFL

## 23. TotalMix Remote

TotalMix Remote is a remote control for TotalMix FX v1.50 and up, to control the hardware mixer and effects in RME audio interfaces. TotalMix Remote mirrors the current state of the host system on the iPad and Windows/Mac computers - the entire mixing state, the complete routing, all FX settings, up to the level meters, and everything in real-time. TotalMix Remote supports up to three hosts with multiple interfaces each, allowing Apple's popular iPad and Windows/Mac computers to adjust all the mixer and FX settings from a distance, via Ethernet and WiFi.

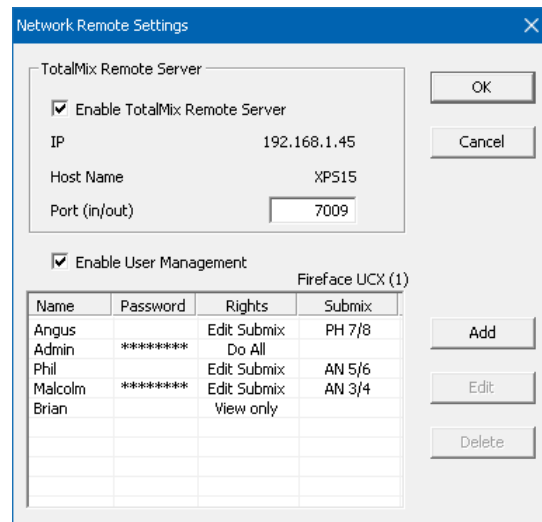
### Supported Hardware

TotalMix Remote communicates with TotalMix FX 1.50 or up. Any RME hardware that can be used with TotalMix FX is supported automatically.

### Quick Start

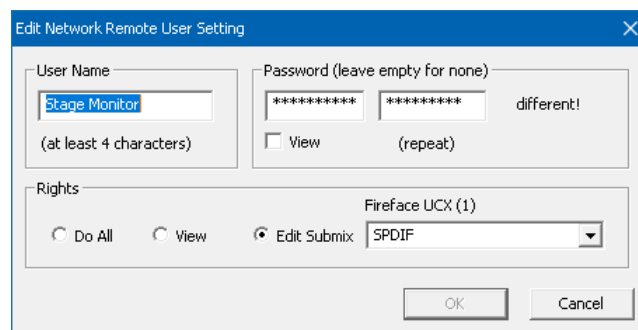
On the host (the computer with the connected audio interface) go to the TotalMix FX menu *Options, Network Remote Settings*. Click *Enable TotalMix Remote Server* to start this service. Under Windows a Firewall warning will come up. Allow TotalMix FX or it won't work. This dialog also shows the host's IP, like 192.168.1.45.

Make sure both host and remote computer / iPad reside in the same network. Start TotalMix Remote on the remote computer / iPad (not on the host!). On the iPad, tap on the gear symbol in the upper right corner, then on *Host Connection Settings*. On Windows / Mac either the dialog comes up automatically or can be called from the *Search Connected Hosts* dialog. Type in the **host's** IP address (like 192.168.1.45) into the IP field of *Host Connection 1*, and make sure it is activated. The port defaults to 7009 and usually must not be changed. In case this port is unexpectedly occupied a warning message will be issued. Choose a different port then. Under Windows a Firewall warning will come up. Allow TotalMix Remote or it won't work.



Tap Done on top or click Ok. In the mixer view the state should change from *offline* to *connected* within a few seconds.

The Add button provides access to the user-management that can be configured in detail. Here users can be defined, with and without a password, and the rights can be assigned to viewing only, changing a specific sub-mix, or full access. For example, using TotalMix FX as a monitor controller for all band members, user-management prevents the bassist from changing the guitarist's monitor mix. Or the drummer making himself too loud. Etc.



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## Tip

The remotes have the option *Sync Channel Layouts* active as default (in Preferences). This option transfers the Layout Presets and the current Channel Layout state from host to remote. Apart from the channel width state this option makes a mirror-style setup most easy. But when using the remote as individual setup, make sure to disable this option to have independent Layout Presets on the remote.

