



# Medialon MAS Pro Dante

## User Reference Manual

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June 2019	M516-1	2.1.1	Reformatted and edited	Andie Davidson
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## M516-4

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# 1 Safety, License and Warranty

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Before installing and using your Medialon MAS Pro Dante, please refer to these essential standard Medialon documents (available [online](#)):

- M557 Showmaster Go / MAS Pro Dante DS Hardware User Guide
- M732 MAS Pro Dante DH Hardware Manual
- M561 End User's License Agreement for Medialon Software and Plug-Ins, Warranty Terms and Conditions for Medialon Hardware
- M562 Medialon Safety Instructions for installation, use and service (online)

**Note** also that this user guide, available from the Audio Client Help menu, is maintained with any updates online as:

- M516 Medialon MAS Pro Dante User Manual

## 2 Medialon MAS Pro Dante

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In this section you will become familiar with the main architecture of MAS Pro (Medialon Audio Server), what its main elements are and how they interact with each other.

This section also helps those who are new to MAS Pro to understand its core engine and ease their understanding of the following chapters.

### 2.1 Introduction

---

MAS Pro Dante (Medialon Audio Server) is a professional audio server for both multi-track application as well as multi-zoning.

It is designed to ensure maximum reliability for demanding live entertainment or rides audio control, as well as for centralized control of large amount of audio channels in museums or showrooms.

MAS Pro Dante allows playback of multiple audio channels. It is not a regular multi-track playback unit which plays all files at the same time but a truly independent channels server where each file can be started when needed. Each of its multiple channels can be synchronized together or by groups. Its high-quality Dante interface provides state-of-the-art audio quality.

Using MAS Pro's local interface, each channel can be started independently and at any time.

With Medialon Audio Client Pro software, external control of each channel can be managed independently per channel or all together.

Thanks to MAS Pro's position tracking capability, programming video and light effects synchronized to audio is very easy with Medialon Manager and Showmaster show control products.

Several MAS Pro audio servers can be linked over IP and synchronized together.

### 2.2 Overview of Medialon Audio Server

---

MAS Pro is a system that can play back digital audio on up to 128 mono audio output channels. Channels may be played either independently or synchronized by groups. The audio files (WAV files) played by MAS Pro can be multi-track, and the tracks can be routed to various output channels.

#### 2.2.1 Main Features

##### Hardware/Software Platform

The **MAS Pro Dante DH** is a pre-configured hardware and software package running Windows 10 Enterprise LTSC. Configuration and playback control can be done directly on the MAS Pro hardware

or from Medialon Audio Client software installed on another Windows PC, connected to MAS Pro via the network. Medialon show controllers can control and synchronize playback on MAS Pro. Multiple simultaneous network connections are supported, so multiple show controllers can be connected, each managing different players, making MAS Pro a true network audio appliance.



**MAS Pro Dante DS** is a compact, rugged show controller and audio server in one small lightweight piece of hardware. It is built for mobile applications such as theme park ride vehicles, parade floats, trams, and tour busses. It includes Dante Virtual Soundcard with the Medialon Audio Server software.



**Showmaster Go** includes both the Medialon Manager show control software and the Medialon Audio Server software.

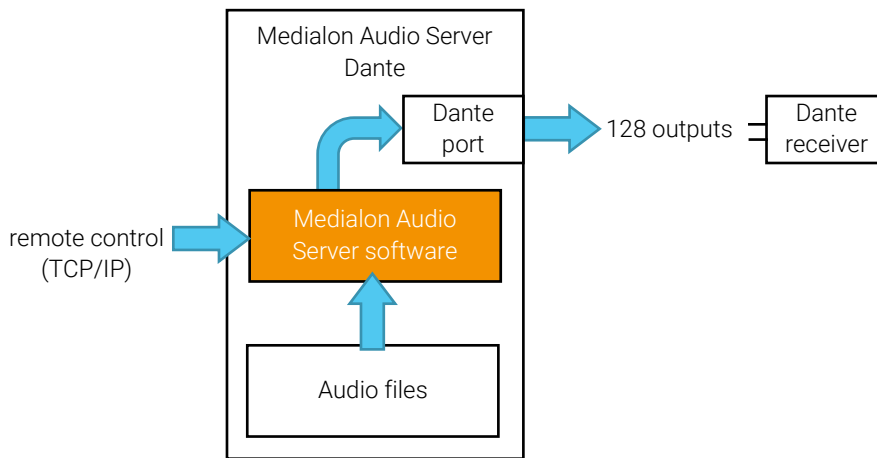
### Dante Configurations

The MAS Pro Dante 'DH' models are equipped with dual redundant Dante ports which can provide up to 128 audio output channels and can also provide a leader clock on the network.

The MAS Pro Dante 'DS' and Showmaster Go models use the on-board NIC and can provide up to 64 audio output channels. **Note:** no leader clock is available from these models, as it uses Audinate's Dante Virtual Soundcard.

## 2.2.2 Architecture

The following diagram shows Medialon Audio Server architecture.



### Audio File Formats

MAS Pro Dante supports stereo, mono, or multitrack WAV files. Some audio software such as ProTools outputs Broadcast WAV files, which contain additional header metadata and are incompatible with MAS Pro. It is possible to strip the header metadata from Broadcast WAV files by running them through software like Audacity.

- MAS Pro Dante 'DH' models support WAV files in 16- or 24-bit format.
- Showmaster Go / MAS Pro Dante 'DS' models support WAV files in 16-bit format only.

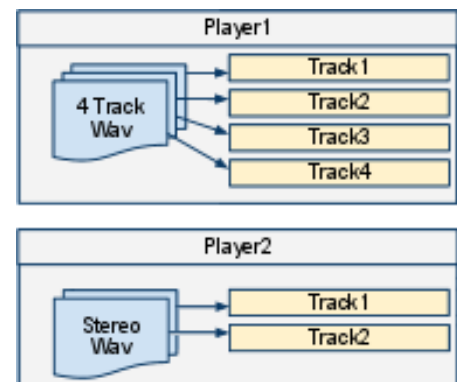
See more about [Audio File Format](#).

Important: MAS Pro Dante only supports 48 kHz sample rate.

### Audio Players

The MAS Pro can be configured for concurrent use of mono, stereo and multi-track media files. Medialon Audio Server uses 'Players' to perform these files.

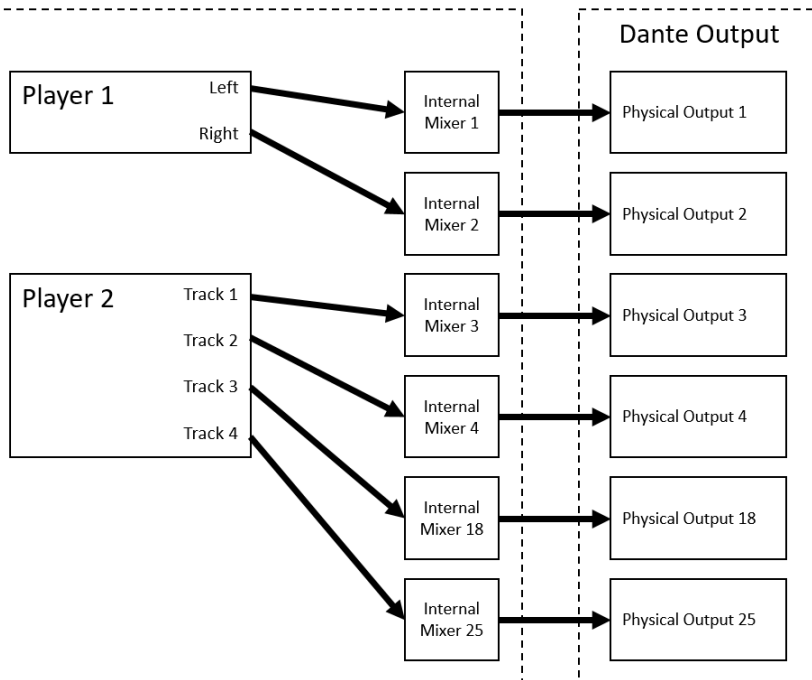
A Player is defined by one or more audio tracks. The number of tracks correspond to the type of file played, i.e. mono (1 track), stereo (2 tracks left and right) and multi tracks where the number of tracks depends of the file.



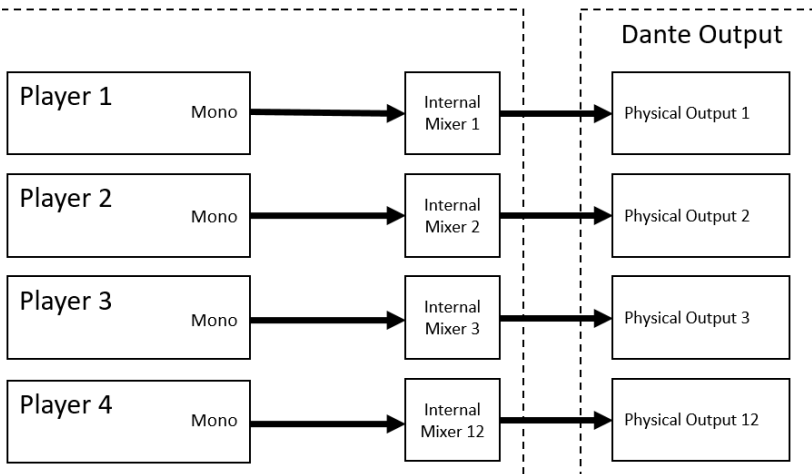


## Audio Output Mapping

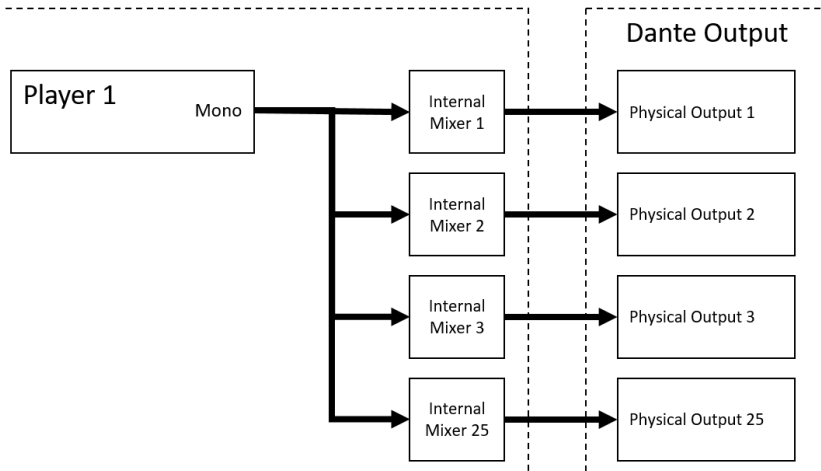
From the user standpoint, MAS Pro manages a set of logical Players. This is done by the following logical track and physical output mapping for each Player.



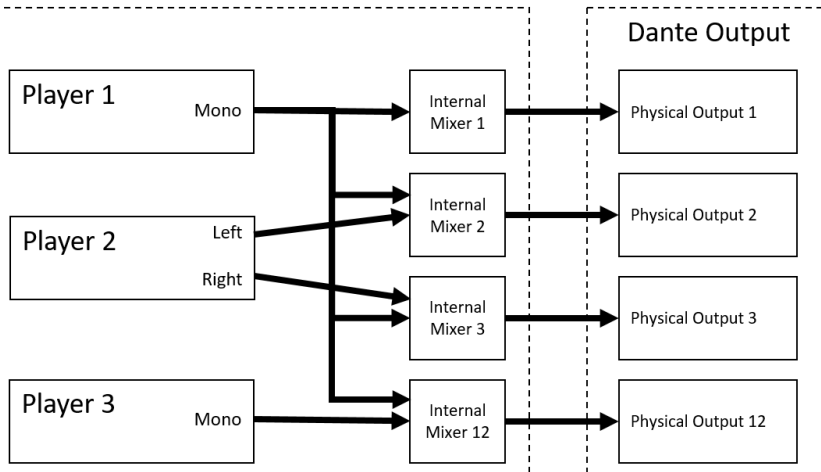
Below is a configuration where all of the Players are set to mono.



An audio player track can be mapped to several physical outputs. see below a mono Player mapped to 4 outputs.

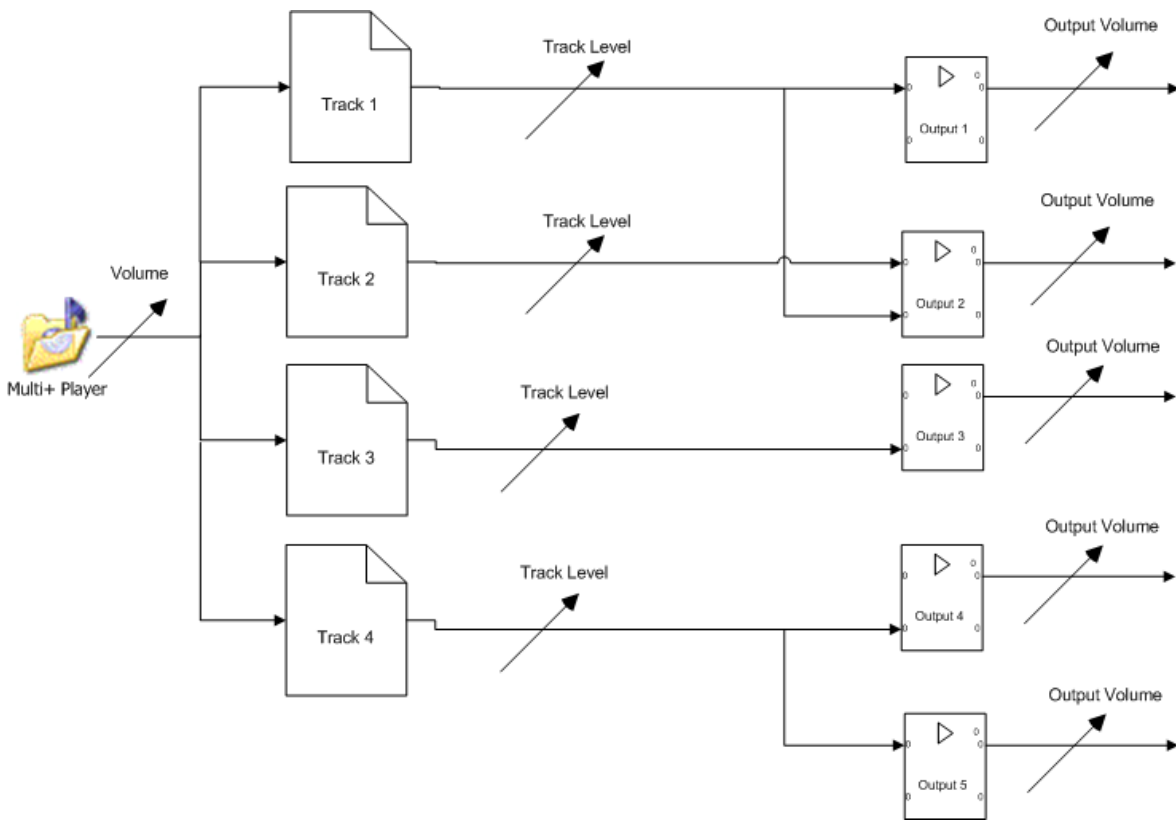


Internal mixer and mapping allows sharing the same physical output with several Player tracks.



