

AUDIO

THURSDAY, 23 JULY ■ 11:15AM – CONFERENCE ROOM I

Title: Next Generation IP-Based Audio

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Abstract

Networked audio consoles have a poor record of interoperability. Even models that have the ability to communicate with each other usually don't because the complex setup and varying parameter choices by manufacturers effectively isolate one model of equipment from another. This is reminiscent of the early, labor intensive days of networking in the computer industry.

Recently available protocols allow multicasting systems, like digital mixers, to automatically find and select the many settings required for network communication to work correctly. Consoles can now find other audio equipment, negotiate communication methods and receive a list of available sources just by turning on the power. Some user groups have started requiring a minimum set of protocols in the networked equipment they buy. This growing demand by users will speed the adoption of standards by manufacturers and make it possible for consoles from a variety of manufacturers to send and receive audio either across the room or around the world with little or no user involvement.

Soon most broadcast equipment will have an Ethernet jack as the primary audio connection. Now is the time to start planning for the coming change.