## Limitations

- Mixer View & GUI. When connected the remote computer / iPad will immediately have the complete routing and FX settings of the host, including mono and stereo channels, but not the host's GUI setup, like panel states open/closed of Settings/EQ/Dynamic, FX panel visibility, 2-Row or 3-Row mode and channel width. Channel width states can be stored as usual per Snapshot and completely as Workspace, locally on the remote computer. They need to be loaded manually after loading a Workspace on the host in case a 100% identical view is required.
- Workspaces. The Remote shows the Quick Workspaces (hotkey W on Windows/Mac) stored on the host, and allows to remotely load them. It is not possible to save complete Workspaces with mixer state from the Remote, or on the Remote. The Workspaces saved locally include GUI information only (Channel state wide/narrow, Channel Layouts, window size and position) and further local settings, to be able to have personalized views on the remote computer, independent from the view on the host.
- Real-time behaviour. Can suffer when the network is overloaded or the WiFi reception is insufficient. Level Meters will stutter then and faders do not move smoothly.
- Background operation on iPad - is not possible. This should not be a problem as the Remote doesn't need to do anything in background, and when called up very quickly reconnects and synchronizes its state.
- State. Is shown in the upper right corner (offline or connected), or the Mac/Windows title bar.

## Downloads

Remote Windows

[http://www.rme-audio.de/download/tmfx\\_win\\_remote.zip](http://www.rme-audio.de/download/tmfx_win_remote.zip)

Remote Mac

[http://www.rme-audio.de/download/tmfx\\_mac\\_remote.zip](http://www.rme-audio.de/download/tmfx_mac_remote.zip)

iPad

From the Apple App Store, search for 'TotalMix Remote'. This app is free.



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## User's Guide



# Digiface Dante

► **Technical Reference**

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## 24. Technical Specifications

### Gigabit Ethernet Port

- RJ45
- 100 Mbit/s, 1 Gbit/s
- Standard port LEDs: yellow connected, green data transmission
- Supports straight and crossover cables (Auto MDI-X)
- Network-based remote control of the unit (TotalMix Remote)

### MADI Input

- Coaxial via BNC, 75 Ohm, according to AES10-1991
- High-sensitivity input stage (< 0.2 Vpp)
- Accepts 56 channel and 64 channel mode, plus 96k Frame
- Standard: up to 64 channels 24 bit 48 kHz
- S/MUX: up to 32 channels 24 bit 96 kHz
- S/MUX4: up to 16 channels 24 bit 192 kHz
- Lock range: 25 kHz – 54 kHz

### MADI Output

- Coaxial via BNC, 75 Ohm, according to AES10-1991
- Output voltage 400 mVpp
- Cable length: up to 50 m
- Generates 56 channel and 64 channel mode, plus 96k Frame
- Standard: up to 64 channels 24 bit 48 kHz
- S/MUX / 96k Frame: up to 32 channels 24 bit 96 kHz
- S/MUX4: up to 16 channels 24 bit 192 kHz

### Word Clock In

- BNC, not terminated (10 kOhm)
- Switchable internal termination 75 Ohm
- Automatic Double/Quad Speed detection and conversion to Single Speed

### Word Clock Out

- BNC
- Max level: 5 Vss
- Level with termination 75 Ohm: 4.0 Vss
- Internal impedance: 10 Ohm

### Output Analog Phones 129/130

- Dynamic range (DR): 110 dB RMS unweighted, 113 dBA
- Frequency response @ 44.1 kHz, -0.5 dB: 0 Hz – 20.8 kHz
- Frequency response @ 96 kHz, -0.5 dB: 0 Hz – 45 kHz
- Frequency response @ 192 kHz, -1 dB: 0 Hz - 89 kHz
- THD @ -1 dBFS: -96 dB, 0.0016 %
- THD+N @ -1 dBFS: -95 dB, 0.0017 %
- Channel separation: > 100 dB
- Output: 6.3 mm TRS jack, unbalanced
- Output impedance: 2 Ohm
- Output level at 0 dBFS, 1 kOhm load: +9.5 dBu
- Max power @ 0.1% THD: 50 mW

### Digital

- Clocks: Internal, Dante, Word, MADI
- Supported sample rates: 44.1 kHz up to 192 kHz



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## 24.1 Firmware

The Digiface Dante is internally based on programmable logic. By re-programming both function and behaviour of the unit can be changed at any time.

At the time of writing this manual the Digiface Dante is shipped with firmware 31. The firmware version is displayed in the Settings dialog as well as the Firmware Update Tool.

The firmware of the Dante module (Brooklyn II) is currently at 4.0.9.1. Updates are available via Audinate's Dante Updater on Audinate's website.