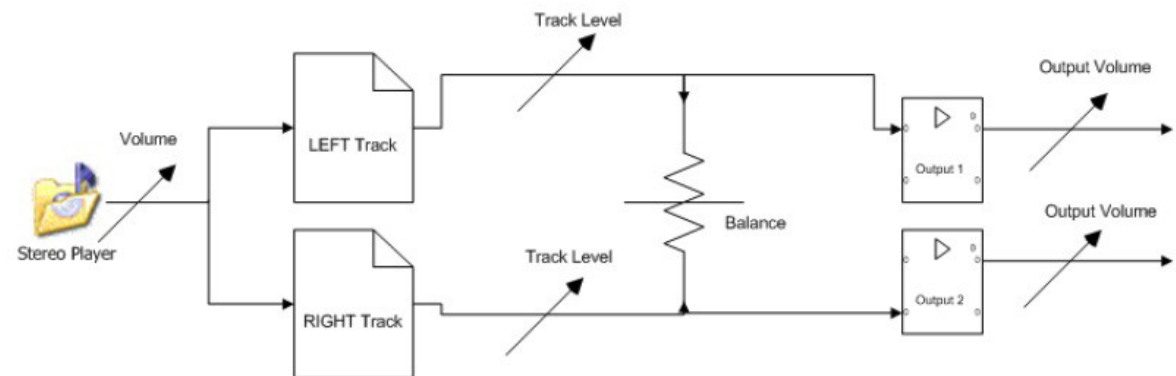
## Audio Diagram

Different audio levels can be adjusted in MAS Pro.



- Player volume adjusts the audio level of all tracks: it is the master audio level.
- Track level adjusts the audio level of each track independently.
- Output volume is used to adapt the MAS Pro audio output for the next audio device's input.

Stereo players have a specific fader to manage the audio balance left and right.



## **Remote Control**

Although it can be run as a standalone system, MAS Pro's main purpose is to be controlled from Medialon Manager through a TCP/IP Network. See more about Medialon Manager on our user portal [here](#).

A remote client software (Medialon Audio Client) which replicates the local MAS Pro user interface is also provided. MAS Pro can also be controlled through a serial connection.

# 3 Installation

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In this section you will learn how to connect correctly and start using your Medialon MAS Pro Dante Audio Server.

## 3.1 Get Started

---

MAS Pro Dante is shipped pre-configured and requires only a few steps to make it ready for use.

### 3.1.1 Contents of the Package



- MAS Pro Dante DH (Dante hardware)
- 1 x IEC power cord
- 2 x rack mounting brackets (attached)

Or:



- Showmaster Go / MAS Pro Dante DS (Dante software)
- Low voltage power block with 1 x IEC power cord

### 3.1.2 Connecting to MAS Pro Dante

Few connections are required to get started.

Keyboard, mouse and monitor are needed for the first start and setup. If you plan to control remotely your MAS Pro, the keyboard, mouse, and monitor can be removed after the initial setup.

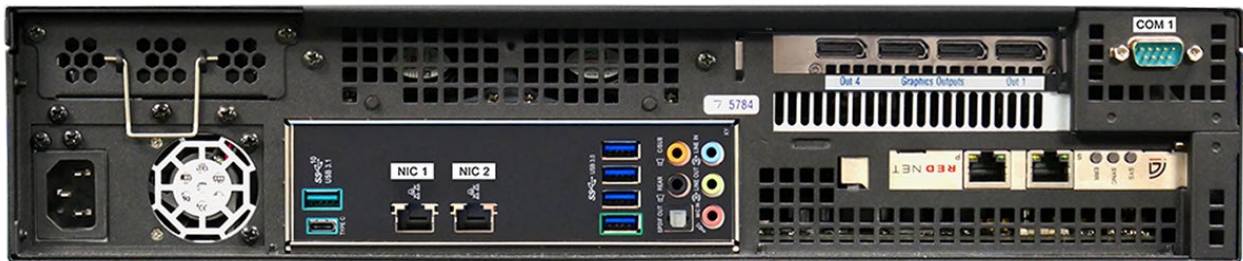
- **MAS Pro Dante DH:** Dante Primary and/or Secondary ports must be connected to the Dante network. If a secondary (redundant) Dante network is used, it is typically a separate physical network, so the Secondary Dante port would be connected to a separate physical network switch than the Primary Dante port.

## Installation

- **(Legacy) MAS Pro Dante D:** LAN 1 should be connected to the Dante network in order to use the Dante Controller utility which is installed on the MAS Pro. Use LAN 2 for Ethernet connection and remote control of your Medialon Audio Server.
- **Showmaster Go / MAS Pro Dante DS:** NIC 1 (left, lower) should be connected to the Dante network. This network is set up for both Dante output as well as for using the Dante Controller utility which is installed on Showmaster Go. Use NIC 2 (right, upper) for Ethernet connection and remote control of your MAS Pro / Showmaster Go.

See here for more about [Dante Configuration](#).

### Rear Panel – MAS Pro Dante DH



Left to right on the chassis:

- IEC Power Connector, 110 VAC-220 VAC.
- DisplayPort 1.2 monitor output
- HDMI monitor output
- USB 2.0 ports available for mouse and keyboard, also used for MAS Pro updates.
- USB 3.0 ports available for general use or MAS Pro updates.
- USB 3.1 and USB C ports available for general use or for MAS Pro updates.
- NIC 1 and Nic 2 Ethernet connectors for external control or FTP
- Onboard audio (not used)
- COM 1 serial comms port

On the RedNet card:

- **P:** Dante port 1.
- **S:** Dante port 2.
- **SYS:** multi-colour LED indicating the Dante system status:
  - Green: normal operation.
  - Orange: system failure.
- **CLK:** multi-colour LED indicating the Dante sync status:
  - Green (steady): confirms card is a Dante PTP follower; the card will sync to the clock embedded in the incoming Dante bitstream.

## Installation

- Green (blinking): confirms card is a Dante PTP leader; the card is set (in Dante Controller) to generate the Dante clock which will be used by other units.
- Orange: Sync failure
- ERR: reserved for future use.

### Rear Panel – Showmaster Go / MAS Pro Dante DS



Left to right:

- Power Connector 12 – 19 Volts DC 4.7 A. Use only the power block supplied with the unit.
- 1-4: DisplayPort monitor outputs.
- GPIO: General Purpose Input/Output connector (used by Medialon Manager).
- NIC 1: Ethernet connector for Dante mapping.
- NIC 2: Ethernet connector for external control, FTP, and Show Control.
- USB 1-2: USB 2.0 ports available for keyboard and mouse, or MAS Pro updates.

### 3.1.3 First Start

We recommend you connect Mouse, Keyboard and Monitor for the first use of MAS Pro. If you plan to control the MAS Pro remotely, the Keyboard, Mouse and Display are not necessary after the first setup.

#### Front Panel (DH model)

The illustration below shows the front panel of MAS Pro Dante DH.



## Installation

LED indicators:



Windows OS – green when running



MAS Pro Server – green when running



Audio resources – green when MAS Pro service running. Flashes red if the MAS Pro service is having trouble connecting to the audio resource, typically the ASIO driver for the Dante card.



Power on



Disk activity

LCD display: status messages from MAS Pro software.

Orbital buttons: up and down arrow buttons scroll the display. Other buttons are not used.

2 × USB 2.0 for keyboard, mouse etc.

### Front Panel (Showmaster Go / DS model)



Power button: illuminates blue. Push to switch on, push and hold to power down.

LED: amber when on and running,

USB 2, USB C

### Startup Procedure (MAS Pro Dante DH)

Connect the power supply and press the power button to start MAS Pro.

The front panel LCD displays the start-up message.





## LCD Display Messages

Each time an up/down arrow button is pressed, the next line of information is displayed.

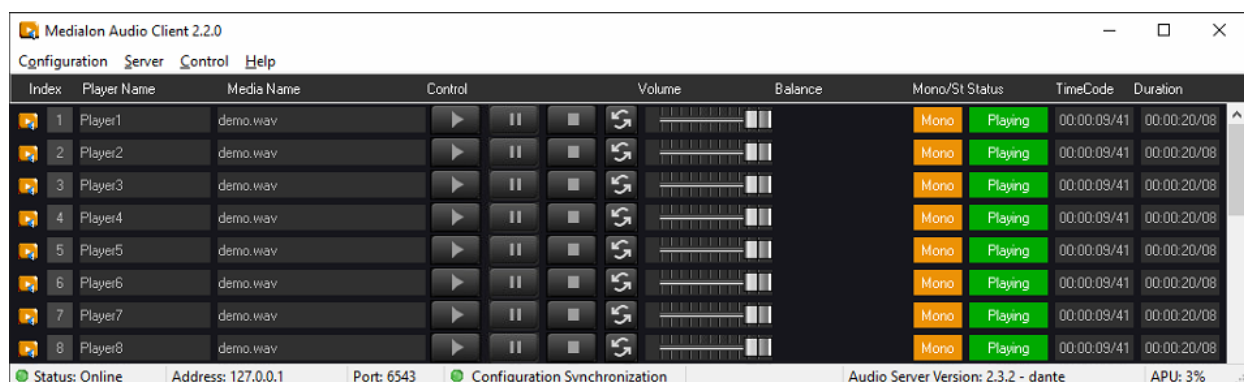
1. The MAS Pro's user-defined Name.
2. MAS Pro's current mode:
  - Starting Up: MAS Pro is starting up (from power-on until it is ready)
  - Running: MAS Pro is running .
  - Shutdown: MAS Pro is shutting down.
  - Reboot: MAS Pro is rebooting.
3. MAS Pro's current firmware version.
4. Serial Number.
5. Current IP address.
6. Subnet mask.
7. IP Gateway address.
8. MAC address.

## Network Settings

MAS Pro is configured to use DHCP to get its IP address. If your network installation has no DHCP server or requires static IP address, this address can be modified via the configuration menu. See more about [Network Settings Definition](#).

### 3.1.4 MAS Pro Startup Configuration

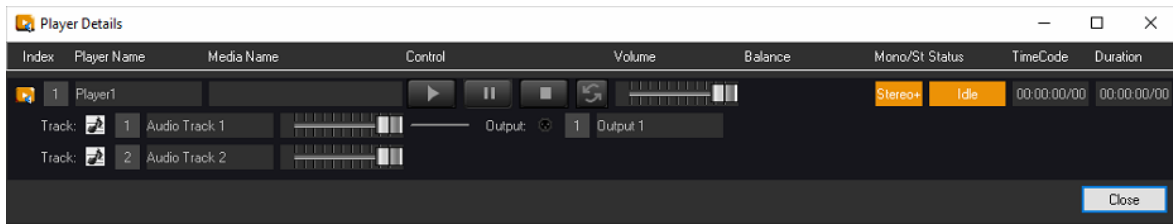
MAS Pro is delivered with a default audio configuration. See more about [Audio Configuration](#).



## Player Configuration

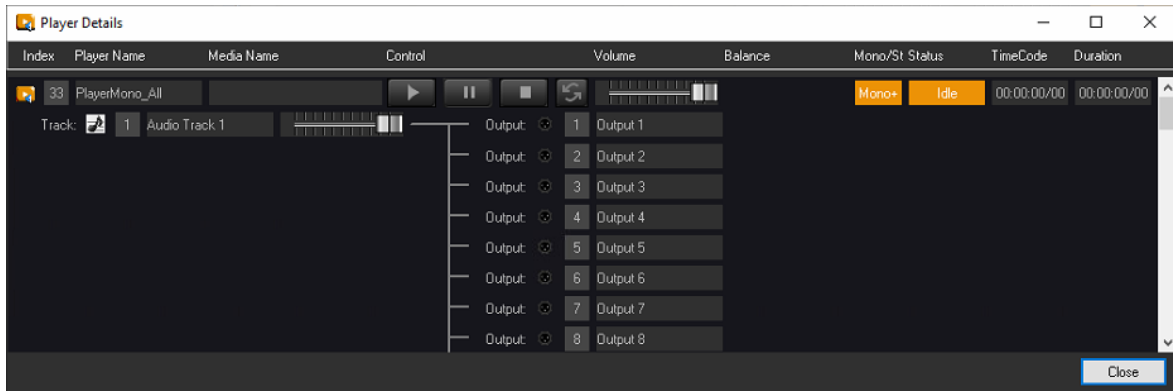
At first start, 32 stereo players are available plus one mono+ player. Click the orange icon on the left to show a player's details:

## Installation



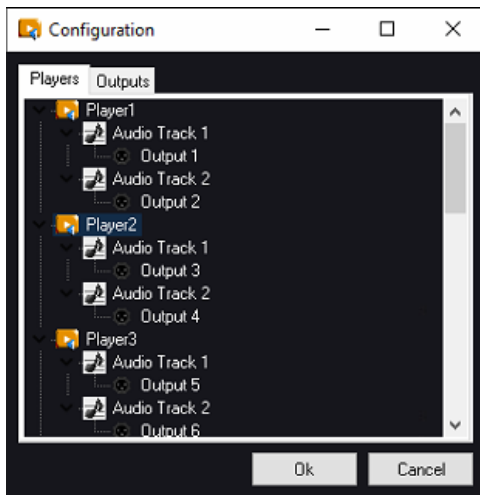
## Output Mapping

Player 33 is a mono track player. This audio track is mapped to all 32 audio outputs.



- Click Configuration > Edit Configuration... (Ctrl+E) to expand on each player's tracks and outputs.
- Hover to the left of players and tracks to reveal a blue arrow and click to expand the detail.

Each pair of stereo players shares their outputs.



### 3.1.5 Add Audio Files

#### Using an FTP client

Any FTP client software can be used to transfer files to MAS Pro. We recommend FileZilla as a free software example for secure FTP. MAS Pro FTP parameters are:

- FTP address: [MAS Pro IP address]
- FTP Port: 21
- Login username: medialon
- Login password: medialon

#### By web browser

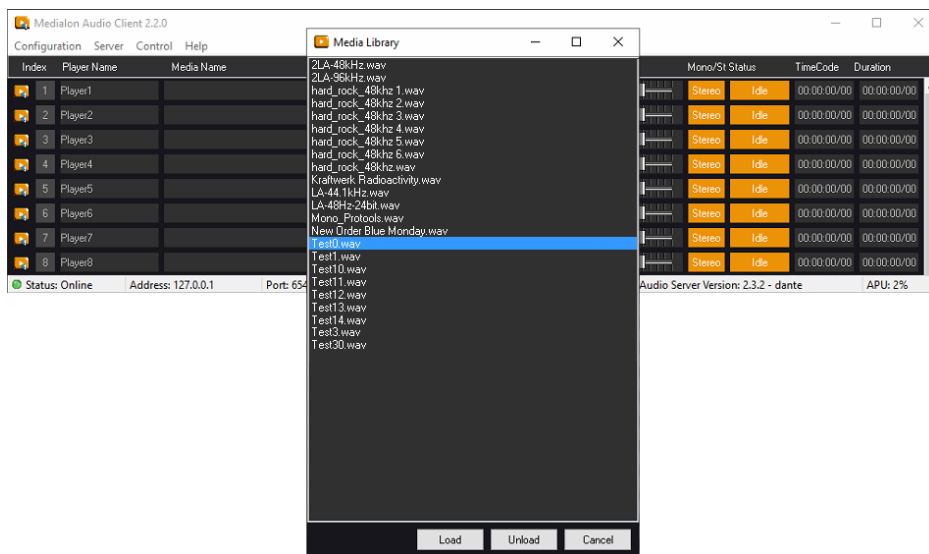
File transfer to MAS Pro can also be achieved via web browser, though we recommend an FTP client as more efficient:

- Start your browser (Chrome, Firefox, Edge etc.)
- Type 'ftp://medialon:medialon@[IP address]' in the address bar and press the Enter key.
- The browser page displays the content of the target MAS Pro media folder.
- Drag/drop or copy/paste media files from local File Explorer to the remote MAS Pro folder.

In addition to FTP, a shared directory has been set up at \\xxx.xxx.xxx.xxx\Sounds\  
You can point Windows to this network location using the same credentials (username: medialon, password: medialon).

