

April 2019

YO Dante Quick Start Getting up and running with your Iyo Dante device

1 Introduction

This document explains how to setup an AudioScience Iyo Dante unit as part of your Dante network or stand alone with the Dante Virtual Soundcard running on a PC/Mac. These instructions assume a basic working knowledge of Dante network audio.

2 Requirements

- AudioScience Iyo Dante device
- Audinate Dante Controller software
 - o https://www.audinate.com/products/software/dante-controller
- Web browser software (we recommend either Chrome, Firefox or Safari)
- (Optional) Dante Virtual Soundcard software.
 - o https://www.audinate.com/products/software/dante-virtual-soundcard

3 Setup

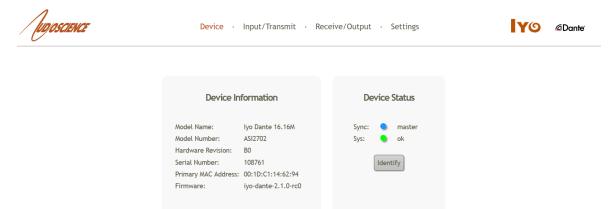
- 1. Connect your Iyo Dante unit to your Dante network using standard network cable.
- 2. Connect the power cord to the unit.
- 3. Install and configure Dante Virtual Soundcard (optional)
- 4. Connect channels using Dante Controller inputs and outputs default to +14dBu level.

If you need to configure your I/O levels:

1. Run Dante Controller and find the unit's IP address in the "Primary Address" field on the Device Info tab. You can use the unit's MAC address (located on the label on the Iyo) to verify you have the right one if there are more than one Iyo Dante unit on your network. The first 6 digits are displayed after the dash in the "Device Name" field as shown below.

Device	Product	Product	Dante	Device	Primary
Name	Type	Version	Version	Lock	Address
Iyo3232M-146284	Iyo Dante 32.32M		4.0.9.1		192.168.1.147

2. Open your web browser and enter the IP address as shown in Dante Controller (in the example above the IP address is 192.168.1.147). You will be presented with the following screen:



3. Open the Input/Transmit tab to modify your input levels or the Receive/Output tab to modify output levels.

4 Tech Support

If at any point you need help with these instructions please contact our Technical Support department at 585-271-8870 between the hours of 9AM and 5PM EST or email us at support@audioscience.com