## 24.2 General

- Power supply: USB bus power or external power supply
- Typical power consumption: 3 Watts
- Current at 5 V bus power operation: 600 mA
- Max power consumption: 6 Watts (1.2 A)
- Dimensions (WxHxD): 170 x 26 x 84 mm (6.69" x 1.02" x 3.3")
- Weight: 500 g (1.1 lbs)
- Temperature range: +5° up to +50° Celsius (41° F up to 122°F)
- Relative humidity: < 75%, non condensing

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## 25. Technical Background

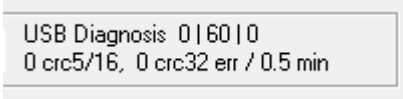
### 25.1 USB Audio

USB audio is in several ways different from PCI based audio interfaces. Thanks to the high speed of **USB 3**, typical problems of streamed (isochronous) data transmission can be circumvented. RME's proprietary USB 3 technology makes it possible to achieve performance similar to PCI Express, *IF* all participating components work perfectly. At this time USB 3 has got a bad reputation because many layouts, cables and connectors are designed badly and lower the maximum throughput. Typical problems are not or randomly detected devices, devices that fail as soon as data is transmitted, transmission errors and following (as required by the USB 3 standard) the reset of the host controller, guaranteeing a drop out for several seconds.

It is therefore not possible to guarantee reliable and highest performance of USB 3 operation with any computer and cable just because they claim to support USB 3. The real performance has to be evaluated on a per USB 3 port (!) and per cable base.

To make this as easy as possible, and to quickly signal problems, RME added an *extensive error detection and analysis* into the Digiface Dante hardware, detecting errors during transmission via USB 2 and 3, and displaying them in the Settings dialog. Additionally the Digiface Dante provides a special mechanism to continue recording and playback in case of drop-outs, and to correct the sample position in real-time.

While some errors shown here might not cause audible clicks and do not stop record/playback, the golden rule applies: *only zero errors are acceptable*. If errors show up use a different USB 3 port and exchange the USB 3 cable. Never use simple USB 3 cable extensions!



```
USB Diagnosis 0 | 60 | 0
0 crc5/16, 0 crc32 err / 0.5 min
```

#### Current Digiface USB 3 Compatibility Information

- Fully compatible to **Intel's USB 3** implementation which - on current Windows and Mac computers - is part of the chipset. USB 3 sockets that are connected via an internal cable (not directly soldered onto the motherboard) can cause transmission errors (these are shown in the Settings dialog).
- Fully compatible to **AMD's USB 3** implementation. USB 3 sockets that are connected via an internal cable (not directly soldered onto the motherboard) can cause transmission errors (shown in the Settings dialog).
- Compatible to **NEC / Renesas USB 3**. Real-world performance and error-free operation depend on the firmware version, driver version and the PCB layout of the respective extension card/motherboard.
- Fully compatible to **Fresco USB 3** chip.
- Fully compatible to **Via VL912**, very often used in USB 3 hubs
  
- **ASMedia** - not compatible
- **Etron EJ168A** - not compatible
- **Texas TUSB7340** - not compatible
- **Via VL800/805** - not compatible

The Digiface Dante is capable of using two different transmission modes to record data. It defaults to *Bulk Mode*, which improves reliability of USB 3 audio tremendously and helps with both less than perfect cabling as well as critical layouts around the USB 3 chip. The standard's default is *Isochronous Streaming*, which is unreliable as per the standard (errors are to be expected!), unreliable in real-world operation, and not correctly supported by popular USB 3 chips. In very seldom cases, bulk mode can not keep up with the strict timing required for continuous audio streaming. Then, to make the Digiface Dante work at all, isochronous mode must be used. To make this standard mode available the Settings dialog includes an option to activate *Isochronous Streaming*.

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The Digiface Dante also supports **USB 2**, where the number of record and playback channels are halved due to the limited bandwidth (up to 48 kHz: 64 channels, up to 96 kHz: 32 channels, up to 192 kHz: 16 channels). The number of channels accessible via TotalMix FX, the network ins and outs and MADI I/O, stays identical to USB 3 operation. Good performance and click-free operation even at low buffer sizes are indeed possible on current computers. However, using older computers a simple stereo playback might cause a CPU load of more than 30%.

Best USB 2 performance is achieved by connecting the Digiface Dante to its own bus, which should be no big problem as most USB 2.0 interfaces are a double bus design. A check in the Device Manager can be done as follows:

Connect the Digiface Dante to a USB 2 port

- Start the Device Manager, View set to Devices by Connection
- Select ACPI x86-based PC, Microsoft ACPI-Compliant System, expand PCI Bus

This branch normally includes two entries of a *USB2 Enhanced Host Controller*. A USB Root Hub can be seen, which then connects all USB devices, including the Digiface Dante. By reconnecting to a different port this view shows at which of the two controllers the Digiface Dante is connected. With multiple devices it can be checked if they are connected to the same controller.