### 3.1.6 Play Audio Files

1. From the main page, click on the Media Name area corresponding to the player you want to use.



## Installation

2. The media list opens.
3. Select a file and click Load
4. Press Play to start the media.
5. Use volume and balance fader to adjust the audio level.



See more about [MAS Pro Interface](#).

# 4 Using the Audio Server

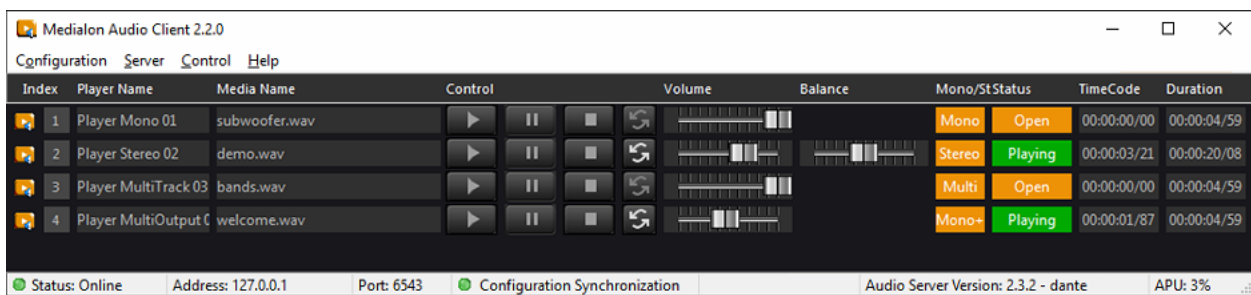
In this section you will learn how to use your MAS Pro.

## 4.1 MAS Pro Interface

MAS Pro provides a local user interface in order to play audio files and configure the system.

### 4.1.1 The Main Window

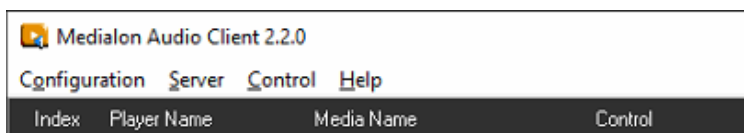
The MAS Pro interface is automatically displayed after the system boots up.



MAS Pro's main window is composed of a Menu bar, a Status bar and several Player bars.

#### Menu Bar

The MAS Pro interface provides 5 main menus:



- **Configuration:** this menu allows you to
  - create, open, or save audio configuration files. See more about [Configuration Files](#).
  - edit the audio configuration, see [Edit Configuration](#).
- **Server:** use this menu to:
  - setup MAS Pro, see [MAS Pro Setup](#).
  - upgrade your MAS Pro, see [Updating MAS Pro](#).
  - Shutdown or reboot MAS Pro.
  - set the Startup State of the Audio Server, see [MAS Pro Startup Status](#).

Using the Audio Server

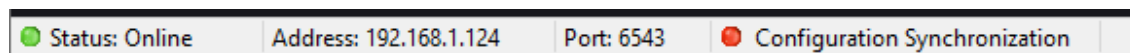
- **Control:** this menu provides server playback control, see [Menu Control](#).
  - Audio output volume control.
  - global player commands.
- **Help:** See more about [Help](#).

## Status Bar

At the bottom of the MAS Pro interface, there is a Status bar, which gives the following information:

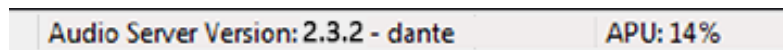


- **Status:** indicates if the server is online or not. LED turns to green or red.
- **Address:** it is the connected MAS Pro's address.
- **Port:** it is the TCP Port used by the MAS Pro to listen for client connections.
- **Configuration Synchronization:** indicates if the audio configuration is synchronized between the server and the client. LED turns to green or red.



And to the right:

- **Filename.masConfig:** name of the current loaded audio configuration. This section could be blank if no configuration is loaded in the Client software.



- **Audio Server:** Current version of MAS Pro and its model.
- **APU (Audio Processing Unit):** represents the amount of audio processing power used by MAS Pro. APU close to 100% may cause sound drops, or pops.

## Player Bar

A Player Bar provides the necessary controls and displays related to that Player. The number of Player bars depends of the audio configuration. The window can be scrolled with the vertical scroll bar located at the right of the window.



Using the Audio Server

Details of all controls are shown in the following paragraphs.

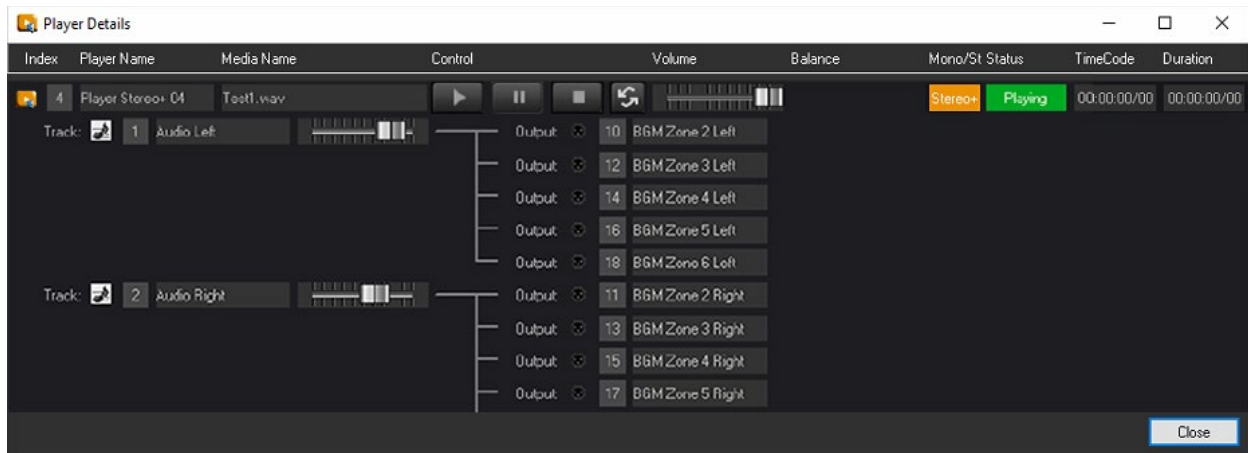
## 4.1.2 Player Details



Click on the index icon to open the Player Details window.

The Player Details window gives access to the same Player controls available in the main window. In addition, you can also act on each audio track available in the Player.

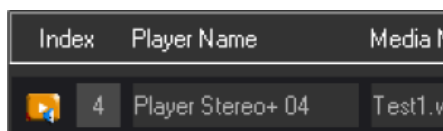
The following paragraphs detail the use of the elements of a Player.



### Player Controls

This section is common to the Player bar in the main window.


### Player Name



This is the name of the Player. You can change the Player's name when you edit the MAS Pro configuration.

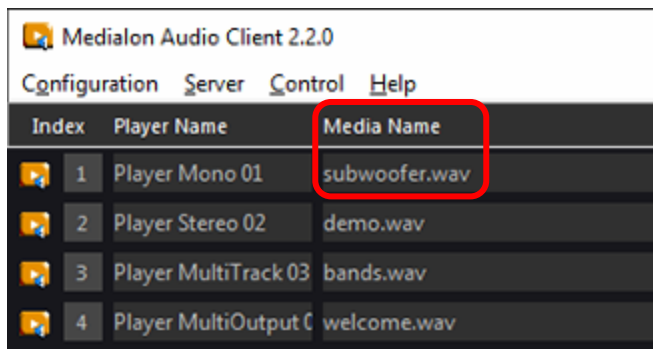
Each Player is also identified by a Player Index number.



In the main window, click on the index icon  to open the Player Details window.

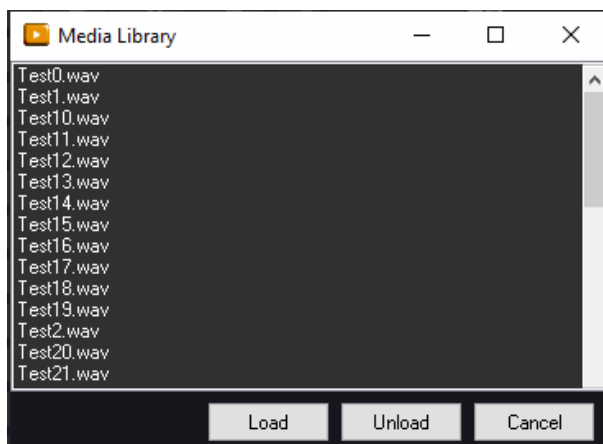
### Media Name

This text box shows the name of the audio file currently loaded on the Audio Player. It is blank if no media is loaded.



To load media:

- Click on the Media Name text box to open the Media Library.
- This displays a media selector which shows all available audio files.



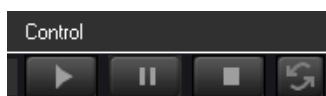
- Select an audio file and click the 'Load' button (or double-click on the file name).
- The audio file name appears in the Media Name text box if it is successfully loaded.
- Click the 'Unload' button to close the media. This clears the Media Name text display showing the Player has no media to play.



Consult [Add Audio Files](#) to add new audio files.

## Transport Commands

Play, Pause and Stop commands are available in the Control section.



Click on the Loop toggle button to turn media looping On  or Off .



## Volume

The Volume slider sets the volume of the Player:



- Move the slider to its rightmost position for full volume.
- Move the slider to the leftmost position to mute the Audio Player.



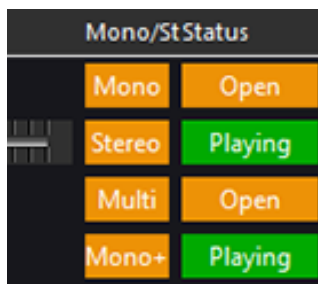
Hold the CTRL key to bring all volume sliders to the same level and move them together.

## Balance

A Balance slider is available with stereo players. With it, you can adjust the proportion between the left and right audio track.

## Mono/Stereo/Multi

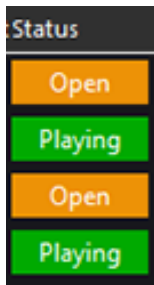
Players can be Stereo, Mono, or Multitrack ; the Mono/ST display indicates the type of Player:



- **Mono**: Player with 1 audio track mapped to 1 audio output.
- **Mono+**: Player with 1 track mapped to several outputs.
- **Stereo**: Player with 2 audio tracks, each track mapped to a different output.
- **Stereo+**: Player with 2 audio tracks, audio tracks are mapped to several outputs or to the same output.
- **Multi**: Player with more than 2 audio tracks, each track goes to a different output.
- **Multi+**: Player with more than 2 audio tracks, audio tracks are mapped to several outputs or to the same output.

## Status

This text box shows the status of the Player:

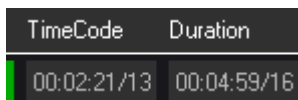


Player status can be:

- **Idle:** no media file has been loaded on this Player since MAS Pro power-up
- **Open:** a media file is loaded on this Player
- **Closed:** the media file couldn't be loaded
- **Playing:** the media is playing
- **Paused:** the media is paused
- **Stopped:** the media is stopped
- **Not Online:** the Medialon Audio Server is not online

## TimeCode / Duration

TimeCode shows the current position of the media:



TimeCode is displayed with hundredth of second unit precision. The format is hh:mm:ss/ff where:

**hh** = hours

**mm** = minutes

**ss** = seconds

**ff** = hundredths of seconds

The media duration is set to 00:00:00/00 if no audio file is loaded.

## Track Controls

This section presents the audio track controls; the number of tracks reflects the Player's configuration.



This section also displays the output mapping.

### Track Name

This is the name of the Audio track:




You can change this name when you edit the MAS Pro configuration. Each Audio track is also identified by a track Index.

### Track Volume

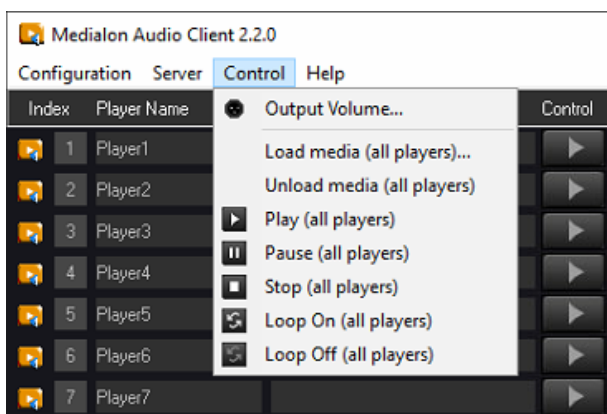
The Volume slider sets the volume of the Audio track.



- Move the slider to its rightmost position for full volume.
- Move the slider to the leftmost position to mute the Audio Track.

 Hold the CTRL key to bring all track volume sliders to the same level and move them together.

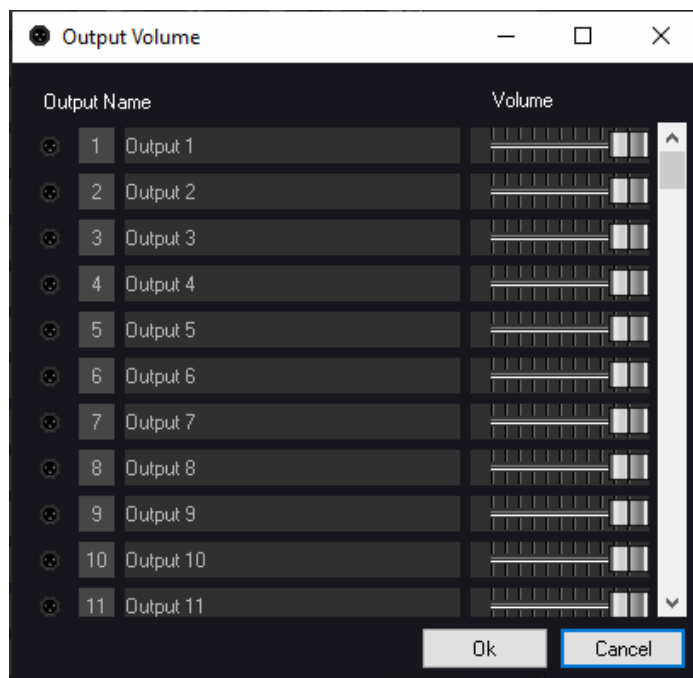
## 4.1.3 Control Menu



Using the Audio Server

## Output Volume

The Volume sliders set the volume of the Audio outputs.



- Move the slider to its rightmost position for full volume.
- Move the slider to the leftmost position to mute the Audio Output.

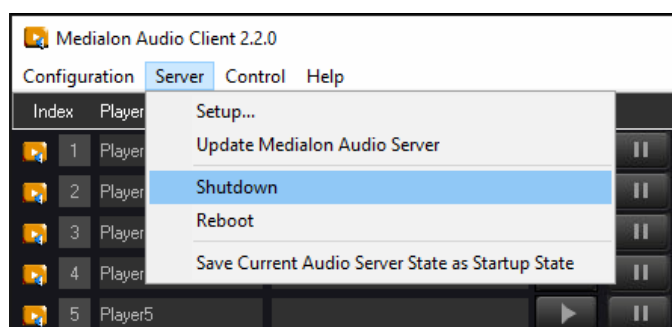
 Hold the CTRL key to bring all volume sliders to the same level and move them together.

## Command All Players

With these commands (Play, Pause, Stop, Load/Unload media, Loop On/Off), you send the order to all the Players present in the MAS Pro at the same time.

### 4.1.4 Shutdown / Reboot

The MAS Pro can be shut down or rebooted by using the Server Menu.



These functionalities are available on the Medialon Audio Client when a connection is established with an Audio Server (Status Online).