Furthermore this information can be used to operate an external USB drive without disturbing the Digiface Dante, by simply connecting the drive to the other controller.

It can also be used to check where and in what combination USB 3 is used. In fact many modern motherboards have an additional chip to the mostly found Intel chipset, adding further USB 3 ports. But documentation is often unclear about which port/socket is connected to which chip. By connecting the Digiface Dante and using the procedure above one can easily see the current connection, ensuring the Digiface Dante is really connected to the Intel chipset and not to some other flaky one.

Especially with notebooks it can happen that all internal devices and all the sockets/ports are connected to the same controller, with the second controller not used at all. In that case all devices have to use the same bus and will interfere with each other.

A computer blocked for a short time – no matter if ASIO or WDM – will lose one or more data packets. Such problems can only be solved by increasing the buffer size (latency).

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## 25.2 MADl Basics

MADl, the serial **M**ultichannel **A**udio **D**igital **I**nterface, has been defined already in 1989 as an extension of the existing AES3 standard following several manufacturers' wish. The format also known as AES/EBU, a balanced bi-phase signal, is limited to two channels. Simply put, MADl contains 28 of those AES/EBU signals in serial, i. e. after one another, and the sample rate can still even vary by +/-12.5%. The limit which cannot be exceeded is a data rate of 100 Mbit/s.

Because an exact sampling frequency is used in most cases, the 64 channel mode was introduced officially in 2001. It allows for a maximum sample rate of 48 kHz + ca. 1%, corresponding to 32 channels at 96 kHz, without exceeding the maximum data rate of 100 Mbit/s. The effective data rate of the port is 125 Mbit/s due to additional coding.

Older devices understand and generate only the 56 channel format. Newer devices often work in the 64 channel format, but offer still no more than 56 audio channels. The rest is being eaten up by control commands for mixer settings etc.

For the transmission of the MADl signal, proved methods known from network technology were applied. Most people know unbalanced (coaxial) cables with 75 Ohms BNC plugs, they are not expensive and easy to get. The optical interface is much more interesting due to its complete galvanic separation, but for many users it is a mystery and quite expensive

With MADl, sample multiplexing is often used as well to offer sample rates higher than 48 kHz. The MADlface supports all formats. 96 kHz can be received and transmitted both as 48K Frame (using S/MUX) and as native 96K Frame. In 48K Frame Double Speed mode, the MADlface distributes the data of one channel to two consecutive MADl channels. This reduces the available channel count from 64 to 32.

As the transmission of double rate signals with 48K Frame is done at standard sample rate (Single Speed), the MADl ports still operate at 44.1 kHz or 48 kHz.

In fact, technical reasons require to use this method beyond 96 kHz. A 192K or 384K Frame format would not be fully compatible to the MADl standard. Therefore 192 kHz is supported as S/MUX4 only. So in 48K Frame Quad Speed mode, a MADl device distributes the data of one channel to four consecutive MADl channels. This reduces the available channel count from 64 to 16.

As the transmission of quad rate signals with 48K Frame is done at standard sample rate (Single Speed), the MADl ports still operate at 44.1 kHz or 48 kHz.

## 25.3 Terminology

### Single Speed

Sample rate range originally used in Digital Audio. Typical applications are 32 kHz (digital radio broadcast), 44.1 kHz (CD), and 48 kHz (DAT).

### Double Speed

Doubles the original sample rate range, in order to achieve higher audio quality and improved audio processing. 64 kHz is practically never used, 88.2 kHz is quite rare in spite of certain advantages. 96 kHz is a common format. Sometimes called **Double Fast**.

### Quad Speed

Controversially discussed way of ensuring hi-end audio quality and processing by quadrupling the sample frequency. 128 kHz is non-existent, 176.4 kHz is rare, if at all then 192 kHz is used, e.g. for DVD Audio.

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### **Single Wire**

Standard audio data transfer, where the audio signal's sample rate is equal to the rate of the digital signal. Used from 32 to 192 kHz. Sometimes called **Single Wide**.

### **Double Wire**

Before 1998 there were no receiver/transmitter circuits available that could receive or transmit more than 48 kHz. Higher sample rates were transferred by splitting odd and even bits across the L/R channels of a single AES connection. This provides for twice the data rate, and hence twice the sample rate. A stereo signal subsequently requires two AES/EBU ports.

The Double Wire method is an industry standard today, however it has a number of different names, like **Dual AES**, **Double Wide**, **Dual Line** and **Wide Wire**. The AES3 specification uses the uncommon term *Single channel double sampling frequency mode*. When used with the ADAT format, the term S/MUX is commonly used.

Double Wire not only works with Single Speed signals, but also with Double Speed. As an example, Pro Tools HD, whose AES receiver/transmitter only work up to 96 kHz, uses Double Wire to transmit 192 kHz. Four channels of 96 kHz turn into two channels of 192 kHz.

### **Quad Wire**

Similar to Double Wire, with samples of one channel spread across four channels. This way single speed devices can transmit up to 192 kHz, but need two AES/EBU ports to transmit one channel. Also called **Quad AES**.

### **S/MUX**

Since the ADAT hardware interface is limited to Single Speed, the Double Wire method is used for sample rates up to 96 kHz, but usually referred to as S/MUX (Sample Multiplexing). An ADAT port supports four channels this way. With MADI S/MUX is used as well, to transmit up to 96kHz although the 48K Frame format is used.

### **S/MUX4**

The Quad Wire method allows to transmit two channels at up to 192 kHz via ADAT. The method is referred to as S/MUX4. With MADI S/MUX4 is used as well, to transmit up to 192 kHz although the 48K Frame format is used.

Note: All conversions of the above described methods are lossless. The existing samples are just spread or re-united between the channels.

### **48K Frame**

Most often used MADI format. Supports up to 64 channels at up to 48 kHz.

### **96K Frame**

Frame format for up to 32 channels at up to 96 kHz. The advantage of this format against 48K Frame using S/MUX: the receiver can detect the real (double) sample rate on its own and immediately. With 48K Frame and S/MUX, the user has to set up the correct sample rate in all involved devices manually.



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## User's Guide



# Digiface Dante

## ► Miscellaneous

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## 26. Warranty

Each individual Digiface Dante undergoes comprehensive quality control and a complete test at IMM before shipping. The usage of high grade components should guarantee a long and trouble-free operation of the unit.

If you suspect that your product is faulty, please contact your local retailer.

Audio AG grants a limited manufacturer warranty of 6 months from the day of invoice showing the date of sale. The length of the warranty period is different per country. Please contact your local distributor for extended warranty information and service. Note that each country may have regional specific warranty implications.

In any case warranty does not cover damage caused by improper installation or maltreatment - replacement or repair in such cases can only be carried out at the owner's expense.

No warranty service is provided when the product is not returned to the local distributor in the region where the product had been originally shipped.

Audio AG does not accept claims for damages of any kind, especially consequential damage. Liability is limited to the value of the Digiface Dante. The general terms of business drawn up by Audio AG apply at all times.

## 27. Appendix

For RME news, driver updates and further product information check <http://www.rme-audio.com>

Distributor: Audio AG, Am Pfanderling 60, D-85778 Haimhausen, Tel.: +49 (0)8133 / 918170

Manufacturer: IMM electronics GmbH, Leipziger Strasse 32, D-09648 Mittweida

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Current driver version: W: 0.9680 (0.9839), Mac OS X: 3.14, Firmware 31  
TotalMix FX: 1.52

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## 28. Declaration of Conformity

### CE

This device has been tested and found to comply with the limits of the European Council Directive on the approximation of the laws of the member states relating to electromagnetic compatibility according to RL2004/108/EG, and European Low Voltage Directive RL2006/95/EG.

### FCC

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Responsible Party in USA:

Synthax United States, 6600 NW 16th Street, Suite 10, Ft Lauderdale, FL 33313  
T.:754.206.4220

Trade Name: RME, Model Number: Digiface Dante

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

### RoHS

This product has been soldered lead-free and fulfils the requirements of the RoHS directive.

### Note on Disposal

According to the guide line RL2002/96/EG (WEEE – Directive on Waste Electrical and Electronic Equipment), valid for all european countries, this product has to be recycled at the end of its lifetime.

In case a disposal of electronic waste is not possible, the recycling can also be done by IMM electronics GmbH, the manufacturer of the Digiface Dante.

For this the device has to be sent **free to the door** to:

IMM electronics GmbH  
Leipziger Straße 32  
D-09648 Mittweida  
Germany



Shipments not prepaid will be rejected and returned on the original sender's costs.