## 4.2 Audio Configuration

---

MAS Pro can be used with different audio configurations.

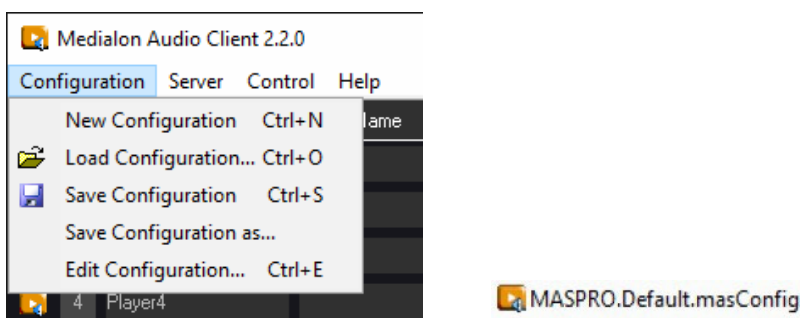
### 4.2.1 Configuration Management

The audio configuration can be edited with the local interface or remotely from a Medialon Audio Client Pro software.

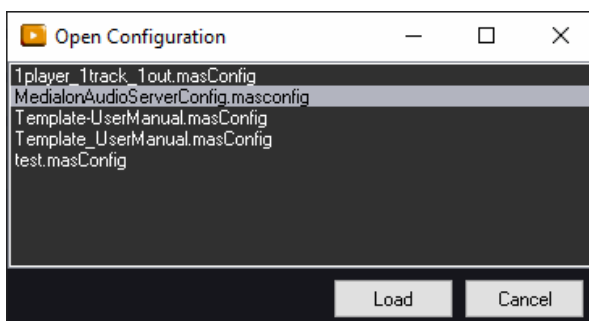
#### Configuration Files

MAS Pro audio configurations can be saved as files.

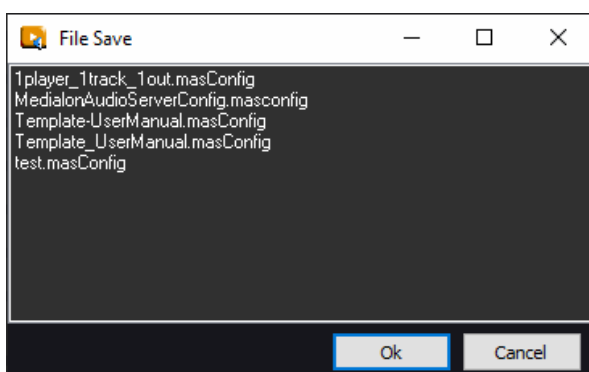
- Go to Configuration menu:



- **New Configuration:** create a new empty configuration.
- **Load Configuration:** load an existing configuration file.



- **Save Configuration:** save the current configuration.
- **Save Configuration as:** save the current configuration into a new file.



Using the Audio Server

## Configuration Files Location

Configuration files are saved in

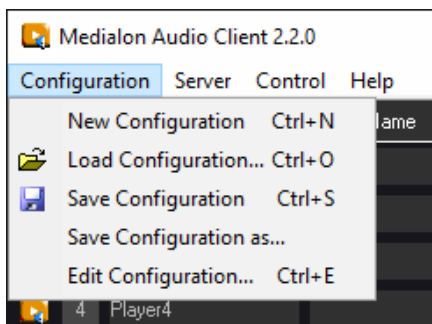
C:\Program Files (x86)\Medialon\MedialonAudioClientPro\ConfigFiles

which is accessible with the FTP connection. See more about [FTP Server](#).

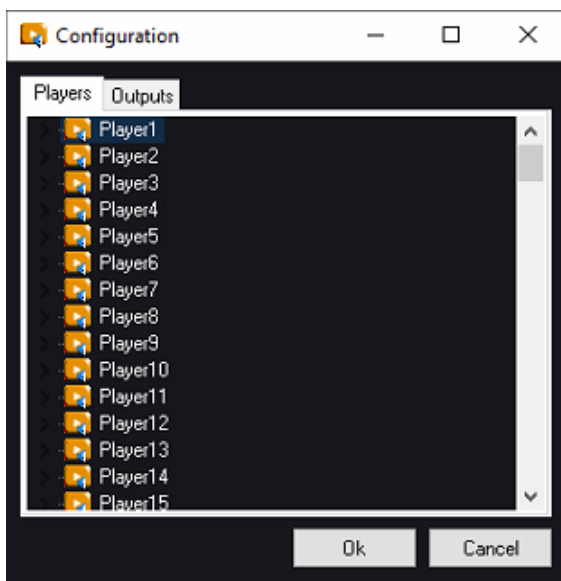
## Edit Configuration

Medialon Audio Server Pro audio configuration can be edited even if you are disconnected from the MAS Pro.

- Go to Configuration menu and select Edit Configuration.



- Or use [CTRL+E] on your keyboard to open the Configuration editor.



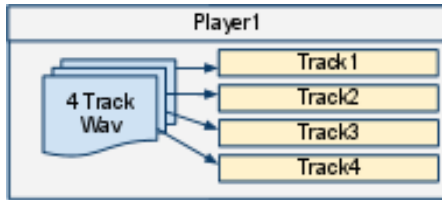
- Once your audio configuration is completed, click on Ok button to validate it.



**Each time you send a configuration, MAS Pro is reset and all media are unloaded.**

## 4.2.2 Players Configuration

A MAS Pro Player is the logical entity where audio files are loaded and played. A player is defined by one or several audio tracks corresponding to the type of recording.

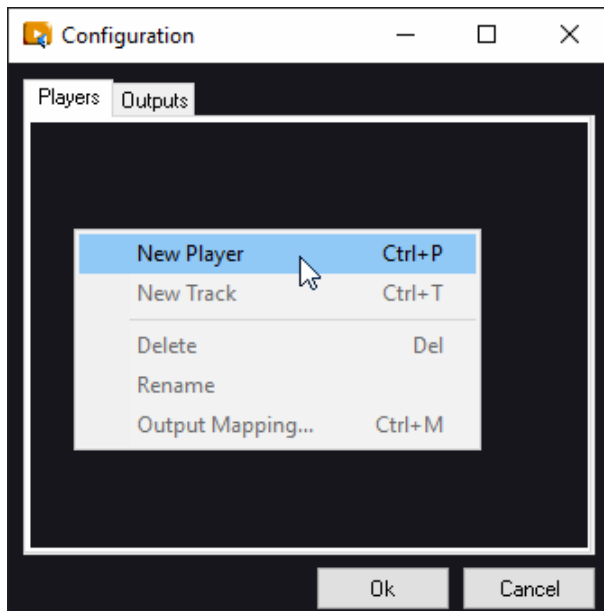


Medialon Audio Server can host as many players as you need.

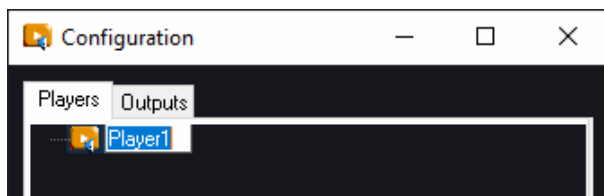
### Add New Player

To add a Player in your configuration:

1. Use the right click menu or [CTRL+P] shortcut.



2. You can give a name to the player. Medialon Audio Server attributes an automatic player name based on the index in the player list.

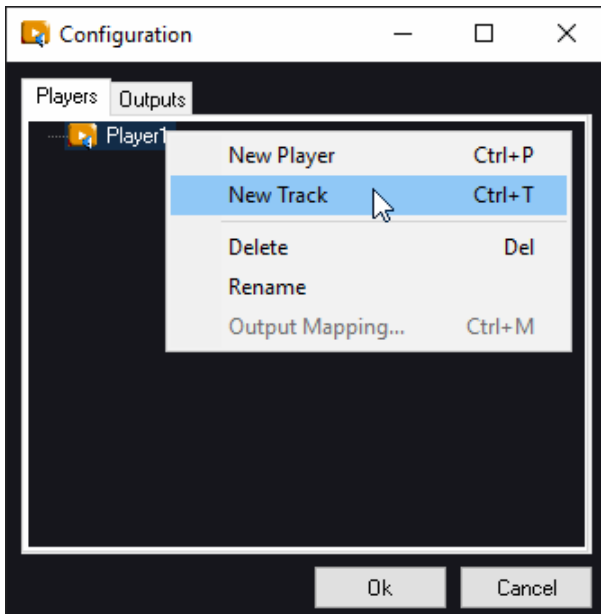


With the right click menu, you can also rename the player or delete it.

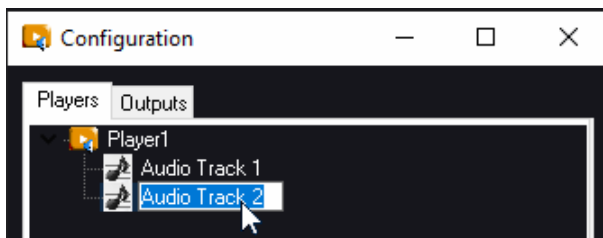
## Add New Tracks

Once a player is created, you need to add one or more tracks to play the audio.

1. Select a Player
2. Use the right click menu or [CTRL+T] shortcut.



3. You can give a name to the tracks. Medialon Audio Server attributes an automatic track name based on the index in the player track list.



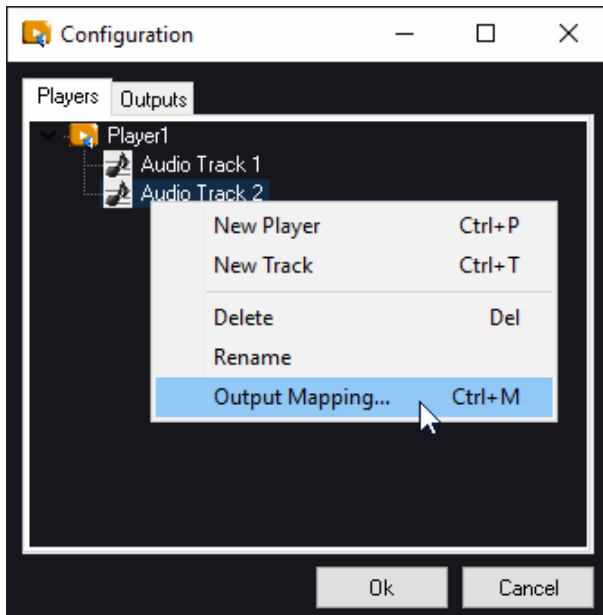
With the right click menu, you can also rename the track or delete it.

## Output Mapping

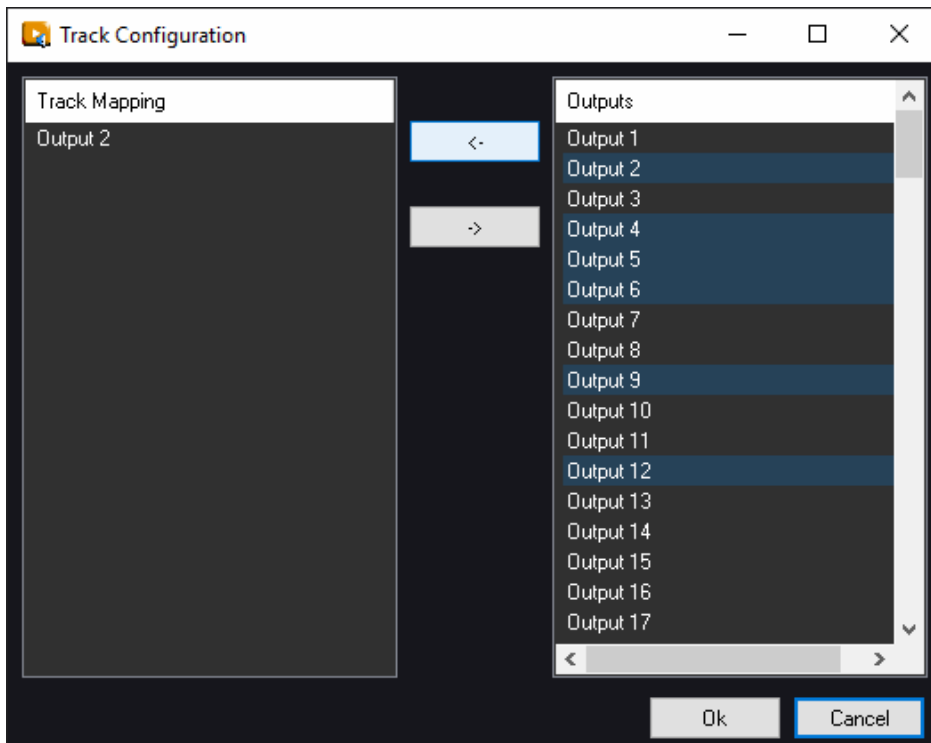
Once player and tracks are created, you need to select the physical audio outputs used to perform the audio file.

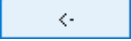
1. Select a track
2. Use the right click menu or [CTRL+M] shortcut.

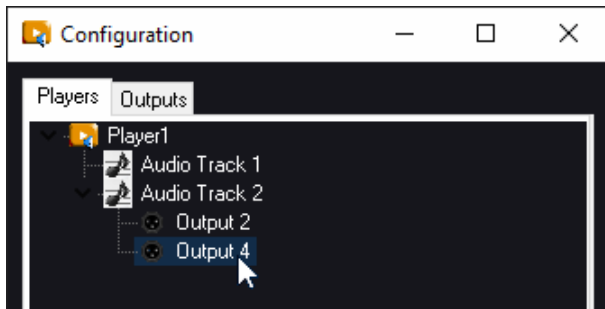




4. Select one or several outputs in the right list.



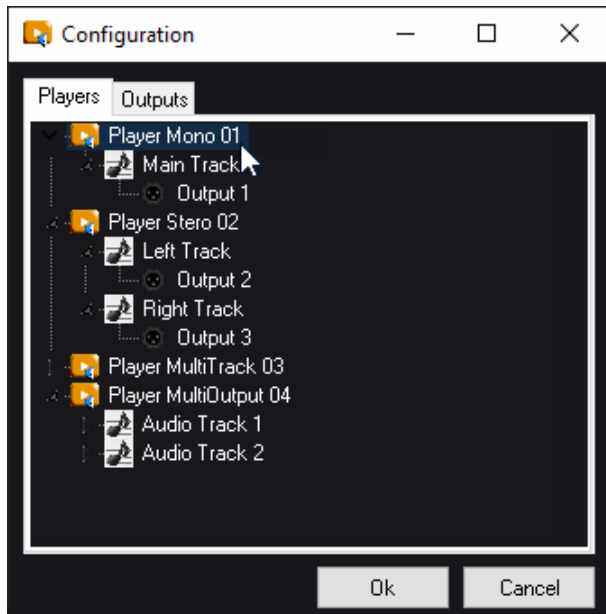
5. Click on the Add Outputs  button to route the track to the selected outputs.
6. Click on OK to validate the output mapping. You can change the output mapping, execute step 1 and 2 as described above.



7. Select on the left list the outputs you want to remove.
8. Click on the Remove Outputs  button to unroute the track.

## Players List

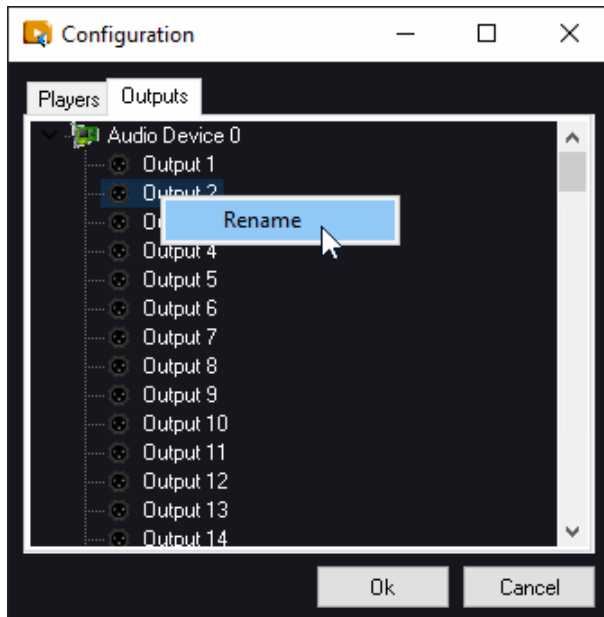
From the Players tabs, you can expand or collapse the players configuration




### 4.2.3 Outputs Configuration

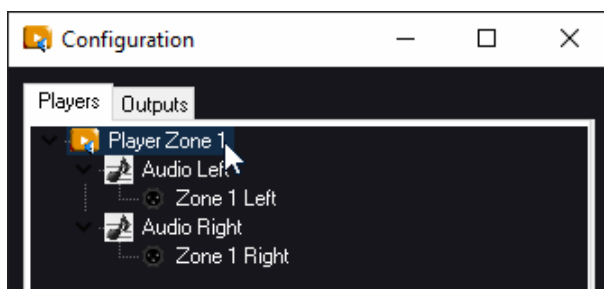
Physical outputs can be renamed, the output mapping will be easier to do.

1. Select an output.
2. Right click to rename it.



3. Click on Ok button to validate the new output names.

 New output names are not changed in the Player output mapping until you validate your changes.



## 4.2.4 MAS Pro Startup Status

Once the audio configuration of your Medialon Audio Server Pro is completed, you can also define a default status for all players. This default status will be loaded each time Medialon Audio Server Pro will power on.

This startup status contains:

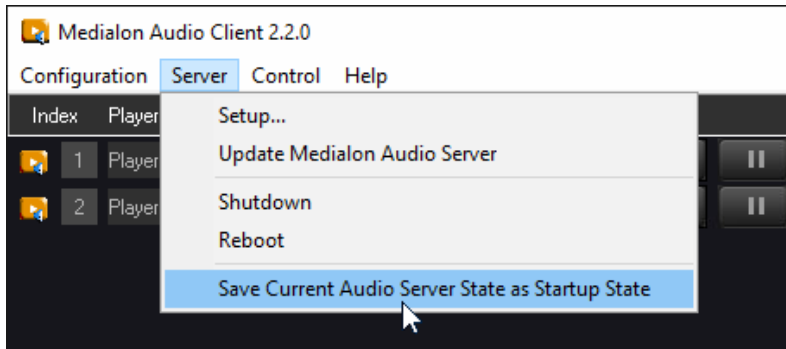
- Media file loaded or not in each player.
- Volume and Track level for each Player.
- Transport command (Play or Stop, Repeat) for each Player.
- Audio Output levels.

Save a startup state

1. Load and start or not media files in the players
2. Set all audio levels

Using the Audio Server

3. Activate the play repeat where it is needed.
4. Go to Server menu.



5. Select 'Save Current Audio Server State as Startup State'.



**Warning!** the startup state is deleted each time you send a configuration to the server.

# 5 Remote Control

---

This section will teach you different ways to control your MAS Pro Dante.

## 5.1 Medialon Audio Client Pro

---

A remote client software is provided on the 7thSense support [portal downloads page](#). This program, Medialon Audio Client Pro, allows you to interact with the Medialon Audio Server from any Windows-based PC. Basically, this software emulates the same user interface as the local Medialon Audio Server user interface.

### 5.1.1 Client Installation

Medialon Software Products are compatible with Windows 10 (32-bit). However, they can run on Windows 64-bit platforms (Windows 10 64-bit) in 32-bit compatibility mode.

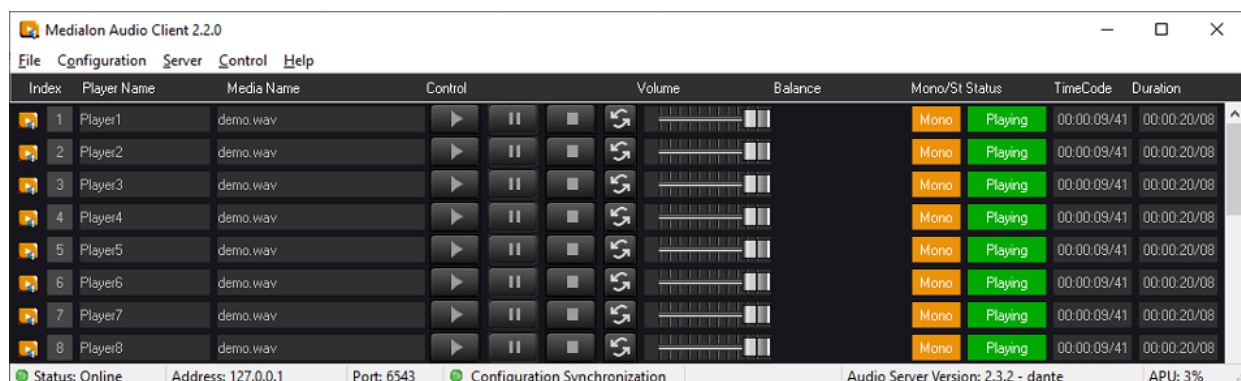
To install Medialon Audio Client Pro software:


1. Launch the MedialonAudioClientPro.X.X.X\_Setup.exe installer.
2. Read the Software License Agreement, then click 'I accept'.
3. Click 'Next' on the Welcome page.
4. Select the destination folder location and click 'Next'.
5. Select the Start Menu folder for program shortcuts and click 'Next'.
6. Choose to have a desktop icon and click 'Next'.
7. Review your choices and click 'Next' to install the program.
8. Click 'Finish' to complete Medialon Audio Client Pro installation.

### 5.1.2 Starting Medialon Audio Client Pro

Start the Audio Client Pro from Start > Programs > Medialon > Medialon Audio Client Pro.

Note the additional File menu item that allows you to quite the application.

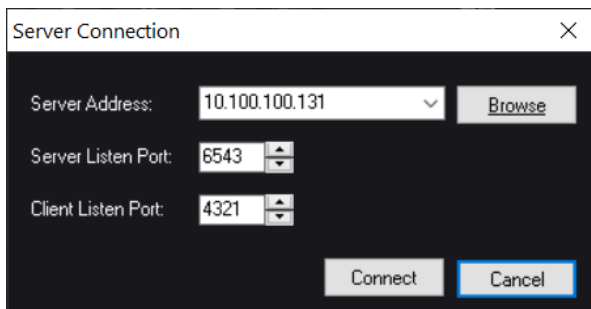
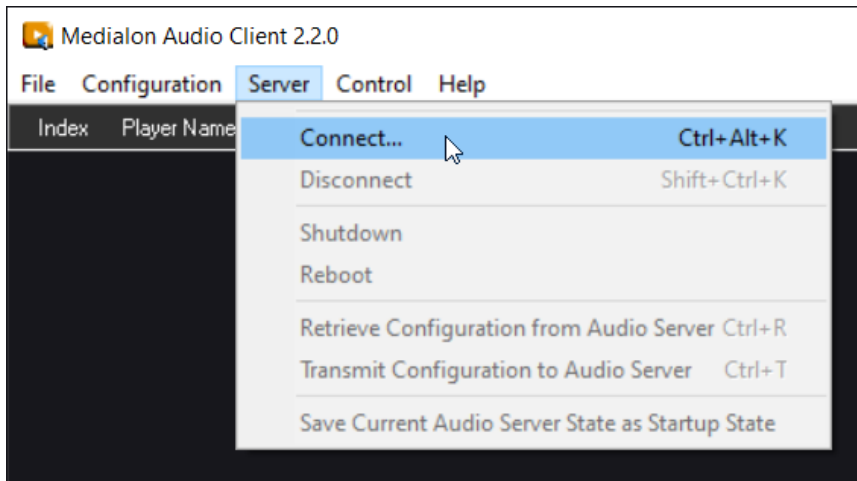


 **Note:** If the Windows firewall is activated, there may be a message box asking to block or unblock the communication port used by the Medialon Audio Client Pro. Choose 'Unblock' and click 'OK'.


### 5.1.3 Connection to MAS Pro

#### Start a connection

Select 'Connect' in the 'Server' menu item: this will open the Server connection dialog box.



- **Server Address:** Enter the IP Address or computer name of the MAS Pro.
- **Browse:** Use this button to start a network scan and detect all MAS Pro audio servers present on the network.

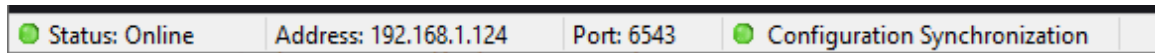
 Network scan is not able to detect MAS24-96 'Legacy' models.

- **Server Listen Port:** Enter the IP Port used by the MAS Pro to listen to the new client.  
! Don't change this value (default is '6543') unless this setting has been modified in the MAS Pro.
- **Client Listen Port:** Enter the IP Port opened by Medialon Audio Client software to communicate with the MAS Pro.  
! Don't change this value (default is '4321') unless this port is already used on the client computer.
- **Connect:** use this button to open the connection.

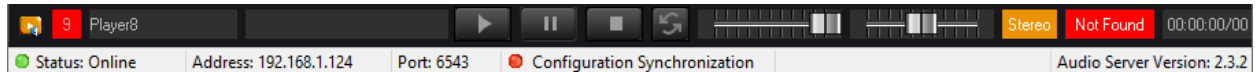
Remote Control

## MAS Pro Connected

When connection is established, the status bar will indicate if the client audio configuration is synchronized with the configuration on the MAS Pro hardware.



When audio configuration is different between the server and the client, the Configuration Synchronization LED turns to red.

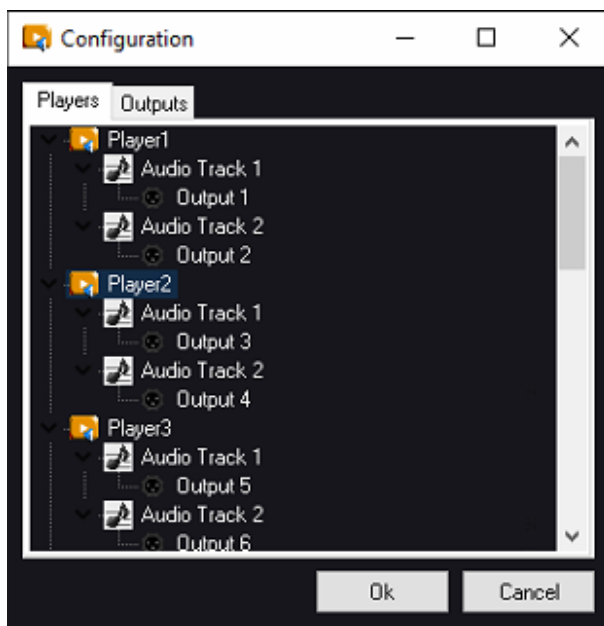


## 5.1.4 Setting Audio Configuration

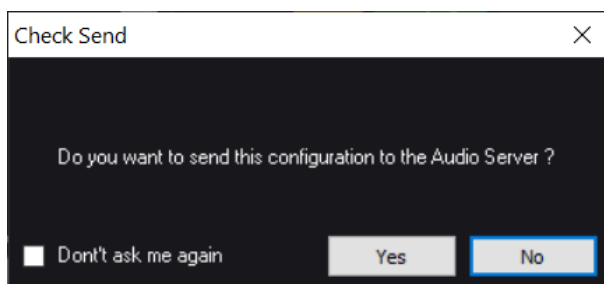
Whether you are connected to a MAS Pro or not, the audio configuration can be changed.

### Edit Configuration

With Medialon Audio Client software you can edit the audio configuration.

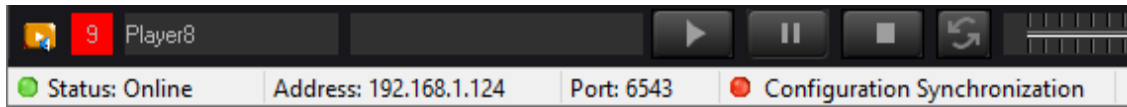


Even if MAS Pro is not online, you can create a new audio configuration. See more about [Audio Configuration](#).

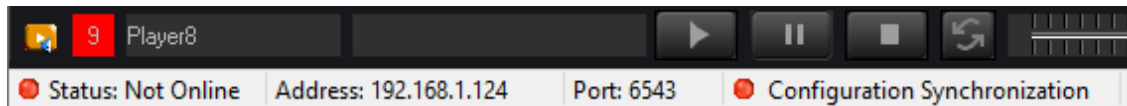


## Remote Control

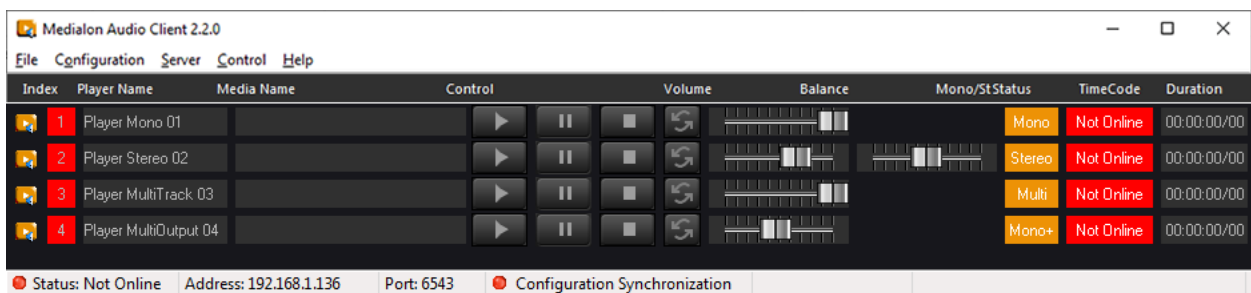
If you don't send the configuration to the server, the Medialon Audio Client software displays a non-sync configuration.



When a player name does not match with the current server configuration, player status turns to 'Not Online'.

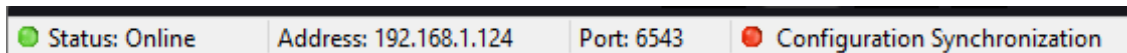


You can also work on the audio configuration offline.



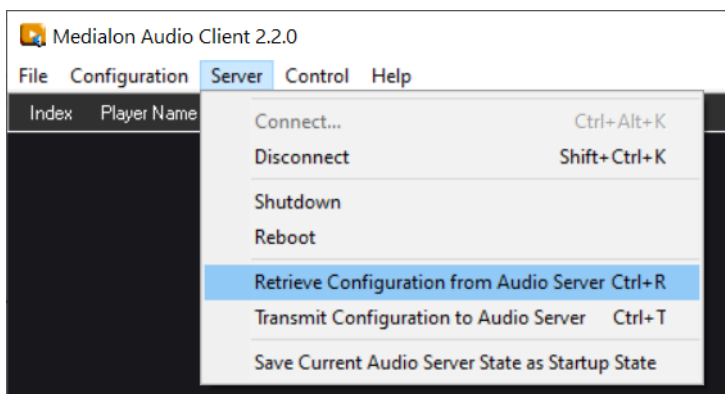
## Configuration Synchronization

After any change in the audio configuration, the server and the client are desynchronized.



From this state you can execute a synchronization in one direction or the other.

- Go to Server menu.

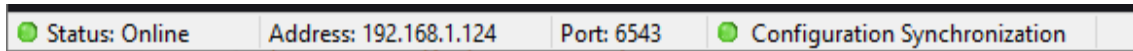


- Select 'Retrieve Configuration ...' to synchronize your client.
- Select 'Send Configuration ...' to push the Medialon Audio Client software's configuration to the MAS Pro hardware.



Remote Control

- Configuration Synchronization LED turns to green when Client and Server are in sync.



## Configuration Files

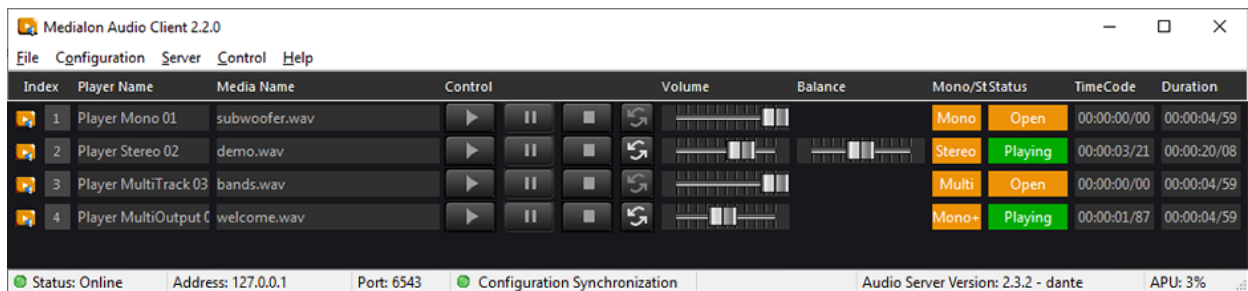
The MAS Pro audio configuration can be saved as files.



In this way you can keep a copy of your different configurations in your Client host PC.

### 5.1.5 Using Medialon Audio Client software

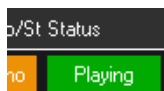
At startup Medialon Audio Client software automatically connects to the last specified MAS Pro and retrieves its audio configuration.



The Medialon Audio Client software replicates the main window and the player bars of the MAS Pro's local interface. See more about [MAS Pro Interface](#).

## Status

This indicator shows the status of the Player:




Different Player Status are:

- Idle: no media file has been loaded on this Player since MAS Pro was powered up.
- Open: a media file is loaded on this Player.
- Closed: the media file couldn't be loaded. Playing: the media is playing.

## Remote Control

- Paused: the media is paused
- Stopped: the media is stopped
- Not Online: the MAS Pro is not online.
- Not Sync: the MAS Pro Audio Configuration is not synchronized. Configuration Synchronization LED is also red to indicate this Not Sync status.

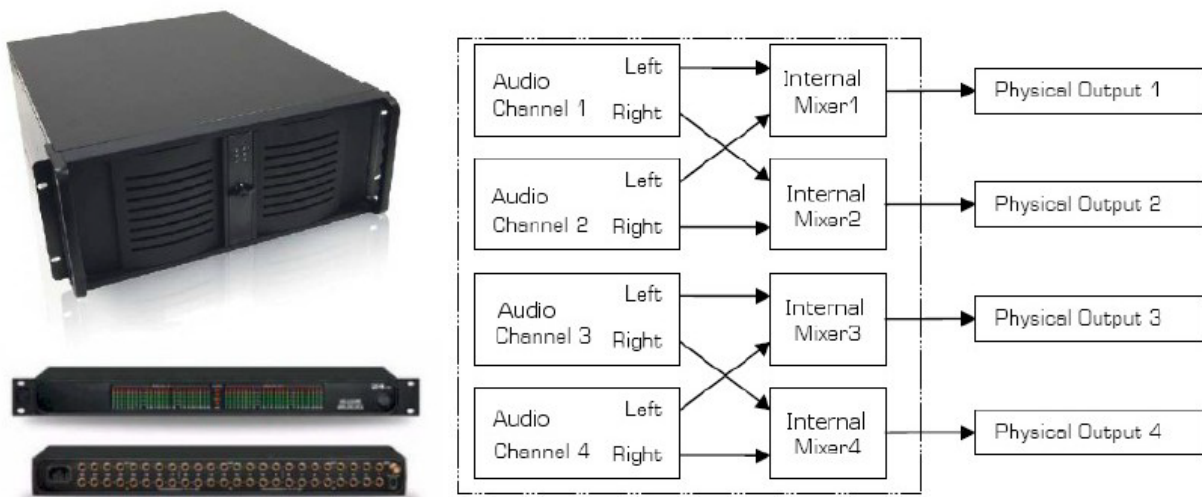
 Load media file and volume adjustment can only be done when Medialon Audio Client Pro is connected to a MAS.

## 5.1.6 Controlling Medialon Audio Server (MAS 24-96)

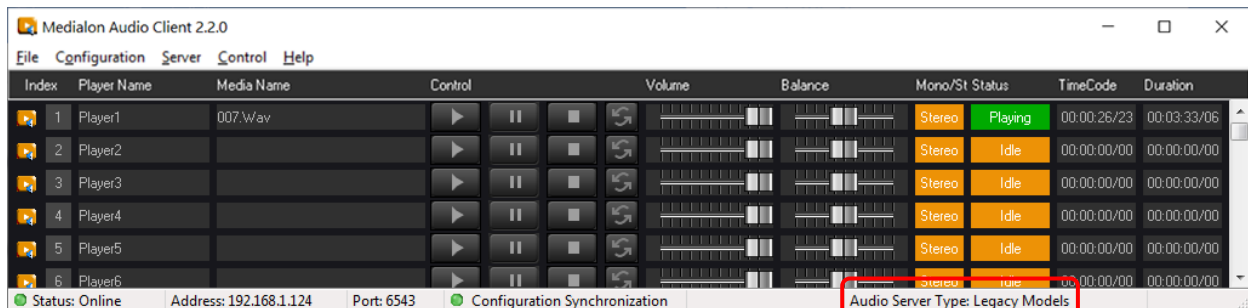
It is possible to use Medialon Audio Client software to control a Medialon Audio Server first generation.

### MAS 24-96 Configuration


With these models the audio configuration is static (24/48/72/96 audio outputs), when Medialon Audio Client software is connected to one of these models, a Legacy Models configuration is automatically loaded.

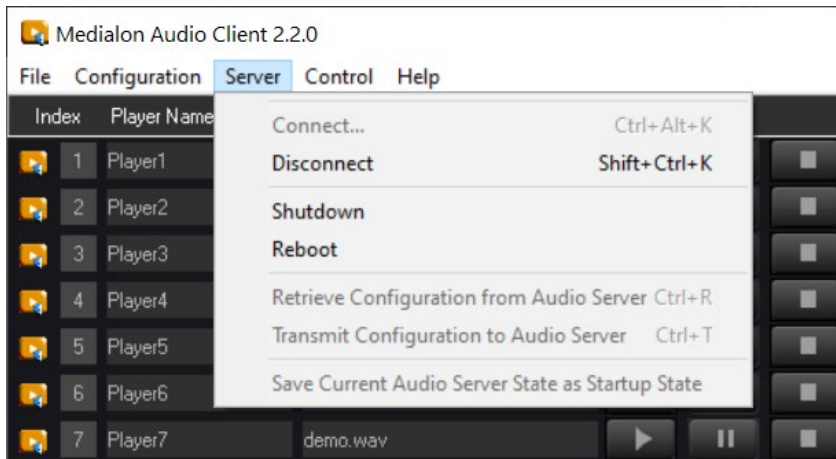


This legacy configuration gives access to 96 stereo players mapped to a pair of outputs.

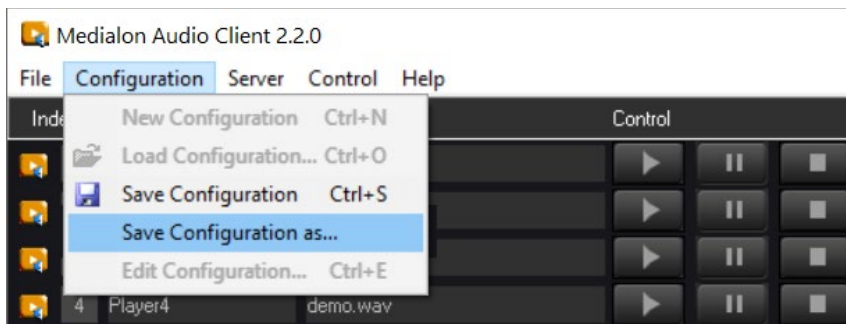


## Remote Control

 It is not possible to retrieve or to transmit another configuration to the MAS (legacy version).

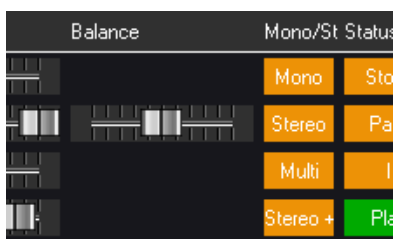


Players cannot be edited, and Player details are not available. there is no track audio level in this configuration.



## Mono/Stereo and Balance

Stereo Players can be used as Stereo or Mono channel.

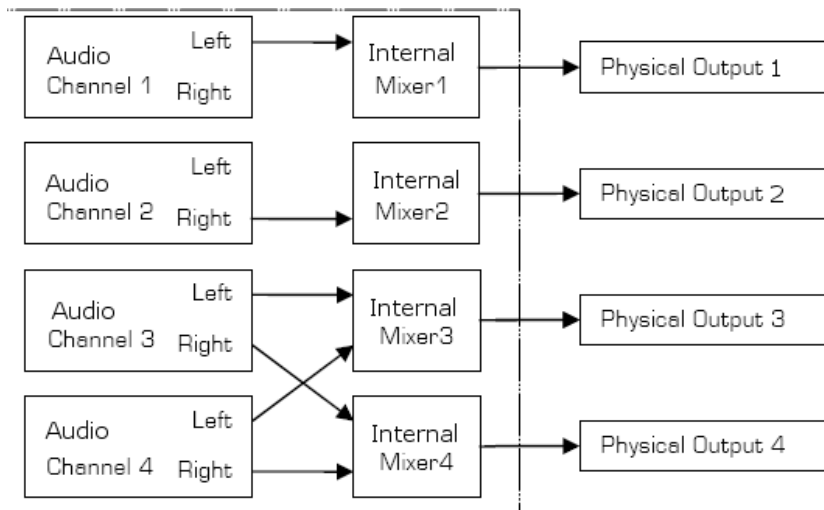


Click on the Mono/Stereo control to switch between mono or stereo mode.

In stereo mode, the Balance slider sets the balance between the physical left and right outputs of the Audio Channel.

For example: the Audio Player with an ID of 3 will route its audio to physical outputs 3 and 4.

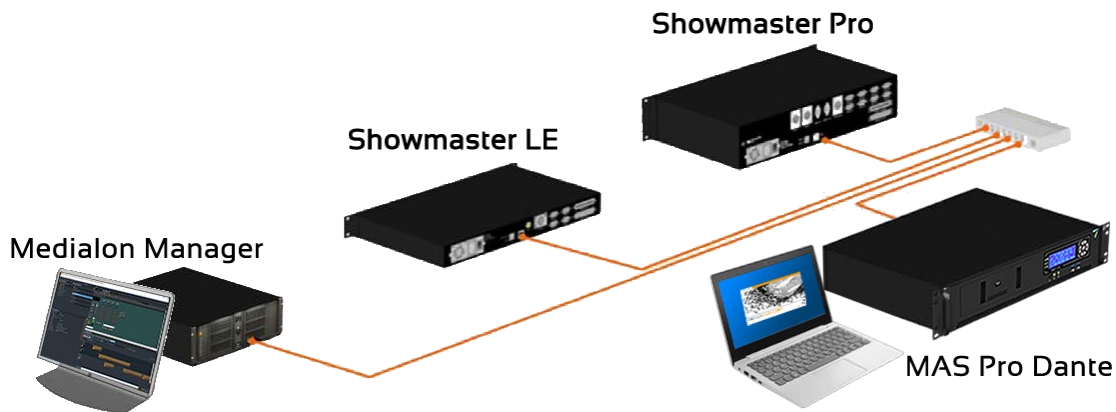
## Remote Control



In Mono mode, the Balance slider is not shown, and the audio signal is routed to the same physical output as the Audio Player ID.

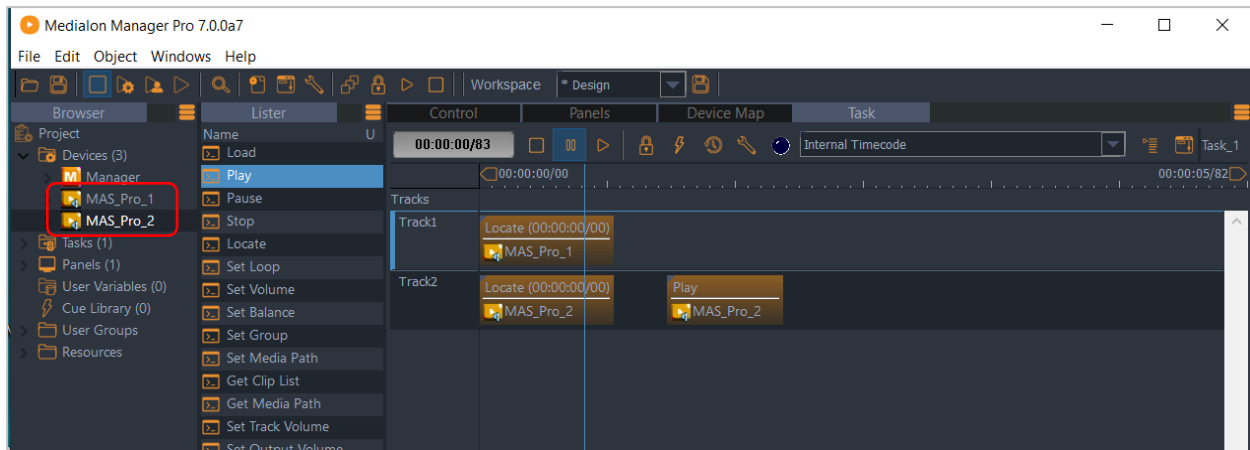
## 5.2 Medialon Control System

MAS Pro can be controlled remotely from Medialon Showmaster hardware or Medialon Manager show control software.

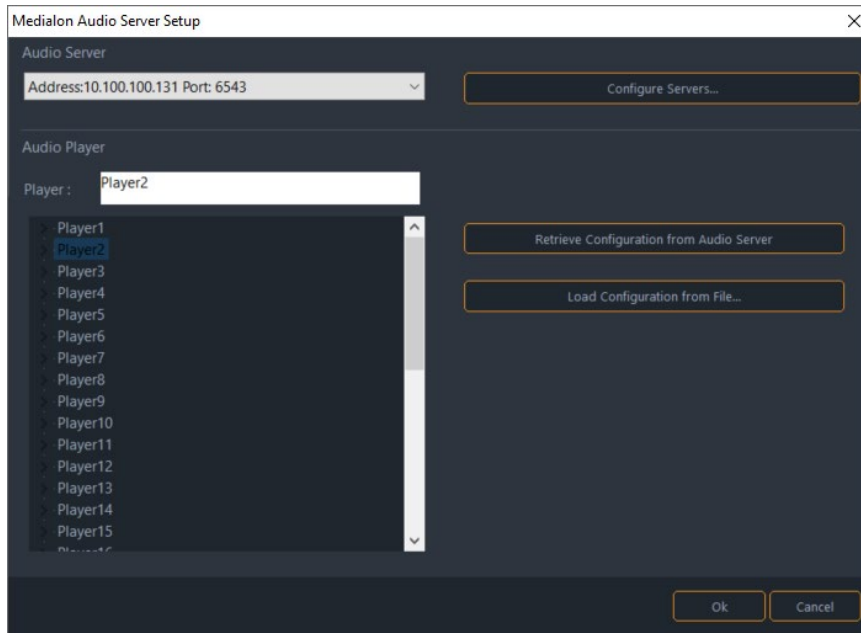
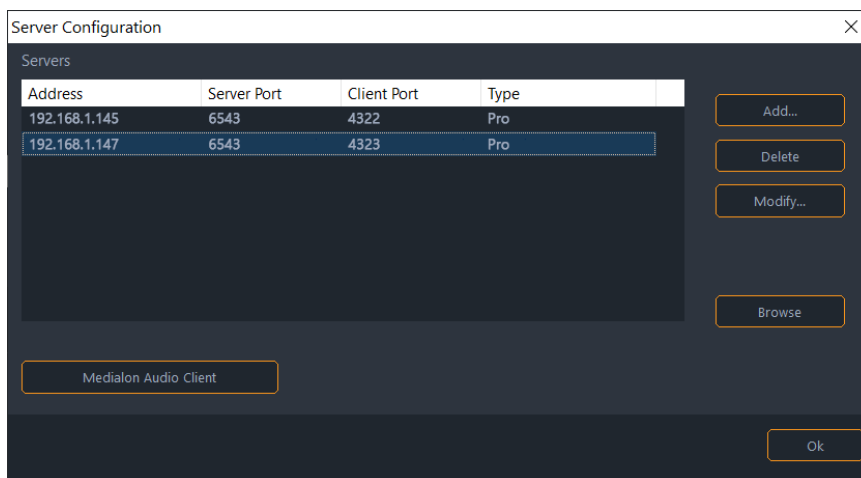


Medialon Control System software controls audio-visual devices through the use of a software plug-in called MxMs. The MxM for Medialon Audio Server fully integrates one or more MAS Pro servers in a show installation.

## Remote Control



Audio Players are declared as Medialon Devices.



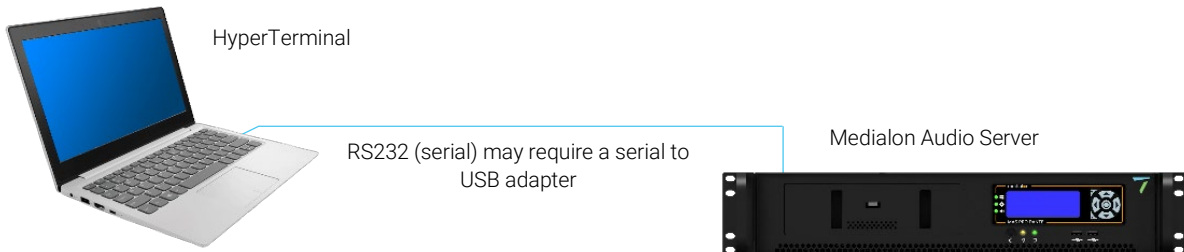
The list of available Players can be retrieved from the MAS Pro.

Medialon Control System offers the capability to create a group of players to ensure the synchronous execution of commands such as Play, Pause, Stop, Locate. For more about MxM Medialon Audio Server see the Medialon Manager user guide (ref. M515) [available here](#).

## 5.3 Serial External Control

---

MAS Pro is designed to be controlled remotely from another system by using serial connection.



Connect an RS232 cross cable to the COM 1 port on the rear of MAS Pro Dante DH and use HyperTerminal for external commands.

### RS232 Wiring Diagram

PC (DB9 F)	Pin		Pin	MAS Pro (DB9 F)
TxD	2	—————	3	RxD
RxD	3	—————	2	TxD
GND	5	—————	5	GND

Refer to the [RS232 Protocol](#) for command details.

# 6 Maintenance

---

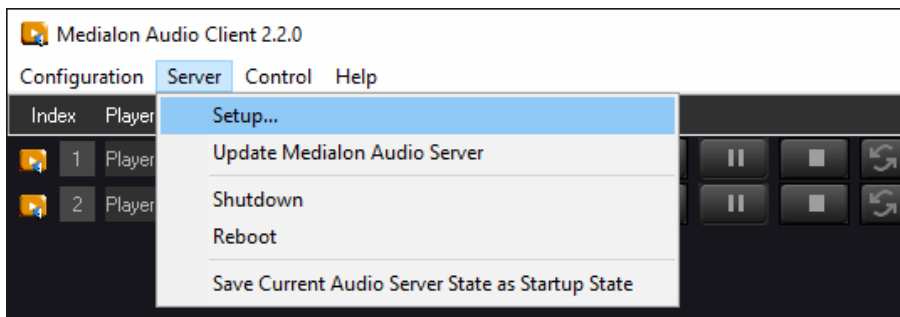
In this section, you will learn how to maintain your MAS Pro audio server.

## 6.1 Medialon Audio Server Setup

---

MAS Pro settings are changed locally on the MAS Pro hardware. Remote Medialon Audio Client software cannot change the system setup.

Clicking on the 'Server > Setup...' menu item displays the Setup dialog box which allows to set up various system parameters of the MAS Pro.

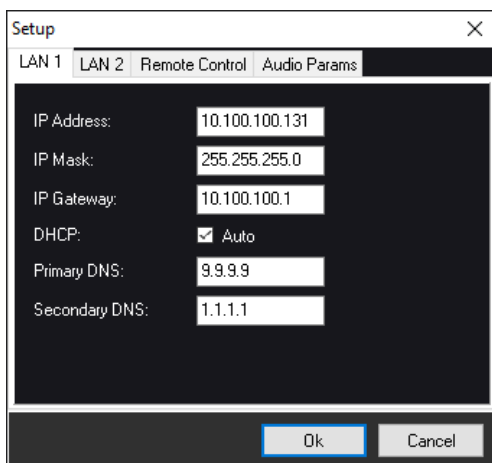


### 6.1.1 Audio Network (Dante) Connection


**MAS Pro Dante DH:** connect the Dante card port 'P' to the audio network in order to use the Dante controller utility.

**MAS Pro Dante DS / Showmaster Go:** connect NIC 1 to the audio network.

MAS Pro is configured to use DHCP to get its IP address. If your network installation has no DHCP server or requires another IP address, open the Setup menu and change the Network settings.



- **IP Address:** defines the network address of the MAS Pro. You may need to modify it if the default IP Address doesn't match your network configuration.
- **IP Mask:** defines the network subnet the MAS Pro belongs to.
- **IP Gateway:** defines the network gateway.
- **DHCP:** use DHCP for automatic IP address.
- **Primary DNS:** only required if you want your MAS Pro to access the Internet (not recommended)
- **Secondary DNS:** only required if you want your MAS Pro to access the Internet (not recommended)

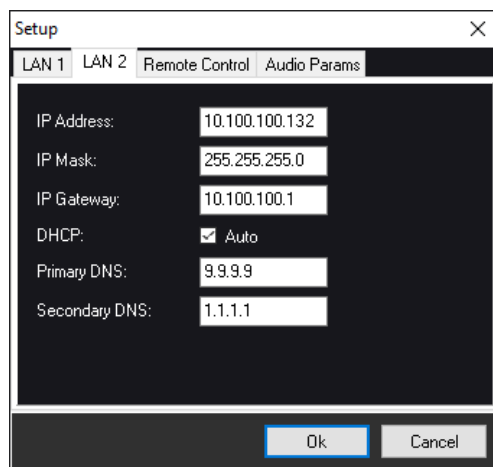
 Network settings should be changed with caution, improper settings may cause a malfunction of the MAS Pro.

## 6.1.2 Control Network Connection

**MAS Pro Dante DH:** connect onboard NIC 1 or 2 to the control network.


**MAS Pro Dante DS / Showmaster Go:** connect NIC 2 to the control network.

MAS Pro is configured to use DHCP to get its IP address. If your network installation has no DHCP server or requires another IP address, open the Setup menu and change the Network settings.

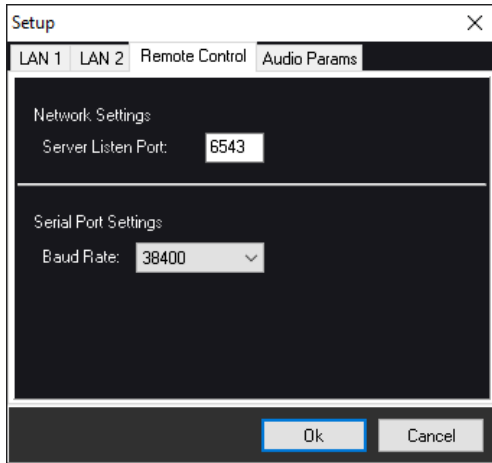


- **IP Address:** defines the network address of the MAS Pro. You may need to modify it if the default IP Address doesn't match your network configuration.
- **IP Mask:** defines the network subnet the MAS Pro belongs to. **IP Gateway:** defines the network gateway.
- **DHCP:** use DHCP for automatic IP address.
- **Primary DNS:** only required if you want your MAS Pro to access the Internet (not recommended)
- **Secondary DNS:** only required if you want your MAS Pro to access the Internet (not recommended)



 Network settings should be changed with caution, improper settings may cause a malfunction of the MAS Pro.

### 6.1.3 Remote Control



#### Network Settings

MAS Pro can be controlled remotely by using the Medialon Audio Client software or the mxmMedialonAudioClient.

- **Server Listen Port:** this value doesn't need to be modified unless a special configuration of your network doesn't allow this port. The default value is 6543.

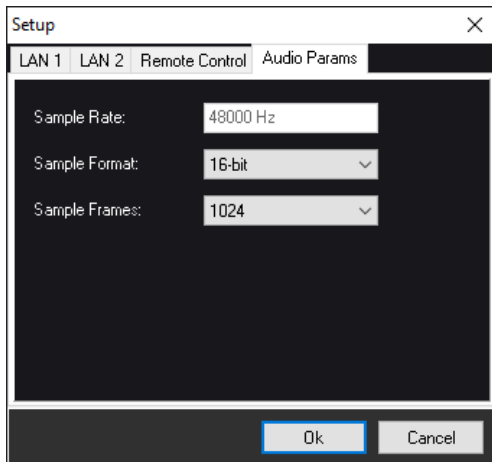
#### Serial Port Settings

MAS Pro Dante DH can be controlled through its COM 1 port and a RS232 communication.

- **Baud Rate:** select speed of communication.

### 6.1.4 Audio Parameters

In this section, you set the type of audio files used with MAS Pro Dante.



## Maintenance

- **Sample Rate:** The sample rate is fixed at 48 kHz for the audio files.
- **Sample Format:** defines the quality of the sound played by the MAS Pro. By default, sample format is set to 16-bit. To obtain the best audio quality, you can use 24-bit audio files and configure MAS Pro to 24-bit format (MAS Pro Dante DH only).
- **Sample Frames:** defines the size of the audio buffer. This parameter is reserved to expert, the default value (1024) covers all typical installations.



Any change in Audio Parameters will reboot the MAS Pro.

# 7 References

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## 7.1 Dante Audio Overview

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Dante is a combination of software, hardware, and network protocols that deliver uncompressed, multi-channel, low-latency digital audio over a standard Ethernet network. Developed in 2006 by a Sydney-based company named Audinate, Dante builds and improves on previous audio over Ethernet technologies, such as CobraNet® and EtherSound. Like most other audio over Ethernet technologies, Dante is primarily for professional, commercial applications. Most often, it is used in applications where a large number of audio channels must be transmitted over relatively long distances or to multiple locations.

Dante provides several advantages over traditional analog audio distribution. Audio transmitted over analog cables can be adversely affected by signal degradation due to electromagnetic interference, high-frequency attenuation, and voltage drop over long cable runs. Thanks to digital multiplexing, the cabling requirements for digital audio distribution are almost always reduced when compared to analog audio. Dante also provides specific advantages over first-generation audio over Ethernet technologies, such as CobraNet and EtherSound. Technological advancements include the ability to pass through network routers, native gigabit support, higher channel count, lower latency, and automatic configuration.

### Dante Terminology

- **Transmit (Tx) channel:** A transmit channel transmits audio from the audio hardware onto the network.
- **Receive (Rx) channel:** A receive channel receives audio from the network and sends it to the audio hardware.
- **Flow:** Dante audio routing creates flows. Each flow carries several channels of audio from a transmitter to one or more receivers. Unicast routing creates flows to single receivers. Multicast routing creates flows that can be received by multiple receivers. Multicast flows are assigned IDs enabling them to be identified in Dante Controller.
- **Unicast routing:** Unicast flows are point-to-point from a single transmitter to a single receiver. Unicast flows typically have room for 4 channels of audio.
- **Multicast routing:** Multicast flows are one-to-many from a single transmitter to any number of receivers. Unlike unicast routing, multicast flows consume network bandwidth even if there are no receivers, but do not require additional bandwidth to add more receivers.

### Network recommendations

Make certain that your network is using good quality components and is running Gigabit throughout. This helps reduce latency and increases bandwidth flexibility.


## References

As a rule of thumb, a separate dedicated Dante network is recommended for critical, high channel-count applications.

## Audio Formats

Different Dante devices may support different audio formats. Most Dante devices support either 48 kHz 24-bit PCM or 96 kHz 24-bit PCM. Some devices can be switched between 48 kHz and 96 kHz, but will not support both at once.

It is only possible to set up a route between channels which have a common audio format. Channels having incompatible formats will not be routable.

 **Note:** The MAS Pro Dante Audio Format is 48 kHz 16-bit (DS and DH models) or 24-bit (DH models only).

## Flows

Dante audio routing creates 'flows'. Each flow carries one or more channels of audio from a transmitting device to one or more receiving devices. There are two types of flow, unicast and multicast.

Unicast routing creates flows to a single receiving device; a unicast flow typically assigns space for 4 channels of audio. Unicast flows are setup when a receiver subscribes to an available audio channel and are automatically removed when the receiver unsubscribes from all channels in that flow.

Multicast routing creates flows that can be received by multiple receivers. Multicast flows are assigned IDs enabling them to be identified and to facilitate their removal. In contrast to unicast flows, multicast flows must be set up on the transmitting Dante device before receivers can subscribe to these flows.

## Advanced Routing: Using Multicast

Dante routing is unicast by default. This means that a separate flow is set up between each transmitter and receiver. If several receivers are all subscribed to the same channels of a transmitter, it may sometimes be more efficient to use multicast.

Multicast sends the same set of channels to multiple receivers. In practice, this usually means that the audio flow is flooded throughout the network. If many receivers want the same channels, using multicast can reduce overall network use, especially on the transmitter, because only one copy of each audio channel needs to be sent, rather than many.

Dante receivers will automatically prefer multicast to unicast if it is available. This means that if a new multicast flow is created containing the channels that a receiver is currently receiving as unicast, the receiver will switch over to receiving audio from the multicast flow and the unicast flow will be removed.

## 7.2 RS232 Protocol

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### 7.2.1 Overview

The MAS Pro ASCII control protocol is a client/server protocol. Requests are always initiated by the client and the server must reply to the client requests. There's no concept of 'event' messages which would be sent by the server without a request.

The underlying transport protocol is ASCII over a serial link (RS232) although the protocol itself is independent of the physical transport protocol.

#### RS232 Communication parameters

Parameter	Data
Baud rate	38400 to 115200 baud
Data bits	8
Parity	No
Stop bits	1
Flow control	None

#### General message format

##### Syntax

A command is made of:

- A verb
- Zero, one or more parameters separated by commas and enclosed by brackets.

*Example:* 'PLAY(2)'

A single command message is made of a command followed by a carriage return (0x13) or a line feed (0x0A).



**Note:** the verb is not case sensitive: that is 'OpenMedia' is the same as 'OPENMedia'. Space characters (SPACE or TAB) are allowed:

- between verb and left brackets
- between parameters and separators (brackets and comma).

*Example:* 'OPENMEDIA ( 2, testmedia.wav )\n'.

However, reply messages returned from the server are guaranteed not to contain any spaces between verb, left brackets, parameters and right brackets.

## References

A message can be made of one or more commands. Commands must be separated by one or more space character(s). The end of the message is delimited by a carriage return (0x0D or \r) or a line feed (0x0A or \n).

*Example:* 'PLAY(2) STOP(4)\r'

Messages returned by the server always contain only one reply for each command.

Time values sent by the client are expressed either:

- as timecode string in hundredth of seconds format.  
*Example:* '00:01:00/52' means one minute and 52 hundredth
- as time in milliseconds  
*Example:* '60520' means one minute and 52 hundredth.

Each verb has shortcut in order to optimize communication throughput and/or ease typing the command on a terminal. See detail command description.

*Example:* 'PLAY(2)' or 'PL(2)' commands are equivalent.

### **Server Response**

When MAS Pro receives a 'command only' message. It sends back the command message, If the command is correctly formatted.

*Example:* Send a play command to Player #2:

- Client sends: PLAY( 2 )
- The server replies: PLAY(2).

When MAS Pro receives a 'get information' message, the server sends back the requested information preceded by the same verb as the request message.

*Example:* In order to get the status of Player #4:

- Client sends: GETSTATUS(4)
- Server replies: GETSTATUS(4,3,00:05:23/45)


### **Error management:**

If the command syntax is incorrect, the server sends back an error message followed by the incoming command.

*Example:* send a play command to Player #212 (which doesn't exist):

- Client sends: PLAY(212)
- The server sends back: Error(Invalid Channel) PLAY(212)

**Note** that no error is notified if the command syntax is correct, but the required action couldn't be performed depending upon the current state of the server.

 The only exception is the OpenMedia() command which returns a 'File Not Found' error if the specified media is not in the media directory.


It is allowed to send a command to the server before receiving the reply of the server for the previous command.

### Group of Players

To ensure the synchronous execution of a command for a group of Players, several commands like Play, Pause, Stop, support multiple Players.

*Example:* PLAY(1,4,9,10) can be used to start playing Players 1, 4, 9 and 10 in sync.

## 7.2.2 Commands

 Command shortcuts are shown within brackets.

### Transport

#### PLAY

Send a Play to the specified Player(s).

*Client sends:*

Field	Value
Command	PLAY [PL]
PlayerIndex	1 to N

*Server replies with the same message:*

Example: PLAY(2)

This command also supports multiple Players using the following syntax: PLAY(,,...)

*Example:* PLAY(1,4,9,10) can be used to start playing Players 1, 4, 9 and 10 in sync.

#### PAUSE

Send a Pause to the specified Player(s).

## References

*Client sends:*

Field	Value
Command	PAUSE [PA]
PlayerIndex	1 to N

*Server replies with the same message:*

*Example:* PAUSE(2) This command also supports multiple Players using the following syntax: PAUSE(,,...)

*Example:* PAUSE(1,4,9,10) can be used to pause Players 1, 4, 9 and 10 in sync.

## STOP

Send a Stop to the specified Player(s).

*Client sends:*

Field	Value
Command	STOP [ST]
PlayerIndex	1 to N

*Server replies with the same message:*

*Example:* STOP(2)

This command also supports multiple Players using the following syntax: STOP(,,...)

*Example:* STOP(1,4,9,10) can be used to stop Players 1, 4, 9 and 10 in sync.

## LOCATE

Locate the specified Player to the specified position.

*Client sends:*

Field	Value
Command	LOCATE [LC]
PlayerIndex	1 to N
Position	position to locate to (either in timecode or milliseconds format)

*Server replies with the same message:*

*Example:* LOCATE(2,00:03:25/45)



## References

This command also supports multiple Player channels using the syntax: LOCATE(,,,,,Position)

*Example:* STOP(1,4,9,10,00:01:00/00) can be used to locate Players 1, 4, 9 and 10 at the specified position.

## OPENMEDIA

Open and load a media on the specified Player.

*Client sends:*

Field	Value
Command	OPENMEDIA [OP]
PlayerIndex	1 to N
MediaName	Media Name

*Server replies with the same message:*

*Example:* OPENMEDIA(4,testfile.wav)

If successful, this command increments the Player's OpenFileCounter (See [GETSTATUS](#) command).

## CLOSEMEDIA

Close the currently loaded media on the specified Player.

*Client sends:*

Field	Value
Command	CLOSEMEDIA [CL]
PlayerIndex	1 to N

*Server replies with the same message:*

*Example:* CLOSEMEDIA(4)

**SETVOLUME**

Set the volume for the specified Player.

*Client sends:*

Field	Value
<b>Command</b>	SETVOLUME [VO]
<b>PlayerIndex</b>	1 to N
<b>Volume</b>	Volume gain in hundredth of dB (from 0dB to -100dB)

*Server replies with the same message:*

*Example:* SETVOLUME (4,-1000).

**SETBALANCE**

Set the balance for the specified Player.

*Client sends:*

Field	Value
<b>Command</b>	SETBALANCE [BA]
<b>PlayerIndex</b>	1 to N
<b>Balance</b>	Balance in hundredth of dB. Positive values for right channel, negative values for left channel.

*Server replies with the same message:*

*Example:* SETBALANCE (4,1000).

**SETLOOP**

Sets the number of times the current media should be looped on the specified Player.

*Client sends:*

Field	Value
<b>Command</b>	SETLOOP [LP]
<b>PlayerIndex</b>	1 to N
<b>PlayCount</b>	Number of times the media must loop after this command has been received. 0 means infinite loop.

*Server replies with the same message:*

*Example:* SETLOOP(12,3).

Send SETLOOP(#,1) to stop the loop, where # is the PlayerIndex.

## References

### FADE

Performs a volume fade on the specified Player.

*Client sends:*

Field	Value
Command	FADE [FA]
PlayerIndex	1 to N
PlayerVolume	Final Volume gain in hundredth of dB (from 0dB to -100dB)
FadeTime	fade time (either timecode or millisecond format)
FadeCurve	1 to 3 (selects from fade curves): 1: Standard Logarithmic Audio Curve 2: Crossfade Curve 3: Linear Curve

*Server replies with the same message:*

*Example:* FADE(4,-1000,3000,1)

### SETMONO

Set the Mono/Stereo configuration of the specified Player.

*Client sends:*

Field	Value
Command	SETMONO [MO]
PlayerIndex	1 to N
MonoMode	1 for mono 0 for stereo

*Server replies with the same message:*

*Example:* SETMONO(8,1).

### Request Commands

#### GETSTATUS

Get the short status for the specified Player.

*Client sends:*

Field	Value
Command	GETSTATUS [GS]
PlayerIndex	1 to N

## References

Server replies with the same message:

Field	Value
Command	GETSTATUS [GS]
PlayerIndex	1 to N
Status	Status of the Player as an integer: 0: Idle 1: Open 2: Close 3: Playing 4: Paused 5: Stopped 8: Locating 9: NotOnline
Position	Position in timecode (hundredth of seconds format)

Example:

- Client sends: GETSTATUS( 4 )
- Server replies: GETSTATUS(4,3,00:05:23/45)

## GETFULLSTATUS

Get the status for the specified Player.

Client sends:

Field	Value
Command	GETFULLSTATUS [GF]
PlayerIndex	1 to N

Server replies with the same message:

Field	Value
Command	GETFULLSTATUS [GF]
PlayerIndex	1 to N
Status	Status of the Player as an integer: 0: Idle 1: Open 2: Close 3: Playing 4: Paused 5: Stopped 8: Locating

## References

Field	Value
	9: NotOnline
<b>MediaName</b>	Name of the currently loaded media (empty if no media)
<b>Position</b>	Position in timecode (hundredth of seconds format)
<b>Duration</b>	Duration of the currently loaded media in timecode (hundredth of seconds format)
<b>Volume</b>	Level attenuation in hundredth of dB (from 0dB to -100dB)
<b>Balance</b>	Current balance
<b>OpenFileCounter</b>	The value is incremented each time a new file is opened on the specified Player.
<b>PlayCount</b>	Count of programmed loops (0 means infinite loop)

*Example:*

- Client sends: GETFULLSTATUS( 4 )
- Server replies: GETFULLSTATUS(4,playing,testfile.wav,00:05:23/45,00:10:00/00,0,0,55,1)

### GETPOSITION

Get the position of the current media for the specified Player.

*Client sends:*

Field	Value
<b>Command</b>	GETPOSITION [GP]
<b>PlayerIndex</b>	1 to N

*Server replies with the same message:*

Field	Value
<b>Command</b>	GETPOSITION [GP]
<b>PlayerIndex</b>	1 to N
<b>Position</b>	Current position in timecode (hundredth of seconds format)

*Example:*

- Client sends: GETPOSITION ( 4 )
- Server replies: GETPOSITION (4,00:05:23/45)

### GETDURATION

Get the duration of the current media for the specified Player.

## References

*Client sends:*

Field	Value
Command	GETDURATION [DU]
PlayerIndex	1 to N

*Server replies with the same message:*

Field	Value
Command	GETDURATION [DU]
PlayerIndex	1 to N
Duration	Duration of current media in timecode (hundredth of seconds format)

*Example:*

- Client sends: GETDURATION(4)
- Server replies: GETDURATION(4,00:05:23/45)

## GETVOLUME

Get the current volume gain of the specified Player.

*Client sends:*

Field	Value
Command	GETVOLUME [GV]
PlayerIndex	1 to N

*Server replies with the same message:*

Field	Value
Command	GETVOLUME [GV]
PlayerIndex	1 to N
Volume	Level attenuation in hundredth of dB (from 0dB to -100dB)

*Example:*

- Client sends: GETVOLUME(4)
- Server replies: GETVOLUME(4,-1000)

## GETBALANCE

Get the current balance of the specified Player.

## References

*Client sends:*

Field	Value
Command	GETBALANCE [GB]
PlayerIndex	1 to N

*Server replies with the same message:*

Field	Value
Command	GETBALANCE [GB]
PlayerIndex	1 to N
Balance	Balance in hundredth of dB. Positive values for right channel, negative values for left channel.

*Example:*

- Client sends: GETBALANCE(4)
- Server replies: GETBALANCE(4,1000)

## GETCURRENTMEDIA

Get the name of the current media for the specified Player.

*Client sends:*

Field	Value
Command	GETCURRENTMEDIA [GM]
PlayerIndex	1 to N

*Server replies with the same message:*

Field	Value
Command	GETCURRENTMEDIA [GM]
PlayerIndex	1 to N
MediaName	Name of the currently loaded media (empty if no media)

*Example:*

- Client sends: GETCURRENTMEDIA ( 4 )
- Server replies: GETCURRENTMEDIA (4,testfile.wav)

## GETMEDIADIRECTORY

Get the media directory of the whole audio server.

## References

*Client sends:*

Field	Value
Command	GETMEDIADIRECTORY [GD]

*Server replies with the same message:*

Field	Value
Command	GETMEDIADIRECTORY [GD]
MediaDirectory	Path of the current media directory

*Example:*

- Client sends: GETMEDIADIRECTORY()
- Server replies: GETMEDIADIRECTORY(c:\sounds)

## GETFILELIST

Get the list of the files located in the media directory of the audio server.

*Client sends:*

Field	Value
Command	GETFILELIST [LI]

*Server replies with the same message:*

Field	Value
Command	GETFILELIST [LI]
FileList	File list with filenames separated by CR/LF pairs (0x13,0x0D)

*Example:*

- Client sends: GETFILELIST()
- Server replies: GETFILELIST(testfile.wav\r\nring.wav\r\nhello.wav)



The following characters are not allowed in the filenames:

- ',' comma
- ')' right bracket
- '(' left bracket

## GETVERSION

Get the version of MAS Pro software and the version of the ASCII protocol.



## References

Client sends:

Field	Value
Command	GETVERSION [VE]

Server replies with the same message:

Field	Value
Command	GETVERSION [VE]
SoftwareVersion	Current version MAS Pro
ProtocolVersion	Current version of ASCII protocol

Example:

- Client sends: GETVERSION()
- Server replies: GETVERSION(1.0.7.0,1.0)
  - Software version is '1.0.7.0'.
  - ASCII Protocol Version is '1.0'.

## 7.2.3 Response Message

### Error List

Possible values for error codes:

- *Syntax Error*: input is malformed
- *Unknown Command*: the command verb is not recognized
- *Invalid Channel*: the specified channel index is incorrect
- *Parameter Count*: the count of parameters of the command is incorrect
- *File Not Found*: the specified media name was not found in the media directory
- *Invalid Time*: the time parameter of the command is invalid

### Channel Status

The status field of the reply message to the GetStatus command can have one of the following values:

- Idle: initial state after power up
- Open: a media has been successfully opened and loaded
- Close: last OPENMEDIA() command failed
- Playing: the media is currently playing

## References

- Paused: the media is currently paused
- Stopped: the media is currently stopped
- Locating: the media is reaching its target position
- NotOnline: the channel is not online

## 7.3 Keyboard Shortcuts

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### 7.3.1 File menu

Item	Shortcut	Action
Quit	Ctrl+Q	Quit the application



**Note** that this menu is not available locally on the MAS Pro user interface.

### 7.3.2 Configuration menu

Item	Shortcut	Action
New Configuration	Ctrl+N	Create a new empty configuration
Open Configuration	Ctrl+O	Open and load an existing configuration file
Save Configuration	Ctrl+S	Save the current configuration to disk
Edit Configuration	Ctrl+E	Edit the current configuration

### 7.3.3 Server menu

Item	Shortcut	Action
Connect	Ctrl+Alt+K	Launch Medialon Audio Server Browser
Disconnect	Shift+Ctrl+K	Close current Medialon Audio Server connection
Retrieve Configuration from Audio Server	Ctrl+R	Retrieve the configuration from Audio Server to the remote Audio Client
Transmit Configuration to Audio Server	Ctrl+T	Transmit the configuration from the remote Audio Client to the Audio Server

### 7.3.4 Help menu

Item	Shortcut	Action
Medialon Audio Client Pro Help	F1	Launch Medialon Audio Server User Manual

## 7.3.5 Configuration Editor

Item	Shortcut	Action
New Player	Ctrl+P	Create a new Player
New Track	Ctrl+T	Add a new track to the selected Player
Output Mapping	Ctrl+M	Open the Output Mapping for the selected Track

## 7.4 Action on click

---

### 7.4.1 Player Index click

Opens the Player details window.

### 7.4.2 Player Media Name click

Opens the Media Library window.

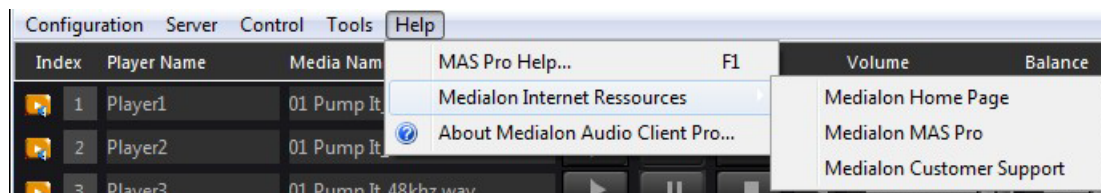
### 7.4.3 Ctrl + Volume click

Set all volume sliders to the same level:

- In the main window, it concerns all Players volumes.
- All tracks levels change in a Player Detail.
- All output volumes are set in Output Control window

## 7.5 Help

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### 7.5.1 About Dialog

Clicking on the 'Help > About...' menu item displays the 'About...' dialog box.

References



The program version is shown at the bottom left of the box.

## 8 Contact Us

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Find more on our website <https://7thSense.one/> and on social media



or contact our support team at [support@7thsense.one](mailto:support@7thsense.one)



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